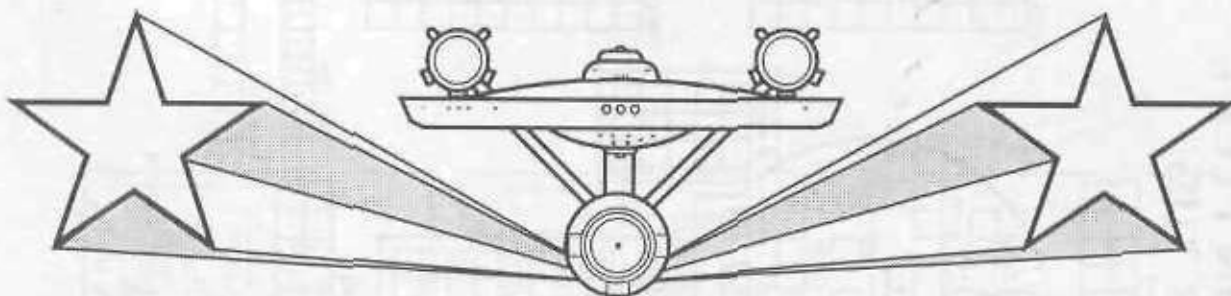


STAR FLEET BATTLES



CAPTAIN'S MODULE R2 SSD BOOK

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FEDERATION PODS

[illegible]

FEDERATION REPAIR POD									
TRAC		AUX							
APR									
REPAIR		CARGO							
TRAC		AUX							
APR									
REPAIR		CARGO							

FED PF TENDER POD (CONJECTURAL)									
SEN		APR							
CARGO									
TRACTOR		REPAIR							

BOARDING REPAIR POD									
TYPE = P-R									
BPV = 44/22									
SIZE = 4									
REF = R2.52									

BOARDING PARTIES									
4									

POD DATA TABLE									
TYPE = P-PF									
BPV = 58/24									
SIZE = 4									
REF = R2.72									

BOARDING PARTIES									
10									
20									

CREW UNITS									
*									

CREW UNITS									
*									

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HIT									
10									
20									

FEDERATION SCS

CREW UNITS

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

DECK CREWS

10	20	30
20	30	40
30	40	50

PROBES

10	20	30
20	30	40
30	40	50

ADMINISTRATIVE SHUTTLES

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

SHIP DATA TABLE

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

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

TYPE I DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

ANTI-DRONE TABLE

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

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

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

SHIP DATA TABLE

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

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

TYPE I DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

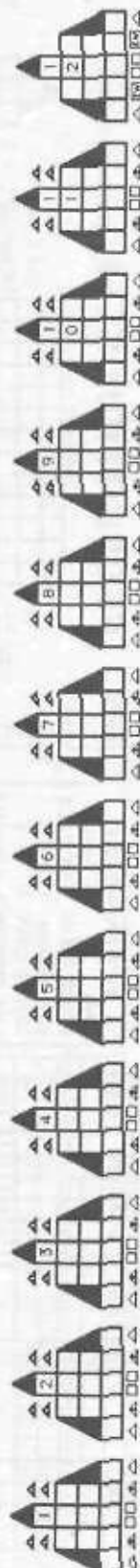
TYPE	RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				

ANTI-DRONE TABLE

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

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

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



FEDERATION SCSA (CONJECTURAL)

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

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

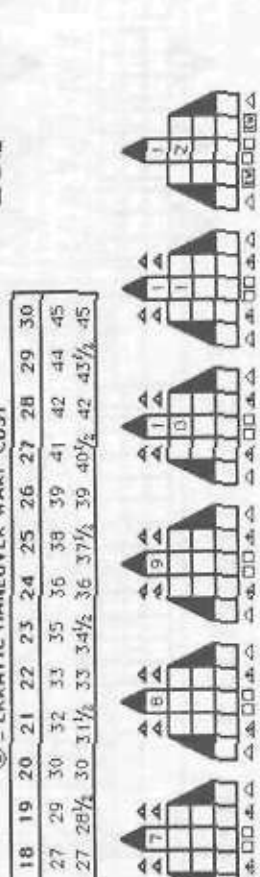
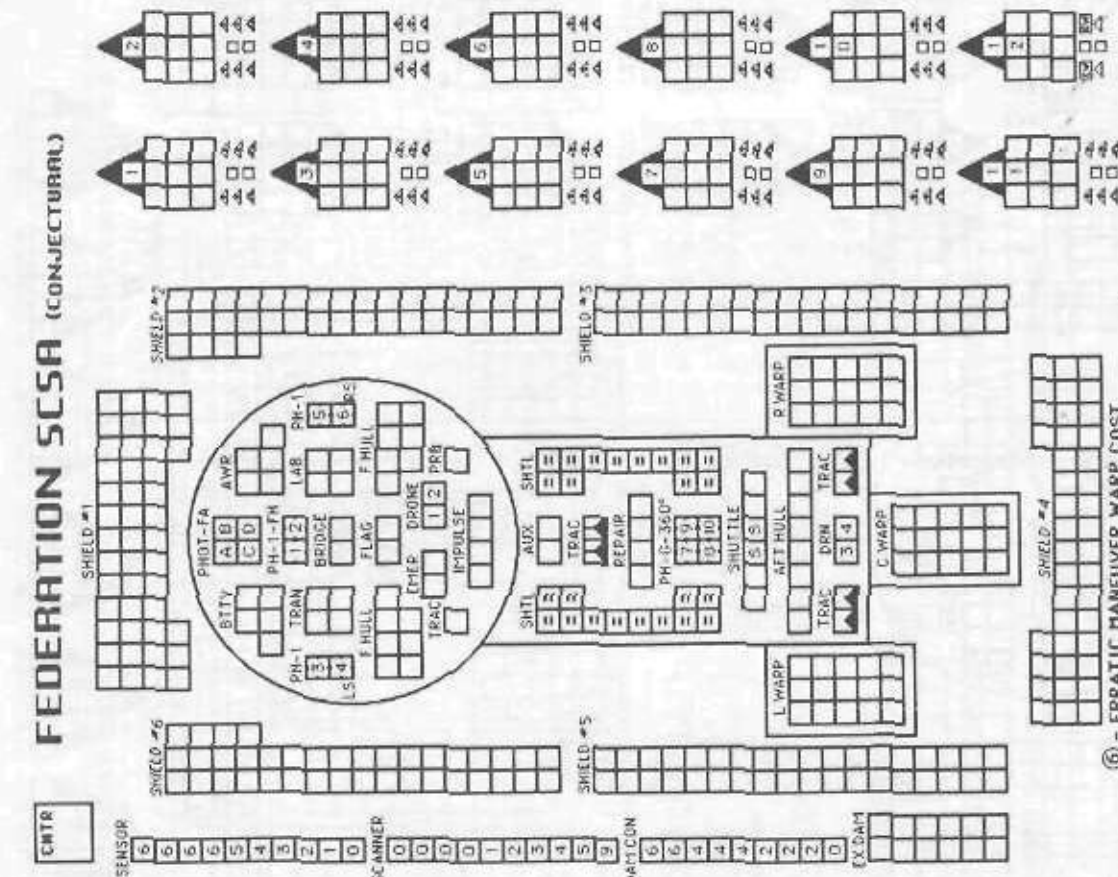
TYPE I OFFENSIVE PHASER TABLE		TYPE III DEFENSE PHASER	
DIE RANGE	ROLL	DIE RANGE	ROLL
1	1-4	1	1-4
2	5-8	2	5-8
3	9-12	3	9-12
4	13-17	4	13-17
5	18-24	5	18-24
6	25+	6	25+

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

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

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

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



**FEDERATION KIROV
CLASS BATTLECRUISER**

[illegible][illegible][illegible]

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

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

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

[illegible]

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

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

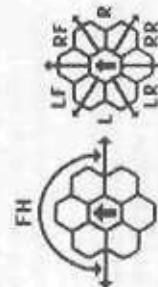
DRONE RACKS

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

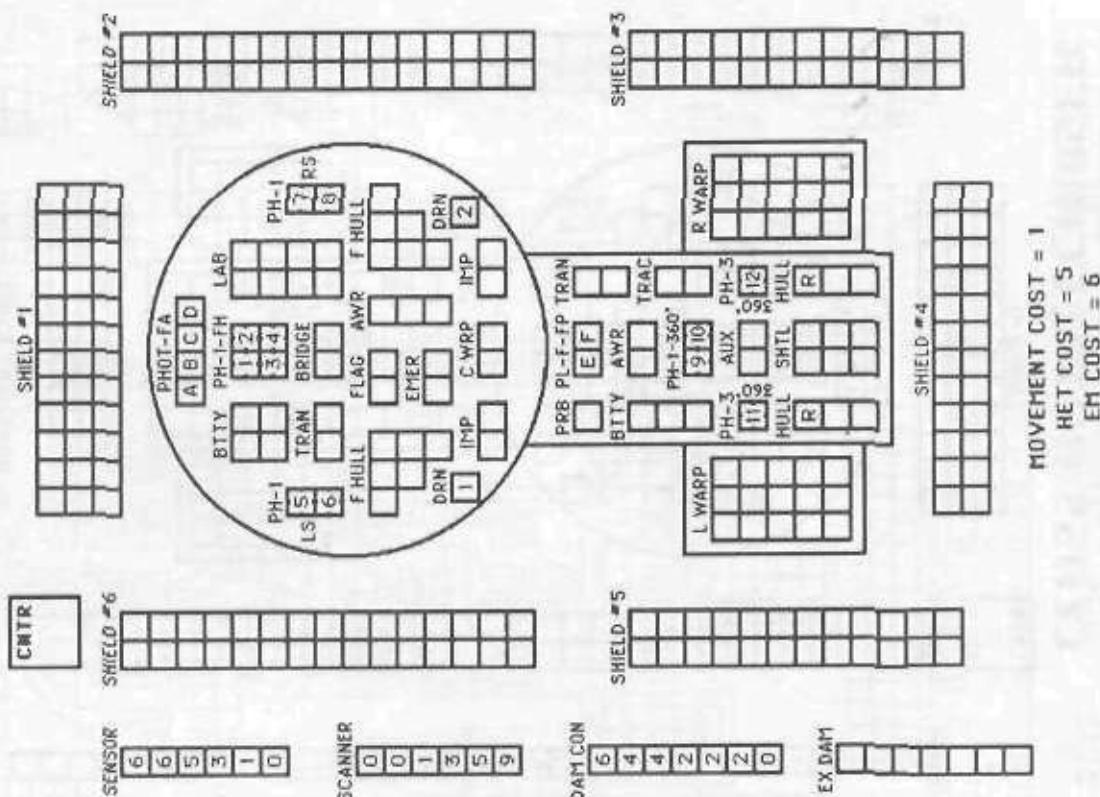
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
---	---	---	---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

G RACKS ALWAYS HAD THREE RELOADS.


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

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

**FEDERATION BISMARCK
CLASS BATTLECRUISER**



SHIP DATA TABLE	
TYPE	= BCF
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.3.4

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

[illegible]

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

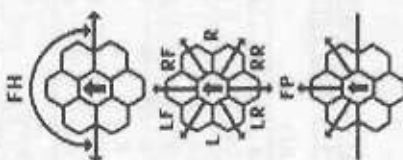
PSEUDO-PLASMA
TORPEDOES
[A] F [B] F

[illegible][illegible]

PROBES					5
TRANSPORTER 80MB5					DDDD

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

DIE RANGE		TYPE III DEFENSE PHASE				
ROLL	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 -

[illegible]

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

**FEDERATION LIGHT
COMMAND CRUISER**

CREW UNITS

10	
20	
30	
40	

[illegible]

BOARDING PARTIES

DRONE RACKS

[illegible]TRANSPORTER BOMBSTYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE

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

PHOTON TORPEDO TABLE

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	2	3	4	4	4	5	6	6	7	8
Frac.	$\frac{2}{3}$	$1\frac{1}{4}$	2	$2\frac{2}{3}$	$3\frac{1}{4}$	4	$4\frac{3}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8

5 = NET COST

4	15	16	17
9	10	11	12
5	10	$10\frac{2}{3}$	$11\frac{1}{2}$

⑥ = FRRATIC MANEUVER WARP COST

0	0	1	2	2	2	3	4	25	26	27	28	29	30
---	---	---	---	---	---	---	---	----	----	----	----	----	----

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

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 -


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

**FEDERATION CVB
STRIKE CARRIER**

[illegible][illegible]

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

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

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

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

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

CMTR

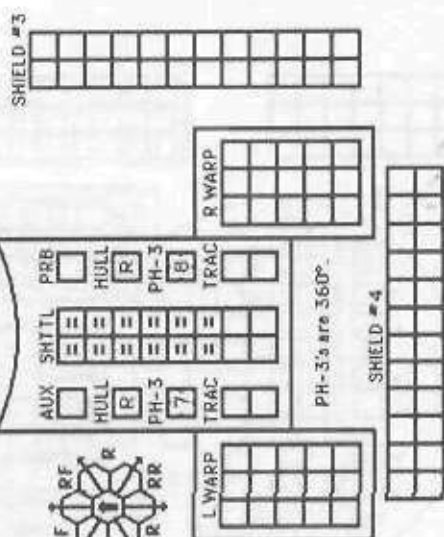
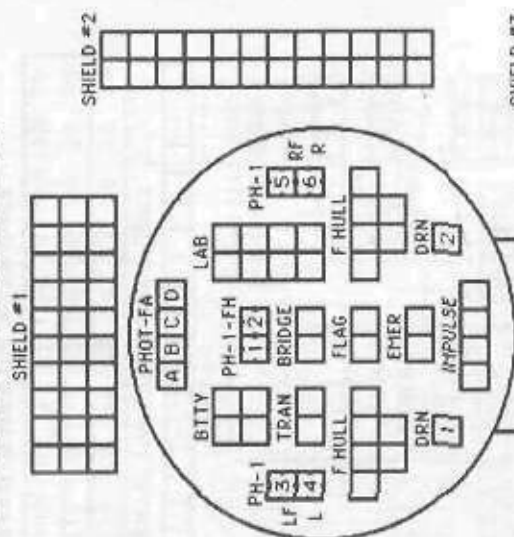
SENSOR: 6 5 4 3 2 1 0

CANNER 001359

AM CON	4	4	2	2	2	0
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EX DAM

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

[illegible]

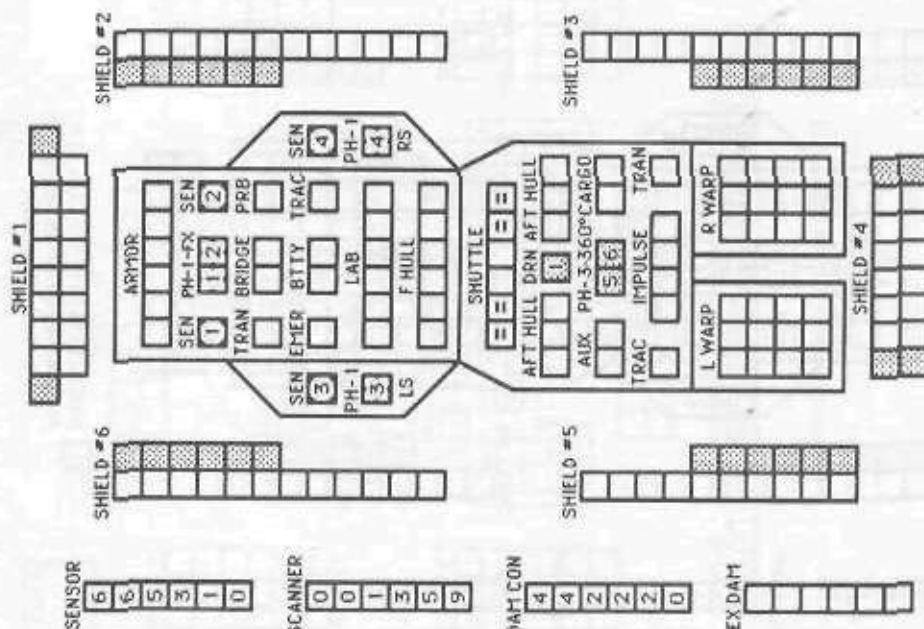
THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. HANGAR IS A TUNNEL DECK (JL58).

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



FEDERATION LIGHT
SURVEY CRUISER

CNTR



SHADED BOXES ARE THE CLS + REFIT.

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

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



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

SEE (D4.12) FOR ARMOR RULES.

WARTIME SERVICE AS CVE (R2.39A)	
1	2
3	4
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

CREW UNITS

F-18 FIGHTERS

2xPH-3-FA

DFR = 3

CRIPPLED = 7

SPEED = 15

DECK CREWS

4

ADMINISTRATIVE SHUTTLES

CREW UNITS

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

DRONE RACK

RACK HAD TWO RELOADS PRIOR TO

Y175, THREE THEREAFTER.

ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

FX = L + LF + RF + R

LS = LF + L + LR

RS = RF + R + RR

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED

ON "TORPEDO" DAMAGE POINTS

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

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

**FEDERATION
HOSPITAL SHIP**

[illegible]

BOARDING PARTIES

[illegible]

PROBES	1	5
--------	---	---

DRONE RACK

CRACK HAD TWO RELOADS PRIOR TO
ONE RELOAD IS ENTIRELY ADD-

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
W175 REFIT	= + 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 RANGE		4- 9- ROLL 0 1 2 3 8 15				
	1	4	4	4	4	3	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	1	0	0	0	0

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

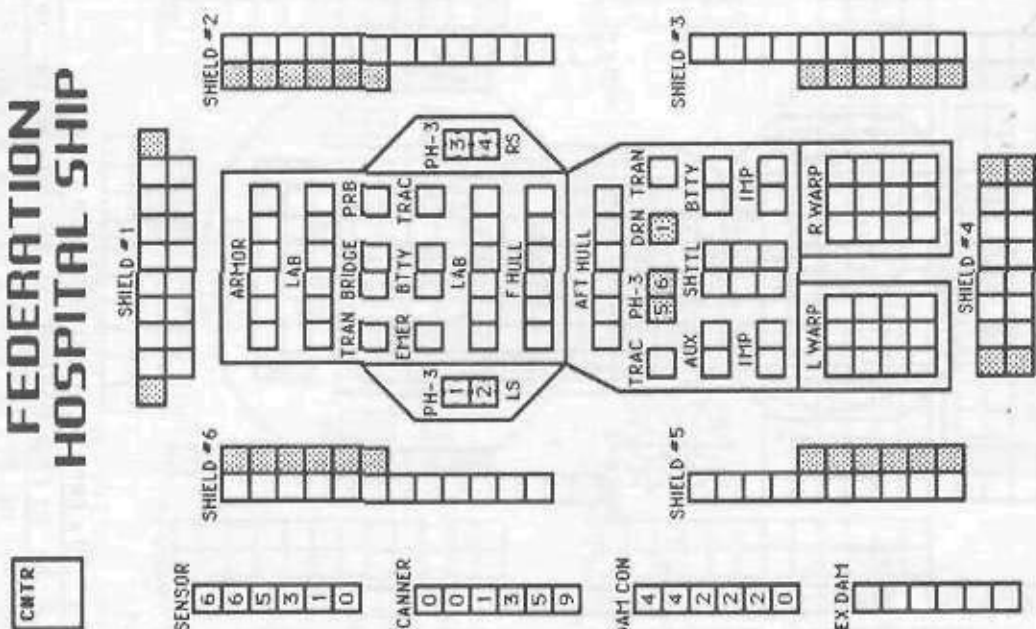
$$\begin{aligned} TS &= LF + L + LR \\ RS &= RF + R + RR \end{aligned}$$

5 = NET COST

PER HEX

WARP ENERGY MOVEMENT COST = $3/4$ ENERGY POINT

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



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

SEE (D4.12) FOR ARMOR RULES.

**FEDERATION
FFR FRIGATE**

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

DECK CREWS

TRANSPORTER BOMBS

D	D
---	---

TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE III DEFENSE PHASER

DIE	RANGE	0	1	2	3	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	

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

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

ANTI-DRONE TABLE

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

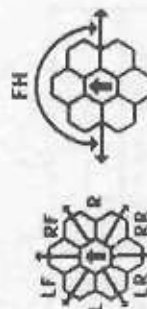
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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

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
V175 REFIT	= +0

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

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


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$
 SHADED BOXES ARE THE FFR+ REFIT

**FEDERATION
SCOUT FRIGATE**

[illegible]

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

PROBES				5
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TRANSPORTER BOMBS

D	D
---	---

DRONE RACK

ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.

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

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

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

TURN MODE		SPEED
8	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	-


$$LS = LF + L + LR$$

SHADED BOXES ARE THE FFS+ REFIT.

SENSOR	SCANNER	DAM CON	EX DAM
65310	01359	2220	

[illegible]

**FEDERATION
DRONE FRIGATE**

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

[illegible]

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

[illegible]

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

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

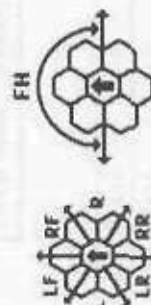
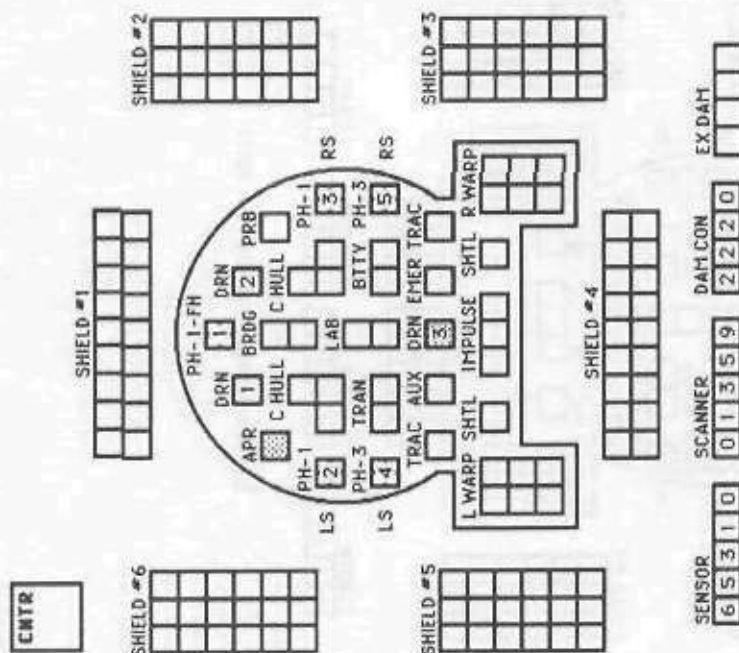
WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

WARRANT ENERGY TO FURNISH COST = 17¢ ENERGY TO FURNISH PER HOUR										⑤ - NET COST										⑥ - EXACTLY HANDED OVER WART COST									
SPEED										⑤										⑥									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fact.	$\frac{1}{2}$	$\frac{3}{4}$	$1\frac{1}{4}$	$1\frac{1}{2}$	2	$2\frac{1}{4}$	$2\frac{3}{4}$	3	$3\frac{1}{4}$	$3\frac{3}{4}$	4	$4\frac{1}{4}$	$4\frac{3}{4}$	5	$5\frac{1}{4}$	$5\frac{3}{4}$	6	$6\frac{1}{4}$	$6\frac{3}{4}$	7	$7\frac{1}{4}$	$7\frac{3}{4}$	8	$8\frac{1}{4}$	$8\frac{3}{4}$	9	$9\frac{1}{4}$	$9\frac{3}{4}$	

ANTI-DRONE TABLE

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

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


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


SHADED BOXES ARE THE FFD+ REFIT.

**FEDERATION
MINE FRIGATE**

[illegible]

BOARDING PARTIES	6	TRANSPORTER BOMBS	DD
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PROBES

				5
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 DRONE RACK

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

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

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

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

Figure 1 consists of two schematic diagrams. Diagram (a) shows a honeycomb lattice with a central hexagon containing an upward-pointing arrow representing a spin. A magnetic field H is indicated by a curved arrow pointing clockwise around the lattice. Diagram (b) shows a kagome lattice with a central hexagon containing an upward-pointing arrow representing a spin. A magnetic field H is indicated by a curved arrow pointing clockwise around the lattice. The kagome lattice is characterized by its unique arrangement of triangles sharing corners.

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

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

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

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
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 -

MINE RACKS	1	1	1	1
	2	1	1	1

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

Diagram of the Star Trek: The Next Generation bridge layout, showing various stations and shields.

Stations and Shields:

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

Bridge Stations and Controls:

- PH-1-FH
- TRAC
- BRDG
- PH-1
- PH-3
- PH-5
- PH-7
- PH-9
- PH-11
- PH-13
- PH-15
- PH-17
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- PH-693
- PH-69

SHADED BOXES ARE THE FFM+ REFIT.

⑥ = ERRATIC HANEUVER WARP COST

FEDERATION PRIORITY TRANSPORT

CREW UNITS									

ADMINISTRATIVE SHUTTLES									
IDENT	HIT	POINTS	NOTES						

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES									

TRANSPORTER BOMBS									

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

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

TYPE III DEFENSE PHASER									
DIE RANGE	1	2	3	4	5	6	9	16	26-51
ROLL 0	1	2	3	4	5	6	9	16	26-51
1	4	4	4	3	1	1	1	1	1
2	4	4	4	2	1	0	0	0	0
3	4	4	4	1	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0

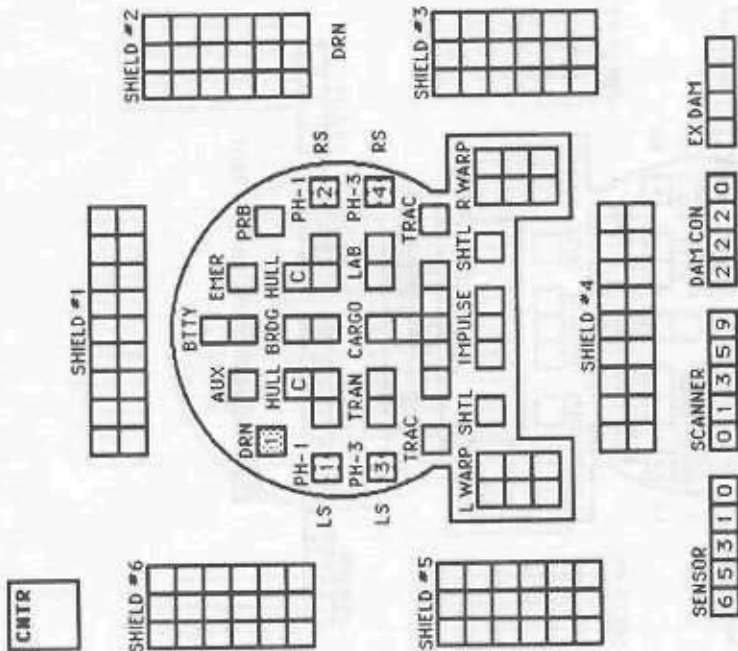


LS = LF + L + LR
RS = RF + R + RR

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

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

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



SHADED BOXES ARE THE FFT+ REFIT.

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

**FEDERATION
VIP TRANSPORT**

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

5] = HET COST

1/3 ENERGY POINT PER HEXWARP ENERGY MOVEMENT COST =

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

CREW UNITS										ADMINISTRATIVE SHUTTLES									
						*				IDENT	HIT POINTS	NOTES							
BOARDING PARTIES										THIS SHIP HAS ONE SHUTTLE BAY.									

[illegible]

PASSENGERS		DRONE RACK	
1	2	1	2
3	4	3	4
5	6	5	6
7	8	7	8
9	10	9	10
11	12	11	12
13	14	13	14
15	16	15	16
17	18	17	18
19	20	19	20
21	22	21	22
23	24	23	24
25	26	25	26
27	28	27	28
29	30	29	30
31	32	31	32
33	34	33	34
35	36	35	36
37	38	37	38
39	40	39	40
41	42	41	42
43	44	43	44
45	46	45	46
47	48	47	48
49	50	49	50
51	52	51	52
53	54	53	54
55	56	55	56
57	58	57	58
59	60	59	60
61	62	61	62
63	64	63	64
65	66	65	66
67	68	67	68
69	70	69	70
71	72	71	72
73	74	73	74
75	76	75	76
77	78	77	78
79	80	79	80
81	82	81	82
83	84	83	84
85	86	85	86
87	88	87	88
89	90	89	90
91	92	91	92
93	94	93	94
95	96	95	96
97	98	97	98
99	100	99	100
101	102	101	102
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105	106	105	106
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129	130	129	130
131	132	131	132
133	134	133	134
135	136	135	136
137	138	137	138
139	140	139	140
141	142	141	142
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147	148	147	148
149	150	149	150
151	152	151	152
153	154	153	154
155	156	155	156
157	158	157	158
159	160	159	160
161	162	161	162
163	164	163	164
165	166	165	166
167	168	167	168
169	170	169	170
171	172	171	172
173	174	173	174
175	176	175	176
177	178	177	178
179	180	179	180
181	182	181	182
183	184	183	184
185	186	185	186
187	188	187	188
189	190	189	190
191	192	191	192
193	194	193	194
195	196	195	196
197	198	197	198
1			

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

TYPE III DEFENSE PHASE

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


 $LS = LF + L + 1$
 $RS = RF + R + 1$


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$
 SHADED BOXES ARE THE FFP+ REFIT.ADMINISTRATIVE CHITTY EC[illegible]TRANSPORTER BOMBS

D	D
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DRONE RACK

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

TYPE III DEFENSE PHASE

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

4- 9-
8 15

The diagram shows a central die roll with arrows pointing to various movement options: LF (Left Forward), RF (Right Forward), LR (Left Rear), RR (Right Rear), and L (Left). Below the diagram is the formula: $LS = LF + L + 1$.


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$
 SHADED BOXES ARE THE FFP+ REFIT.

**FEDERATION
BATTLE FRIGATE**

CMYK

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

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

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

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

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

[illegible]

BOARDING PARTIES						6
TRANSPORTER BOMBS						D D

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

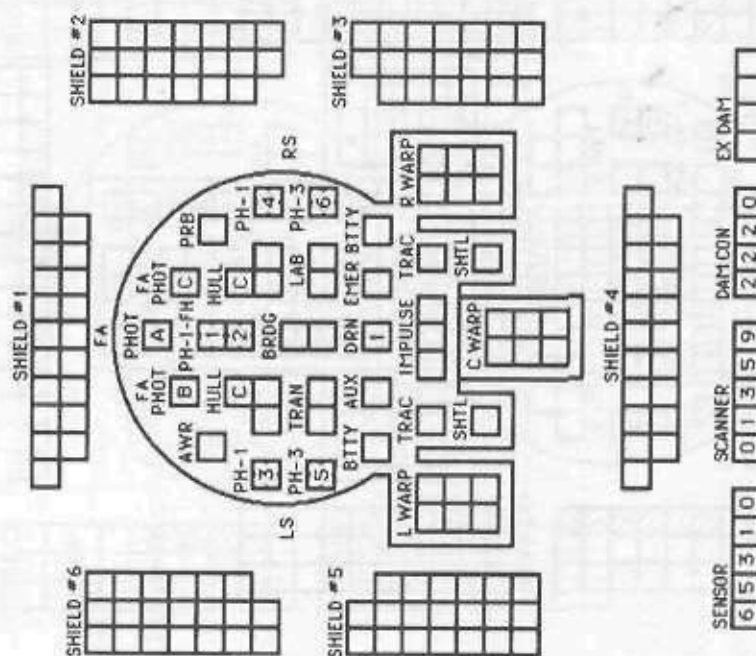
TYPE III DEFENSE PHASE		DIE RANGE				
ROLL	0	1	2	3	4-9	10-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACK

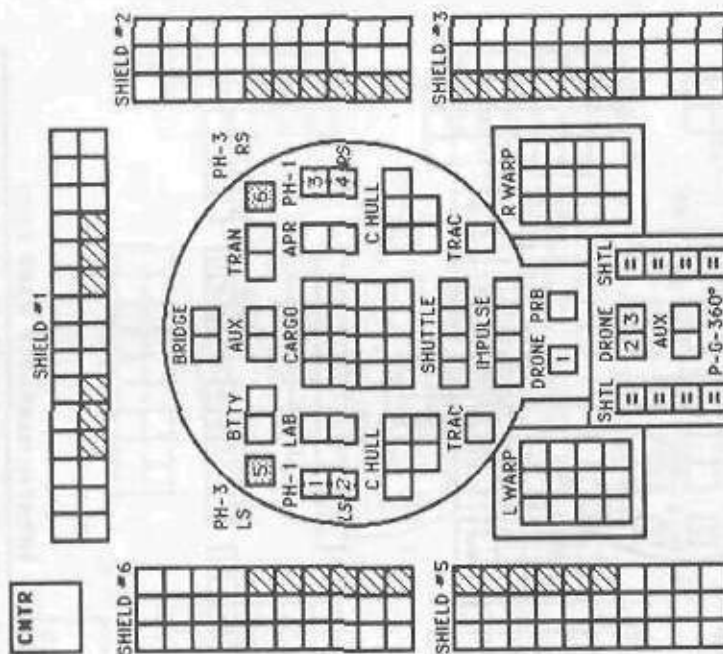
CRACK HAD THREE RELOADS.
THIRD RELOAD MUST BE ADDED.

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

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



FEDERATION LIGHT TRANSPORT CARRIER



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

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

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

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

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

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, J158).

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

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

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

TYPE I OFFENSIVE PHASER TABLE

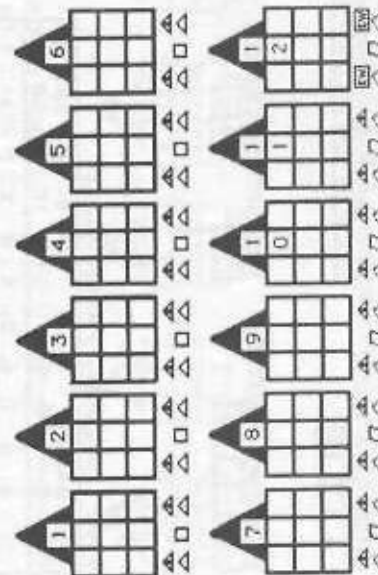
DIE RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	5	4	3	2	1	0	0	0	0	0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

TYPE III DEFENSE PHASER

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



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



**FEDERATION LIGHT
BATTLE TRANSPORT**

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

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

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

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

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

SHADED BOXES
ARE THE LTT+ REFIT.

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

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

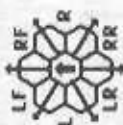
ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES

TRANSPORTER BOMBS	PROBES
	5

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


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

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

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

**FEDERATION NEW
AEGIS CRUISER**

ADMINISTRATIVE SHUTTLES

CREW UNITS

[illegible]

BOARDING PARTIES

[illegible]

DECK CREWS

[illegible]

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 RANGE		6- 9- 16- 26- 51-		
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51- 52		
1	9 8 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51- 52		
2	8 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51- 52		
3	7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51- 52		
4	6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51- 52		
5	5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51- 52		
6	4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51- 52		

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
	6	28+

TYPE III DEFENSE PHASER

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

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

[illegible]

CRACKS HAVE THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDA


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{PS} &= \text{PF} + \text{P} + \text{PR} \end{aligned}$$

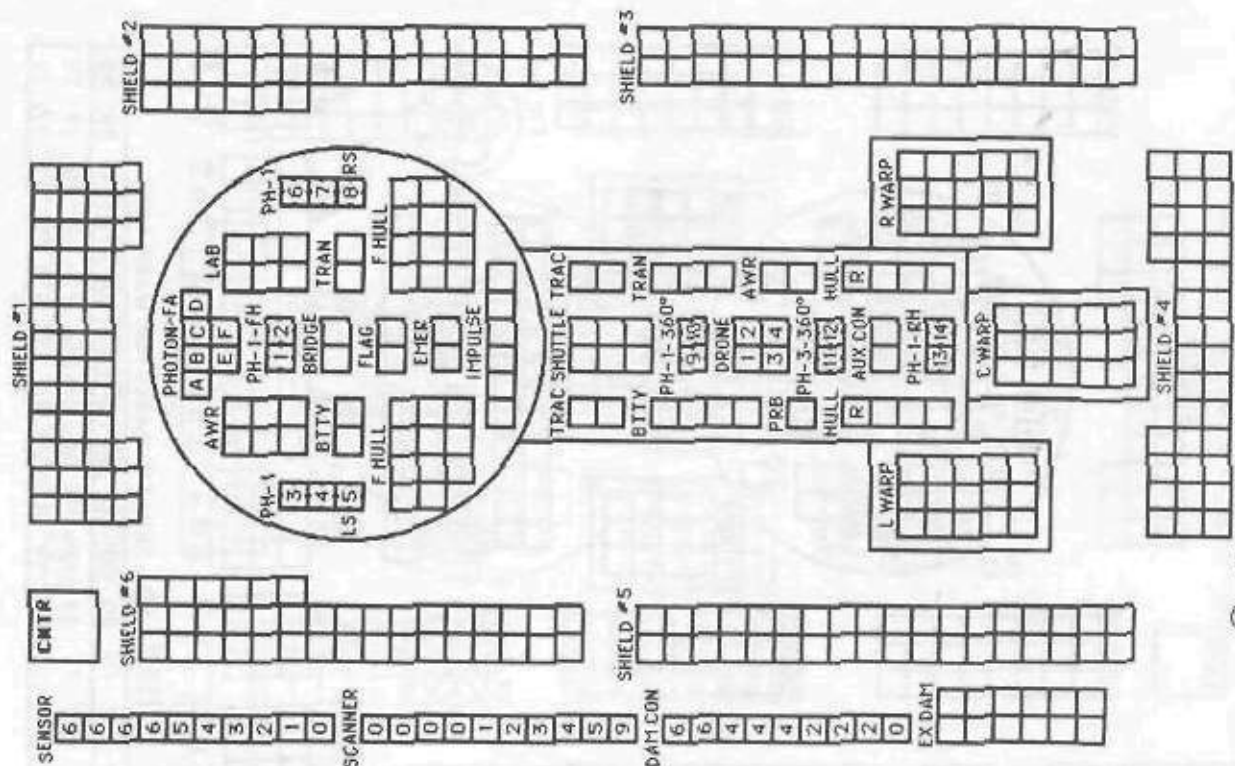
PHOTON TORPEDO TABLE

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

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

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

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



⑥ = ERRATIC MANEUVER WARP COST

**FEDERATION
DESTROYER ESCORT-R**

ADMINISTRATIVE SHUTTLES

[illegible]

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

BOARDING PARTIES

TRANSPORTER BOMBS

DECK CREWS

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

[illegible]

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

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

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

PHOTON TORPEDO TABLE

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

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

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

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

SEE (P2 P5) FOR SPECIAL RULES REGARDING CARGO.

⑥ = ERRATIC MANEUVER WARP COST

**FEDERATION NEW
ESCORT CRUISER-R**

ADMINISTRATIVE SHUTTLES

CREW UNITS[illegible][illegible]

PROBES	TRANSPORTER BOMBS
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
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82	82
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84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

TRANSPORTATIONDECK CREWSTYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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


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

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

SEE (P2 RS) FOR STORAGE DATA.

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

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

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

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

[illegible]

CRACKS HAVE THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDS.

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

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

[illegible]

FEDERATION NEW JERSEY
CLASS BATTLECRUISER

PROBES					5
TRANSPORTER BOMBS					00000

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

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

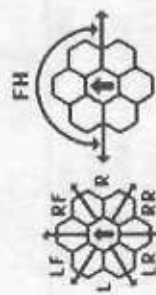
SHIP DATA TABLE	
TYPE	= BCJ
POINT VALUE	= 197
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.64

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

DRONE RACKS

6	6
000	000
000	000
000	000
000	000
1	2

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


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

MOVEMENT COST = 1
KET COST = 5
EM COST = 6

**FEDERATION
WAR DESTROYER SCOUT**

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

[illegible]

PROBES					5
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BOARDING PARTIES	8
TRANSPORTER BOMBS	DD

TYPE I OFFENSIVE PHASER TABLE

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

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

DRONE RACK

CRACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

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

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

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

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

RESCOUT FUNCTIONS SUMMARY

21	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


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

**FEDERATION
WAR DRONE DESTROYER**

[illegible]

PROBES					5
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[illegible]

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

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

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

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

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

[illegible]

B RACKS ALWAYS HAD THREE RELOADS.

RACK HAD THREE RELOADS, ONE RELOAD IS ENTIRELY ADDS.

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


$$LS = LF + L + LR$$

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

**FEDERATION WAR
DESTROYER ESCORT**

[illegible]

DECK CREWS	2
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[illegible]

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.

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

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

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

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

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

INCLUDES FULL AEGIS

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

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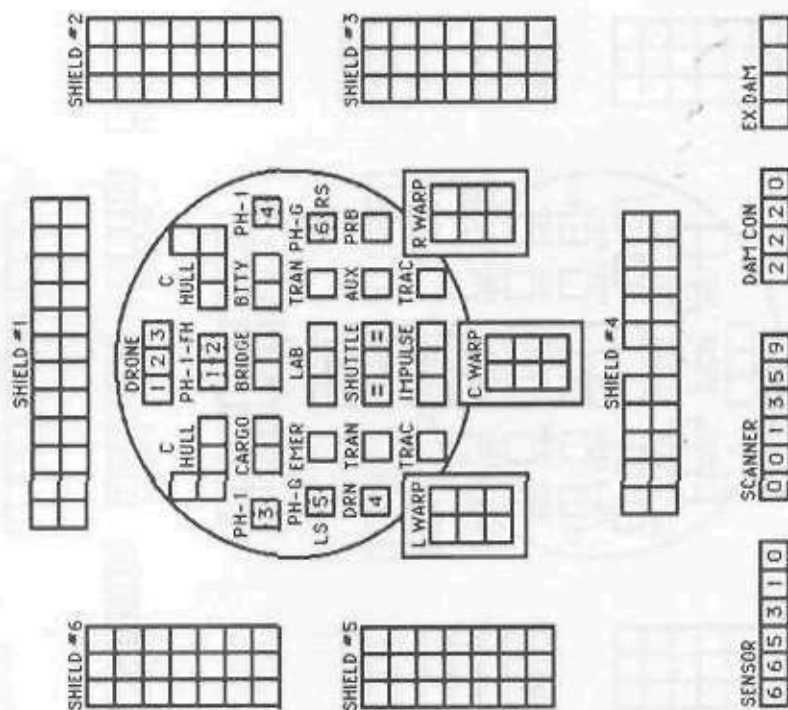
THIRD RELOAD MUST BE ADDED.


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

[5] = NET COST

⑥ = ERRATIC MANEUVER WARP COST

SEE (R2 R5) FOR SPECIAL RULES REGARDING CARGO.



**KZINTI MEDIUM
COMMAND CRUISER**

[illegible]

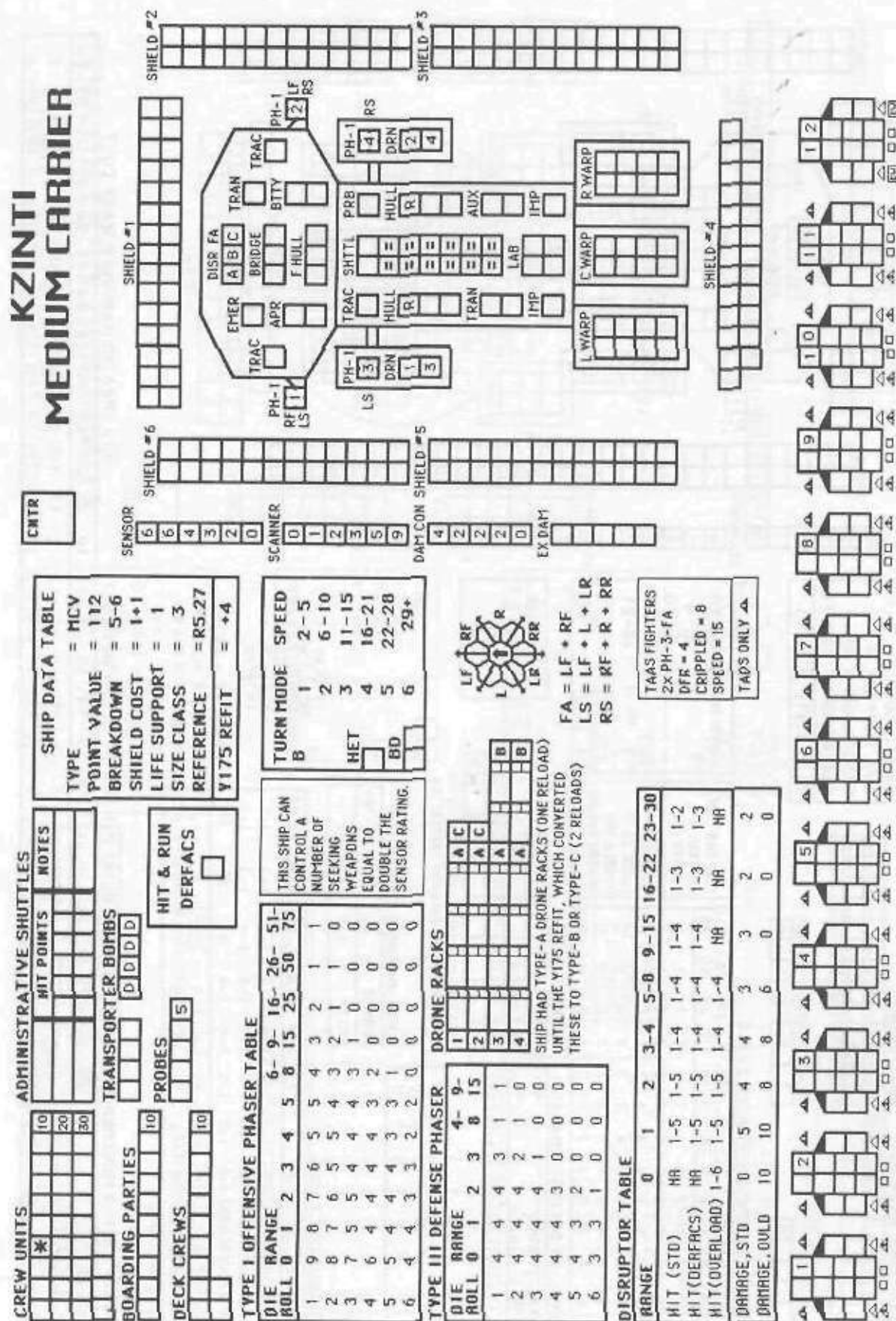
⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

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

**KZINTI
MEDIUM CARRIER**



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

KZINTI MEDIUM
MINESWEEPER

CNTR

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

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES
MSS	
MSS	

BOARDING PARTIES

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

ANTI-DRONES

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

PRIOR TO Y175 REFIT, ADDS HAD 6 ROUNDS.

TRANSPORTER BOMBS

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

PROBES

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

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

THIS SHIP CAN

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

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

ANTI-DRONE TABLE

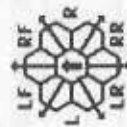
RRHSE	0	1	2	3	4
HIT*	-	1-2	1-3	1-4	-

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

MINE RACKS

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

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

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

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

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

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

**KZINTI MEDIUM
DRONE CRUISER**

ADMINISTRATIVE SHUTTLES

CREW UNITS

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

BOARDING PARTIES

PROBES

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9			16-26			51-75		
	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	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[illegible]

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)

2200 POINTS OF ADDITIONAL DRONES ARE
STORED IN THE FOUR CARGO BOXES.

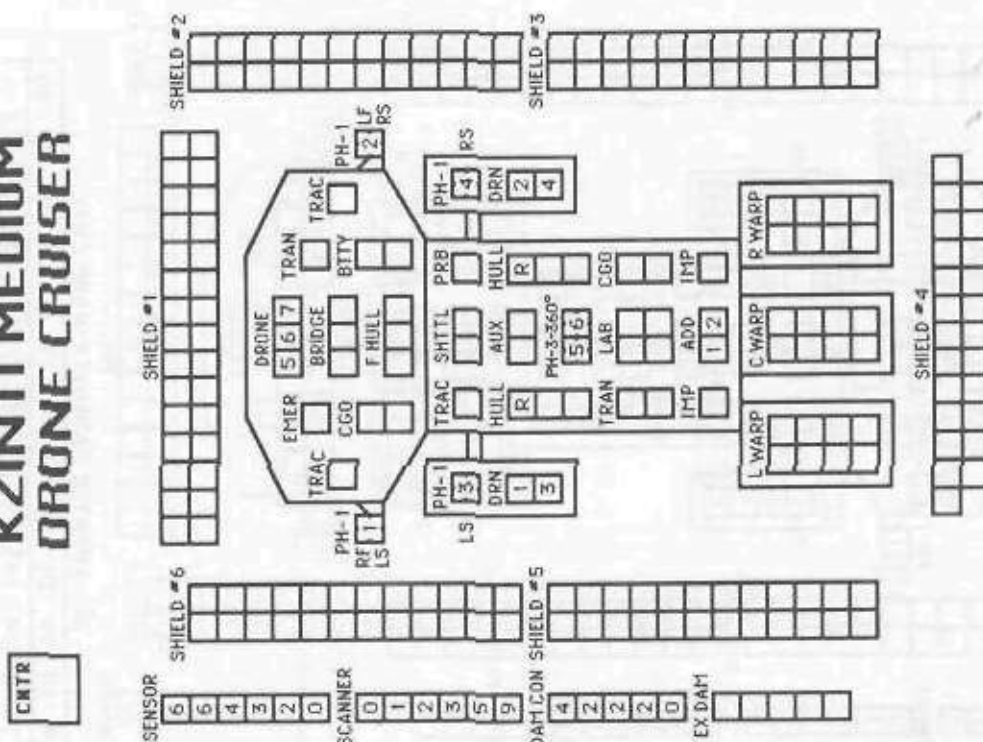
ANTI-DRONE TABLE

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


$$\begin{aligned} S &= LF + L + LR \\ RS &= RF + R + RR \end{aligned}$$
WARP ENERGY MOVEMENT COST = $2/3$ ENERGY POINT PER HEX

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

⑥ = ERRATIC MANEUVER WARP COST



**KZINTI MEDIUM
SCOUT CRUISER**

CREW UNITS					ADMINISTRATIVE SHUTTLES				
	*						HIT POINTS	NOTES	
				10					
				20					
				30					

[illegible][illegible]

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

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

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

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

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

[illegible]

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

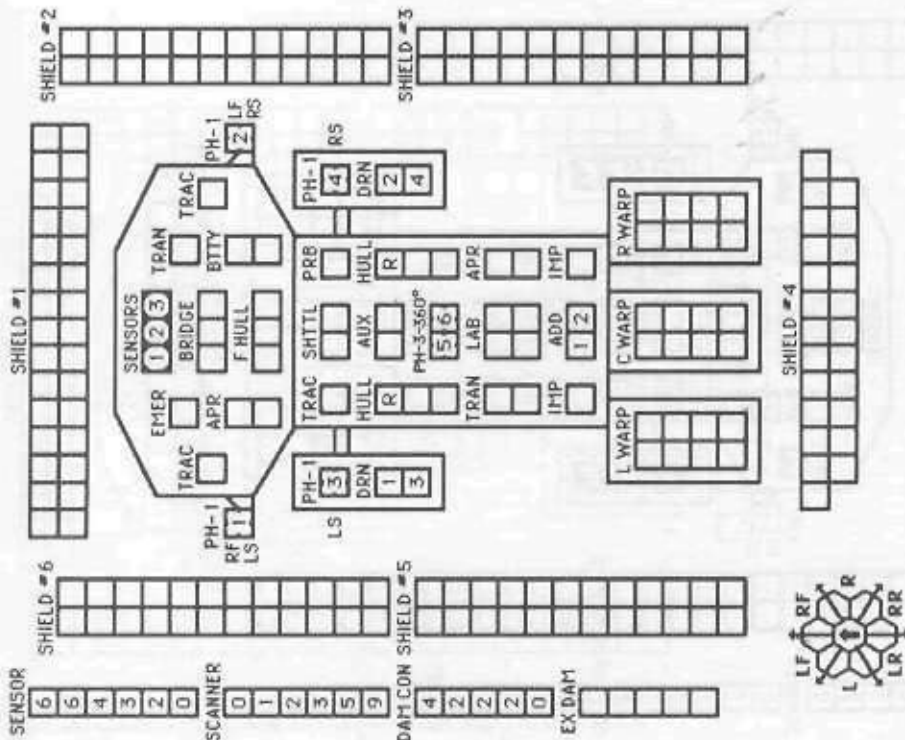
SCOUT FUNCTIONS SUMMARY

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.

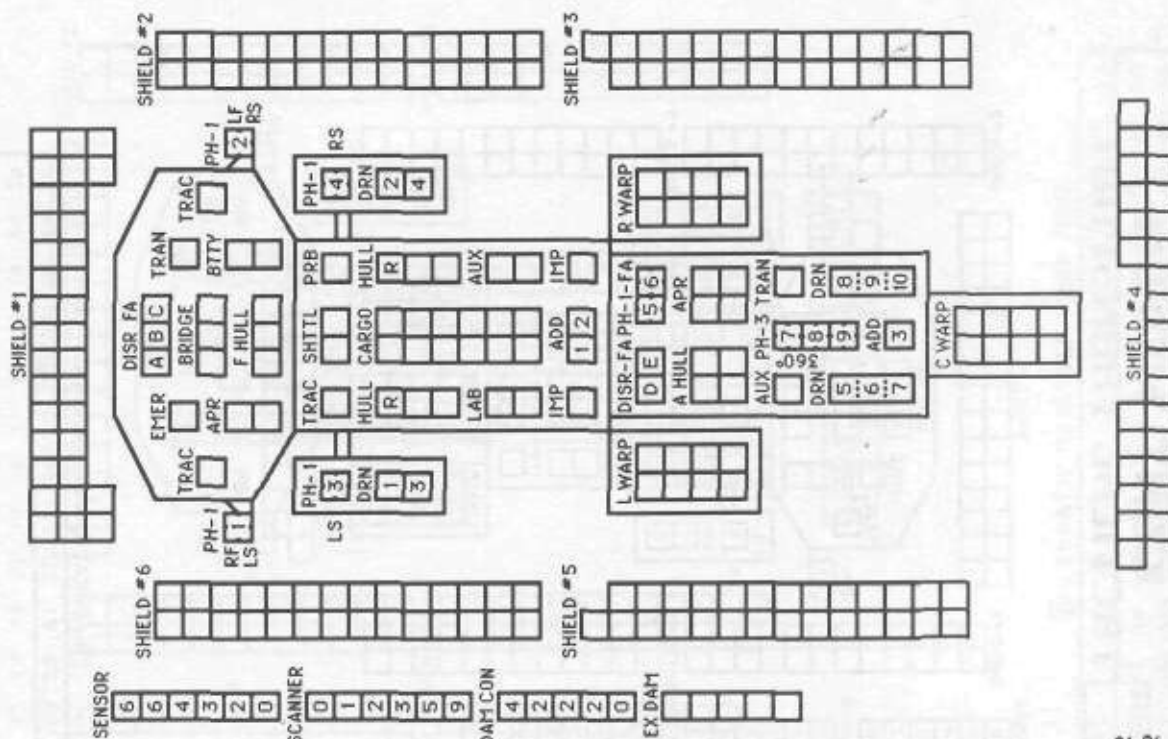
WARP ENERGY MOVEMENT COST = $2/3$ ENERGY POINT PER HEX

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


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

KZINTI MEDIUM
BATTLE TRANSPORT

CNTR

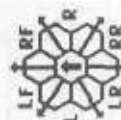


SHIP DATA TABLE	
TYPE	= HBT
POINT VALUE	= 157/132
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.34
Y175 REFIT	= +9

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

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

HIT & RUN DERFACS	



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

ADMINISTRATIVE SHUTTLES	
HIT POINTS	NOTES

ANTI-DRONES	
1	
2	
3	

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

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

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

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.

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

CREW UNITS	

BOARDING PARTIES	

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)	

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

KZINTI SURVEY CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS

BOARDING PARTIES	8
------------------	---

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

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

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

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

SCOUT FUNCTIONS SUMMARY

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

(REPLACES FOUR ADMIN SHUTTLES.)

TAKS FIGHTERS 2x PH-3-F4 DPR = 4 CRIPPLED = 8 SPEED = 15	DECK CREWS				
	<table border="1"> <tr> <td></td> <td></td> <td></td> <td>4</td> </tr> </table>				4
			4		

SCANNER

0123456

DAM CON

SHIELD = 5

EX-DAM

DRONE RACKS

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

WARTIME FIGHTER DEPLOYMENT (R5.37A)

(REPLACES FOUR ADMIN SHUTTLES.)

TAA'S FIGHTERS	
2x PH-3 - FA	
DFR = 4	
CRIPPLED = 8	
SPEED = 15	

TADS ONLY ▲

DECK CREWS

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

CMTR

SENSOR

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

SHIELD # 6

DRN ADD

PH-3

H-3 DRN 1 ADD 1



SHIELD #3

SHIELD = 5

L WARP	
C WARP	
R WARP	

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

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

KZINTI PF TENDER PODS

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

SEN 1 APR AFT HULL TRAC REPAIR

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

SEN 2 APR AFT HULL TRAC REPAIR

LEFT POD

CREW UNITS: 10

BOARDING PARTIES: 4

RIGHT POD

CREW UNITS: 10

BOARDING PARTIES: 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

SENSORS ARE DESTROYED ON "PHASER" HITS.

KZINTI V-7 CVA POD

POD DATA TABLE
 TYPE = P-V7
 BPV = 25
 SIZE = 4
 REF = R5.38

SEN 1 APR AFT HULL TRAC REPAIR

POD DATA TABLE
 TYPE = P-V7
 BPV = 25
 SIZE = 4
 REF = R5.38

SEN 2 APR AFT HULL TRAC REPAIR

LEFT POD

CREW UNITS: 10

BOARDING PARTIES: 4

RIGHT POD

CREW UNITS: 10

BOARDING PARTIES: 4

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

ADMINISTRATIVE SHUTTLES

HIT POINTS: 10

NOTES:

SHIELD #1

360°

AUX HULL PH-3

CARGO TRAC

SHUTTLE

SHIELD #4

KZINTI REPAIR POD

BOARDING PARTIES

CREW UNITS: 10

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

KZINTI REPAIR POD

BOARDING PARTIES

CREW UNITS: 10

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

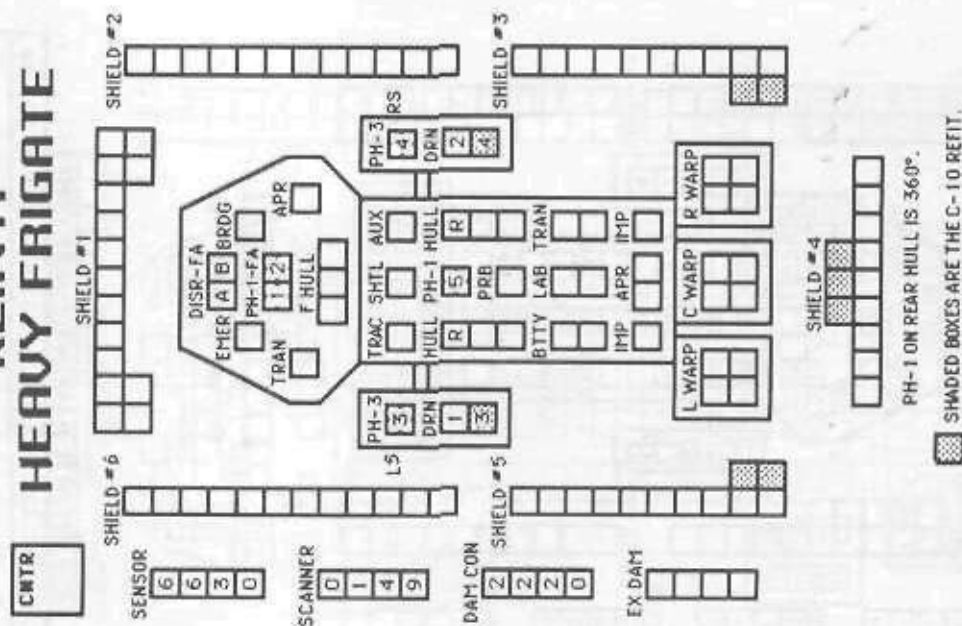
KZINTI REPAIR POD

BOARDING PARTIES

CREW UNITS: 10

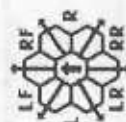
POD DATA TABLE
 TYPE = P-R8
 BPV = 34/18
 SIZE = 4
 REF = R5.39

KZINTI HEAVY FRIGATE



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

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


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

5 = HET COST

DINT PER HEX

WARP ENERGY MOVEMENT COST = 1/3 ENERGY

1

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

Page 5

BOARDING PARTIES	PROBES
5	5

TRANSPORTER BOMBS

D	D
---	---

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SEE (D23.0) FOR SHOCK DAMAGE

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	1-4	NA			
DAMAGE, STD	0	5	4	4	3	3				
DAMAGE, OULD	10	10	8	8	6	0				

WAPP ENERGY MOVEMENT COST - 1/3 ENERGY

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

**KZINTI FFK
FRIGATE**

ENTR

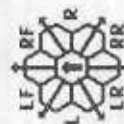
SHIP DATA TABLE	
TYPE	= FFK
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2-1 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.46
W175 REFIT	= +4

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

DRONE RACKS

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

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


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

5] = NET COST

OINT PER HEX

WARP ENERGY MOVEMENT COST = 1/3 ENERGY

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

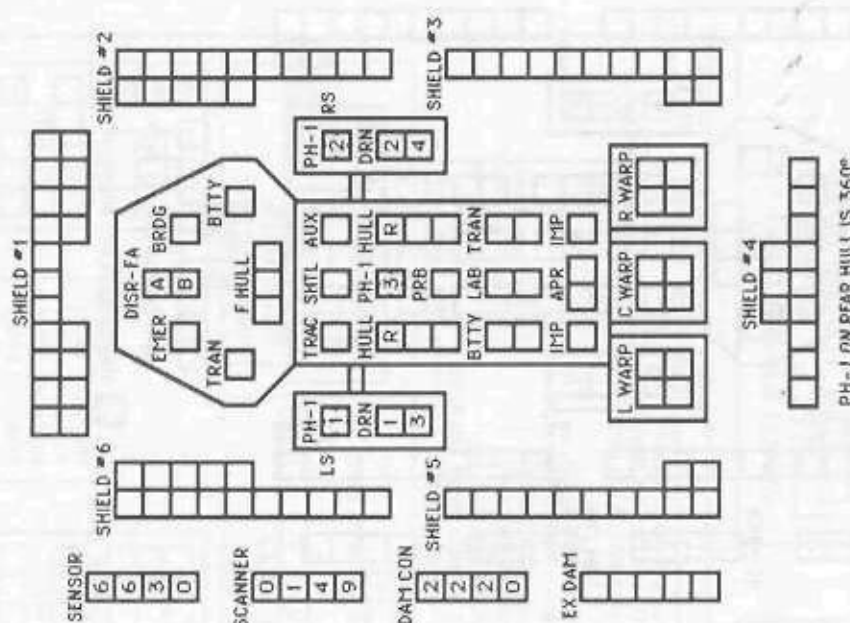
BOARDING PARTIES	PROBES
6	5

TRANSPORTER BOMBS

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

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

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



PH-1 NON DEAF WILL IS TENO

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	36	39	41	42	44	45		
React 1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45		

KZINTI HEAVY BATTLECRUISER

CREW UNITS **ADMINISTRATIVE SHUTTLES**

DATE	TIME	LOCATION	MIT POINTS	NOTES
10/1				
20				
30				
40				
50				

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

[illegible]TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN

CONTROL A

NUMBER OF
REPLYING-WEAVERS

SEEKING WEAPONS
EQUAL TO DOUBLE

ITS SENSOR

RATING.

1999

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

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

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

DISRUPTOR TABLE

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

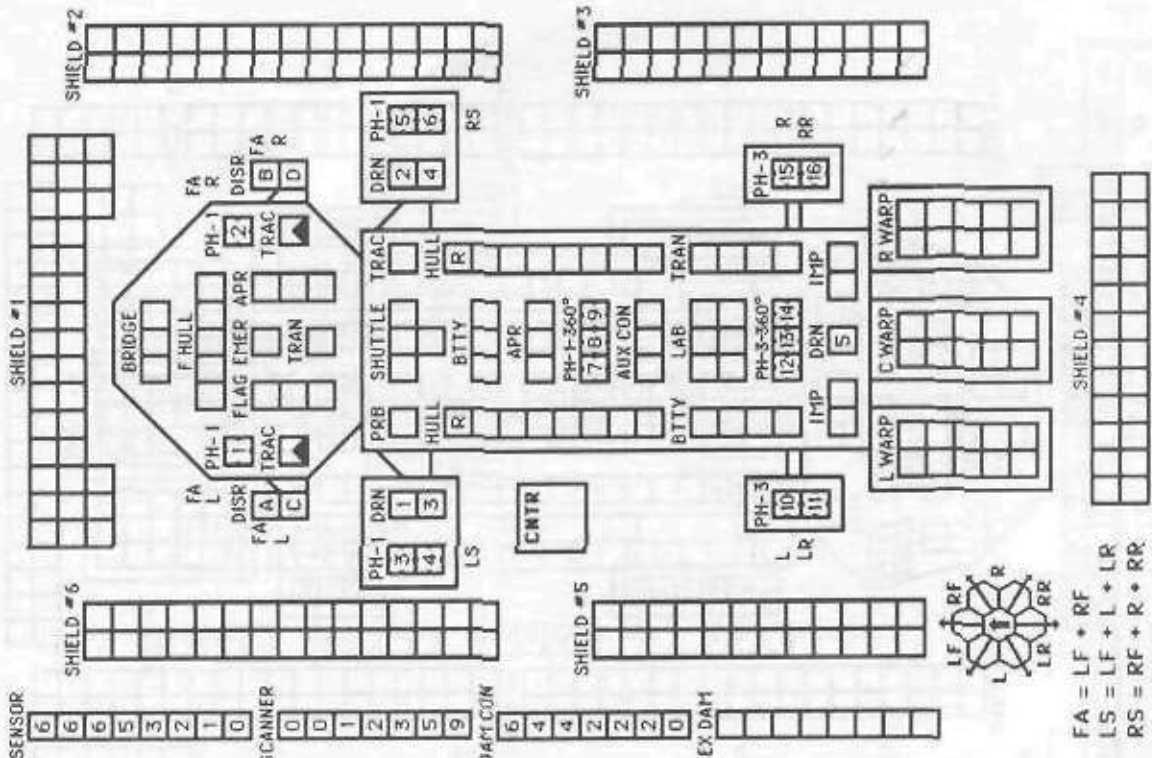
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

[illegible]

S	:	H	:	H	:	H	:	H	:	G
---	---	---	---	---	---	---	---	---	---	---

RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

☐ DERFACS ☐ H&R


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

KZINTI WAR DESTROYER LEADER

CMT2

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

- PH-1-FX**: Label at the top of the panel.
- 1 2**: A small rectangular display or indicator at the top center.
- PROBE BRIDGE EMER**: A label on the left side of the panel.
- DISR-FA**: A label on the right side of the panel.
- F HULL**: A label below the DISR-FA label.
- L A**: A label at the bottom left of the panel.
- B R**: A label at the bottom right of the panel.

The panel is surrounded by a grid of 16 squares, with the label **SHIELD #1** positioned to the left of the grid.

PH-1 RS (4) DRN (2)

TRAC

AUX

BTBY

TRAN (3 4)

PH-1-560 (5 6)

LAB (1 2)

ADD

IMP

APR

LWRP

CWRP

RWRP

SHIELD #3

SHIELD #5

[illegible]

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

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

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


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

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

☐ DERFACS H&R[illegible]

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

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

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

KZINTI DRONE CRUISER

CMTB

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

SENSOR

CANNER

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

AM CON

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

EX-DAM					
--------	--	--	--	--	--

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
V175 REFIT	= +0

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

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).

CREW UNITS										ADMINISTRATIVE SHUTTLES									
* 10										HIT POINTS									
20										NOTES									
30																			
40																			
THIS SHIP HAS ONE SHUTTLE BAY																			

TYPE III DEFENSE PHASER

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

LF RF
L R
LR RR

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

DRONE

1					
2					
3					
4					
5					
6					

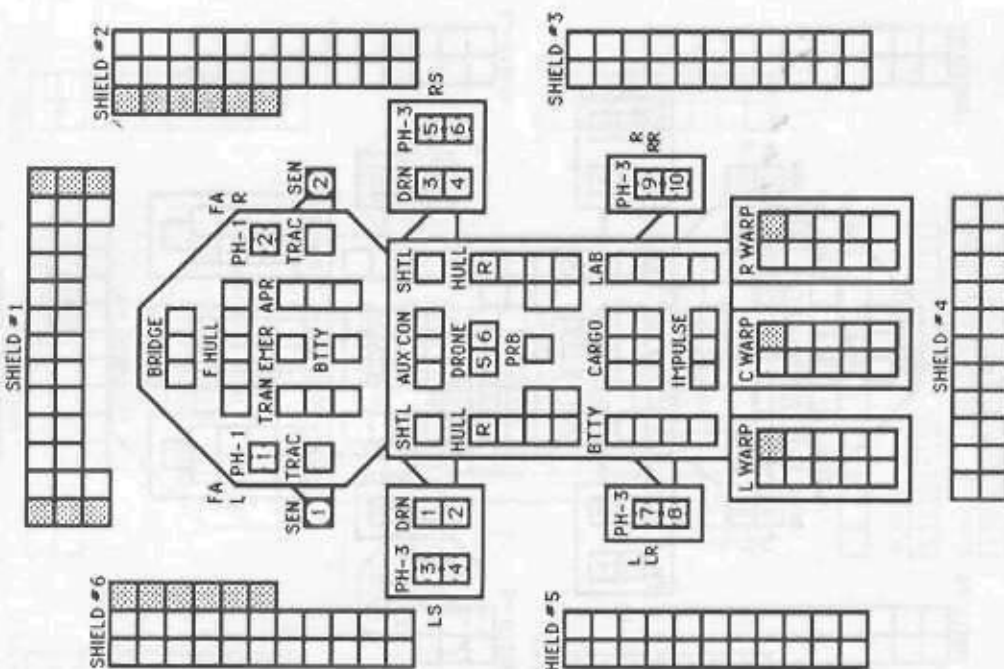
SHIP HAD
RELOAD

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



 SHADED BOXES ARE THE C-14 REFIT BEFORE THE REFIT, THE FORWARD PHASERS ARE LF+1/2RF+R.

KZINTI HEAVY CRUISER

CREW UNITS ADMINISTRATIVE SHUTTLES

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

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

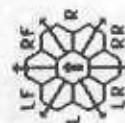
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

SHIP DATA TABLE	
TYPE	= CA
POINT VALUE	= 126
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R548

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

1					A
2					A
3					A
4					A

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


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

SENSOR

CANNER

442220

X-DAM					
-------	--	--	--	--	--

SHIELD #2

DRN PH-5

PH-3 DRN

NO UN ON

442220

SHIELD #5

PH-3

PH-3
9
10
L
LR

INNO

DAY					
-----	--	--	--	--	--

SHIELD = 4

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

ADMINISTRATIVE SHUTTLES

BOARDING PARTIES	8
------------------	---

TRANSPORTER BOMBS

DECK CREWS	2
------------	---

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

TYPE I OFFENSIVE PHASER TABLE

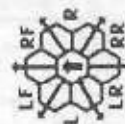
DRONE RACKS

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

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

ANTI-DRONES

SHIP ALWAYS HAD A 12 ROUND ADD.


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

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

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

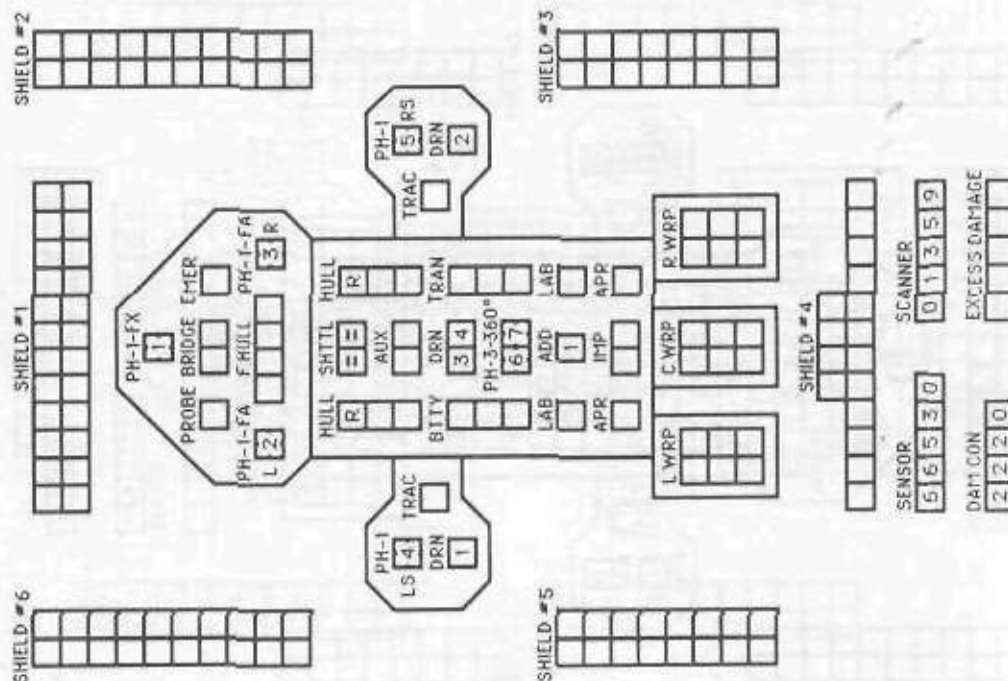
SHIP DATA TABLE	
TYPE	= DWE
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 \div 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.50
INCLUDES LIMITED AEGIS	
Y175 REFIT	= +0

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

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

SHIELD #5

SHIELD #4	SCA	EXP
5 6 5 3 0	0	
SENSOR		
5 6 5 3 0		
DAT CON		
2 2 2 0		



KZINTI WAR DRONE DESTROYER

CMTR

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

[illegible]TRANSPORTER BOMBS

ANTI-DRONES

[illegible]

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

[illegible]

THIS SHIP ALWAYS HAD DOUBLE RELOADS
FOR ITS DRONE RACKS.

A diagram of a 3D hexagonal lattice structure, likely representing a crystal or molecular framework. The structure consists of a central hexagonal ring with additional atoms or groups attached to its vertices, forming a more complex, three-dimensional arrangement. Labels are placed around the structure: 'L' and 'R' at the top, 'LF' and 'RF' on the left, 'LR' and 'RR' on the right, and 'LL' and 'RL' at the bottom. An upward-pointing arrow is located in the center of the structure.

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

SHIELD #4

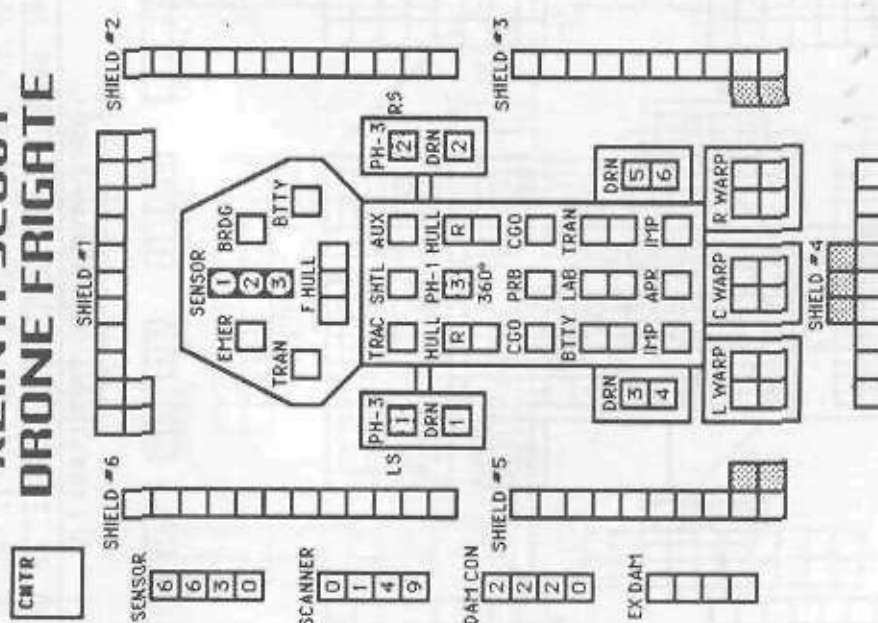
SCANNER

SENSOR

EXCESS DAMAGE

DATA CON

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

KZINTI SCOUT
DRONE FRIGATE

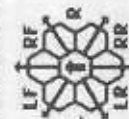
SHIP DATA TABLE	
TYPE	= SDF
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.55
C-8 REFIT	= +1
Y175 REFIT	= +6

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

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

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

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



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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

CREW UNITS	
10	20

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

BOARDING PARTIES	
4	5

TRANSPORTER BOMBS	
D	D

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

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL 0	1 2 3 8 15
1	4 4 4 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 ECH OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

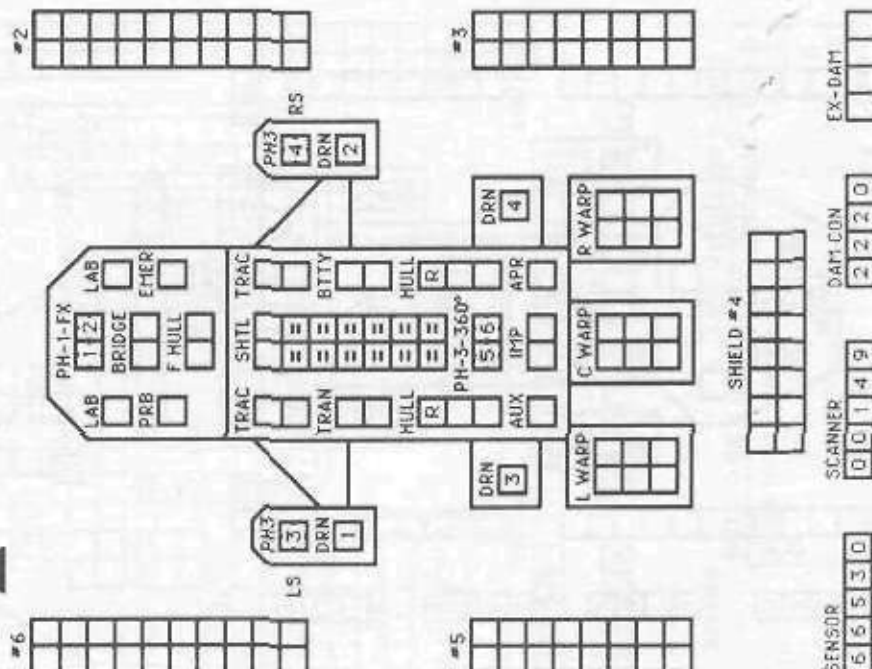
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

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

KZINTI FIRST CARRIER

K.H.S. LONG-LEAN

CNTR



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

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



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

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

CREW UNITS	
1	10
2	20
3	30

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
1	10
2	20
3	30

BOARDING PARTIES	
1	10
2	20
3	30

TRANSPORTER BOMBS	
1	10
2	20
3	30

DECK CREWS	
1	10
2	20
3	30

PROBES	
1	10
2	20
3	30

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

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

ORION HEAVY BATTLECRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES

CMTR

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
OKDISC	= +20
STEALTH +1 ECM	
PLASMA RACKS	= +4

TRANSPORTER BOMBS

BOARDING PARTIES

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

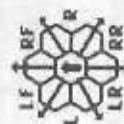
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

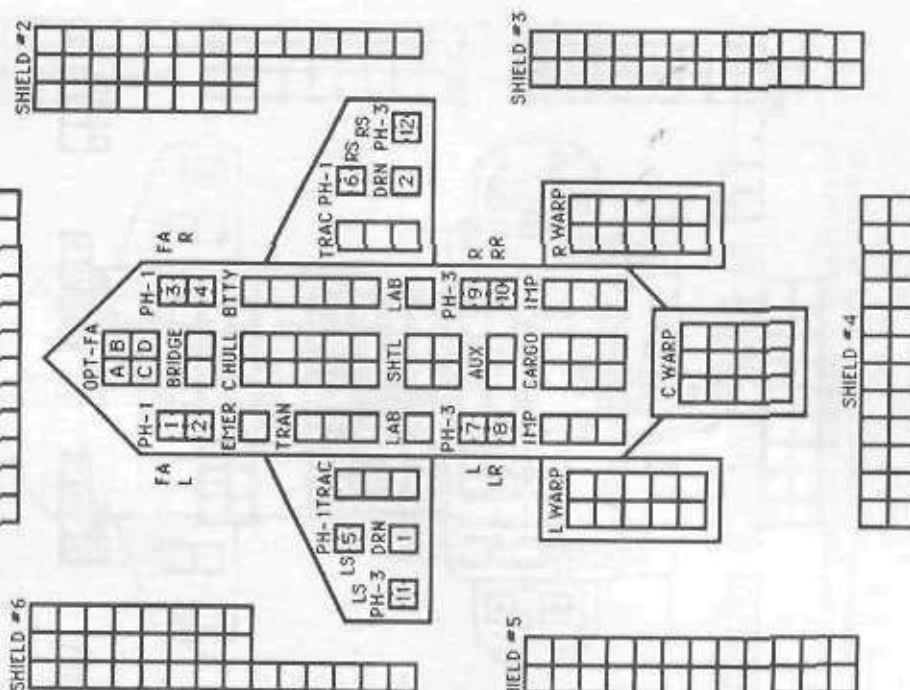
DIE RANGE	1	2	3	4	9
ROLL	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. AND SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D3) PER TURN UNLESS EQUIPPED WITH OKDISC.



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

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



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

