

STAR FLEET BATTLES



THE EARLY YEARS II



ADAM TURNER
2008

COLOR SSD BOOK



CAPTAIN'S
MODULE Y2



★ STAR FLEET BATTLES ★

MODULE Y2 – SSD BOOK

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[illegible]

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

SHIP DATA TABLE			
TYPE	= YCBS		
POINT VALUE	= 71		
SHIELD COST	= 1+1		
LIFE SUPPORT	= 1		
SIZE CLASS	= 3		
REFERENCE	= YR1.3A		
PHASER-1 REFIT +7			
HANGAR MODULE +7			

ADMINISTRATIVE SHUTTLES										
ID#	HIT	POINTS	NOTES							
TWO BAYS, NO TRANSFERS.										

TYPE I OFFENSIVE PHASER TABLE										
ID#	RANGE	1	2	3	4	5	6-	9-	16-	26-51-
	ROLL	0	1	2	3	4	5	6	15	25
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0
SEE SHIP DESCRIPTION FOR USE OF THIS TABLE.										

CREW UNITS										TYPE II PHASE TABLE										TYPE III DEFENSE PHASE TABLE									
HANGAR MODULE CREW UNITS: 5 DECK CREWS: 2										DIE RANGE ROLL					DIE RANGE ROLL					DIE RANGE ROLL									
										0	1	2	3	4	5	0	1	2	3	4	5	0	1	2	3	4	5		
										1	6	5	5	4	3	2	1	1	1	1	1	1	1	1					
										2	6	5	4	4	2	1	0	1	0	2	4	4	4	2	1	0			
										3	6	4	4	4	1	0	0	0	3	4	4	4	1	0	0				
										4	5	4	4	3	1	0	0	0	4	4	4	3	0	0	0				
										5	5	4	3	3	0	0	0	0	5	4	3	2	0	0	0				
										6	5	3	3	3	0	0	0	0	6	3	3	1	0	0	0				

BOARDING PARTIES	PROBES
8	5

KLINGON CIVILIAN BASE STATION SECURITY STATIONS

IN KLINING CIVILIAN BASE STATIONS THE CENTER HULL BOX NEXT TO THE EMERGENCY
 AND THE CENTER HULL BOX NEXT TO THE PROBE LAUNCHER ARE SECURITY
 STATIONS (G6.0), AND ARE DESTROYED ON "FLAG BRIDGE" DAMAGE POINTS. (G6.12).
 THERE IS NO CHANGE IN RPV

$$R^X = L + LF + RF + R$$

ROMULAN CIVILIAN BASE STATION TECHNOLOGY UPGRADE TABLE						
SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SCBS	Y66-90	9	0.5+0.5	TYPE-S	NONE	53
WCBS	Y91-120	11	0.5+1	TYPE-W	NONE	55
CBSY	Y121-141	14	1+1	TYPE-W	NONE	58
ECBS	Y142-160	17	1+1	TYPE-W	NONE	61

ROMULAN CIVILIAN BASE STATIONS REPLACE ALL PHASERS WITH WARP- TARGETED LASERS AND UPGRADE THEIR SHIELDS AT THE SAME LEVELS AS THE ROMULAN YBS, BUT DO SO TWO YEARS AFTER THE DATE FOR THE MILITARY YBS (SEE THE TABLE ABOVE).

ALL ROMULAN SHUTTLES WILL BE SUBLIGHT (R4.FD) UNTIL Y160. ROMULAN CIVILIAN BASE STATIONS WERE NEVER EQUIPPED WITH VEILING, MASKING, OR CLOAKING DEVICES.

ROMULAN CIVILIAN BASE STATIONS REPLACE ALL PHASERS WITH WARP-TARGETED PHASERS AND UPGRADE THEIR SHIELDS AT THE SAME LEVELS AS THE ROMULAN YES, BUT NO SO TWO YEARS AFTER THE DATE FOR THE MILITARY YES (SEE THE TABLE ABOVE). ALL ROMULAN SHUTTLES WILL BE SUBLIGHT (4.4.FO) UNTIL Y160. ROMULAN CIVILIAN BASE STATIONS WERE NEVEEQUIPPED WITH VEILING, MASKING, OR CLOAKING DEVICES.

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	BPV
SCBS	Y65-75	9	0.5+0.5	TYPE-W	53
CBSI	Y70-89	11	0.5+1	TYPE-W	64
ECBS	Y90-119	14	1+1	TYPE-Y	67

THE GORN SCBS WAS THE ORIGINAL WARP UPGRADE OF THEIR SUBLIGHT BASE STATION. ALL PHASERS ARE REPLACED WITH LASERS.

THE GORN CBSI REPLACED ALL LASERS WITH PHASERS AS ON THE SSD, BUT SHIELDS REMAINED WEAKER THAN ON OTHER SUCH BASES.

THE GORN ECBS UPGRADED THE SHIELDS, TRACTORS, AND TRANSPORTERS. AFTER Y119 GORN CIVILIAN BASE STATIONS ARE IDENTICAL TO THE SSD EXCEPT THAT THEY MIGHT RECEIVE THE PHASER-1 REFIT AS NOTED IN THE SHIP DESCRIPTION.

SCBS	CBSI
YS: 65 DK: - EX: 10+ CR: 8	YS: 68 DK: - EX: 10+ CR: 8

ECBS	YCBS
YS: 90 DK: - EX: 10+ CR: 8	YS: 120 DK: - EX: 10+ CR: 8

THE GORN SCBS WAS THE ORIGINAL WARP UPGRADE OF THEIR SUBLIGHT BASE STATION. ALL PHASERS ARE REPLACED WITH LASERS.

AFTER THE GORN CBSI REPLACED ALL LASERS WITH PHASERS AS ON THE SSD, BUT THE SHIELDS REMAINED WEAKER THAN ON OTHER SUCH BASES.

AFTER THE GORN ECBS UPGRADED THE SHIELDS, TRACTORS, AND TRANSPORTERS.

AFTER Y19 GORN CIVILIAN BASE STATIONS ARE IDENTICAL TO THE SSD EXCEPT THAT THEY MIGHT RECEIVE THE PHASER-1 REFIT AS NOTED IN THE SHIP DESCRIPTION.

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

THE PHASER-1 REFIT REPLACES THE SIX PHASER-2s WITH PHASER-1s AND IS AVAILABLE ONLY TO BASES OPERATED BY THE FEDERATION, KZINTIS, GORNS, AND ISC AFTER Y130. IT IS AVAILABLE TO THE ROMULANS AFTER Y172.

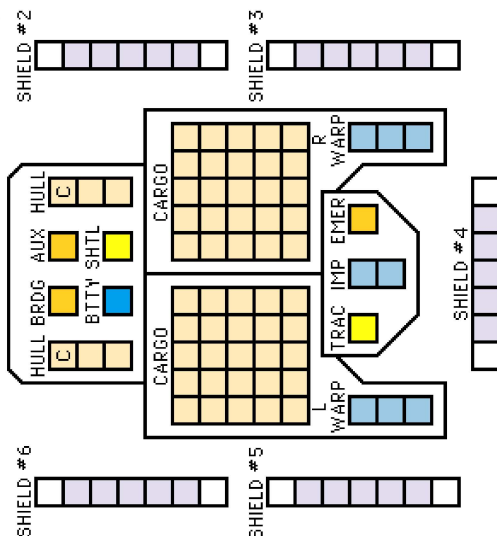
EARLY YEARS LARGE FREIGHTERS

CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES
✱2		

CNTR

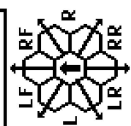
YS:65
DK:6
EX:3
CR:0



SENSOR	6300	SCANNER	029	DAM CONTROL	2200	EX DAMAGE	
--------	------	---------	-----	-------------	------	-----------	--

SHIP DATA TABLE		TURN MODE SPEED	
TYPE	= UFL	D	1 2-4
POINT VALUE	= 49/1	NO	2 5-8
BREAKDOWN	= 1-6	HET	3 9-12
SHIELD COST	= 1/2+1/2	BONUS	4 13-17
LIFE SUPPORT	= 1/2	BD	5 18-24
SIZE CLASS	= 4		6 25+
REFERENCE	= YR1.4		

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

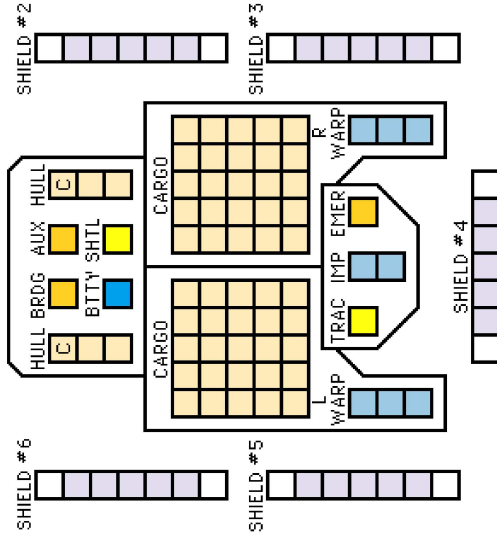


CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES
✱2		

CNTR

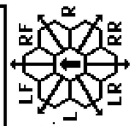
YS:65
DK:6
EX:3
CR:0



SENSOR	6300	SCANNER	029	DAM CONTROL	2200	EX DAMAGE	
--------	------	---------	-----	-------------	------	-----------	--

SHIP DATA TABLE		TURN MODE SPEED	
TYPE	= UFL	D	1 2-4
POINT VALUE	= 49/1	NO	2 5-8
BREAKDOWN	= 1-6	HET	3 9-12
SHIELD COST	= 1/2+1/2	BONUS	4 13-17
LIFE SUPPORT	= 1/2	BD	5 18-24
SIZE CLASS	= 4		6 25+
REFERENCE	= YR1.4		

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

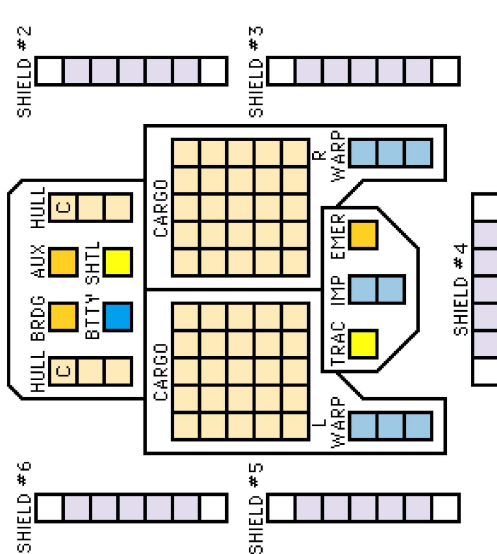


CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES
✱2		

CNTR

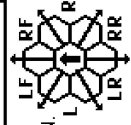
YS:65
DK:6
EX:3
CR:0



SENSOR	6300	SCANNER	029	DAM CONTROL	2200	EX DAMAGE	
--------	------	---------	-----	-------------	------	-----------	--

SHIP DATA TABLE		TURN MODE SPEED	
TYPE	= UFL	D	1 2-4
POINT VALUE	= 49/1	NO	2 5-8
BREAKDOWN	= 1-6	HET	3 9-12
SHIELD COST	= 1/2+1/2	BONUS	4 13-17
LIFE SUPPORT	= 1/2	BD	5 18-24
SIZE CLASS	= 4		6 25+
REFERENCE	= YR1.4		

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



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

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

EARLY YEARS SMALL FREIGHTERS

CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES

CNTR

YS:65
DK:3
EX:2
CR:0

CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES

CNTR

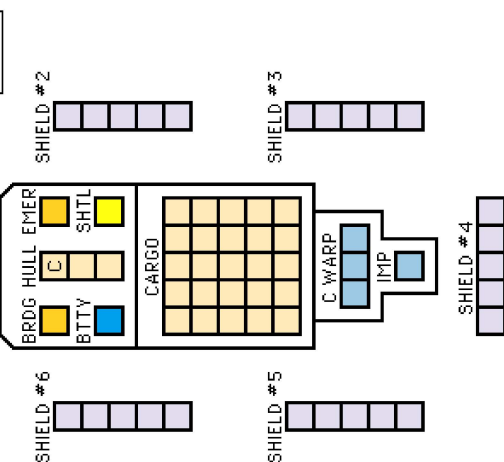
YS:65
DK:3
EX:2
CR:0

CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES

CNTR

YS:65
DK:3
EX:2
CR:0



SENSOR 60 09 20 20

DAM CONTROL

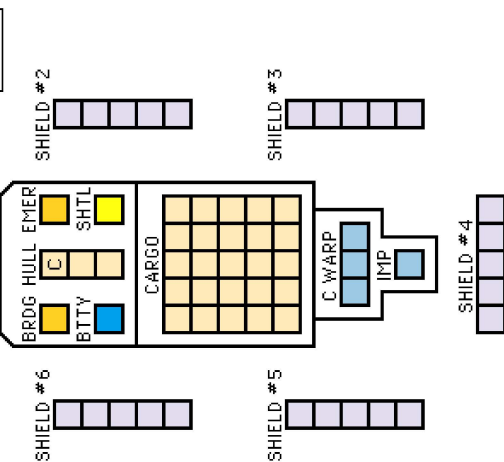
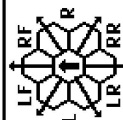
EX DAMAGE

SHIP DATA TABLE			
TYPE	UFS		
POINT VALUE	26/1		
BREAKDOWN	1-6		
SHIELD COST	1/2+1/2		
LIFE SUPPORT	1/2		
SIZE CLASS	4		
REFERENCE	YR1.5		

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

THIS SHIP DOES NOT CARRY T-BOMBS.



SENSOR 60 09 20 20

DAM CONTROL

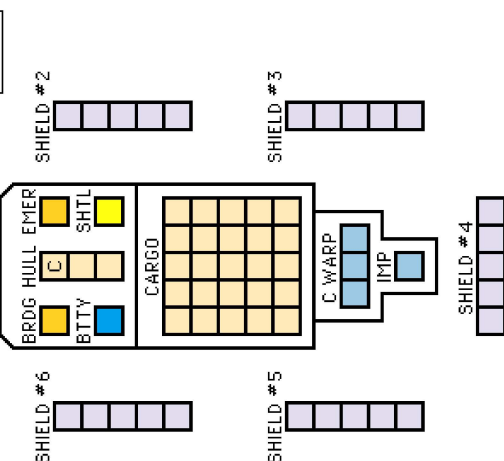
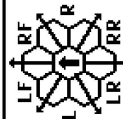
EX DAMAGE

SHIP DATA TABLE			
TYPE	UFS		
POINT VALUE	26/1		
BREAKDOWN	1-6		
SHIELD COST	1/2+1/2		
LIFE SUPPORT	1/2		
SIZE CLASS	4		
REFERENCE	YR1.5		

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

THIS SHIP DOES NOT CARRY T-BOMBS.



SENSOR 60 09 20 20

DAM CONTROL

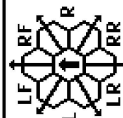
EX DAMAGE

SHIP DATA TABLE			
TYPE	UFS		
POINT VALUE	26/1		
BREAKDOWN	1-6		
SHIELD COST	1/2+1/2		
LIFE SUPPORT	1/2		
SIZE CLASS	4		
REFERENCE	YR1.5		

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

THIS SHIP DOES NOT CARRY T-BOMBS.



⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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
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

EARLY SMALL GROUND BASES #2

YS:60
DK:6
EX:0
CR:0

CNTR

SHIELD

FH

BRDG SHUTTLE PH-3 AUX

1 2 3

1 2 3

TRAN C-HULL BARRACKS CARGO

1 2 3

1 2 3

APR LAB

1 2 3

1 2 3

BASE DATA TABLE

TYPE = YGMG

BPV = 20/12

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8B

CREW UNITS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

4 2 0 0

YS:95
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

1 2

APR CARGO C-HULL

1 2

1 2

BASE DATA TABLE

TYPE = YGME

BPV = 12/5

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8D

CREW UNITS BRDNG PRS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

DRONE RACKS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

4 2 0 0

YS:67
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

1 2

APR CARGO C-HULL

1 2

1 2

BASE DATA TABLE

TYPE = VGMB

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8C1-C4

DECK CREWS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

DRONE RACKS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

CREW UNITS BRDNG PRS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

4 2 0 0

TYPE III DEFENSE PHASER

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

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

1 2

APR CARGO C-HULL

1 2

1 2

BASE DATA TABLE

TYPE = YGBO

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8F1-FIS

SEE RULES AND MSC.

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

1 2

APR CARGO C-HULL

1 2

1 2

BASE DATA TABLE

TYPE = VGWS

BPV = 22/10

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8A

CREW UNITS BRDNG PRS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

4 2 0 0

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

1 2

APR CARGO C-HULL

1 2

1 2

BASE DATA TABLE

TYPE = YGBO

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8F1-FIS

SEE RULES AND MSC.

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

1 2

APR CARGO C-HULL

1 2

1 2

BASE DATA TABLE

TYPE = YGBO

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8F1-FIS

SEE RULES AND MSC.

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

1 2

APR CARGO C-HULL

1 2

1 2

BASE DATA TABLE

TYPE = VGWS

BPV = 22/10

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8A

CREW UNITS BRDNG PRS

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

4 2 0 0

Page 6

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CNTR

SHIP DATA TABLE	
TYPE	= VCC
POINT VALUE	= 85
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR.18

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

[illegible][illegible]

PROBES	3		
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TRANSPORTER BOMBS

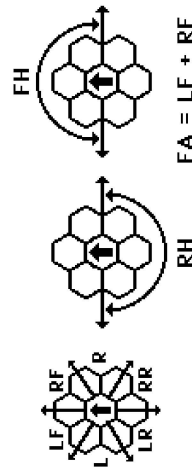
DIE ROLL	RANGE		4-9-16-31- 30 50
	0	1	2 3 4 5
1	6	5	5 4 3 2 1 1
2	6	5	4 4 2 1 1 0
3	6	4	4 4 1 1 0 0
4	5	4	4 3 1 0 0 0
5	5	4	3 3 0 0 0 0
6	5	3	3 3 0 0 0 0

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

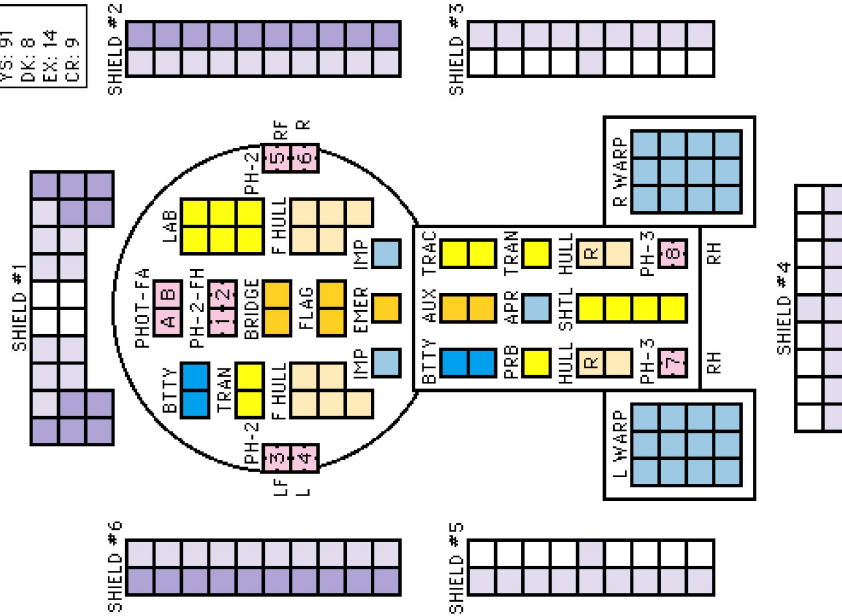
PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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

EX-DAM



YS: 91
DK: 8
EX: 14
CR: 9



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

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

CNTR

SHIP DATA TABLE	
TYPE	= WCM
POINT VALUE	= 50/37
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.19

SHIP DATA TABLE	
TYPE	= YCM
POINT VALUE	= 63/51
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.20

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS-Y
		GAS-Y
		GAS-Y
		HTS-Y

TRANSPORTER BOMBS

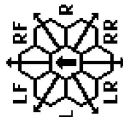
	
	

BOARDING PARTIES

[illegible]

PROBES
3

DIE ROLL	RANGE		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


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

TYPE III DEFENSE PHASE

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

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

THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434). IT CANNOT TAKE OFF DURING THE SCENARIO IN WHICH IT LANDED. SEE (D4.12) FOR ARMOR RULES.

SEE (D4.12) FOR ARMOR RULES.
FOR THE YCM, USE THE SHADED
BOXES.

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

	SPEED					STANDARD					FRACT					SPEED					STANDARD					FRACT				
	1	2	3	4	5	6	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	34	14	3	34	44	54	6	63	74	84	9	93	104	114	12	123	134	144	15	153	164	174	18	183	194	204	21	213	224	

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WSR
POINT VALUE	= 58/38
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.2.1

ADMINISTRATIVE SHUTTLES

[illegible]

CREW UNITS

[illegible]

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

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YCS
YS: 85
DK: 6
EX: 9
CR: 6

WSR	YS:67 DK:6 EX:7 CR:6
-----	-------------------------------

SHIELD #1		

Diagram of Shield #2: A 2x10 grid of squares. The top row consists of 10 light purple squares. The bottom row consists of 4 squares with a dotted pattern, followed by 6 empty white squares.

SENSOR

SCANNER

DAM CON

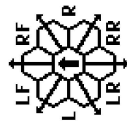
SHIELD #5

Shield #3

SHIELD #4

TYPE II PHASER TABLE

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


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

TYPE III DEFENSE PHASE

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

FOR THE YCS, USE THE SHADED BOXES.

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+

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

TERRAN WARP-REFITTED DREADNOUGHT

YS:64
DK:10
EX:16
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 91
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR2.23

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	

TRANSPORTER BOMBS

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

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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

PROBES

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

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

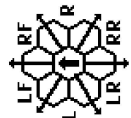


TURN MODE	SPEED
E	1 2-3
	2 4-6
	3 7-10
	4 11-14
	5 15-20
	6 21-29
	7 30+

SEE (D4:12) FOR ARMOR RULES.

TYPE II PHASER TABLE

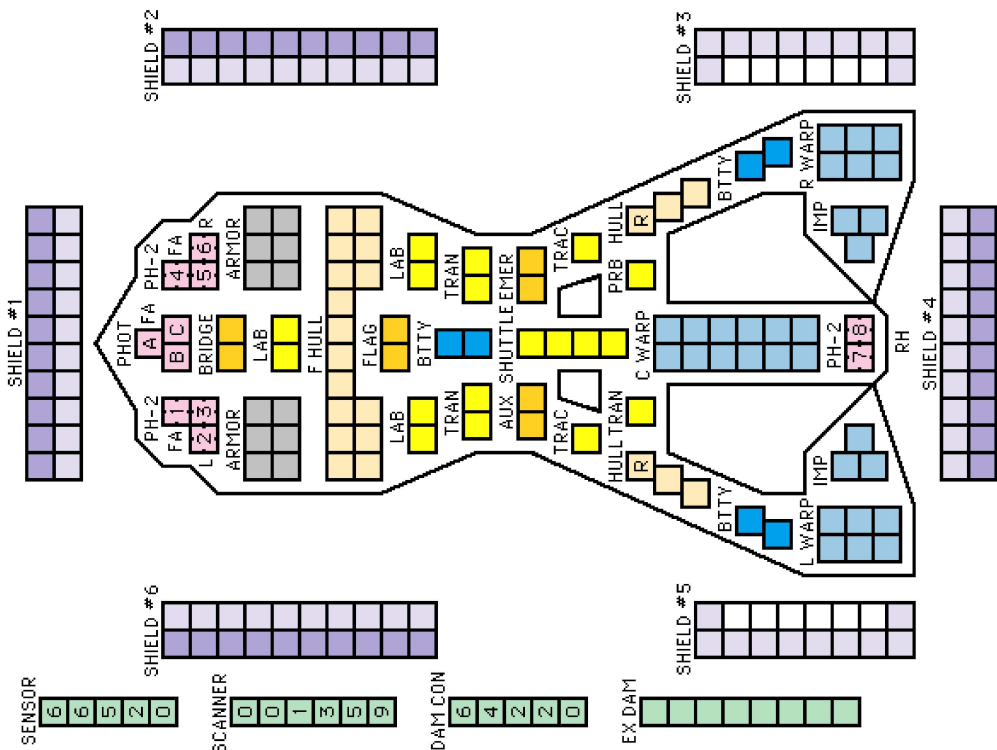
DIE RANGE	4-9	10-15	16-31
ROLL 0	1	2	3
1	6	5	4
2	6	5	4
3	6	5	4
4	5	4	3
5	5	4	3
6	5	4	3



FA = LF + RF

TYPE III DEFENSE PHASER

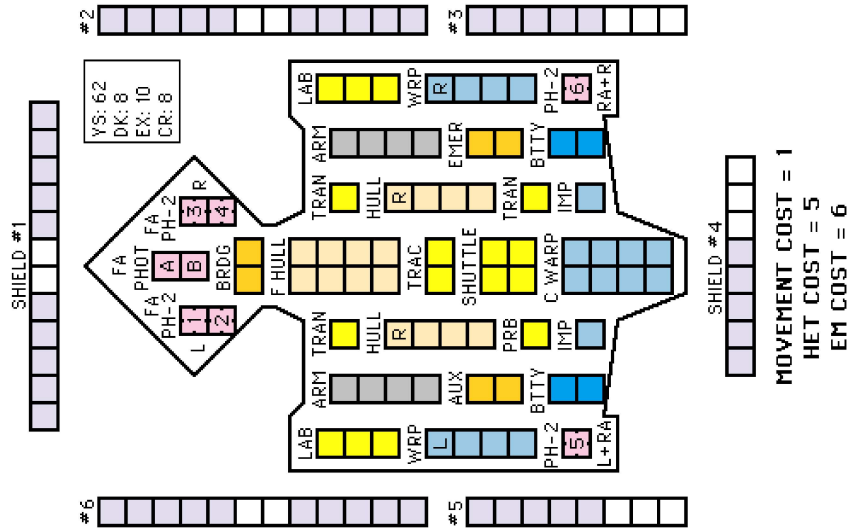
DIE RANGE	4-9	10-15	16-31
ROLL 0	1	2	3
1	4	4	4
2	4	4	4
3	4	4	4
4	4	4	4
5	4	4	4
6	4	4	4



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

TERRAN WARP-REFITTED HEAVY CRUISER



CNTR

SENSOR
6 5 2 0

SCANNER
0 1 3 5 9

DAM CON
4 2 2 0

EX DAM
6 6 6 6 6 6

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 61
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.24

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D

CREW UNITS

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

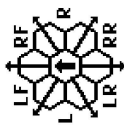
10

PROBES

3

TYPE II PHASER TABLE

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



FA = LF + RF
RA = LR + RR

TYPE III DEFENSE PHASER

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

SEE (D4.12) FOR ARMOR RULES.

TERRAN WARP-REFITTED FRIGATE

YS: 62
DK: 3
EX: 4
CR: 3

CNTR	
------	--

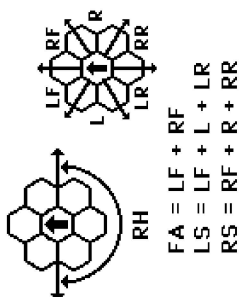
SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.25

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D

BOARDING PARTIES
4

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



DIE	RANGE		4-9-16-31-	
ROLL	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

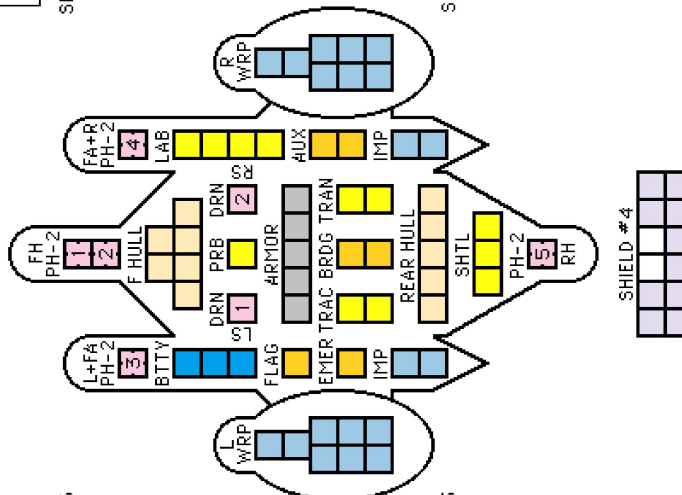
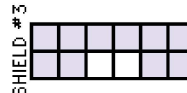
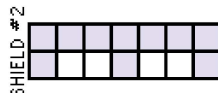
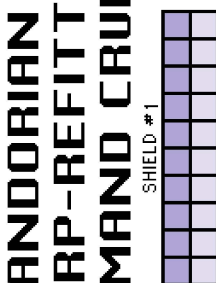
PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

TYPE III DEFENSE 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	

SHIP CAN LAND ON PLANETS BY AERODYNAMIC,
GRAVITY, OR POWERED LANDINGS (P2.43).

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	7	8	8	8	9	9	9	10	10	10
React	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	10

YS: 73
DK: 7
EX: 10
CR: 9



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

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WAC
POINT VALUE	= 67
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.28

SENSOR

SCANNER

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

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

DAM CON

3. DAM

DRONE RACKS					
1					B
2					B

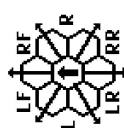
A diagram showing a hexagonal lattice structure (honeycomb pattern) enclosed within a circular boundary. The lattice is centered within the circle. To the left of the circle is the label 'FH' and to the right is 'RH'. A vertical double-headed arrow is positioned to the left of the circle, and a horizontal double-headed arrow is positioned to the right of the circle. Inside the lattice, there is a small black arrow pointing to the left.

TYPE III DEFENSE PHASER		DIE 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	1	0	0	0	0		

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	DD

PROBES	1	2	3
--------	---	---	---


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

DIE ROLL	RANGE		4-9-16-31- 8-15-30-50	
	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

ANDORIAN WARP-REFITTED FRIGATE

YS: 71
DK: 4
EX: 5
CR: 3

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SHIP DATA TABLE
 TYPE = WNF
 POINT VALUE = 32
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = YR2.29

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

DRONE RACKS

EX DAM

DAM CON

SCANNER

SENSOR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

--

BOARDING PARTIES

--

PROBES

--

TYPE II PHASER TABLE

DIE RANGE	4-9	10-15	16-21	22-27	28-31
ROLL 0	1	2	3	4	5
1	6	5	4	3	2
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 PHASER

DIE RANGE	4-9	10-15	16-21	22-27	28-31
ROLL 0	1	2	3	4	5
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

FA = LF + RF
RA = LR + RR

SEE (D4.12) FOR ARMOR RULES.

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

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WRL
POINT VALUE	= 52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.30

ADMINISTRATIVE SHUTTLES

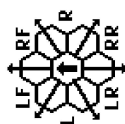
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

BOARDING PARTIES

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

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	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	


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

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

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

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

RIGELLIAN WARP-REFITTED FRIGATE

YS: 71
DK: 4
EX: 4
CR: 3

SHIELD #1

SHIELD #2

SHIELD #6

SHIELD #3

SHIELD #5

SHIELD #4

CNTR

SENSOR
6 5 1 0

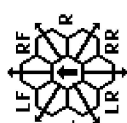
SCANNER
0 1 3 9

DAM CON
2 2 0

EX DAM
3 3 3

SHIP DATA TABLE	
TYPE	= WRF
POINT VALUE	= 31
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.31

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



FA = LF + RF
RA = LR + RR

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

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

CREW UNITS	
IDENT	HIT POINTS
10	
4	
3	
BOARDING PARTIES	
4	
3	
PROBES	
4	
3	
ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	
4	
3	
TRANSPORTER BOMBS	
4	
3	

③ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

1/3 ENERGY POINT PER HEX

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

VULCAN WARP-REFITTED FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	= WVF
POINT VALUE	= 31
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.33

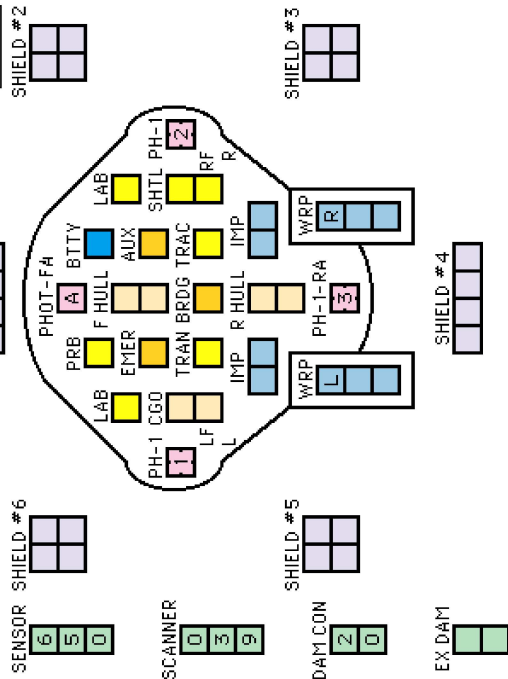
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS	

BOARDING PARTIES	

PROBES	

YS: 71
DK: 4
EX: 5
CR: 3



TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

TYPE III DEFENSE PHASER

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

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

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

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

[illegible][illegible]

SHIP DATA TABLE	
TYPE	= B4
POINT VALUE	= 155
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR3.8

	BOARDING PARTIES					
						10
						20
						30

TRANSPORTER BOMBS

PROBES

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

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

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

DISRUPTOR 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		

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

DRONE RACKS

1						F
2						F
3						F
4						F
5						F
6						F

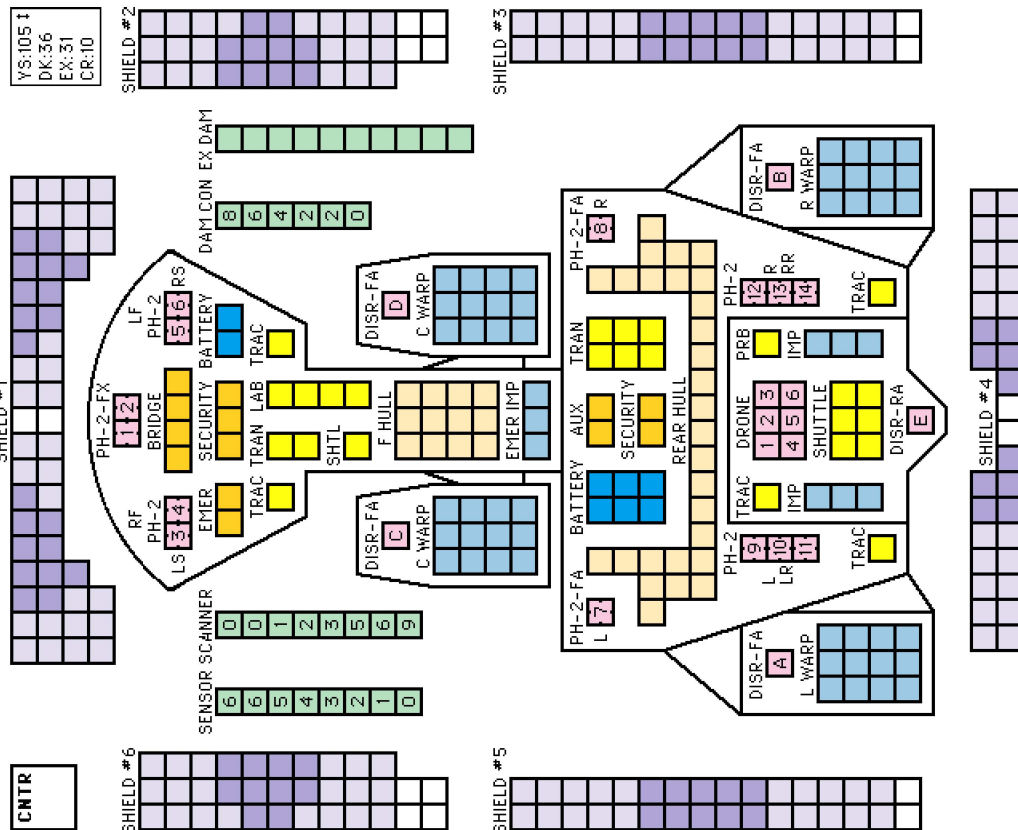
THIS SHIP CAN LAUNCH ONE DRONE FROM EACH PAIR OF DRONE RACKS EACH TURN. NOTE THAT IT CAN LAUNCH DRONES FROM THREE RACKS ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH DRONES FROM THE OTHER THREE RACKS ON IMPULSE #1 OF THE VERY NEXT TURN.

WING PHASERS MAY FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE {D2.33}.

$$\boxed{5} = \text{HET COST } \boxed{6} = \text{EM WARP COST}$$

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



	1	2	3	4	5	6	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		

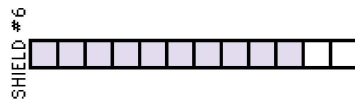
YS:67
DK:7
EX:10
CR:8

KLINGON D3E WARP-REFITTED SURVEY CRUISER



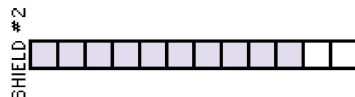
CNTR

SHIP DATA TABLE	
TYPE	= D3E
POINT VALUE	= 71/52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.10



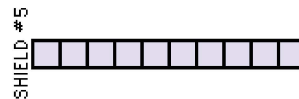
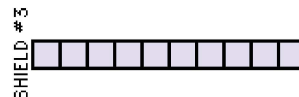
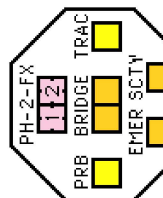
SENSOR
6 4 2 0

SCANNER
0 3 5 9



DAM CON
4 2 2 0

EX DAM
3 3 3



SEE (D4:12) FOR ARMOR RULES.

FX = L + LF + RF + R



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

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

TRANSPORTER BOMBS	

BOARDING PARTIES	

PROBES	

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

KLINGON D3G WARP-REFITTED COMMANDO CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= D3G
POINT VALUE	= 72/40
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.11

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

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

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS-Y
		GAS-Y
		GAS-Y
		GAS-Y
		HTS-Y

TRANSPORTER BOMBS

PROBES
3

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

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

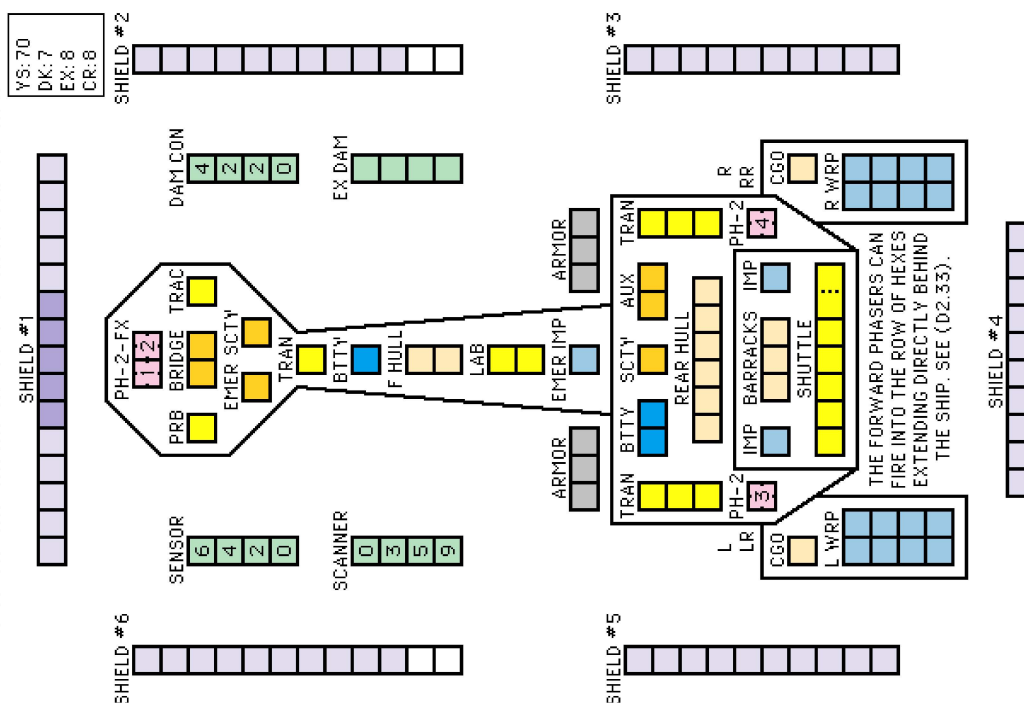
SEE (D4.12) FOR ARMOR RULES.



$$F_X = L + LF + RF + R$$

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

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



CNTR

SHIP DATA TABLE	
TYPE	= D3J
POINT VALUE	= 60/48
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

[illegible]

BOARDING PARTIES

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

BOARDING PARTIES

[illegible]

PROBES

17	

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE		4-9-		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

SEE (D4.12) FOR ARMOR RULES.

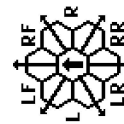
DISRUPTOR TABLE

DISCOUNT FOR 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		

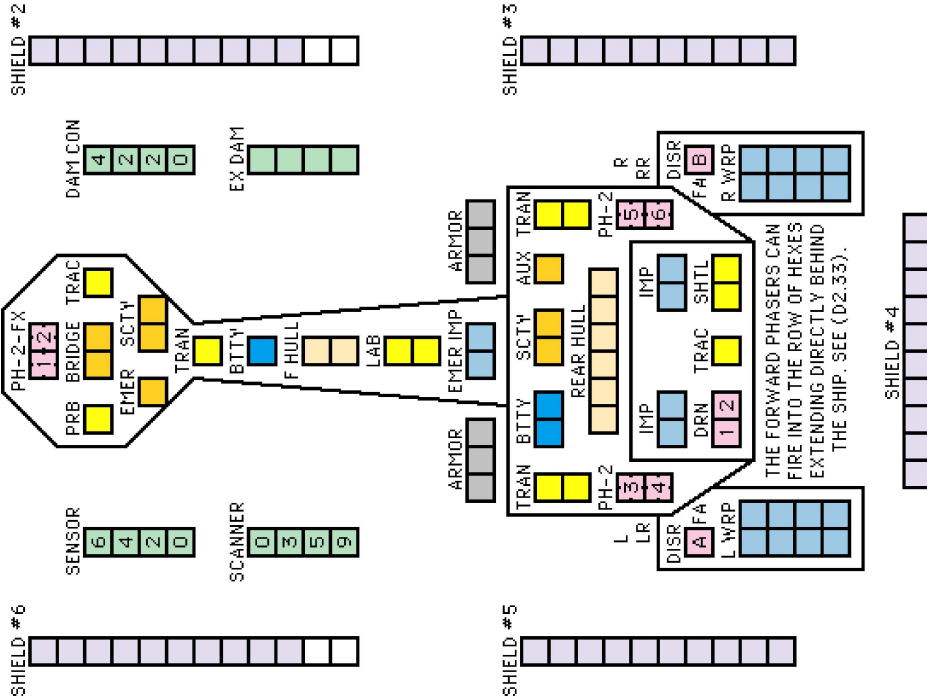
DRONE RACKS

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.



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



KLINGON F31 WARP-REFITTED POLICE FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	= F31
POINT VALUE	= 35
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR3.13

CREW UNITS		ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS	NOTES	
10			

BOARDING PARTIES		TRANSPORTER BOMBS	
8		D	

PROBES		DRONE RACK	
3		1	F

DISRUPTOR TABLE

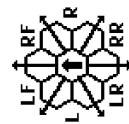
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SEE (D4.12) FOR ARMOR RULES.

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

TYPE II PHASER TABLE

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



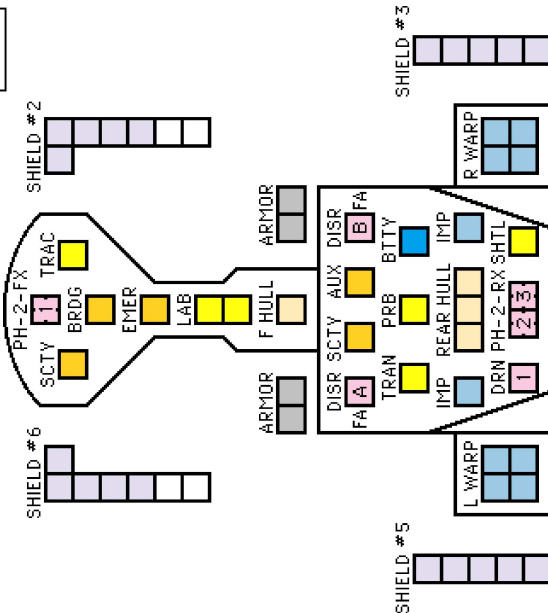
FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

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

YS: 74
DK: 4
EX: 6
CR: 4

SHIELD #1



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

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

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

KLINGON F3J WARP-REFITTED PENAL FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	= F3J
POINT VALUE	= 37/29
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR3.14

CREW UNITS

IDENT	HIT POINTS	NOTES
10		

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
10		

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
8		

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
8		

PROBES

IDENT	HIT POINTS	NOTES
3		

DRONE RACK

IDENT	HIT POINTS	NOTES
1		

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

DISRUPTOR TABLE

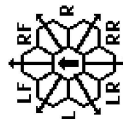
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

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	4-9-16-31-50
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
1	6 5 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	5 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0



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

TYPE III DEFENSE PHASER

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

YS:65
DK:4
EX:6
CR:3

SHIELD #1

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4

SENSOR

SCANNER

DAM CON

EX DAM

THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.35).

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

CNTR

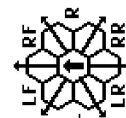
SHIP DATA TABLE	
TYPE	= D4C
POINT VALUE	= 76
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.15

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 #10 OF THE VERY NEXT TURN.


$$FA = LF + RF$$

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

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

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

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

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

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

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

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

$$FA = LF + RF$$

THE FORWARD PHASERS CAME INTO THE ROW OF HEXES HANGING DIRECTLY BEHIND THE SHIP. SEE {D2.33}.

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

YS: 82
DK: 7
EX: 12
CR: 8

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

[illegible]

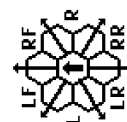
TRANSPORTER BOMBS

BOARDING PARTIES							
							10

PROBES							
6							

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

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

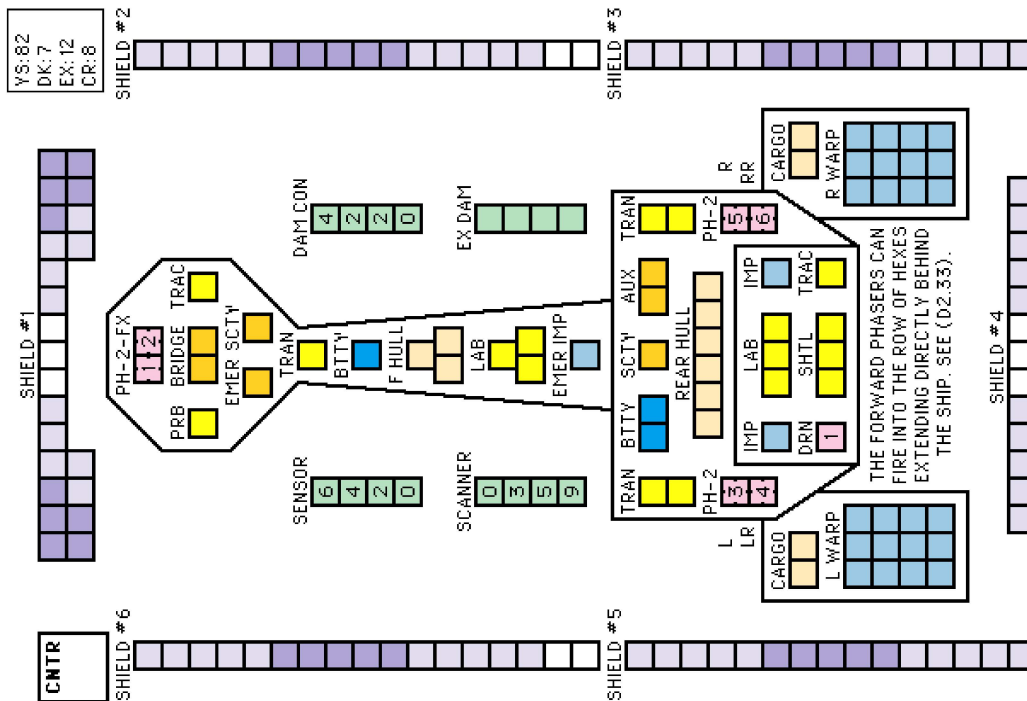


$$F_X = L + LF + RF + R$$

SHIP DATA TABLE	
TYPE	= D4E
POINT VALUE	= 82/61
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.16

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

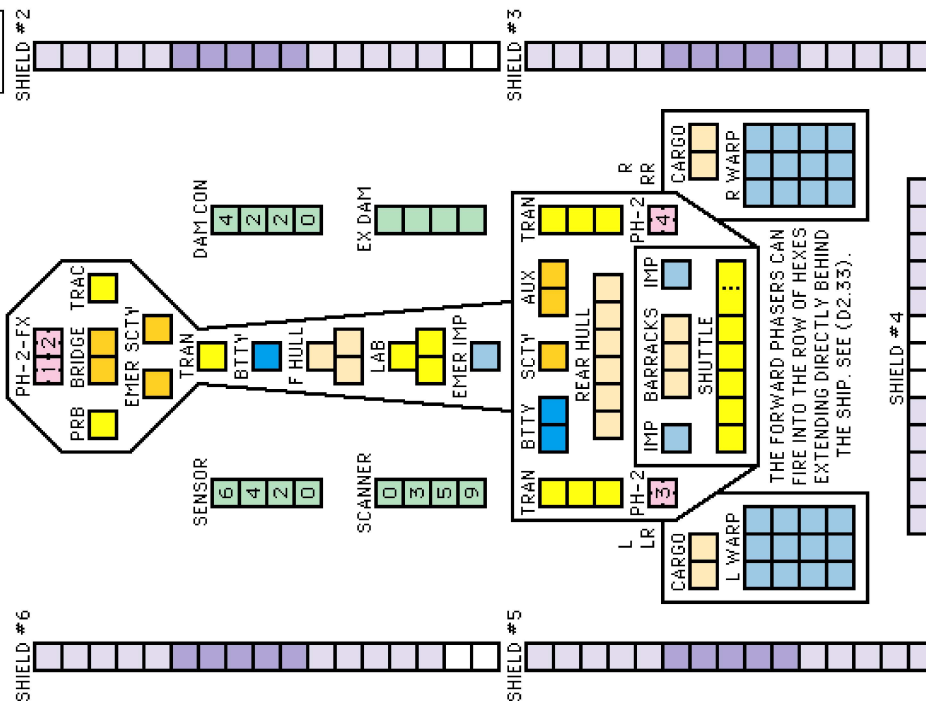
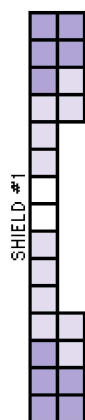
DRONE RACKS



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

CNTR

YS: 94
DK: 7
EX: 11
CR: 8



SHIP DATA TABLE	
TYPE	= D4G
POINT VALUE	= 78/60
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.17

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

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

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

ADMINISTRATIVE SHUTTLES			NOTES
IDENT	HIT POINTS		
			GAS-Y
			GAS-Y
			GAS-Y
			GAS-Y
			HTS-Y

TRANSPORTER BOMBS

PROBES
3

DIE ROLL	RANGE		4-9-16-31- 8-15-30-50	
	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



$$F_X = L + LF + RF + R$$

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

YS:124
DK:7
EX:13
CR:8

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

PH-2-FX
PRB
BRIDGE
TRAC
EMER SCTY
TRAN
BTTY
F HULL
LAB
EX DAM
EMER IMP
TRAN
BTTY
SCTY
AUX
TRAN
PH-2
LR
RR
DISR-FA
L WARP
R WARP

SENSOR
SCANNER

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

SHIP DATA TABLE	
TYPE	= D41
POINT VALUE	= 69
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.18

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

YOU 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.

$$FA = LF + RF$$

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	DD

PROBES
3

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

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

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

KLINGON D4J EARLY PENAL CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= D4J
POINT VALUE	= 74/59
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.19

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.

$$FA = LF + RF$$

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

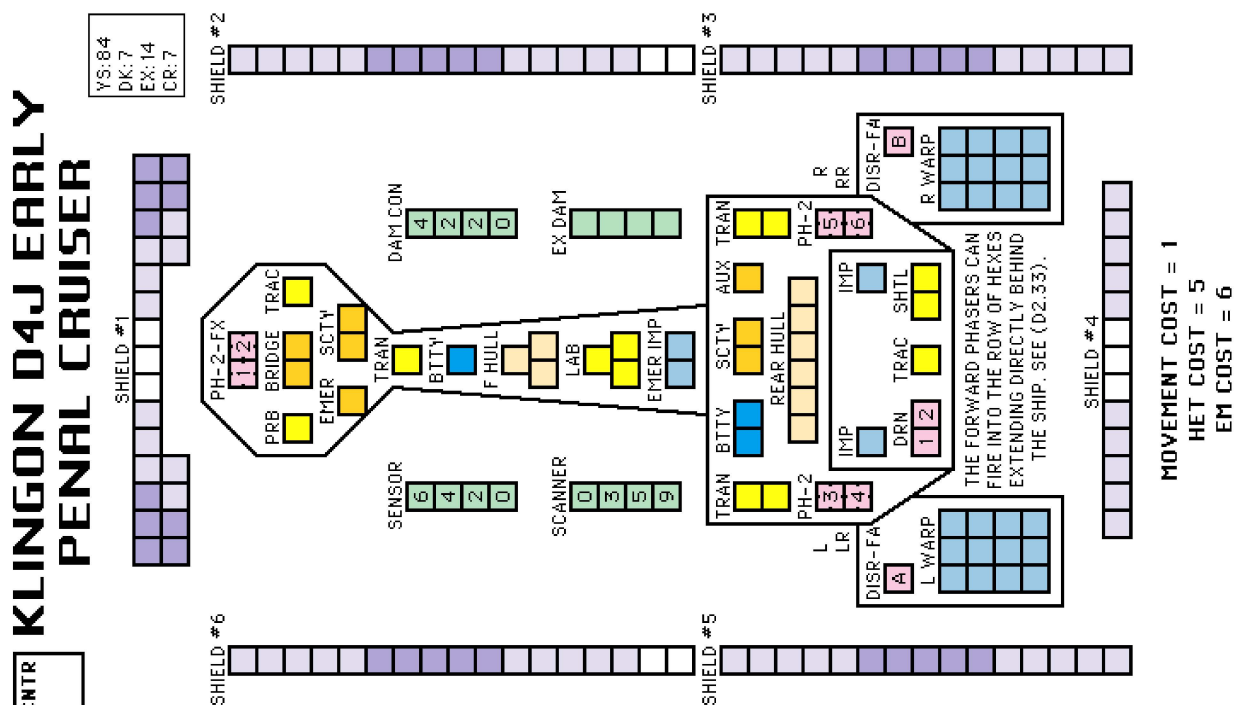
TRANSPORTER BOMBS

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

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

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



CNTR

SHIP DATA TABLE	
TYPE	= D4N
POINT VALUE	= 90/73
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.20

TRANSPORTER BOMBS

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

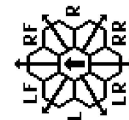
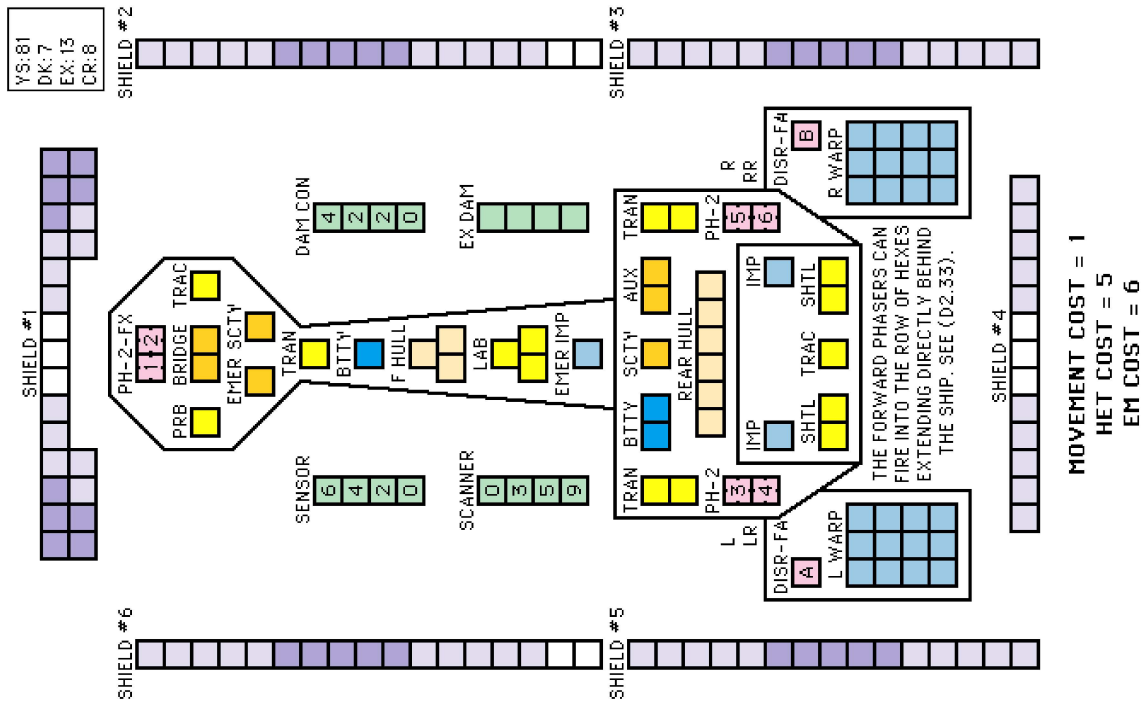
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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

THIS SHIP IS EXEMPT FROM
MUTINY AS A DIPLOMATIC
SHIP (G6.14).

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

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


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


MOVEMENT COST = 1

HET COST = 5

EM COST = 6

CNTR

SHIP DATA TABLE	
TYPE	= F4J
POINT VALUE	= 45/36
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR3.22

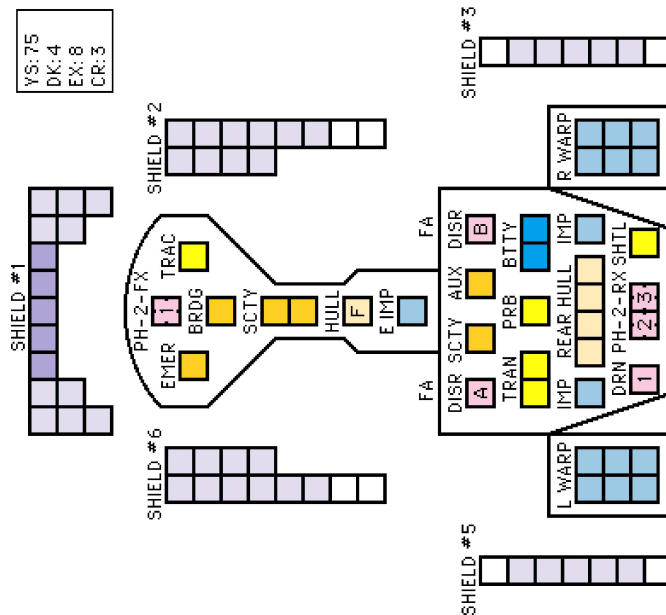
Category	Count
Boarding Parties	8
Transporter Bombs	1

The diagram illustrates the experimental setup. On the left, a vertical stack of green rectangular blocks is labeled "PROBES". The top block of this stack is labeled with the number "3". To the right of the probes is a larger green rectangular block labeled "DRONE RACK". Inside the drone rack, there is a smaller green rectangular block labeled with the number "1".

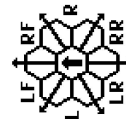
SEE (R3.R5) FOR SPECIAL RULES
PERTAINING TO THIS SHIP.

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

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



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



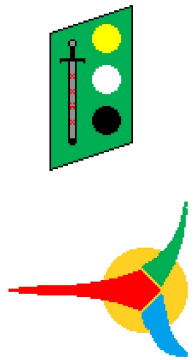
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

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		

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		

KLINGON EARLY POWER BOOST AND TROOP TRANSPORT PODS

KLINGON PODS



KLINGON LOGISTICS COMMAND

KLINGON EARLY POWER BOOST POD

VS: 91

DK: 3

EX: +4

CR: +0

POD DATA TABLE

TYPE = P-YP2

BPV = 28/12

SIZE = 4

REF = YR3.23

CNTR

BATTERY

CARGO

BATTERY

PH-3

IMP

360°

CREW UNITS

BOARDING PARTIES

KLINGON EARLY POWER BOOST POD

VS: 91

DK: 3

EX: +4

CR: +0

POD DATA TABLE

TYPE = P-YP2

BPV = 28/12

SIZE = 4

REF = YR3.23

CNTR

BATTERY

CARGO

BATTERY

PH-3

IMP

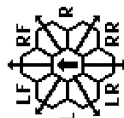
360°

CREW UNITS

BOARDING PARTIES

TYPE III DEFENSE PHASER

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



KLINGON EARLY TROOP TRANSPORT POD

VS: 92

DK: 3

EX: +1

CR: +0

POD DATA TABLE

TYPE = P-YT3

BPV = 30/18

SIZE = 4

REF = YR3.24

CNTR

BATTERY

CARGO

BATTERY

PH-3

IMP

360°

CREW UNITS

BOARDING PARTIES

SHIELD #1

SHIELD #4

BRDG

TRAC

SCTY

BAR

PH-3

BAR

TRAC

CARGO

TRAN

IMP

SHTL

SENSOR

60

SCANNER

09

DAM CON

20

EX DAM

09

ADMINISTRATIVE SHUTTLE

IDENT

HIT POINTS

NOTES

GAS-Y

GAS-Y

KLINGON EARLY TROOP TRANSPORT POD

VS: 92

DK: 3

EX: +1

CR: +0

POD DATA TABLE

TYPE = P-YT3

BPV = 30/18

SIZE = 4

REF = YR3.24

CNTR

BATTERY

CARGO

BATTERY

PH-3

IMP

360°

CREW UNITS

BOARDING PARTIES

SHIELD #1

SHIELD #4

BRDG

TRAC

SCTY

BAR

PH-3

BAR

TRAC

CARGO

TRAN

IMP

SHTL

SENSOR

60

SCANNER

09

DAM CON

20

EX DAM

09

ADMINISTRATIVE SHUTTLE

IDENT

HIT POINTS

NOTES

GAS-Y

GAS-Y

CAN USE THE GRAVITY LANDING SYSTEM (P2.432).
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

CNTR

SHIP DATA TABLE	
TYPE	= SLKB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.8A

SHIP DATA TABLE	
TYPE	= WKB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.8B

SHIP DATA TABLE	
TYPE	= YKB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.8C

SHIP DATA TABLE	
TYPE	= KB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.8D

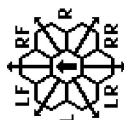
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
THIS SHIP HAS ONE SHUTTLE BAY.			
SUBLIGHT SHUTTLES: SEE (R4:F0).			

[illegible]

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

TRANSPORTER BOMBS  

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


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

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

PSEUDO-PLASMA TORPEDO	A R		NSM
MASK, VEIL, OR CLOAK			
H&R			

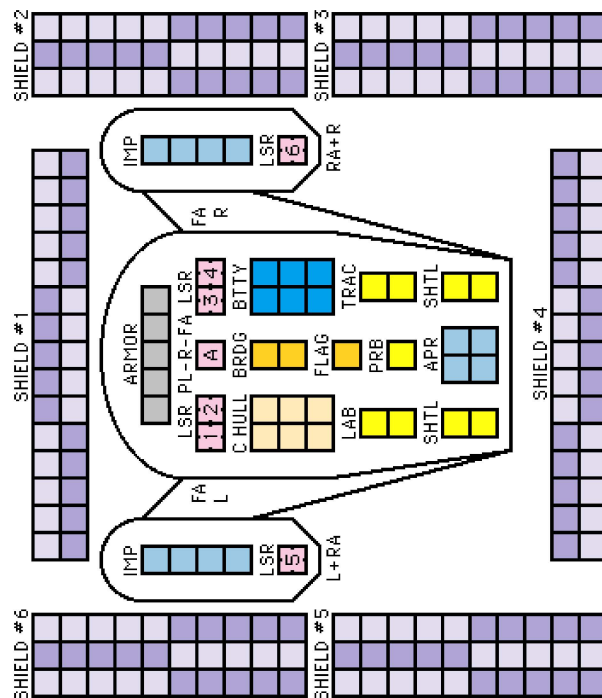
KINGBIRD TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SLKB	Y66-88	10	0.5+0.5	TYPE-S	NONE	28
WKB	Y89-118	20	0.5+1	TYPE-W	MASK	40
YKB	Y119-139	25	1+1	TYPE-W	VEIL	48
KB	Y140-158	30	1+1	TYPE-W	CLOAK	58

PLASMA TORPEDO WARHEAD STRENGTH TABLE

PLASITA TUKU EDU		HARKEND JIRENOH TADLE													
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	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	
BOLE	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.



SENSOR

DAM CON

SLKB	YS:66 DK:5 EX:8 CP:9
------	-------------------------------

WKB	YS:89 DK:5 EX:8 CP:9
-----	-------------------------------

YKB	YS:119 DK:5 EX:8 CP:9
-----	--------------------------------

KB
YS:140
DK:5
EX:8
CP:9

MOVEMENT COST = 1

EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.

ROMULAN WARBIRD FREIGHT CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= SWBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.9A
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= W'WBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.9B
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.9C
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.9D
CARGO PALLET = +10/+2	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		

THIS SHIP HAS ONE SHUTTLE BAY.
SUBLIGHT SHUTTLES; SEE (R4.F0).

TRANSPORTER BOMBS

--	--

PROBES

--	--

BOARDING PARTIES

--	--

WARP-TARGETED LASER

DIE	RANGE	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 CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

MASK, VEIL, OR CLOAK H&R

NSM

WARP-TARGETED LASER

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWBF	Y66-88	10	0.5+0.5	TYPE-S	NONE	19/11
W'WBF	Y89-118	15	0.5+1	TYPE-W	MASK	30/17
Y'WBF	Y119-139	20	1+1	TYPE-W	VEIL	36/21
WBF	Y140-158	25	1+1	TYPE-W	CLOAK	46/26

SEE (D4.12) FOR ARMOR RULES.

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

MOVEMENT COST = 1
EM COST = 6

MOVEMENT COST = 1-1/3 WITH PALLET
EM COST = 8 WITH PALLET

THIS SHIP IS SUBLIGHT ONLY.

CNTR

SHIP DATA TABLE	
TYPE	= SWBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.10A
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WWBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.10B
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= YWBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= VR4.10C
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.10D
CARGO PALLET = +10/+2	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS-S
		GAS-S

THIS SHIP HAS ONE SHUTTLE BAY.

SUBLIGHT SHUTTLES: SEE (R4.F0).

TRANSPORTER BOMBS

[illegible][illegible][illegible]

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

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

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



$$RA = LR + RR$$

MASK, VEIL, OR CLOAK H&R	☒	NSM	☒
--------------------------------	-------------------------------------	-----	-------------------------------------

SWBC	YS:66 DK:5 EX:7 CR:3
------	-------------------------------

W'WBC	
YS:89	
DK:5	
EX:7	
CR:3	

Y'WBC
Y'S:119
DK:5
EX:7
CR:3

WBC	YS:140 DK:5 EX:7 CR:3
-----	--------------------------------

MOVEMENT COST = 1
EM COST = 6

MOVEMENT COST = 1-1/3 WITH PALLET
EM COST = 8 WITH PALLET
THIS SHIP IS SUBLIGHT ONLY.

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWBC	Y66-88	10	0.5+0.5	TYPE-S	NONE	31/15
WWBC	Y89-118	15	0.5+1	TYPE-W	MASK	43/23
YWBC	Y119-139	20	1+1	TYPE-W	VEIL	51/29
WBC	Y140-158	25	1+1	TYPE-W	CLOAK	61/36

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
BARRACKS ARE DESTROYED ON
"FORWARD HULL" OR "REAR
HULL" DAMAGE POINTS.
SEE (D4.12) FOR ARMOR RULES.

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CREW UNIT ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

THIS SHIP DOES NOT CARRY T-BOMBS.

SHIP DATA TABLE

TYPE	FRT
POINT VALUE	18/1
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR4.11

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

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

CREW UNIT ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

THIS SHIP DOES NOT CARRY T-BOMBS.

SHIP DATA TABLE

TYPE	FRT
POINT VALUE	18/1
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR4.11

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

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

CREW UNIT ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

THIS SHIP DOES NOT CARRY T-BOMBS.

SHIP DATA TABLE

TYPE	FRT
POINT VALUE	18/1
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR4.11

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

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

SEE (D4.12) FOR ARMOR RULES.

YS: 79
DK: 5
EX: 9
CR: 6

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 61
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS

10	20
*	

BOARDING PARTIES

PROBES
3

TRANSPORTER BOMBS

SENSOR

FIELD #6

SCANNER

1-3	DRN	1
-----	-----	---

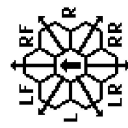
DAM CON

FIELD #5					

EX DAM

TYPE III DEFENSE PHASE

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


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

DIE ROLL	RANGE 0	RANGE 1	RANGE 2	RANGE 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

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					A
2					A

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

**KZINTI
WARP-REFITTED
DREADNOUGHT**

YS:64
OK:10
EX:17
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 78
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR5.11

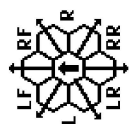
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

[illegible]

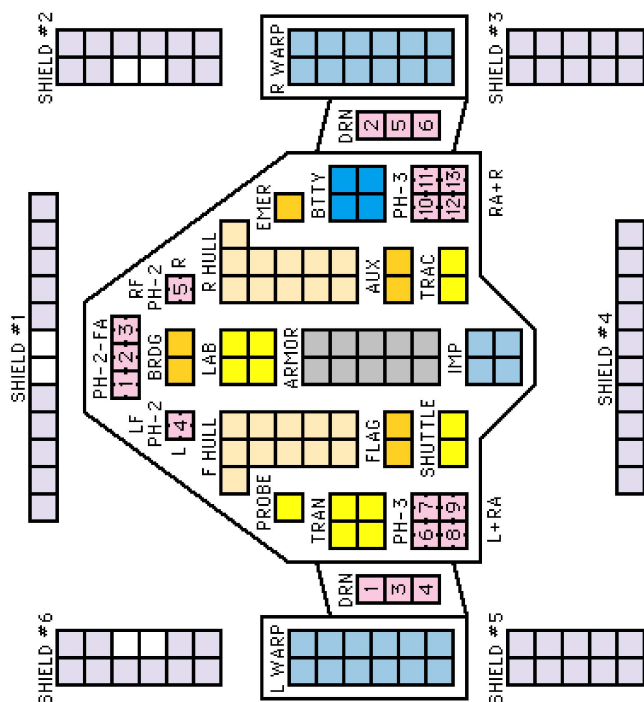
PROBES	1	2	3
1	0.00	0.00	0.00
2	0.00	0.00	0.00
3	0.00	0.00	0.00

DIE ROLL	RANGE		4-9-16-31- 8-15-30-50	
	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


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

SEE (D4.12) FOR ARMOR RULES.

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



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

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

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

SENSOR	SCANNER	DAM CON	EX DAM
66540	001359	64220	

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

	⑤ - FUEL COST															⑥ - EARNING THRESHOLD INCOME COST														
	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	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 WARP-REFITTED COMMAND CRUISER

CNTR

ADMINISTRATIVE SHUTTLES

CREW UNITS	IDENT	HIT POINTS	NOTES
✱		10	
		20	
		30	

BOARDING PARTIES
10

TRANSPORTER BOMBS
D D

PROBES
3

SHIP DATA TABLE
TYPE = WCC
POINT VALUE = 55
BREAKDOWN = 4-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = YR5.12

TYPE II PHASER TABLE

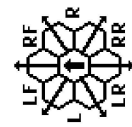
DIE RANGE	4-9	16-31
ROLL	0 1 2 3 8 15 30 50	
1	6 5 5 4 3 2 1 1	1
2	6 5 4 4 2 1 1 0	0
3	6 4 4 4 1 1 0 0	0
4	5 4 4 3 1 0 0 0	0
5	5 4 3 3 0 0 0 0	0
6	5 3 3 3 0 0 0 0	0

SEE (D4.12) FOR ARMOR RULES.

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

TYPE III DEFENSE PHASER

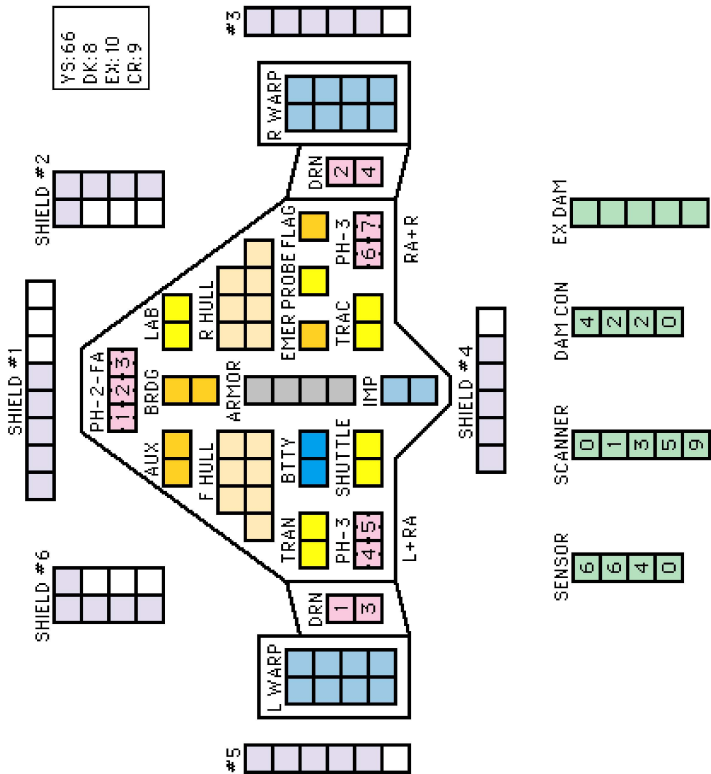
DIE RANGE	4-9	16-31
ROLL	0 1 2 3 8 15	
1	4 4 4 3 1 1	1
2	4 4 4 2 1 0	0
3	4 4 4 1 0 0	0
4	4 4 3 0 0 0	0
5	4 3 2 0 0 0	0
6	3 3 1 0 0 0	0



FA = LF + RF
RA = LR + RR

DRONE RACKS

1	C
2	C
3	B
4	B



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

KZINTI WARP-REFITTED COMMANDO DESTROYER

CNTR

CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDEN	HIT POINTS	NOTES	
									CAS-Y
									CAS-Y

[illegible]TRANSPORTER BOMBS 

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

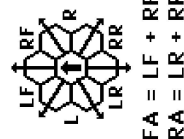
SHIP DATA TABLE	
TYPE	= WDG
POINT VALUE	= 46/25
BREAKDOWN	= 4-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR5.13

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

SEE (D4.12) FOR ARMOR RULES.
BARRACKS ARE DESTROYED ON
"FORWARD HULL" OR "REAR
HULL" DAMAGE POINTS.

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

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



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

SHIP DATA TABLE	
TYPE	= YCD
POINT VALUE	= 79/65
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.14

SENSOR

SCANNER

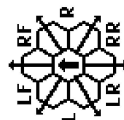
0	1	3	5	9
---	---	---	---	---

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

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

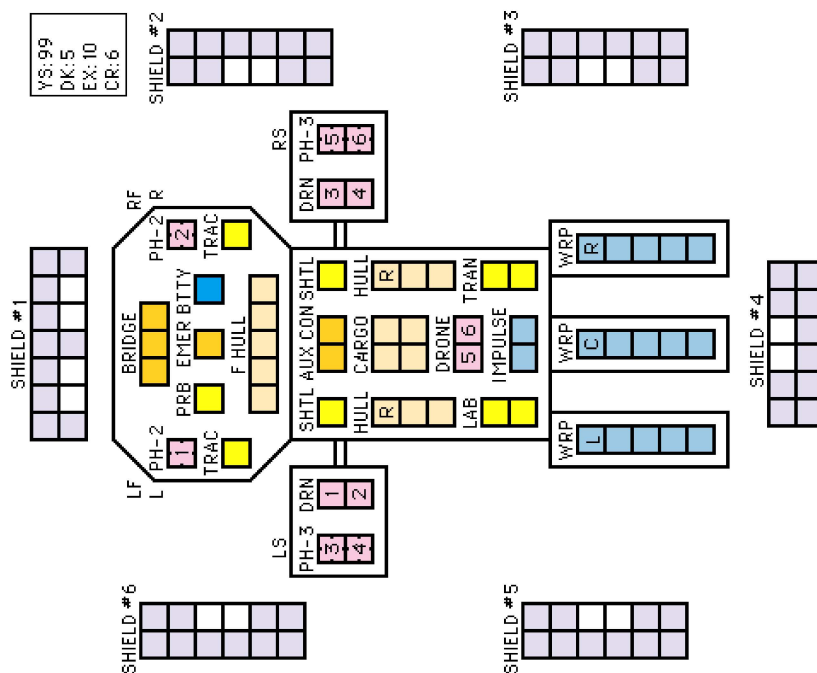
DIE	RANGE		4-9		16-31	
ROLL	0	1	2	3	8	15 30 50
1	6	5	5	4	3	2 1 1
2	6	5	4	4	2	1 1 0
3	6	4	4	4	1	1 0 0
4	5	4	4	3	1	0 0 0
5	5	4	3	3	0	0 0 0
6	5	3	3	3	0	0 0 0

THIS SHIP HAS 200 SPACES OF EXTRA DRONES
IN ITS CARGO BOXES (50/BOX).


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

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

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



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

KZINTI EARLY LIGHT COMMANDO CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS	HIT POINTS	NOTES
✱	10	
	20	
	30	

BOARDING PARTIES

	10	
	20	
	30	

PROBES

3

TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE
TYPE = YCG
POINT VALUE = 65/49
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = YR5.15

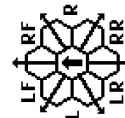
TYPE II PHASER TABLE

DIE RANGE	4-9	10-15	16-21	22-28	29-31
ROLL	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

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 RANGE	4-9	10-15	16-21	22-28	29-31
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



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

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

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

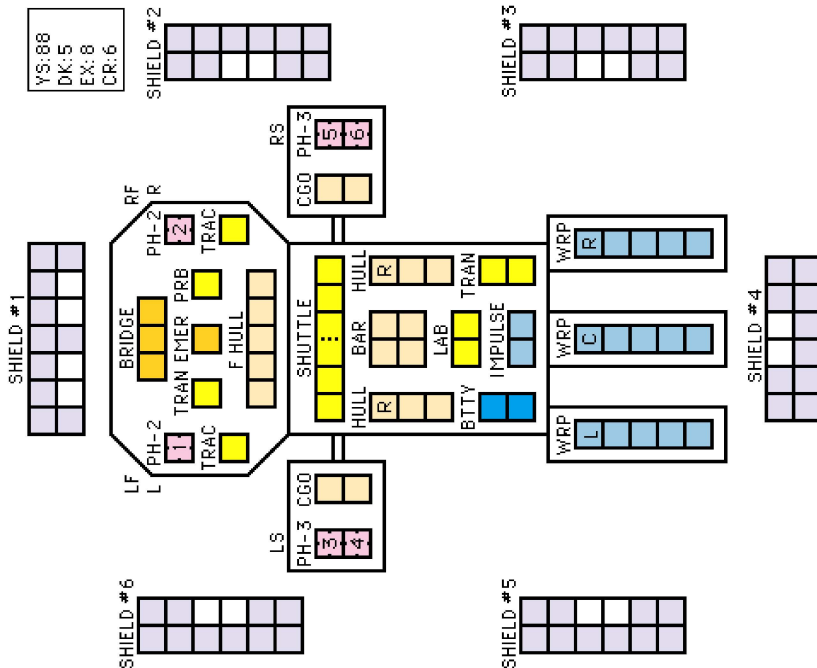
CNTR

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

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

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

EX DAM	0	0	0	0
--------	---	---	---	---



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

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

KZINTI EARLY SELF-DEFENSE AND TROOP TRANSPORT PODS

KZINTI TUG PODS

VS: 91

DK: 3

EX: +3

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YSD4

BPV = 27/16

SIZE = 4

REF = YR5.16

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

6

BOARDING PARTIES

6

DRONE RACKS

E

E

E-RACKS ALWAYS HAD TWO RELOADS.

VS: 70

DK: 3

EX: +2

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YTS

BPV = 27/14

SIZE = 4

REF = YR5.17

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

6

BOARDING PARTIES

6

DRONE RACKS

E

E

E-RACKS ALWAYS HAD TWO RELOADS.

VS: 91

DK: 3

EX: +3

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YSD4

BPV = 27/16

SIZE = 4

REF = YR5.16

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

6

BOARDING PARTIES

6

DRONE RACKS

E

E

E-RACKS ALWAYS HAD TWO RELOADS.

VS: 70

DK: 3

EX: +2

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YTS

BPV = 27/14

SIZE = 4

REF = YR5.17

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

6

BOARDING PARTIES

6

DRONE RACKS

E

E

E-RACKS ALWAYS HAD TWO RELOADS.

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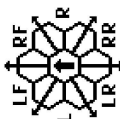
KZINTI EARLY SURVEY CRUISER

WS:90
DK:7
EX:12
CR:8

ENTR

SHIP DATA TABLE	
TYPE	= YSR
POINT VALUE	= 79/50
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.18

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


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

DIE ROLL	RANGE	1	2	3	4-9- 8 15 30 50	10-16-31- 30 50
1	6	5	4	3	2	1
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	3	1	0	0
5	5	4	3	0	0	0
6	5	3	3	0	0	0

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

DRONE RACKS

ADMINISTRATIVE SHUTTLES

[illegible]TRANSPORTER BOMBS

11

PROBES	6
--------	---

BOARDING PARTIES
8

PROBES	6
--------	---

SENSOR

SCANNER

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

DAM CON

EX DAM

[illegible][illegible]

SHIELD #3

[illegible]

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

CNTR

IDENT	HIT POINTS	NOTES
		GA3-Y
		GA3-Y
THIS SHIP HAS TWO SHUTTLE BAYS.		
CAN TRANSFER BY (J159).		

[illegible]

16-31-30	31-50
1	1
1	0
0	0
0	0

PSEUDO-PLASMA TORPEDOES

A	G
B	G

D	D
---	---

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

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

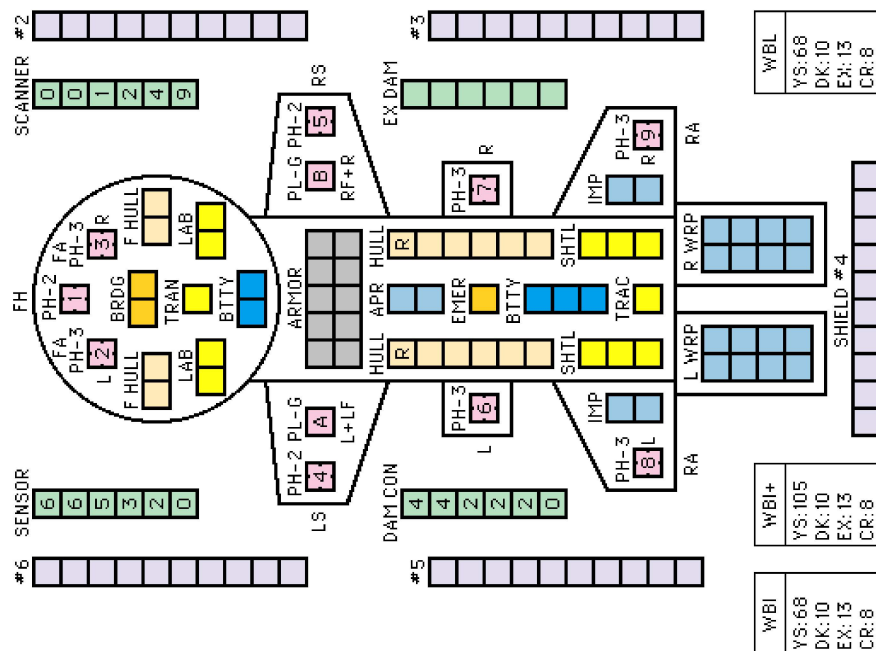
PLASMA BOLT TABLE												
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20				
TYPE G	20	20	15	15	15	10	5	1				
TYPE F	20	15	10	5	1	0	0	0				
BOLT	1-4	1-3							1-2			

THE WBI AND WBL CAN ONLY FIRE PLASMA BOLTS TO A MAXIMUM TRUE RANGE OF FIVE HEXES. THEY CANNOT LAUNCH SEEKING PLASMAS AND DO NOT HAVE ANY PSEUDO PLASMA TORPEDOES (YF8.O). THE Y105 REFIT ALLOWS THE PLASMA TORPEDOES OF THE WBI TO OPERATE NORMALLY (BOLT TO MAXIMUM RANGE OR LAUNCH IN SEEKING MODE) AND ADDS THE PSEUDO PLASMA TORPEDOES. THE Y105 REFIT IS NOT AVAILABLE TO THE WBL.

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 RANGE		P	
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

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



THE SSD SHOWS THE FULLY UPGRADED SHIP. SOME SHIPS (WBLs) ONLY RECEIVED THE PLASMA-G BOLTS INITIALLY. TO REFLECT THIS, REPLACE ALL THE PHASERS WITH LASERS.

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WDI
POINT VALUE	= 31
BREAKDOWN	= 3-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR6.12
Y105 REFIT	= +5

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
					GAS-Y
					GAS-Y
THIS SHIP HAS TWO SHUTTLE BAYS.					
CAN TRANSFER BY (J159).					

[illegible]

BOARDING PARTIES
4

WDI+	WDI
YS:105	YS:68
DK:4	DK:4
EX:6	EX:6
CR:4	CR:4

WDL	YS:68 DK:4 EX:6 CR:4
-----	-------------------------------

TRANSPORTER BOMBS

SEE (D4.12) FOR ARMOR RULES.

TYPE II PHASER TABLE

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

SHIP DATA TABLE	
TYPE	= WDL
POINT VALUE	= 28
BREAKDOWN	= 3-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR.6.12A

**PSEUDO-PLASMA
TORPEDOES**

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


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

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

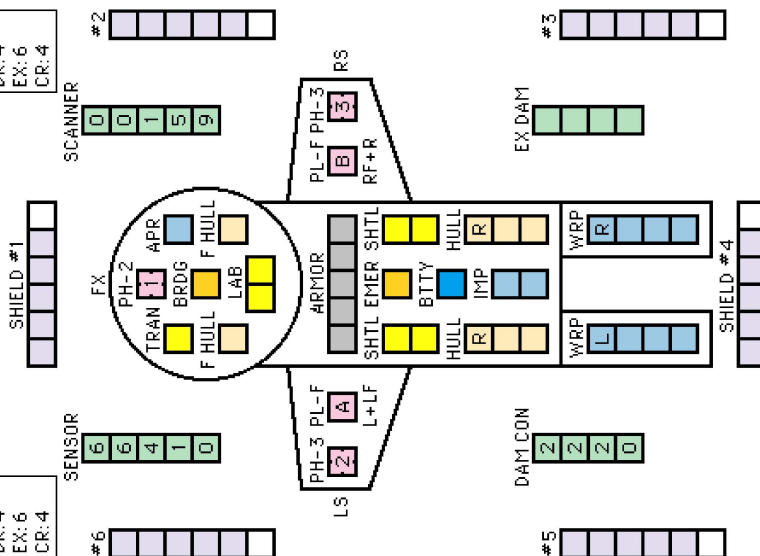
WARP-TARGETED LASER

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

PLASMA BOLT TABLE

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

THE WDI AND WDL CAN ONLY FIRE PLASMA BOLTS TO A MAXIMUM TRUE RANGE OF FIVE HEXES. THEY CANNOT LAUNCH SEEKING PLASMAS AND DO NOT HAVE ANY PSEUDO PLASMA TORPEDOES (THE Y105 REFIT ALLOWS THE PLASMA TORPEDOES OF THE WDI TO OPERATE NORMALLY (BOLT TO MAXIMUM RANGE OR LAUNCH IN SEEKING MODE) AND ADDS THE PSEUDO PLASMA TORPEDOES. THE Y105 REFIT IS NOT AVAILABLE TO THE WDL.



THE SSD SHOWS THE FULLY UPGRADED SHIP. SOME SHIPS (WDL) ONLY RECEIVED THE PLASMA-F BOLTS INITIALLY. TO REFLECT THIS, REPLACE ALL THE PHASERS WITH LASERS.

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

⑥ = ERRATIC MANEUVER WARP COST

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

ADMINISTRATIVE SHUTTLES

[illegible]

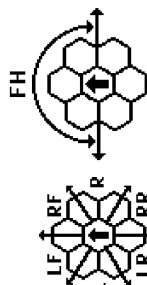
	BOARDING PARTIES					
10						
20						
30						

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			HTS-Y
			GAS-Y
			GAS-Y
			GAS-Y
THIS SHIP HAS TWO SHUTTLE BAYS.			
CAN TRANSFER BY (J1)59.			

TRANSPORTER BOMBS  

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

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


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

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

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

SEE (D4.12) FOR ARMOR RULES.

SHIP DATA TABLE	
TYPE	= WCG
POINT VALUE	= 56/33
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= WR6.13
WGL	= 51/28

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

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

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

[illegible]

THE SSD SHOWS THE FULLY UPGRADED SHIP. PRIOR TO THE UPGRADE ALL OF THE PHASERS ARE LASERS AND THE ADJUSTED BPV UNDER THE SHIP DATA TABLE IS USED.

The diagram illustrates the layout of the Star Trek: Voyager, showing various rooms and their relative positions. The layout is oriented with the bow at the top. Key areas include the Bridge (top center), Main Engineering (center), Main Deck (bottom center), and various support rooms like Sickbay, Cargo, and Armories. The ship is flanked by four shields (#1 to #4) and has a central corridor connecting the main areas. The layout is color-coded: purple for shields, green for sensor/scanner arrays, yellow for main deck rooms, blue for engineering rooms, and orange for support rooms. The central corridor is marked with 'R' for right and 'L' for left.

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 75
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR6.14
Y105 REFIT	= +15

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

TYPE III DEFENSE PHASE						
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	4	3	0	0	0
6	3	3	1	0	0	0

CREW UNITS										ADMINISTRATIVE SHUTTLES			
								*	10				
									20				
									30				
									40				GAS - Y
									50				
BOARDING PARTIES													
									10				
										THIS SHIP HAS TWO SHUTTLE BAYS. CAN TRANSFER BY (J159).			

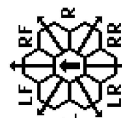
TRANSPORTER BOMBS

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					

THIS SHIP CAN ONLY FIRE ITS PLASMA TORPEDOES AS BOLTS TO A MAXIMUM RANGE OF FIVE HEXES PRIOR TO Y105 (FP8.0). FROM Y105, IT CAN BOLT ITS PLASMA TORPEDOES TO THEIR MAXIMUM RANGE, OR LAUNCH THEM IN SEEKING MODE. PPTS ARE NOT AVAILABLE PRIOR TO Y105.

**PSEUDO-PLASMA
TORPEDOES**

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	


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

THE Y105 REFIT INSTALLS THE PPTs AND ALLOWS THE TORPEDOES TO BE BOLTED TO RANGE 20 OR LAUNCHED IN SEEKING MODE (YFP8.0).

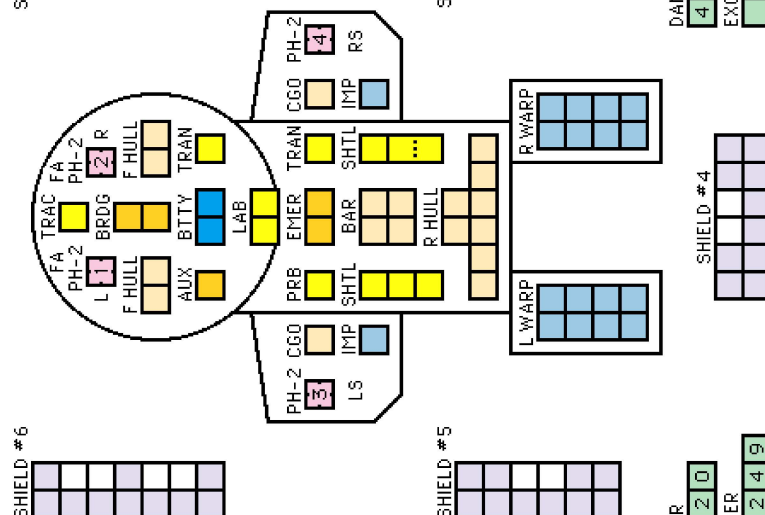
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX																⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST																			
SPEED																1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard																2	3	5	6	8	9	11	12	14	15	17	18	20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

WS: 96
DK: 6
EX: 8
CR: 6

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

CNTR

SHIELD #2							



SENSOR	SCANNER
6	0
5	1
2	2
0	4
	9

DAMAGE CONTROL				EXCESS DAMAGE			
4	2	2	0				

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

	HYPER-ENERGY POTENTIAL 5000' - 270° ENERGY POINT PER HOUR															50' - NET 5000' - ENERGY THINNEST POINT PER HOUR														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	2	3	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	

ADMINISTRATIVE SHUTTLES

CREW UNITS	10								
	20								
	30								

BOARDING PARTIES

[illegible]

PROBES
3

TRANSPORTER BOMBS  

SHIP DATA TABLE	
TYPE	= YCG
POINT VALUE	= 76/46
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.15

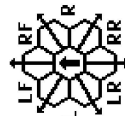
TYPE II PHASER TABLE

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

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

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

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


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

TYPE III DEFENSE PHASE

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

GORN CONFEDERATION EARLY PODS

GORN EARLY TROOP TRANSPORT POD

VS: 99
DK: 3
EX: +3
CR: +0

POD DATA TABLE
TYPE = P-YT
BPV = 45/24
SIZE = 4
REF = YR6.17

CNTR

CAN USE THE GRAVITY LANDING SYSTEM (P2.432).
BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "REAR HULL" DAMAGE POINTS.

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

CREW UNITS

BOARDING PARTIES

SHIELD #1

#2

#3

#4

#5

#6

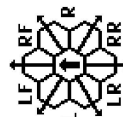
SHTL BRDG BTTY
TRAC TRANS PH-3 CARGO
APR BAR 360° IMP

GROUND ASSAULT SHUTTLES

IDENT	DAMAGE POINTS	NOTES	GAS-Y	GAS-Y

GORN TUG PODS

GORN TRANSPORT COMMAND



GORN EARLY STARLINER POD

VS: 99
DK: 3
EX: +2
CR: +0

POD DATA TABLE
TYPE = P-YSL
BPV = 35/14
SIZE = 4
REF = YR6.18

CNTR

CAN USE THE GRAVITY LANDING SYSTEM (P2.432).

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

CREW UNITS

PASSENGERS

BOARDING PARTIES

SHIELD #1

#2

#3

#4

#5

#6

SHTL BRDG BTTY
CARGO TRANS C HULL
APR TRAC IMPULSE

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

GORN EARLY TROOP TRANSPORT POD

VS: 99
DK: 3
EX: +3
CR: +0

POD DATA TABLE
TYPE = P-YT
BPV = 45/24
SIZE = 4
REF = YR6.17

CNTR

CAN USE THE GRAVITY LANDING SYSTEM (P2.432).
BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "REAR HULL" DAMAGE POINTS.

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

CREW UNITS

BOARDING PARTIES

SHIELD #1

#2

#3

#4

#5

#6

SHTL BRDG BTTY
TRAC TRANS PH-3 CARGO
APR BAR 360° IMP

GROUND ASSAULT SHUTTLES

IDENT	DAMAGE POINTS	NOTES	GAS-Y	GAS-Y

GORN EARLY STARLINER POD

VS: 99
DK: 3
EX: +2
CR: +0

POD DATA TABLE
TYPE = P-YSL
BPV = 35/14
SIZE = 4
REF = YR6.18

CNTR

CAN USE THE GRAVITY LANDING SYSTEM (P2.432).

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

CREW UNITS

PASSENGERS

BOARDING PARTIES

SHIELD #1

#2

#3

#4

#5

#6

SHTL BRDG BTTY
CARGO TRANS C HULL
APR TRAC IMPULSE

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

GORN CONFEDERATION WARP-REFITTED DOCK

CNTR

SHIP DATA TABLE	
TYPE	= SDK
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6A

SHIP DATA TABLE	
TYPE	= SDL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6B

SHIP DATA TABLE	
TYPE	= SDI
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6C

SHIP DATA TABLE	
TYPE	= EDK
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6D

CARGO MODULE +5	
REPAIR MODULE	+8



FA = LF + RF
RA = LR + RR

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

SDK: ALL PHASERS ARE WARP-TARGETED LASERS, THE PLASMA-G TORPEDOES ARE ATOMIC MISSILE LAUNCHERS.

SDL: ALL PHASERS ARE WARP-TARGETED LASERS, THE PLASMA-G TORPEDOES CAN ONLY BE FIRED IN BOLT MODE WITH A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

SDI: ALL PHASERS ARE AS INDICATED ON THE SSD, THE PLASMA-G TORPEDOES CAN ONLY BE FIRED IN BOLT MODE WITH A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

EDK: USE THE SSD IN MODULE Y1, BUT NOTE THE REDUCED SHIELDS AND BPV INDICATED IN THE SPACE DOCK TECHNOLOGY UPDATE TABLE. THE PLASMA-G TORPEDOES CAN ONLY BE FIRED IN BOLT MODE WITH A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		
60		
70		
80		
90		
100		

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

MISSILE RACKS

PROBES

BOARDING PARTIES

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

TYPE II PHASER TABLE

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

GORN SPACE DOCK TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	BPV
SDK	Y65-67	10	1+1	TYPE-W	104
SDL	Y68-75	15	1+1	TYPE-W	121
SDI	Y68-89	15	1+3	TYPE-W	143
EDK	Y90-104	22	1+3	TYPE-Y	154
YDK	Y105-119	30	1+3	TYPE-Y	160

PSEUDO-PLASMA TORPEDOES

1	6	2
---	---	---

PPTs ARE NOT AVAILABLE PRIOR TO Y105.

SCOUT FUNCTIONS SUMMARY

- LENDING ECM OR ECCM
- BREAKING LOCK-ONS
- ATTRACTING DRONES
- CONTROLLING SEEKING WEAPONS
- IDENTIFYING DRONES
- DETECTING MINES
- GATHERING SCIENCE INFORMATION
- SELF-PROTECTION JAMMING
- TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

BOARDING PARTIES

PROBES

MISSILE RACKS

TRANSPORTER BOMBS

TWO BAYS, NO TRANSFERS.

ADMINISTRATIVE SHUTTLES

SHIP DATA TABLE

TYPE III DEFENSE PHASER

CARGO MODULE +5

REPAIR MODULE +8

FA = LF + RF

RA = LR + RR

TYPE II PHASER TABLE

GORN SPACE DOCK TECHNOLOGY UPGRADE TABLE

PSEUDO-PLASMA TORPEDOES

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.

YDK: USE THE SSD IN MODULE Y1, THE PLASMA-GS CAN BE BOLTED, OR LAUNCHED, IN SEEKING MODE OUT TO THE TORPEDO'S NORMAL MAXIMUM RANGE.

GORN CONFEDERATION WARP-REFITTED BASE STATION

ADMINISTRATIVE SHUTTLES

SHIP DATA TABLE	
TYPE	= SBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6A

SHIP DATA TABLE	
TYPE	= BSL
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6B

SHIP DATA TABLE	
TYPE	= BSI
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6C

SHIP DATA TABLE	
TYPE	= EBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6D

CARGO MODULE +5	
REPAIR MODULE +8	

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

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.

PSEUDO-PLASMA TORPEDO	
	1 G

PPTs ARE NOT AVAILABLE PRIOR TO Y105.

REPAIR MODULE
CREW UNITS: 7

TRANSPORTER BOMBS

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

BOARDING PARTIES

1	8
---	---

PROBES

1	3
---	---

MISSILE RACKS

1	1
2	2

GORN EARLY BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	BPV
SBS	Y65-67	9	0.5+0.5	TYPE-W	58
BSL	Y68-75	11	0.5+1	TYPE-W	61
BSI	Y68-89	11	0.5+1	TYPE-W	68
EBS	Y90-104	14	1+1	TYPE-Y	77
YBS	Y105-119	17	1+1	TYPE-Y	80

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					

SBS: ALL PHASERS ARE WARP-TARGETED LASERS, PLASMA-G IS TWO ATOMIC MISSILE RACKS, USE THE SHADED BOX.

BSL: ALL PHASERS ARE WARP-TARGETED LASERS, THERE IS ONE PLASMA-G THAT CAN ONLY FIRE IN BOLT MODE TO A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0), IGNORE THE SHADED BOX.

BSI: ALL PHASERS ARE AS INDICATED ON THE SSD. THERE IS ONE PLASMA-G THAT CAN ONLY FIRE IN BOLT MODE TO A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0), IGNORE THE SHADED BOX.

EBS: USED THE SSD IN MODULE Y1, BUT NOTE THE REDUCED SHIELDS AND BPV INDICATED IN THE BASE STATION TECHNOLOGY UPGRADE TABLE. THE PLASMA-G CAN ONLY BE FIRED IN BOLT MODE TO A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

CNTR

1	6
---	---

SENSOR

1	6
---	---

SCANNER

1	6
---	---

DAM CON

1	4
---	---

EX DAM

1	4
---	---

SHIELD #1

1	6
---	---

SHIELD #2

1	6
---	---

SHIELD #3

1	6
---	---

SHIELD #4

1	6
---	---

SHIELD #5

1	6
---	---

SHIELD #6

1	6
---	---

SHIELD #7

1	6
---	---

SHIELD #8

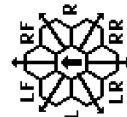
1	6
---	---

SHIELD #9

1	6
---	---

SHIELD #10

1	6
---	---



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

SEE (D4.12) FOR ARMOR RULES.

SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRs.

YBS: USE THE SSD IN MODULE Y1, THE PLASMA-GS CAN BE BOLTED, OR LAUNCH IN SEEKING MODE OUT TO THE TORPEDOE'S NORMAL MAXIMUM RANGE.

CNTR

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 73
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR8.7

ADMINISTRATIVE SHUTTLES

[illegible]CREW UNITS

10	
20	

BOARDING PARTIES

[illegible]

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

TYPE II PHASER TABLE

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


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

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

TYPE III DEFENSE PHASE

DIE RANGE		THE NUMBER OF ENGEL TYPING				
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

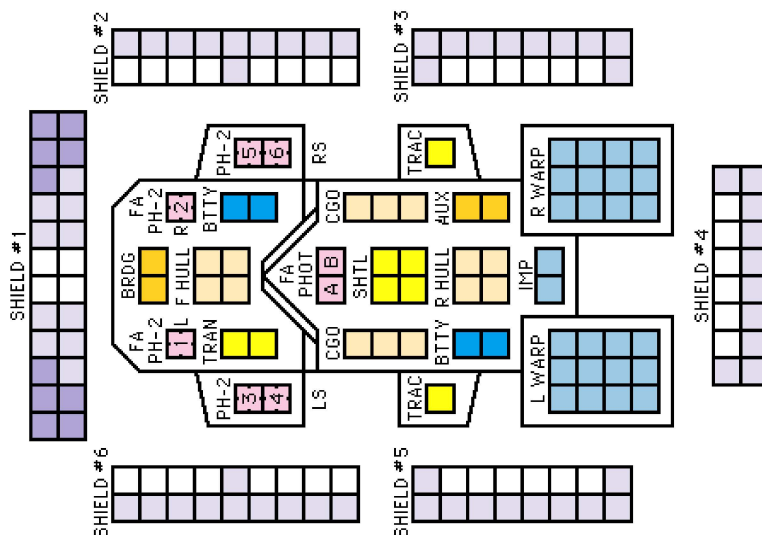
PHOTON TORPEDO TABLE

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	0	0	0	0	0

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

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

YS:110
DK:7
EX:13
CR:8



CNTR

SHIP DATA TABLE	
TYPE	= YSL
POINT VALUE	= 63/43
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR8.8

STEALTH + 1 ECM

CREW UNITS						ADMINISTRATIVE SHUTTLES		
		*				IDENT	HIT POINTS	NOTES
		*						
					10			

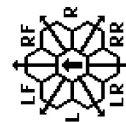
BOARDING PARTIES T-BOMBS

DRONE RACKS				
1				A
2				A

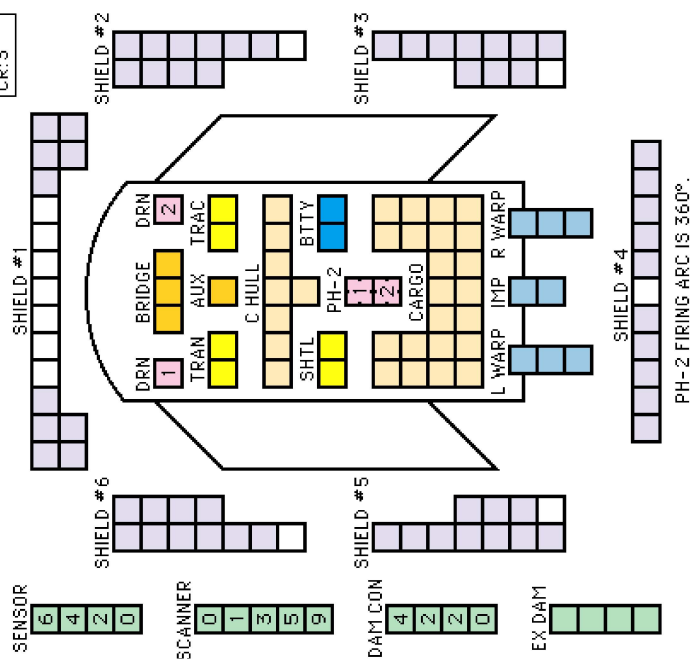
SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. THE EARLY SLAYER CANNOT USE ENGINE DOUBLING, HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH.

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 ROLL	RANGE 0 1	2	3	8	15	30	45- 16-31-	
1	6	5	4	3	2	1	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	
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	4	3	2	0
6	3	3	1	0	0



WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX

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

ORION EARLY VIKING COMMANDO SHIP

CINTR

SHIP DATA TABLE	
TYPE	VVK
POINT VALUE	63
BREAKDOWN	3-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR8.9
STEALTH +1ECM	

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS			NOTES
				GAS - Y
				GAS - Y
				GAS - Y

T-BOMBS

[illegible]

DRONE RACKS

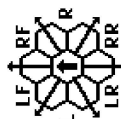
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). THE EARLY VIKING CANNOT USE ENGINE COUPLING, HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH. BARRACKS ARE DESTROYED BY "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

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

TYPE II PHASER TABLE

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



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

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX

	TYPICAL ENERGY POTENTIAL (800° F) PER THERM															TYPICAL ENERGY POTENTIAL (800° F) PER THERM															
	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard 1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	7	8	8
Frac. 1/4	1/4	1/4	3/4	1	1 1/4	1 1/2	1 3/4	2	2 1/4	2 1/2	2 3/4	3	3 1/4	3 1/2	3 3/4	4	4 1/4	4 1/2	4 3/4	5	5 1/4	5 1/2	5 3/4	6	6 1/4	6 1/2	6 3/4	7	7 1/4	7 1/2	

HYDRAN EARLY DREADNOUGHT

YS:80
DK:11
EX:18
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 97
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR9.6

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
			10				
			20				
			30				
			40				
BOARDING PARTIES							
			10				
				TWO BAYS - NO TRANSFERS			

SENSOR

6	6	5	2	0
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T-BOMBS

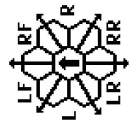
The diagram illustrates the layout of the Star Trek: Voyager ship. At the top, the 'EX DAM' (Engineering Access Duct) is shown as a horizontal row of green squares. Below it, the 'SHIELD #2' is represented by a grid of purple squares. The central part of the ship is divided into several sections: 'PH-2-FA' (a pink grid with numbers 1-6), 'BRIDGE' (a yellow grid), 'C HULL' (a yellow grid), 'TRAC' (a yellow square), 'BTTY' (a blue square), 'PRB' (a yellow square), 'LAB' (a yellow square), and 'HG' (a pink square). The bottom section shows 'SHIELD #6' (a grid of purple squares), 'LF' (a pink square), and 'HG' (a pink square). The ship's hull is represented by a large, irregular shape with a pointed nose and a wide base.

SCANNER

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

HELLGUN COMBAT RESOLUTION TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT#	N/A	11	10	9	8	7	6		
DAMAGE	N/A	10	8	7	6	5	4		

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


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

DIE ROLL	RANGE		4-9-16-31- 8 15 30 50	
	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 + 1/2 ENERGY POINT PER HEX																⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard		2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45				
Fract.		1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45				

YS:79
DK:9
EX:13
CR:9

SHIP DATA TABLE	
TYPE	= YCC
POINT VALUE	= 84
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR9.7

[illegible][illegible][illegible]

PROBES	5		
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T-BOMBS

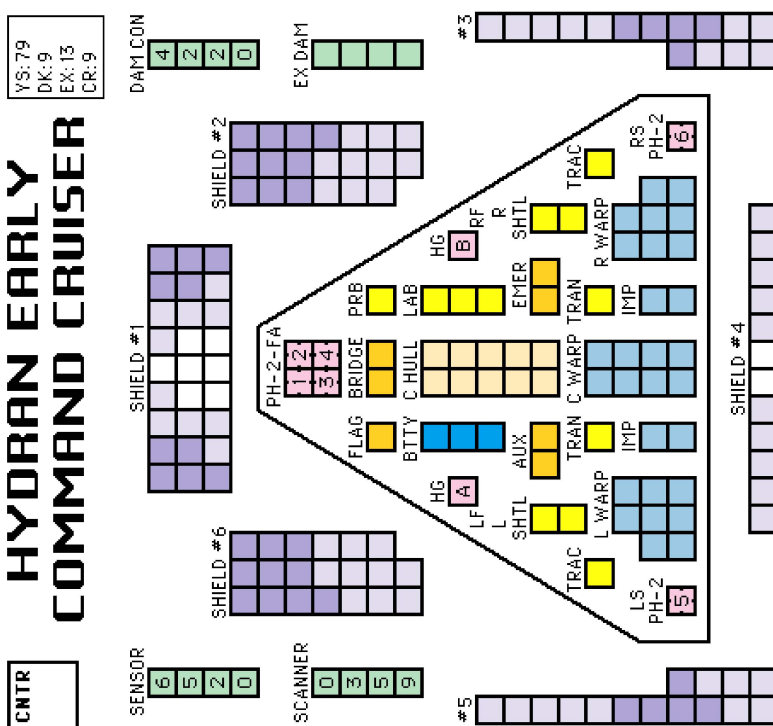
HELLGUN COMBAT RESOLUTION TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT#	N/A	11	10	9	8	7	6		
DAMAGE	N/A	10	8	7	6	5	4		

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

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


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

TYPE III DEFENSE PHASER		4- 9-			
DIE	RANGE	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

YS: 78
DK: 5
EX: 7
CR: 4

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 55
BREAKDOWN	= 5-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.8

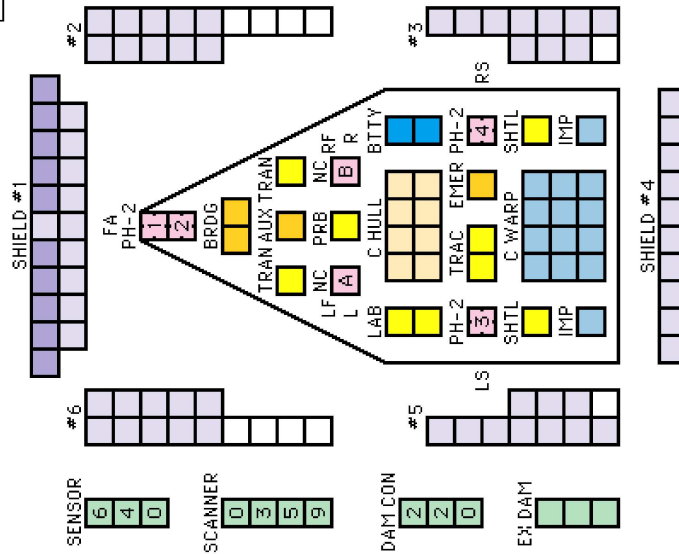
T-BOMBS  

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

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

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



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			

HYDRAN EARLY COMMANDO DESTROYER

YS:82
DK:5
EX:7
CR:4

CINTR

SHIP DATA TABLE	
TYPE	= YDG
POINT VALUE	= 60/40
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.9

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS-Y
		GAS-Y
		HTS-Y
TWO BAYS - NO TRANSFERS		

CREW UNITS	10	20	30
	*		

[illegible]

PROBES	5		
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T-BOMBS  

SENSOR

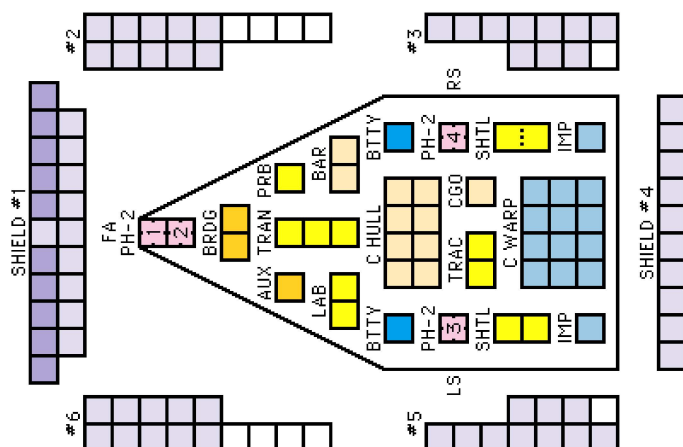
SCANNER

220

EX: D&M

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

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


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

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

TYPE III DEFENSE PHASE		DIE RANGE					4- 9- 8 15				
DIE ROLL	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					

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

YS: 81
DK: 9
EX: 11
CR: 8

SHIP DATA TABLE	
TYPE	= YTG
POINT VALUE	= 77/46
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.10
CARGO PALLET = 14/10	

T-BOMBS

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

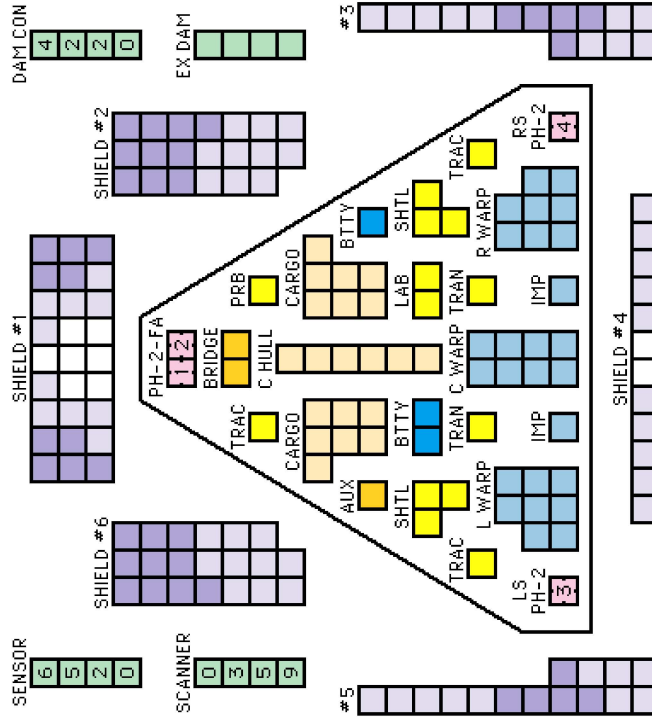
NO PALLET	
TURN MODE	SPEED
C	1 2-4
	2 5-9
HET	3 10-14
	4 15-20
BD	5 21-27
	6 28+

WT	POD	MOVE	HET	EM
		COST	COST	COST
0	1.0	5	6	
1	15	75	9	

YS: 65
DK: 4
EX: +0
CR: -

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

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



⑥ = ERRATIC MANEUVER WARP COST

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

HYDRAN TUG PALLETS

HYDRAN EARLY SELF-DEFENSE PALLET

360°

BTTY PH-2

CARGO

PH-2 BTTY

360°

POD DATA TABLE

TYPE = P-YSD
BPV = 26/20
SIZE = 4
REF = YR9.12

YS: 80
DK: 4
EX: +4
CR: +0

CNTR

CREW UNITS

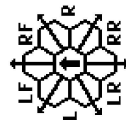
BOARDING PARTIES

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31
ROLL	0 1 2 3 4 5	6 7 8 9 10 11
1	6 5 5 4 3 2	1 1 1 1 0 0
2	6 5 4 4 2 1	1 1 0 0 0 0
3	6 4 4 4 1 0	0 0 0 0 0 0
4	5 4 4 3 1 0	0 0 0 0 0 0
5	5 4 3 3 0 0	0 0 0 0 0 0
6	5 3 3 3 0 0	0 0 0 0 0 0

TYPE III DEFENSE PHASER

DIE RANGE	4-9
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



HYDRAN EARLY SELF-DEFENSE PALLET

360°

BTTY PH-2

CARGO

PH-2 BTTY

360°

POD DATA TABLE

TYPE = P-YSD
BPV = 26/20
SIZE = 4
REF = YR9.12

YS: 80
DK: 4
EX: +4
CR: +0

CNTR

CREW UNITS

BOARDING PARTIES

HYDRAN EARLY TROOP TRANSPORT PALLET

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

POD DATA TABLE

TYPE = P-YTT
BPV = 30/19
SHIELD = 1/2+1/2
LIFE = 1/2
SIZE = 4
REF = YR9.11

YS: 80
DK: 4
EX: +2
CR: +0

CNTR

CREW UNITS

BOARDING PARTIES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS-Y
		GAS-Y
		HTS-Y

CAN USE THE GRAVITY LANDING SYSTEM (P2.432).
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.
PH-2 FIRING ARC IS 360°.

HYDRAN EARLY TROOP TRANSPORT PALLET

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

POD DATA TABLE

TYPE = P-YTT
BPV = 30/19
SHIELD = 1/2+1/2
LIFE = 1/2
SIZE = 4
REF = YR9.11

YS: 80
DK: 4
EX: +2
CR: +0

CNTR

CREW UNITS

BOARDING PARTIES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS-Y
		GAS-Y
		HTS-Y

CAN USE THE GRAVITY LANDING SYSTEM (P2.432).
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.
PH-2 FIRING ARC IS 360°.

HYDRAN WARP DREADNOUGHT

YS:66
DK:11
EX:15
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 94
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR9.13

ADMINISTRATIVE SHUTTLES

[illegible]

CREW UNITS

	10				
	20				
	30				
	40				
*					

BOARDING PARTIES

[illegible]

PROBES
3

T-BOMBS			
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400

SCANNER

EX D&M

SCANNER

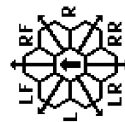
EX DAM

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

DIE	RANGE	3-	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

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

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


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

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX													⑤ = HET COST													⑥ = ERRATIC MANEUVER WARP COST												
SPEED													⑤													⑥												
1	2	3	4	⑤	6	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									

HYDRAN WARP COMMAND CRUISER

YS:66
DK:9
EX:11
CR:9

CNTR

SHIP DATA TABLE	
TYPE	= WCC
POINT VALUE	= 76
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.14

[illegible][illegible][illegible]

PROBES	5		
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T-BOMBS

DAM CON

SENSOR

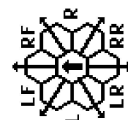
CANNER

EX D AM

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

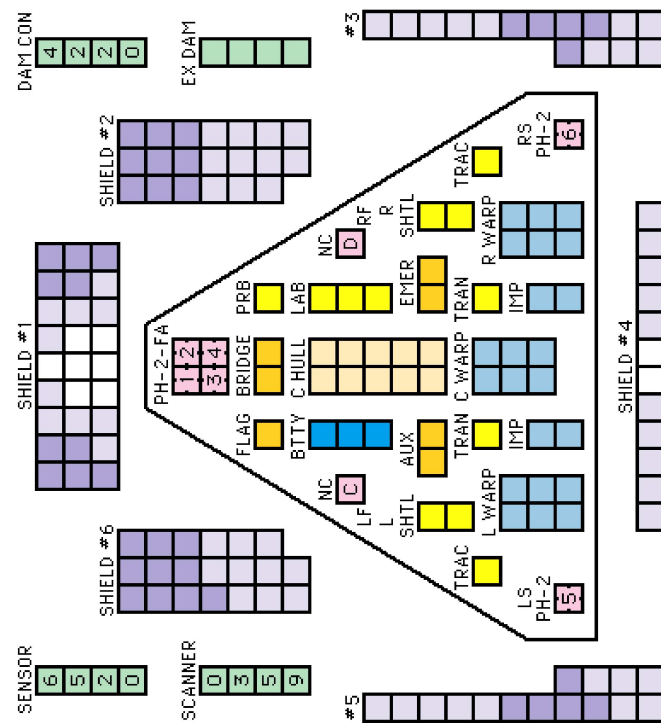
TURN MODE	SPEED
C	1 2-4
	2 5-9
	3 10-14
HET	4 15-20
	5 21-27
BD	6 28+

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

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



YS:65
DX:5
EX:6
CR:4

CNTR	
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SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 52
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= WR9.15

ADMINISTRATIVE SHUTTLES			
IDENT	HIT	POINTS	NOTES
TWO BAYS - NO TRANSFERS			

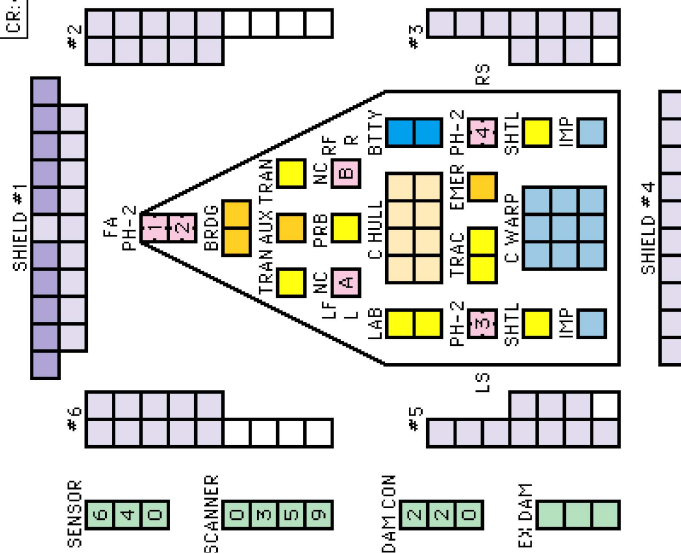
BOARDING PARTIES
8

T-BOMBS  

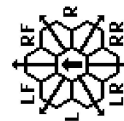
PROBES	3		
--------	---	--	--

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+



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

HYDRAN WARP COMMANDO DESTROYER

YS: 69
DK: 5
EX: 6
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= WDG
POINT VALUE	= 57/37
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.16

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			GAS - Y
			GAS - Y
			HTS - Y
TWO BAYS - NO TRANSFERS			

CREW UNITS	10	20	30
	*		

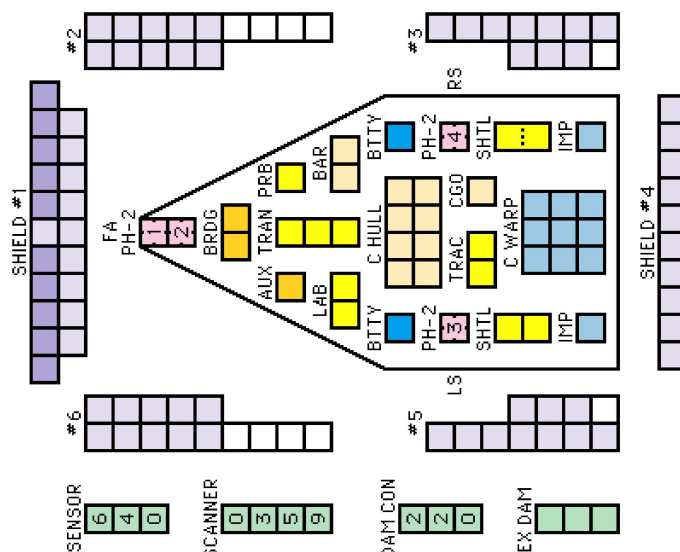
BOARDING PARTIES	
10	
20	

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

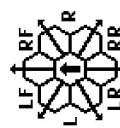
T-BOMBS

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

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

TYPE II PHASER TABLE

DIE 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	


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

TYPE III DEFENSE PHASER

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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

[illegible]

CNTR

SHIP DATA TABLE	
TYPE	= WSR
POINT VALUE	= 63/38
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= WR9.17

[illegible]

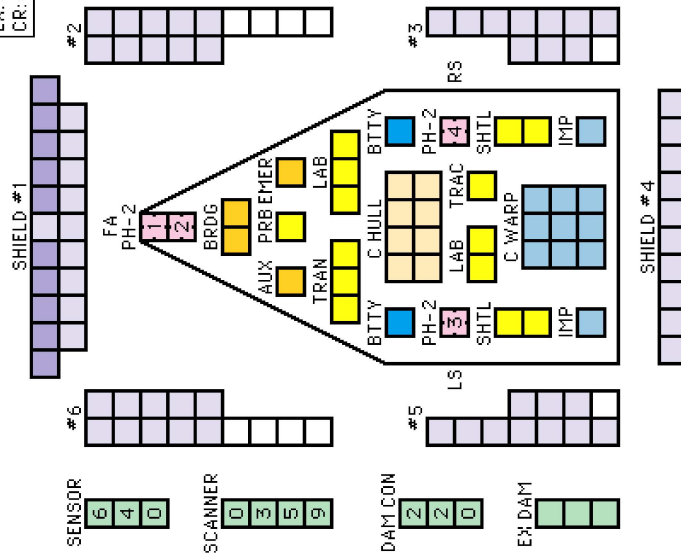
			*			10
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BOARDING PARTIES

PROBES	6
--------	---

T-BOMBS ☐ ☐

YS:70
DK:5
EX:6
CR:4



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-			
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


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

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

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

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

YS: 82
DK: 6
EX: 10
CR: 6

CNTR

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 57
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR11.8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

CREW UNITS[illegible]

BOARDING PARTIES

PROBES	5		
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TRANSPORTER BOMBS

TYPE II PHASER TABLE

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 PHASER

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

DISRUPTOR TABLE

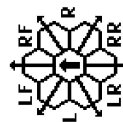
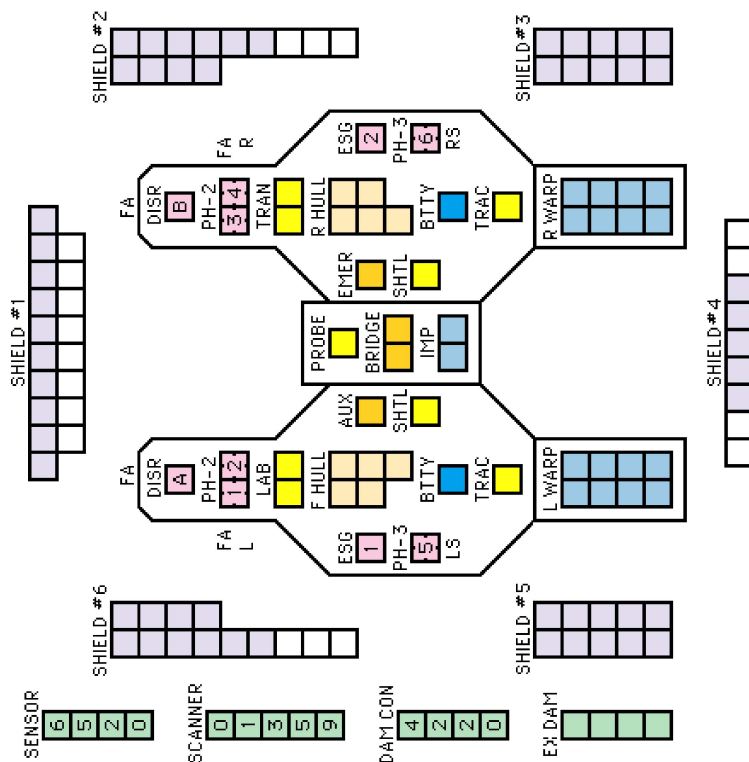
DISCOUNT FOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3	
DAMAGE	0	5	4	4	3	3	3	2	

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

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

5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST


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

LYRAN EARLY DESTROYER

YS: 82
DK: 5
EX: 8
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 51
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.9

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
TWO BAYS - NO TRANSFERS			

TRANSPORTER BOMBS D

BOARDING PARTIES

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

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

TYPE III DEFENSE PHASER

DIE IN DENSETZ FÜRSEN		RANGE		4-9-15	
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	4	3	2	0
6	3	3	1	0	0

DISRUPTOR TABLE

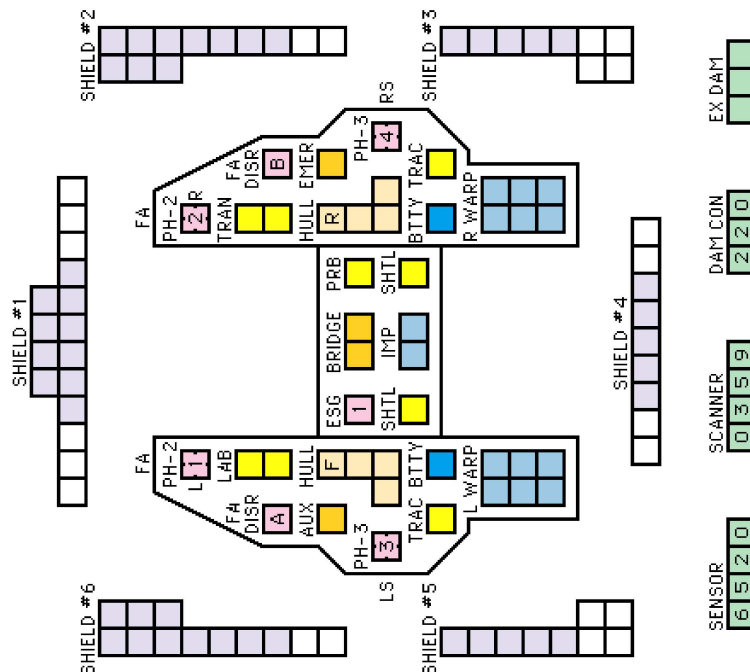
DISCOUNT FOR TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE	0	5	4	4	3	3

A diagram showing a central hexagonal cell with an upward-pointing arrow. Four arrows point from the central cell to its adjacent cells: top-right (labeled 'R'), top-left (labeled 'RF'), bottom-left (labeled 'LF'), and bottom-right (labeled 'LR'). The rightmost cell is labeled 'RR'.

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

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

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



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

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

CNTR

[illegible]

BOARDING PARTIES	10
------------------	----

1		3
2		3

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

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


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

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
DAMAGE, STD	0	5	4	4	3	3	2	2		

SHIP DATA TABLE	
TYPE	= YDH
POINT VALUE	= 101
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR11.10

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

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

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

POD DATA TABLE

TYPE	=	PAL-C
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4
REF	=	R11.18

LYRAN CARGO PALLET

CARGO

C HULL

VS: 98
DK: 5
EX: +0
CR: -

LYRAN EARLY SURVEY PALLET									
CNTR		Y3: 105 DK: 5 EX: +2 CR: +0		POD DATA TABLE TYPE = PAL-YSR BPV = 36/14 SHIELD = 1/2+1/2 LIFE = 1/2 SIZE = 4 REF = YR11.13		CREW UNITS			
#6		#2		#3		#4		#5	
LAB		BRDG		CARGO		PH-3		SHTL	
C HULL		IMPULSE		TRAN TRAC		SHTL PH-3		R3	
#3		#4		#5		#6		#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		#101		#102	
#103		#104		#105		#106		#107	
#108		#109		#110		#111		#112	
#113		#114		#115		#116		#117	
#118		#119		#120		#121		#122	
#123		#124		#125		#126		#127	
#128		#129		#130		#13			

LYRAN EARLY SURVEY PALLET																																																																																																																			
CNTR 		VS: 105 DK: 5 EX: +2 CR: +0		POD DATA TABLE TYPE = PAL-YSR BPV = 36/14 SHIELD = 1/2+1/2 LIFE = 1/2 SIZE = 4 REF = YR11.13																																																																																																															
#6 		SHIELD #1 		LAB BRDG PRB CARGO																																																																																																															
#3 		PH-3 SHTL		C HULL		IMPU		TRAN																																																																																																											
#5 		PH-3 SHTL		SHTL		PH-3		RS																																																																																																											
#2 		CAN LAND BY THE GRAVITY LANDING SYSTEM (P2.432).		CREW UNITS <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> </tr> <tr> <td style="text-align: center;">*</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>																*																																																																																															
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#4 		SHIELD #4 		BOARDING PARTIES <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>																																																																																																															
PROBES <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> <td style="width: 20px; height: 20px;"></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>																																																																																		ADMINISTRATIVE SHUTTLES <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 20px;">IDENT</th> <th style="width: 20px;">HIT</th> <th style="width: 20px;">POINTS</th> <th style="width: 20px;">NOTES</th> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table>		IDENT	HIT	POINTS	NOTES																												
IDENT	HIT	POINTS	NOTES																																																																																																																
SENSOR		SCAN																																																																																																																	

LYRAN EARLY TROOP TRANSPORT PALLET

YS: 102
DK: 6
EX: +4
CR: +0

THIS PALLET IS DOUBLE WEIGHT.
 THIS PALLET CAN LAND ON
 PLANETS USING THE GRAVITY
 LANDING SYSTEMS (P2.432).

POD DATA TABLE

TYPE	=	PAL-YTT
BPV	=	45/25
SHIELD	=	1/2+1/2
LIFE	=	1/2
SIZE	=	4
REF	=	YR11.12

**BARACKS ARE DESTROYED ON
 "FORWARD HULL" AND "REAR
 HULL" DAMAGE POINTS.**

**PHASER-3s ARE NOT BLOCKED
 FROM FIRING BY THE PRESENCE
 OF A CARGO PALLET ON THE TUG.**

The diagram shows a central transport pallet with various equipment and damage points. At the top are two sets of damage points labeled #2 and #3. Below these are equipment icons: TRAC (yellow), BTTV (blue), SHTL (yellow), C HULL (yellow), PH-3 (pink), RS (yellow), and CARGO (yellow). In the center are BRDG (yellow), TRANS (yellow), IMPULSE (blue), and SHIELD #4 (purple). At the bottom are two sets of damage points labeled #6 and #5. On the left side are equipment icons: BAR (yellow), ESG (pink), BTTV (blue), SHTL (yellow), PH-3 (pink), LS (yellow), CARGO (yellow), and C HULL (yellow). On the right side are equipment icons: PH-3 (pink), RS (yellow), and CARGO (yellow).

CREW UNITS

10	20	30
40	50	60
70	80	90
100	110	120
130	140	150
160	170	180
190	200	210
220	230	240
250	260	270
280	290	300
310	320	330
340	350	360
370	380	390
400	410	420
430	440	450
460	470	480
490	500	510
520	530	540
550	560	570
580	590	600
610	620	630
640	650	660
670	680	690
700	710	720
730	740	750
760	770	780
790	800	810
820	830	840
850	860	870
880	890	900
910	920	930
940	950	960
970	980	990
1000	1010	1020
1030	1040	1050
1060	1070	1080
1090	1100	1110
1120	1130	1140
1150	1160	1170
1180	1190	1200
1210	1220	1230
1240	1250	1260
1270	1280	1290
1300	1310	1320
1330	1340	1350
1360	1370	1380
1390	1400	1410
1420	1430	1440
1450	1460	1470
1480	1490	1500
1510	1520	1530
1540	1550	1560
1570	1580	1590
1600	1610	1620
1630	1640	1650
1660	1670	1680
1690	1700	1710
1720	1730	1740
1750	1760	1770
1780	1790	1800
1810	1820	1830
1840	1850	1860
1870	1880	1890
1900	1910	1920
1930	1940	1950
1960	1970	1980
1990	2000	2010
2020	2030	2040
2050	2060	2070
2080	2090	2100
2110	2120	2130
2140	2150	2160
2170	2180	2190
2200	2210	2220
2230	2240	2250
2260	2270	2280
2290	2300	2310
2320	2330	2340
2350	2360	2370
2380	2390	2400
2410	2420	2430
2440	2450	2460
2470	2480	2490
2500	2510	2520
2530	2540	2550
2560	2570	2580
2590	2600	2610
2620	2630	2640
2650	2660	2670
2680	2690	2700
2710	2720	2730
2740	2750	2760
2770	2780	2790
2800	2810	2820
2830	2840	2850
2860	2870	2880
2890	2900	2910
2920	2930	2940
2950	2960	2970
2980	2990	3000
3010	3020	3030
3040	3050	3060
3070	3080	3090
3100	3110	3120
3130	3140	3150
3160	3170	3180

YS: 64
DK: 6
EX: 9
CR: 6

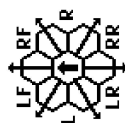
CREW UNITS						ADMINISTRATIVE SHUTTLES			
		*				IDEN	HIT	POINTS	NOTES

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 51
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR11.15

Category	Count
Boarding Parties	8
Transporter Bombs	2

SENSOR

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	

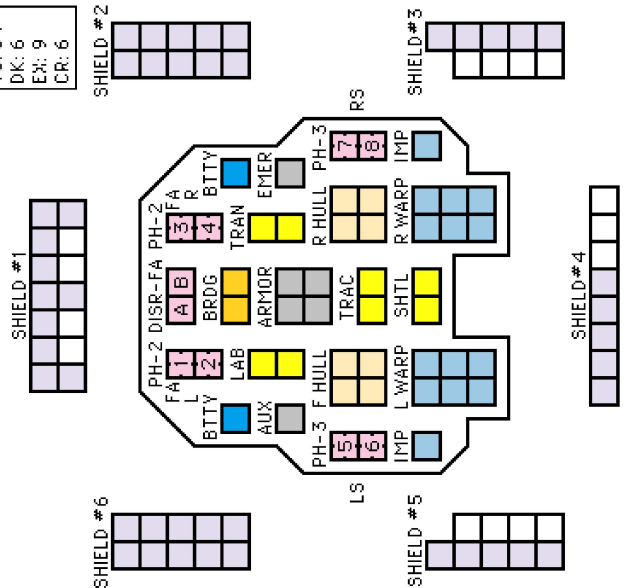

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

DISRUPTOR TABLE	
RANGE	0
HIT (STD)	NA
DAMAGE, STD	0

SEE (D4.12) FOR ARMOR RULES.



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

LYRAN WARP-REFITTED DESTROYER

YS: 64
DK: 5
EX: 6
CR: 5

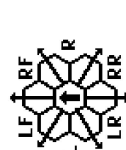
CNTR

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 41
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.16

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
10			
20			

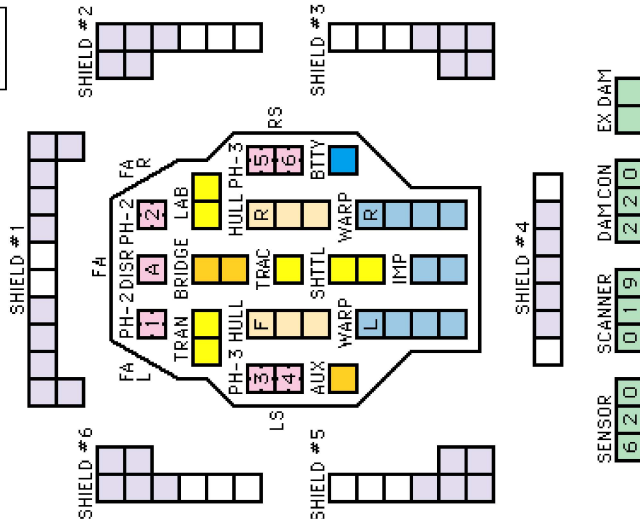
BOARDING PARTIES		T-BOMBS	
6		D	

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



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

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



DISRUPTOR TABLE

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

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

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

ADMINISTRATIVE SHUTTLES

[illegible]

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

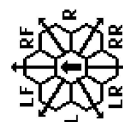
BOARDING PARTIES
6

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

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 82
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.2

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

TYPE II PHASER TABLE										
DIE RANGE	4-9		16-31		32-47		48-63		64-79	
ROLL	0	1	2	3	8	15	30	50	55	60
1	6	5	5	4	3	2	1	1	1	1
2	6	5	4	4	2	1	1	0	0	0
3	6	4	4	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


$$FA = IF + RF$$

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

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**

YS: 84
DK: 8
EX: 13
CR: 8

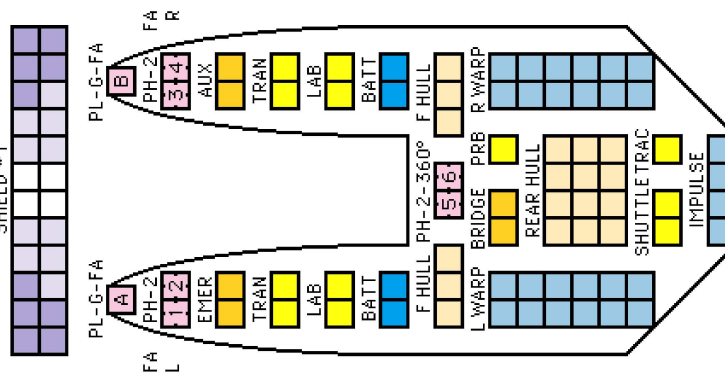
SHIELD #1							
-----------	--	--	--	--	--	--	--

CNTR

SENSOR

SHIELD #2

SHIELD #3

[illegible]

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

INTER-STELLAR
CONCORDIUM
EARLY DESTROYER

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	YDD
POINT VALUE	=	57
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR13.4

BOARDING PARTIES

6

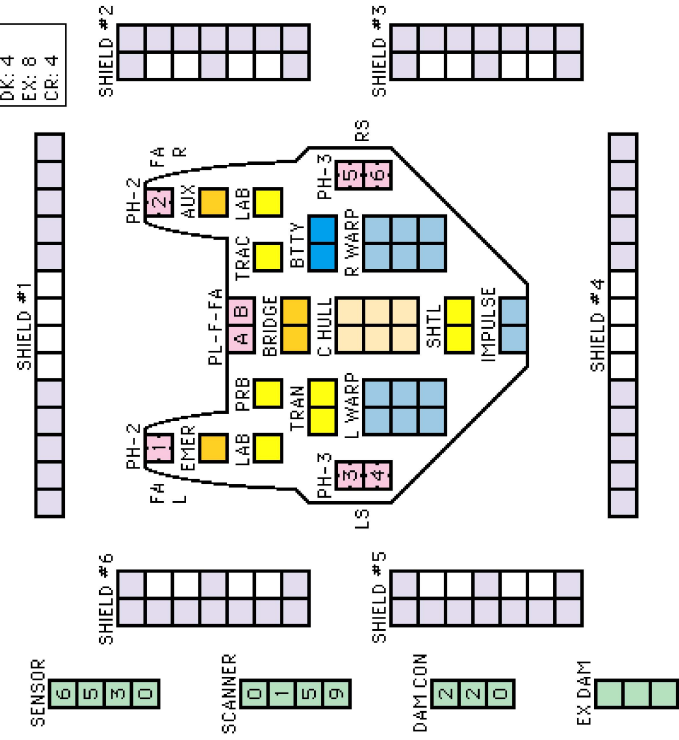
PROBES

3

TRANSPORTER BOMBS

D

YS: 82
DK: 4
EX: 8
CR: 4

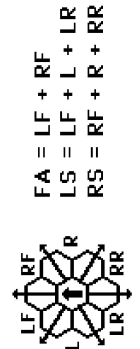


TYPE II PHASER TABLE

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- 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



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

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA TORPEDOES

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

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

⑤ = HET COST
⑥ = ERRATIC MANEUVER WARP COST

**INTER-STELLAR
CONCORDIUM
EARLY FRIGATE**

SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 46
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.5

CREW UNITS										ADMINISTRATIVE SHUTTLES		
				*						IDENT	HIT POINTS	NOTES
BOARDING PARTIES												

TRANSPORTER BOMBS D

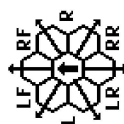
DIE ROLL	RANGE		4-8	9-15	16-30	31-50
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

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

NIMBLE SHIP

TYPE III DEFENSE PHASER

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


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

PLASMA TORPEDO WARHEAD TABLE

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

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

[illegible]

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS D

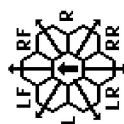
DIE ROLL	RANGE		4-8	9-15	16-30	31-50
1	6	5	4	3	2	1
2	6	5	4	2	1	0
3	6	4	4	1	0	0
4	5	4	3	1	0	0
5	5	4	3	0	0	0
6	5	3	3	0	0	0

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

NIMBLE SHIP

TYPE III DEFENSE PHASER

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


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

PLASMA TORPEDO WARHEAD TABLE

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

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

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS D

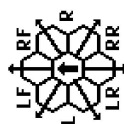
DIE ROLL	RANGE		4-8	9-15	16-30	31-50
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

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

NIMBLE SHIP

TYPE III DEFENSE PHASER

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


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

PLASMA TORPEDO WARHEAD TABLE

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

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

[illegible]

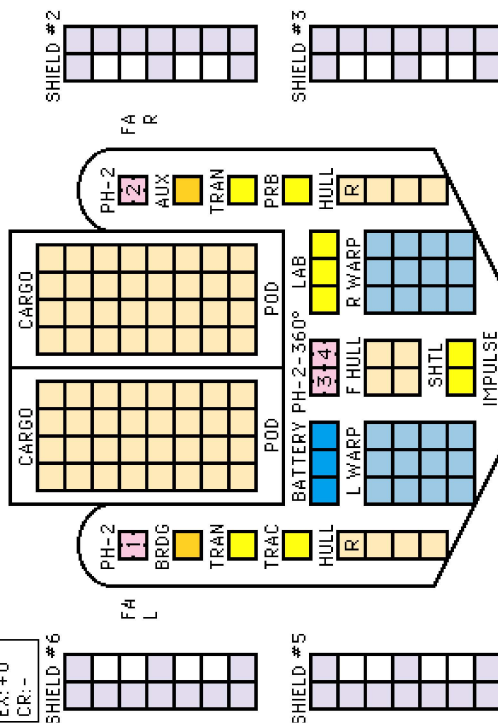
INTER-STELLAR CONCORDIUM EARLY TUG

YS: 81
DK: 7
EX: 11
CR: 6

CNTR

POD
YS: 81
DK: 3
EX: +0
CR: -

SHIELD #1



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

SHIP DATA TABLE	
TYPE	= YTG
POINT VALUE	= 62/37
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.6
CARGO POD BPV	= 21/15

WITHOUT PODS	
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+
MOVE COST = 1	
HET COST = 5	
EM COST = 6	

PODS	MOVE	HET	EM
0	1.0	5	6
2	1.5	7.5	9

WITH TWO 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+
MOVE COST = 1.5	

CREW UNITS	
10	20
4	3

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
4	3

BOARDING PARTIES	
10	20
4	3

TRANSPORTER BOMBS	
10	20
4	3

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



FA = LF + RF

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

THE INTER-STELLAR CONCORDIUM
EARLY TUG CAN OPERATE WITHOUT
PODS, BUT CANNOT OPERATE WITH
ONLY ONE POD.

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

⑥ = ERRATIC MANEUVER WARP COST

INTER-STELLAR CONCORDIUM
EARLY BASE STATION

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 80
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-13
CARGO MODULE +5	
REPAIR MODULE +8	

TRANSPORTER BOMBS	

PROBES	

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	

TYPE I OFFENSIVE PHASER TABLE

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

REPAIR MODULE CREW UNITS: 7	

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

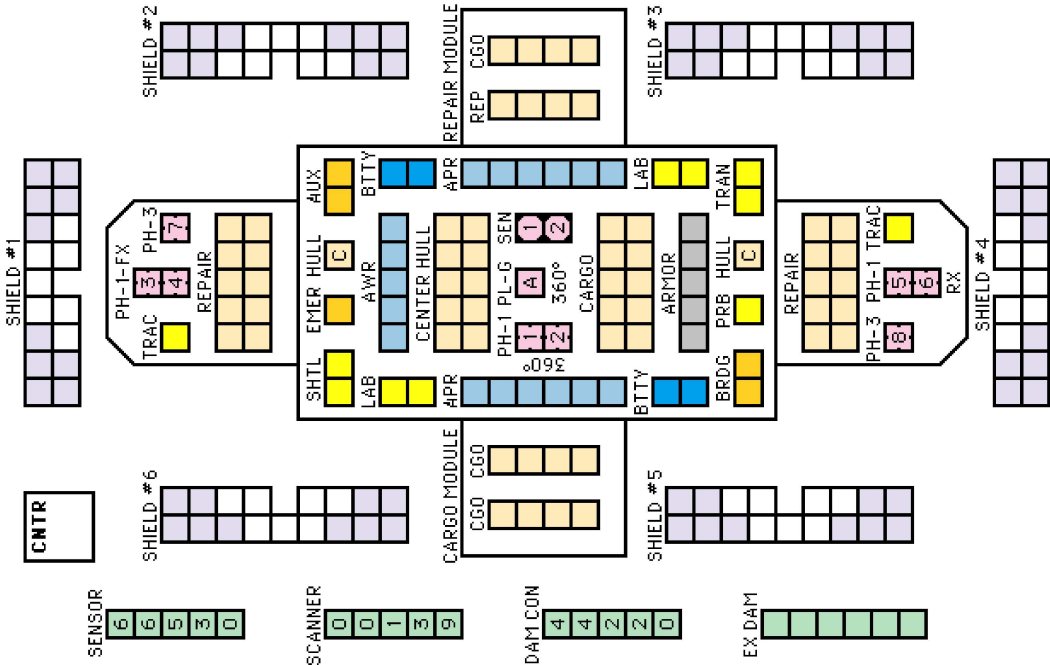
21	LEADING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "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						

PSEUDO-PLASMA TORPEDO	



CNTR

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

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 60
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.7

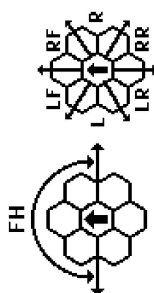
BOARDING PARTIES	10
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TRANSPORTER BOMBS

PROBES	3		
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SEE (D4.12) FOR ARMOR RULES.

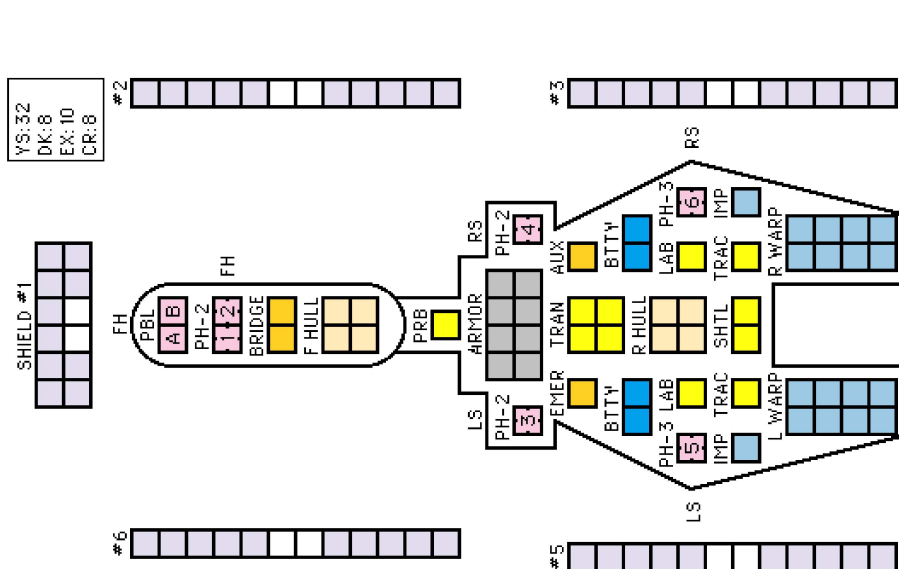
TYPE II PHASER TABLE									
DIE ROLL	RANGE		4-9		16-31		31-50		
	0	1	2	3	8	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	


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

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

PLASMA BLASTER FIRING TABLE							
DIE ROLL	RANGE		4-	9-	13-		
	0	1	2	3	8	12	15
1	6	7	6	5	4	3	2
2	7	6	5	4	3	2	1
3	6	5	4	3	2	1	0
4	5	4	3	2	1	0	0
5	4	3	2	1	0	0	0
6	3	2	1	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+



SHIELD #4									
6	6	4	0	0	3	5	9	4	4
SENSOR				SCANNER				DAM CON	
6 6 4 0				0 0 3 5 9				4 4 2 2 0	
								EXCESS DAMAGE	
								6 6 4 0	

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

YR13.8 KORLIVILAR WARP-DRIVEN LIGHT CRUISER

[illegible]

SENSOR	SCANNER	DAM CON	EXCESS DAMAGE
6640	00359	4220	

KORLIVILAR WARP-DRIVEN DESTROYER

YS: 33
DK: 5
EX: 6
CR: 4

CNTR

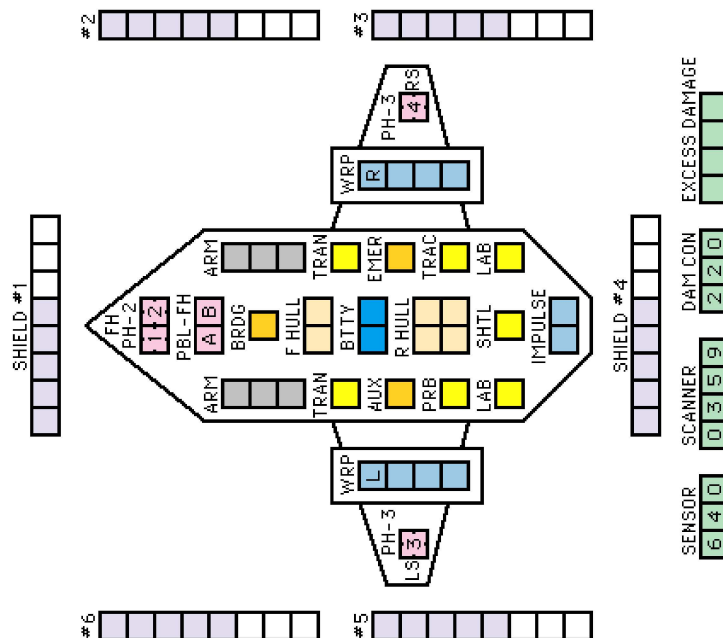
CREW UNITS					ADMINISTRATIVE SHUTTLES		
		*			IDENT	HIT POINTS	NOTES
				10			
				20			

BOARDING PARTIES	TRANSPORTER BOMBS
10	D

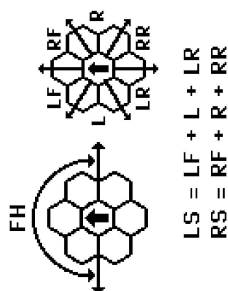
PROBES

SEE (D4.12) FOR ARMOR RULES.

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 43
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR13.9



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



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

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

PLASMA BLASTER FIRING TABLE									
DIE ROLL	0	1	2	3	4	5	6	7	8
1	8	7	6	5	4	3	2	1	0
2	7	6	5	4	3	2	1	0	9
3	6	5	4	3	2	1	0	9	8
4	5	4	3	2	1	0	9	8	7
5	4	3	2	1	0	9	8	7	6
6	3	2	1	0	9	8	7	6	5

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

	1/2" ENERGY PER STROKE PER MIN										1" ENERGY PER STROKE PER MIN										ENERGY PER STROKE PER MIN										
	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
Frac.	1/2	1/4	1/2	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	

KORLIVILAR WARP-DRIVEN FRIGATE

YS:	DK:	EX:	CR:
3	3	5	3

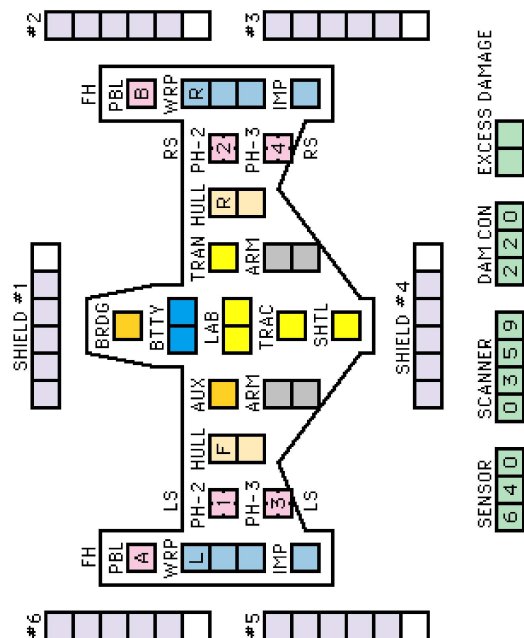
CNTR

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 34
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR13.10

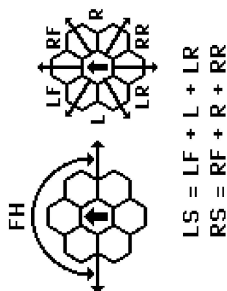
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS



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

SEE (D4.12) FOR ARMOR RULES.

PLASMA BLASTER FIRING TABLE									
DIE ROLL	RANGE		4-	9- 13-					
	0	1	2	3	8	12	15		
1	8	7	6	5	4	3	2		
2	7	6	5	4	3	2	1		
3	6	5	4	3	2	1	0		
4	5	4	3	2	1	0	0		
5	4	3	2	1	0	0	0		
6	3	2	1	0	0	0	0		

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

YS: 33
DK: 8
EX: 10
CR: 8

NTR

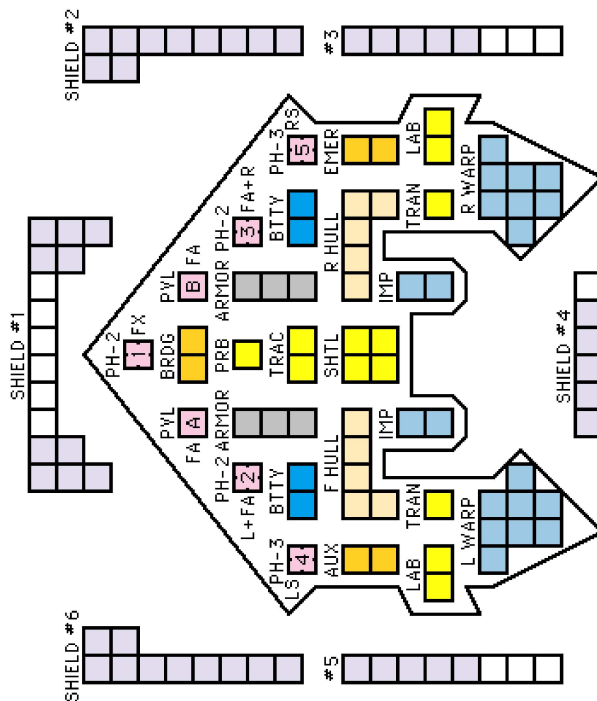
[illegible]

BOARDING PARTIES	PROBES
6	3

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 56
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.11

TRANSPORTER BOMBS

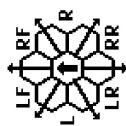
PROBES	3
--------	---



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

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

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


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

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

PLASMA-VORTEX LAUNCHER FIRING TABLE									
DIE ROLL	RANGE	4- 9- 13-						ARMING	
		1	2	3	8	12	15		
1-2	6	5	4	3	2	1	1	TWO POINTS OF ENERGY	
3-4	6	5	4	3	1	1	0		
5-6	5	4	3	2	1	0	0		
1-2	12	10	8	6	4	3	2	FOUR POINTS OF ENERGY	
3-4	11	9	7	5	3	2	1		
5-6	10	8	6	4	2	1	0		
1-2	17	15	12	9	6	4	3	SIX POINTS OF ENERGY	
3-4	16	14	10	8	4	3	2		
5-6	15	13	9	6	3	2	1		

SEE (D4.12) FOR ARMOR RULES.

PRONHOULITE WARP-DRIVEN LIGHT CRUISER

YS: 34
DK: 6
EX: 8
CR: 6

CNTR

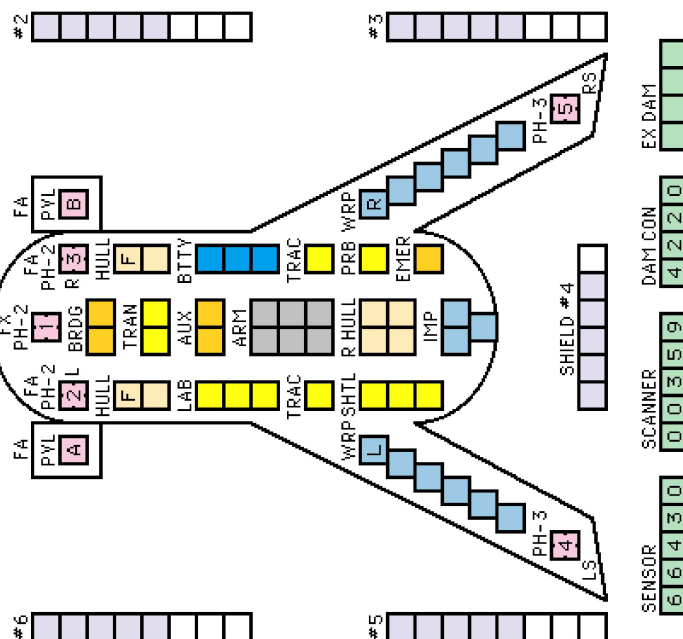
SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 50
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.12

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

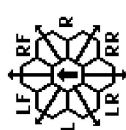
TRANSPORTER BOMBS	

BOARDING PARTIES	

PROBES	



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



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

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

PLASMA-VORTEX LAUNCHER FIRING TABLE	
DIE RANGE	4-9-13-15
ROLL	0 1 2 3 8 12 15
1-2	6 5 4 3 2 1 1
3-4	6 5 4 3 1 1 0
5-6	5 4 3 2 1 0 0
1-2	12 10 8 6 4 3 2
3-4	11 9 7 5 3 2 1
5-6	10 8 6 4 2 1 0
1-2	17 15 12 9 6 4 3
3-4	16 14 10 8 4 3 2
5-6	15 13 9 6 3 2 1

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

SEE (D4.12) FOR ARMOR RULES.

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

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

YS: 34
DK: 5
EX: 6
CR: 4

CNTR

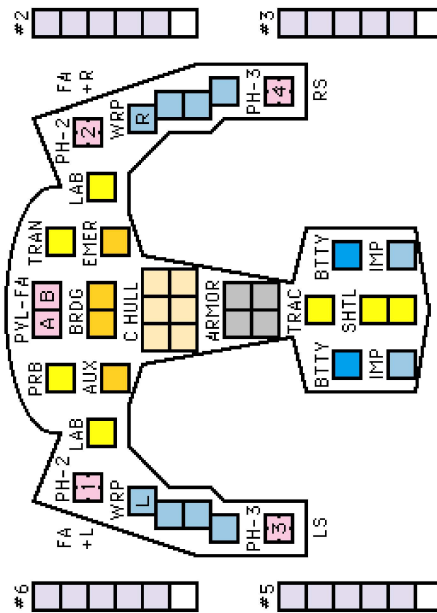
SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 41
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.13

CREW UNITS					ADMINISTRATIVE SHUTTLES		
		*			IDENT	HIT POINTS	NOTES
				10			
				20			

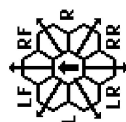
TRANSPORTER BOMBS D

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

SHIELD #1



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


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

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

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

SEE (D4.12) FOR ARMOR RULES.

PLASMA-VORTEX LAUNCHER FIRING TABLE									
DIE ROLL	RANGE	1	2	3	8	12	15	4-9-13-15	ARMING
1-2	6	5	4	3	2	1	1		TWO POINTS OF ENERGY
3-4	6	5	4	3	1	1	0		
5-6	5	4	3	2	1	0	0		
1-2	12	10	8	6	4	3	2		FOUR POINTS OF ENERGY
3-4	11	9	7	5	3	2	1		
5-6	10	8	6	4	2	1	0		
1-2	17	15	12	9	6	4	3		SIX POINTS OF ENERGY
3-4	16	14	10	8	4	3	2		
5-6	15	13	9	6	3	2	1		

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

	ENERGY TO PERFORM TASK															PERIOD OF TIME															NUMBER OF PERSONS REQUIRED														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30															
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15															
ract.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15															

PRONHOULITE WARP-DRIVEN FRIGATE

YS: 33
DK: 3
EX: 5
CR: 3

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

CNTR

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 33
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.14

CREW UNITS ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES

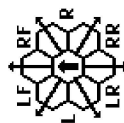
TRANSPORTER BOMBS

4			

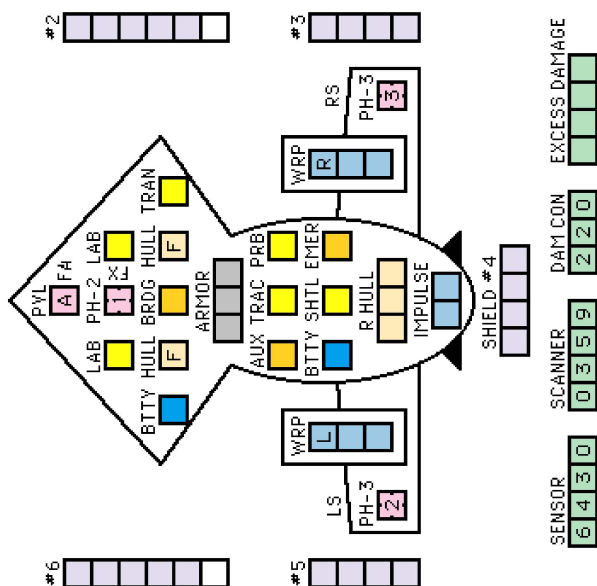
PROBES	5		
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TYPE II PHASER TABLE

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


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

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-	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

SEE (D4.12) FOR ARMOR RULES.

PLASMA-VORTEX LAUNCHER FIRING TABLE

DIE ROLL	RANGE					ARMING
	0	1	2	3	4- 9- 13- 8 12 15	
1-2	6	5	4	3	2	1
3-4	6	5	4	3	1	0
5-6	5	4	3	2	1	0
1-2	12	10	8	6	4	3
3-4	11	9	7	5	3	2
5-6	10	8	6	4	2	1
1-2	17	15	12	9	6	4
3-4	16	14	10	8	4	3
5-6	15	13	9	6	3	2

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						
	INFANT ENERGY MOVEMENT COST - 172										ENERGY POINT PER TON										② - NET COST										④ - EARNING HARVEY MARK COST									
Standard	1	1	1	2	2	2	3	3	3	4	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10					
Fract	$\frac{1}{4}$	$\frac{2}{4}$	1	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	2	$\frac{1}{4}$	$\frac{2}{4}$	3	$\frac{1}{4}$	$\frac{3}{4}$	3	$\frac{1}{4}$	$\frac{3}{4}$	4	$\frac{1}{4}$	$\frac{2}{4}$	5	$\frac{1}{4}$	$\frac{2}{4}$	6	$\frac{1}{4}$	$\frac{2}{4}$	7	$\frac{1}{4}$	$\frac{2}{4}$	8	$\frac{1}{4}$	$\frac{2}{4}$	9	$\frac{1}{4}$	$\frac{2}{4}$	10						

③ = ERRATIC MANEUVER WARP COST

YS: 33
DK: 9
EX: 10
CR: 8

CNTR

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 66
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

	10
	20
	30
*	

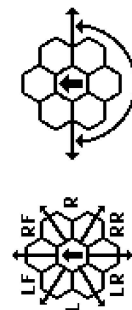
BOARDING PARTIES

TRANSPORTER BOMBS

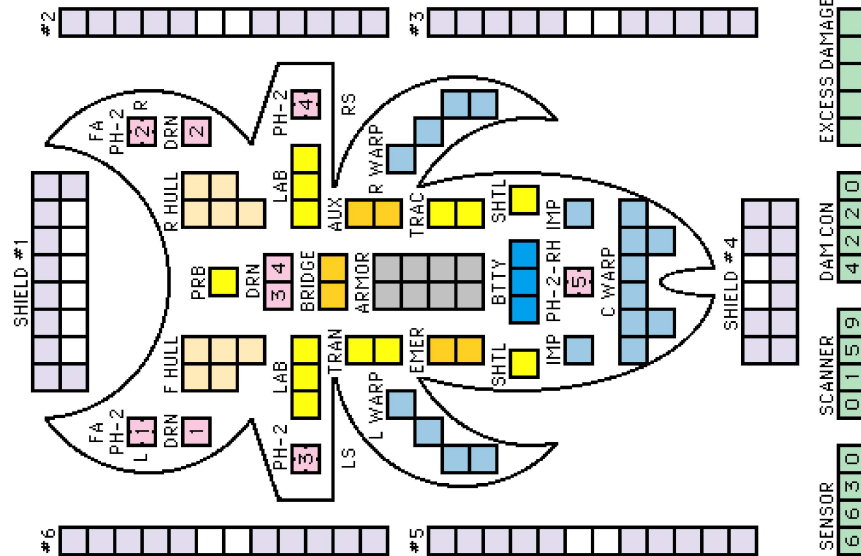
PROBES	3
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TYPE II PHASER TABLE

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


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

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

TYPE III DEFENSE PHASER

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

PLASMA-DRONE RACKS

	1	2	3	4	P
LASJA DRUKE KAKO?	☐	☐	☐	☐	☒
	☐	☐	☐	☐	☒
	☐	☐	☐	☐	☒
	☐	☐	☐	☐	☒

SEE (D4.12) FOR ARMOR RULES.

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

YS: 33
DK: 5
EX: 6
CR: 4

YS: 33
DK: 5
EX: 6
CR: 4

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 45
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR13.17

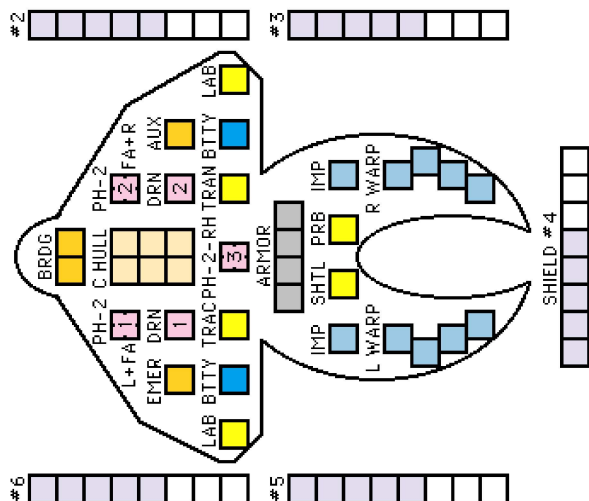
[illegible]TRANSPORTER BOMBS                                                                                                              

BOARDING PARTIES

PROBES
3

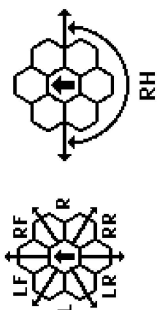
CNTR	
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SHIELD #1



SENSOR	SCANNER	DAM CON	EXCESS DAMAGE
630	0159	220	

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


$$FA = LF + RF$$

PLASMA-DRONE RACKS				
1				P
2				P

SEE (D4.12) FOR ARMOR RULES.

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

TYPE III DEFENSE PHASE							
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

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

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

ROVILLIAN WARP-DRIVEN HEAVY CRUISER

YS:32
DK:8
EX:10
CR:8

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

CNR

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 55
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=VR13.19

ADMINISTRATIVE SHUTTLES

[illegible]

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

BOARDING PARTIES
6

PROBES	1	2	3
1	0.00	0.00	0.00
2	0.00	0.00	0.00
3	0.00	0.00	0.00

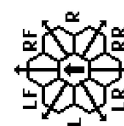
TYPE II PHASER TABLE

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	

SEE (D4.12) FOR ARMOR RULES.

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

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


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

PLASMA CANNON FIRING TABLE									
DIE ROLL	RANGE		4-8		9-12		13-15		
	0	1	2	3	4	5	6	7	
1	12	10	9	8	6	4	3		
2	12	10	8	6	4	3	2		
3	12	10	8	6	4	3	1		
4	12	8	6	4	2	2	0		
5	10	8	6	4	2	0	0		
6	10	8	6	4	0	0	0		

SENSOR	SCANNER	DAM CON	EXCESS DAMAGE
6630	0039	4220	

MOVEMENT COST = 1

NET COST = 5

EM COST = 6

CNTR

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 47
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.20

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

[illegible]

BOARDING PARTIES
6

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

DIE RANGE ROLL	0	1	2	3	8	9-16-31-
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.

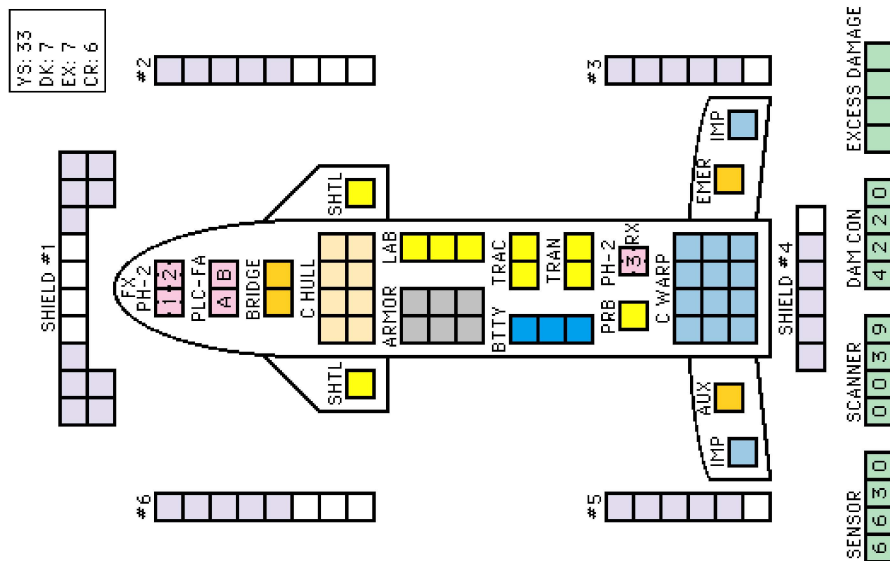
TURN MODE	SPEED
C	1 2-4
	2 5-9
	3 10-14
HET	4 15-20
	5 21-27
BD	6 28+

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



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

PLASMA CANNON FIRING TABLE									
DIE	RANGE		4- 8		9- 13-				
ROLL	0	1	2	3	8	12	15		
1	12	10	9	8	6	4	3		
2	12	10	8	6	4	3	2		
3	12	10	8	6	4	3	1		
4	12	8	6	4	2	2	0		
5	10	8	6	4	2	0	0		
6	10	8	6	4	0	0	0		



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

	INFLANT ENERGY REQUIREMENT COST = 27¢ PER KWH															2 ND - NET COST					3 RD - EARNINGS TIME/COVER TRANK COST									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$\frac{1}{2}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

ROVILLIAN WARP-DRIVEN DESTROYER

YS: 33
DK: 5
EX: 6
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 37
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.21

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
10			

BOARDING PARTIES		TRANSPORTER BOMBS	
4			

PROBES	
3	

TYPE II PHASER TABLE

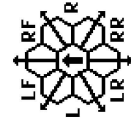
DIE RANGE	4-9		16-31	
ROLL 0	1	2	3	8 15 30 50
1	6	5	4	3 2 1 1
2	6	5	4	4 2 1 1 0
3	6	4	4	4 1 1 0 0 0
4	5	4	4	3 1 0 0 0 0
5	5	4	3	3 0 0 0 0 0
6	5	3	3	3 0 0 0 0 0

SEE (D4-12) FOR ARMOR RULES.

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

TYPE III DEFENSE PHASER

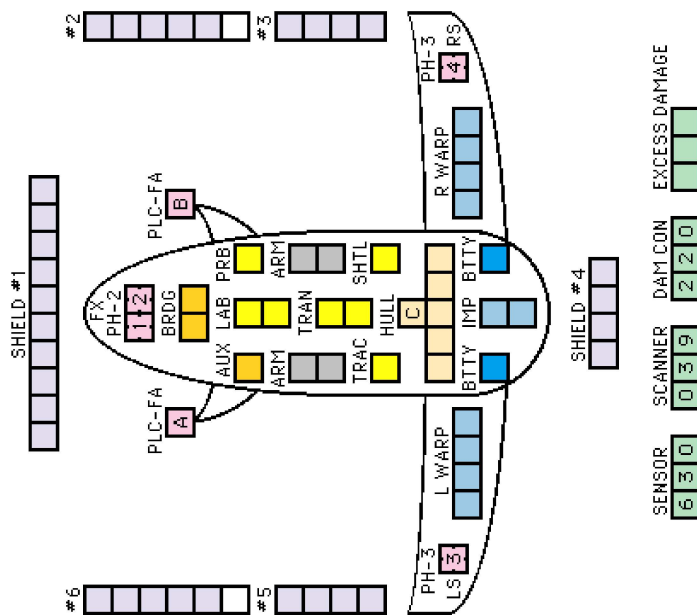
DIE RANGE		4- 9-				
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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

PLASMA CANNON FIRING TABLE

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



SENSOR: 6 3 0
SCANNER: 0 3 9
DAM CON: 2 2 0
EXCESS DAMAGE: 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

CREW UNITS

10

4

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

BOARDING PARTIES

4

1

TRANSPORTER BOMBS

D

SHIP DATA TABLE

TYPE

POINT VALUE

BREAKDOWN

SHIELD COST

LIFE SUPPORT

SIZE CLASS

REFERENCE

= WFF

= 31

= 5-6

= 1/2+1/2

= 1/2

= 4

= YR13.22

CNTR

YS: 33

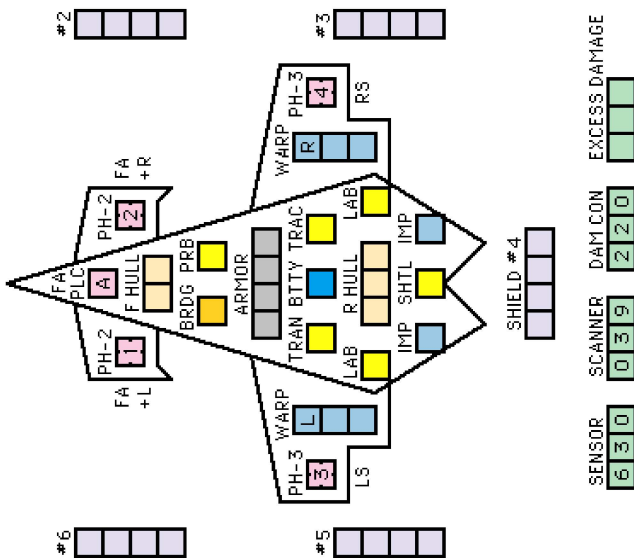
DK: 3

EX: 5

CR: 3

ROVILLIAN WARP-DRIVEN FRIGATE

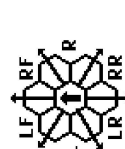
SHIELD #1



SEE (D4.12) FOR ARMOR RULES.

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-			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



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

PLASMA CANNON FIRING TABLE							
DIE RANGE	ROLL						
	0	1	2	3	8	12	15
1	12	10	9	8	6	4	3
2	12	10	8	6	4	3	2
3	12	10	8	6	4	3	1
4	12	8	6	4	2	2	0
5	10	8	6	4	2	0	0
6	10	8	6	4	0	0	0

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

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

③ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

YS: 33
DK: 8
EX: 11
CR: 8

CREW UNITS

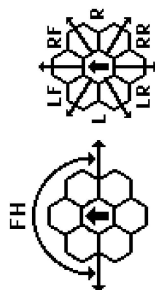
[illegible]

BOARDING PARTIES

TRANSPORTER BOMBS[illegible]

PROBES
3

DIE ROLL	RANGE		4-9-16-31- 50	
	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


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

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

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

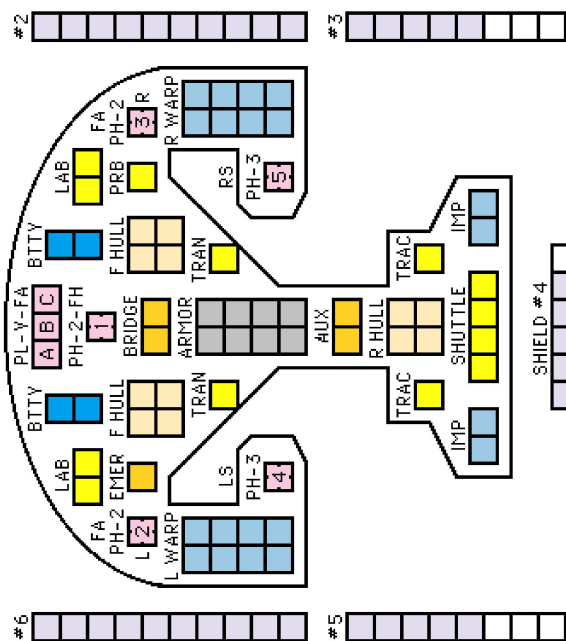
PLASMA-V WARHEAD STRENGTH TABLE						
RANGE	0-4	5-7	8-10	11-12	13-14	15
TYPE V	16	12	8	4	2	1

SEE (D4.12) FOR ARMOR RULES.

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 57
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=VR13.23

CNTR	
------	--

SHIELD #1					



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

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

YS: 33
DK: 5
EX: 6
CR: 4

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 42
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR13.2

ADMINISTRATIVE SHUTTLES					
ID	HIT	POINTS	NOTES		
TWO BAYS, NO TRANSFERS.					

CREW UNITS

10
*

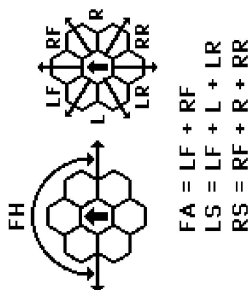
BOARDING PARTIES

4

PROBES

3

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	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	

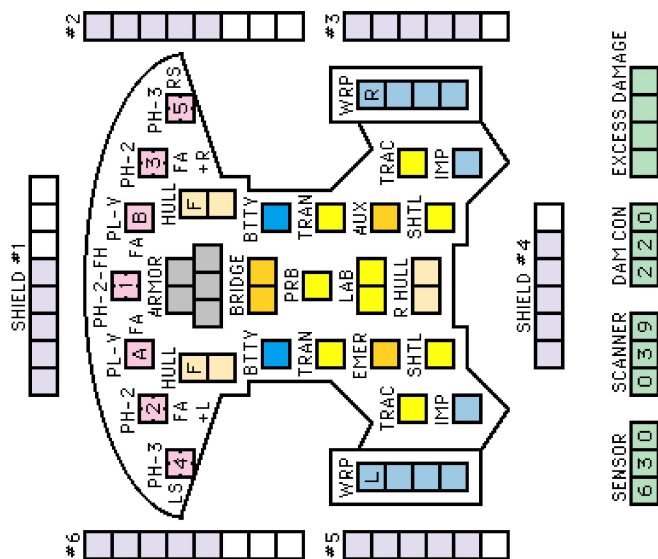


	TURN MODE	SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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

RANGE	0-4	5-7	8-10	11-12	13-14	15
TYPE V	16	12	8	4	2	1

SEE (D4.12) FOR ARMOR RULES.



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

VELTRESSAI WARP-DRIVEN FRIGATE

YS: 33
DK: 3
EX: 5
CR: 3

CNTR

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 35
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.26

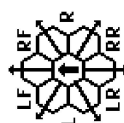
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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


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

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

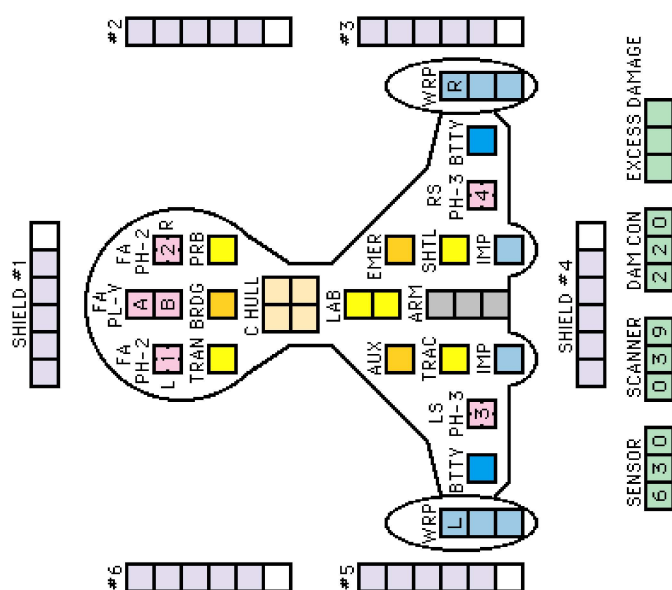
TYPE III DEFENSE PHASER

DIE	RANGE		4-9-15		
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

PLASMA-V WARHEAD STRENGTH TABLE

RANGE	0-4	5-7	8-10	11-12	13-14	15
TYPE V	16	12	8	4	2	1

SEE (D4.12) FOR ARMOR RULES.



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

5 = HET COST

③ = ERRATIC MANEUVER WARP COST

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

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

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

YR18.7 PARAVIAN GOBLIN EARLY FRIGATE

HET BD

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

[illegible]

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

CNTR

YS: 86
DK: 8
EX: 16
CR: 9

[illegible][illegible]

SCANNER

0	0	1	3	5	9
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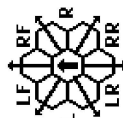
DAM CON

EX DAM

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

DEATH BOLT RACKS	
1	☐
2	☐

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


$$FA = LF + RF$$

TYPE III DEFENSE PHASE		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	3	1	0	0

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

SHIP DATA TABLE	
TYPE	= YCC
POINT VALUE	= 92
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.7

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

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

CARNIVON PLAINS-COYOTE EARLY HEEL NIPPER LIGHT CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= YCN
POINT VALUE	= 72/62
BREKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.8

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

TRANSPORTER BOMBS	

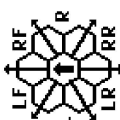
BOARDING PARTIES	

DECK CREWS	

PROBES	

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
RX = L + LR + RR + R

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

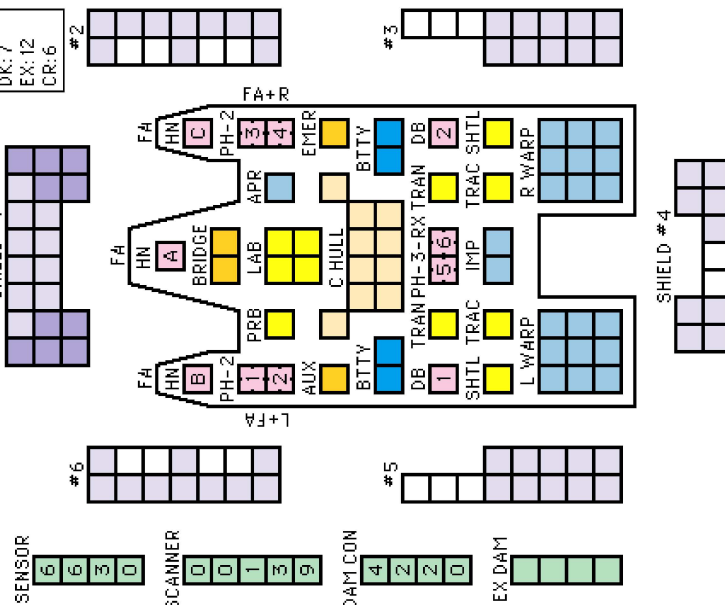
TYPE III DEFENSE PHASER

DIE RANGE	4-9	15
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

HEEL NIPPER TABLE

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

DEATH BOLT RACKS	



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

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

YS:85
DK:7
EX:9
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= YCG
POINT VALUE	= 100/70
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR19.9

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS				NOTES
					GAS-Y
					GAS-Y
					HTS-Y
TWO BAYS - NO TRANSFERS					

TRANSPORTER BOMBS

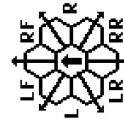
D	D
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[illegible]

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

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

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


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

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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

**CARNIVOR
MOUNTAIN-COYOTE
EARLY LIGHT
SURVEY CRUISER**

CNTR

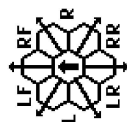
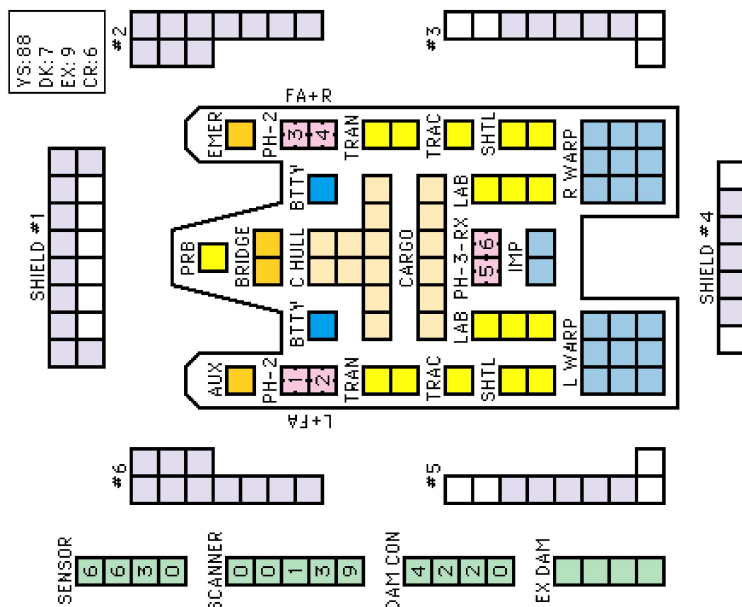
SHIP DATA TABLE	
TYPE	= YSR
POINT VALUE	= 89/46
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.10

[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	

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

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


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


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

**CARNIVOR ARCTIC-FOX
EARLY DEATH BOLT
DESTROYER** YS-85

YS:85
DK:5
EX:8
CR:4

CNTR

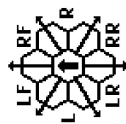
SHIP DATA TABLE	
TYPE	= YDB
POINT VALUE	= 60/55
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.12

CREW UNITS						ADMINISTRATIVE SHUTTLES			
			*			IDENT	HIT POINTS	NOTES	
					10				

BOARDING PARTIES						TRANSPORTER BOMBS			
					6			D	

DECK CREWS				TWO DAYS - NO TRANSFERS			
			4				

DIE ROLL	RANGE		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


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

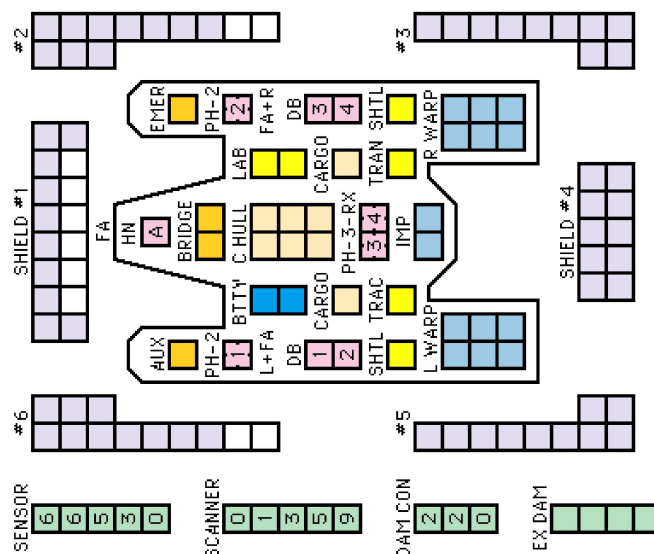
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+

TYPE III DEFENSE PHASE						
DIE RANGE	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

THE CARGO BOXES ON THIS SHIP
HOLD 100 SPACES OF SPARE
DEATH BOLTS FOR THE DEATH
BOLT RACKS.

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

DEATH BOLT RACKS				
1				
2				
3				
4				



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

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 78
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR19.13

[illegible]

YS:65
DK:12
EX:17
CR:10

[illegible]

SENSOR

SCANNER

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


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

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

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

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

DEATH BOLT RACKS	
1	☐
2	☐

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

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

