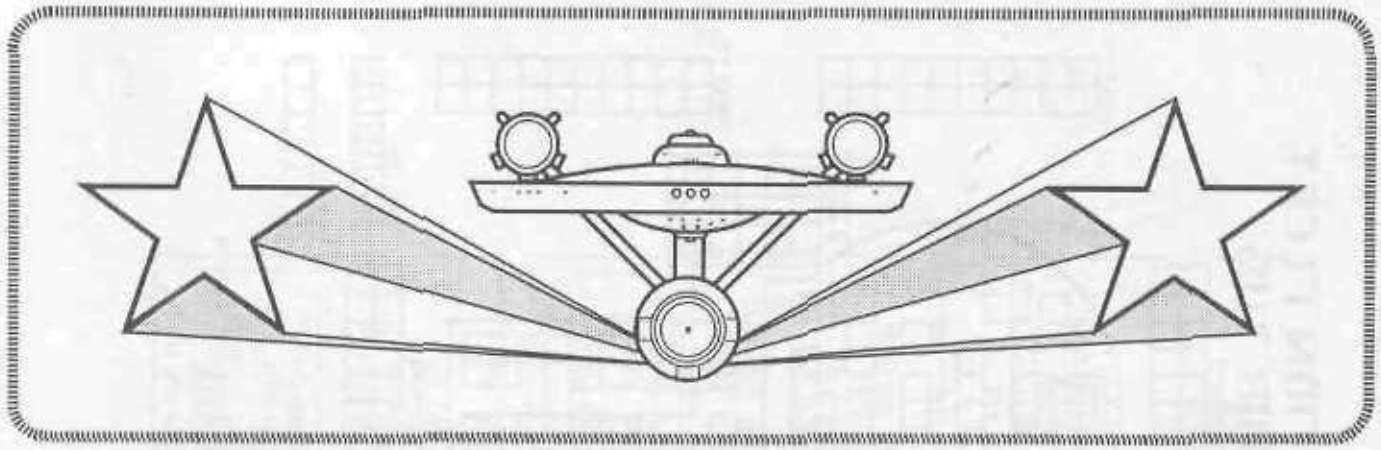
STAR FLEET BATTLES



CAPTAIN'S MODULE R2
SSD BOOK

TABLE OF CONTENTS

FEDERATION FLEET REPAIR TUG

CREW UNITS

10 20 30 40

BOARDING PARTIES

6

TRANSPORTER BOMBS

D D D D

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

DRONE RACK

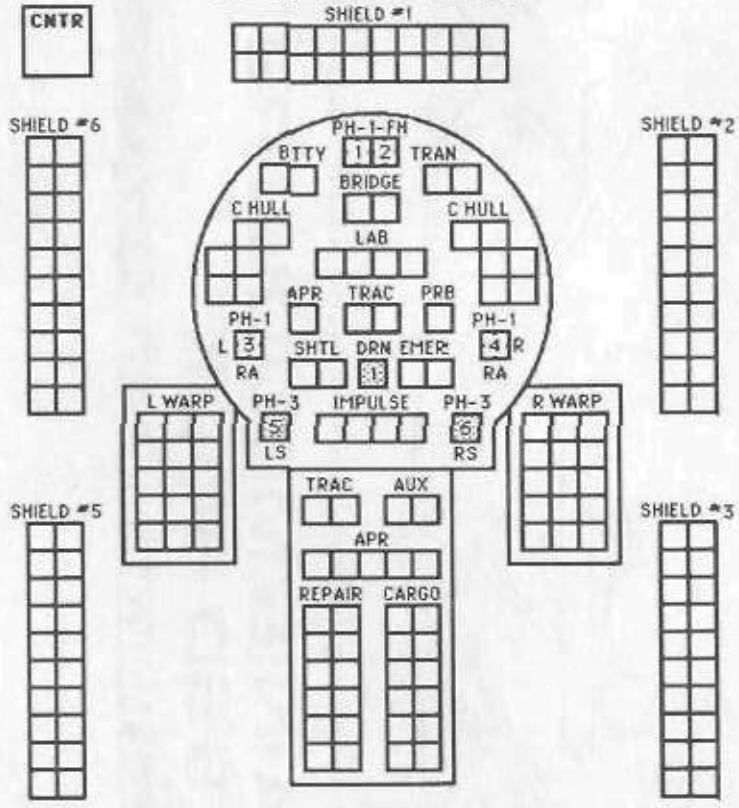
1 G

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

PROBES

5

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
Y175 REFIT	= +0
REPAIR POD	44/22



TYPE I OFFENSIVE PHASER TABLE

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

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

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.

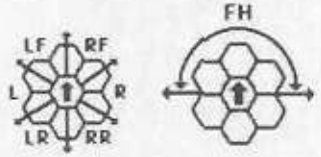
TYPE III DEFENSE PHASER

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

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



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

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

SHIELD #4

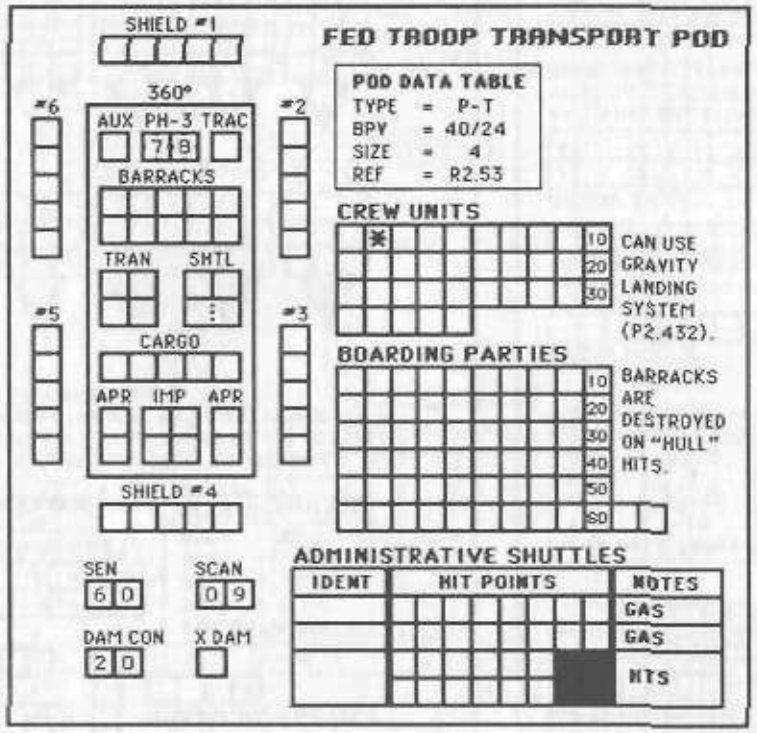
DAM CON 4 4 2 2 2 0

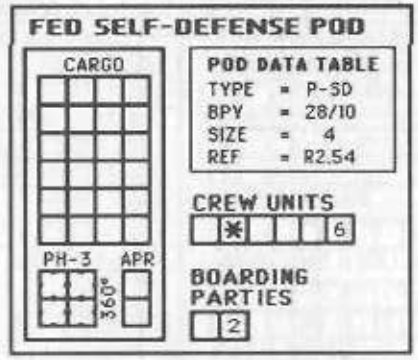
EX DAM

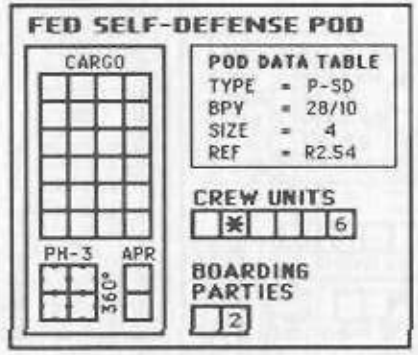
SHADED BOXES ARE THE TUG+ REFIT.

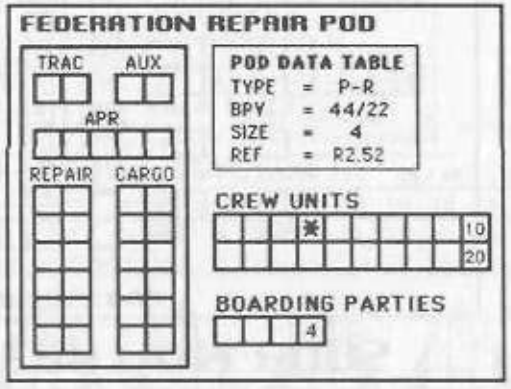
SHADED BOXES ARE PROVIDED BY THE REPAIR POD.

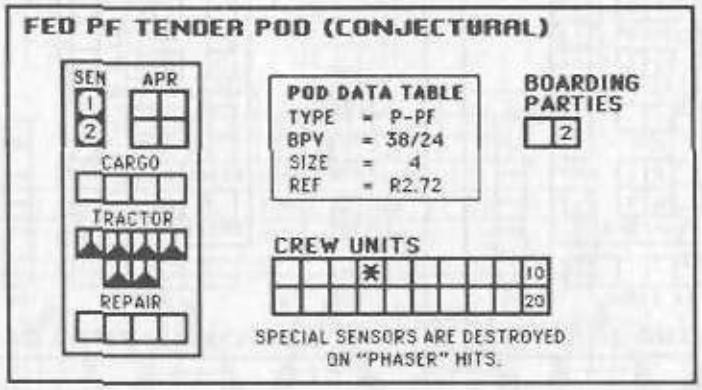
FEDERATION PODS





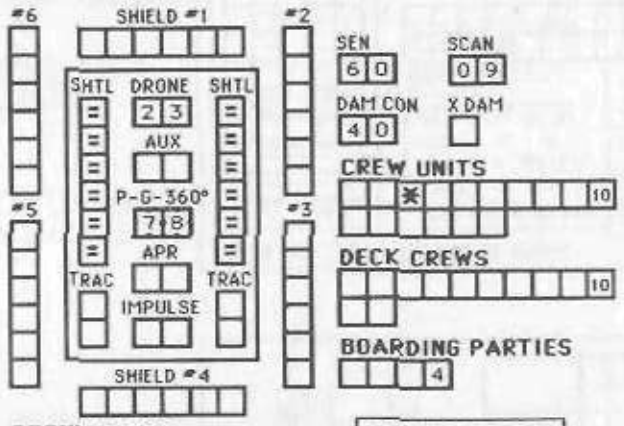






FEDERATION PODS

FED LIGHT CARRIER POD



DRONE RACKS

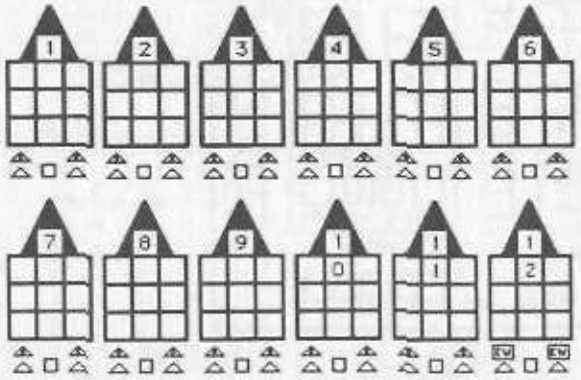
2													G
3													G

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

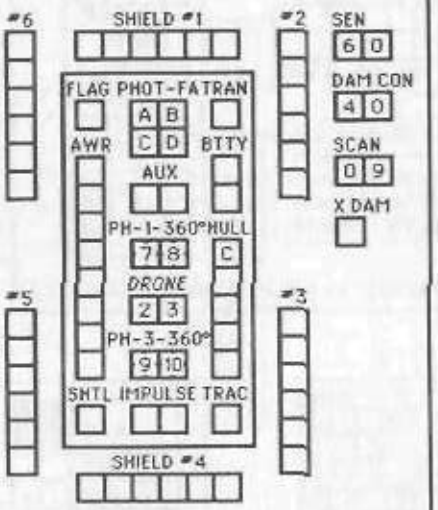
POD DATA TABLE	
TYPE	= P-CYL
BPV	= 36
SIZE	= 4
REF	= R2.57
Y175 REFIT = +0 BPV	

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

POD HAS TUNNEL DECK; TWO DOORS (J1.58). TWO BAYS; TRANFERS BY (J1.59) POSSIBLE. WHEN ATTACHED, NO (J1.59) TRANSFERS TO THE TUG'S BAY.



FED LIGHT BATTLE POD



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

CREW UNITS

10

BOARDING PARTIES

8

DRONE RACKS

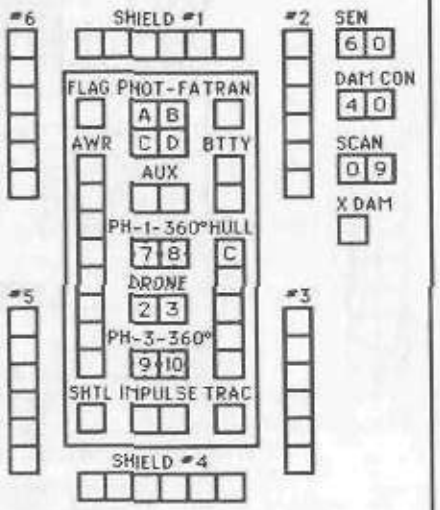
2													G
3													G

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FED LIGHT BATTLE POD



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

CREW UNITS

10

BOARDING PARTIES

8

DRONE RACKS

2													G
3													G

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FEDERATION SCS

CREW UNITS

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC

FOUR BAYS, TRANSFER BY (J.1.53)
REAR BAY CAN LAUNCH OR LAND ONE SHUTTLE PER IMPULSE

BOARDING PARTIES

TRANSPORTER BOMBS

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

CNTR

SENSOR

SCANNER

DAM CON

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FHOT-TA

BTTY

AWR

PH-1-FH

PH-1

TRAN

LAB

PH-1

BRIDGE

LS

RS

F HULL

FLAG

F HULL

EMER

DRONE

TRAC

PRB

IMPULSE

SHTL

AUX.

SHTL

SHUTTLE

PH-G-360°

SHUTTLE

AFT HULL

TRAC

DRN

TRAC

L WARP

R WARP

C WARP

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

FH

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

DRONE RACKS

RACKS HAD THREE RELOADS
ONE RELOAD IS ENTIRELY ADDs

PHOTON TORPEDO TABLE

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

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

A-20 FIGHTER DATA
1XPH-2-FX
1XPH-3-RX
DOGFIGHT RATING = 0
CRIPPLE RATING = 12
SPEED = 12
ALL FOUR DRONE RAILS ARE "SPECIAL"

F-14 FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

F-18C FIGHTERS
2XPH-3-FA
DRF = 3
CRIPPLED = 7
SPEED = 15

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

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

FEDERATION SCSA (CONJECTURAL)

CREW UNITS

DECK CREWS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC

THREE BAYS, TRANSFER BY (J1.59)
REAR BAY CAN LAUNCH OR LAND ONE SHUTTLE PER IMPULSE.

SHIP DATA TABLE

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

BOARDING PARTIES

TRANSPORTER BOMBS D D D D D D

PROBES S

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR FH

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

DRONE RACKS

RACKS HAD THREE RELOADS
ONE RELOAD IS ENTIRELY ADDs

PHOTON TORPEDO TABLE

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

ANTI-DRONE TABLE

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

F-14 FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

F-18C FIGHTERS
2XPH-3-FA
DRF = 3
CRIPPLED = 7
SPEED = 15

CNTR

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 6 6 4 4 4 2 2 2 0

EX DAM

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

PHOT-FA BTTY A B C D AWR PH-1-FH 1 2 PH-1 LS 3 4 TRAN BRIDGE LAB PH-1 RS 5 6 F HULL FLAG F HULL EMER DRONE 1 2 TRAC PRB IMPULSE

SHTL AUX SHTL TRAC REPAIR PH-G-360° 7 9 8 10 SHUTTLE S S

L WARP R WARP AFT HULL TRAC DRN 3 4 TRAC C WARP

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

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

FEDERATION KIROV CLASS BATTLECRUISER

CREW UNITS

		*							10
									20
									30
									40
									50

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	BCG
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.33

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1									G
2									G

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

3									B
4									B

B RACKS ALWAYS HAD THREE RELOADS.

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

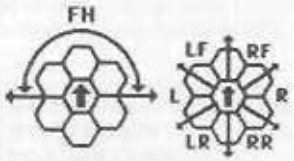
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

SENSOR: 6 6 5 3 1 0

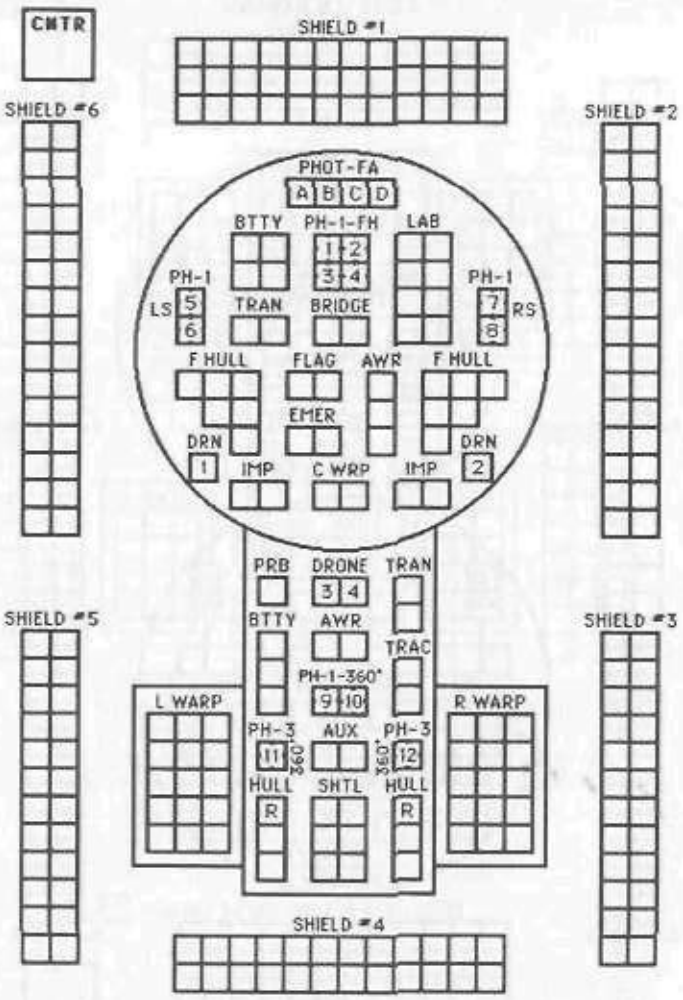
SCANNER: 0 0 1 3 5 9

DAM CON: 6 4 4 2 2 2 0

EX DAM



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



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

FEDERATION BISMARCK CLASS BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1							G
2							G

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

ANTI-DRONE TABLE

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

PLASMA TORPEDO WARHEAD TABLE

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

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

PHOTON TORPEDO TABLE

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

PSEUDO-PLASMA TORPEDOES

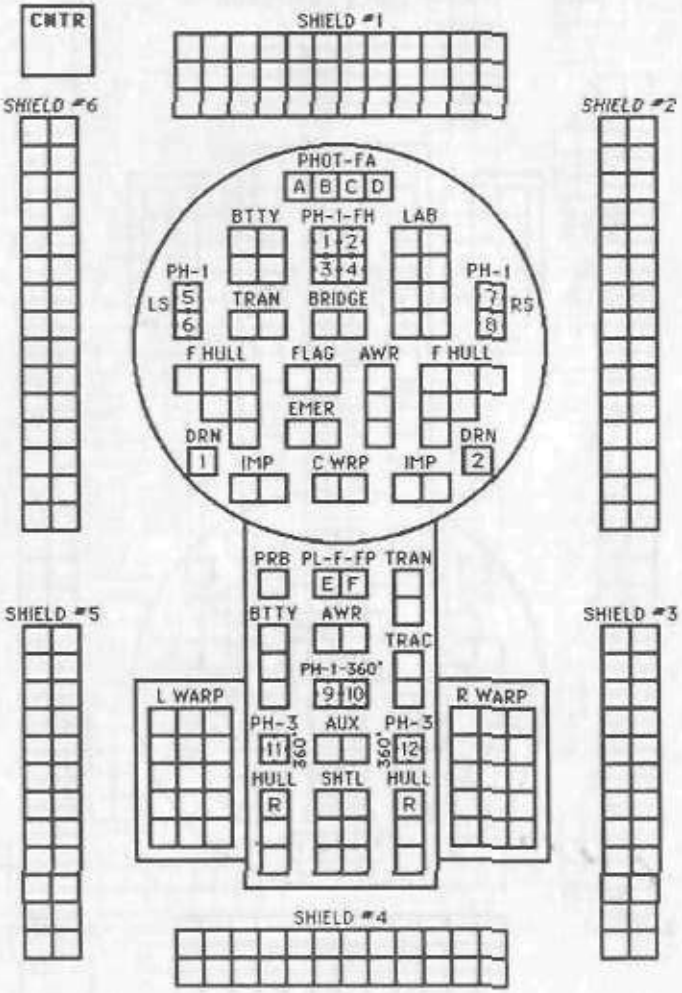
[A] F [B] F

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 6 4 4 2 2 2 0

EX DAM:



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

FEDERATION NEW DRONE CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	= NCD
POINT VALUE	= 119
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.36
PLUS REFIT	= +4
Y175 REFIT	= +4

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

DRONE RACKS

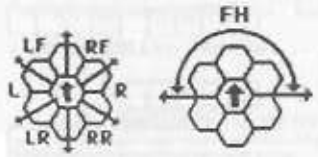
1															A					B
2															A					B
3															A					B
4															A					B

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

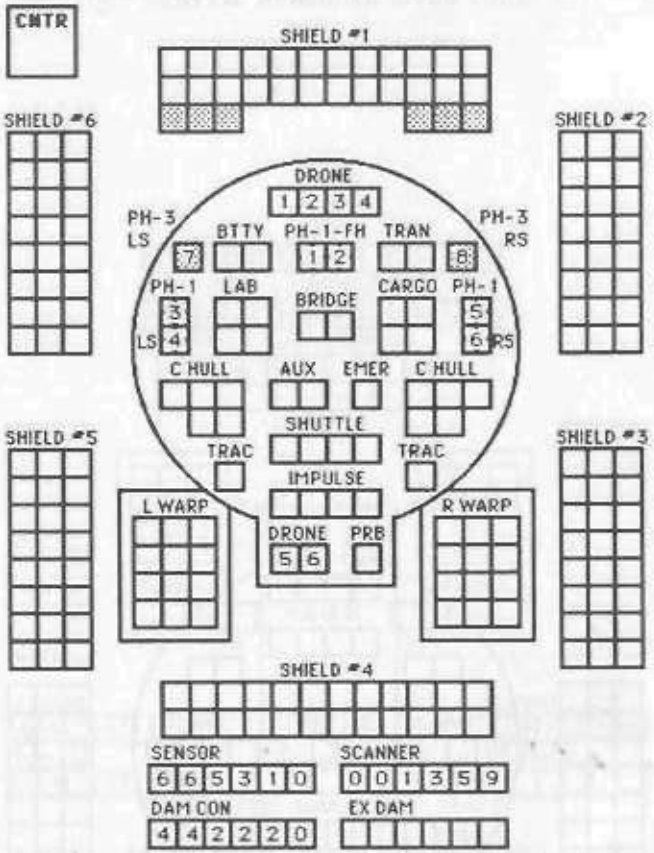
5																				G
6																				G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.
THE ABOVE DATA IS IN ADDITION TO DRONES STORED IN THE CARGO BOXES.

THIS SHIP HAS THE ABILITY TO CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.



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



▒ SHADED BOXES ARE THE NCD+ REFIT.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FEDERATION LIGHT COMMAND CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

10

PROBES

5

DRONE RACKS

1		G
2		G

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

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	= CLC
POINT VALUE	= 143
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.37
Y175 REFIT	= +0

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

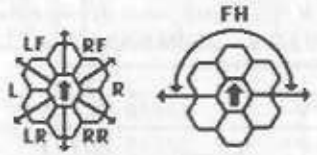
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

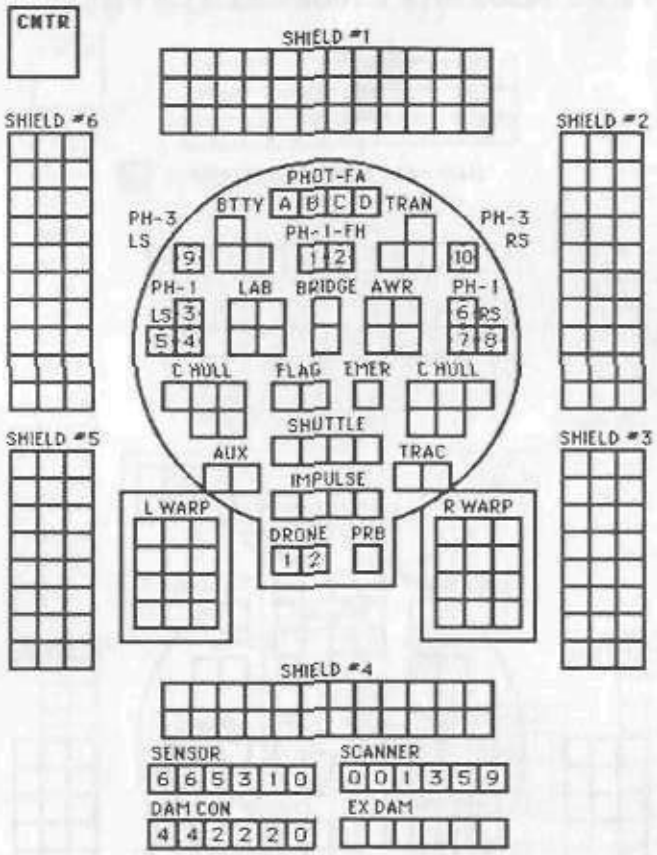
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

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
DMGE, OVERLOAD	------VARIES------				NA	NA



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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FEDERATION LIGHT TACTICAL TRANSPORT

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

					6

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

DRONE RACK

1						6

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

SHIP DATA TABLE		
TYPE	=	LTT
POINT VALUE	=	116/75
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.38
PLUS REFIT	=	+3
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

ANTI-DRONE TABLE

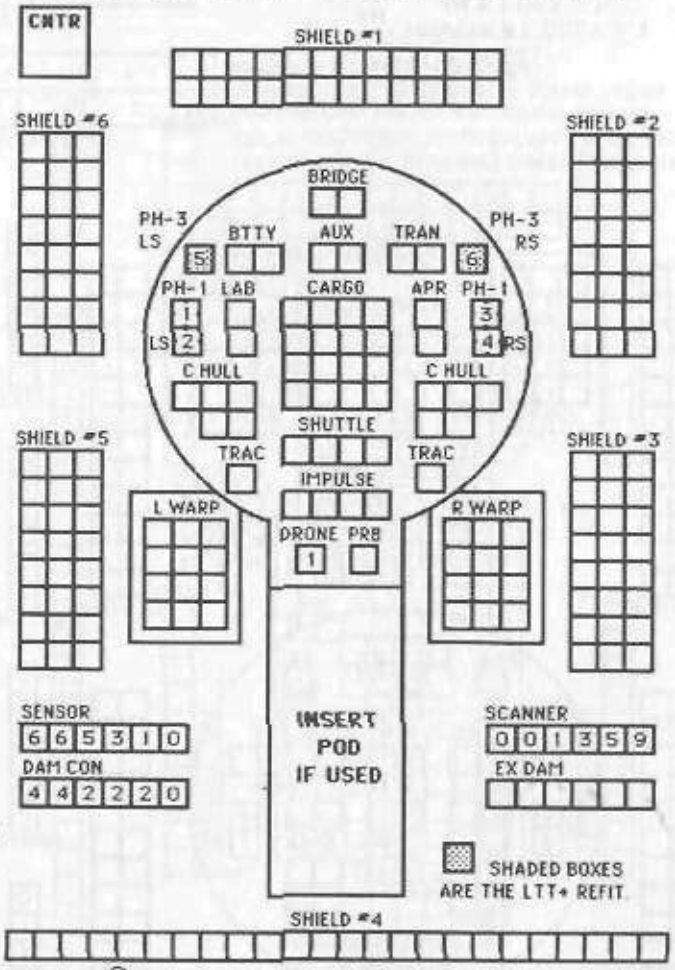
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

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

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

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

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.



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

FEDERATION CVB STRIKE CARRIER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES 10

DECK CREWS 12

PROBES 5

TRANSPORTER BOMBS D D D D

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

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PHOT-FA A B C D

BTTY

LAB

PH-1-FH 1 2

PH-1 LF 3 4 L

PH-1 5 6 RF R

TRAN

BRIDGE

F HULL

FLAG

F HULL

EMER

DRN 1

DRN 2

IMPULSE

AUX

SHTTL

PRB

HULL R

HULL R

PH-3 7

PH-3 8

TRAC

TRAC

L WARP

R WARP

PH-3's are 360°.

LF RF L R LR RR

DAM CON 4 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

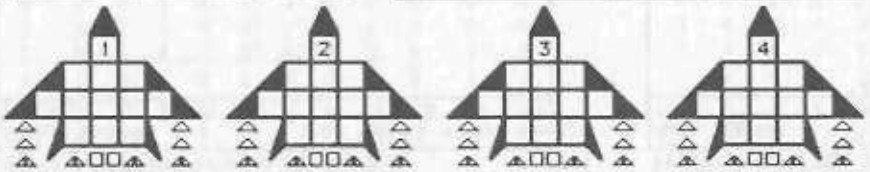
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

TYPE III DEFENSE PHASER

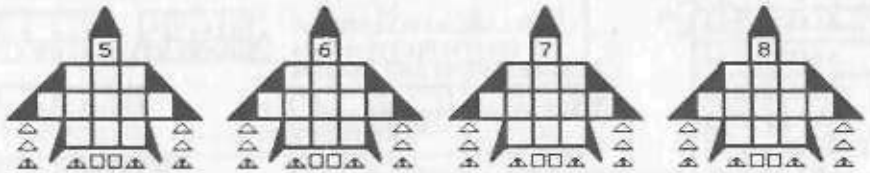
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

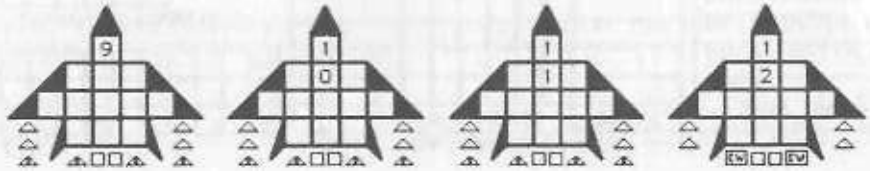
PHOTON TORPEDO TABLE

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



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





ANTI-DRONE TABLE

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

DRONE RACKS

1	:	:	:	:	:	:	G	
2	:	:	:	:	:	:	G	

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

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 (J1.58).

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

FA = LF + RF

FEDERATION LIGHT SURVEY CRUISER

CNTR

CREW UNITS (10 / 20 / 30)

BOARDING PARTIES [8]

PROBES (10)

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DRONE RACK [1] [G]

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

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
Y175 REFIT	=	+ 0
CVE	=	+ 8

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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

ANTI-DRONE TABLE

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

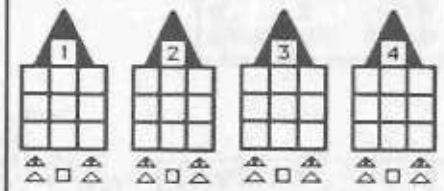
SEE (D4.12) FOR ARMOR RULES.

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

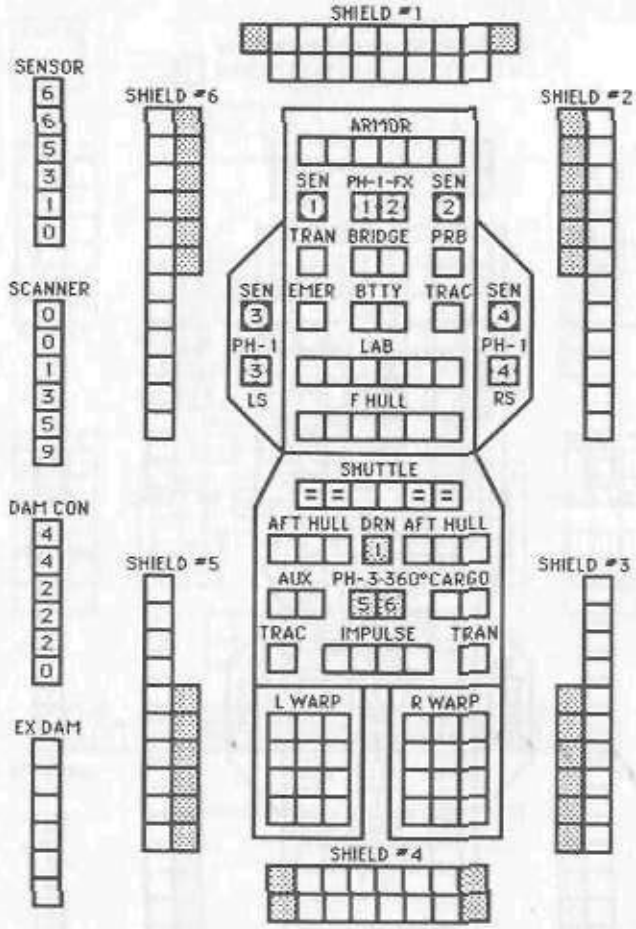
WARTIME SERVICE AS CVE (R2.39A)



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

CREW UNITS [2]

DECK CREWS [4]



SHADED BOXES ARE THE CLS+ REFIT.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

FEDERATION HOSPITAL SHIP

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES 4

TRANSPORTER BOMBS D D D D

PROBES 1 5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

DRONE RACK 1 … G

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

SHIP DATA TABLE

TYPE	= CLH
POINT VALUE	=100/70
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.40
PLUS REFIT	= +13
Y175 REFIT	= + 0

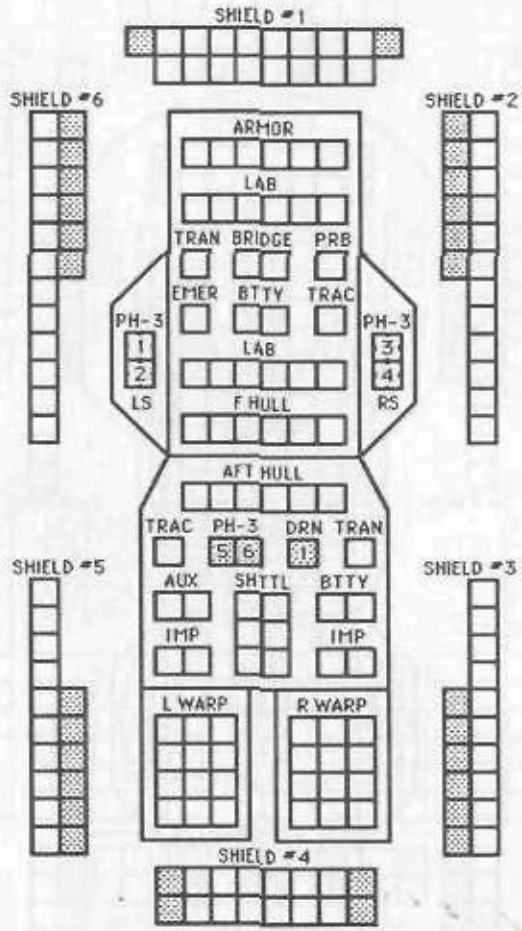
CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM



SHADED BOXES ARE THE CLH+ REFIT. PHASERS ADDED BY THE REFIT HAVE 360° FIRING ARCS.

TURN MODE / SPEED

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT[a]	-	1-2	1-3	1-4	-

SEE (D4.12) FOR ARMOR RULES.

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

FEDERATION FFR FRIGATE

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

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

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

DECK CREWS: [ ][2]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

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

DRONE RACK: [1] [ ] [ ] [ ] [ ] [ ] [6]

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

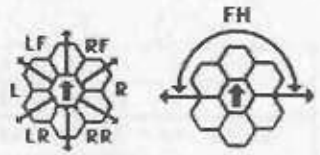
AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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

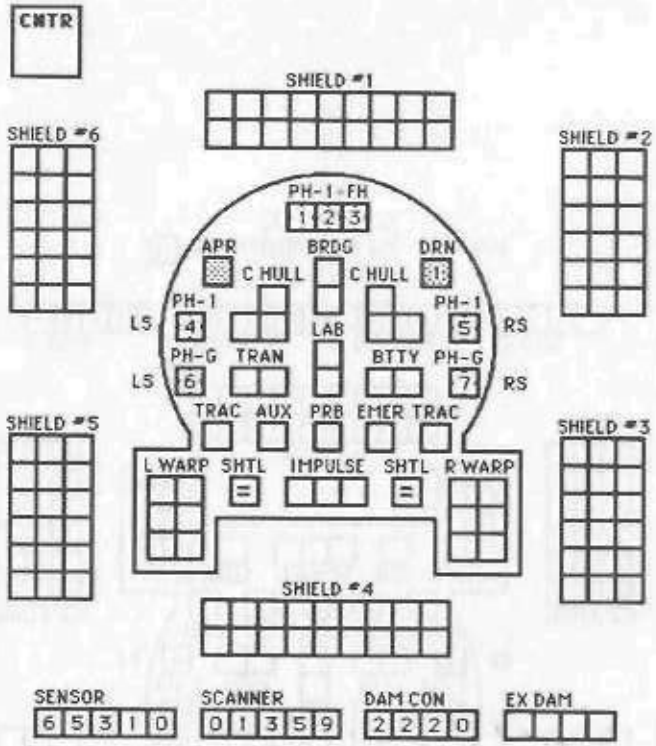
ANTI-DRONE TABLE

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

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



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



SHADED BOXES ARE THE FFR+ REFIT.

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

FEDERATION PLASMA FRIGATE

CREW UNITS — 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES — 6

TRANSPORTER BOMBS — D D

PROBES — 5

DRONE RACK — 1 … 6

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

SHIP DATA TABLE

TYPE	=	FFL
POINT VALUE	=	69
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	*R2.43*
PLUS REFIT	=	+4
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

PSEUDO-PLASMA TORPEDOES

A F B F

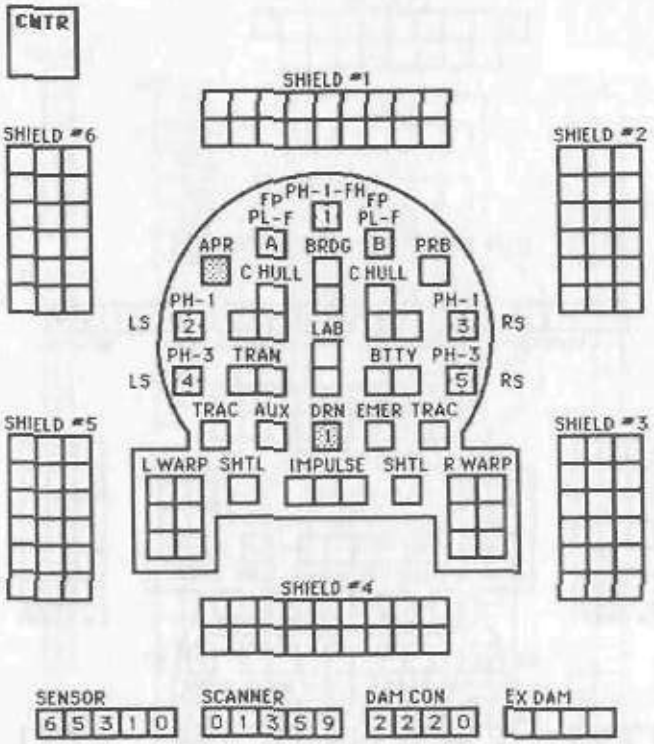
ANTI-DRONE TABLE

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

PLASMA TORPEDO WARHEAD TABLE

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

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



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

SHADED BOXES ARE THE FFL+ REFIT.

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

FEDERATION SCOUT FRIGATE

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

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

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

DRONE RACK [1][ ][ ][ ][ ][ ][ ][ ][6]

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

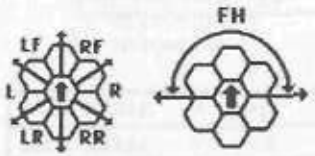
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

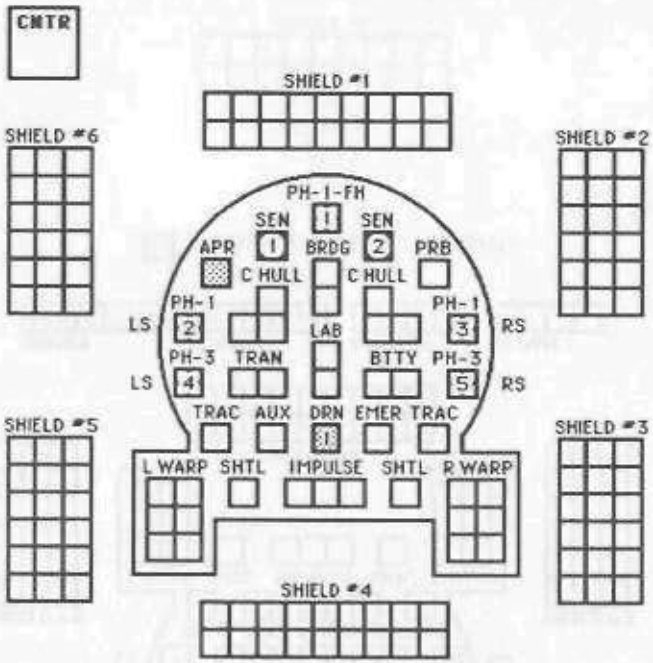
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

ANTI-DRONE TABLE

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



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



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

SHADED BOXES ARE THE FFS+ REFIT.

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.	⅓	⅔	1	1½	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

FEDERATION DRONE FRIGATE

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

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
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

ANTI-DRONE TABLE

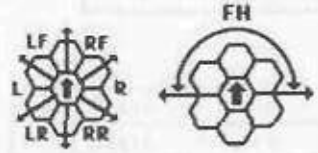
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DRONE RACKS

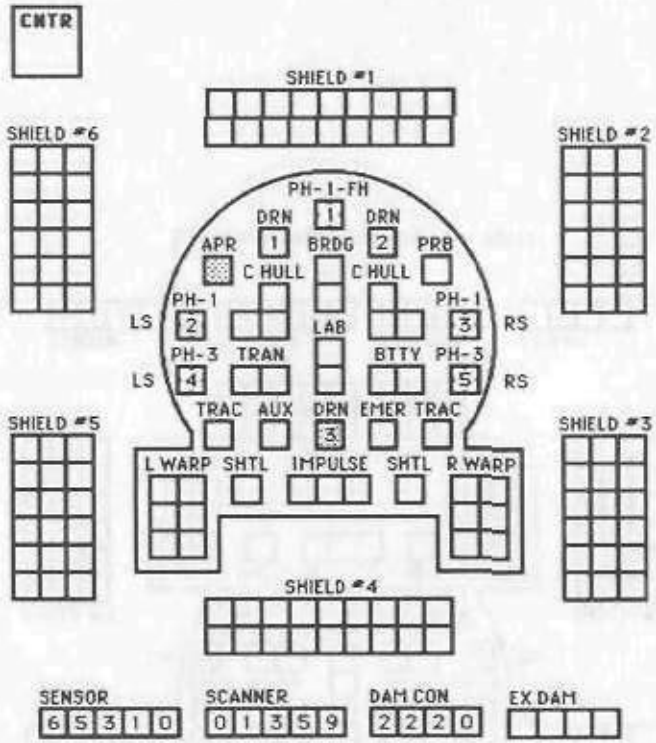
1																									8
2																									8
3	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	6

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

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



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



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

SHADED BOXES ARE THE FFD+ REFIT.

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

FEDERATION MINE FRIGATE

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

DRONE RACK

1	:		:		:		:		6

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

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

TYPE I OFFENSIVE PHASER TABLE

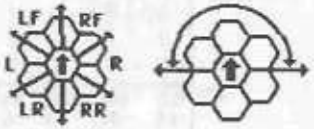
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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



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

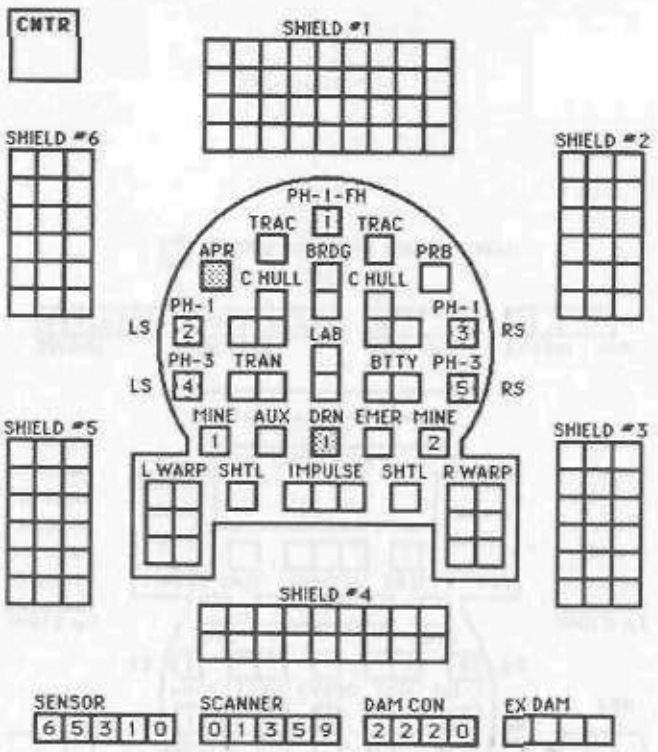
ANTI-DRONE TABLE

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

MINE RACKS

1					
2					

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



▒ SHADED BOXES ARE THE FFM+ REFIT.

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

FEDERATION PRIORITY TRANSPORT

CREW UNITS

			✱							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

	2

TRANSPORTER BOMBS

		D	D

PROBES

				5

DRONE RACK

1						6

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

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

TYPE I OFFENSIVE PHASER TABLE

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

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

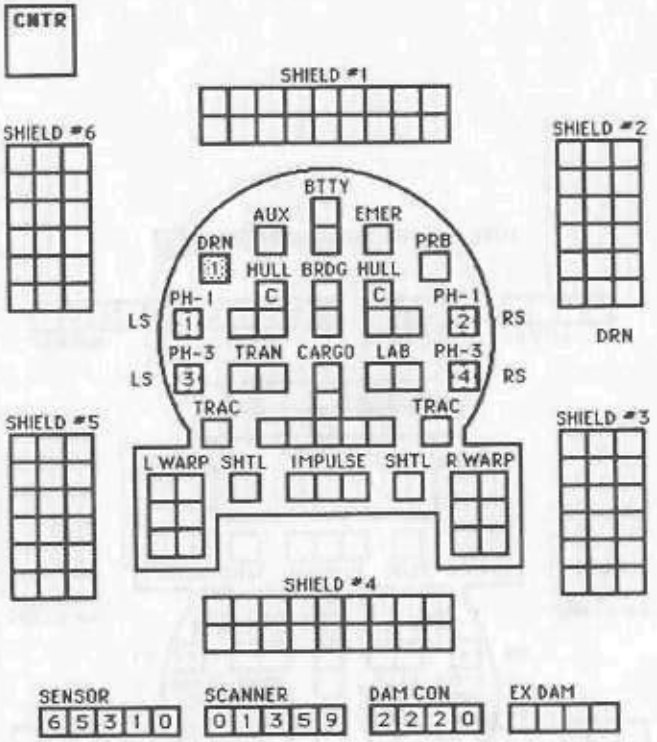
TYPE III DEFENSE PHASER

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

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

ANTI-DRONE TABLE

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



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

▒ SHADED BOXES ARE THE FFT+ REFIT.

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

FEDERATION VIP TRANSPORT

CREW UNITS

									10
		✱							

BOARDING PARTIES

	2

PROBES

				5

PASSENGERS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

DRONE RACK

1						G

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

SHIP DATA TABLE

TYPE	=	FFP
POINT VALUE	=	75/50
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.48
PLUS REFIT	=	+3
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

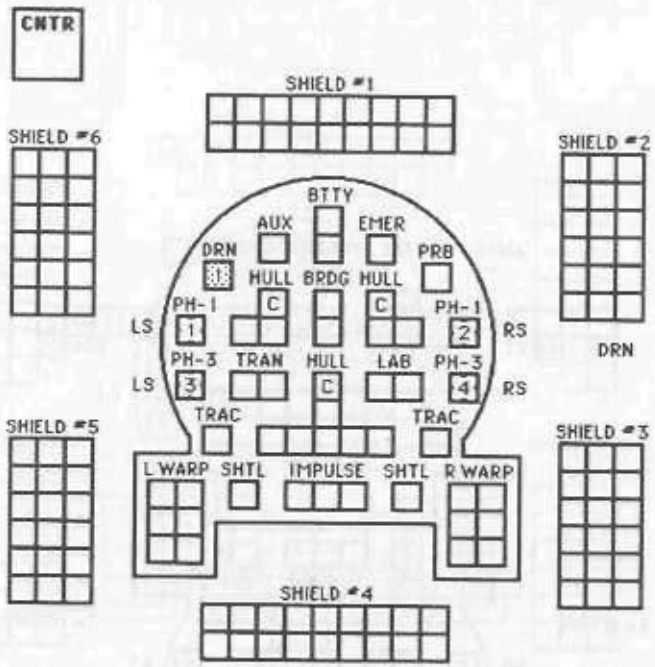
TYPE III DEFENSE PHASER

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

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

ANTI-DRONE TABLE

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



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

▒ SHADED BOXES ARE THE FFP+ REFIT.

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

FEDERATION ESCORT CARRIER

CREW UNITS — 10 / 20

BOARDING PARTIES — 4

PROBES — 5

DECK CREWS — 6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

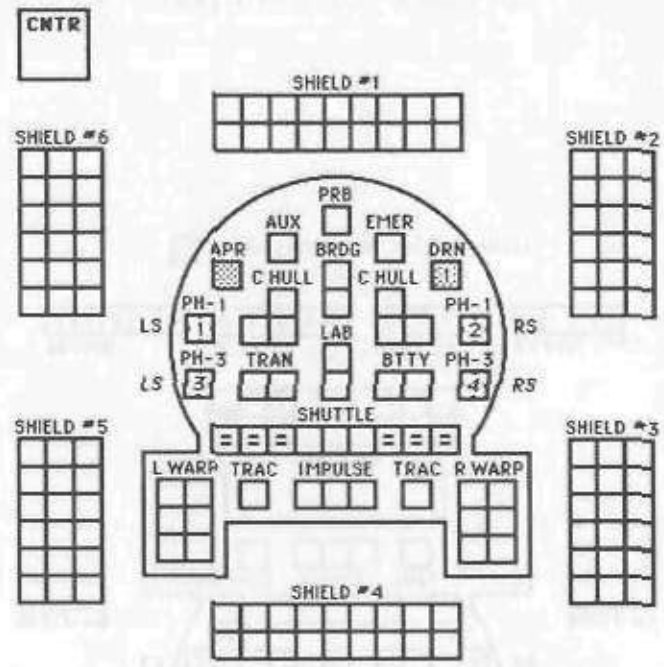
TRANSPORTER BOMBS — D D

DRONE RACK — 1 … G

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

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



▒ SHADED BOXES ARE THE FFV+ REFIT.

TYPE I OFFENSIVE PHASER TABLE

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

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

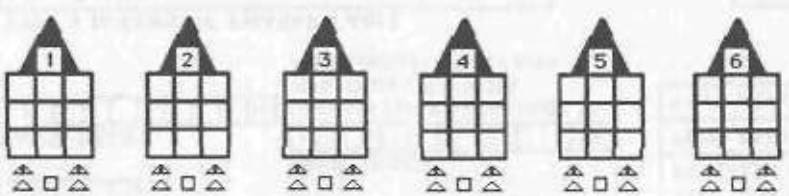
LS = LF + L + LR
RS = RF + R + RR

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.



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

FEDERATION BATTLE FRIGATE

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

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

BOARDING PARTIES: [ ][ ][ ][ ][ ][6]

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

ADMINISTRATIVE SHUTTLES

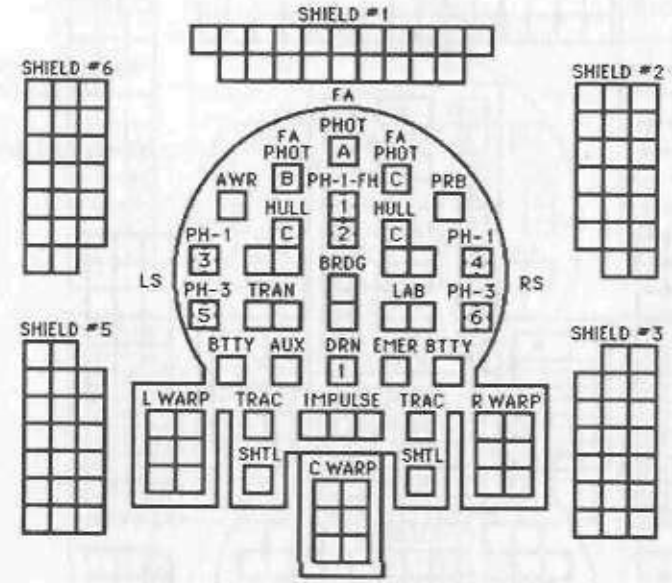
IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

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

CNTR



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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

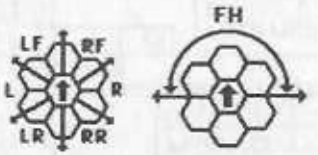
PHOTON TORPEDO TABLE

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

DRONE RACK

[1][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][6]

RACK HAD THREE RELOADS.
THIRD RELOAD MUST BE ADDs.



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

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] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

FEDERATION LIGHT TRANSPORT CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

NO TRANSFERS BETWEEN POD AND TUG. POD HAS TWO BAYS.

BOARDING PARTIES

DECK CREWS

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

SHIP DATA TABLE

TYPE	= LTV
POINT VALUE	= 134
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.57
PLUS REFIT	= +3
Y175 REFIT	= +0

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

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

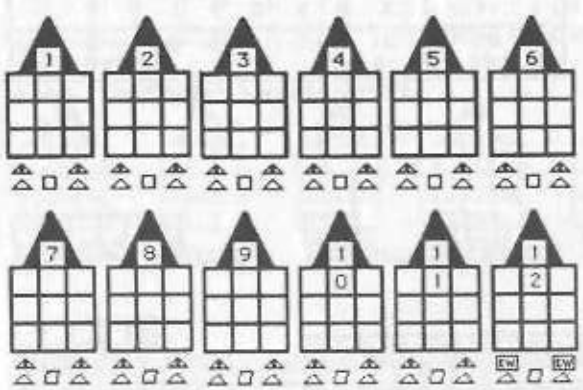
ANTI-DRONE TABLE

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

DRONE RACKS

1	:	:	:	:	:	G
2	:	:	:	:	:	G
3	:	:	:	:	:	G

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

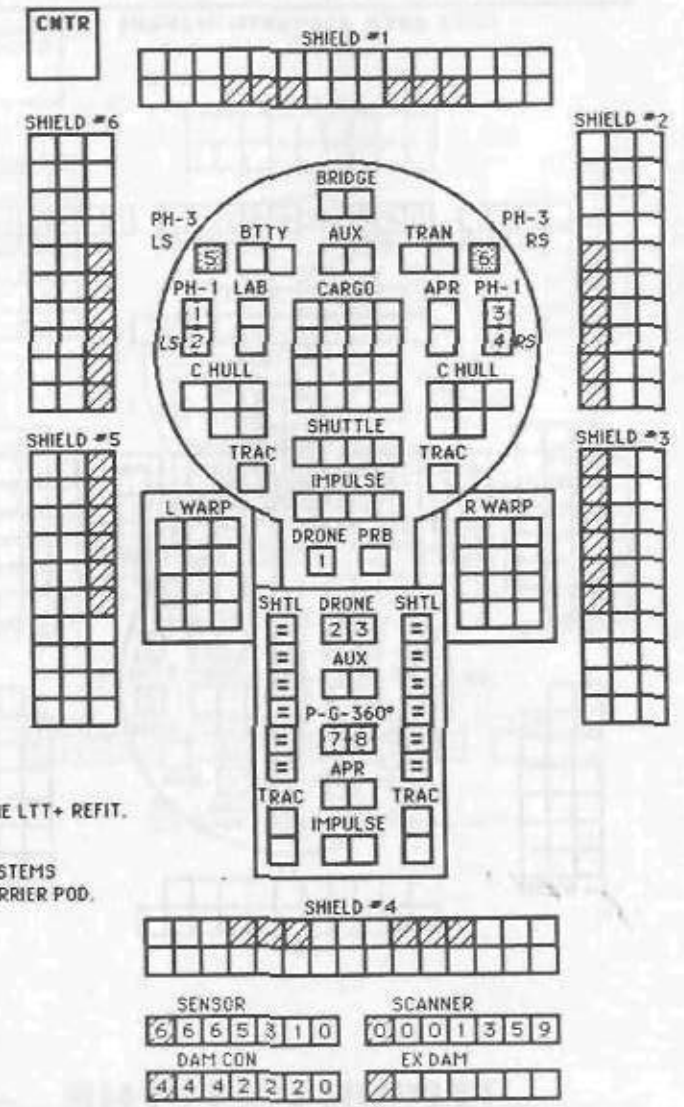
SHADED BOXES ARE THE LTT+ REFIT.

SHADED BOXES ARE SYSTEMS PROVIDED BY THE LIGHT CARRIER POD.

THE LTV COMBINATION CAN USE FOUR OF THE CARGO BOXES FOR PURPOSES OF (R2.R5).

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.*

POD HAS TWO BAYS; EACH BAY HAS TWO DOORS (TUNNEL DECK, J1.58).



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

FEDERATION LIGHT BATTLE TRANSPORT

CREW UNITS

			*							10
										20
										30
										40

BOARDING PARTIES

										10

TRANSPORTER BOMBS D D D D

PROBES 5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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

ANTI-DRONE TABLE

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

DRONE RACKS

1	:	:	:	:	:	:	G
2	:	:	:	:	:	:	G
3	:	:	:	:	:	:	G

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

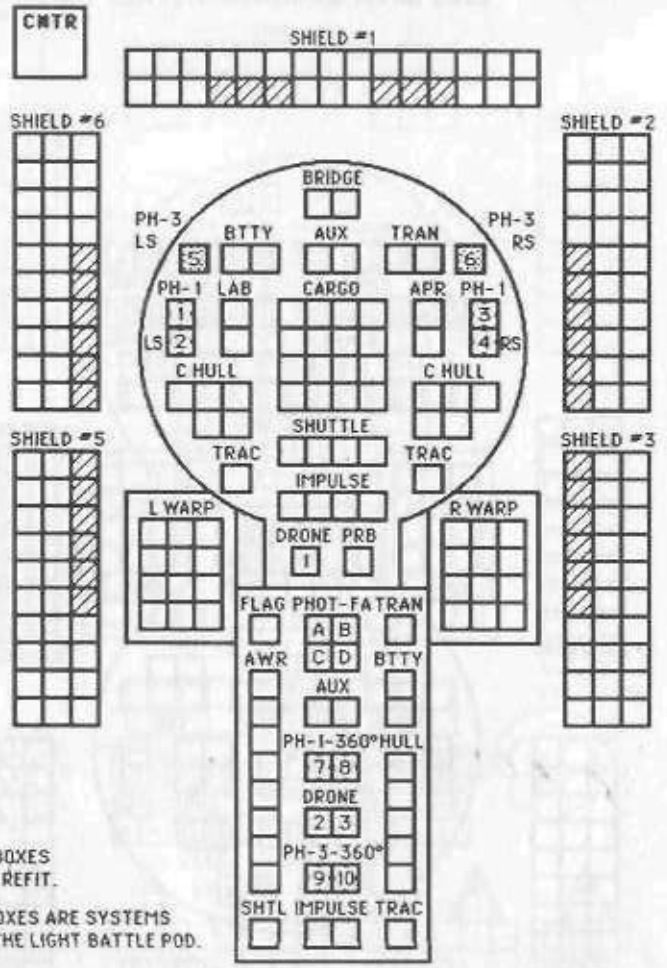
PHOTON TORPEDO TABLE

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

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

SHADED BOXES ARE THE LTT+ REFIT.

SHADED BOXES ARE SYSTEMS PROVIDED BY THE LIGHT BATTLE POD.



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.

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

FEDERATION NEW AEGIS CRUISER

CREW UNITS

10 20 30

BOARDING PARTIES

8

DECK CREWS

2

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

PROBES

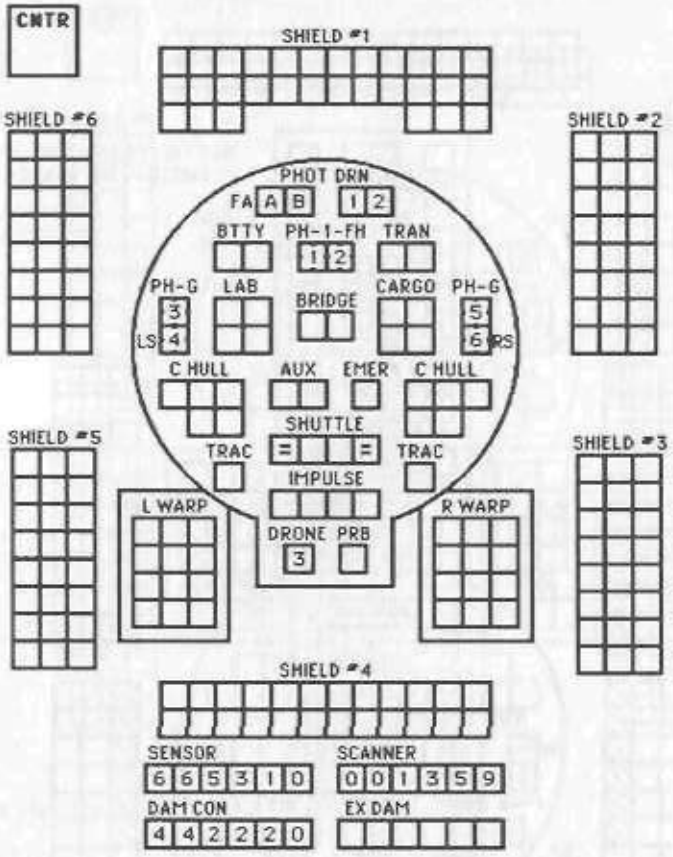
5

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 Y175 REFIT



TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

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 (R2.R5) FOR STORAGE DATA.

ANTI-DRONE TABLE

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

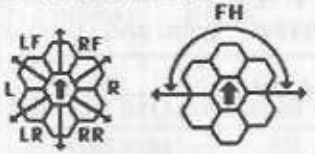
DRONE RACKS

1 6
2 6
3 6

RACKS HAVE THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

PHOTON TORPEDO TABLE

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



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FEDERATION NEW STRIKE CARRIER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES 8

PROBES 5

DRONE RACKS

1 G
2 G

RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

DECK CREWS 10

TRANSPORTER BOMBS D D D D

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 REFIT

ANTI-DRONE TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

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

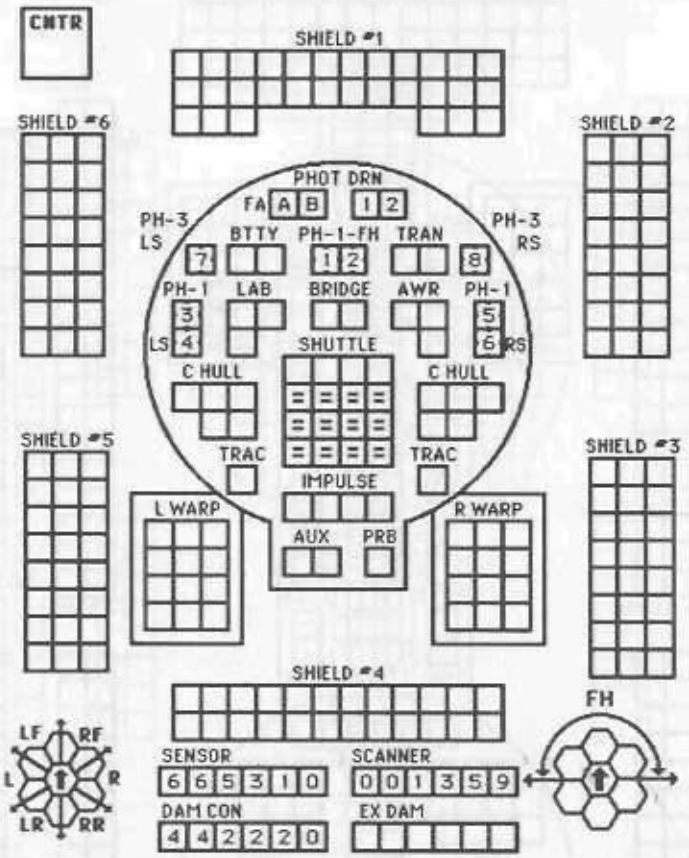
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

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

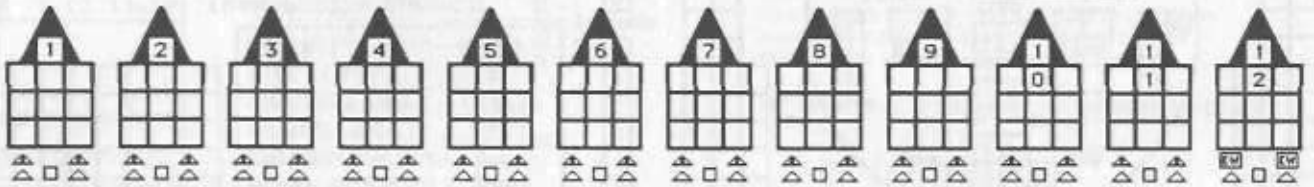
PHOTON TORPEDO TABLE

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



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

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FEDERATION DNG DREADNOUGHT

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

5

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

TRANSPORTER BOMBS

D D D D D D

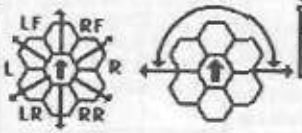
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

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
DMGE, OVERLOAD	------VARIES------				NA	NA

DRONE RACKS

1				G
2				G
3				G
4				G

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

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 6 6 4 4 4 2 2 2 0

EX DAM

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PHOTON-FA A B C D E F

AWR LAB

PH-1-FH 1 2

PH-1 3 4 LS 5

PH-1 6 7 8 RS

BTTY TRAN

BRIDGE

F HULL F HULL

FLAG EMER

IMPULSE

TRAC SHUTTLE TRAC

BTTY TRAN

PH-1-360° 9 10

DRONE 1 2 3 4

AWR PRB

PH-3-360° 11 12

HULL R AUX CON R HULL

PH-1-RH 13 14

L WARP R WARP C WARP

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

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

FEDERATION DESTROYER ESCORT-R

CREW UNITS

BOARDING PARTIES

DECK CREWS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

PROBES

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	

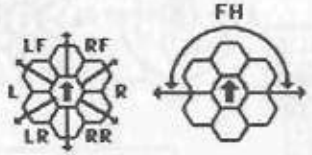
SHIP DATA TABLE	
TYPE	= DAR
POINT VALUE	= 96
REFERENCE	= R2.62A
INCLUDES FULL AEGIS	
INCLUDES Y175 REFIT	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

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

ANTI-DRONE TABLE

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

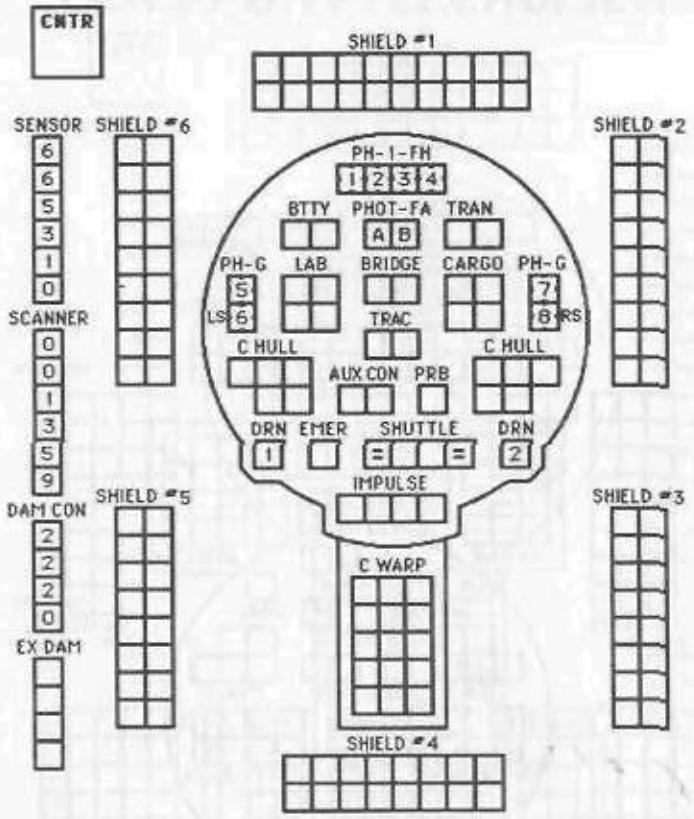
PHOTON TORPEDO TABLE

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
DMG, OVERLOAD	------VARIES------				NA	NA

DRONE RACKS

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

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



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 (R2.R5) FOR SPECIAL RULES REGARDING CARGO.

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

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

FEDERATION NEW ESCORT CRUISER-R

CREW UNITS

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

DECK CREWS

SHIP DATA TABLE

TYPE	= NER
POINT VALUE	= 116
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.63

INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-1-FH

BTTY

DRONE

TRAN

PH-G

LAB

BRIDGE

CARGO

PH-G

LS

RS

C HULL

AUX

EMER

C HULL

SHUTTLE

TRAC

TRAC

IMPULSE

L WARP

R WARP

DRONE

PRB

SENSOR

SCANNER

DAM CON

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

FH

LS = LF + L + LR

RS = RF + R + RR

ANTI-DRONE TABLE

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

DRONE RACKS

							G
1							G
2							G
3							G

RACKS HAVE THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

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 (R2.RS) FOR STORAGE DATA.

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FEDERATION NEW JERSEY CLASS BATTLECRUISER

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

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

PROBES

5

TRANSPORTER BOMBS

D D D D

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1 G
2 G

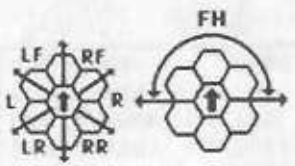
G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.
SEE (D23.0) FOR SHOCK EFFECTS.

ANTI-DRONE TABLE

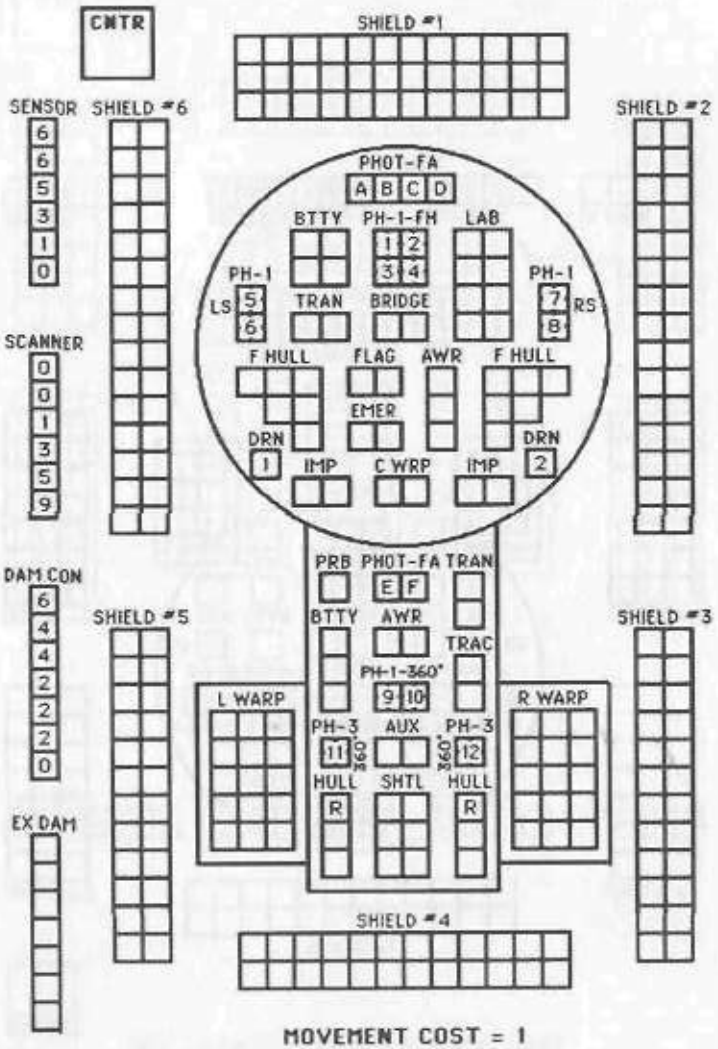
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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
DMGE, OVERLOAD	------VARIES------				NA	NA



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



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

FEDERATION WAR DESTROYER

CREW UNITS

									10
			✱						20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

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

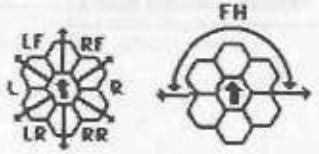
DRONE RACK

1										6

RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

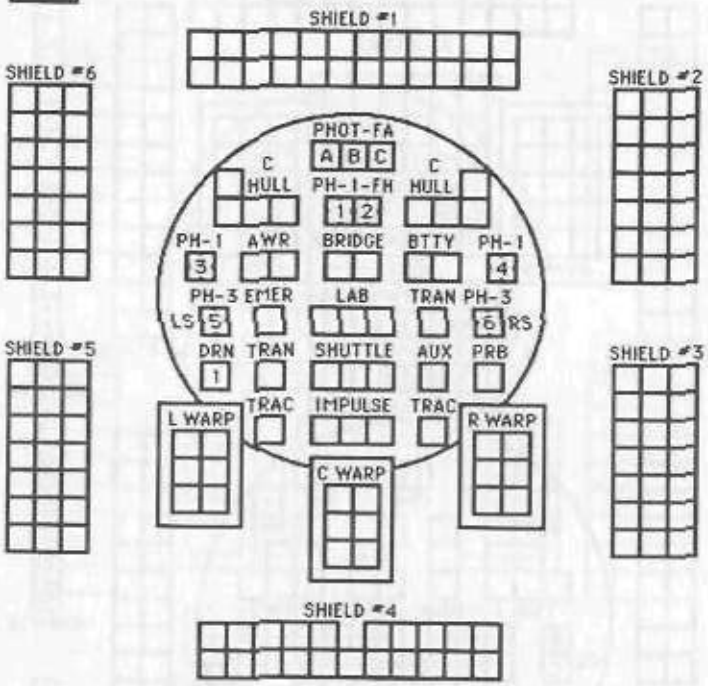
ANTI-DRONE TABLE

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



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

CNTR



SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON				
2	2	2	0	

EX DAM				

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

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

FEDERATION WAR DESTROYER SCOUT

CREW UNITS

									10
			*						20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

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

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
80	6	28+

TYPE III DEFENSE PHASER

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

DRONE RACK

1						6

RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

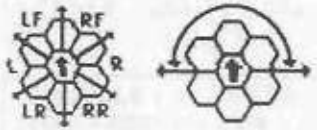
ANTI-DRONE TABLE

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

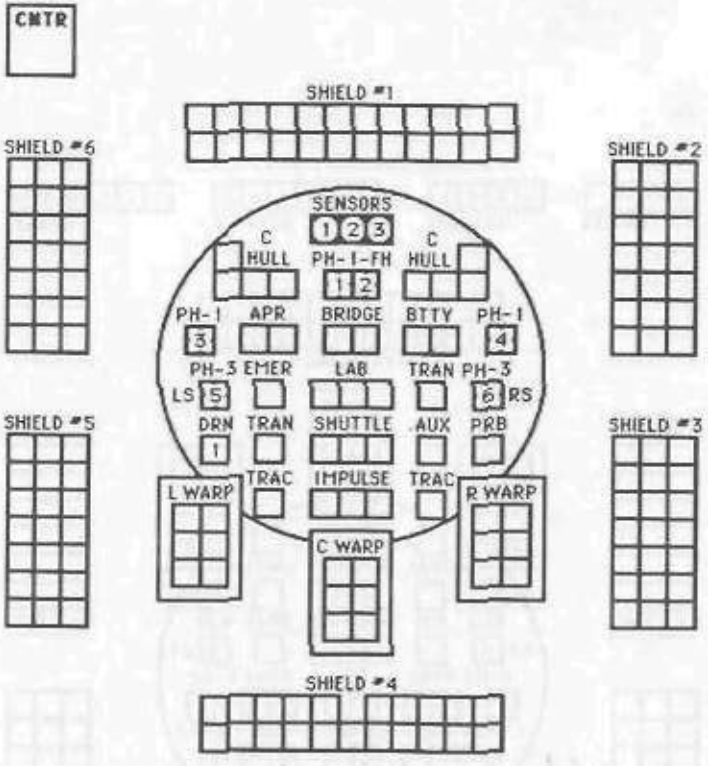
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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



SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON				
2	2	2	0	

EX DAM				

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

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

FEDERATION WAR DRONE DESTROYER

CREW UNITS

									10
			*						20

PROBES

				5

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DWD
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.67

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1									8
2									8
3									8

8 RACKS ALWAYS HAD THREE RELOADS.

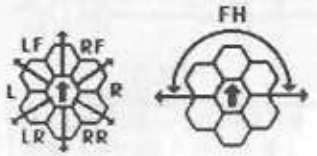
4	:		:		:		:		6

RACK HAD THREE RELOADS, ONE RELOAD IS ENTIRELY ADDs.

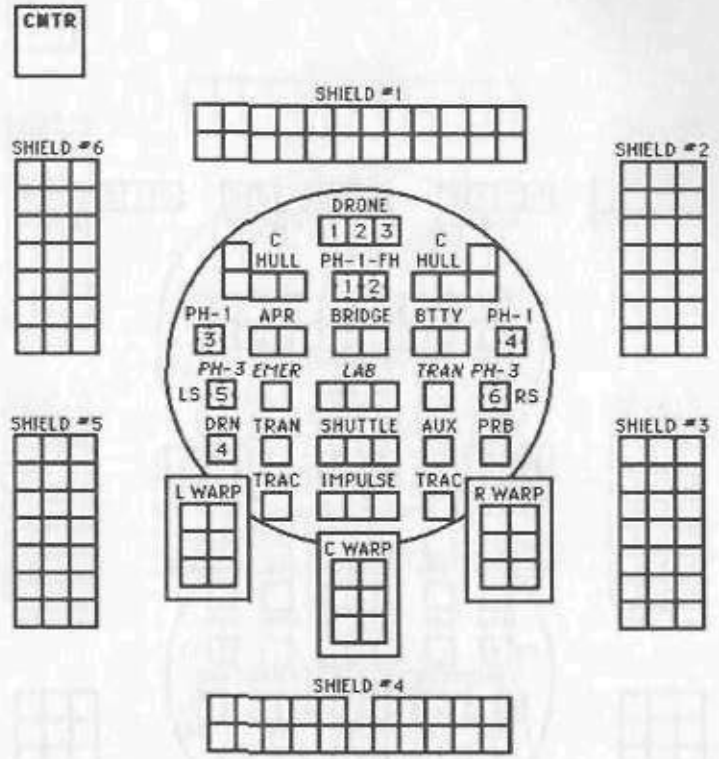
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

ANTI-DRONE TABLE

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



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



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

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

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

FEDERATION WAR DESTROYER ESCORT

CREW UNITS

			*							10
										20

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DWA
POINT VALUE	=	109
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.68

INCLUDES FULL AEGIS

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

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.

TYPE I OFFENSIVE PHASER TABLE

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

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

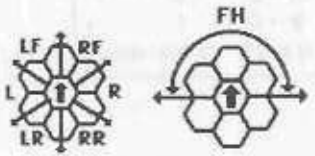
TYPE III DEFENSE PHASER

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

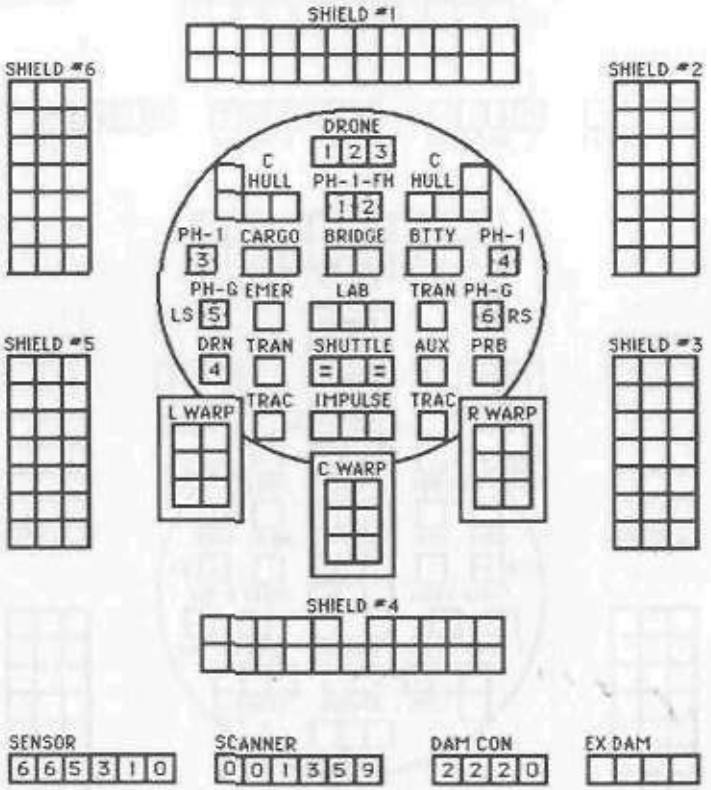
DRONE RACKS

1								G
2								G
3								G
4								G

RACKS HAD THREE RELOADS. THIRD RELOAD MUST BE ADDs.



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



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

SEE (R2.R5) FOR SPECIAL RULES REGARDING CARGO.

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] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

FEDERATION WAR PRIORITY TRANSPORT

CREW UNITS

									10
			*						20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACK

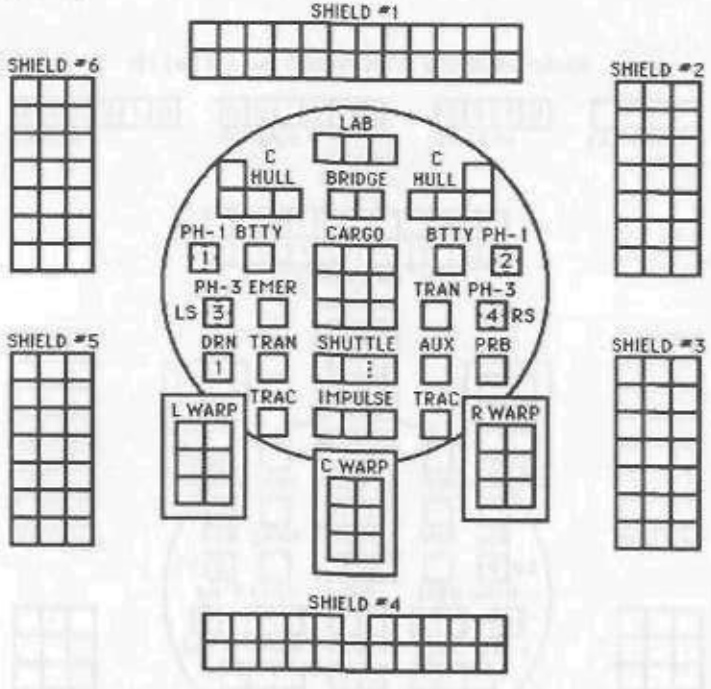
1	:		:		:		:		6

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	-

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



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

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

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

FEDERATION WAR MINESWEEPER

CREW UNITS — 10 / 20

PROBES — 5

BOARDING PARTIES — 8

TRANSPORTER BOMBS — D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

SHIP DATA TABLE

TYPE	=	DWM
POINT VALUE	=	95/77
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.70

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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

MINE RACKS

1					
2					
3					
4					

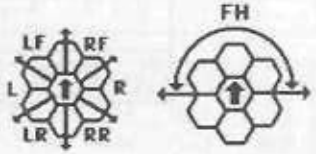
RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

DRONE RACK — 1 … 6

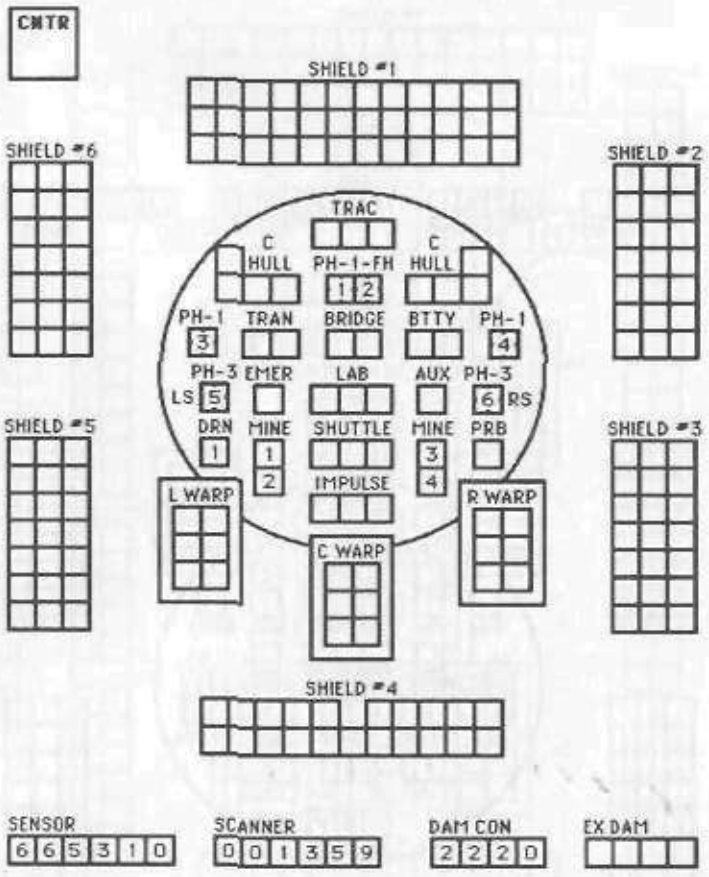
RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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



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



SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

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

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

FEDERATION WAR COMMAND DESTROYER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DWC
POINT VALUE	=	107
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.71

PROBES

				5

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

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

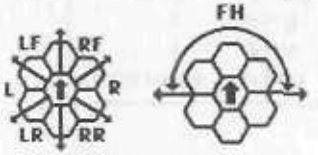
DRONE RACKS

1	:	:	:	:	:	:		6
2	:	:	:	:	:	:		6

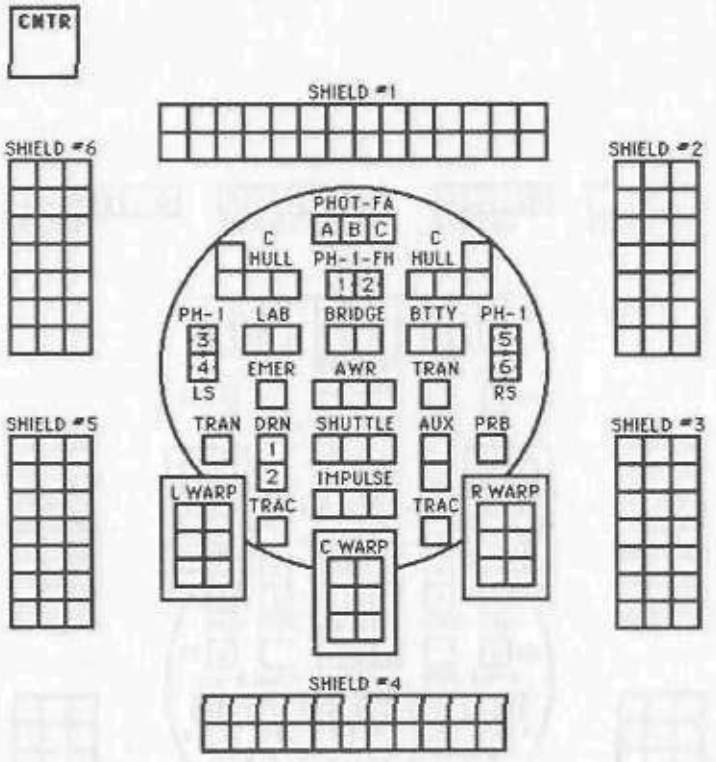
RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

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



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

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

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

KZINTI MEDIUM COMMAND CRUISER

CREW UNITS

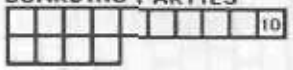
ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

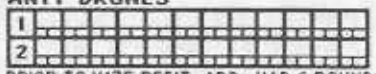
SHIP DATA TABLE	
TYPE	= MCC
POINT VALUE	= 125
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.26
Y175 REFIT	= +3

CNTR

BOARDING PARTIES

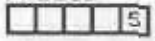


ANTI-DRONES

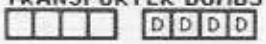


PRIOR TO Y175 REFIT, ADDs HAD 6 ROUNDS.

PROBES



TRANSPORTER BOMBS



TYPE I OFFENSIVE PHASER TABLE

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

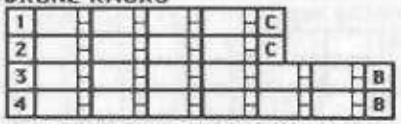
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

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 PHASER

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

DRONE RACKS



THIS SHIP HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

HIT & RUN DERFACS ☐

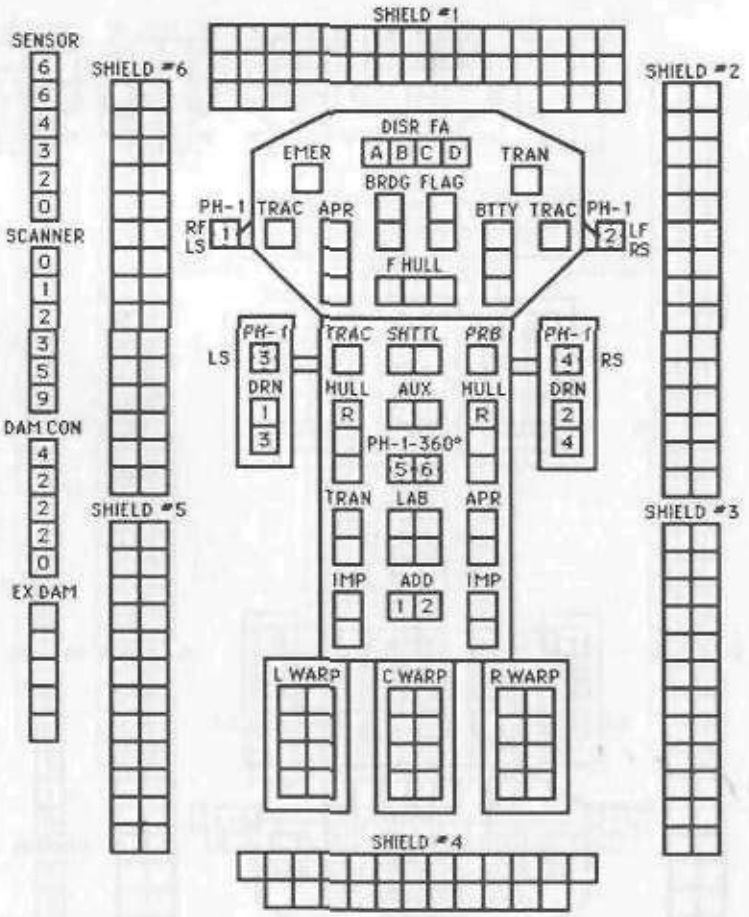
ANTI-DRONE TABLE

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

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KZINTI MEDIUM CARRIER

CREW UNITS

10 20 30

BOARDING PARTIES 10

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

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

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

HIT & RUN DERFACS [ ]

SHIP DATA TABLE

TYPE	= MCV
POINT VALUE	= 112
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.27
Y175 REFIT	= +4

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1									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)

LF RF L R LR RR

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

DISRUPTOR TABLE

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

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

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

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

DISR FA [A][B][C] EMER TRAN TRAC BRIDGE TRAC APR BTTY F HULL
PH-1 RF LS [1]
PH-1 [2] LF RS
PH-1 LS [3] DRN [1] [3]
TRAC HULL [R] TRAN IMP
SHTTL LAB
PRB HULL [R] AUX IMP
PH-1 [4] RS DRN [2] [4]
L WARP C WARP R WARP

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KZINTI MEDIUM MINESWEEPER

CREW UNITS — 10 / 20 / 30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES
		MSS
		MSS

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

CNTR

BOARDING PARTIES — 8

ANTI-DRONES — 1 / 2

PRIOR TO Y175 REFIT, ADDs HAD 6 ROUNDS.

PROBES — 5

TRANSPORTER BOMBS — D D D D

TYPE I OFFENSIVE PHASER TABLE

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

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
HET 3	11-15
4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

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

DRONE RACKS

1	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)

ANTI-DRONE TABLE

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

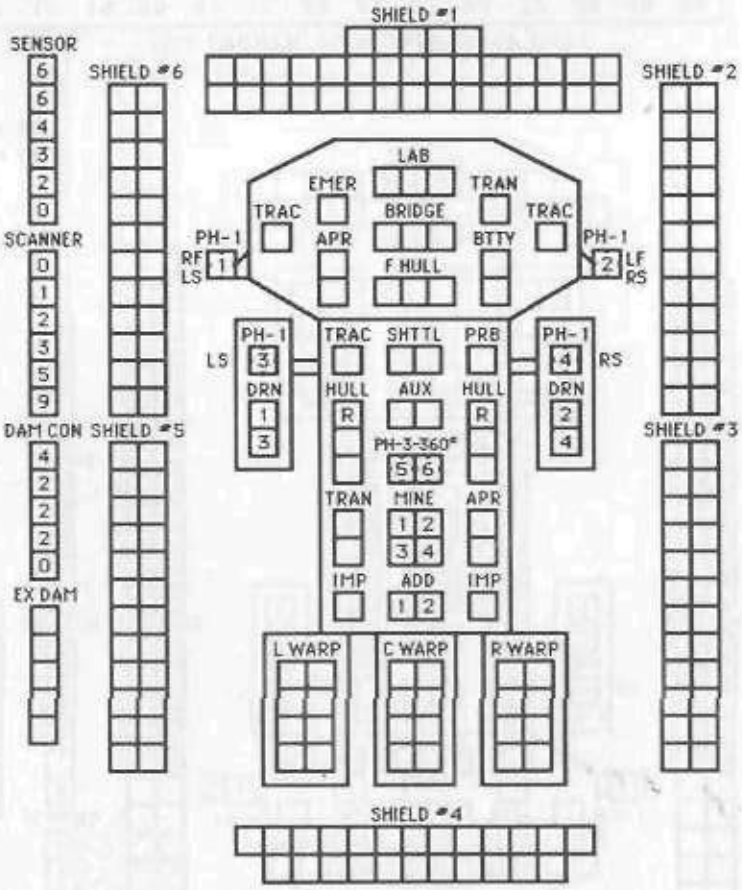
MINE RACKS

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

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

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

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KZINTI MEDIUM DRONE CRUISER

CREW UNITS

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

ANTI-DRONES

PRIOR TO Y175 REFIT, ADDs HAD 6 ROUNDS.

PROBES

TRANSPORTER BOMBS

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

CNTR

SENSOR

SCANNER

DAM CON

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

DRONE

EMER

TRAN

TRAC

BRIDGE

CGO

BTTY

F HULL

PH-1

PH-3-360°

SHTTL

PRB

HULL

AUX

DRN

TRAN

LAB

IMP

ADD

L WARP

C WARP

R WARP

LF RF L R LR RR

LS = LF + L + LR

RS = RF + R + RR

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO 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 PHASER

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

DRONE RACKS

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 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 [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KZINTI MEDIUM SCOUT CRUISER

CREW UNITS — 10 / 20 / 30

BOARDING PARTIES — 10

PROBES — 5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

ANTI-DRONES

1
2

PRIOR TO Y175 REFIT, ADDs HAD 6 ROUNDS.

TRANSPORTER BOMBS — D D D D

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
Y175 REFIT	=	+7

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO 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 PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

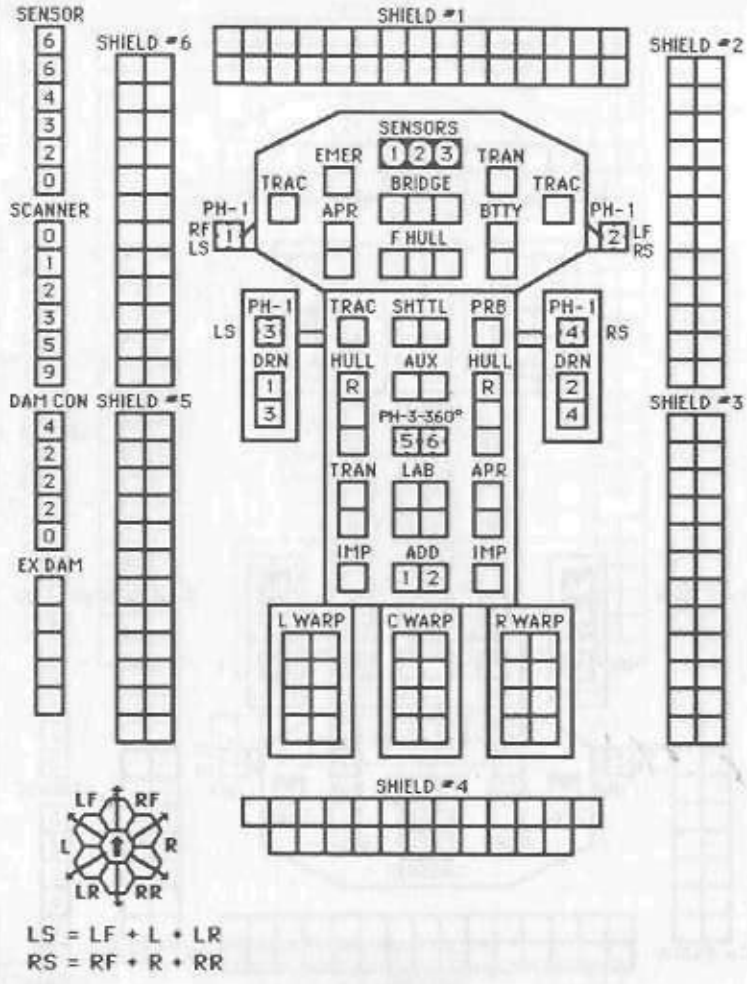
DRONE RACKS

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)

ANTI-DRONE TABLE

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



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KZINTI MEDIUM PF TENDER

CREW UNITS

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

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

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

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

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

SCOUT FUNCTIONS SUMMARY

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

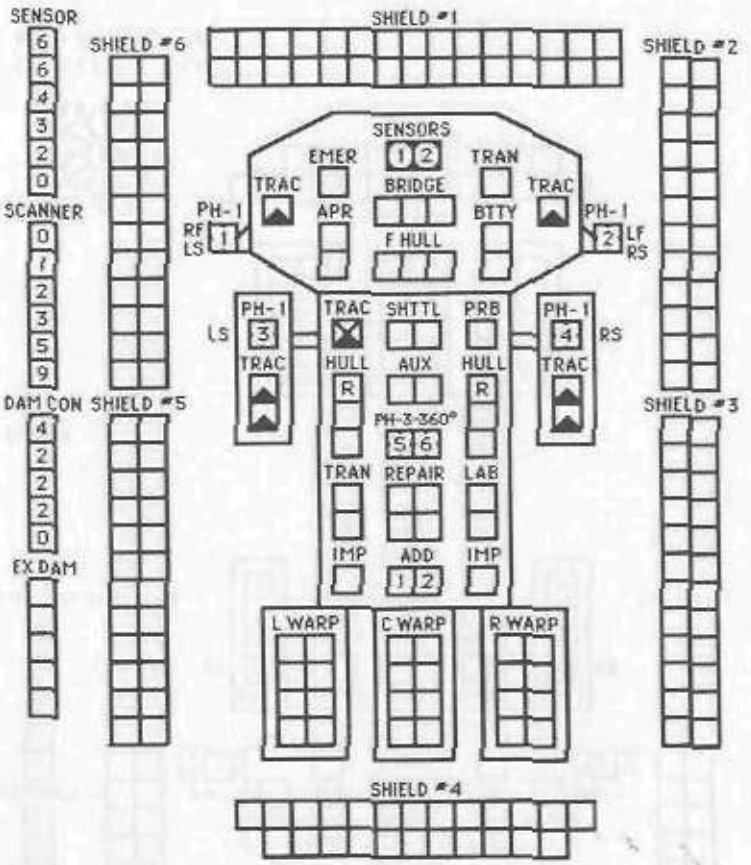
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

ANTI-DRONES

ADDs ALWAYS HAD TWELVE ROUNDS.

ANTI-DRONE TABLE

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

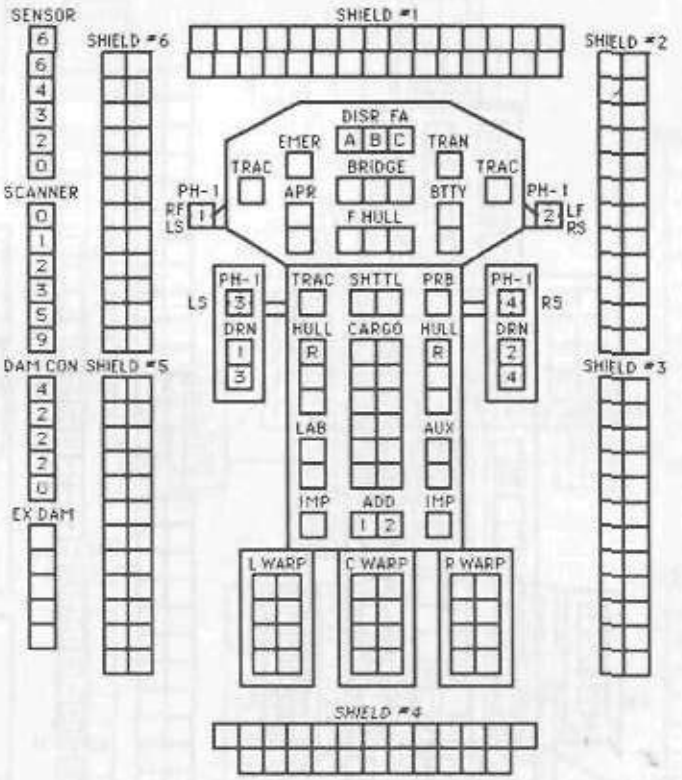


WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

KZINTI MEDIUM TACTICAL TRANSPORT

CNTR



CREW UNITS

			*							10
										20
										30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

							8

ANTI-DRONES

1																				
2																				

PRIOR TO Y175 REFIT, ADDs HAD 6 ROUNDS.

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	= MTT
POINT VALUE	= 120/95
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= *R5.34*
Y175 REFIT	= +7

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

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)

HIT & RUN DERFACS ☐

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

WITH NO PODS		
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET ☐	4	16-21
	5	22-28
BD ☐☐	6	29+

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

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

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

KZINTI MEDIUM BATTLE TRANSPORT

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

ANTI-DRONES

1 2 3

PRIOR TO Y175 REFIT, ADDs HAD 6 ROUNDS.

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	MBT
POINT VALUE	=	157/132
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.34
Y175 REFIT	=	+9

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

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)

ANTI-DRONE TABLE

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

HIT & RUN DERFACS

5 6 7 8 9 10 D D

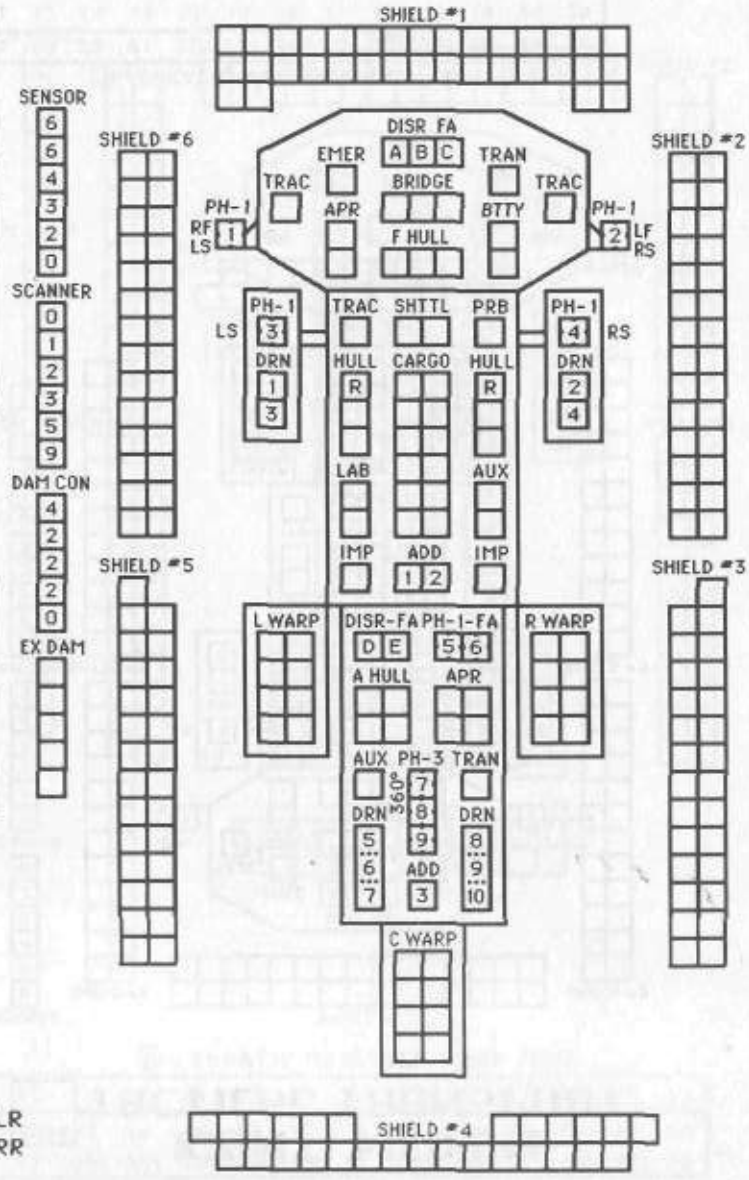
THE SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE D DRONE MAGAZINES DURING EACH TURN.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING, PLUS AN ADDITIONAL THREE SEEKING WEAPONS SO LONG AS THERE IS ONE UNDAMAGED DRONE BOX ON THE BATTLE POD.

LF RF L R LR RR

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

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



KZINTI DESTROYER

CREW UNITS

			✱						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.35
Y175 REFIT	=	+4

TYPE I OFFENSIVE PHASER TABLE

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

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

DRONE RACKS

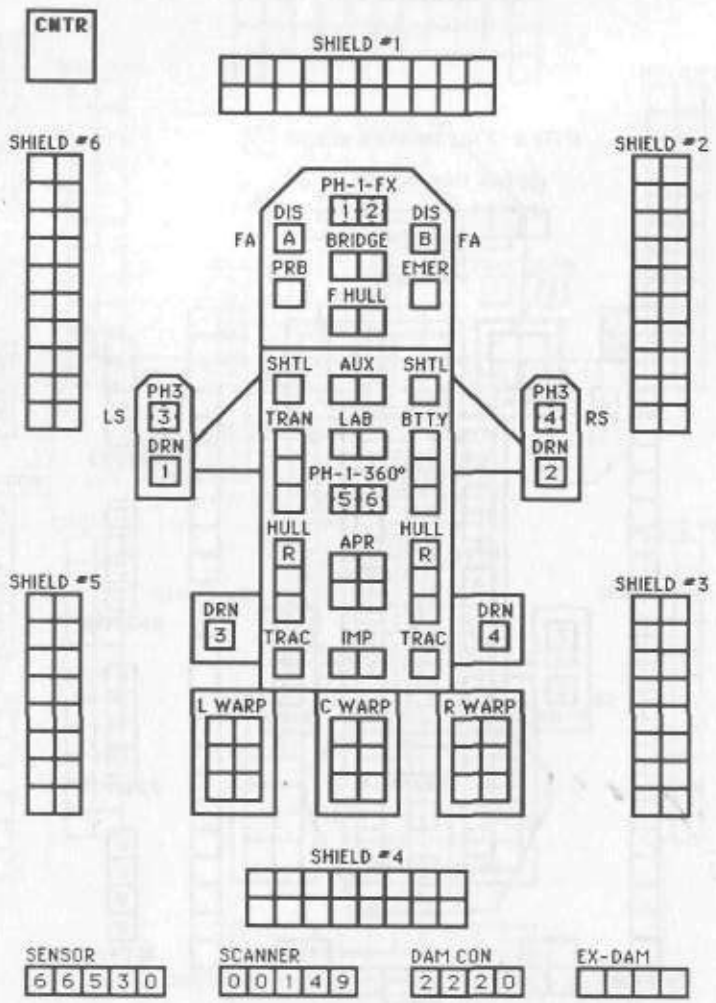
1																	A	C		
2																	A	C		
3																	A			B
4																	A			B

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

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,OVLD	10	10	8	8	6	0	0

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



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

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

KZINTI POLICE CORVETTE

CREW UNITS ✱ 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

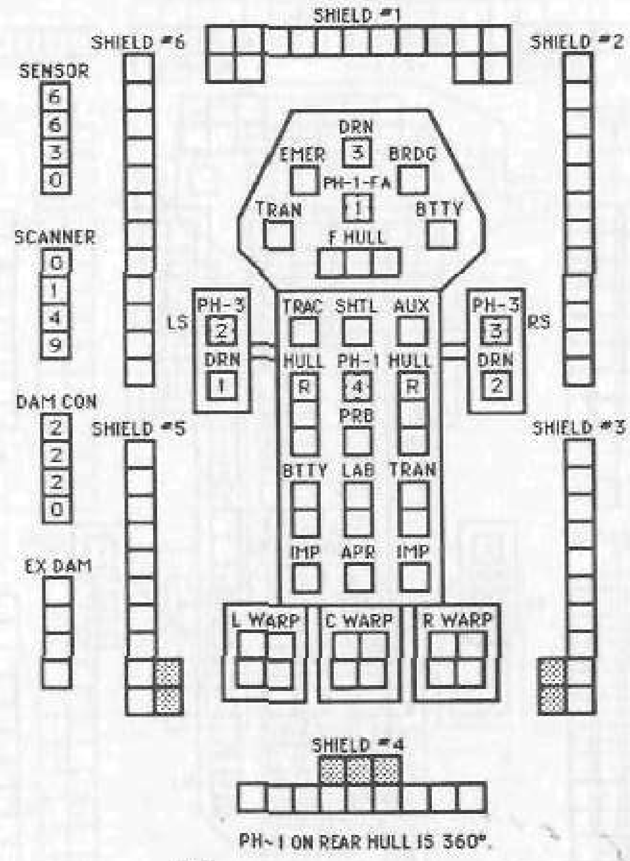
BOARDING PARTIES 6

PROBES 5

TRANSPORTER BOMBS D D

SHIP DATA TABLE		
TYPE	=	POL
POINT VALUE	=	60
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.36
C-8 REFIT	=	+1
Y175 REFIT	=	+3

CNTR



PH-1 ON REAR HULL IS 360°.

SHADED BOXES ARE THE C-8 REFIT.

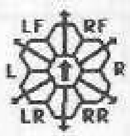
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

DRONE RACKS

1 A C
2 A C
3 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)

3 E

ON SOME OF THESE SHIPS, THE THIRD DRONE RACK WAS A TYPE-E RACK. THIS RACK RECEIVED A SECOND RELOAD AS PART OF THE Y175 REFIT AND WAS OTHERWISE UNAFFECTED. THE COST OF THE Y175 REFIT IS REDUCED BY ONE BPV IF THIS VARIANT IS USED.

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 SURVEY CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES 8

TRANSPORTER BOMBS D D D D

PROBES 10

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
Y175 REFIT	=	+6
SRV	=	+8

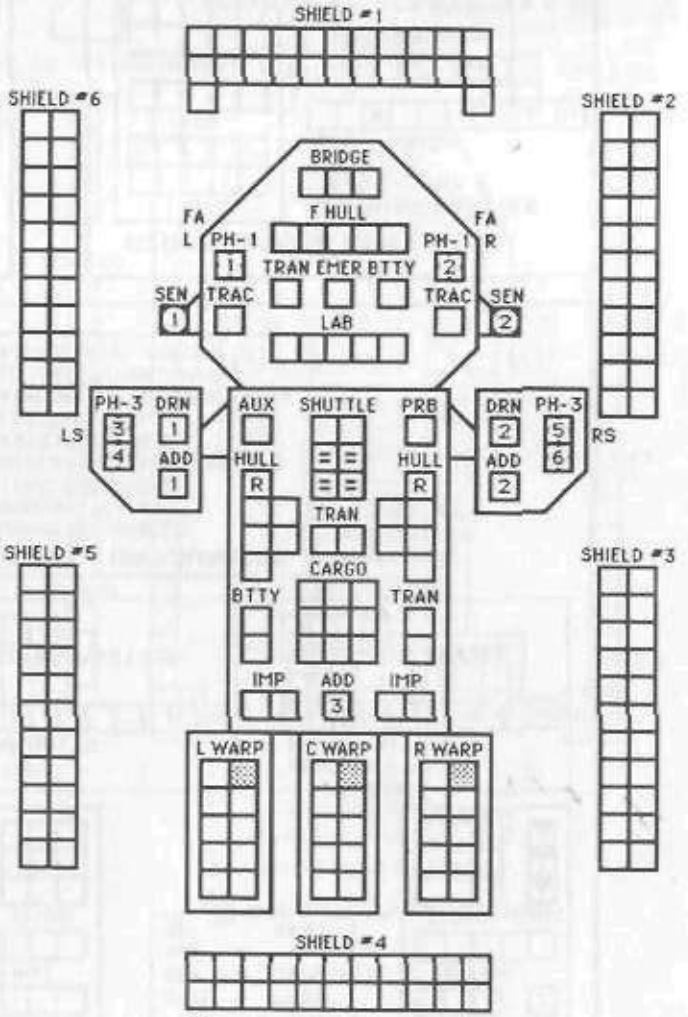
CNTR

SENSOR 6 6 6 4 1 0

SCANNER 0 1 2 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM



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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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

DRONE RACKS

1	A	C
2	A	C

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

ANTI-DRONES

1 2 3

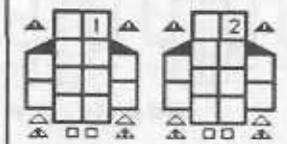
6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

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.

WARTIME FIGHTER DEPLOYMENT (R5.37A)

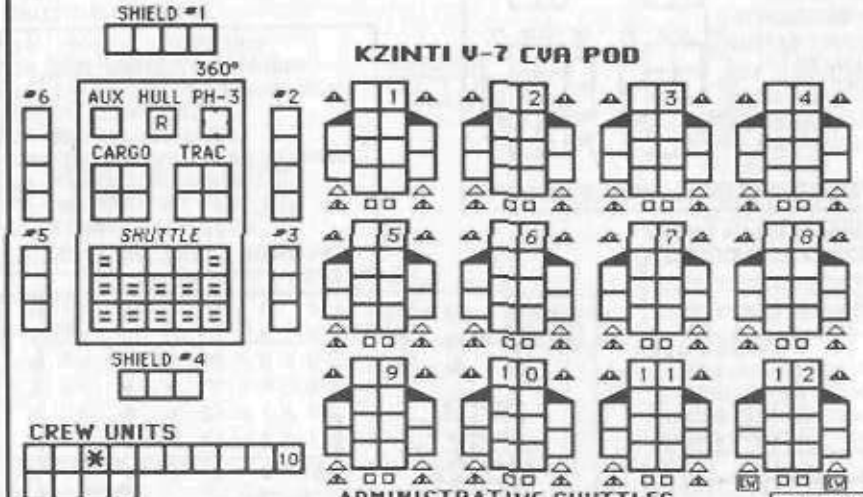


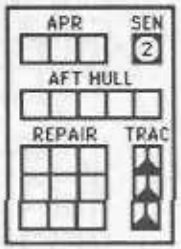
(REPLACES FOUR ADMIN SHUTTLES.)

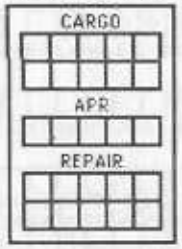
TAAS FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

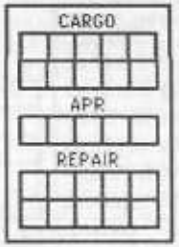
TADS ONLY

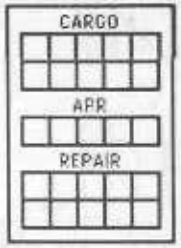
DECK CREWS 4











KZINTI V-7 CVA POD

TAAS FIGHTERS
2× PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY

POD DATA TABLE
TYPE = P-Y7
BPV = 25
SIZE = 4
REF = R5.38

KZINTI PF TENDER PODS

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

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

SENSORS ARE DESTROYED ON "PHASER" HITS.

KZINTI REPAIR POD

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

KZINTI REPAIR POD

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

KZINTI REPAIR POD

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

KZINTI HEAVY FRIGATE

CRNTR

CREW UNITS * 10 20

ADMINISTRATIVE SHUTTLES

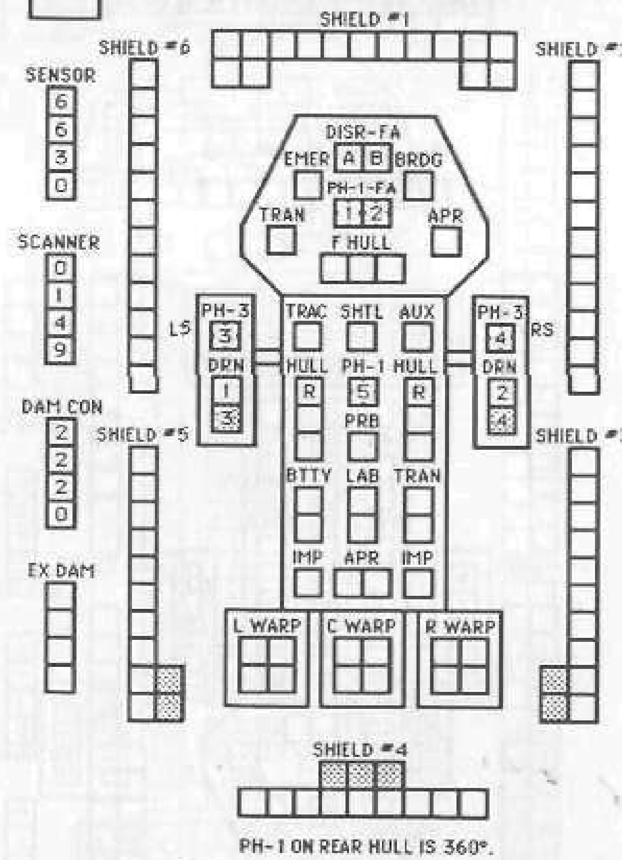
IDENT	HIT POINTS	NOTES

BOARDING PARTIES 8

PROBES 5

TRANSPORTER BOMBS D D

SHIP DATA TABLE		
TYPE	=	FH
POINT VALUE	=	70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.41
C-10 REFIT	=	+9
Y175 REFIT	=	+4



PH-1 ON REAR HULL IS 360°.

SHADED BOXES ARE THE C-10 REFIT.

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

SEE (D23.0) FOR SHOCK DAMAGE.

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)

DISRUPTOR TABLE

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

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

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 FFK FRIGATE

CREW UNITS

		*							10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 6

PROBES: 5

TRANSPORTER BOMBS: D D

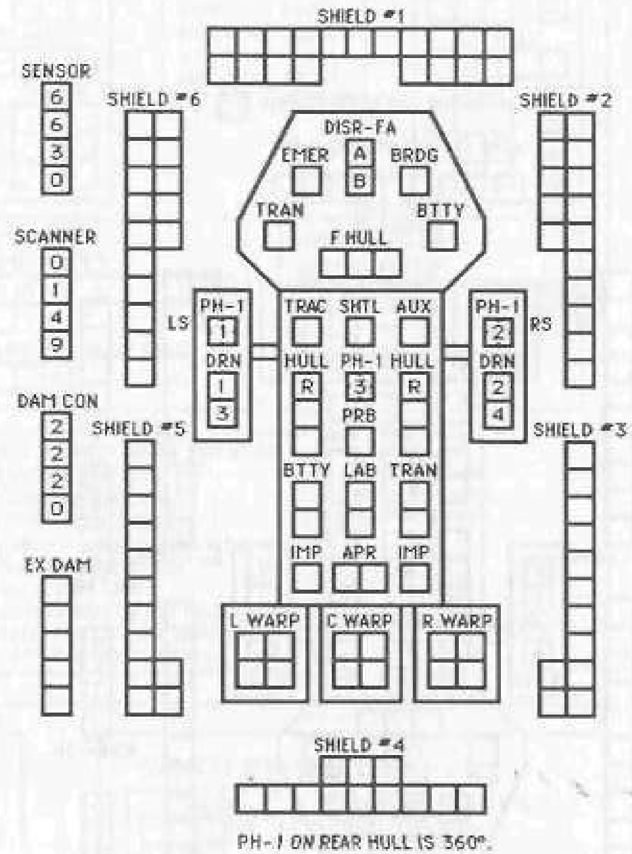
SHIP DATA TABLE		
TYPE	=	FFK
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.46
Y175 REFIT	=	+4

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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



PH-1 ON REAR HULL IS 360°.

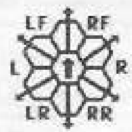
TYPE III DEFENSE PHASER

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

DRONE RACKS

1					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)



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

DISRUPTOR TABLE

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

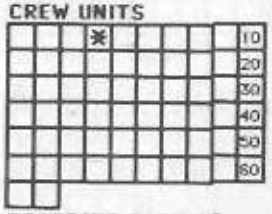
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX   [5] = HET COST   (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
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

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract	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 DREADNOUGHT

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D D D

BOARDING PARTIES 10 20

PROBES 5

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

SHIP DATA TABLE

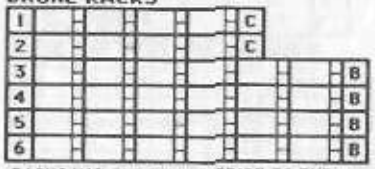
TYPE	=	DN
POINT VALUE	=	225
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.42
Y175 REFIT	=	+3

TYPE I OFFENSIVE PHASER TABLE

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

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

DRONE RACKS



RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER

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

HIT & RUN DERFACS ☐

TYPE III DEFENSE PHASER

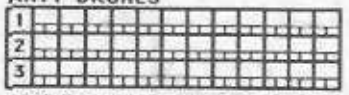
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

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

CARGO SPACES ARE USED FOR 300 SPARE DRONES.

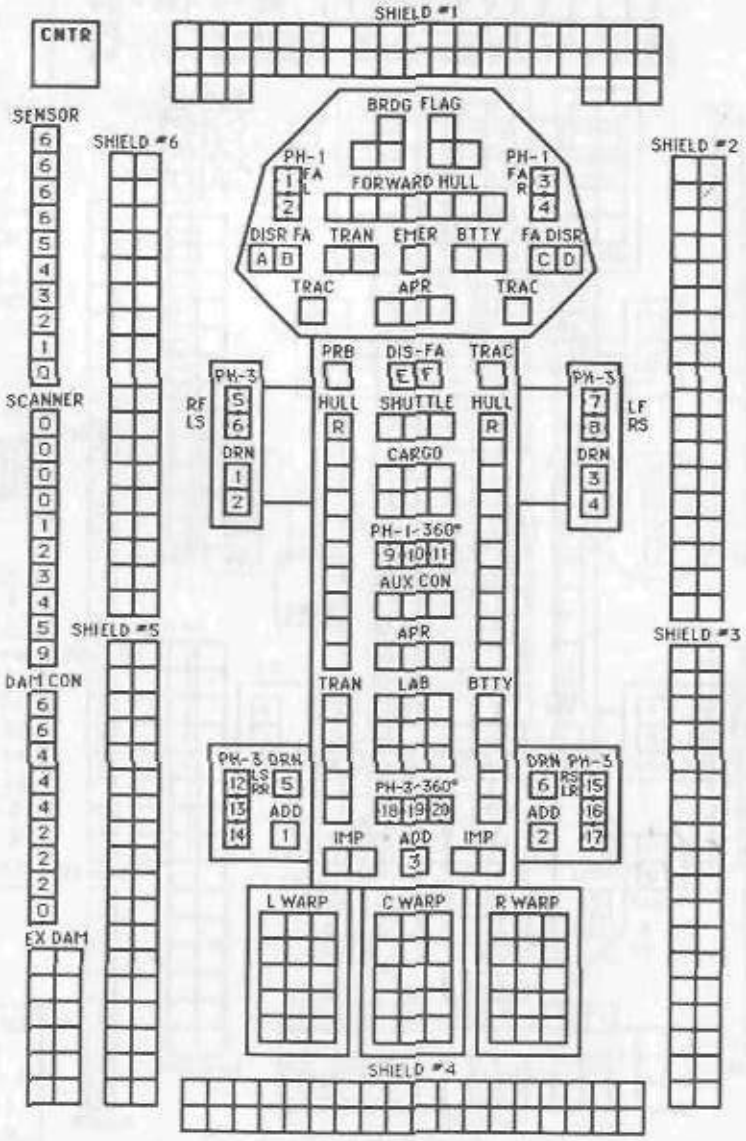
ANTI-DRONES



6 ROUNDS BEFORE Y175 REFIT, 12 AFTER.

DISRUPTOR TABLE

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



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

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

KZINTI
HEAVY BATTLECRUISER

CREW UNITS

10 20 30 40 50

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

PROBES 5

BOARDING PARTIES 10 20

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	= BCH
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.43

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

DRONE RACKS

1 C
2 C
3 B
4 B

RACKS HAD TRIPLE RELOADS.

5 G

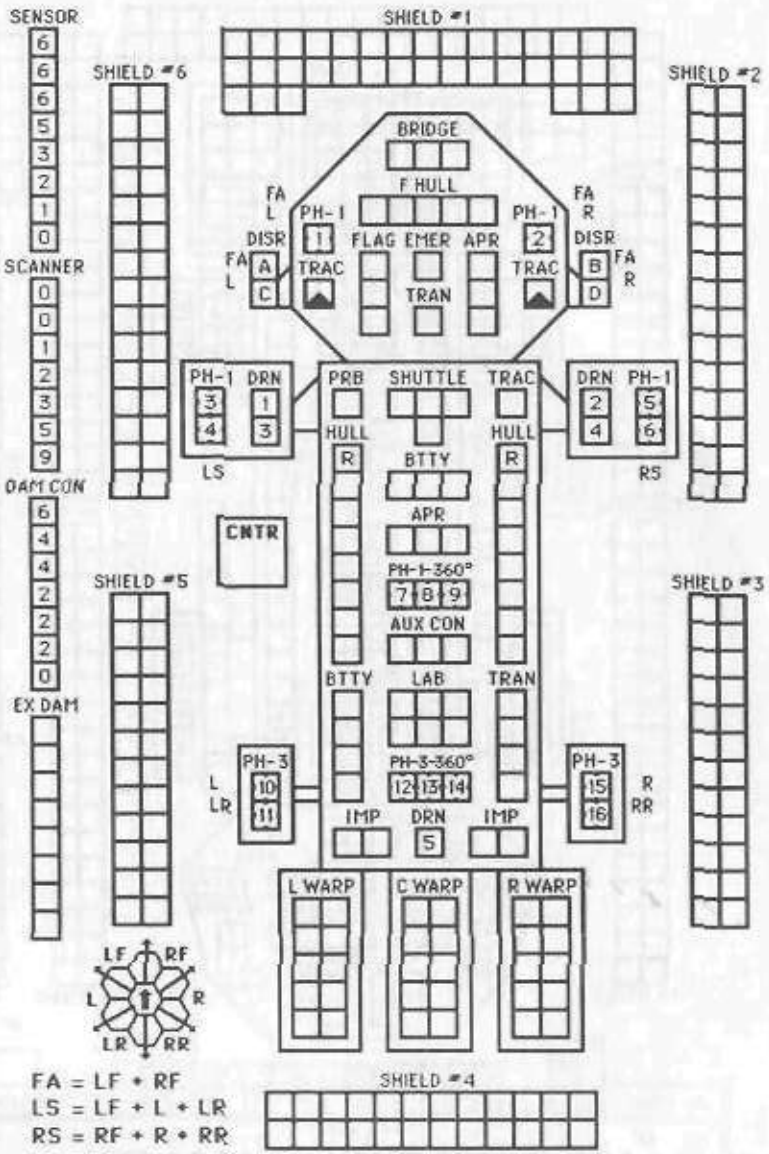
RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

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

DERFACS ☐ H&R

DISRUPTOR TABLE

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



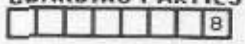
KZINTI WAR DESTROYER

CREW UNITS

ADMINISTRATIVE SHUTTLES

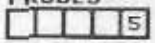
IDENT	HIT POINTS	NOTES

BOARDING PARTIES

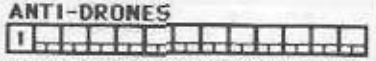


TRANSPORTER BOMBS

PROBES



ANTI-DRONES



6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

SHIP DATA TABLE		
TYPE	=	DW
POINT VALUE	=	84
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.44
Y175 REFIT	=	+6

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

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

DRONE RACKS

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

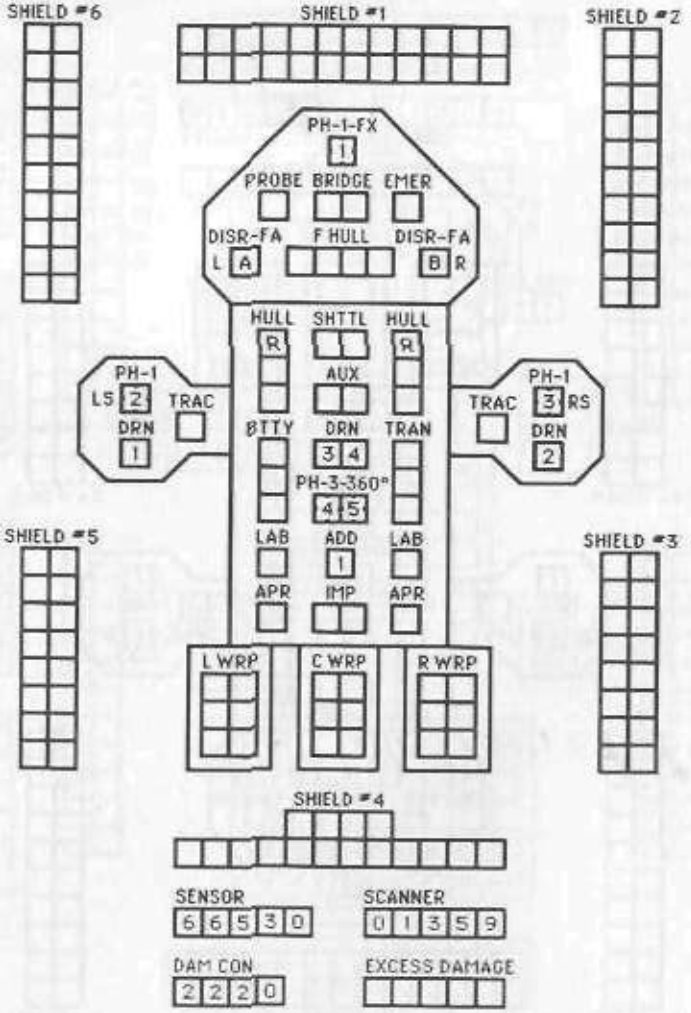
TYPE III DEFENSE PHASER

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

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,OVLD	10	10	8	8	6	0	0

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



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

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

KZINTI WAR DESTROYER LEADER

CNTR

CREW UNITS

10 20 30

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D

ANTI-DRONES

1
2

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	98
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.45
Y175 REFIT	=	+7

TYPE I OFFENSIVE PHASER TABLE

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

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

HET

BD

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

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)

DERFACS

H&R

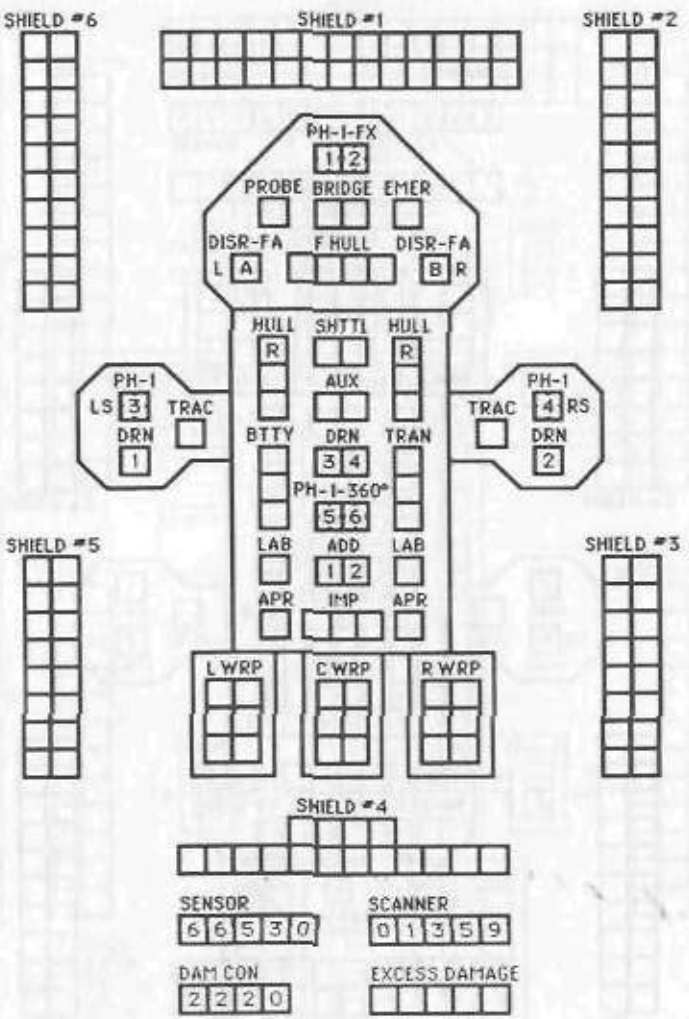
TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

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



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

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

KZINTI DRONE CRUISER

CREW UNITS

		*						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY

BOARDING PARTIES

								10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

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

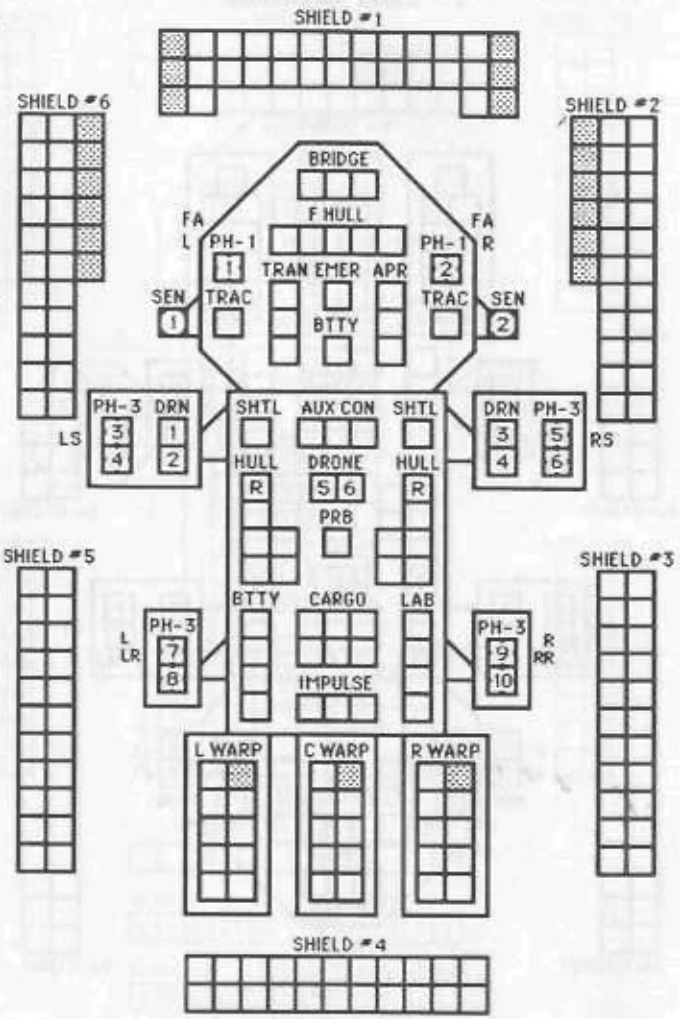
CNTR

SENSOR: 6 6 6 4 1 0

SCANNER: 0 1 2 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



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

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

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

DRONE RACKS

1								8
2								8
3								8
4								8
5								8
6								8

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).

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.

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

KZINTI HEAVY CRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	= CA
POINT VALUE	= 126
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.48

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1						A
2						A
3						A
4						A

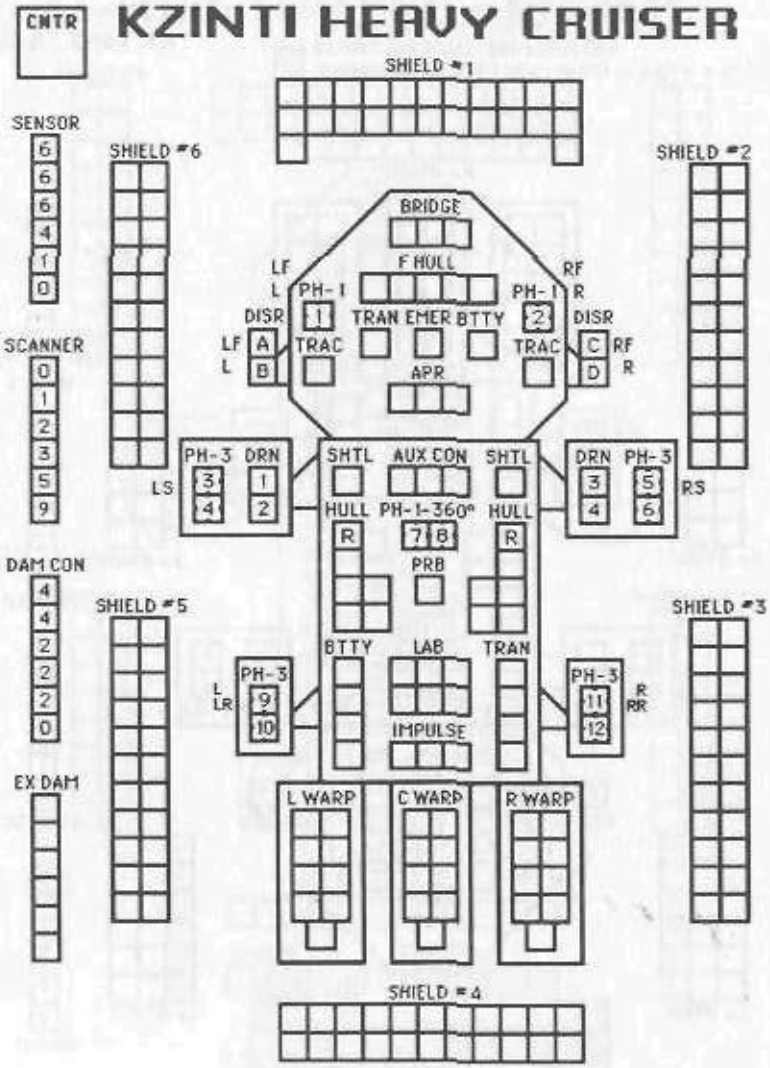
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)

THE INSTALLATION OF THE C-14 REFIT MAKES THIS SHIP INTO A BC.

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(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,OVLD	10	10	8	8	6	0	0	0

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



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

KZINTI WAR DESTROYER SCOUT

CNTR

CREW UNITS ✱ 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 6

TRANSPORTER BOMBS D D

PROBES 5

ANTI-DRONES 1

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

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
Y175 REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

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

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

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

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)

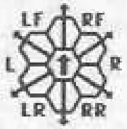
TYPE III DEFENSE PHASER

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

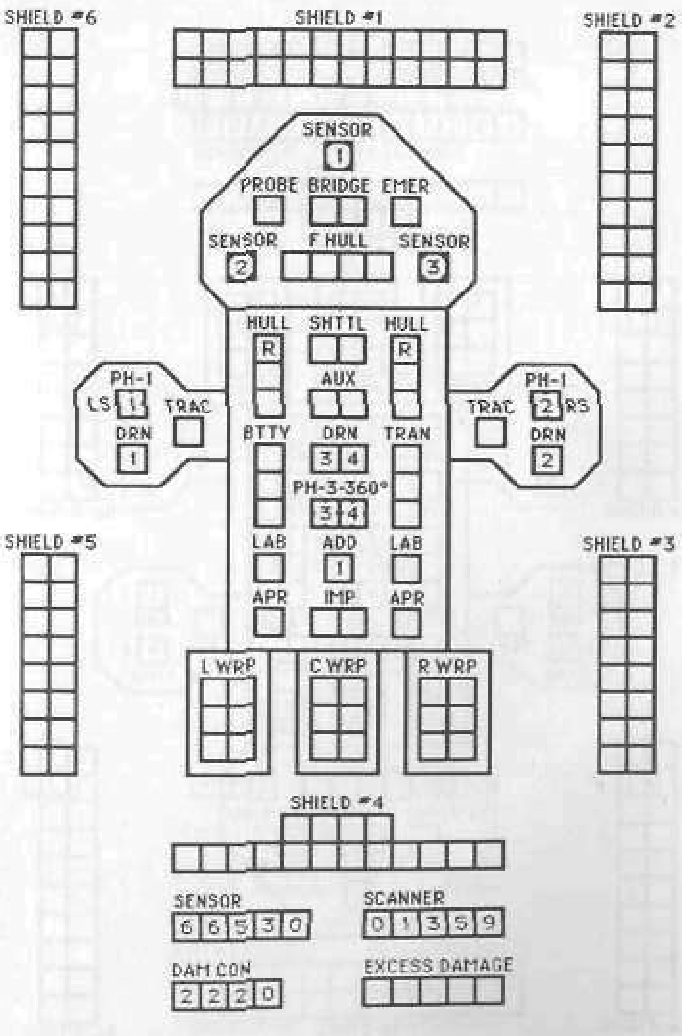
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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



SENSOR 6 6 5 3 0

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

EXCESS DAMAGE

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

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

KZINTI WAR DESTROYER ESCORT

CNTR

CREW UNITS (10 / 20)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [8]

TRANSPORTER BOMBS [D] [D]

DECK CREWS [2]

PROBES [5]

SHIP DATA TABLE		
TYPE	=	DWE
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 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		

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1						G
2						G
3						G
4						G

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

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

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

ANTI-DRONES [1]

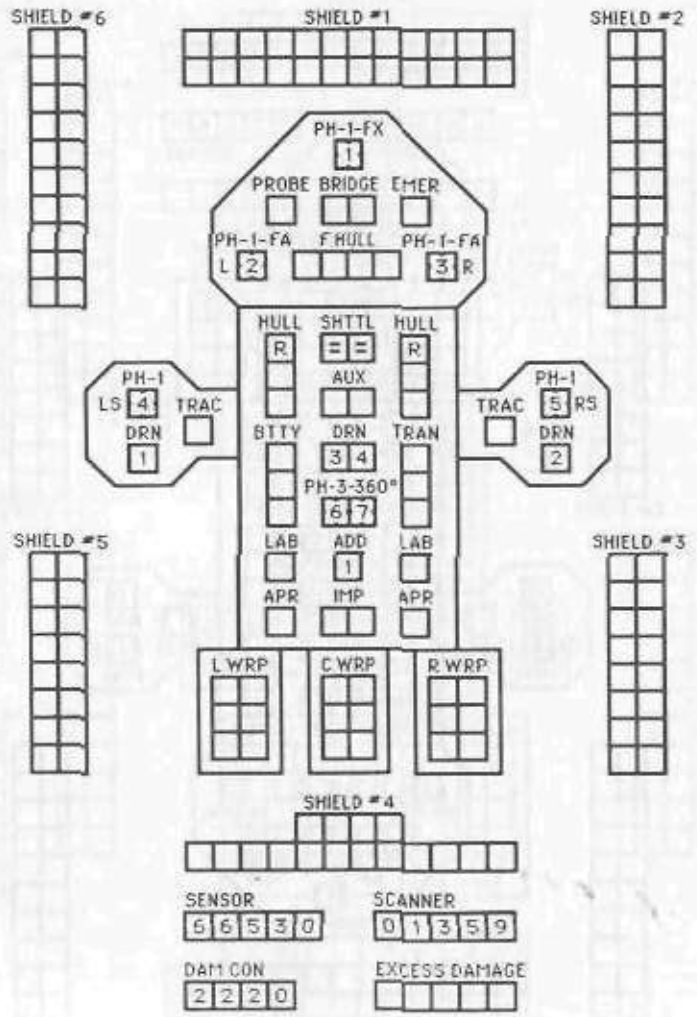
SHIP ALWAYS HAD A 12 ROUND ADD.

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.

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

TYPE III DEFENSE PHASER

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



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

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

KZINTI WAR DRONE DESTROYER

CREW UNITS

				*																	10
																					20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

CNTR

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

ANTI-DRONES

1																					

SHIP ALWAYS HAD A 12 ROUND ADD.

TYPE I OFFENSIVE PHASER TABLE

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

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

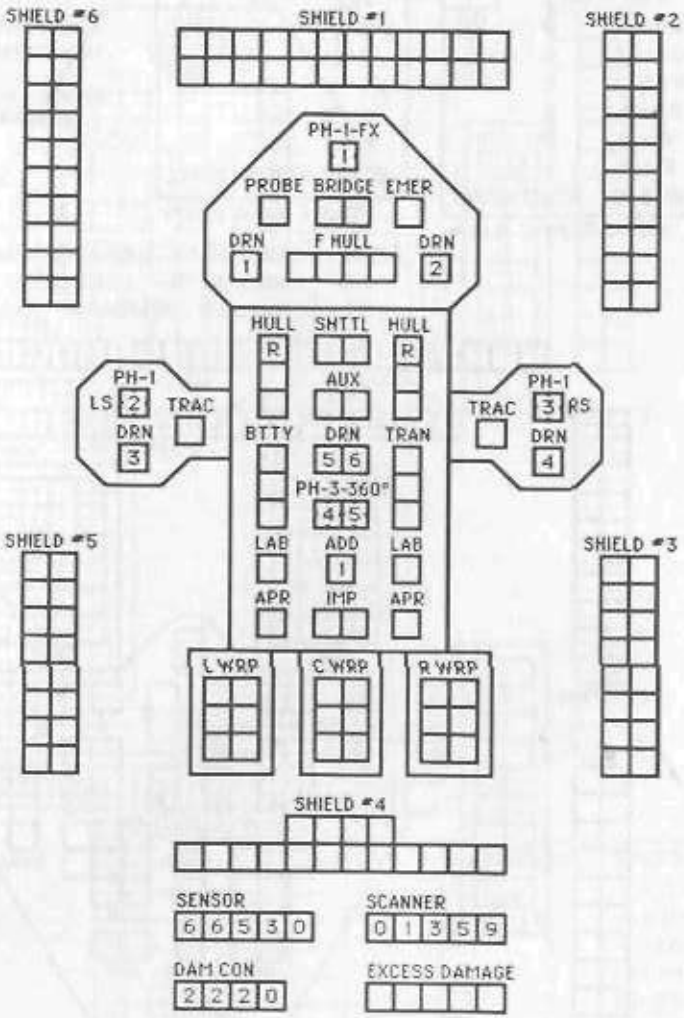
DRONE RACKS

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

THIS SHIP ALWAYS HAD DOUBLE RELOADS FOR ITS DRONE RACKS.

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

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



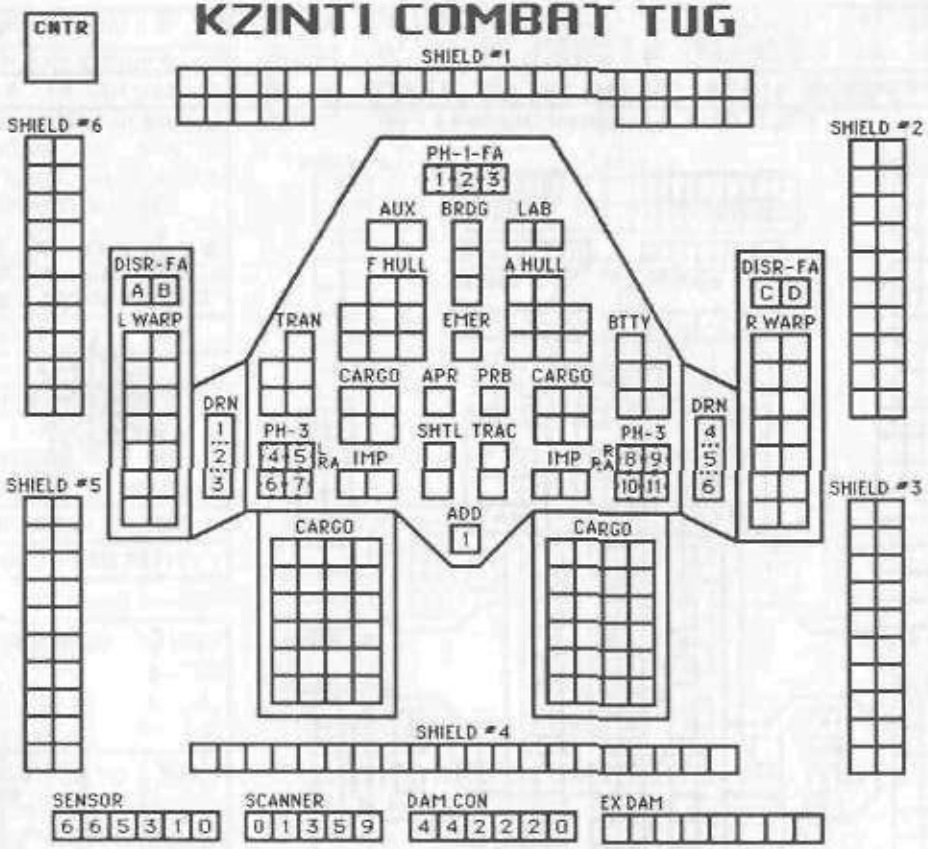
SENSOR					SCANNER				
6	6	5	3	0	0	1	3	5	9

DAM CON				EXCESS DAMAGE				
2	2	2	0					

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

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

KZINTI COMBAT TUG



CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

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

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

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

ANTI-DRONES [1][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS [ ]

DRONE RACKS

1					
2					D
3					
4					
5					D
6					

ANTI-DRONE TABLE

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

SHIP DATA TABLE

TYPE	=	TGC
POINT VALUE	=	120
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.53
Y175 REFIT	=	+2
POD BPV = 14/10 EACH.		

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

SENSOR [6][6][5][3][1][0]

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

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

EX DAM [ ][ ][ ][ ][ ][ ][ ][ ]

FA = LF + RF
RA = LR + RR

MOVEMENT COST = 1
HET COST = 5; EM COST = 6
WITH CVA PODS: MOVE COST = 1+1/2

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.
THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN.

WITH 0 OR 1 POD

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

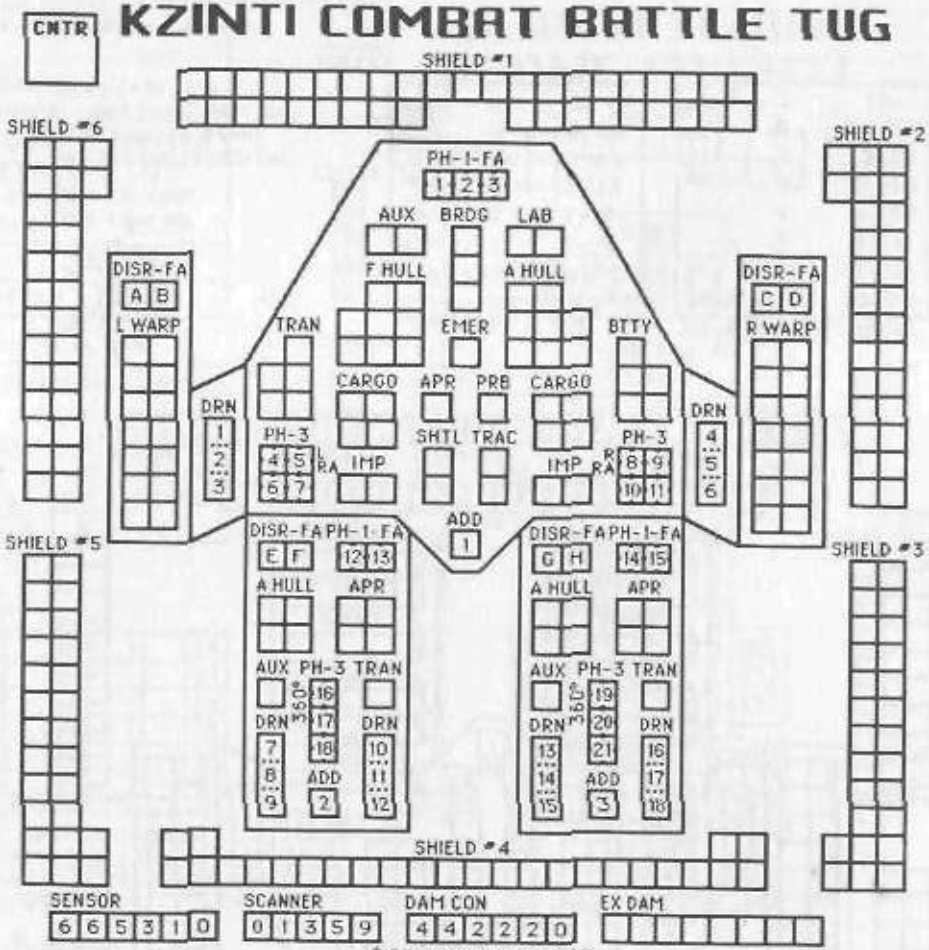
WITH 2 OR 3 PODS

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

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

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

KZINTI COMBAT BATTLE TUG



CREW UNITS

		✱							10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

PROBES [ ][ ][ ][ ][S]

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

BOARDING PARTIES

									10
									20

ANTI-DRONES

1																				
2																				
3																				

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS ☐

DRONE RACKS

1						
2						D
3						
4						
5						D
6						

ANTI-DRONE TABLE

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

SHIP DATA TABLE

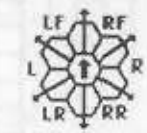
TYPE	=	CBT
POINT VALUE	=	194
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.53
Y175 REFIT	=	+6

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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



FA = LF + RF
RA = LR + RR

POD DRONE RACKS

7						
8						D
9						
10						
11						D
12						
13						
14						D
15						
16						
17						D
18						

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

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

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 TRANSPORT REPAIR TUG

CREW UNITS

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

CNTR

TRANSPORTER BOMBS D D D D

PROBES 5

BOARDING PARTIES 10

ANTI-DRONES 1

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS

BPS AND CREW
LEFT POD
RIGHT POD

DRONE RACKS

1					D
2					
3					
4					D
5					
6					

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

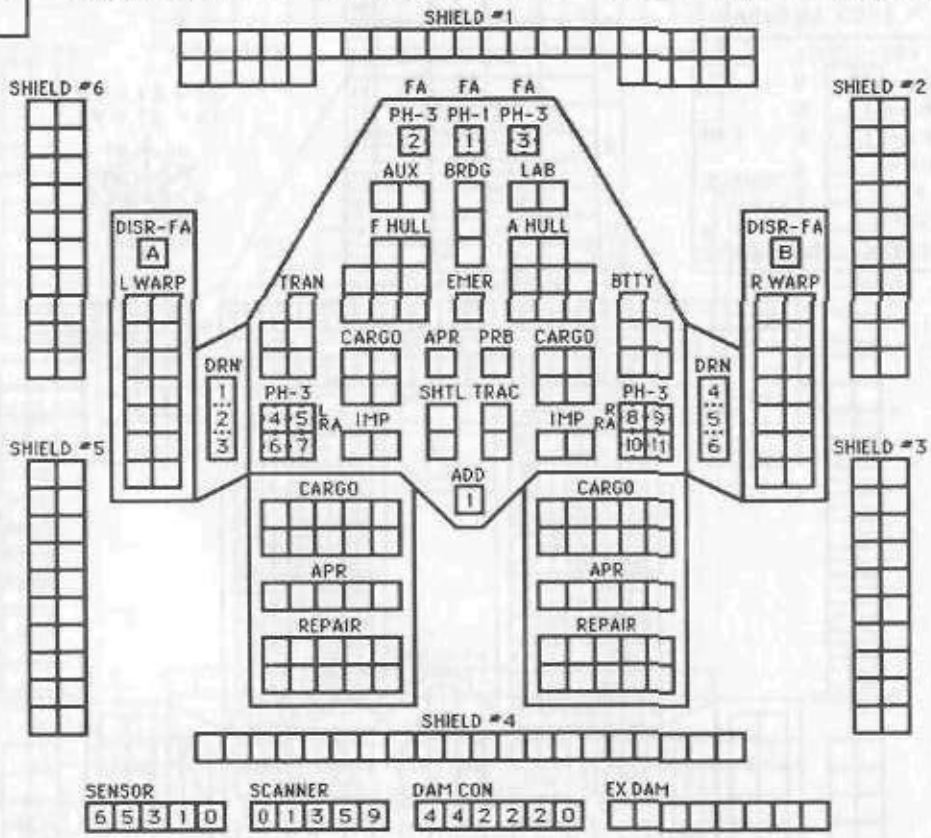
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIP DATA TABLE

TYPE	=	TGT
POINT VALUE	=	114/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.12
Y175 REFIT	=	+2
POD 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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



FA = LF + RF
RA = LR + RR

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

WITH 0 OR 1 POD

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

WITH 2 OR 3 PODS

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

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

KZINTI SCOUT DRONE FRIGATE

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ] [ ] [ ] [4]

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

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

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

TYPE I OFFENSIVE PHASER TABLE

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

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

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

DRONE RACKS

1	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	[ ]	[ ]	[ ]	[ ]	[ ]	B
2	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	[ ]	[ ]	[ ]	[ ]	[ ]	B
3	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	[ ]	[ ]	[ ]	[ ]	[ ]	B
4	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	[ ]	[ ]	[ ]	[ ]	[ ]	B
5	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	[ ]	[ ]	[ ]	[ ]	[ ]	B
6	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	A	[ ]	[ ]	[ ]	[ ]	[ ]	B

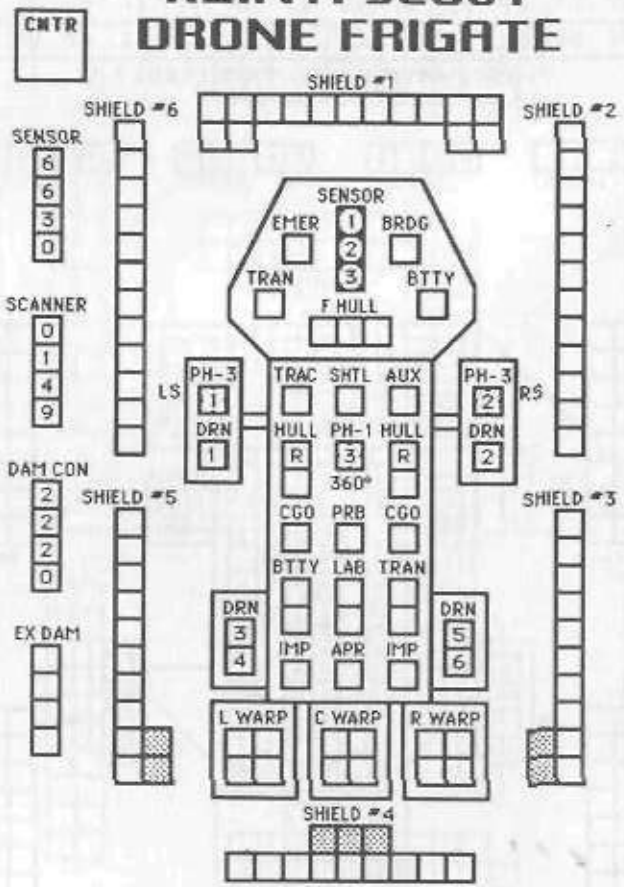
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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



SHADED BOXES ARE THE C-8 REFIT.

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

CNTR K.H.S. *LONG-LEAN*

CREW UNITS

			*						10
									20
									30
I									

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

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

DECK CREWS [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

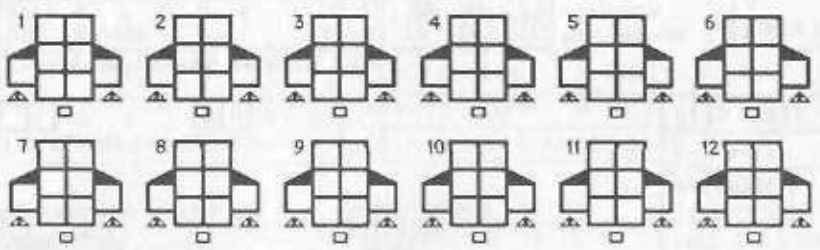
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

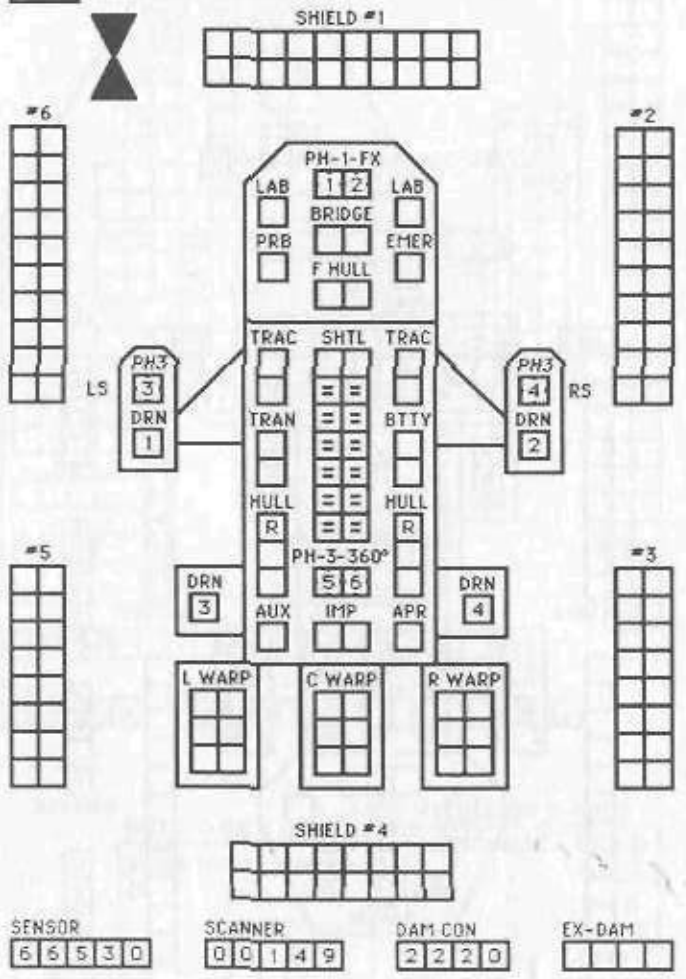
1						A
2						A
3						A
4						A

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)

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



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

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

ORION DOUBLE RAIDER

CREW UNITS

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 10

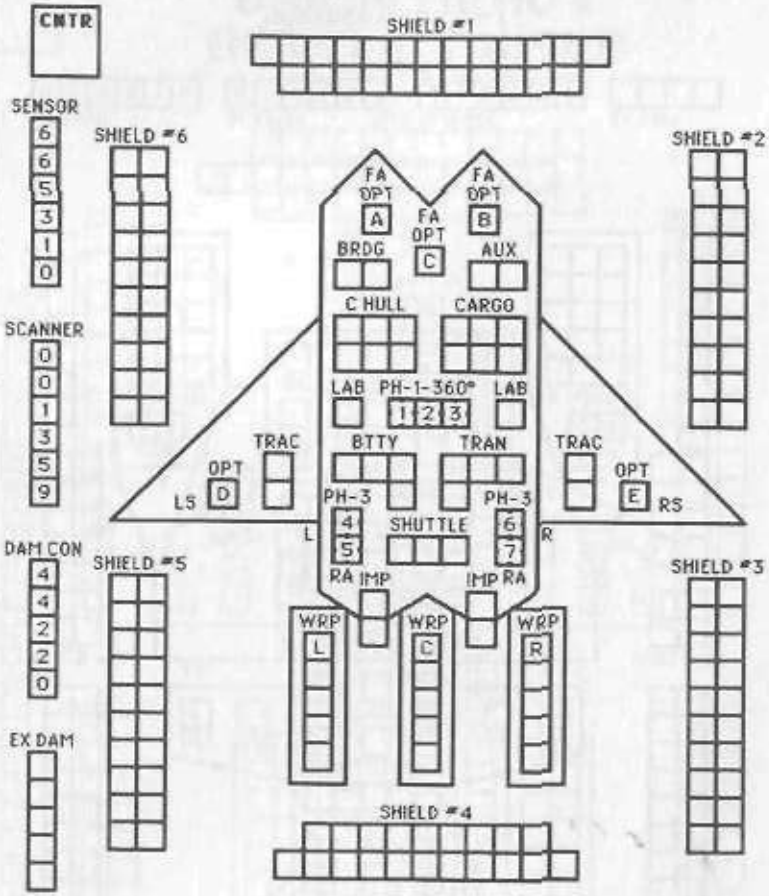
T-BOMBS D D

HIT & RUN CLOAK
☐ IF INSTALLED

SHIP DATA TABLE

TYPE	=	DBR
POINT VALUE	=	100
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	10/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.14
CLOAK BPV	=	+16
OAKDISC	=	+10

STEALTH +2 ECM



TYPE I OFFENSIVE PHASER TABLE

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

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

NIMBLE SHIP

TYPE III DEFENSE PHASER

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

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 (G15.213) 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.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

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

ORION OK6 CRUISER

CNTR

OPC CONQUEST

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

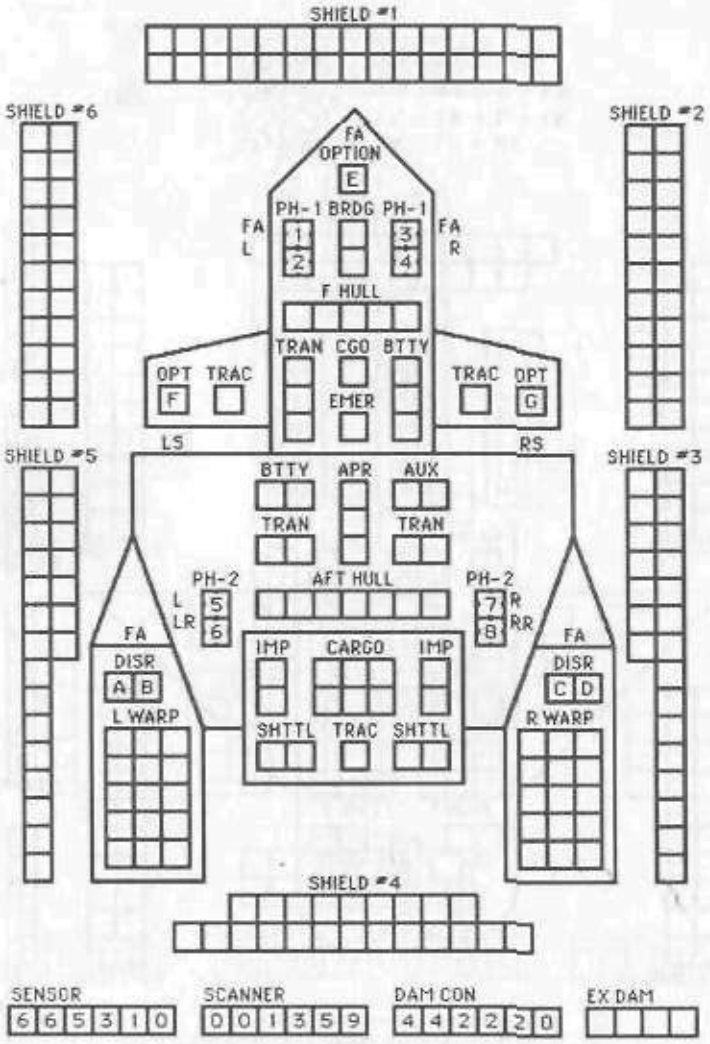
THIS SHIP CANNOT LAND ON PLANETS BY ANY MEANS OTHER THAN CRASH LANDING (P2.431).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
THIS SHIP CANNOT DOUBLE ANY OF ITS POWER SYSTEMS.
THIS SHIP CANNOT SEPARATE ITS SECTIONS.
THIS SHIP CAN CONTROL SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

DISRUPTOR TABLE

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

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



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

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

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

ORION HEAVY BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1									C
2									C

SHIP HAD TYPE-C DRONE RACKS WITH TWO RELOADS.
THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

HIT & RUN CLOAK
☐ IF INSTALLED

SHIP DATA TABLE		
TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
CLOAK COST	=	22/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.17
CLOAK BPV	=	+30
OAKDISC	=	+20
STEALTH +1 ECM		
PLASMA RACKS	=	+4

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 6 4 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

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

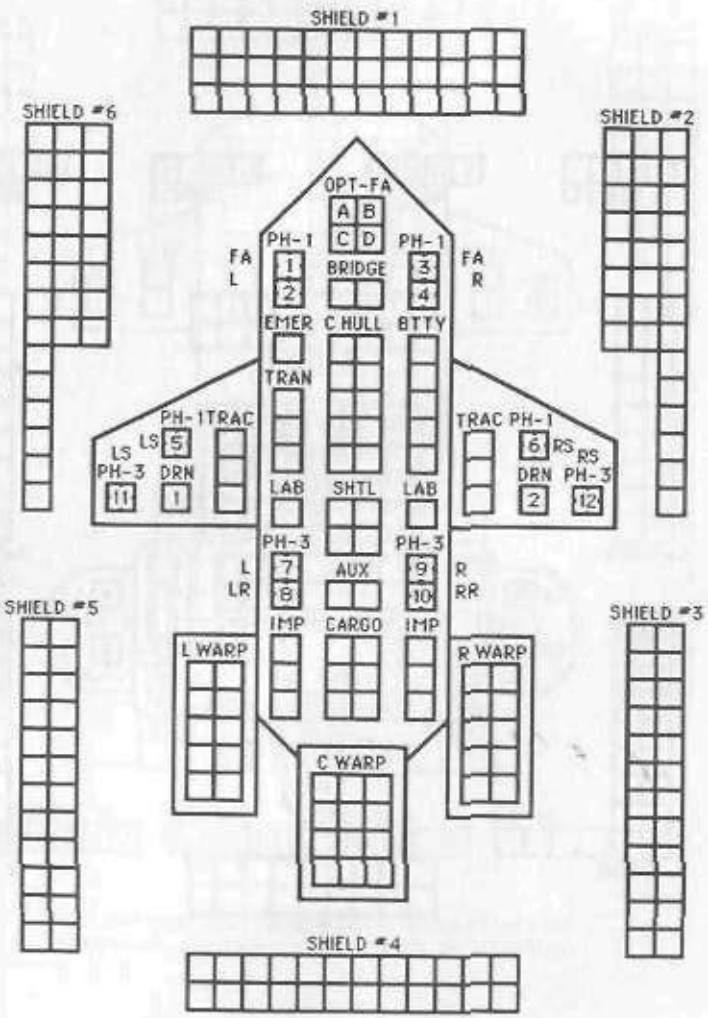
C
HET
BD

TYPE III DEFENSE PHASER

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

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.

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



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

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

ORION WAR DESTROYER

CREW UNITS

									10
			✱						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

T-BOMBS [ ] [ ] [0] [0]

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		

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

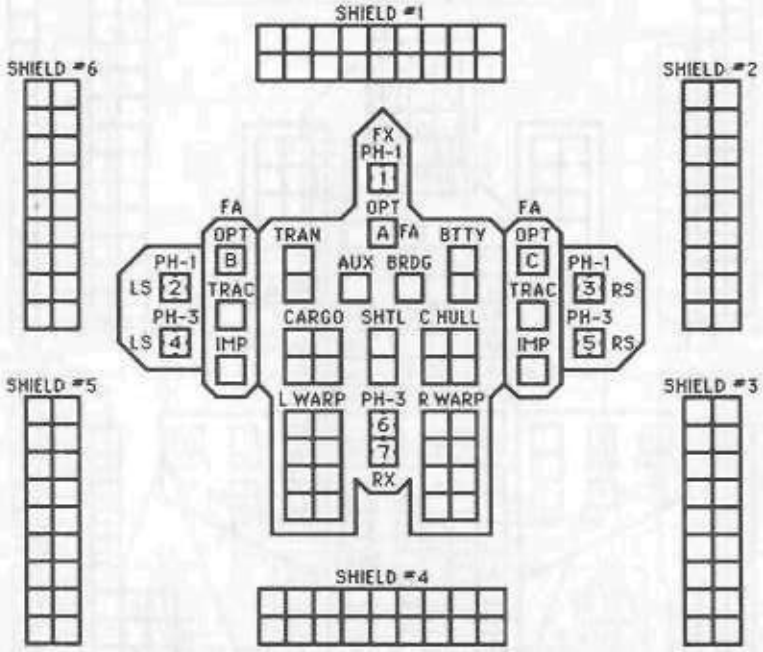
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		

TYPE III DEFENSE PHASER

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

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

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.



SENSOR [6][5][1][0]

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

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

EX DAM [ ][ ][ ][ ]

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 [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

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

ORION HEAVY RAIDER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

										10

TRANSPORTER BOMBS

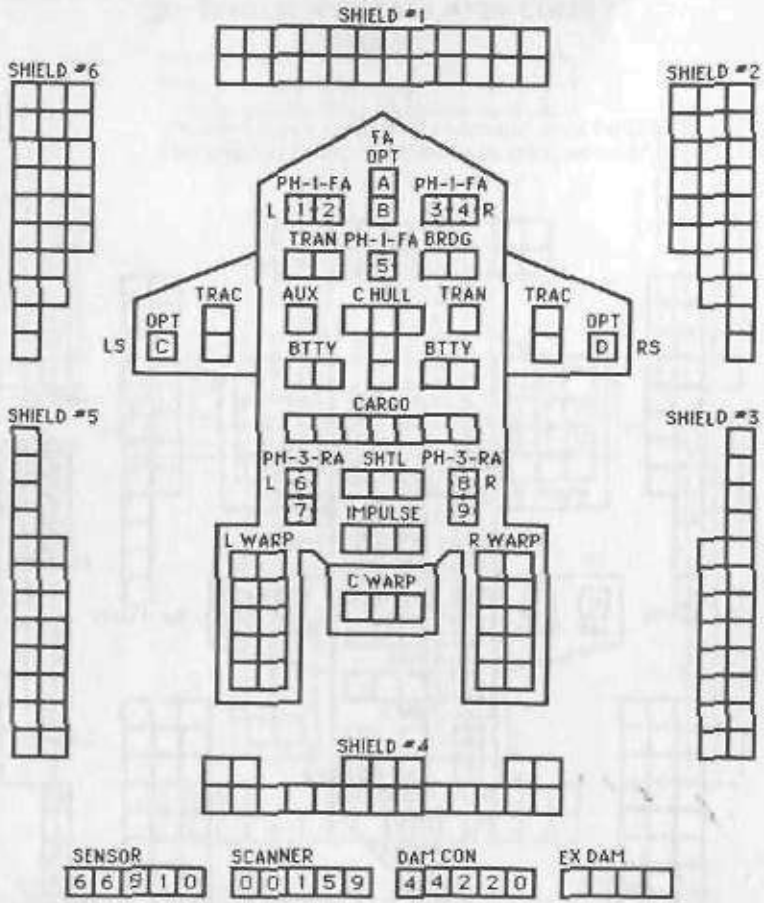
				D	D	D	D

HIT & RUN CLOAK
☐ IF INSTALLED

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		

CNTR



SENSOR

6	6	5	1	0	

SCANNER

0	0	1	5	9	

DAM CON

4	4	2	2	0	

EX DAM

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

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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 (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

ORION MEDIUM RAIDER CRUISER

CREW UNITS

10 | 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10

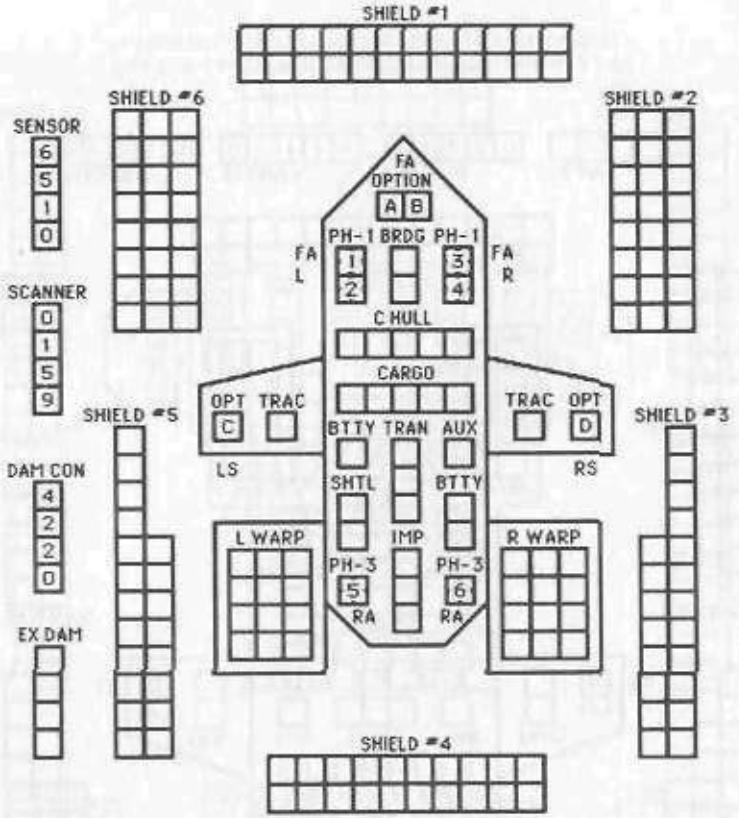
TRANSPORTER BOMBS

D D D D

CLOAK
☐ H&R
IF INSTALLED

SHIP DATA TABLE		
TYPE	=	MR
POINT VALUE	=	110
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
CLOAK COST	=	12/2
SIZE CLASS	=	3
REFERENCE	=	R8.21
CLOAK	=	+18
OAKDISC	=	+10
STEALTH +2 ECM		

CNTR



TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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 (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

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

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

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ORION ATTACK RAIDER

CREW UNITS

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

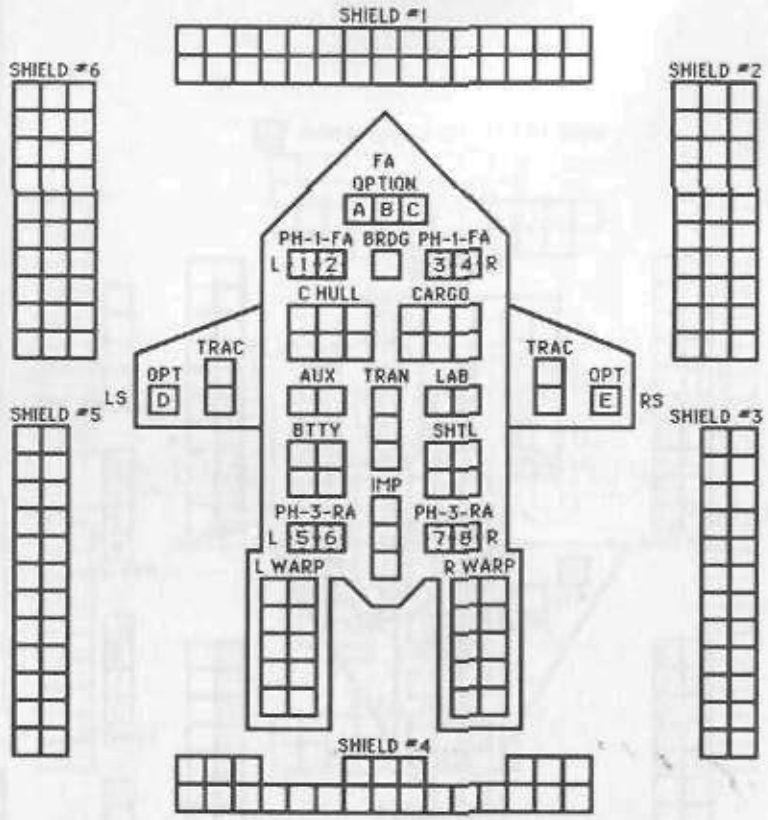
BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

HIT & RUN CLOAK
☐ IF INSTALLED

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	=	R8.22
CLOAK BPV	=	+18
OAKDISC	=	+10
STEALTH +2 ECM		

CNTR



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

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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 (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ORION LIGHT RAIDER SCOUT

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

T-BOMBS

HIT & RUN CLOAK
☐ IF INSTALLED

CNTR

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		

TYPE I OFFENSIVE PHASER TABLE

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

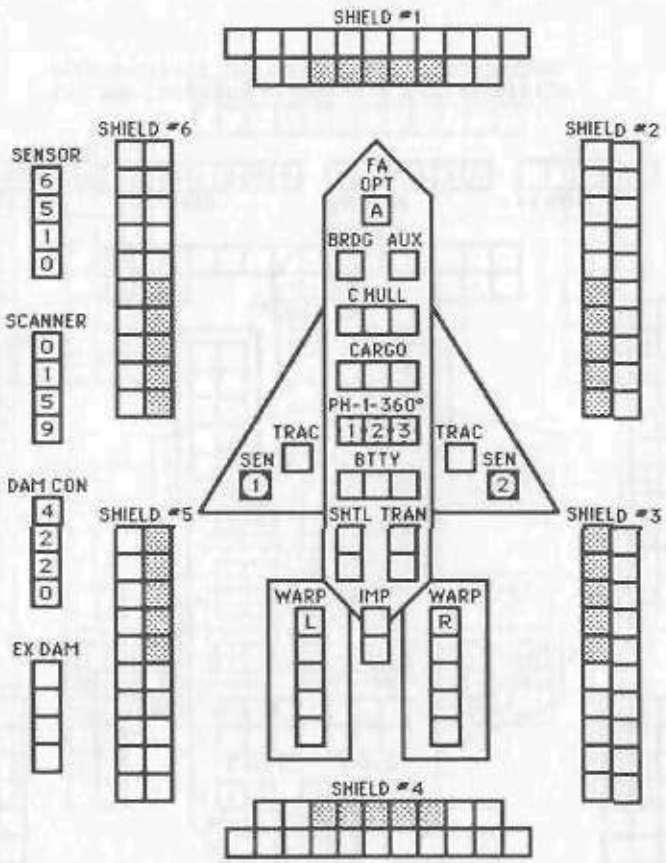
TYPE III DEFENSE PHASER

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

FA = LF + RF

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 "TORPEDO" DAMAGE POINTS.



SHADED BOXES ARE THE LR+ REFIT.

SCOUT FUNCTIONS SUMMARY

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

INSERT OPTIONAL WEAPON

SEE ANNEXES #8A AND #8B.

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

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

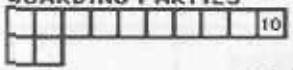
ORION WAR DESTROYER SCOUT

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES



T-BOMBS

HIT & RUN CLOAK
☐ IF INSTALLED

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

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		

CNTR

TYPE I OFFENSIVE PHASER TABLE

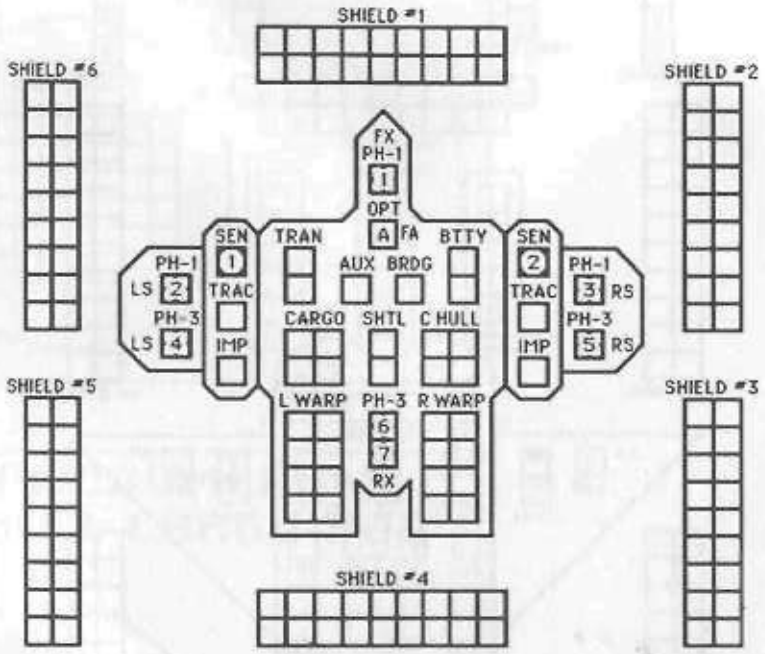
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
☐☐	3	13-19
BD	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.



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

INSERT OPTIONAL WEAPON

SEE ANNEXES #8A AND #8B.

SENSOR 6 5 1 0

SCANNER 0 1 5 9

DAM CON 4 2 2 0

EX DAM ☐☐☐☐

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

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

ORION DOUBLE RAIDER PF TENDER

CREW UNITS

10 20

ADMINISTRATIVE SHUTTLES

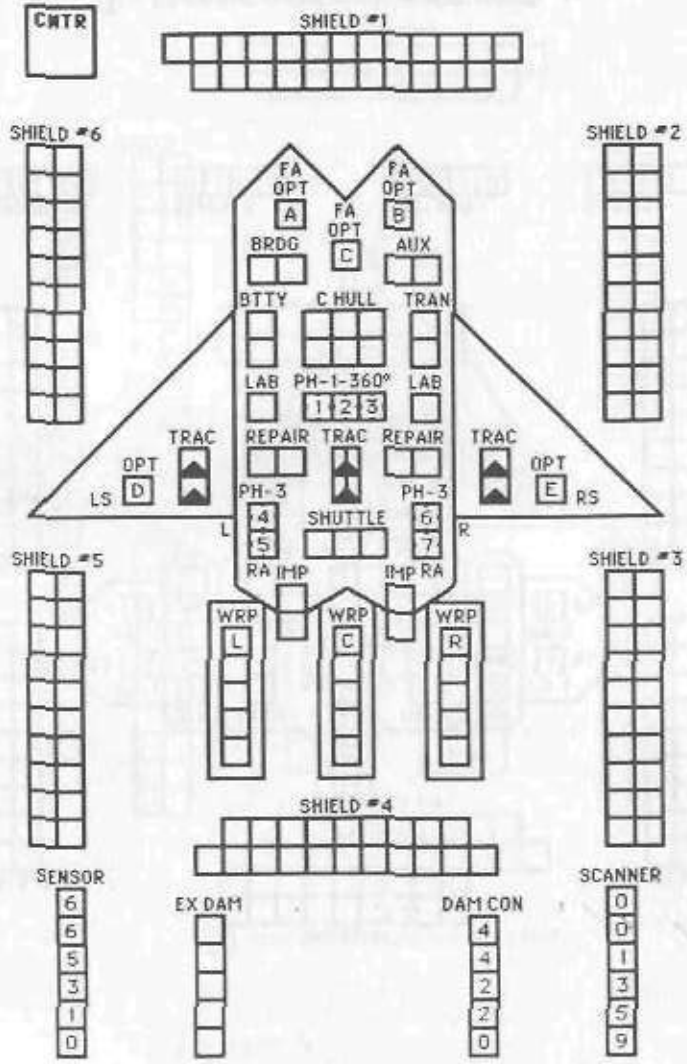
IDENT	HIT POINTS	NOTES

BOARDING PARTIES 6

T-BOMBS D D

HIT & RUN CLOAK
☐ IF INSTALLED

SHIP DATA TABLE		
TYPE	=	08P
POINT VALUE	=	110
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	10/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.25
CLOAK BPV	=	+16
OAKDISC	=	+10
STEALTH +2 ECM		



TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NOT NIMBLE		

TYPE III DEFENSE PHASER

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

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 (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.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

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

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

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

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

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

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

ANDROMEDAN KING SNAKE

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

BOARDING PARTIES [ ][ ][ ][4]

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

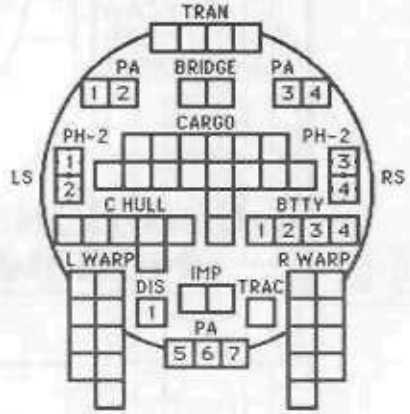
SHIP DATA TABLE		
TYPE	=	KIN
POINT VALUE	=	90
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.22

CNTR [ ]

TYPE II PHASER TABLE

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

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



TYPE III DEFENSE PHASER

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

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

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

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

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

EX DAM [ ][ ][ ][ ]

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

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

ANDROMEDAN ASP

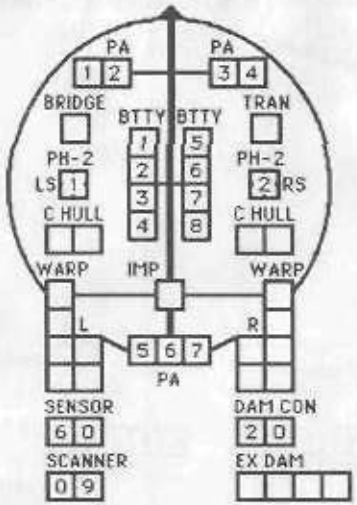
CREW UNITS
[ ][ ][*][ ][ ][ ][ ][8]

BOARDING PARTIES
[ ][ ][ ][4]

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

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

CNTR



TYPE II PHASER TABLE

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

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

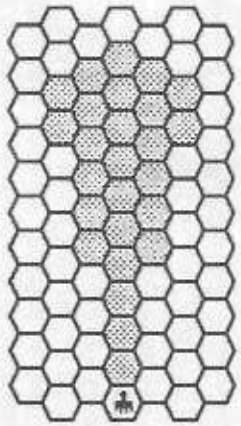
TYPE III DEFENSE PHASER

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

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

MAULER 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



MAULER FIRING ARC

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

BATTERY RECORDS

1												
2												
3												
4												
5												
6												
7												
8												

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
Fratt.	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

ANDROMEDAN ANACONDA

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

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

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

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

CNTR

SHIP DATA TABLE

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

TYPE II PHASER TABLE

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

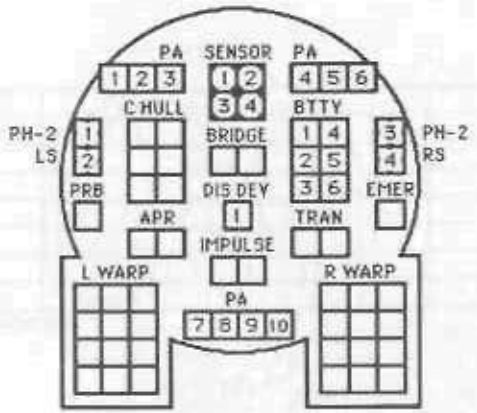
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TYPE III DEFENSE PHASER

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

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



SENSOR [6][5][3][1][0]

DAMAGE CONTROL [4][2][2][2][0]

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

EXCESS DAMAGE [ ][ ][ ][ ][ ]

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20