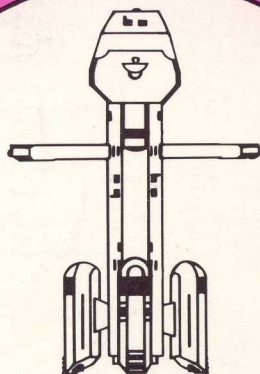
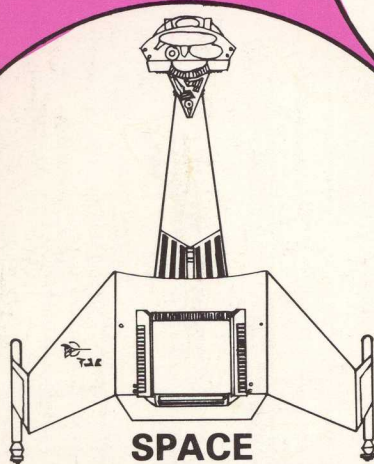


STAR FLEET BATTLES COMMANDER'S SSD BOOK #6

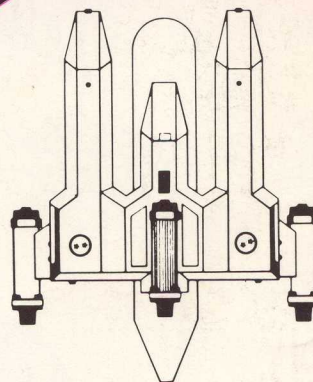
8/25/88
SALE!
-2.50



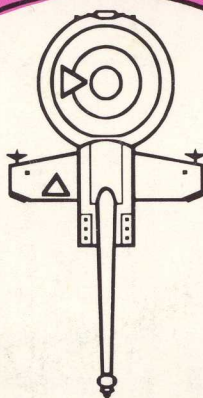
**POLICE
SHIPS**



**SPACE
CONTROL SHIPS**



LIGHT TUGS



**SURVEY
CRUISERS**



3018

CREW UNITS ADMINISTRATIVE SHUTTLES

SECRET						WTS				IDENT	HIT POINTS	NOTES
			*			10						
						20						
						30						
						40						
						50						

CREW UNITS

[illegible]

TRANSPORTER BOMBS

[illegible][illegible]

PROBES

[illegible]

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

DRONE RACKS

1	2

1					6
2					6

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

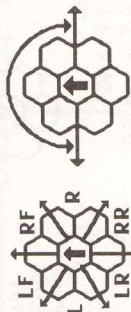
TYPE I OFFENSIVE PHASER TABLE

[illegible]

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

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

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


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

PHOTON TORPEDO TABLE							
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	
DNGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA	

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
DNGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 188/160
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R2.32

TYPE	=	SCS
POINT VALUE	=	188/160
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.32

SHIELD #6

SHIELD #6

[illegible]

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FEDERATION SPACE
CONTROL SHIP

[illegible]

IDENT	HIT POINTS	NOTES

TYPE = NCVL
POINT VALUE = 120/100

8

1					6
---	--	--	--	--	---

[illegible][illegible]

5

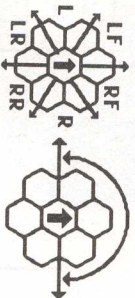
DIE	RANGE	6-	9-	16-	26-	51-
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12	13	14	15	25	50

[illegible]

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

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

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

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


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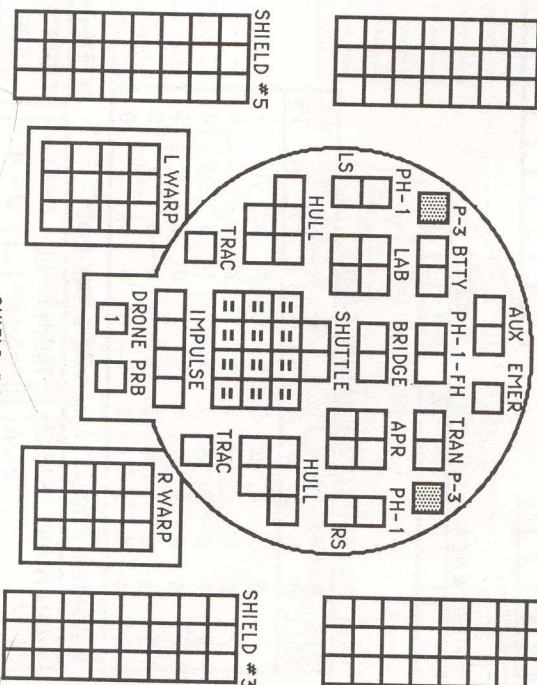


SHIELD #6

SHIELD #1

[illegible]

SHIELD #2



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

SHIELD #4

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

PHASER-3 FIRING ARCS ARE LS/RS.
SHADED BOXES ARE THE NCYL + REFIT

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

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

CREW UNITS

[illegible]

BOARDING PARTIES						TRANSPORTER BOMBS					
					10						12
					20						

DECK CREWS										PROBES				
														5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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

SHIP DATA TABLE	
TYPE	= C8S
POINT VALUE	= 245/210
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.39

K REFIT BPV = 253/218

ANTI-DRONES					
1					
2					

DRONE RACKS

1						E
2						E

THIS SHIP CAN FIRE FOUR DRONES FROM EACH RACK EACH TURN.

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ANTI-DRONE TABLE

PINT DROVE FIBER					
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

TYPE III DEFENSE PHASER

DIE	RANGE		ROLL			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		

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

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

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



SHIELD #1

[illegible]

SHIELD #6

TRAC PH-1-FX TRAC

PH-2

BRIDGE

PH-2

L

κ

LF

RF

κ

R

SECURITY

DRONE

EMER

BTTY TRAN

LAB

F HULL

SENSOR SCANNER

DAM CON EX DAM

SHIELD #2

**THIS SHIP CAN CONTROL
DRONES EQUAL TO DOUBLE
ITS SENSOR RATING.**

[illegible]

KLINGON D-7E SURVEY SHIP /K/ "INQUISITOR"

CREW UNITS

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

BOARDING PARTIES

1	10
2	
3	
4	

DRONE RACK

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

PROBES

1				5
---	--	--	--	---

TRANSPORTER BOMBS

1										12
---	--	--	--	--	--	--	--	--	--	----

SHIP DATA TABLE

TYPE	= D7E
POINT VALUE	= 140/120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.43
REFIT BPV	= 144/124

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TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

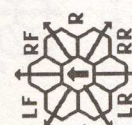


THE SPECIAL SENSORS
ARE DESTROYED ON
DISRUPTOR HITS.

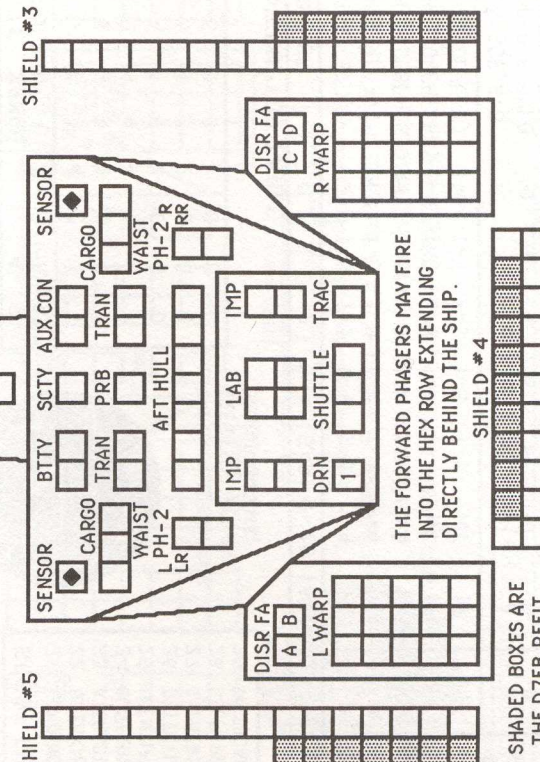
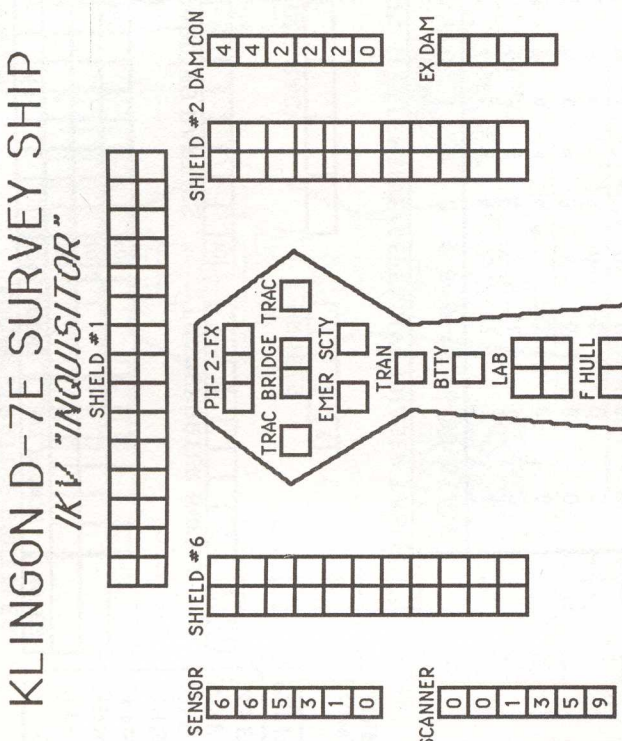
DISRUPTOR TABLE

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

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



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



THE FORWARD PHASERS MAY FIRE
INTO THE HEX ROW EXTENDING
DIRECTLY BEHIND THE SHIP.

SHADED BOXES ARE
THE D7EB REFIT.

MOVEMENT COST = 1

ADMINISTRATIVE SHUTTLES

[illegible]

TRANSPORTER BOMBS

[illegible]

PROBES

[illegible]

DIE RANGE

	HOLL	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	

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



THE SPECIAL SENSORS
ARE DESTROYED ON
DISRUPTOR HITS.

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

	0	5	4	4	3	3	2	2
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NR	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DEFRACS)	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
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NR	NR	NR
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

IKV "INVESTIGATOR"

[illegible]

SHIELD #1

SENSOR

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

SHIELD #6

SHIELD #2

DAM CON

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

DAM CON

EX DAM

SCANNER

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

= D6F

TYPE	=	DGE
POINT VALUE	=	132/112
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.46
REFIT BPV	=	136/116

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TURN MODE SPEED

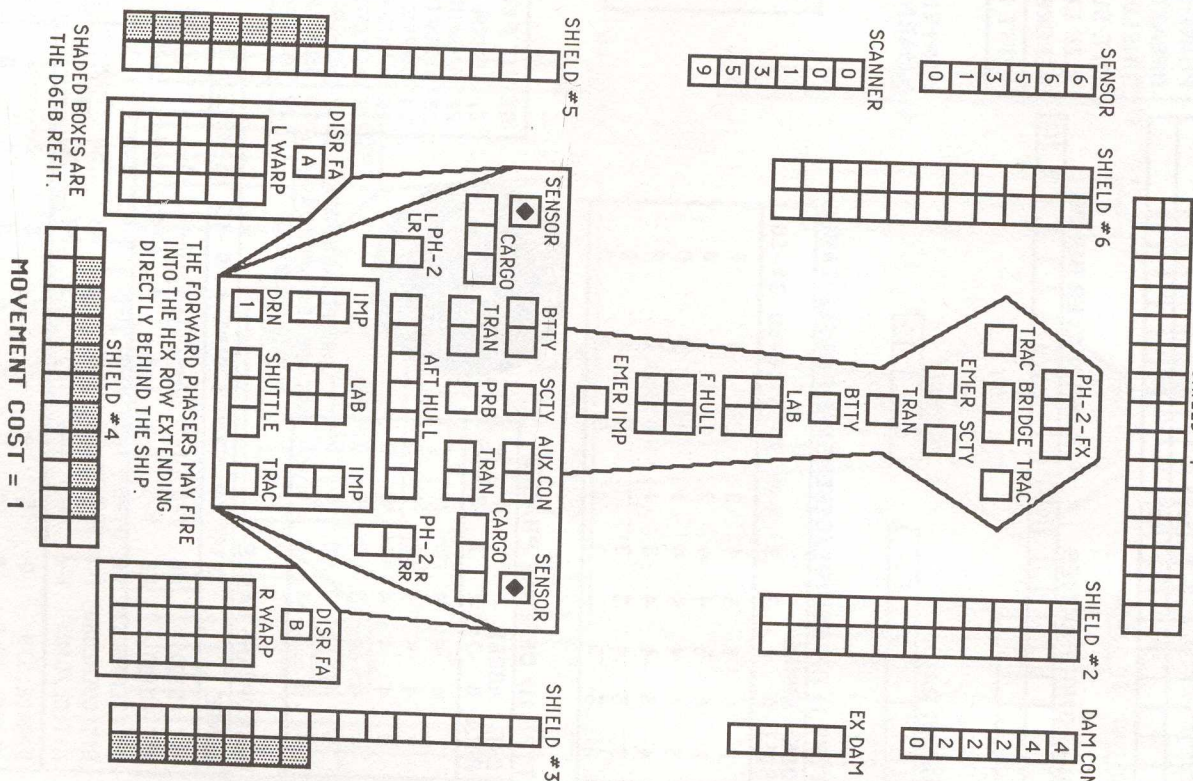
TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

SCOUT FUNCTIONS SUMMARY

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



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



KLINGON D-5H LIGHT TACTICAL TRANSPORT

SHIP DATA TABLE	
TYPE	= D5H
POINT VALUE	= 95
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.54

LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.54

REFERENCE = R3.54

TYPE III DEFENSE PHASER

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

WITHOUT PODS

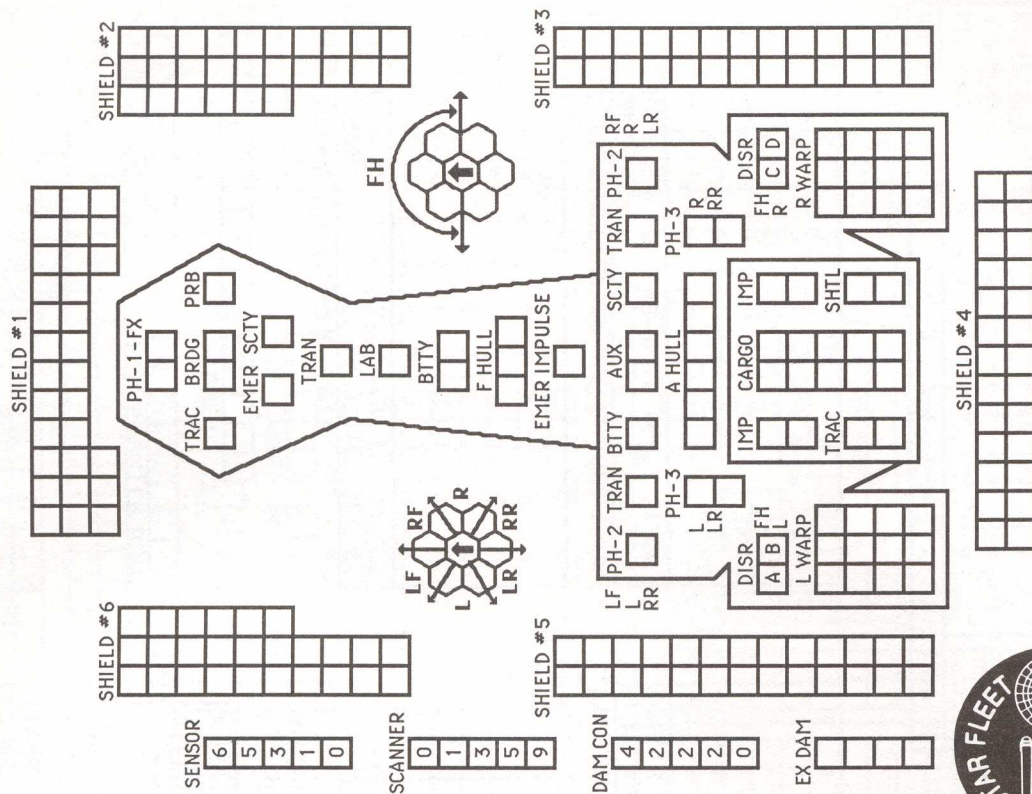
TYPE II PHASER TABLE										WITHOUT PODS		WITH ONE POD		DOUBLE POD			
DIE RANGE		4-9		16-31-		TURN		SPEED		TURN		SPEED		TURN		SPEED	
ROLL	0	1	2	3	8	15	30	50	1	2-5	1	2-4	1	2-4	1	2-4	
1	6	5	5	4	3	2	1	1	1	2-5	1	2-4	1	2-4	1	2-4	
2	6	5	4	4	2	1	1	0	2	6-10	2	5-9	2	5-8	2	5-8	
3	6	4	4	4	1	1	0	0	3	11-15	3	10-14	3	9-12	3	9-12	
4	5	4	4	3	1	0	0	0	4	16-21	4	15-20	4	13-17	4	13-17	
5	5	4	3	3	0	0	0	0	5	22-28	5	21-27	5	18-24	5	18-24	
6	5	3	3	3	0	0	0	0	6	29+	6	28+	6	25+	6	25+	

INSERT
POD
IF USED

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

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



PHASER-2 LR/RR ARCS ARE BLOCKED BY A POD.
MOVEMENT COST: WITHOUT PODS = 2/3
WITH ONE POD = 1: WITH DOUBLE POD = 1+1/3



ROMULAN OPTIMIZED
CONDOR (ROC) DREADNOUGHT

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		
60		

BOARDING PARTIES								TRANSPORTER BOMBS					
							10						12
							20						

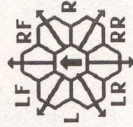
PROBES 5

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES



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

PI ASMA TORPEDO WARHEAD STRENGTH TABLE

PLANT	0	5	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
TYPE R	50	50	35	35	35	35	35	25	25	25	25	25	20	20	20	10	5	1					
TYPE S	30	30	22	22	22	22	15	15	15	15	15	15	10	5	1	0	0	0					
TYPE G	20	20	15	15	15	15	10	5	1	0	0	0	0	0	0	0	0	0					
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0	0	0	0					

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

	WAVELENGTH (microns)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23
Fract.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	$12\frac{1}{2}$	$13\frac{1}{2}$	$15\frac{1}{2}$	$16\frac{1}{2}$	$18\frac{1}{2}$	$19\frac{1}{2}$	$21\frac{1}{2}$	$22\frac{1}{2}$
	20	22	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

SHIP DATA TABLE	
TYPE	= R0C
POINT VALUE	= 248*
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.44

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

SENSOR

6	6	6	6	5
---	---	---	---	---

SCANNER

0	0	0	0	1
---	---	---	---	---

DAM CON

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

EXAM

[illegible]

ADMINISTRATIVE SHUTTLES

[illegible]

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 244*
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.49

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 244*
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.49

TRANSPORTER BOMBS

[illegible]

PROBES

10

5

TYPE I OFFENSIVE PHASER TABLE

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

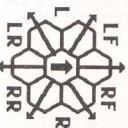
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

☐ A R ☐ B S ☐ C S ☐ D F ☐ E F

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


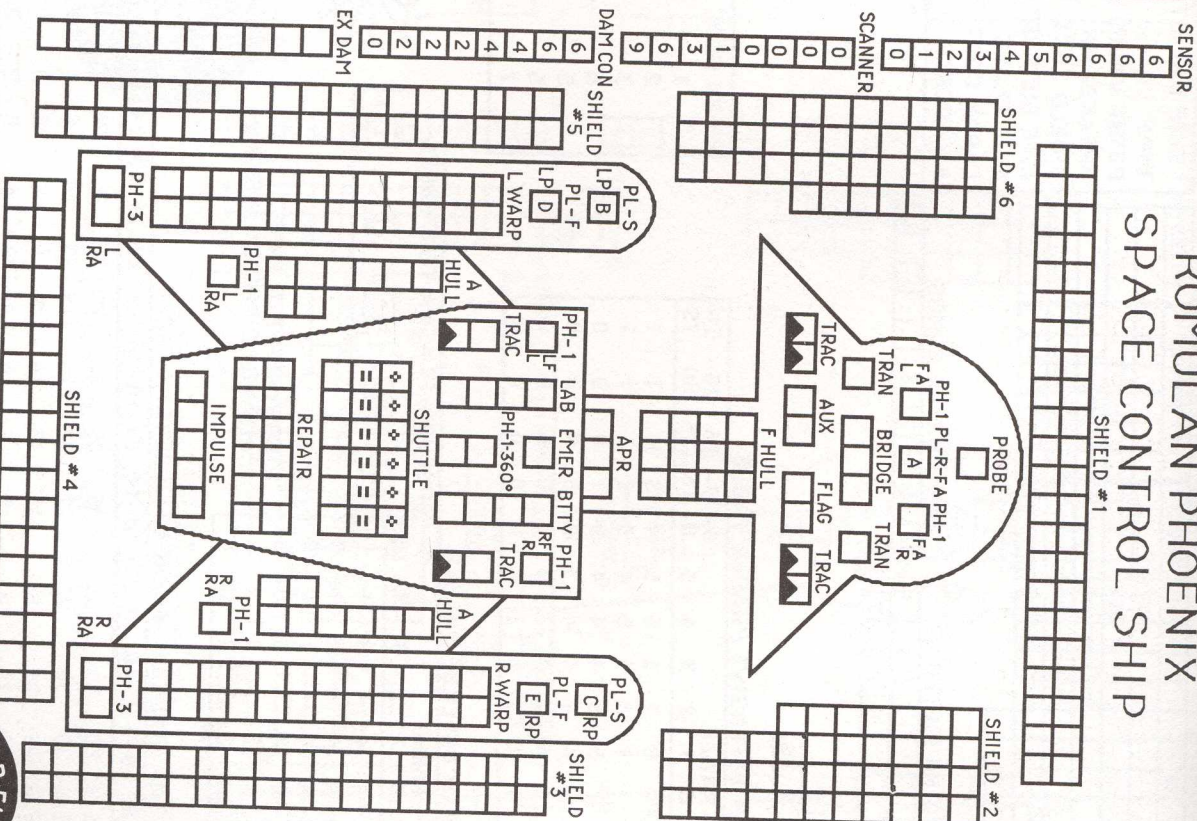
PLASMA TORPEDO WARHEAD STRENGTH TABLE

[illegible]

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

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

ROMULAN PHOENIX
SPACE CONTROL SHIP



CREW UNITS

[illegible][illegible]

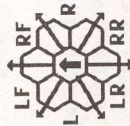
BOARDING PARTIES					
					10
					20

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



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

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 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

**PSEUDO-PLASMA
TORPEDOES**

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

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[illegible]

SENSOR	SCANNER	SHIELD #1	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	[Grid]	4 4 2 2 0	[Grid]

[illegible][illegible][illegible][illegible][illegible]

MOVEMENT COST = 1

ADMINISTRATIVE SHUTTLES

[illegible]

TRANSPORTER BOMBS

[illegible]

PROBES

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

	RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
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	FIGHTERS ONLY					



TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SHIP DATA TABLE

TYPE	=	TH-H
POINT VALUE	=	180*
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	24/4
REFERENCE	=	R4.50

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TURN MODE SPEED

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

АТ

АТ

**PSEUDO-PLASMA
TORPEDOES**

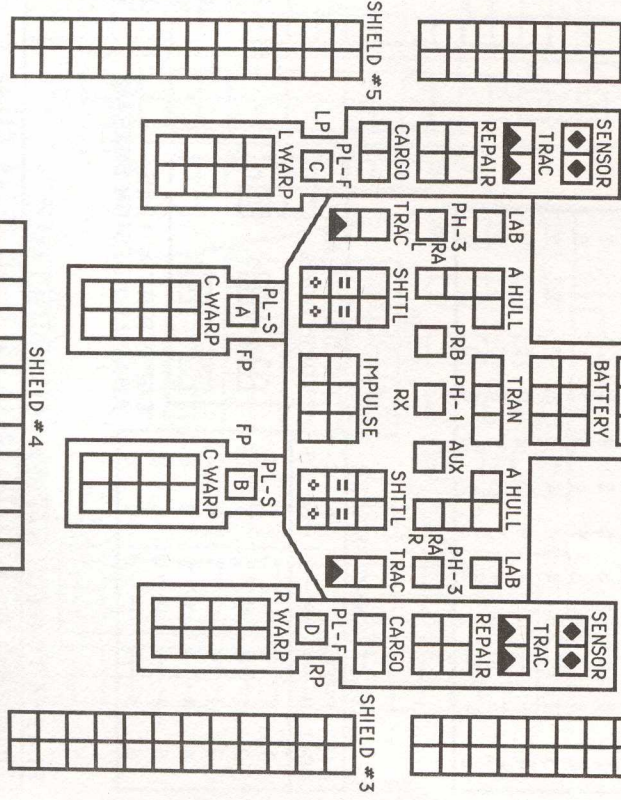
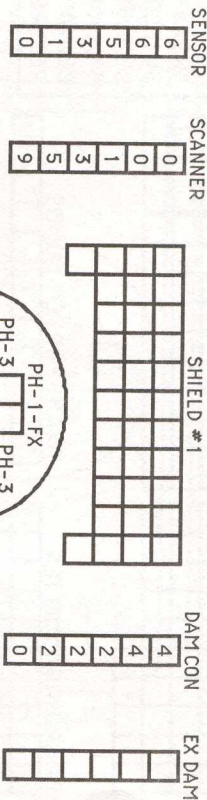
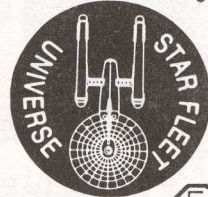
A S B S C F D F

$$\begin{aligned} \mathbf{F} &= \mathbf{I} + \mathbf{L} \mathbf{F} + \mathbf{R} \mathbf{F} + \mathbf{R} \\ \mathbf{L} &= \mathbf{L} \mathbf{F} + \mathbf{I} + \mathbf{L} \mathbf{R} \\ \mathbf{R} &= \mathbf{R} \mathbf{F} + \mathbf{R} + \mathbf{R} \mathbf{R} \\ \mathbf{R} &= \mathbf{L} \mathbf{R} + \mathbf{R} \mathbf{R} \\ \mathbf{R} &= \mathbf{I} + \mathbf{L} \mathbf{R} + \mathbf{R} \mathbf{R} + \mathbf{R} \end{aligned}$$

G-2 FIGHTERS

G-SF FIGHTERS

ROMULAN THUNDERHAWK
SPACE CONTROL SHIP



MOVEMENT COST =

THE SPECIAL SENSORS ARE DESTROYED ON PHASER HITS.

ADMINISTRATIVE SHUTTLES

[illegible][illegible][illegible][illegible]

DECK CREWS	8
------------	---

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

PI ASMA TORPEDO WARHEAD STRENGTH TABLE

	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	FIGHTERS ONLY				

TYPE III DEFENSE PHASER

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

**PSEUDO-PLASMA
TORPEDOES**

G-2 FIGHTERS

1 

G-SF FIGHTERS

5

9

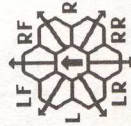
9

□ □

SHIP DATA TABLE	
TYPE	= SupH
POINT VALUE	= 172*
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.34

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


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

1

2

3

4

5

6

7

8

9-SF FIGHTERS



ROMULAN SUPERHAWK
COMMAND CRUISER

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

EX DAM

DAM CON

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

[illegible][illegible]

SHIELD #5

SHIELD #3

[illegible]

MOVEMENT COST = 1

ADMINISTRATIVE SHUTTLES

[illegible]

8

[illegible][illegible]

TYPE = SupH-B
DINT VALUE = 161/1403

BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.29

5

TURN MODE SPEED

TURN MODE SPEED

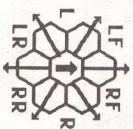
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

FLASHTA I URPEDU WAKHEAD SIKRENGTH 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	4	3	2	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	

RANGE 0-5 6-10 11-12 13-14 15 16-18 19

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	FIGHTERS ONLY					



TYPE III DEFENSE PHASER

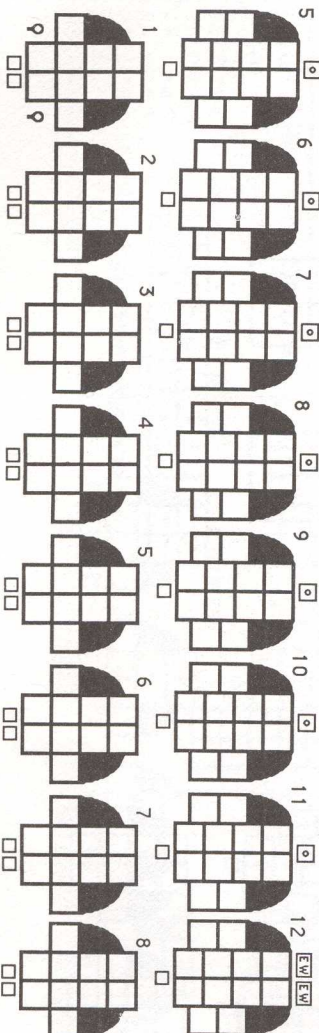
DIE	RANGE	4-	9-
ROLL 0	1	2	3
		8	15

**PSEUDO-PLASMA
TORPEDOES**

☐ A S ☐ B S ☐ C F ☐ D F

$$\begin{aligned} \mathbf{F}\mathbf{X} &= \mathbf{L} + \mathbf{L}\mathbf{F} + \mathbf{R}\mathbf{F} + \mathbf{R} \\ \mathbf{L}\mathbf{S} &= \mathbf{L}\mathbf{F} + \mathbf{L} + \mathbf{L}\mathbf{R} \\ \mathbf{R}\mathbf{S} &= \mathbf{R}\mathbf{F} + \mathbf{R} + \mathbf{R}\mathbf{R} \\ \mathbf{R}\mathbf{X} &= \mathbf{L} + \mathbf{L}\mathbf{R} + \mathbf{R}\mathbf{R} + \mathbf{R} \end{aligned}$$

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ROMULAN SUPERHAWK-B

HEAVY CARRIER
IMPERIAL STANDARD

SENSOR

SENSOR	SCAN
6	0
6	0
5	1
3	3
1	5
0	9

SCANNER

PH-1-FX

PH-2

PH-3

PH-4

PH-5

PH-6

PH-7

PH-8

PH-9

PH-10

PH-11

PH-12

PH-13

PH-14

PH-15

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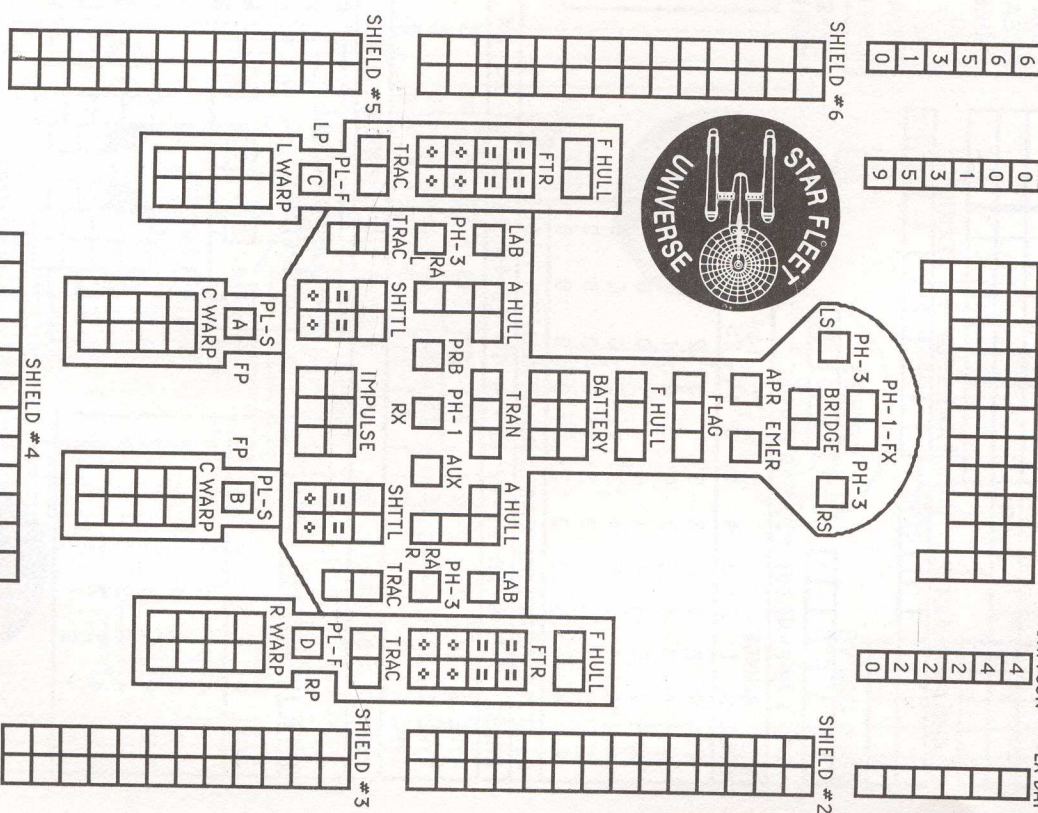
PH-419

PH-420

DAMCON

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

EX DAP



MOVEMENT COST = 1

CREW UNITS

[illegible]

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

BOARDING PARTIES							
							8

1					
2					
3					

1				
2				

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS
ARE DESTROYED
ON TORPEDO HITS.

SHIP DATA TABLE	
TYPE	SR
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.37

SENSOR

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

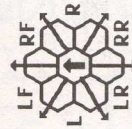
SCANNERDAM CON

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

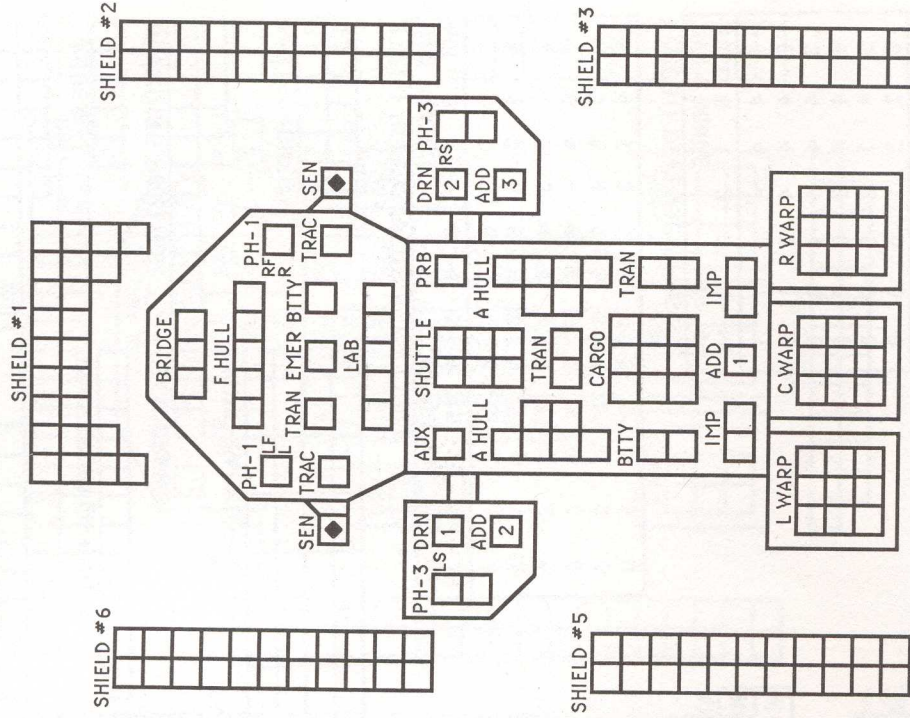
EX D A M

ANTI-DRONE TABLE

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


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


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SHIELD #4

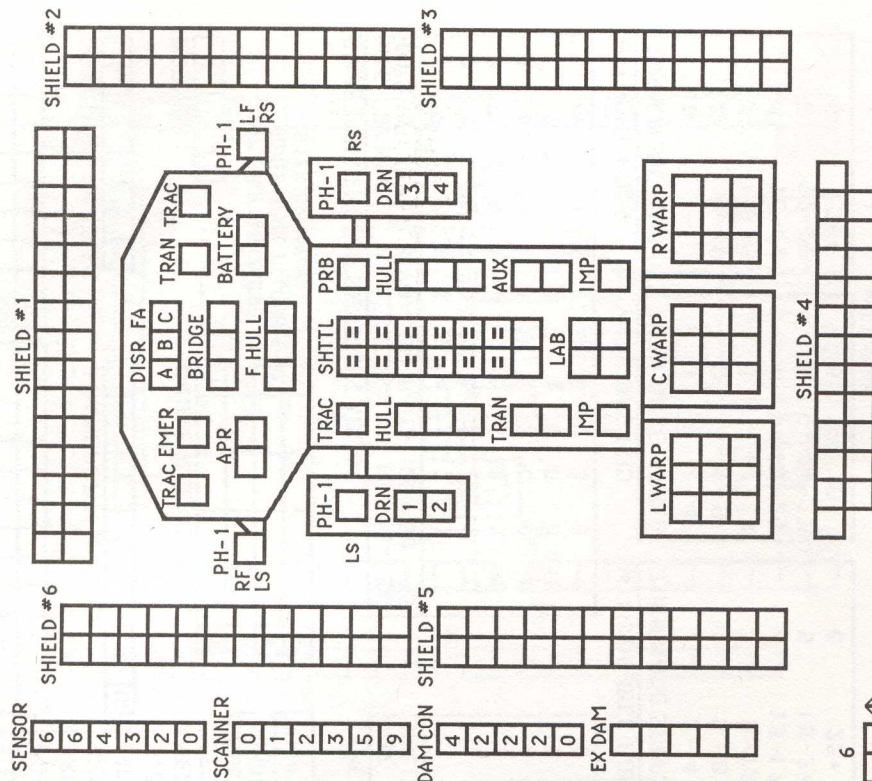
MOVEMENT COST = 1

KZINTI MEDIUM CARRIER

TRANSPORTER BOMBS
 PROBES
 DRONE RACKS

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

WARP ENERGY MOVEMENT COST = 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



ADMINISTRATIVE SHUTTLES

CREW UNITS					ADMINISTRATIVE SHUTTLES				
		*			IDENT	HIT POINTS	NOTES		
				10					
				20					

SHIP DATA TABLE	
TYPE	= POL
POINT VALUE	= 60
BREAKDOWN	= 5-6
SHIELD COST	= 1+0
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.36
REFIT BPV	= 73

[illegible]TRANSPORTER BOMBS

DRONE RACKS				
1				A
2				A
3				E

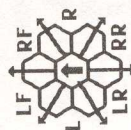
PROBES	5
--------	---

ON SOME SHIPS DRONE
RACK #3 IS TYPE-A.

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

TYPE I OFFENSIVE PHASER TABLE

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


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

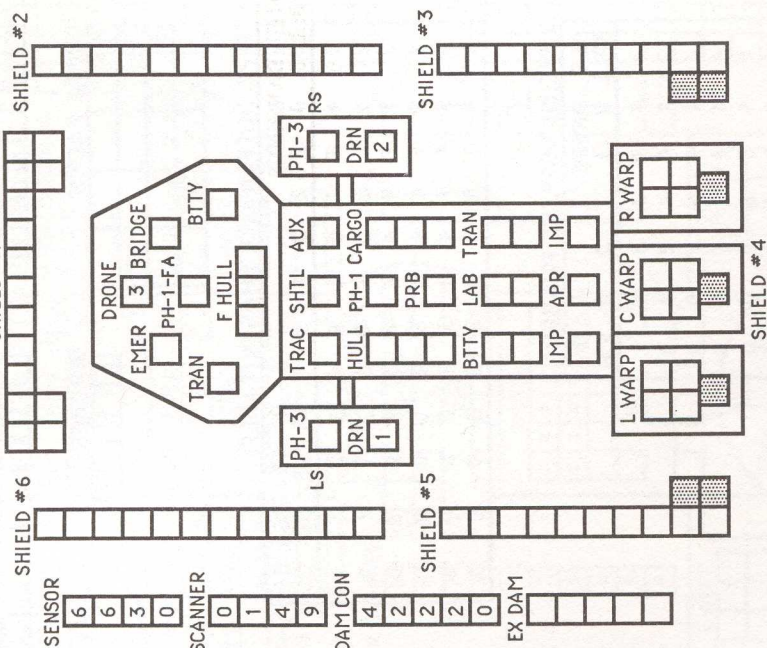

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-		3 8 15					
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

TYPE III DEFENSE PHASER

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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

UNIT-CELL ENERGY MOVEMENT COST $\equiv 1/3$ ENERGY POINT PER HEX



PH-1 ON REAR HULL IS 360°.
SHADED BOXES ARE THE C-8 REFIT.

[illegible][illegible][illegible][illegible]

1				
2				
3				
4				

5

SHIP DATA TABLE		
TYPE	=	FH
POINT VALUE	=	70
BREAKDOWN	=	5-6
SHIELD COST	=	1+0
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.41
REFIT BPV	=	87

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

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

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

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


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

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SHADED BOXES ARE THE C-10 REFIT.

PH-1 ON REAR HULL IS 360°.

CREW UNITS

CREW UNITS		BOARDING PARTIES		IDENT	HIT POINTS	NOTES
	*	10				
		20				
		30				
		40				
		50				
		60				
		70				

BOARDING PARTIALS					
					10
					20

A 10x10 grid with the following labels and values:

- Row 1: DECK CREWS
- Row 2: 10
- Row 3: PROBES
- Row 4: 5

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE												
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21	22	23	24
TYPE R	50	50	35	35	35	25	25	25	25	25	25	25
TYPE S	30	30	22	22	22	15	15	15	15	15	15	15
TYPE G	20	20	15	15	15	10	5	1				
TYPE F	20	15	10	5	1	0	0	0	0			
TYPE D	10	8	5	2	1	0	FIGHTERS					

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

[illegible]

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

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 268
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.20

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

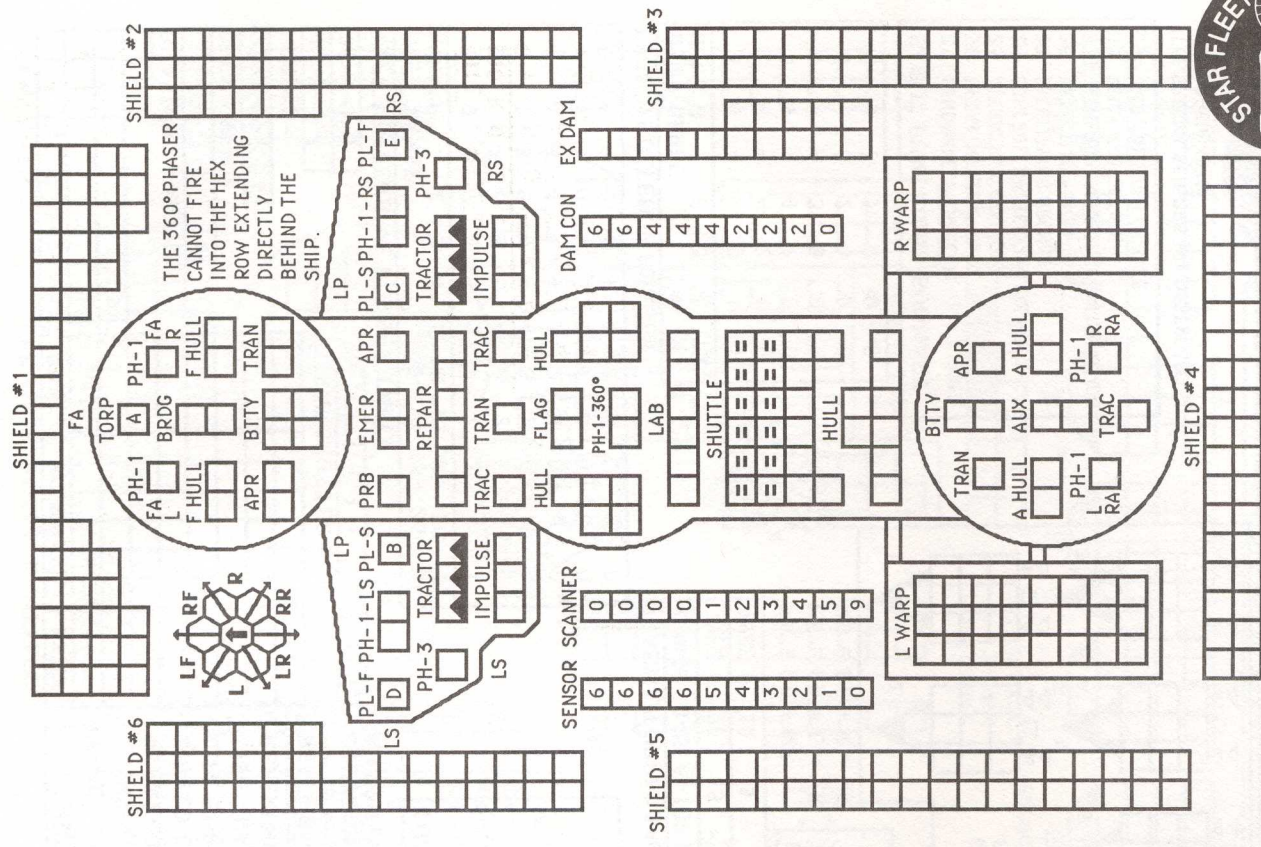
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

TYPE I OFFENSIVE PHASER TABLE

[illegible]

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



GORN SURVEY CRUISER

CREW UNITS

ADMINISTRATIVE SHUTTLES

BOARDING PARTIES

DECK CREWS

PROBES

TRANSPORTER BOMBS

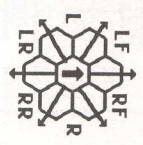
SHIP DATA TABLE		
TYPE	=	SR
POINT VALUE	=	115/95
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.30
REFIT BPV	=	129/109

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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

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



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

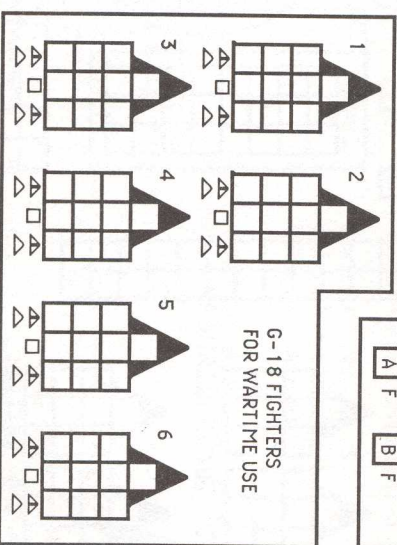
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA TORPEDOES

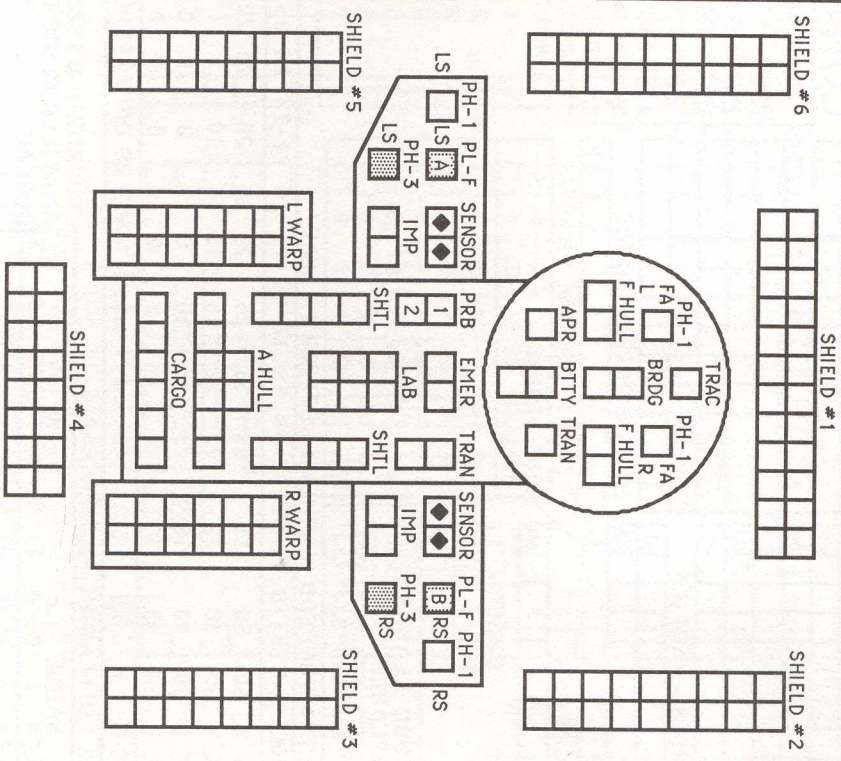
A F B F

SCOUT FUNCTIONS SUMMARY

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



G-18 FIGHTERS
FOR WARTIME USE



SHADED BOXES ARE THE F-REFIT.

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



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

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

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

POINT VALUE = 110/80

BREAKDOWN = 5-6
SHIELD COST = 1+1

LIFE SUPPORT = 1

SIZE CLASS = 3
REFERENCE = R6.28

REFIT BPV = 114/84

[illegible]

TRANSPORTER BOMBS

REFIT BPV = 114/84

DIE RANGE 6-9-

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

DIE RANGE 4-9.

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

TURN MODE SI

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

TURN MODE S

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

TURN MODE SPEED

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



RANGE	0-5	6-10	11-12	13-14	15
1	1	1	1	1	1
2	1	1	1	1	1
3	1	1	1	1	1
4	1	1	1	1	1
5	1	1	1	1	1
6	1	1	1	1	1
7	1	1	1	1	1
8	1	1	1	1	1
9	1	1	1	1	1
10	1	1	1	1	1
11	1	1	1	1	1
12	1	1	1	1	1
13	1	1	1	1	1
14	1	1	1	1	1
15	1	1	1	1	1
16	1	1	1	1	1
17	1	1	1	1	1
18	1	1	1	1	1
19	1	1	1	1	1
20	1	1	1	1	1
21	1	1	1	1	1
22	1	1	1	1	1
23	1	1	1	1	1
24	1	1	1	1	1
25	1	1	1	1	1
26	1	1	1	1	1
27	1	1	1	1	1
28	1	1	1	1	1
29	1	1	1	1	1
30	1	1	1	1	1
31	1	1	1	1	1
32	1	1	1	1	1
33	1	1	1	1	1
34	1	1	1	1	1
35	1	1	1	1	1
36	1	1	1	1	1
37	1	1	1	1	1
38	1	1	1	1	1
39	1	1	1	1	1
40	1	1	1	1	1
41	1	1	1	1	1
42	1	1	1	1	1
43	1	1	1	1	1
44	1	1	1	1	1
45	1	1	1	1	1
46	1	1	1	1	1
47	1	1	1	1	1
48	1	1	1	1	1
49	1	1	1	1	1
50	1	1	1	1	1
51	1	1	1	1	1
52	1	1	1	1	1
53	1	1	1	1	1
54	1	1	1	1	1
55	1	1	1	1	1
56	1	1	1	1	1
57	1	1	1	1	1
58	1	1	1	1	1
59	1	1	1	1	1
60	1	1	1	1	1
61	1	1	1	1	1
62	1	1	1	1	1
63	1	1	1	1	1
64	1	1	1	1	1
65	1	1	1	1	1
66	1	1	1	1	1
67	1	1	1	1	1
68	1	1	1	1	1
69	1	1	1	1	1
70	1	1	1	1	1
71	1	1	1	1	1
72	1	1	1	1	1
73	1	1	1	1	1
74	1	1	1	1	1
75	1	1	1	1	1
76	1	1	1	1	1
77	1	1	1	1	1
78	1	1	1	1	1
79	1	1	1	1	1
80	1	1	1	1	1
81	1	1			

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1

TORPEDOES

A
F


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

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

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

SHIELD #1

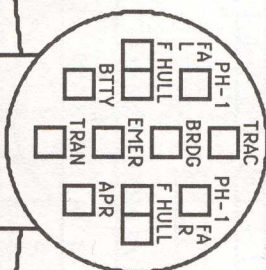
[illegible]SHIELD #6SHIELD #2

Diagram of the front panel of the HP-1 PL-F PH-1. The panel features a central display area with a grid of 16 squares. To the left of the display is a vertical column of four squares, with the top square labeled 'SHIELD #5'. To the right of the display is a vertical column of four squares, with the top square labeled 'PH-1'. Below the display area are two rows of three buttons each. The top row of buttons is labeled 'PH-1 PL-F', 'PH-1', and 'PL-F'. The bottom row of buttons is labeled 'IMP', 'ALP', and 'B'. The diagram also shows a 'SHIELD #5' label and a 'PH-1' label.

The diagram illustrates the layout of the PH-1 aircraft, showing the positions of the L WARP, AFT HULL, and R WARP sections. The L WARP and R WARP sections are located at the front of the aircraft, while the AFT HULL is located at the rear. The PH-1 is oriented with its nose pointing towards the top of the diagram, and its tail pointing towards the bottom. The L WARP and R WARP sections are each 10 units wide and 10 units high. The AFT HULL section is 10 units wide and 10 units high. The PH-1 is oriented with its nose pointing towards the top of the diagram, and its tail pointing towards the bottom. The L WARP and R WARP sections are each 10 units wide and 10 units high. The AFT HULL section is 10 units wide and 10 units high.

SHIELD # 4

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

SHADED BOXES ARE THE HDT + REFIT.
THE 360° PHASER CANNOT FIRE INTO THE HEX
ROW EXTENDING DIRECTLY BEHIND THE SHIP.

MOVEMENT COST WITHOUT PODS = $2/3$;
WITH ONE POD = 1; WITH DOUBLE POD = $1 + 1/3$

ADMINISTRATIVE SHUTTLES

[illegible]

PROBES

5				
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BOARDING PARTIES

8

TRANSPORTER BOMBS

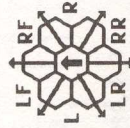
[illegible]

TYPE I OFFENSIVE PHASER TABLE

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


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

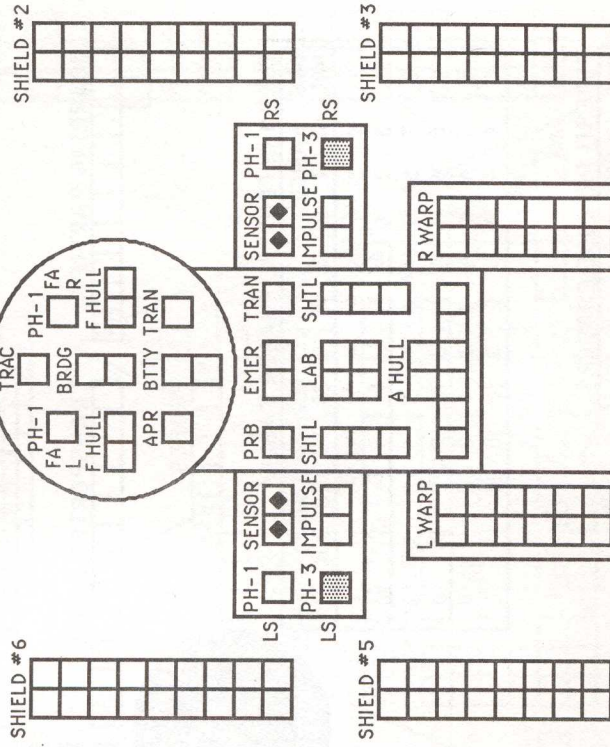
SCOUT FUNCTIONS SUMMARY

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

**SPECIAL SENSORS
ARE DESTROYED
ON TORPEDO HITS.**

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GORN LARGE SCOUT

[illegible]

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

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

SHADED BOXES ARE THE LSC+ REFIT.

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

[illegible][illegible]

SHIELD #1

[illegible][illegible]

REFERENCE = R6.31

5

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

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

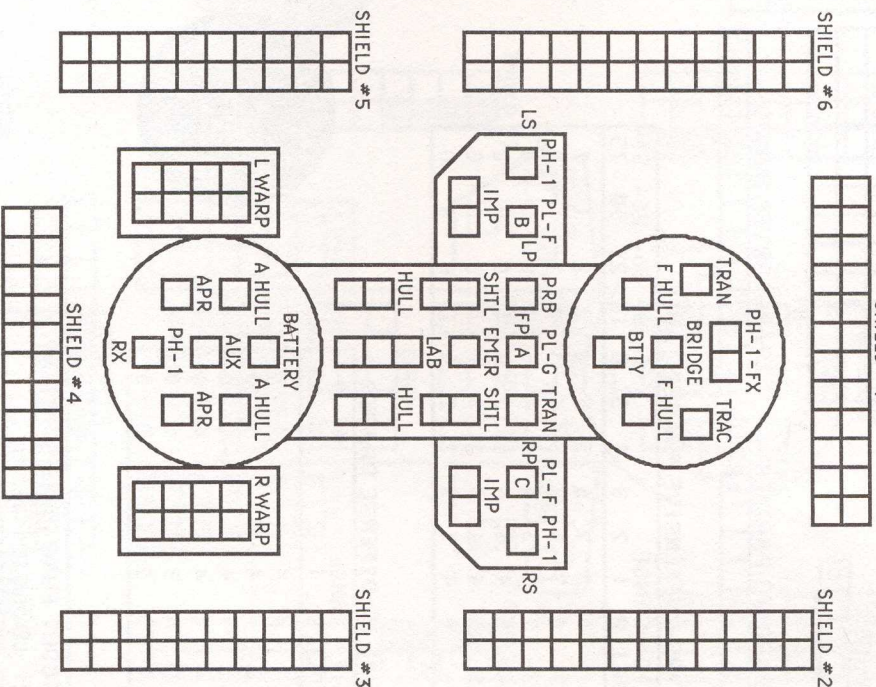
DIE	RANGE	4-	9-			
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	1	0	0	0

A	G	B	F	C	F
---	---	---	---	---	---

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

RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23
TYPE G	20	20	15	15	15	10	5	1	0	
TYPE F	20	15	10	5	1	0	0	0	0	

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



CREW UNITS

[illegible][illegible]

PROBES					5
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TYPE III DEFENSE PHASER

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

SHIP DATA TABLE		
TYPE	=	CC
POINT VALUE	=	148
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.15

TYPE I OFFENSIVE PHASER TABLE

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

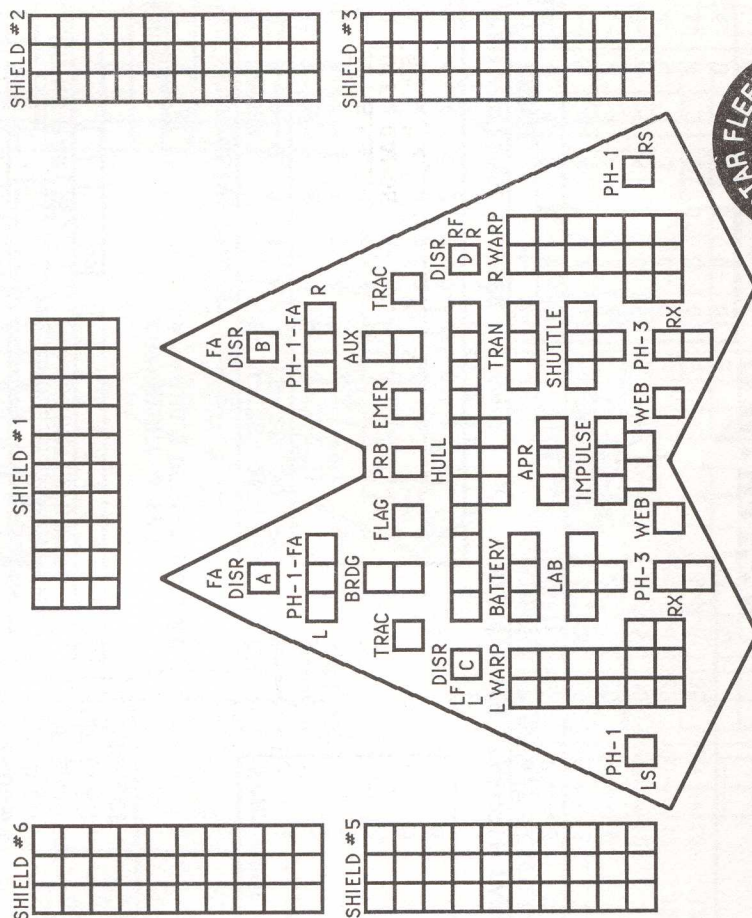
TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

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

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

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

[illegible]

ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES

[illegible]

TRANSPORTER BOMBS

[illegible]

5

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TYPE I OFFENSIVE PHASER TABLE

DIE	RANGE	6-9	16-26	51-75
ROLL	0 1 2 3 4 5 6 7 8 9	10 15 20 25 30 35 40 45 50 55	60 65 70 75 80 85 90 95 100	105 110 115 120 125 130 135 140 145 150
1	9 8 7 6 5 4 3 2 1 0	3 2 1 0 0 0 0 0 0 0	1 1 0 0 0 0 0 0 0 0	1 0 0 0 0 0 0 0 0 0
2	8 7 6 5 4 3 2 1 0 9	2 1 0 0 0 0 0 0 0 0	1 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 9 8	1 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0
4	6 5 4 3 2 1 0 9 8 7	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0
5	5 4 3 2 1 0 9 8 7 6	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0
6	4 3 2 1 0 9 8 7 6 5	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0

TYPE III DEFENSE PHASER

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

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

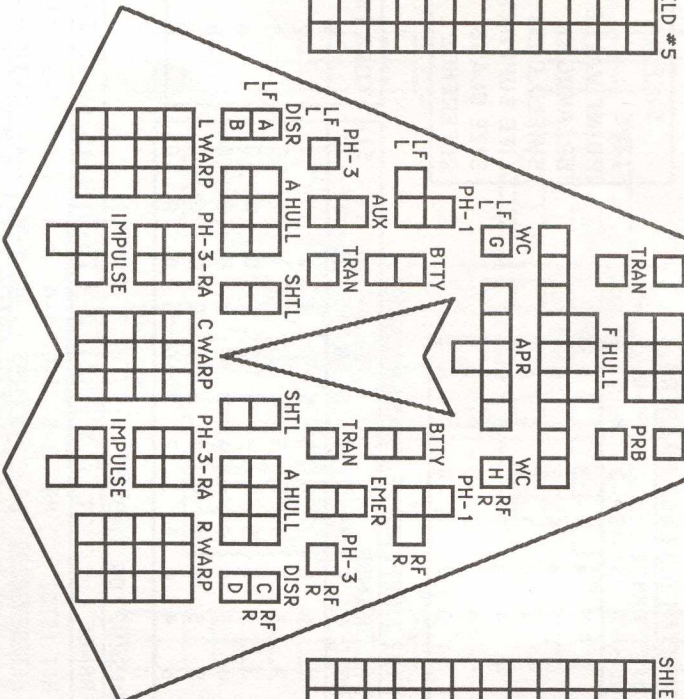
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFCS)	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

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

THOLIAN DPW DREADNOUGHT

[illegible][illegible]

MOVEMENT COST = 1

SENSOR					
6	6	6	5	3	2
1	0				

SCANNER					
0	0	0	1	2	3
5	9				

NEO-THOLIAN SPACE CONTROL SHIP

CREW UNITS						ADMINISTRATIVE SHUTTLES		
	*					IDENT	HIT POINTS	NOTES
					10			
					20			
					30			
					40			
					50			

[illegible]

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

TYPE III DEFENSE PHASER				WEB CASTER STRENGTH					
DIE ROLL	RANGE		2	3	4- 8	9- 15	ENERGY USED	OF WEB H 1	2
	0	1							
1	4	4	4	4	3	1	1-2-3	10	5
2	4	4	4	4	2	1	2-3-4	20	10
3	4	4	4	4	1	0	3-4-5	30	15
4	4	4	4	3	0	0	4-5-N	35*	20
5	4	3	2	0	0	0	5-N-N	35*	25
6	3	3	1	0	0	0			

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

WARP ENERGY MODE									
SPEED	1	2	3	4	5	6	7	8	9
Standard	2	3	5	6	8	9	11	12	14
Fract.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$

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

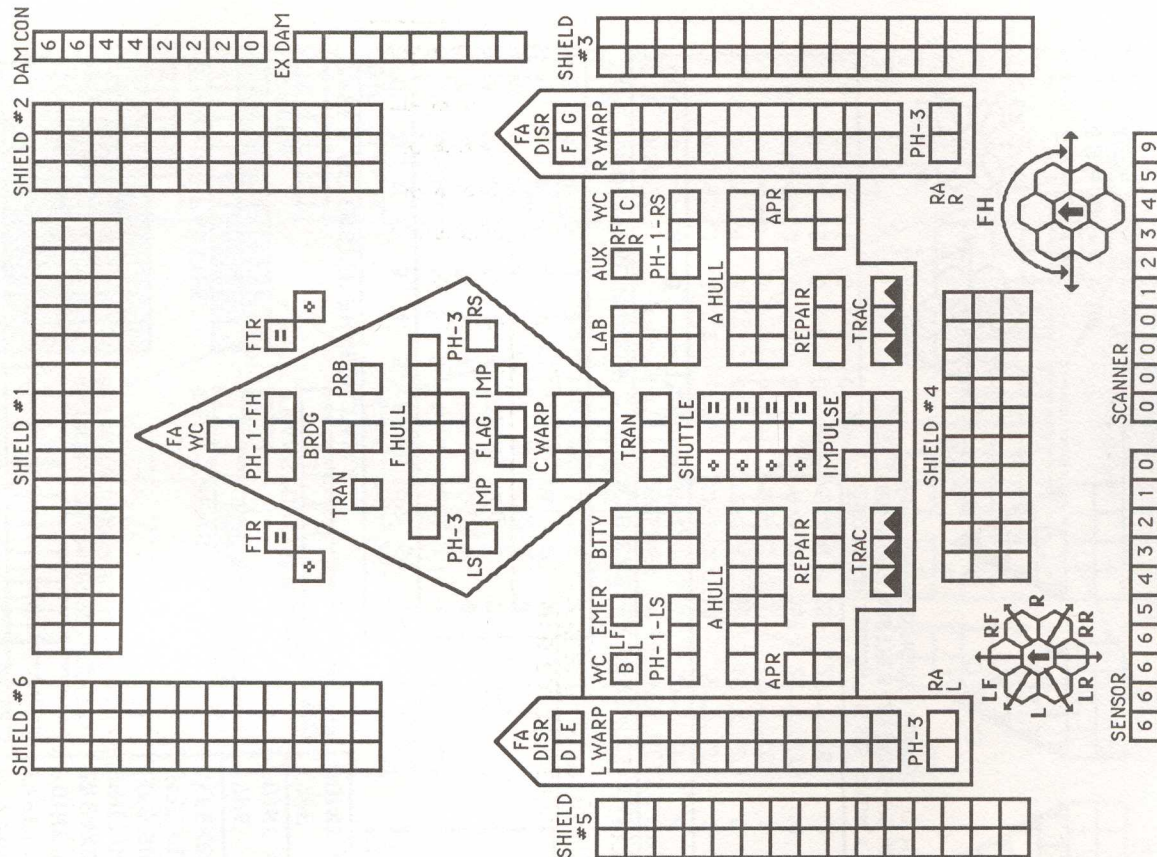
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TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

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

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


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



CREW UNITS

[illegible]

TYPE	=	SCS(LP)
POINT VALUE	=	200
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.70

DECK CREWS

[illegible]

TRANSPORTER BOMBERS

12

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

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

DIE RANGE	4- 9-
-----------	-------

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

0.1 2 3 4 5 0 0 1 5 16 22 23 40

INVOICE	0-1	2	3-4	5-8	9-13	10-22	23-34
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

FUSION BEAM TABLE

DIE RANGE		ROLL							
	0	1	2	3-10	11-15	16-24	25-31	32-37	38-45
1	13	8	6	4	3	2			
2	11	8	5	3	2	1			
3	10	7	4	2	1	0			
4	9	6	3	1	1	0			
5	8	5	3	1	0	0			
6	8	4	2	0	0	0			

DIE RANGE

ROLL	0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

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


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

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



The diagram illustrates the bridge layout of the USS Enterprise-D. It features a central command area surrounded by six shields (#1-#6). Key components include:

- Sensors and Scanners:** Located at the top, displaying numerical data.
- DAM CON:** Damage Control console at the top center.
- Shields:** Six shields (#1-#6) positioned around the perimeter.
- Central Consoles:**
 - FUSION (A, B)
 - PH-1-FX
 - BRIDGE
 - TRAN
 - APR
 - F HULL
 - SHTL
 - FLAG
 - FUS
 - RF
 - D R
 - EMER
 - AUX
 - BTTY
 - REPAIR
 - FIGHTER
 - LAB
 - A HULL
 - WARP
 - IMP
 - C WARP
 - PH-1-360° PRB
 - HB-FA
 - L E F
 - L
 - FA
 - PH-1
 - R
 - FA
 - G R
 - H
- EX DAM:** External Damage console at the bottom right.

CREW UNITS

[illegible]

BOARDING PARTIES

4			
---	--	--	--

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


DECK CREWS

4			
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TRANSPORTER BOMBS

[illegible]

TYPE II OFFENSIVE/DEFENSIVE PHASER TARIFF

DIE ROLL	RANGE								
	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	

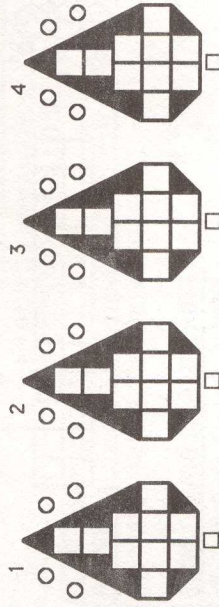
TYPE III DEFENSE PHASER

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

FUSION BEAM TARIFF

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

INSERT
PALLET
IF USED



HYDRAN MULE LIGHT TACTICAL TRANSPORT

SHIELD #1

SENSOR SHIELD #6

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

SCANNER

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

SHIELD #5

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

EX DAM



SHADED BOXES ARE THE LTT + REFIT.

MOVEMENT COST WITHOUT PALLET = 2/3
MOVEMENT COST WITH PALLET = 1

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

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

DECK CREWS

[illegible]

DECK CREWS

[illegible]

OMBS

[illegible]

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

E PHASER

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY				
	1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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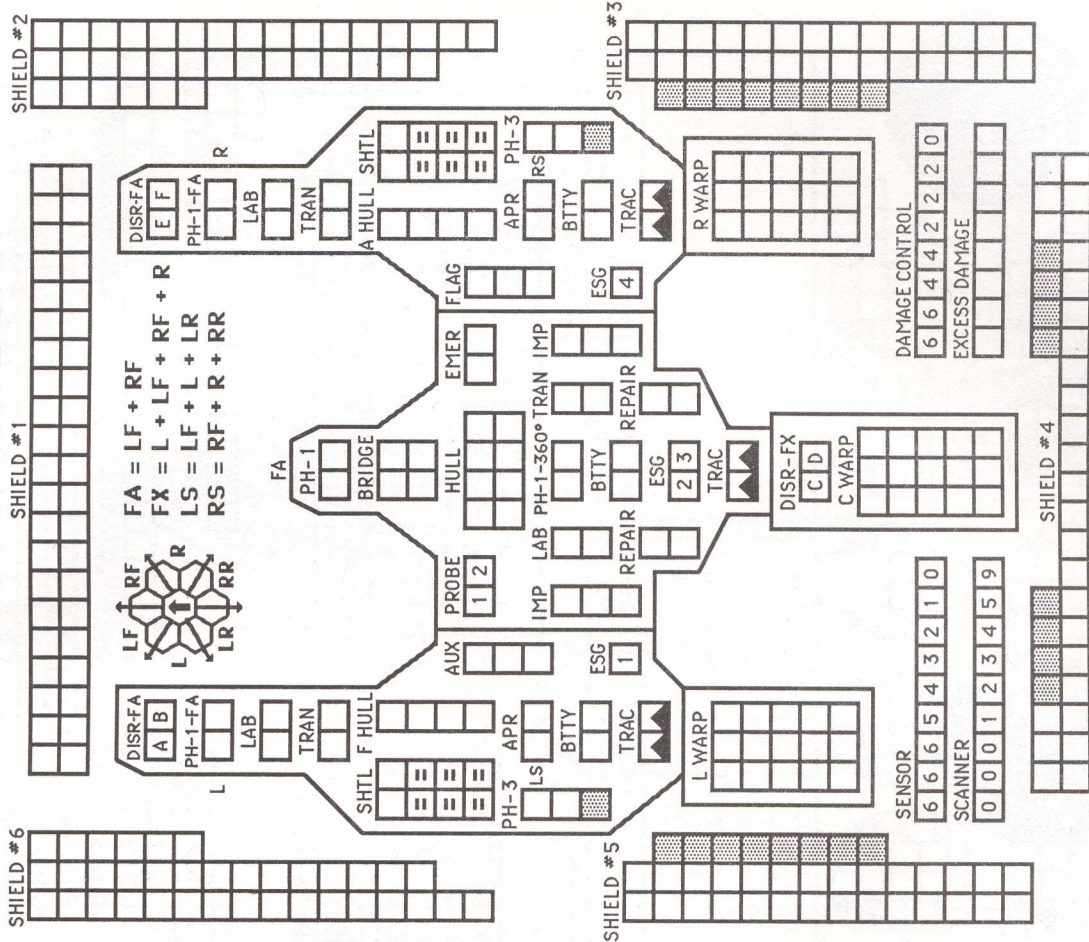
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, 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.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45	

LYRAN SIBERIAN LION
SPACE CONTROL SHIP



SHADED SHIELD BOXES ARE THE SCS+ REFIT.
SHADED PH-3 BOXES ARE PH-1 ON THE SCS-P REFIT.
THE 360° PHASERS CANNOT FIRE DIRECTLY AFT.

[illegible][illegible][illegible][illegible][illegible]

5

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

[illegible]

DIE RANGE	ROLL
0	1
2	3
4-8	15
9-16	30
17-31	50

[illegible]

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

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

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

RADIUS	ENERGY
1	2
3	4
5	

0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SHIELD #1

SHIELD #1

SHIELD #2

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

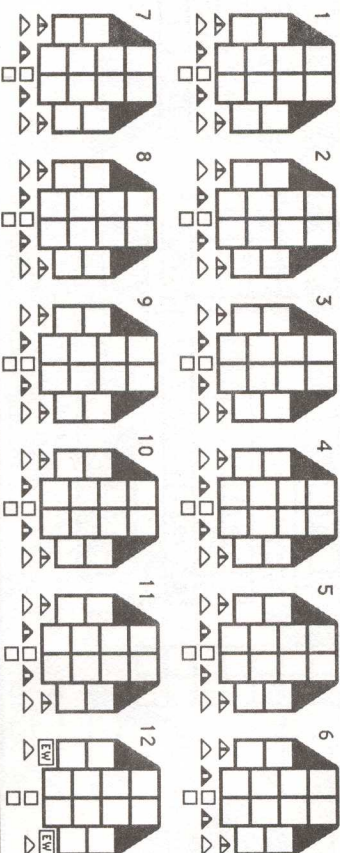
SHIELD #6

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

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

--	--	--	--	--

SHIELD #4



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



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

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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

8

PROBES

5				
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$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

TRANSPORTER BOMBS

[illegible]

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.33
REFIT BPV	=	122/102

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TYPE II PHASER TABLE

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

WITHOUT PODS

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

WITH ONE POD

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

DOUBLE POD

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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

	RADIUS		ENERGY				
	1	2	3	4	5		
0	(4.00)	4	8	12	16	20	
1	(3.67)	4	7	11	15	18	
2	(3.33)	3	7	10	13	17	
3	(3.00)	3	6	9	11	15	

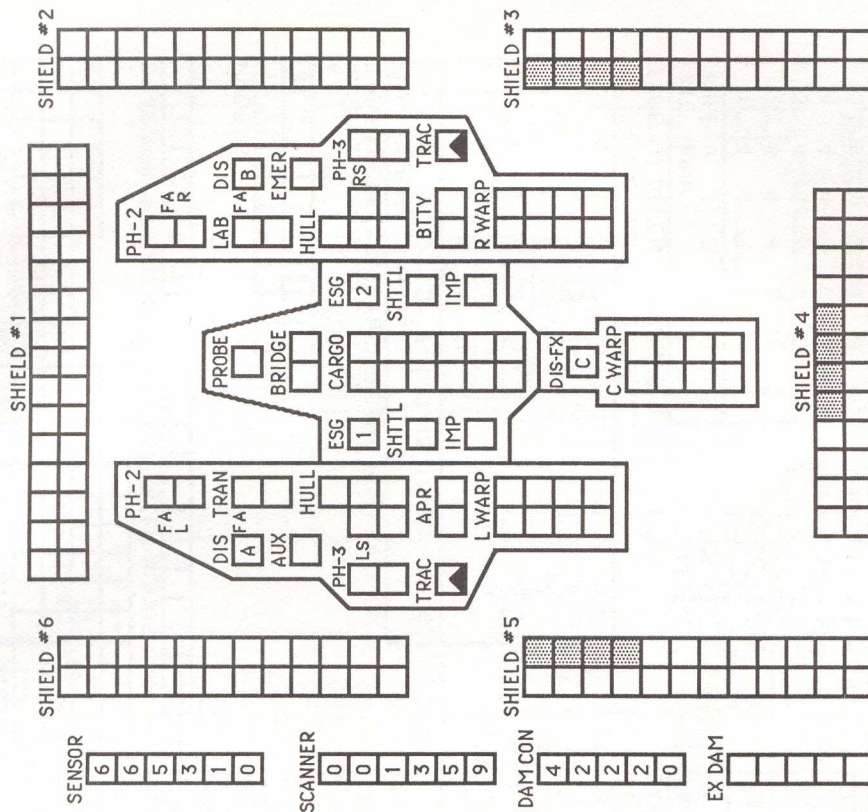
DISRUPTOR TABLE

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

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

LYRAN LIGHT
TACTICAL TRANSPORT



SHADED BOXES ARE THE LTT+ REFIT.

MOVEMENT COST WITHOUT POD = 2/3

MOVEMENT COST WITH ONE POD = 1

MOVEMENT COST WITH DOUBLE POD = $1 + 1/3$ 

WYN AUXILIARY MINESWEEPER

ADMINISTRATIVE SHUTTLE

CREW UNITS

∞
*

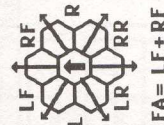
ADMINISTRATIVE SHITTF

IDENT	HIT POINTS	NOTES

[illegible]

SHIP DATA TABLE	
TYPE	= AxPPP
POINT VALUE	= 70/5
BREAKDOWN	= 3-6-6
SHIELD COST	= 1+0
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12

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



TYPE III DEFENSE PHASE		4-9		4-9		4-9	
DIE RANGE		4-9		4-9		4-9	
ROLL	0	1	2	3	4	5	6
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	SCANNER	EX DAM	DAM CON
640	09		420

SEE (R12.11) FOR
SPECIAL DAMAGE RULES.

MINE RACKS	1				
	2				
	3				
	4				
	5				

TYPE II OFFENSIVE/DEFENSIVE PHASES TABLE											
DIE ROLL	RANGE		1	2	3	4-8	9-15	16-30	31-50		
	0	1									
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		

WYN AUXILIARY
PF TENDER

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

BRD EMR

HULL PH-3 HULL

360°

TRN BTLY SHL

TRC REPAIR

CARGO

LWARP IMP RWARP

SENSOR

SCANNER

EX DAM

DAMCON

6 4 1 0

0 9

4 2 0



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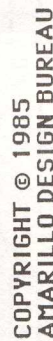
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX																															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1	2	1	1 1/2	2	2 1/2	2 2/3	3	3 1/3	3 2/3	4	4 1/3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

CREW UNITS

[illegible][illegible]

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



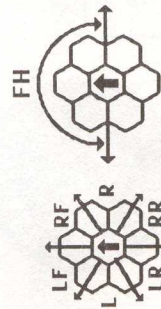
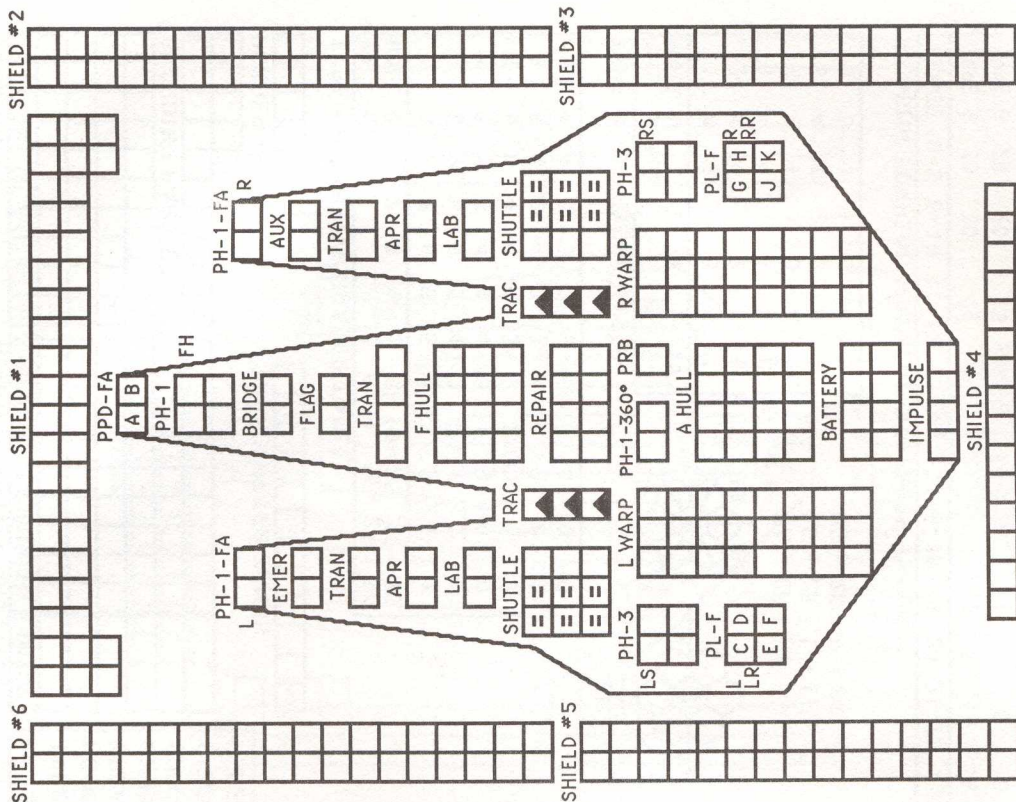
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 248
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R13.4

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

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	


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


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

ADMINISTRATIVE SHUTTLES

[illegible]

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

5

TRANSPORTER BOMBS

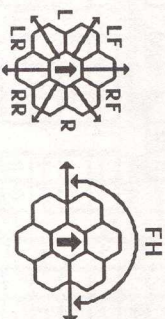
[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



PSEUDO PLASMA
TORPEDOES

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

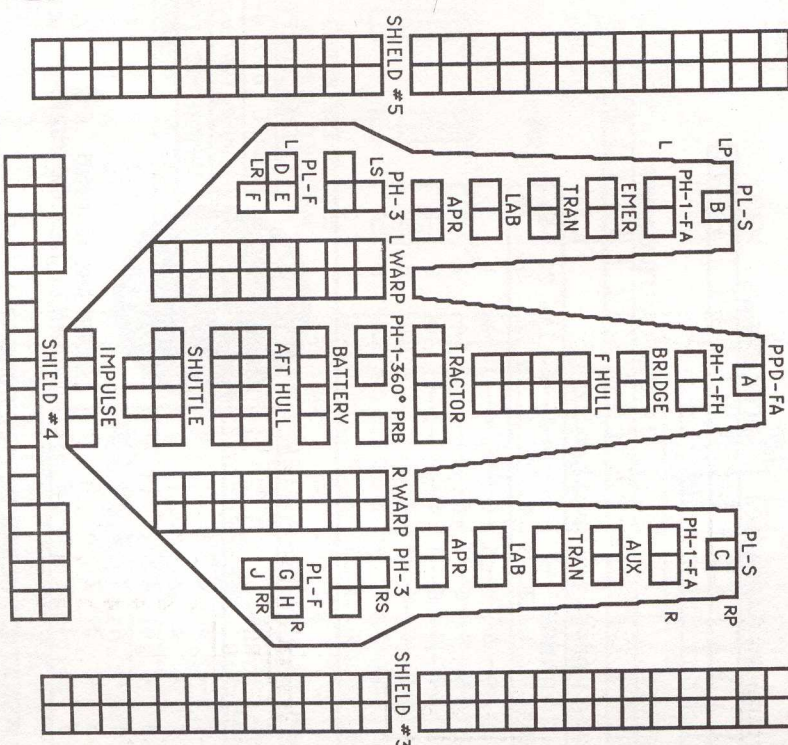
	PRNCE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	

PLASMA TIC 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	

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ISC STAR CRUISER

[illegible]

MOVEMENT COST = 1

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



[illegible][illegible][illegible]

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

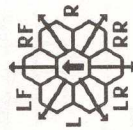
12

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

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

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

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


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

	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	

	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	

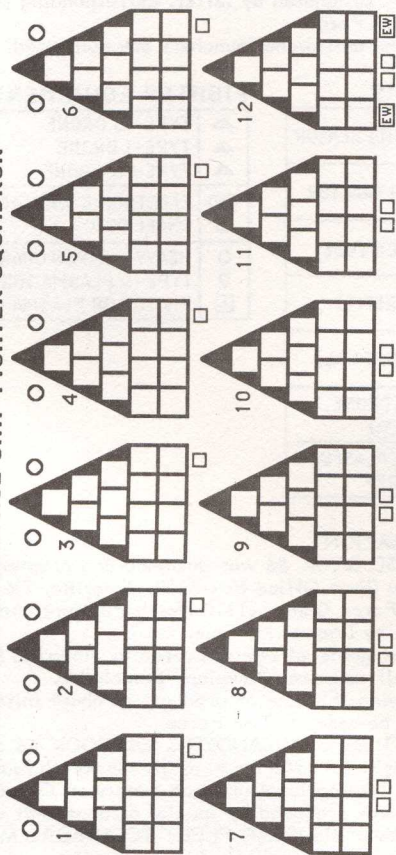
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	$\frac{1}{3}$	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$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

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

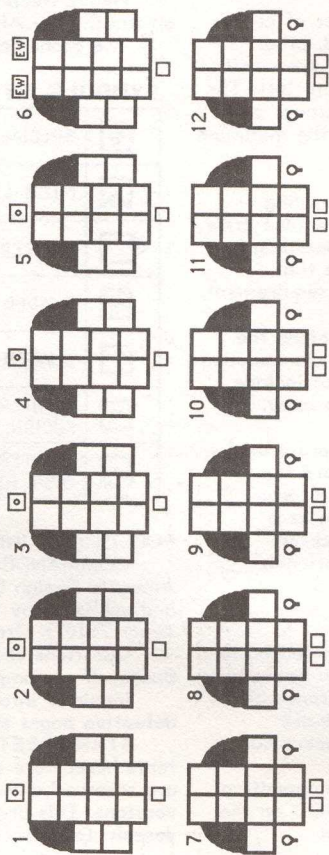


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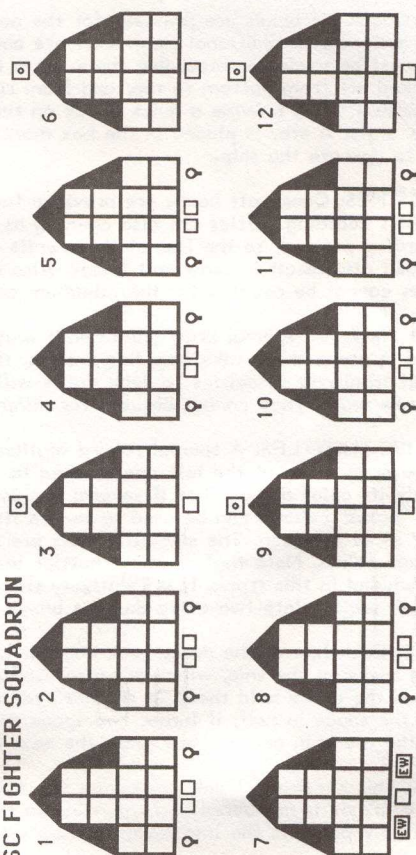
NEO-THOLIAN SPACE CONTROL SHIP FIGHTER SQUADRON



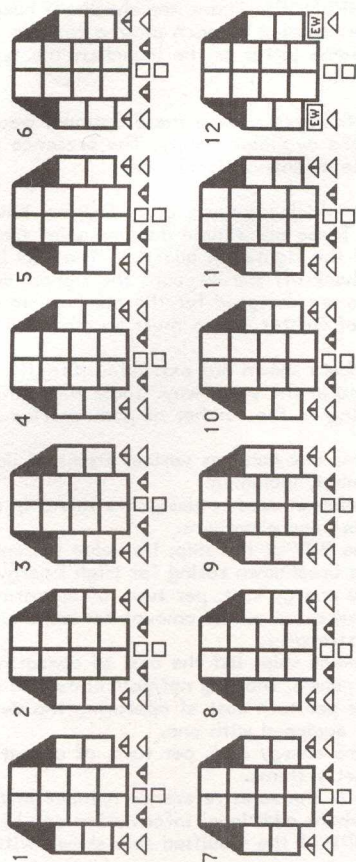
ROMULAN FIGHTER SQUADRON



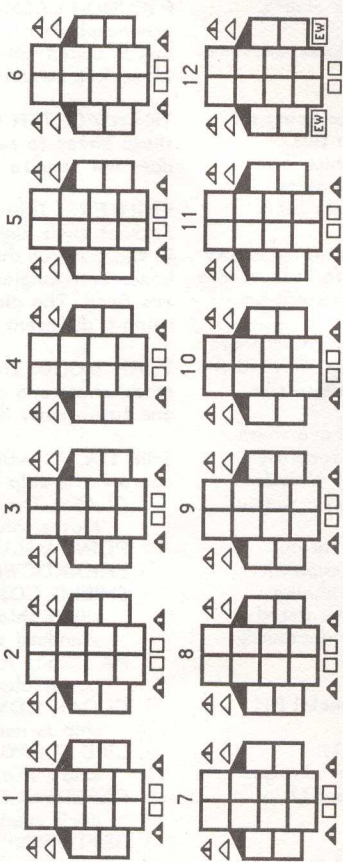
ISC FIGHTER SQUADRON



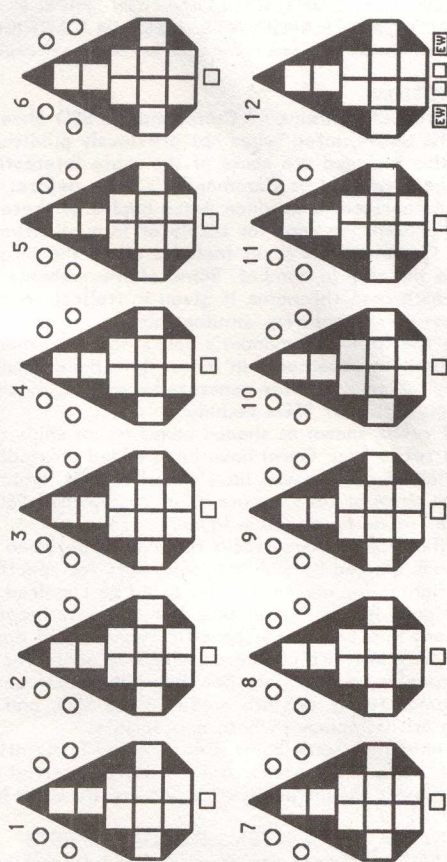
KLINGON (OR LYRAN) Z-Y FIGHTER SQUADRON



KZINTI TAAS FIGHTER SQUADRON



HYDRAN STINGER-2 FIGHTER SQUADRON



STAR FLEET BATTLES
COMMANDER'S SSD BOOK #6
SPACE CONTROL SHIPS, EXPLORATION SHIPS, POLICE SHIPS,
LIGHT TACTICAL TRANSPORTS, MEDIUM CARRIERS
=====

INTRODUCTION

This product contains 47 Commander's SSD Sheets, covering all ships of the above noted types not previously published in this format. Also included are some of the more interesting ships which have not been printed as Commander's SSDs before. Purchasers of this book are authorized to produce extra copies of these sheets for their own private use, not for resale or in publications.

Each Commander's sheet includes all of the information necessary to operate the ship in combat. Some of these sheets are for one unique ship (in which case the name is given in italics); most represent an entire class of several very similar ships.

Since the first Commander's SSD's appeared more than two years ago, constant improvements in innovations have been made. Beyond the obvious switch to computer-generated graphics, innovations in the current generation of SSDs include:

- * Fleet refits shown as shaded boxes on all ships that have them. Some refits (e.g. Gorn) have been added or modified recently.
- * All fighter classes now have specific SSDs, which are included on the ships or (in the case of more crowded SSDs) on a special fighter squadron or group layout.
- * Specific fighter ready-racks distinguish between the various weapons carried by fighters (see chart for specific weapons). Any fighter (or admin shuttle) could be repaired, or receive chaff pods in any fighter box, but can only receive the listed weapons in a box of the specific type. It will now be necessary to make a definite choice on where to score the hits.
- * Pseudo-plasma torpedoes now have check-off boxes.
- * Combined firing arcs are noted on the SSD, and a special FH firing arc is included where appropriate.

Also note that some ships (Fed SCS, LTT; Kzinti MTT; Gorn HDV, LSC; WYN AxMS, AxPFT) have received minor changes since their most recent publication, as are listed in Nexus #12.

NOTES ON THE SHIP SYSTEMS DISPLAY SHEETS

Each SSD sheet includes considerable information and several record-keeping tables. Explanations of these are given here.

CREW UNITS: Check-off boxes are provided for the number of crew units normally assigned. If additional crew units are aboard, other arrangements must be made for recording them. Note that crew unit boxes are checked off from bottom to top, and from right to left. The numbered boxes (e.g. "10") provide a quick check on the number of remaining crew units. A star is placed in the box marking the minimum crew required to operate the ship.

BOARDING PARTIES: Check-off boxes are provided for boarding parties. Note that boarding parties are also counted as crew (one crew unit = two boarding parties), so the loss of these units in boarding party combat will also result in crew unit losses. Also note that boarding parties cannot be counted for the minimum crew requirement.

DECK CREWS: These are special crew units (J4.8) which reload the fighters carried by some ships. Like boarding parties, they are included in the crew unit total and casualties to deck crews will also include casualties to crew units. They cannot be used for minimum crew.

ADMINISTRATIVE SHUTTLES: A special record section is provided for these units. The open space at the left can be used to record the counter (possibly its color and number if several are used in large scenarios); the "notes" column can be used to record its use as a WW, SP, SS, or other function. The six "hit" boxes are check-off boxes for damage points. Note that as MRS shuttles are optional, they are not included in this track. It is relatively simple to make the "notes" section into two extra damage boxes.

DRONE RACKS: Each line of the drone rack chart is numbered corresponding to the racks on the ship, which are also numbered. Each space is used to record the drone held there. If smaller type-IS drones are carried, divide the space in half; if larger two-space drones are carried, write the drone in one box and mark the next as occupied.

ANTI-DRONES: This check-off track represents the ADD ammunition. Note that the first box is numbered corresponding to the ADD on the ship; this box also represents the last round in that weapon.

PROBES: This is a simple ammunition check-off track.

PSEUDO-PLASMA TORPEDOES: These are check-off boxes for the pseudo-plasma torpedoes carried by each plasma torpedo launcher. The box is coded with the same letter as the launcher; the type of torpedo is marked beside the box.

TRANSPORTER BOMBS: Players using these optional weapons can use these boxes to record the available supply. The presence of this track does not require the use of this optional rule.

FIGHTERS: Those ships which regularly carry fighters have an SSD for each of their fighters. These are simple damage-point tracks arranged in the general shape of the fighter in question. The SSD includes small boxes or triangles to check-off the weapons the fighter carries as they are fired. The diagrams are designed for the most common fighter; if using a different type of fighter, these must be modified.

TURN MODE: The numbers shown are extracted directly from the turn mode chart and are used in the same way. Some tugs have more than one turn mode, depending on the number of pods carried.

SHIP DATA TABLE: This box includes various items of data needed to operate the ship in combat, including:

CLASS: The abbreviation used to designate this ship on the Master Ship Chart and elsewhere.

POINT VALUE: The BPV of the ship; its value in combat.

BREAKDOWN: The breakdown rating for High Energy Turns.

SHIELD COST: The energy cost, per turn, of operating the ship's shields, expressed as the amount for minimum plus standard shield strengths.

PA COST: Andromedan ships list the cost of operating their power absorber panels, showing normal/reinforced costs.

CLOAK COST: The per-turn cost of operating the device if the ship is normally equipped with one.

LIFE SUPPORT: The energy cost, per turn, of operating the ship's life support systems.

REFERENCE: This is the rules reference number in the Commander's rulebook where additional information can be found.

REFIT BPV: The BPV of the modified ship shown with shaded boxes.

SYMBOLS ON THE SSD ITSELF

Heavy weapons are designated by letter, corresponding to the lines on the Energy Allocation Form.

The drone racks and anti-drone launchers are numbered.

SYMBOLS ON SHIPS

	SPECIAL (SCOUT) SENSOR
	MECH-LINK ON TRACTOR
	FIGHTER LAUNCH TUBE
	SHADED BOX (REFIT)
	SHADED BOX (SPECIAL)
	FIGHTER BOX (DRONE, FUSION, PHASER)
	FIGHTER BOX (PLASMA, DISR, HELLBORE)

FIGHTER EQUIPMENT

	TYPE-IS DRONE
	TYPE-I DRONE
	TYPE-III DRONE
	ELECTRONIC WARFARE POD
	CHAFF POD
	HEAVY WEAPON CHARGE
	TYPE-D PLASMA TORPEDO
	PHOTON OR PLASMA-F TORP

PUBLISHER'S INFORMATION

COMMANDER'S SSD BOOK #6 was designed and created by the Amarillo Design Bureau (Post Office Box 8759, Amarillo, TX 79114) and published by Task Force Games (1110 North Fillmore, Amarillo, Texas 79107). Graphics by Leanna M. Cole.

Questions about the game will be answered by Amarillo Design Bureau if a stamped self-addressed envelope is included.

Inquiries into carrying this line of products or about missing or defective pages should be sent to Task Force.

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