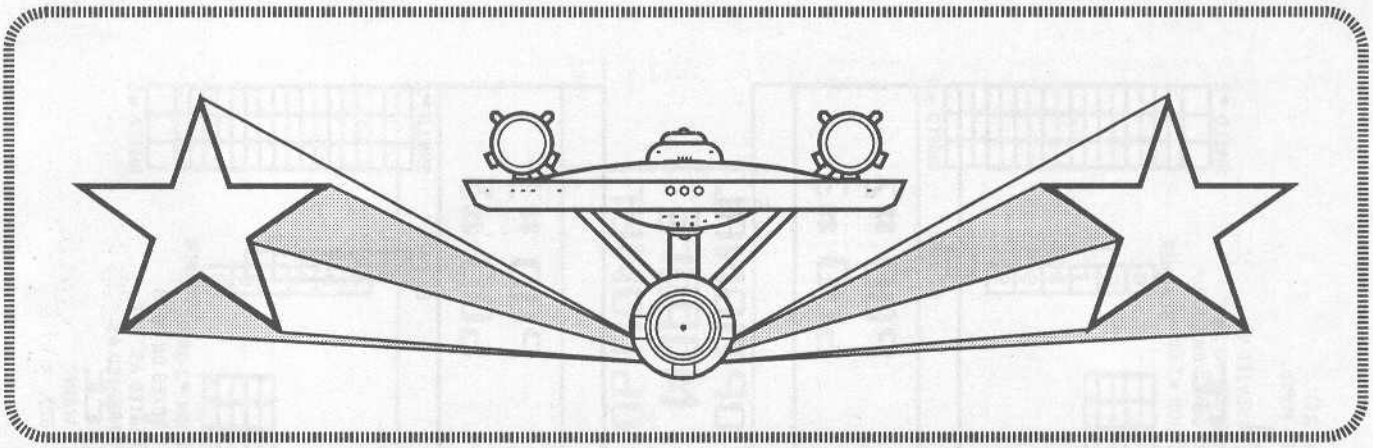
STAR FLEET BATTLES



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CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

TYPE II PHASER TABLE

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 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

SHIP DATA TABLE

TYPE	=	MB
POINT VALUE	=	82
SHIELD COST	=	1+1
LIFE SUPPORT	=	2
SIZE CLASS	=	3
REFERENCE	=	R1.24

SCOUT FUNCTIONS SUMMARY

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

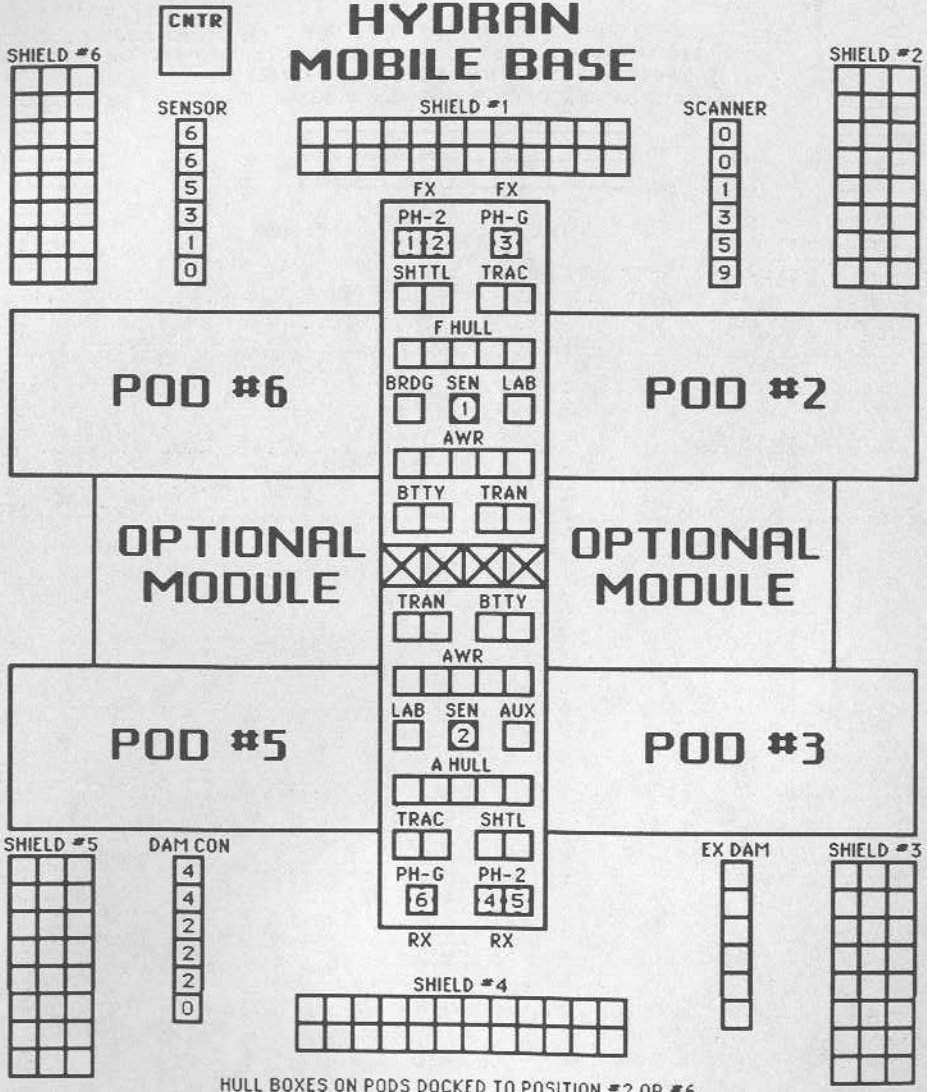
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

SEE (C3.7) FOR ROTATION.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE MOBILE BASE.

HYDRAN MOBILE BASE



HULL BOXES ON PODS DOCKED TO POSITION #2 OR #6 ARE TREATED AS "FORWARD HULL". HULL BOXES ON PODS DOCKED TO POSITION #3 OR #5 ARE TREATED AS "AFT HULL". HULL BOXES ON MODULES ARE TREATED AS "CENTER HULL".
AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

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MOBILE BASE PHASER-1

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

TYPE I OFFENSIVE PHASER TABLE

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	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

CLOAK FOR ROMULAN AND ORION ONLY.
BPV = +15
ENERGY = +12
HIT & RUN
CLOAK [ ]

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

SHIP DATA TABLE

TYPE	=	MB
POINT VALUE	=	84
SHIELD COST	=	1+1
LIFE SUPPORT	=	2
SIZE CLASS	=	3
REFERENCE	=	R1.24

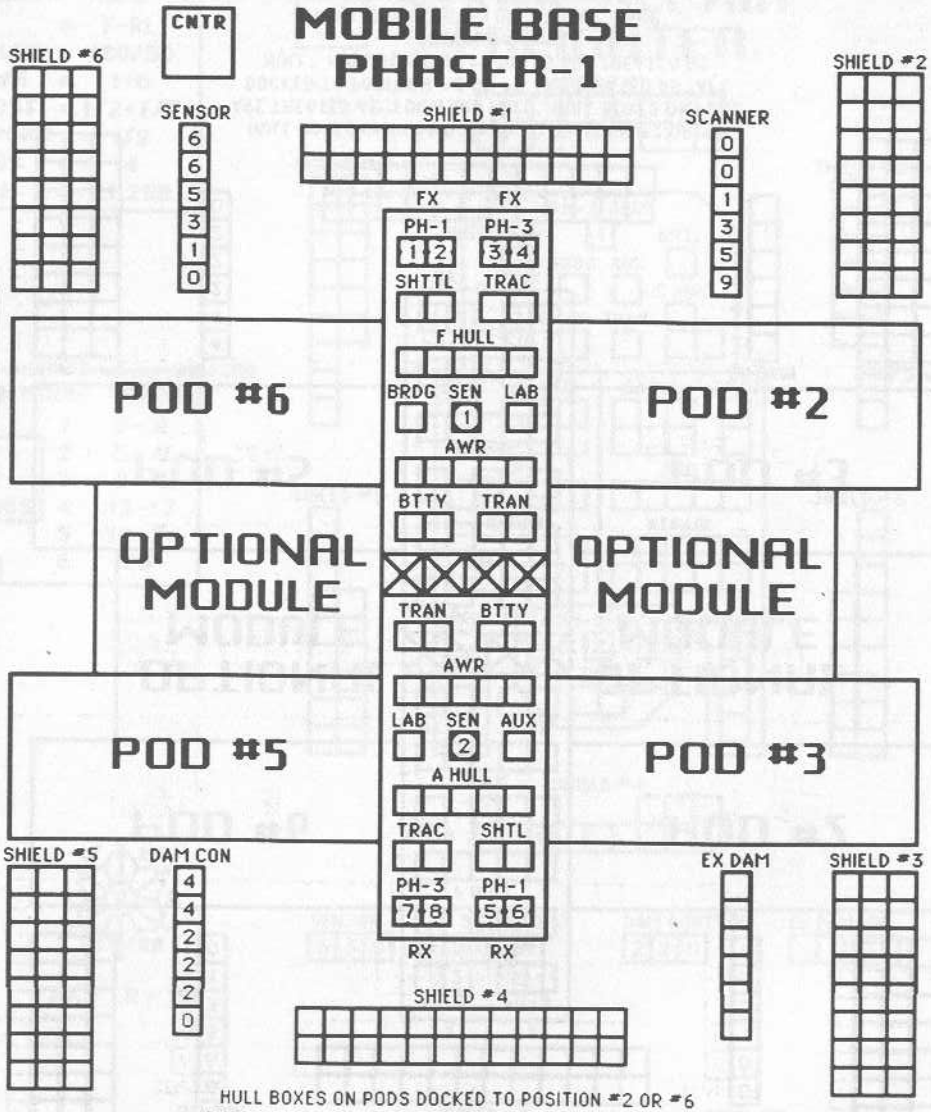
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

SEE (C3.7) FOR ROTATION.



HULL BOXES ON PODS DOCKED TO POSITION #2 OR #6 ARE TREATED AS "FORWARD HULL". HULL BOXES ON PODS DOCKED TO POSITION #3 OR #5 ARE TREATED AS "AFT HULL". HULL BOXES ON MODULES ARE TREATED AS "CENTER HULL".
AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE MOBILE BASE.

MOBILE BASES OF THIS TYPE ARE USED BY THE FEDERATION, ROMULANS, KZINTIS, GORNS, ISC, ORIONS, AND THOLIANS.

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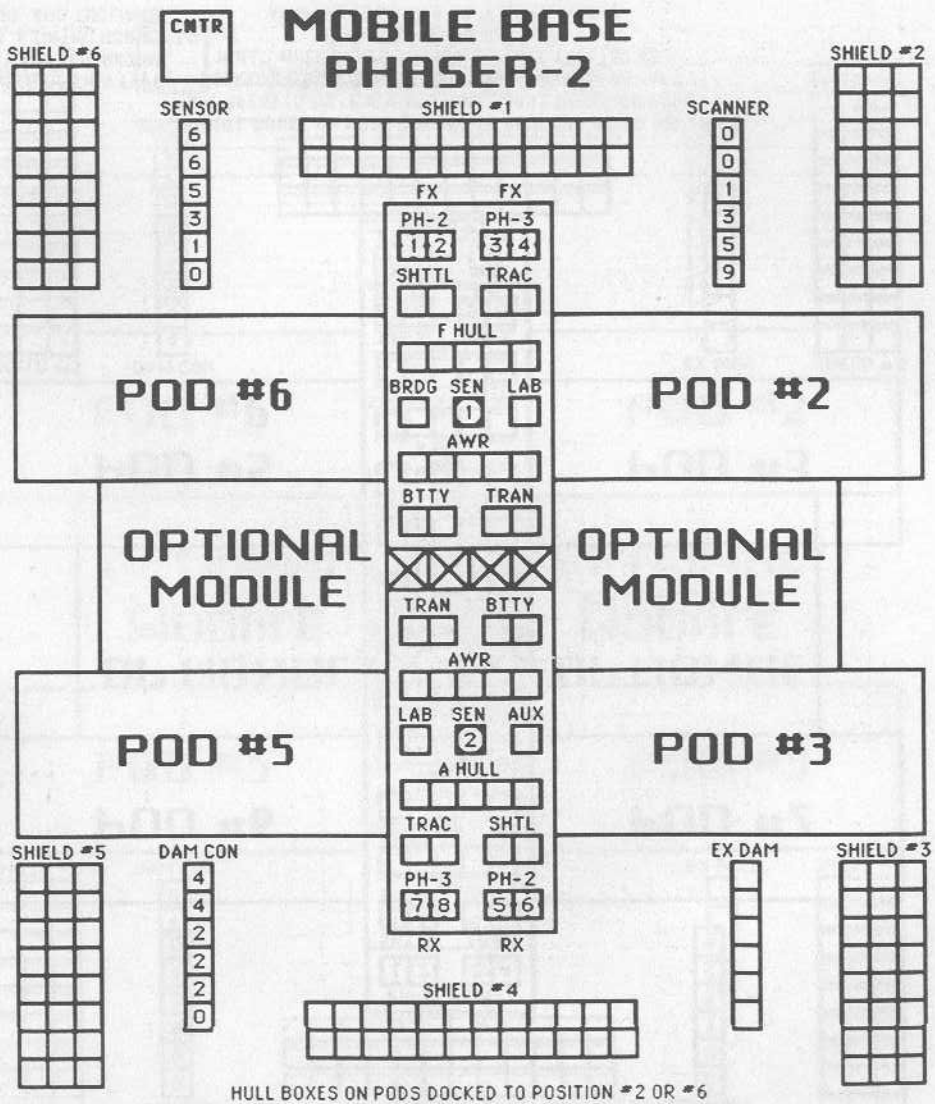
MOBILE BASE PHASER-2



HULL BOXES ON PODS DOCKED TO POSITION #2 OR #6 ARE TREATED AS "FORWARD HULL". HULL BOXES ON PODS DOCKED TO POSITION #3 OR #5 ARE TREATED AS "AFT HULL". HULL BOXES ON MODULES ARE TREATED AS "CENTER HULL".
AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

TYPE II PHASER TABLE

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

KLINGON ONLY — SCTY [ ] SCTY [ ]
ONE IN EACH BASE POD.

MOBILE BASES OF THIS TYPE ARE USED BY THE KLINGONS, LYRANS, WYNS, AND AND LDR.

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

SHIP DATA TABLE

TYPE	=	MB
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	2
SIZE CLASS	=	3
REFERENCE	=	R1.24

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

SEE (C3.7) FOR ROTATION.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE MOBILE BASE.

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LARGE REPAIR FREIGHTER

CREW UNITS: * 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 4

TRANSPORTER BOMBS: D D

SHIP DATA TABLE		
TYPE	=	F-RL
POINT VALUE	=	180/50
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.25B

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

PH-2-360° 1

BTTY SHTL

BRDG AUX

C HULL C HULL

APR TRAN

TRAC CARGO CARGO TRAC

APR APR

REPAIR REPAIR

SHIELD #5

SHIELD #3

WARP L

PH-3-RA

TRAC 2 EMER

IMP

WARP R

SHIELD #4

SENSOR 6 3 0

SCANNER 0 2 9

DAM CONTROL 2 2 0

EX DAMAGE

TYPE II PHASER TABLE

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

SEE (G17.0) FOR USE OF REPAIR SYSTEMS

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

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

KLINGON ONLY SCTY SCTY

LF RF L R LR RR

RA = LR + RR

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

SMALL REPAIR FREIGHTER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

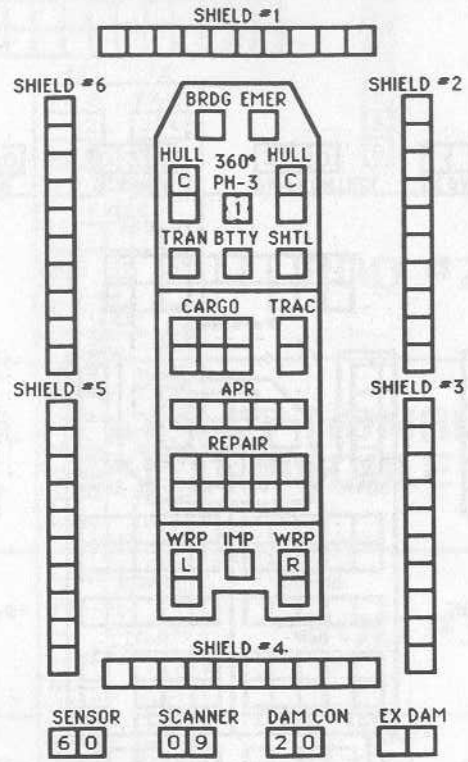
BOARDING PARTIES: [ ] [2]

T-BOMBS: [ ] [ ] [D] [D]

CNTR: [ ]

SHIP DATA TABLE

TYPE	=	F-RS
POINT VALUE	=	90/20
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.25A



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

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

KLINGON ONLY: SCTY [ ] SCTY [ ]

SEE (G17.0) FOR USE OF REPAIR SYSTEMS.

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

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

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LARGE EXPLORATION FREIGHTER

CNTR

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

SHIP DATA TABLE

TYPE	=	F-EL
POINT VALUE	=	75/20
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.26B

TYPE II PHASER TABLE

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

PROBES

1										10
2										10

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

RA = LR + RR

KLINGON ONLY	SCTY	SCTY

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

THIS SHIP DOES NOT CARRY T-BOMBS.

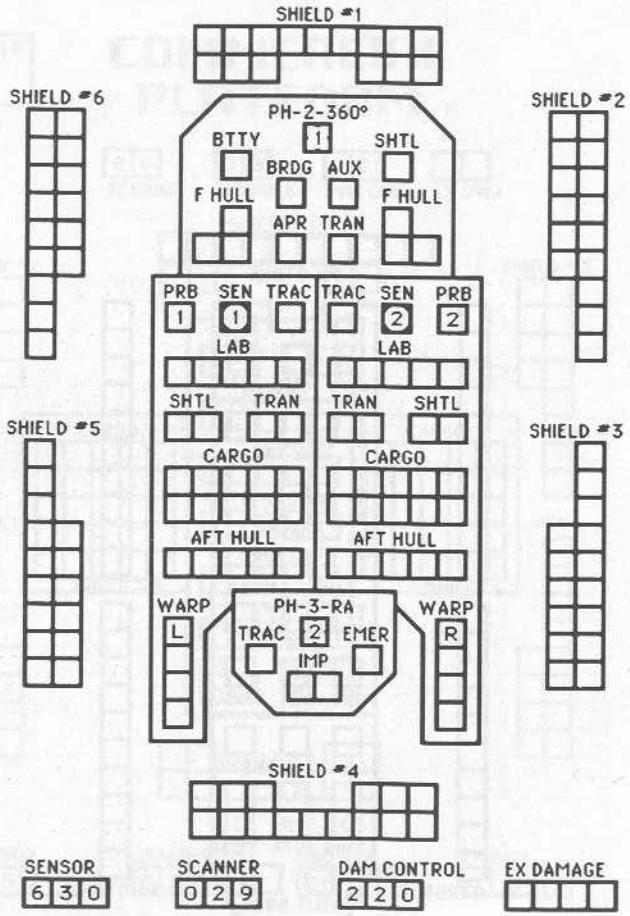
TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.



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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

SMALL EXPLORATION FREIGHTER

CNTR

CREW UNITS

[ ][ ][*][ ][ ][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	F-ES
POINT VALUE	=	30/15
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.26A

BOARDING PARTIES

[ ][ ][3]

PROBES

[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

KLINGON ONLY SCTY [ ] SCTY [ ]

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

LF RF L R LR RR

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

THIS SHIP DOES NOT CARRY T-BOMBS.

SHIELD #1

SHIELD #6 SHIELD #2

BRDG EMER

HULL C 360° PH-3 1 HULL C

TRAN BTTY SHTL

TRAC SEN 1 PRB

LAB

SHIELD #5 SHIELD #3

TRAN SHTL

CARGO

AFT HULL

WRP L IMP WRP R

SHIELD #4

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

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

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 SENSOR IS DESTROYED ON "PHASER" DAMAGE POINTS.

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

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

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COMMERCIAL PLATFORM

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CPL
POINT VALUE	=	50/36
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.29

BPV INCLUDES PODS

BOARDING PARTIES

					6

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

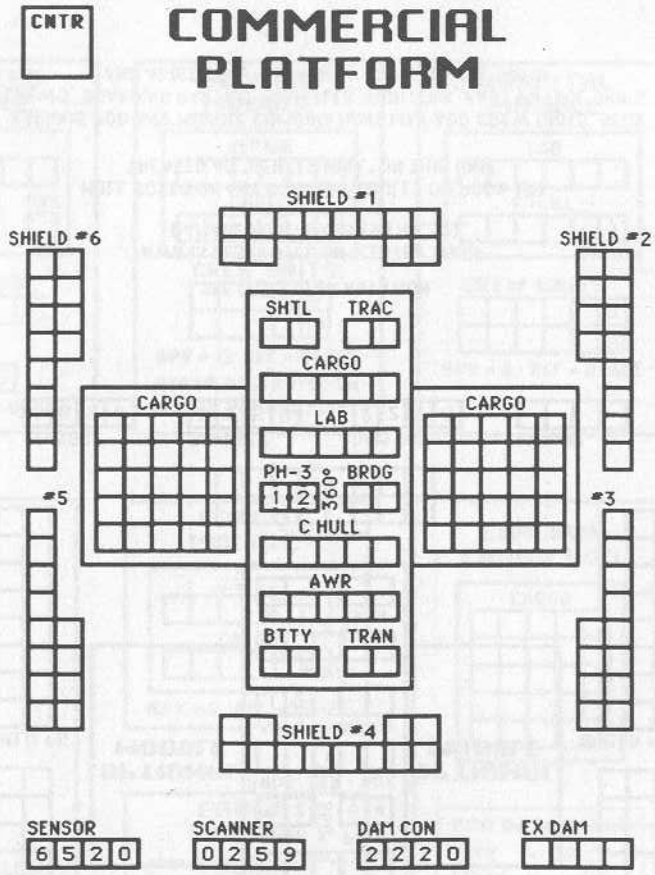
SEE (C3.7) FOR ROTATION.

AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

HULL BOXES ON ANY DOCKED MODULES OR PODS ARE TREATED AS "CENTER HULL" ON THIS UNIT.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE SAMS.

KLINGON ONLY SCTY SCTY



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

SYSTEM ACTIVITY MAINTENANCE STATION

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ] 10

T-BOMBS [ ] [ ] D D

SHIP DATA TABLE

TYPE	=	SAM
POINT VALUE	=	38
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.30
Y175 REFIT	=	+2
UIM REFIT	=	+5

TYPE I OFFENSIVE PHASER TABLE

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	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 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

TYPE II PHASER TABLE

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

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

KLINGON ONLY SCTY [ ] SCTY [ ]

AMMUNITION TRACK

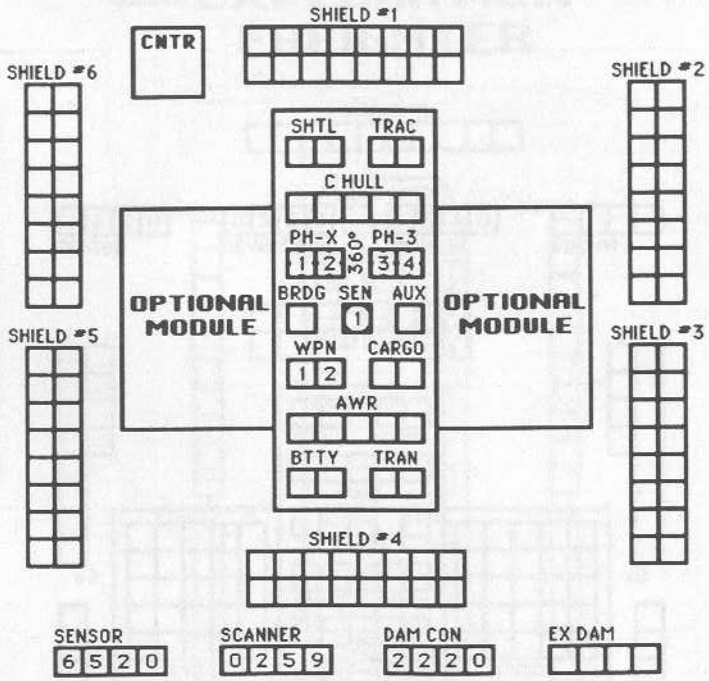
1									
2									

USE THIS TRACK FOR DRONE RACKS OR PLASMA RACKS.

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 SENSOR IS DESTROYED ON "PHASER" DAMAGE POINTS.



SEE (C3.7) FOR ROTATION.

AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

HULL BOXES ON ANY DOCKED MODULES OR PODS ARE TREATED AS "CENTER HULL" ON THIS UNIT.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE SAMS.

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BASE AUGMENTATION MODULES

HANGAR BAY MODULE

SHUTTLE
= = = = =
TRAC CARGO HULL
C

CREW UNITS
7

DECK CREWS
6

BPV = 10 REF = R1.4

PFT DOCKING MODULE

REPAIR
TRACTOR

CREW UNITS
6

BPV = 12 REF = R1.16
REPAIR DESTROYED ON
"CARGO" DAMAGE POINTS

BASE POWER MODULE

BATTERY
APR

CREW UNITS
5
10

BPV = 18 REF = R1.17
AWR REFIT = +6

SCIENCES MODULE

LAB
APR C HULL PRB

CREW UNITS
6

PROBES
5

BPV = 8 REF = R1.32A

REPAIR MODULE

REPAIR
CARGO

CREW UNITS
5
10

BPV = 12 REF = R1.32B
REPAIR DESTROYED ON
"CARGO" DAMAGE POINTS

HOSPITAL MODULE

LAB
C HULL

CREW UNITS
6
12

BPV = 8 REF = R1.32E

THOLIAN AND HYDRAN HANGAR BAY MODULE

SHUTTLE
= = = = =
TRAC APR HULL
C

CREW UNITS
7

DECK CREWS
6

BPV = 10 REF = R1.4

MODULES OF THIS TYPE
ARE USED ONLY BY THE
HYDRANS AND THOLIANS,
NO OTHER RACES USE THIS
TYPE OF MODULE.

BARRACKS MODULE

BAR C HULL
TRAN CARGO

CREW UNITS
6
12

BOARDING PARTIES
10
20
30

BPV = 20 REF = R1.32C
BARRACKS ARE DESTROYED ON
"HULL" DAMAGE POINTS.

VIP QUARTERS MODULE

C HULL
AUX SHTTL TRAN

CREW UNITS
2

GUESTS
8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BPV = 8 REF = R1.32D

CARGO MODULE

CARGO
CARGO

BPV = 8 REF = R1.32F

CARGO MODULE

CARGO
CARGO

BPV = 8 REF = R1.32F

CIVILIAN CARGO POD

CARGO

POD DATA TABLE

TYPE	=	P-CC
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4
REF	=	R1.34

FEDERATION MONITOR

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRIDGE

TRAN TRAN

PHOTON-FA

PH-3-LS A B C PH-3-RS

D E F

1 2 5 6

3 4 7 8

AWR

HULL F HULL R

AUX EMER

BTTY PH-1-360° BTTY

9 10

11 12

DRN 1 DRN 2

WRP C WRP C

SHUTTLE

TRAC TRAC

IMPULSE

SENSOR 6 6 1 0

SCANNER 0 0 5 9

DAM CON 4 2 2 0

EX DAM

LF RF L R LR RR

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

CREW UNITS

			*							10
										20
										30

BOARDING PARTIES

										10

PALLET

CREW UNITS

							8
							16

DECK CREWS

							8
							16
							24

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22
Y175 REFIT	=	+0

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

DRONE RACKS

1																6
2																6

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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

TURN MODE SPEED

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

HET

BD

TYPE I OFFENSIVE PHASER TABLE

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	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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

INSERT PALLET SEE (R1.22E).

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

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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KLINGON MONITOR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

TYPE II PHASER TABLE

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

DRONE RACKS

1																		B
2																		B

RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS AFTER Y175.

INSERT PALLET SEE (R1.22E).

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22
Y175 REFIT	=	+0
UIM REFIT	=	+5

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

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

HET

BD

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

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(DERFACS)	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,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN

UIM

DERFACS

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRIDGE

TRAN TRAN

DISR-FX

A B C

D E F

PH-3-LS 1 2 3 4

PH-3-RS 5 6 7 8

APR

HULL F

HULL R

AUX

EMER

BTTY PH-2-360° BTTY

9 10 11 12 13 14

DRN 1 WRP C

DRN 2 WRP C

SHUTTLE

SCTY

TRAC

IMPULSE

SENSOR 6 6 1 0

SCANNER 0 0 5 9

DAM CON 4 2 2 0

EX DAM

LF RF L R LR RR

LS = LF + L + LR

RS = RF + R + RR

FX = L + LF + RF + R

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ROMULAN MONITOR

CREW UNITS

			*							10
										20
										30

BOARDING PARTIES

										10

PALLET

CREW UNITS: 6, 12

DECK CREWS: 6, 12

BOARDING PARTIES: 4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[ ] [ ] [ ] [ ] 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

TYPE I OFFENSIVE PHASER TABLE

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	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

PSEUDO-PLASMA TORPEDOES

[A] R [B] S/G [C] S/G [D] F [E] F

PLASMA-D RACKS

D [ ] [ ] [ ] [ ]
E [ ] [ ] [ ] [ ]

RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/6
REFERENCE	=	R1.22
PLUS REFIT	=	+10
D RACK REFIT	=	+4
Y175 REFIT	=	+0
BPV INCLUDES CLOAK		
SUP, FTR, PF PALLET		
POINT VALUE	=	+15
CREW	=	+6
SPACE CONTROL PALLET		
POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

HIT & RUN CLOAK [ ]

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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

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

INSERT PALLET SEE (R1.22E).

CNTR [ ]

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRIDGE
TRAN [ ] TRAN [ ]
PL-R-FA [A]
PH-3 LS [1/2] LP PL-S [B] RP PL-S [C] PH-3 [3/4] RS
APR
HULL [F] HULL [R]
AUX EMER
BTTY PH-1-360° BTTY
[5 6 / 7 8]
LS PL-F [D] WRP [C]
RS PL-F [E] WRP [C]
SHUTTLE
TRAC TRAC
IMPULSE

SENSOR 6 6 1 0

SCANNER 0 0 5 9

DAM CON 4 2 2 0

EX DAM [ ] [ ] [ ] [ ]

WITHOUT PLUS REFIT PLASMA-S-LP/RP ARE PLASMA-G-LP/RP
PLASMA-D REFIT REPLACES BOTH PLASMA-F WITH PLASMA-D RACKS, SAME ARCS.

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

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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KZINTI MONITOR

CNTR

CREW UNITS

			*							10
										20
										30

BOARDING PARTIES

										10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TRANSPORTER BOMBS

				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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22
Y175 REFIT	=	+6

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

TYPE I OFFENSIVE PHASER TABLE

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	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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

HIT & RUN DERFACS

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

DRONE RACKS

1																			B
2																			B
3																			B
4																			B
5																			B
6																			B

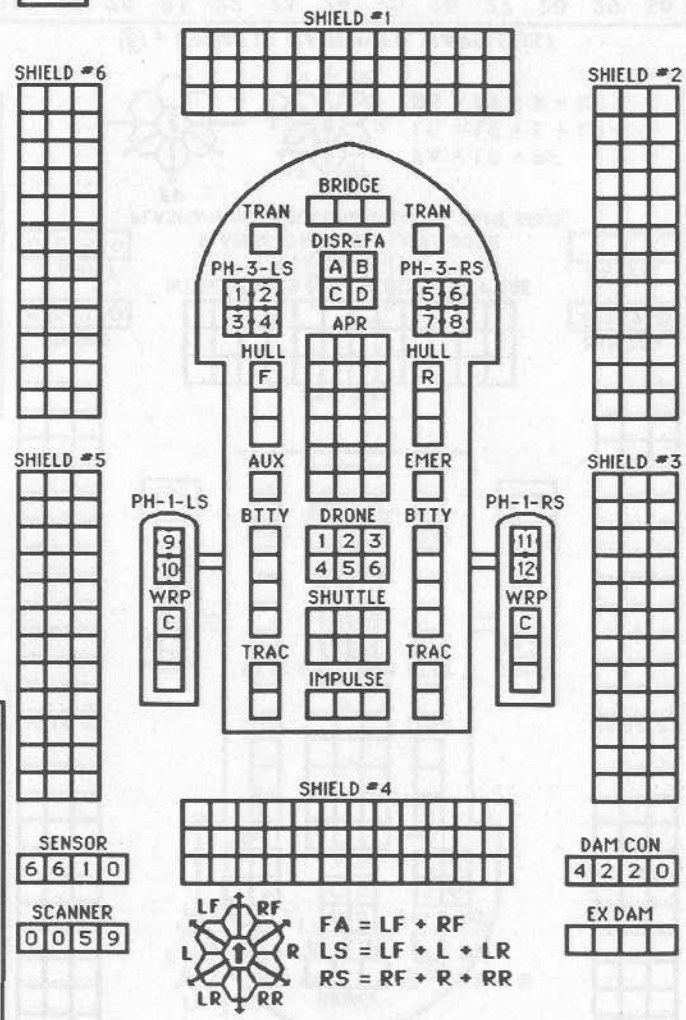
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (TWO RELOADS).

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

INSERT PALLET SEE (R1.22E).

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(DERFACS)	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,OVLD	10	10	8	8	6	0	0	0	0



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

GORN MONITOR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				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

TYPE I OFFENSIVE PHASER TABLE

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	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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

PSEUDO-PLASMA TORPEDOES

A S G B S G C S G D S G E F F F

PLASMA-D RACKS

E									
F									

RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER.

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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22
PLUS REFIT	=	+20
D RACK REFIT	=	+4
Y175 REFIT	=	+0

SUP, FTR, PF PALLET

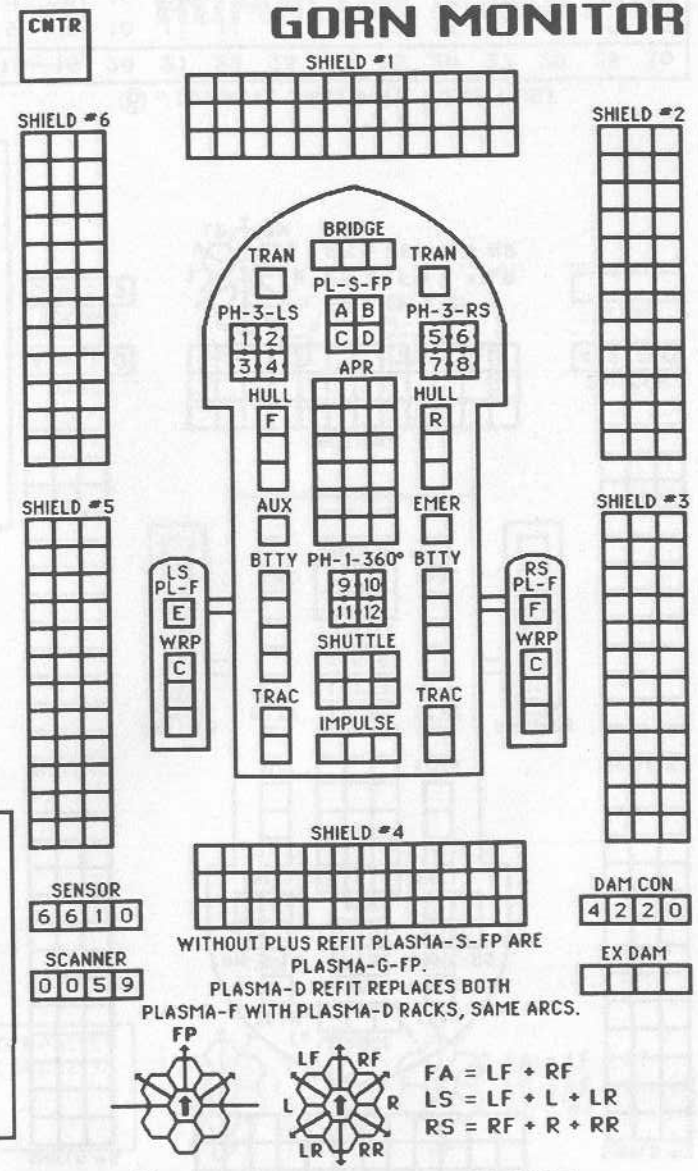
POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

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

INSERT PALLET SEE (R1.22E).



WITHOUT PLUS REFIT PLASMA-S-FP ARE PLASMA-G-FP.
PLASMA-D REFIT REPLACES BOTH PLASMA-F WITH PLASMA-D RACKS, SAME ARCS.

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

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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THOLIAN MONITOR

CREW UNITS

			*							10
										20
										30

BOARDING PARTIES

										10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22
SNARE REFIT	=	+6

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

TYPE I OFFENSIVE PHASER TABLE

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	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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

HIT & RUN DERFACS

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

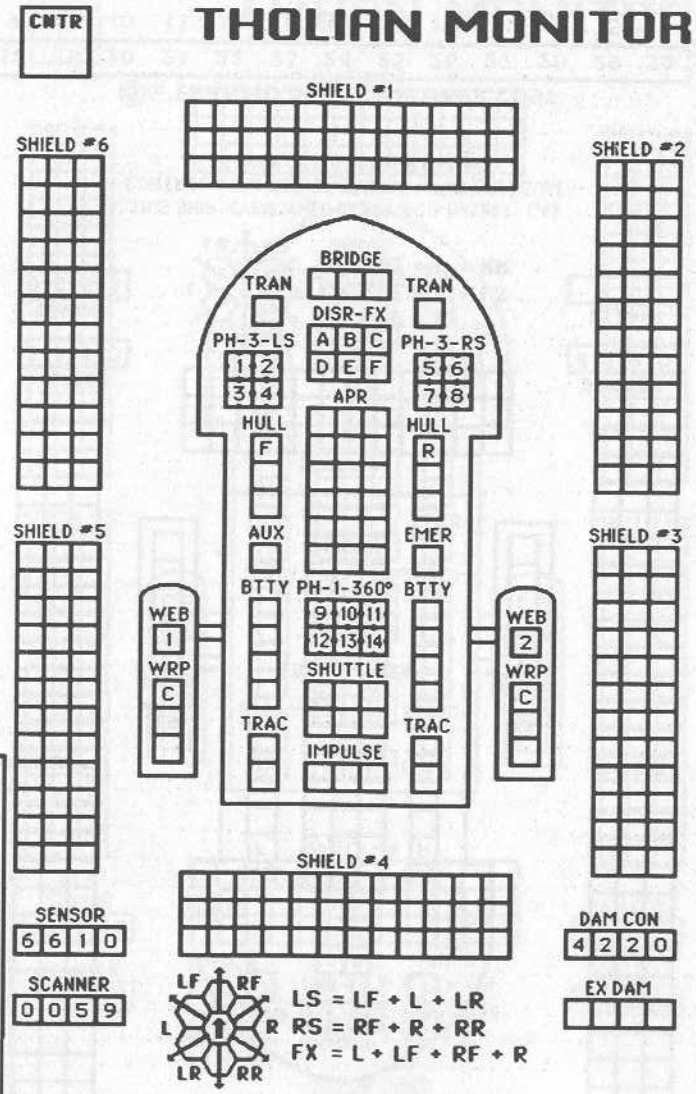
SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

THIS SHIP, EVEN WHEN CARRYING A PALLET, CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.

INSERT PALLET SEE (R1.22E).

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(DERFACS)	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,OVLD	10	10	8	8	6	0	0	0	0



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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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HYDRAN MONITOR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TRANSPORTER BOMBS

				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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

TYPE II PHASER TABLE

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

BEFORE Y158, REPLACE THE FOUR HELLBORES WITH FOUR FUSION BEAMS (SAME FIRING ARCS) AND REDUCE THE BPV BY 24 POINTS.

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

FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
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

FUSION OVERLOAD

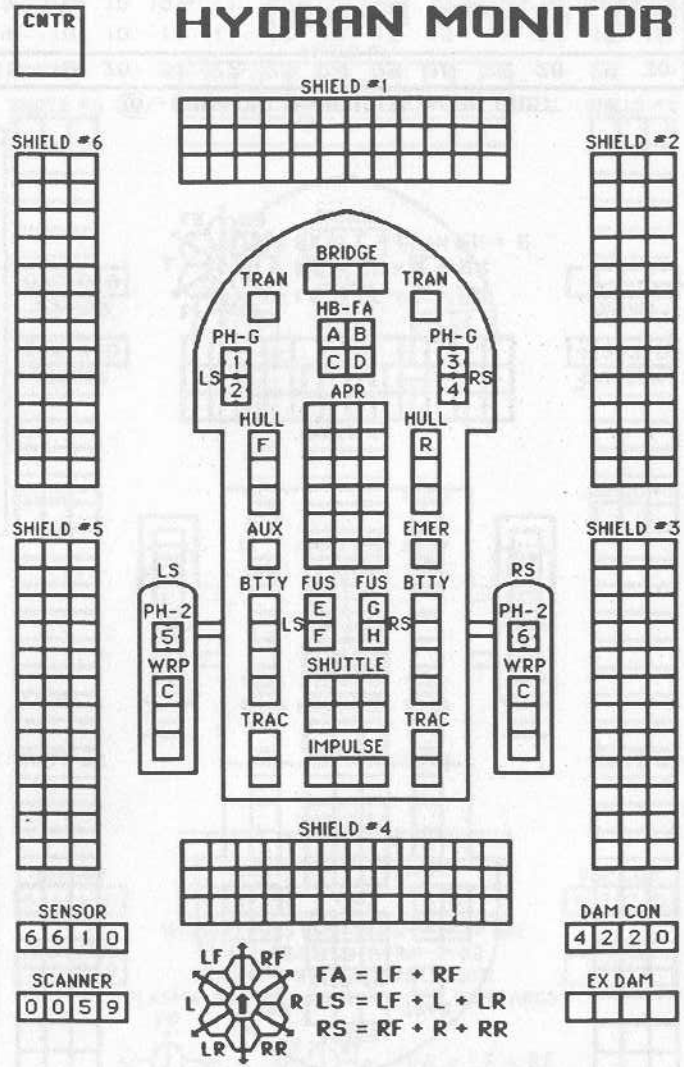
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

INSERT PALLET SEE (R1.22E).

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.



THIS SHIP, EVEN WHEN CARRYING A PALLET, CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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LYRAN MONITOR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22
UIM REFIT	=	+5

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRIDGE

TRAN TRAN

DISR-FX

PH-3-LS (1 2 3 4) A B C D E F PH-3-RS (5 6 7 8)

APR

HULL F HULL R

AUX EMER

BTTY PH-2-360° (9 10 11 12 13 14) BTTY

ESG 1 WRP C ESG 2 WRP C

SHUTTLE

TRAC TRAC

IMPULSE

TYPE II PHASER TABLE

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

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

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

THIS SHIP, EVEN WHEN CARRYING A PALLET, CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.

HIT & RUN

UIM DERFACS

INSERT PALLET SEE (R1.22E).

SENSOR 6 6 1 0

SCANNER 0 0 5 9

DAM CON 4 2 2 0

EX DAM

LF RF L R LR RR

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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

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(DERFACS)	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,OVLD	10	10	8	8	6	0	0	0	0

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

ISC MONITOR

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

									10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.22
PLUS REFIT	=	+20

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

TYPE I OFFENSIVE PHASER TABLE

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	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

INSERT PALLET SEE (R1.22E).

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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

PLASMATIC PULSAR DEVICE COMBAT TABLE

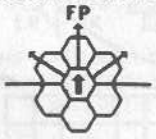
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

PSEUDO-PLASMA TORPEDOES

A G B G C S/G D S/G

PLASMA TORPEDO WARHEAD STRENGTH TABLE

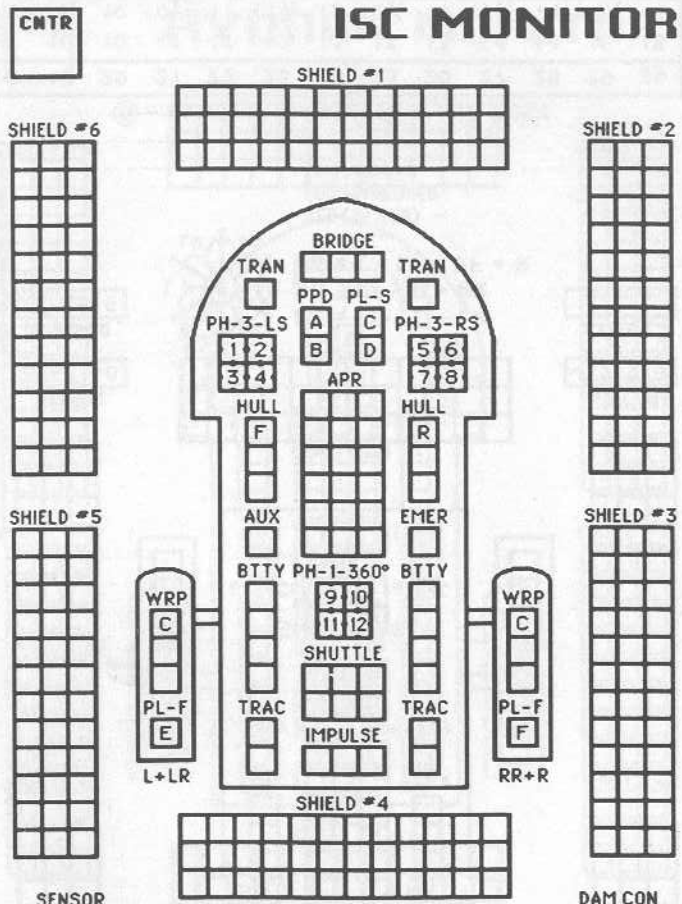
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



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

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15



SENSOR 6 6 1 0

SCANNER 0 0 5 9

PPDS HAVE FA FIRING ARCS.
PLASMA-S TORPEDOES HAVE FP FIRING ARCS.
PLASMA-F TORPEDOES HAVE STANDARD ISC ARCS AND LAUNCH LIMITATIONS (R13.1C).
WITHOUT THE PLUS REFIT, THE PPDS AND PLASMA-S TORPEDOES ARE PLASMA-G-FP.

DAM CON 4 2 2 0

EX DAM

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WYN BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

ANTI-DRONES

1

ALWAYS HAD 12 ROUNDS, 2 RELOADS.

DRONE RACKS

1: 1 2 3 D
2: 1 2 3 D

SEE (FD3.4).

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

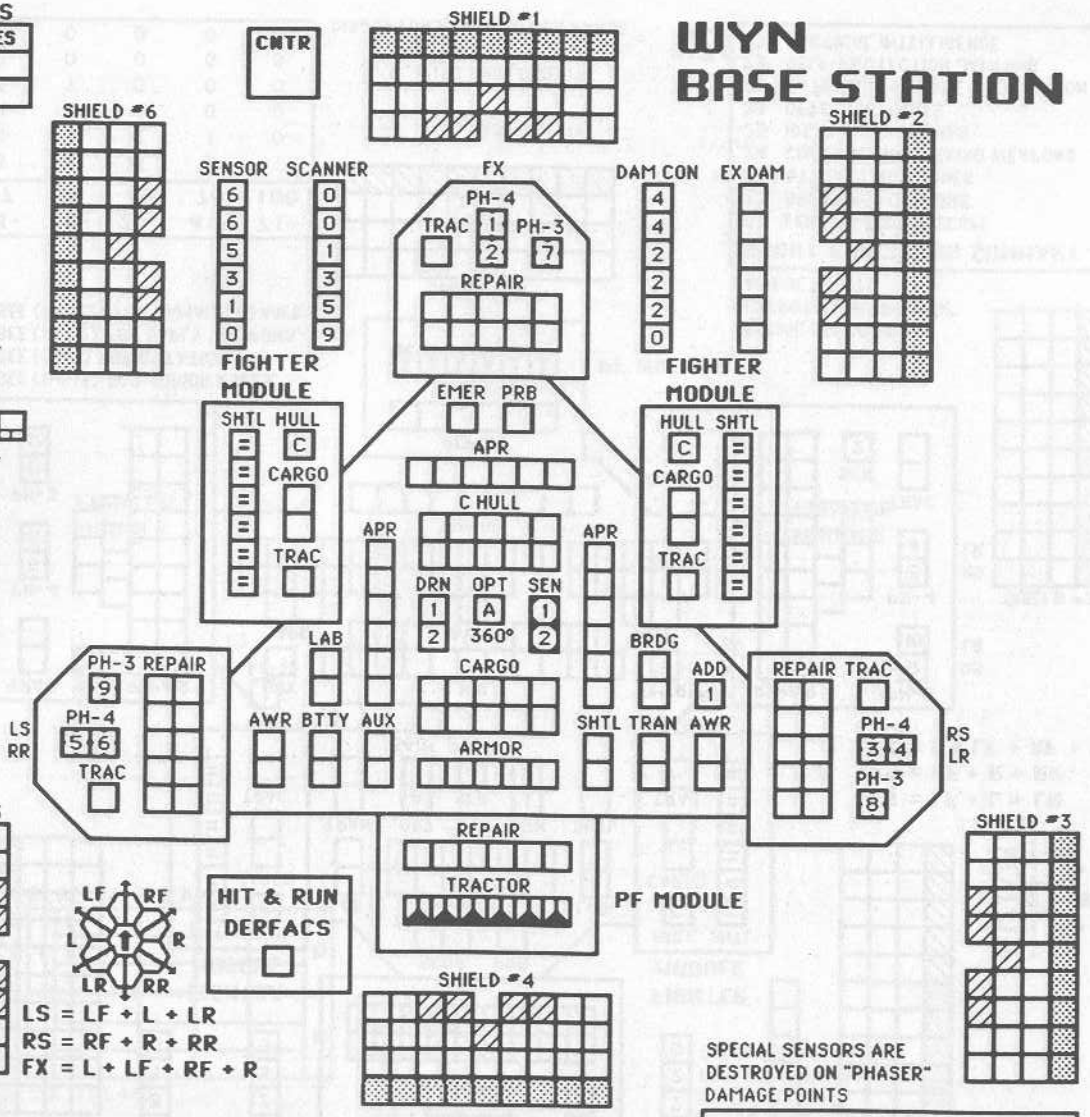
10

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

WYN BATTLE STATION

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

HIT & RUN DERFACS

PROBES 5

BOARDING PARTIES 10 20

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

DRONE RACKS

1 1 2 3 D

2 1 2 3 D

SEE (FD3.4).

CNTR

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-3-FX 7 8 PH-4-FX 1 2 TRAC REPAIR SEN 1

DAM CON 6 4 4 2 2 2 0

EX DAM

FIGHTER MODULE: SHTL HULL C CARGO TRAC

FIGHTER MODULE: HULL C SHTL CARGO TRAC

BRDG PRB

LAB CARGO LAB

TRAN OPT A B SEN 4 DRN 1 2 SHTL

360° BTTY

LF RF L R LR RR

LS = LF + L + LR

RS = RF + R + RR

FX = L + LF + RF + R

TRAC SEN 3 REPAIR

PH-4 5 6 LS RR

PH-3 11 12 LS RR

AUX C HULL EMER

APR AWR APR

ARMOR

REPAIR TRACTOR

PF MODULE

REPAIR PH-3 9 10 RS LR

PH-4 3 4 RS LR

SEN 2 TRAC

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

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ISC BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[ ][ ][ ][ ] [D][D][D][D]

PROBES

[ ][ ][ ][ ][5]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

PSEUDO-PLASMA TORPEDO
FOR USE BEFORE Y170.
[A] G S

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

10

LF RF L R LR RR

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

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

CNTR

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

FX: PH-4 [1] [2] TRAC PH-3 [7] REPAIR

DAM CON: 4 4 2 2 2 0
EX DAM

EMER PRB
APR
C HULL
SEN [1] PPD [A] SEN [2]
360°
CARGO
ARMOR

FIGHTER MODULE: SHTL HULL [C] CARGO TRAC
FIGHTER MODULE: HULL [C] SHTL CARGO TRAC

APR AWR BTTY AUX
APR SHTL TRAN AWR

LS LAB PL-D [1]
BRDG RS PL-D [2]

LS RR: PH-3 REPAIR [9] PH-4 [5][6] TRAC
RS LR: REPAIR TRAC PH-4 [3][4] PH-3 [8]

PF MODULE: REPAIR TRACTOR

PLASMA-D RACKS

1: [1] [2] [3] D
2: [1] [2] [3] D

SEE (FD3.46).

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

PRIOR TO Y165, REDUCE THE BPV BY EIGHT POINTS AND REPLACE THE PLASMA-DS WITH PHASER-3s WITH 360° FIRING ARCS.

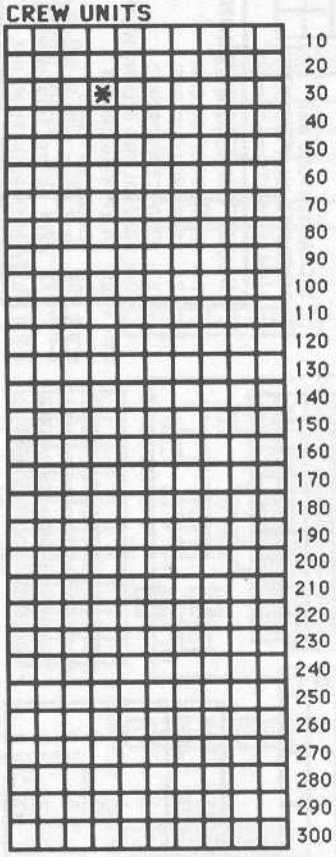
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

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

ISC STARBASE

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

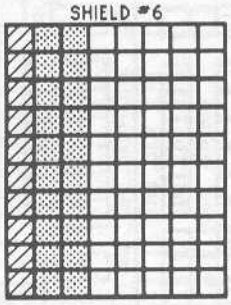
THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

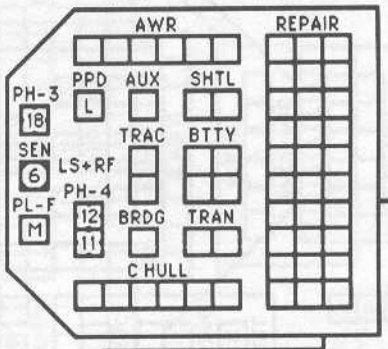
SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
HANGAR MODULE		+10
PF MODULE		+12

Y170 SHIELD REFIT.

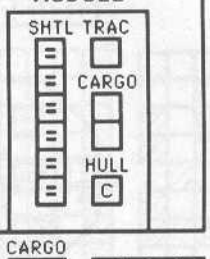
Y175 SHIELD REFIT.

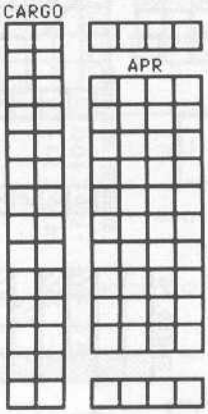
SHIELD #6





FIGHTER MODULE





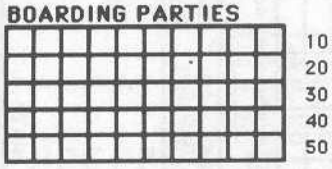
PLASMA-D RACK #1

1				
2				
3				
4				
5				

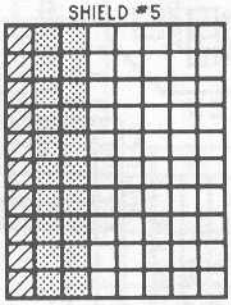
FIGHTER MODULE

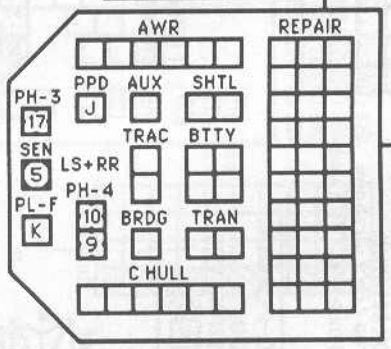
SEN
7
8

BOARDING PARTIES



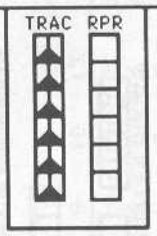
SHIELD #5





PROBES

1										10
2										10
3										10
4										10



PF MODULE

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
TYPE D	10	8	5	2	1	0	0	0
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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

PLASMA-D RACK #2

1				
2				
3				
4				
5				

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LYRAN BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
UIM REFIT	=	+5
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

10

LF RF L R LR RR

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

HIT & RUN
UIM
DERFACS

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

FX
PH-4 TRAC 1 2 PH-3 7
REPAIR

DAM CON 4 4 2 2 2 0

EX DAM

EMER PRB
APR
C HULL
ESG 1 2 DISR A 360° SEN 1 2
CARGO
ARMOR

FIGHTER MODULE
SHTL HULL C CARGO TRAC

FIGHTER MODULE
HULL C SHTL CARGO TRAC

APR APR

LAB

BRDG

AWR BTTY AUX

SHTL TRAN AWR

LS RR
PH-3 REPAIR 9
PH-4 5 6
TRAC

REPAIR TRAC
PH-4 3 4
PH-3 8
RS LR

SHIELD #5

SHIELD #3

REPAIR
TRACTOR
PF MODULE

SHIELD #4

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

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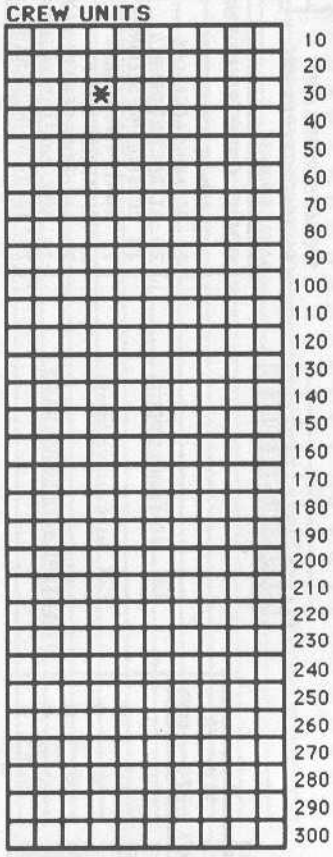
LYRAN STARBASE

CREW UNITS



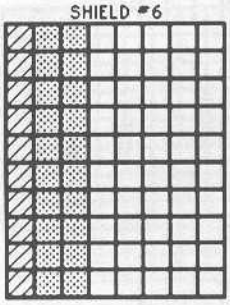
ADMINISTRATIVE SHUTTLES

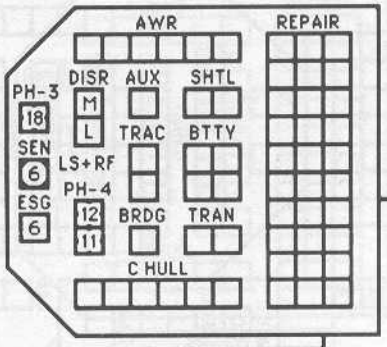
IDENT	HIT POINTS	NOTES

THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

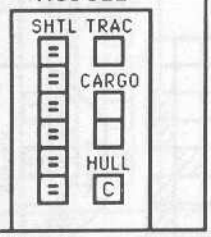
SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
HANGAR MODULE		+10
PF MODULE		+12
SIX UIMS STANDARD		

SHIELD #6

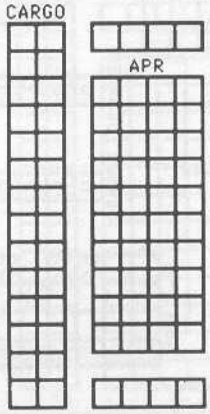




FIGHTER MODULE

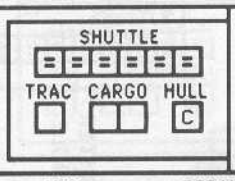


CARGO



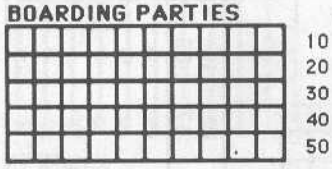
APR

FIGHTER MODULE

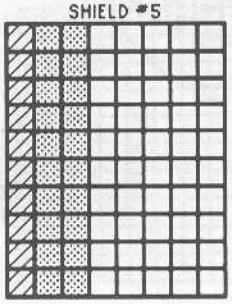


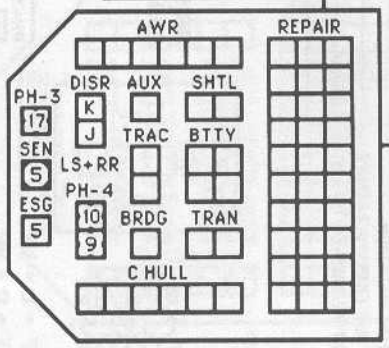
SEN
7
8

BOARDING PARTIES

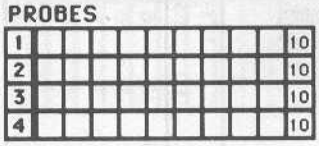


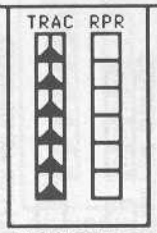
SHIELD #5





PROBES





PF MODULE

UIM HIT AND RUN			HIT & RUN DERFACS
1	2	3	
4	5	6	

NUMBERS ARE THE DOCKING MODULE A GIVEN UIM IS IN.

SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

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

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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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HYDRAN BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

10

LF RF L R LR RR

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

CNTR

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

FX: PH-4 (TRAC, 1, 2, PH-G 7), REPAIR

DAM CON: 4 4 2 2 2 0

EX DAM

EMER PRB

APR

C HULL

HB A 360° SEN 1 2 FUS B 360°

CARGO

ARMOR

LAB BRDG

AWR BTTY AUX SHTL TRAN AWR

FIGHTER MODULE: SHTL HULL C APR TRAC

FIGHTER MODULE: HULL C SHTL APR TRAC

PH-G 9 REPAIR PH-4 5 6 TRAC (LS RR)

REPAIR TRAC PH-4 3 4 PH-G 8 (RS LR)

REPAIR TRACTOR — PF MODULE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

PRIOR TO Y158 THE HELLBORE WAS A FUSION BEAM, SAME FIRING ARC, AND BPV REDUCED BY SIX POINTS.

SCOUT FUNCTIONS SUMMARY

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

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HYDRAN STARBASE

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE

TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
HANGAR MODULE		+10
PF MODULE		+12

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290 300

BOARDING PARTIES

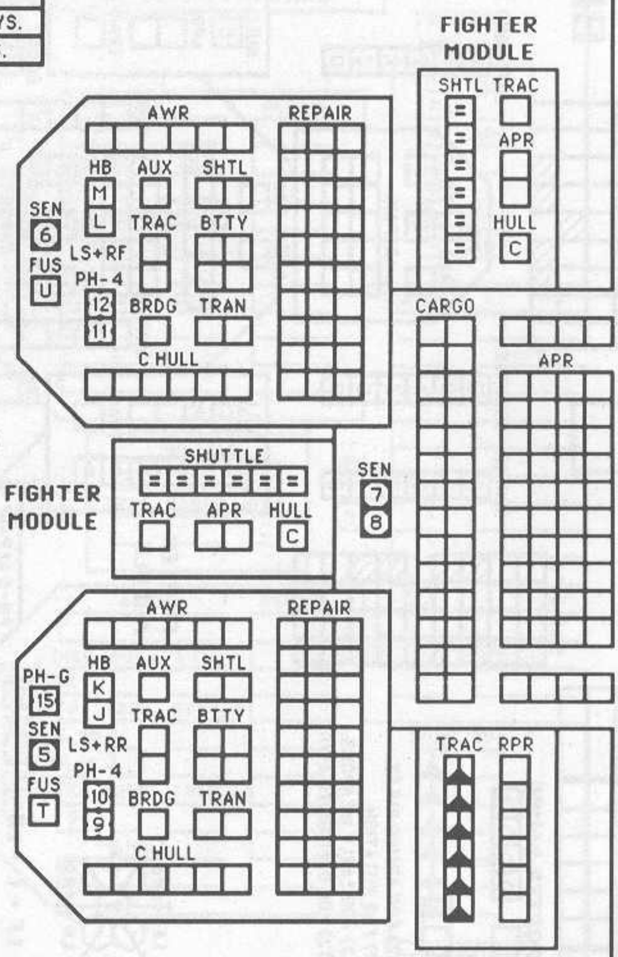
10 20 30 40 50

SHIELD #6

TRANSPORTER BOMBS

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

SHIELD #5



PROBES

1	10
2	10
3	10
4	10

SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

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

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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THOLIAN BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

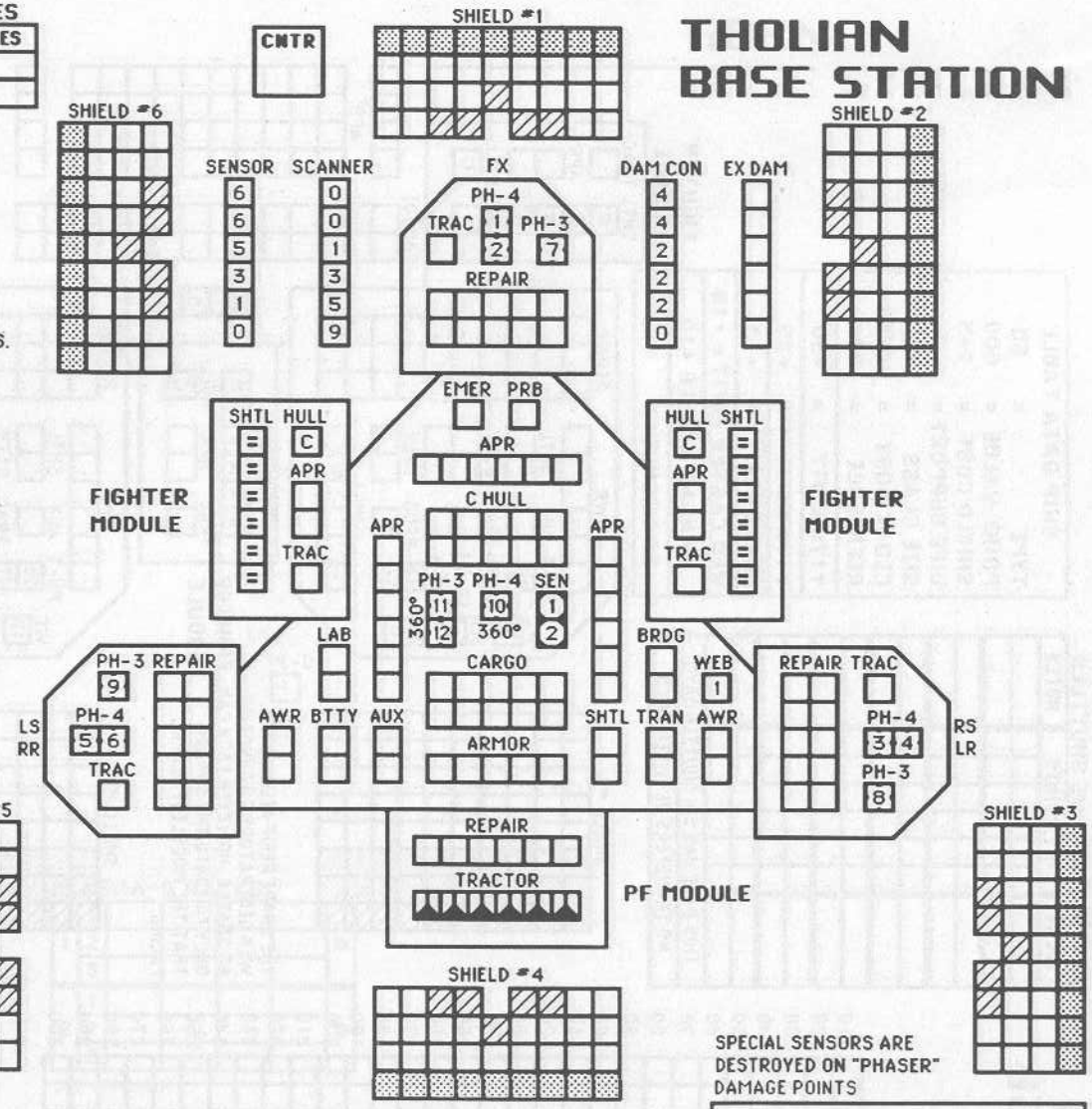
10 20 30 40 50 60 70 80 90

BOARDING PARTIES

10

LF RF L R LR RR

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



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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

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

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THOLIAN STARBASE

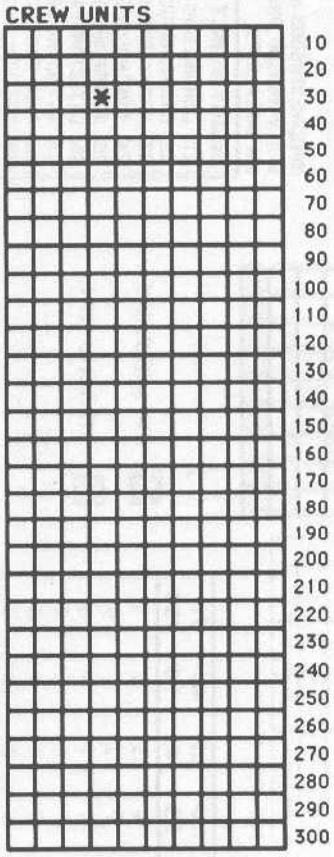
ADMINISTRATIVE SHUTTLES

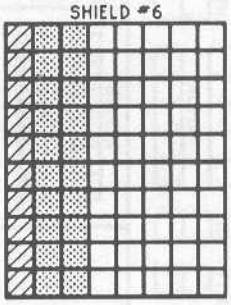
IDENT	HIT POINTS	NOTES

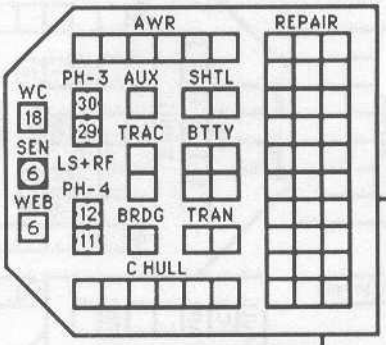
THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

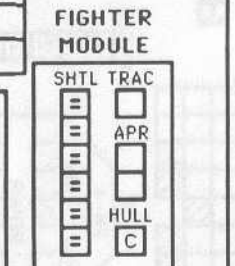
SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
CLOAK COST	=	40/30
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
SNARE REFIT	=	+18
WEB CASTER REFIT	=	+18
HANGAR MODULE		+10
PF MODULE		+12

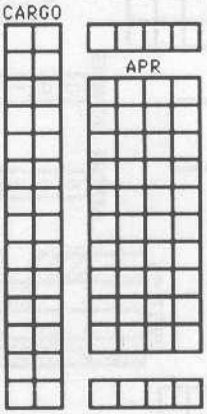
CREW UNITS



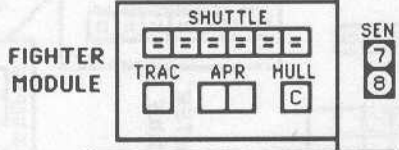


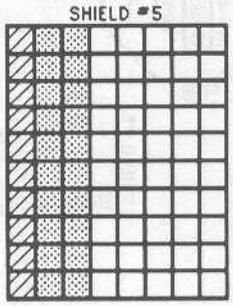


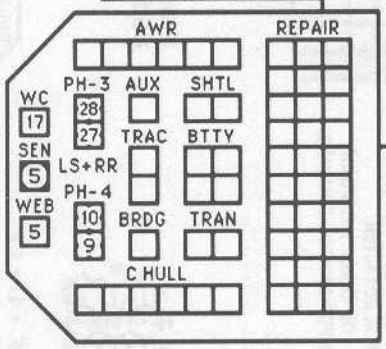


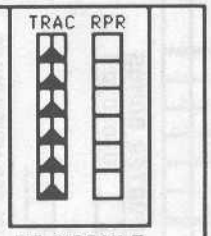


THE SNARE REFIT ALLOWS ALL WEB GENERATORS TO FUNCTION AS SNARES, HOWEVER EACH CAN ONLY FIRE INTO THE 60° ARC THAT THE MODULE IT IS IN IS FACING.

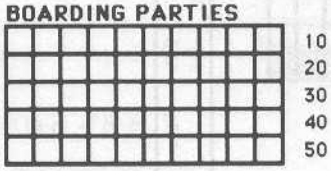








BOARDING PARTIES



PROBES

1		10
2		10
3		10
4		10

SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

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

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

WEB GENERATORS ARE DESTROYED ON "FLAG" DAMAGE POINTS.

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GORN BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

10

PSEUDO-PLASMA TORPEDO

A G S

LF RF L R LR RR

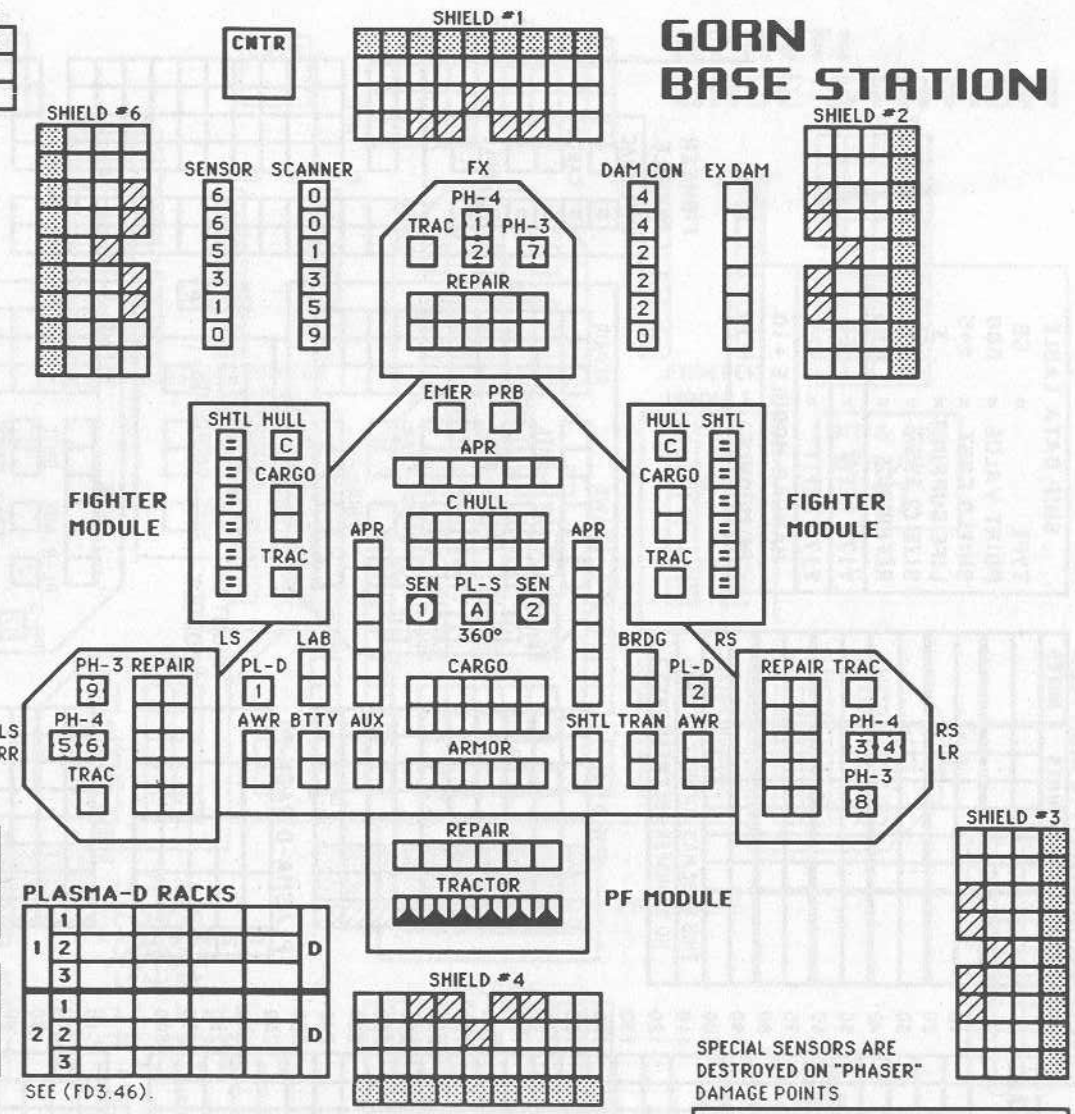
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

PRIOR TO Y165, REDUCE THE BPV BY EIGHT POINTS AND REPLACE THE PLASMA-DS WITH PHASER-3s WITH 360° FIRING ARCS.

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

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GORN STARBASE

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290 300

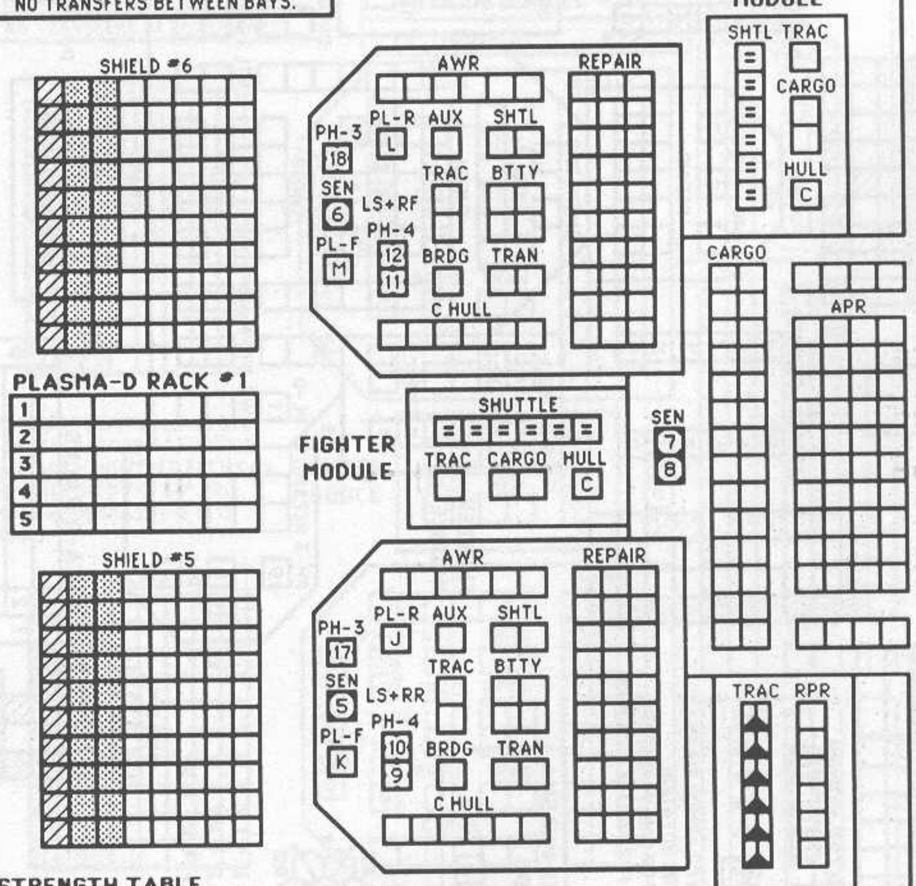
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE

TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
HANGAR MODULE		+10
PF MODULE		+12



BOARDING PARTIES

10 20 30 40 50

PROBES

1	10
2	10
3	10
4	10

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

PLASMA-D RACK #2

1 2 3 4 5

PLASMA-D RACK #3

1 2 3 4 5

SEE (FD3.87). H RACKS.

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KZINTI BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

ANTI-DRONES

1

ALWAYS HAD 12 ROUNDS, 2 RELOADS.

DRONE RACKS

1: 1 2 3 D
2: 1 2 3 D

SEE (FD3.4).

CREW UNITS

* 10 20 30 40 50 60 70 80 90

BOARDING PARTIES

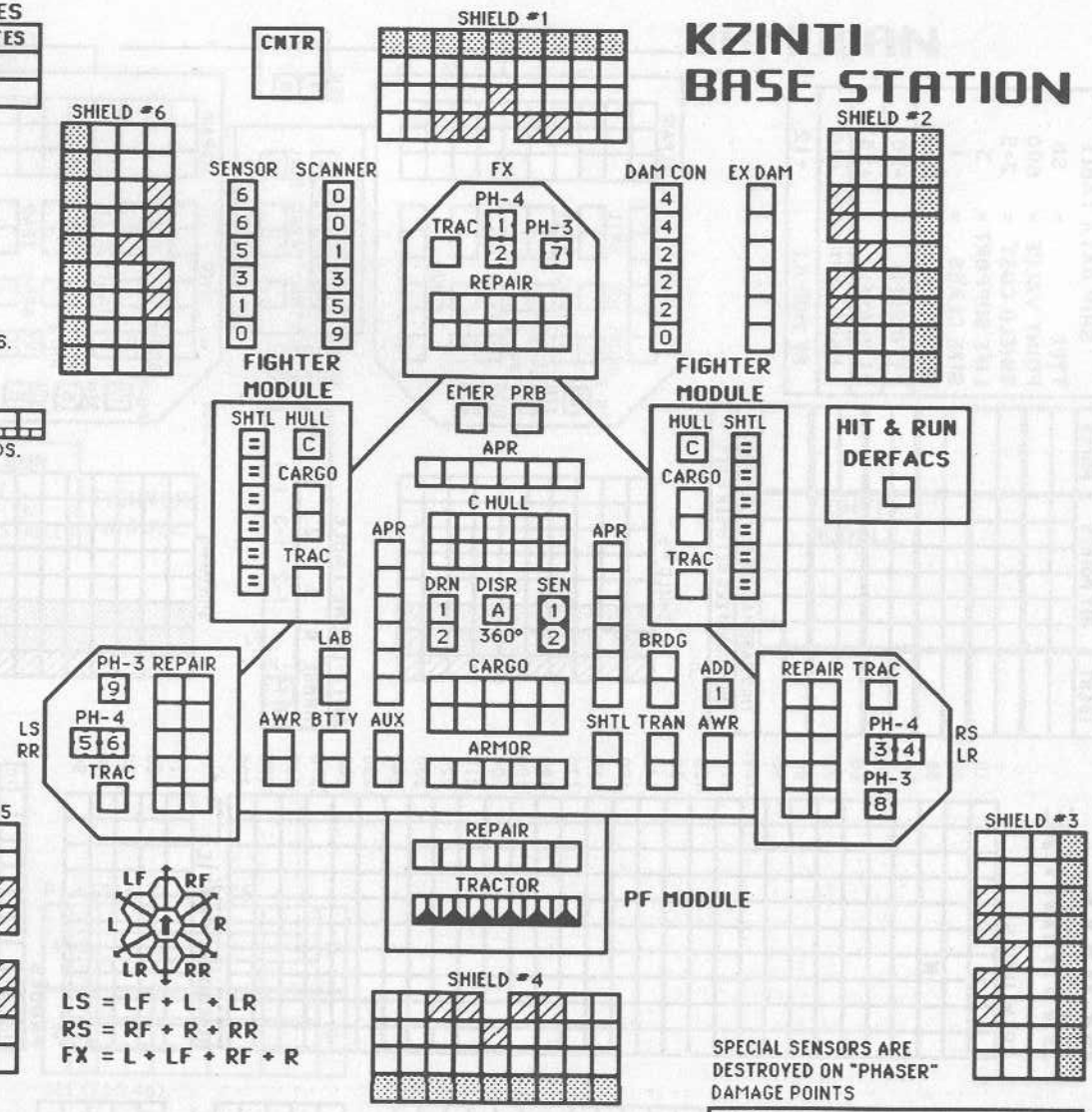
10

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

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KZINTI STARBASE

DRONE RACK #1 (H)

1				
2				
3				
4				
5				

DRONE RACK #2 (H)

1				
2				
3				
4				
5				

DRONE RACK #3 (H)

1				
2				
3				
4				
5				

DRONE RACK #4 (H)

1				
2				
3				
4				
5				

DRONE RACK #5 (H)

1				
2				
3				
4				
5				

DRONE RACK #6 (H)

1				
2				
3				
4				
5				

DRONE RACK #7 (H)

1				
2				
3				
4				
5				

DRONE RACK #8 (H)

1				
2				
3				
4				
5				

DRONE RACK #9 (H)

1				
2				
3				
4				
5				

DRONE RACK #10 (H)

1				
2				
3				
4				
5				

CREW UNITS

									10
									20
			*						30
									40
									50
									60
									70
									80
									90
									100
									110
									120
									130
									140
									150
									160
									170
									180
									190
									200
									210
									220
									230
									240
									250
									260
									270
									280
									290
									300

BOARDING PARTIES

									10
									20
									30
									40
									50

PROBES

1									10
2									10
3									10
4									10

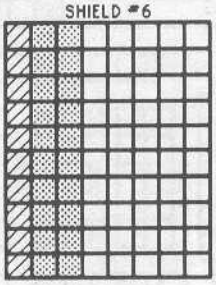
ADMINISTRATIVE SHUTTLES

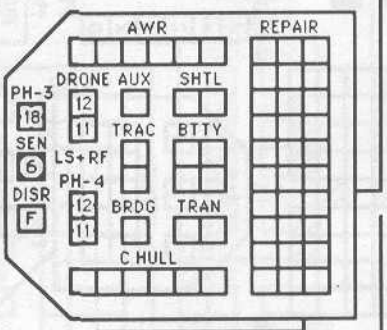
IDENT	HIT POINTS	NOTES

THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
HANGAR MODULE		+10
PF MODULE		+12

SHIELD #6



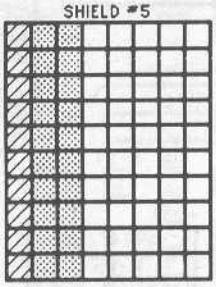


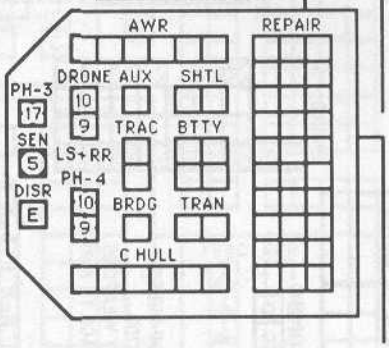
ANTI-DRONE TABLE

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

FIGHTER MODULE

SHIELD #5





SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

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

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

DRONE RACK #11 (H)

1				
2				
3				
4				
5				

DRONE RACK #12 (H)

1				
2				
3				
4				
5				

SEE (FD3.8).

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ROMULAN BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
CLOAK COST	=	8/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
CLOAK BPV	=	+18
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

10

PSEUDO-PLASMA TORPEDO

A G S

HIT & RUN CLOAK

IF INSTALLED

LF RF L R LR RR

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

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

CNTR

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

FX: PH-4 1 2, TRAC, PH-3 7, REPAIR

DAM CON: 4 4 2 2 2 0
EX DAM

EMER PRB
APR
C HULL
SEN 1, PL-S A, SEN 2
360°
CARGO
ARMOR

FIGHTER MODULE: SHTL HULL C, CARGO, TRAC

FIGHTER MODULE: HULL C SHTL, CARGO, TRAC

APR APR

LS LAB
PL-D 1
AWR BTTY AUX

BRDG RS
PL-D 2
SHTL TRAN AWR

PH-3 9, REPAIR, PH-4 5 6, TRAC, LS RR

REPAIR TRAC, PH-4 3 4, PH-3 8, RS LR

REPAIR
TRACTOR
PF MODULE

PLASMA-D RACKS

1	1				D
	2				
	3				
2	1				D
	2				
	3				

SEE (FD3.46).

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

PRIOR TO Y165, REDUCE THE BPV BY EIGHT POINTS AND REPLACE THE PLASMA-DS WITH PHASER-3s WITH 360° FIRING ARCS.

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

ROMULAN STARBASE

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290 300

BOARDING PARTIES

10 20 30 40 50

PROBES

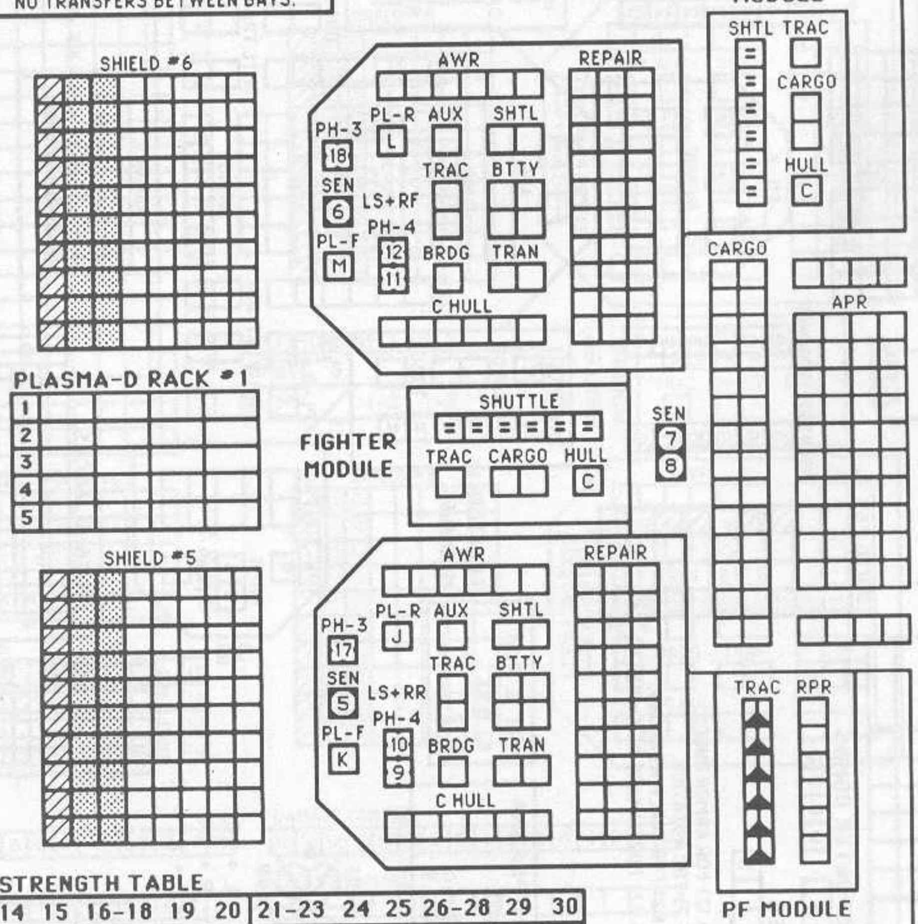
1	10
2	10
3	10
4	10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
CLOAK COST	=	40/30
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
CLOAK BPV	=	+90
HANGAR MODULE		+10
PF MODULE		+12



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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

PLASMA-D RACK #2

1 2 3 4 5

PLASMA-D RACK #3

1 2 3 4 5

SEE (FD3.87). H RACKS.

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KLINGON BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
UIM REFIT	=	+5
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

DRONE RACK

1 1 2 3 D

SEE (FD3.4).

ANTI-DRONES

1

ALWAYS HAD 12 ROUNDS, 2 RELOADS.

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

10

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

FX
PH-4 TRAC 1 2 PH-3 7
REPAIR

DAM CON 4 4 2 2 2 0

EX DAM

EMER PRB
APR
C HULL
SCTY DISR SEN
A 360° 1 2
CARGO
ARMOR

FIGHTER MODULE
SHTL HULL C CARGO TRAC

FIGHTER MODULE
HULL SHTL C CARGO TRAC

HIT & RUN
UIM
DERFACS

APR APR

LAB ADD 1 AWR BTTY AUX

BRDG DRN 1 SHTL TRAN AWR

PH-3 REPAIR 9
PH-4 5 6
TRAC
LS RR

REPAIR TRAC
PH-4 3 4
PH-3 8
RS LR

REPAIR
TRACTOR
PF MODULE

LF RF L R LR RR

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

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KLINGON STARBASE

DRONE RACK #1 (H)

DRONE RACK #2 (H)

DRONE RACK #3 (H)

DRONE RACK #4 (H)

DRONE RACK #5 (H)

DRONE RACK #6 (H)

SEE (FD3.8).

ANTI-DRONE #1

ANTI-DRONE #2

ANTI-DRONE #3

SEE (FD3.86).

CREW UNITS

BOARDING PARTIES

PROBES

UIM HIT & RUN: 1 2 3 4 5 6

HIT & RUN DERFACS

NUMBERS ARE THE DOCKING MODULE A GIVEN UIM IS IN.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
HANGAR MODULE		+10
PF MODULE		+12
SIX UIMS STANDARD		

SHIELD #6

AWR REPAIR PH-3 18 DISR M L AUX SHTL SEN 6 TRAC BTTY SCTY LS+RF PH-4 12 11 BRDG TRAN DRN 6 C HULL

ANTI-DRONE TABLE

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

FIGHTER MODULE SHUTTLE TRAC CARGO HULL C SEN 7 8

SHIELD #5

AWR REPAIR PH-3 17 DISR K J AUX SHTL SEN 5 TRAC BTTY SCTY LS+RR PH-4 10 9 BRDG TRAN DRN 5 C HULL

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

SCANNER 0 0 0 0 1 1 2 3 3 5 7 9

DAMAGE CONTROL 12 12 12 10 10 10 8 8 8 6 6 4 4 2 2 0

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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FEDERATION BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE		+10
AWR REFIT	=	+6

AWR REFIT CHANGES SIX APR TO AWR. AVAILABLE, BUT NOT ALWAYS INSTALLED, IN Y170 AND LATER.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

5

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

DRONE RACK

1 2 3 D

SEE (FD3.4).

ANTI-DRONES

2

ALWAYS HAD 12 ROUNDS, 2 RELOADS.

CREW UNITS

10 20 30 40 50 60 70 80 90

BOARDING PARTIES

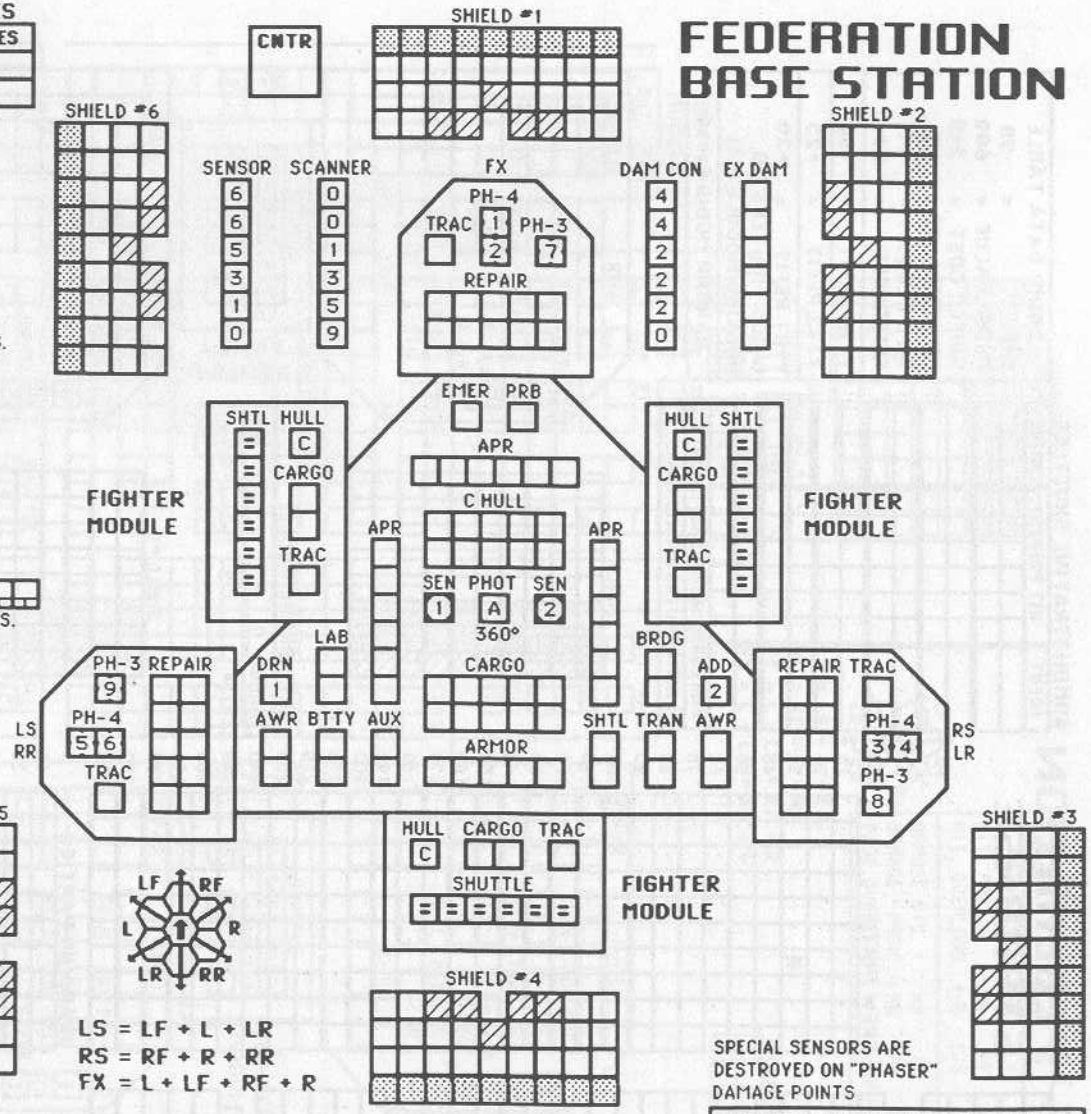
10

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

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
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FEDERATION STARBASE

DRONE RACK #1 (H)

DRONE RACK #2 (H)

DRONE RACK #3 (H)

DRONE RACK #4 (H)

DRONE RACK #5 (H)

DRONE RACK #6 (H)

SEE (FD3.8).

ANTI-DRONE #1

ANTI-DRONE #2

ANTI-DRONE #3

SEE (FD3.86).

CREW UNITS

BOARDING PARTIES

PROBES

SENSOR

SCANNER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE		
TYPE	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	I
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
Y181 REFIT (ADDS FIGHTERS TO DOCKING MODULE #4)	=	+20
HANGAR MODULE +10		

SHIELD #6

AWR REPAIR PHOT AUX SHTL PH-3 18 M L TRAC BTTY SEN 6 LS+RF PH-4 DRN 6 12 11 BRDG TRAN C HULL

ANTI-DRONE TABLE

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

FIGHTER MODULE SHUTTLE TRAC CARGO HULL C SEN 7 8

SHIELD #5

AWR REPAIR PHOT AUX SHTL PH-3 17 K J TRAC BTTY SEN 5 LS+RR PH-4 DRN 5 10 9 BRDG TRAN C HULL

DAMAGE CONTROL 12 12 12 10 10 10 8 8 8 6 6 4 4 2 2 0

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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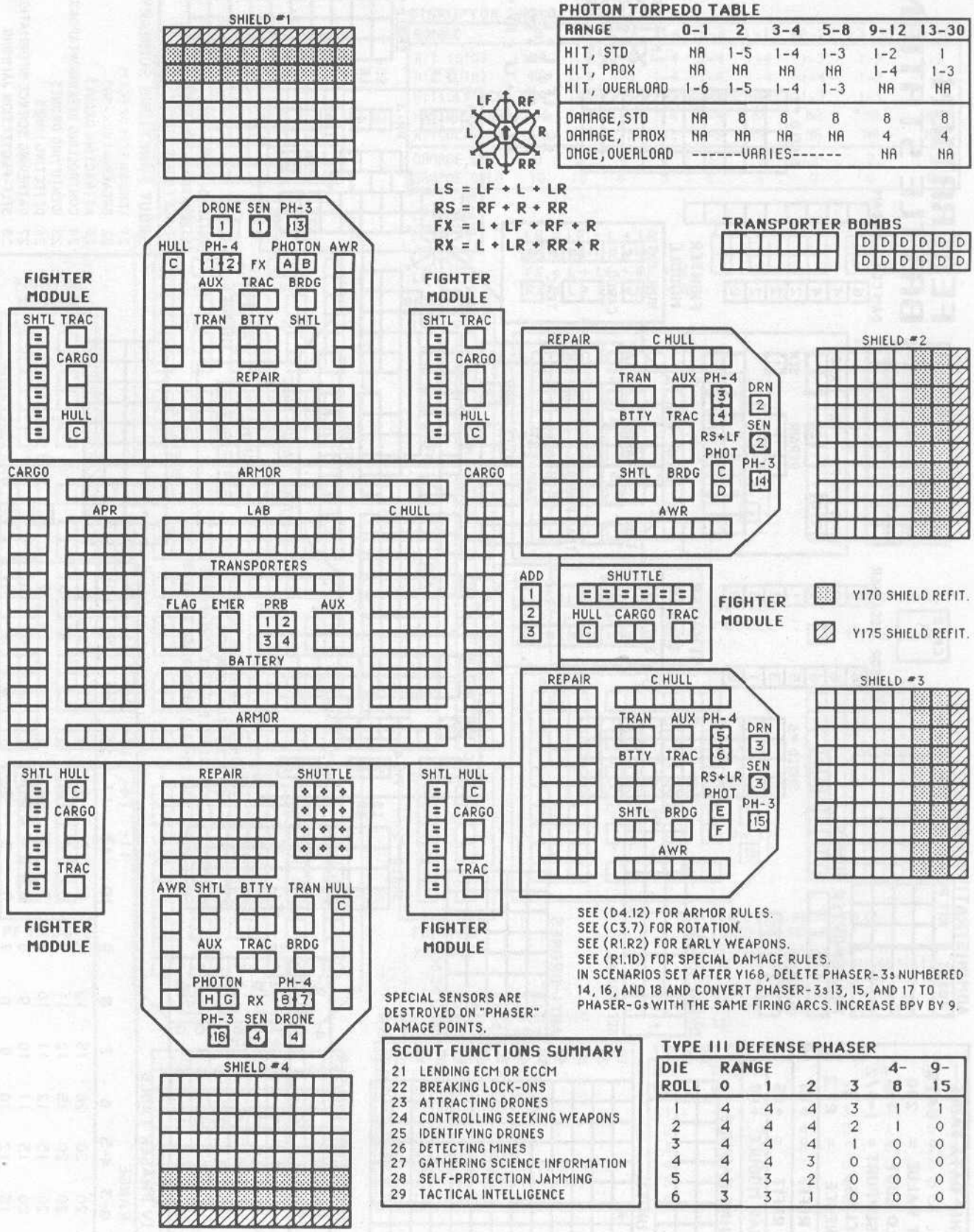

PHOTON TORPEDO TABLE

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
IN SCENARIOS SET AFTER Y168, DELETE PHASER-3s NUMBERED 14, 16, AND 18 AND CONVERT PHASER-3s 13, 15, AND 17 TO PHASER-Gs WITH THE SAME FIRING ARCS. INCREASE BPV BY 9.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

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

FEDERATION BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	200
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
HANGAR MODULE		+10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

PROBES

5

BOARDING PARTIES

10 20

DRONE RACK

1 2 3 D

SEE (FD3.4).

CREW UNITS

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

ANTI-DRONES

1 2 3 4 5

SEE (FD3.86).

CNTR

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-3-FX 7 8 PH-4-FX 1 2 TRAC REPAIR SEN 1

DAM CON 6 4 4 2 2 2 0

EX DAM

FIGHTER MODULE

SHTL HULL C CARGO TRAC

BRDG PRB

LAB CARGO LAB

TRAN PHOTON A B SEN 4 360° BTTY ADD 1 DRN 1 SHTL

AUX C HULL EMER

APR AWR APR

ARMOR

TRAC SEN 3 REPAIR

PH-4 5 6 LS RR

PH-3 11 12 LS RR

HULL C CARGO TRAC SHUTTLE

FIGHTER MODULE

HULL SHTL C CARGO TRAC

FIGHTER MODULE

REPAIR PH-3 9 10 RS LR

PH-4 3 4 RS LR

TRAC SEN 2

LF RF L R LR RR

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

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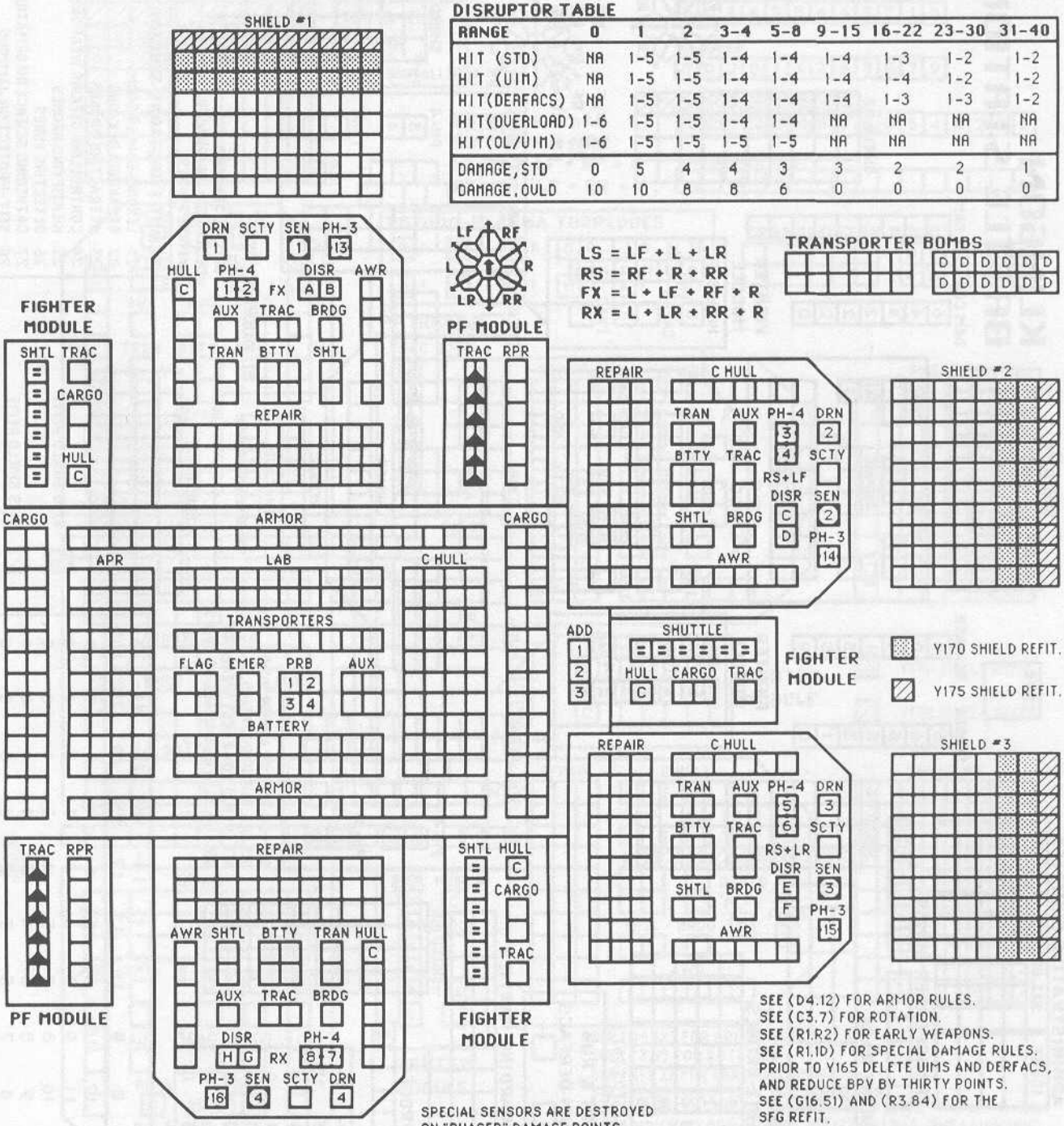


DISRUPTOR TABLE

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(DERFACS)	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,OVLD	10	10	8	8	6	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
PRIOR TO Y165 DELETE UIMS AND DERFACS, AND REDUCE BPV BY THIRTY POINTS.
SEE (G16.51) AND (R3.84) FOR THE SFG REFIT.

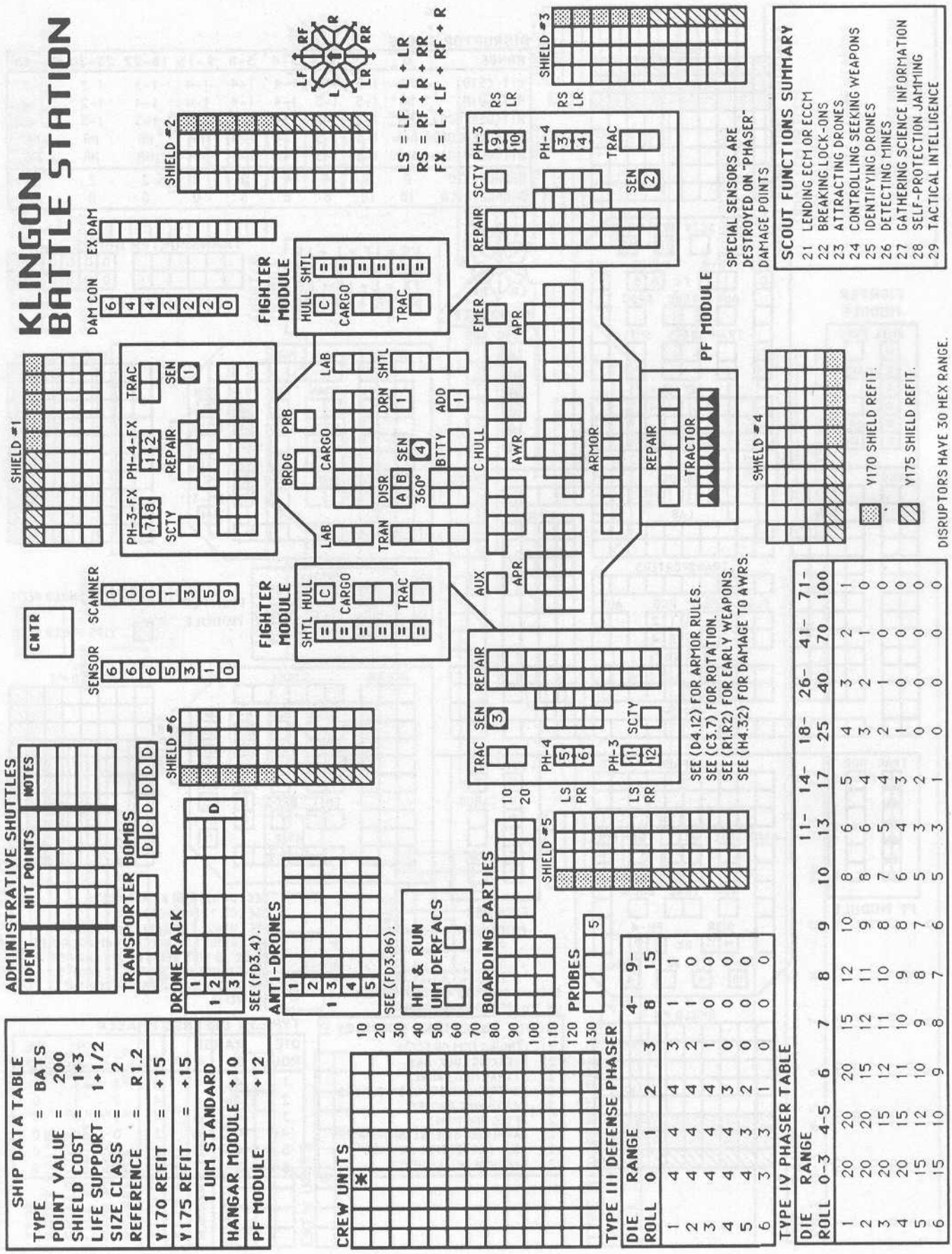
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

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



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SHIELD #1

HIT & RUN CLOAK ☐ IF INSTALLED

LF RF L R LR RR

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

SENSOR: 6 6 6 6 5 5 4 4 3 2 1 0

SCANNER: 0 0 0 0 1 1 2 3 3 5 7 9

DAMAGE CONTROL: 12 12 12 10 10 10 8 8 8 6 6 4 4 2 2 0

EXCESS DAMAGE

PL-F B, SEN 1, PH-3 13
HULL C, PH-4 1 2, FX, PL-R A, AWR
AUX, TRAC, BRDG
TRAN, BTTY, SHTL
REPAIR

PSEUDO-PLASMA TORPEDOES
A R, C R, E R, G R, J R, L R
B F, D F, F F, H F, K F, M F

TRANSPORTER BOMBS
D D D D D D
D D D D D D

PF MODULE
TRAC RPR

REPAIR, C HULL
TRAN, AUX, PH-4 3 4, PL-F D
BTTY, TRAC, SEN 2, RS+LF
PL-R C, PH-3 14
SHTL, BRDG
AWR

SHIELD #2

ARMOR

CARGO

LAB, C HULL

TRANSPORTERS

FLAG, EMER, PRB 1 2 3 4, AUX

BATTERY

ARMOR

PL-D 1 2 3 SPECIAL

SHUTTLE
HULL C, CARGO, TRAC

FIGHTER MODULE

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

REPAIR, C HULL
TRAN, AUX, PH-4 5 6, PL-F F
BTTY, TRAC, SEN 3, RS+LR
PL-R E, PH-3 15
SHTL, BRDG
AWR

SHIELD #3

REPAIR
AWR, SHTL, BTTY, TRAN, HULL C
AUX, TRAC, BRDG
PL-R G, PH-4, RX 8 7
PH-3 16, SEN 4, PL-F H

SHTL, HULL C
CARGO
TRAC

FIGHTER MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
PLASMA RACKS: THE LAUNCHING ARC OF RACK #1 IS RF+R+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF. PRIOR TO Y165 THESE ARE ALL PHASER-3s WITH 360° FIRING ARC, AND BPV IS REDUCED BY 24 POINTS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SHIELD #4

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

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

ROMULAN BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	192
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	12/6
REFERENCE	=	R1.2
CLOAK BPV	=	+30
Y170 REFIT	=	+15
Y175 REFIT	=	+15
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

PLASMA-D RACKS

1: 1 2 3 D
2: 1 2 3 D

SEE (FD3.46).

AFTER Y165 THE 360° PH-3S ARE PLASMA-D RACKS, ONE WITH AN LS LAUNCHING ARC, THE OTHER WITH AN RS ARC. INCREASE BPV BY 8 POINTS.

CREW UNITS

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

BOARDING PARTIES

PROBES 5

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

PH-3-FX 7 8 PH-4-FX 1 2 TRAC REPAIR SEN 1

DAM CON 6 4 4 2 2 2 0

EX DAM

PSEUDO-PLASMA TORPEDOES A R B F

LF RF L R LR RR

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

FIGHTER MODULE: SHTL HULL C CARGO TRAC

BRDG PRB

LAB CARGO LAB

TRAN PL-R A 360° SEN 4 PH-3 13 14 360° SHTL

PL-F B 360° BTTY

C HULL

AUX APR AWR APR EMER

ARMOR

FIGHTER MODULE: HULL SHTL C CARGO TRAC

TRAC SEN 3 REPAIR

PH-4 5 6 LS RR

PH-3 11 12 LS RR

REPAIR PH-3 9 10 RS LR

PH-4 3 4 RS LR

TRAC SEN 2

REPAIR TRACTOR

PF MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

HIT & RUN CLOAK ☐ IF INSTALLED

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

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
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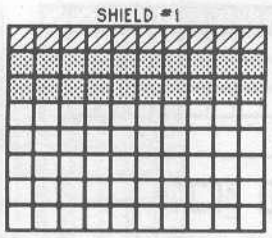
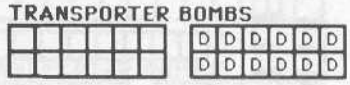


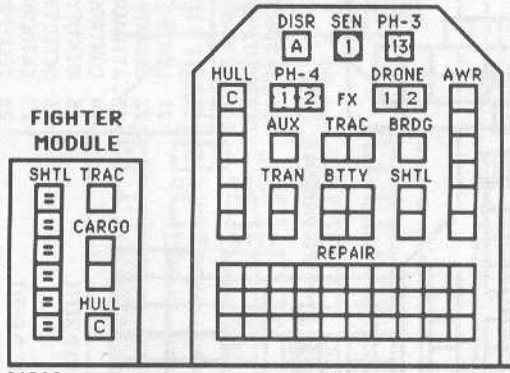
DISRUPTOR TABLE

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(DERFACS)	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,OVLD	10	10	8	8	6	0	0	0	0

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

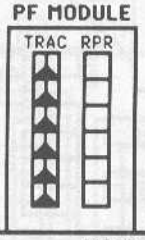
TRANSPORTER BOMBS

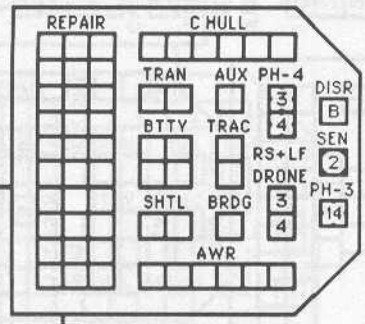


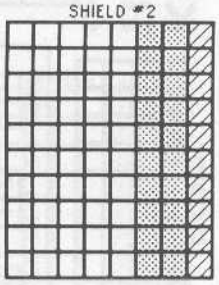


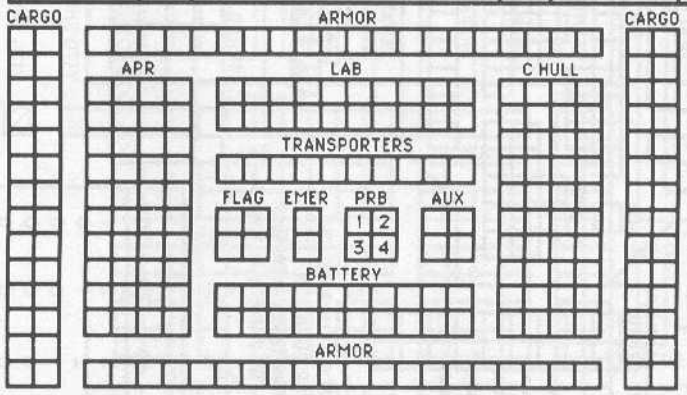
FIGHTER MODULE

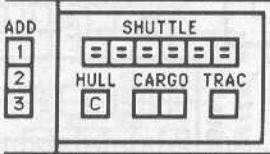
PF MODULE







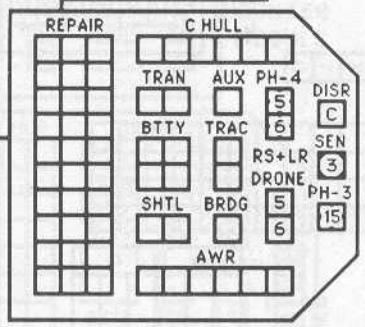


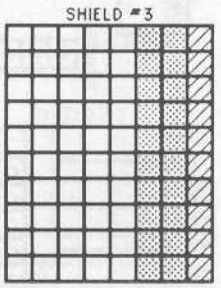


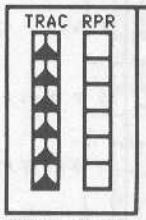
FIGHTER MODULE

Y170 SHIELD REFIT.

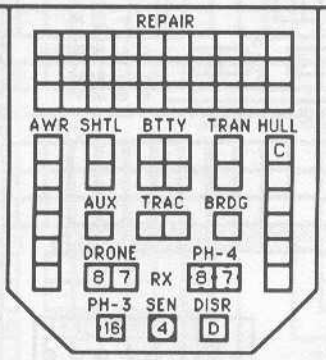
Y175 SHIELD REFIT.

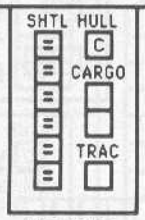






PF MODULE



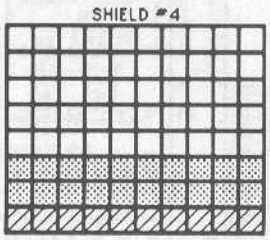


FIGHTER MODULE

HIT & RUN DERFACS

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
PRIOR TO Y168, DELETE DERFACS. NO BPV ADJUSTMENT.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

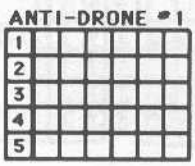


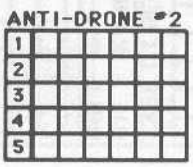
SCOUT FUNCTIONS SUMMARY

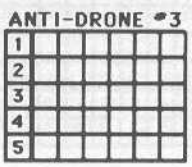
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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







SEE (FD3.86).

KZINTI BATTLE STATION

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

HIT & RUN DERFACS

PROBES 5

BOARDING PARTIES 10 20

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

DRONE RACKS

1: 1 2 3 D

2: 1 2 3 D

SEE (FD3.4).

ANTI-DRONES

1: 1 2 3 4 5

SEE (FD3.86).

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

PH-3-FX 7 8 PH-4-FX 1 2 TRAC REPAIR SEN 1

DAM CON 6 4 4 2 2 2 0

EX DAM

FIGHTER MODULE: SHTL HULL C CARGO TRAC

FIGHTER MODULE: HULL C SHTL CARGO TRAC

BRDG PRB

LAB CARGO LAB

TRAN DRONE 1 2 SEN 4 DISR A 360° SHTL

BTTY ADD 1

LF RF L R LR RR

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

TRAC SEN 3 REPAIR

PH-4 5 6 LS RR

PH-3 11 12 LS RR

AUX C HULL EMER

APR AWR APR

ARMOR

REPAIR PH-3 9 10 RS LR

PH-4 3 4 RS LR

TRAC SEN 2

REPAIR

TRACTOR

PF MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

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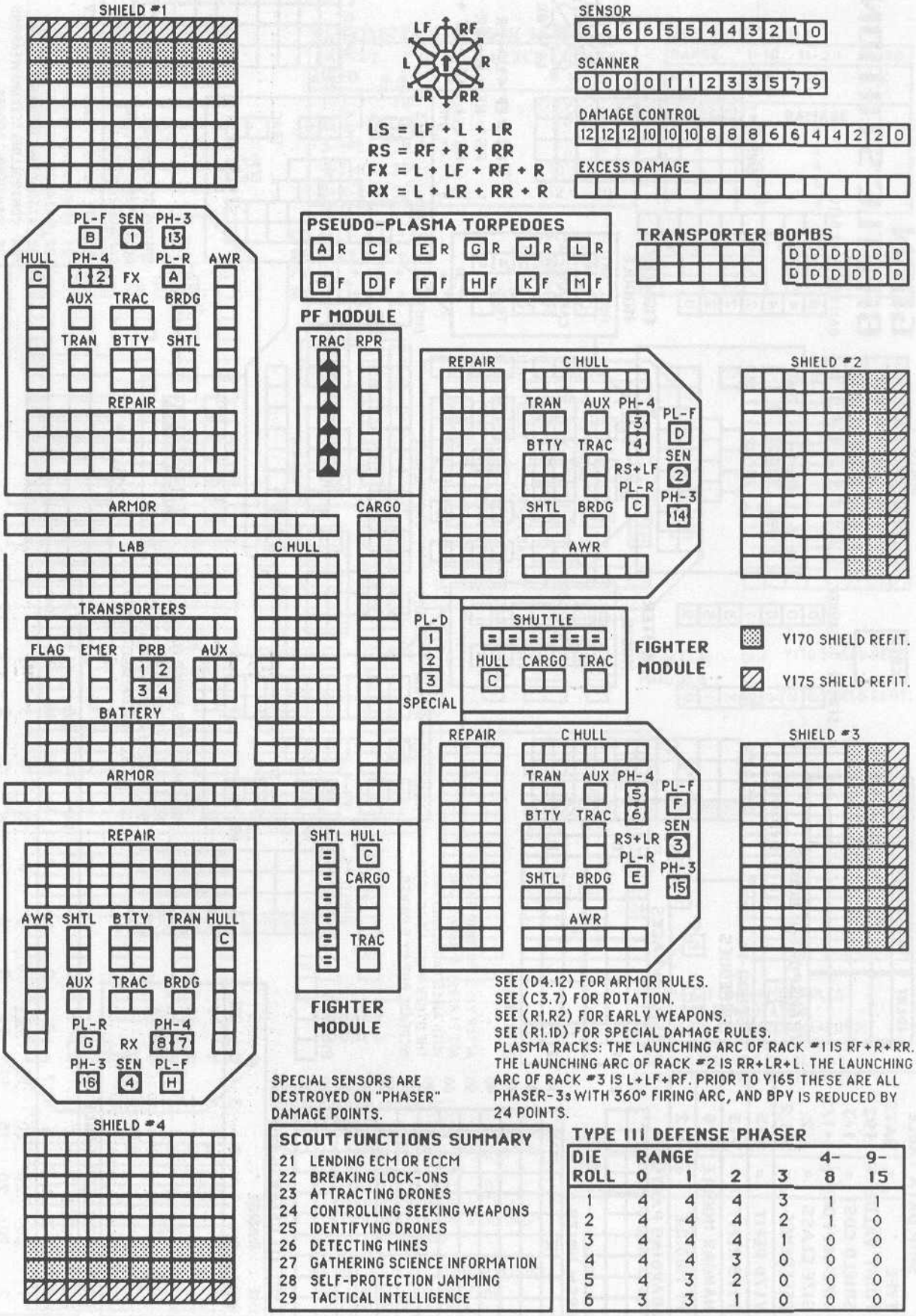

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
PLASMA RACKS: THE LAUNCHING ARC OF RACK #1 IS RF+R+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF. PRIOR TO Y165 THESE ARE ALL PHASER-3s WITH 360° FIRING ARC, AND BPV IS REDUCED BY 24 POINTS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

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

GORN BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	192
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

PSEUDO-PLASMA TORPEDOES

A R B F

BOARDING PARTIES

CREW UNITS

PLASMA-D RACKS

1 1 2 3 D

2 1 2 3 D

SEE (FD3.46).

AFTER Y165 THE 360° PH-3S ARE PLASMA-D RACKS, ONE WITH AN LS LAUNCHING ARC, THE OTHER WITH AN RS ARC. INCREASE BPV BY 8 POINTS.

PROBES

5

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

CNTR

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

PH-3-FX 7 8 PH-4-FX 1 2 TRAC REPAIR SEN 1

FIGHTER MODULE: SHTL HULL C CARGO TRAC

FIGHTER MODULE: HULL C SHTL CARGO TRAC

BRDG PRB LAB CARGO LAB

TRAN PL-R A 360° SEN 4 PH-3 13 14 360° SHTL PL-F B BTTY

TRAC SEN 3 REPAIR PH-4 5 6 LS RR PH-3 11 12 LS RR

AUX C HULL EMER APR AWR APR ARMOR

REPAIR PH-3 9 10 RS LR PH-4 3 4 RS LR TRAC SEN 2

REPAIR TRACTOR PF MODULE

LF RF L R LR RR

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 REFIT

Y175 REFIT

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

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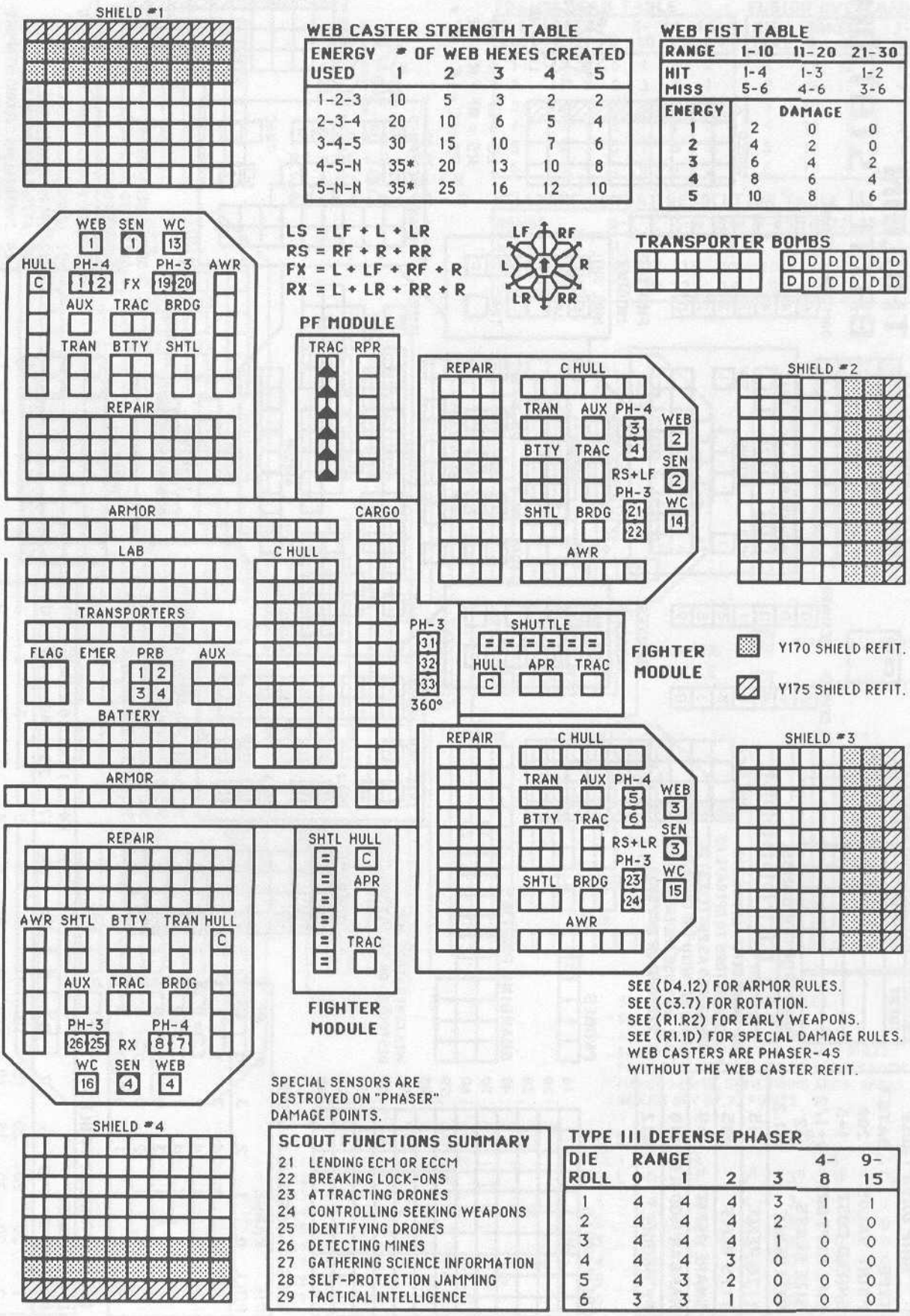

SHIELD #1
WEB CASTER STRENGTH TABLE
ENERGY USED | # OF WEB HEXES CREATED 1 2 3 4 5
1-2-3 | 10 5 3 2 2
2-3-4 | 20 10 6 5 4
3-4-5 | 30 15 10 7 6
4-5-N | 35* 20 13 10 8
5-N-N | 35* 25 16 12 10
WEB FIST TABLE
RANGE | 1-10 | 11-20 | 21-30
HIT | 1-4 | 1-3 | 1-2
MISS | 5-6 | 4-6 | 3-6
ENERGY | DAMAGE
1 | 2 | 0 | 0
2 | 4 | 2 | 0
3 | 6 | 4 | 2
4 | 8 | 6 | 4
5 | 10 | 8 | 6
WEB SEN WC
1 1 13
HULL PH-4 PH-3 AWR
C 1 2 FX 19 20
AUX TRAC BRDG
TRAN BTTY SHTL
REPAIR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R
LF RF L R LR RR
TRANSPORTER BOMBS
D D D D D D
D D D D D D
PF MODULE
TRAC RPR
REPAIR C HULL
TRAN AUX PH-4 3 4 WEB 2
BTTY TRAC SEN 2
RS+LF PH-3 21 22 WC 14
SHTL BRDG
AWR
SHIELD #2
ARMOR
CARGO
LAB
C HULL
TRANSPORTERS
FLAG EMER PRB AUX
1 2 3 4
BATTERY
ARMOR
PH-3 31 32 33 360°
SHUTTLE
HULL APR TRAC
C
FIGHTER MODULE
Y170 SHIELD REFIT.
Y175 SHIELD REFIT.
REPAIR C HULL
TRAN AUX PH-4 5 6 WEB 3
BTTY TRAC SEN 3
RS+LR PH-3 23 24 WC 15
SHTL BRDG
AWR
SHIELD #3
REPAIR
AWR SHTL BTTY TRAN HULL
C
AUX TRAC BRDG
PH-3 PH-4
26 25 RX 8 7
WC SEN WEB
16 4 4
SHTL HULL
C
APR
TRAC
FIGHTER MODULE
SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
WEB CASTERS ARE PHASER-4S
WITHOUT THE WEB CASTER REFIT.
SHIELD #4
SPECIAL SENSORS ARE
DESTROYED ON "PHASER"
DAMAGE POINTS.
SCOUT FUNCTIONS SUMMARY
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE
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

THOLIAN BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	200
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
SNARE REFIT	=	+9
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

THE SNARE REFIT ALLOWS THE WEB GENERATORS TO OPERATE AS WEB SNARES AS PER (E13.3) IN MODULE C2, WITH THE EXCEPTION THAT THEY USE THE FIRING ARCS PROVIDED ON THIS SSD.

CREW UNITS

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

PROBES

5

BOARDING PARTIES

10 20

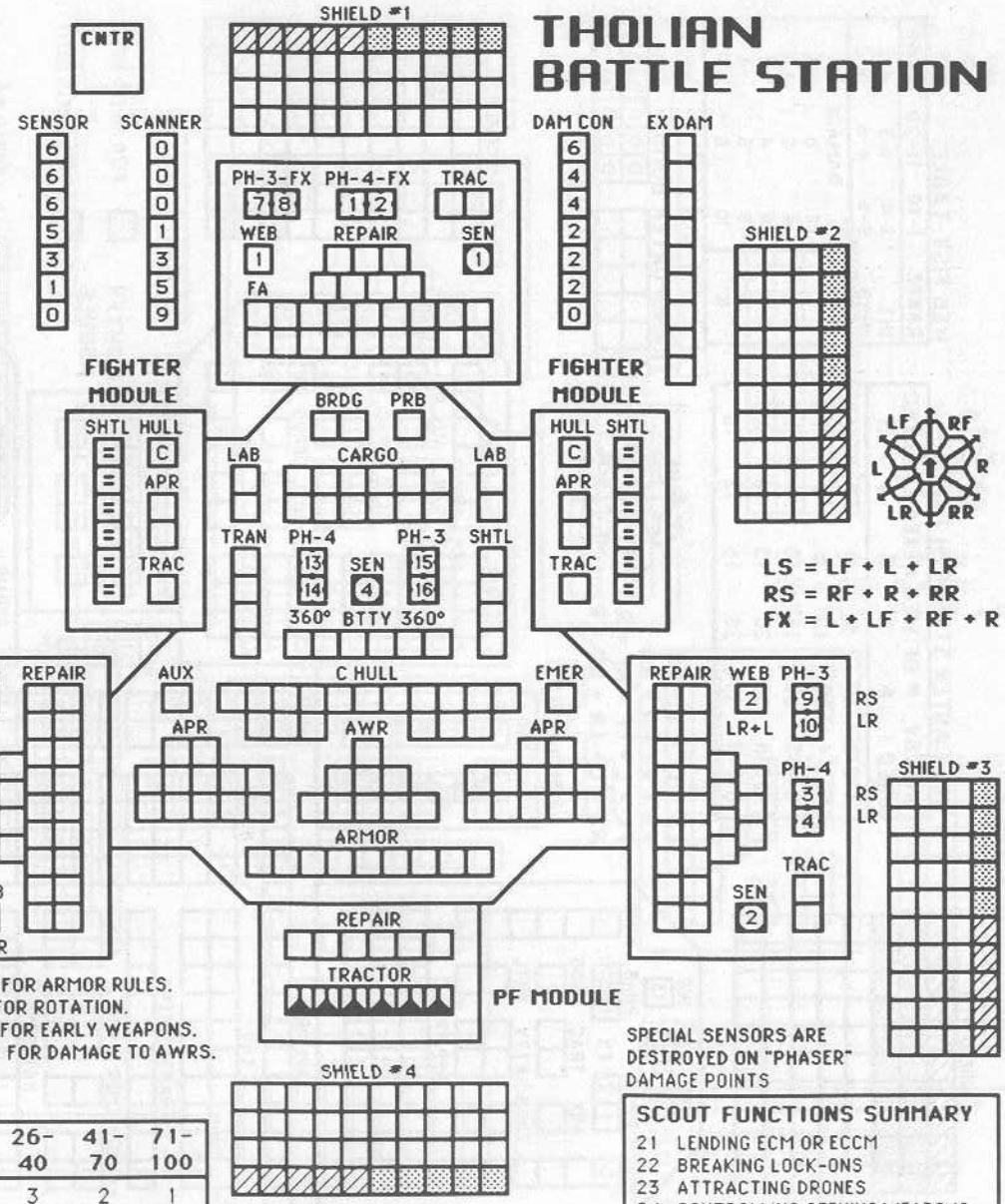
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

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
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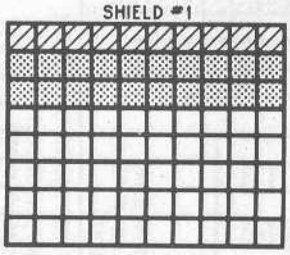


LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

FUSION BEAM TABLE

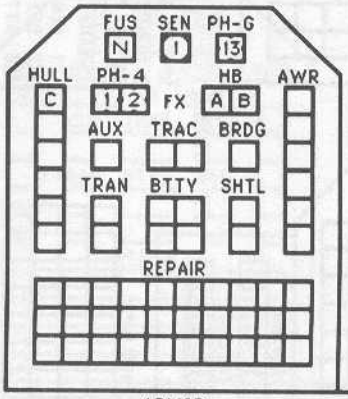
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

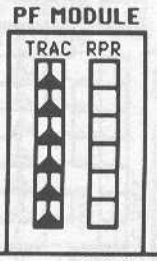
FUSION OVERLOAD

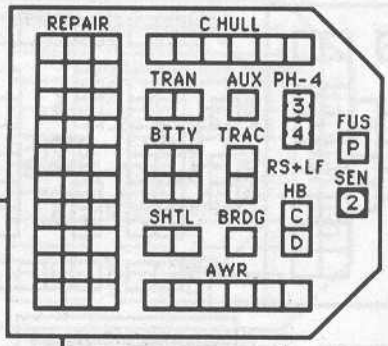
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

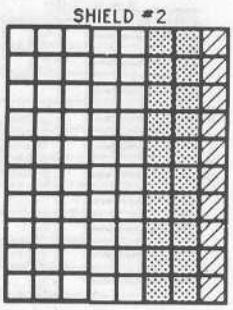
HELLBORE COMBAT RESOLUTION TABLE

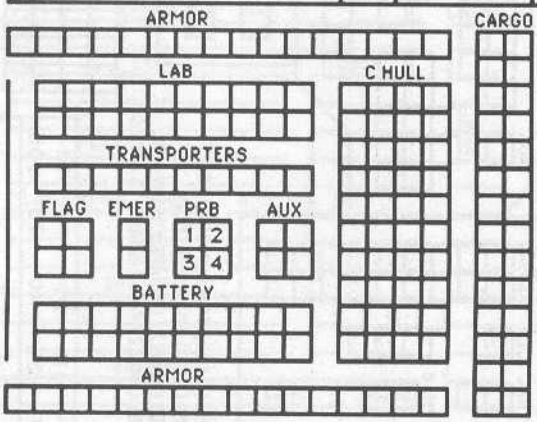
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

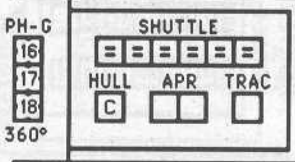






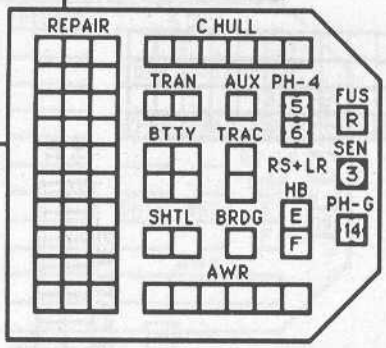


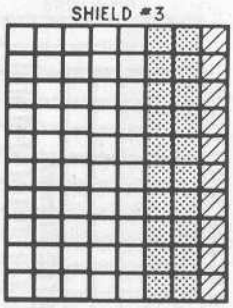


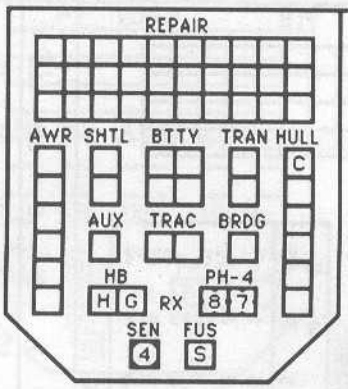


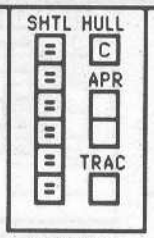
Y170 SHIELD REFIT.

Y175 SHIELD REFIT.



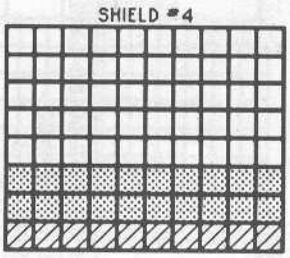






SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
PRIOR TO Y158, REPLACE HELLBORES WITH FUSION BEAMS, SAME FIRING ARCS, AND REDUCE BPV BY .72 POINTS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.



SCOUT FUNCTIONS SUMMARY

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

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

HYDRAN BATTLE STATION

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

PRIOR TO Y158 THE HELLBORES WERE FUSION BEAMS WITH THE SAME FIRING ARCS, AND BPV IS REDUCED BY TWELVE POINTS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

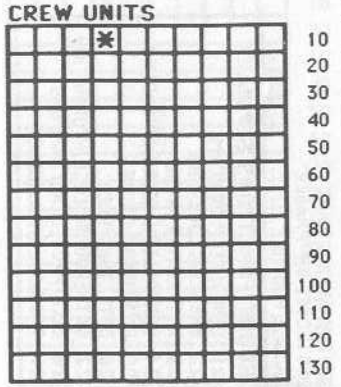
TRANSPORTER BOMBS

D D D D D D

CREW UNITS

PROBES

BOARDING PARTIES



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
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27 GATHERING SCIENCE INFORMATION
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29 TACTICAL INTELLIGENCE

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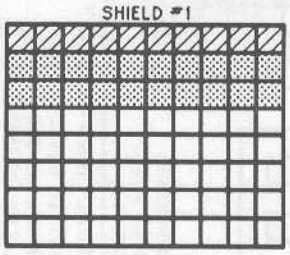
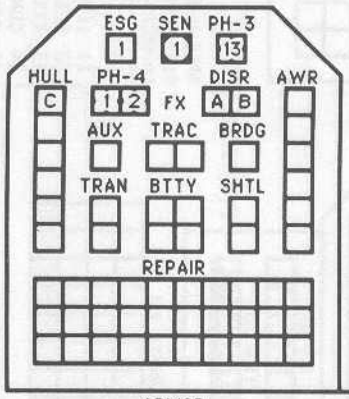


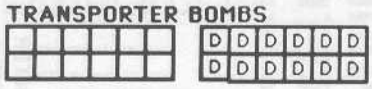
DISRUPTOR TABLE

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(DERFACS)	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,OVLD	10	10	8	8	6	0	0	0	0

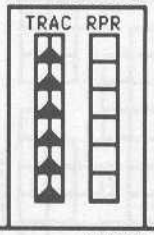


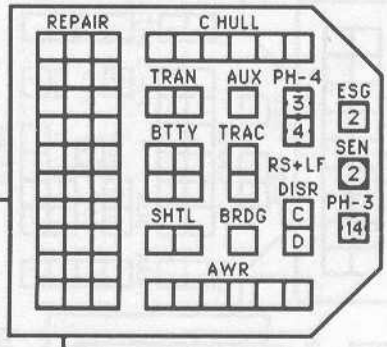
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

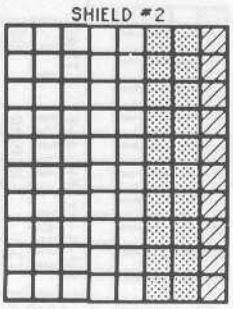
TRANSPORTER BOMBS

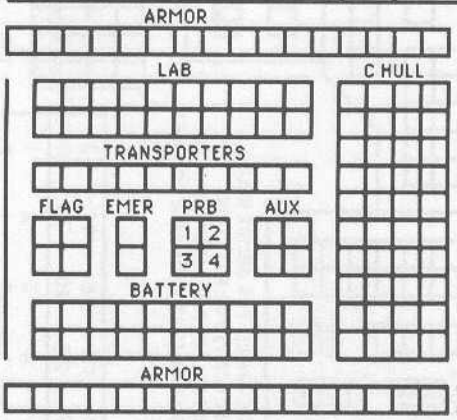


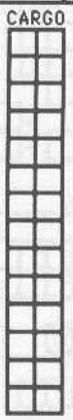
PF MODULE

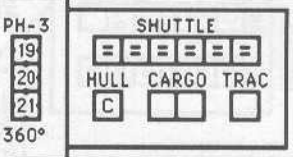








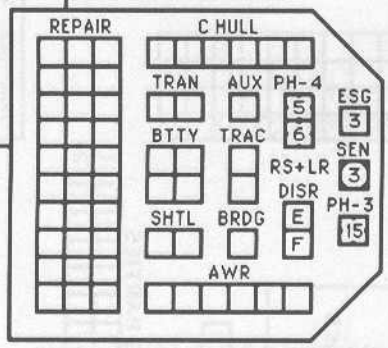


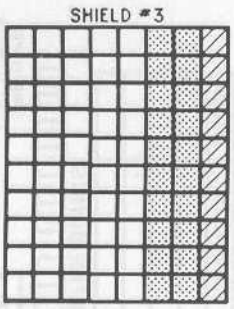


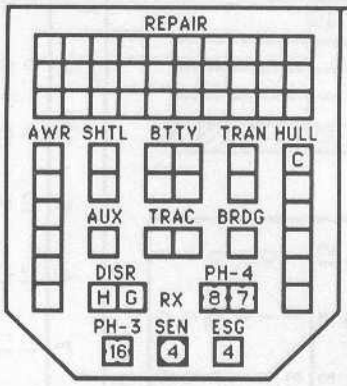
FIGHTER MODULE

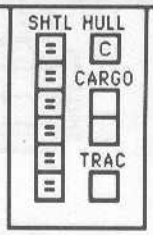
Y170 SHIELD REFIT.

Y175 SHIELD REFIT.





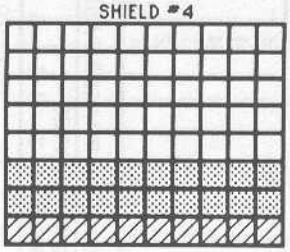




FIGHTER MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
PRIOR TO Y166 DELETE UIMS AND DERFACS, AND REDUCE BPV BY THIRTY POINTS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.



SCOUT FUNCTIONS SUMMARY

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23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
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27 GATHERING SCIENCE INFORMATION
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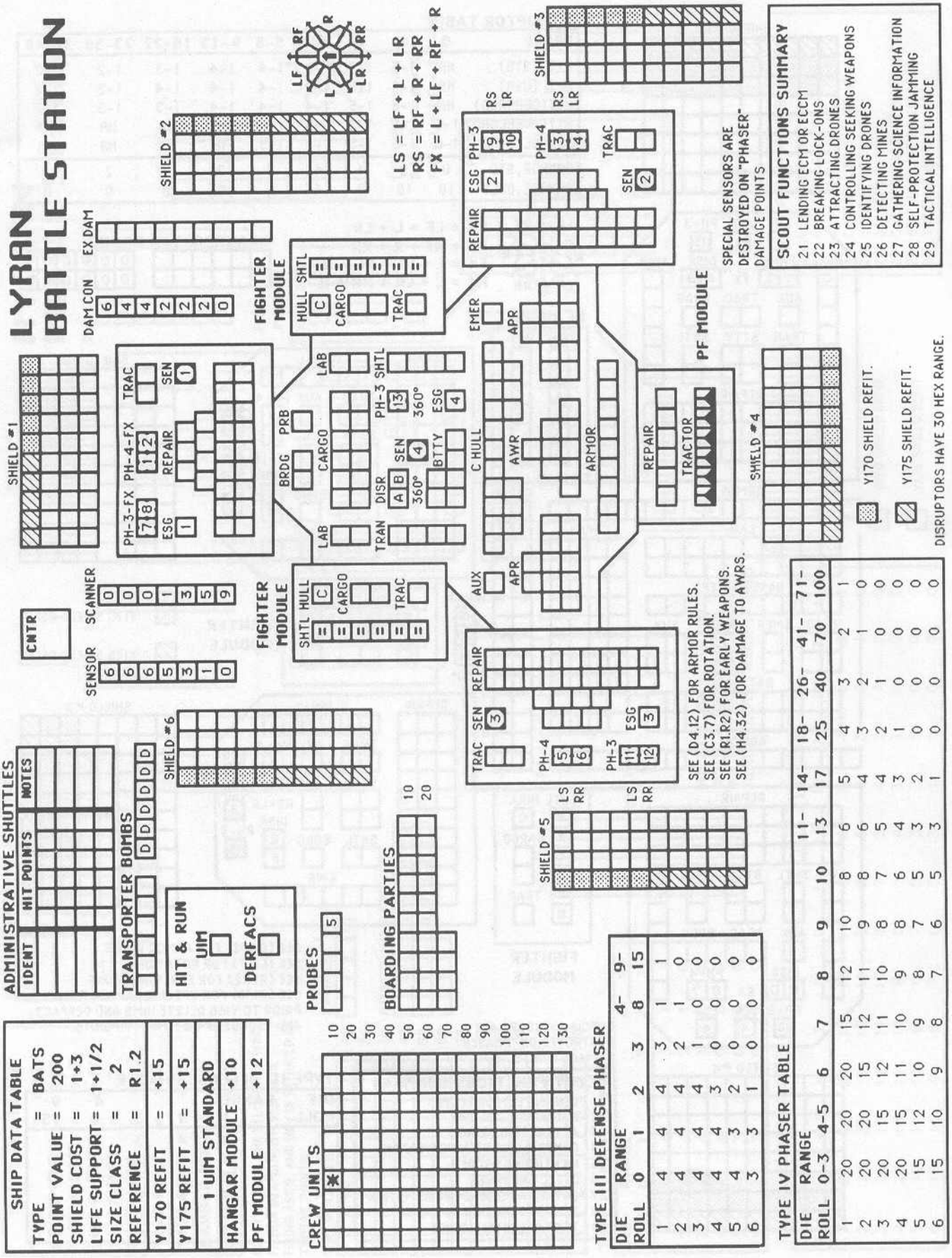
29 TACTICAL INTELLIGENCE

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

LYRAN BATTLE STATION



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SHIELD #1

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

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

SCANNER
0 0 0 0 1 1 2 3 3 5 7 9

DAMAGE CONTROL
12 12 12 10 10 10 8 8 8 6 6 4 4 2 2 0

EXCESS DAMAGE

PL-F SEN PH-3
B 1 13
HULL PH-4 PPD AWR
C 1 2 FX A
AUX TRAC BRDG
TRAN BTTY SHTL
REPAIR

PSEUDO-PLASMA TORPEDOES
A G C G E G G G J G L G
B F D F F F H F K F M F

TRANSPORTER BOMBS
D D D D D D
D D D D D D

PF MODULE
TRAC RPR

PPDS WERE PLASMA-GS PRIOR TO Y170. NO CHANGE IN BPV.

REPAIR C HULL
TRAN AUX PH-4
3 4
PL-F D
BTTY TRAC
SEN 2
RS+LF
PPD C
PH-3 14
SHTL BRDG
AWR

SHIELD #2

ARMOR
CARGO
LAB C HULL
TRANSPORTERS
FLAG EMER PRB AUX
1 2
3 4
BATTERY
ARMOR

PL-D
1
2
3
SPECIAL

SHUTTLE
HULL CARGO TRAC
C
FIGHTER MODULE

PLASMA-D RACK #3
1
2
3
4
5

SEE (FD3.87). H RACKS.

REPAIR C HULL
TRAN AUX PH-4
5 6
PL-F F
BTTY TRAC
SEN 3
RS+LR
PPD E
PH-3 15
SHTL BRDG
AWR

SHIELD #3

REPAIR
AWR SHTL BTTY TRAN HULL
C
AUX TRAC BRDG
PPD PH-4
G RX 8 7
PH-3 SEN PL-F
16 4 H

SHTL HULL
C
CARGO
TRAC
FIGHTER MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
PLASMA RACKS: THE LAUNCHING ARC OF RACK #1 IS RF+R+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF. PRIOR TO Y165 THESE ARE ALL PHASER-3s WITH 360° FIRING ARC, AND BPV IS REDUCED BY 24 POINTS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SHIELD #4

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

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

ISC BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	192
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D D D

PSEUDO-PLASMA TORPEDOES A G B F

PRIOR TO Y170, THE PPD IS A PLASMA-G WITH THE SAME ARC. NO CHANGE IN BPV.

BOARDING PARTIES 10 20

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

PLASMA-D RACKS

1: 1 2 3 D
2: 1 2 3 D

SEE (FD3.46).
AFTER Y165 THE 360° PH-3S ARE PLASMA-D RACKS, ONE WITH AN LS LAUNCHING ARC, THE OTHER WITH AN RS ARC. INCREASE BPV BY 8 POINTS.

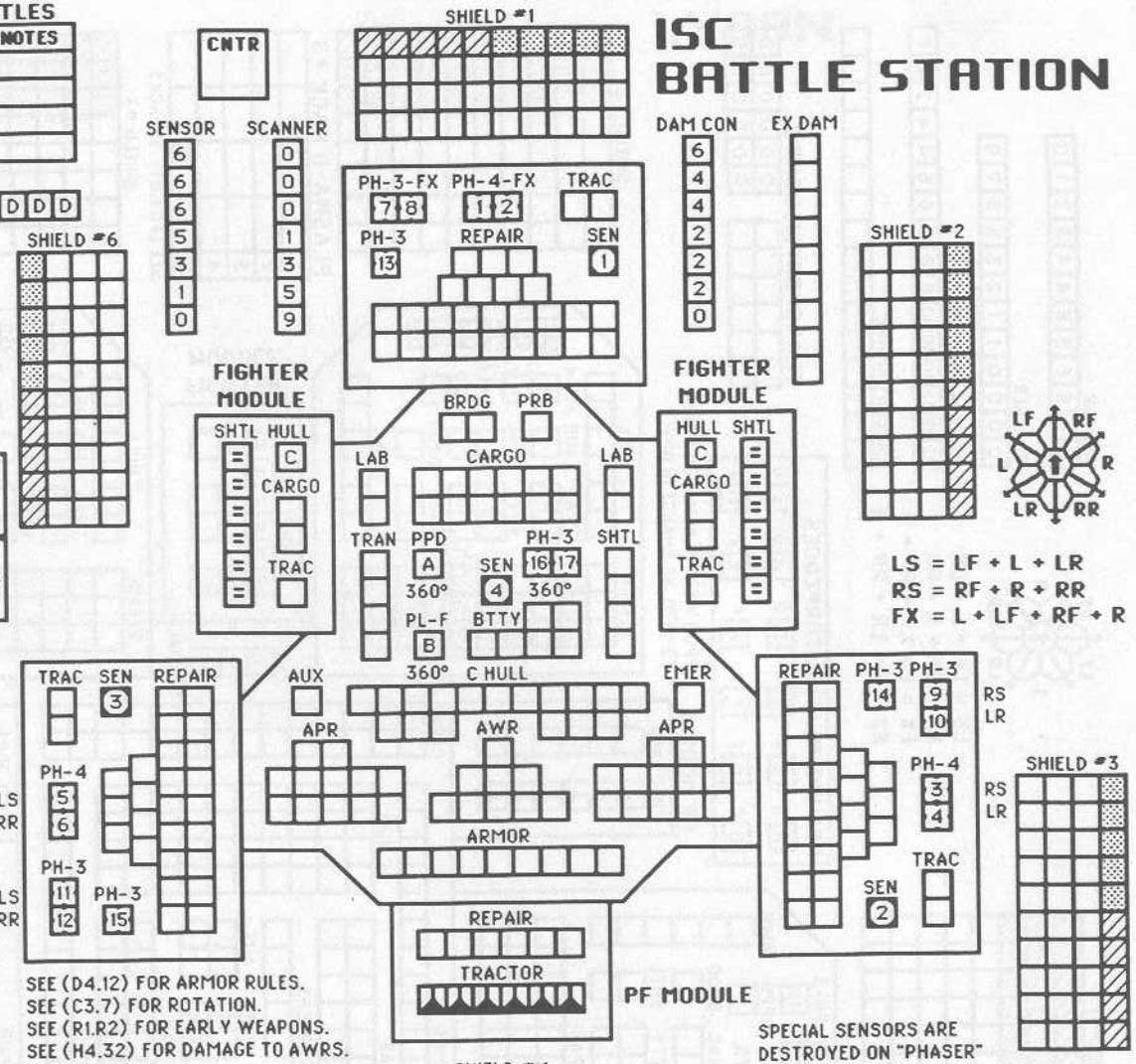
PROBES 5

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
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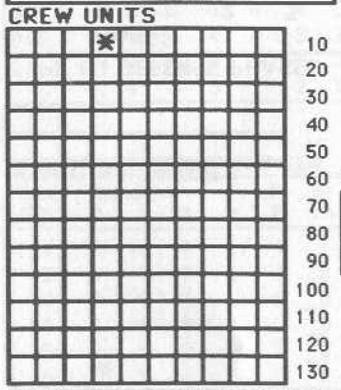
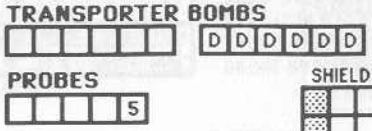
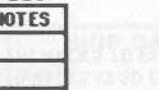
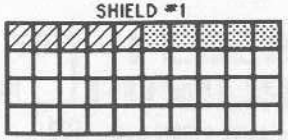
ORION BATTLE STATION

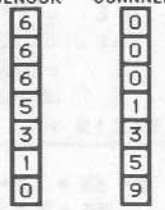
SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	500/125
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	12/6
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
OAKDISC	=	+10
CLOAK BPV	=	+75
NO STEALTH BONUS		
HANGAR MODULE		+10
PF MODULE		+12

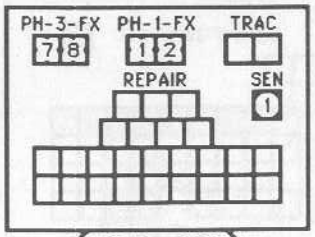


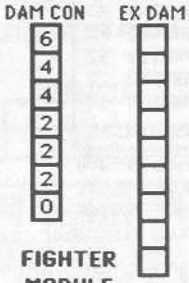


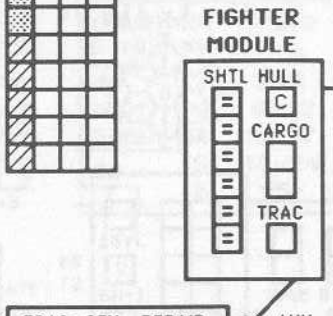


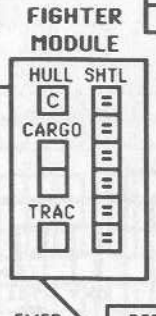


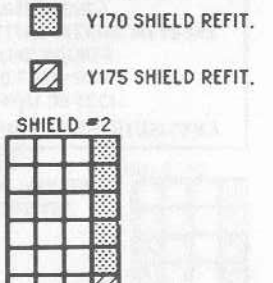




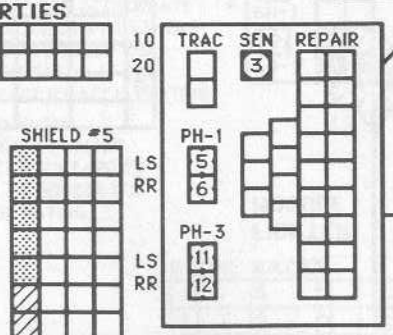


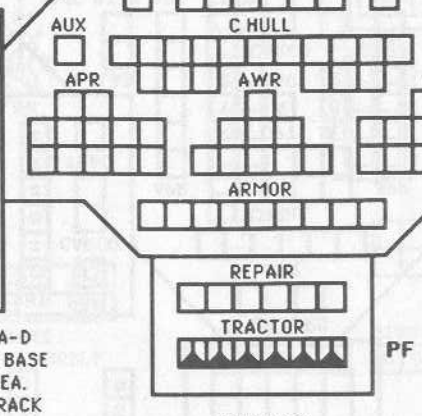


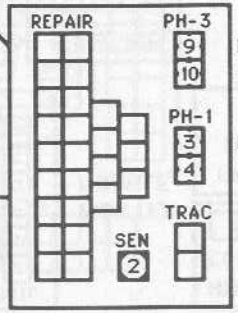


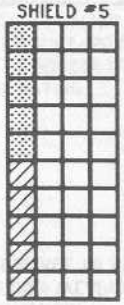


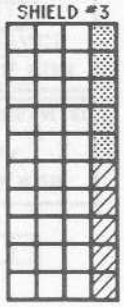
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

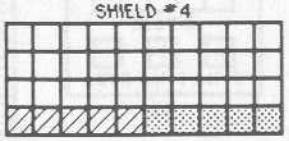












DRONE RACKS ARE PLASMA-D RACKS AFTER Y164 IF THE BASE IS IN A PLASMA RACE'S AREA. RACK #1 HAS AN RS ARC, RACK #2 HAS AN LS ARC. BPV IS +4. SEE (FD3.46).

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

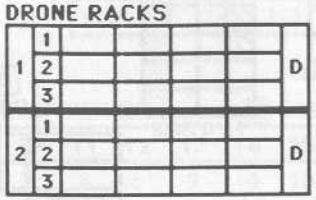
SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

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

TYPE I OFFENSIVE PHASER TABLE

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	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



SEE (FD3.4).

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

ORION BASE STATION

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	200/75
SHIELD COST	=	1+1
CLOAK COST	=	8/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
OAKDISC	=	+5
CLOAK BPV	=	+30
NO STEALTH BONUS		
HANGAR MODULE +10		
PF MODULE +12		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

CREW UNITS

10 20 30 40 50 60 70

BOARDING PARTIES

10

DRONE RACKS

1	1					D
	2					
	3					
2	1					D
	2					
	3					

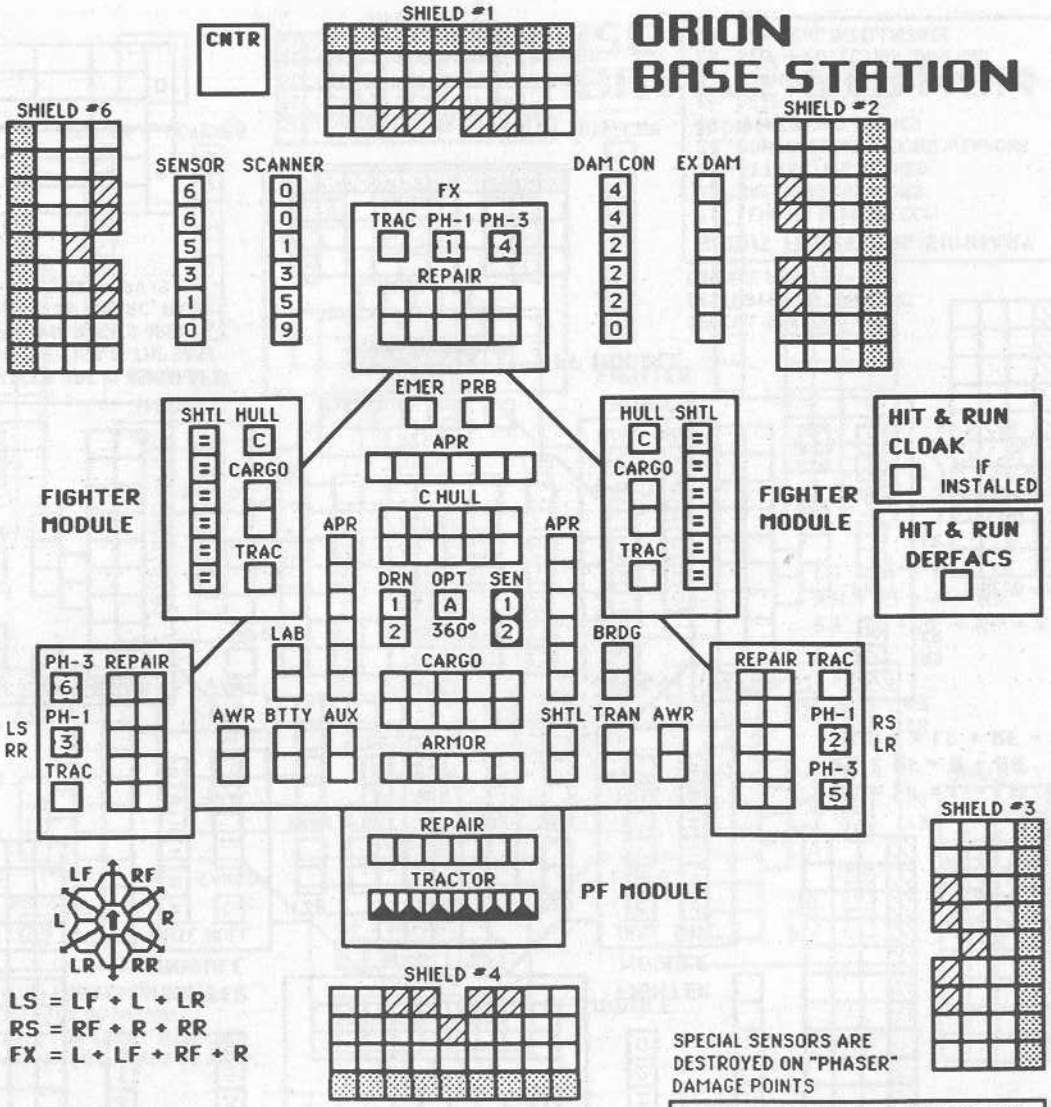
SEE (FD3.4).

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

TYPE I OFFENSIVE PHASER TABLE

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	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



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

DRONE RACKS ARE PLASMA-D RACKS AFTER Y164 IF THE BASE IS IN A PLASMA RACE'S AREA. RACK #1 HAS AN RS ARC, AND RACK #2 HAS AN LS ARC. THE AMMO TRACKS CAN ALSO BE USED FOR PLASMA-D RACKS IS SO EQUIPPED. BPV IS +4 TO CHANGE THE RACKS TO PLASMA-RACKS.

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

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

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FEDERATION LARGE AUXILIARY PF TENDER

(CONJECTURAL)

CNTR

CREW UNITS

		✱							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

TYPE I OFFENSIVE PHASER TABLE

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

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

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

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

LF RF L R LR RR

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DRONE RACKS

1						G
2						G

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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

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

BRDG PH-1-360° AUX (1 2 3)
TRAN PRB BTTY
CARGO CARGO
SHTL SHTL
SEN (1) SEN (2)
TRAC APR REPAIR TRAC
C HULL C HULL
L WARP EMER R WARP
DRN (1) IMP DRN (2)

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FEDERATION SMALL AUXILIARY PF TENDER

(CONJECTURAL)

CNTR

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

BOARDING PARTIES [ ] [2]

TRANSPORTER BOMBS [ ] [ ] [D] [D]

TYPE I OFFENSIVE PHASER TABLE

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	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	
NO HET BONUS	
BD	
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

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

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

ANTI-DRONE TABLE

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

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

SCOUT FUNCTIONS SUMMARY

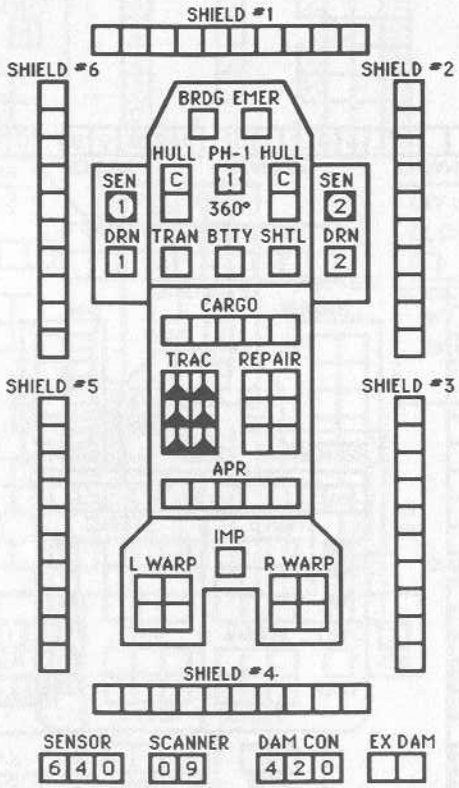
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DRONE RACKS

1											G
2											G

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.



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

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

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KLINGON LARGE AUXILIARY PF TENDER

CREW UNITS

		*							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

CNTR

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

TYPE II PHASER TABLE

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

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

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

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

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

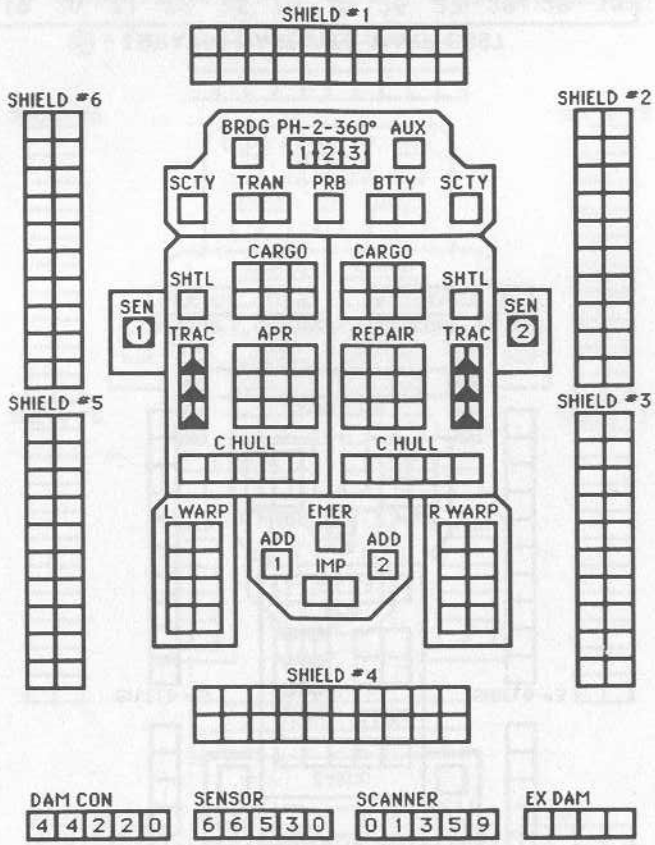
ANTI-DRONES

1																				
2																				

ALWAYS HAD 12 ROUNDS.

ANTI-DRONE TABLE

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



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

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

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KLINGON SMALL AUXILIARY PF TENDER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

CNTR

BOARDING PARTIES [ ][2]

TRANSPORTER BOMBS [ ][ ] [D][D]

TYPE II PHASER TABLE

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

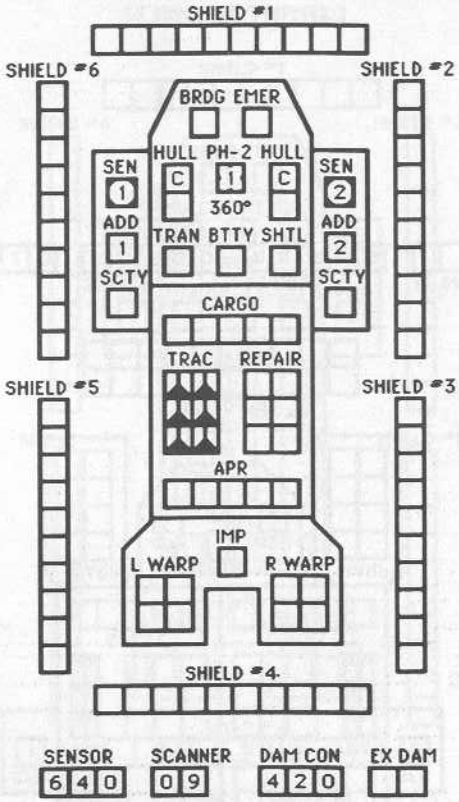
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

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

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



SENSOR	SCANNER	DAM CON	EX DAM
6 4 0	0 9	4 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 SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

ANTI-DRONES

1	[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
2	[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

ALWAYS HAD 12 ROUNDS.

ANTI-DRONE TABLE

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

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

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

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ROMULAN LARGE AUXILIARY PF TENDER

CNTR

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS, NO TRANSFERS.		

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

TYPE I OFFENSIVE PHASER TABLE

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	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

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

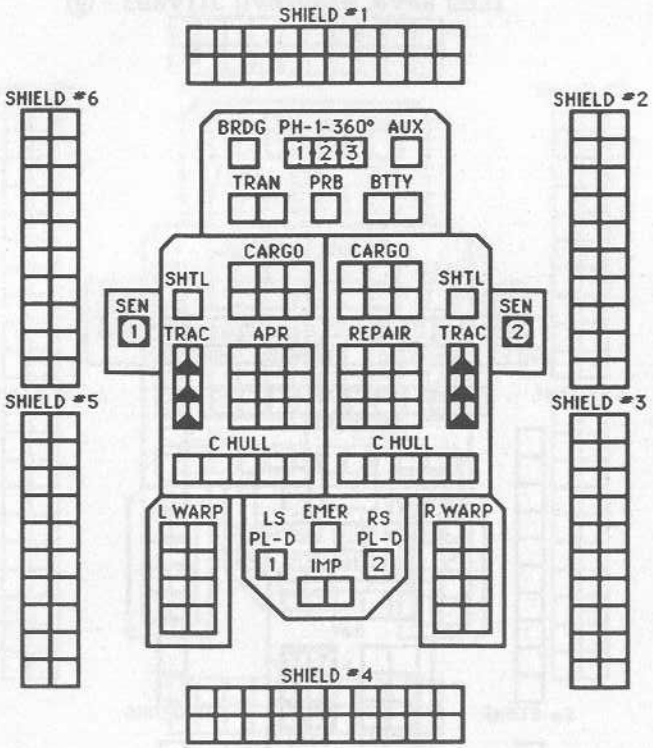
TURN MODE	SPEED
D	
NO HET BONUS	
BD	
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

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

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

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



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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

1								
2								

ALWAYS HAD TWO RELOADS.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ROMULAN SMALL AUXILIARY PF TENDER

CREW UNITS

		*							10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

CNTR

BOARDING PARTIES [ ] [2]

TRANSPORTER BOMBS [ ] [ ] [D] [D]

TYPE I OFFENSIVE PHASER TABLE

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	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	2-4
NO HET BONUS	5-9
	10-14
	15-20
	21-27
BD [ ] [ ]	28+

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

1																
2																

ALWAYS HAD TWO RELOADS.

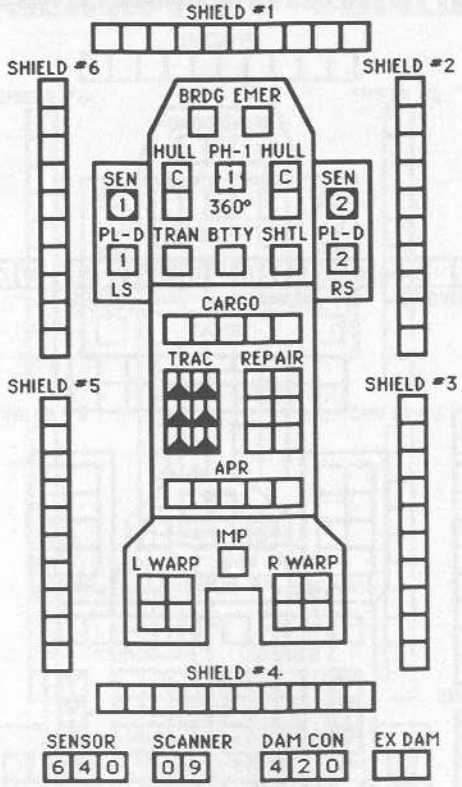
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.



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

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

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KZINTI LARGE AUXILIARY PF TENDER

CNTR

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

BOARDING PARTIES

			4

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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	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

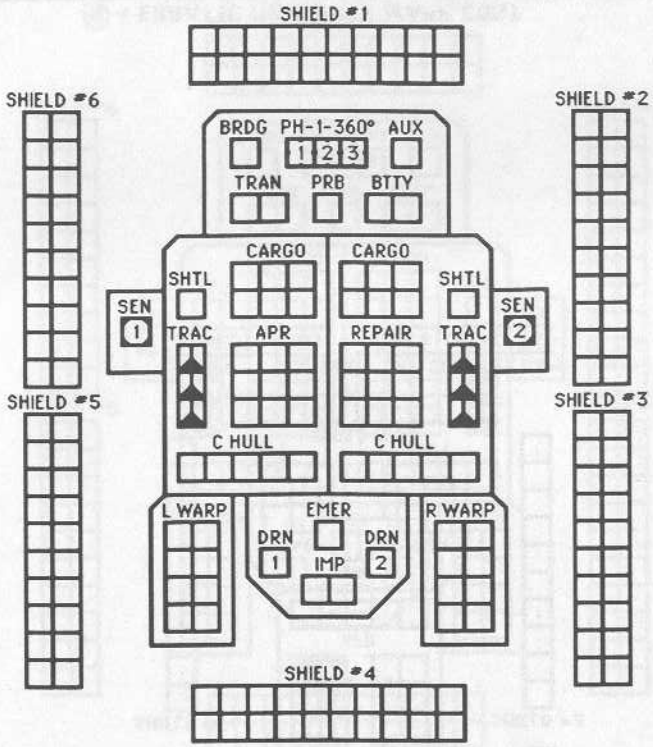
TURN MODE		SPEED
D	1	2-4
NO HET BONUS	2	5-8
	3	9-12
	4	13-17
BD	5	18-24
	6	25+

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

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

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



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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DRONE RACKS

1									B
2									B

ALWAYS HAD TWO RELOADS.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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KZINTI SMALL AUXILIARY PF TENDER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

CNTR

BOARDING PARTIES [ ] [2]

TRANSPORTER BOMBS [ ] [ ] [D] [D]

TYPE I OFFENSIVE PHASER TABLE

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	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
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
BD [ ] [ ]	5	21-27
	6	28+

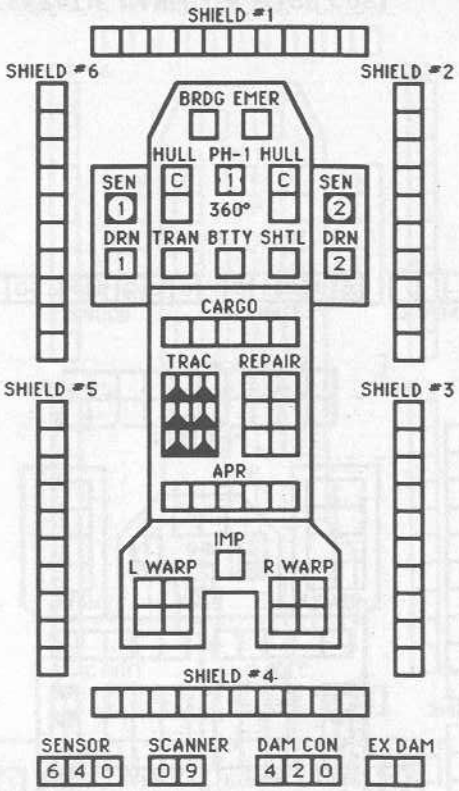
TYPE III DEFENSE PHASER

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

DRONE RACKS

1								B
2								B

ALWAYS HAD TWO RELOADS.



SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
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29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.
THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

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

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

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GORN LARGE AUXILIARY PF TENDER

R1.27B GORN AXPFL

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

CNTR

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

TYPE I OFFENSIVE PHASER TABLE

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	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

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

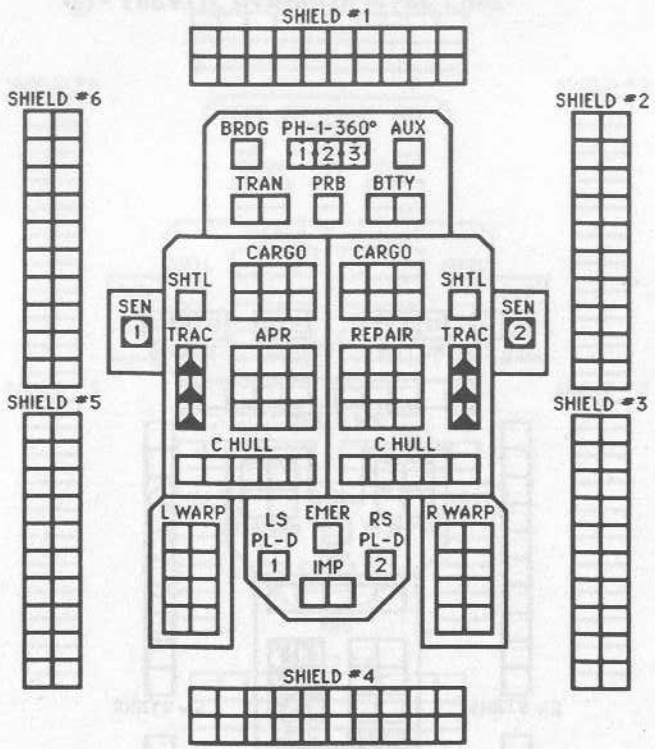
TURN MODE	SPEED
D	
NO HET BONUS	
BD	
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

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

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

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



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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

1							
2							

ALWAYS HAD TWO RELOADS.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

GORN SMALL AUXILIARY PF TENDER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

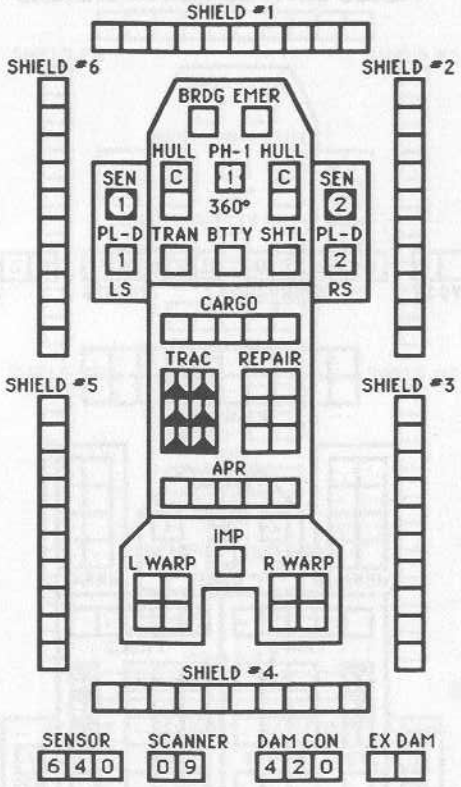
SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

CNTR

BOARDING PARTIES 2

TRANSPORTER BOMBS D D



TYPE I OFFENSIVE PHASER TABLE

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	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
NO HET BONUS	2 5-9
	3 10-14
	4 15-20
BD	5 21-27
	6 28+

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

1				
2				

ALWAYS HAD TWO RELOADS.

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

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

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

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

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THOLIAN LARGE AUXILIARY PF TENDER

CNTR

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B
SNARE REFIT	=	+6

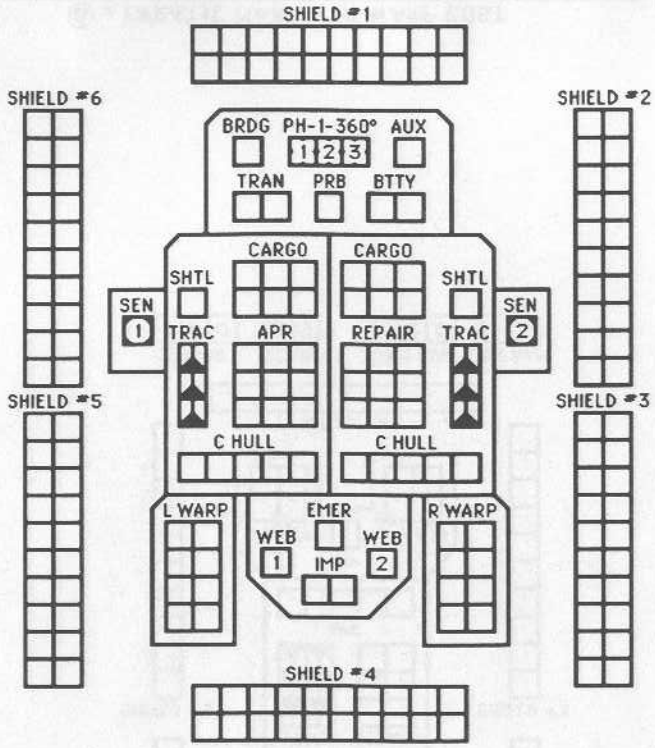
TYPE I OFFENSIVE PHASER TABLE

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

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



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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS *WEB* SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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THOLIAN SMALL AUXILIARY PF TENDER

CNTR

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A
SNARE REFIT	=	+6

BOARDING PARTIES [ ][2]

TRANSPORTER BOMBS [ ][ ]

[D][D]

TYPE I OFFENSIVE PHASER TABLE

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	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
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
BD [ ][ ]	5	21-27
	6	28+

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

WEB GENERATORS ARE DESTROYED ON "FLAG" DAMAGE POINTS.

THE SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES: SEE (E13.3) IN MODULE C-2.

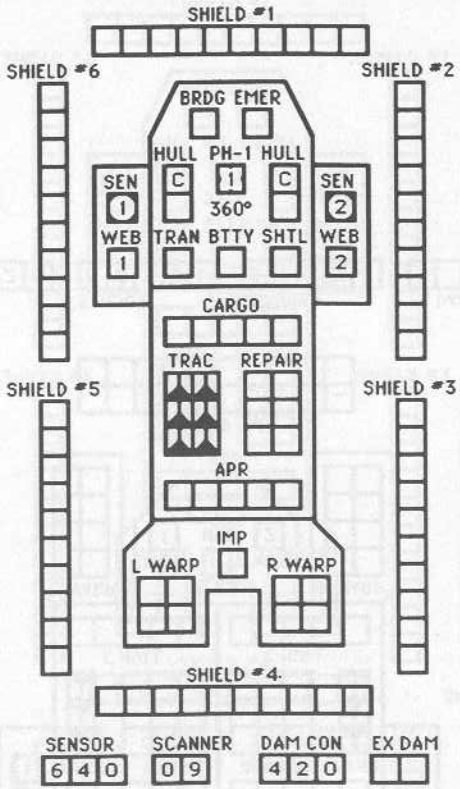
THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

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

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

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HYDRAN LARGE AUXILIARY PF TENDER

CREW UNITS

		*						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

CNTR

TYPE II PHASER TABLE

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

TURN MODE

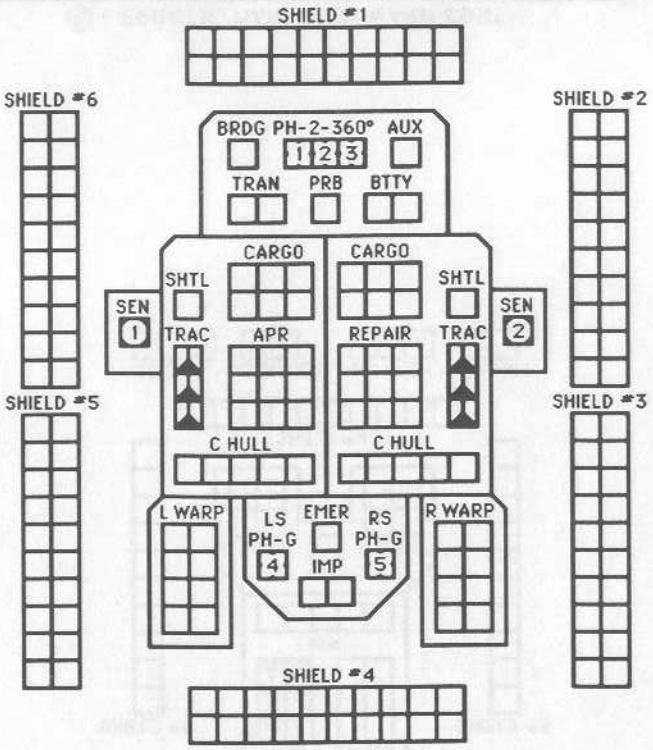
D [ ][ ]

NO HET BONUS	
BD	

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

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



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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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

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

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

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HYDRAN SMALL AUXILIARY PF TENDER

CNTR

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

BOARDING PARTIES [ ] [2]

TRANSPORTER BOMBS [ ] [ ]

[D] [D]

TYPE II PHASER TABLE

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

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

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

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
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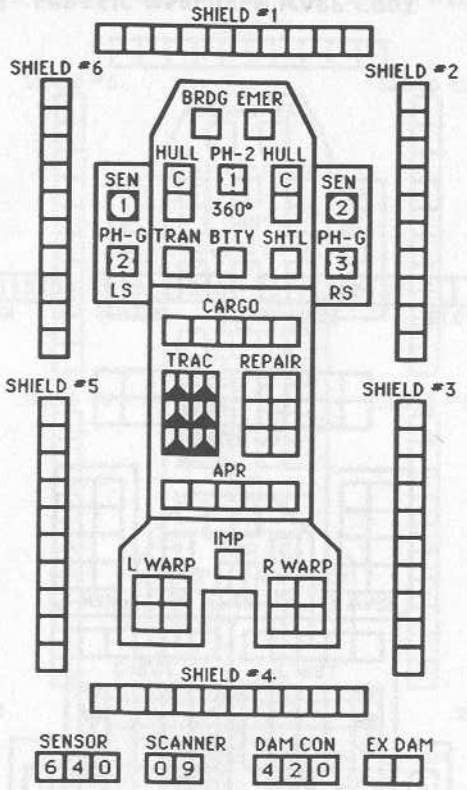
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

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

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LYRAN LARGE AUXILIARY PF TENDER

CREW UNITS

		*							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

CNTR

TYPE II PHASER TABLE

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

TURN MODE

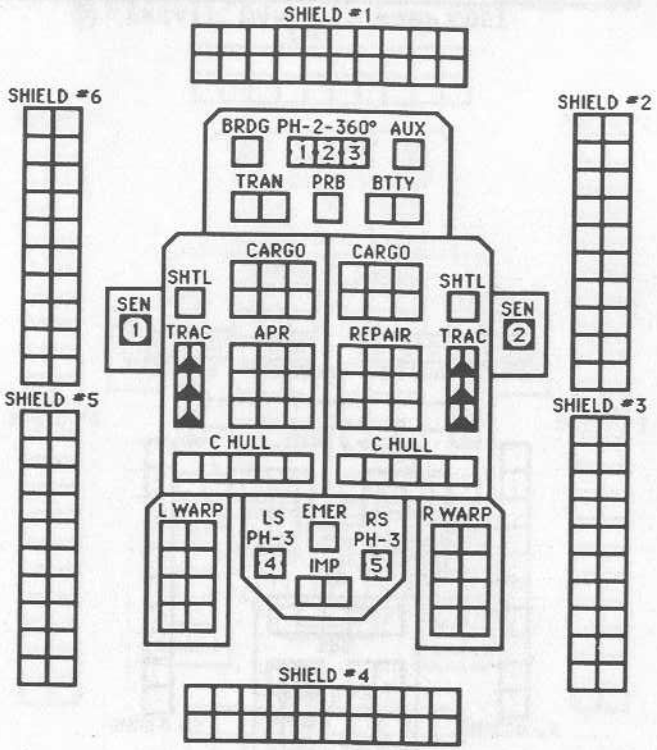
		SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+

TYPE III DEFENSE PHASER

DIE ROLL	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

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

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



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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN SMALL AUXILIARY PF TENDER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][2]

TRANSPORTER BOMBS [ ][ ] [D][D]

SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

CNTR

TYPE II PHASER TABLE

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

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

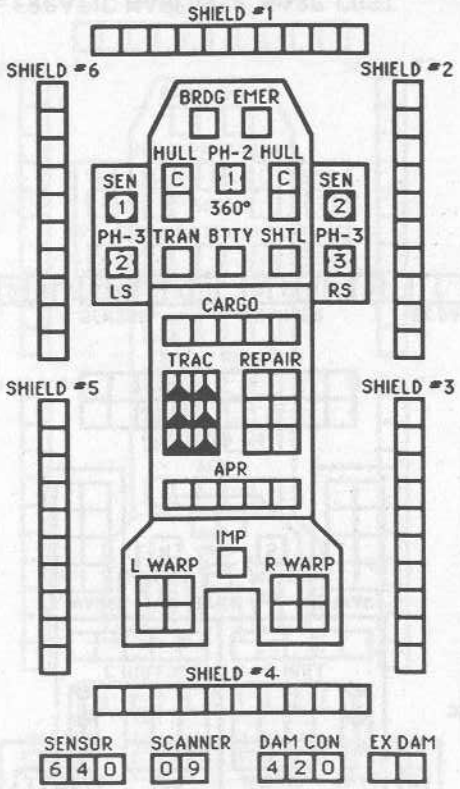
TYPE III DEFENSE PHASER

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

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

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

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



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

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

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ISC LARGE AUXILIARY PF TENDER

CNTR

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

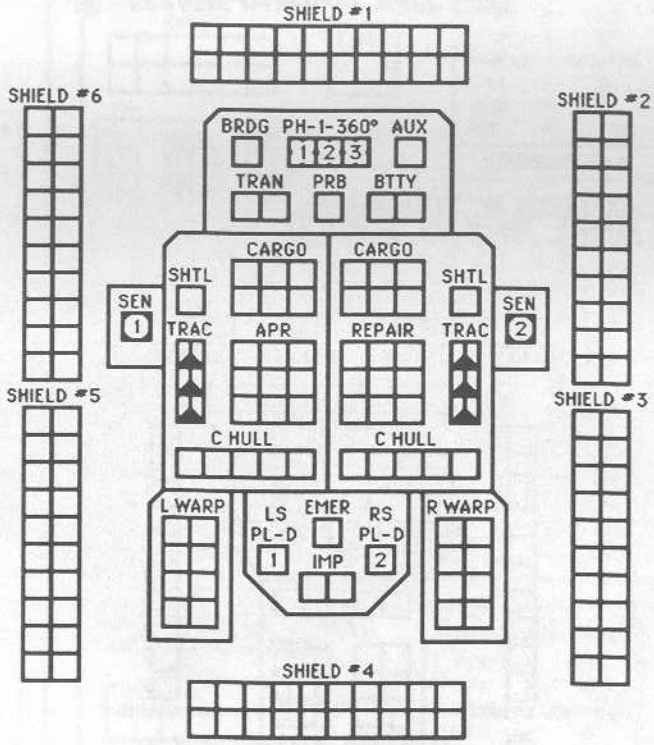
SHIP DATA TABLE

TYPE	=	AXPFL
POINT VALUE	=	130/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.27B

BOARDING PARTIES [ ][ ][ ][4]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]



TYPE I OFFENSIVE PHASER TABLE

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	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

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

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

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

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

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

DAM CON [4][4][2][2][0]

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

SCANNER [0][1][3][5][9]

EX DAM [ ][ ][ ][ ]

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

1				
2				

ALWAYS HAD TWO RELOADS.

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

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ISC SMALL AUXILIARY PF TENDER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

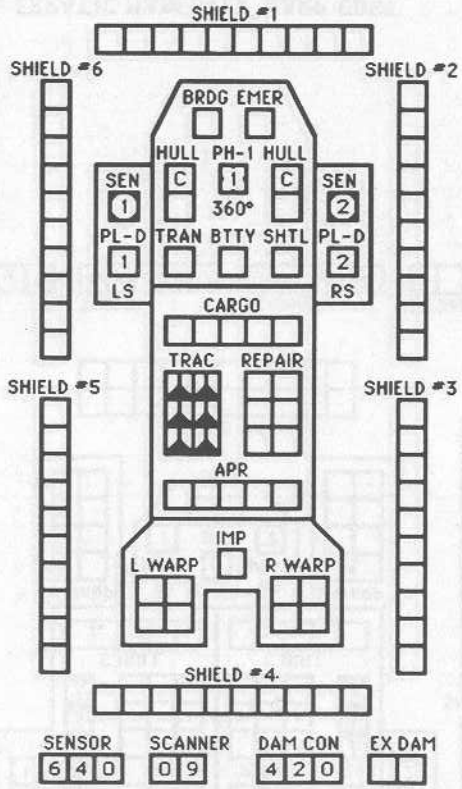
SHIP DATA TABLE

TYPE	=	AXPFS
POINT VALUE	=	70/50
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.27A

CNTR

BOARDING PARTIES [ ] 2

TRANSPORTER BOMBS [ ] [ ] D D



TYPE I OFFENSIVE PHASER TABLE

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	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
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
BD [ ] [ ]	5	21-27
	6	28+

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

1				
2				

ALWAYS HAD TWO RELOADS.

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

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

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

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SMALL GROUND BASES

SMALL FIGHTER GROUND BASE

SHIELD

CNTR

SHUTTLE

CARGO PH-3 FH

APR C HULL AUX

BASE DATA TABLE		
TYPE	=	FGB-S
BPV	=	12
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28A

CREW UNITS

DECK CREWS

BRDNG PRTS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SENSOR SCAN DAM CON EX DAM

MEDIUM FIGHTER GROUND BASE

SHIELD

CNTR

SHUTTLE

CARGO PH-3 FH

APR C HULL AUX

BASE DATA TABLE		
TYPE	=	FGB-M
BPV	=	15
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28B

BRDNG PRTS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

DECK CREWS

SENSOR SCAN DAM CON EX DAM

GROUND MISSILE BASE

SHIELD

CNTR

FH

PH-3 DRONE BRDG

APR C HULL

CARGO SHTL

BASE DATA TABLE		
TYPE	=	GMB
BPV	=	12
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28C
Y175 REFIT = +4		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

BRDNG PRTS

DRONE RACKS

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

SENSOR SCAN DAM CON EX DAM

SMALL SCIENTIFIC OUTPOST STATION

SHIELD

CNTR

FH

BRDG TRAN SHTL PH-3

C HULL LAB

APR CARGO

BASE DATA TABLE		
TYPE	=	GSO
BPV	=	10
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28D

CREW UNITS

BRDNG PRTS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SENSOR SCAN DAM CON EX DAM

GROUND MISSILE DEFENSE BASE

SHIELD

CNTR

FH

PH-3 DRONE BRDG

APR C HULL

CARGO SHTL

BASE DATA TABLE		
TYPE	=	GME
BPV	=	12
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28C2
Y175 REFIT = +0		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

BRDNG PRTS

DRONE RACKS

BASE RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, WHICH ADDED A SECOND RELOAD.

SENSOR SCAN DAM CON EX DAM

GROUND PLASMA-D DEFENSE BASE

SHIELD

CNTR

FH FH

PH-3 PLAS-D BRDG

APR C HULL

CARGO SHTL

BASE DATA TABLE		
TYPE	=	GMD
BPV	=	12
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28C1
Y175 REFIT = +0		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

BRDNG PRTS

PLASMA-D RACKS

BASE RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, WHICH ADDED A SECOND RELOAD.

SENSOR SCAN EX DAM DAM CON

SMALL GROUND BASES

AGRO STATION

CNTR

SHIELD

FH

BRDG SHTL PH-3 1

TRAN HULL CARGO

C

APR

SENSOR 6 0 DAM CON 4 2 0

SCAN 0 9 EX DAM

BASE DATA TABLE

TYPE	=	GSA
BPV	=	8
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28F

CREW UNITS * 7

BRDNG PRTS 2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

SMALL WARNING STATION

SHIELD

CNTR

FH

BRDG SEN PH-3 1 1

APR HULL

C

LAB SHTL TRAN

BASE DATA TABLE

TYPE	=	GWS
BPV	=	22
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28H

SCOUT FUNCTIONS

21 LENDING EW
22 BREAK LOCK-ONS
23 ATTRACT DRONES
24 CONTROL S-WPNS
25 IDENTIFY S-WPNS
26 DETECT MINES
27 SCIENCE INFO
28 SELF-PROTECTION
29 TAC INTEL

CREW UNITS * 6

BRDNG PRTS 2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SPECIAL SENSOR DESTROYED ON "PHASER" DAMAGE POINTS.

SENSOR 6 0 DAM CON 4 2 0

SCAN 0 9 EX DAM

SMALL POWER STATION

CNTR

SHIELD

FH

BRDG PH-3 SHTL

1 2

C HULL BTTY

APR

BASE DATA TABLE

TYPE	=	GPS
BPV	=	15
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28L

CREW UNITS * 6

BRDNG PRTS 2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SENSOR 6 0 DAM CON 4 2 0

SCAN 0 9 EX DAM

SMALL MINING STATION

SHIELD

CNTR

FH

BRDG PH-3 SHTL LAB AUX

1 2

C HULL TRAN WORKS CARGO

APR

BASE DATA TABLE

TYPE	=	GMS
BPV	=	20/8
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28E

SENSOR 6 0

SCAN 0 9

DAM CON 4 2 0

EX DAM

WORKS DESTROYED ON "CARGO" DAMAGE POINTS.

CREW UNITS * 10

BOARDING PARTIES 4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

SMALL MILITARY GARRISON

SHIELD

CNTR

FH FH

BRDG SHUTTLE PH-2 PH-3 AUX

1 2 3

TRAN C HULL BARRACKS CARGO

APR LAB

BASE DATA TABLE

TYPE	=	GMG
BPV	=	20
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.28G

FEDERATION, ROMULAN, KZINTI, GORN, THOLIAN, AND ISC GMG'S HAVE PH-1 REPLACING THE PH-2. HYDRANS REPLACE TWO PH-3 WITH ONE PH-G.

BARRACKS ARE DESTROYED ON "HULL" DAMAGE POINTS.

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

CREW UNITS * 10

BOARDING PARTIES 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS

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