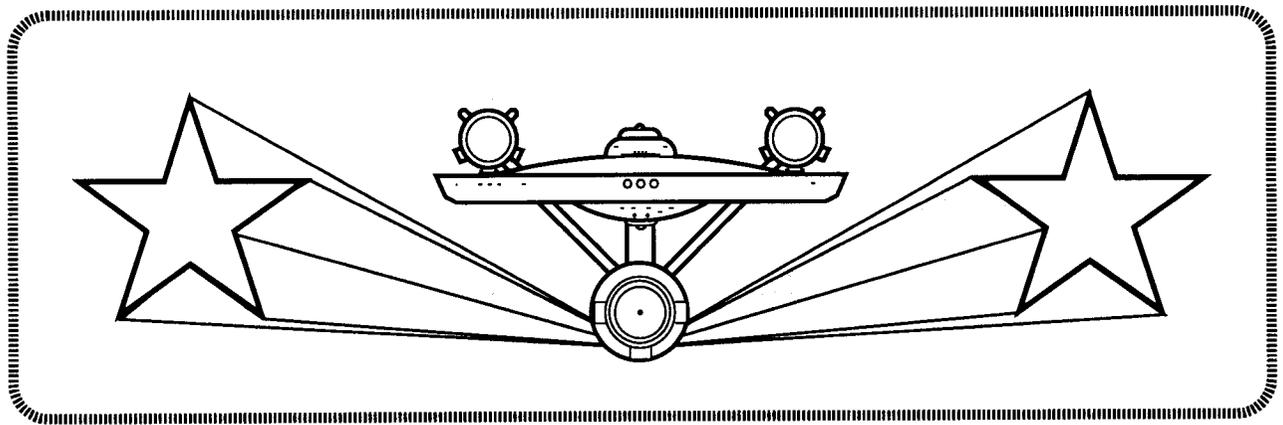


STAR FLEET BATTLES



CAPTAIN'S BASIC SET SSD BOOK 2000



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SMALL AUXILIARY CARRIER

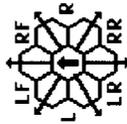
CREW UNITS		ADMINISTRATIVE SHUTTLES	
10	20	IDENT	HIT POINTS
			NOTES

BOARDING PARTIES	TRANSPORTER BOMBS
2	D D

DECK CREWS
10

SHIP DATA TABLE	
TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.13

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



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

ANTI-DRONE TABLE

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

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

TYPE I OFFENSIVE PHASER TABLE

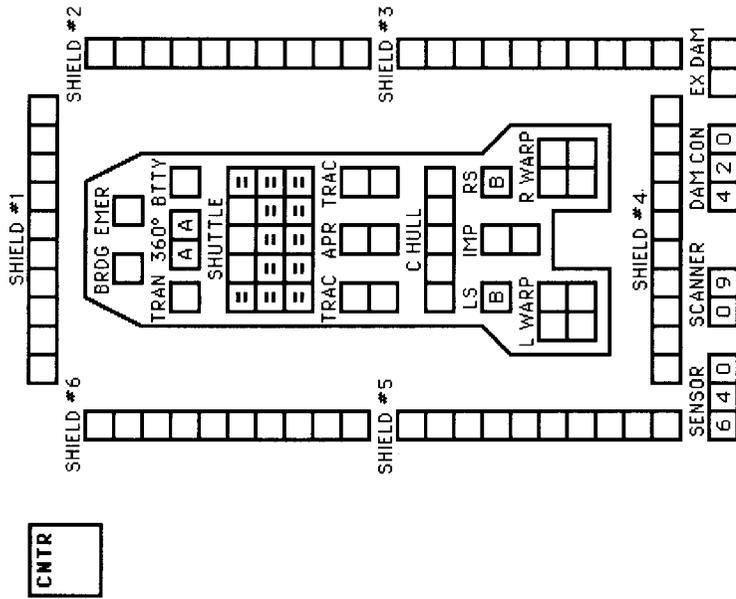
DIE RANGE	6-9	16-26	51-75							
ROLL 0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	4	3	1	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



THE WEAPONS USED BY EACH RACE ARE SPECIFIED IN (R1.13).

INSERT WEAPON SPECIFIED BY (R1.13)

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	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

SMALL FREIGHTER

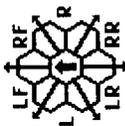
CREW UNIT **[*]**

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS

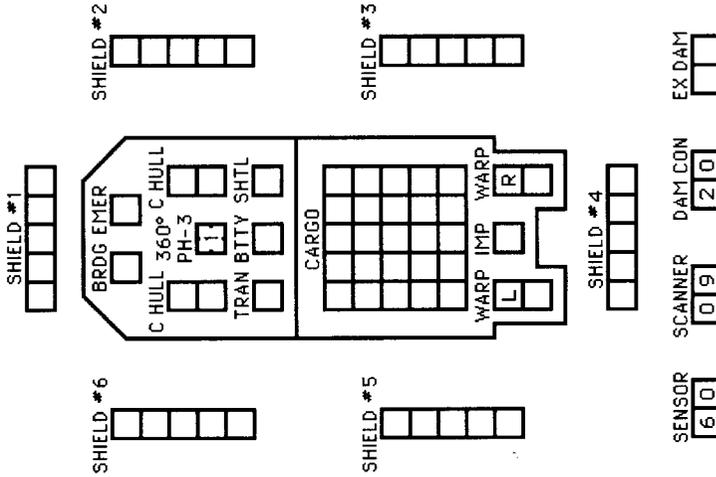
SHIP DATA TABLE	
TYPE	= F-S
POINT VALUE	= 26/12
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.5

CNTR

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



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



THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

THIS SHIP DOES NOT CARRY T-BOMBS.

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

LARGE FREIGHTER

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

CREW UNITS
*2

SHIP DATA TABLE

TYPE = F-L
 POINT VALUE = 61/18
 BREAKDOWN = 1-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.6

TYPE II PHASER TABLE

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

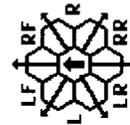
TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
 THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.
 THIS SHIP DOES NOT CARRY T-BOMBS.



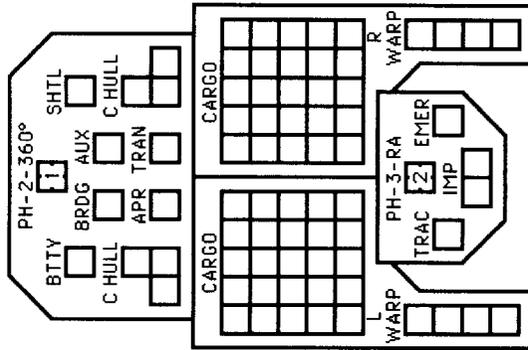
RA = LR + RR

CNTR

SHIELD #1

SHIELD #6

SHIELD #2



SHIELD #5

SHIELD #3

SHIELD #4

SENSOR 630

SCANNER 029

DAM CONTROL 220

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

CREW UNITS

10					
*					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

BOARDING PARTIES

8					
---	--	--	--	--	--

T-BOMBS

D	D
---	---

SHIP DATA TABLE

TYPE = L-Q
 POINT VALUE = 81
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

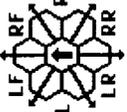
TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.
 SEE SPECIAL COMBAT RULES (R1.7).

PHOTON TORPEDO TABLE

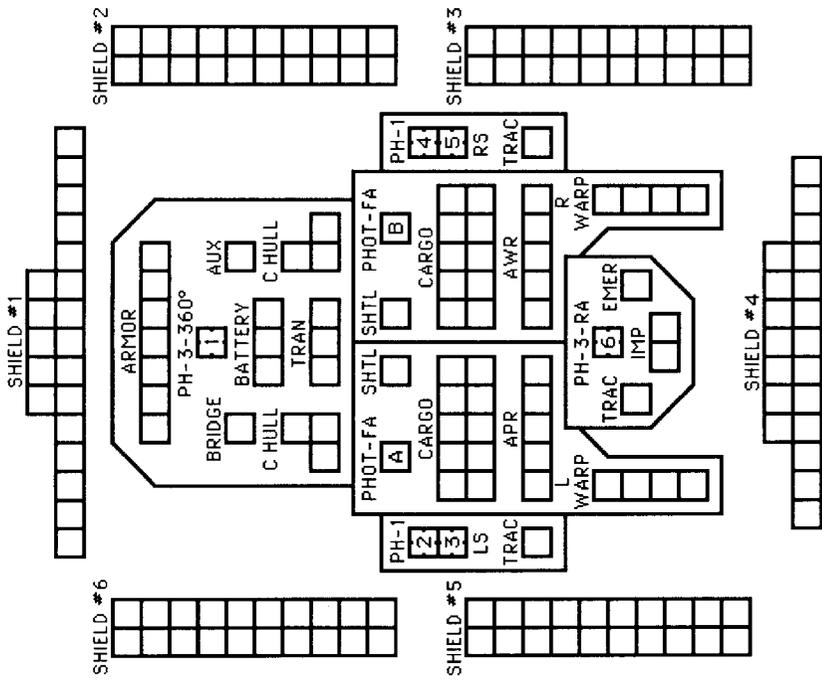
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DHGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA



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

FEDERATION LARGE Q SHIP

CNTR



SENSOR 6 6 3 0
 SCANNER 0 0 2 9
 DAM CONTROL 4 1 2 0
 EX DAMAGE

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

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

FEDERATION SMALL Q SHIP

CNTR

SHIP DATA TABLE

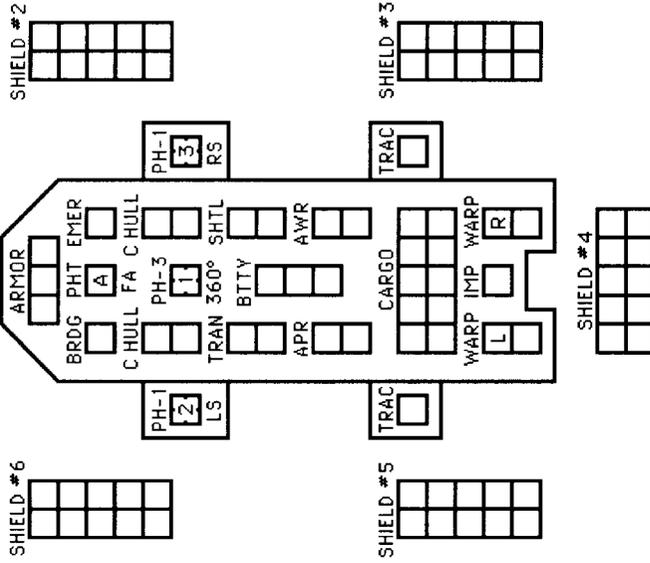
TYPE = S-Q
 POINT VALUE = 40
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

ADMINISTRATIVE SHUTTLES

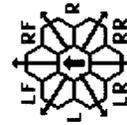
IDENT	HIT POINTS	NOTES

BOARDING PARTIES

T-BOMBS



SENSOR 640 | SCANNER 009 | DAM CON 420 | EX DAM



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

TYPE I OFFENSIVE PHASER TABLE

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

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

SEE SPECIAL COMBAT RULES (R1.7).

PHOTON TORPEDO TABLE

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

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

KLINGON LARGE Q SHIP

CREW UNITS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

BOARDING PARTIES

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

T-BOMBS

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

SHIP DATA TABLE

TYPE = L-Q
 POINT VALUE = 83
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

Y175 REFIT	= +4
UIM REFIT	= +5

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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

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

SEE SPECIAL COMBAT RULES (R1.7).

DRONE RACKS

1				A		B
2				A		B

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

ANTI-DRONE TABLE

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



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

DISRUPTOR TABLE

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

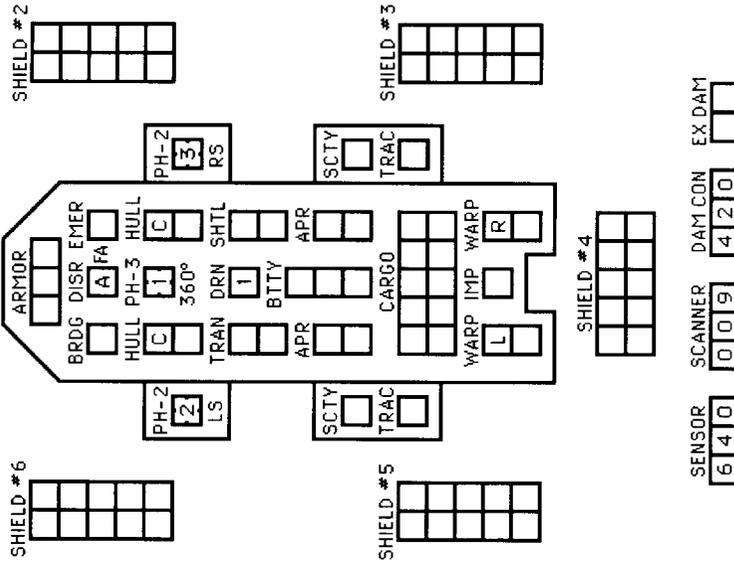
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

KLINGON SMALL Q SHIP

CMTR

SHIP DATA TABLE	
TYPE	= S-Q
POINT VALUE	= 41
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.7
Y175 REFIT	= +1
UIM REFIT	= +5



ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES

T-BOMBS

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

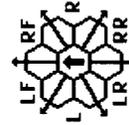
DIE RANGE	4-9	8	15
ROLL 0	1	2	3
1	4	4	4
2	4	4	4
3	4	4	4
4	4	3	0
5	4	3	0
6	3	3	0

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

SEE SPECIAL COMBAT RULES (R1.7).

DRONE RACK

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



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

DISRUPTOR TABLE

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

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

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

GORN LARGE Q SHIP

CREW UNITS

*						10
---	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J159) TRANSFERS.

BOARDING PARTIES

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

T-BOMBS

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

SHIP DATA TABLE

TYPE = L-Q
 POINT VALUE = 80
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	9-16	16-26	26-50	50-75
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

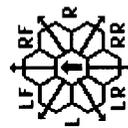
TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. SEE SPECIAL COMBAT RULES (R1.7).



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

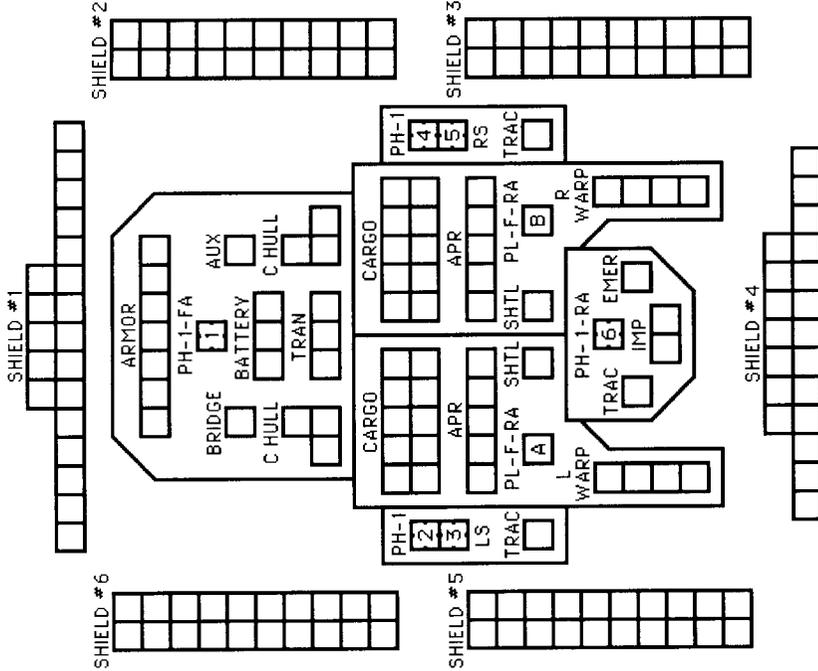
PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO PLASMA TORPEDOES

A	F
B	F

CNTR



SENSOR
6 6 3 0

SCANNER
0 0 2 9

DAM CONTROL
4 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	
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 SMALL Q SHIP

CREW UNITS

★			6
---	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

		5
--	--	---

T-BOMBS

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

SHIP DATA TABLE

TYPE = S-Q
 POINT VALUE = 35
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

C	1	2	3	4	5	6
NO						
HET						
BONUS						
BD						

TYPE III DEFENSE PHASER

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

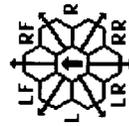
THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. SEE SPECIAL COMBAT RULES (R1.7).

PLASMA TORPEDO WARHEAD TABLE

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

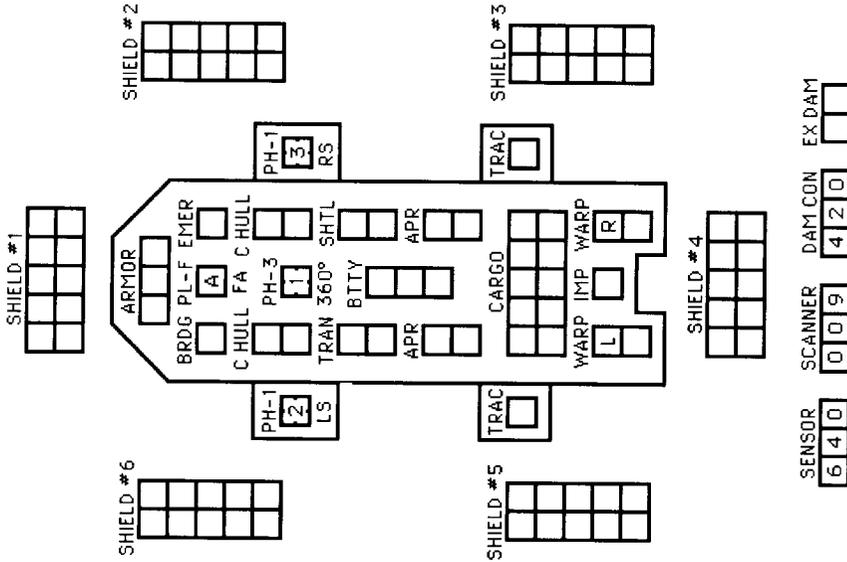
PSEUDO PLASMA TORPEDO

A	F
---	---



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

CNTR

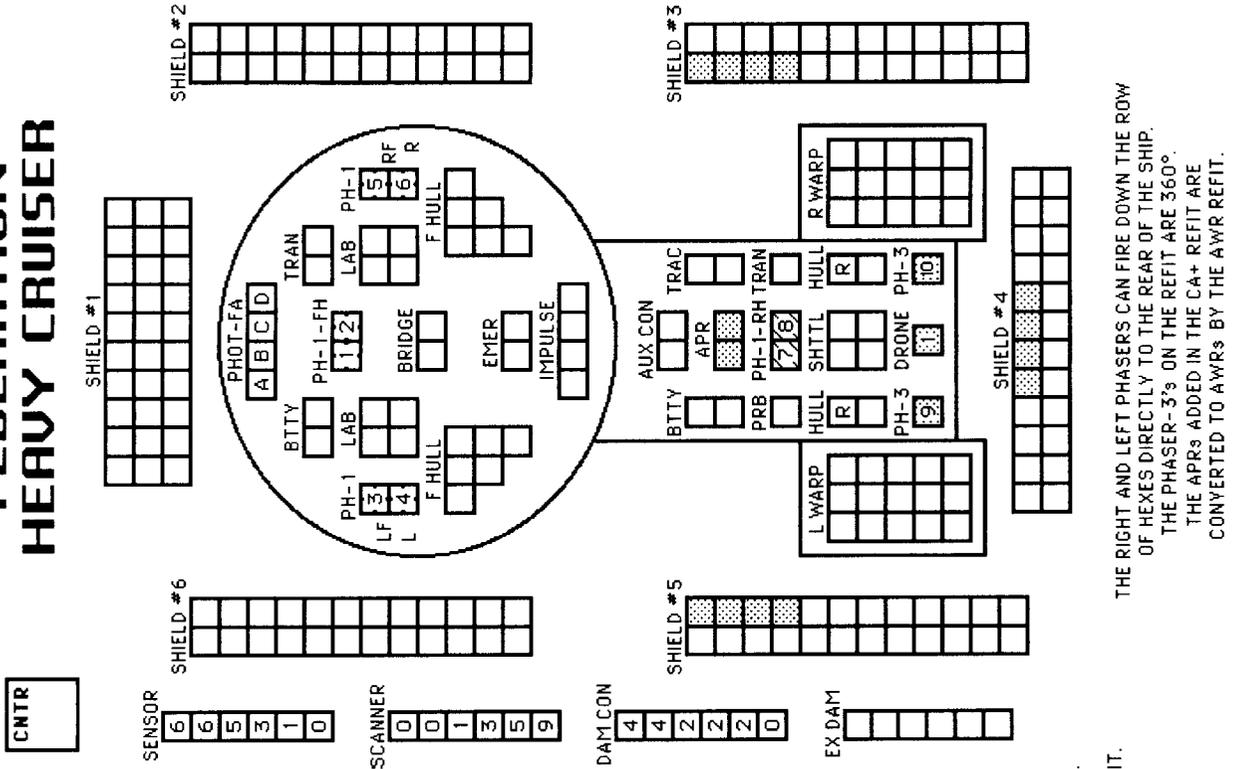


WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	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

⑤ = HET COST
 ⑥ = ERRATIC MANEUVER WARP COST

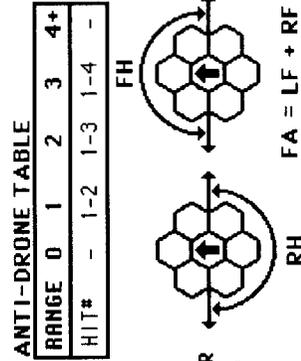
FEDERATION HEAVY CRUISER



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. THE PHASER-3's ON THE REFIT ARE 360°. THE APRs ADDED IN THE CA+ REFIT ARE CONVERTED TO AWRs BY THE AWR REFIT.

SHIP DATA TABLE	
TYPE	= CA
POINT VALUE	= 125
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.4
PLUS REFIT	= +14
CAR REFIT	= + 4
AWR REFIT	= + 2
Y175 REFIT	= + 0

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



SHADED BOXES ARE THE CA+ REFIT.
REAR PHASERS ADDED BY CAR REFIT.

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

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES



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

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

FEDERATION (OLD) LIGHT CRUISER

CREW UNITS ADMINISTRATIVE SHUTTLES

10	HIT POINTS	NOTES
20		
30		

BOARDING PARTIES

8

PROBES

5

TRANSPORTER BOMBS

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

DRONE RACK

1	:	:	:	:	:	G
---	---	---	---	---	---	---

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

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	98
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.5
PLUS REFIT	=	+13
AWR REFIT	=	+ 2
Y175 REFIT	=	+ 0

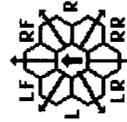
TURN MODE SPEED

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

ANTI-DRONE TABLE

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

SEE (D4.12) FOR ARMOR RULES.



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

CNTR

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SENSOR

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

SCANNER

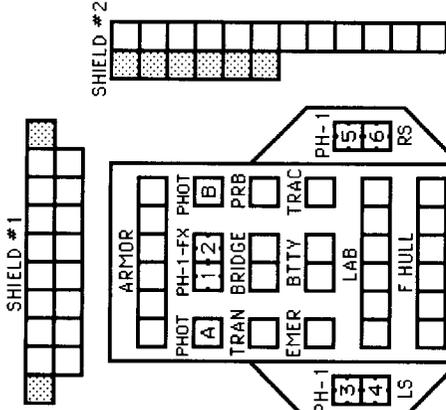
0	0	1	3	5	9
---	---	---	---	---	---

DAMCON

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

EX DAM

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



SHIELD #6

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

SHIELD #5

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

SHIELD #3

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

NOTE: PHOTON FIRING ARC IS FA.
 SHADED BOXES ARE THE CL + REFIT.
 APR CONVERTED TO AWR BY THE AWR REFIT.

TYPE I OFFENSIVE PHASER TABLE

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

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

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, OVERLORD	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
DMG, OVERLORD	-----	UARRIES	-----	NA	NA	NA

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	10	11	12	13	14	15	16	17	18	19	20	21	21	22	23	24	25	26	27	28	29	30
Funct.	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	23	24	

FEDERATION DESTROYER

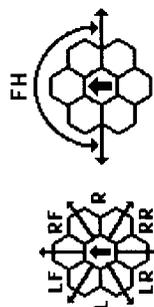
CNTR

SHIP DATA TABLE

TYPE = DD
 POINT VALUE = 94
 BREAKDOWN = 3-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R2.6
 PLUS REFIT = +6

TURN MODE SPEED

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



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

SHADED BOXES ARE THE DD+ REFIT.
 FOUR OF THE LABS ARE REPLACED WITH AWR BY THE DD+ REFIT.

CREW UNITS

10	20
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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
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BOARDING PARTIES

6

PROBES

5

TRANSPORTER BOMBS

DD

TYPE I OFFENSIVE PHASER TABLE

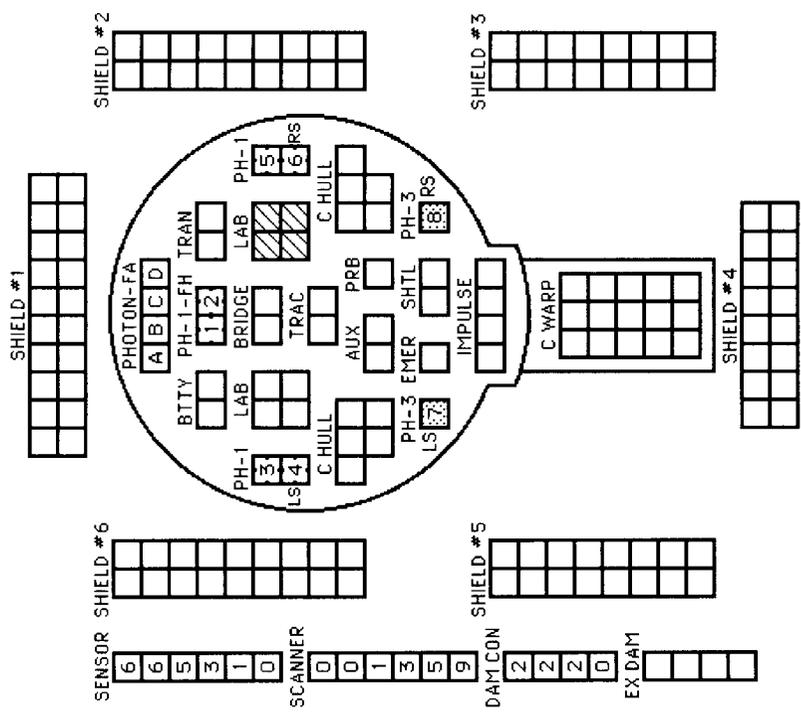
DIE RANGE	6-	9-	16-	26-	51-						
ROLL	0	1	2	3	4	5	6	15	25	50	75
1	9	8	7	6	5	4	3	2	1	1	1
2	8	7	6	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	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

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 = 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

FEDERATION SCOUT

CNTR

SHIP DATA TABLE		
TYPE	=	SC
POINT VALUE	=	120/100
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.7
PLUS REFIT	=	+4

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

PROBES

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

BOARDING PARTIES

				6
--	--	--	--	---

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

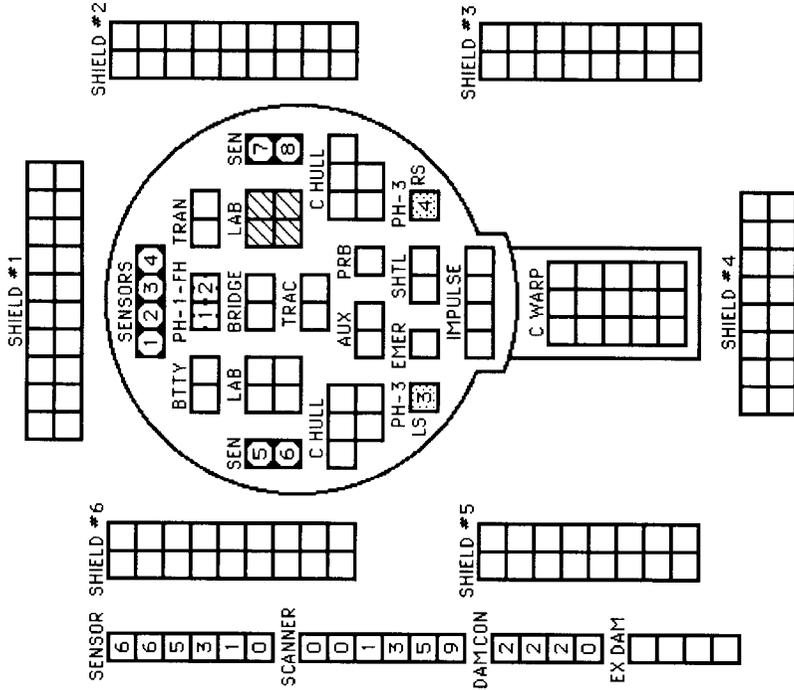
DIE RANGE	6-	9-	16-	26-	51-						
ROLL 0	1	2	3	4	5	8	15	25	50	75	
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	3	2	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

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



SHADED BOXES ARE THE SC+ REFIT.

FOUR OF THE LABS ARE REPLACED WITH APR BY THE SC+ REFIT.



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

SENSORS #1-#4 ARE DESTROYED ON TORPEDO HITS.
SENSORS #5-#8 ARE DESTROYED ON PHASER HITS.

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	
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

FEDERATION FLEET TUG

CREW UNITS		ADMINISTRATIVE SHUTTLES	
		HIT POINTS	NOTES
10	20		

BOARDING PARTIES		DRONE RACK	
2		1	6

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

TRANSPORTER BOMBS	
D	D
D	D
D	D
D	D

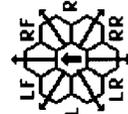
SHIP DATA TABLE	
TYPE	TUG
POINT VALUE	= 88/60
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.8
PLUS REFIT	= +8
CARGO POD @	+21/15
Y175 REFIT	= +0

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

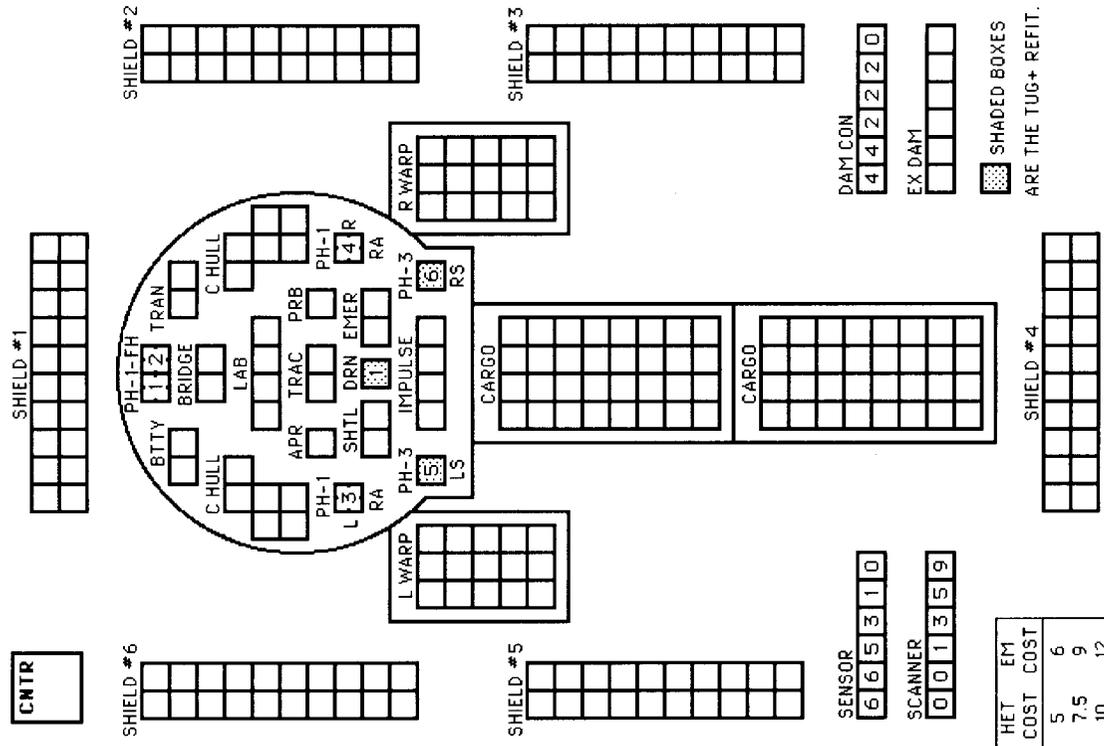
TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6- 9- 16- 26- 51- 75
ROLL 0	1 2 3 4 5 6 7 8 15 25 50
1	9 8 7 6 5 5 4 3 2 1 1 0
2	8 7 6 5 5 4 3 2 1 1 0 0
3	7 5 4 4 4 3 1 0 0 0 0 0
4	6 4 4 4 4 3 2 0 0 0 0 0
5	5 4 4 4 4 3 1 0 0 0 0 0
6	4 4 3 3 2 2 0 0 0 0 0 0

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

WHILE A CARGO POD IS ATTACHED, THE HULL BOXES ON THE TUG ARE HIT ON "F HULL" HITS WHILE "AFT HULL" HITS ARE SCORED AS "CARGO" HITS ON THE POD. THE POD IS ALSO DAMAGED BY "CARGO" HITS.



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



SENSOR	
6	6
5	5
3	3
1	1
0	0

SCANNER	
0	0
1	1
3	3
5	5
9	9

POD	MOVE	HET	EM
WT	COST	COST	COST
0-1	1.0	5	6
2	1.5	7.5	9
3	2.0	10	12

WITH 3 POD WEIGHTS	
TURN MODE	SPEED
F	1 2-3
	2 4-5
	3 6-9
	4 10-13
HET	5 14-17
	6 18-23
BD	7 24-29
	8 30+

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

WITH 0 OR 1 POD	
TURN MODE	SPEED
D	1 2-4
	2 5-8
	3 9-12
	4 13-17
HET	5 18-24
	6 25+

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

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

ROMULAN WARBIRD CRUISER

CREW UNITS

				10
*				

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

			5
--	--	--	---

PROBES

			5
--	--	--	---

CLOAK

	H&R
--	-----

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE = WB
 POINT VALUE = 45
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 CLOAK COST = 1
 REFERENCE = R4.2

PLUS REFIT = +15
 BPV INCLUDES CLOAK

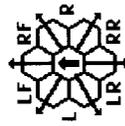
TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM. SEE (D4.12) FOR ARMOR RULES.

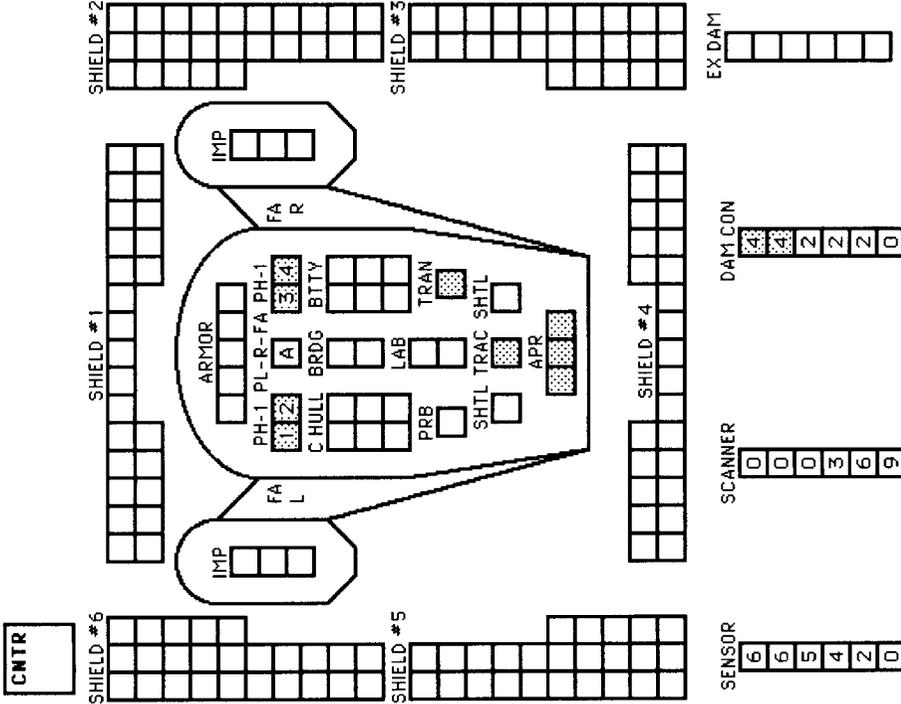
PSEUDO-PLASMA TORPEDO

AS	
NSM	



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	25	25	25	25	20	20	10	5	1	0
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	10	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				



TYPE III DEFENSE PHASER

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

SHADED BOXES ARE THE PLUS REFIT.

MOVEMENT COST = 1

EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.

ROMULAN WAR EAGLE CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
10			
20			

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES		TRANSPORTER BOMBS	
NSM	CLOAK	H&R	
5			

PROBES	
NSM	CLOAK
5	

SHIP DATA TABLE	
TYPE	WE
POINT VALUE	= 100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 6/4
REFERENCE	= R4.3
PHASER REFIT	= +3
BPV INCLUDES CLOAK	

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

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

PSEUDO-PLASMA TORPEDO	
A	R

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM. SEE (D4.12) FOR ARMOR RULES.

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 5 1 0 0 0
TYPE G	20 15 15 15 10 5 1 0 0 0 0 0
TYPE F	20 15 10 5 1 0 0 0 0 0 0 0
BOLT	1-4 1-3 1-2 1

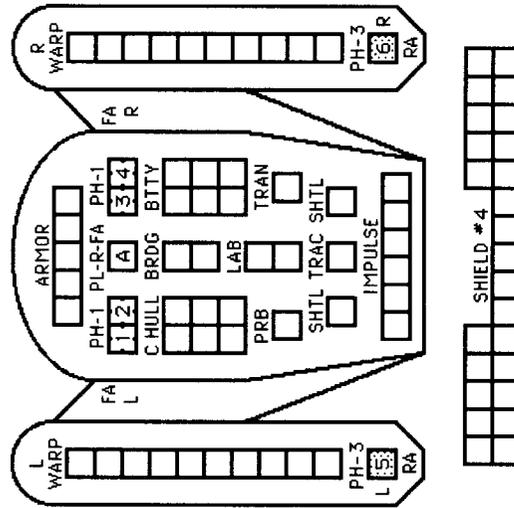
CNTR

SHIELD #6

SHIELD #5

SHIELD #2

SHIELD #3



SENSOR	6 6 5 4 2 0
SCANNER	0 0 0 3 6 9
DAMAGE CONTROL	4 4 2 2 2 0
EXCESS DAMAGE	

SHADED BOXES ARE THE REAR PHASER REFIT.

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

BATTLE STATION

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

SHIP DATA TABLE	
TYPE	= BATS
POINT VALUE	= 200
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R1.2
Y170 REFIT	= +15
Y175 REFIT	= +15
HANGAR MODULE	+10
PF MODULE	+12
CLOAK = 12/6 BPV +30 ROM/ORION ONLY	

SEE (R1,R2) FOR EARLY WEAPONS.
 SEE (D4,12) FOR ARMOR RULES.
 SEE (R1,02) FOR WEAPONS.
 SEE (C3.7) FOR ROTATION.

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

PROBES	5

BOARDING PARTIES

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



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

SHIELD #1	

6	4	4	4	2	2	2	0
---	---	---	---	---	---	---	---

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

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

PH-3-FX	718	W3	1	PH-4-FX	112	SEN	1
TRAC		REPAIR					

SHTL HULL							
CARGO							
TRAC							

HANGAR MODULE

HULL SHTL							
CARGO							
TRAC							

HANGAR MODULE

SHTL HULL							
CARGO							
TRAC							

SHIELD #2

BRDG							
PRB							
CARGO							
LAB							

TRAC							
W1-360°							
W2-360°							
SHTL							

LAB							
CARGO							
PRB							
LAB							

SHTL HULL							
CARGO							
TRAC							

TYPE III DEFENSE PHASER		4-	9-				
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	4	3	2	0	0	0
6	3	3	3	1	0	0	0

TRAC SEN	3	REPAIR											
PH-4	5	6	PH-3	11	12	W3	3						

LS									
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

BASE STATION

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

	D	D	D	D	D

SHIP DATA TABLE

TYPE = BS
POINT VALUE = 120
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R1.3

Y170 REFIT	= +18
Y175 REFIT	= +10
HANGAR MODULE	+10
PF MODULE	+12
CLOAK	= 8/4 BPV +18 ROM/ORION ONLY

DAMAGE WHICH PENETRATES THE SHIELDS OF THIS STATION FIRST STRIKES ITS ARMOR BELT PER THE NORMAL ARMOR RULES (D4.12).

PROBES

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

CREW UNITS

								10
								20
								30
								40
								50
								60
								70
								80
								90

BOARDING PARTIES

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

TYPE III DEFENSE PHASER

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

TYPE IV PHASER TABLE

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

SHIELD #1

SHIELD #2

SHIELD #6

SENSORS

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

SCANNER

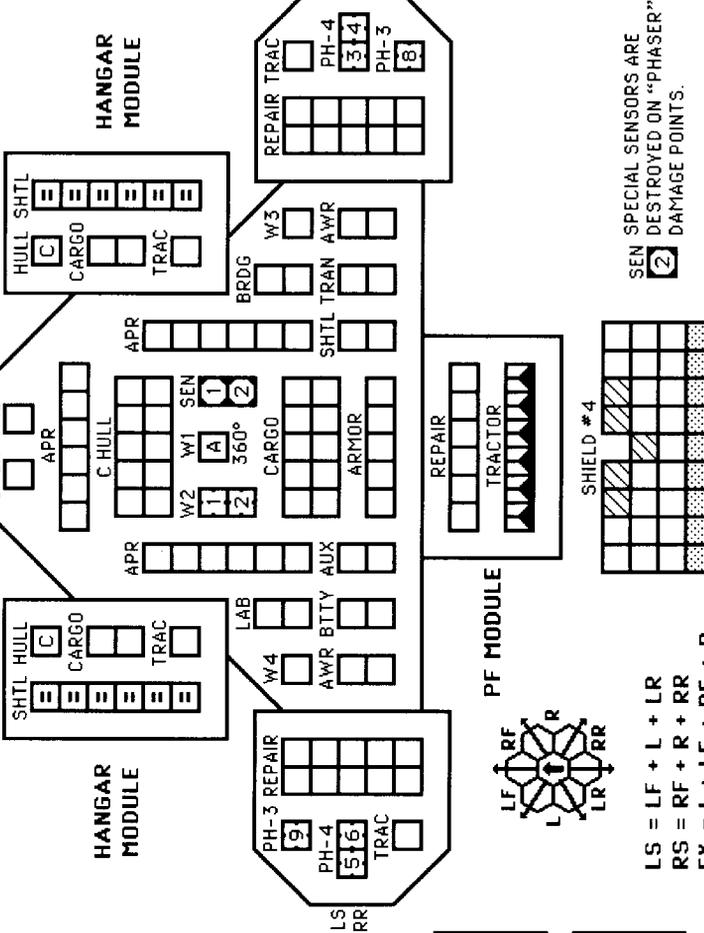
0	0	1	3	5	9
---	---	---	---	---	---

DAMCON EX DAM

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

CNTR

--	--



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

Y170 REFIT

Y175 REFIT

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

KLINGON D7 BATTLECRUISER

CREW UNITS

10	20	30	40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D	D	D	D

BOARDING PARTIES

10					

ADD HAS 6 ROUNDS PRIOR TO Y175

1									
---	--	--	--	--	--	--	--	--	--

DRONE RACKS

1										
2										

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	4-9	16-31	6-9	16-26	51-75						
ROLL	0 1 2 3 4 5 6	7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51									
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	4	4	3	2	1	0	0
3	7	5	4	4	4	3	2	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31	6-9	16-26	51-75					
ROLL	0 1 2 3 8 15 30 50									
1	6	5	4	3	2	1	1			
2	6	4	4	2	1	0	0			
3	6	4	4	1	1	0	0			
4	5	4	3	1	0	0	0			
5	5	4	3	0	0	0	0			
6	5	3	3	0	0	0	0			

ANTI-DRONES

1									
---	--	--	--	--	--	--	--	--	--

PROBES

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

SHIP DATA TABLE

TYPE	=	D7
POINT VALUE	=	121
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.4
B REFIT	=	+7
K REFIT	=	+3
Y175 REFIT	=	+4
UIM REFIT	=	+5

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

UIM DERFACS H&R

UIM

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	16-31	6-9	16-26	51-75	
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	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

SHIP DATA TABLE

TYPE	=	D7
POINT VALUE	=	121
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.4
B REFIT	=	+7
K REFIT	=	+3
Y175 REFIT	=	+4
UIM REFIT	=	+5

UIM DERFACS H&R

UIM

ANTI-DRONE TABLE

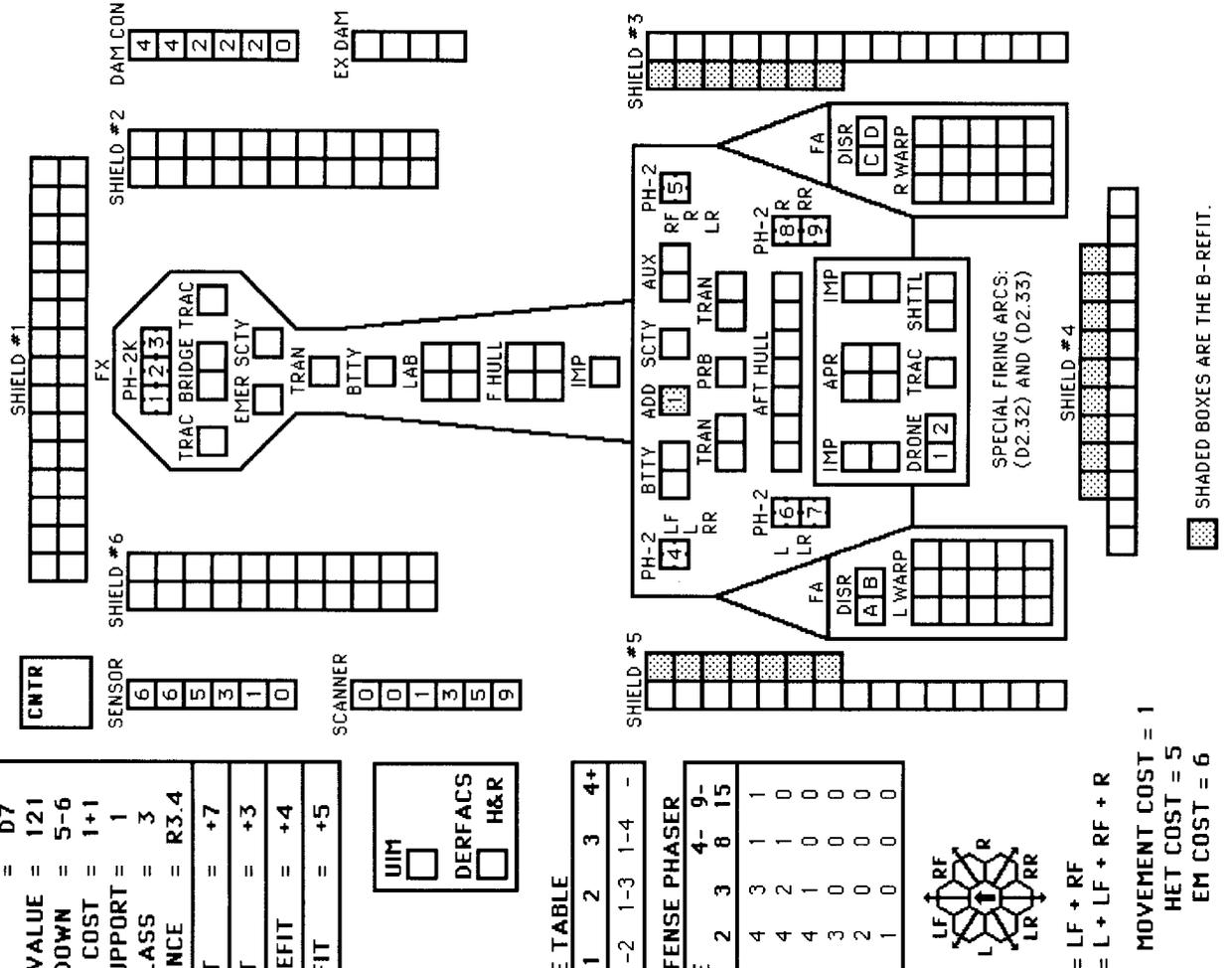
RANGE	0	1	2	3	4+
HIT*		-	1-2	1-3	1-4

TYPE III DEFENSE PHASER

DIE RANGE	4-9	16-31	6-9	16-26	51-75	
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	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0



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

KLINGON D6 BATTLECRUISER

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

EX-DAM

EX-DAM

EX-DAM

EX-DAM

SENSOR

6	6	5	3	1	0							

SCANNER

0	0	1	3	5	9							

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D	D	D	D

ANTI-DRONES

1															

ADD HAS 6 ROUNDS PRIOR TO Y175

DRONE RACKS

1	2	3	4	5	6	7	8	9	10

SHIP HAS TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

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

TYPE II PHASER TABLE

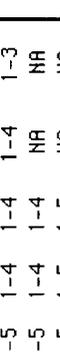
DIE RANGE ROLL	4-9-16-31-50					
	1	2	3	4	5	6
1	6	5	4	3	2	1
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	B REFIT											
	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 (UIM)	NA	1-5	1-4	1-4	1-4	1-4	1-4	1-2				
HIT (DERFACS)	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	1-4	NA	NA				
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA				
DAMAGE, STD	0	5	4	4	3	3	2	2				
DAMAGE, OULD	10	10	8	6	6	0	0	0				



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

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

CREW UNITS

*	10	20	30	40

BOARDING PARTIES

1	2	3	4	5	6	7	8	9	10

SHIP DATA TABLE

TYPE	= D6
POINT VALUE	= 113
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.5
B REFIT	= +10
K REFIT	= +3
Y175 REFIT	= +4
UIM REFIT	= +5

UIM

DERFACS

H&R

SHADED BOXES ARE THE B-REFIT.
PH-2's MARKED "K" ARE PH-10N THE K-REFIT.

KLINGON F5 FRIGATE

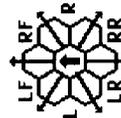
CREW UNITS			ADMINISTRATIVE SHUTTLE		
10	20		IDENT	HIT POINTS	NOTES
BOARDING PARTIES			TRANSPORTER BOMBS		
8					D D
PROBES			ANTI-DRONES		
5			1		
ADD HAS 6 ROUNDS PRIOR TO Y175.					
DRONE RACK			SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO TYPE-B DRONE RACK (2 RELOADS).		
1			A		B

SHIP DATA TABLE	
TYPE	= F5
POINT VALUE	= 71
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.6
B REFIT	= +5
K REFIT	= +2
Y175 REFIT	= +3

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE	0	1	2	3	4	5	6	9	16	26	51	75
ROLL	0	1	2	3	4	5	6	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	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

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

TYPE II PHASER TABLE												
DIE RANGE	0	1	2	3	4	5	6	9	16	31	50	75
ROLL	0	1	2	3	4	5	6	8	15	30	50	75
1	6	5	5	4	3	2	1	1	1	0	0	0
2	6	5	4	4	2	1	1	0	0	0	0	0
3	6	4	4	4	1	1	0	0	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0	0	0
5	5	4	3	3	0	0	0	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0	0	0	0

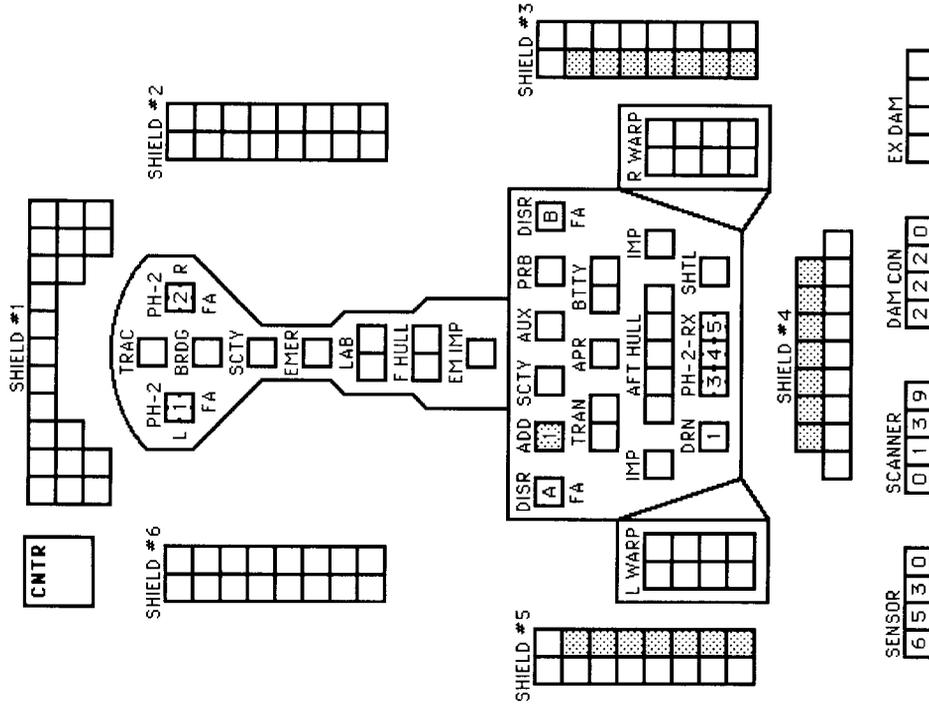


FA = LF + RF
RX = L + LR + RR + R

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

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

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



SHADED BOXES ARE THE B-REFIT.
PHASER-2's MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT.
SPECIAL FIRING ARCS: (D2.33)

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

KLINGON E4 ESCORT

Crew Units table with columns for crew members and administrative shuttle.

Boarding Parties and Transporter Bombs table.

Anti-Drones table with a grid and 'ADD HAS 6 ROUNDS PRIOR TO Y175' note.

Drone Rack table with a diagram and 'SHIP HAS TYPE-A DRONE RACK' note.

Ship Data Table with fields for Type, Point Value, Breakdown, Shield Cost, Life Support, Size Class, Reference, B Refit BPV, and Y175 Refit.

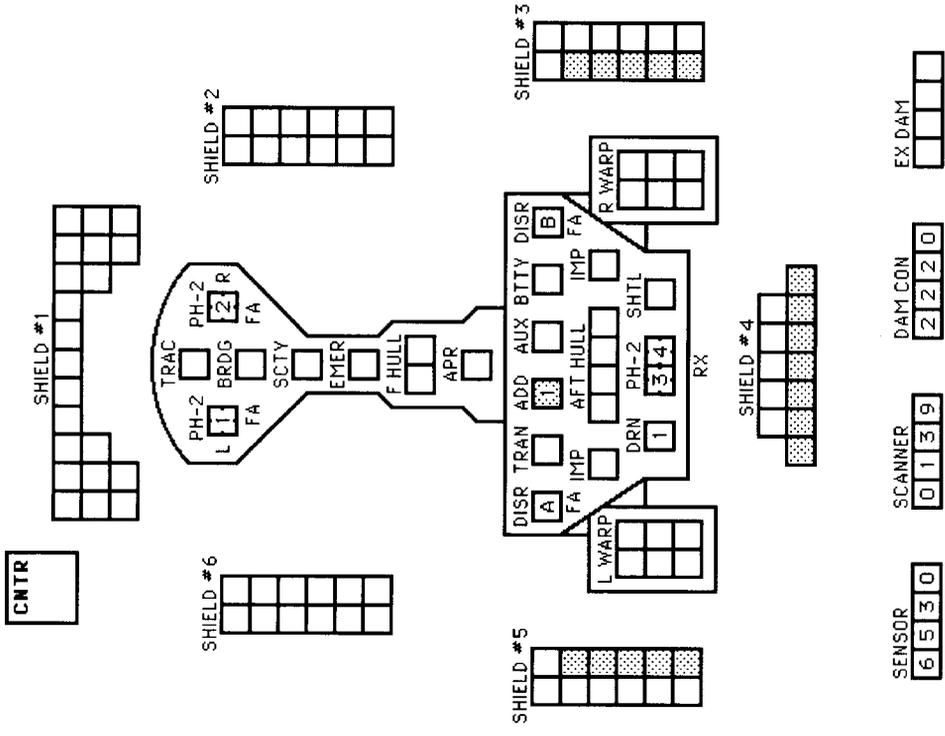
Turn Mode Speed table and FA/RX formulas.

Type II Phaser Table with Die Range and Roll columns.

Type III Defense Phaser table with Die Range and Roll columns.

Disruptor Table with Range, Hit, Hit (Overload), Damage, and Damage (Ould) columns.

Anti-Drone Table with Range and Hit* columns.



Legend for shaded boxes and special firing arcs.

Warp Energy Movement Cost table with Speed and Fract. columns.

KZINTI STRIKE CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
*	10		
	20		
	30		
	40		

SHIP DATA TABLE	
TYPE	= CS
POINT VALUE	= 116
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.2

BOARDING PARTIES		PROBES	
	10		5

TRANSPORTER BOMBS	
	D D D D D

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

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

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

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

CNTR	
------	--

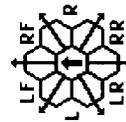
SENSOR	6 6 6 4 1 1 0
--------	---------------

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

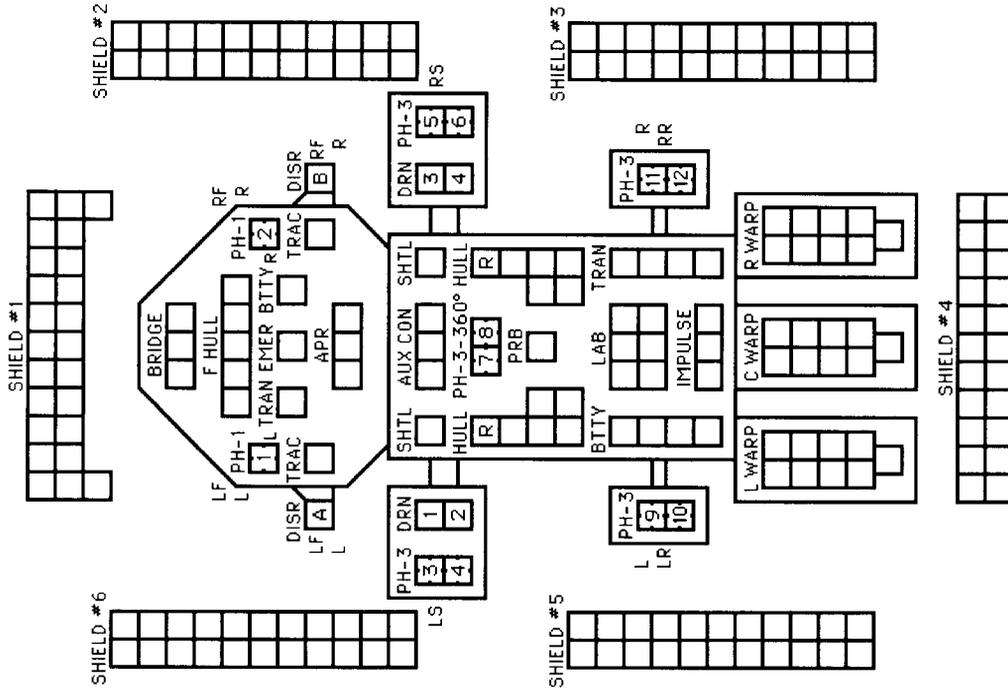
DAMCON	4 4 2 2 2 0
--------	-------------

EX.DAM	
--------	--

DRONE RACKS	
1	A
2	A
3	A
4	A



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



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

KZINTI COMMAND CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS	ADMINISTRATIVE SHUTTLES																												
* <table border="1" style="display: inline-table;"><tr><td>10</td><td></td><td></td><td></td></tr><tr><td>20</td><td></td><td></td><td></td></tr><tr><td>30</td><td></td><td></td><td></td></tr><tr><td>40</td><td></td><td></td><td></td></tr></table>	10				20				30				40				<table border="1" style="display: inline-table;"><tr><th>IDENT</th><th>HIT POINTS</th><th>NOTES</th></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr></table>	IDENT	HIT POINTS	NOTES									
10																													
20																													
30																													
40																													
IDENT	HIT POINTS	NOTES																											

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE	
TYPE	CC
POINT VALUE	= 135
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.4
Y175 REFIT	= + 0

PROBES

5	
---	--

TRANSPORTER BOMBS

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

BOARDING PARTIES

	10
	20

DERFACS

H&R

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1						
2						C
3						C
4						B

THIS SHIP HAD ONE RELOAD PRIOR TO Y175 REFIT, TWO RELOADS THEREAFTER.

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

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

CNTR

SENSOR	6	6	6	4	1	0
--------	---	---	---	---	---	---

SCANNER

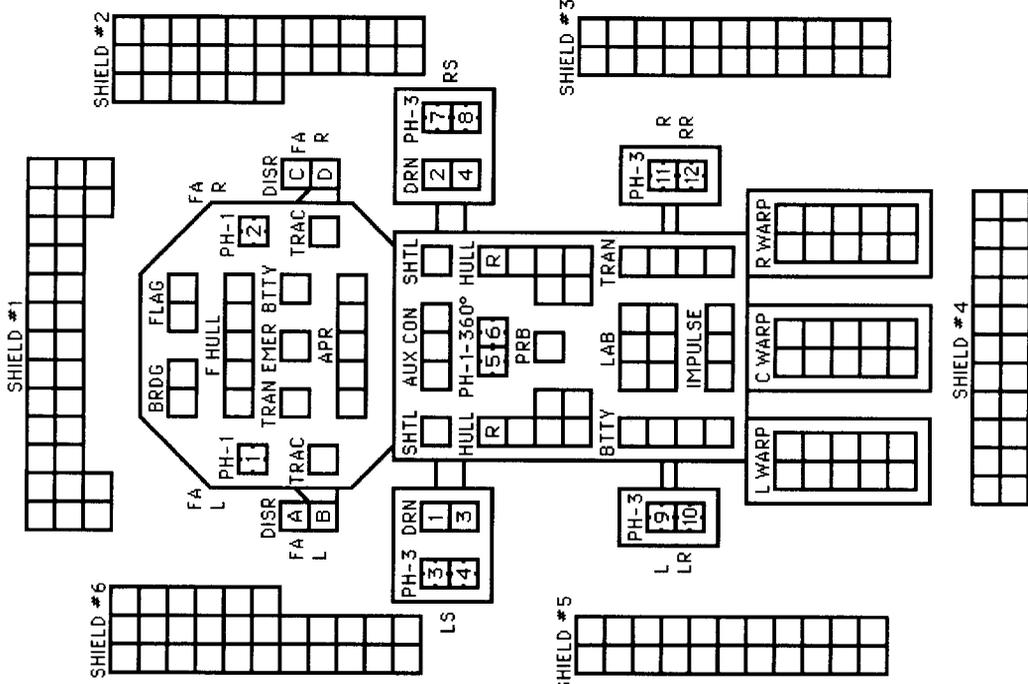
0	1	2	3	5	9
---	---	---	---	---	---

DAM CON

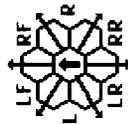
4	4	2	2	2	0
---	---	---	---	---	---

EX DAM

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

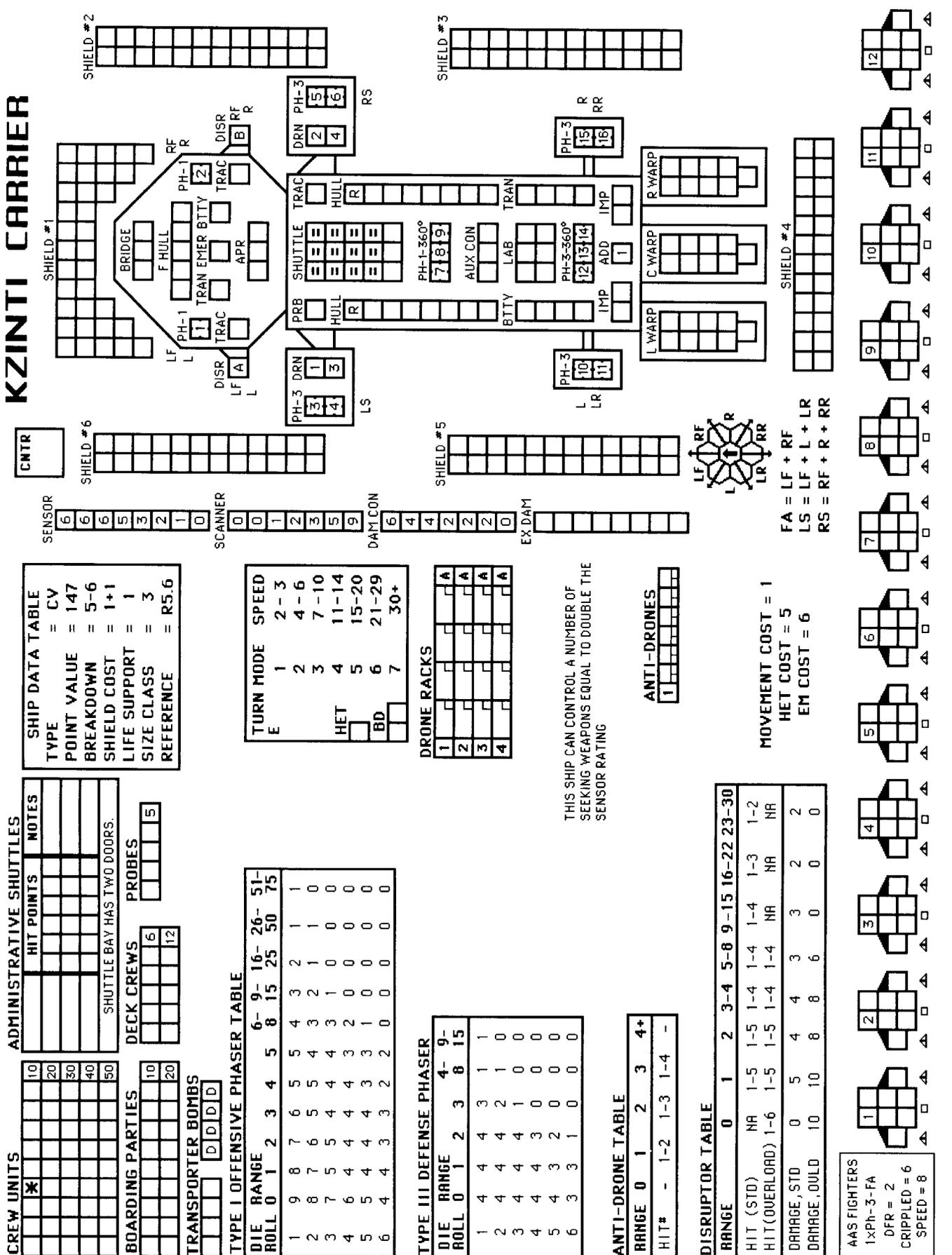


MOVEMENT COST = 1
 HET COST = 5
 EM COST = 6



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

KZINTI CARRIER



SHIP DATA TABLE

TYPE	= CV
POINT VALUE	= 147
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.6

TURNOVER SPEED

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

DRONE RACKS

1						A
2						A
3						A
4						A

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

ANTI-DRONES

1									
---	--	--	--	--	--	--	--	--	--

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

CREW UNITS

*								10	
								20	
								30	
								40	
								50	

ADMINISTRATIVE SHUTTLES

HIT POINTS

NOTES

SHUTTLE BAY HAS TWO DOORS.

DECK CREWS

										6				
										12				

PROBES

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

BOARDING PARTIES

										10					
										20					

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

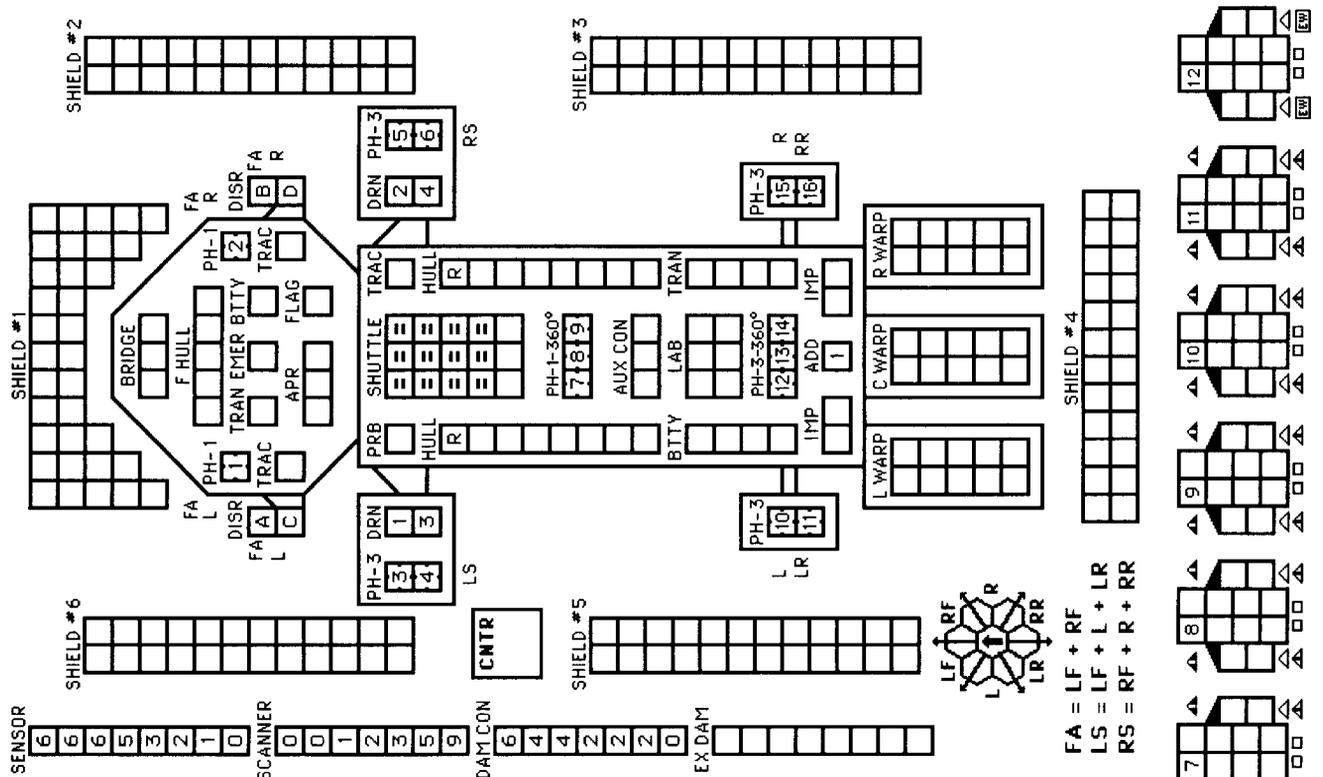
DISRUPTOR TABLE

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

AAS FIGHTERS

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

KZINTI STRIKE CARRIER



SHIP DATA TABLE

TYPE = CVS
 POINT VALUE = 169
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R5.7
 Y175 REFIT = +6

TURN MODE SPEED

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

DRONE RACKS

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

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

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

ANTI-DRONES

1	1	2	3	4
---	---	---	---	---

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

RANGE 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-2	1-2	1-3	1-3	1-3	1-3	NR						
HIT (DEFRACS)	NR	1-5	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	NR						
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-3	2	2	2	2	2	2	2	2	2	2	2	2
DAMAGE, STD	0	5	4	4	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
DAMAGE, OULD	10	10	10	8	8	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0

ADMINISTRATIVE SHUTTLES

10	20	30	40	50
SHUTTLE BAY HAS TWO DOORS.				

DECK CREWS

6	12
---	----

PROBES

5

DERFACS

H&R

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

RANGE 0	1	2	3	4	5	6	7	8	9	15	16	22	23	30
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-2	1-2	1-3	1-3	1-3	NR	NR
HIT (DEFRACS)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-3	1-3	NR	NR	NR	NR	NR
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-3	2	2	2	2	2	2
DAMAGE, STD	0	5	4	4	3	3	2	2	2	2	2	2	2	2
DAMAGE, OULD	10	10	10	8	8	6	0	0	0	0	0	0	0	0

TAAS FIGHTERS

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

TADS ONLY

KZINTI ESCORT FRIGATE KZINTI REGIS FRIGATE

SHIP DATA TABLE	
TYPE	= EFF
POINT VALUE	= 65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.20
C-10 REFIT	= +9
LIMITED AEGIS	

TYPE	= AFF
POINT VALUE	= 81
INCLUDES FULL AEGIS	
INCLUDES C-10 REFIT	

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	-

CREW UNITS			
IDENT	HIT POINTS	NOTES	
10	20		

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
6			

BOARDING PARTIES			
DECK	CREWS	TRANSPORTER BOMBS	ANTI-DRONES
5	2	DID	

DRONE RACKS			
1	2	A	C

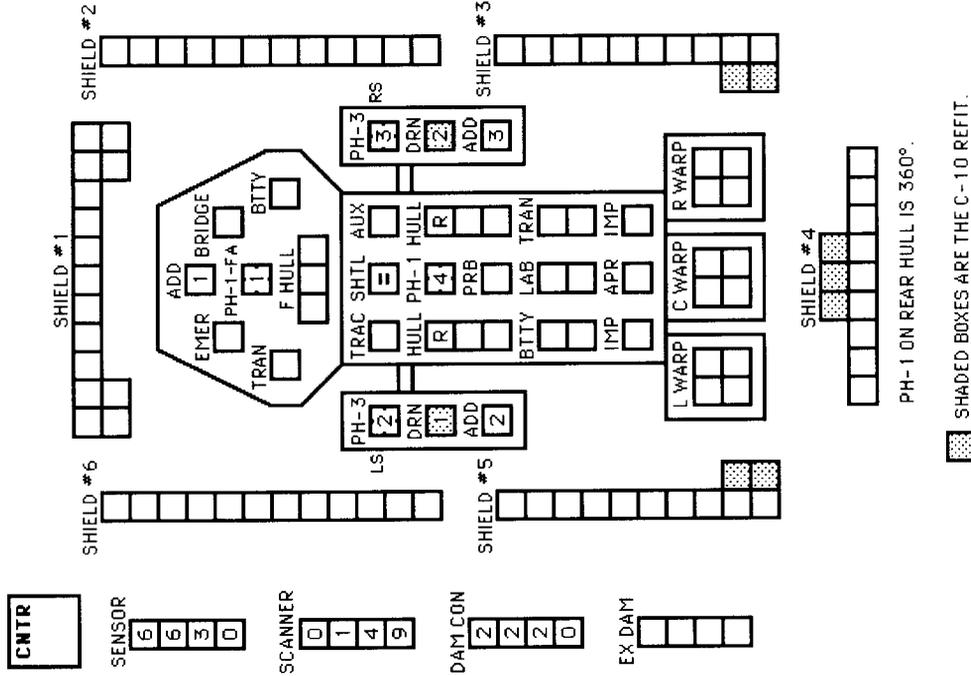
AS A CARRIER ESCORT, THIS SHIP HAS TWO DECK CREWS AND A READY RACK TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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

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



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



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

GORN LIGHT CRUISER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J159).

CREW UNITS

★		10
		20
		30

PROBES

		5
--	--	---

BOARDING PARTIES

			8
--	--	--	---

TRANSPORTER BOMBS

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

SHIP DATA TABLE	
TYPE	= CL
POINT VALUE	= 92
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.3
PLUS REFIT	= +16
F REFIT	= +14

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A	G	B	S	C	F	D	F
CLF ONLY							

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	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								

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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

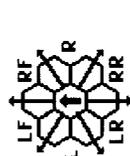
CNTR

--	--	--	--	--

SHIELD *6

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

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



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

SHIELD *2

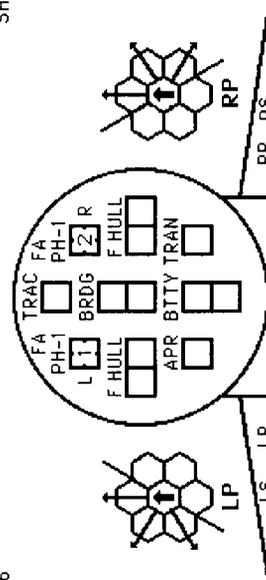
--	--	--	--	--

SHIELD *3

--	--	--	--	--

SHIELD *1

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



SHIELD *5

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

SENSOR

6	6	5	3	2	0
---	---	---	---	---	---

SCANNER

0	0	1	2	4	9
---	---	---	---	---	---

DAMAGE CONTROL

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

EXCESS DAMAGE

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

SHIELD *4

--	--	--	--	--

THE SHADED BOXES ARE THE F-REFIT.
WITHOUT THE + REFIT, THE PL-S-LP/RP ARE PL-G (L + LF/RF + R).

GORN DESTROYER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	10	
	20	

		GAS
		GAS

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

TRANSPORTER BOMBS

BOARDING PARTIES

	6
--	---

PROBES

	5
--	---

CNTR

SENSOR

6	6	4	1	0
---	---	---	---	---

SCANNER

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

DAMCON

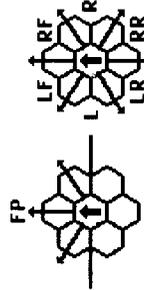
2	2	2	0
---	---	---	---

EX.DAM

--	--	--

SHIP DATA TABLE	
TYPE	= DD
POINT VALUE	= 68
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.4
PLUS REFIT	= +6

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



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

TYPE I OFFENSIVE PHASER TABLE

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

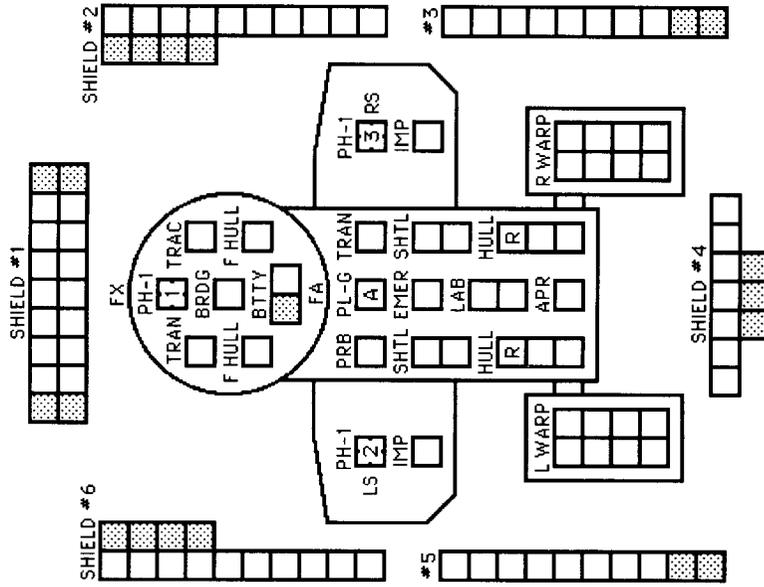
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDO	A	G
-----------------------	---	---

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	10-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	10	5	1	0
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					



ON THE DD+ REFIT, CHANGE THE PL-G TORPEDO FROM FA TO FP AND ADD THE SHADED BOXES.

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

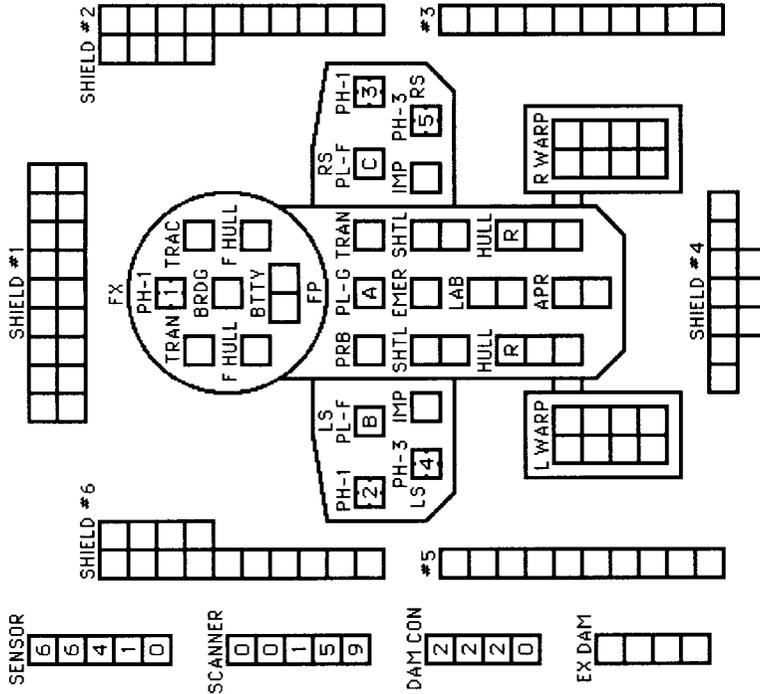
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	
Fract.	1/2	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	

GORN FLEET DESTROYER

CREW UNITS	
10	20
5	

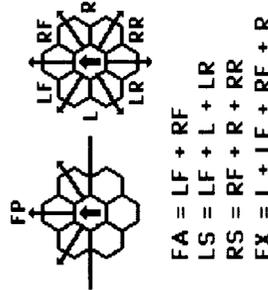
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS
		GAS

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



SHIP DATA TABLE	
TYPE	= DDF
POINT VALUE	= 91
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.4
INCLUDES BOTH REFITS	

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



BOARDING PARTIES	
16	

TRANSPORTER BOMBS	
D	D

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE	6-9	16-26	51-75									
ROLL 0	1	2	3	4	5	6	7	8	9	10	11	12
1	9	8	7	6	5	4	3	2	1	1	1	1
2	8	7	6	5	4	3	2	1	0	0	0	0
3	7	5	4	4	4	3	2	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 PHASER						
DIE RANGE	4-9					
ROLL 0	1	2	3	8	15	
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES					
A	G	B	F	C	F

PLASMA TORPEDO WARHEAD STRENGTH TABLE								
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	15	15	15	10	5	1	0
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3						1-2

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

THOLIAN PATROL CORVETTE

CREW UNITS									
*									10
ADMINISTRATIVE SHUTTLES									
IDENT									NOTES

BOARDING PARTIES									
									6
TRANSPORTER BOMBS									
									D D

PROBES				
				5

CNTR

SENSOR				
	6	5	3	1
				0

SCANNER

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

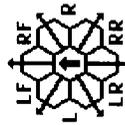
DAMCON

SHIELD #5				
	2	2	2	0

EX-DAM			

SHIP DATA TABLE	
TYPE	= PC
POINT VALUE	= 59
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.2
SNARE REFIT	= +6

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



FX = L + LF + RF + R

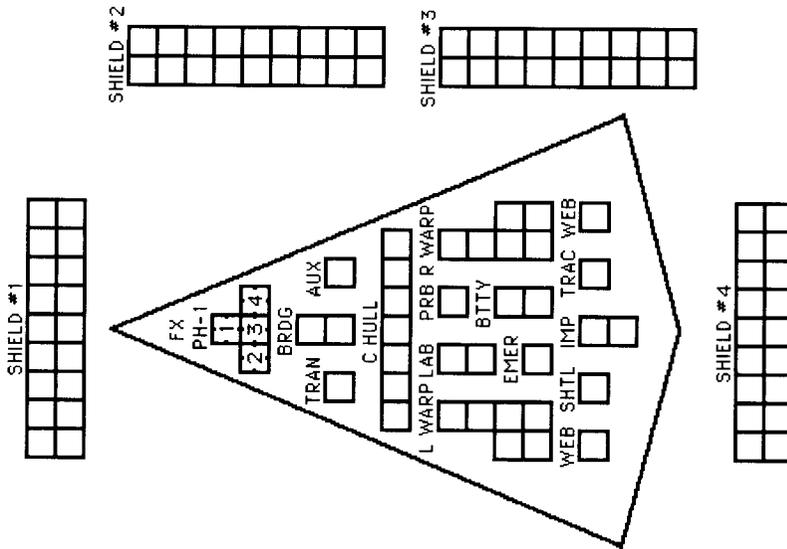
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432). WEB GENERATOR IS HIT ON "FLAG BRIDGE" HITS. SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES.



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

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

THOLIAN IMPROVED PATROL CORVETTE

CREW UNITS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

6		
---	--	--

TRANSPORTER BOMBS

D	D
---	---

PROBES

5			
---	--	--	--

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

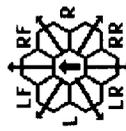
SHIP DATA TABLE

TYPE = PC+
 POINT VALUE = 65
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R7.3

TURN MODE SPEED

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

NIMBLE SHIP



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

CNTR

--	--	--	--

SENSOR

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

SCANNER

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

DAM CON

2	2	2	0
---	---	---	---

EX DAM

--	--	--	--

SHIELD #1

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

SHIELD #2

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

SHIELD #3

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

SHIELD #6

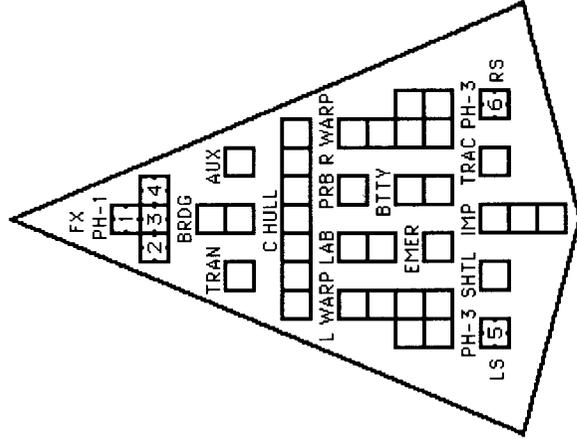
--	--	--	--	--	--

SHIELD #5

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

SHIELD #4

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



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

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

ORION RAIDER CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10			
20			

BOARDING PARTIES	
10	

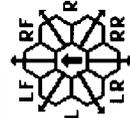
TRANSPORTER BOMBS	
D	D
D	D

CLOAK	
<input type="checkbox"/>	H&R
<input type="checkbox"/>	IF INSTALLED

SHIP DATA TABLE	
TYPE	= CR
POINT VALUE	= 92
BREAKDOWN	= 6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
CLOAK COST	= 10/2
SIZE CLASS	= 3
REFERENCE	= R8.2
PLUS REFIT	= +8
CLOAK	= +18
DAKDISC	= +5
STEALTH	+2ECM

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

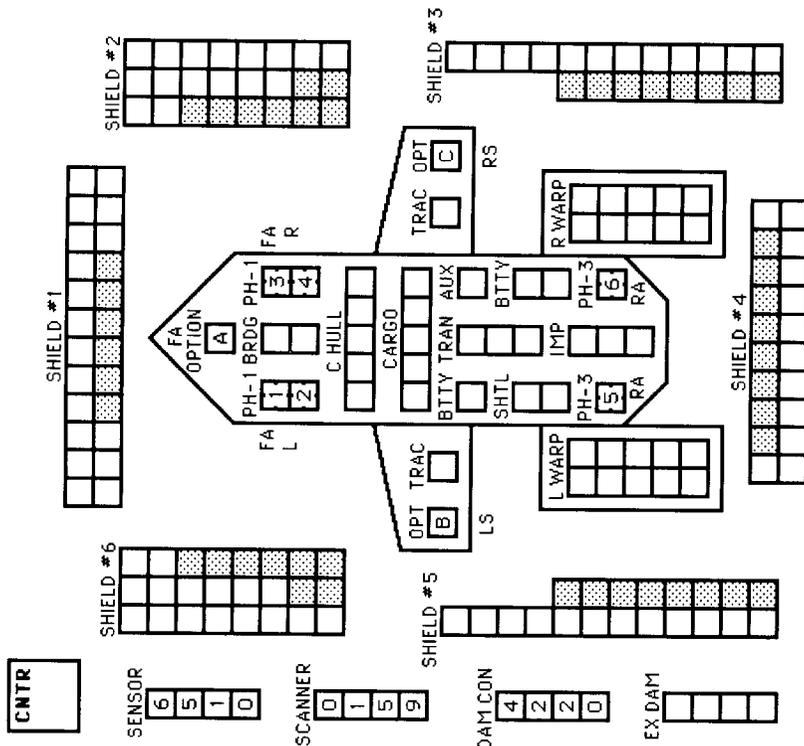
TYPE III DEFENSE PHASER	
DIE ROLL	4- 9- 15
RANGE	2 3 8
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0



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

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

NIMBLE SHIP



SHADED BOXES ARE THE PLUS REFIT.

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

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

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

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