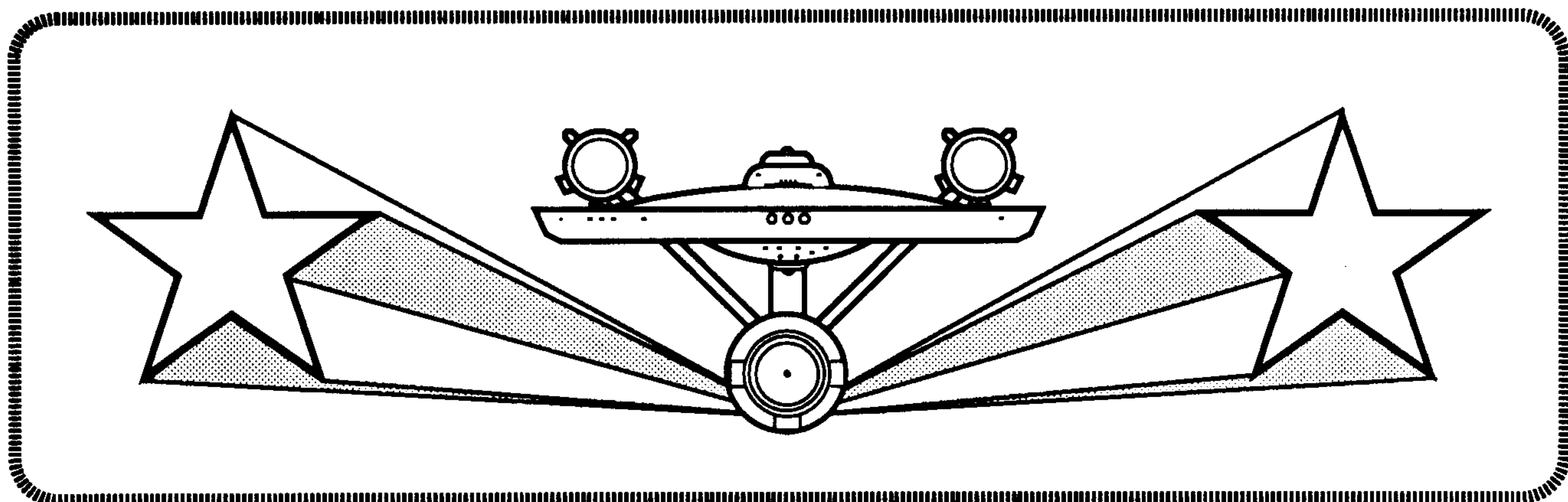


STAR FLEET BATTLES



CAPTAIN'S MODULE C2 SSD BOOK

NEW WORLDS II NEO-THOLIAN – ANDROMEDAN – ISC

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	BTL
	TRP
	RPR
	CGO
	POD

[illegible]

POD DATA TABLE					
TYPE	=	P-R			
BPV	=	32/18			
SIZE	=	4			
REF	=	R13.26			

BOARDING PARTIES

	2
--	---

CREW UNITS						
	*					10

The diagram illustrates a ship's deck layout with the following components and connections:

- SHIELD #1** (top left): A vertical row of 5 squares. It is connected to **PH-1** and **PH-2**.
- SHIELD #2** (top right): A vertical row of 5 squares. It is connected to **PH-2** and **PH-3**.
- SHIELD #3** (bottom left): A vertical row of 5 squares. It is connected to **PH-1** and **PH-2**.
- SHIELD #4** (bottom right): A vertical row of 5 squares. It is connected to **PH-3** and **LEFT BATTLE POD**.
- PH-1**: A station with a **PD** component and a **11** component. It is connected to **SHIELD #1** and **SHIELD #3**.
- PH-2**: A station with a **PD** component and a **12** component. It is connected to **SHIELD #1**, **SHIELD #2**, and **SHIELD #3**.
- PH-3**: A station with a **BT** component and a **15** component. It is connected to **SHIELD #2**, **SHIELD #4**, and **LEFT BATTLE POD**.
- F HULL**: A station with a **BT** component and a **16** component. It is connected to **PH-2** and **PH-3**.
- LEFT BATTLE POD**: A station with a **BT** component and a **16** component. It is connected to **PH-3** and **SHIELD #4**.

TYPE	=	P-B
BPV	=	38/55
SIZE	=	4
REF	=	R13.25

BOARDING PARTIES

BOARDING PARTIES

#6

SHIELD #1

AUX

TRAC

BARRACKS

SHTL PH-3

TRAN

CARGO

IMPULSE

360°

SHIELD #4

TYPE	=	P-T
BPY	=	36/20
SIZE	=	4
REF	=	R13.24

10	20
*	

[illegible]

IDENT	HIT POINTS	NOTES
		GAS
		GAS

CAN USE THE GRAVITY LANDING SYSTEM (P.432)
BARRACKS ARE DESTROYED ON "HULL" HITS.

**SHIELDS, BOARDING PARTIES, AND CREW
UNITS ARE ADDED TO THE TUG UNLESS THE
PODS ARE INACTIVE.**

BPV IS GIVEN PER POD, BUT ISC BATTLE PODS MUST BE USED IN PAIRS OR THEY ARE TREATED AS INACTIVE PODS (ALL "CARGO" HITS).

SPEED	1	2	③	4	5	6	7	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	3	4	4	4	4	5	5	5	5	6	6	6	6	7	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	$7\frac{1}{4}$	$7\frac{1}{2}$	

NEO-THOLIAN FLAG COMMAND MODULE

[illegible]

THIS SHIP HAS NO SHUTTLES

BOARDING PARTIES

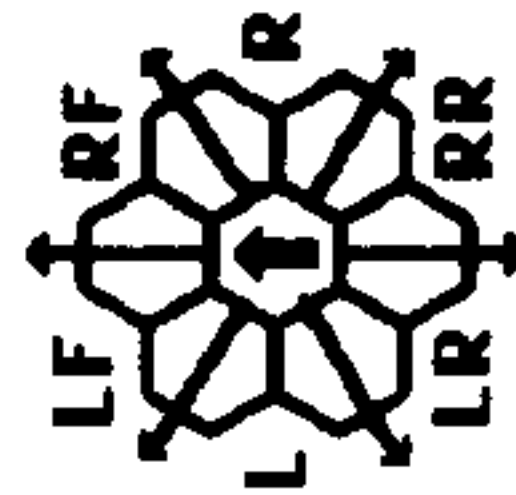
TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE	
TYPE	= FCOM
POINT VALUE	= 62/42
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.61A

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

NIMBLE SHIP


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

TYPE I OFFENSIVE PHASER TABLE

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

WEB CASTER STRENGTH TABLE

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

TYPE III DEFENSE PHASER

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

WEB FIST TABLE

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

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

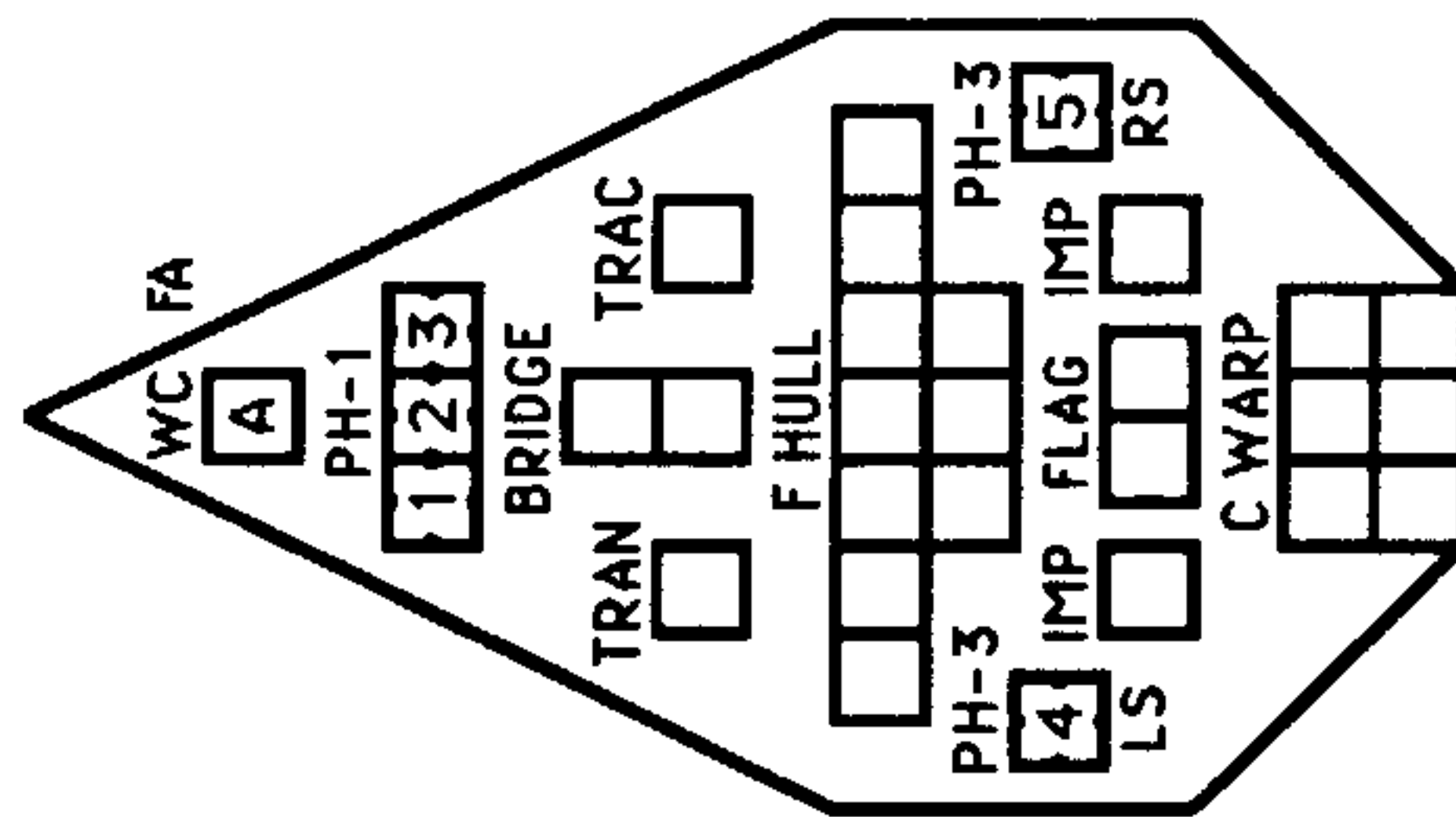
5 = HET COST

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	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	$7\frac{1}{4}$	$7\frac{1}{2}$

SHIELD #1

CNTR

SHIELD #6



SHIELD #2				

SHIELD #5

SHIELD #3

[illegible]

SENSOR	SCANNER	DAM CON	EX DAM
640	029	220	

PH-13 ARE 360°.

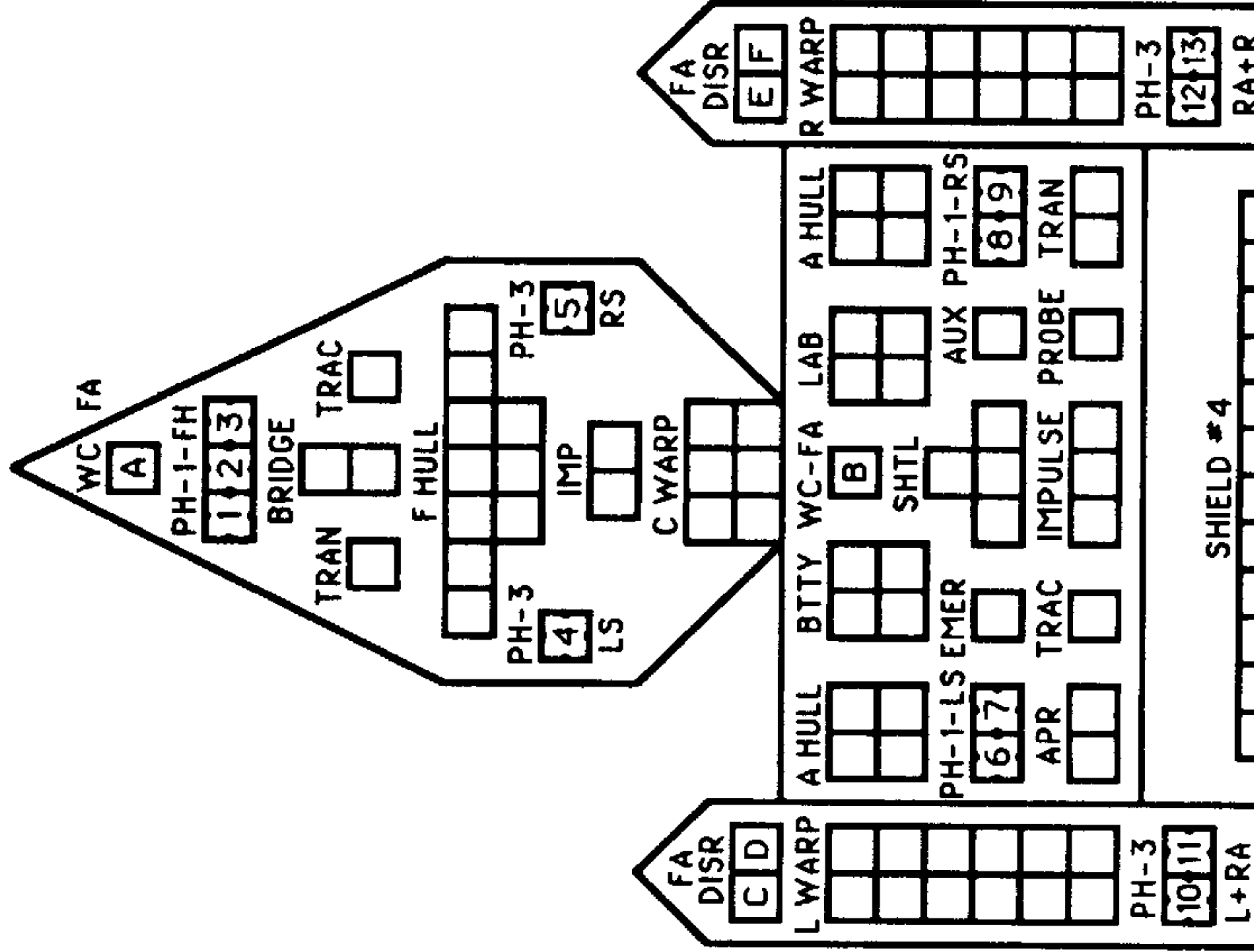
THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (PZ.432).

[illegible]

CNTR

SHIELD #2

SHIELD #3



SENSOR
6 6 5 3 1 0

DAM CON
4 4 2 2 2 0

SCANNER 001359
EX DAM

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

SHIP DATA TABLE	
TYPE	= NCA
POINT VALUE	= 170
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.63

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 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

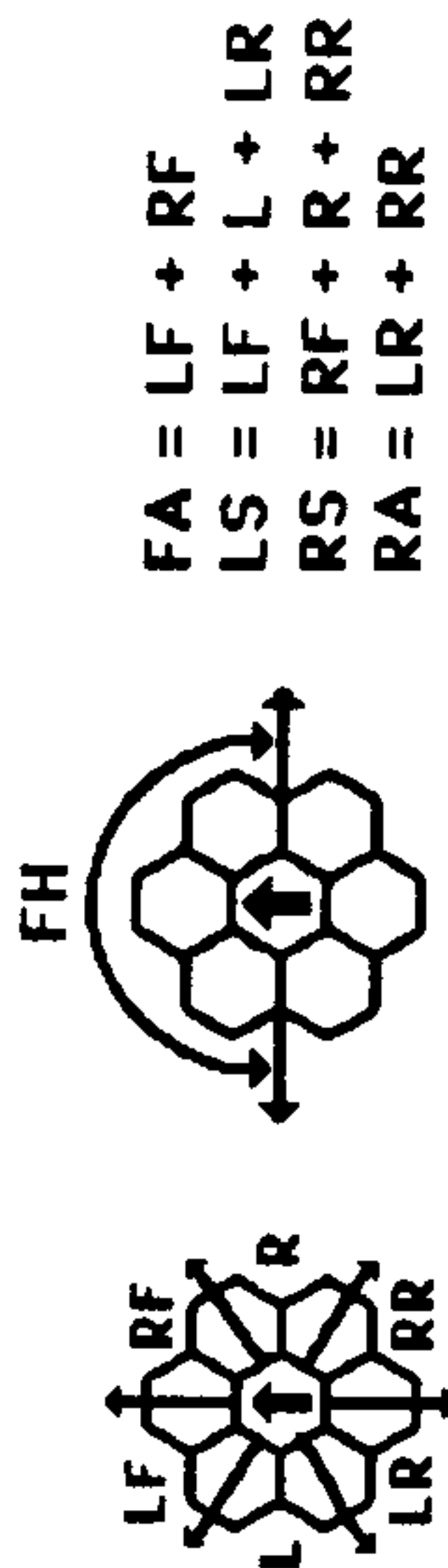
WEB FIST TABLE					
RANGE	1-10	11-20	21-30		
HIT	1-4	1-3	1-2		
MISS	5-6	4-6	3-6		
ENERGY		DAMAGE			
1	2	0	0		
2	4	2	0		
3	6	4	2		
4	8	6	4		
5	10	8	6		

**HIT & RUN
DERFACS**

[illegible]

BOARDING PARTIES										TRANSPORTER BOMBS							
														D	D	D	D
													10				

PROBES



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

WEB CASTER STRENGTH TABLE					
ENERGY USED	1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

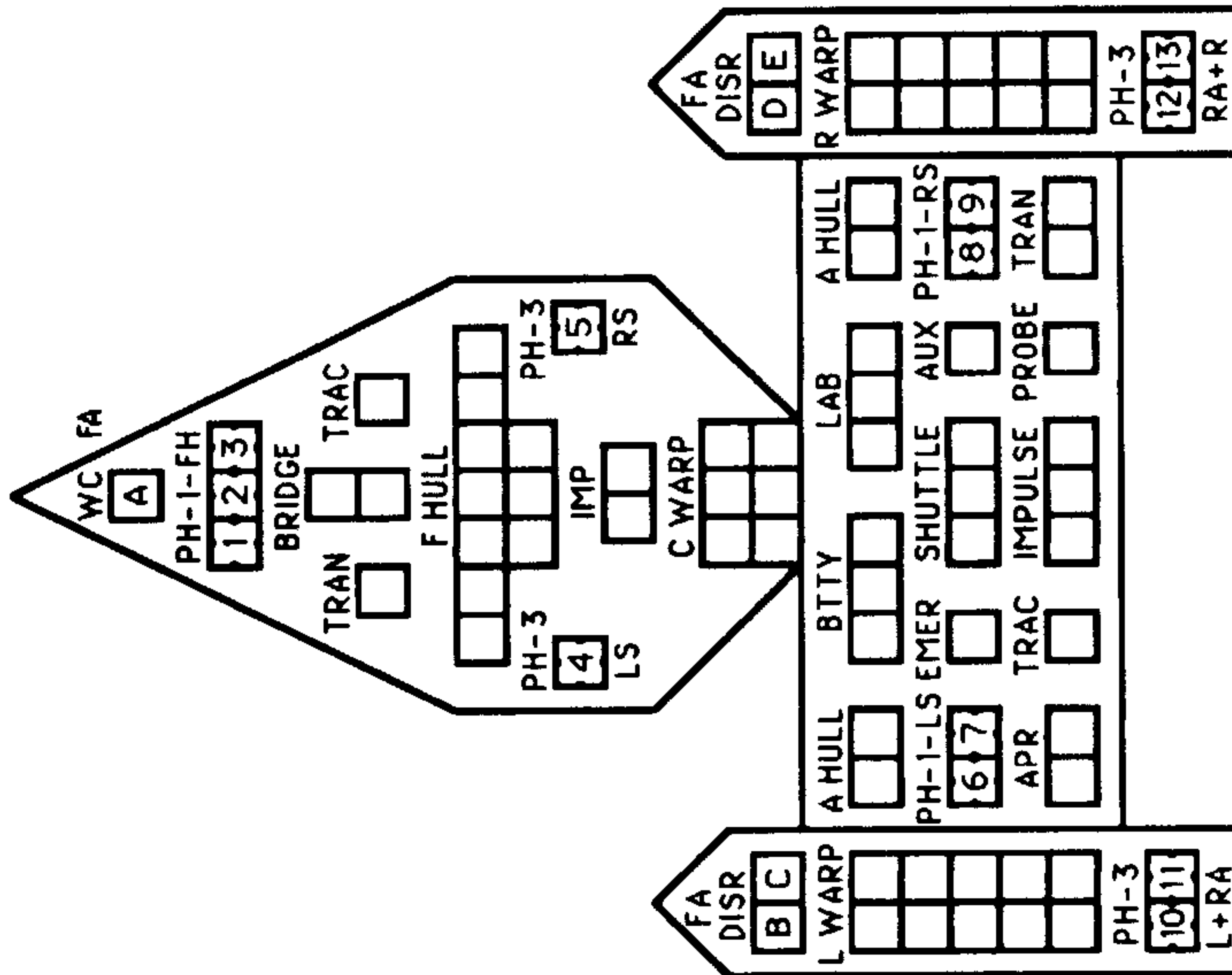
DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
DAMAGE, STD	0	5	4	4	3	3	2	2		
DAMAGE, OULD	10	10	8	8	6	0	0	0		

SHIELD #1

[illegible]

SHIELD #2

SHIELD #3

[illegible]

SENSOR
 6 6 5 3 1 0
 SCANNER
 0 0 1 3 5 9

CNTR

SHIELD #6

SHIELD #5

SHIP DATA TABLE	
TYPE	= NCL
POINT VALUE	= 136
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.64

TURN MODE		SPEED
8	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

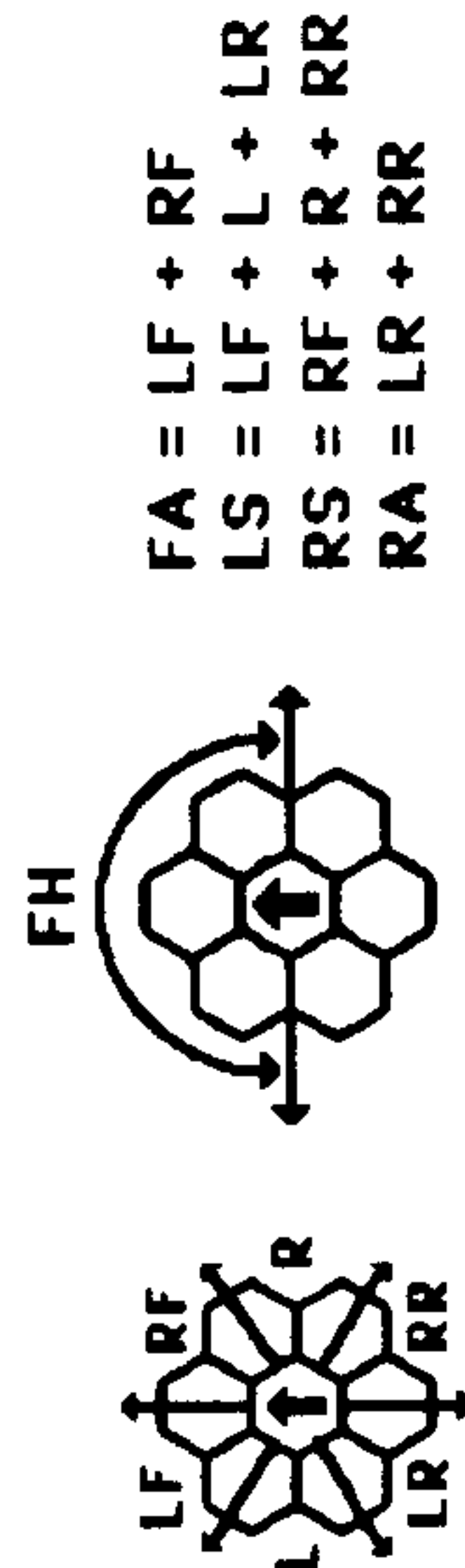
TYPE III DEFENSE PHASER									
DIE ROLL	RANGE		2		3		4-8		9-15
	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

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

**HIT & RUN
DERFACS**

[illegible][illegible]

PROBES 5



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

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

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

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

[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	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

NEO-THOLIAN SPACE CONTROL SHIP

[illegible][illegible]

1111

SHIP DATA TABLE	
TYPE	= NSCS
POINT VALUE	= 260
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R7.65

PROBES

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

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

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

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

TYPE I OFFENSIVE PHASER TABLE										
DIE ROLL	RANGE		6- 9- 16							
	0	1	2	3	4	5	8	15	23	
1	9	8	7	6	5	5	4	3	2	
2	8	7	6	5	5	4	3	2	1	
3	7	5	5	4	4	4	3	1	0	
4	6	4	4	4	4	3	2	0	0	
5	5	4	4	4	3	3	1	0	0	
6	4	4	3	3	2	2	0	0	0	

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

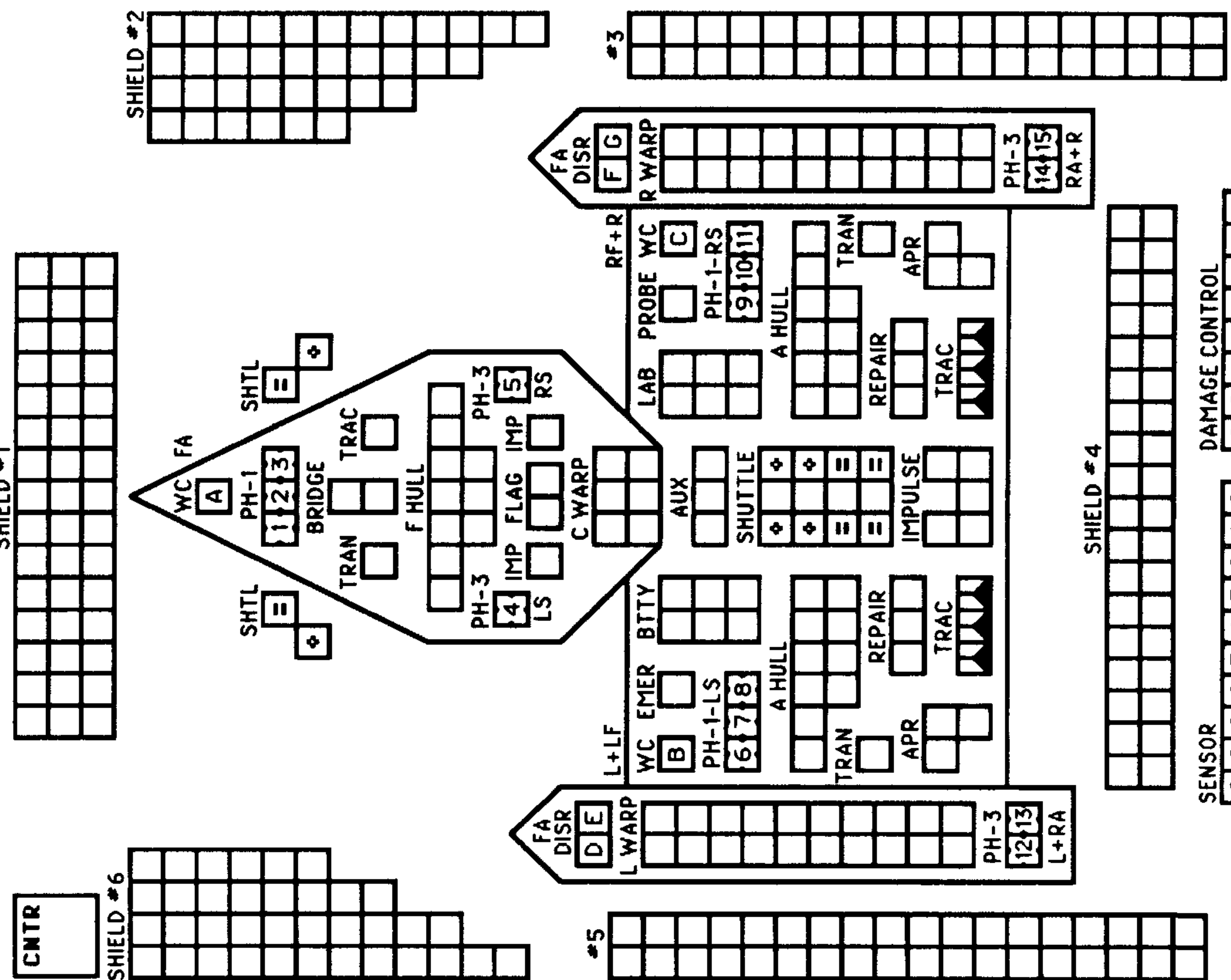
ENERGY OF WEB HEXES CREATED USED	1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OULD	10	10	8	8	6	0	0	0	0

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	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



NOTE: FIGHTERS ARE IN EXTERNAL (J1.55) BAYS.

NEO-THOLIAN SPACE CONTROL COMMAND MODULE

[illegible]

**THIS SHIP HAS NO SHUTTLES
FIGHTERS ARE IN EXTERNAL BAYS.**

BOARDING PARTIES 4

T-BOMBS

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

[illegible]

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

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

ENERGY	DAMAGE		
	1	2	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

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

NIMBLE SHIP

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6-9-16-26-51-55-75		6-9-16-26-51-55-75	
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	0 1 2 3 4 5 6 7 8 9	0 1 2 3 4 5 6 7 8 9
1	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0
2	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9
3	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8
4	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7
5	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6
6	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5

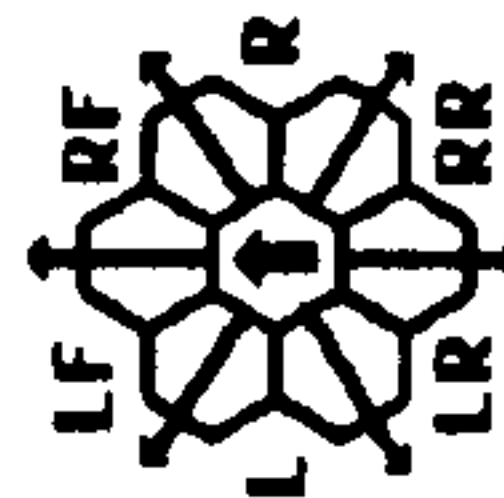
TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

**THESE ARE THE FIGHTERS FOR THE SCS.
SCOM USES ONLY #1, 2, 7, AND 8.**



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

SENSOR	SCANNER	DAM CON	EX DAM
640	029	220	

PH-1s ARE 360°.

SPIDER II
 1xPH-3-360°
 DFR = 3
 CRIPPLE = 10
 SPEED = 14

SPIDER III
 2xPH-3-FA
 DFR = 4
 CRIPPLE = 10
 SPEED = 15

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
Frac.	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	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	$7\frac{1}{4}$	$7\frac{1}{2}$

WEB CASTER REFIT

CNTQ

SHIP DATA TABLE	
TYPE	= CCW
POINT VALUE	= 163
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SPT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.67
SNARE REFIT	= +6

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

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

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

WEB CASTER STRENGTH TABLE						WEB FIST TABLE					
ENERGY USED		OF WEB HEXES CREATED				RANGE	1-10	11-20	21-30		
	1	2	3	4	5	HIT	1-4	1-3	1-2		
						MISS	5-6	4-6	3-6		
						ENERGY	DAMAGE				
1-2-3	10	5	3	2	2	1	2	0	0		
2-3-4	20	10	6	5	4	2	4	2	0		
3-4-5	30	15	10	7	6	3	6	4	2		
4-5-N	35*	20	13	10	8	4	8	6	4		
5-N-N	35*	25	16	12	10	5	10	8	6		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	2	3	4	4	5	6	6	7	8	8
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8

[illegible][illegible]

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

[illegible]

DISRUPTOR TABLE

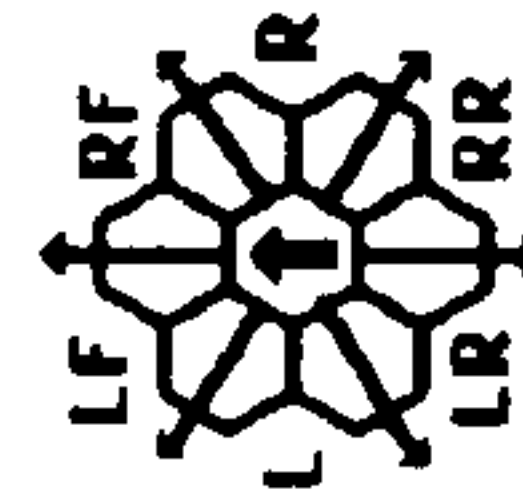
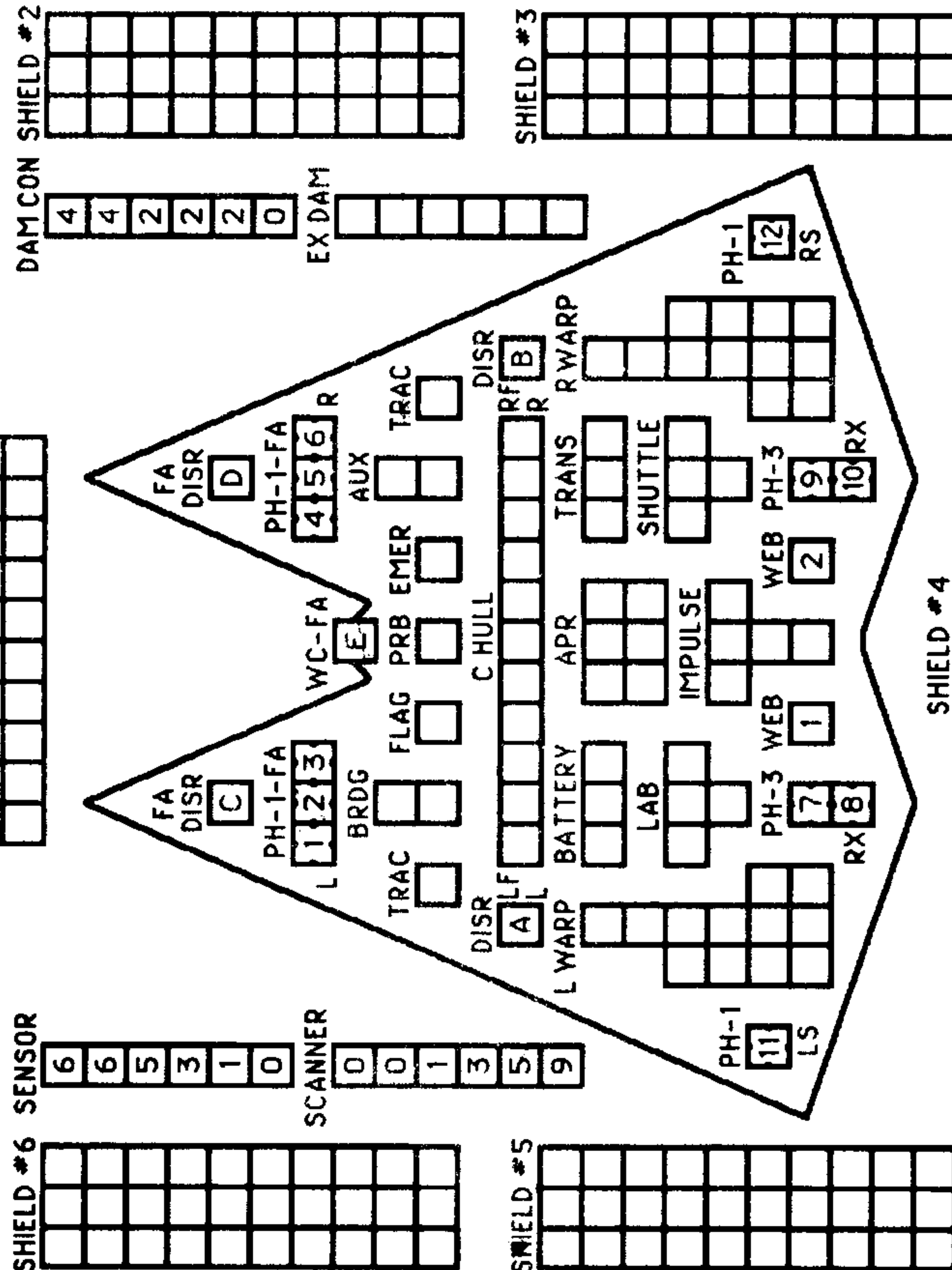
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

WEB CASTER STRENGTH TABLE

ENERGY OF WEB HEXES CREATED						WEB TEST TABLE						
ENERGY USED		1	2	3	4	5	RANGE		1-10	11-20	21-30	
							HIT		1-4	1-3	1-2	
							MISS		5-6	4-6	3-6	
							ENERGY	DAMAGE				
1-2-3	10	5	3	2	2	2	1	2	0	0	0	
2-3-4	20	10	6	5	4	4	2	4	2	2	0	
3-4-5	30	15	10	7	6	6	3	6	4	4	2	
4-5-N	35*	20	13	10	8	8	4	8	6	6	4	
5-N-N	35*	25	16	12	10	10	5	10	8	8	6	

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

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



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

$$\begin{array}{l} \text{FA} = \text{LF} + \text{RF} \\ \text{RX} = \text{L} + \text{LR} + \text{RR} + \text{R} \end{array} \quad \begin{array}{l} \text{LS} = \text{LF} + \text{L} + \text{LR} \\ \text{RS} = \text{RF} + \text{R} + \text{RR} \end{array}$$

THOLIAN
HEAVY CRUISER

WEB CASTER REFIT

CNTR

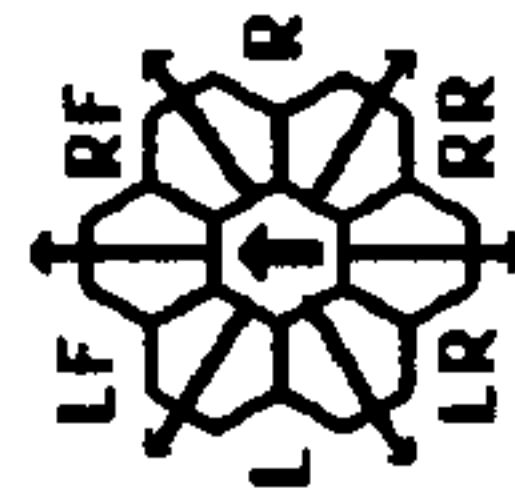
SHIELD #1

DAM CON SHIELD #2

4	4	2	2	2	0

EX DAM

SHIELD #3



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

SHIELD #6 SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

SHIELD #5

SHIELD #4

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO
OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

SHIP DATA TABLE			
TYPE	= CAW		
POINT VALUE	= 143		
BREAKDOWN	= 4-6		
SHIELD COST	= 1+1		
LIFE SPT	= 1		
SIZE CLASS	= 3		
REFERENCE	= R7.68		
SNARE REFIT	= +6		

HIT & RUN DERFACS
☐

T-BOMBS

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

PROBES

			5
--	--	--	---

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE					TURN MODE	SPEED
	0	1	2	3	4		
1	9	8	7	6	5	4	1
2	8	7	6	5	4	3	2
3	7	5	5	4	4	3	3
4	6	4	4	4	3	2	4
5	5	4	4	4	3	1	5
6	4	4	3	3	2	0	6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE III DEFENSE PHASER

DIE ROLL	RANGE					TURN MODE	SPEED
	0	1	2	3	4		
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	2
3	4	4	4	1	0	0	3
4	4	4	3	0	0	0	4
5	4	3	2	0	0	0	5
6	3	3	1	0	0	0	6

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

WEB CASTER STRENGTH TABLE

ENERGY USED	OF WEB HEXES CREATED					WEB FIST TABLE									
	1	2	3	4	5	RANGE		1-10		11-20		21-30		HIT	
1-2-3	10	5	3	2	2	MISS		1-4		5-6		1-2		3-6	
2-3-4	20	10	6	5	4	ENERGY		2		4		6		8	
3-4-5	30	15	10	7	6	DAMAGE		0		2		4		6	
4-5-N	35*	20	13	10	8	1		2		4		6		8	
5-N-N	35*	25	16	12	10	2		4		6		8		10	

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

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

THOLIAN DPW DREADNOUGHT

WEB CASTER AND PHOTON REFIT

SHIP DATA TABLE	
TYPE	= DPW
POINT VALUE	= 208
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R7.69

ADMINISTRATIVE SHUTTLES

CREW UNITS

BOARDING PARTIES

PROBES

5

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS

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

PHOTON TORPEDO TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OULD	10	10	8	8	6	0	0	0	0

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

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

ENERGY	DAMAGE	
1	2	0
2	4	0
3	6	2
4	8	4
5	10	6

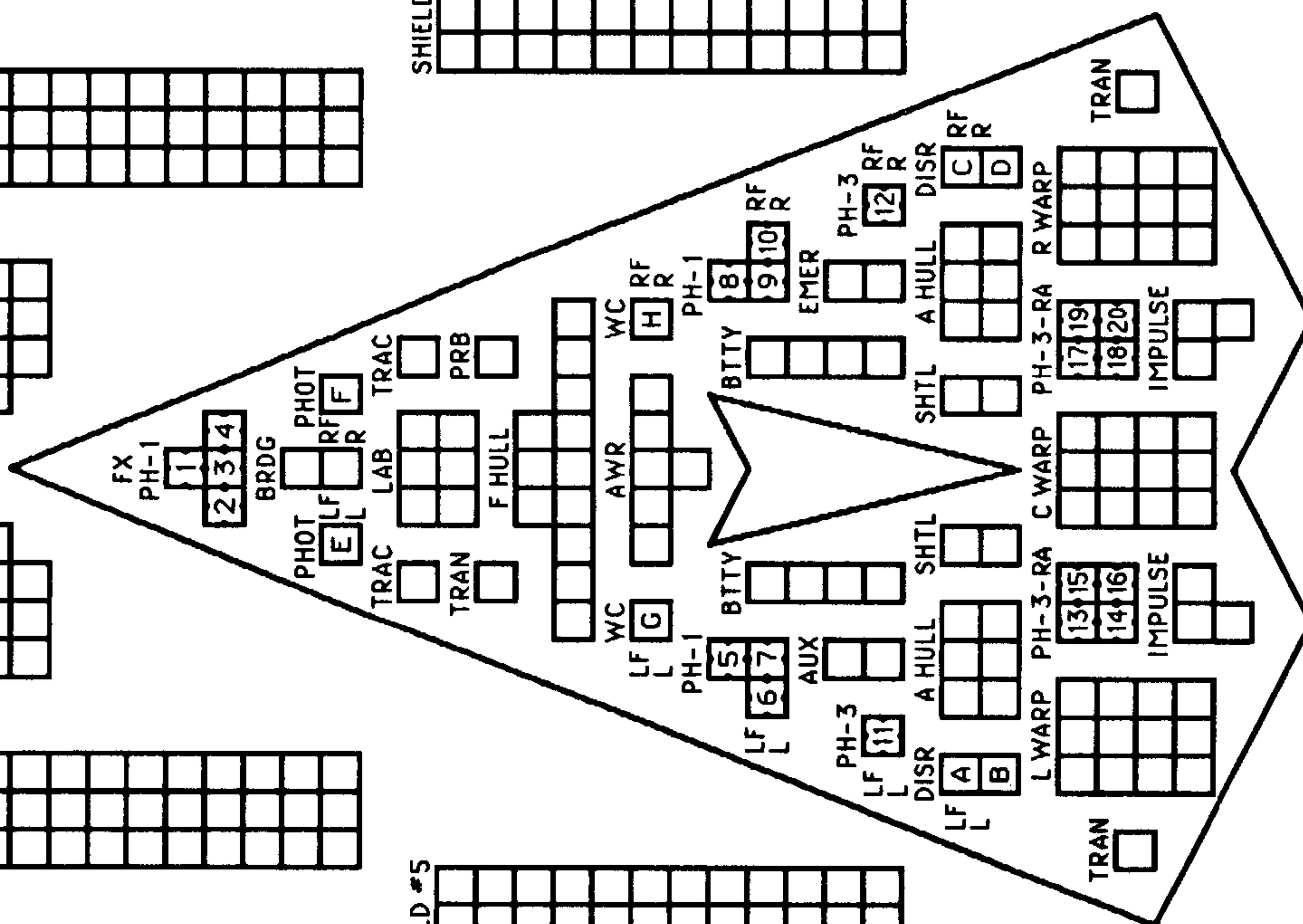
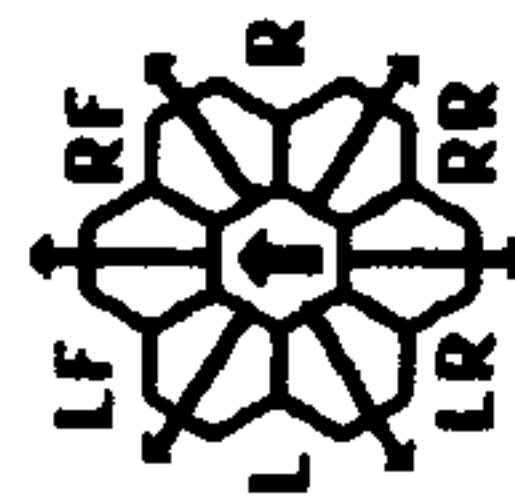
$$RA = LR + RR$$

$$EX = L + LF + RF + R$$

MOVEMENT COST = 1

HET COST = 5

EM COST = 6



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

CNTR

SHIP DATA TABLE	
TYPE	= DOM
POINT VALUE	= 457
BREAKDOWN	= 5-6
PA COST	= 10/18
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R10.2

[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

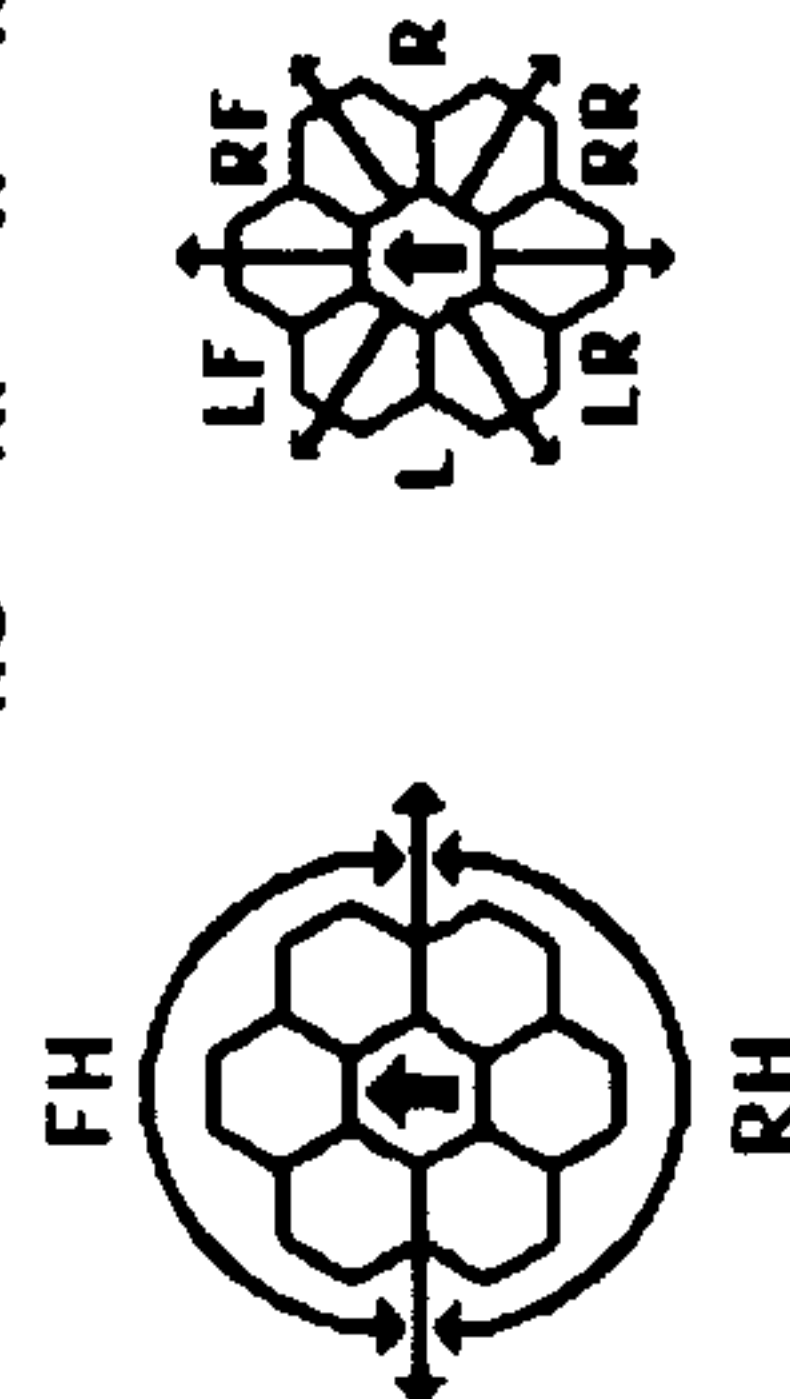
TRACTOR-REPULSOR BEAM TABLE (HEAVY)									
DIE ROLL	RANGE		4-5	6-8	9-12	13-18	19-25		
	0-3								
1	20		20	18	12	8	3		
2	20		20	15	9	5	2		
3	20		18	12	6	3	1		
4	20		15	9	3	2	0		
5	18		12	6	2	1	0		
6	15		9	3	1	0	0		

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

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

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

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

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


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										

CNTR

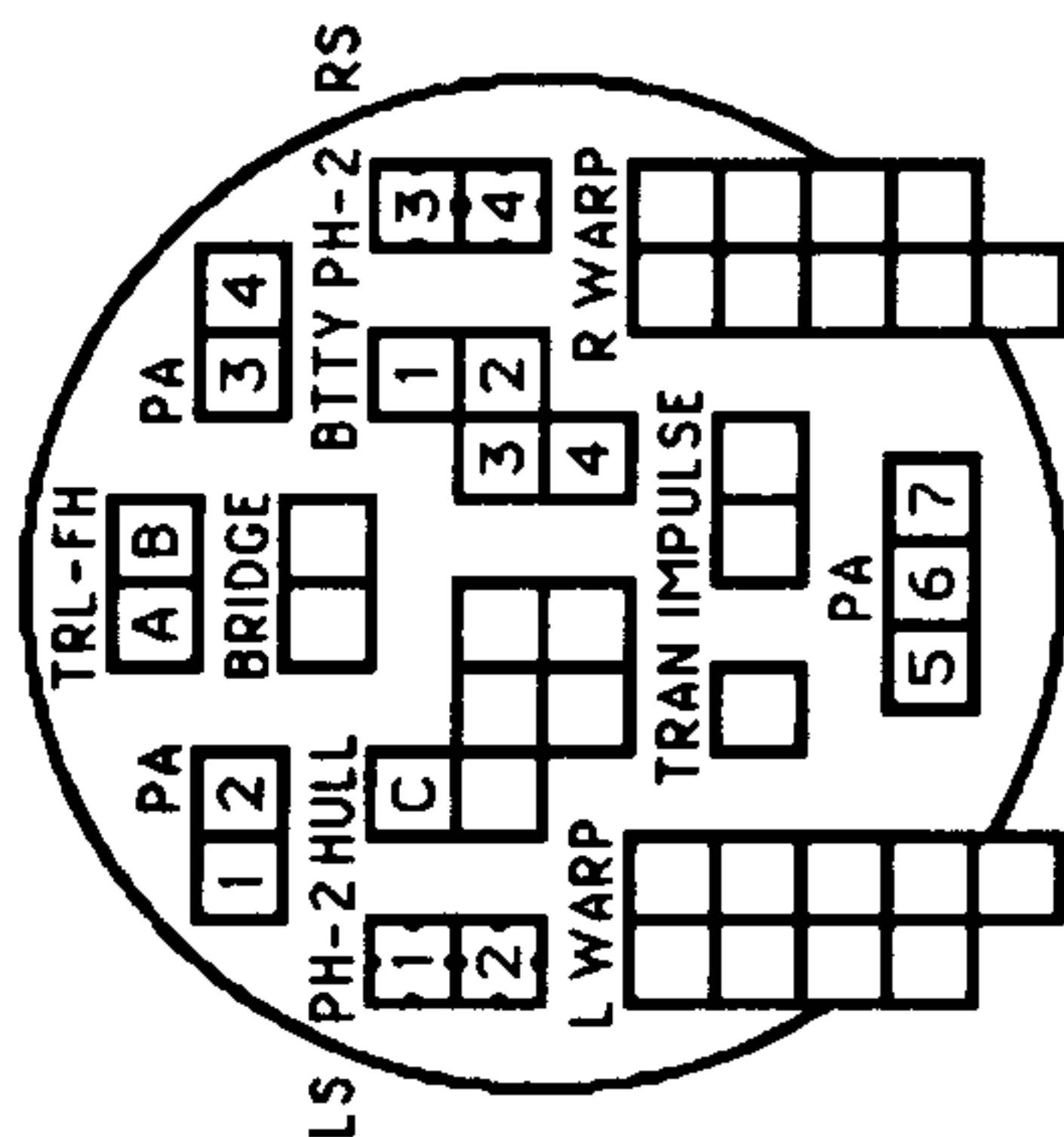
[illegible]

TRANSPORTER BOMBS  

SHIP DATA TABLE	
TYPE	= COB
POINT VALUE	= 83
BREAKDOWN	= 6
PA COST	= 4/6
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.4

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	

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



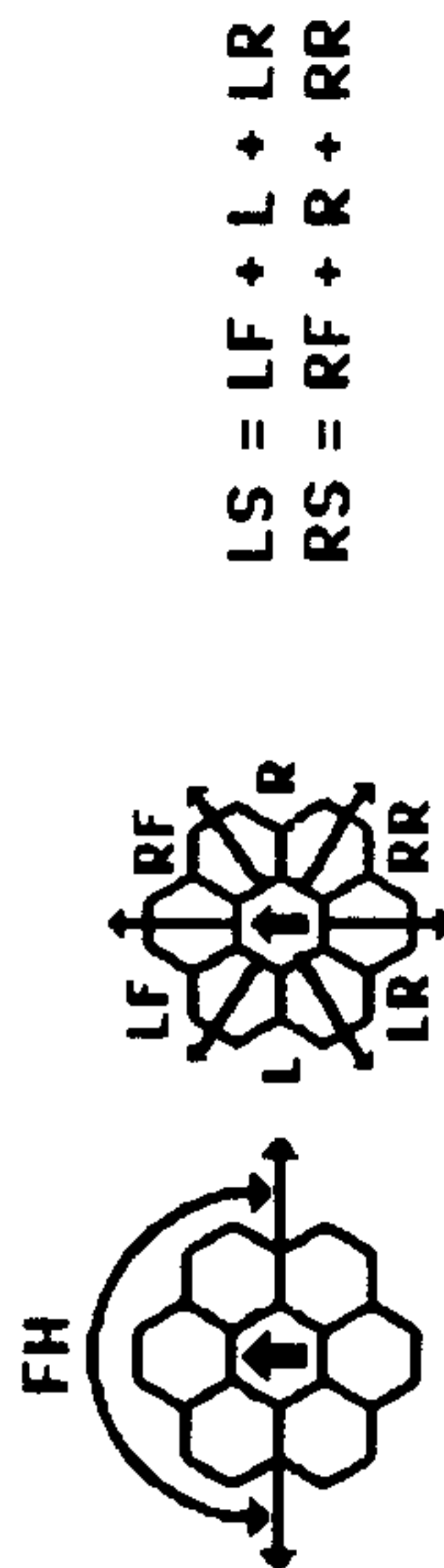
TRACTOR-REPULSOR BEAM TABLE (LIGHT)										
DIE RANGE										
ROLL	0-3	4-5	6-8	9-12	13-18	19-25				
1	10	10	9	6	4	2				
2	10	10	7	4	3	1				
3	10	9	6	3	2	0				
4	10	7	4	2	1	0				
5	9	6	3	1	0	0				
6	7	4	2	0	0	0				

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

SENSOR 6 5 3 0
DAM CON 2 2 2 0

SCANNER
0159

EXDAM
□□□□



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

ANDROMEDAN COURIER

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

BOARDING PARTIES
[][][4]

TRANSPORTER BOMBS
[][D][D]

CNTR
[]

SHIP DATA TABLE		
TYPE	=	COU
POINT VALUE	=	70
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.5

TYPE II PHASER TABLE

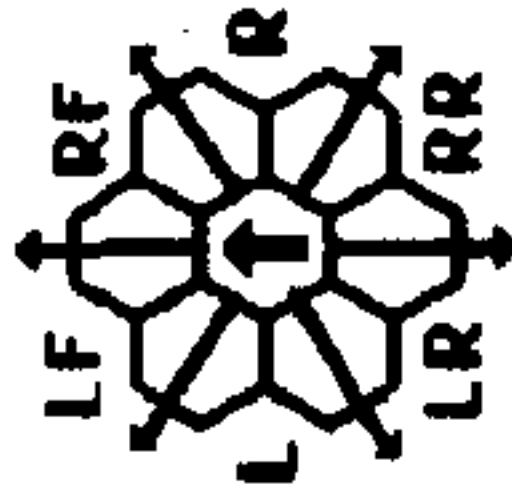
DIE ROLL	RANGE	4-9	10-15	16-21	22-31
1	6	5	4	3	2
2	6	5	4	4	2
3	6	4	4	4	1
4	5	4	4	3	1
5	5	4	3	3	0
6	5	3	3	3	0

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

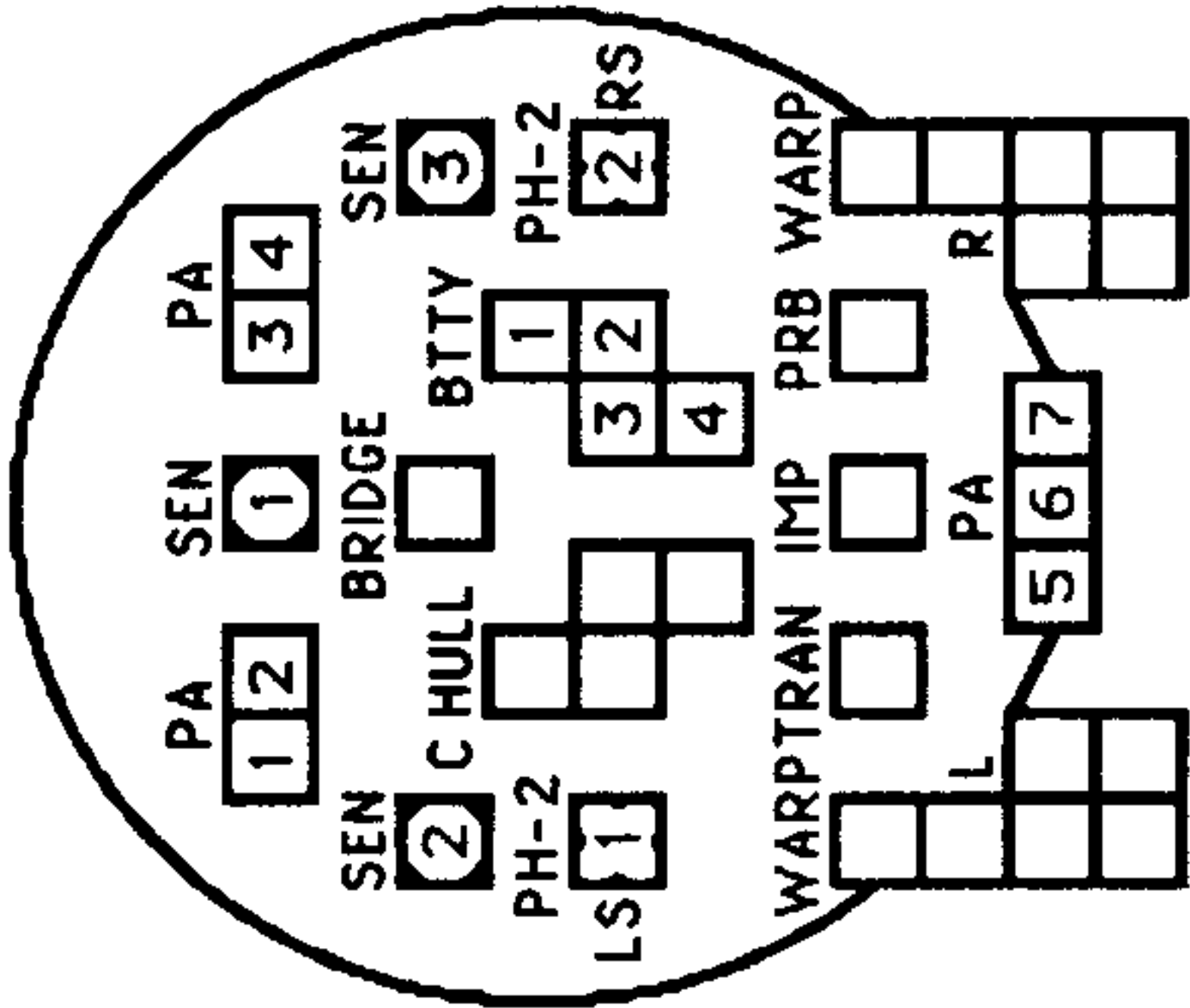
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.



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



SENSOR
[6][5][3][0]

DAM CON
[2][2][2][0]

SCANNER
[0][1][5][9]

EX DAM
[][][][]

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

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

The diagram illustrates the layout of the Star Trek: The Motion Picture bridge set. It features a central console with a large screen and a control panel. The bridge is divided into several sections, each with specific stations and equipment:

- PA (Public Address):** Located at the top and bottom of the bridge, each with a 4x4 grid of buttons.
- PH-2 (Phase 2):** Located at the top and bottom of the bridge, each with a 4x4 grid of buttons.
- RS (Right Side):** Located at the top of the bridge, with a 4x4 grid of buttons.
- LS (Left Side):** Located at the bottom of the bridge, with a 4x4 grid of buttons.
- TRAN (Transport):** A console with a 4x4 grid of buttons, located on the left side of the bridge.
- CHULL (Chull):** A console with a 4x4 grid of buttons, located on the left side of the bridge.
- R WARP (Right Warp):** A console with a 4x4 grid of buttons, located on the right side of the bridge.
- L WARP (Left Warp):** A console with a 4x4 grid of buttons, located on the right side of the bridge.
- BDG (Bridge Display):** A console with a 4x4 grid of buttons, located on the left side of the bridge.
- IMP (Impulse):** Two consoles, each with a 4x4 grid of buttons, located on the right side of the bridge.
- PA (Public Address):** A console with a 4x4 grid of buttons, located on the right side of the bridge.
- BTTY (Bridge TTY):** Two consoles, each with a 4x4 grid of buttons, located on the left side of the bridge.

01						*		
----	--	--	--	--	--	---	--	--

400

TYPE	=	TERM
POINT VALUE	=	102
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.6

09

90

02

A diagram of a hexagonal lattice. A central cluster of hexagons is shaded with a stippled pattern. The shaded region is roughly rectangular, with a small protrusion on the right side. A small black dot is located on the right edge of the shaded region, near the top.

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

SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

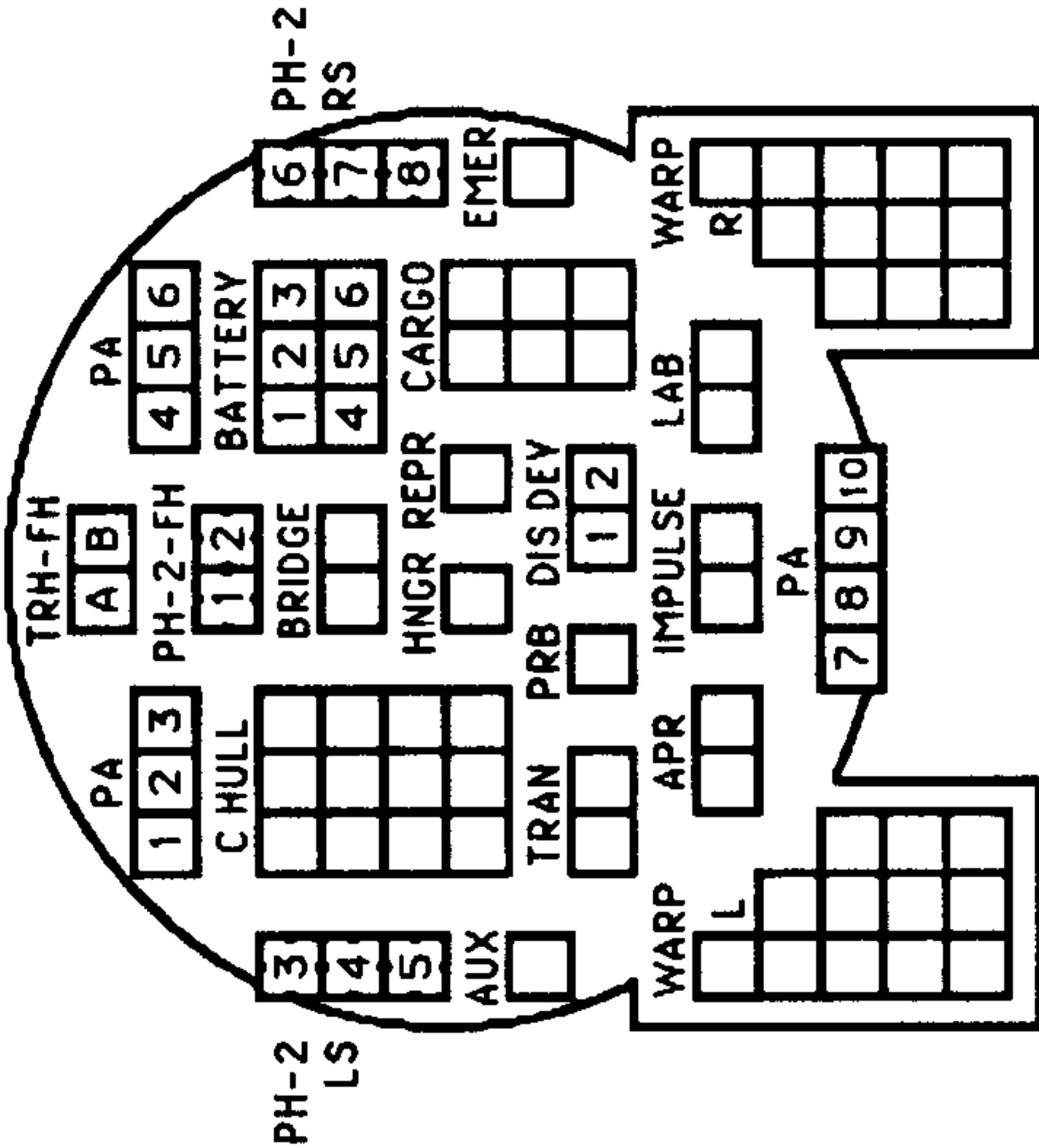
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

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

Page 17

ANDROMEDAN
CONQUISTADOR

CNTR



SENSOR
6 5 3 1 0

DAMAGE CONTROL
4 2 2 2 0

EXCESS DAMAGE
0 1 3 5 9

SCANNER
0 1 3 5 9

SHIP DATA TABLE

TYPE = COQ
POINT VALUE = 172
BREAKDOWN = 6
PA COST = 5/8
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R10.8

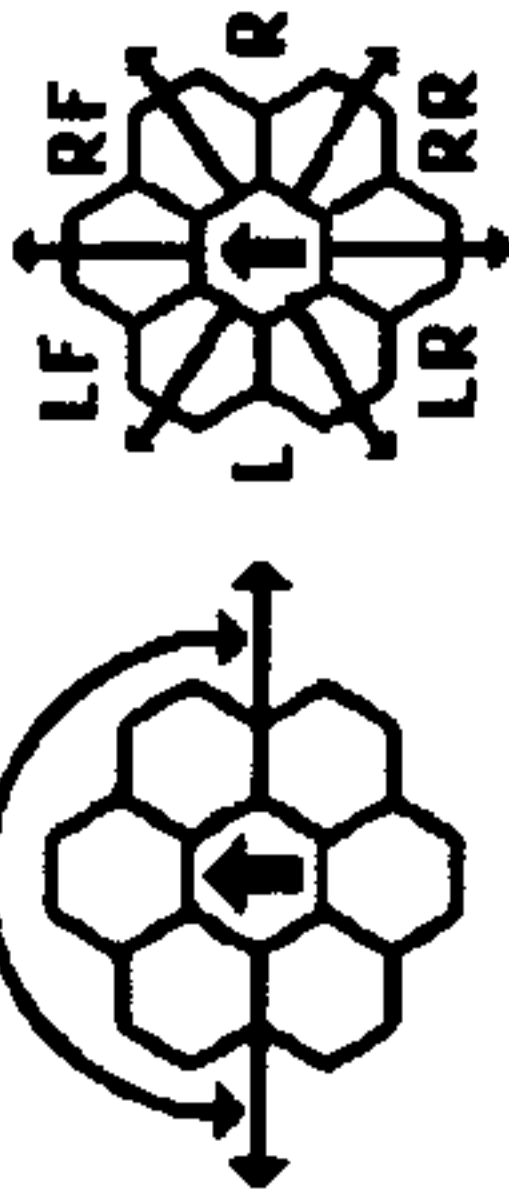
TURN MODE SPEED

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

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

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



PROBES
0 0 0 5

TRANSPORTER BOMBS
0 0 0 0 0 0

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

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

DISPLACEMENT DEVICE TABLE

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

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

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

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

STO. ELEMENTMENT SERVICE TABLE						
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

ANDROMEAN SATELLITE BASE

CNTR

[illegible]

BOARDING PARTIES	[] [] [] [] [] [] [] 6
TRANSPORTER BOMBS	[] [] DD DD

TRAN 

DD FORM 101

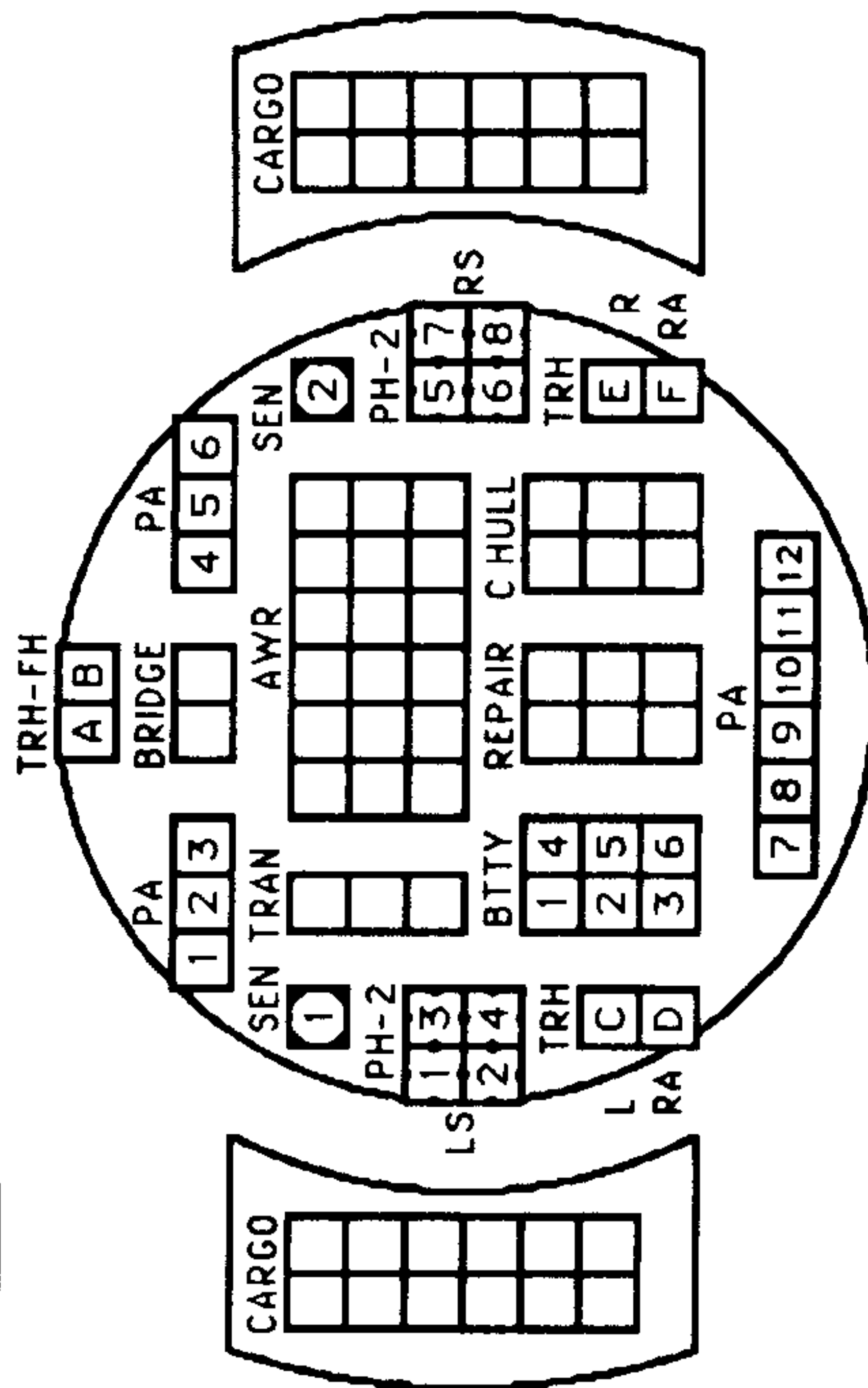
SHIP DATA TABLE	
TYPE	= SAT
POINT VALUE	= 75/200
PA COST	= 4/6
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.11

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

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

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

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

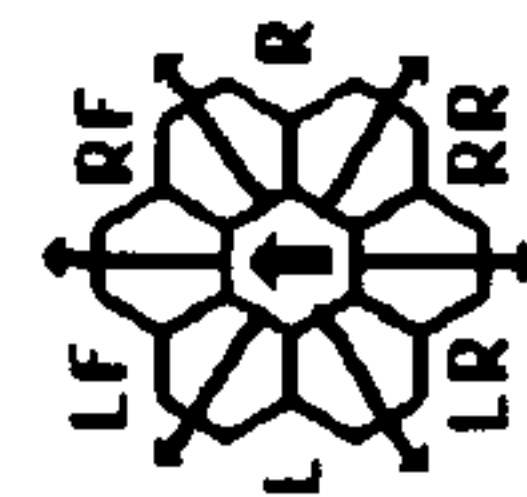
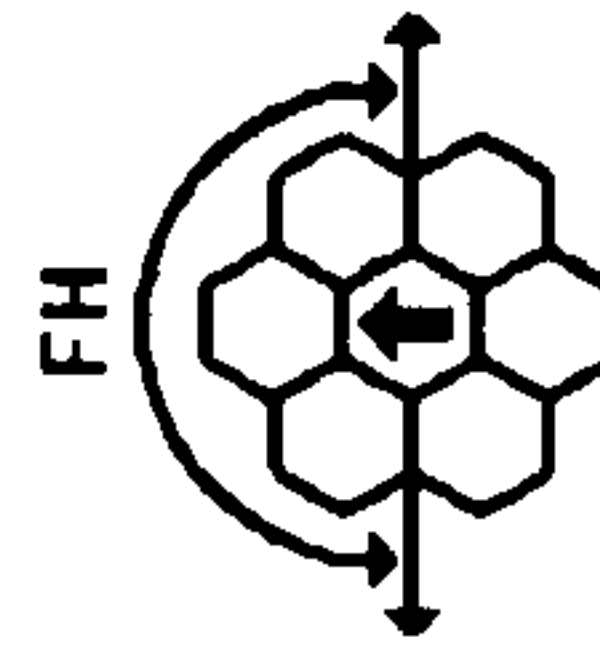


SENSOR DAM CON

SCANNER
0149

EX DAM
[] [] [] []

SEE (C3.7) FOR ROTATION.


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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.

ANDROMEDAN ENERGY MODULES

SMALL
ENERGY MODULE

1					
2					
3					
4					
5					
6					

SHIP DATA TABLE		
TYPE	=	EM-S
POINT VALUE	=	30
SIZE CLASS	=	4
REFERENCE	=	R10.13A

MEDIUM
ENERGY MODULE

1					
2					
3					
4					
5					
6					
7					
8					

SHIP DATA TABLE		
TYPE	=	EM-M
POINT VALUE	=	40
SIZE CLASS	=	4
REFERENCE	=	R10.13B

SEE (G20.0) FOR RULES
ON ENERGY MODULES.

LARGE
ENERGY MODULE

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

SHIP DATA TABLE		
TYPE	=	EM-L
POINT VALUE	=	60
SIZE CLASS	=	4
REFERENCE	=	R10.13C

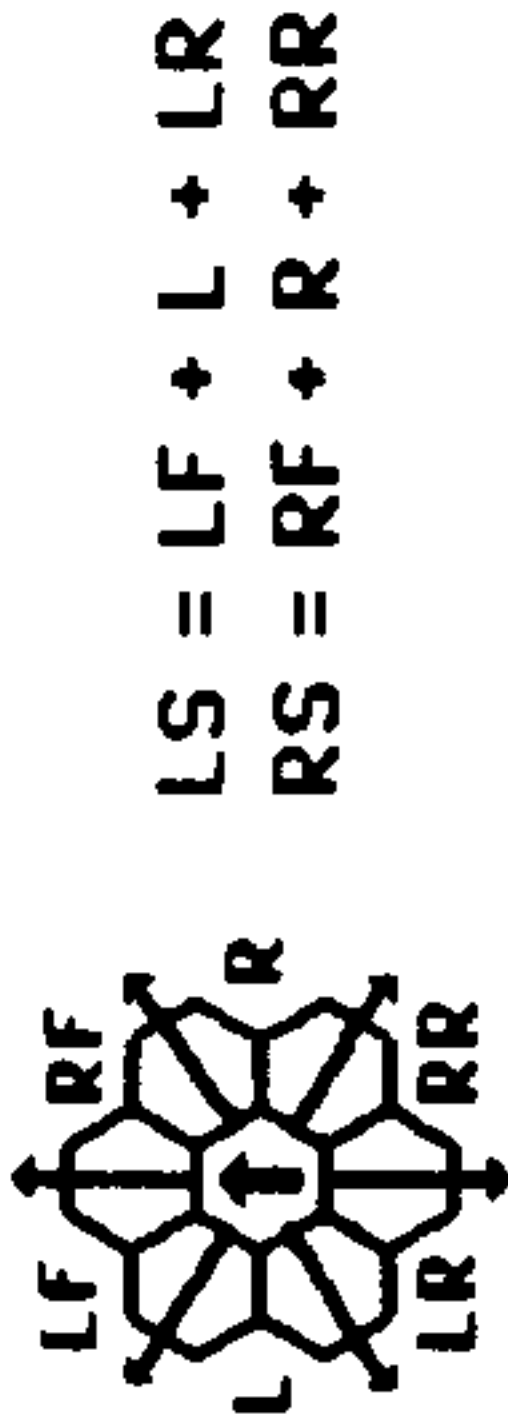
ANDROMEDAN INFESTOR

CNTR

SHIP DATA TABLE	
TYPE	= INF
POINT VALUE	= 258/208
BREAKDOWN	= 6
PA COST	= 6/10
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R10.14

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

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



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

PROBES

	*				10
					20

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

DISPLACEMENT DEVICE TABLE

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

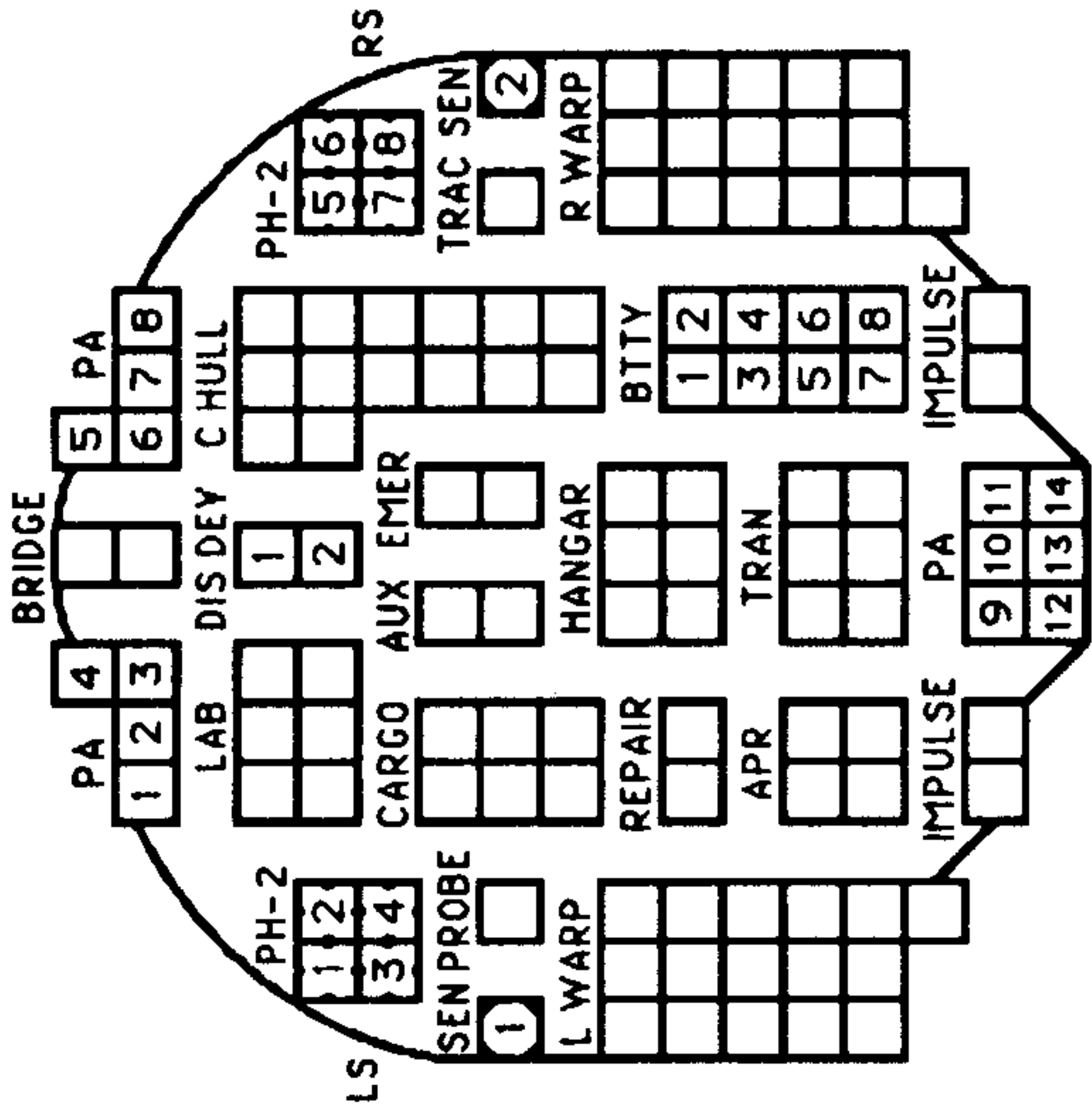
TYPE II PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.



SENSOR
6 6 5 3 1 0

DAMAGE CONTROL
4 4 2 2 2 0

SCANNER
0 0 1 2 4 9

EXCESS DAMAGE
0 0 0 0 0 0

SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	1000/600
PA COST	=	18/36
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R10.7

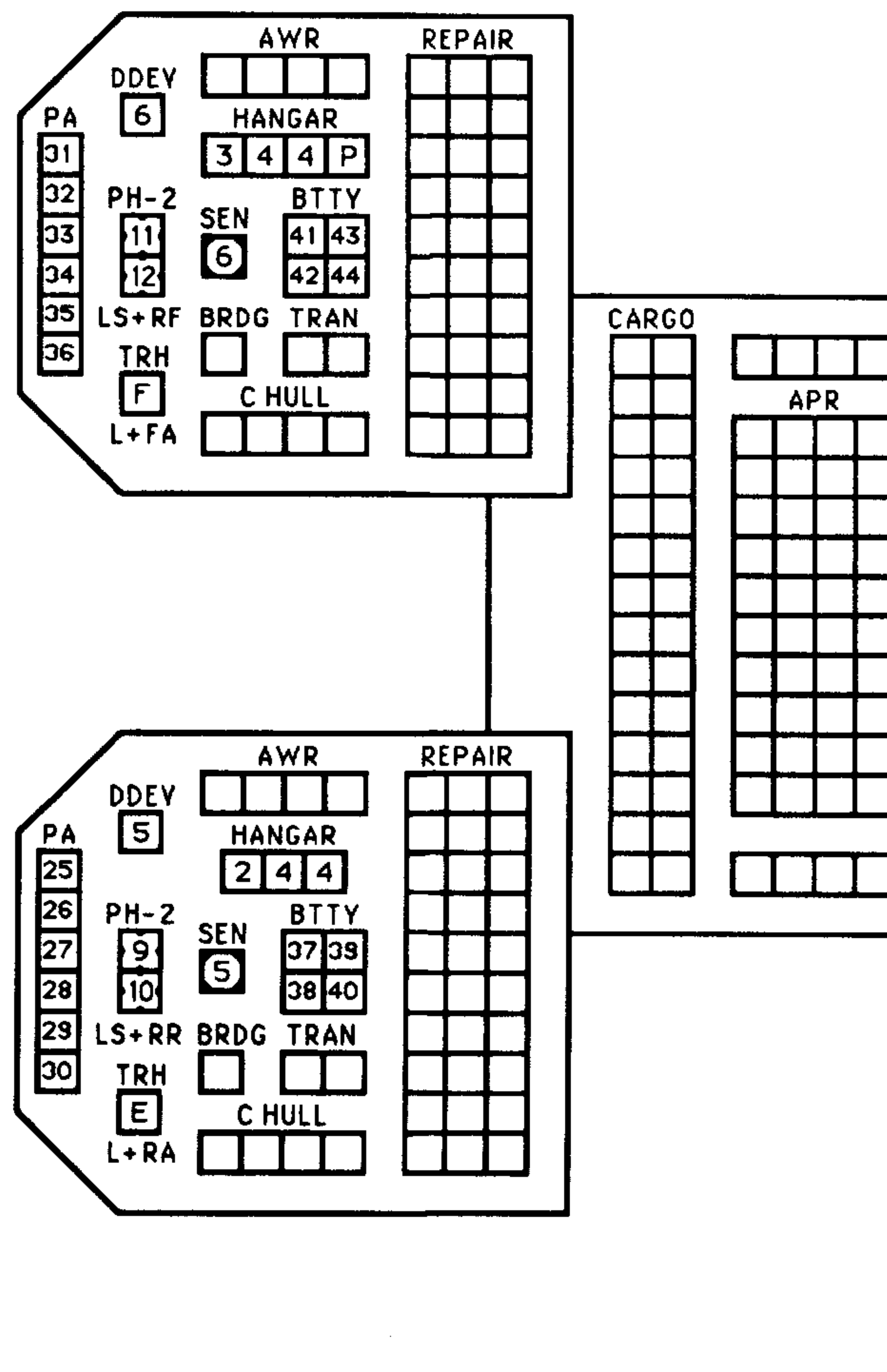
[illegible][illegible]

1									10
2									10
3									10
4									10

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

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

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



SENSOR

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

SCANNER
000011233579

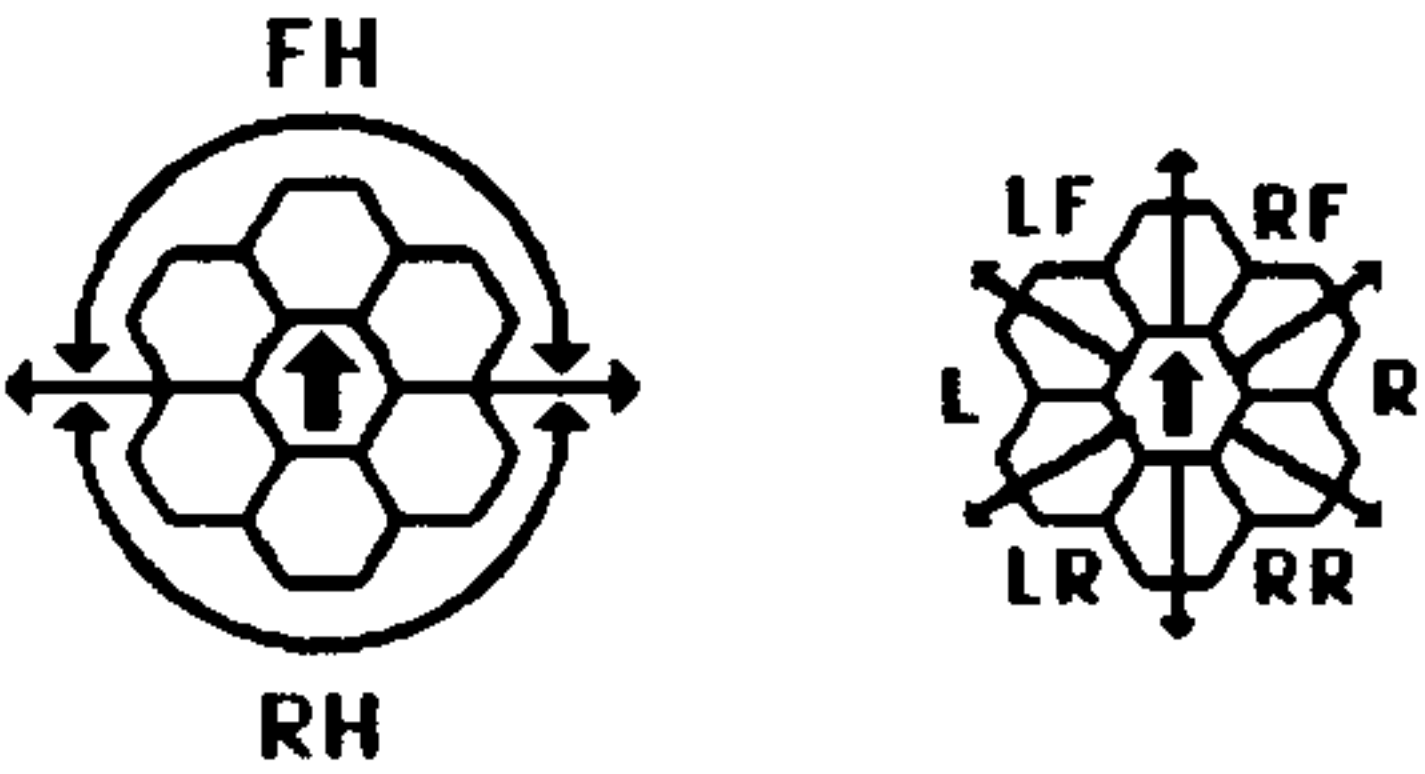
DAMAGE CONTROL

12	12	12	10	10	10	8	8	8	6	6	4	4	2	2	0
----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

[illegible]

DISPLACEMENT DEVICE TABLE

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



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

PA 1 2 3 4 5 6

TRH PH-2-FX DDEV

FH A 1 2 1

HULL BRDG SEN AWR

C 1 HNGR

TRAN BTTY 2 4 4

REPAIR

REPAIR C HULL

TRAN BRDG TRH

BTTY SEN PH-2 PA

25 27 2 3 7

26 28 4 4 8

HANGAR LF+RS DDEV

P 4 4 3 2 9

AWR 2 10

ARMOR

LAB C HULL

TRANSPORTERS

FLAG EMER PRB AUX

1 2 3 4

BATTERY

1 2 3 4 5 6 7 8 9 10

11 12 13 14 15 16 17 18 19 20

ARMOR

REPAIR C HULL

TRAN BRDG TRH

BTTY SEN PH-2 PA

29 31 3 5 13

30 32 6 6 14

HANGAR LR+RS DDEV

4 4 2 3 15

AWR 3 16

REPAIR

AWR HNGR BTTY TRAN HULL

P 33 35 C

4 34 36

4 SEN BRDG

3 4

DDEV PH-2-RX TRH

4 8 7 D

PA RH

19 20 21 22 23 24

SEE (D4.12) FOR ARMOR RULES.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
SEE (C3.7) FOR ROTATION RULES.

TRANSPORTER BOMBS

D D D D D D D

D D D D D D D

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

ANDROMEDAN MAMBA

[illegible]

PROBES

[illegible]

TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE	
TYPE	= MAM
POINT VALUE	= 130
BREAKDOWN	= 6
PA COST	= 5/8
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.15

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

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

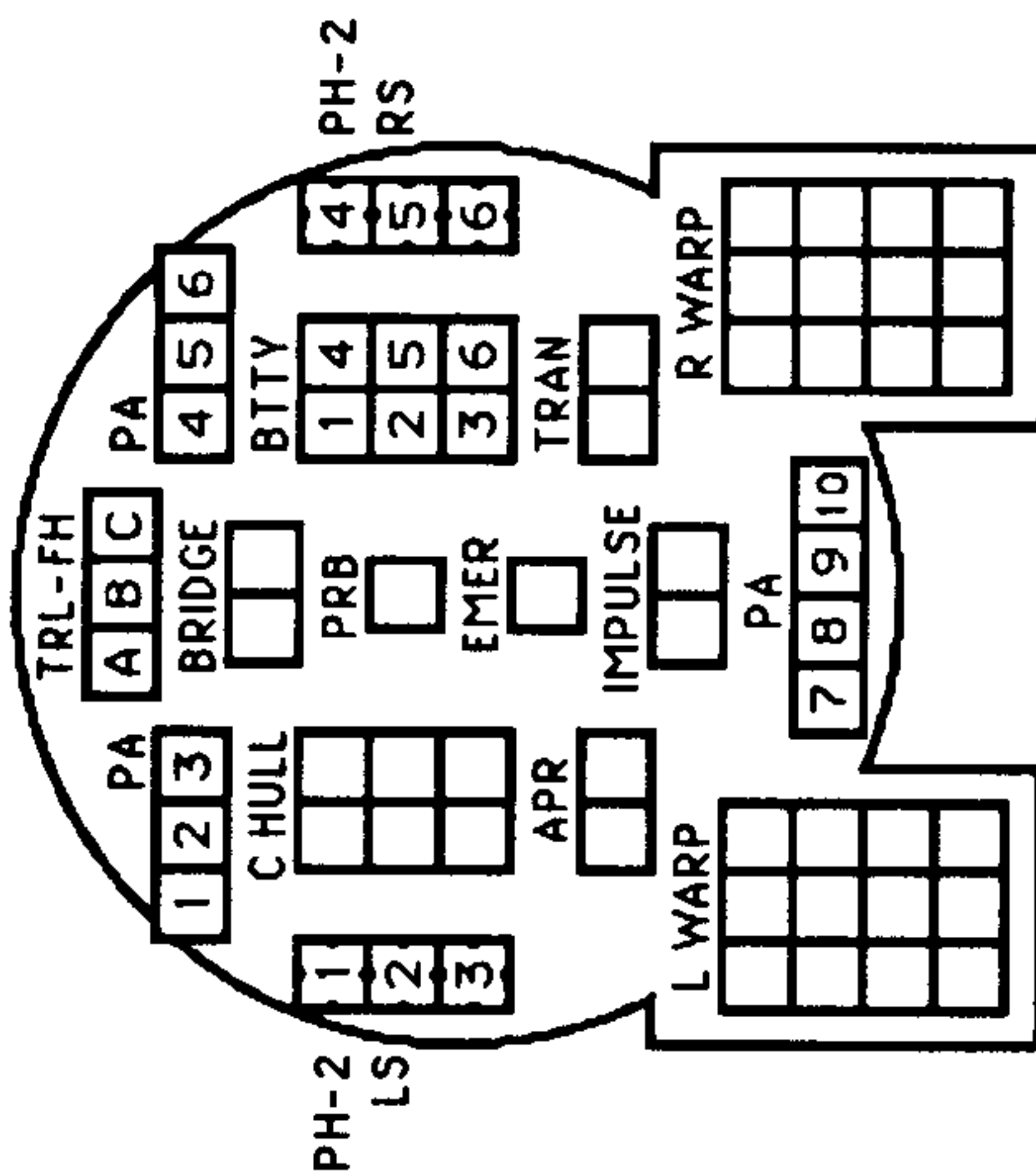
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
	4	16-21
	5	22-28
	6	29+

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	4- 8	9- 15
1	4 4 4 4	1 1	1
2	4 4 4 4	1 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

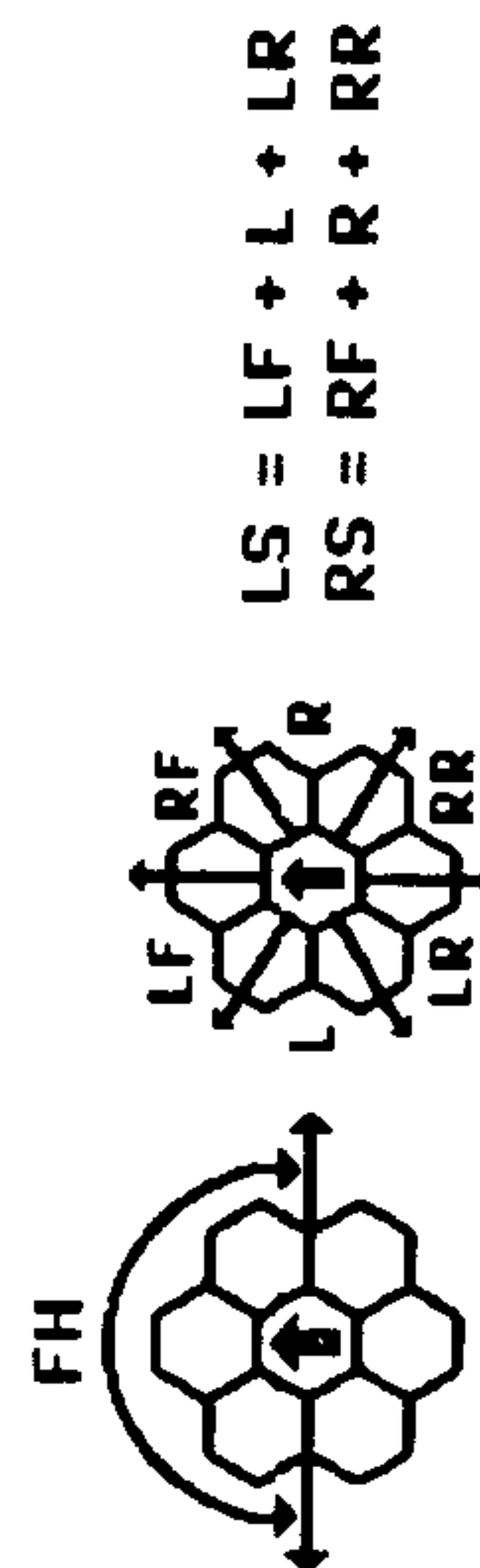


SENSOR
6 5 3 1 0

DAMAGE CONTROL
4 2 2 0

SCANNER
01359

EXCESS DAMAGE					
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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
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

ANDROMEDAN EEL

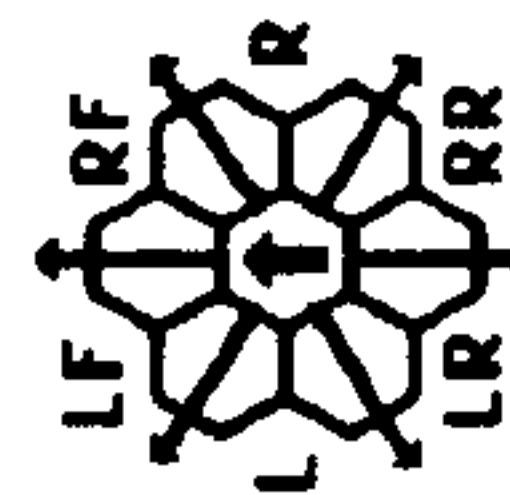
CNTR

SHIP DATA TABLE	
TYPE	= EEL
POINT VALUE	= 92
BREAKDOWN	= 6
PA COST	= 4/6
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.16

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


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

TRANSPORTER BOMBS DD

BOARDING PARTIES						8
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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	4	3	2	1	1		
2	6	5	4	4	4	2	1	1	0		
3	6	4	4	4	4	1	1	0	0		
4	5	4	4	4	3	1	0	0	0		
5	5	4	4	3	3	0	0	0	0		
6	5	3	3	3	3	0	0	0	0		

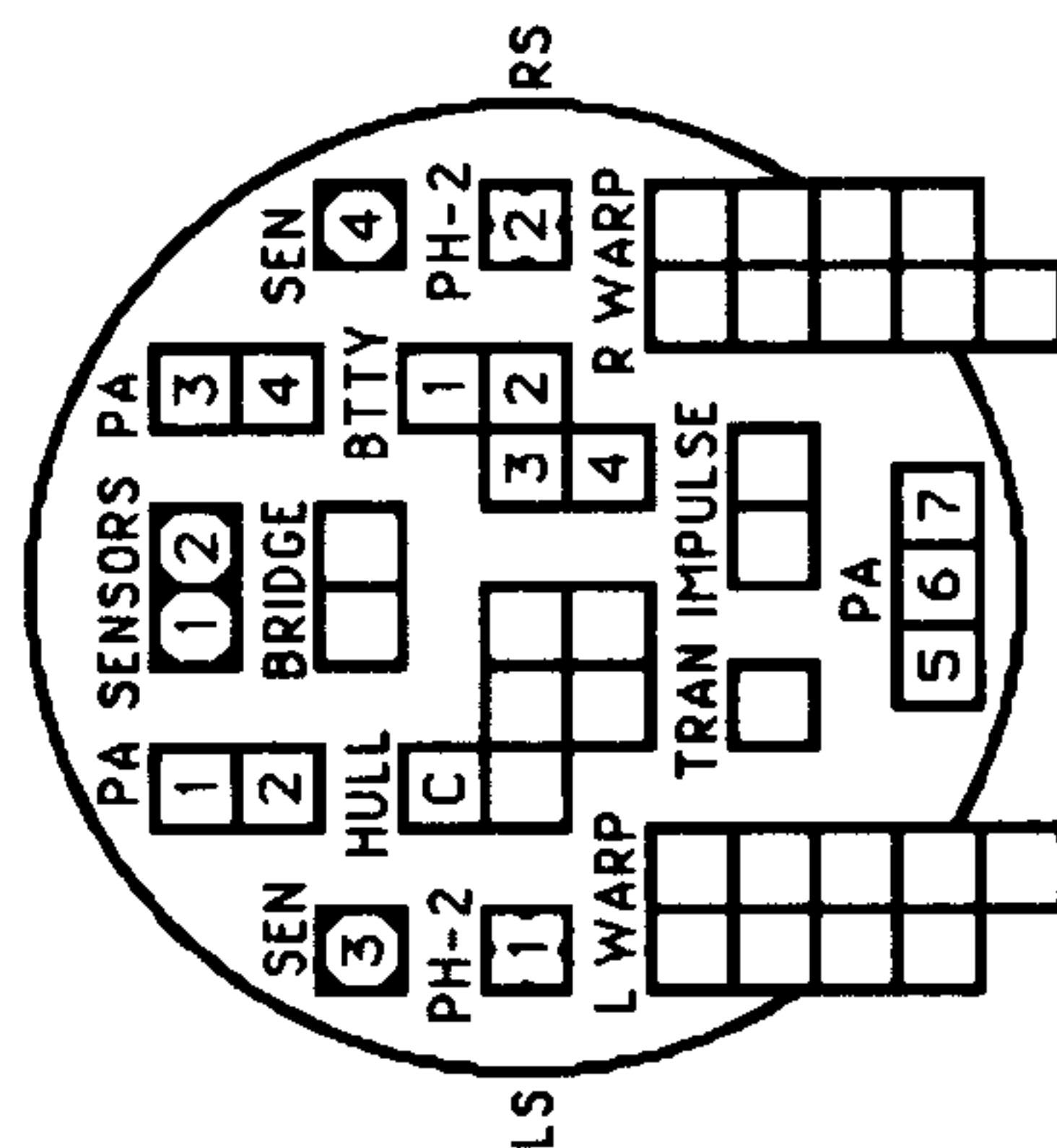
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.

WARP ENERGY MOVEMENT COST = 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	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	



SENSOR

6	5	3	0
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DAM CON

SCANNER 0159

EX	DA	MA	
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THE EEL CAN USE BOTH OF ITS BRIDGE BOXES AS LABS.

ANDROMEDAN VIPER

[illegible]

CREW UNITS

BOARDING PARTIES

TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE	
TYPE	= VIP
POINT VALUE	= 60
BREAKDOWN	= 6
PA COST	= 3/4
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.17

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

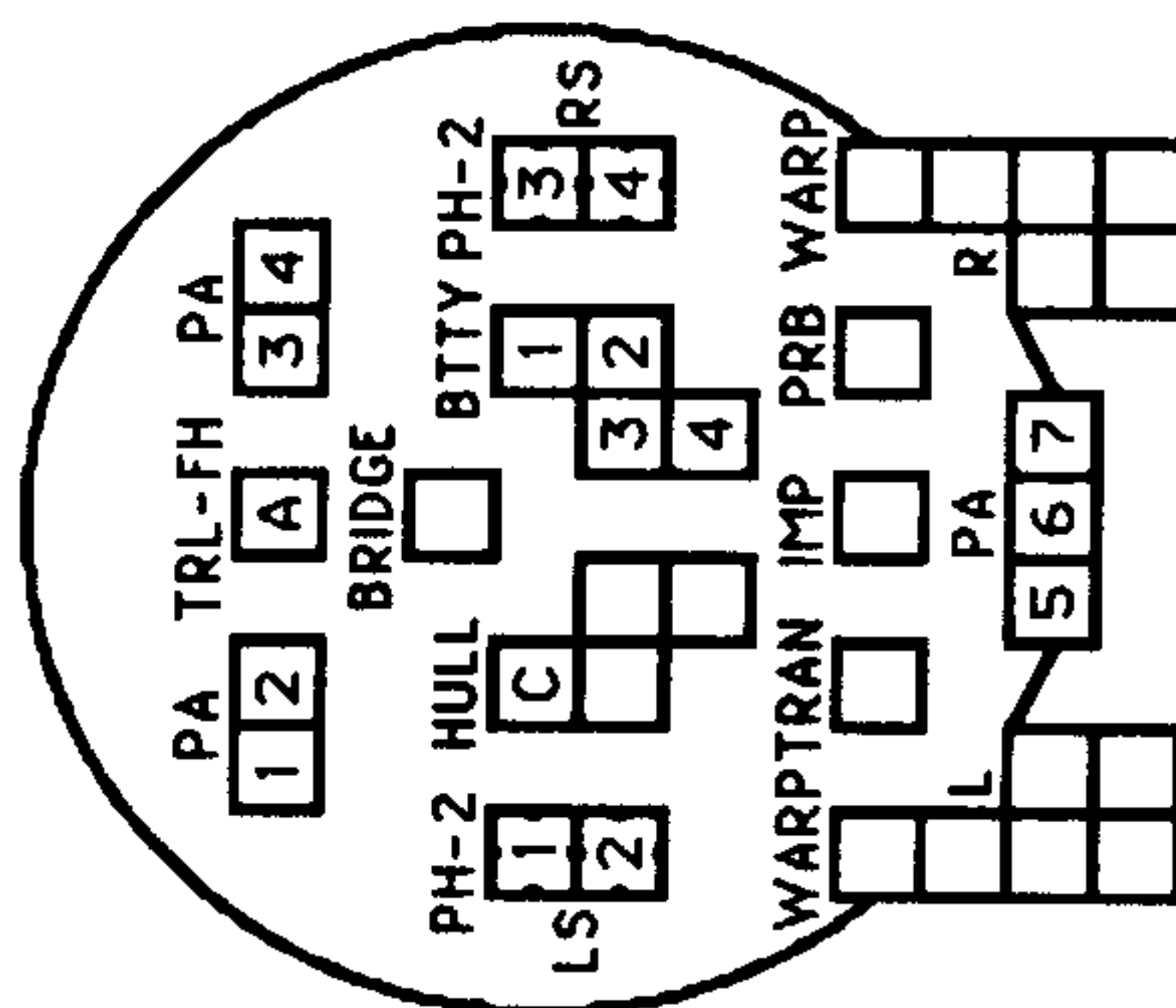
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE II PHASER TABLE

DIE 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	4	5	6	7	8	9	10	11	12	13	14	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									

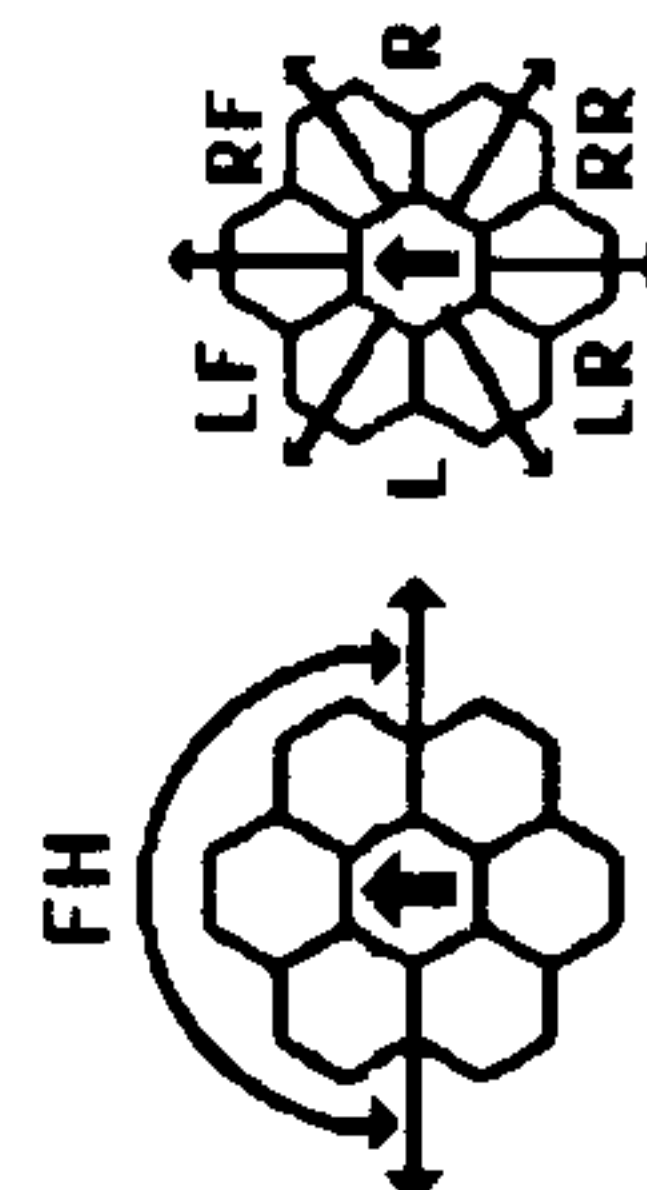


SENSOR

DAM CON

SCANNER

EX D AM


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

WARP ENERGY MOVEMENT COST = 1/3 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	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10

CREW UNITS									
	*								10
ADMINISTRATIVE SHUTTLES									
IDENT									
HIT POINTS									
NOTES									
TWO BAYS, NO TRANSFERS									

BOARDING PARTIES									
									10
T-BOMBS									
									D D

SHIP DATA TABLE	
TYPE	= L-Q
POINT VALUE	= 82
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.7

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

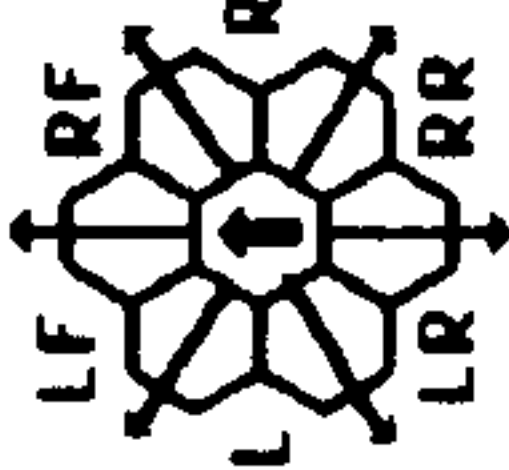
TYPE I OFFENSIVE PHASER TABLE

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

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

SEE SPECIAL COMBAT RULES (R1.7).

SEE (D4.12) FOR ARMOR RULES.



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

PLASMA TORPEDO WARHEAD TABLE

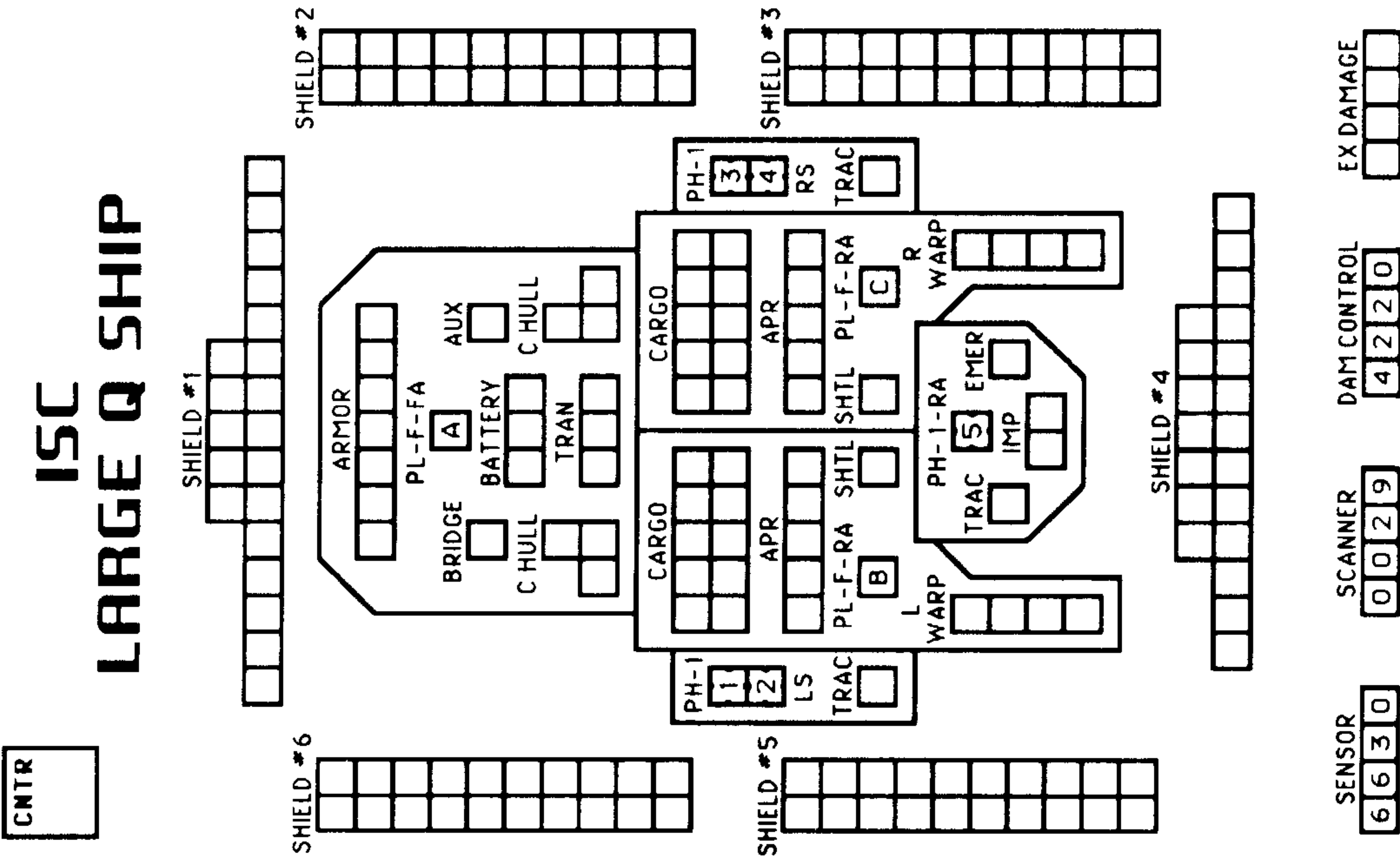
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO PLASMA TORPEDOES				
A	F	B	F	C
F				

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

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

THE REAR PLASMA TORPEDOES ON THIS SHIP ARE NOT RESTRICTED IN THEIR LAUNCH RATE AS OTHER ISC SHIPS ARE.



ISC
LARGE Q SHIP

CREW UNITS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

T-BOMBS

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

SHIP DATA TABLE

TYPE	=	S-Q
POINT VALUE	=	39
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

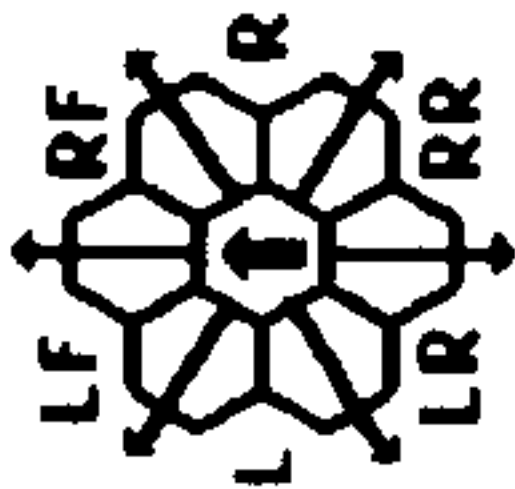
PSEUDO PLASMA TORPEDOES

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

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

SEE SPECIAL COMBAT RULES (R1.7).

SEE (D4.12) FOR ARMOR RULES.



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

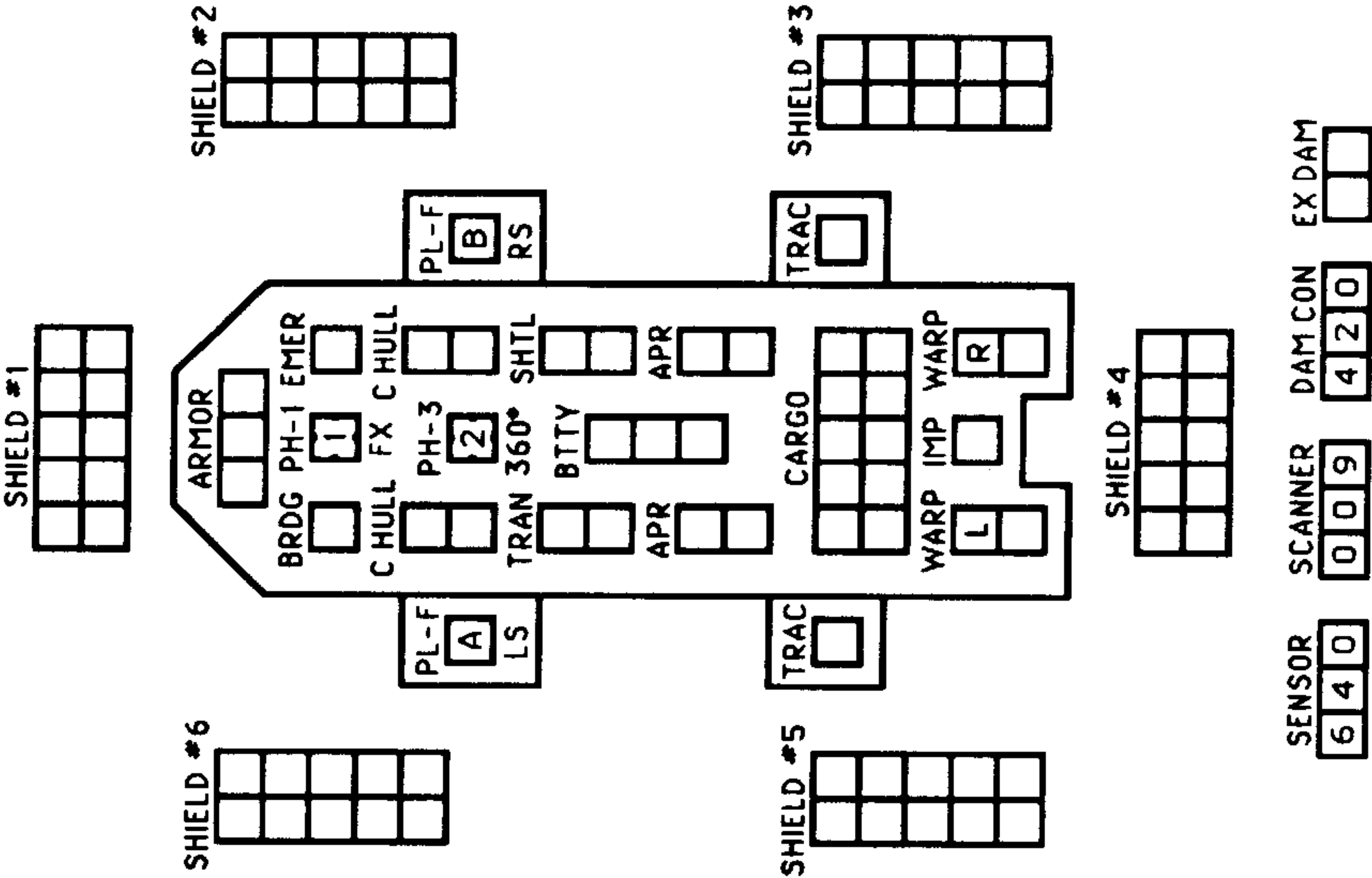
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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

CNTR

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ISC
SMALL Q SHIP



TURN MODE SPEED

C	1	2	3	4	5	6
NO						
HET						
BONUS						
BD						

ISC DREADNOUGHT

SHIP DATA TABLE	
TYPE	= DN
POINT VALUE	= 280
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R13.2

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

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

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

PLASMATIC PULSAR DEVICE COMBAT TABLE										
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40			
HIT*	-	9	8	7	6	5	4			
DAMAGE	0	6	5	4	3	2	1			
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0			
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0			

PLASMA TORPEDO WARHEAD 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			

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

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

PROBES				5
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TYPE I OFFENSIVE PHASER TABLE

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

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

PLASMA TORPEDO WARHEAD 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		

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

CNTR

SHIELD #6

SHIELD #2

SHIELD #3

SCANNER 0000123459

SENSOR
6 6 6 6 5 4 3 2 1 0

DAM CON

ISC FLAGSHIP CRUISER

CNT

SHIELD #6

SHIELD #1

PPD-FA

PH-1-FH

BRIDGE

FLAG

F HULL

TRACTOR

SHIELD #2

PL-S-RP

PH-1

FA

AUX

TRAN

LAB

APR

SHIELD #3

PH-3

L WARP

PH-1-360° PRB

BATTERY

AFT HULL

SHUTTLE

IMPULSE

SHIELD #4

PH-3

R WARP

PH-1

PLAS-F

H K R

J R R

SHIELD #5

LS

9

PLAS-F

L E F

LR G

SHIELD #6

PL-S-LP

PH-1

FA

EMER

TRAN

LAB

APR

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

ISC

REAR-FIRING

PLAS-F ARCS

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

ADMINISTRATIVE SHUTTLES

Crew Units

Boarding Parties

Probes

Administrative Shuttles

Transporter Bombs

SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	220
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.5

TURN MODE SPEED

D	1	2	3	4	5	6
HET						
BD						

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-15	16-20	21-25
TYPE S	30	20	15	10	5
TYPE G	20	15	10	5	0
TYPE F	20	15	10	5	0
BOLT	1-4	1-3	1-2	1	0

PSEUDO-PLASMA TORPEDOES

ISC

REAR-FIRING

PLAS-F ARCS

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

The diagram illustrates the layout of the USS Enterprise (NCC-1701-A) with various functional areas and shields. The ship's structure is as follows:

- Top Section (Bow):**
 - PL-S-RP:** C, PH-1, FA, R, 5, 6, AUX, TRAN, LAB, APR.
- Middle Section:**
 - PPD-FA:** A, PH-1-FH, 1, 2, BRIDGE, F HULL, TRACTOR.
 - PH-1-360° PRB:** 7, 8, BATTERY, AFT HULL, SHUTTLE, IMPULSE.
 - PH-3 L WARP:** 9, 10, 11, 12, 13, 14, RS, PLAS-F, G, J, R, H, RR.
- Bottom Section (Stern):**
 - PL-S-LP:** B, PH-1, FA, L, 3, 4, EMER, TRAN, LAB, APR.

The ship is surrounded by six shielded areas (SHIELD #1 through SHIELD #6) and a central control area (CNTR). The shields are positioned as follows:

- SHIELD #1:** Top left.
- SHIELD #2:** Top right.
- SHIELD #3:** Middle left.
- SHIELD #4:** Middle right.
- SHIELD #5:** Bottom left.
- SHIELD #6:** Bottom right.

The central control area (CNTR) is located at the bottom center of the diagram.

SEE (R131C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-F₃.

ISC
REAR-FIRING
PLAS-F ARCS

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

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

SHIP DATA TABLE		
TYPE	=	CA
POINT VALUE	=	185
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.6

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

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-							
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			

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

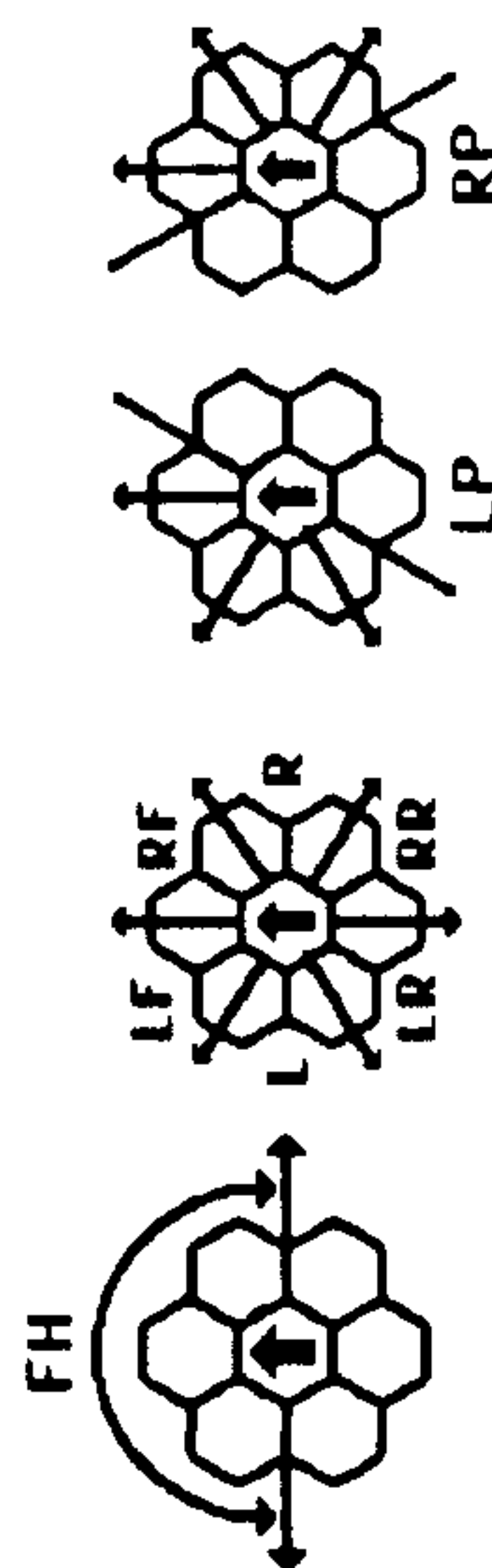
PROBES				5
TRANSPORTER BOMBS				D D D D

PLASMATIC PULSAR DEVICE COMBAT TABLE							
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE S	30	30	22	22	22	15	15		
TYPE G	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
BOLT	1-4	1-3	1-2						

**PSEUDO-PLASMA
TORPEDOES**



ISC FLEET CARRIER

CREW UNITS

		*						10
								20
								30
								40
								50

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	CV
POINT VALUE	=	166
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.7

DECK CREWS

									10

PROBES

					5

FA = LF ÷ RF

LS = LF + L + LR

RS = RF + R + RR

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

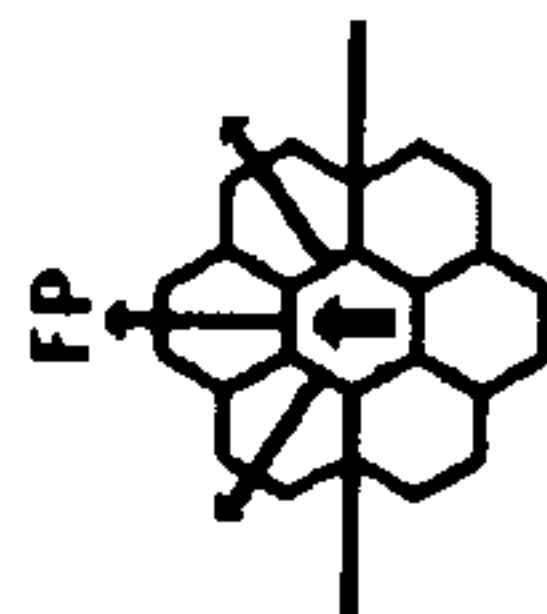
PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE S	30	30	22	22	22	15	15		
TYPE G	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
TYPE D	10	8	5	2	1	0	0		
BOLT	1-4	1-3						1-2	

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

SF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=12

TF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12

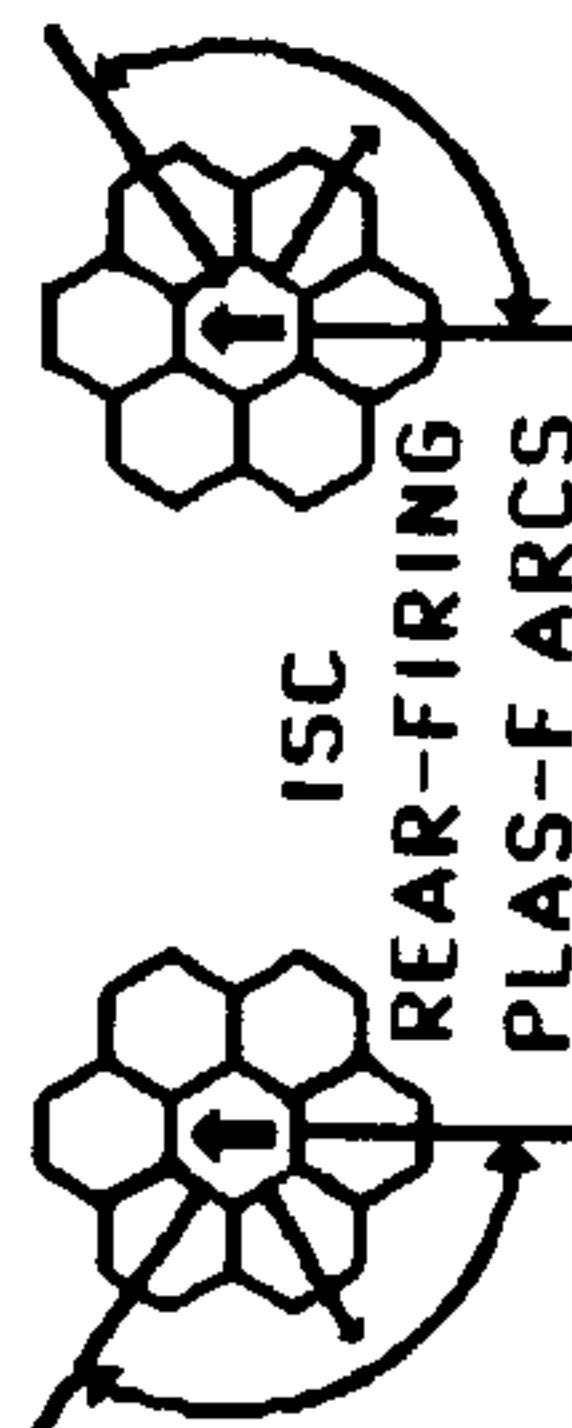
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+



**PSEUDO-PLASMA
TORPEDOES**

[illegible]

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-F3.



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

CREW UNITS

DECK CREWS PROBES

TYPE I OFFENSIVE PHASER TABLE

PLASMA TORPEDO WARHEAD TABLE

TF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12

TYPE III DEFENSE PHASER

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

TYPE III DEFENSE PHASER

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

SHIELD #3

The diagrams show the layout of the USS Intrepid (CV-11) for three different decks: PH-1, PH-1-FH, and PH-1-FA. Each diagram shows the ship's profile with various rooms and their corresponding grid coordinates.

PH-1 Deck:

- FA: 5, 6
- AUX: [] []
- TRAN: [] []
- LAB: [] []
- BATTERY: [] []

PH-1-FH Deck:

- PPD-FA: A, B
- PH-1-FH: 1, 2
- BRIDGE: [] []
- FLAG: [] []
- F HULL: [] [] [] [] [] [] [] []
- TRACTOR: [] [] [] [] [] [] [] []

PH-1-FA Deck:

- FA: 3, 4
- EMER: [] []
- TRAN: [] []
- LAB: [] []
- APR: [] []

SHIELD #4

IMPULSE

SHUTTLE

AFT HULL

PLAS-

AS-F

S 9

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

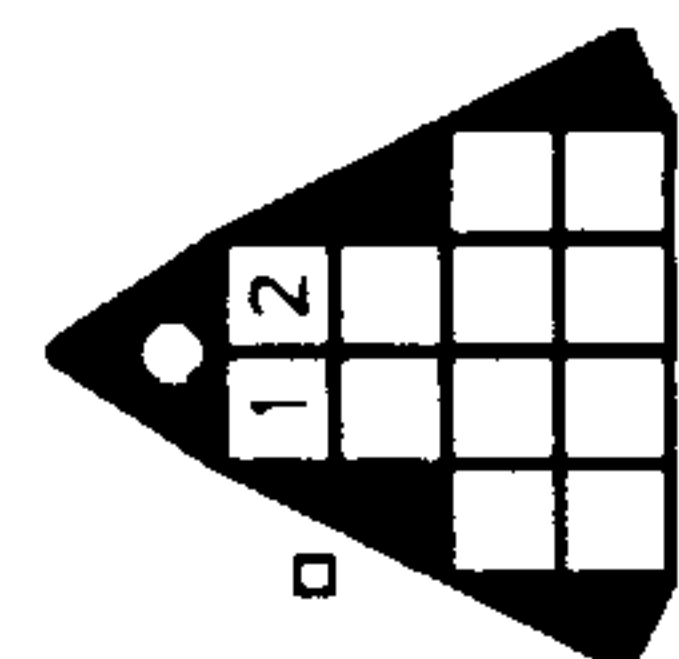
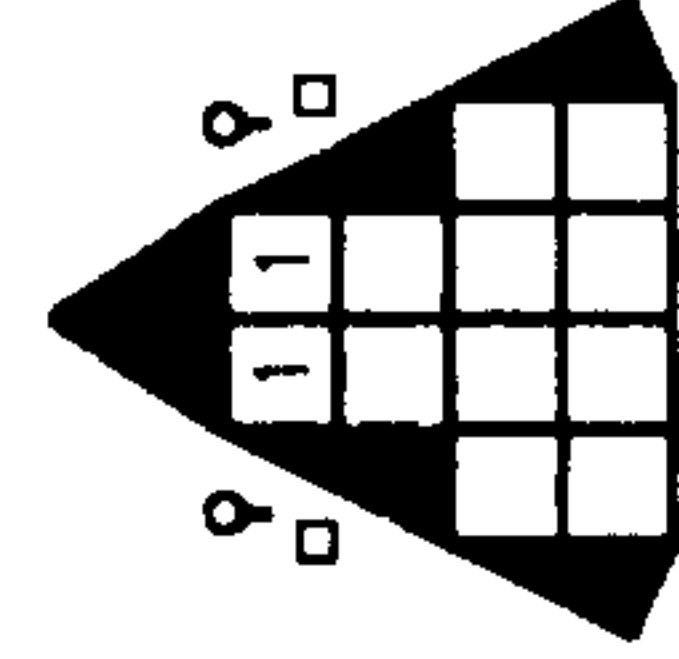
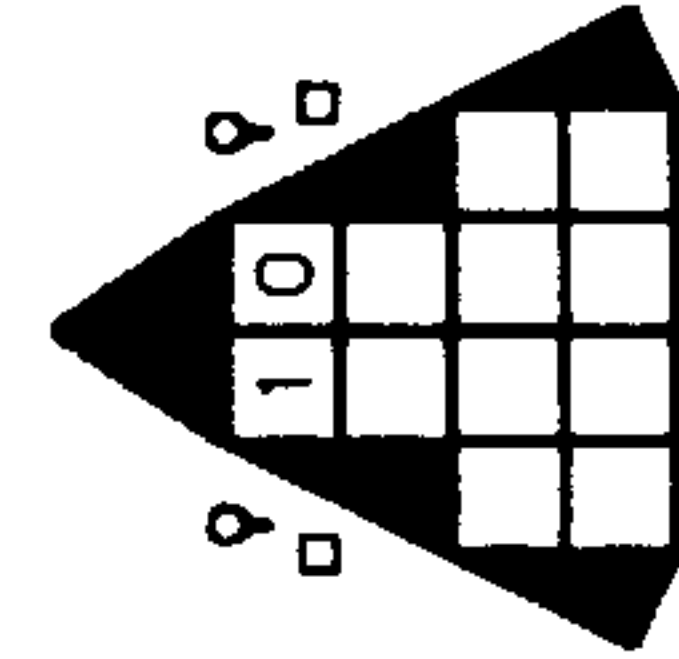
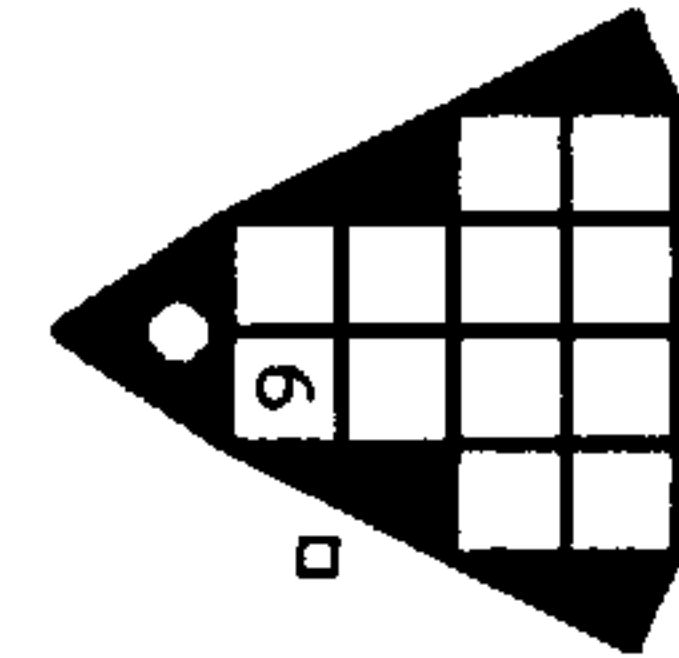
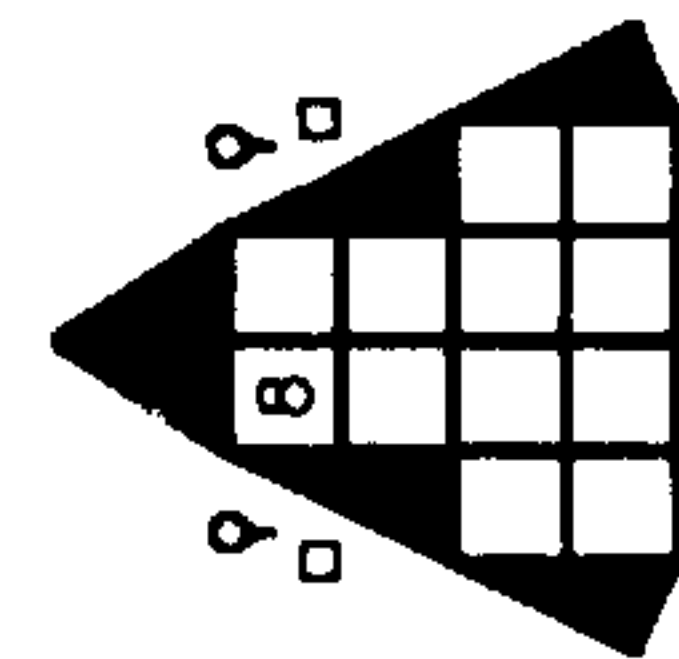
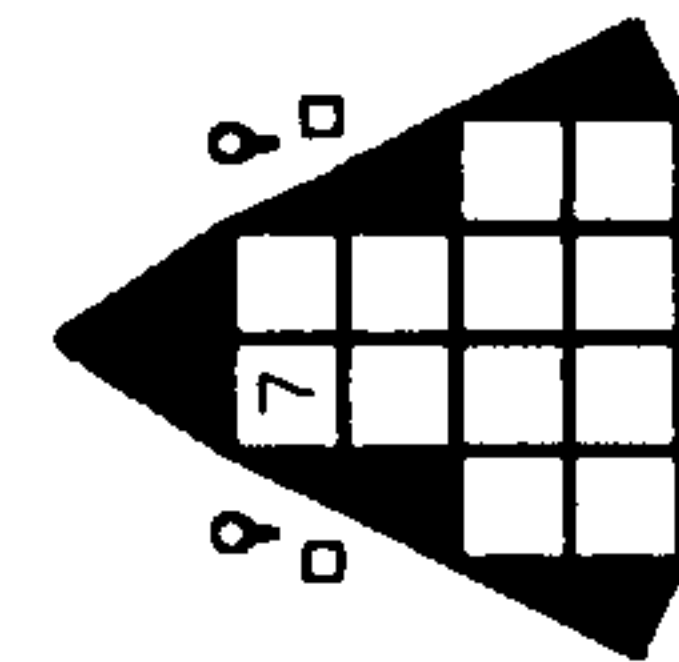
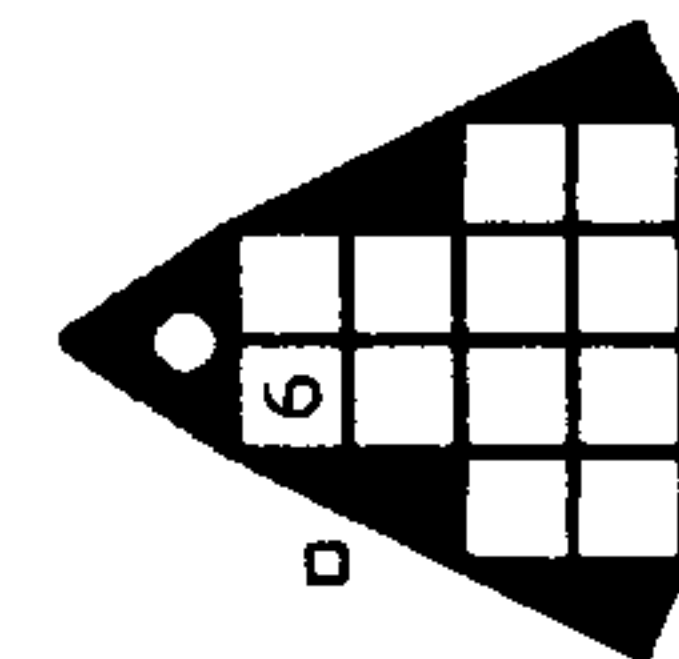
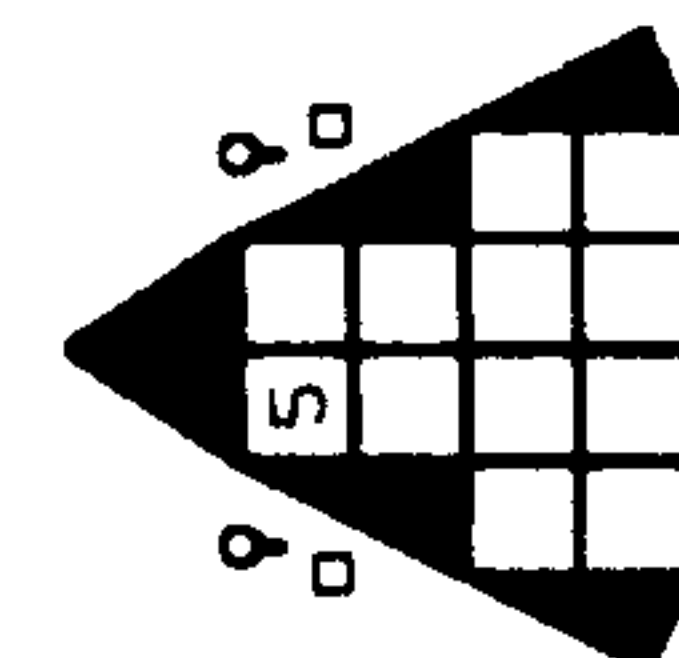
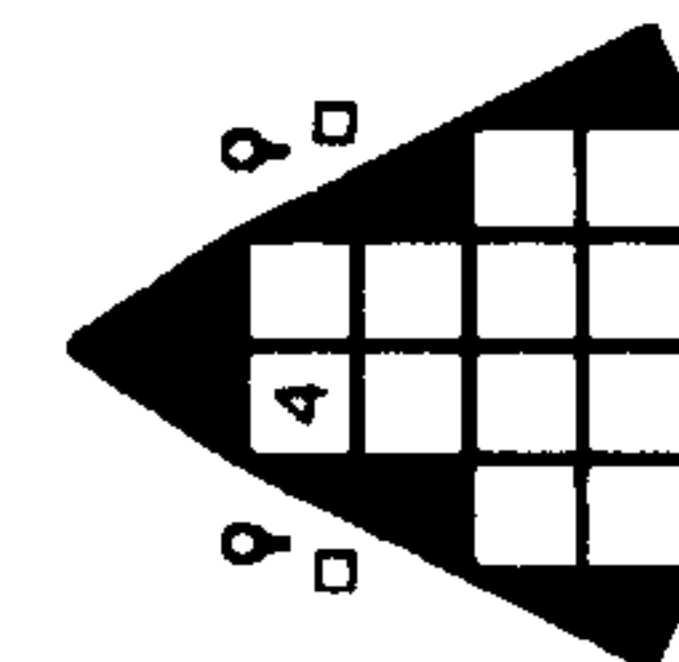
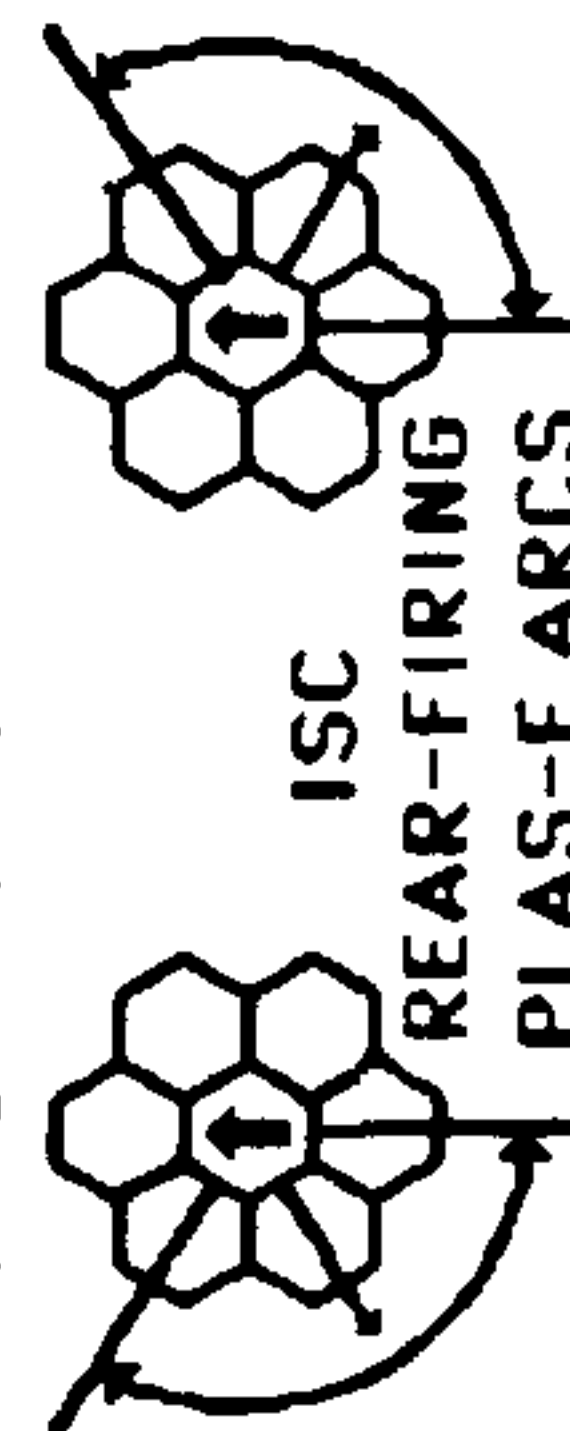
ISC

REAR-FIRING

PLAS-F ARCS

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

MOVEMENT COST = 1 NET COST = 5 EM COST = 6



SHIP DATA TABLE	
TYPE	= CL
POINT VALUE	= 145
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R139

[illegible][illegible]

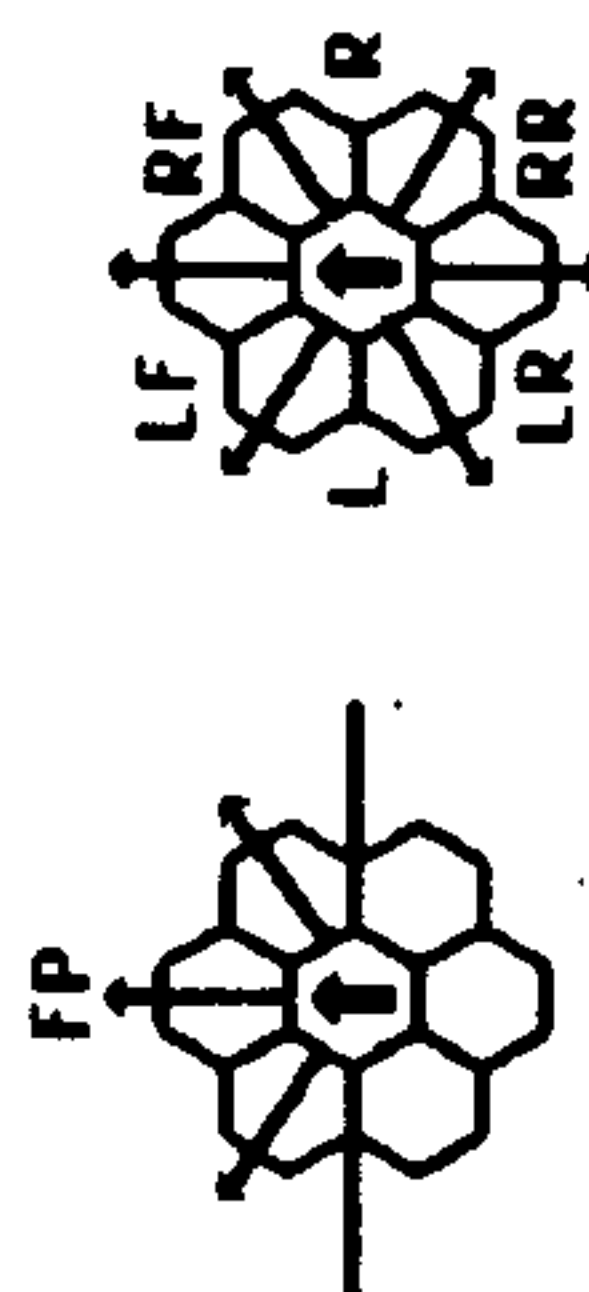
PROBES	1	2	3	4	5
1	0.00	0.00	0.00	0.00	0.00
2	0.00	0.00	0.00	0.00	0.00
3	0.00	0.00	0.00	0.00	0.00
4	0.00	0.00	0.00	0.00	0.00
5	0.00	0.00	0.00	0.00	0.00

TYPE I OFFENSIVE PHASER TABLE

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

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

**PSEUDO-PLASMA
TORPEDOES**


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

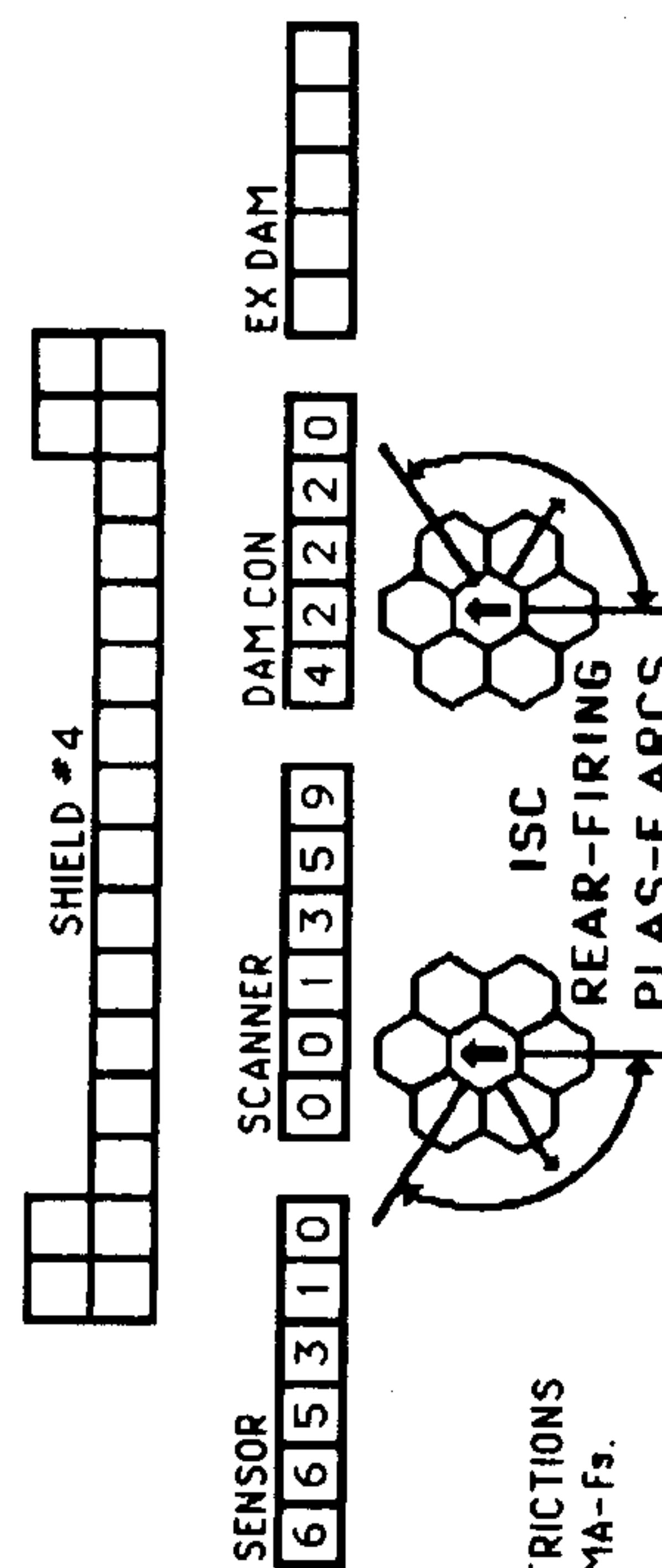
TYPE III DEFENSE PHASER										
DIE ROLL	RANGE		4-9		4-8		4-7		4-6	
	0	1	2	3	3	8	8	7	7	6
1	4	4	4	4	3	1	1	1	1	1
2	4	4	4	4	2	1	0	0	0	0
3	4	4	4	4	1	0	0	0	0	0
4	4	4	4	3	0	0	0	0	0	0
5	4	4	3	2	0	0	0	0	0	0
6	3	3	3	1	0	0	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE S	30	30		22	22	15	15		
TYPE G	20	20		15	15	10	5		
TYPE F	20	15		10	5	1	0		
BOLT	1-4	1-3							1-2

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	2	3	4	4	4	5	6	7	8	8
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$

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



SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-F3.

CREW UNITS ADMINISTRATIVE SHUTTLES

BOARDING PARTIES										TRANSPORTER BOMBS								
															D	D	D	D

DECK CREWS					PROBES				
									5

TYPE I OFFENSIVE PHASER TABLE

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

**PSEUDO-PLASMA
TORPEDOES**

A **S** **B** **S**



The diagram shows a central hexagonal cell with an upward-pointing arrow. It is surrounded by a ring of six other hexagonal cells. Lines radiate from the center to the vertices of this ring. Labels are placed around the diagram: 'FP' at the top, 'L' at the bottom-left, 'R' at the bottom-right, 'LF' at the top-left, and 'RR' at the top-right. A horizontal line passes through the center of the diagram.

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

TENSILE PORT LOG WAREHOUSE STRENGTH INDEX												
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	
TYPE D	10	8	5	2	1	0	0	0	FTR ONLY			
BOLT	1-4	1-3	1-2						1			

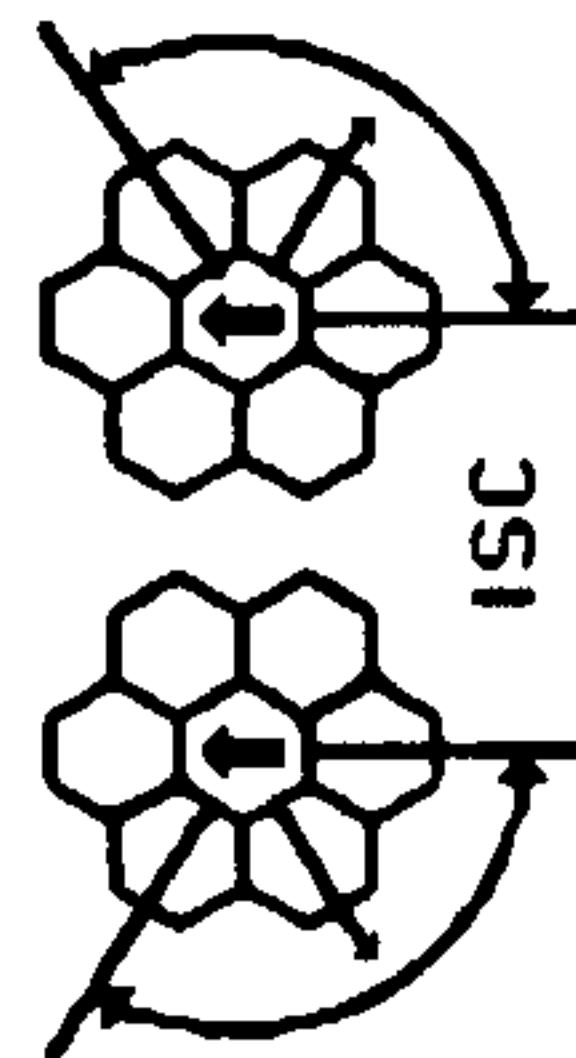
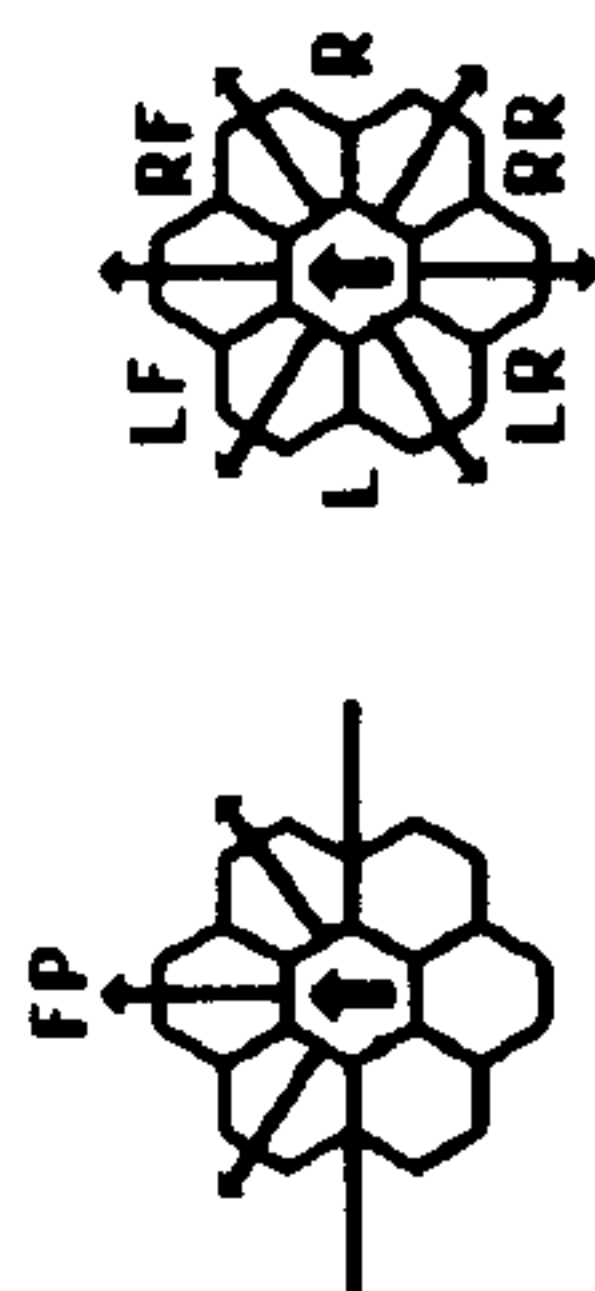
SHIP DATA TABLE	
TYPE	= CVL
POINT VALUE	= 135
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.10

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs

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

TYPE III DEFENSE PHASER

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



REAR-FIRING
PLAS-F ARCS

SF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=12

TF FIGHTERS
1xPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12

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

SCANNER 001359

DAM CON	4	2	2	2	0
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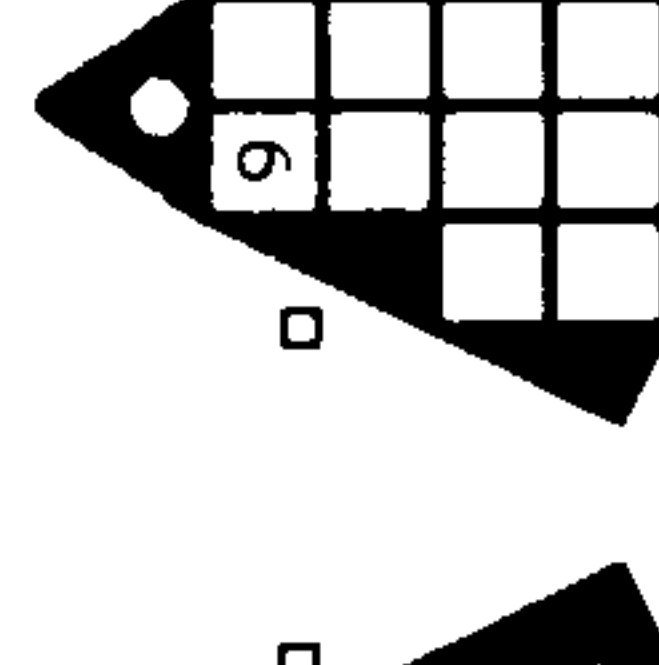
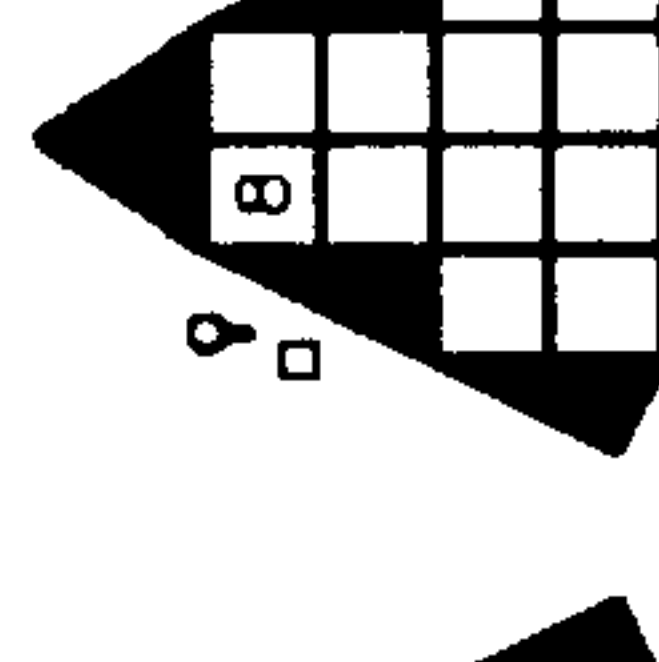
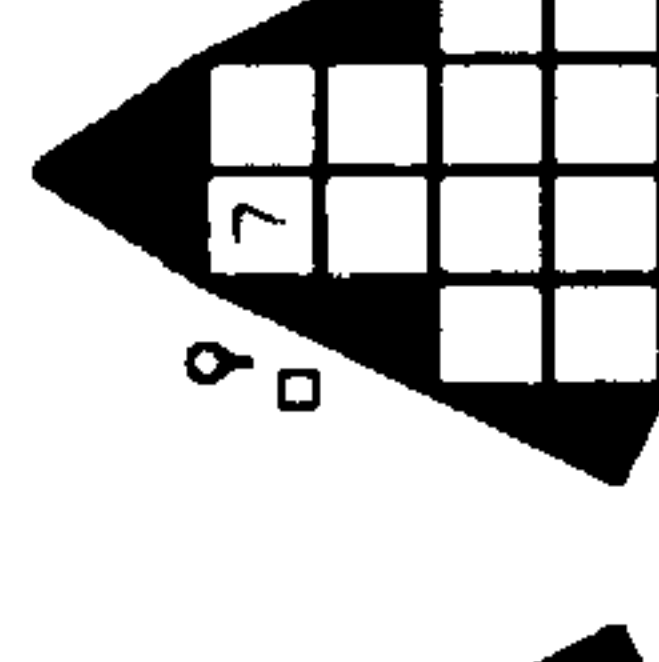
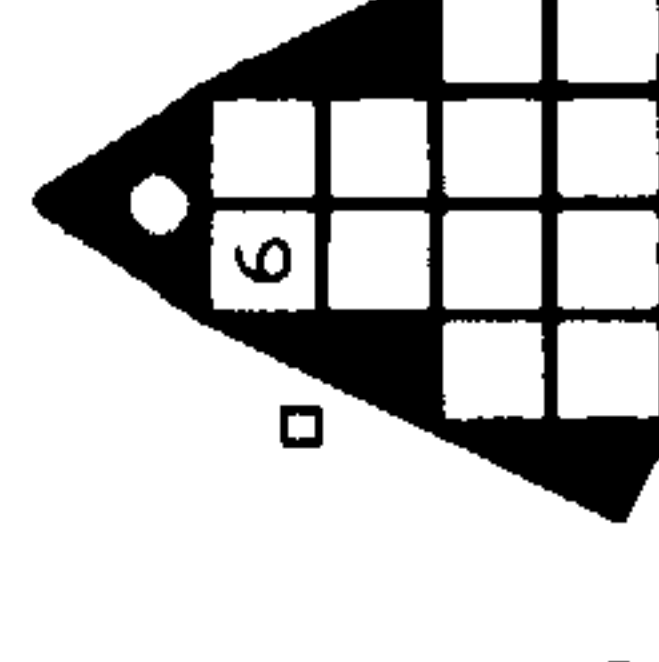
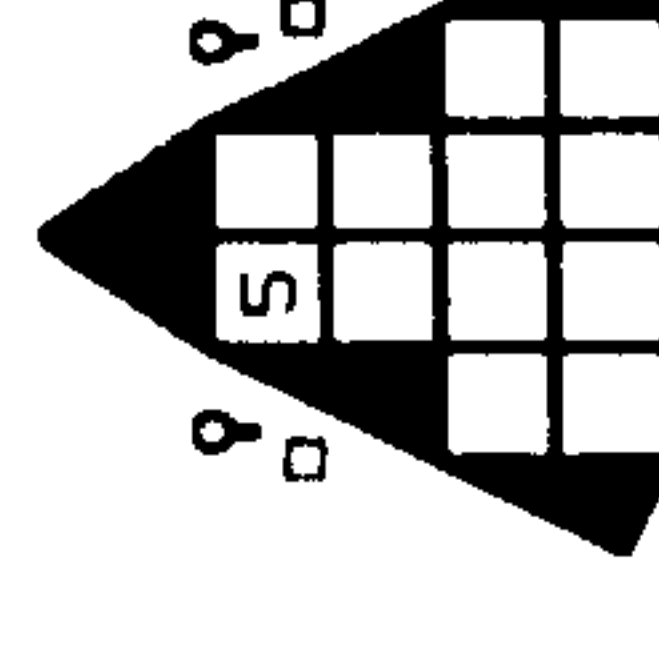
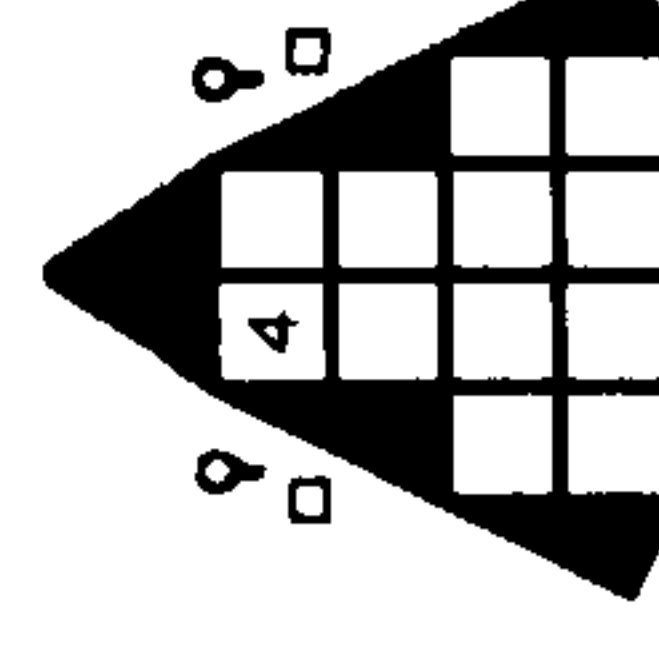
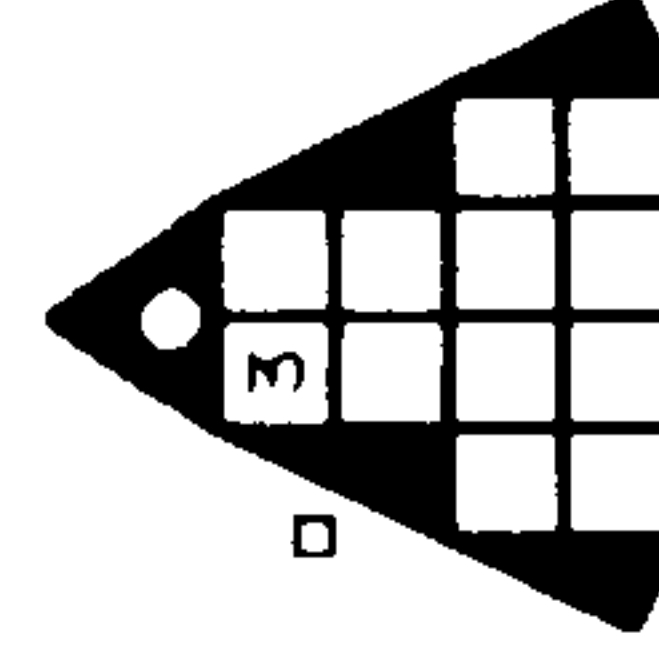
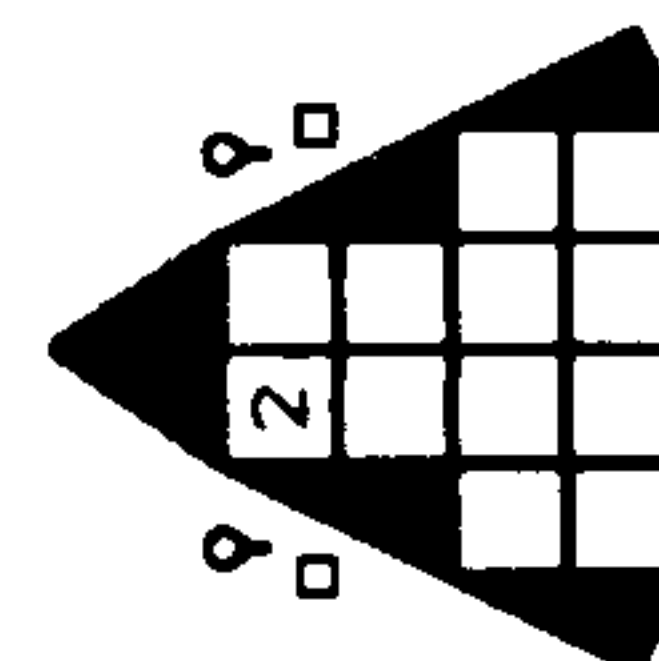
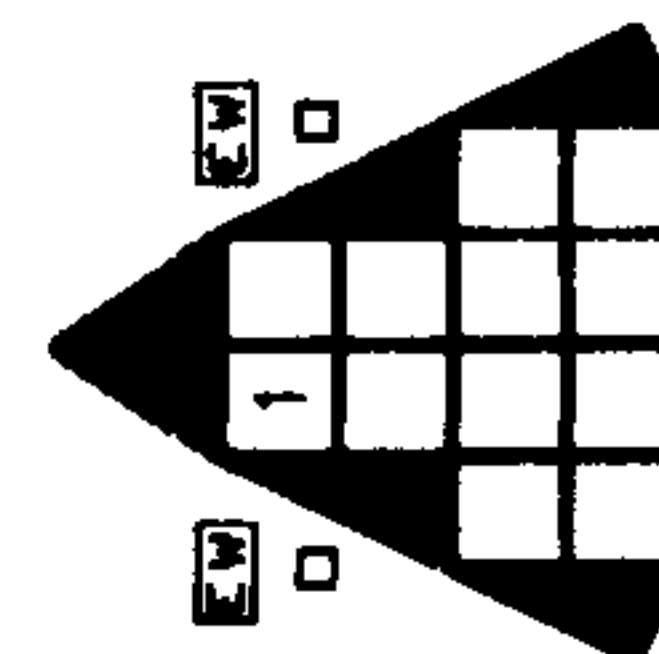
EX	AM				
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WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

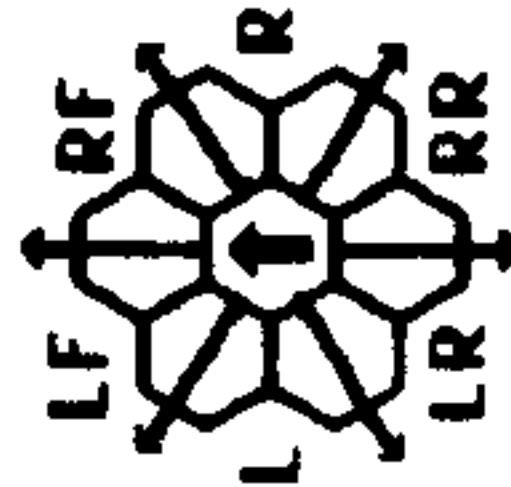
TRANSPORTER BOMBS

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

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



RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

SHIP DATA TABLE	
TYPE	= CS
POINT VALUE	= 155
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.11

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

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

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

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

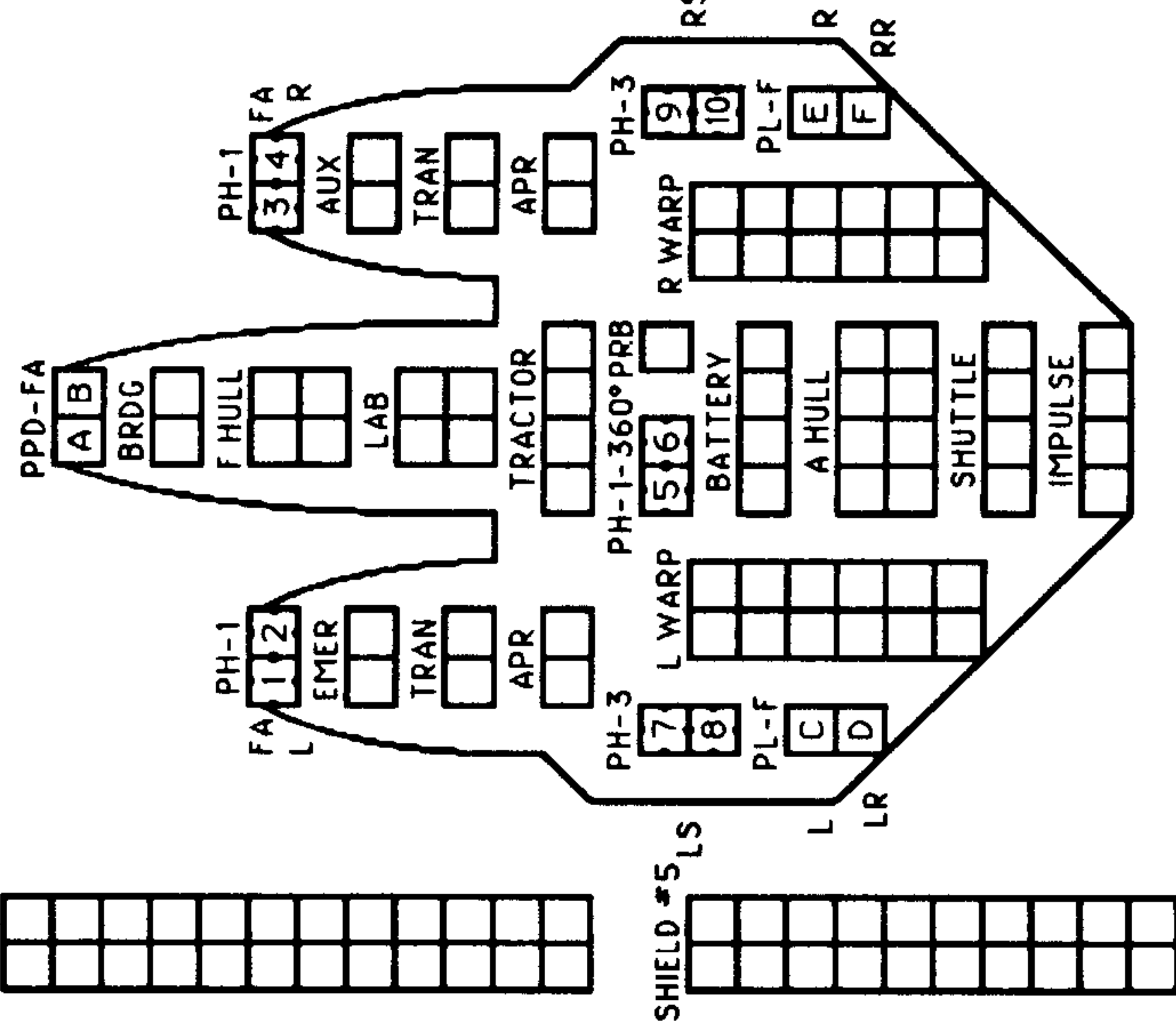
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

CNTR

SHIELD #6

SHIELD #2



SHIELD #5.

[illegible]

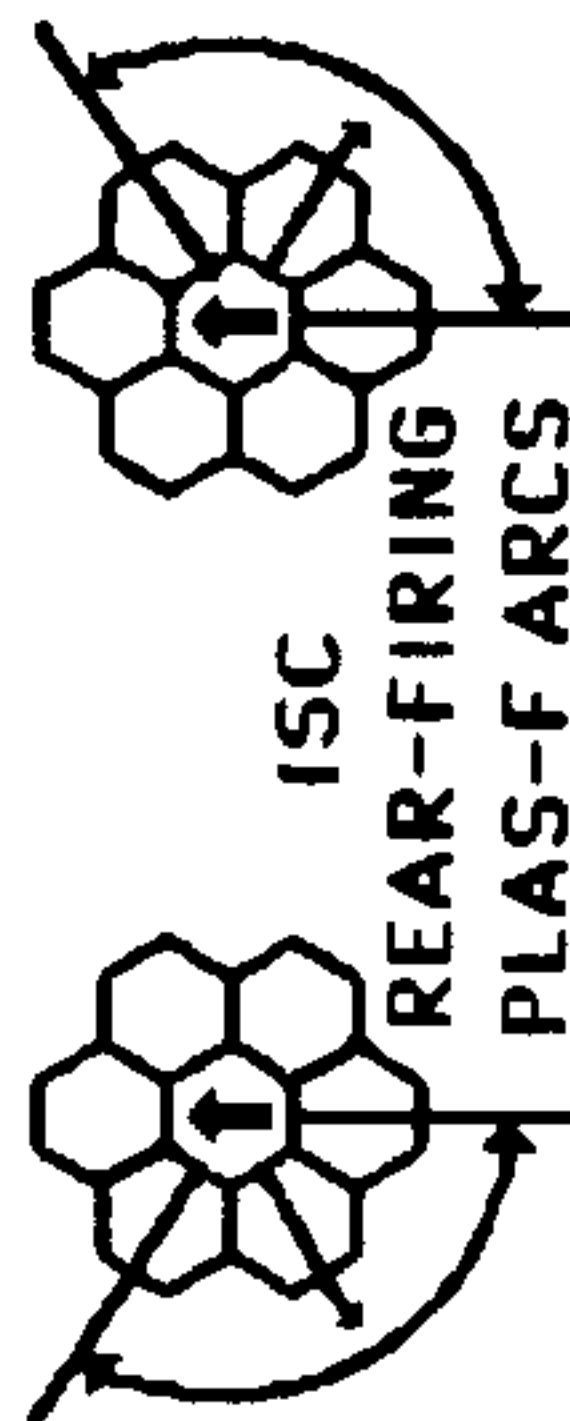
SHIELD #4				
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6	6	5
---	---	---

SCANNER 001359

DAM CON

EX	AM
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ISC LIGHT STRIKE CARRIER

[illegible]

BOARDING PARTIES						TRANSPORTER BOMBS			
									D D D D
					10				

DECK CREWS PROBES

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

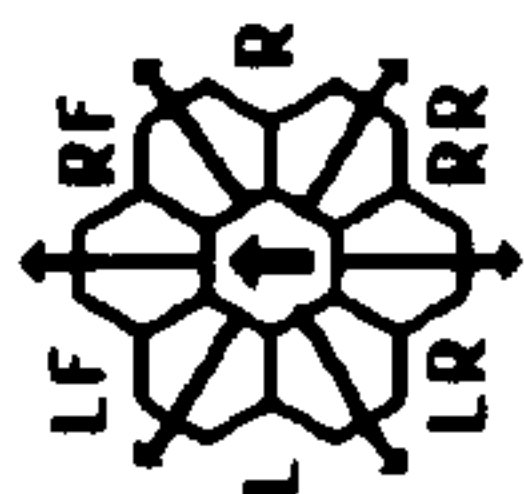
PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

SHIP DATA TABLE	
TYPE	= CVLS
POINT VALUE	= 145
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.12

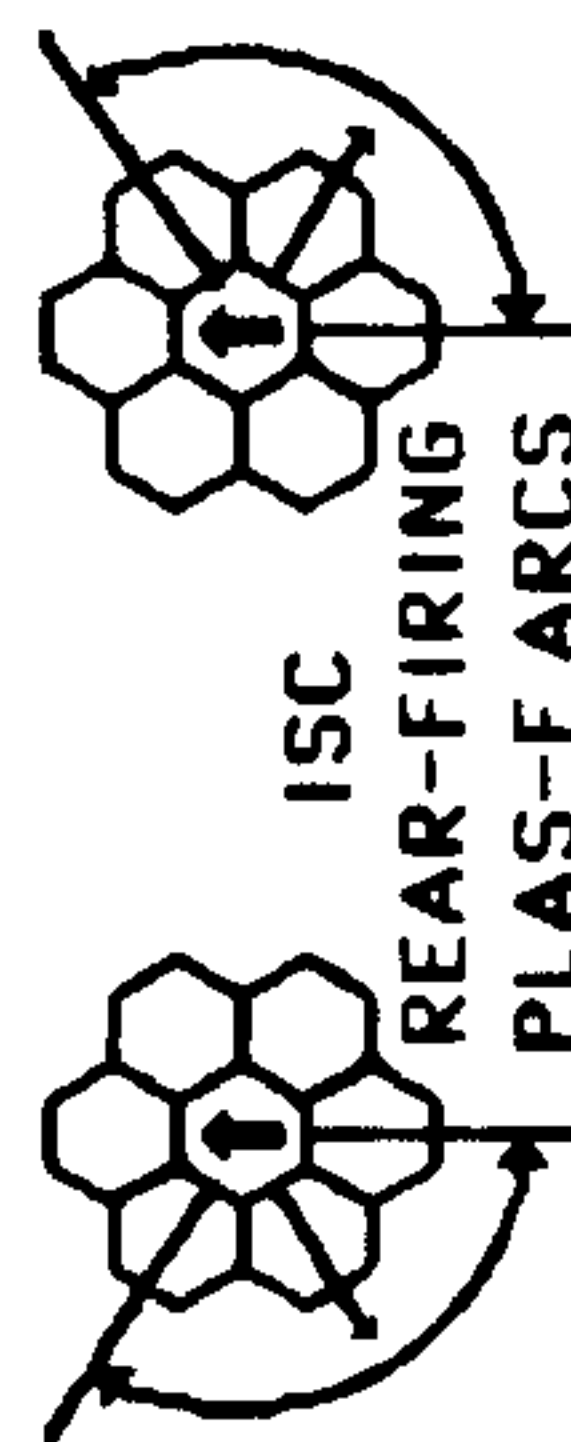
SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

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



TYPE III DEFENSE PHASER

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



SF FIGHTERS
2xPH-3-FA
DFR=4
CRIPPLED=8
SPEED=12

TF FIGHTERS
1XPH-3-FA
DFR=2
CRIPPLED=8
SPEED=12

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

5 = NET COST

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

The diagram illustrates the bridge layout of the Starship Enterprise. It features a central command area with a large shield, and several smaller shields around the perimeter. The bridge is divided into sections by walls and corridors. The overall design is symmetrical and functional, typical of a command center from that era.

ISC SURVEY CRUISER

[illegible][illegible]

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

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		

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

SENSORS ARE DESTROYED ON "TORPEDO" HITS.

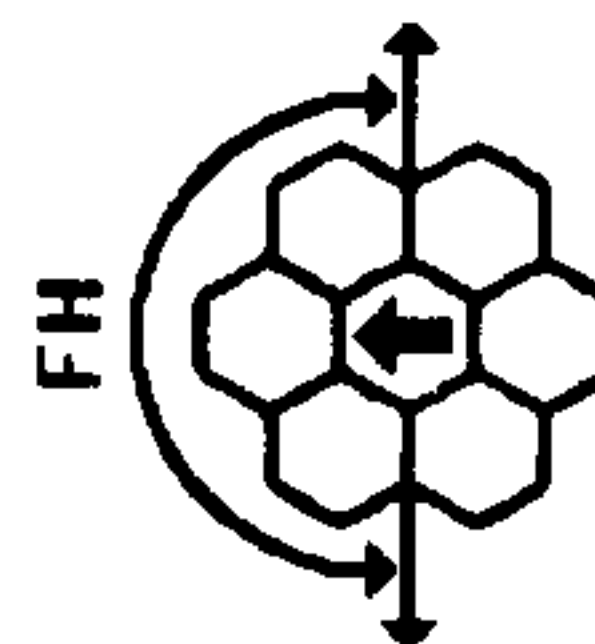
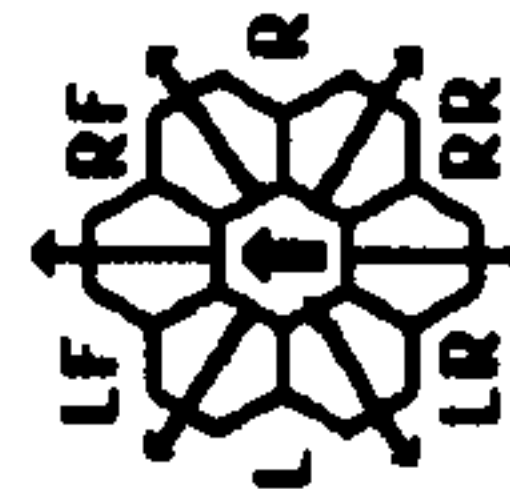
SHIP DATA TABLE	
TYPE	= SR
POINT VALUE	= 140/120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.13

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

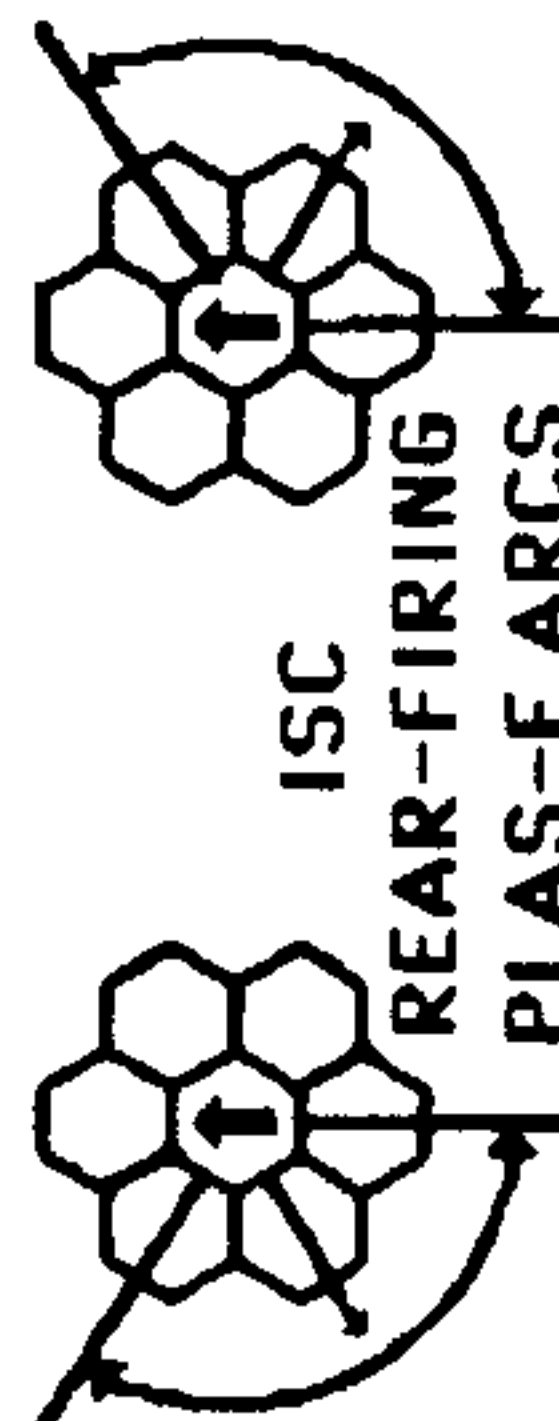
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
	4	15-20
	5	21-27
	6	28+

TYPE III DEFENSE PHASER

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


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


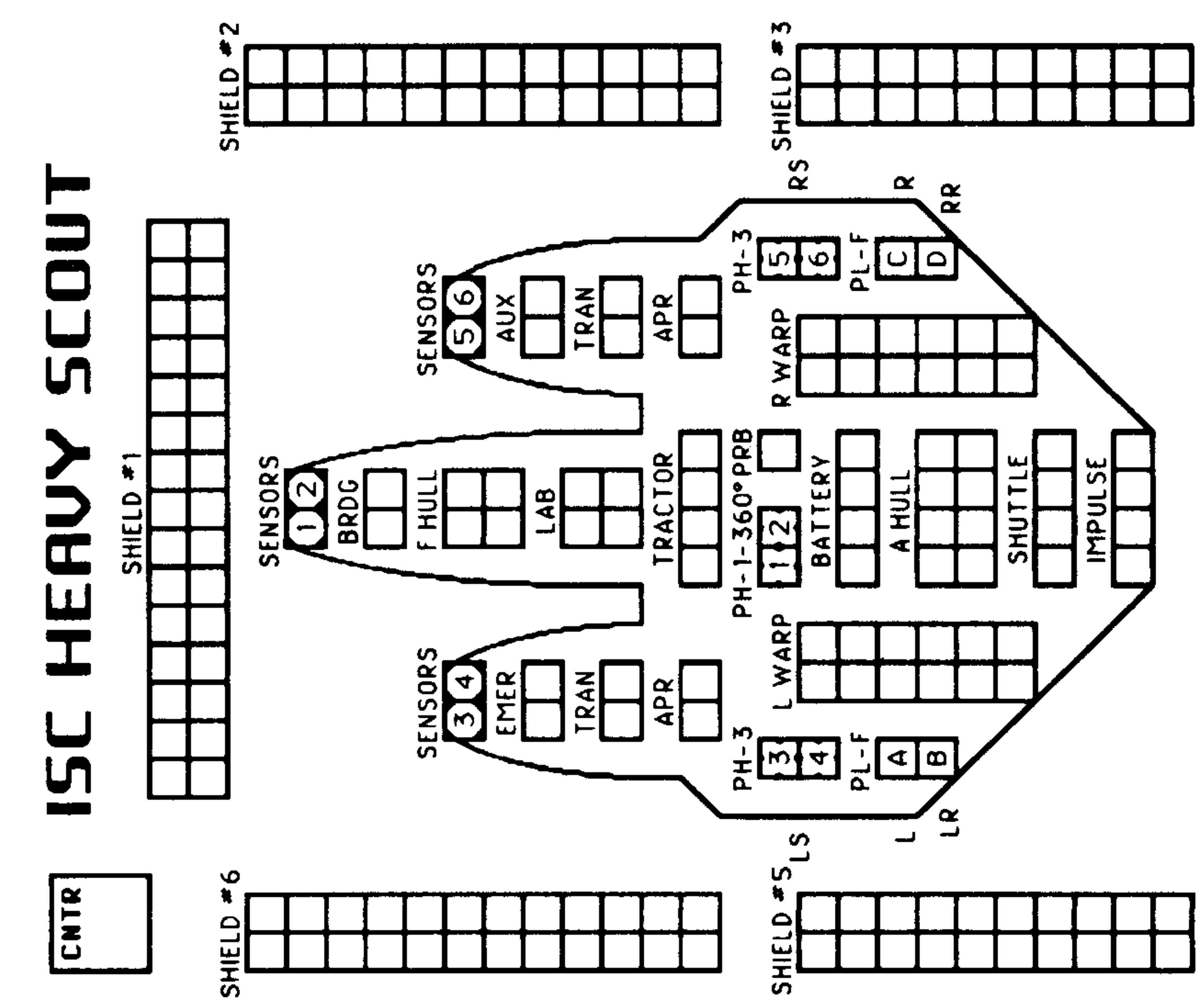
SENSOR	SCANNER	DAM CON	EX DAM
665310	001359	42220	



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

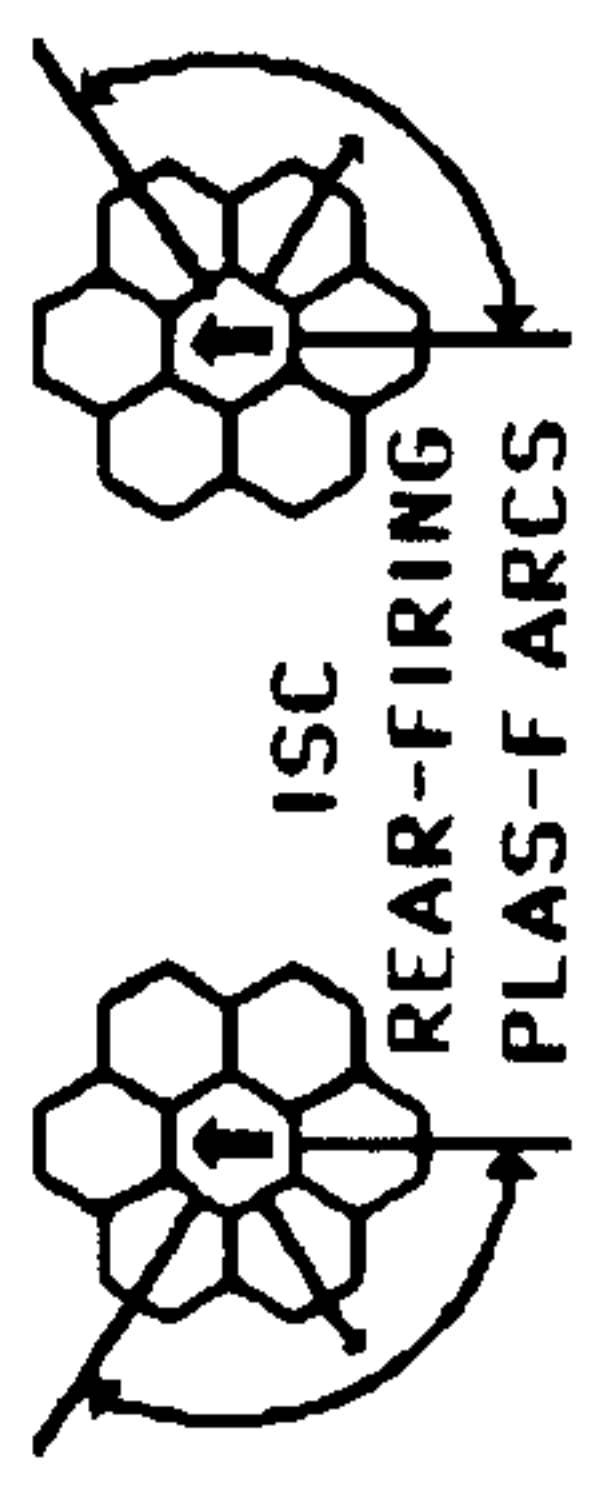
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$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

ISC HEAVY SCOUT



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

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



SHIP DATA TABLE

TYPE	=	HSC
POINT VALUE	=	170/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.14

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

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

ADMINISTRATIVE SHUTTLES

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

TRANSPORTER BOMBS

1	2	3	4	5	6	7	8	9	10
D	D	D	D	D	D	D	D	D	D

PROBES

1	2	3	4	5

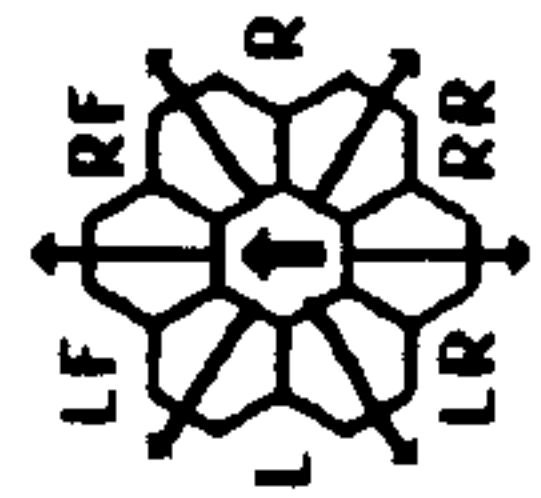
TYPE I OFFENSIVE PHASER TABLE

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

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		

- 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



SENSORS ARE DESTROYED ON "TORPEDO" HITS.

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

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

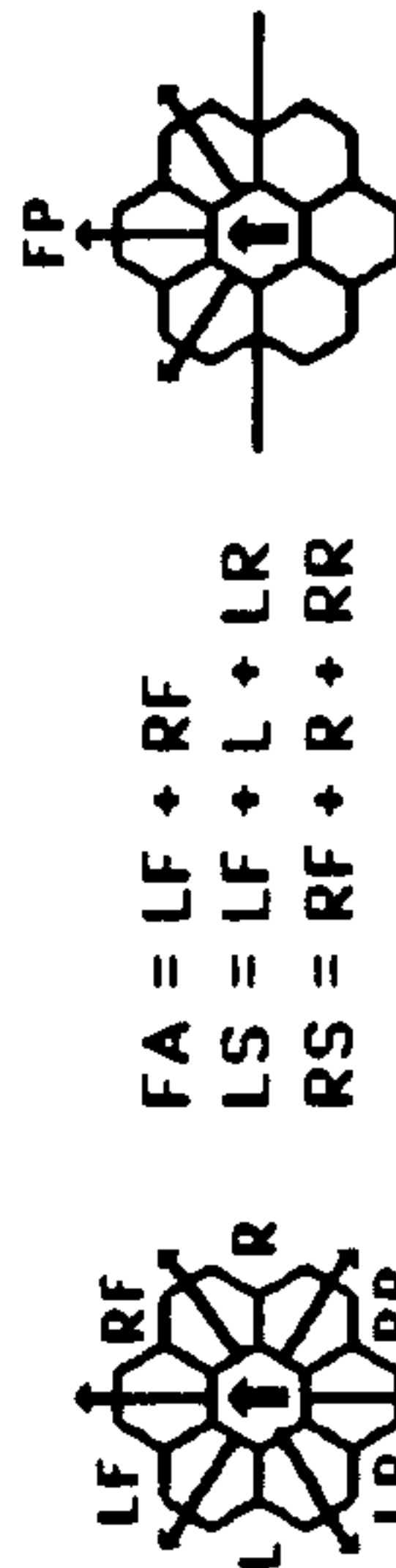
CNTR

SHIP DATA TABLE	
TYPE	= DDL
POINT VALUE	= 110
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.16

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

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

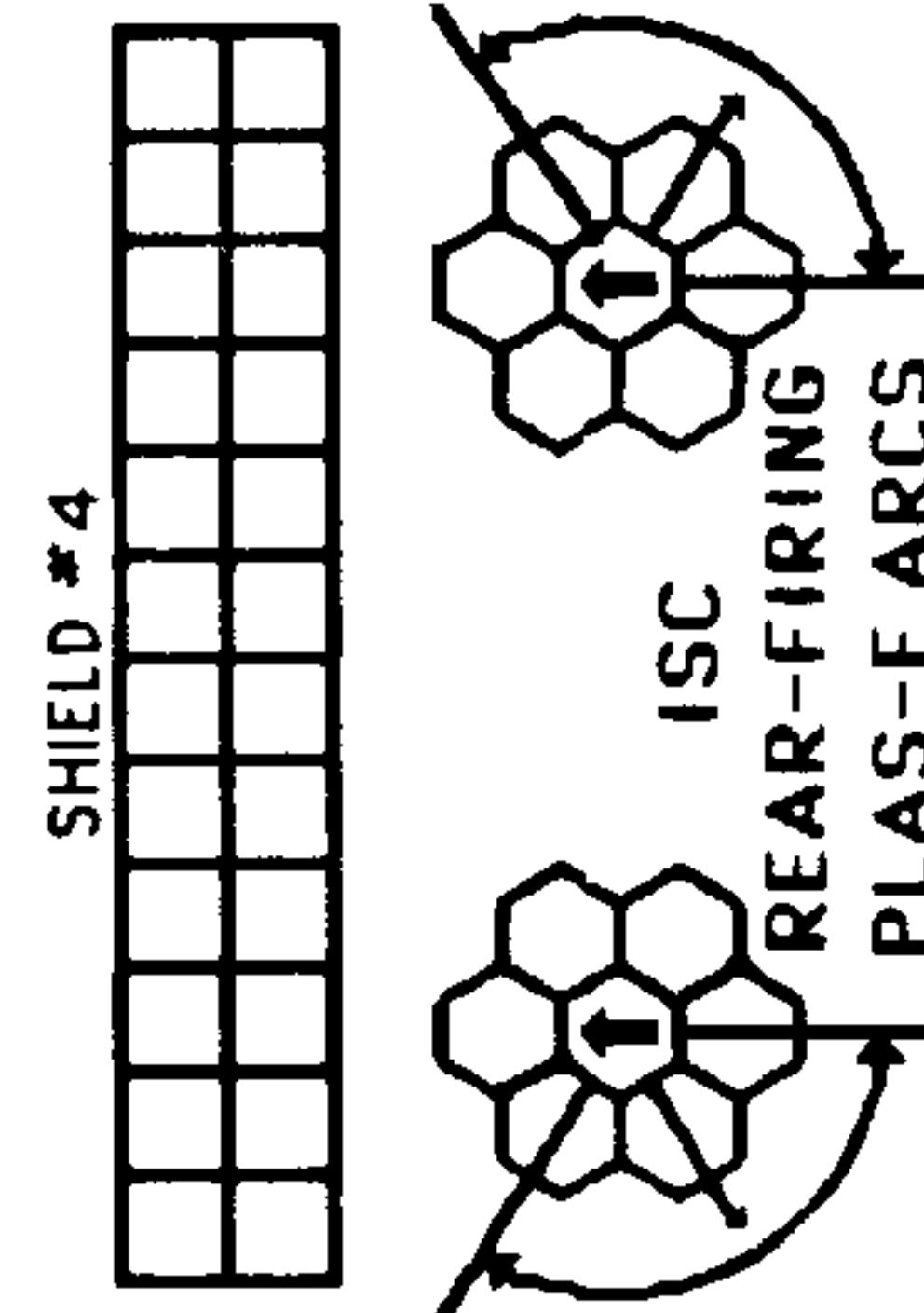
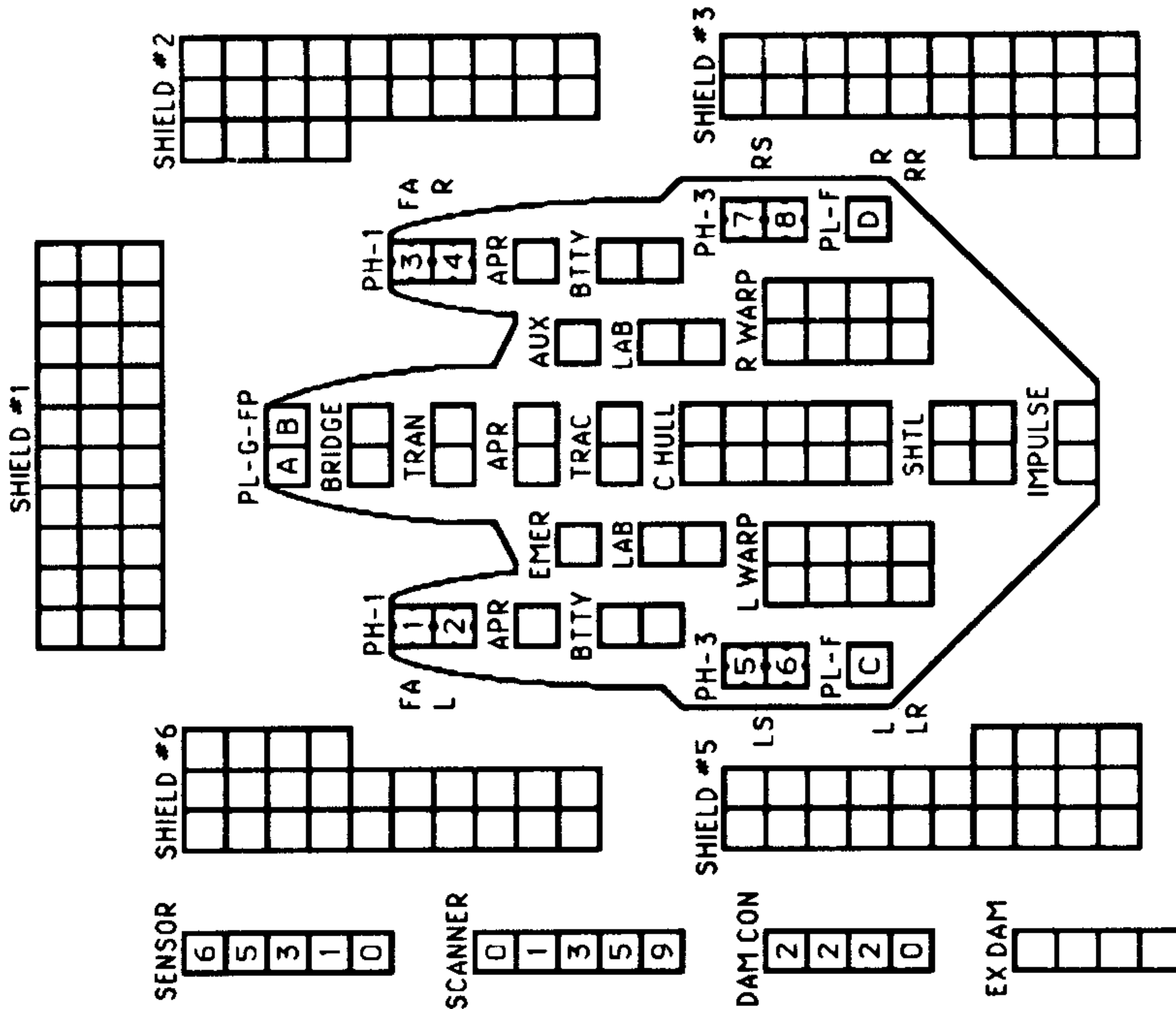
TYPE III DEFENSE PHASE						
DIE ROLL	RANGE		4-9-15			
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

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

WARP ENERGY MOVEMENT COST = 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				



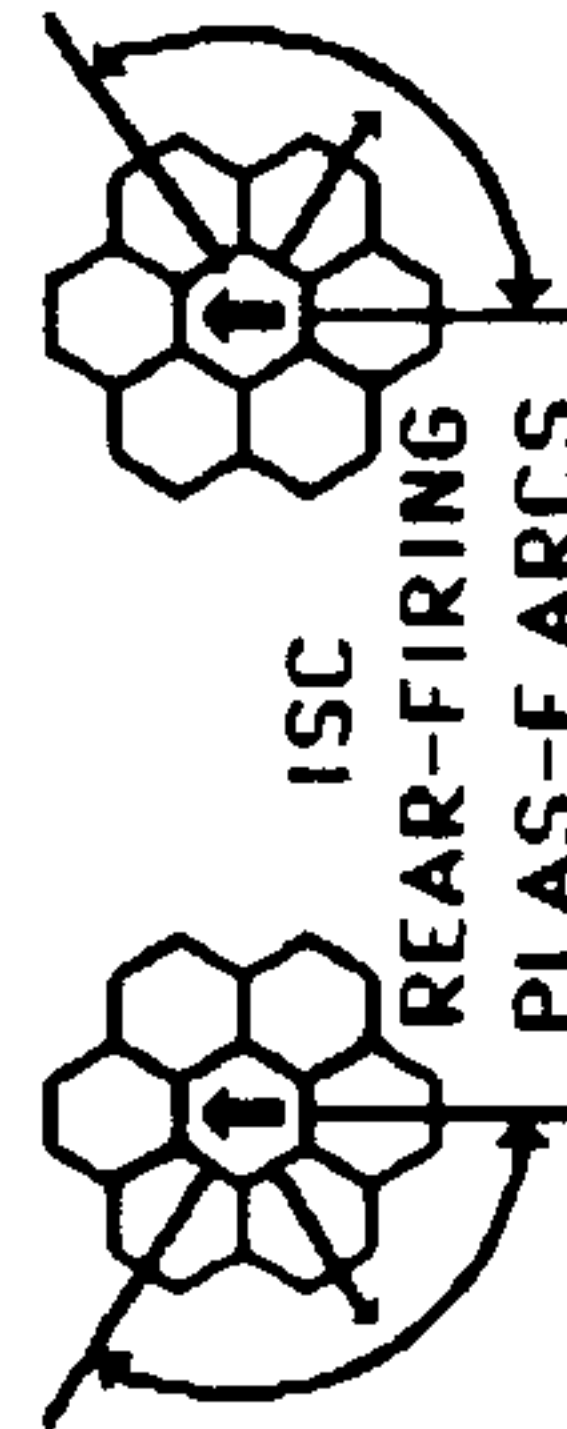
**PSEUDO-PLASMA
TORPEDOES**

CNTR

[illegible]

SHIELD #2

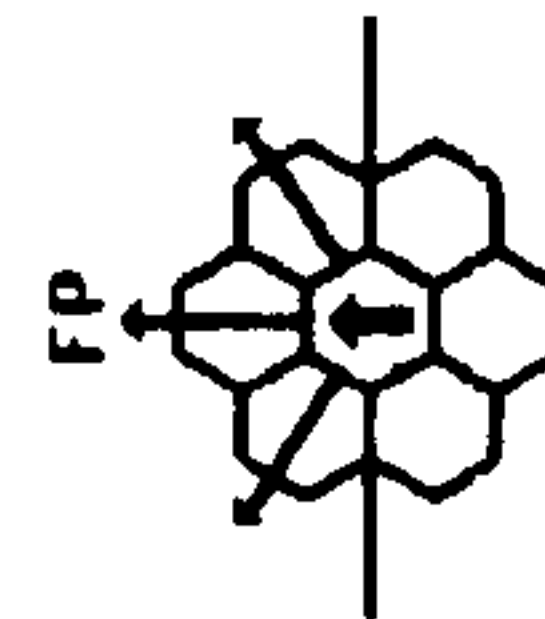
SHIELD #3

[illegible]

SHIP DATA TABLE	
TYPE	= DD
POINT VALUE	= 92
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.17

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

**PSEUDO-PLASMA
TORPEDOES**

TRANSPORTER BOMBS

D	D
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BOARDING PARTIES

TYPE I OFFENSIVE PHASER TABLE

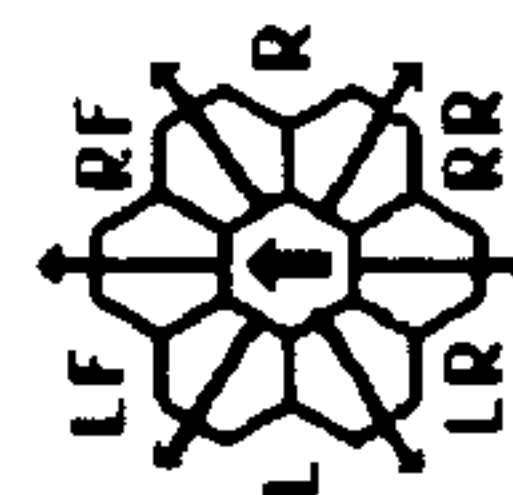
TABLE ON FIVE-THREE TABLE												
DIE RANGE		6- 9- 16- 26- 51-										
ROLL	0	1	2	3	4	5	8	15	25	50	75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	4	3	1	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE III DEFENSE PHASER

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

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.

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		


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

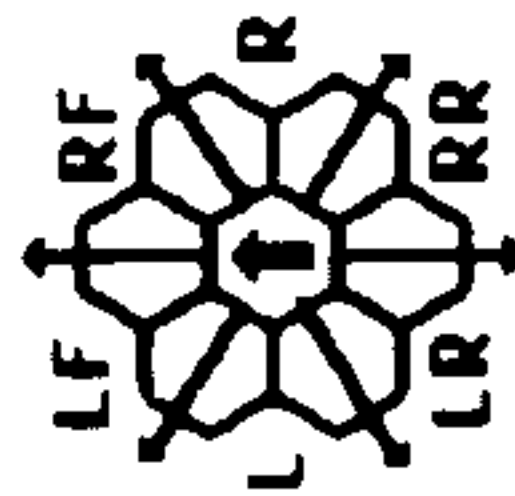
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

	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	1	1	2	2	3	3	3	4	4	5	5	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

CNTR

SHIP DATA TABLE	
TYPE	= SC
POINT VALUE	= 126/90
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.18

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

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


SENSORS ARE DESTROYED ON "TORPEDO" HITS.

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS			NOTES

TRANSPORTER BOMBS

D	D
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BOARDING PARTIES

PROBES
□ □ □ □ 5

TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE III DEFENSE PHASER

DIE ROLL	RANGE		4- 9-	
	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

SCOUT FUNCTIONS SUMMARY

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

WARP ENERGY MOVEMENT COST = 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																													
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

CNTR

CREW UNITS						ADMINISTRATIVE SHUTTLES						
			*			IDENT	HIT POINTS	NOTES				
											MSS	
											MSS	

BOARDING PARTIES

				6
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TRANSPORTER BOMBS

D	D
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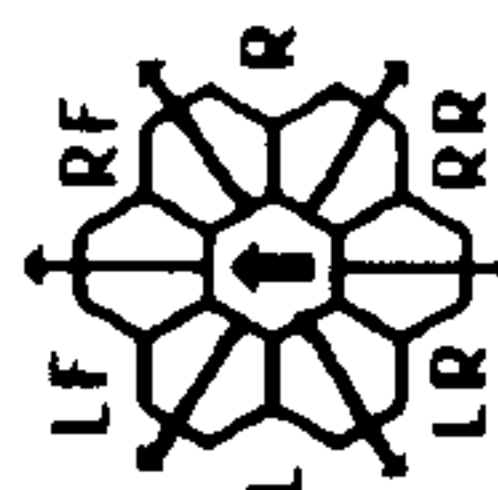
PROBES

TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE III DEFENSE PHASER

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


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

SHIP DATA TABLE	
TYPE	= MS
POINT VALUE	= 92
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.19

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

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

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

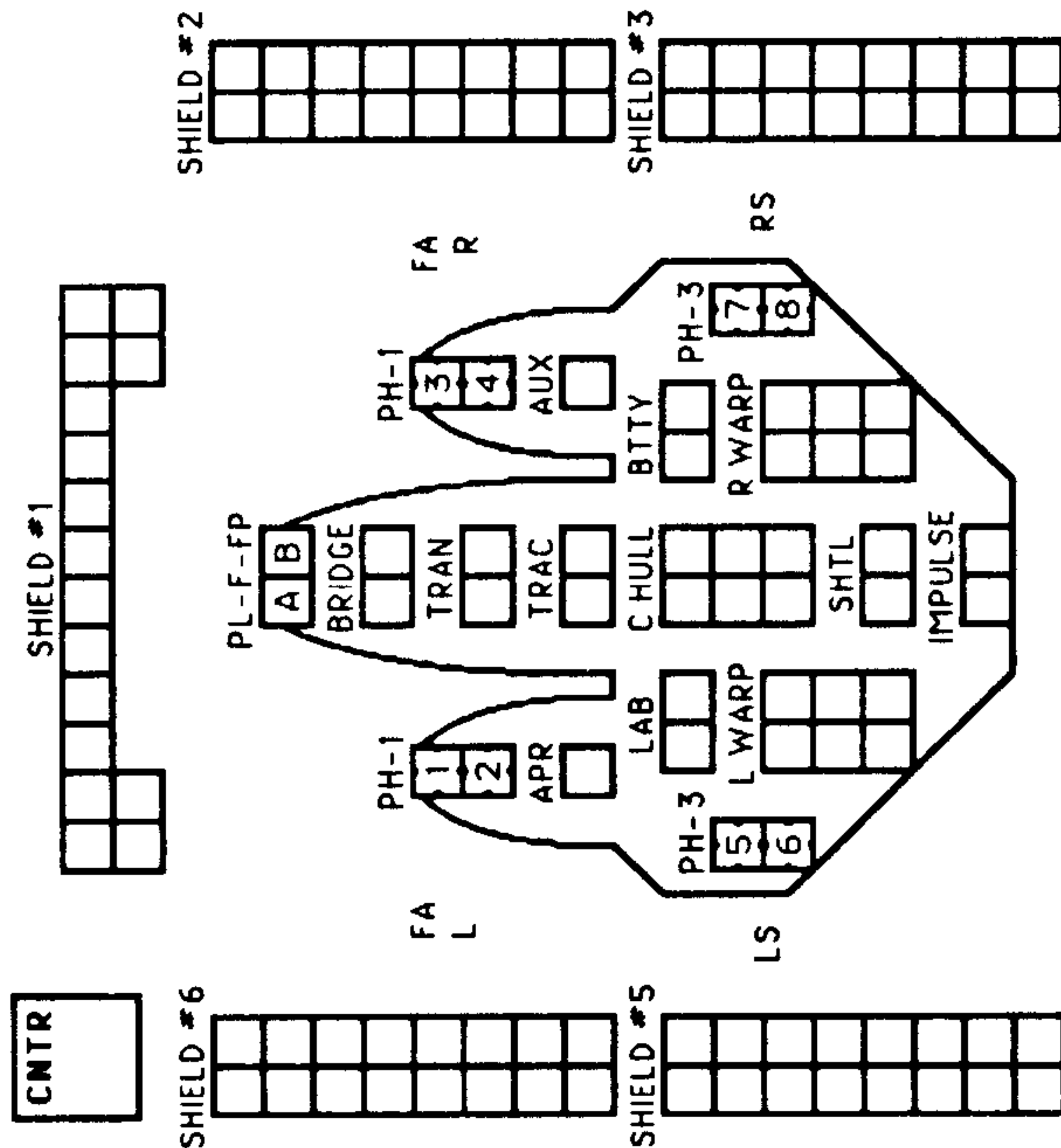
MINER RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

[5] = HET COST

(6) = ERRATIC MANEUVER WARP COST

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

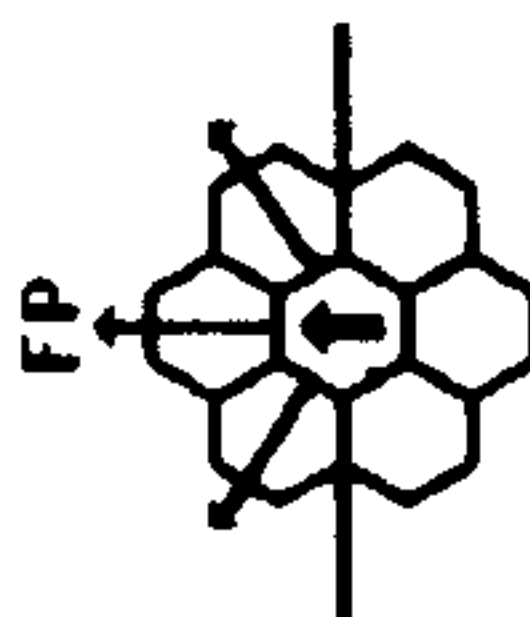
[illegible]

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

SHIP DATA TABLE	
TYPE	= FF
POINT VALUE	= 73
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.20

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

NIMBLE SHIP


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

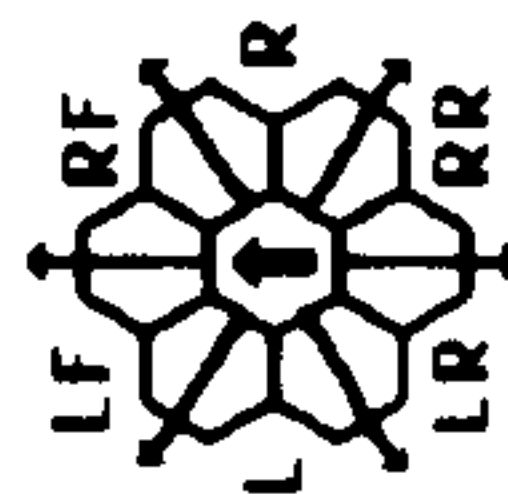
**PSEUDO-PLASMA
TORPEDOES**

[illegible]

	BOARDING PARTIES	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	☐	☐ ☐
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	☐	☐ ☐

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

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



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

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 1/3	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							

CREW UNITS

*

8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

2

TRANSPORTER BOMBS

D

D

SHIP DATA TABLE

TYPE	=	POL
POINT VALUE	=	44
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.21

TYPE I OFFENSIVE PHASER TABLE

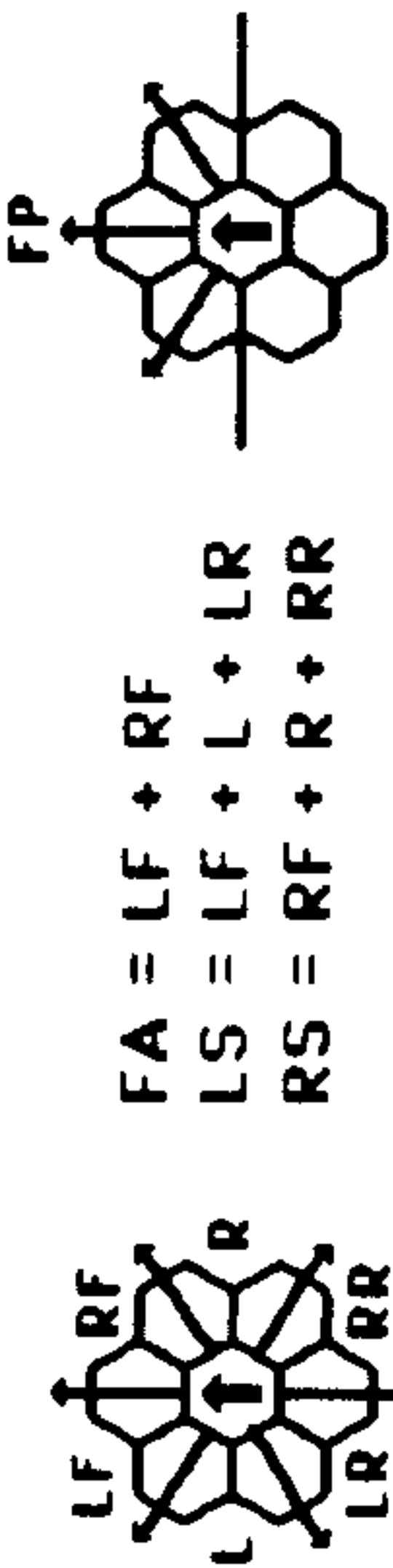
DIE RANGE	6-		9-		16-		26-		51-		
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

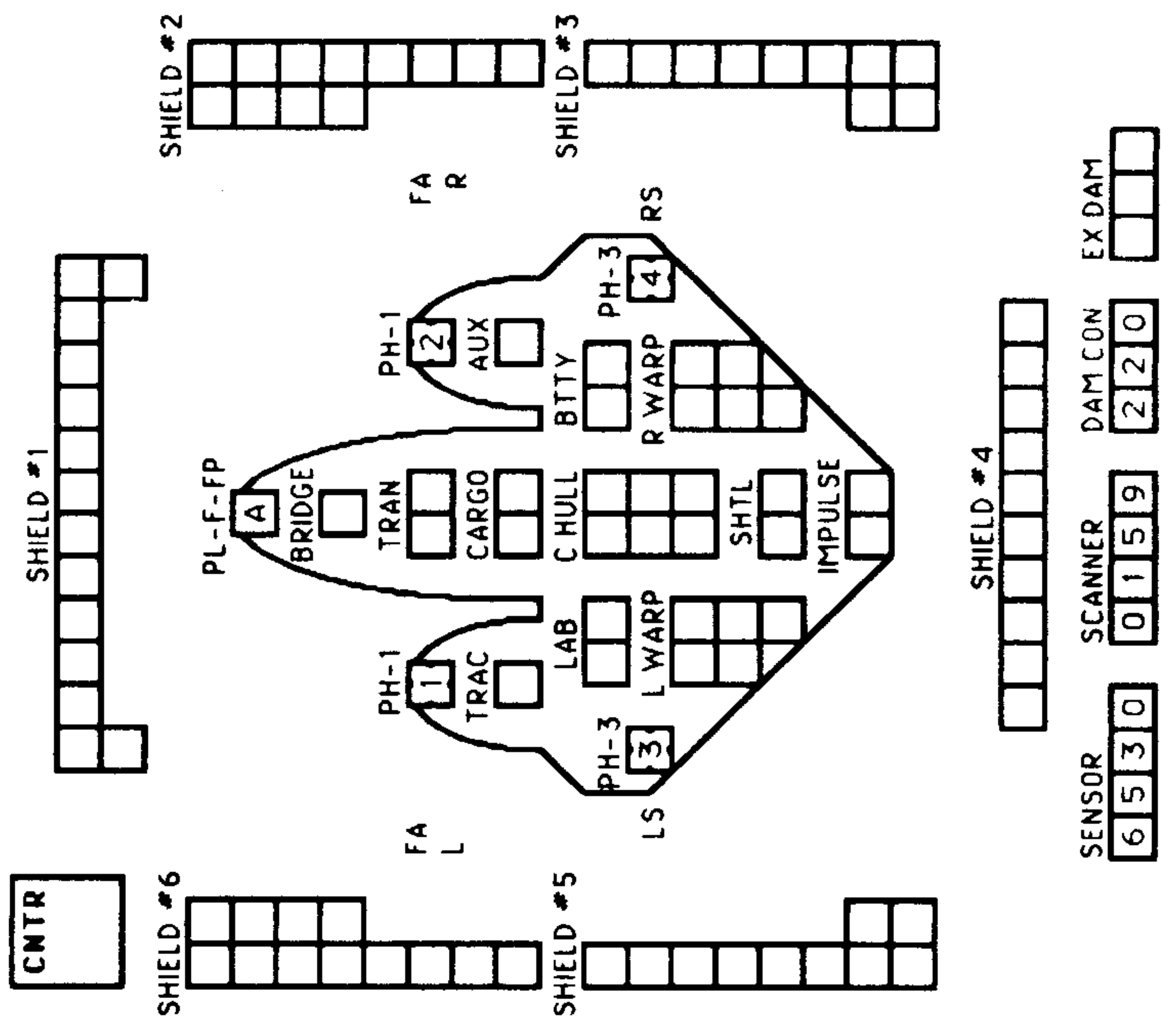


PSEUDO-PLASMA TORPEDO

A

F

ISC POLICE CORVETTE



TURN MODE SPEED

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

NIMBLE SHIP

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

ISC FLEET TUG

[illegible]

BOARDING PARTIES

									10
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TRANSPORTER BOMBS

				D	D	D	D
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PROBES

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

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

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

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

SHIP DATA TABLE	
TYPE	= TUG
POINT VALUE	= 124/90
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.22
CARGO POD BPV = 21/150	

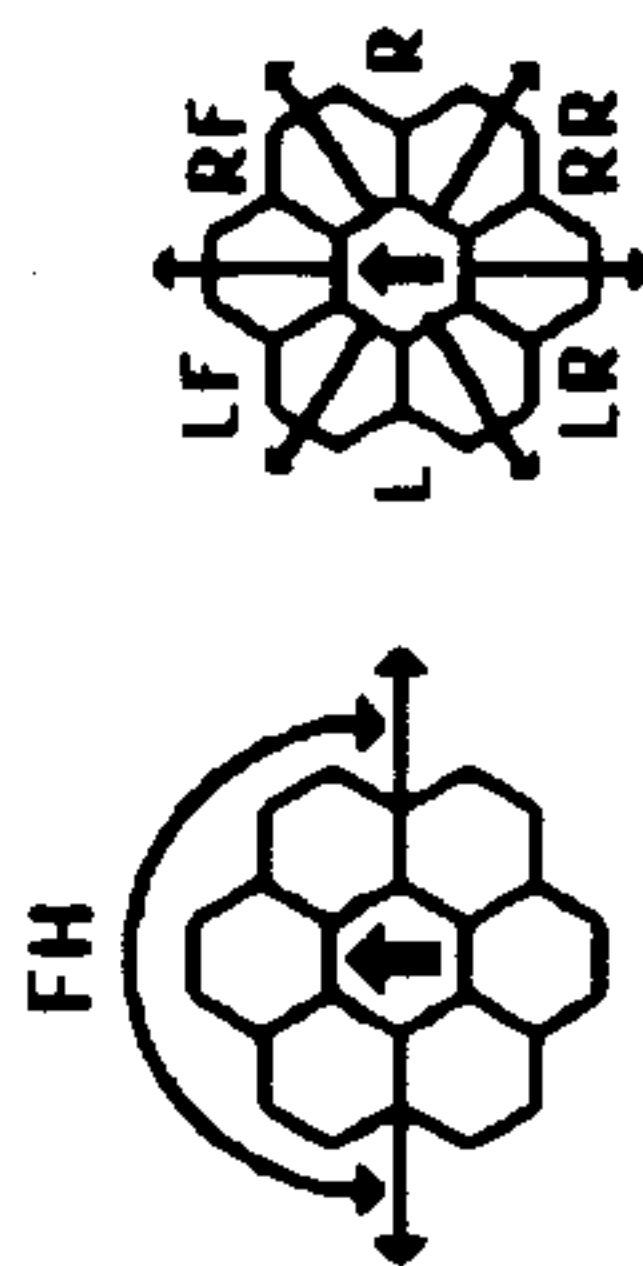
WITHOUT PODS		
C	TURN MODE	SPEED
	1	2-4
HET	2	5-9
	3	10-14
	4	15-20
	5	21-27
BD	6	28+

MOVE COST = 1

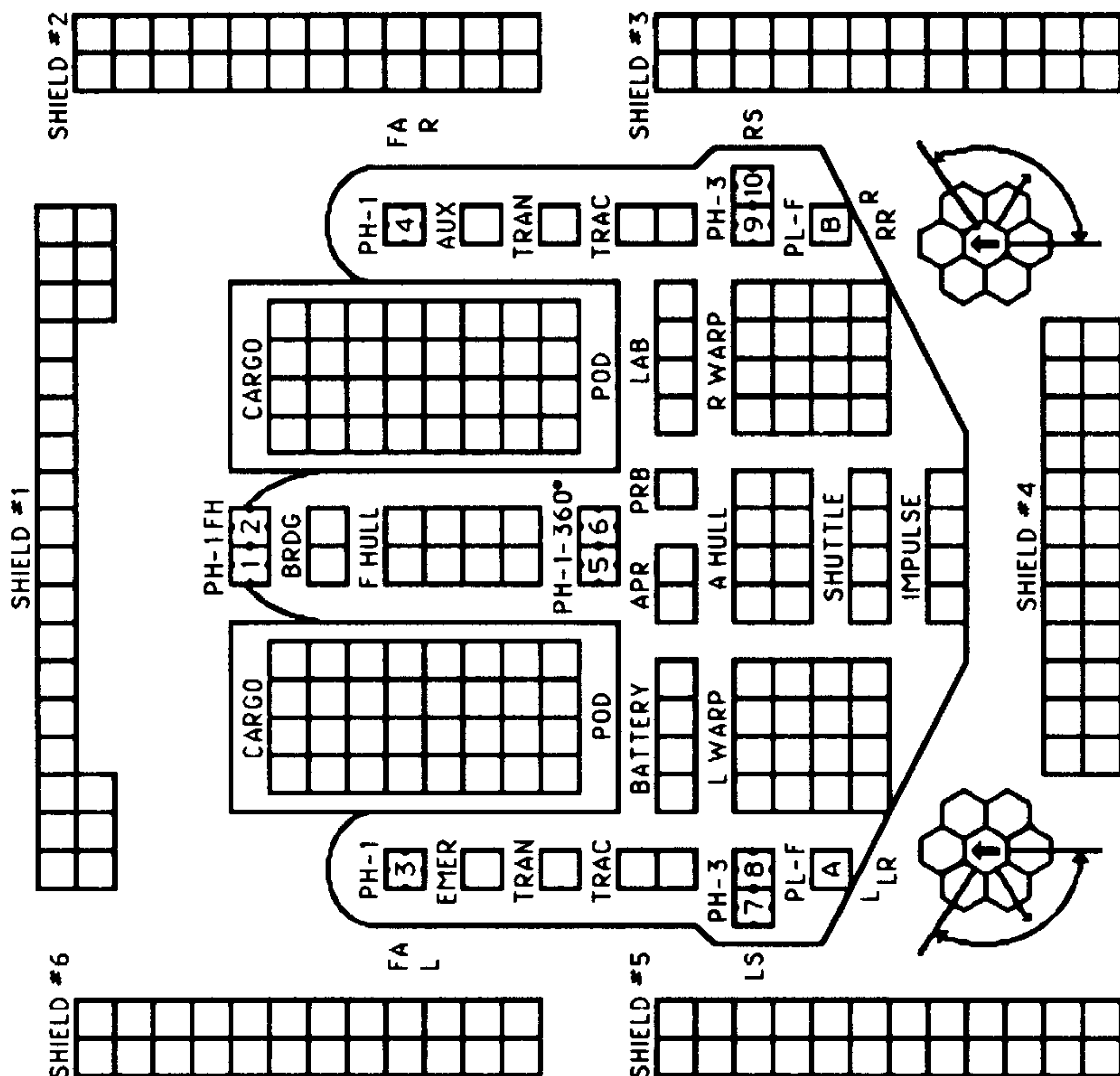
HET COST = 5

EM COST = 6

WITH TWO PODS		
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 +
MOVE COST =		1.5


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

**THE ISC TUG CAN OPERATE
WITHOUT PODS, BUT
CANNOT OPERATE WITH
ONLY ONE POD.**



SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Fs.