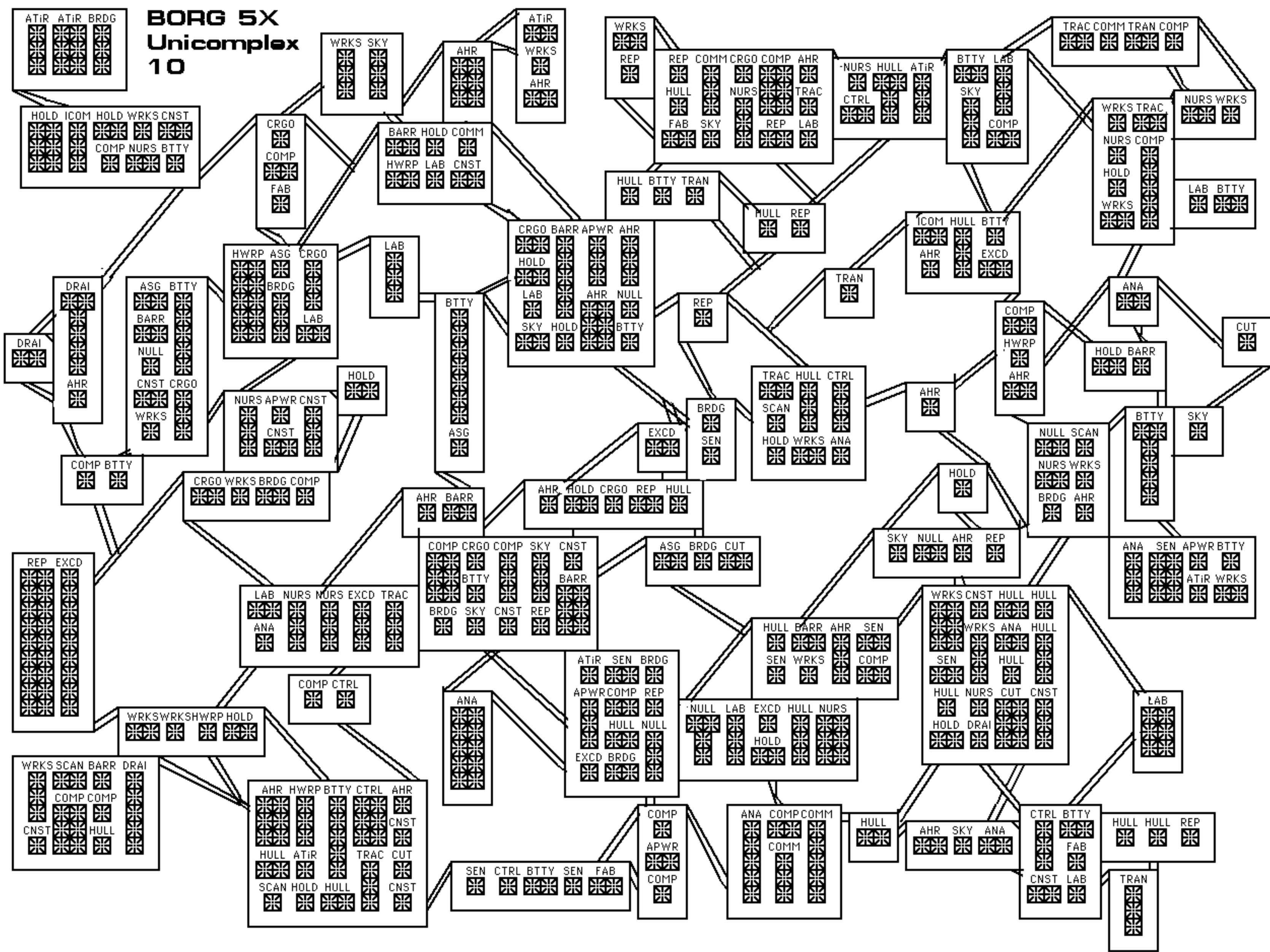


BORG 5X Unicomplex 10



ADAPTIVE
SHIELD RS

DAMCON
8
EXCDAM
On SSD

ADAPTIVE SHIELD FH

								10
				*				20
								30
								40
								50
								60
								70
								80

NO SHUTTLES
NO T-BOMBS

TURN	MODE	SPEED
G	1	1-3
	2	4-5
	3	6-8
	4	9-12
HET	5	13-16
	6	17-21
BD	7	22-26
	8	27+

Ship Class	=	BBH
Model Number	=	1711
Point Value	=	618
Breakdown	=	6
Shield Cost	=	3
Explosion Str	=	356
Size Class	=	2
Movement Cost	=	2 (G)
Reference	=	R22.002
Total Power	=	116 (+20)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

* Special H&R Procedure:

DIE ROLL	SYSTEM DESTROYED?	BORG BP RETURNS?
1	No	No
2	No	Yes
3-4	Yes	No
5-6	Yes	Yes

If attacking a non-guarded box, "BP RETURNS?" is always "YES".

Borg Boarding Parties cannot guard any box.

BORG OX DRAIN BOLT TABLE

DIE ROLL	RANGE								
	0-1	2-3	4-5	6-7	8-10	11-15	16-24	25-41	42-74
1	21	18	15	12	9	6	3	2	1
2	19	16	13	10	7	4	1	0	0
3	17	14	11	8	5	2	0	0	0
4	15	12	9	6	3	0	0	0	0
5	13	10	7	4	1	0	0	0	0
6	11	8	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 4; Cannot be held.

Shield Mode: Each point above is 2 shield damage, or 1/2 of an internal. Round fractional damage down.

Movement Mode: Target has a penalty on his speed equal to the number above (no damage is taken).

Damage Mode: Each point above is 1 damage.

BORG OX CUTTER BEAM TABLE

DIE ROLL	RANGE										11- 16- 21- 31- 51- 81-						
	0	1	2	3	4	5	6	7	8	9	10	15	20	30	50	80	110
1	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
3	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0
4	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
5	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0
6	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0

Fires 1/turn; Energy Cost = 2; Capacitor = 2.

Treat Cutter Beam as a Phaser.

Robert M. Mink

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ADAPTIVE SHIELDS:

Act similar to normal shields, but with odd facings.

On the first turn the Borg takes damage from a weapon, the damage is normal.

The second turn the Borg takes damage from a weapon, the damage is divided by 2 (round down).

The third turn the Borg takes damage from a weapon, the damage is divided by 3 (round down).

This pattern continues indefinitely. Borg take full damage from weapons if no Adaptive Shield faces the damage.

BORG OXs Battleship

SHIP DATA TABLE	
Ship Class	= PF
Model Number	= 0511
Point Value	= 84
Breakdown	= 6
Shield Cost	= 0
Explosion Str	= 33
Size Class	= 5
Movement Cost	= 1/5 AA
Reference	= R22.PF
Total Power	= 14(+2)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

CREW

ADAPT SHIELD FH

BRD PRT

ADAPT

DRAIN

LEFT RIGHT

LEFT RIGHT

ADAP⁺

SENSOR

IMP 3

DAMCON

SCANNED

				E
--	--	--	--	---

21

BORG

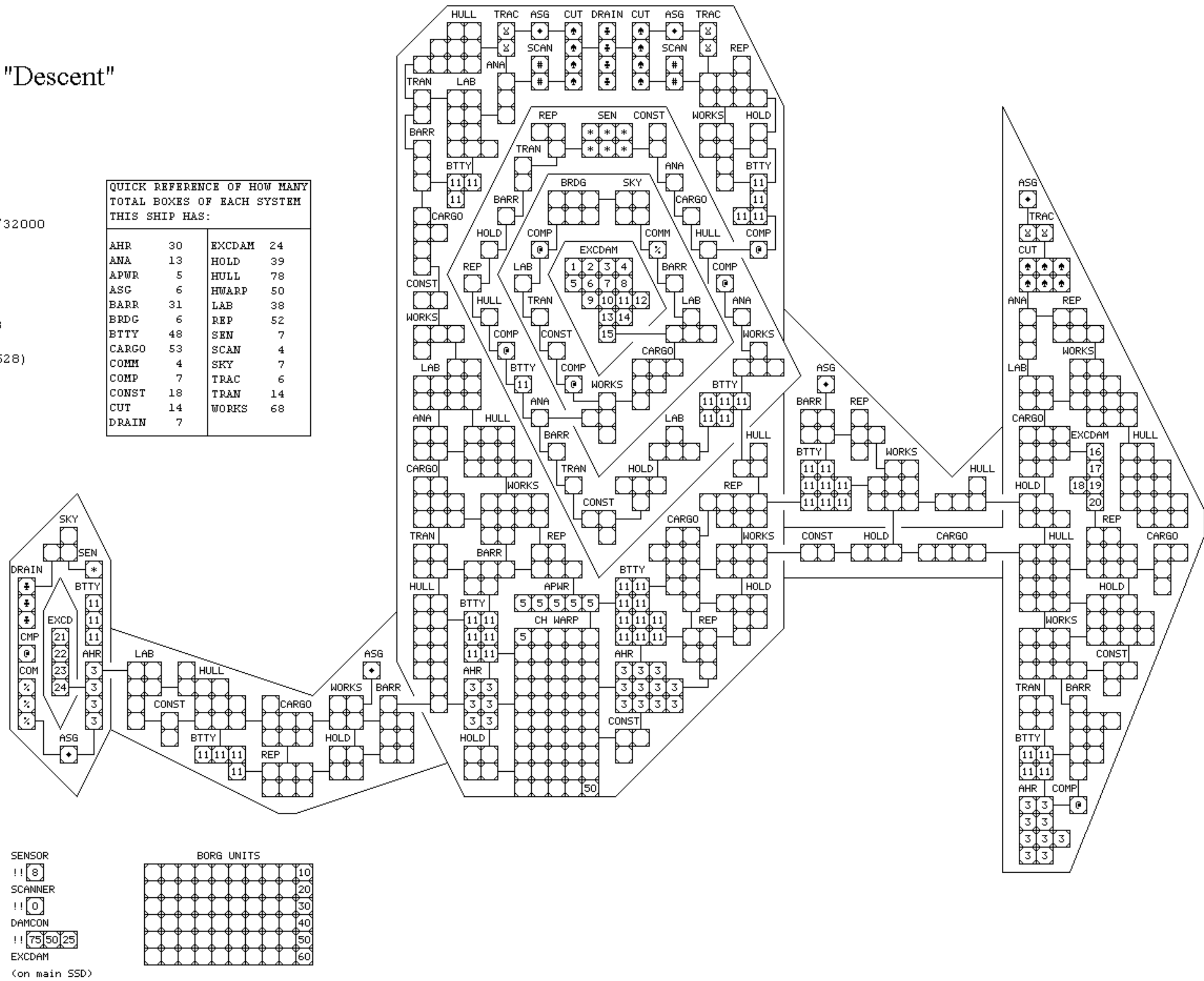
5X

Unique ship from "Descent"

Ship Class = unique
Model Number = 5616
Point Value = 192000/32000
Breakdown = 6^7
Shield Cost = 0
Explosion Str = 694
Size Class = 0
Movement Cost = 10 (SW)
Reference = R22.503

Total Power = 800 (+528)
Opt Allowance = 0 (+0)
6X Systems = APWR

QUICK REFERENCE OF HOW MANY TOTAL BOXES OF EACH SYSTEM THIS SHIP HAS:			
AHR	30	EXCDAM	24
ANA	13	HOLD	39
APWR	5	HULL	78
ASG	6	HWARP	50
BARR	31	LAB	38
BRDG	6	REP	52
BTTY	48	SEN	7
CARGO	53	SCAN	4
COMM	4	SKY	7
COMP	7	TRAC	6
CONST	18	TRAN	14
CUT	14	WORKS	68
DRAIN	7		



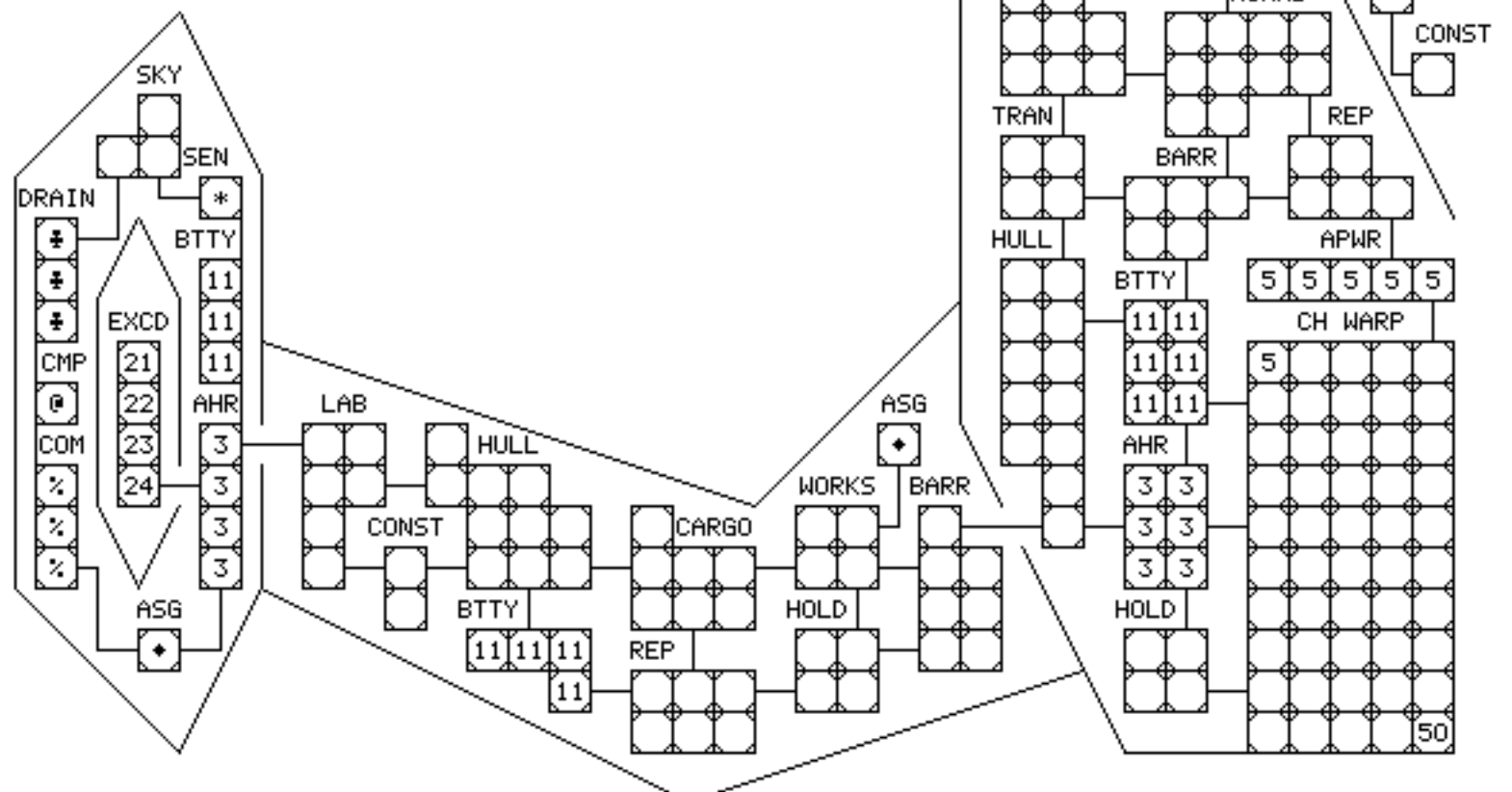
BORG 5X

Unique ship from "Descent"

Ship Class = unique
Model Number = 5616
Point Value = 192000/32000
Breakdown = 6^7
Shield Cost = 0
Explosion Str = 694
Size Class = 0
Movement Cost = 10 (SW)
Reference = R22.503

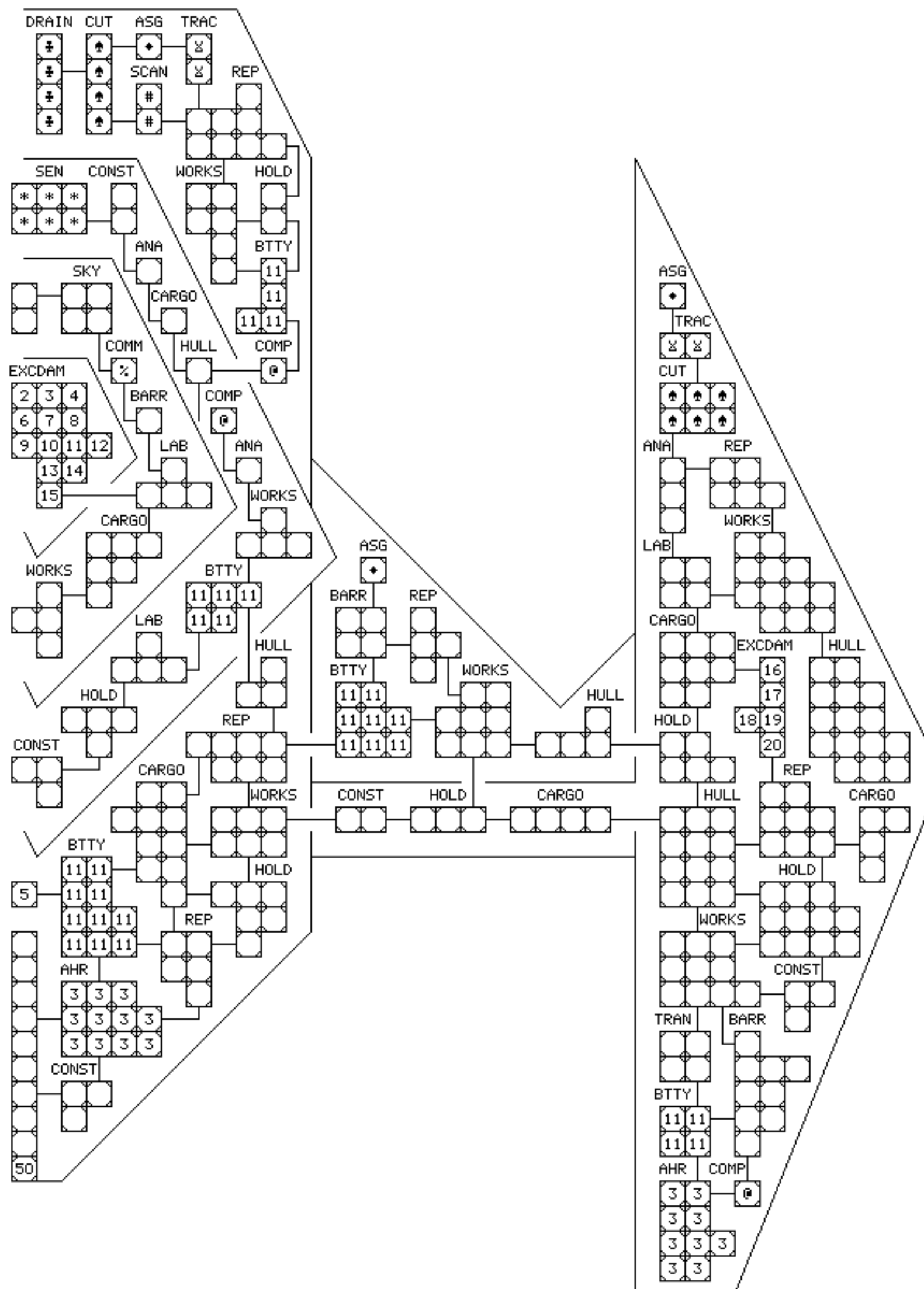
Total Power = 800 (+528)
Opt Allowance = 0 (+0)
6X Systems = APWR

QUICK REFERENCE OF HOW MANY TOTAL BOXES OF EACH SYSTEM THIS SHIP HAS:			
AHR	30	EXCDAM	24
ANA	13	HOLD	39
APWR	5	HULL	78
ASG	6	HWARP	50
BARR	31	LAB	38
BRDG	6	REP	52
BTTY	48	SEN	7
CARGO	53	SCAN	4
COMM	4	SKY	7
COMP	7	TRAC	6
CONST	18	TRAN	14
CUT	14	WORKS	68
DRAIN	7		



SENSOR
!! 8
SCANNER
!! 0
DAMCON
!! 75 50 25
EXCDAM
(on main SSD)

BORG UNITS			
10	20	30	40
50	60		



BORG UNITS	10
	20
	30
	40
	50
	60

SHIP DATA TABLE	
Ship Class	= Conv DOM ABB
Model Number	= Unique
Point Value	= 147100
Breakdown	= 6^5
Shield Cost	= 0+7
Explosion Str	= 348
Size Class	= 1
Movement Cost	= 3 (E)
Reference	= R22.506
Total Power	= 656 (+254)
Opt Allowance	= 0 (+0)
4X Systems	= BEAM, CET, SHIELDS
6X Systems	= (none)

TNG TURN MODE E	
TURN MODE	SPEED
1	1-4
2	5-8
3	9-12
4	13-16
5	17-20
6	21-24
7	25-28
8	29-32
9	33+

Joshua Miller

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Enjoy!

BORG 5X Converted Dominion Alpha Quadrant Battleship

BORG CUTTER BEAM TABLE

DIE	DAMAGE AT RANGE								
ROLL	0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent reduces range bonus by 2.

BORG DRAIN BOLT TABLE

DIE	DAMAGE AT RANGE						
ROLL	0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

JEM'HADAR BEAM TABLE

RANGE	0-2	3-5	6-8	9-11	12-14	15-17	18-20
HIT #	1-8	1-7	1-6	1-5	1-4	1-3	1-2
DAMAGE	7	6	5	4	3	2	1

4X CARDASSIAN ENERGY TORPEDO TABLE

FIRING MODE	ENERGY TO ARM	ENERGY TO HOLD	BASE DAMAGE	HIT #	AT RANGE						
				0	1	2	3	4	5	6	
1 FACING	1	1/2	2	1-6	1-6	1-6	1-5	1-4	1-3	1-2	
2 FACINGS	2	1	4	1-6	1-6	1-5	1-4	1-3	1-2	1	
3 FACINGS	3	1+1/2	6	1-6	1-5	1-4	1-3	1-2	1	N	
4 FACINGS	4	2	8	1-5	1-4	1-3	1-2	1	N	N	
5 FACINGS	5	2+1/2	10	1-4	1-3	1-2	1	N	N	N	
6 FACINGS	6	3	12	1-3	1-2	1	N	N	N	N	

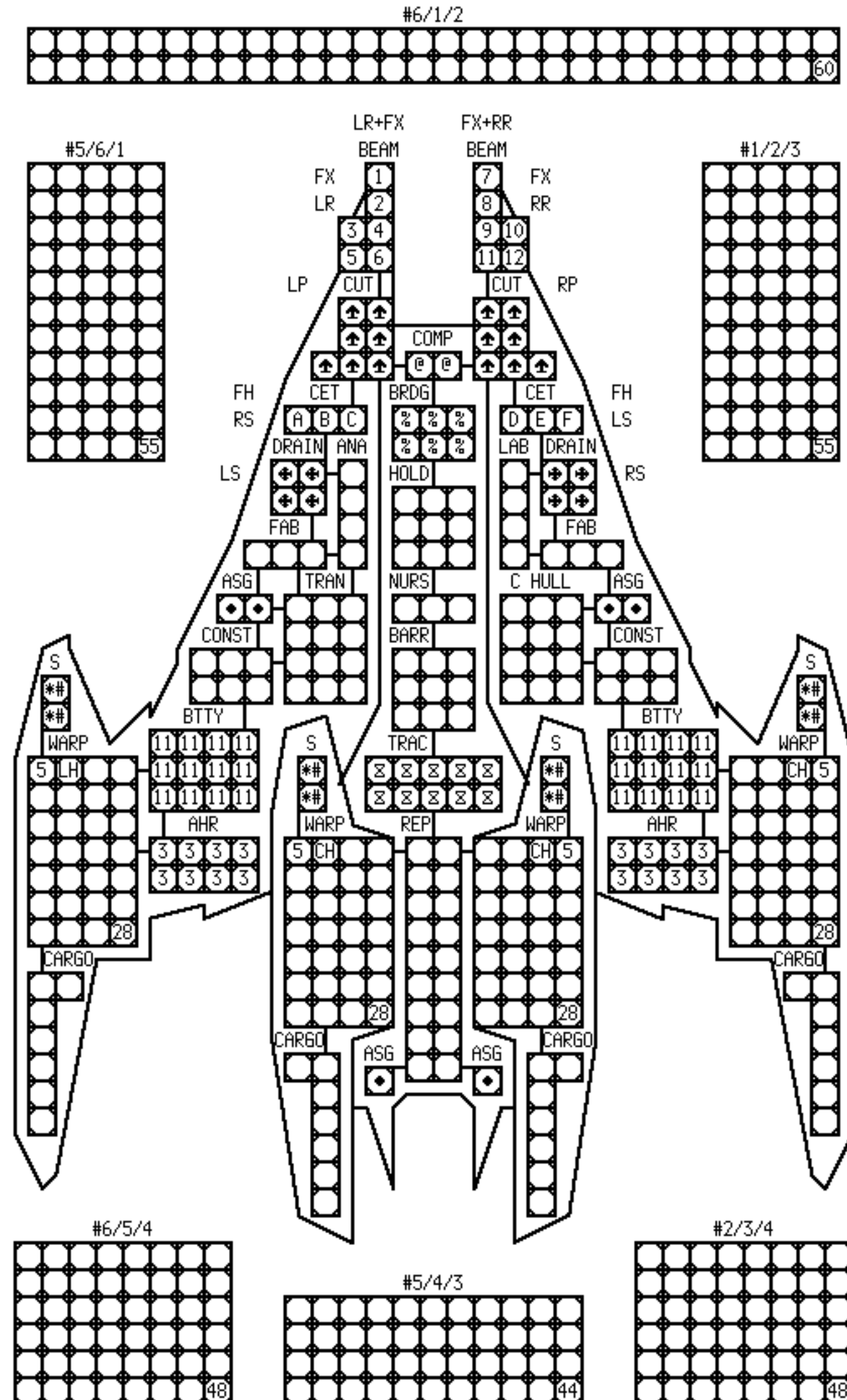
CAN BE OVERLOADED (x1.5 ENERGY TO ARM, x1.5 DAMAGE)

SENSOR
7
7
7
7
7
6
3

SCANNER
0
0
0
0
0
0
1
2

DAMCON
45
40
35
30
25
20
15
10
5
0

EXCDAM
6
5
4
3
2
1



BORG UNITS									
									10
									20

BORG CUTTER BEAM TABLE

DIE ROLL	DAMAGE AT RANGE								
	0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
 First # above is normal damage; Second # is permanent damage.
 If hit target, each further Cutter beam has a -5 range bonus.
 Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
 Target may modulate Shields to counter, each 1 energy spent
 reduces range bonus by 2.

BORG DRAIN BOLT TABLE

DIE ROLL	DAMAGE AT RANGE						
	0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
 Shield Mode: Each point above does 1d6 Shield/PA dmg
 until internals taken, then 3 points above = 1 dmg
 Movement Mode: Each point above causes loss of 2
 movements until 0 remaining, then 2 above = 1 dmg
 Damage Mode: Each point above is 1 damage.

JEM'HADAR BEAM TABLE

RANGE	0-2	3-5	6-8	9-11	12-14	15-17	18-20
HIT #	1-8	1-7	1-6	1-5	1-4	1-3	1-2
DAMAGE	7	6	5	4	3	2	1

4X CARDASSIAN ENERGY TORPEDO TABLE

FIRING MODE	ENERGY TO ARM	ENERGY TO HOLD	BASE DAMAGE	HIT # AT RANGE						
				0	1	2	3	4	5	6
1 FACING	1	1/2	2	1-6	1-6	1-6	1-5	1-4	1-3	1-2
2 FACINGS	2	1	4	1-6	1-6	1-5	1-4	1-3	1-2	1
3 FACINGS	3	1+1/2	6	1-6	1-5	1-4	1-3	1-2	1	N
4 FACINGS	4	2	8	1-5	1-4	1-3	1-2	1	N	N
5 FACINGS	5	2+1/2	10	1-4	1-3	1-2	1	N	N	N
6 FACINGS	6	3	12	1-3	1-2	1	N	N	N	N

CAN BE OVERLOADED (x1.5 ENERGY TO ARM, x1.5 DAMAGE)

SHIP DATA TABLE

Ship Class	=	Conv DOM AFTR
Model Number	=	1
Point Value	=	33600
Breakdown	=	6^6
Shield Cost	=	0+2
Explosion Str	=	85
Size Class	=	4
Movement Cost	=	1/2 (AA)
Reference	=	R22.507
Total Power	=	156 (+44)
Opt Allowance	=	0 (+0)
4X Systems	=	BEAM, CET, SHIELDS
6X Systems	=	(none)

TNG	TURN	MODE	AA
1	1-9		
2	10-18		
3	19-27		
4	28+		

David Miller

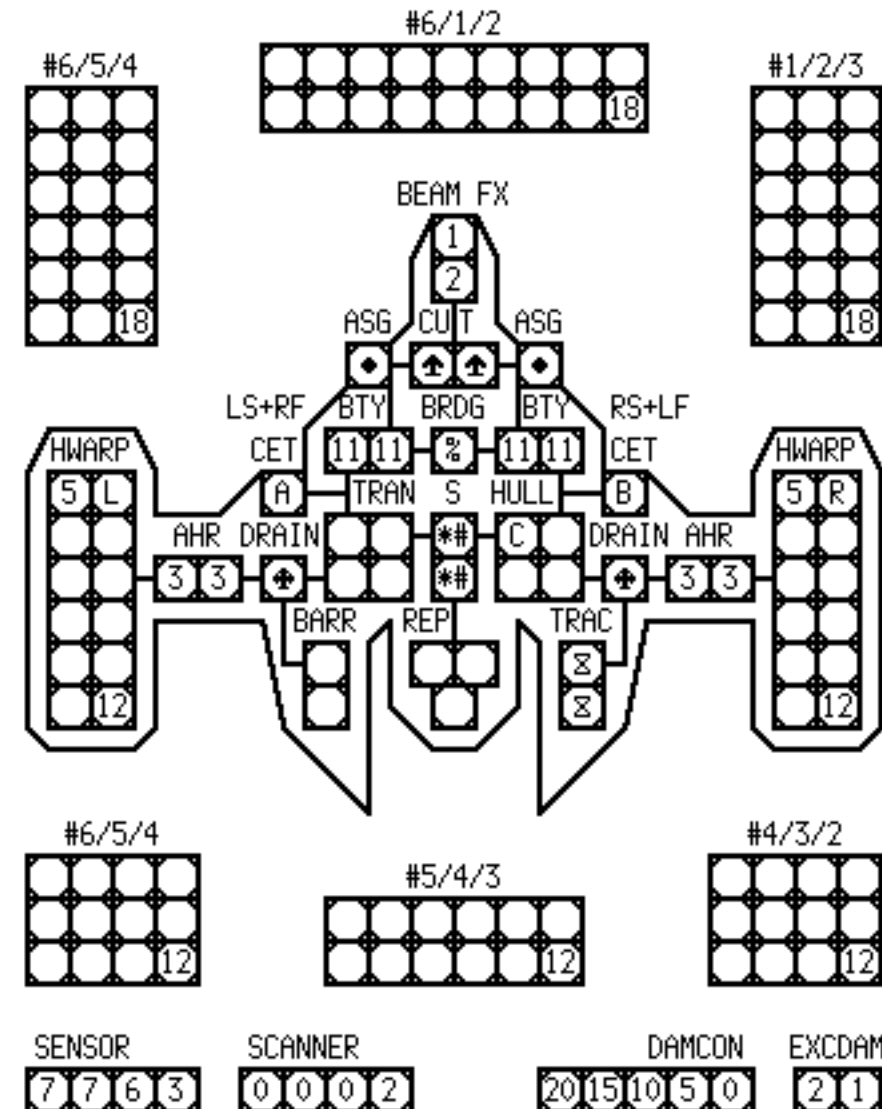
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Enjoy!

BORG **5X** **Converted** **Dominion** **Alpha Quadrant** **Fighter**



Cutter beams are FH
 Drain bolts arcs are LP and RP

SHIP DATA TABLE

Ship Class	= Incomplete CUBE
Model Number	= 5XB7
Point Value	= 1603000
Breakdown	= 1-6
Shield Cost	= 0
Explosion Str	= 410 (super)
Size Class	= 1
Movement Cost	= 13 (F)
Reference	= R22.507
Total Power	= 591 (+363) (super)
Opt Allowance	= 0 (+0)
6X Systems	= ATimeWR
All weapons facing F are FH	
All weapons facing L are LS	
Borg Units = 60 (super)	
ASGs do not protect against any damage coming in from the #3 Shield facing.	

SENSOR

!! 6

SCANNER

!! 0

DAMCON

!! 30

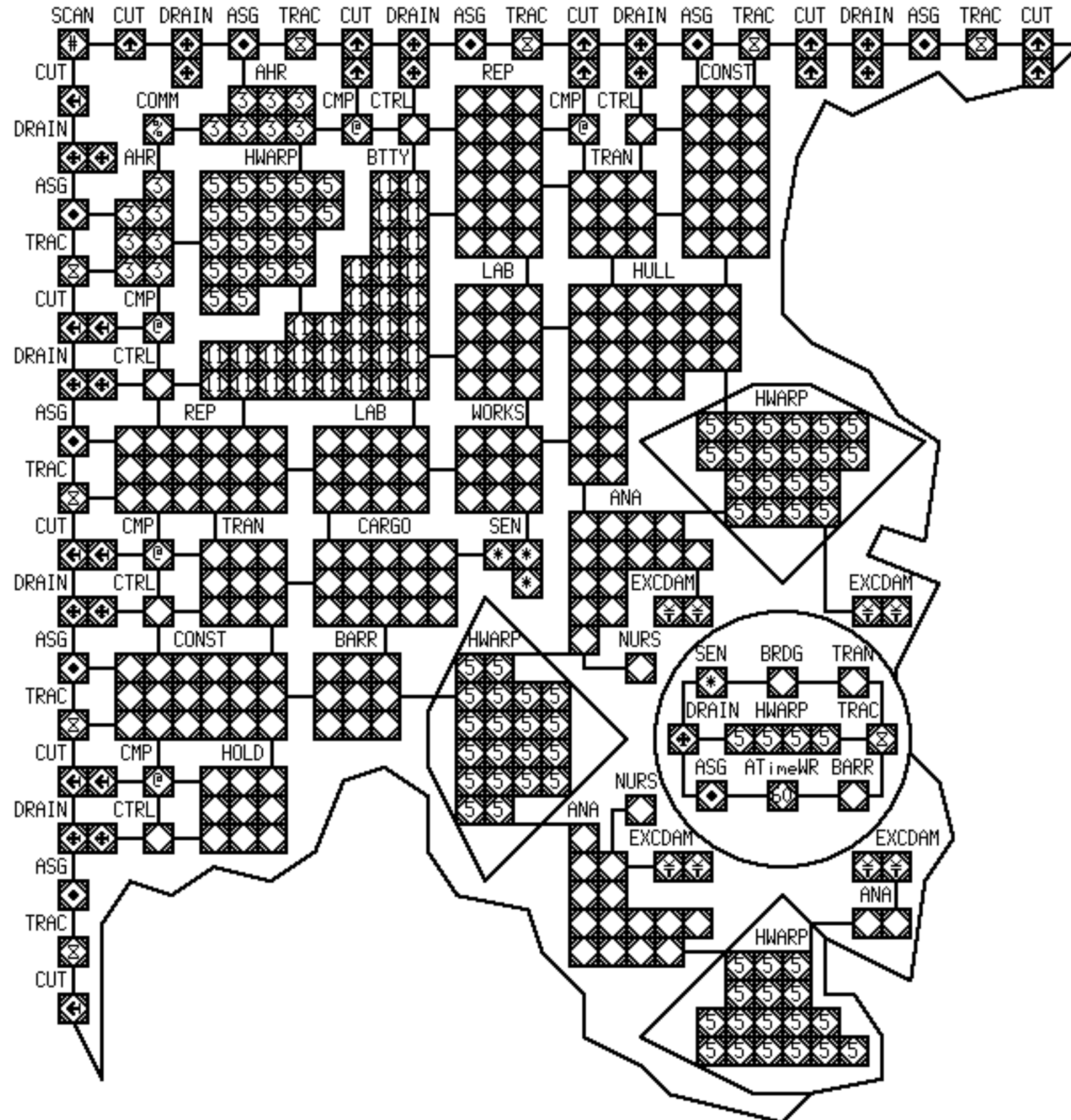
EXCDAM

On main SSD

TNG	TURN	MODE	F
TURN	MODE	SPEED	
1	1-3		
2	4-6		
3	7-9		
4	10-12		
5	13-15		
6	16-18		
7	19-21		
8	22-24		
9	25-27		
10	28+		

How many of each system:

AHR	14	EXCDAM	8
ANA	16	FAB	0
ASG	9	HOLD	9
ATimeWR	1	HULL	28
BARR	9	HWARP	81
BRDG	1	LAB	24
BTTY	33	NURS	2
CARGO	15	REP	36
COMM	1	SCAN	1
COMP	5	SEN	4
CONST	36	SKY	0
CTRL	5	TRAC	9
CUT	16	TRAN	18
DRAIN	17	WORKS	9



BORG

5X

Incomplete Frigate Cube
(SuperBox SSD)

BORG 1X Super Battleship

18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
----	----	----	----	----	----	----	----	----	---	---	---	---	---	---	---	---	---

BORG UNITS



THIS SHIP DOES NOT HAVE SHUTTLECRAFT.
SHUTTLECRAFT ARE IRRELEVANT.

SHIP DATA TABLE

Ship Class	= Scout
Model Number	= 5241
Point Value	= 60000/10000
Breakdown	= 6^5
Adapt Cost	= 0
Explosion Str	= 283
Size Class	= 1
Movement Cost	= 9 (SW)
Reference	= R22.502
Total Power	= 248 (+176)
Opt Allowance	= 0 (+0)
6X Systems	= (none)

BORG CUTTER BEAM TABLE

DIE ROLL	DAMAGE AT RANGE								
	0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent reduces range bonus by 2.

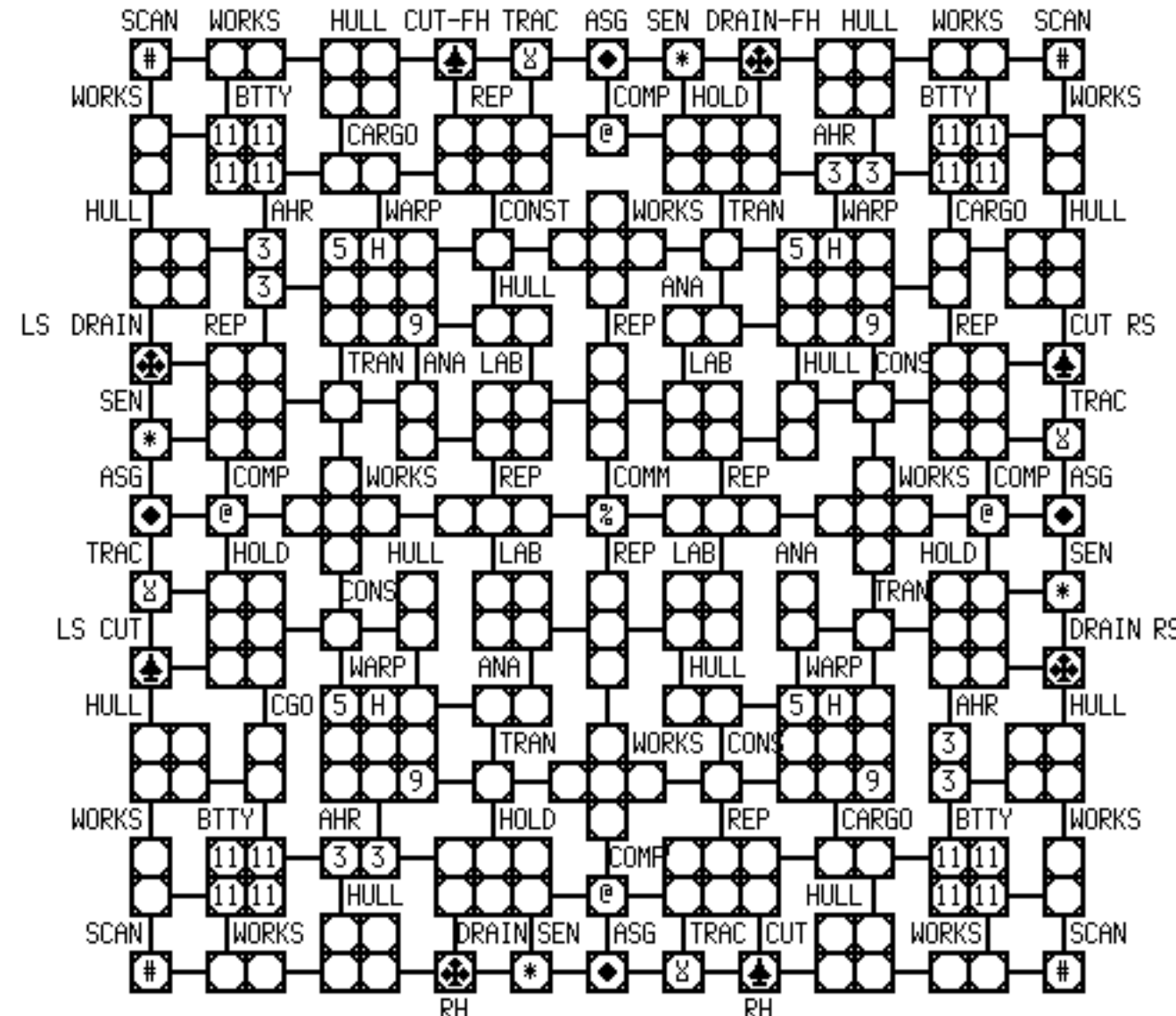
BORG DRAIN BOLT TABLE

DIE ROLL	DAMAGE AT RANGE						
	0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

BORG 5X Scout

TNG TURN MODE SW	
TURN MODE	SPEED
1	1-11
2	12+



SENSOR

!! 8

SCANNER

!! 0

DAMCON

!! 25

EXCDAM

16	15	14	13	12	11	10	9
8	7	6	5	4	3	2	1

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Enjoy!

4

THIS SHIP DOES NOT HAVE SHUTTLECRAFT.
SHUTTLECRAFT ARE IRRELEVANT.

SHIP DATA TABLE

Ship Class	=	Fast War Scout
Model Number	=	5242
Point Value	=	70000/20000
Breakdown	=	6^5
Adapt Cost	=	0
Explosion Str	=	292
Size Class	=	1
Movement Cost	=	8 (SW)
Reference	=	R22.502-A
Total Power	=	692 (+176)
Opt Allowance	=	0 (+0)
6X Systems	=	APWR

BORG CUTTER BEAM TABLE

DIE ROLL	DAMAGE AT RANGE								
	0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter).
Target may modulate Shields to counter, each 1 energy spent
reduces range bonus by 2.

TNG TURN MODE SW	
TURN MODE	SPEED
1	1-11
2	12+

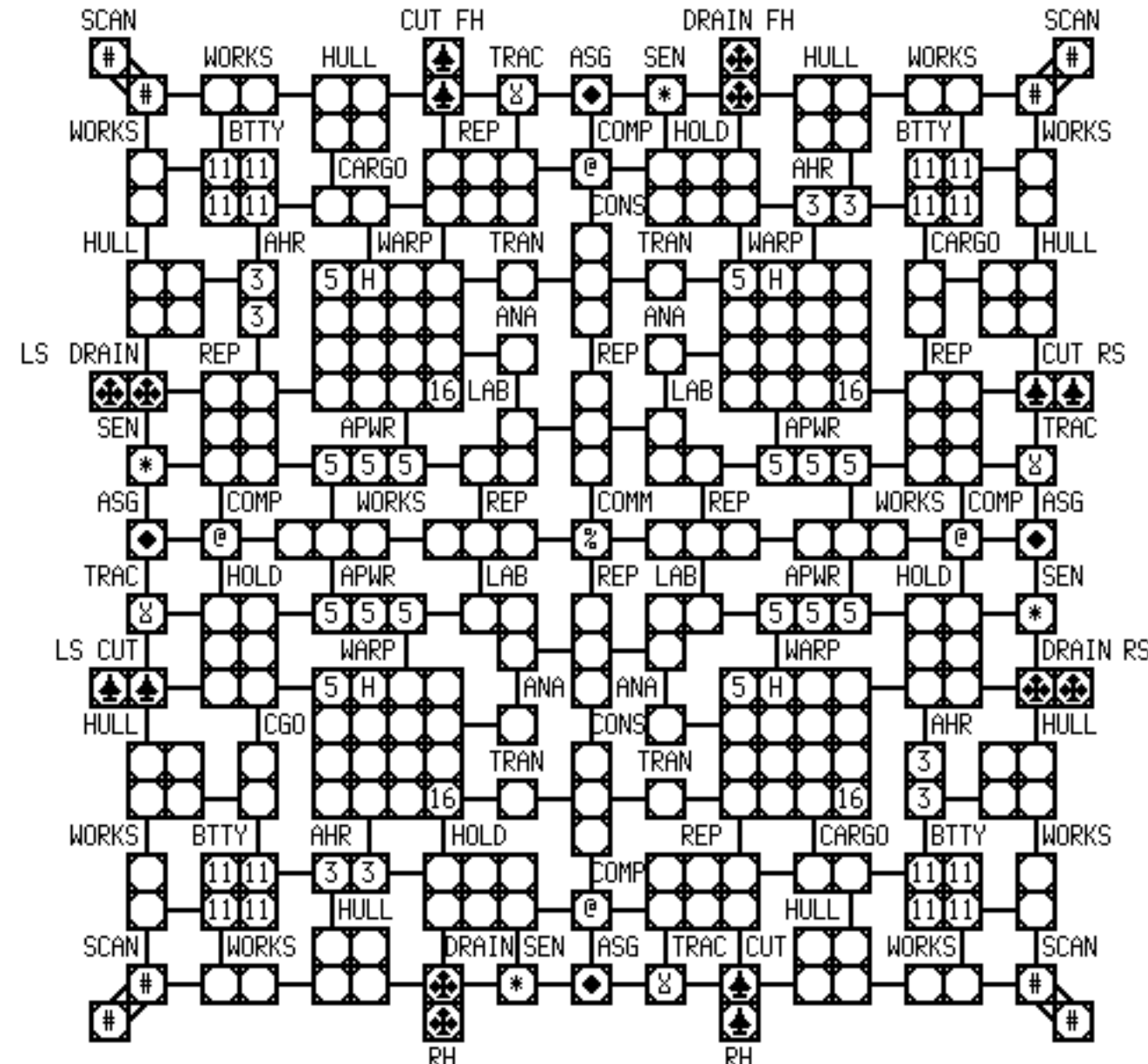
BORG DRAIN BOLT TABLE

DIE ROLL	DAMAGE AT RANGE						
	0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

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Enjoy!



SENSOR

!! 8

SCANNER

!!

DAMCON

1125

EXCDAM

16 15 14 13 12 11 10 9

8 7 6 5 4 3 2 1

BORG
5X
Fast War Scout

THIS SHIP HAS A BORG SPHERE WHICH
CAN OPERATE AS AN INDEPENDENT UNIT.

SHIP DATA TABLE	
Ship Class	= Carrier Scout
Model Number	= 5243
Point Value	= 1400000/400000
Breakdown	= 6^4
Adapt Cost	= 0
Explosion Str	= 265
Size Class	= 1
Movement Cost	= 10 (SF)
Reference	= R22.502-B
Total Power	= 4700 (+176)
Opt Allowance	= 0 (+0)
6X Systems	= ATimeWR

DIE ROLL	DAMAGE AT RANGE								
	0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

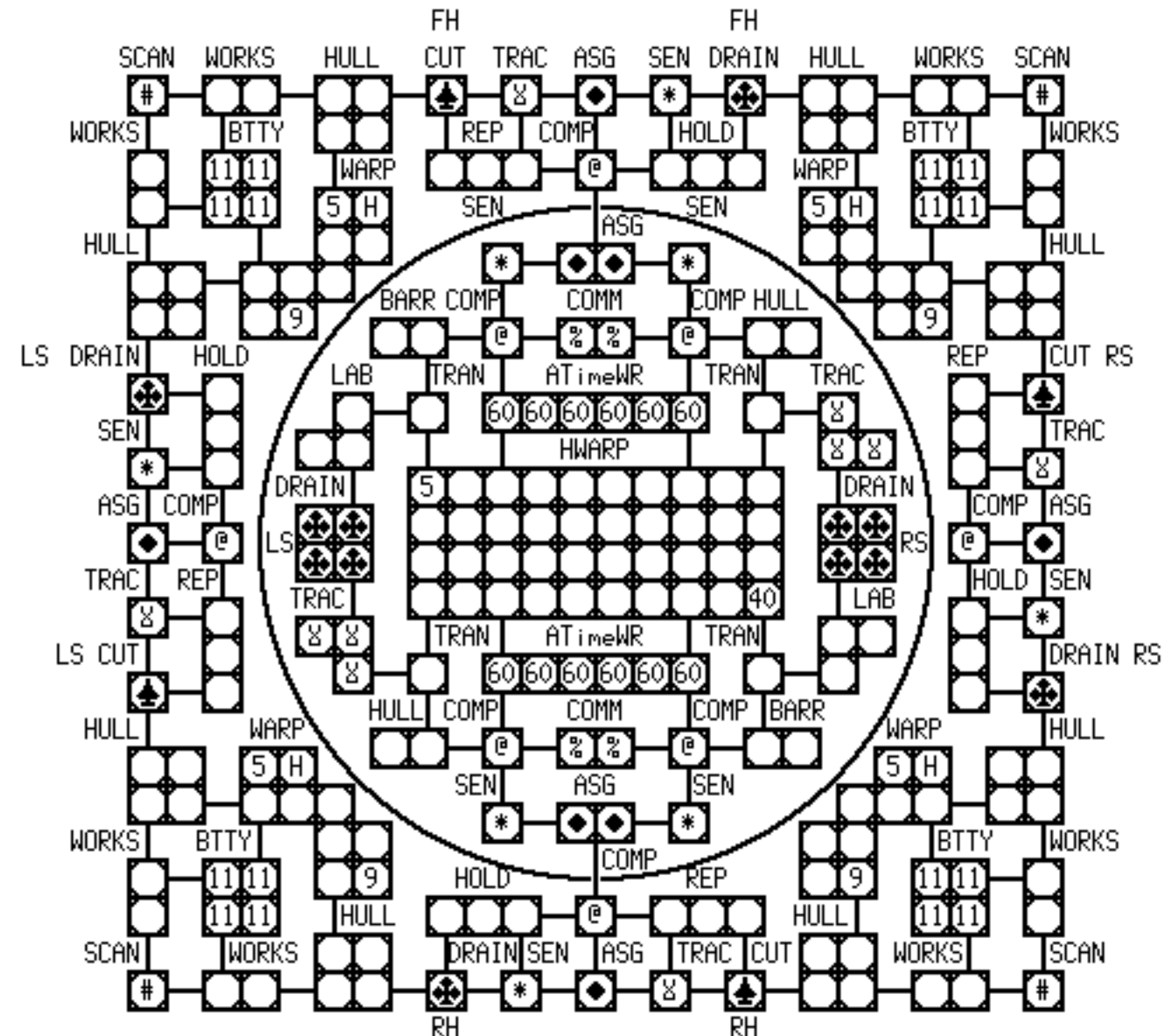
Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent
reduces range bonus by 2.

TURN MODE	SPEED
1	1-10
2	11-20
3	21+

DIE	DAMAGE AT RANGE						
ROLL	0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

BORG 5X Carrier Scout



SENSOR
!! 8
SCANNER
!! 0

DAMCON
!! 30
EXCDAM

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

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Evaluation by ADB, Inc. is pending.
Enjoy!

CREW UNITS (NON-TOURNAMENT)

						*		10
								20
								30
								40

BORG BOARDING PARTIES *

								10
								12

* Special H&R Procedure:

DIE ROLL	SYSTEM DESTROYED?	BORG BP RETURNS?
1	No	No
2	No	Yes
3-4	Yes	No
5-6	Yes	Yes

If attacking a non-guarded box, "BP RETURNS?" is always "YES".

Borg Boarding Parties cannot guard any box.

BORG OX CUTTER BEAM TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	21	31	51	81
1	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
2	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0
3	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0
4	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
5	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0
6	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0

Fires 1/turn; Energy Cost = 2; Capacitor = 2.

Treat Cutter Beam as a Phaser.

BORG OX DRAIN BOLT TABLE

DIE ROLL	RANGE	0-1	2-3	4-5	6-7	8-10	11-15	16-24	25-41	42-74
1	21	18	15	12	9	6	3	2	1	0
2	19	16	13	10	7	4	1	0	0	0
3	17	14	11	8	5	2	0	0	0	0
4	15	12	9	6	3	0	0	0	0	0
5	13	10	7	4	1	0	0	0	0	0
6	11	8	5	2	0	0	0	0	0	0

Fires 1/turn; Energy Cost = 4; Cannot be held.

Shield Mode: Each point above is 2 shield damage, or 1/2 of an internal. Round fractional damage down.

Movement Mode: Target has a penalty on his speed equal to the number above (no damage is taken).

Damage Mode: Each point above is 1 damage.

THIS SHIP DOES NOT HAVE ANY SHUTTLECRAFT.

THIS SHIP DOES NOT HAVE ANY T-BOMBS.

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+

SHIP DATA TABLE

Ship Class	= TCube
Model Number	= 1011
Point Value	= 150
Breakdown	= 6
Shield Cost	= 2
Explosion Str	= 138
Size Class	= 3
Movement Cost	= 1 (E)
Reference	= R22.001
Total Power	= 44 (+8)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
+1 to DamCon rating per Repair box remaining	

ADAPTIVE SHIELDS:

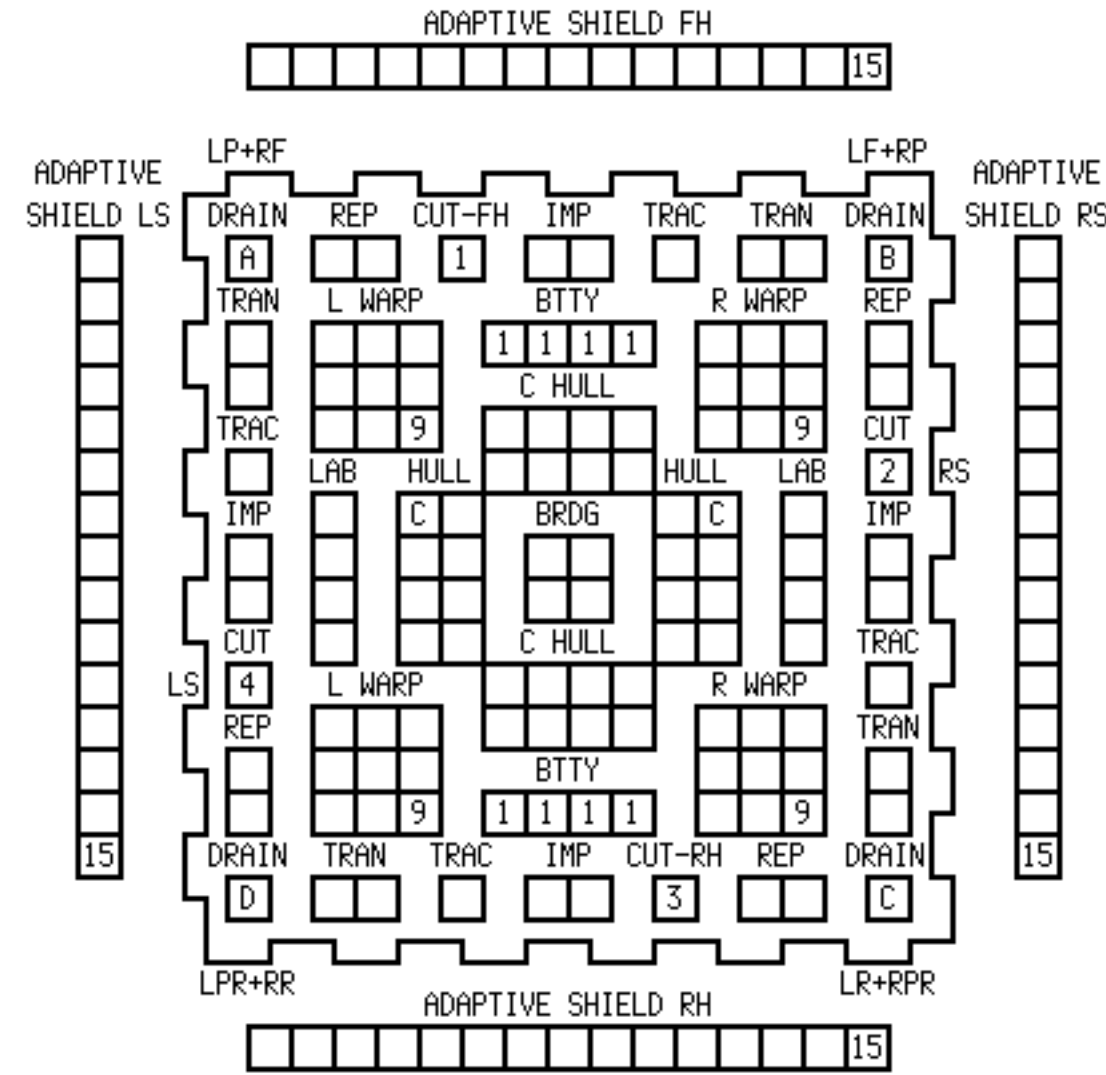
Act similar to normal shields, but with odd facings.

On the first turn the Borg takes damage from a weapon, the damage is normal.

The second turn the Borg takes damage from a weapon, the damage is divided by 2 (round down).

The third turn the Borg takes damage from a weapon, the damage is divided by 3 (round down).

This pattern continues indefinitely. Borg take full damage from weapons if no Adaptive Shield faces the damage.



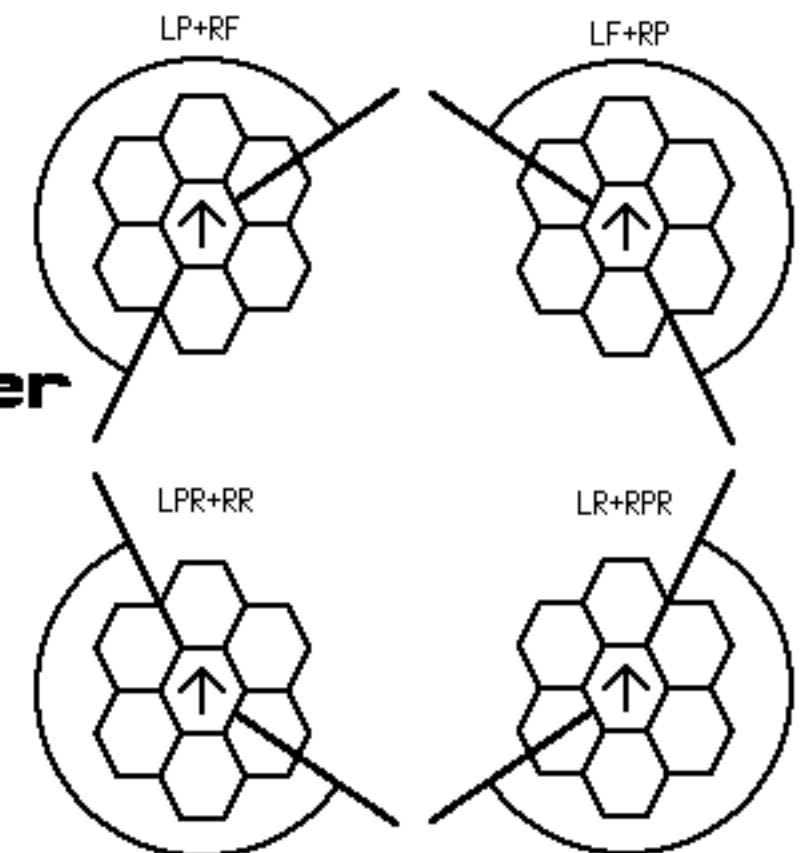
SENSOR	6	6	6	4	2	0
SCANNER	0	0	0	2	4	9

DAMCON					
6	4	4	2	2	0
EXCDAM					
6	5	4	3	2	1

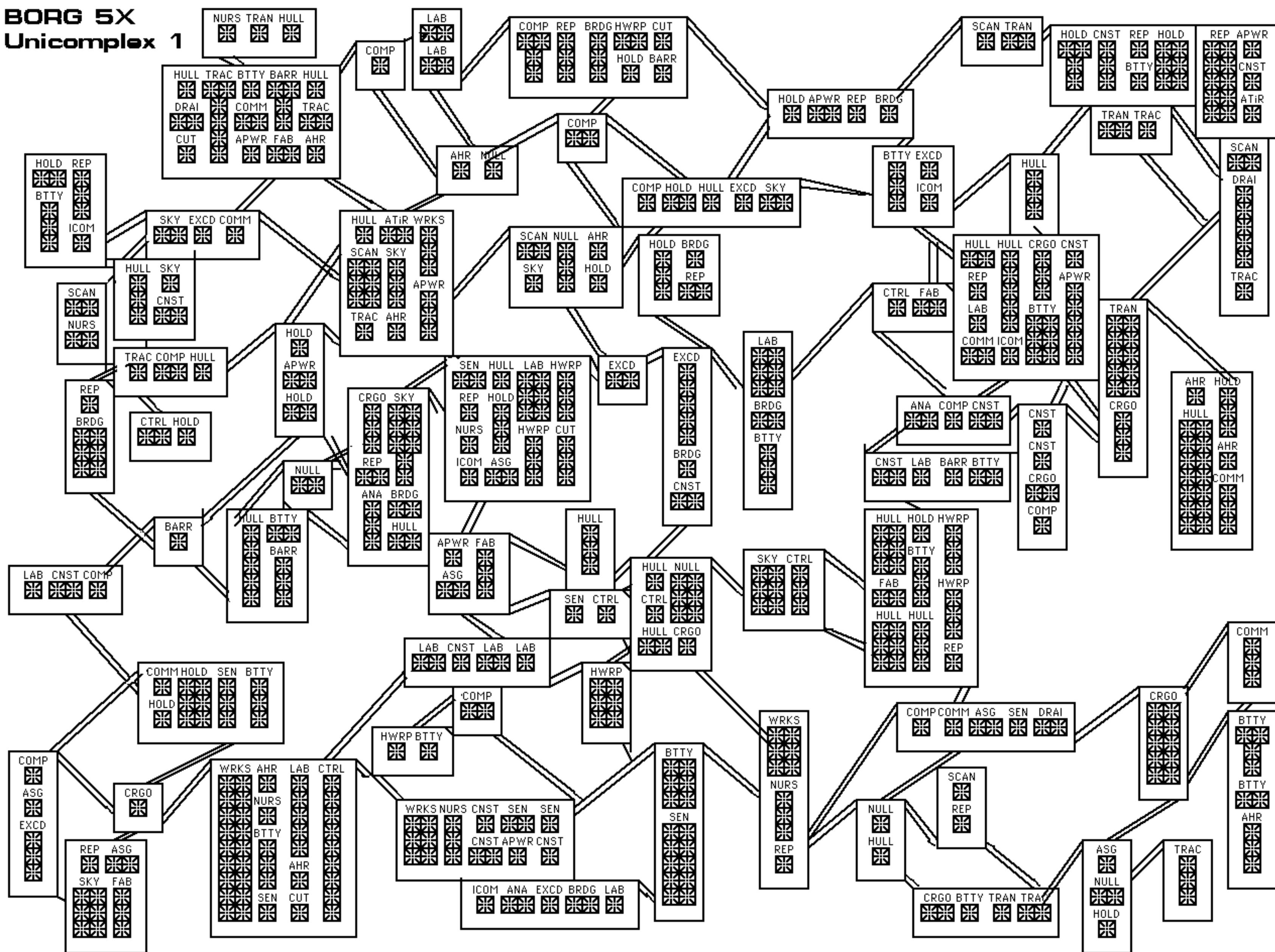
BORG OXs Tournament Cruiser

Robert Miller

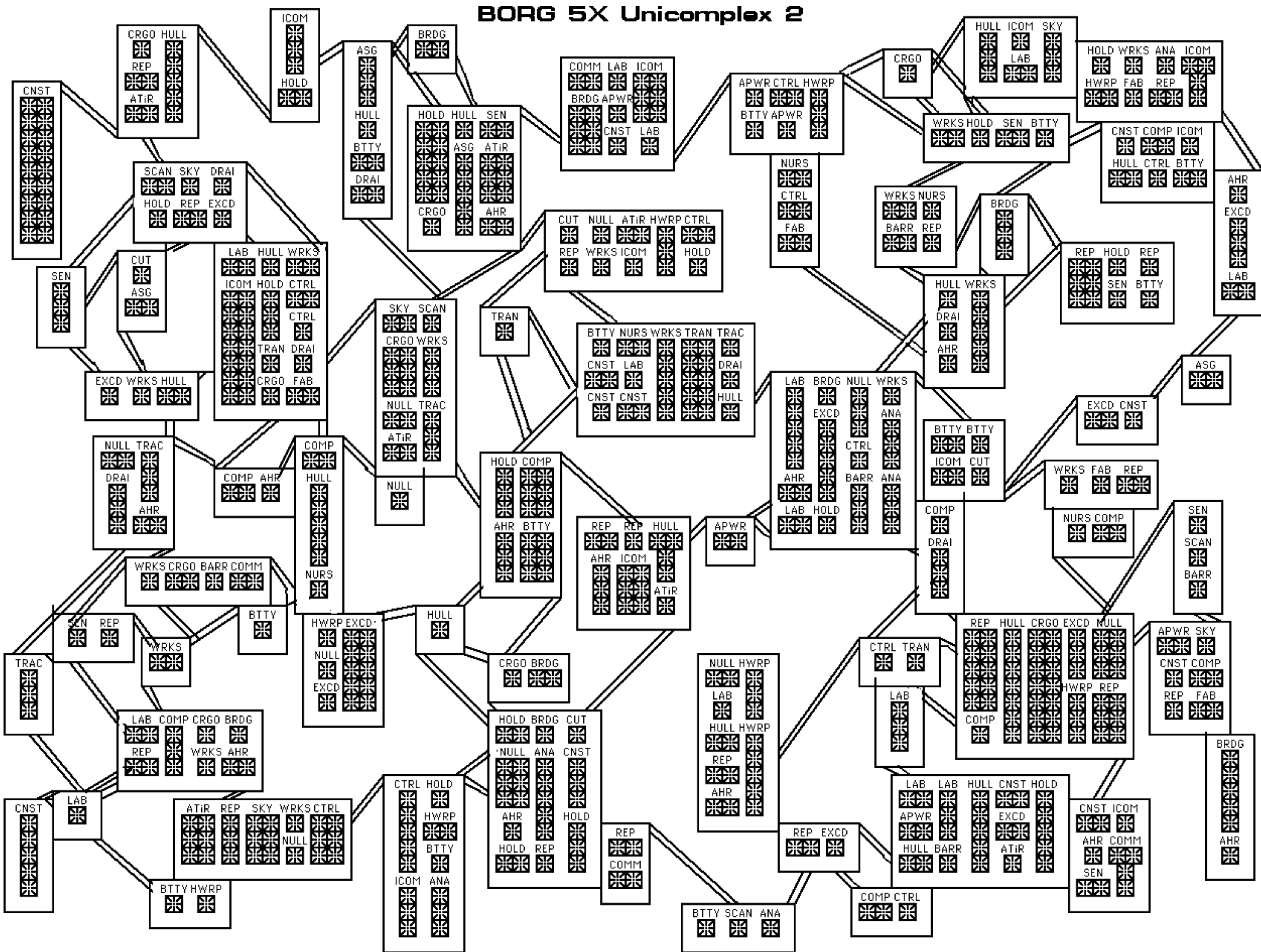
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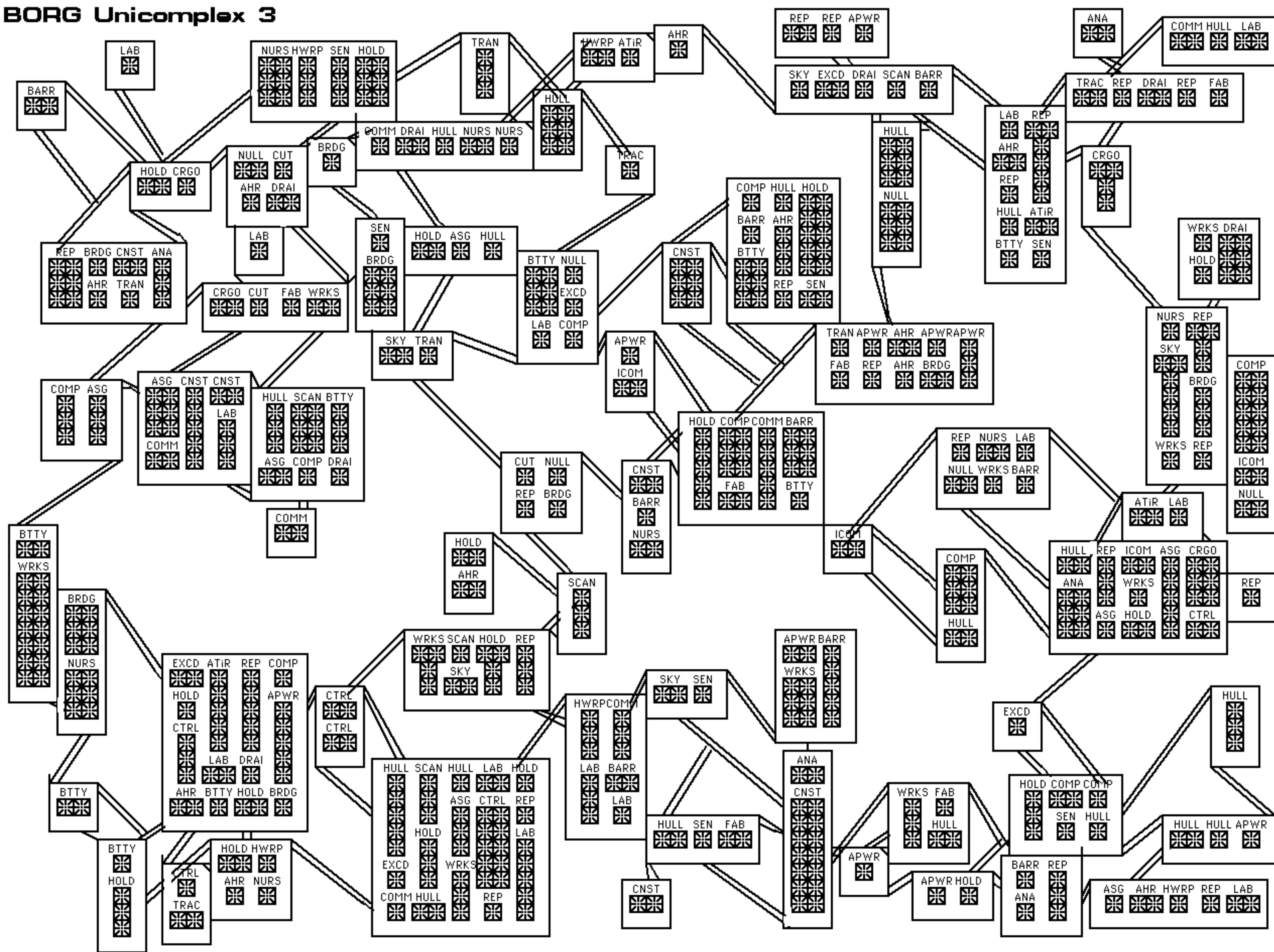
NURS TRAN HULL



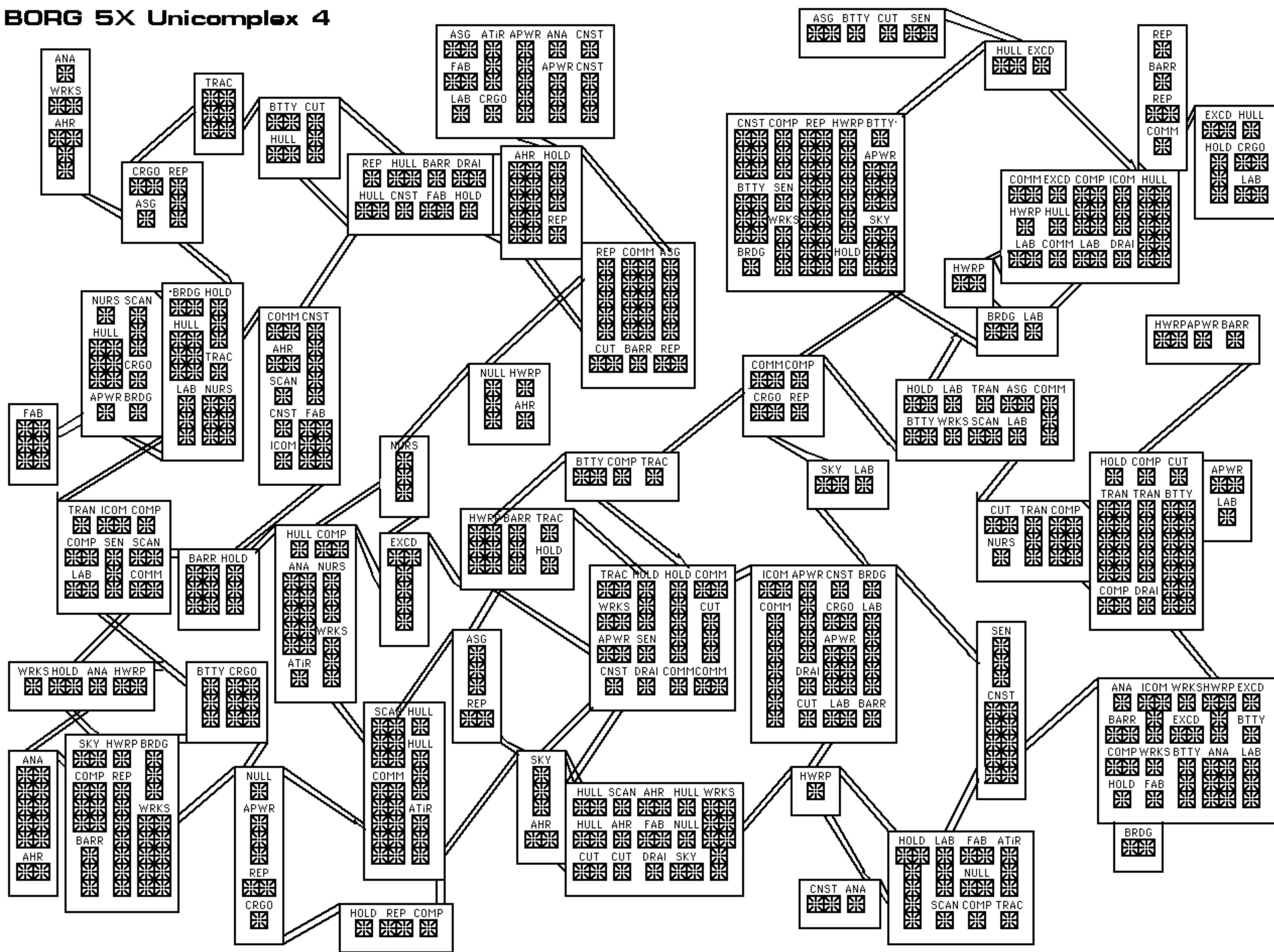
BORG 5X Unicomplex 2



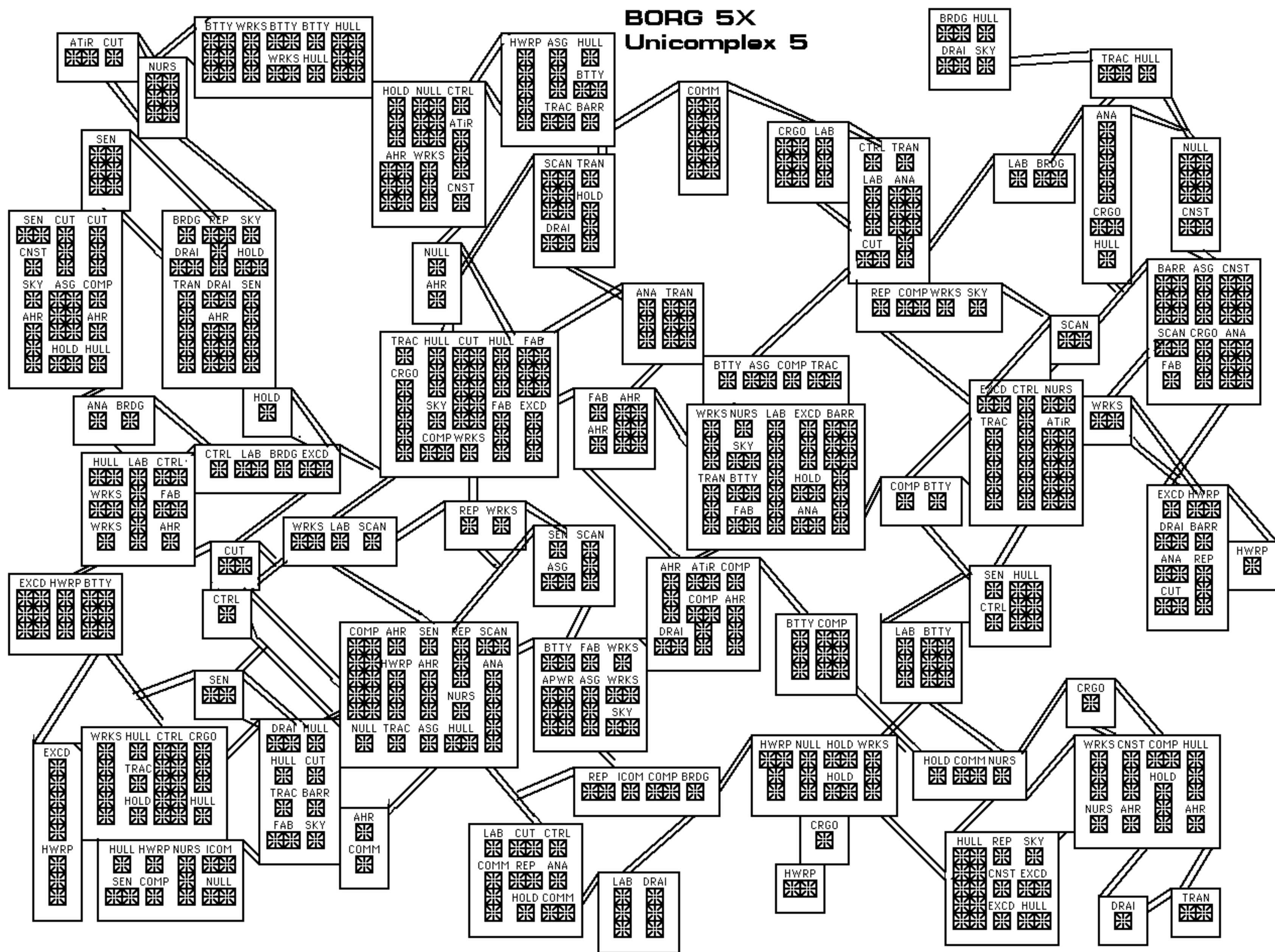
BORG Unicomplex 3



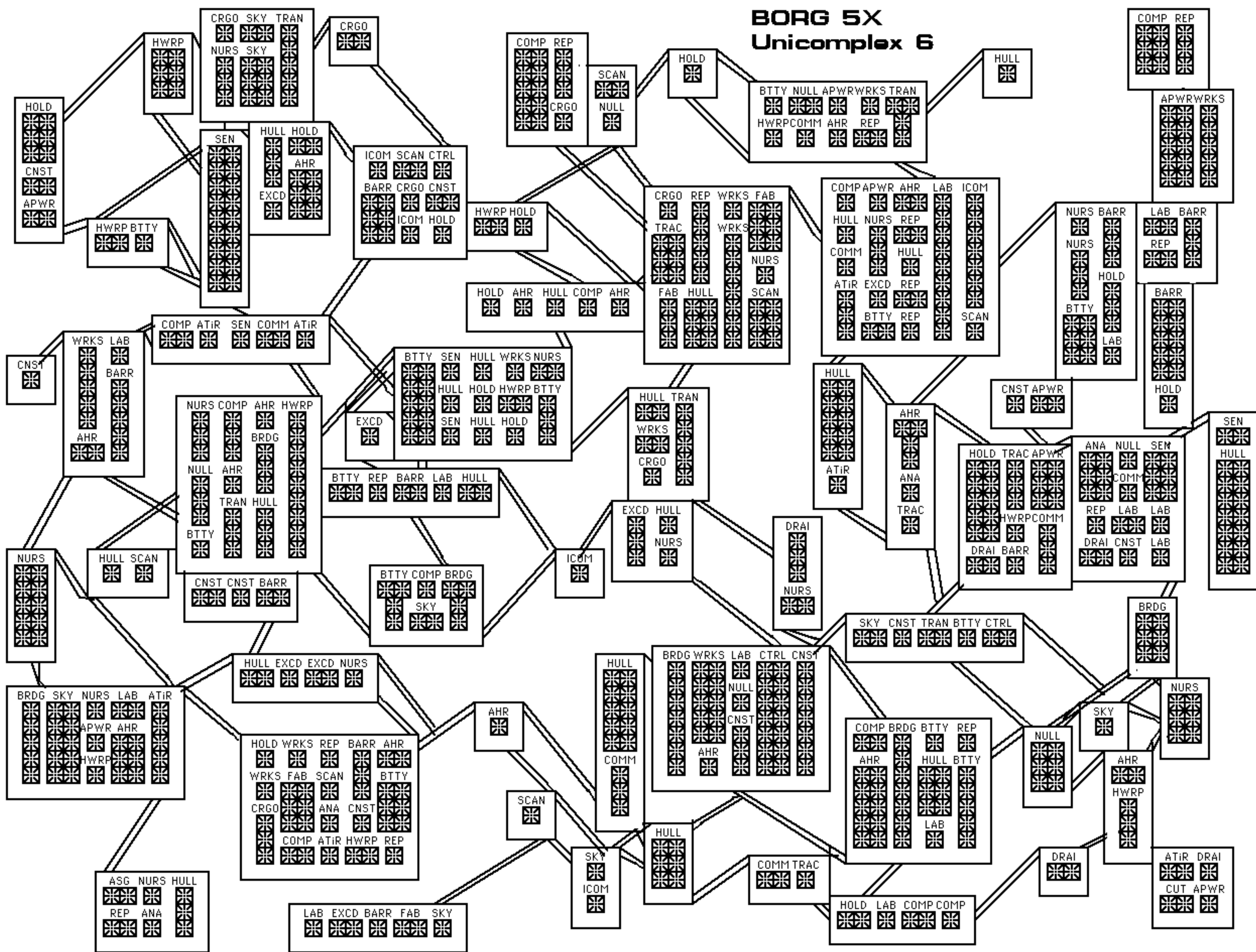
BORG 5X Unicomples 4



Unicomplex 5

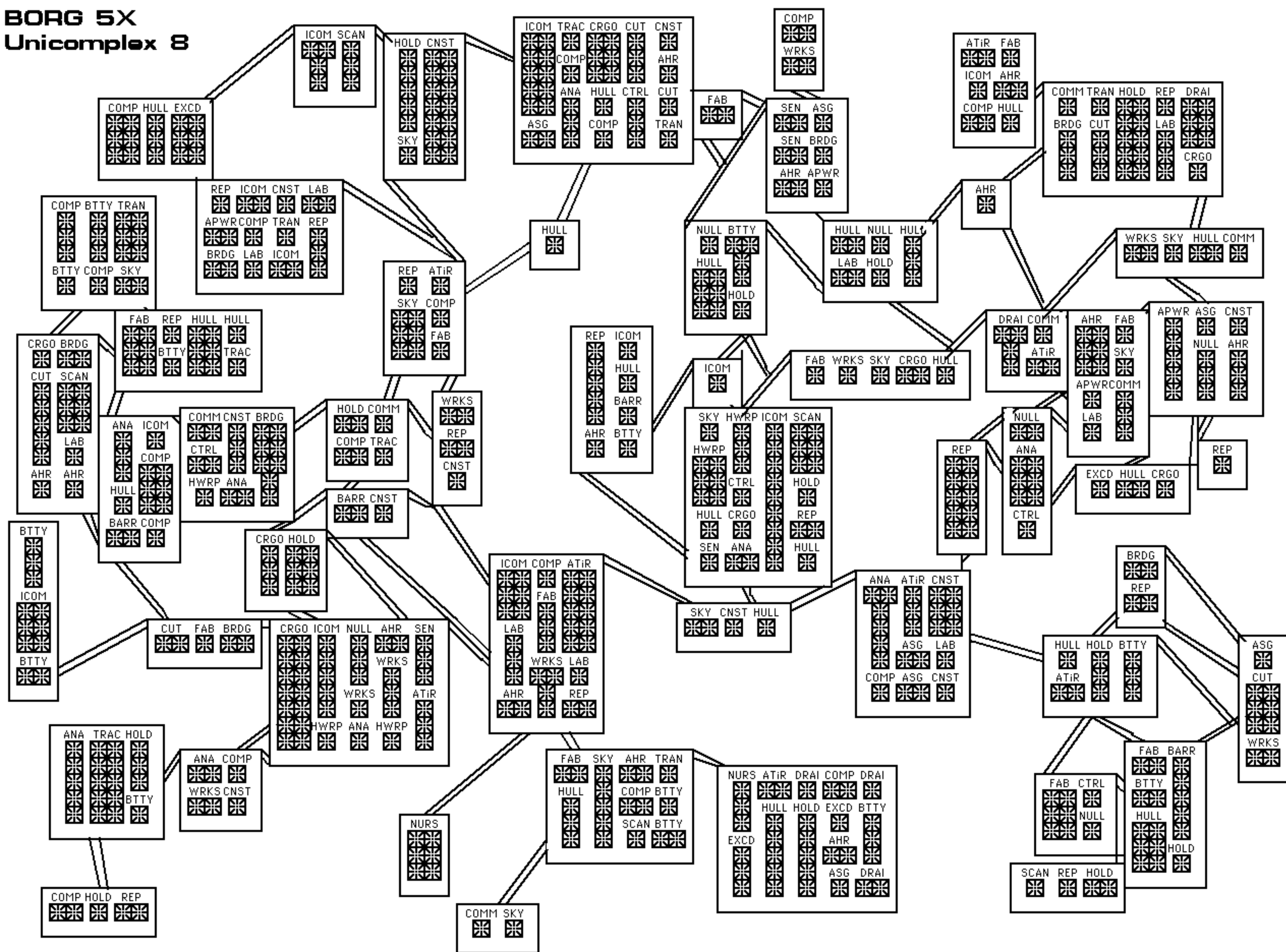


BORG 5X
Unicomplex 6

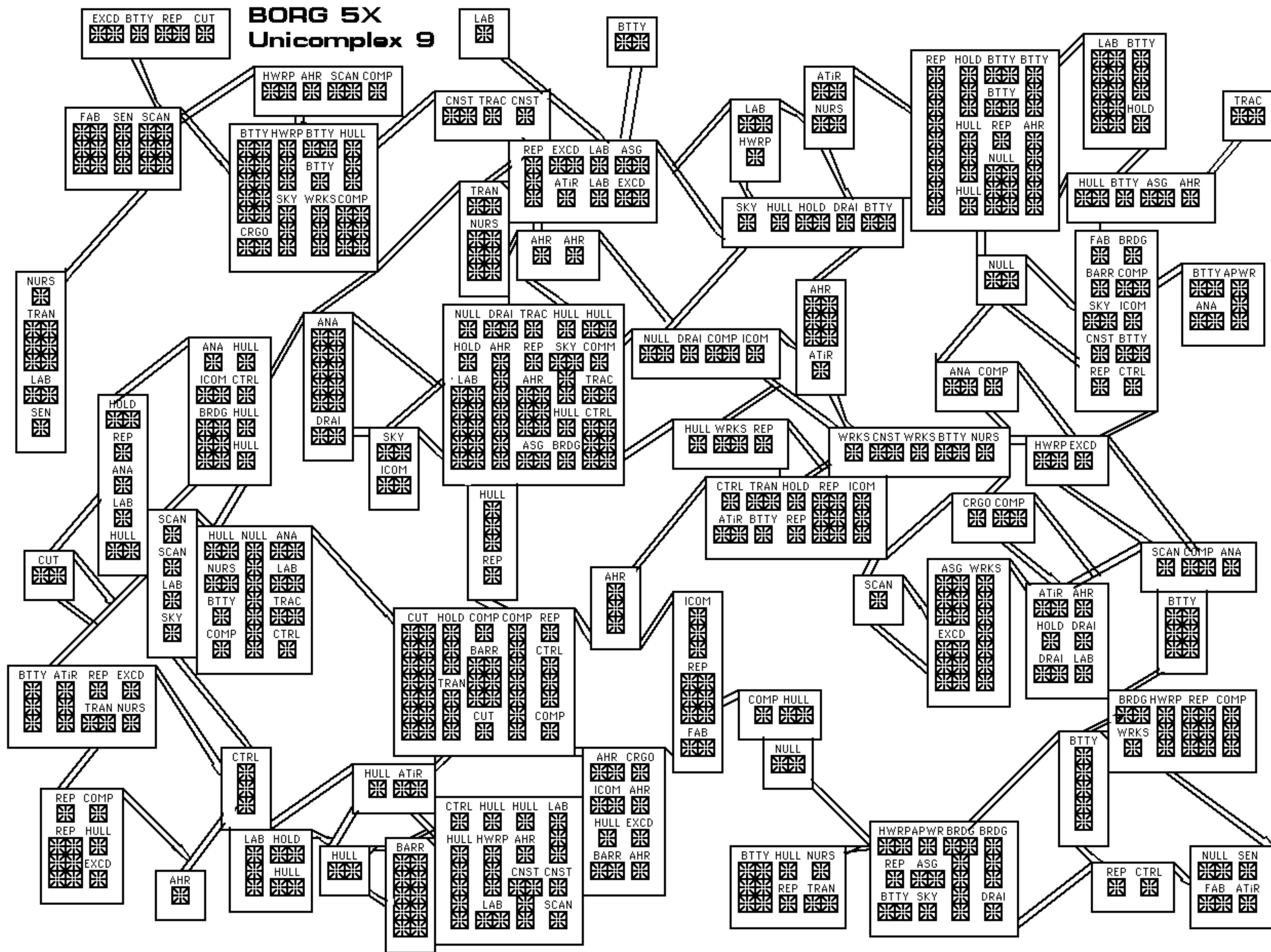


[illegible]

BORG 5X
Unicomplex 8



BORG 5X
Unicomplex 9



BORG 5X
Unicomplex 11

