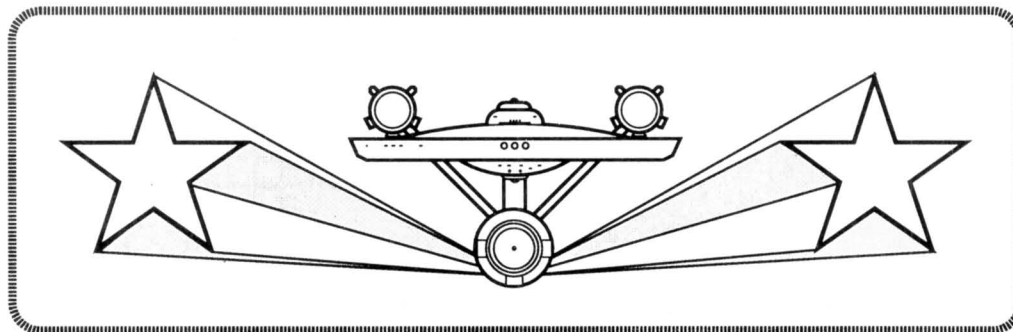


STAR FLEET BATTLES



MODULE Y1 SSD BOOK

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WYN EARLY FRIGATE

CNTR	
------	--

[illegible]

SHIP DATA TABLE	
TYPE	= ZVF
POINT VALUE	= 55
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR12.2

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

DRONE RACKS					
1					A
2					A


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

	BOARDING PARTIES	TRANSPORTER BOMBS
☐	☒ 4	☐ D

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

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

ADMINISTRATIVE SHUTTLES

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

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 57
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.2

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

D	D
---	---

Die Roll	0	1	2	3	4	5	6	7	8	9	10	11	12
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	0	1	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		

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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

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

The diagram illustrates the Enterprise bridge layout, showing various consoles and their relative positions. The layout is symmetrical around a central console area. The top section features the 'CNTR' (Center) console with a 6-digit display showing 6, 5, 2, 0. Below it is the 'SENSOR' console with a 4-digit display showing 1, 5, 2, 0. The central area contains the 'PHOT PH-2-EX PHOT' console with a 4-digit display showing 1, 1, 2, 0. To the left of the center are the 'ARMOR' and 'PH-2' consoles. To the right are the 'PH-2' and 'RS' consoles. The bottom section includes the 'SCANNER' console with a 5-digit display showing 0, 1, 3, 5, 9, and the 'DAM CON' console with a 4-digit display showing 4, 2, 2, 0. The far left and right sides feature 'SHIELD #1' through 'SHIELD #6' consoles. The far right side also includes 'EX DAM' and 'WARP' consoles.

NOTE: PHOTON FIRING ARC IS FA.


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

SEE (D4.12) FOR ARMOR RULES.

FEDERATION WARP-REFITTED DESTROYER

CREW UNITS									

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

BOARDING PARTIES									

PROBES									

SHIP DATA TABLE									
TYPE	=	WDD							
POINT VALUE	=	38							
BREAKDOWN	=	5-6							
SHIELD COST	=	1/2+1/2							
LIFE SUPPORT	=	1/2							
SIZE CLASS	=	4							
REFERENCE	=	YR2.3							

SENSOR

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

SCANNER

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

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

SEE (D4.12) FOR ARMOR RULES.

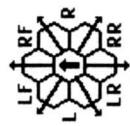
TYPE II PHASER TABLE									
DIE RANGE	4-9	16-31	30	50					
ROLL 0	1	2	3	8	15	30	50		
1	6	5	4	3	2	1	1		
2	6	5	4	4	2	1	1		
3	6	4	4	4	1	1	0		
4	5	4	4	3	1	0	0		
5	5	4	3	3	0	0	0		
6	5	3	3	3	0	0	0		

TYPE III DEFENSE PHASER

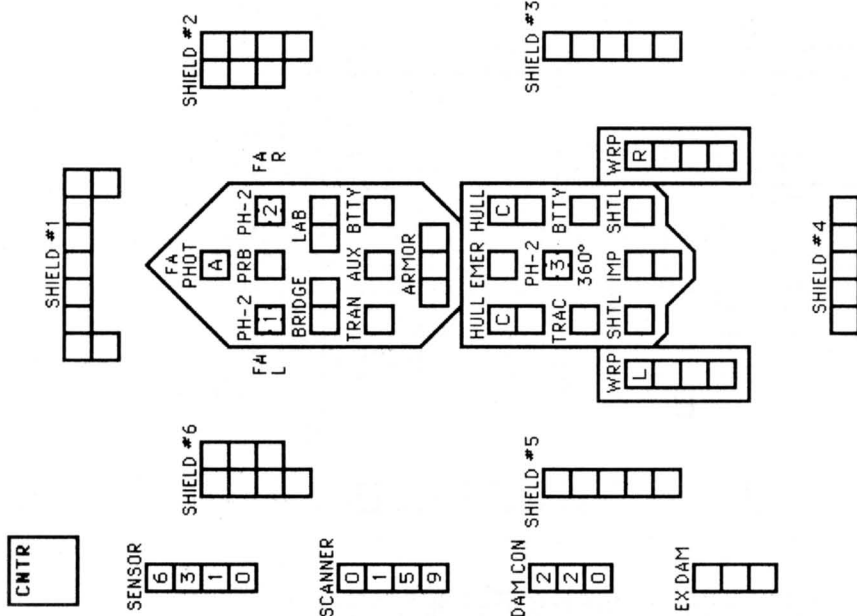
DIE RANGE		4-9	15						
ROLL 0	1	2	3	8	15				
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

PHOTON TORPEDO TABLE

RANGE		0-1	2	3-4	5-8	9-12	13-30		
HIT	NA	1-5	1-4	1-3	1-2	1			
DAMAGE	NA	8	8	8	8	8			



FA = LF + RF



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

FEDERATION EARLY HEAVY CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 84
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.4

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

ADMINISTRATIVE SHUTTLES

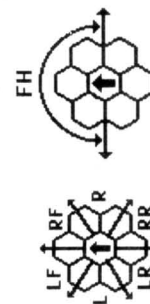
[illegible][illegible]

PROBES	DD
TRANSPORTER BOMBS	DD

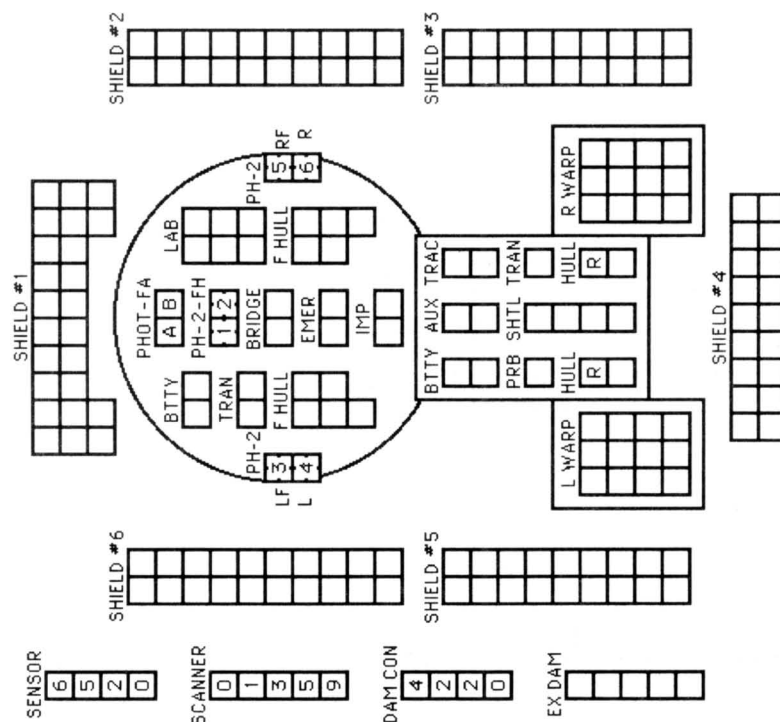
DIE ROLL	RANGE		4-9-16-31-		
	0	1	2	3	8 15 30 50
1	6	5	5	4	3 2 1 1
2	6	5	4	4	2 1 1 0
3	6	4	4	4	1 1 0 0
4	5	4	4	3	1 0 0 0
5	5	4	3	3	0 0 0 0
6	5	3	3	3	0 0 0 0

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


$$FA = LF + RF$$

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



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

**FEDERATION EARLY
LIGHT CRUISER**

CNTR

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 65
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.5

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

SEE (D4.12) FOR ARMOR RULES.


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

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

BOARDING PARTIES	8	PROBES	3
------------------	---	--------	---

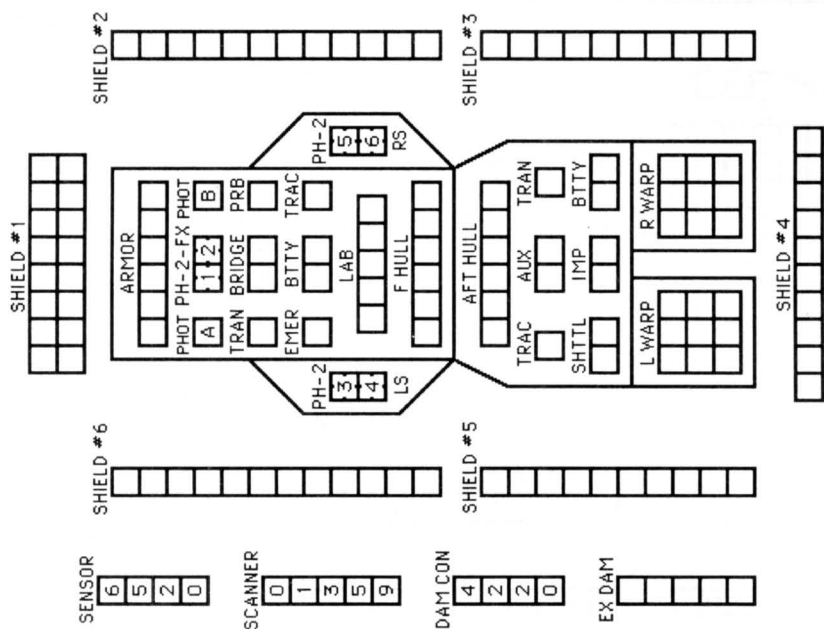
TRANSPORTER BOMBS

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

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	4	5	6	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			



NOTE: PHOTON FIRING ARC IS FA.

FEDERATION EARLY
DREADNOUGHT

CNTR

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 100
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR2.6

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10

PROBES

3

TRANSPORTER BOMBS

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

TYPE II PHASER TABLE

DIE ROLL	RANGE	4-9	10-15	16-20	21-25	26-30	31-35
1	6	5	4	3	2	1	1
2	6	5	4	4	2	1	0
3	6	4	4	4	1	0	0
4	5	4	4	3	1	0	0
5	5	4	3	3	0	0	0
6	5	3	3	3	0	0	0

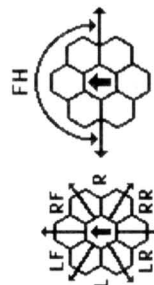
TYPE III DEFENSE PHASER

DIE ROLL	RANGE	4-9	10-15	16-20	21-25	26-30	31-35
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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NR	1-5	1-4	1-3	1-2	1
DAMAGE	NR	8	8	8	8	8

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



FA = LF + RF
RA = LR + RR

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

**FEDERATION
EARLY DESTROYER**

CNTR	
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SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 55
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.7

[illegible][illegible][illegible]

PROBES		5
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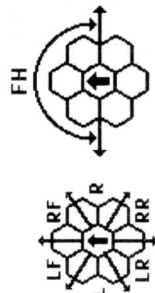
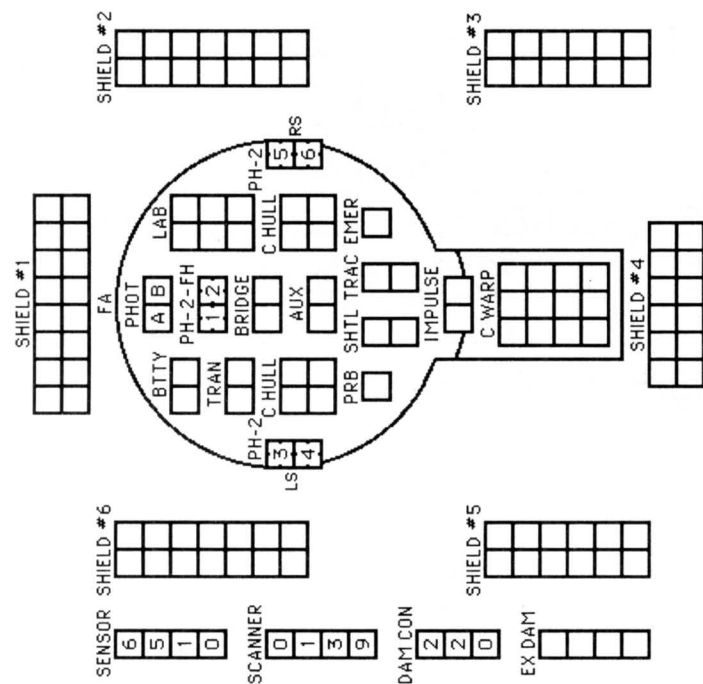
TRANSPORTER BOMBS D

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

PHOTON TORPEDO TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	
HIT	NA	1-5	1-4	1-3	1-2	1	
DAMAGE	NA	8	8	8	8	8	8

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														
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														


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

**FEDERATION
EARLY FRIGATE**

CNTR

SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 48
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.8

[illegible]

	BOARDING PARTIES	TRANSPORTER BOMBS
	☐ ☐ ☐ ☐ ☐	☐ ☐ D
	☐ ☐ ☐ ☐ 6	

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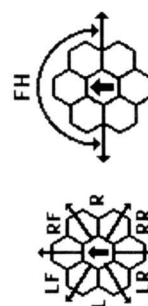
DIE ROLL	RANGE		4-9-16-31-	
	0	1	2	3
1	6	5	5	4
2	6	5	4	2
3	6	4	4	1
4	5	4	3	1
5	5	4	3	0
6	5	3	3	0

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

PHOTON TORPEDO TABLE

FIRE FIGHTER PORT LOG TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8


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

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	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Frac't	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{4}{5}$	$\frac{4}{5}$	$\frac{5}{5}$	$\frac{5}{5}$	$\frac{5}{5}$	$\frac{6}{6}$	$\frac{6}{6}$	$\frac{6}{6}$	$\frac{7}{7}$	$\frac{7}{7}$	$\frac{7}{7}$	$\frac{8}{8}$	$\frac{8}{8}$	$\frac{8}{8}$	$\frac{9}{9}$	$\frac{9}{9}$	$\frac{9}{9}$	$\frac{10}{10}$

FEDERATION EARLY FLEET TUG

ADMINISTRATIVE SHUTTLES

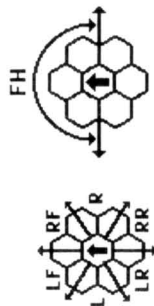
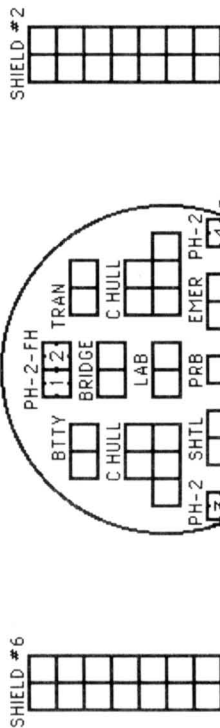
CREW UNITS	IDENT	HIT POINTS	NOTES
10			

BOARDING PARTIES

2

TRANSPORTER BOMBS	PROBES
DD	3

SHIP DATA TABLE	
TYPE	= YTG
POINT VALUE	= 54/32
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.9
CARGO POD @	+21/15



RA = LR + RR

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 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

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.

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

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

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

SENSOR	6	5	2	0	
SCANNER	0	1	3	5	9

DAM CON	4	2	2	0
EX DAM				

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

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

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CNTR

ADMINISTRATIVE SHUTTLES

[illegible]

SHIP DATA TABLE	
TYPE	= YDK
POINT VALUE	= 160
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1
CARGO MODULE +5	
SCIENCE MODULE +5	

[illegible]

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

PROBES	1	2
3		
3		

[illegible]

SCIENCE MODULE
CREW UNITS: 4
PROBES
3

TYPE I OFFENSIVE PHASER TABLE

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

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

SCOUT FUNCTIONS SUMMARY

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

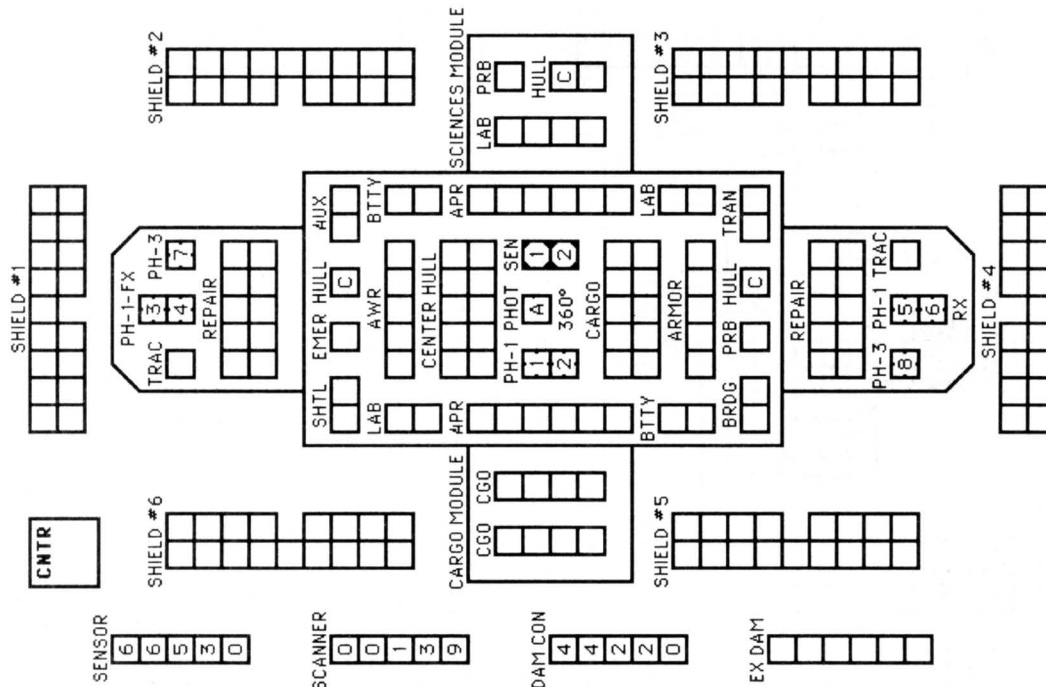
FA = LF + RF
RA = LR + RR

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.


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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

**FEDERATION EARLY
BASE STATION**



CNTR

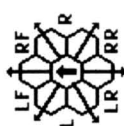
SHIP DATA TABLE	
TYPE	= YRD
POINT VALUE	= 44
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.10

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
4	D

PROBES	3
--------	---

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


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

SCANNER

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

DAM CON

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		

PHOTON TORPEDO TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	
HIT	NA	1-5	1-4	1-3	1-2	1	
DAMAGE	NA	8	8	8	8	8	8

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

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

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

SHIELD #1

ADMINISTRATIVE SHUTTLES

CNTR	
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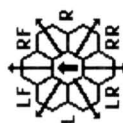
TRANSPORTER BOMBS

SENSOR

6	4	3	0
---	---	---	---

SCANNER

0	1	4	5	9
---	---	---	---	---


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

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

PHOTON TORPEDO TABLE

NOT ON TORTUOSE TABLE									
RANGE	0-1	2	3-4	5-8	9-12	13-30			
HIT	NA	1-5	1-4	1-3	1-2	1			
DAMAGE	NA	0	0	0	0	0			

SHIELD #2						

SHIELD #3							

SHIELD #6							

SHIELD #5					

EX	DAM
----	-----

L WARP												
L+LF												
PH-2	1				2							
BTTY												
RF+R												
PH-2					3				4			
AUX												
CARGO												
R WARP												

F HULL	TRAN	F HULL

[illegible]

SHIELD #4					
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MOVEMENT COST = 1
HET COST = 5
EM COST = 6

VULCAN EARLY DESTROYER

CNTR

SHIP DATA TABLE

TYPE = YVD
POINT VALUE = 40
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = YR2.12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		

PROBES
3

BOARDING PARTIES
6

TRANSPORTER BOMBS
D

SHIELD #2

SENSOR SHIELD #6

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

SCANNER

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

DAM CON SHIELD #5

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

EX DAM

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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



RA = LR + RR

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "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	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

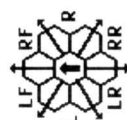
**VULCAN EARLY
HEAVY CRUISER**

[illegible][illegible]

PROBES	
1	3
2	3

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

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


$$RA = LR + RR$$

SHIP DATA TABLE	
TYPE	= YVC
POINT VALUE	= 75
BREAKDOWN	= 6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.13

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

SCOUT FUNCTIONS SUMMARY

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

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

CNTR	
------	--

SENSOR

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

SCANNER

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

[illegible]

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

[illegible]

SHIELD #3							

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

[illegible]

SHIELD #5

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

CNTR

SHIP DATA TABLE	
TYPE	= YAD
POINT VALUE	= 44
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.14

[illegible][illegible]

BOARDING PARTIES	6
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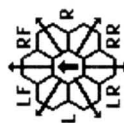
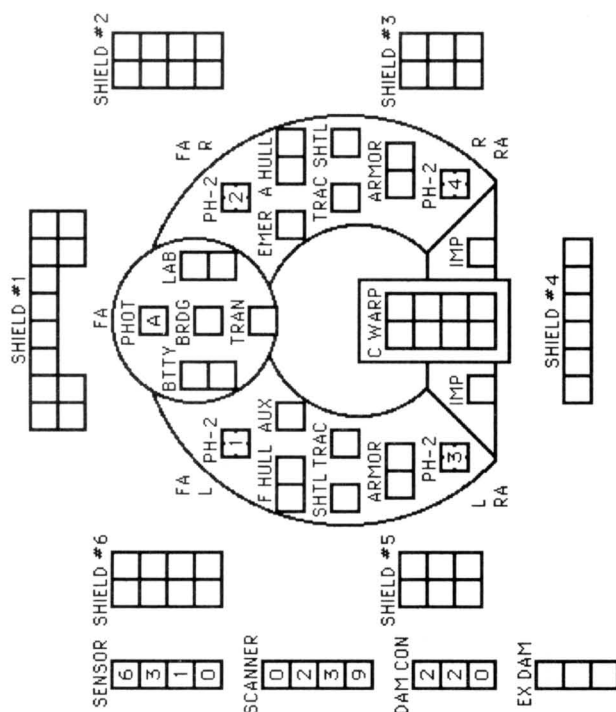
TRANSPORTER BOMBS ☐ ☐

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

SEE (D4.12) FOR ARMOR RULES.

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


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

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	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				

CNTR	
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[illegible][illegible]

PROBES	3
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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

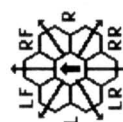
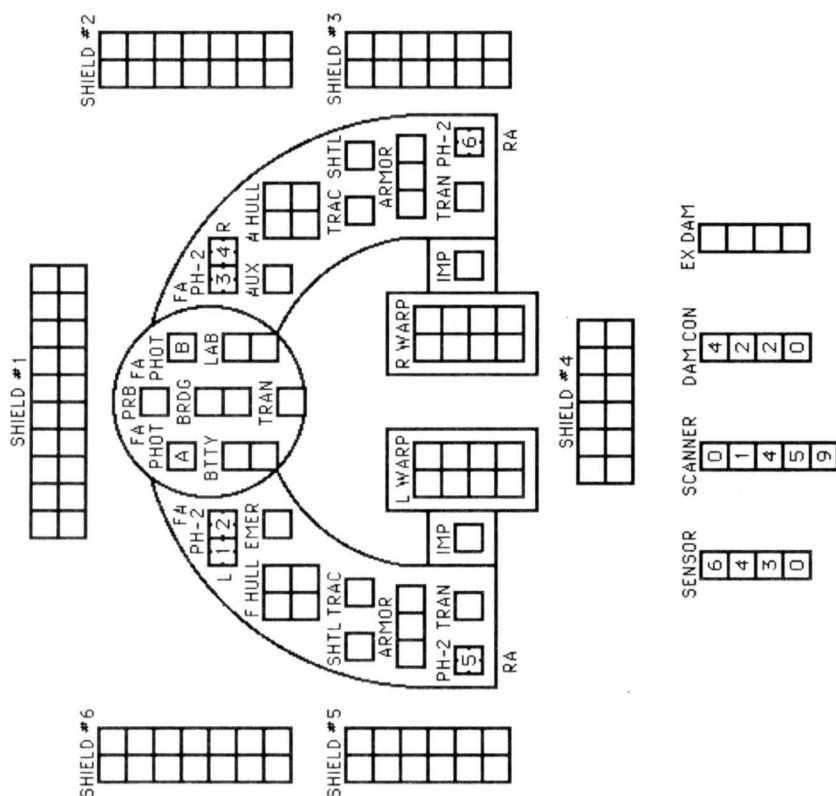
SHIP DATA TABLE	
TYPE	= YAC
POINT VALUE	= 76
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.15

SEE (D4.12) FOR ARMOR RULES.

TYPE III DEFENSE PHASER	DIE RANGE		4- 9- ROLL 0 1 2 3 8 15			
	1	4	4	4	3	1
1	4	4	4	4	3	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	
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8


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


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

ANDORIAN EARLY DESTROYER

CNTR	
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SHIP DATA TABLE	
TYPE	= YND
POINT VALUE	= 30
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.16

[illegible]

PROBES	3
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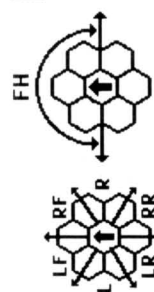
BOARDING PARTIES	
	6

TRANSPORTER BOMBS

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

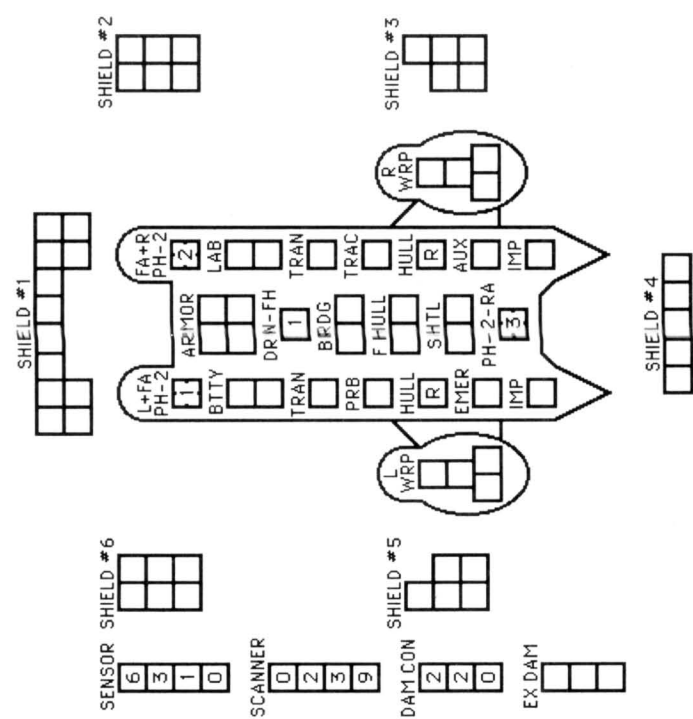
SEE {D4.12} FOR ARMOR RULES.

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


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

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

DRONE RACKS



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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

WAKE ENERGY (HUEYENI)	⑤ = 1/2 ENERGY POINT PER HUEY	⑥ = NET COST	⑦ = EKNATIC HANLEYER HANT 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 15		
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		

ANDORIAN EARLY HEAVY CRUISER

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	DD

PROBES	5
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SHIP DATA TABLE	
TYPE	= YNC
POINT VALUE	= 45
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.17

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

SEE (D4.12) FOR ARMOR RULES.

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	


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

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



DRONE RACKS					
1	☐	☐	☐	☐	B
2	☐	☐	☐	☐	B

CNTR	
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SENSOR

SCANNER

0	1	4	5	9
---	---	---	---	---

DAM CON 4220

EX	DA	MA	MA	MA
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[illegible]

SHIELD #6						

SHIELD #5					

SHIELD #4					
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SHIELD #2						

SHIELD #3					

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

KLINGON D3 WARP-REFITTED CRUISER

SHIP DATA TABLE	
TYPE	= D3
POINT VALUE	= 62
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.2

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

DRONE RACKS

1				F
2				F

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.

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

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

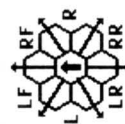
[illegible]

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

SEE (D4.12) FOR ARMOR RULES.



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

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3		
DAMAGE	0	5	4	4	3	3	2		

The diagram illustrates the layout of the USS Enterprise (NCC-1701-A) from the movie *Star Trek: The Motion Picture*. The ship is oriented horizontally, with the bow on the left and the stern on the right. The layout includes various rooms and shields, each represented by a grid of squares.

Rooms and Shields:

- SHIELD #1:** A horizontal row of 10 squares at the top left.
- CNTR:** A vertical column of 10 squares at the top left, below SHIELD #1.
- SHIELD #6:** A horizontal row of 10 squares at the top left, below CNTR.
- SENSOR:** A vertical column of 4 squares (6, 4, 2, 0) at the top left, below SHIELD #6.
- PH-2-FX:** A vertical column of 2 squares (1, 2) at the top left, below SENSOR.
- PRB BRIDGE TRAC:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below PH-2-FX.
- EMER SCTY:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below PRB BRIDGE TRAC.
- DAM CON:** A vertical column of 4 squares (4, 2, 2, 0) at the top left, below EMER SCTY.
- SHIELD #2:** A horizontal row of 10 squares at the top left, below DAM CON.
- EX DAM:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below SHIELD #2.
- SCANNER:** A vertical column of 4 squares (0, 3, 5, 9) at the top left, below EX DAM.
- ARMOR:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below SCANNER.
- EMER IMP:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below ARMOR.
- TRAN:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below EMER IMP.
- BTY:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below TRAN.
- F HULL:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below BTY.
- LAB:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below F HULL.
- ARMOR:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below LAB.
- EMER IMP:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below ARMOR.
- TRAN:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below EMER IMP.
- BTY:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below TRAN.
- AUX:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below BTY.
- PH-2:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below AUX.
- AFT HULL:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below PH-2.
- IMP:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below AFT HULL.
- DRN:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below IMP.
- TRAC:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below DRN.
- SHTL:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below TRAC.
- IMP:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below SHTL.
- DISR:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below IMP.
- FAI B:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below DISR.
- R WRP:** A vertical column of 4 squares (1, 2, 1, 2) at the top left, below FAI B.
- SHIELD #3:** A horizontal row of 10 squares at the top left, below SHIELD #2.
- SHIELD #4:** A horizontal row of 10 squares at the top left, below SHIELD #3.
- SHIELD #5:** A horizontal row of 10 squares at the top left, below SHIELD #4.
- SHIELD #6:** A horizontal row of 10 squares at the top left, below SHIELD #5.

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

KLINGON F3 WARP-REFITTED FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	F3
POINT VALUE	42
BREAKDOWN	4-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR3.3

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS
10	

TRANSPORTER BOMBS	
	D

DRONE RACK	
1	F

BOARDING PARTIES	
	8

PROBES	
	3

DISRUPTOR TABLE

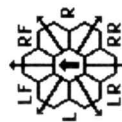
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SEE (D4.12) FOR ARMOR RULES.

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

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31
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
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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

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 PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

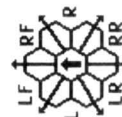
SHIP DATA TABLE	
TYPE	= D4
POINT VALUE	= 75
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.4

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

DRONE RACKS

1					
2					

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.


$$FA = LF + RF$$

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

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

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3		
DAMAGE	0	5	4	4	3	3	2		

KLINGON F4 EARLY FRIGATE

CNTR	
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[illegible]

PH-2-FX

SCTY ☐ TRAC ☐

BRDG ☐ EMER ☐ LAB ☐

SHIELD #6

SHIELD #2

[illegible]

SHIELD #4							
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SENSOR	SCANNER	DAM CON	EX DAM
630	039	220	

THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

SHIP DATA TABLE	
TYPE	= F4
POINT VALUE	= 53
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR3.5

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

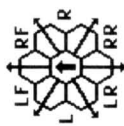
TYPE III DEFENSE PHASER	DIE RANGE		4- 9- 3 8 15				
	ROLL	0	1	2	3	4	5
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

CREW UNITS						ADMINISTRATIVE SHUTTLE						
		*			10	IDENT	HIT POINTS	NOTES				

BOARDING PARTIES	☐	☐	☐	☐	☐	☐	☒ 8
TRANSPORTER BOMBS	☐						☒ D

PROBES		DRONE RACK	
3		1	F

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
DAMAGE, STD	0	5	4	4	3	3


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

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

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								
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								

KLINGON EARLY TRANSPORT TUG

CNTR	
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[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
3	DD

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

0 OR 1 P0D	
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

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

MOVEMENT COST WITH THREE (EQUIVALENT) POD WEIGHTS = 1.5

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

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

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

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

1	☐	☐	☐	☐	F
2	☐	☐	☐	☐	F

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.

The diagram illustrates the layout of the USS Enterprise-D bridge and control rooms. Key areas include:

- Bridge and Control Rooms:** PH-2-FX, BRIDGE, TRAC, EMER SCTY, TRAN, BTTY, F HULL, LAB, EMER IMP.
- Support Systems:** BATTERY, AUX, SECURITY, TRAN, IMP, SHTL, PH-3, RA.
- Warp Core:** L WARP, R WARP.
- Cargo Holds:** CARGO.
- Shields:** SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5.
- Other Stations:** PH-2-FX, PRB, DAM CON, EX DAM, SENSOR, SCANNER.

⑥ = ERRATIC MANEUVER WARP COST

$$\overline{S} = \text{HET COST}$$

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

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

CNTR

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES		
TYPE	= YDK	IDENT	HIT POINTS	NOTES
POINT VALUE	= 145			
SHIELD COST	= 1+3			
LIFE SUPPORT	= 1+1/2			
SIZE CLASS	= 2			
REFERENCE	= YR1.1			
CARGO MODULE +5				
BARRACKS MODULE +12				
NEW UNITS				
		TWO BAYS, NO TRANSFERS.		

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

PROBES	1	2	3
1			
2			
3			

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

SPECIAL SENSORS
ARE DESTROYED ON
"PHASER" DAMAGE
POINTS.

TYPE III DEFENSE PHASER

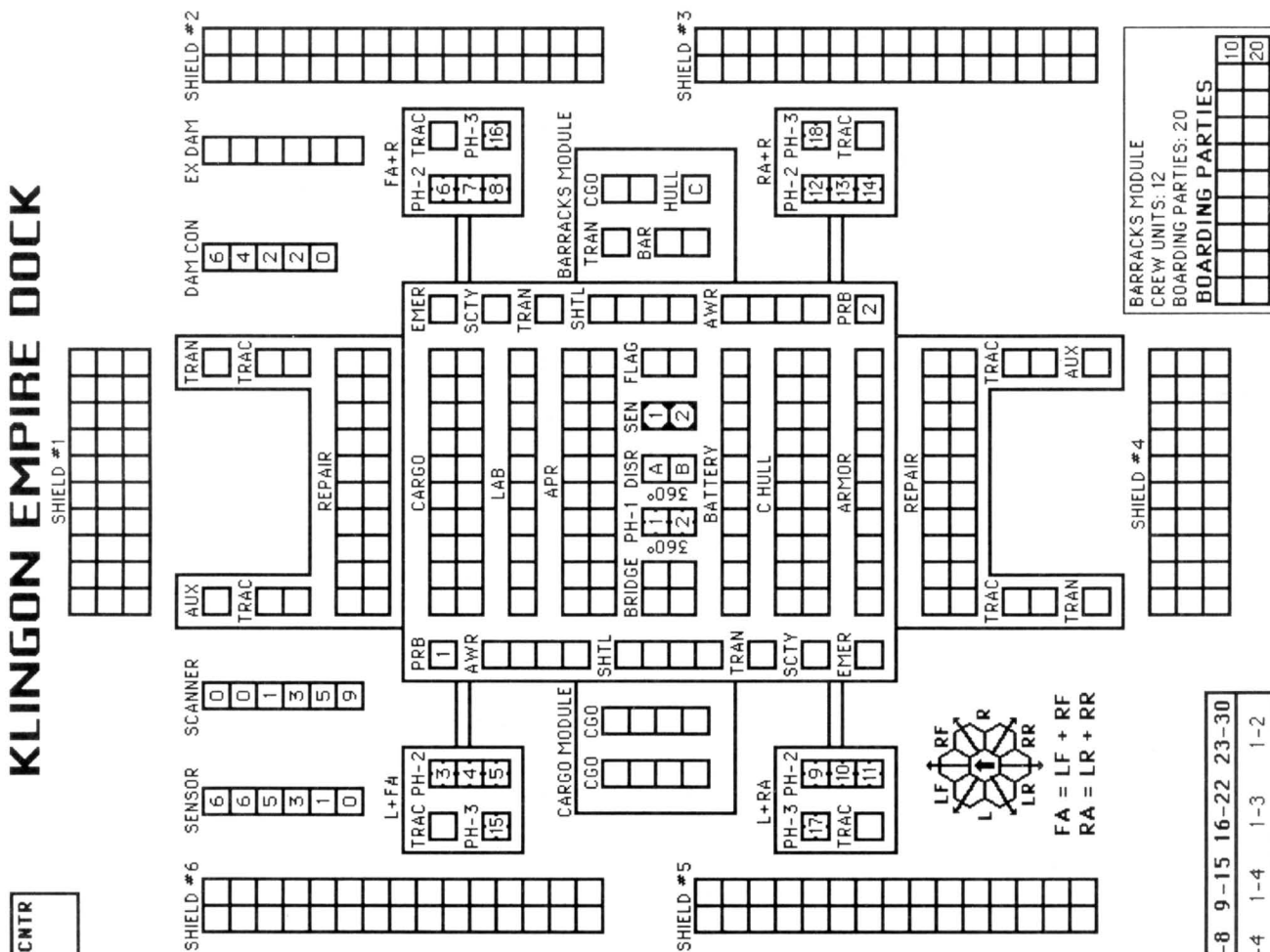
DIE	RANGE	4-9-					
		ROLL	0	1	2	3	8 15
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	1	0	0	0	0

TYPE II 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		

DISRUPTOR TABLE

DISKROT FOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
DAMAGE	0	5	4	4	3	3	2	2		



KLINGON EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 74
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3

CARGO MODULE +5	
BARRACKS MODULE +12	

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

D	D
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PROBES			3
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SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWE.

[illegible]
$$\begin{aligned} F_X &= L + LF + RF + R \\ R_X &= L + LR + RR + R \end{aligned}$$

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

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

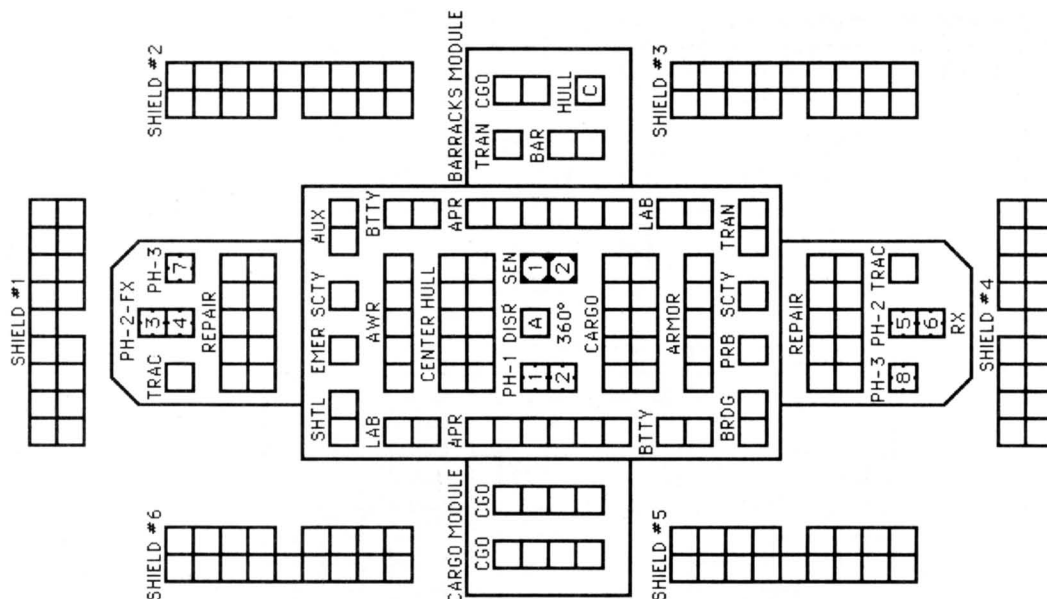
TYPE III DEFENSE PHASE						
DIE RANGE		4- 9- 3 8 15				
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3	
DAMAGE	0	5	4	4	3	3	3	2	

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

[illegible]

CNTR

SHIP DATA TABLE	
TYPE	= SVL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR4.2A

SHIP DATA TABLE	
TYPE	= WV1
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
MASK COST	= 6
REFERENCE	= VR4.2B

SHIP DATA TABLE	
TYPE	= YVL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
VEIL COST	= 6
REFERENCE	= YR42C

SHIP DATA TABLE	
TYPE	= VUL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 6
REFERENCE	= VR4 2D

[illegible]

TRANSPORTER BOMBS

[illegible][illegible][illegible]

PROBES	3
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THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
(SEE (D4.12) FOR ARMOR RULES.

DIE RANGE		WARP TARGETED LASER	
ROLL	0	1	2
1	3	2	2
2	2	2	2
3	2	2	1
4	2	2	1
5	2	1	0
6	1	1	0

PSEUDO-PLASMA TORPEDOES	☒ A ☐ R	☐ B ☐ R	MASK, VEIL, OR CLOAK U.S.D.	☐	NSM	☐
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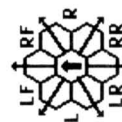
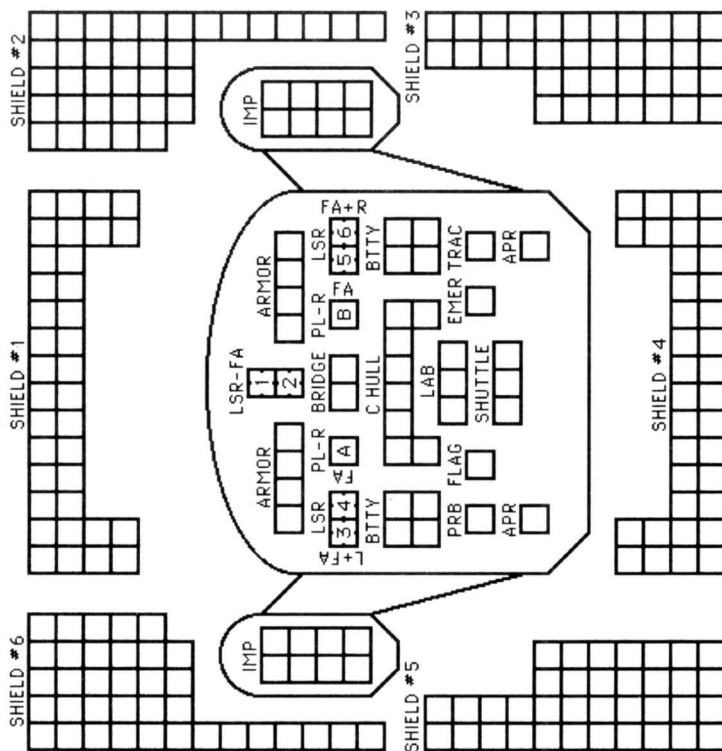
VULTURE TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SVL	Y66-88	20	1+1	TYPE-S	NONE	31
WVL	Y89-118	25	1+1	TYPE-W	MASK	52
VVL	Y119-139	30	1+2	TYPE-W	VEIL	64
VUL	Y140-158	36	1+3	TYPE-W	CLOAK	77

PI ASMA 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 A	50	50	35	35	35	25	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2												

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.


$$FA = LF + RF$$

Sensor	Scanner	DAM CON	EX DAM
6	0	6	
6	0	6	
6	0	4	
5	1	4	
4	3	2	
3	6	2	
2	9	2	
0		0	

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1.5
EM COST (IMPULSE) = 6

ROMULAN WARBIRO CRUISER

CREW UNITS										ADMINISTRATIVE SHUTTLES									
										IDENT	HIT POINTS	NOTES							
BOARDING PARTIES										THIS SHIP HAS ONE SHUTTLE BAY.									
										SUBLIGHT SHUTTLES, SEE (R4.F0).									
PROBES										TRANSPORTER BOMBS									

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
(SEE (D4.12) FOR ARMOR RULES.


$$F_A = L_F + R_F$$

WARP TARGETED LASER	DIE RANGE		P
	ROLL	0	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

PSEUDO-PLASMA TORPEDO	☒ A _R	MASK, VEIL, OR CLOAK H&R	☐	NSM	☐
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WARBIRD TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWB	Y66-88	10	0.5+0.5	TYPE-S	NONE	21
WVB	Y89-118	15	0.5+1	TYPE-W	MASK	33
YVB	Y119-139	20	1+1	TYPE-W	VEIL	41
WB	Y140-158	25	1+1	TYPE-W	CLOAK	51

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 A	50	50	35	35	35	25	25	25	25	20	20	20	10	5	1	
TYPE S	30	30	22	22	22	15	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	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2							1						

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

SHIP DATA TABLE	
TYPE	= SWB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.3A

SHIP DATA TABLE	
TYPE	= WWB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.3B

SHIP DATA TABLE	
TYPE	= YWB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.3C

SHIP DATA TABLE	
TYPE	= WB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.3D

CNTR

SHIELD #6			
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SHIELD #5

[illegible]

SENSOR

SCANNER

DAM CON

EX DAM

SHIELD #2			
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SHIELD #3

MOVEMENT COST = 1

EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.

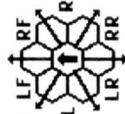
ROMULAN HAWK DESTROYER

CREW UNITS						ADMINISTRATIVE SHUTTLES					
						IDEN	HIT	POINTS	NOTES		
			*								
						SUBLIGHT SHUTTLES; SEE (R4 FO).					

BOARDING PARTIES						
		F				

PROBES ☐ ☐ ☐ 3

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P.2.433).
SEE (D4.12) FOR ARMOR RULES.


$$FA = LF + RF$$

WARP TARGETED LASER	DIE RANGE		P
	ROLL	0	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

PSEUDO-PLASMA TORPEDOES	☐ A ^G	☐ B ^G	MASK, VEIL, OR CLOAK H&R	☐	NSM	☐
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HAWK TECHNOLOGY UPGRADE TABLE

MARINE TECHNOLOGY BY GRADE TABLE						
SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SHK	Y66-88	10	0.5+0	TYPE-S	NONE	18
WHK	Y89-118	15	0.5+0.5	TYPE-W	MASK	30
YHK	Y119-139	20	0.5+0.5	TYPE-W	VEIL	38
H-S	Y140-158	25	0.5+0.5	TYPE-W	CLOAK	47

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

CNTR

ROMULAN HAWK DESTROYER

SHIELD #6

SHIELD #1

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4

IMP

FA

PL-G

ARMOR

FA

PL-G

IMP

LSR-FA

BRDG

LSR-FA

L

1

2

3

4

R

BTTY

C HULL

PRB

LAB

C HULL

TRAC

APR

SHTL

A

B

SENSOR

SCANNER

DAMAGE CONTROL

EXCESS DAMAGE

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/2
EM COST = 6

ROMULAN SNIPE FRIGATE

CREW UNITS

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

BOARDING PARTIES

				4
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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
SUBLIGHT SHUTTLE; SEE (R4.F0).		

TRANSPORTER BOMBS

	D
--	---

PROBES

		3
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THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
SEE (D4.12) FOR ARMOR RULES.

$$FA = LF + RF$$

WARP TARGETED LASER	DIE RANGE		P
	ROLL 0	1	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

SHIP DATA TABLE	
TYPE	= SSN
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR4.5A

SHIP DATA TABLE	
TYPE	= WSN
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
MASK COST	= 1
REFERENCE	= YR4.5B

SHIP DATA TABLE	
TYPE	= YSN
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
VEIL COST	= 1
REFERENCE	= YR4.5C

SHIP DATA TABLE	
TYPE	= SNS
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 1
REFERENCE	= YR4.5D

PSEUDO-PLASMA TORPEDO	☐ A G	MASK, VEIL, OR CLOAK H&R	☐	NSM	☐
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SNIPe TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SSN	Y66-88	5	0.5+0	TYPE-S	NONE	15
WSN	Y89-118	10	0.5+0	TYPE-W	MASK	25
YSN	Y119-139	15	0.5+0.5	TYPE-W	VEIL	33
SNS	Y140-158	20	0.5+0.5	TYPE-W	CLOAK	40

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

CNTR

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

IMP

IMP

ARMOR

FA

LSR

PL-G

LSR

FA

L1

PRB

FA

APR

BRDG

HULL

C

BTTY

AUX

SHTL

TRAC

SENSOR

6 5 4 2 0

SCANNER

0 0 3 6 9

DAM CON

2 2 2 0

EX DAM

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/4
EM COST = 3

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= YFA
POINT VALUE	= 36
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.6
BPV INCLUDES VEIL	

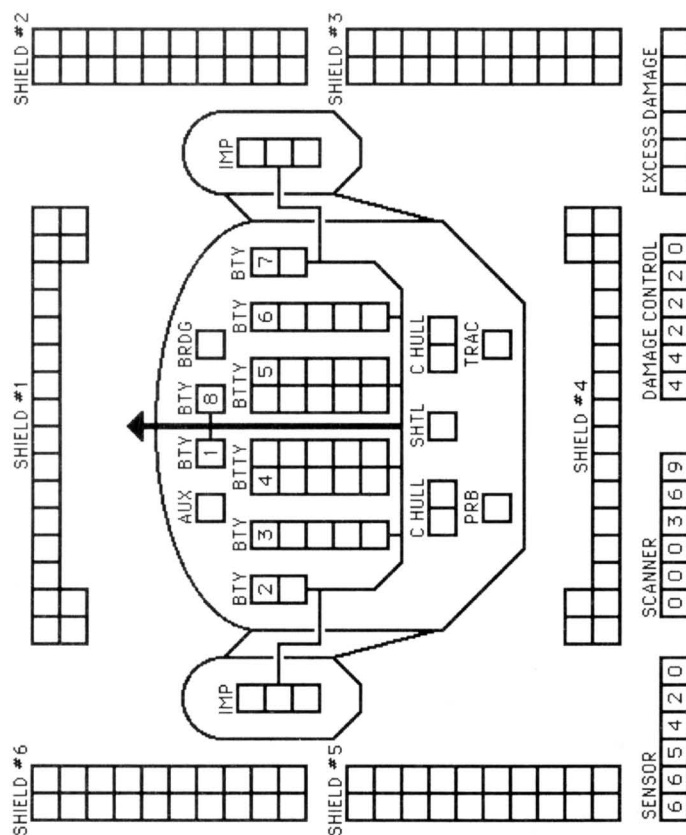
CREW UNITS	BOARDING PARTIES
* 0 1 2 3 4 5 6 7 8 9 10	2

ADMINISTRATIVE SHUTTLES		PROBES
IDENT	HIT POINTS	NOTES
		3

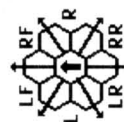
ADMINISTRATIVE SHUTTLES				
IDENT	HIT	POINTS	NOTES	
SUBLIGHT SHUTTLE; SEE (R4.F0).				

TRANSPORTER BOMBS

VEIL H&R	☐	NSM	☐
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MAULER RANGE ADJUSTMENT CHART	
RANGE DAMAGE SCORED	
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged



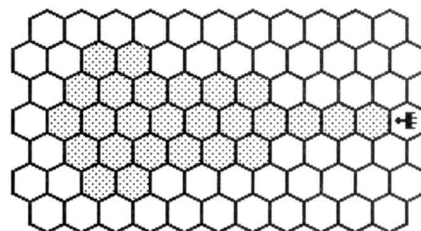
THIS SHIP CAN LAND ON PLANETS USING THE
AERODYNAMIC LANDING SYSTEM (P2.433).

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS

WEAPON: RIF.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

MOVEMENT COST = 1
EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.



ROMULAN EARLY WARHAWK CARRIER

CNTR

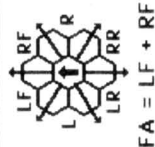
SHIP DATA TABLE	
TYPE	= SWH
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR4.7A

SHIP DATA TABLE	
TYPE	= WWH
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
MASK COST	= 1
REFERENCE	= YR4.7B

SHIP DATA TABLE	
TYPE	= YWH
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
VEIL COST	= 1
REFERENCE	= YR4.7C

SHIP DATA TABLE	
TYPE	= WH-S
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 1
REFERENCE	= YR4.7D

CREW UNITS	
IDENT	HIT POINTS
10	
BOARDING PARTIES	
5	
DECK CREWS	
5	
PROBES	
3	
TRANSPORTER BOMBS	
10	



FA = LF + RF

PLASMA TORPEDO WARHEAD STRENGTH TABLE	
RANGE	0-5 6-10 11-12 13-14 15
TYPE F	20 15 10 5 1

FIGHTERS ONLY, NO BOLLING.

WARP TARGETED LASER	
DIE ROLL	0 1 2 P
1	3 2 2 1
2	2 2 2 1
3	2 2 1 1
4	2 2 1 0
5	2 1 0 0
6	1 1 0 0

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

MASK, VEIL, OR CLOAK	☐
H&R	☐
NSM	☐

WARHAWK TECHNOLOGY UPGRADE TABLE

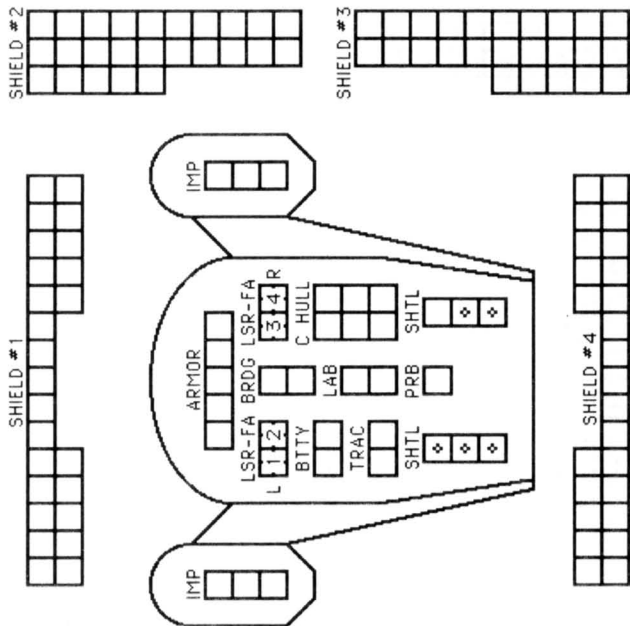
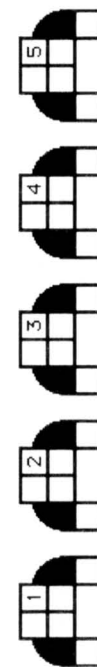
SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWH	Y66-88	10	0.5+0	TYPE-S	NONE	18
WWH	Y89-118	15	0.5+0.5	TYPE-W	MASK	30
YWH	Y119-139	20	0.5+0.5	TYPE-W	VEIL	38
WH-S	Y140-158	25	0.5+0.5	TYPE-W	CLOAK	47

GLADIATOR-0	
DFR = 0	
CRIPPLED = 4	
SPEED = 1	



A WARHAWK WOULD CARRY ONE TYPE OF FIGHTER ONLY, EITHER GLADIATOR-0s OR GLADIATOR-1s. THEY NEVER MIXED THE TWO FIGHTER TYPES ON A SINGLE CARRIER. BECAUSE EITHER TYPE OF FIGHTER MIGHT BE CARRIED, BOTH TYPES ARE PROVIDED ON THIS SSD. IF TWO OR MORE CARRIERS ARE PRESENT CARRYING DIFFERENT FIGHTERS, IT WILL BE NECESSARY TO TRACK WHICH CARRIER IS ABLE TO REARM GLADIATOR-0s, BUT ANY CARRIER CAN REPAIR GLADIATOR-1s.

GLADIATOR-L	
1xLASER-FA	
DFR = 2	
CRIPPLED = 4	
SPEED = 1	



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

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/2
EM COST = 6

ROMULAN STAR EMPIRE DOCK

SHIP DATA TABLE	
TYPE	= SDK
LIFE SUPPORT	= 1
SIZE CLASS	= 2
REFERENCE	= YR1.1A

SHIP DATA TABLE	
TYPE	= WDK
LIFE SUPPORT	= 1
SIZE CLASS	= 2
MASK COST	= 7/4
REFERENCE	= YR1.1B

TRANSPORTER BOMBS	PROBES
	1 3
	2 3

CREW UNITS	10	
	20	
	30	
	40	
	50	
	60	
	70	
	80	
	90	
	100	

[illegible]

HANGAR MODULE	CREW UNITS: 5	DECK CREWS: 4
DECK CREWS	4	

SCOUT FUNCTIONS SUMMARY

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

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	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
TYPE S		30	30	22	22	22	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
TYPE G		20	20	15	15	15	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
TYPE F		20	15	10	5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
801.T		1-4	1-3	1-2																									

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.


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

BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SBS	Y66-88	10	1+1	TYPE-S	NONE	80
WBS	Y89-118	15	1+1	TYPE-W	MASK	90
YBS	Y119-139	22	1+3	TYPE-W	VEIL	100
EBS	Y140-158	30	1+3	TYPE-W	CLOAK	110

[illegible]

ROMULAN EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= SBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3A

SHIP DATA TABLE	
TYPE	= WBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 7/4
REFERENCE	= YR1.3B

SHIP DATA TABLE	
TYPE	= YBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 7/4
REFERENCE	= YR1.3C

SHIP DATA TABLE	
TYPE	= EBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 7/4
REFERENCE	= YR1.3D

CARGO MODULE +5
HANGAR MODULE +7
MASK/VEIL/CLOAK +12

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

TESTER'S NO.		WARRIORS' WARRIORSHIP TROPHY										WARRIORS' WARRIORSHIP TROPHY									
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																		

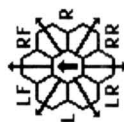
PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		
SUBLIGHT SHUTTLES; SEE (R4:F0).				

TRANSPORTER BOMBS		D	D
PROBES BOARDING PARTIES		C	8

[illegible]

HANGAR MODULE	CREW UNITS: 5	DECK CREWS: 4				
DECK CREWS	<table><tr><td></td><td></td><td></td><td>4</td></tr></table>				4	
			4			


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

SEE (D4.12) FOR ARMOR RULES.

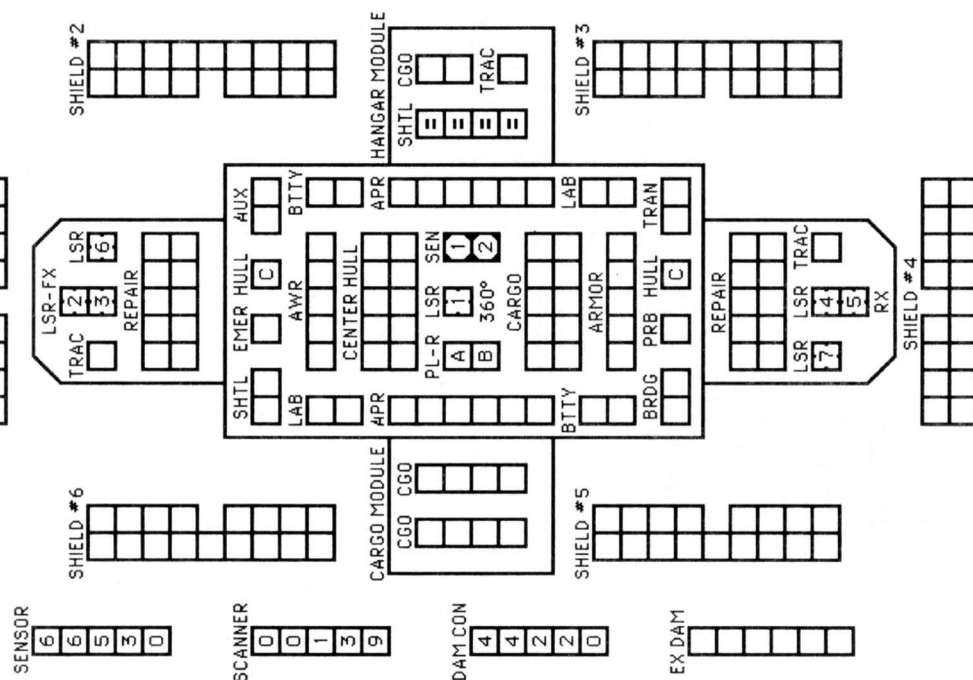
SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRs.

PSEUDO-PLASMA TORPEDOES	☐ R ☐ A
MASK, VEIL, OR CLOAK HIT AND RUN (IF INSTALLED)	☐ R ☐ A

BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SBS	Y66-88	9	0.5+0.5	TYPE-S	NONE	62
WBS	Y89-118	11	0.5+1	TYPE-W	MASK	68
YBS	Y119-139	14	1+1	TYPE-W	VEIL	74
EBS	Y140-158	17	1+1	TYPE-W	CLOAK	80



SCOUT FUNCTIONS SUMMARY

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

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

CNTR	
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[illegible][illegible]

TRANSPORTER BOMBS

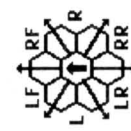
PROBES	3
--------	---

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.2

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

SEE {D4.12} FOR ARMOR RULES.

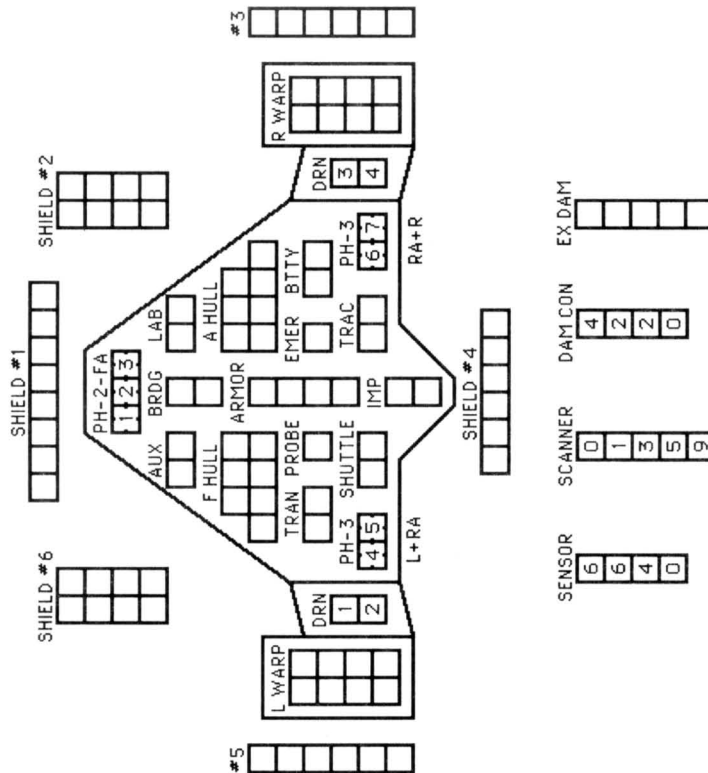
	TURN MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+


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

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

DRONE RACKS

1	☐	☐	☐	A
2	☐	☐	☐	A
3	☐	☐	☐	A
4	☐	☐	☐	A



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

KZINTI WARP-REFITTED DESTROYER

CNTR	
------	--

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		

[illegible]

BOARDING PARTIES	
	6

TRANSPORTER BOMBS [D]

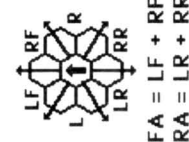
PROBES	3
--------	---

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 36
BREAKDOWN	= 4-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR5.3

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

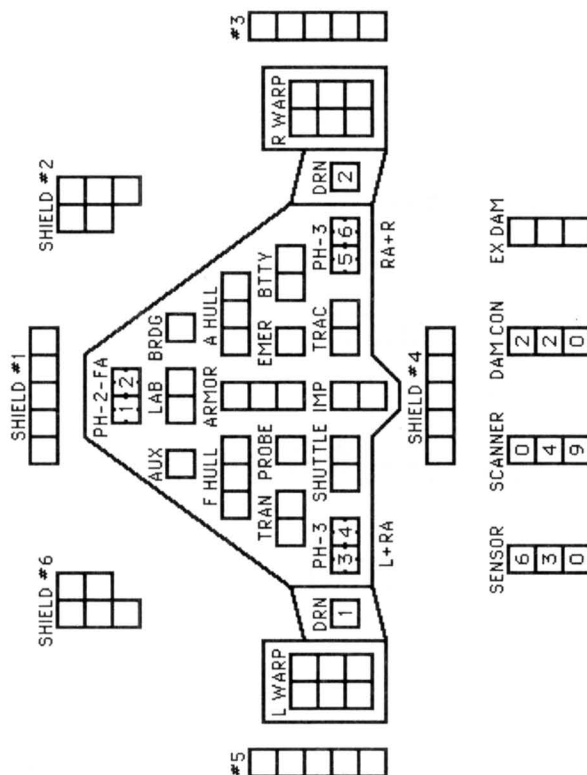
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

SEE {D4.12} FOR ARMOR RULES.



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

DRONE RACKS				
1	☐	☐	☐	A
2	☐	☐	☐	A



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

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

KZINTI EARLY STRIKE CRUISER

[illegible]

SHIP DATA TABLE	
TYPE	= YCS
POINT VALUE	= 77
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.4

CNTR	
------	--

[illegible]

PROBES

SENSOR

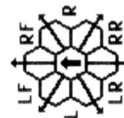
6	6	4	0
---	---	---	---

SCANNER
0 1 3 5 9

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

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

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


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

1					A
2					A
3					A
4					A

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

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

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[illegible]

CARGO SPACES ARE USED FOR 300 SPARE DRONES.

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

	⑤ 172 ENERGY FORTY-SEVEN															⑥ 172 ENERGY FORTY-SEVEN															⑦ 172 ENERGY FORTY-SEVEN														
	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30															
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30															
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45															
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45															

KZINTI HEGEMONY DOCK

[illegible][illegible]

SHIP DATA TABLE	
TYPE	= YDK
POINT VALUE	= 160
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1
CARGO MODULE +5	
HOSPITAL MODULE +5	

[illegible]

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

TRANSPORTER BOMBS

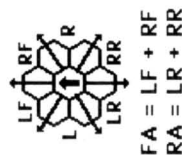
PROBES	
1	3
2	3

HOSPITAL MODULE
CREW UNITS: 9

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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



TYPE III DEFENSE PHASE									
DIE ROLL	RANGE		4- 9-			8- 15			
	0	1	2	3	8	9	10	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

DRONE RACKS SEE (FD-3.4)	
1	
2	
3	D
1	
2	
3	D

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

KZINTI EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 80
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR1.3

CARGO MODULE +5	
HOSPITAL MODULE +5	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

PROBES

SEE (D4.12) FOR ARMOR RULES.

SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRS.


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

BOARDING PARTIES					
					8

TYPE I OFFENSIVE PHASER TABLE

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

HOSPITAL MODULE
CREW UNITS: 9

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

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

DRONE RACKS

1	☐	☐	☐	☐	A
2	☐	☐	☐	☐	A

The diagram illustrates the layout of the Star Trek: Voyager ship, showing various rooms and their relative positions. The layout is symmetrical around a central corridor. Key areas include the Bridge (PH-1-FX) at the top, the Main Engineering (PH-3) at the bottom, and the Cargo Module (CGO) on the right. Shields (#1-#6) are located at the corners. The diagram uses a grid system to represent the ship's structure.

Rooms and Sections:

- PH-1-FX (Bridge):** Located at the top center, containing a TRAC, PH-3, and REPAIR section.
- PH-3 (Main Engineering):** Located at the bottom center, containing a TRAC, PH-1, and RX section.
- CGO (Cargo Module):** Located on the right side, containing a CGO, CGO, and CGO section.
- SHIELD #1-#6:** Located at the corners of the ship, representing the main shields.
- Other Rooms:** SHTL, EMER, HULL, AUX, BTTY, LAB, AWR, CENTER HULL, PH-1, DRN, SEN, CARGO, ARMOR, BRDG, PRB, HULL, TRAN, REPAIR, PH-3, PH-1, TRAC, RX, SHIELD #4.

CNTR

[illegible]

SCANNER	0	0	1	2	4	9
#2						

#6						
SENSOR	6	6	5	3	2	0

The board game layout for 'The Battle of Britain' is a complex tactical map. It features a central grid system with numbers 1 through 6 and letters L, R, RA, and RB. The board is divided into several sections, each with its own set of units and terrain.

Units and Terrain:

- LSR (Long Range Support):** Found in the top left, top right, and bottom right sections. Some are marked with numbers (e.g., 5, 3, 4, 7, 6, 8).
- IMP (Intermediate Support):** Found in the top right and bottom right sections.
- RSR (Right Support):** Found in the top left section.
- EX DAM (Exchange Damage):** Found in the top left section.
- HULL (Hull):** Found in the center section.
- APR (Air Power Reserve):** Found in the center section.
- CON (Control):** Found in the bottom left section.
- ARMOR (Armor):** Found in the bottom left section.
- EMER (Emergency):** Found in the center section.
- BTY (Battery):** Found in the center section.
- SHTL (Shuttle):** Found in the center section.
- TRAC (Track):** Found in the center section.

Grid System:

- Numbers 1-6:** Located in the top left, top right, and bottom right sections.
- Letters L, R, RA, RB:** Located in the top left, top right, and bottom right sections.

The board is designed to be played on a grid, with units and terrain placed in specific locations. The grid system allows for precise tracking of units and terrain.

[illegible]

SHIP DATA TABLE	
TYPE	= WBB
POINT VALUE	= 48
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR6.2

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
					GAS
					GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY JI159.

[illegible]

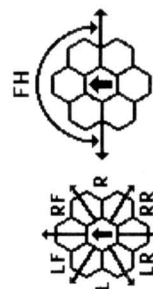
BOARDING PARTIES	6
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TRANSPORTER BOMBS

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

DIE ROLL		RANGE		WARP TARGETED LASER	
0	1	2	1	2	P
1	3	2	2	2	1
2	2	2	2	2	1
3	2	2	2	1	1
4	2	2	2	1	0
5	2	1	0	0	0
6	1	1	0	0	0

SEE (D4.12) FOR ARMOR RULES.


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

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

MISSILE RACKS						
1						
2						
3						
4						

GORN WARP-REFITTED CRUISER

CNTR	
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[illegible]

The diagram shows a ship's hull layout with various sensor and scanner data. The hull is represented by a circle with internal labels: LSR, FA, LSR, L2, BRDG, F HULL, TRAN, LAB, BITTY, and F HULL. The data is organized as follows:

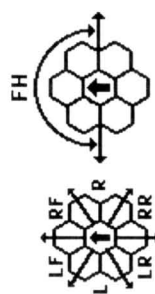
- SENSOR #6:** 6, 6, 5, 3, 2, 0
- SENSOR:** 6, 6, 5, 3, 2, 0
- FA:** 1, 2
- LSR:** 1, 2
- BRDG:** 3, 2
- F HULL:** 3, 2
- TRAN:** 3, 2
- LAB:** 3, 2
- BITTY:** 3, 2
- SCANNER #2:** 0, 0, 1, 2, 4, 9

[illegible]

SHIELD #4

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 40
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR6.3

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


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

D	D
---	---

SEE (D4.12) FOR ARMOR RULES.

DIE RANGE		WARP TARGETED LASER	
ROLL	0	1	2
1	3	2	2
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

MISSILE RACKS				
1				
2				

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

CNTR

ADMINISTRATIVE SHUTTLES		NOTES
IDENT	HIT POINTS	

[illegible]

BOARDING PARTIES			
			4

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 25
BREAKDOWN	= 3-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.4

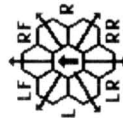
THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

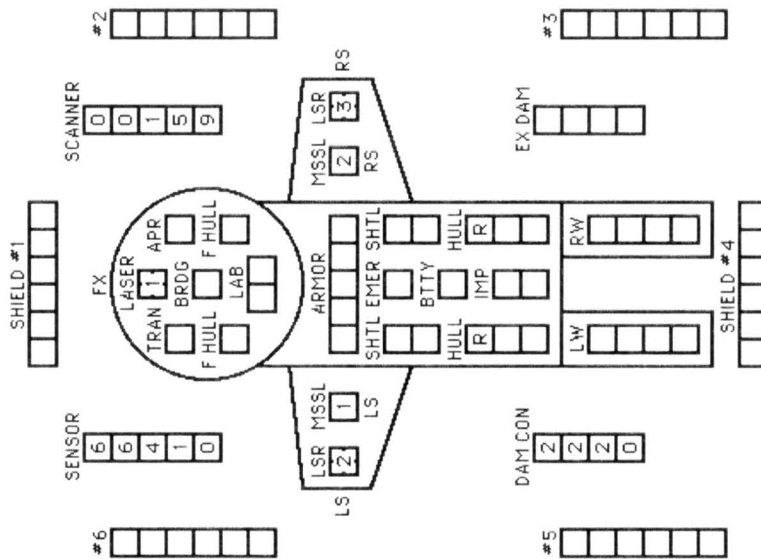
DIE ROLL	RANGE		TARGETED LASER	
	0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

SEE (D4.12) FOR ARMOR RULES.

TURN MODE		SPEED
0	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+


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

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

**GORN EARLY
LIGHT CRUISER**

CNTR	
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SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 60
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.5

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		
				GAS
				GAS

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

[illegible]

PROBES	3
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BOARDING PARTIES	8
------------------	---

TRANSPORTER BOMBS

TYPE II PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

5 - HET COST

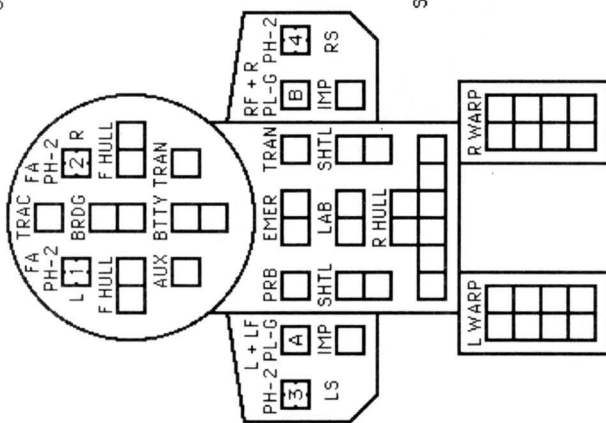
β	4	15	16	17
0	10	11	12	
$1/3$	10	$10^{2/3}$	$11^{1/2}$	

⑥ - ERRATIC MANEUVER WARP COST

	0	1	2	3	4	5	6	7	8	9	30
4	4	14	15	16	16	17	18	18	19	20	20
$\frac{1}{4}$	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]

SHIELD #2					



SHIELD # 6							

SHIELD #5					


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

SENSOR	6	5	2	0
SCANNER	0	1	2	4

SHIELD #4					
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DAMAGE CONTROL	4	2	2	0
EXCESS DAMAGE				

PSEUDO-PLASMA
TORPEDOES

GORN EARLY COMMAND CRUISER

CNTR	
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SHIP DATA TABLE	
TYPE	= YCC
POINT VALUE	= 64
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.6

[illegible][illegible]

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE	RANGE	4-	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

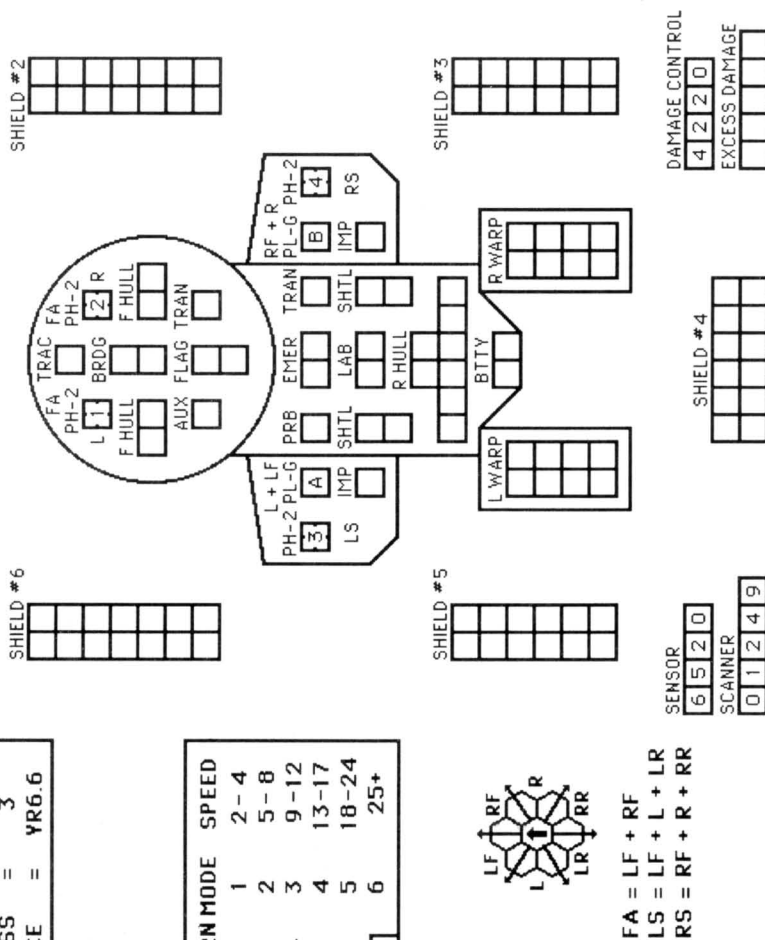
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

	⑤ - ENERGY POINT PER HIER															⑥ - ENERGY POINT PER HIER															⑦ - ENERGY POINT PER HIER														
	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	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. $\frac{2}{3}$	$\frac{1}{3}$	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	20															

⑥ = ERRATIC MANEUVER WARP COST


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

PSEUDO-PLASMA TORPEDOES

GORN EARLY DESTROYER

CREW UNITS										ADMINISTRATIVE SHUTTLES									
								*		IDENT	HIT POINTS	NOTES							
										THIS SHIP HAS TWO SHUTTLE BAYS.									
										CAN TRANSFER BY (J1159):									

PROBES			3
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BOARDING PARTIES	
	6

TRANSPORTER BOMBS ☐ ☐

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 45
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.7

CNTR	
------	--

SENSOR

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

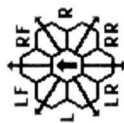
SCANNER 0159

DAM CON

EX	DA	MA
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The diagram illustrates the bridge set from the movie "Star Trek: The Motion Picture". It features a central circular area labeled "FX" containing several consoles: PH-2, TRAN, TRAC, BRDG, F HULL, BTTY, and FA. To the left of this circle are two rectangular shields labeled "SHIELD #1" and "SHIELD #6". To the right are two more rectangular shields labeled "SHIELD #3" and "SHIELD #4". Below the central area are two trapezoidal consoles labeled "PH-2 LS" and "PH-2 RS", each with an "IMP" indicator. Further down are two large rectangular consoles labeled "L WARP" and "R WARP". Various other labels like "PRB PL-G TRAN", "SHTL EMER SHTL", "HULL LAB HULL", and "A" are visible on the consoles.

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


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

PSEUDO-PLASMA
TORPEDO

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 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			

PLASMA TORPEDO WARHEAD STRENGTH TABLE										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20		
TYPE G	20	20	15	15	15	10	5	1		
TYPE F	20	15	10	5	1	0	0	0		
ROLL	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 EARLY FRIGATE

ADMINISTRATIVE SHUTTLES

10
*

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (JL59)

PROBES			3
--------	--	--	---

BOARDING PARTIES

☐ TRANSPORTER BOMBS ☐ D

SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 35
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.8

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

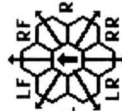
TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TARIF

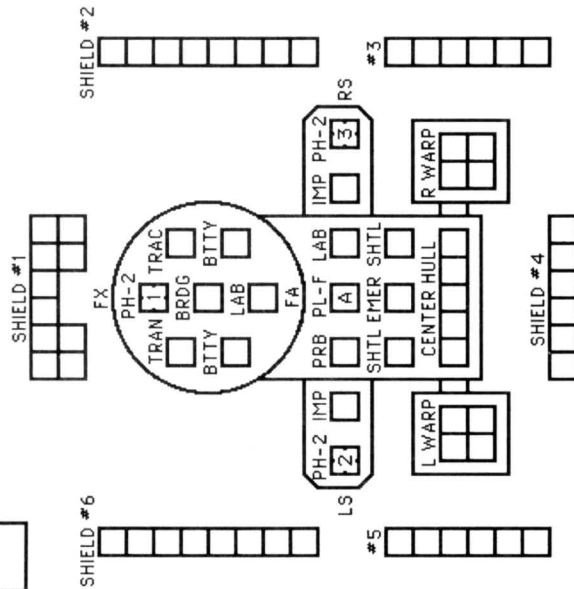
RANGE		WINNERS INDEX				
		0-5	6-10	11-12	13-14	15
TYPE	F	20	15	10	5	1
BOLT		1-4	1-3	1-2		

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


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

**PSEUDO-PLASMA
TORPEDO**

CNTR



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

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

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

GORN EARLY TUG

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		

BOARDING PARTIES

4

PROBES

3

TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE	
TYPE	= YTG
POINT VALUE	= 70/40
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.9

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+	

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

TYPE II PHASER TABLE

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

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

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

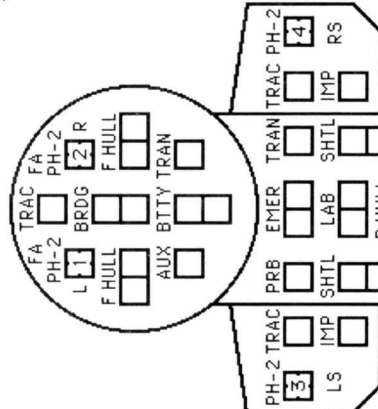


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SHIELD #1

SHIELD #2

SHIELD #6



SHIELD #3

SHIELD #5

DAMAGE CONTROL
4 2 2 0
EXCESS DAMAGE

SENSOR
6 5 2 0
SCANNER
0 1 2 4 9

SHIELD #4

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

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

C N T R

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
TYPE	= YDK	IDENT	HIT POINTS	NOTES	
POINT VALUE	= 160				
SHIELD COST	= 1+3				
LIFE SUPPORT	= 1+1/2				
SIZE CLASS	= 2				
REFERENCE	= YR1.1				
CARGO MODULE +5					
REPAIR MODULE +8					
CREW UNITS		TWO BAYS, NO TRANSFERS.			

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

PROBES	
1	3
2	3

[illegible]

TYPE I OFFENSIVE PHASER TARIFF

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	4	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

REPAIR MODULE
CREW UNITS: 7TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

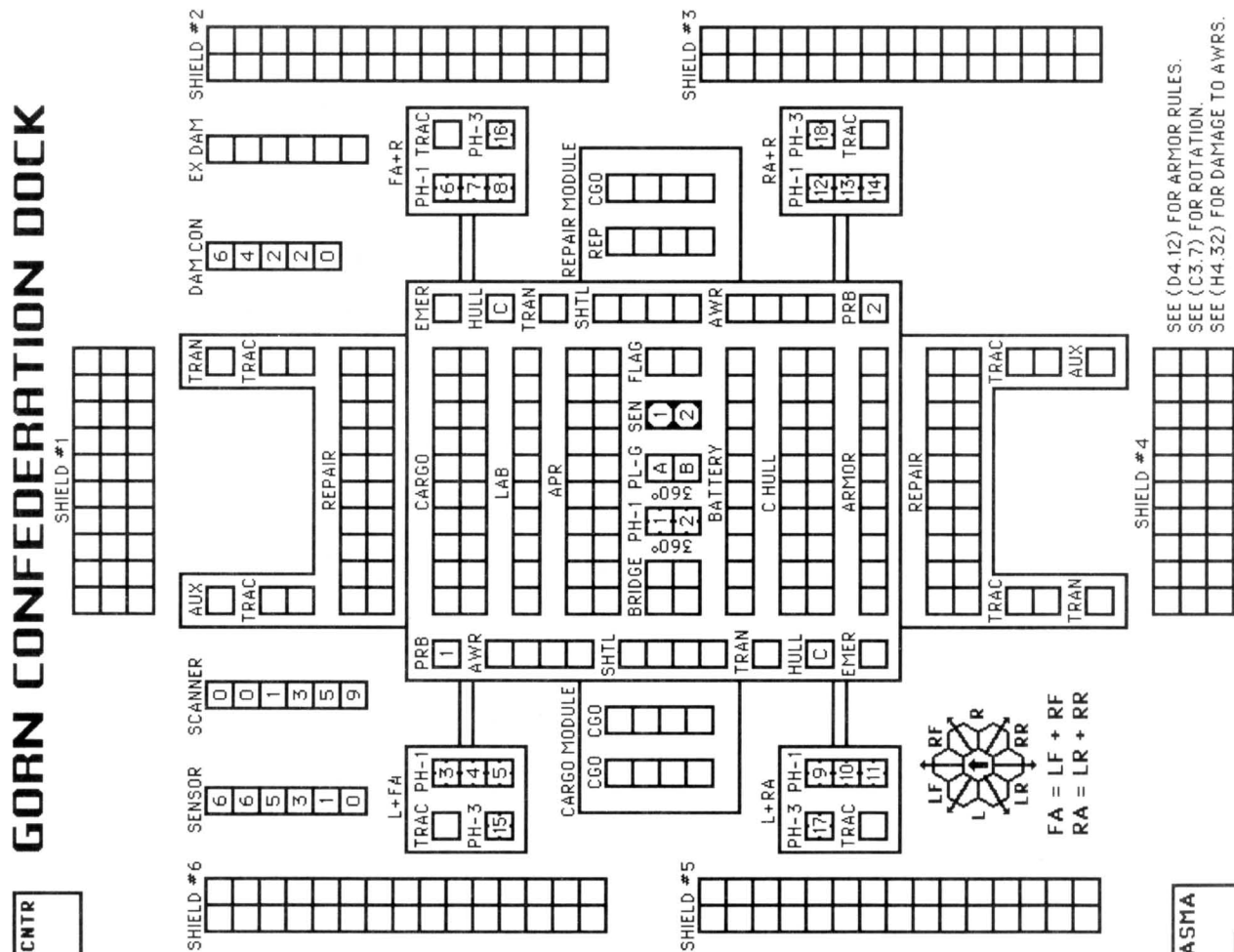
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

**PSEUDO-PLASMA
TORPEDOES**



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

**GORN EARLY
BASE STATION**

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D
---	---

PROBES 3

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 80
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3
CARGO MODULE +5	
REPAIR MODULE +8	

CREW UNITS	*	10
		20
		30
		40
		50
		60
		70
		80

BOARDING PARTIES	8
------------------	---

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6- 9- 16- 26- 51- 8- 15- 25- 50- 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			

REPAIR MODULE
CREW UNITS: 7
$$\begin{aligned} \text{FX} &= L + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= L + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

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

TYPE III DEFENSE PHASER

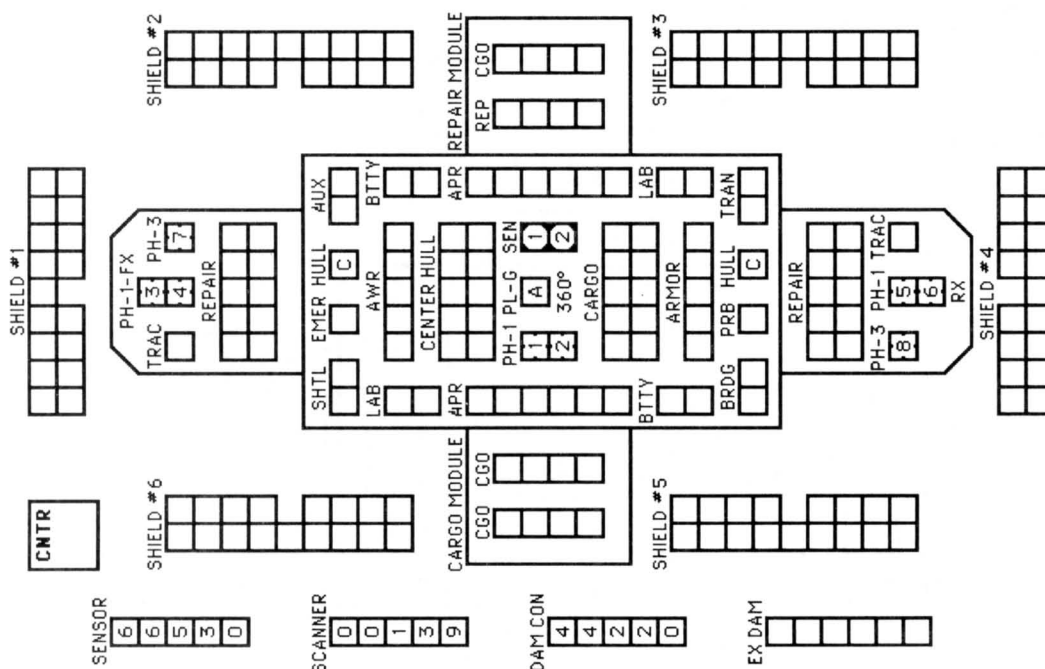
SCOUT FUNCTIONS SUMMARY	
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

**PSEUDO-PLASMA
TORPEDO**



CNTR

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
		IDENT	HIT POINTS	NOTES	
TYPE = YDK					
POINT VALUE = 200					
SHIELD COST = 1+3					
LIFE SUPPORT = 1+1/2					
SIZE CLASS = 2					
REFERENCE = YR1.1					
CARGO MODULE +5					
POWER MODULE +12					
CREW UNITS:					
TWO BAYS, NO TRANSFERS.					

TRANSPORTER BOMBS						
			D	D	D	D

PROBES					
		1			3
		2			3

BOARDING PARTIES						
						10

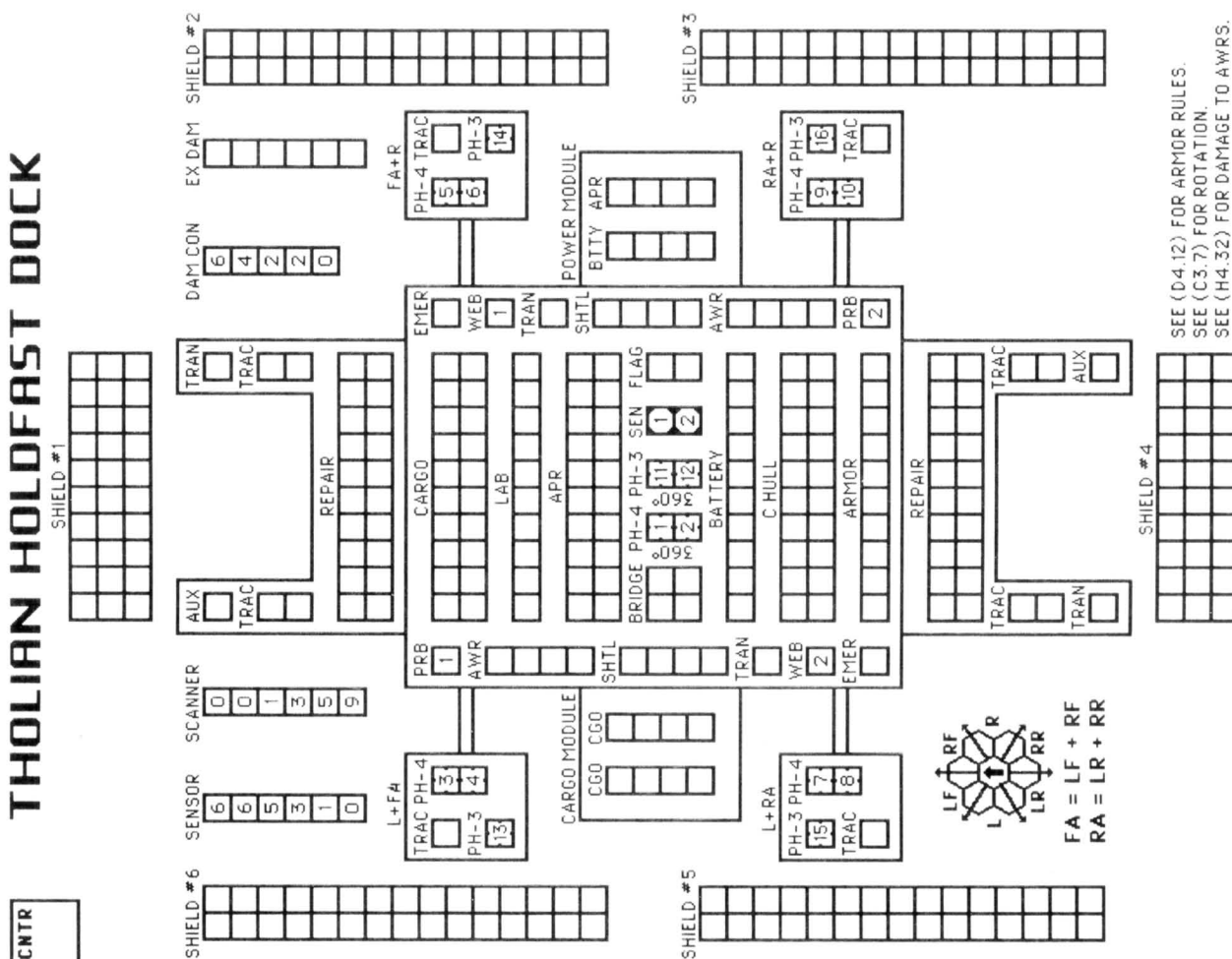
POWER MODULE				
CREW UNITS: 7				

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

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 SENSORE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

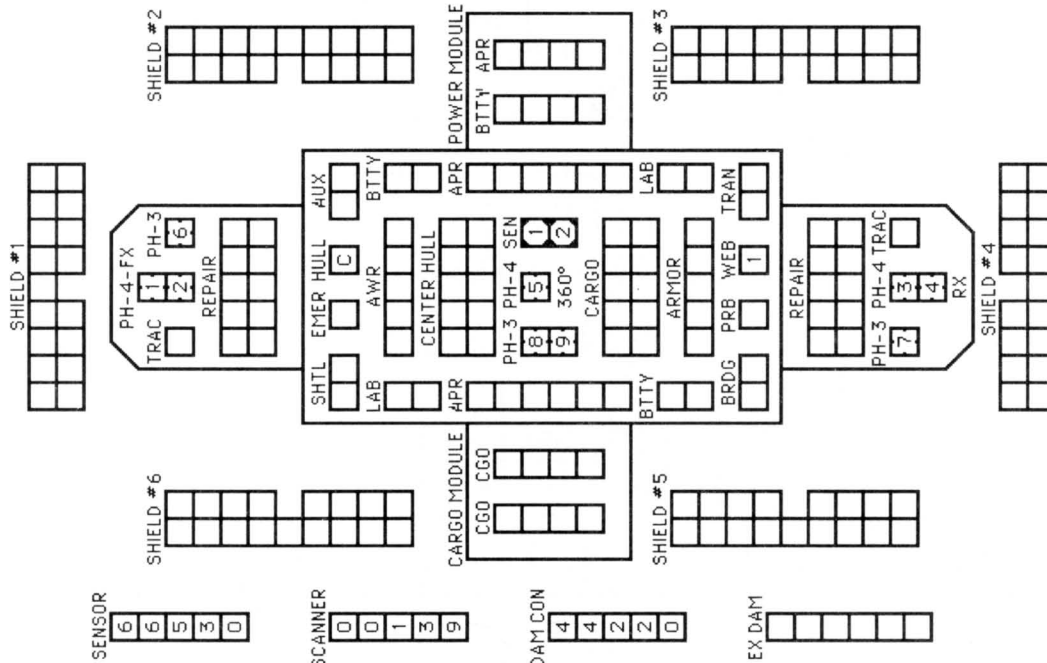
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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



THOLIAN EARLY BASE STATION

DIE ROLL	RANGE													
	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	



SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 70
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR8.2

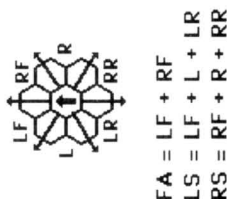
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	DD



SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P.2.43). THIS SHIP HAS NO "STEALTH" BONUS. CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

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

SENSOR	SCANNER	DAM CON	EX DAM
6450	01459	4220	

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

**ORION NATIONAL
GUARD DESTROYER**

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 41
BREAKDOWN	= 6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR8.3

SHIP DATA TABLE	
TYPE	= WDR
POINT VALUE	= 61
REFERENCE	= YR8.3A

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

NIMBLE SHIP

[illegible]

BOARDING PARTIES	
	6

TRANSPORTER BOMBS [] D []

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

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


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

PHOTON TORPEDO TABLE

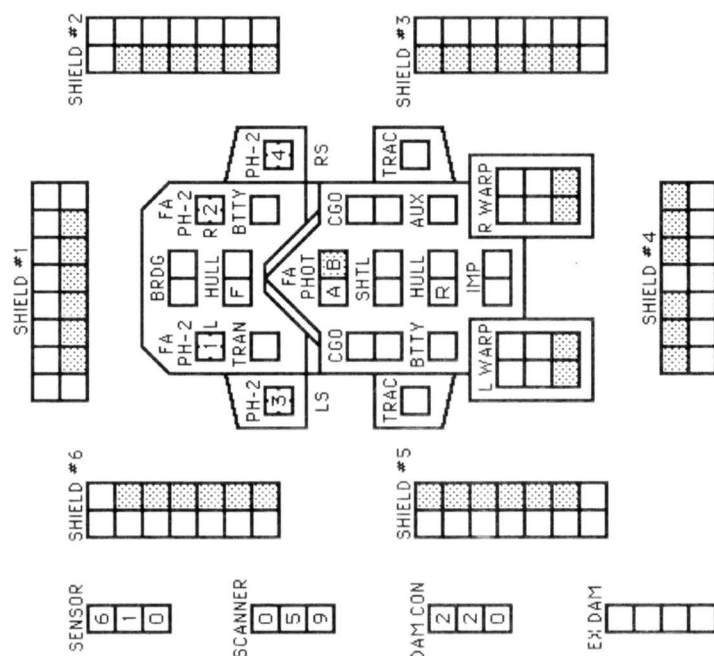
NOTION FOR LOG TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	MA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43). THIS SHIP HAS NO "STEALTH" BONUS. CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

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

5 = HET COST **3** = ERRATIC MANEUVER WARP COST

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

 SHADED BOXES ARE THE PLUS REFIT,
SHIP WITH REFIT IS THE WDR.

**ORION EARLY
RAIDER CRUISER**

[illegible]

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

SHIP DATA TABLE	
TYPE	= YCR
POINT VALUE	= 72
BREAKDOWN	= 6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR8.4
STEALTH +1 ECM	

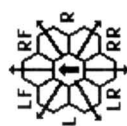
[illegible]

		D	D
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TRANSPORTER BOMBS

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


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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

WARP ENERGY MOVEMENT COST = 2/3 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	2	2	3	4	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30						
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	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	$8\frac{3}{4}$	$9\frac{1}{3}$	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 CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. THE EARLY RAIDER CANNOT USE ENGINE DOUBLING, HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH.

**ORION EARLY
LIGHT RAIDER**

[illegible]

BOARDING PARTIES								8
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T-BOMBS ☐ ☐

SHIP DATA TABLE	
TYPE	= YLR
POINT VALUE	= 58
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR8.5
STEALTH+1ECM	

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 (P.2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. THE EARLY RAIDER CANNOT USE ENGINE DOUBLING. HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH.

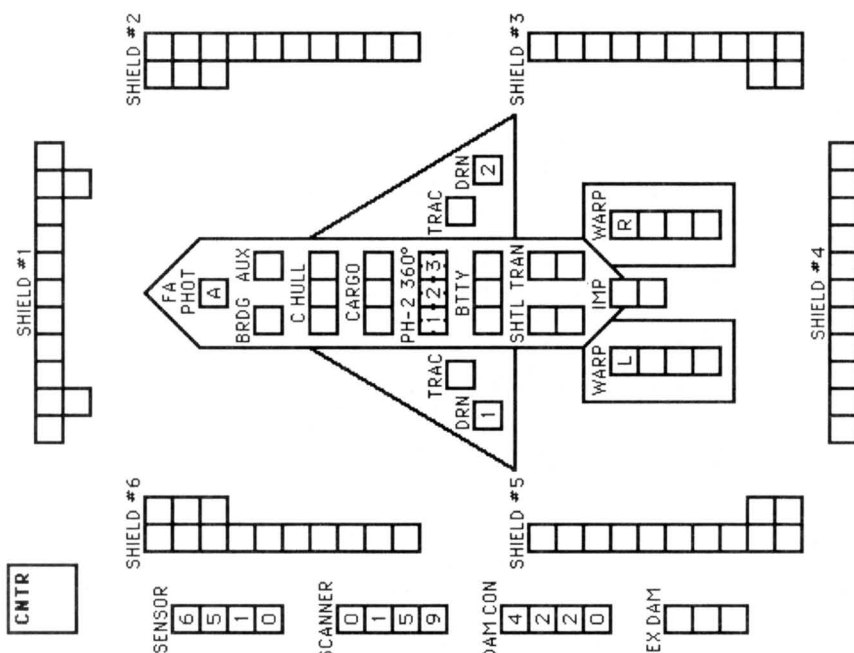

$$FA = LF + RF$$

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 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	4	3	2	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	NA	1-5	1-4	1-3	1-2	1			
DAMAGE	NA	8	8	8	8	8			

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



HYDRAN MUSKETEER WARP-REFITTED FRIGATE

CNTR

ADMINISTRATIVE SHUTTLES									
IDENT	HIT	POINTS	NOTES						

CREW UNITS									
									9

BOARDING PARTIES									
									6

PROBES									
									3

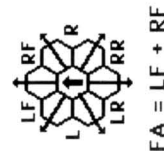
T-BOMBS									
									D

SHIP DATA TABLE									
TYPE	= MSK								
POINT VALUE	= 40								
BREAKDOWN	= 6								
SHIELD COST	= 1/2+1/2								
LIFE SUPPORT	= 1/2								
SIZE CLASS	= 4								
REFERENCE	= YR9.2								

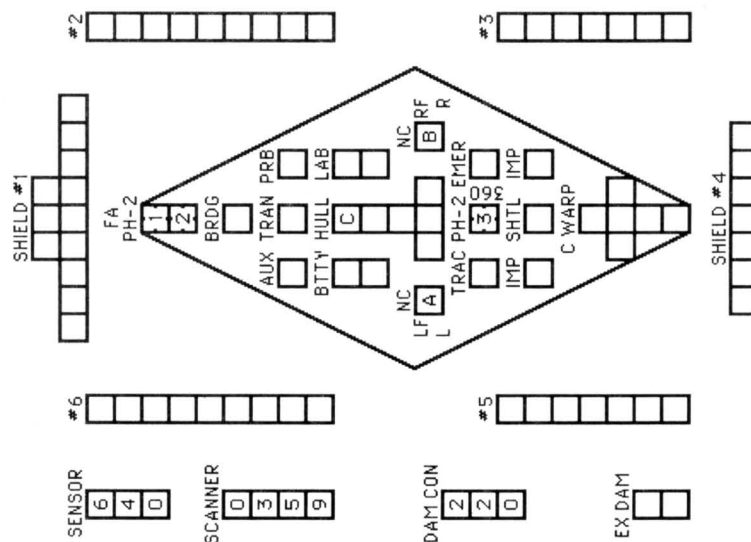
NOVA CANNON TABLE									
DIE	RANGE	3-	8-	9-13-					
ROLL	0	1	2	8	12	20			
1	7	6	4	2	2	1			
2	7	6	4	2	1	1			
3	7	6	3	1	1	0			
4	7	5	3	1	1	0			
5	6	5	2	1	0	0			
6	6	4	2	0	0	0			

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

TYPE 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			



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

[illegible]

SHIP DATA TABLE	
TYPE	= FUS
POINT VALUE	= 68
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.3

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 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	

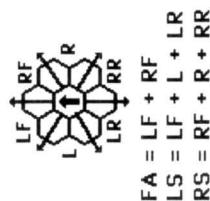
CREW UNITS										ADMINISTRATIVE SHUTTLES		
						*				IDENT	HIT POINTS	NOTES

BOARDING PARTIES										TWO BAYS - NO TRANSFERS		

PROBES T-BOMBS

NOVA CANNON TABLE										
DIE ROLL	RANGE		3-		9-13-		8		12 20	
	0	1	2	3	4	5	6	7	8	9
1	7	6	4	2	2	1				
2	7	6	4	2	1	1				
3	7	6	3	1	1	0				
4	7	5	3	1	1	0				
5	6	5	2	1	0	0				
6	6	4	2	0	0	0				

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



CMTR

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

			*							9
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BOARDING PARTIES	6
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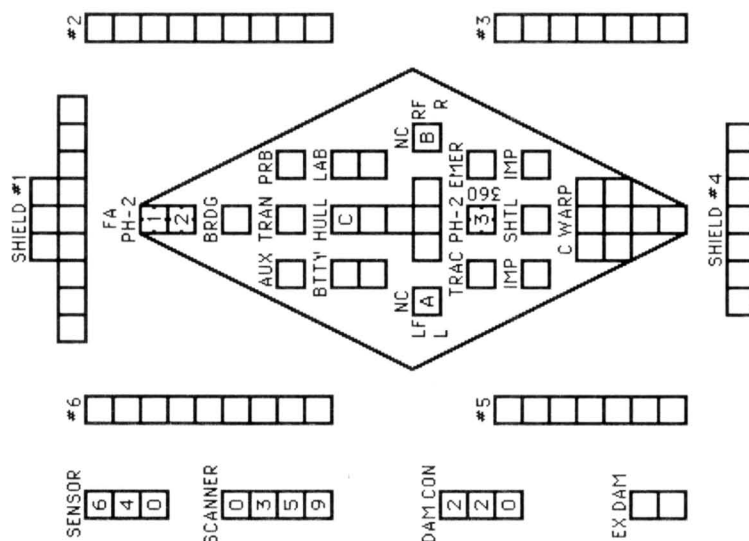
PROBES	3
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T-BOMBS ☐ ☐

SHIP DATA TABLE	
TYPE	= VOL
POINT VALUE	= 50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.4

DIE ROLL	RANGE 0	RANGE 1	RANGE 2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

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


$$FA = LF + RF$$

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	9	10	11	12
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

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

	100 ENERGY PER MIN										100 ENERGY PER MIN										100 ENERGY PER MIN																													
	1					2					3					4					5					6					7					8					9					10				
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	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10																				
Fract. $\frac{1}{3}$	$\frac{1}{3}$	$\frac{2}{3}$	1	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{3}{3}$	$\frac{3}{3}$	$\frac{3}{3}$	$\frac{4}{3}$	$\frac{4}{3}$	$\frac{4}{3}$	$\frac{5}{3}$	$\frac{5}{3}$	$\frac{5}{3}$	$\frac{6}{3}$	$\frac{6}{3}$	$\frac{6}{3}$	$\frac{7}{3}$	$\frac{7}{3}$	$\frac{7}{3}$	$\frac{8}{3}$	$\frac{8}{3}$	$\frac{8}{3}$	$\frac{9}{3}$	$\frac{9}{3}$	$\frac{10}{3}$																				

CNTR	
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SHIP DATA TABLE	
TYPE	= GRN
POINT VALUE	= 76
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.5

ADMINISTRATIVE SHUTTLES

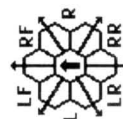
[illegible][illegible][illegible]

PROBES T-BOMBS

DIE ROLL	RANGE	3-8	9-12	13-20
1	0	6	4	2
2	7	6	4	2
3	7	6	3	1
4	7	5	3	1
5	6	5	2	1
6	6	4	2	0

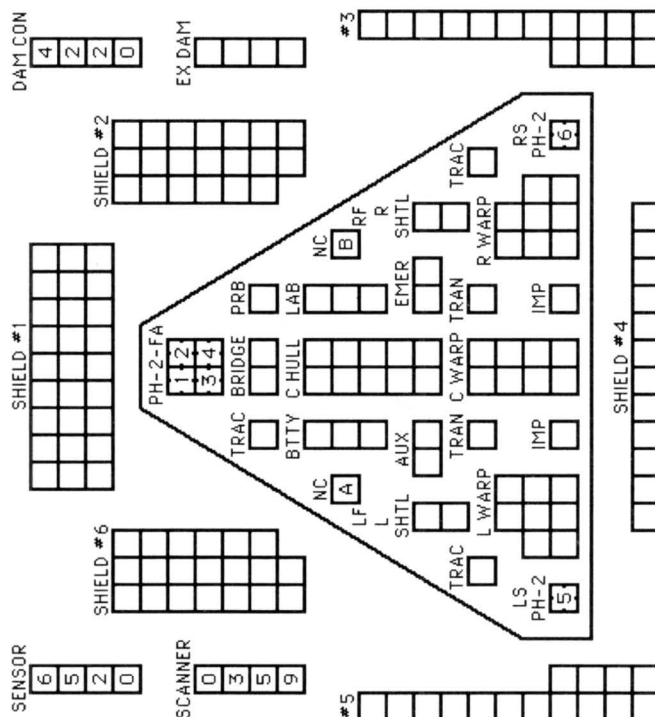
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

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

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



HYDRAN MERCHANT GUILD EARLY BASE STATION

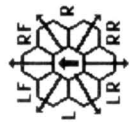
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS			

PROBES			

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRs.

NOVA CANNON TABLE													
DIE RANGE		3-9		13-20		DIE RANGE		3-9		13-20		DIE RANGE	
ROLL	0	1	2	8	12	20	ROLL	0	1	2	8	12	20
1	7	6	4	2	2	1	1	7	6	4	2	2	1
2	7	6	4	2	1	1	2	7	6	4	2	1	1
3	7	6	3	1	1	0	3	7	6	3	1	1	0
4	7	5	3	1	1	0	4	7	5	3	1	1	0
5	6	5	2	1	0	0	5	6	5	2	1	0	0
6	6	4	2	0	0	0	6	6	4	2	0	0	0



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

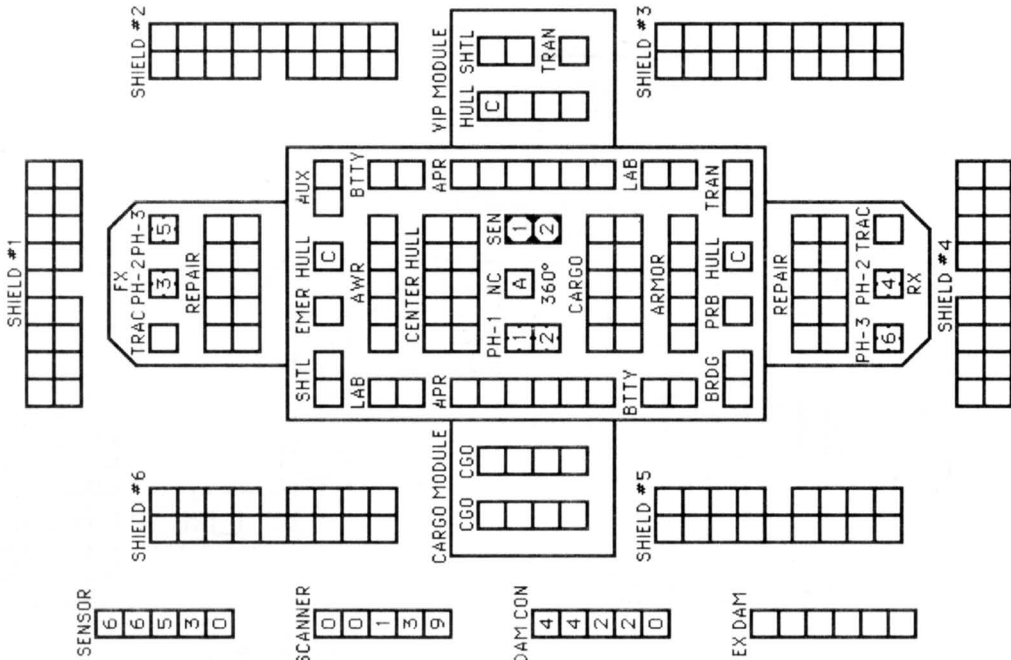
BOARDING PARTIES			

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

TYPE III DEFENSE PHASER													
DIE RANGE		4-9		16-26		51-75		DIE RANGE		4-9		16-31	
ROLL	0	1	2	3	4	5	8	15	25	50	75	ROLL	0
1	4	4	4	3	1	1	1	1	1	1	1	1	6
2	4	4	4	2	1	0	0	0	0	0	0	2	6
3	4	4	4	1	0	0	0	0	0	0	0	3	6
4	4	4	3	0	0	0	0	0	0	0	0	4	5
5	4	3	2	0	0	0	0	0	0	0	0	5	4
6	3	3	1	0	0	0	0	0	0	0	0	6	5

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.



ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

LYRAN WARP-REFITTED CRUISER

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

[illegible]

BOARDING PARTIES	
	8

		TRANSPORTER BOMBS	DD
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SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 43
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR112

CNTR

SENSOR

SCANNER 0 1 3 9

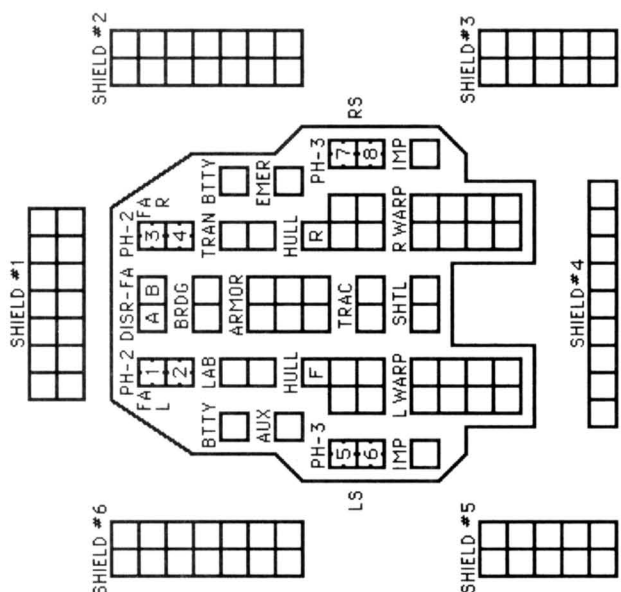
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

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


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

DISCOUNT FOR TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE STD	0	5	4	4	3	3



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

LYRAN WARP-REFITTED FRIGATE

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 36
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.3

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

[illegible]

BOARDING PARTIES ☐ ☐ ☐ 4

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


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

TYPE III DEFENSE 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	3	1	0	0	0

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

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

LYRAN EARLY HEAVY CRUISER

LYRAN EARLY HEAVY CRUISER

CNTR

SENSOR

6520

SHIELD #1

FA

DISR

A

PH-2

12

LABTRANF HULLESG

1

PH-3

56

L

FA

DISR

B

PH-2

34

LABTRANA HULLESG

2

PH-3

78

R

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

EX DAM

DAM CON

4220

SCANNER

01359

SHIELD #6

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 87
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR11.4

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

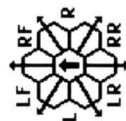
RADIUS ENERGY	
1	2
0 (4.00)	4 8
1 (3.67)	4 7

CREW UNITS				ADMINISTRATIVE SHUTTLES			
		*		IDENT	HIT POINTS	NOTES	
							10
							20
							30
TWO BAYS - NO TRANSFERS							

[illegible]

PROBES	3
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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


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

TYPE III DEFENSE PHASER		DIE RANGE				4-	9-
DIE	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
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2

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

LYRAN EARLY FRIGATE

CNTR	
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SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.5

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

RADIUS ENERGY	
1	2
0 (4.00)	4 8
1 (3.67)	4 7


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

CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDEN	HIT	POINTS	NOTES
					10				
BOARDING PARTIES						TWO BAYS - NO TRANSFERS			

PROBES				3
TRANSPORTER BOMBS				D

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 PHASE		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			

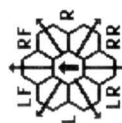
DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15			
HIT	NA	1-5	1-5	1-4	1-4	1-4			
DAMAGE	0	5	4	4	3	3			

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

PROBES	
1	3
2	3

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


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

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 120
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= VR11.6

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+

RADIUS ENERGY	
1	2
0 (4.00)	4 8
1 (3.67)	4 7

CNTR

[illegible]

The diagram shows the layout of the Star Trek: Voyager bridge. At the top is the Captain's chair. Below it are the helm station (labeled 'HELM'), the tactical station (labeled 'TACTICAL'), the engineering station (labeled 'ENGINEERING'), the medical station (labeled 'MEDICAL'), and the transporter room (labeled 'TRANSPORTER ROOM'). The transporter room is a large rectangular area on the right side of the bridge. The helm station is a small rectangular area on the left side of the bridge. The tactical station is a small rectangular area on the left side of the bridge. The engineering station is a small rectangular area on the left side of the bridge. The medical station is a small rectangular area on the left side of the bridge.

[illegible]

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

	1/2 ENERGY POINT PER YEAR										2 ENERGY POINT PER YEAR										3 ENERGY POINT 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		
Fract. 1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45		

LYRAN EARLY TRANSPORT TUG

ADMINISTRATIVE SHUTTLES

CREW UNITS	10	20	30
1			
2			
3			
4			

BOARDING PARTIES

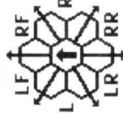
1	4
---	---

PROBES

1	3
---	---

TRANSPORTER BOMBS

1	2
---	---



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

SHIP DATA TABLE	
TYPE	YTG
POINT VALUE	100/60
BREAKDOWN	3-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	YR11.7

CNTR

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

SENSOR

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

SCANNER

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

DAM CON

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

EX DAM

1	2	3	4	5	6	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		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		16-31																													
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
1	4	4	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2	4	4	4	4	2	1	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	4	4	4	4	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	
4	4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
5	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
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	

ESG TABLE

RADIUS	ENERGY
1	2
0 (4.00)	4 8
1 (3.67)	4 7

0 OR 1 PALLET: MOVEMENT COST = 1; HET = 5; EM = 6
2 PALLET WEIGHTS: MOVEMENT COST = 1.5; HET = 7.5; EM = 9
3 PALLET WEIGHTS: MOVEMENT COST = 2; HET = 10; EM = 12

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

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

**LYRAN EARLY
BASE STATION**

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 74
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3
CARGO MODULE +5	
SCIENCE MODULE +5	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D
---	---

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWE.

[illegible]

BOARDING PARTIES	8
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$$\begin{aligned} \text{FX} &= L + LF + RF + R \\ \text{RX} &= L + LR + RR + R \end{aligned}$$

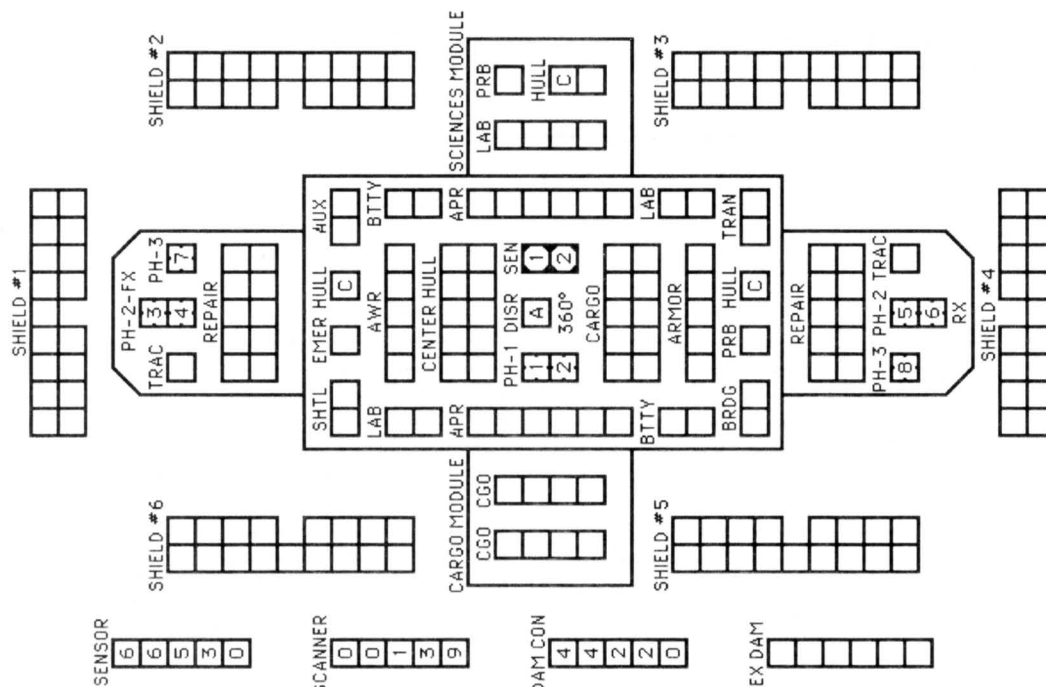
TYPE I OFFENSIVE PHASER TABLE														
DIE ROLL	RANGE		1		2		3		4		5		6-9-10	
	0	1	0	1	0	1	0	1	0	1	0	1	0	1
1	9	8	7	6	5	5	4	3	2	1	0	0	0	0
2	8	7	6	5	5	4	3	2	1	0	0	0	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0	0
4	6	4	4	4	4	4	3	2	0	0	0	0	0	0
5	5	4	4	4	4	3	3	1	0	0	0	0	0	0
6	4	4	3	3	2	2	2	0	0	0	0	0	0	0

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

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

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT		NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	3	2	2

DISRUPTOR TABLE

SCIENCE MODULE
CREW UNITS: 4
PROBES

		3
--	--	---

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

PARAVIAN SUBLIGHT HEAVY CRUISER

CREW UNITS									
	*								

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							

SUBLIGHT SHUTTLES; SEE (R4.FO).

BOARDING PARTIES									

TRANSPORTER BOMBS									

WARP TARGETED LASER									
DIE	RANGE								
ROLL	0	1	2	P					
1	3	2	2	1					
2	2	2	2	1					
3	2	2	1	1					
4	2	2	1	0					
5	2	1	0	0					
6	1	1	0	0					

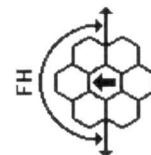
SHIP DATA TABLE									
TYPE	= SCA								
POINT VALUE	= 70								
BREAKDOWN	= NA								
SHIELD COST	= 1+1								
LIFE SUPPORT	= 1								
SIZE CLASS	= 3								
REFERENCE	= YR18.2A								

OPTION BOXES

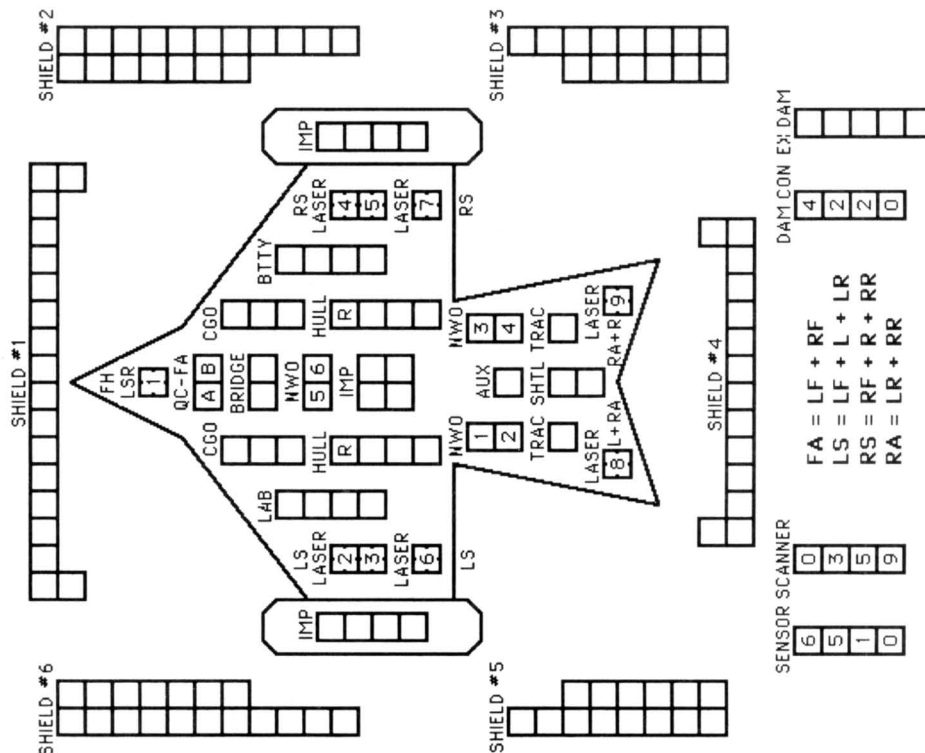
#1	#2	
#3	#4	
#5	#6	
TRACTOR		0
SHUTTLE		2
CARGO		0
BARRACKS		1
LAB		0

QUANTUM CANNON TABLE									
RANGE	0-2	3-5							
HIT (206)	2-9	2-7							
DAMAGE	7	6							

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



THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6



**PARAVIAN PEREGRINE
SUBLIGHT
DESTROYER**

CREW UNITS										ADMINISTRATIVE SHUTTLES			
										IDENT	HIT POINTS	NOTES	
								*			10		
											20		
										SUBLIGHT SHUTTLES; SEE (R4.F0).			

[illegible]

☐ TRANSPORTER BOMBS ☒ D

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

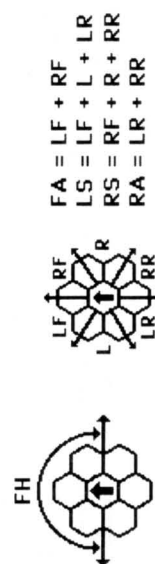
SHIP DATA TABLE	
TYPE	= SDD
POINT VALUE	= 28
BREAKDOWN	= NA
SHIELD COST	= 0.5+0.5
LIFE SUPPORT	= 0.5
SIZE CLASS	= 4
REFERENCE	= YR18.4A

OPTION BOXES

#1	#2
#3	#4

TRACTOR..... 0
 SHUTTLE..... 2
 CARGO..... 0
 BARRACKS..... 1
 LAB..... 0

QUANTUM CANNON TABLE		
RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

[illegible]

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1/2
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

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

**PARAVIAN GOBLIN
SUBLIGHT
FRIGATE**

CREW UNITS								ADMINISTRATIVE SHUTTLES					
								IDENT		HIT POINTS		NOTES	
			*										
								SUBLIGHT SHUTTLE; SEE (R4.F0).					

CNTR	
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TRANSPORTER BOMBS ☐ ☐

BOARDING PARTIES	6
------------------	---

DIE RANGE		WARP TARGETED LASER	
ROLL	0	1	2
1	3	2	2
2	2	2	2
3	2	2	1
4	2	2	1
5	2	1	0
6	1	1	0

SHIP DATA TABLE	
TYPE	= SFF
POINT VALUE	= 26
BREAKDOWN	= NA
SHIELD COST	= 0.5+0.5
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR18.5A

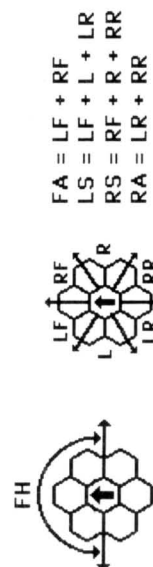
OPTION BOX

#1	#2
#3	

TRACTOR	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

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

QUANTUM CANNON TABLE		
RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6



THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1/3
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

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

SENSOR SCANNER

DAM CON EX DAM

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

TYPE III DEFENSE PHASER							OPTION BOXES		TURN MODE B	SPEED
DIE ROLL	RANGE	1	2	3	4-8	9-15	#1	#2		
1	4	4	4	4	3	1			1	2-5
2	4	4	4	4	2	1			2	6-10
3	4	4	4	4	1	0			3	11-15
4	4	4	4	3	0	0			4	16-21
5	4	4	3	2	0	0			5	22-28
6	3	3	1	0	0	0			6	29+

TRACTOR	0
TRANSPORTER.....	0
SHUTTLE	2
CARGO	0
BARRACKS.....	1
LAB.....	0

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

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

THIS SHIP NORMALLY HAS A TURN MODE OF "B".

IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".

IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE

HET	☐
BD	☐

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

PARAVIAN PEREGRINE WARP-REFITTED DESTROYER

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		

CNTR

BOARDING PARTIES

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

T 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
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

TYPE	WDD
POINT VALUE	36
BREAKDOWN	4-6
SHIELD COST	0.5+0.5
LIFE SUPPORT	0.5
SIZE CLASS	4
REFERENCE	YR18.4B

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

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

TYPE III DEFENSE PHASER

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

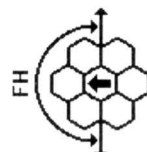
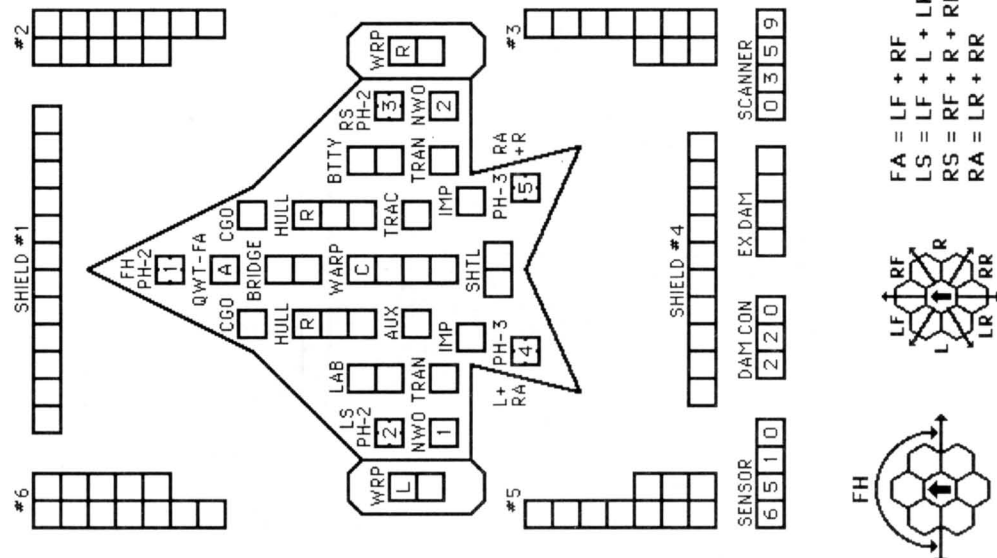
OPTION BOXES

#1	#2
TRACTOR.....0	
TRANSPORTER.....0	
SHUTTLE.....2	
CARGO.....0	
BARRACKS.....1	
LAB.....0	

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.



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

The diagram shows a ship's deck layout with various compartments and shields. The ship is oriented vertically with the bow at the top. The compartments are labeled as follows:

- Top (Bow):** FH PH-2 (1), QWT-FA (A), NWO BRDG CGO, HULL (1), HULL (R), WARP (C), LAB (2), LS PH-2 (2), WRP (L), PH-2 (3), RS PH-2 (3), BTTY, TRAN, TRAC, IMP, SHTL, PH-3 (5), RA +R, PH-3 (4), RA, L+, WRP (R).
- Bottom (Stern):** WRP (R).

The ship is surrounded by five shields (#1 to #5) and five sensors (SENSOR, EX DAM, DAM CON, EX DAM, SCANNER).

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

Diagram illustrating the hexagonal lattice structure and the definition of the FH (Forward Hexagonal) operation. The lattice is shown with a central node and its six neighbors. The arrows indicate the directions of the FH operation: LF (Left Forward), RF (Right Forward), LR (Left Rear), RR (Right Rear), FL (Front Left), and RL (Front Right).

BOARDING PARTIES

6

T BOMBS

D

SHIP DATA TABLE

TYPE = WFF

POINT VALUE = 33

BREAKDOWN = 4-6

SHIELD COST = 1/2+1/2

LIFE SUPPORT = 1/2

SIZE CLASS = 4

REFERENCE = YR18.5B

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

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

TYPE III DEFENSE PHASER					OPTION BOX		
DIE ROLL	RANGE	4-9-15			#1	TURN MODE	SPEED
		0	1	2			
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

TRACTOR	0
TRANSPORTER.....	0
SHUTTLE	2
CARGO	0
BARRACKS.....	1
LAB.....	0

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

QUANTON HAYE TONED DOWN TABLE						
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "8".
IF ALL OF THE LEFT WARD ENGINE BOXES ARE DESTROYED, THE
TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARD ENGINE BOXES ARE DESTROYED, THE

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

THIS SHIP NORMALLY HAS A TURN MODE OF "B". IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D". IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D". THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED. THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

HET	☐
BD	☐

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

**PARAVIAN EARLY
HEAVY CRUISER**

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

[illegible]

TT BOMBS

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

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR18.

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

OPTION BOXES

TYPE III DEFENSE PHASER

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

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B". IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D". IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D". THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED. THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

HET ☐

BD

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

SENSOR SCANNER

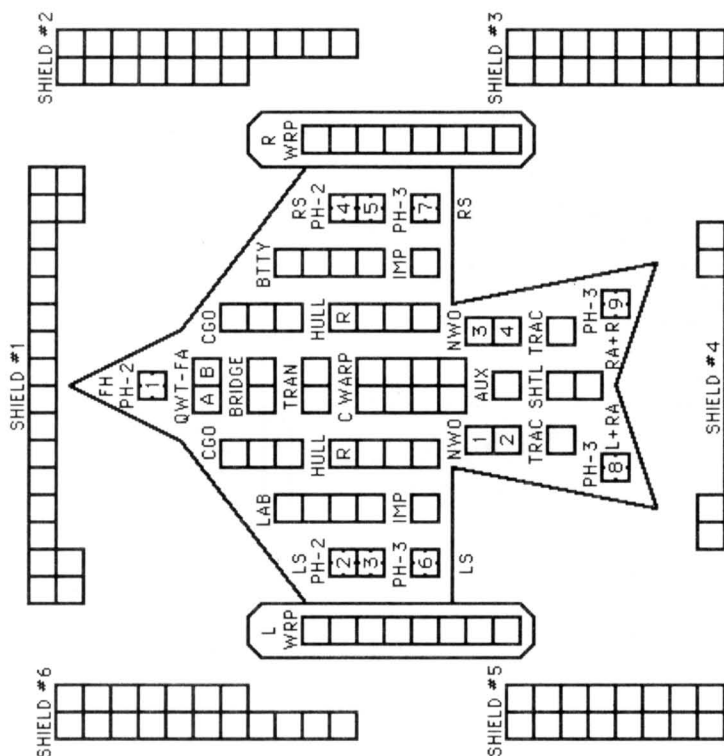
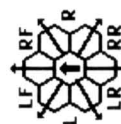
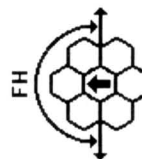
၀	၁	၂	၃
၄	၅	၆	၇

DAM CON EX DAM

4	2	2	0

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

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



CNTR

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

[illegible][illegible]

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 72
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR18.3C

[illegible]

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

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

TYPE III DEFENSE PHASER					OPTION BOXES		TURN MODE		SPEED	
DIE	RANGE	4- ROLL	3	8	15	#1	#2	B		
1	4	4	4	3	1			1		2-5
2	4	4	4	2	1			2		6-10
3	4	4	4	1	0			3		11-15
4	4	4	4	0	0			4		16-21
5	4	3	2	0	0			5		22-28
6	3	3	1	0	0			6		29+

OPTION BOXES	
#1	#2
TRACTOR.....	0
TRANSPORTER.....	0
SHUTTLE.....	2
CARGO.....	0
BARRACKS.....	1
LAB.....	0

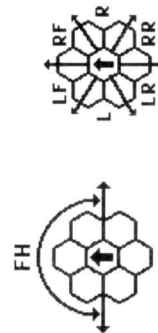
QUANTUM WAVE TORPEDO TABLE							
RANGE	0-5	6-10	11-15	16-18	19	20	
DAMAGE	7	6	5	4	3	1	
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0	

THIS SHIP NORMALLY HAS A TURN MODE OF "8".
 IF ALL OF THE LEFT WARD ENGINE BOXES ARE DESTROYED, THE
 TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
 IF ALL OF THE RIGHT WARD ENGINE BOXES ARE DESTROYED, THE

THIS SHIP NORMALLY HAS A TURN MODE OF "B". IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D", IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D". THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED. THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

HET	☐
BD	☐ ☐



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

PARAVIAN PEREGRINE EARLY DESTROYER

[illegible]

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 55
BREAKDOWN	= 4-6
SHIELD COST	= 0.5+0.5
LIFE SUPPORT	= 0.5
SIZE CLASS	= 4
REFERENCE	= YR18.4C

[illegible]

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

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

TYPE III DEFENSE PHASER							OPTION BOXES		TURN MODE B	SPEED
DIE ROLL	RANGE	1	2	3	4-8	9-15	#1	#2		
1	4	4	4	4	3	1	1		1	2-5
2	4	4	4	4	2	1	0		2	6-10
3	4	4	4	4	1	0	0		3	11-15
4	4	4	4	4	0	0	0		4	16-21
5	4	4	3	2	0	0	0		5	22-28
6	3	3	1	0	0	0	0		6	29+

TRACTOR	0
TRANSPORTER	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

QUANTUM WAVE TORPEDO TABLE							
RANGE	0-5	6-10	11-15	16-18	19	20	
DAMAGE	7	6	5	4	3	1	
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0	

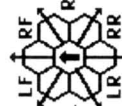
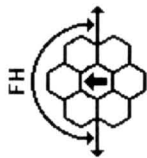
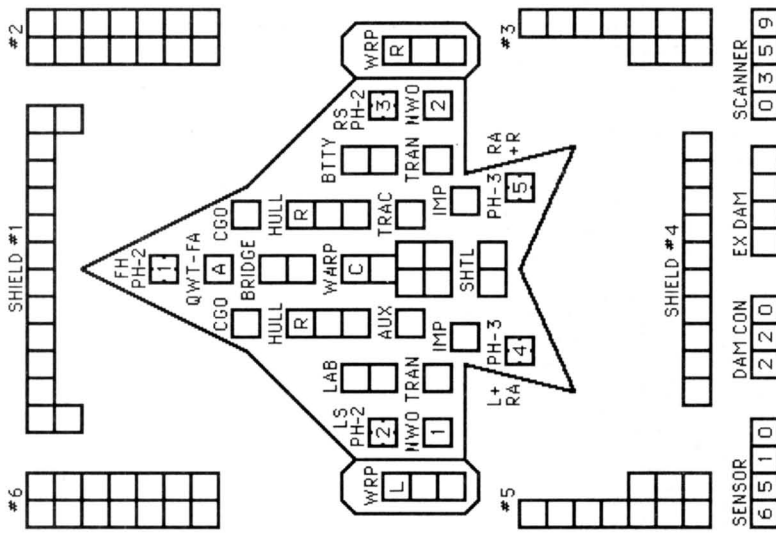
THIS SHIP NORMALLY HAS A TURN MODE OF "B".

IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".

IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE
TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE
TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON
THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND
CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

BD
HET


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


WARP ENERGY MOVEMENT COST = 1/2 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	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	15	15										
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15											

PARAVIAN NEST DEFENSE PLATFORM

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES				
TYPE	= NST	IDENT	HIT POINTS	NOTES		
POINT VALUE	= 160					
SHIELD COST	= 1+3					
LIFE SUPPORT	= 1+1/2					
SIZE CLASS	= 2					
REFERENCE	= YR1.1					
CARGO MODULE +5						
REPAIR MODULE +8						
CREW UNITS						
TWO BAYS, NO TRANSFERS.						

TRANSPORTER BOMBS

PROBES

BOARDING PARTIES

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

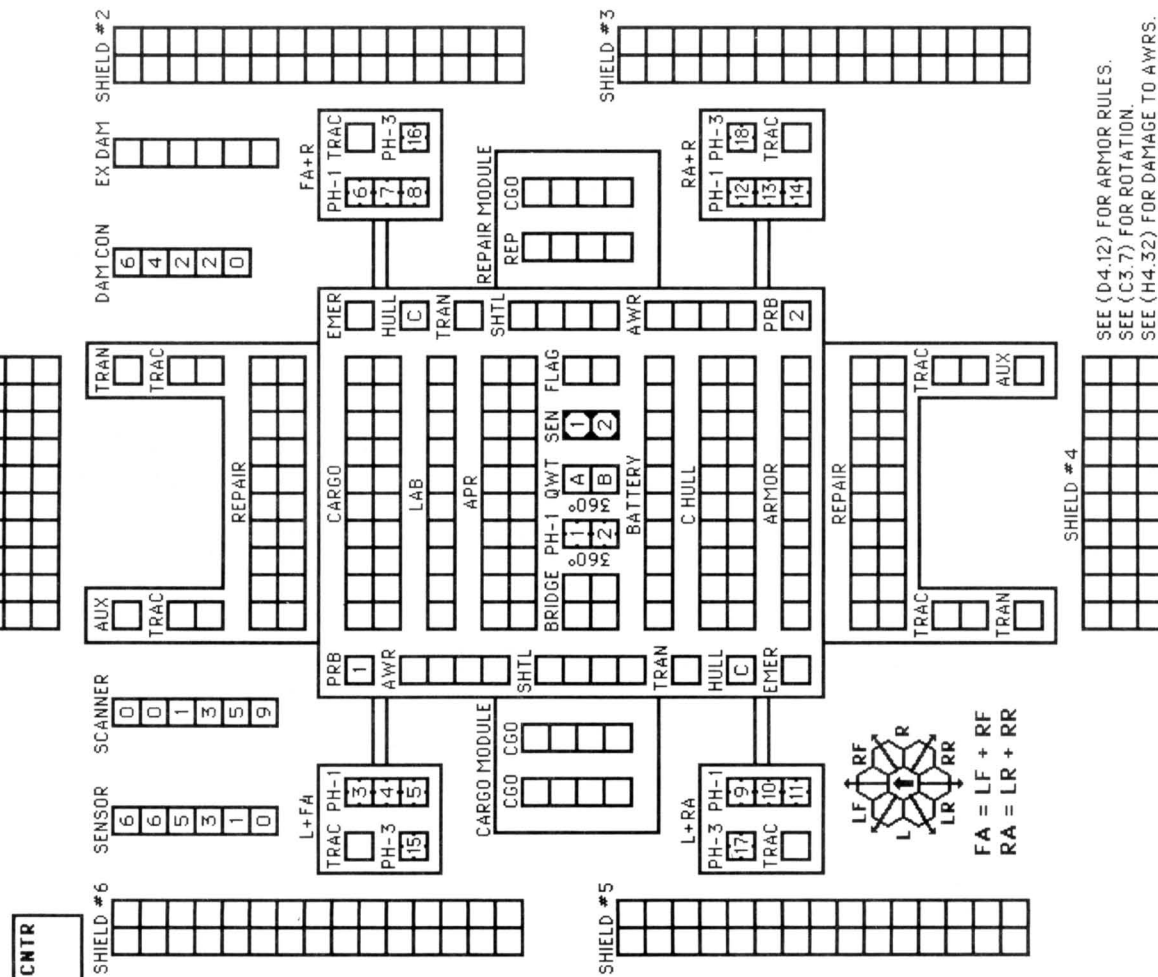
TYPE III DEFENSE PHASER						
DIE	RANGE		4- 9-		4- 9-	
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

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

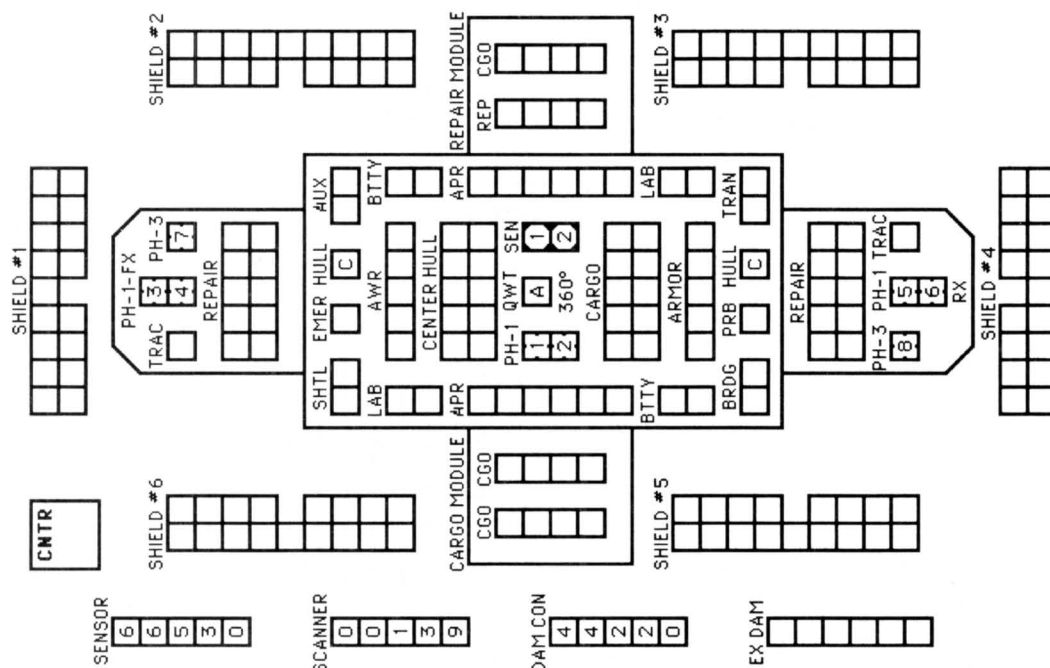
**SPECIAL SENSORS ARE DESTROYED
ON "PHASER" DAMAGE POINTS.**

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

PARAVIAN AERIE REMOTE OUTPOST



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[illegible]

PROBES

5	

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWE.


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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6- 9- 16- 26- 51- 8 15 25 50 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	

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

SCOUT FUNCTIONS SUMMARY

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

QUANTUM WAVE TORPEDO TABLE

	0-5	6-10	11-15	16-18	19	20
RANGE						
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

The diagram illustrates the bridge layout of the USS Enterprise (NCC-1701-A). It features a central command area surrounded by various functional zones:

- Sensor & Scanner:** Located at the top left, featuring numeric displays.
- Dam Con & Ex Dam:** Located at the bottom left, with numeric displays for damage control.
- Shields:** Four shield control panels (#1, #2, #3, #4) are positioned around the perimeter of the bridge.
- Central Command Area:** Includes the main console with multiple sections for navigation, communication, and tactical operations.
- Auxiliary & Support Stations:** Various smaller consoles for auxiliary functions, hull status, laboratory, and training simulations.

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 45
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.4A

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

HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACKS	
1	☐
2	☐

CREW UNITS								ADMINISTRATIVE SHUTTLES									
							*						10				
													20				
								TWO BAYS - NO TRANSFERS									

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

DIE ROLL	RANGE		4-9-16-31- 38 15 30 50		
	0	1	2	3	4
1	6	5	5	4	3
2	6	5	4	4	2
3	6	4	4	4	1
4	5	4	4	3	1
5	5	4	3	3	0
6	5	3	3	3	0

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

SEE (D4.12) FOR ARMOR RULES.

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

CNTR	
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CREW UNITS					ADMINISTRATIVE SHUTTLES				
			*		IDENT	HIT POINTS	NOTES		
				10					

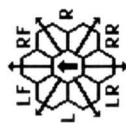
BOARDING PARTIES	☐	☒ E
TRANSPORTER BOMBS	☐	D

DECK CREWS	2
PROBES	3

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 35
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.5A

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


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

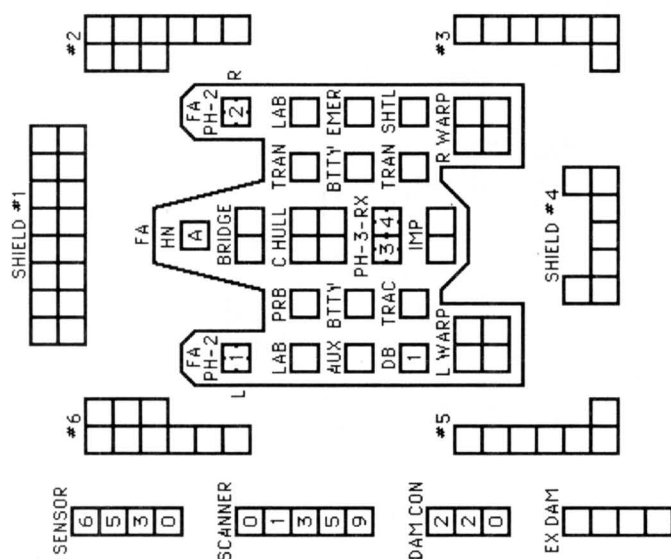
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE TYPE		RANGE		4-9-15			
DIE	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

HEEL NIPPER TABLE

	RANGE		HIT	
0	1	2	1-5	1-4
1-3				

[illegible]

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

	WIND ENERGY SYSTEM COSTS PER HOUR										NET COST										ENERGYS TO PRODUCE 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.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{4}{5}$	$\frac{4}{5}$	$\frac{5}{6}$	$\frac{5}{6}$	$\frac{6}{7}$	$\frac{6}{7}$	$\frac{7}{8}$	$\frac{7}{8}$	$\frac{8}{9}$	$\frac{8}{9}$	$\frac{9}{10}$	$\frac{9}{10}$	$\frac{10}{11}$	$\frac{10}{11}$	$\frac{11}{12}$	$\frac{11}{12}$	$\frac{12}{13}$	$\frac{12}{13}$	$\frac{13}{14}$	$\frac{13}{14}$	$\frac{14}{15}$	$\frac{14}{15}$

CNTR

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 25
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.6A

CREW UNITS								ADMINISTRATIVE SHUTTLES					
				*				IDENT	HIT POINTS	NOTES			
							10						

				A
BOARDING PARTIES				
				D
TRANSPORTER BOMBS				

DECK CREWS	2
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TYPE II PHASER TABLE									
DIE ROLL	RANGE		4-9		16-31		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	4	5	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

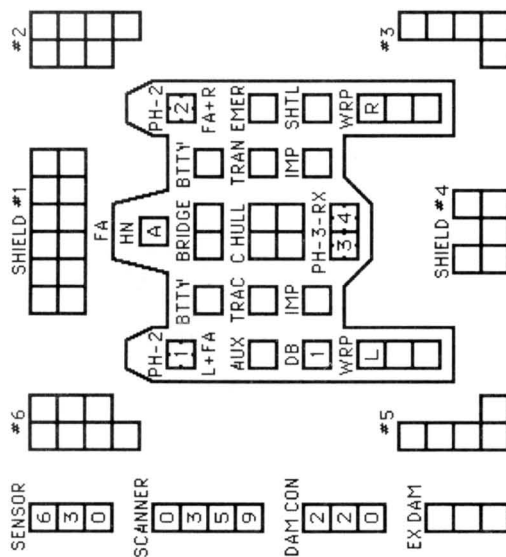

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

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

HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

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

CARNIVON BEAR-DOG DREADNOUGHT

C N T R

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 110
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR19.2

ADMINISTRATIVE SHUTTLES

[illegible]

5

[illegible]

DECK CREWS

3		
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	


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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE		0	1	2	3-4	5-8	9-15	16-22
HIT		NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE		0	10	8	8	6	6	4

DEATHBOLT RACKS

1	☐	☐	☐	☐	☐
2	☐	☐	☐	☐	☐

HEEL NIPPER TABLE

	0	1	2
RANGE			
HIT	1-5	1-4	1-3

WARP ENERGY MOVEMENT COST = $1 + 1/2$ ENERGY POINT PER HEX 5 = HET COST

	WATT - ENERGY - POWER												WATT - ENERGY - POWER												WATT - ENERGY - POWER											
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⑥ = ERRATIC MANEUVER WARP COST

The diagram illustrates the layout of the Star Trek: Voyager ship, showing various rooms and their relative positions. The ship is oriented vertically with the bow at the top. The layout includes:

- Forward Section (FA):** Located at the top of the ship.
- PH-2:** PHOTOGRAPHY room, located below FA.
- PH-3:** PHOTOGRAPHY room, located below PH-2.
- PH-4:** PHOTOGRAPHY room, located below PH-3.
- PH-5:** PHOTOGRAPHY room, located below PH-4.
- PH-6:** PHOTOGRAPHY room, located below PH-5.
- PH-7:** PHOTOGRAPHY room, located below PH-6.
- PH-8:** PHOTOGRAPHY room, located below PH-7.
- PH-9:** PHOTOGRAPHY room, located below PH-8.
- PH-10:** PHOTOGRAPHY room, located below PH-9.
- PH-11:** PHOTOGRAPHY room, located below PH-10.
- PH-12:** PHOTOGRAPHY room, located below PH-11.
- PH-13:** PHOTOGRAPHY room, located below PH-12.
- PH-14:** PHOTOGRAPHY room, located below PH-13.
- PH-15:** PHOTOGRAPHY room, located below PH-14.
- PH-16:** PHOTOGRAPHY room, located below PH-15.
- PH-17:** PHOTOGRAPHY room, located below PH-16.
- PH-18:** PHOTOGRAPHY room, located below PH-17.
- PH-19:** PHOTOGRAPHY room, located below PH-18.
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- PH-99:** PHOTOGRAPHY room, located below PH-98.
- PH-100:** PHOTOGRAPHY room, located below PH-99.

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

EX	AM					
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HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

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

DISRUPTOR CANNON TABLE							
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS			
1	☐	☐	☐
2	☐	☐	☐

CARNIVON COYOTE LIGHT CRUISER

CNTR	
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SHIP DATA TABLE	
TYPE	= VCL
POINT VALUE	= 70
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.4B

CREW UNITS						ADMINISTRATIVE SHUTTLES			
			*		10	IDEN	HIT	PNTS	NOTES
					20				
						TWO BAYS - NO TRANSFERS			

[illegible]

DECK CREWS	PROBES
2	3

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	


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

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

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

HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

DISRUPTOR CANNON TABLE							
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS	
1	☐
2	☐

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

	⑤ = FUEL COST										⑥ = EKKATIC FUEL COVER MARK COST																						
	MINIMUM ENERGY COST = 50¢ PER TON PER HOUR																																
	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	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract. $\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	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	$21\frac{3}{4}$	$22\frac{1}{2}$					

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[illegible]

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

☐	BOARDING PARTIES	☐	TRANSPORTER BOMBS
☐		☐	D

DECK CREWS	PROBES
2	3

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 45
BREAKDOWN	= 5-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.5B

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


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

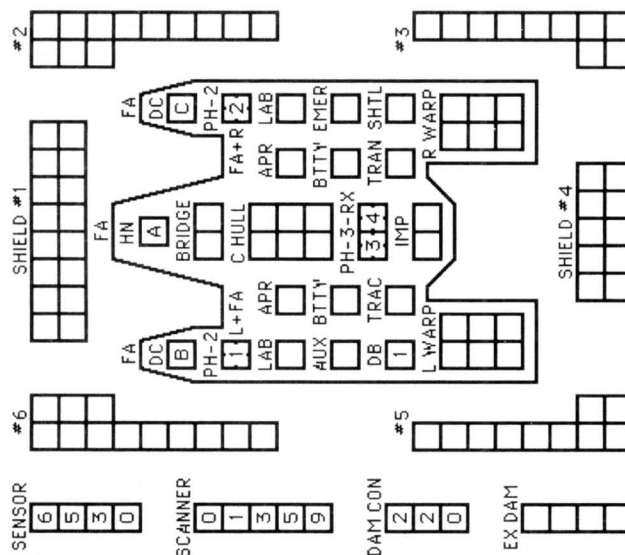
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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

HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

DISRUPTOR CANNON TABLE								
RANGE	0	1	2	3-4	5-8	9-15		
HIT	NA	1-5	1-5	1-4	1-4	1-4		
DAMAGE	0	10	8	8	6	6		

DEATHBOLT 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
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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	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	

CARNIVON DOCK

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SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
TYPE	= YDK	IDENT	HIT POINTS	NOTES	
POINT VALUE	= 160				
SHIELD COST	= 1+3				
LIFE SUPPORT	= 1+1/2				
SIZE CLASS	= 2				
REFERENCE	= YR1.1				
CARGO MODULE +5					
HOSPITAL MODULE +5					
CREW UNITS		TWO BAYS, NO TRANSFERS.			

[illegible]

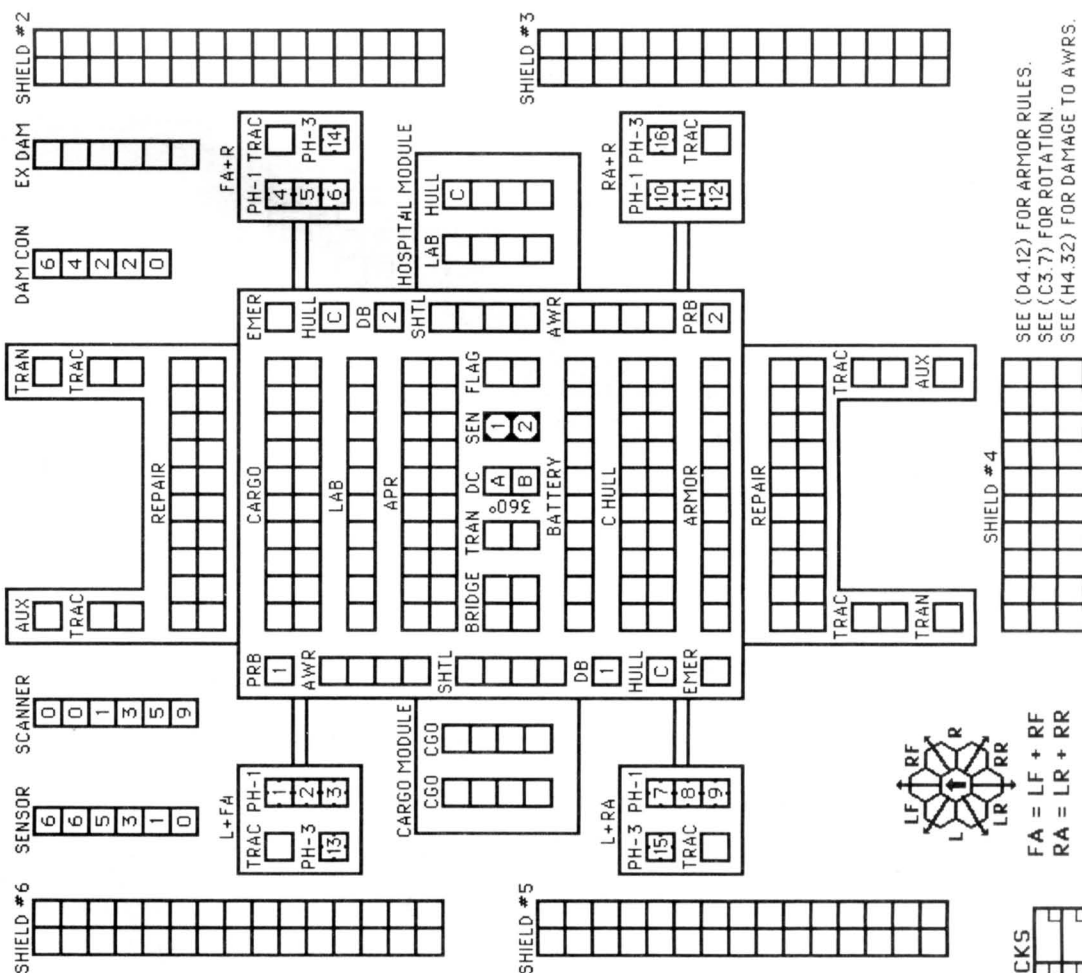
TYPE I OFFENSIVE PHASER TABLE											HOSPITAL MODULE CREW UNITS: 9	
DIE ROLL	0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	4	3	1	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE III DEFENSE PHASE		SCOUT FUNCTIONS SUMMARY				
DIE ROLL	RANGE	4-0	3-1	2-2	1-3	0-4
1	4	4	3	1	1	21 LENDING ECM OR ECCM
2	4	4	2	1	0	22 BREAKING LOCK-ONS
3	4	4	1	0	0	23 ATTRACTING DRONES
4	4	4	3	0	0	24 CONTROLLING SEEKING WEAPONS
5	4	3	2	0	0	25 IDENTIFYING DRONES
6	3	3	1	0	0	26 DETECTING MINES
						27 GATHERING SCIENCE INFORMATION
						28 SELF-PROTECTION JAMMING
						29 TACTICAL INTELLIGENCE

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

DISRUPTOR CANNON TABLE						DEATHBOLT RACKS			
RANGE	0	1	2	3-4	5-8	9-15	16-22	1	2
UNIT	NO	1	1	1	1	1	1		

DISRUPTOR CANNON TABLE							
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO A W

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

CARNIVON EARLY BASE STATION

SHIP DATA TABLE			
TYPE	=	YBS	
POINT VALUE	=	80	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
REFERENCE	=	YR1.3	

TRANSPORTER BOMBS

PROBES

DECK CREWS

CARGO MODULE +5

HOSPITAL MODULE +5

CREW UNITS

SEE (D4.12) FOR ARMOR RULES.

SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRs.



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

BOARDING PARTIES

8

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	4
5	5	4	4
6	4	4	3

HOSPITAL MODULE
CREW UNITS: 9

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NR	NR	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

DEATHBOLT RACKS

1							
2							

