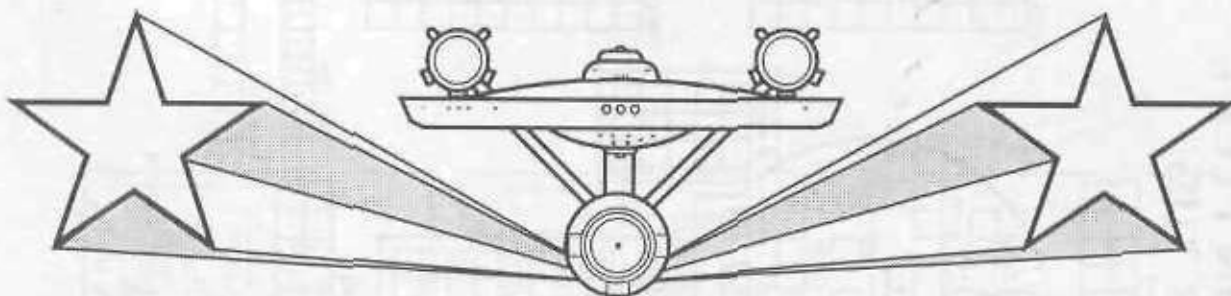


STAR FLEET BATTLES



CAPTAIN'S MODULE R2 SSD BOOK

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FEDERATION FLEET REPAIR TUG

SHIELD #1

CNTR

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

SHIELD #2

SHIELD #3

DAM CON

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

EX DAM

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

SHIELD #4

SENSOR

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

SCANNER

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

SHADED BOXES ARE THE TUG+ REFIT.

SHADED BOXES ARE PROVIDED BY THE REPAIR POD.

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

SHIP DATA TABLE

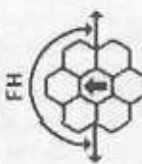
TYPE	TUG
POINT VALUE	= 66/60
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.8
PLUS REFIT	= +8
V175 REFIT	= +0
REPAIR POD	44/22

TURN MODE SPEED

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

ANTI-DRONE TABLE

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



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

ADMINISTRATIVE SHUTTLES

DRONE RACK

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

RACK HAD TWO RELOADS PRIOR TO V175, THREE THEREAFTER.

ONE RELOAD IS ENTIRELY ADDS.

PROBES

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

BOARDING PARTIES

TRANSPORTER BOMBS

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

WHILE A POD IS ATTACHED, THE HULL BOXES ON THE TUG ARE DESTROYED ON "FORWARD HULL" HITS. CARGO AND HULL ON THE POD ARE DESTROYED ON "AFT HULL" HITS. CARGO HITS ARE STILL SCORED NORMALLY. REPAIR BOXES ARE DESTROYED ON CARGO HITS.

TYPE III DEFENSE PHASER

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

FEDERATION PODS

[illegible][illegible]

FEDERATION PODS

FED LIGHT CARRIER POD

#6

SHIELD #1

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#2

SHIELD #2

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#5

SHIELD #3

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#3

SHIELD #4

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

POD DATA TABLE

TYPE = P-CVL
BPV = 36
SIZE = 4
REF = R2.57
Y175 REFIT = +0 BPV

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

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

POD HAS TUNNEL DECK; TWO DOORS (J158).
TWO BAYS; TRANSFERS BY (J159) POSSIBLE.
WHEN ATTACHED, NO (J159) TRANSFERS
TO THE TUG'S BAY.

DRONE RACKS

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FED LIGHT BATTLE POD

#6

SHIELD #1

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#2

SHIELD #2

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#5

SHIELD #3

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#3

SHIELD #4

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

POD DATA TABLE

TYPE = P-LB
BPV = 55/40
SIZE = 4
REF = R2.58
Y175 REFIT = +0 BPV

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

DRONE RACKS

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FED LIGHT BATTLE POD

#6

SHIELD #1

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#2

SHIELD #2

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#5

SHIELD #3

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#3

SHIELD #4

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

POD DATA TABLE

TYPE = P-LB
BPV = 55/40
SIZE = 4
REF = R2.58
Y175 REFIT = +0 BPV

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

DRONE RACKS

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FEDERATION SCS

CREW UNITS

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	
40	50	

DECK CREWS

10	20	30
20	30	40
30	40	50

PROBES

10	20	30
20	30	40
30	40	50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	
40	50	

SHIP DATA TABLE

TYPE = SCS
POINT VALUE = 193/165
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R2.32

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

TYPE I DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4
HIT*	-	1-2	1-3	1-4	-
FX	L + LF + RF + R				
RX	L + LR + RR + R				

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

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

SHIP DATA TABLE

TYPE = SCS
POINT VALUE = 193/165
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R2.32

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

TYPE I DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

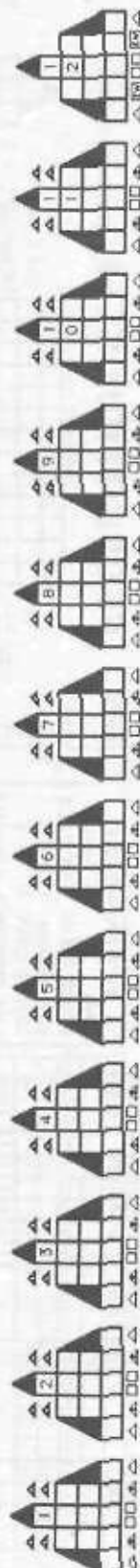
TYPE	RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				

ANTI-DRONE TABLE

RANGE	0	1	2	3	4
HIT*	-	1-2	1-3	1-4	-
FX	L + LF + RF + R				
RX	L + LR + RR + R				

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

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



FEDERATION SCSA (CONJECTURAL)

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
1	10		
2	20		
3	30		
4	40		
5	50		

DECK CREWS		BOARDING PARTIES	
IDENT	HIT POINTS	IDENT	NOTES
1	10		
2	20		
3	30		
4	40		
5	50		

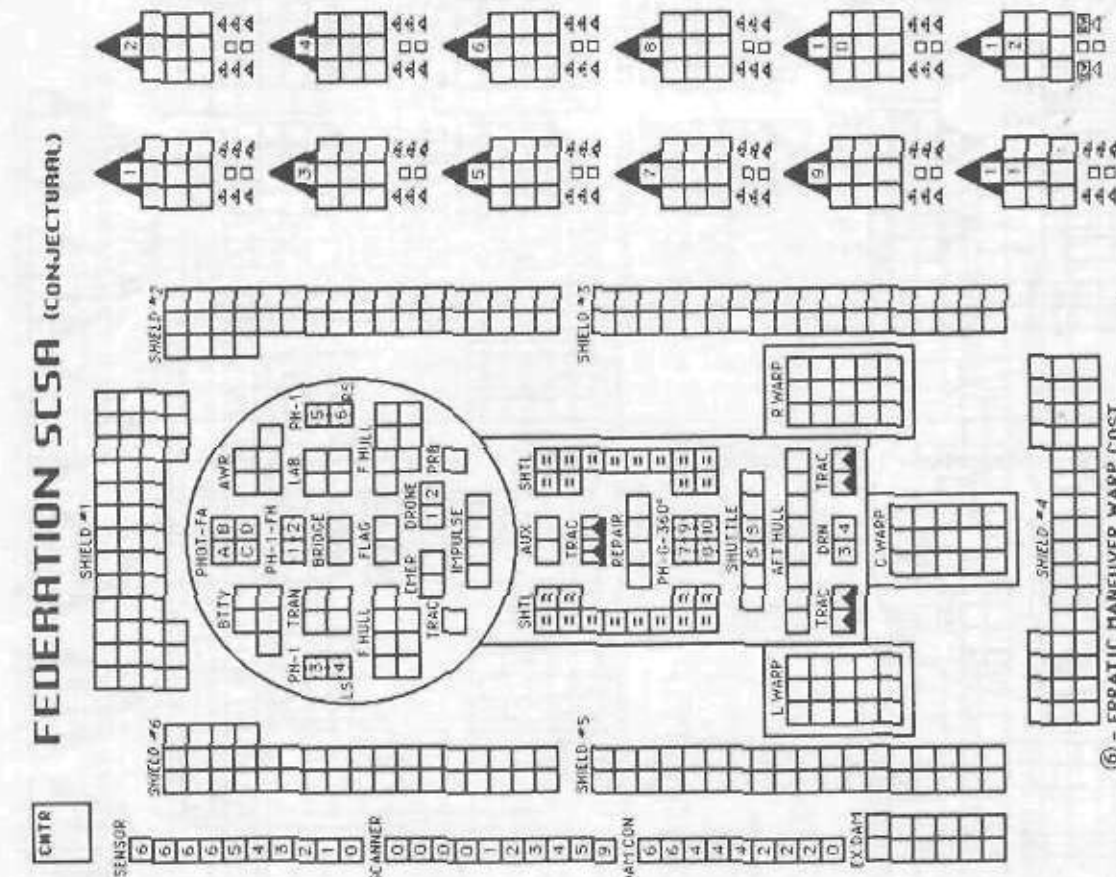
TYPE I OFFENSIVE PHASER TABLE		TYPE III DEFENSE PHASER	
DIE RANGE	ROLL	DIE RANGE	ROLL
1	1-4	1	1-4
2	5-8	2	5-8
3	9-12	3	9-12
4	13-17	4	13-17
5	18-24	5	18-24
6	25+	6	25+

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

ANTI-DRONE TABLE		PHOTON TORPEDO TABLE	
RANGE	0-1 2 3 4	RANGE	0-1 2 3 4
HIT*	1-2 1-3 1-4	HIT, STD	NR 1-5 1-4 1-3 1-2 1
		HIT, PROX	NR NR NR NR NR
		HIT, OVERLORD	NR 1-5 1-4 1-3 NR
		DAMAGE, STD	NR 8 8 8 8 8
		DAMAGE, PROX	NR NR NR NR NR
		DAMAGE, OVERLORD	NR NR NR NR NR

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

SHIP DATA TABLE		TRANSPORTER BOMBS	
TYPE	SCSA	IDENT	NOTES
POINT VALUE	193/165	1	10
BREAKDOWN	3-6	2	20
SHIELD COST	1-3	3	30
LIFE SUPPORT	1-1/2	4	40
SIZE CLASS	2	5	50
REFERENCE	R2.32A	6	60



ADMINISTRATIVE SHUTTLES		TRANSPORTER BOMBS	
IDENT	HIT POINTS	IDENT	NOTES
1	10	1	10
2	20	2	20
3	30	3	30
4	40	4	40
5	50	5	50

**FEDERATION KIROV
CLASS BATTLECRUISER**

[illegible][illegible]

PROBES					S		TRANSPORTER BDMS				D	D	D	D
--------	--	--	--	--	---	--	------------------	--	--	--	---	---	---	---

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

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

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

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
DAMAGE, OVERLOAD	-----					
	-----		NA	NA	NA	NA

SHIP DATA TABLE	
TYPE	= 8CG
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.33

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

DRONE RACKS

1							G
2							G

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

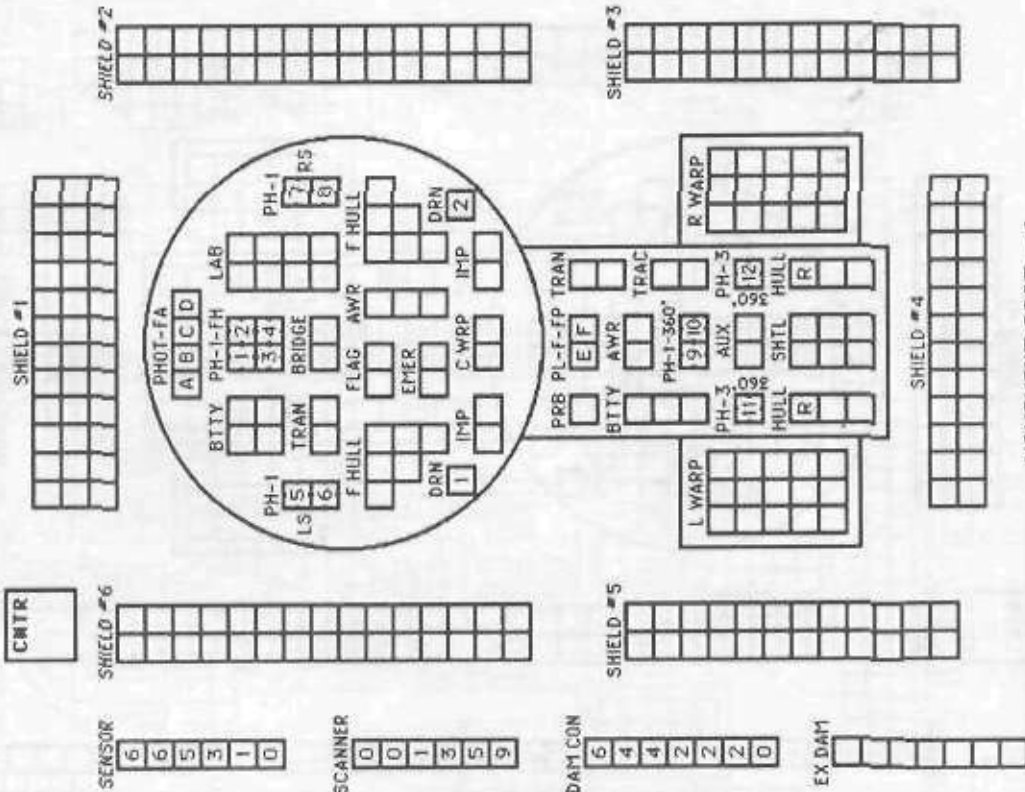
3						B
4						B

B RACKS ALWAYS HAD THREE RELOADS.

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

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

FEDERATION BISMARCK CLASS BATTLECRUISER



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

SHIP DATA TABLE	
TYPE	= BCF
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.34

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

DRONE RACKS	
1	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
2	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

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

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

PSEUDO-PLASMA TORPEDOES	
A	F B F

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
1	20
2	30
3	40
4	50

BOARDING PARTIES	
1	10
2	20
3	30
4	40
5	50

TRANSPORTER BOMBS	
1	10
2	20
3	30
4	40
5	50

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

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

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

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 NA 1-3
HIT, OVERLORD	1-6 1-5 1-4 1-3 NA NA
DAMAGE, STD	NA 8 8 8 8 8
DAMAGE, PROX	NA NA NA NA NA 4
DAMAGE, OVERLORD	-----VARIES----- NA NA NA

**FEDERATION CVB
STRIKE CARRIER**

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*				HIT POINTS	NOTE	
			10				
			20				
			30				
			40				

[illegible]

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

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

PHOTON TORPEDO TABLE			
RANGE	0-1	2	
HIT, STD	NA	1-5	
HIT, PROX	NA	NA	
HIT, OVERLOAD	1-6	1-5	
DAMAGE, STD			
DAMAGE, PROX	NA	NA	8
DAMAGE, OVERLOAD	NA	NA	NA
			-----VAR

SHIP DATA TABLE	
TYPE	= CV8
POINT VALUE	= 156
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.29A
Y175 REFIT	= +0

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

CMTR

SENSOR: 0 0 5 3 1 0

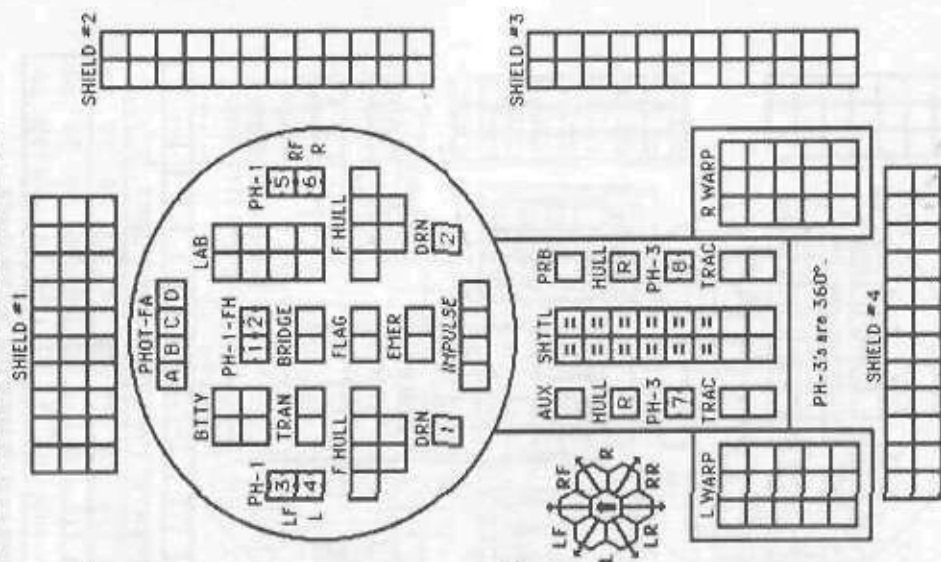
CANNER 001359

AM CON	4	4	2	2	2	0
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EX DAM

F-15 FIGHTERS
1xPh-G-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -



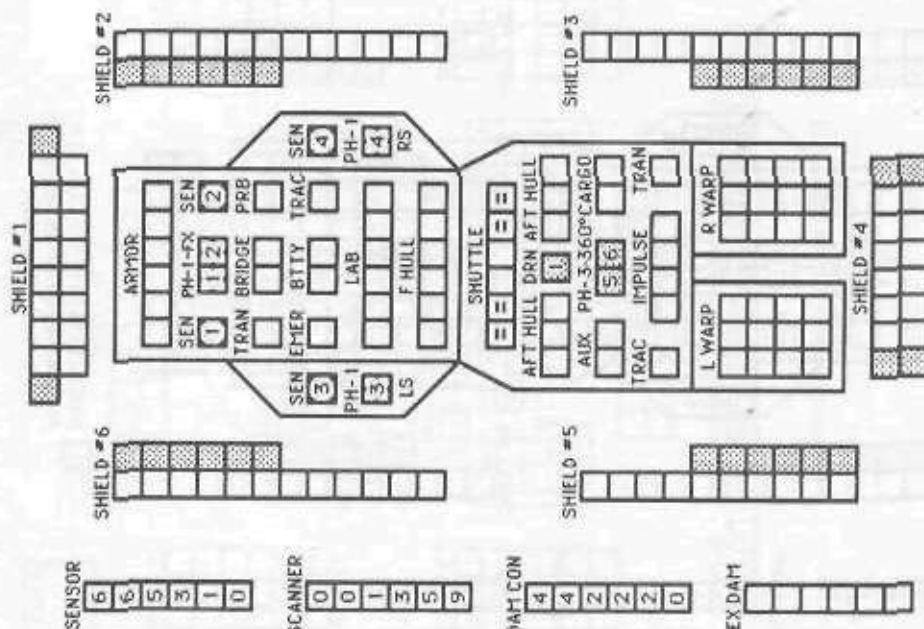
THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. HANGAR IS A TUNNEL DECK (J158).

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


$$FA = LF + RF$$

FEDERATION LIGHT
SURVEY CRUISER

CNTR



SHADED BOXES ARE THE CLS+REFIT.

SHIP DATA TABLE	
TYPE	CLS
POINT VALUE	110/95
BREAKDOWN	4-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R2.39
PLUS REFIT	+13
V175 REFIT	+0
CVE	+8

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



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

SEE (D4.12) FOR ARMOR RULES.

WARTIME SERVICE AS CVE (R2.39A)	
1	2
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	16
16	17
17	18
18	19
19	20
20	21
21	22
22	23
23	24
24	25
25	26
26	27
27	28
28	29
29	30

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	
9	90	
10	100	

DRONE RACK

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDS.

TRANSPORTER BOMBS

D D D D

TYPE I OFFENSIVE PHASER TABLE

TYPE I OFFENSIVE PHASER TABLE																													
DIE RANGE		6-9-16-26-51-					6-9-16-26-50-75																						
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	9	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	6	5	4	4	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

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

FX = L + LF + RF + R

LS = LF + L + LR

RS = RF + R + RR

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS

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

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

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

FEDERATION
FFR FRIGATE

CREW UNITS									

BOARDING PARTIES

6

PROBES

5

DECK CREWS

2

ADMINISTRATIVE SHUTTLES									

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

D D

DRONE RACK

1 1 1 1 1 1 1 1 1 1

RACK HAD TWO RELOADS PRIOR TO

Y175, THREE THEREAFTER.

ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE ROLL	6- 9- 16- 26- 51-																														
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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	-

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

LS = LF + L + LR

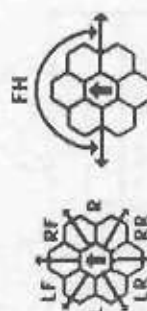
RS = RF + R + RR

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

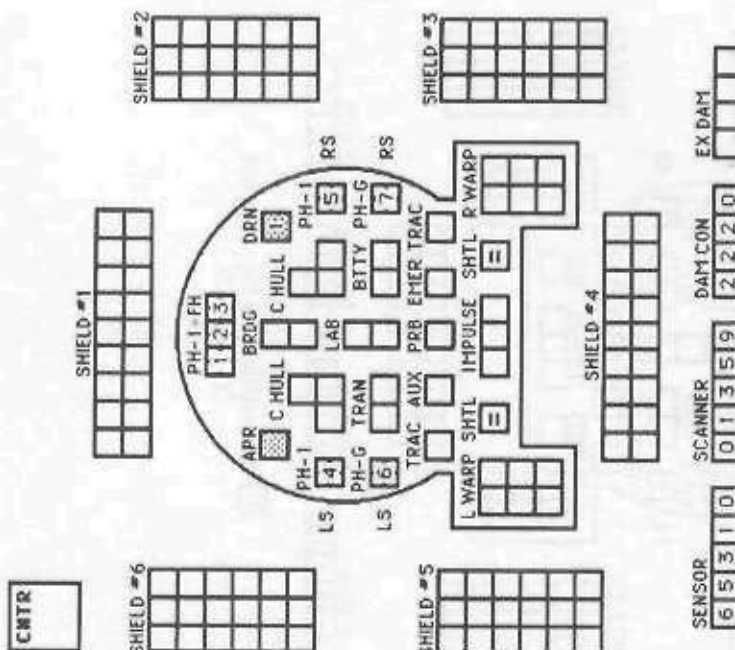
SHIP DATA TABLE									
TYPE	=	FFR							
POINT VALUE	=	80							
BREAKDOWN	=	5-6							
SHIELD COST	=	1/2+1/2							
LIFE SUPPORT	=	1/2							
SIZE CLASS	=	4							
REFERENCE	=	R2.42							
INCLUDES LIMITED AEGIS									
PLUS REFIT	=	+4							
Y175 REFIT	=	+0							

SHIP DATA TABLE									
TYPE	=	FRA							
POINT VALUE	=	90							
REFERENCE	=	R2.42A							
INCLUDES FULL AEGIS									
PLUS REFIT	=	+4							

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



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



SHADED BOXES ARE THE FFR+ REFIT.

**FEDERATION
SCOUT FRIGATE**

[illegible]

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

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

TRANSPORTER BOMBS DD

DRONE RACK

ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE[illegible]TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.

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

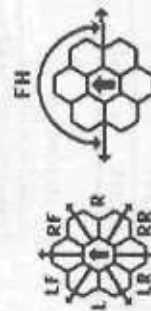
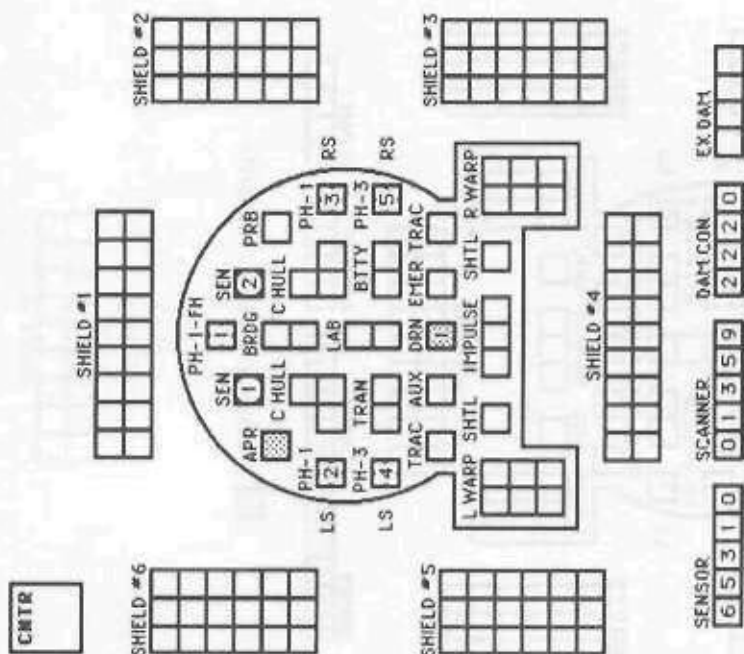
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$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

SHIP DATA TABLE	
TYPE	= FFS
POINT VALUE	= 71/55
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.44
PLUS REFIT	= +4
Y175 REFIT	= +0

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HITS	-	1-2	1-3	1-4	-


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


SHADED BOXES ARE THE FFS* REFIT.

**FEDERATION
DRONE FRIGATE**

CREW UNITS										ADMINISTRATIVE SHUTTLES									
								*											
									10										
										THIS SHIP HAS ONE SHUTTLE BAY									

BOARDING PARTIES	
TRANSPORTER BOMBS	D D

PROBES					S
--------	--	--	--	--	---

TYPE	=	FFD
POINT VALUE	=	73
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.45
PLUS REFIT	=	+4
V175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

8
8

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

Y175, TWO THEREAFTER.
G RACK HAD TWO RELOADS PRIOR TO
Y175, THREE THEREAFTER.
ONE RELOAD ON THE G RACK IS
ENTIRELY ADDS.

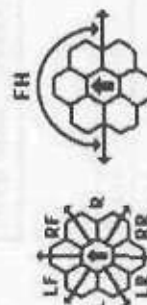
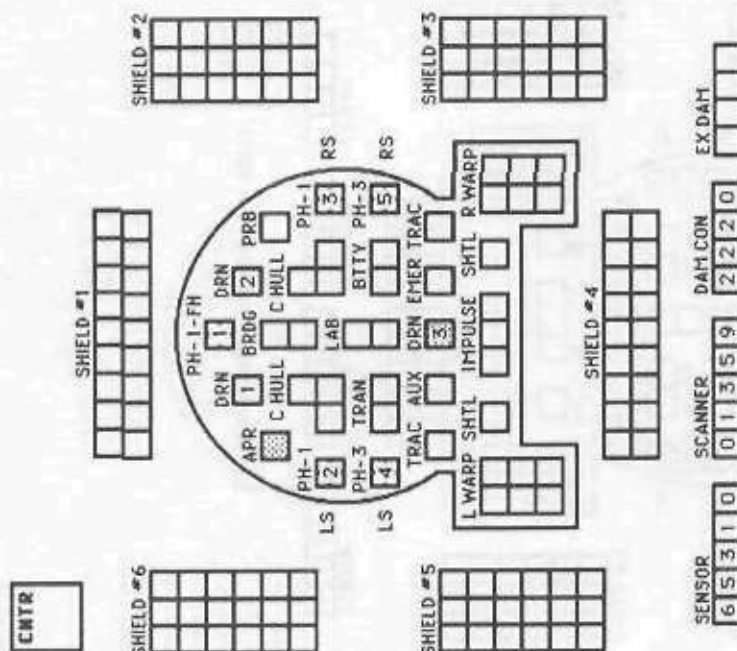
WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT ^a	-	1-2	1-3	1-4	-

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-26
Bd	6	29+


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


SHADED BOXES ARE THE FFD+ REFIT.

**FEDERATION
MINE FRIGATE**

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDS.

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

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

TYPE III DEFENSE PHASER

ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1

6	3	3	3	2	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---

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

WARP ENERGY MOVEMENT COST - 1/3 ENERGY POINT O

	1	2	3	4	5	6	7	8	9	10
SPEED	1	2	3	4	5	6	7	8	9	10
Standard	1	1	1	2	2	2	3	3	3	4

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

SHIP DATA TABLE	
TYPE	= FFM
POINT VALUE	= 71/60
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.46
PLUS REFIT	= +4
Y175 REFIT	= +0

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

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

MINE RACKS	1	1	1	1
	2	1	1	1

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

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

SHADED BOXES ARE THE FFM+ REFIT.

FEDERATION PRIORITY TRANSPORT

CREW UNITS									

ADMINISTRATIVE SHUTTLES									
IDENT	HIT	POINTS	NOTES						

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES									

TRANSPORTER BOMBS									

PROBES									

DRONE RACK									

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



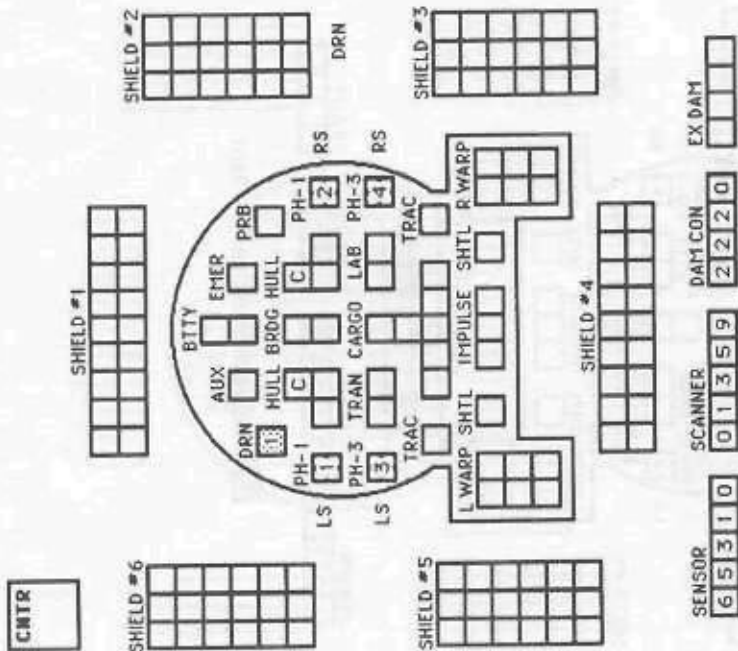
LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE									
TYPE	= FFT								
POINT VALUE	= 68/50								
BREAKDOWN	= 5-6								
SHIELD COST	= 1/2+1/2								
LIFE SUPPORT	= 1/2								
SIZE CLASS	= 4								
REFERENCE	= R2.47								
PLUS REFIT	= +3								
Y175 REFIT	= +0								

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

ANTI-DRONE TABLE

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



SHADED BOXES ARE THE FFT+ REFIT.

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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

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

FEDERATION ESCORT CARRIER

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3		
4		
5		
6		

BOARDING PARTIES

1	4
---	---

PROBES

1	5
---	---

DECK CREWS

1	6
---	---

TRANSPORTER BOMBS

1	D
---	---

DRONE RACK

1	H	H	H	H	H	G
---	---	---	---	---	---	---

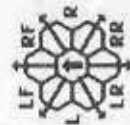
RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

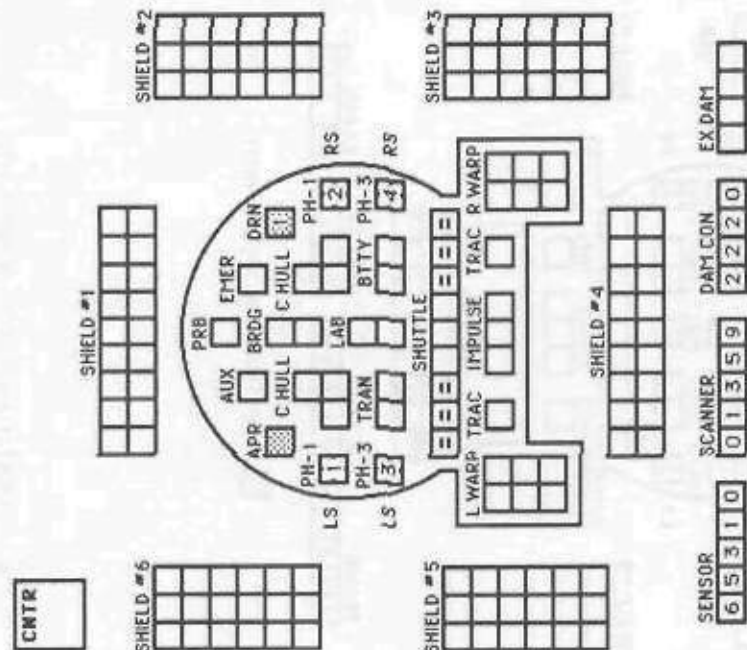
ANTI-DRONE TABLE

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

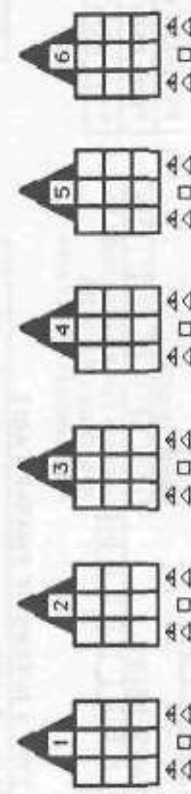
F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13
THIS SHIP CAN
CONTROL A NUMBER
OF SEEKING WEAPONS
EQUAL TO DOUBLE ITS
SENSOR RATING.

SHIP DATA TABLE	
TYPE	= FFV
POINT VALUE	= 75/50
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.49
PLUS REFIT	= +4
Y175 REFIT	= +0

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



SHADED BOXES ARE THE FFV+ REFIT.



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

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

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

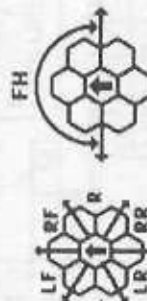
**FEDERATION
BATTLE FRIGATE**

CMTR

SHIP DATA TABLE	
TYPE	= FFB
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2*1 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.50

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

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
DAMAGE, OVERLOAD	-----VARIES-----				NA	NA


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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX																	5 = HET COST	
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	
Frac.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	

[illegible]

	BOARDING PARTIES	TRANSPORTER BOMBS
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

DIE ROLL	RANGE	0	1	2	3	4	5	6-9 8 15 25	10-15 16 25 50	16-20 26 50 75	21-25 51 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	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 RANGE		4-9-15							
ROLL	0	1	2	3	3	3	3	3	15
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

DRONE RACK

RACK HAD THREE RELOADS.
THIRD RELOAD MUST BE ADDS.

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

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

**FEDERATION LIGHT
BATTLE TRANSPORT**

[illegible]

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

SHIP DATA TABLE	
TYPE	= LBT
POINT VALUE	= 140
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.58
PLUS REFIT	= +3
Y175 REFIT	= +0

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

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4+
HITS	-	1-2	1-3	1-4	-

1	400	200	100	50	25	10	5	2	1
2	200	100	50	25	10	5	2	1	
3	100	50	25	10	5	2	1		

SHADED BOXES
ARE THE LTT+ REFIT.

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

WHILE A POD IS ATTACHED, THE HULL BOXES ON THE LTT ARE DESTROYED ON "FORWARD HULL" HITS. CARGO AND HULL ON THE POD ARE DESTROYED ON "AFT HULL" HITS. CARGO HITS ARE STILL SCORED NORMALLY.

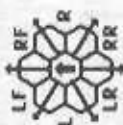
ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES
	TWO DAYS, NO (JL 59) TRANSFERS.

BOARDING PARTIES

TRANSPORTER BOMBS	PROBES
	5

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


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

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

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
DAGE, OVERLOAD	-----	NA	1-5	-----	NA	NA

FEDERATION NEW REGIS CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS	10	20	30
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

BOARDING PARTIES

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

DECK CREWS

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

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE	
TYPE	= NAC
POINT VALUE	= 128
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.59
INCLUDES FULL AEGIS	
INCLUDES V175 REFIT	

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6-9-16-26-51-															THIS SHIP CAN															
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	CONTROL A
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	NUMBER OF
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	SEKING
3	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	WEAPONS EQUIVA
4	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	TO DOUBLE ITS
5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	SENSOR RATING
6	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

TYPE III DEFENSE PHASER

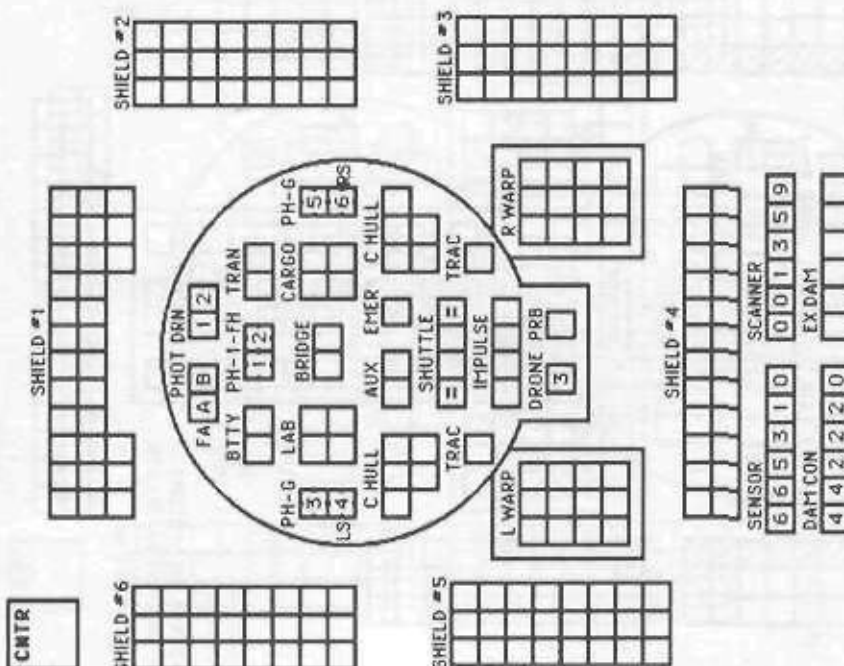
DIE RANGE										4-9-15										AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY BACKS TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.										SEE (R2.R5) FOR STORAGE DATA.									
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
1	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4									
2	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4									
3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4									
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4									
5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4									
6	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3									

PHOTON TORPEDO TABLE

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

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	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	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



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

ANTI-DRONE TABLE

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

DRONE RACKS

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

RACKS HAVE THREE RELOADS.
ONE RELOAD IS ENTIRELY ADD.



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

**FEDERATION NEW
STRIKE CARRIER**

SHIP DATA TABLE	
TYPE	= NVS
POINT VALUE	= 128
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.60
INCLUDES Y175 REEIT	

ADMINISTRATIVE SHUTTLES									
	HIT POINTS	NOTES							

DRONE RACKS										
	1	2	3	4	5	6	7	8	9	10
G										
G										

DRONE RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADD*

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

BOARDING PARTIES

8

PROBES

5

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

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

[illegible]

	5-8	9-12	13-30
1	1-3	1-2	1
2	NA	1-4	1-3
3	1-3	NA	NA
4	8	8	8
5	NA	4	4
6	-----	NA	NA

TYPE III DEFENSE PHASER						PHOTON TORPEDO TABLE							
DIE	RANGE		4-9-15			RANGE	0-1	2	3-				
ROLL	0	1	2	3	8								
1	4	4	4	3	1					HIT, STD	NA	1-5	1-
2	4	4	4	2	1					HIT, PROX	NA	NA	NA
3	4	4	4	1	0	HIT, OVERLOAD	1-6	1-5	1-				
4	4	4	3	0	0	DAMAGE, STD	NA	8	8				
5	4	4	3	2	0	DAMAGE, PROX	NA	NA	NA				
6	3	3	1	0	0	DMCE, OVERLOAD	-----	VARIES					

5 - NET COST

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

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13



1



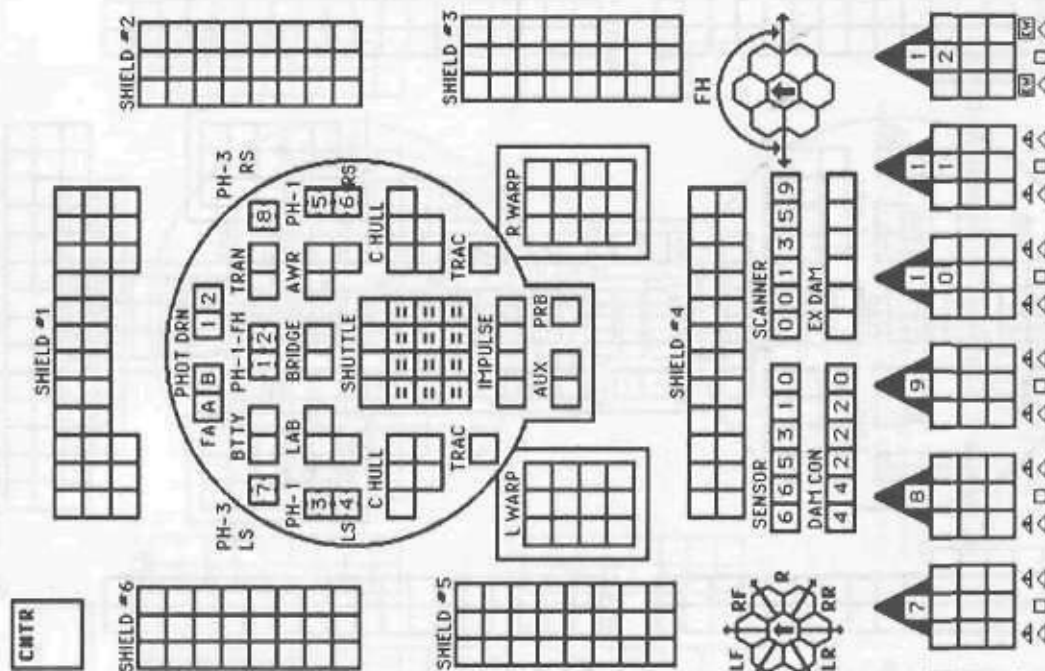
2



3

WADD ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER MOVE

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



FEDERATION DNG DREANOUGHT

CREW UNITS

10	20	30	40	50
*				

[illegible]

SHIP DATA TABLE	
TYPE	= DNG
POINT VALUE	= 244
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R2.61

BOARDING PARTIES

[illegible]

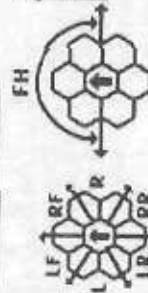
TRANSPORTER BOMBS	DD
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TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE III DEFENSE PHASER

Die Roll	Range			4-9		
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0


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

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HITS	-	1-2	1-3	1-4	-

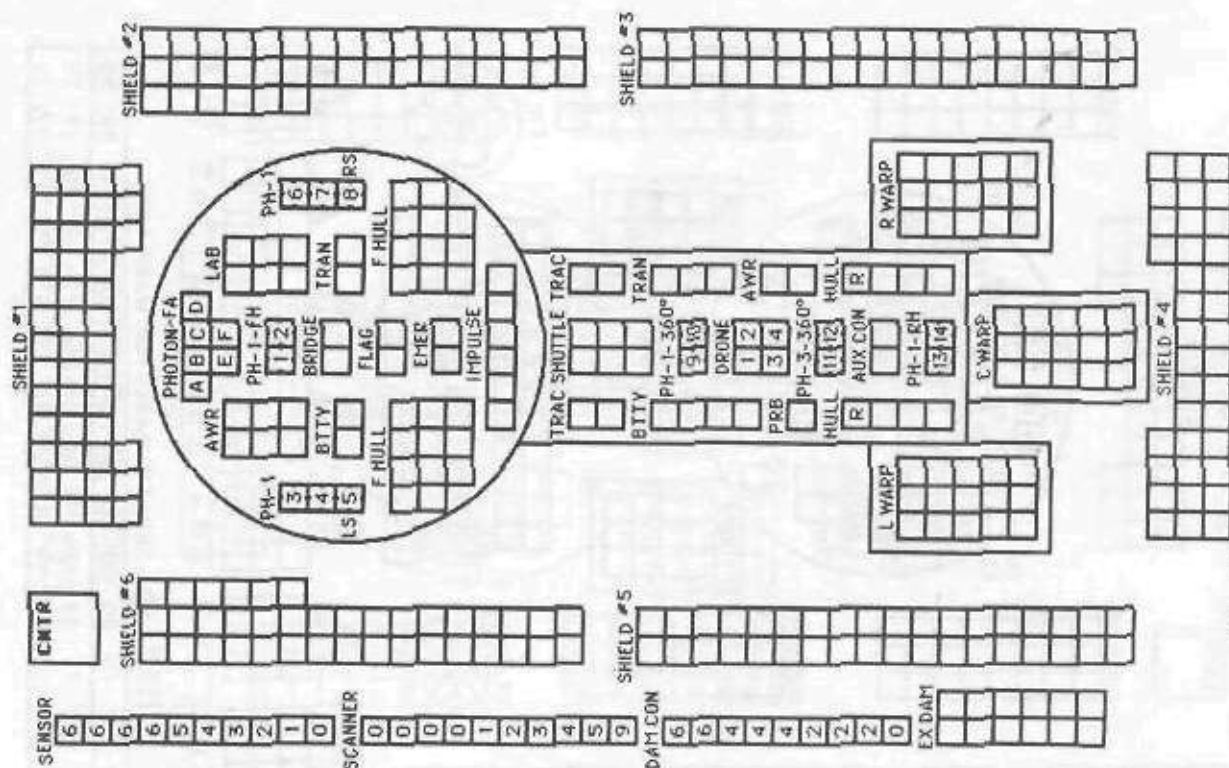
PHOTON TORPEDO TABLE

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
DAMAGE, OVERLOAD	-----	-----	-----	-----	NA	NA

DRONE RACKS

[illegible]

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



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

**FEDERATION
DESTROYER ESCORT-R**

ADMINISTRATIVE SHUTTLES

[illegible]

SHIP DATA TABLE	
TYPE	= DER
POINT VALUE	= 90
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.62
INCLUDES LIMITED AEGIS	

BOARDING PARTIES

TRANSPORTER BOMBS

DECK CREWS

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

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

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

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4*
HIT*	-	1-2	1-3	1-4	-

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

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

PHOTON TORPEDO TABLE

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

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

FIND ENERGY COSTS (¢/KWH) FOR STEAM (100% EFFICIENCY) AT 150 PSI																															
STEAM ENERGY COSTS (¢/KWH) FOR STEAM (100% EFFICIENCY) AT 150 PSI															STEAM ENERGY COSTS (¢/KWH) FOR STEAM (100% EFFICIENCY) AT 150 PSI																
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	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	1	$\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15	

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

SEE (P2 P5) FOR SPECIAL RULES REGARDING CARGO.

⑥ = ERRATIC MANFIIVER WARP COST

**FEDERATION NEW
ESCORT CRUISER-R**

ADMINISTRATIVE SHUTTLES

CREW UNITS[illegible]

BOARDING PARTIES
8

PROBES	TRANSPORTER BOMBS
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
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
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54	54
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57	57
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67	67
68	68
69	69
70	70
71	71
72	72
73	73
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78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

DECK CREWS

TRANSPORTER BOMBS	0000
-------------------	------

SHIP DATA TABLE	
TYPE	= MER
POINT VALUE	= 116
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.63
INCLUDES FULL AESIS	
INCLUDES V175 REFIT	

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

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

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


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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

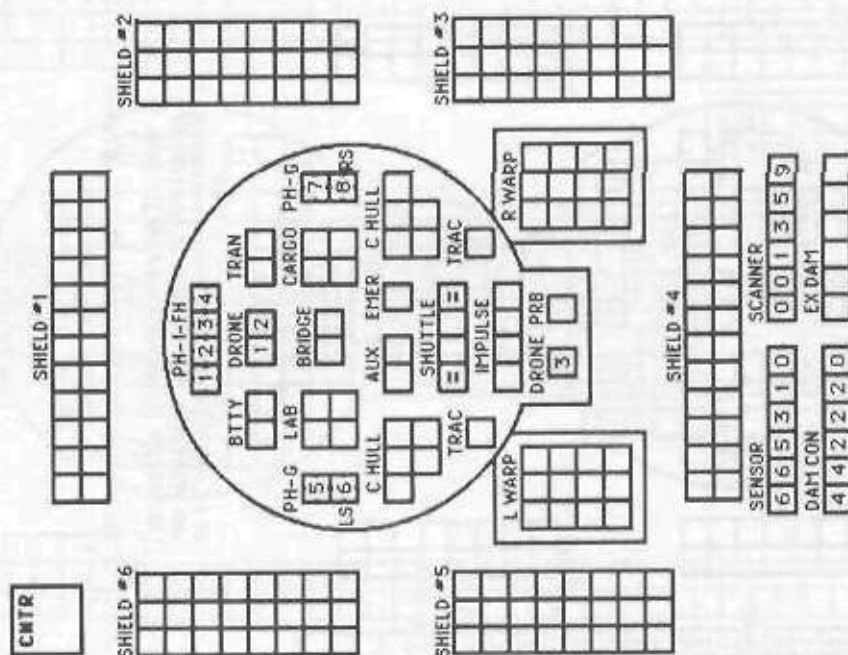
SEE (P2.R5) FOR STORAGE DATA.

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 -

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	5
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RACKS HAVE THREE RELOADS.
 ONE RELOAD IS ENTIRELY ADD.



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

FEDERATION NEW JERSEY
CLASS BATTLECRUISER

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

PROBES					5
TRANSPORTER BOMBS					00000

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

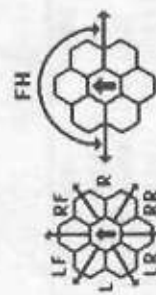
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DNGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA

SHIP DATA TABLE	
TYPE	= BCJ
POINT VALUE	= 197
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.64

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

DRONE RACKS

3 G RACKS ALWAYS HAD THREE
RELOADS. ONE RELOAD IS ENTIRELY
ADDs.
SEE (D23.0) FOR SHOCK EFFECTS.


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

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

WAR DESTROYER SCOUT

SHIP DATA TABLE	
TYPE	= DWS
POINT VALUE	= 101/87
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.66

[illegible]

PROBES					5
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BOARDING PARTIES									8
TRANSPORTER BOMBS			D D						

TYPE I OFFENSIVE PHASER TABLE

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

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

DRONE RACK

CRACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

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

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

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

RESCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS


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

**FEDERATION WAR
PRIORITY TRANSPORT**

[illegible]

PROBES					5
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[illegible]

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

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

DRONE RACK

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

THE RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

ANTI-DRONE TABLE

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

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

SHIP DATA TABLE	
TYPE	= DWT
POINT VALUE	= 97/65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.69

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


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

SENSOR

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

 SCANNER

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

 DAM CON

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

 EX DAM

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⑥ = ERRATIC HANEUVER WARP COST

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

**KZINTI MEDIUM
COMMAND CRUISER**

[illegible]

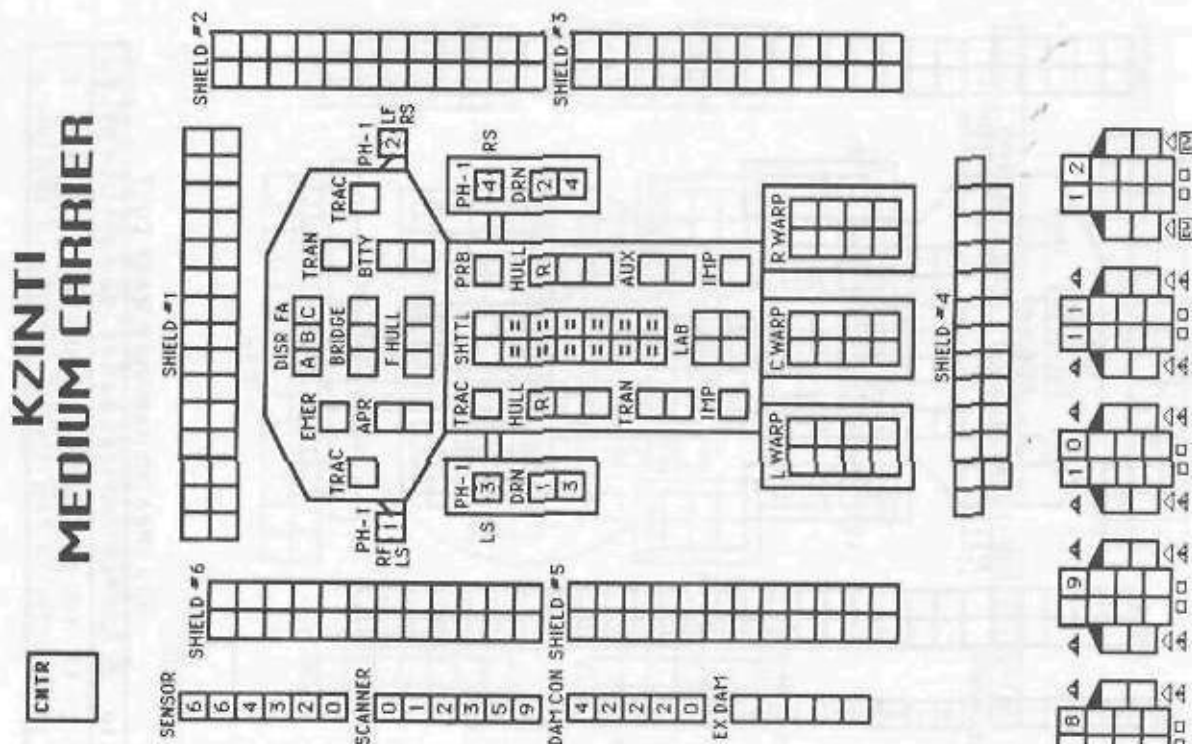
⑥ = ERRATIC MANEUVER WARP COST

5 = NET COST

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

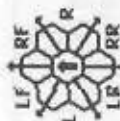
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX										⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST											
SPEED		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	5	6	5	6	6	7	6	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20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

**KZINTI
MEDIUM CARRIER**



SHIP DATA TABLE	
TYPE	= MCV
POINT VALUE	= 112
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.27
V175 REFIT	= +4

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


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

TAAS FIGHTERS 2x PH-3-FA DFR = 4 CRIPPLED = 8 SPEED = 15	TAOS ONLY ▲
--	-------------

HIT & RUN
DERFACS

[illegible]

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

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

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

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

KZINTI MEDIUM
MINESWEEPER

CNTR

SHIP DATA TABLE	
TYPE	= MMS
POINT VALUE	= 110/102
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.30
Y175 REFIT	= +7

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES
MSS	
MSS	

BOARDING PARTIES

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

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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PRIOR TO Y175 REFIT, ADDS HAD 6 ROUNDS.

TRANSPORTER BOMBS

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

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

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

THIS SHIP CAN

CONTROL A	NUMBER OF	SEEKING	WEAPONS	EQUAL TO	DOUBLE THE	SENSOR RATING.
8	1	2-5	6-10	11-15	16-21	22-28
HET	3	4	5	6	7	8
BD	1	2	3	4	5	6

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

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

ANTI-DRONE TABLE

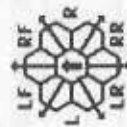
RRHSE	0	1	2	3	4
HIT*	-	1-2	1-3	1-4	-

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

MINE RACKS

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

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

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
Frac.	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

**KZINTI MEDIUM
DRONE CRUISER**

ADMINISTRATIVE SHUTTLES

CREW UNITS

SHIP DATA TABLE	
TYPE	= MOC
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.31
Y175 REFIT	= +10

PROBES					5
TRANSPORTER BOMBS					
					0000

TRANSPORTER BOMBS

b	b	b	b	b
---	---	---	---	---

TYPE I OFFENSIVE PHASER TABLE

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

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

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

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

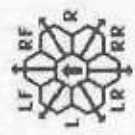
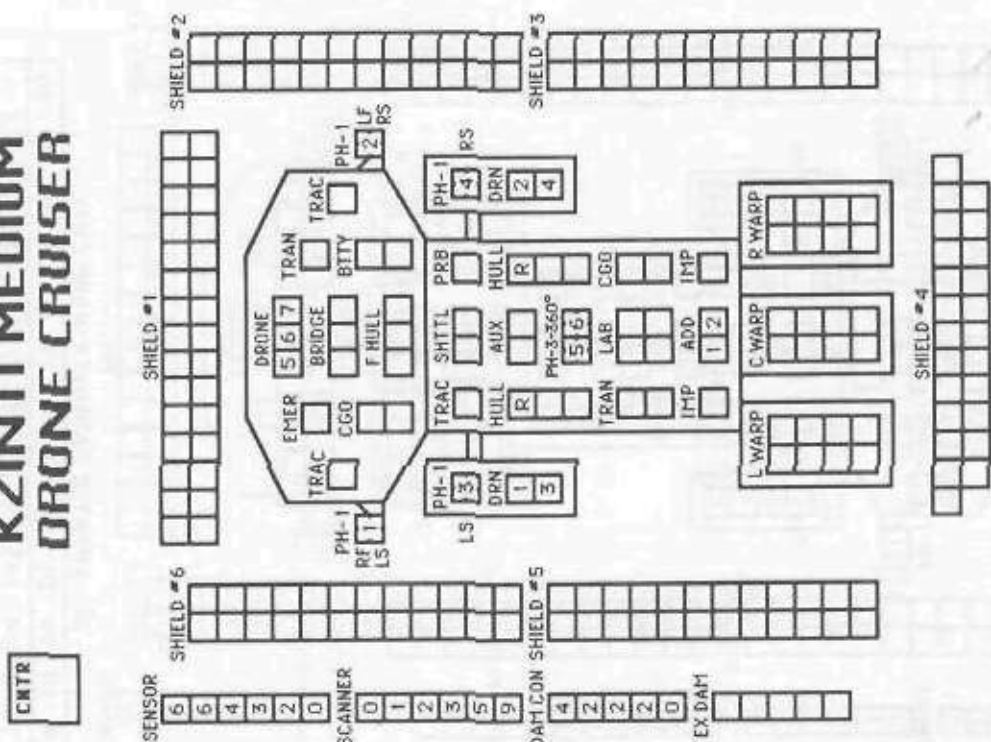
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y17S REFIT, WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS)

200 POINTS OF ADDITIONAL DRONES ARE
STORED IN THE FOUR CARGO BOXES.

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

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

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


$$S = LF + L + LR$$

**KZINTI MEDIUM
SCOUT CRUISER**

CREW UNITS						ADMINISTRATIVE SHUTTLES					
	*					HIT POINTS	NOTES				
					10						
					20						
					30						

BOARDING PARTIES

10

ANTI-DRONES

1

2

PRIOR TO Y175 REFIT, ADDS HAD 6 ROUNDS

PROBES	5				
TRANSPORTER BOMBS					0000

SHIP DATA TABLE	
TYPE	= MSC
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.32
V175 REFIT	= +7

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

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

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

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

DRONE RACKS

1				A	C		
2				A	C		
3				A		B	B
4				A			B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)
UNTIL THE Y175 REFIT . WHICH CONVERTED
THESE TO TYPE-B OR TYPE-C (2 RELOADS)

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HITS	-	1-2	1-3	1-4 -

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

SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.

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

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

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

**KZINTI MEDIUM
PF TENDER**

SHIP DATA TABLE	
TYPE	= MPF
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.33

PROBES					5
TRANSPORTER BOMBS					DDDD

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

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


$$RS = PF + P + PR$$

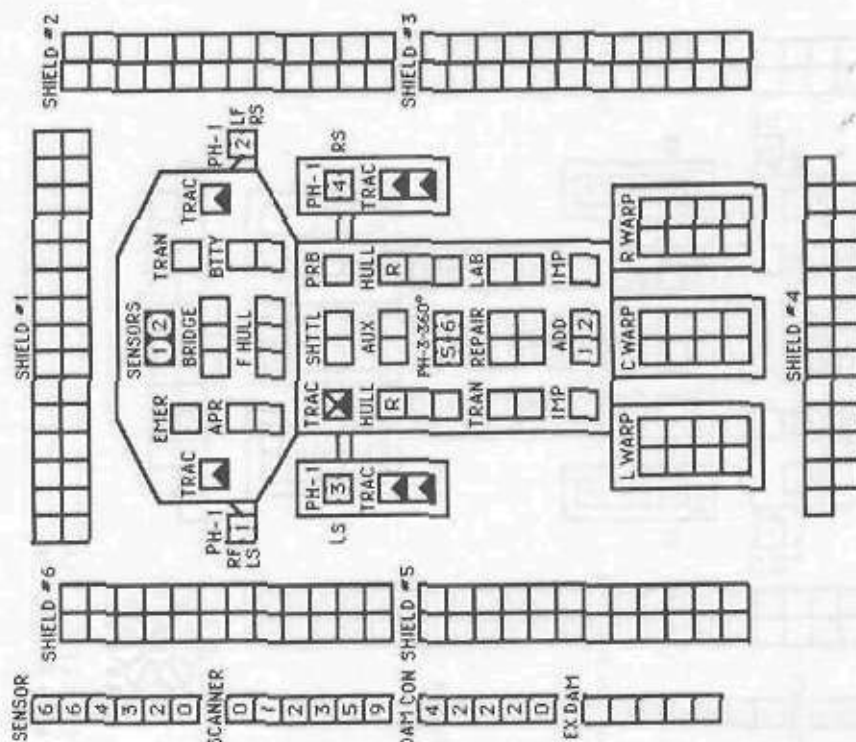
TYPE III DEFENSE PHASE		4-9-15			
DIE	RANGE	1	2	3	8
ROLL	0	1	4	4	3
	1	4	4	4	3
	2	4	4	4	2
	3	4	4	4	1
	4	4	4	3	0
	5	4	4	3	2
	6	3	3	1	0

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

SCOUT FUNCTIONS SUMMARY

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

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4*
HIT*	-	1-2	1-3	1-4	-



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

**KZINTI MEDIUM
BATTLE TRANSPORT**

CMTR[illegible][illegible][illegible][illegible]

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

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

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

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

HIT & RUN
DERFACS

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

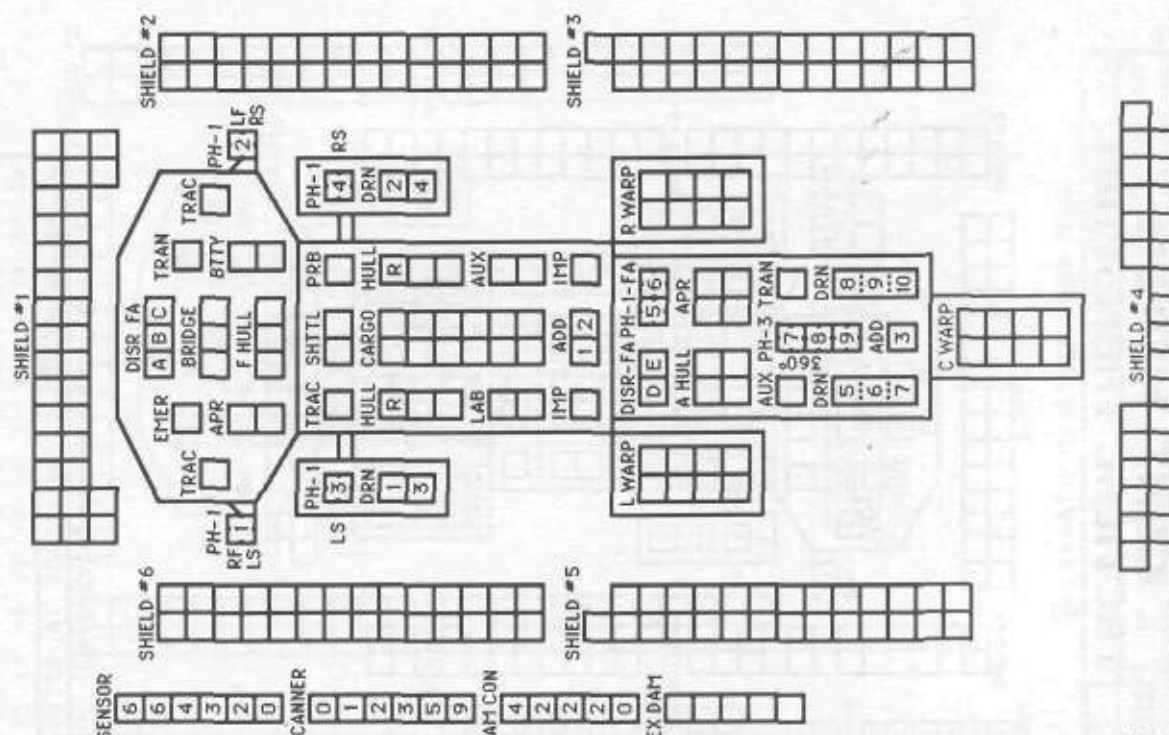
[illegible]

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

$$S = LF + LR$$

MOVEMENT COST = 1
HET COST = 5
FM COST = 6

THE SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE D DRONE MAGAZINES



KZINTI DESTROYER

[illegible][illegible][illegible]

SHIP DATA TABLE	
TYPE	= DD
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 \times 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.35
V175 REFIT	= +4

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

[illegible]

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

DISRUPTOR TABLE

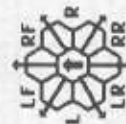
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2
DAMAGE, OULD	10	10	8	8	6	0	0

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

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

5 = HET COST

⑥ - ERRATIC MANEUVER WARP COST

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


The diagram illustrates the bridge control room of the USS Enterprise (NCC-1701-A) from the movie Star Trek: The Motion Picture. The central console is labeled 'PH-1-FX' and 'PH-1-360°'. It features various control panels for DIS, FA, BRIDGE, EMER, PRB, F HULL, SMTL, AUX, SHTL, TRAN, LAB, BTTY, HULL, APR, IMP, TRAC, L WARP, C WARP, and R WARP. There are also PH3 and DRN panels with numbered buttons (1, 2, 3, 4). The bridge is surrounded by six shields (SHIELD #1 to #6) and a central console. The background shows the ship's hull and various sensors and scanners.

KZINTI SURVEY CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS

	10	20	30	40
*				

[illegible]

BOARDING PARTIES						
						B

					D	D	D	D
TRANSPORTER BOMBS								

[illegible]

SHIP DATA TABLE	
TYPE	SR
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.37
C-14 REFIT	= +6
V175 REFIT	= +6
SRV	= +8

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

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

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

SCOUT FUNCTIONS SUMMARY

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

(REPLACES FOUR ADMIN SHUTTLES.)

TADS FIGHTERS
2x PH-3-F4
DPR = 4
CRIPPLED = 8
SPEED = 15

TADS ONLY ▲

DECK CREWS

4	4
---	---

SCANNER

0 1 2 3 4 5

DAM CON

SHIELD = 5

EX-DAM

[illegible]

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT WHICH CONVERTED THEM TO TYPE-C (2 RELOADS).

[illegible]

WARTIME FIGHTER DEPLOYMENT (R5.37A)

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS.

CMTD

SENSOR

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

[illegible]

SHIELD # 6



SHIELD #3

[illegible]

SHADED BOXES ARE THE C-14 REFIT.
BEFORE THE REFIT, THE FORWARD
PHASERS ARE LF+L/RF+R.

MOVEMENT COST = 1
HET COST = 5
EH COST = 6

KZINTI PF TENDER PODS

APR	SEN	2
AFT HULL		
REPAIR	TRAC	

TYPE	=	P-PF6
BPV	=	20/12
SIZE	=	4
REF	=	R5.40

SEN APR
AFT HULL
TRAC REPAIR

[illegible][illegible]

SENSORS ARE
DESTROYED ON
"PHASER" HITS.

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

KZINTI V-7 CVA POD

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

360°	AUX HULL PH-3	CARGO TRAC	SHUTTLE
	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
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	☐ ☐ ☐	☐ ☐ ☐	☐

SHIELD #4[illegible][illegible]

TYPE	=	P-V7
BPV	=	25
SIZE	=	4
REF	=	R53R

TAA5 FIGHTERS
22X PH-3-FA
DPR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY Δ

KZINTI REPAIR POD

BOARDING PARTIES	
2	

CREW UNITS	
	*

CARGO	

APR	

REPAIR	

POD DATA TABLE	
TYPE	= P-R8
BPV	= 34/18
SIZE	= 4
REF	= R5.39

KZINTI REPAIR POD

[illegible]

KZINTI REPAIR POD

BOARDING PARTIES									
CREW UNITS									
POD DATA TABLE									
TYPE = P-RD					BPV = 34/18				
SIZE = 4					REF = RS.39				

**KZINTI FFK
FRIGATE**

ENTR

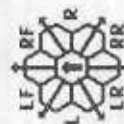
SHIP DATA TABLE	
TYPE	= FFK
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2-1 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.46
W175 REFIT	= +4

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

DRONE RACKS

1						A	C
2						A	C
3						A	B
4						A	B

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


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

5] = NET COST

OINT PER HEX

WARP ENERGY MOVEMENT COST = 1/3 ENERGY

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

CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDENT	HIT POINTS	MOVES	
					10				
					20				

BOARDING PARTIES	PROBES
6	5

TRANSPORTER BOMBS

b	b
---	---

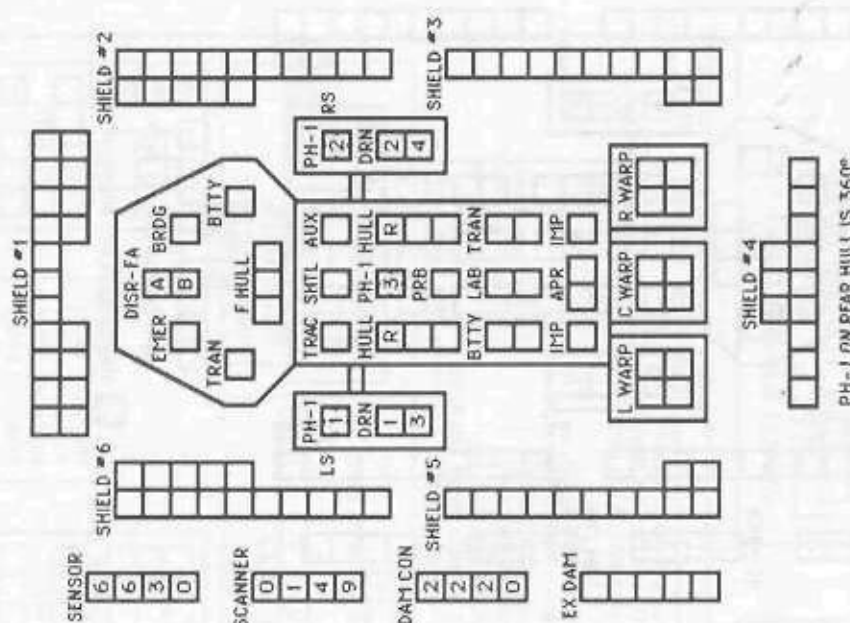
DIE ROLL	RANGE	6- 9- 16- 26- 51- 0 1 2 3 4 5 8 15 25 50 75											
		1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0	
3	7	5	5	4	4	3	1	0	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	0	

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

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

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

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



PH-1 NON DEAO WILL IS TENO

⑥ = ERRATIC MANEUVER WARP COST

5] = NET COST

OINT PER HEX

WARP ENERGY MOVEMENT COST = 1/3 ENERGY

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

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

KZINTI HEAVY BATTLECRUISER

CREW UNITS **ADMINISTRATIVE SHUTTLES**

[illegible]

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

BOARDING PARTIES		TRANSPORTER BOMBBS	
	10		D D D D
	20		

TYPE I OFFENSIVE PHASER TABLE[illegible]

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (DEFACTS)	NR	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	NR	NR	NR	NR
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, GULD	10	10	8	8	6	0	0	0	0

SHIP DATA TABLE	
TYPE	= BCH
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= RS.43

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

DRONE RACKS

[illegible]

RACKS HAD TRIPLE RELOADS.

6
5
4
3
2
1
0

RACK HAD THREE RELOADS ONE

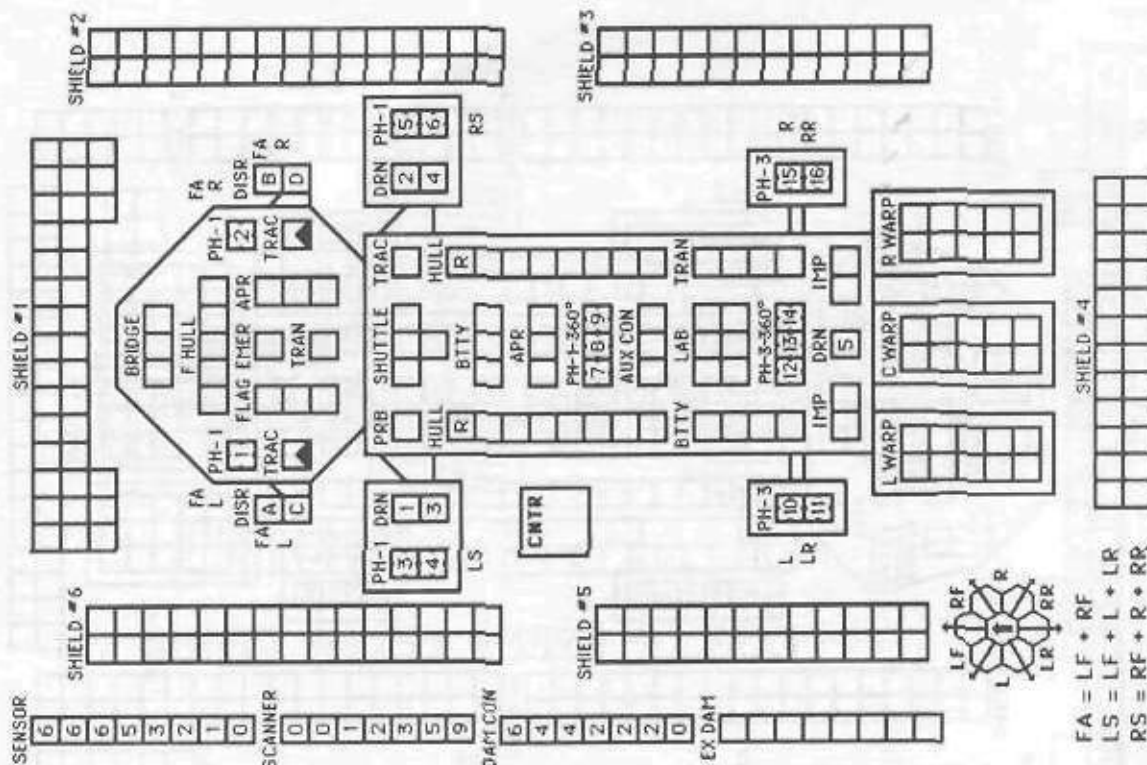
RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

NET COST = 5

EM COST = 6

☐ DERFACS


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

KZINTI WAR DESTROYER LEADER

CMT2

Diagram of the PH-1-FX control panel. The panel features a hexagonal face with the following components:

- PH-1-FX**: Label at the top of the panel.
- 1 2**: A small rectangular display or indicator at the top center.
- PROBE BRIDGE EMER**: A label above a row of three square indicator lights.
- DISR-FA**: A label above a square indicator light.
- F HULL**: A label above a square indicator light.
- DISR-FA**: A label above a square indicator light.
- L A**: A label above a square indicator light.
- B R**: A label above a square indicator light.

Below the hexagonal face, there are two rows of square indicator lights, each labeled **SHIELD #1** and **SHIELD #2** respectively.

[illegible]

SHIP DATA TABLE	
TYPE	= DWL
POINT VALUE	= 98
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 \div 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.45
Y175 REEIT	= +7

TURN MODE	SPEED
8	2-5
	6-10
	11-15
	16-21
	22-28
	29+

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


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

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

[illegible]

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

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

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

KZINTI DRONE CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= CD
POINT VALUE	= 113
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.47
C-14 REFIT	= +15
Y175 REFIT	= +0

ADMINISTRATIVE SHUTTLES

CREW UNITS	HIT POINTS	NOTES
10		
20		
30		
40		

THIS SHIP HAS ONE SHUTTLE BAY

PROBES

10	5
----	---

BOARDING PARTIES

10

TRANSPORTER BOMBS

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

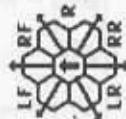
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

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	2	3	4	5	6

SHIP HAD TYPE-B DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH ADDED A SECOND RELOAD.
THIS SHIP HAS 300 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

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

SCANNER

0	1	2	3	5	9
---	---	---	---	---	---

DAM CON

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

EX DAM

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

SENSOR

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

SHIELD #1

SHIELD #6

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHADED BOXES ARE THE C-14 REFIT BEFORE THE REFIT, THE FORWARD PHASERS ARE LF+L/RF+R.

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

KZINTI WAR DESTROYER SCOUT

CNTR	
------	--

The diagram shows the layout of the Star Trek: Voyager ship. The bridge is at the top, with the command console in the center. The sensor locations are marked with numbers 1, 2, and 3. The shield status is indicated by a row of 10 squares, with the first 6 squares filled (representing 60% shield) and the last 4 squares empty (representing 40% shield).

Diagram of the ship layout showing the bridge, sensor locations, and shield status.

Bridge components:

- Command Console
- Probe Bridge Emer
- Sensor 1
- Sensor 2
- Sensor 3
- F Hull

Shield status: 60% (6 out of 10 squares filled).

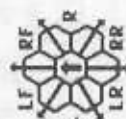
Diagram of the front panel of the HP-3360 calculator. The panel features a central display area with a 2x10 grid of segments. Above the display are two rows of function keys: the top row includes PH-1, RS, TRAC, and DRN; the bottom row includes PH-1, LS, TRAC, and DRN. Below the display are two rows of numeric keys: the top row includes AUX, DRN, and TRAN; the bottom row includes BTTY, DRN, and TRAN. To the right of the display are three rows of keys: the top row includes LAB, IMP, and APR; the middle row includes LAB, IMP, and APR; the bottom row includes LAB, IMP, and APR. The panel is labeled "HP-3360" in the center. The top and bottom edges of the panel are labeled "SHIELD #3" and "SHIELD #5" respectively.

SHIELD #4	SCANNER	EXCESS DAMAGE
6 8 5 3 0	0 1 3 5 9	2 2 3 0

SHIP DATA TABLE	
TYPE	= DWS
POINT VALUE	= 90/80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.49
¥175 REFIT	= +6

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

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


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

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS			NOTES	

TRANSPORTER BOMBS

ANTI-DRONES

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

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

[illegible]

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED
ON "TOPPED" DAMAGE POINTS

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

center

SHIP DATA TABLE	
TYPE	= DWE
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 \div 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.50
INCLUDES LIMITED AEGIS	
Y175 REFIT	= +0

SHIP DATA TABLE
TYPE = DWA
POINT VALUE = 90
REFERENCE = R5.51
INCLUDES FULL AEGIS
INCLUDES Y175 REFIT

TURN MODE	SPEED
8	2-5
	6-10
	11-15
	16-21
	22-28
	29+

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

DECK CREWS PROBES

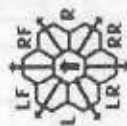
DRONE RACKS

1	XX	XX	XX	6
2	XX	XX	XX	6
3	XX	XX	XX	6
4	XX	XX	XX	6

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

CRACKS HAD TWO RELOADS PRIOR TO
YY175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADD:

ANTI-DRONES
SHIP ALWAYS HAD A 12 ROUND ADD.


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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

KZINTI WAR DRONE DESTROYER

CNTR

SHIP DATA TABLE	
TYPE	= DWD
POINT VALUE	= 86
BREAKDOWN	= 5-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.52

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS			NOTES	

TRANSPORTER BOMBS

ANTI-DRONES

SHIP ALWAYS HAD A 12 ROUND ADD.

[illegible]

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6-9-16-26-51-	
ROLL	0 1 2 3 4 5 6 7 8 9	10 11 12 13 14 15 16 17 18 19	20 21 22 23 24 25 26 27 28 29
1	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0	9 8 7 6 5 4 3 2 1 0
2	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9	8 7 6 5 4 3 2 1 0 9
3	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8	7 6 5 4 3 2 1 0 9 8
4	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7	6 5 4 3 2 1 0 9 8 7
5	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6	5 4 3 2 1 0 9 8 7 6
6	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5	4 3 2 1 0 9 8 7 6 5

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

[illegible]

THIS SHIP ALWAYS HAD DOUBLE RELOADS
FOR ITS DRONE RACKS

A diagram of a hexagonal lattice structure. It consists of a central hexagon surrounded by six other hexagons, forming a larger hexagonal shape. The central hexagon has an upward-pointing arrow inside it. The six surrounding hexagons are labeled: 'RF' (top-left), 'R' (top), 'RR' (top-right), 'LR' (bottom-right), 'LF' (bottom-left), and 'R' (bottom). The labels are placed outside the hexagons, near their respective vertices.

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

PH-1 3 RS
TRAC ☐ DRN 4
R ☐ ☐ ☐ ☐
AUX ☐ ☐ ☐ ☐
R ☐ ☐ ☐ ☐
PH-1 2 RS
LS TRAC ☐ DRN 3
BITTY ☐ ☐ ☐ ☐
AUX ☐ ☐ ☐ ☐
R ☐ ☐ ☐ ☐
PH-1 5 RS
TRAC ☐ DRN 6
R ☐ ☐ ☐ ☐
AUX ☐ ☐ ☐ ☐
R ☐ ☐ ☐ ☐

The diagram illustrates the internal architecture of the 68000 microprocessor. At the top, the **SHIELD #3** and **SHIELD #5** are shown as 16-bit registers. Below them, the **LAB** (Local Address Buffer) and **ADD** (Address Decrement) registers are depicted. The **IMP** (Instruction Pointer) register is also shown. The **APR** (Address Port Register) is connected to the **LAB** and **ADD** registers. The **LRWP** (Local Read/Write Port) is connected to the **APR** register. The **CRWP** (Control Read/Write Port) is connected to the **APR** register. The **RRWP** (Remote Read/Write Port) is connected to the **APR** register. The **SHIELD #3** and **SHIELD #5** are connected to the **LRWP** and **RRWP** ports.

[illegible]

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

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

KZINTI COMBAT BATTLE TUG

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

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

SHIP DATA TABLE	
TYPE	= CBT
POINT VALUE	= 194
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.53
V175 REFIT	= +6

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

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING, PLUS THREE ADDITIONAL SEEKING WEAPONS FOR EACH POD WHICH HAS ONE UNDESTROYED DRONE BOX

KZINTI COMBAT BATTLE TUG

Legend:

- Room
- Sensor
- △ Weapon

Rooms and Systems:

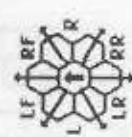
- PH-1-FA
- AUX
- BRDG
- LAB
- A HULL
- F HULL
- EMER
- TRAN
- CARGO
- APR
- PRB
- CARGO
- SHTL
- TRAC
- IMP
- RA
- PH-3
- DISR-FA
- DISR-FAPH-1-FA
- DISR-FAPH-L-FA
- G H
- A HULL
- APR
- AUX
- PH-3
- TRAN
- DRN
- ADD
- EX DAM

Shields:

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

Sensors and Weapons:

- SENSOR
- SCANNER
- DAM CON
- EX DAM


$$FA = LF + RF$$

KZINTI TRANSPORT REPAIR TUG

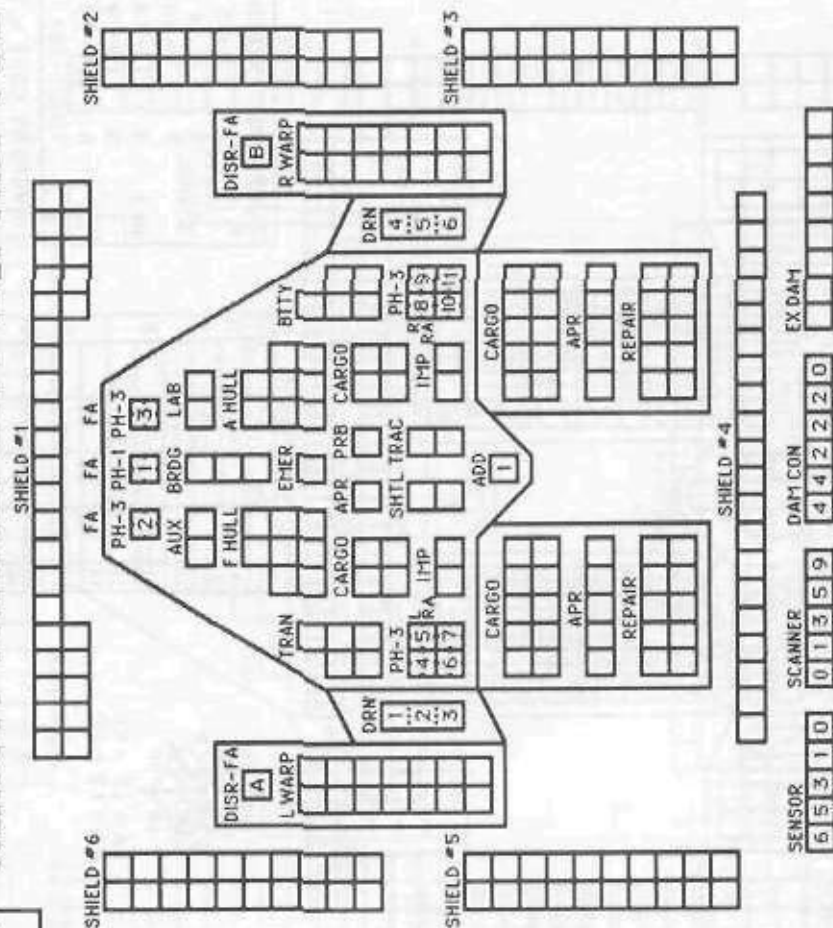
[illegible]

TYPE I OFFENSIVE PHASER TABLE												HIT & RUN DERFACS
DIE ROLL	RANGE	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	
												BPS AND CREW
												☒ LEFT POD
												☒ RIGHT POD

DRONE RACKS		ANTI-DRONE TABLE							
1	2								

TYPE III DEFENSE PHASER					SHIP DATA TABLE	
DIE RANGE		4- 9- ROLL 0 1 2 3 8 15			TYPE	= TGT
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	2	0	0
6	3	3	1	0	0	0
					POINT VALUE	= 114/90
					BREAKDOWN	= 4-6
					SHIELD COST	= 1+1
					LIFE SUPPORT	= 1
					SIZE CLASS	= 3
					REFERENCE	= R5.12
					V175 REFIT	= +2
					P0D BPV	= 34/18 EACH

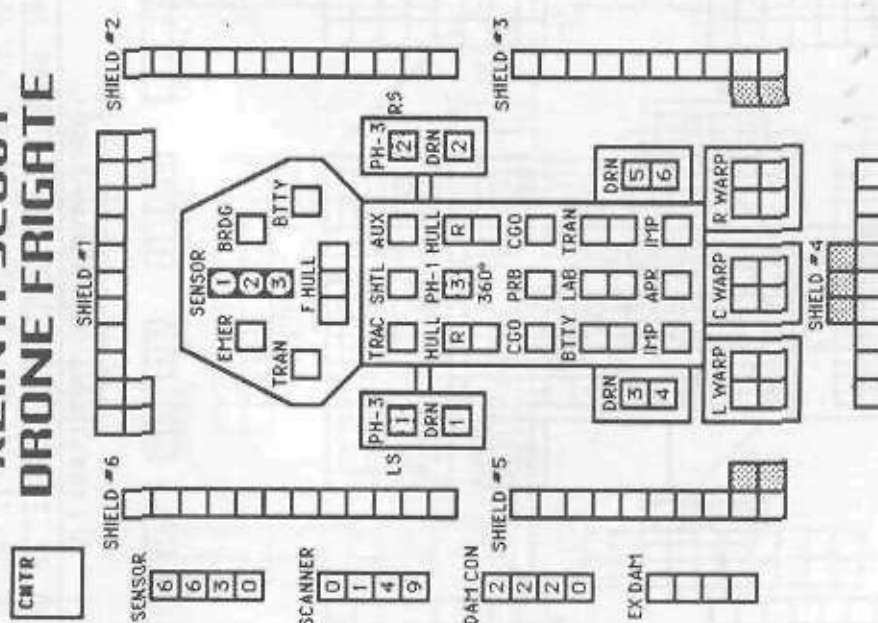
DISRUPTOR TABLE											
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30			
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2			
HIT (OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3			
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA			
DAMAGE, STD	0	5	4	4	3	3	2	2			
DAMAGE, OULD	10	10	8	8	6	0	0	0			


$$FA = LF + RF$$

THIS SHIP CAN LAUNCH ONE
DRONE FROM EACH BANK
OF THREE DRONE MAGAZINES
DURING EACH TURN.

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

WITH 0 OR 1 POD		WITH 2 OR 3 PODS	
TURN MODE	SPEED	TURN MODE	SPEED
D	1 2-4	E	1 2-3
	2 5-8		2 4-6
	3 9-12		3 7-10
HET	4 13-17	HET	4 11-14
	5 18-24		5 15-20
BD	6 25+	BD	6 21-29
			7 30+

KZINTI SCOUT
DRONE FRIGATE

SHADED BOXES ARE THE C-8 REFIT.

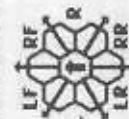
SHIP DATA TABLE	
TYPE	= SDF
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.55
C-8 REFIT	= +1
Y175 REFIT	= +6

TURN MODE	
A	1
HET	2
BD	3
20-25	4
27+	5

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

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

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).



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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

CREW UNITS	
10	20

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

BOARDING PARTIES	
4	5

TRANSPORTER BOMBS	
D	D

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
1	9 8 7 6 5 4 3 2 1
2	8 7 6 5 4 3 2 1 1 0
3	7 5 4 4 4 3 1 0
4	6 4 4 4 4 3 2 0
5	5 4 4 4 4 3 1 0
6	4 4 4 4 4 3 2 0

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

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

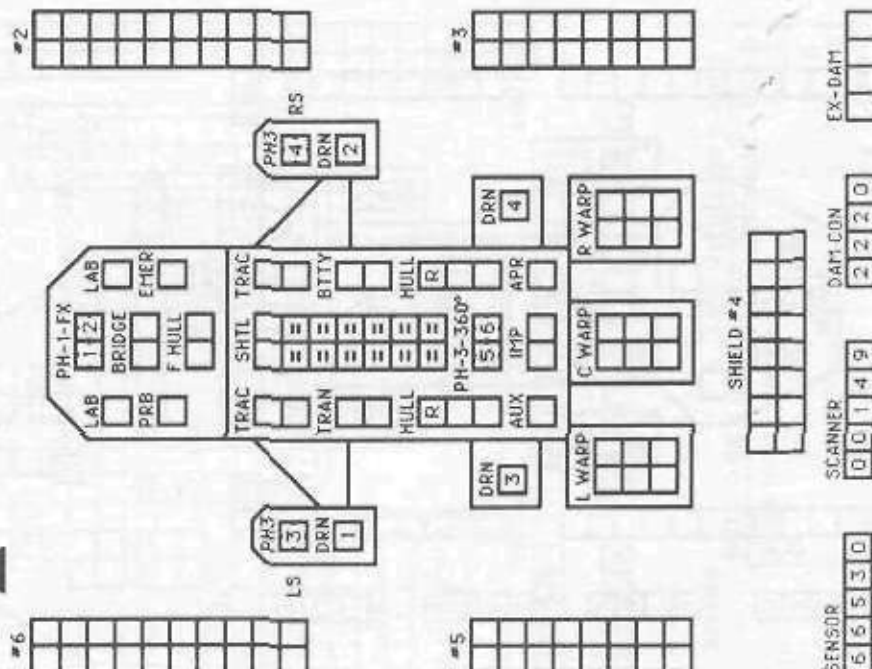
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

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

KZINTI FIRST CARRIER

K.H.S. LONG-LEAN

CNTR



SHIP DATA TABLE	
TYPE	= DDV
POINT VALUE	= 80/65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.56
SHIP NEVER REFITTED	

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



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

AAS FIGHTERS
 1 x Ph-3-FA
 DFR = 2
 CRIPPLED = 6
 SPEED = 8

CREW UNITS	
1	10
2	20
3	30

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
1	10
2	20
3	30

BOARDING PARTIES	
1	10
2	20
3	30

DECK CREWS	
1	10
2	20
3	30

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
1	9 8 7 6 5 4 3 2 1 1 0
2	8 7 6 5 4 3 2 1 1 0
3	7 6 5 4 3 2 1 1 0
4	6 5 4 3 2 1 1 0
5	5 4 3 2 1 1 0
6	4 3 2 1 1 0

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

DRONE RACKS	
1	1
2	2
3	3
4	4

SHIP HAD TYPE-A DRONE RACKS
 (ONE RELOAD)

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

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

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

ORION OK6 CRUISER

OPC CONQUEST

CMTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS

	10	20	30	40

BOARDING PARTIES

	10	20	30	40

TRANSPORTER BOMBS

	10	20	30	40

CLOAK
☐ H&R
IF INSTALLED

HIT & RUN
DERFACS
☐

SHIP DATA TABLE	
TYPE	= OK6
POINT VALUE	= 130
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 20/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.15
CLOAK BPV	= +20
NO ECM BONUS	

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CANNOT LAND ON PLANETS BY ANY MEANS OTHER THAN CRASH LANDING (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. THIS SHIP CANNOT DOUBLE ANY OF ITS POWER SYSTEMS. THIS SHIP CANNOT SEPARATE ITS SECTIONS. THIS SHIP CAN CONTROL SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.



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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

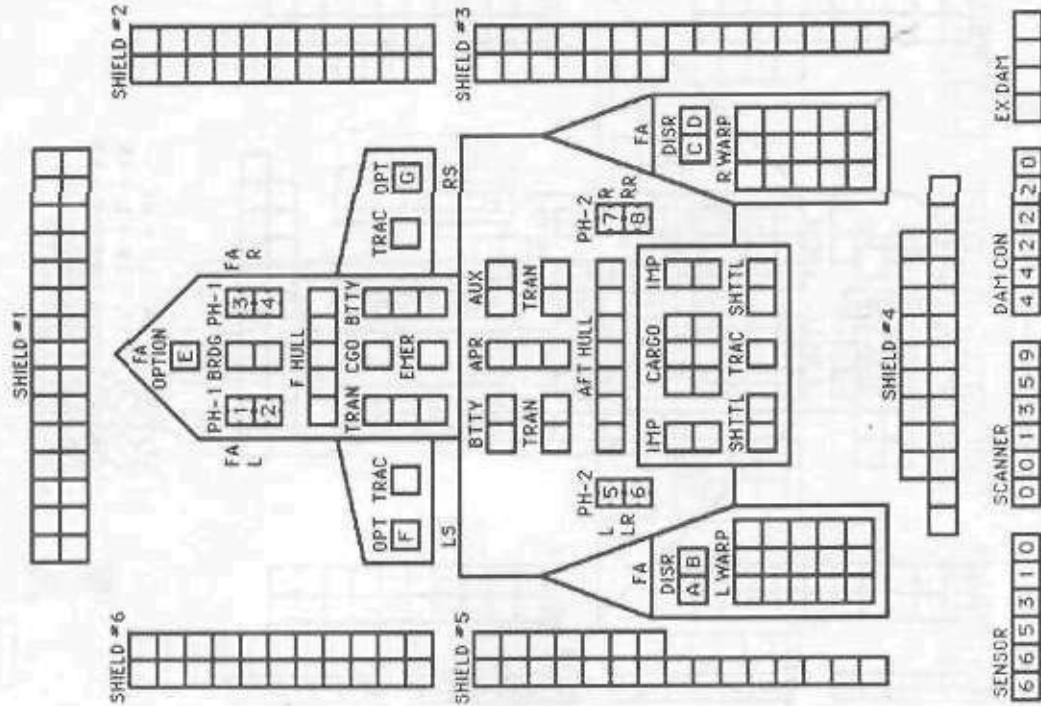
DIE RANGE	4-9	10-15
ROLL 0	1	2
1	4	3
2	3	2
3	2	1
4	1	0
5	0	0
6	0	0

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

DISRUPTOR TABLE

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

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.



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

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

ORION WAR DESTROYER

**HIT & RUN
CLOAK** ☐ IF INSTALLED

SHIP DATA TABLE	
TYPE	= DW
POINT VALUE	= 80
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 8/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.18
CLOAK BPV	= +14
OAKDISC	= + 5
STEALTH +2 ECM	

CMTR

SENSOR 6510 SCANNER 0159 DAM CON 4220 EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

LF 10 RF

FA LS RS FX RY

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D3) PER TURN UNLESS EQUIPPED WITH OAKDISE.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

MOUNTS "B" AND "C" ARE
WING MOUNTS.

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

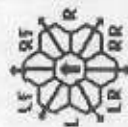
SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract. $\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$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

DRAGON HEAVY RAIDER

**HIT & RUN
CLOAK** ☐ IF INSTALLED

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

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



SHIP CAN LAND ON PLANETS BY AERODYNAMIC GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

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

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B.

SHIP DATA TABLE	
TYPE	= HR
POINT VALUE	= 108
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 15/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.20
CLOAK BPV	= +20
OAKDISC	= +10
STEALTH +2 ECM	

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

CMTR

SHIELD 6

5. FIELD =

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FA
OPT
PH-1-FA
PH-1-FA BRDG
TRAN PH-1-FA
AUX
CHULL
TRAN
BITV
BITV
CARGO
PH-3-RA
SHTL
PH-3-RA
L
IMPULSE
R WARP
C WARP
L WARP
TRAC
OPT
RS
LS

SCANNER
00159
DATA CON
44220
EX DAM

SENSOR
66510

SENSOR	SCANNER	DAM CON	EX DAM
66810	00159	44220	

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

WARP ENERGY MOVEMENT COST = $\frac{3}{4}$ ENERGY POINT PER HEX

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

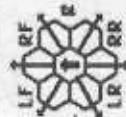
⑥ = ERRATIC MANEUVER WARP COST

ORION ATTACK RAIDER

**HIT & RUN
CLOAK** ☐ IF INSTALLED

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

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


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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

SHIP DATA TABLE	
TYPE	= AR
POINT VALUE	= 100
BREAKDOWN	= 6
SHIELD COST	= 1+1
CLOAK COST	= 13/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R0.22
CLOAK BPV	= +18
0AKDISC	= +10
STEALTH +2 ECM	

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

ORION ATTACK RAIDER

FA
OPTION
A B C

PH-1-FA BRDG PH-1-FA
L 1 2 3 4 R

CHULL CARGO

AUX TRAN LAB SHTL IMP PH-3-RA
L 5 6 BTTY R WARP

TRAC OPT D

TRAC OPT E

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES 8A AND 8B.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX													5 = NET COST				
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard 1	2	2	3	4	5	6	4	5	6	6	7	8	8	9	10	11	12
Fract. $\frac{2}{3}$	1 1/2	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12

⑥ = ERRATIC MANEUVER WARP COST

**ORION LIGHT
RAIDER SCOUT**

CMTR

SHIELD = 1

SHADED BOXES ARE THE LR+ REFIT.

SHIP DATA TABLE	
TYPE	= LRS
POINT VALUE	= 88/68
BREAKDOWN	= 6
SHIELD COST	= 1/2-1/2
CLOAK COST	= 6/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.23
CLOAK BPV	= +12
PLUS REFIT	= +5
OAKDISC	= +5
STEALTH +2 ECM	

TURN	MODE	SPEED
AA	1	2-8
HET	2	9-16
	3	17-24
BD	4	25+

NIMBLE SHIP

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. (SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. SPECIAL SENSORS ARE DESTROYED ON "TORNADO" DAMAGE POINTS.

**HIT & RUN
CLOAK** ☐ IF INSTALLED

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

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



$$FA = LF + RF$$

SCOUT FUNCTIONS SUMMARY

- | | |
|----|-------------------------------|
| 21 | LENDING ECM OR ECM |
| 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 |

INSERT OPTIONAL WEAPON

SEE ANNEXES #8A AND #8B.

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

ORION WAR
DESTROYER SCOUT

CMTR

SHIP DATA TABLE	
TYPE	= DWS
POINT VALUE	= 100/80
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 8/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.24
CLOAK BPV	= +14
OAKDISC	= +5
STEALTH +2 ECM	

ADMINISTRATIVE SHUTTLES

CREW UNITS	IDENT	HIT POINTS	NOTES
10			
20			

BOARDING PARTIES

T-BOMBS	10	20

HIT & RUN CLOAK IF INSTALLED	LF	RF	LS	RS	FX	RX
	LF	RF	LS	RS	FX	RX
	LF	RF	LS	RS	FX	RX
	LF	RF	LS	RS	FX	RX

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #6

SHIELD #5

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

NIMBLE SHIP

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC. SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

INSERT OPTIONAL WEAPON

SEE ANNEXES #8A AND #8B.

EX DAM

DAM CON

SCANNER

SENSOR

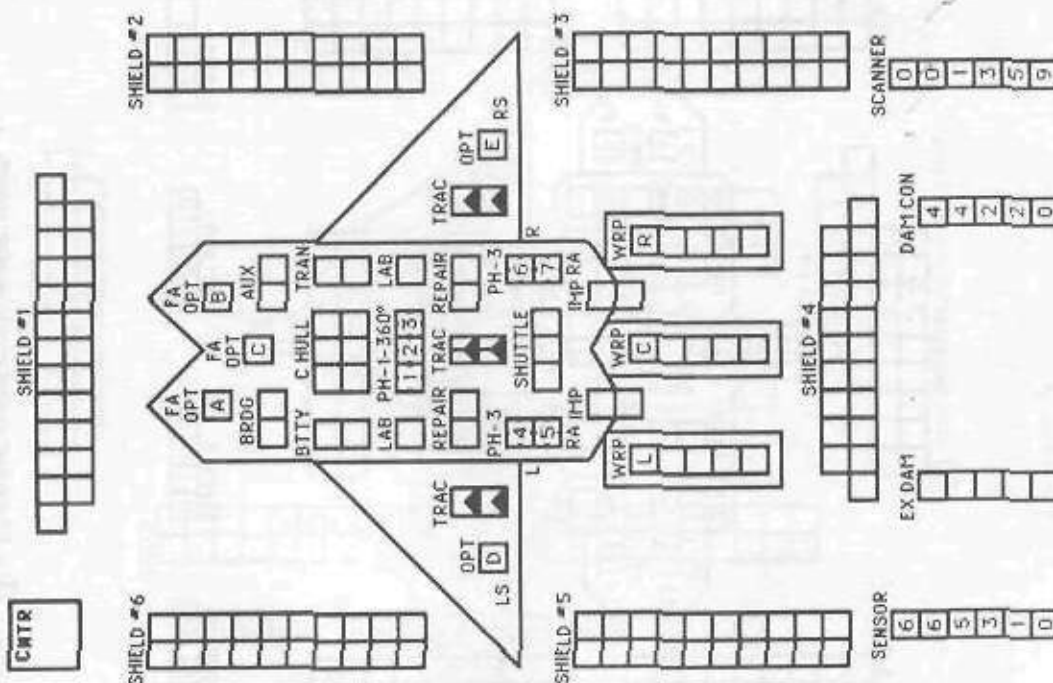
③ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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

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

ORION DOUBLE RAIDER PF TENDER



⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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

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

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
10			
20			

BOARDING PARTIES		T-BOMBS	
6		6	6

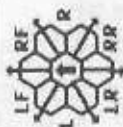
HIT & RUN	CLOAK	IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

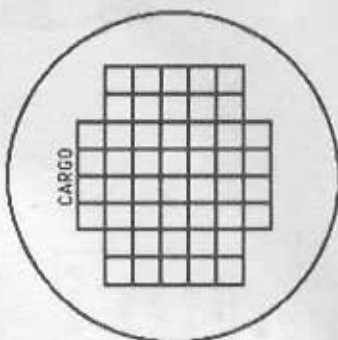
SHIP CAN LAND ON PLANETS BY AERODYNAMIC GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (D15.4) FOR RULES ON OPTION MOUNTS. SEE (D15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D3) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

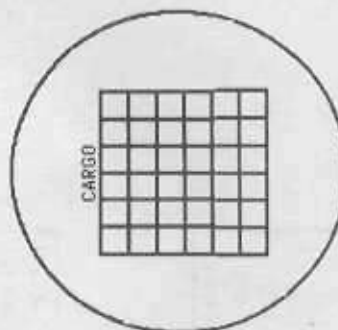
ANDROMEDAN MEDIUM CARGO POD

POD DATA TABLE	
TYPE	= P-CM
CREW	= 0
BPS	= 0
BPV	= 28/20
SIZE	= 4
REF	= R10.19



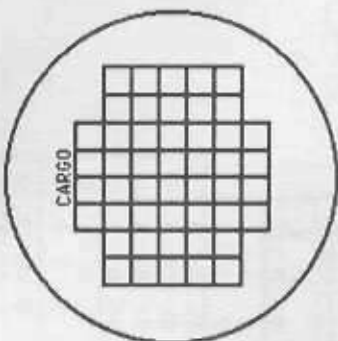
ANDROMEDAN SMALL CARGO POD

POD DATA TABLE	
TYPE	= P-CS
CREW	= 0
BPS	= 0
BPV	= 21/15
SIZE	= 4
REF	= R10.18



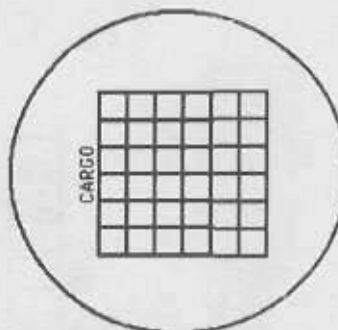
ANDROMEDAN MEDIUM CARGO POD

POD DATA TABLE	
TYPE	= P-CM
CREW	= 0
BPS	= 0
BPV	= 28/20
SIZE	= 4
REF	= R10.19



ANDROMEDAN SMALL CARGO POD

POD DATA TABLE	
TYPE	= P-CS
CREW	= 0
BPS	= 0
BPV	= 21/15
SIZE	= 4
REF	= R10.18



ANDROMEDAN KING SNAKE

CNTR

SHIP DATA TABLE	
TYPE	= KIN
POINT VALUE	= 90
BREAKDOWN	= 6
PA COST	= 4/6
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.22

BOARDING PARTIES

CREW UNITS

TRANSPORTER BOMBS

D D

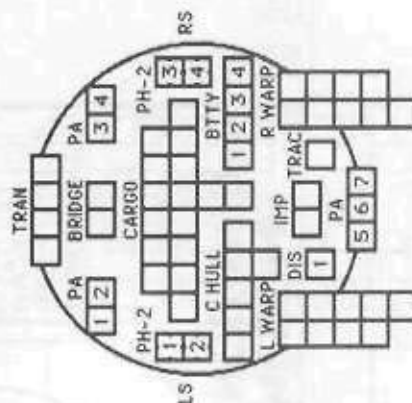
TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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


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


SENSOR

6 5 3 0

DAM CON

2 2 2 0

SCANNER

0 1 5 9

EX DAM

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

ANDROMEDAN ASP

[illegible]

BOARDING PARTIES	4
------------------	---

TRANSPORTER BOMBS

DD

SHIP DATA TABLE	
TYPE	= ASP
POINT VALUE	= 85
BREAKDOWN	= 6
PA COST	= 3/4
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.24

CMTR

TYPE II PHASER TABLE

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

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

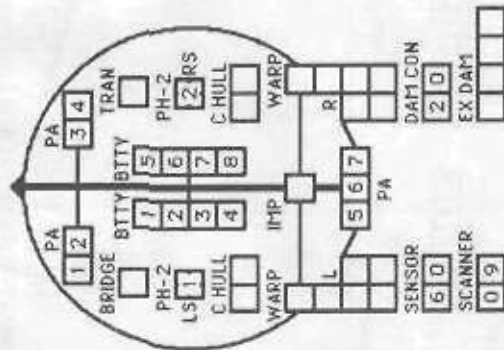
TYPE III DEFENSE PHASER

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

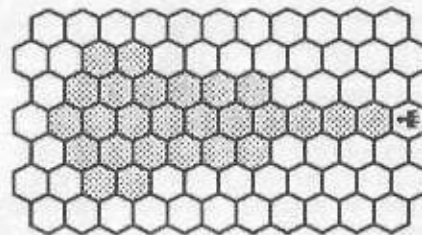
ANY POWER SYSTEM CONNECTED TO THE
HAULER CAN BE DESTROYED ON "ANY
WEAPON" HITS.
SEE (D23.D) FOR SHOCK DAMAGE
SEE (E8.27) FOR ALTERNATIVE FIRING ARM
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

HAULER RANGE ADJUSTMENT CHART

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

BATTERY RECORDS

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----


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

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

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

**ANDROMEDAN
ANACONDA**

CMTR

SHIP DATA TABLE	
TYPE	= ANA
POINT VALUE	= 142
BREAKDOWN	= 6
PA COST	= 5/8
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.25

PROBES	5
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[illegible]

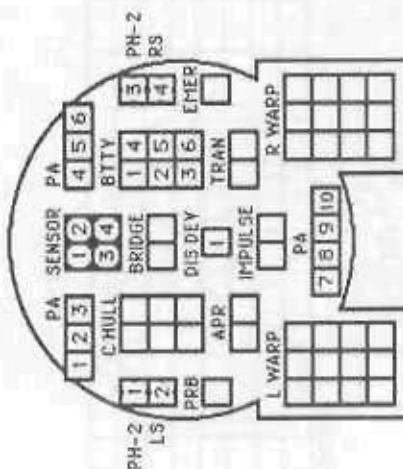
BOARDING PARTIES	TRANSPORTER BOMBS
8	00

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

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

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

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



SENSOR	65310	DAMAGE CONTROL	42220
SCANNER	01359	EXCESS DAMAGE	


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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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