

SHIP UNITS = 81
 BOARDING PARTIES = 29
 DECK CREWS = 25
 PASSENGERS = 17

SHIELD 360°
 718 boxes

SHIP DATA TABLE

Ship Class	= Andor
Model Number	= Shattered MkVI
Point Value	= 6735
Breakdown	= 6^3
Shield Cost	= 2+13
Explosion Str	= 1084
Size Class	= 1
Movement Cost	= 1+3/4 (C)
Reference	= R2.366
Total Power	= 570 (+208)
Opt Allowance	= 0 (+0)
4X Systems	= (none)

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

SENSOR							
6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6
6	6	5	4	3			

SCANNER							
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
1	2	3	4	5			

DAMCON							
56	54	52	50	48	46	44	42
40	38	36	34	32	30	28	26
24	22	20	18	16	14	12	10
8	6	4	2	0			

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

**SHATTERED
 UNIVERSE
 FEDERATION
 3X
 Andor Class
 Missile Cruiser
 (nonMegaBox SSD)**

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE

DIE	RANGE	13-	25-	49-	73-	97-
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12	24	48	72	96	120
1	7 7 7 7 7 6 6 5 5 4 4 3	3	2	2	1	1
2	7 7 7 7 7 6 6 5 5 4 4 3 3	2	2	1	1	0
3	7 7 7 7 6 6 5 5 4 4 3 3 2	2	1	1	0	0
4	7 7 7 6 6 5 5 4 4 3 3 2 2	1	1	0	0	0
5	7 7 6 6 5 5 4 4 3 3 2 2 1	1	0	0	0	0
6	7 6 6 5 5 4 4 3 3 2 2 1 1	0	0	0	0	0

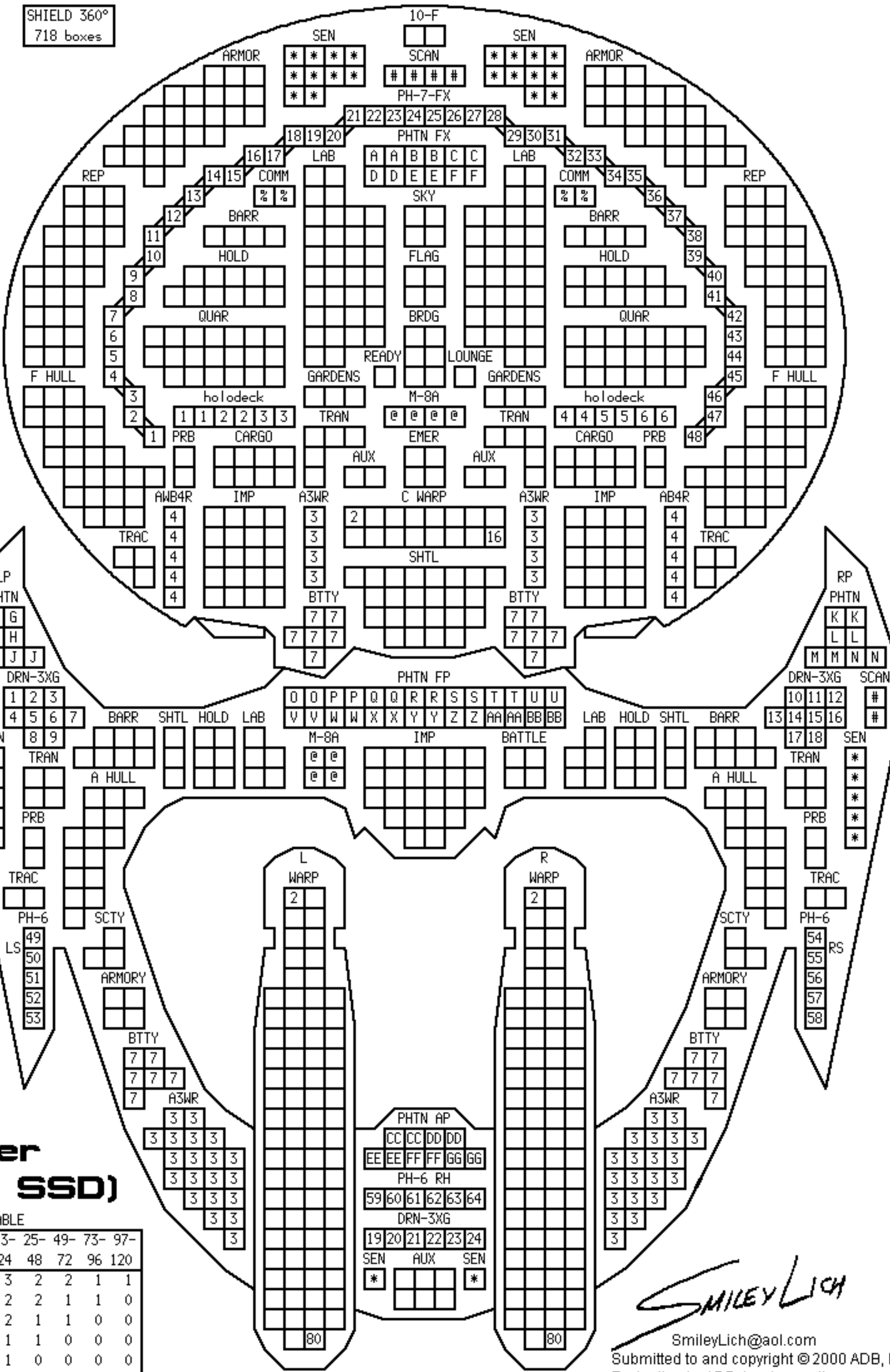
TYPE VII COLLIMATOR PHASER

DIE	RANGE	19	37	55	73	109
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 36 54 72 108 164					
1	4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 1					
2	4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0					
3	4 4 4 4 3 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0 0					
4	4 4 4 3 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0 0 0					
5	4 4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0 0 0 0					
6	4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0 0 0 0 0					

3X PHOTON TORPEDO TABLE (Double-Space)

RANGE	0-2	3-8	9-16	17-25	26-40	41-65	66-80
HIT, STANDARD	1-8	1-7	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-8	1-7	1-6	NA	NA	NA	NA
DMG, STANDARD	30	30	30	20	20	20	10
DMG, OVERLOAD	60	60	60	NA	NA	NA	NA

Fires 1/turn; Standard = 6 energy; Overload = 12 energy.
 Hold Standard = 1 energy; Hold Overload = 2 energy.



SmileyLich
 SmileyLich@aol.com
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Happy Gaming!

CREW UNITS

7

BOARDING PARTIES

7

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Akira
Model Number	= Mk I
Point Value	= 12800
Breakdown	= 6^4
Shield Cost	= 1+1
Explosion Str	= 91
Size Class	= 2
Movement Cost	= 3/4 (C)
Reference	= R2.412
Total Power	= 74 +2 P0 (+32)
Opt Allowance	= 260 (+130)
5X Systems	= (none)

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-						
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).
Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

FEDERATION

4Xe

Akira Class

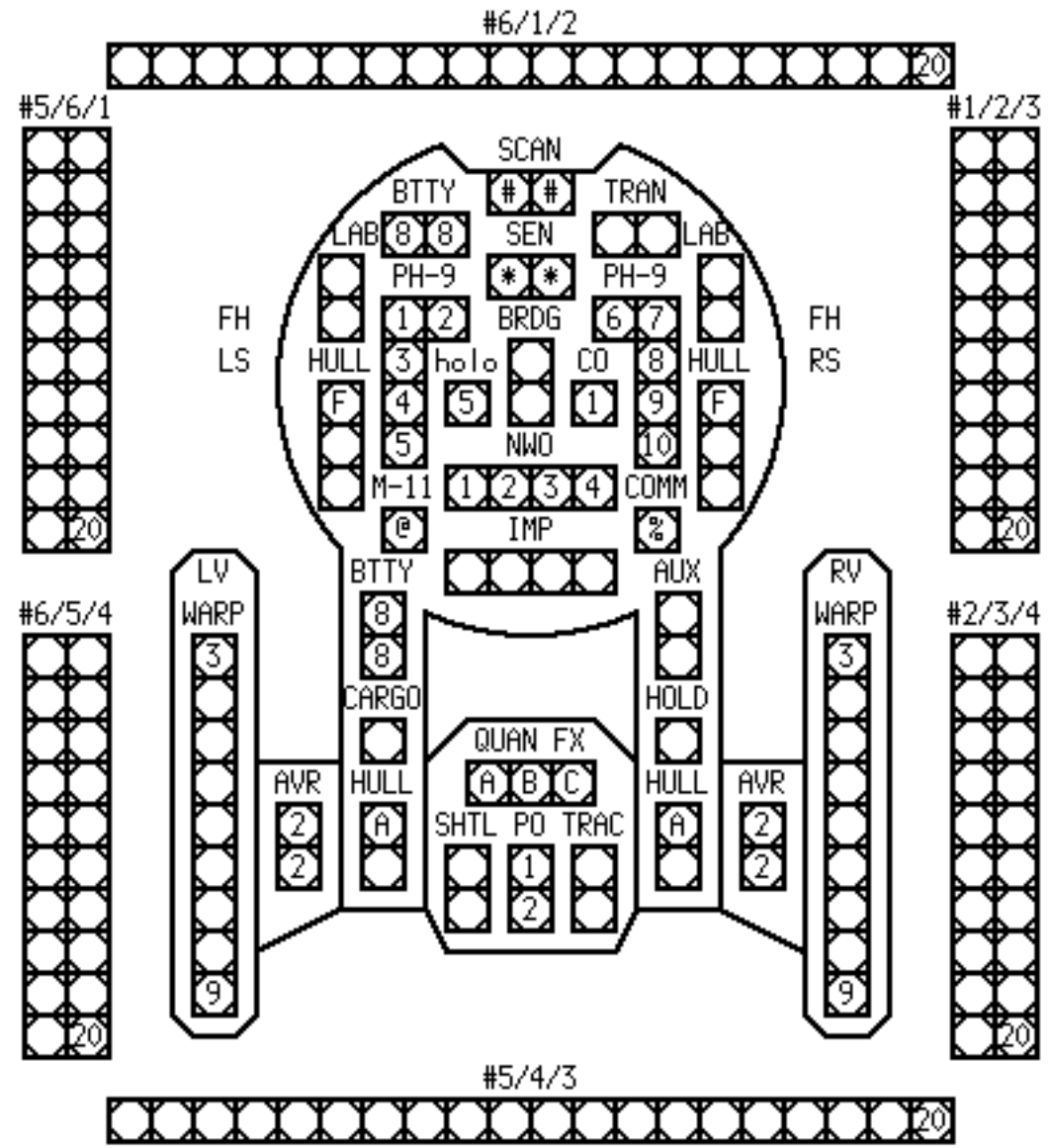
Battlecruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

TNG TURN MODE C

TURN MODE	SPEED
1	1-6
2	7-12
3	13-18
4	19-24
5	25-30
6	31-36
7	37+

DONALD MILLER
dsm131@psu.edu



SENSOR 773 SCANNER 001 DAMCON 151050 EXCDAM 54321

FEDERATION 2Xs

Anaxagoras Battle Tug

CREW UNITS

															10
															20
*	*	*													30
															1P 1P
1P	1P	1P	1P	2P	2P	2P	2P	2P	2P	2P	2P	2P	2P	2P	2P

BOARDING PARTIES

															10
															1P 2P

DECK CREWS

															10
															16 1P 1P 2P 2P

PASSENGERS

															6
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

SHIP DATA TABLE

	SHIP CLASS = ANAXAGORAS	+1 POD	+2 PODS
MODEL NUMBER	= MK II (TUG)	MK II-1 (BT1)	MK II-2 (BT2)
POINT VALUE	= 1404/1138	1640	1876/2142
BREAKDOWN	= 6^2	6	5-6
SHIELD COST	= 2+4	3+5	4+6
EXPLOSION STR	= 339	396	453
SIZE CLASS	= 2	2	2
MOVEMENT COST	= 1+1/4 (B)	1+1/2 (C)	1+3/4 (D)
REFERENCE	= R2.222	R2.222	R2.222
FILENAME	= FED-ANAX	FED-ANAX	FED-ANAX
TOTAL POWER	= 170 (+40)	196 (+65)	222 (+90)
BOX SCALE	= NORMAL	NORMAL	NORMAL
OPT ALLOWANCE	= 150 (+50)	150 (+50)	150 (+50)
IX SYSTEMS	= NONE	NONE	NONE

SHIELDS

	+1P	+2P
SHIELD #1	= 90	115 140
SHIELD #2	= 90	115 140
SHIELD #3	= 90	115 140
SHIELD #4	= 90	115 140
SHIELD #5	= 90	115 140
SHIELD #6	= 90	115 140

TYPE 6 PHASER TABLE

DIE	RANGE												13-25	49-73	97-			
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	24	48	72	96	120
1	7	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1
2	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
3	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
4	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

TYPE 6 PHASER OVERLOAD

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

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-3
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

FIRES 1/T. ENERGY COST = 4 (STD), 8 (OVER).
 HOLD COST = 1 (STD), 2 (OVER).

DRONE RACKS

1																			XG
2																			XG

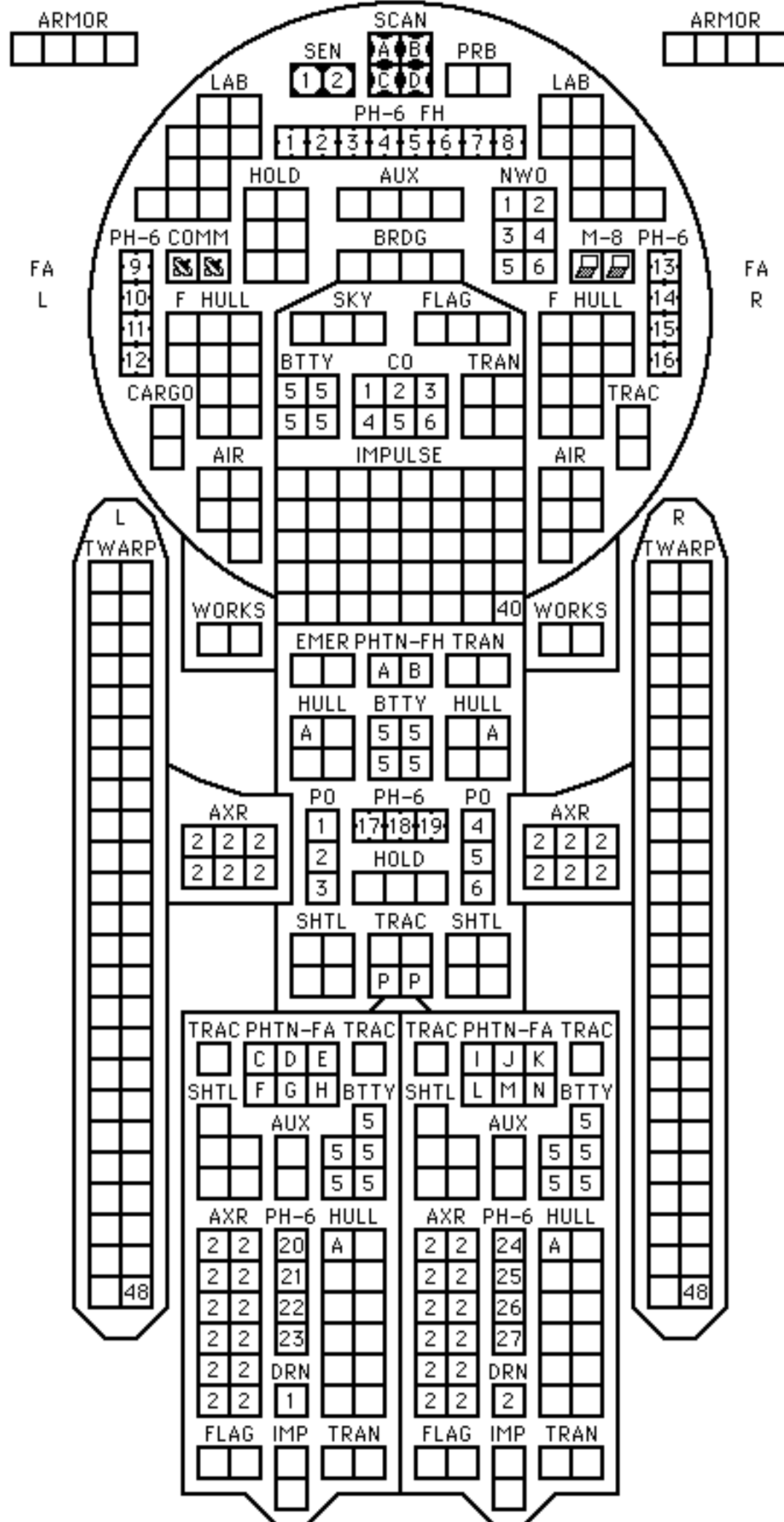
TURN MODE	SPEED
B	1 1-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

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

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

Donald Miller

Copyright © 2001 Donald Miller
 SmileyLich@home.com



Unlabeled Phasers are 360°

CREW UNITS

*						10
					16	

BOARDING PARTIES

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

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

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

SHIP DATA TABLE

Ship Class = Ando (FFM+)
 Model Number = Mk -I
 Point Value = 103
 Breakdown = 6
 Shield Cost = 1/2+1/2
 Explosion Str = 65
 Size Class = 4
 Movement Cost = 1/3 (AA)
 Reference = R2.002-A
 Total Power = 28 (+4)
 Opt Allowance = 3 (+0)
 1X Systems = PHTN

TURN MODE SPEED

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

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

DIE	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

Plasma version:
 Replace all photons with PL-F FP
 Replace AWR with APR
 BPV is 96

Drone version:
 Replace all photons with DRN-G
 Replace old DRN-G with PHTN FA
 Replace AWR with APR
 BPV is 99

DRONE RACKS (Drone version):

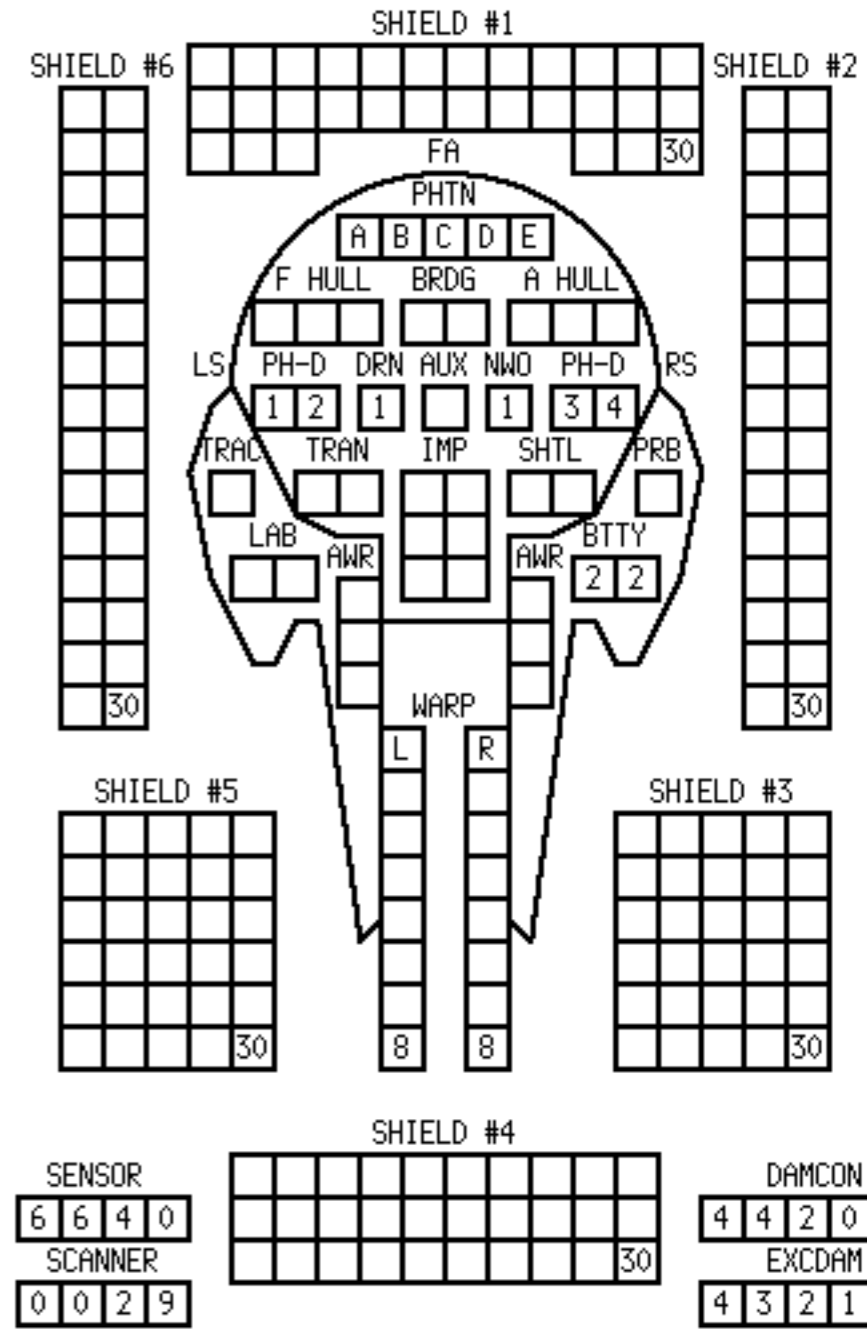
A							G
B							G
C							G
D							G
E							G

DRONE RACK

1						G
---	--	--	--	--	--	---

ANTI-DRONE TABLE

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



PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

PLASMA TORPEDO TABLE (Plasma version):

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

FEDERATION OXI
Ando Class Improved Missile Frigate

dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

CREW UNITS

*															10
															14

BOARDING PARTIES

						4
--	--	--	--	--	--	---

PROBES

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

PLASMA TORPEDO TABLE (Plasma version):

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

FEDERATION OXs

Ando Class Missile Frigate

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

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

TURN MODE SPEED

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

SHIP DATA TABLE

Ship Class	=	Ando	(FFM)
Model Number	=	Mk -I	
Point Value	=	77	
Breakdown	=	6	
Shield Cost	=	½+½	
Explosion Str	=	59	
Size Class	=	4	
Movement Cost	=	1/3 (A)	
Reference	=	R2.002	
Total Power	=	22 (+2)	
Opt Allowance	=	0 (+0)	
1X Systems	=	(none)	

Leader version:

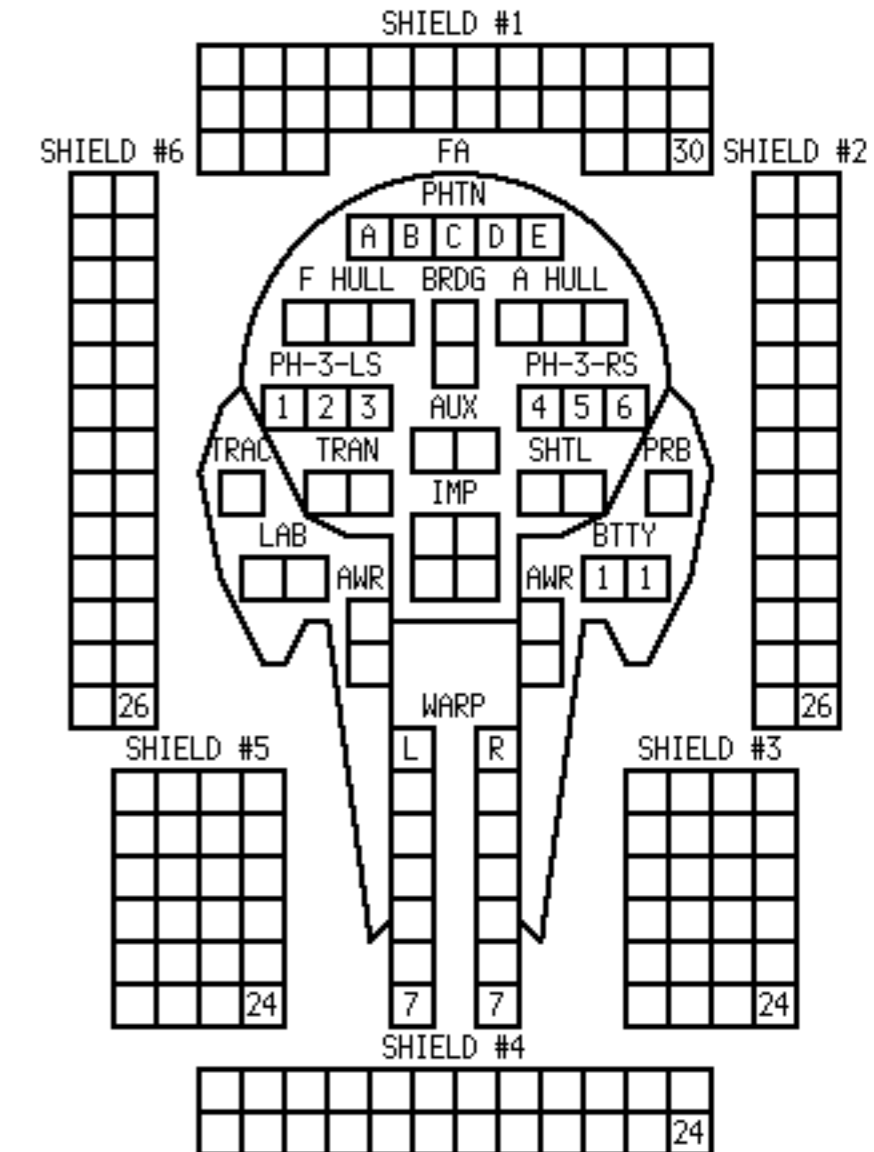
Replace all photons with PL-F FP
 Replace AWR with APR
 Replace Btty-1 with Btty-2
 BPV is same (77).

Drone version:

Replace all photons with DRN-G
 Replace AWR with APR
 BPV is same (77).

DRONE RACKS (Drone version):

1									G
2									G
3									G
4									G
5									G



SENSOR			
6	5	3	0
SCANNER			
0	2	4	9

DAMCON			
4	2	2	0
EXCDAM			
3	2	1	

dsm131@psu.edu

Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

CREW UNITS

	*											10
												15

BOARDING PARTIES

				4
--	--	--	--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

T-BOMBS

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

SHIP DATA TABLE

Ship Class	=	Andor
Model Number	=	Mk 0
Point Value	=	100
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	75
Size Class	=	4
Movement Cost	=	2/3 (C)
Reference	=	R2.004
Total Power	=	32 (+4)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

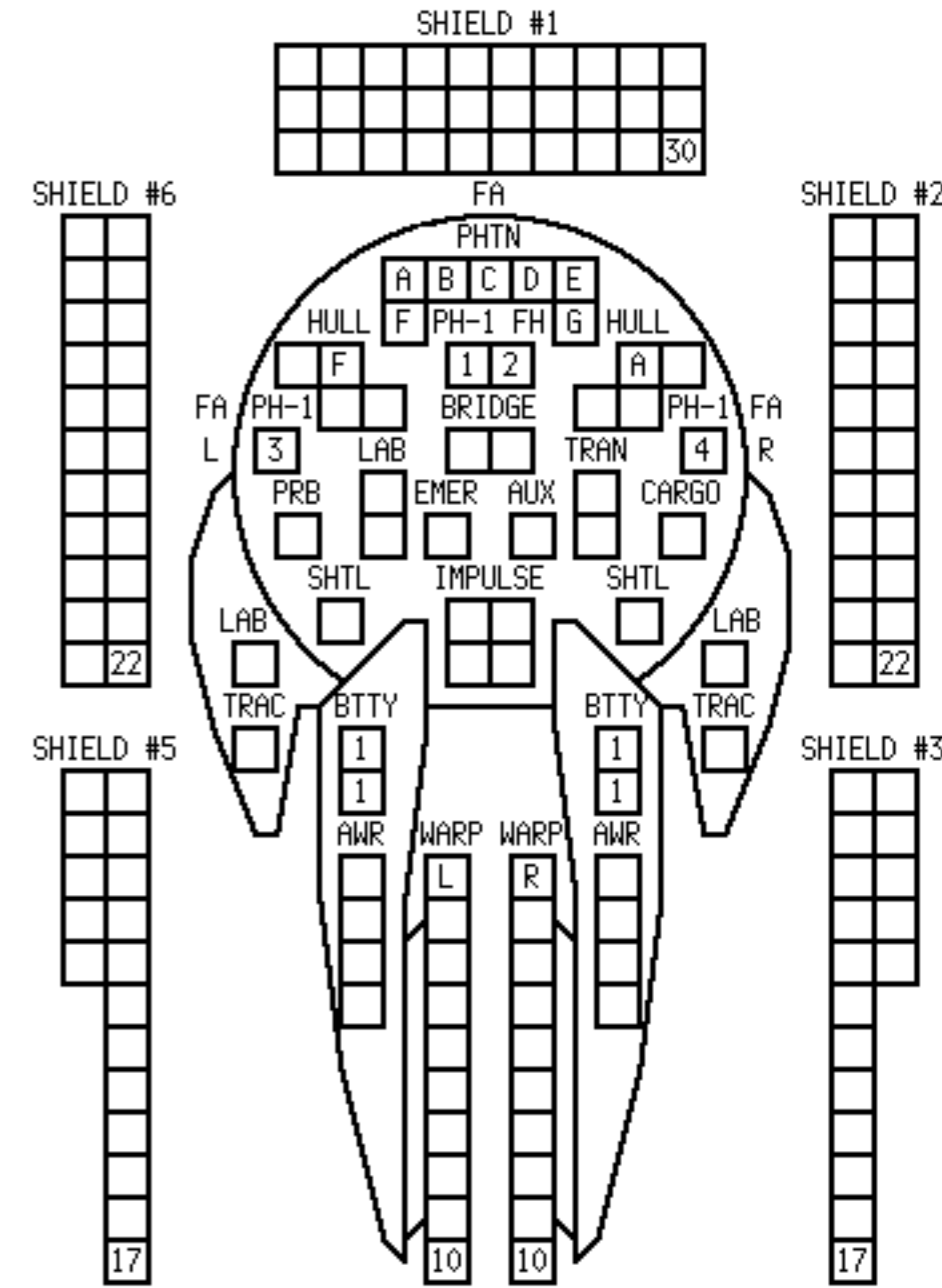
TURN MODE	SPEED
C	1 1-4
	2 5-9
HET	3 10-14
	4 15-20
BD	5 21-27
	6 28+



dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION OXs

Andor Class Light Missile Cruiser



																15
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SENSOR				
6	6	5	3	0

DAMCON				
4	2	2	0	

SCANNER				
0	0	2	4	9

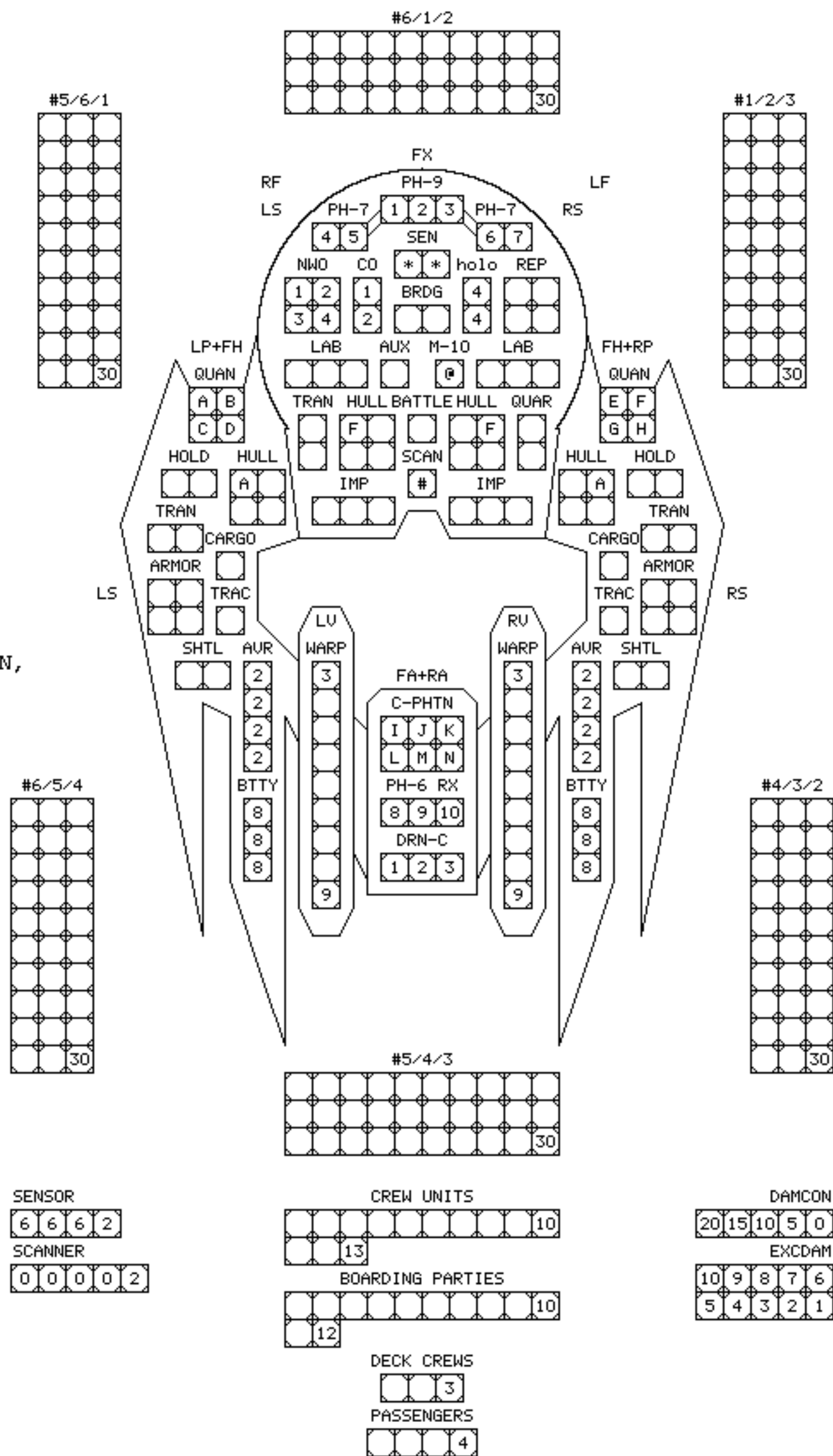
EXCDAM				
4	3	2	1	

FEDERATION 3X Andor Class Missile Cruiser

Ship Class = Andor (CM)
 Model Number = Mk IX
 Point Value = 10000
 Breakdown = 6^4
 Shield Cost = 1+4
 Explosion Str = 148
 Size Class = 1
 Movement Cost = 2 (E)
 Reference = R2.306

Total Power = 92 (+48)
 Opt Allowance = 180 (+100)
 4X Systems = PH-9, C-PHTN,
 QUAN

Legendary First Officer



CREW UNITS

		*					10
							20
							30

BOARDING PARTIES

						7
--	--	--	--	--	--	---

PROBES

							10
							10
							10

TYPE I OFFENSIVE PHASER TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class = Anton
Model Number = Mk VII
Point Value = 187
Breakdown = 5-6
Shield Cost = 1+1
Explosion Str = 131
Size Class = 3
Movement Cost = 1 (C)
Reference = R2.012
Total Power = 42 +4 P0 (+8)
Opt Allowance = 28 (+0)
1X Systems = (none)

TURN MODE SPEED

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

DRONE RACKS

1						G
2						G
3						G
4						G

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

SHIELD #6

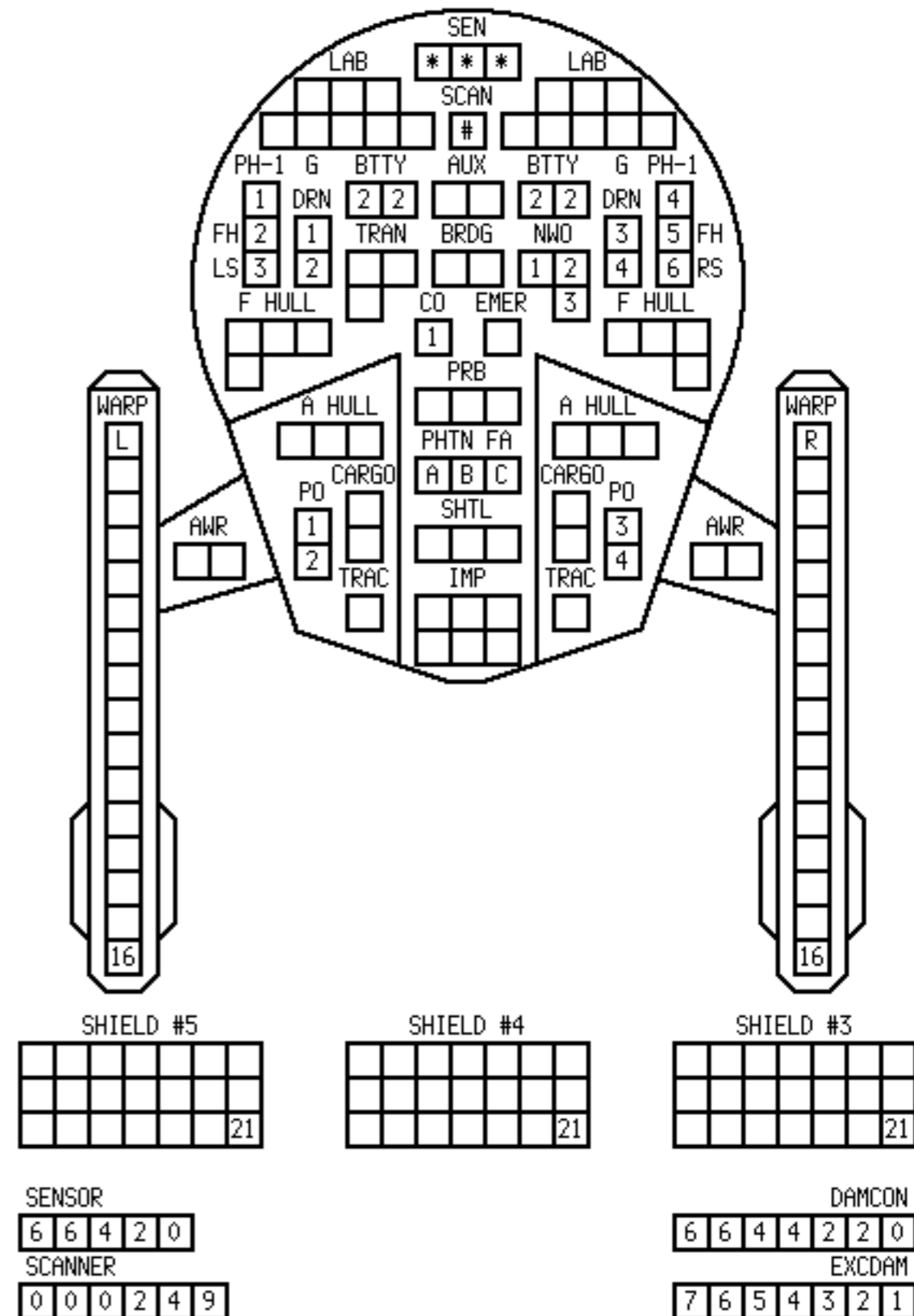
								21

SHIELD #1

								21

SHIELD #2

								21



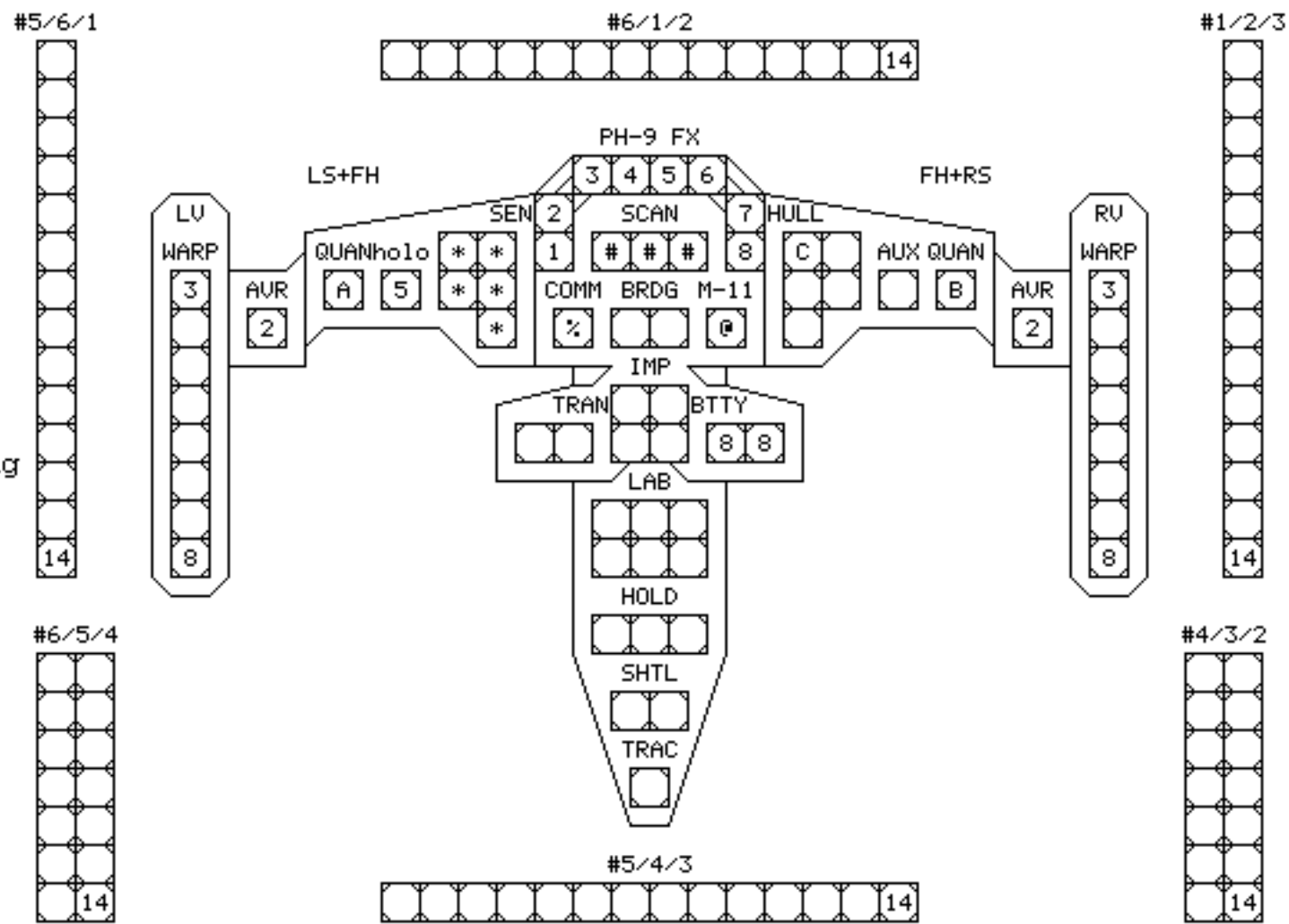
FEDERATION OXI

Anton Class Research Cruiser

FEDERATION 4Xe Armstrong Class Scout

Ship Class = Armstrong
 Model Number = Mk II
 Point Value = 11500
 Breakdown = 6^5
 Shield Cost = 0+1
 Explosion Str = 72
 Size Class = 2
 Movement Cost = ½ (C)
 Reference = R2.403

 Total Power = 60 (+16)
 Opt Allowance = 0
 5X Systems = (none)



SENSOR
 7 7 6 3
 SCANNER
 0 0 0 0 2

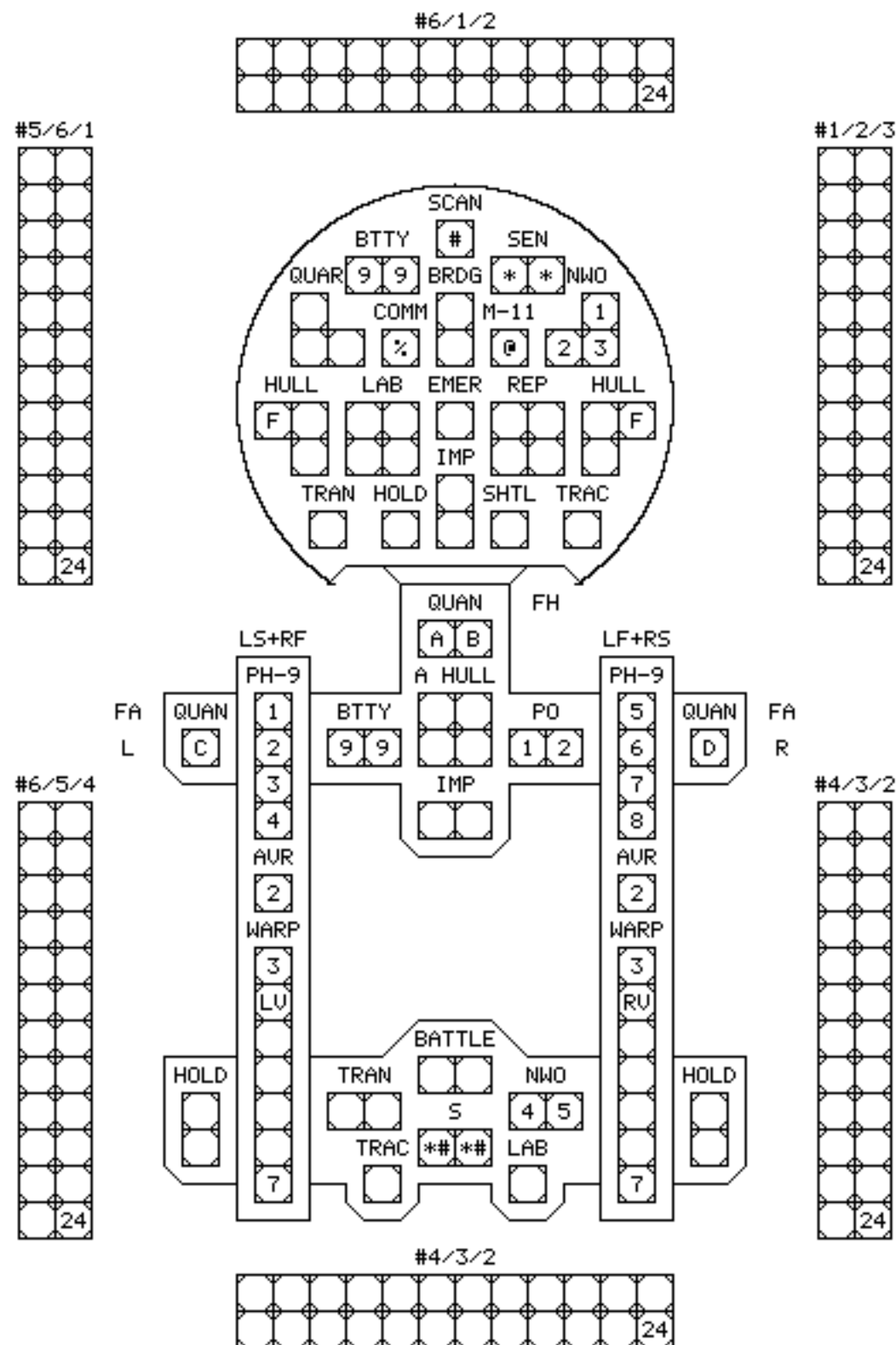
CREW UNITS
 2
 BOARDING PARTY
 1
 DECK CREW
 1
 PASSENGERS
 1

DAMCON
 10 5 0
 EXCDAM
 2 1

FEDERATION 4Xe Aurora Class Strike Cruiser

Ship Class = Aurora (CS)
 Model Number = Mk II
 Point Value = 11400
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 95
 Size Class = 2
 Movement Cost = 1 (E)
 Reference = R2.404

Total Power = 54 (+36)
 Opt Allowance = 465
 5X Systems = (none)



SENSOR
 7 6 6 3
 SCANNER
 0 0 1 2

CREW UNITS
 6
 BOARDING PARTIES
 4
 DECK CREWS
 2
 PASSENGERS
 2

DAMCON
 15 10 5 0
 EXCDAM
 4 3 2 1

CREW UNITS

!! [●][●][●][●][●] 5

COMMANDO SQUADS

[●][●][●][●][●] 5

PRIME TEAMS

[●][●] 2

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	=	Barracuda
Model Number	=	Mk II
Point Value	=	39100 *
Breakdown	=	7^4
Shield Cost	=	2+2
Explosion Str	=	146
Size Class	=	1
Movement Cost	=	1 (C)
Reference	=	R2.416
Total Power	=	230 (+64)
Opt Allowance	=	0 (+0)
5X Systems	=	(none)
Cloaking Device		(20)

TYPE IX PULSE PHASER TABLE

DIE ROLL	RANGE											
	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).

Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY LEVEL 6	3	1	1	3	9	8	7	6	5	4

HIT # AT RANGE					
0	1	2-3	4-6	7-12	13-24
auto hit out to range 20					

TNG TURN MODE C

TURN MODE	SPEED
1	1-6
2	7-12
3	13-18
4	19-24
5	25-30
6	31-36
7	37+

FEDERATION

4Xs

Barracuda Class Heavy War Cruiser

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

This design is very roughly based on an image from
 The Ship Schematic Database
<http://www.shipschematics.net/>

DRONE RACKS

1	[●][●][●][●][●][●]	S
2	[●][●][●][●][●][●]	S

BPV 150 (4X); Repair 20; 3 space.

Fires 1/turn.

Drone Type	Spaces	HitPts	Damage	Notes
Quintruple	5	5	10	---
Saberfish	2	2	1xPh-9	---
Stingfish	3	NA	5	Direct-Fire
Intelligence	4	7	0	1 INTEL box
Replicator	6	6	0	Launches 1 single /t

ISCTYS:

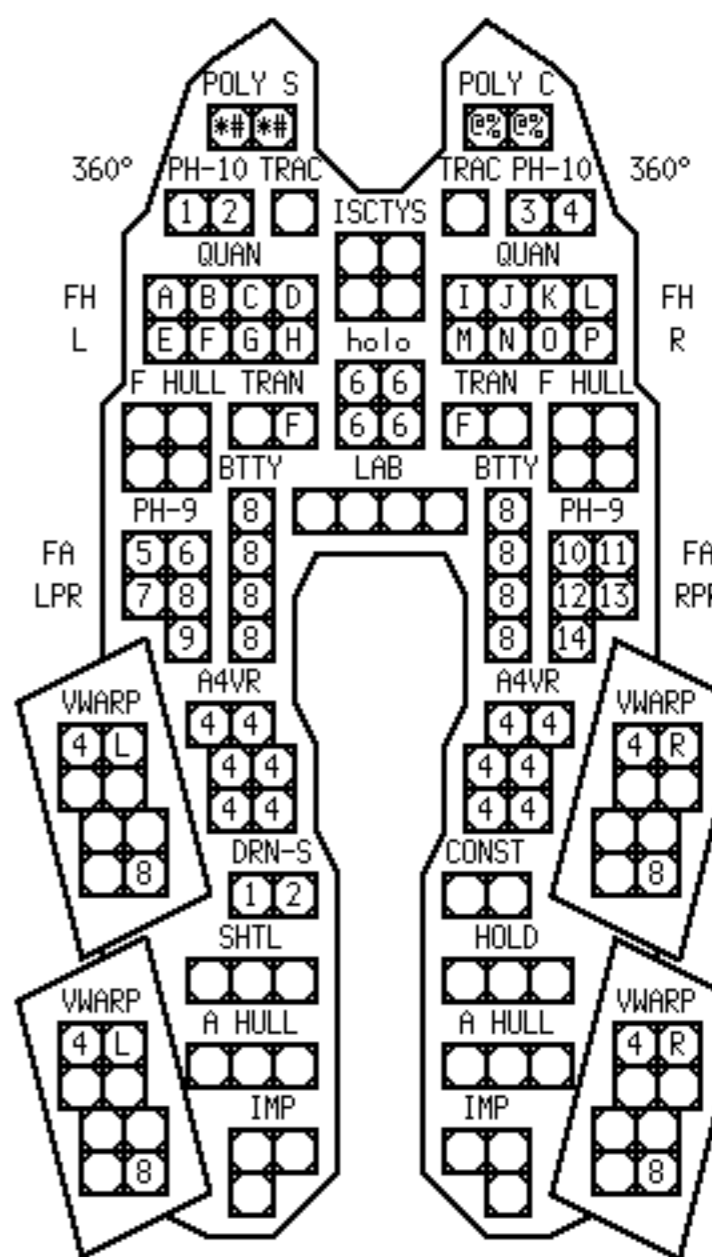
 Acts as an INTEL, SCTY, and BRDG box.
 BPV 100 (4X); Repair 13; 3 space.

#5/6/1

#6/1/2

#1/2/3

#6/5/4



#5/4/3

SENSOR

[●][●][●][●][●] !! 6

SCANNER

[-4][-3][-2][-1] !! 0

DAMCON

[20][15][10] !! 5 0

EXCDAM

[5][4][3][2][1]

FEDERATION OXs Heavy Phaser Cruiser

CREW UNITS

10
20
30
40
43

BOARDING PARTIES

10

TRANSPORTER BOMBS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

PROBES

5

SHIP DATA TABLE

SHIP CLASS	=	CAP
MODEL NUMBER	=	MK I-P
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	109
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.057
FILENAME	=	FED-CAP
TOTAL POWER	=	34 +2 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
PLUS REFIT		+14
CAPR REFIT		+4



TYPE 1 PHASER TABLE

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

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

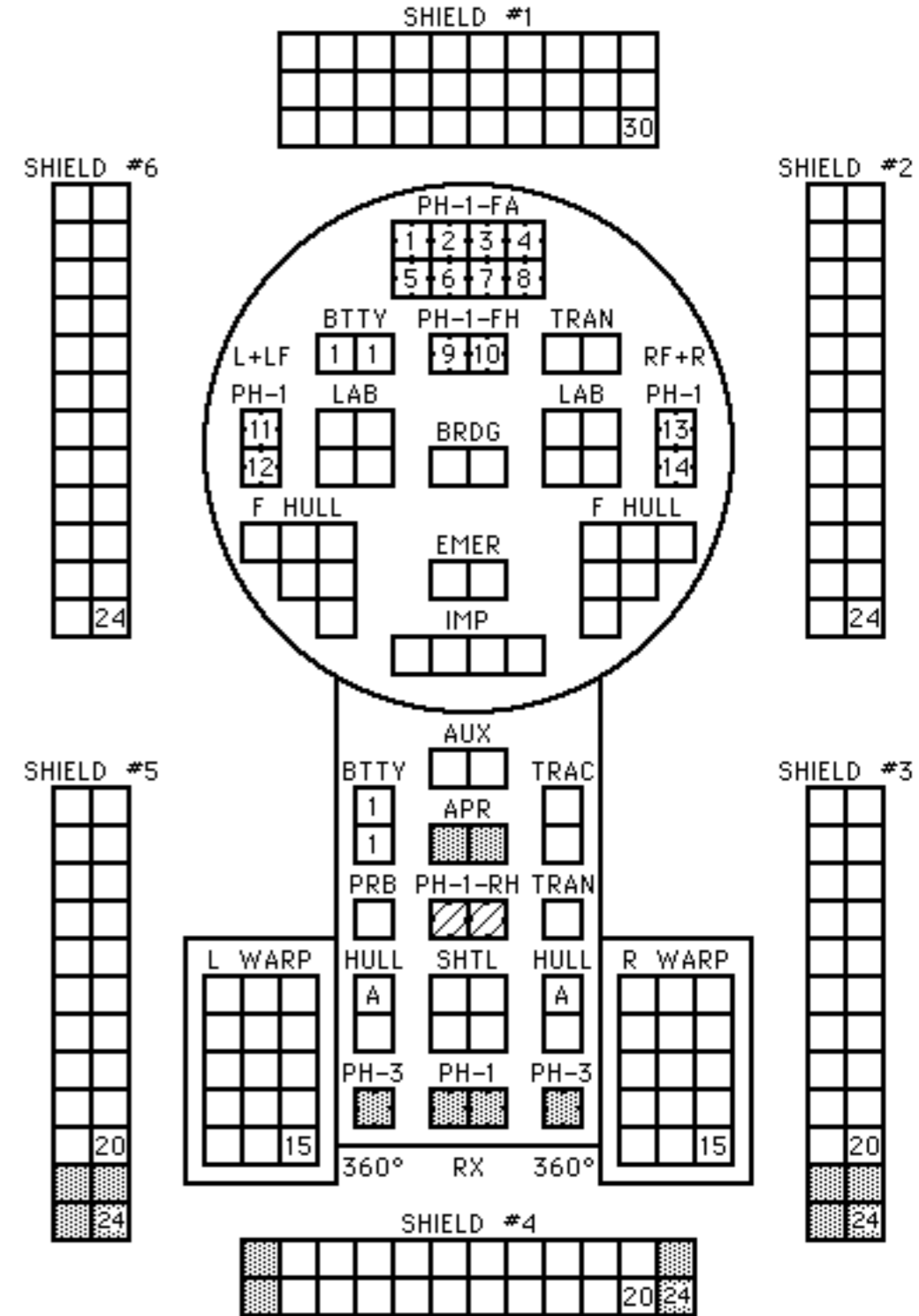
TYPE 3 PHASER TABLE

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

-  SHADED BOXES ARE THE PLUS REFIT.
-  STRIPED BOXES ARE THE CAPR REFIT.

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com



CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Centaur
Model Number	= Mk I
Point Value	= 12500
Breakdown	= 6^4
Shield Cost	= 1+0
Explosion Str	= 92
Size Class	= 3
Movement Cost	= 1/2 (B)
Reference	= R2.413
Total Power	= 88 +2 P0 (+16)
Opt Allowance	= 180 (+180)
5X Systems	= (none)

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6 9 12 15 18 21					
1	2 2 2 2 2 2 1 1 1 1 1 1					
2	2 2 2 2 2 2 1 1 1 1 1 1					
3	2 2 2 2 1 1 1 1 1 1 0 0					
4	2 2 2 1 1 1 1 1 1 0 0 0					
5	2 2 1 1 1 1 1 1 0 0 0 0					
6	2 1 1 1 1 1 1 0 0 0 0 0					

Fires 2/turn (4/turn at 4X).

Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

FEDERATION

4Xe

USS *Centaur*

NCC-39412

Centaur Class

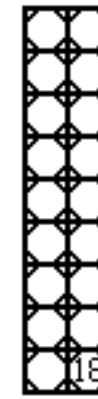
Light Cruiser

TNG TURN MODE	B
TURN MODE	SPEED
1	1-7
2	8-14
3	15-21
4	22-28
5	29-35
6	36+

DONALD MILLER
dsm131@psu.edu

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

#5/6/1



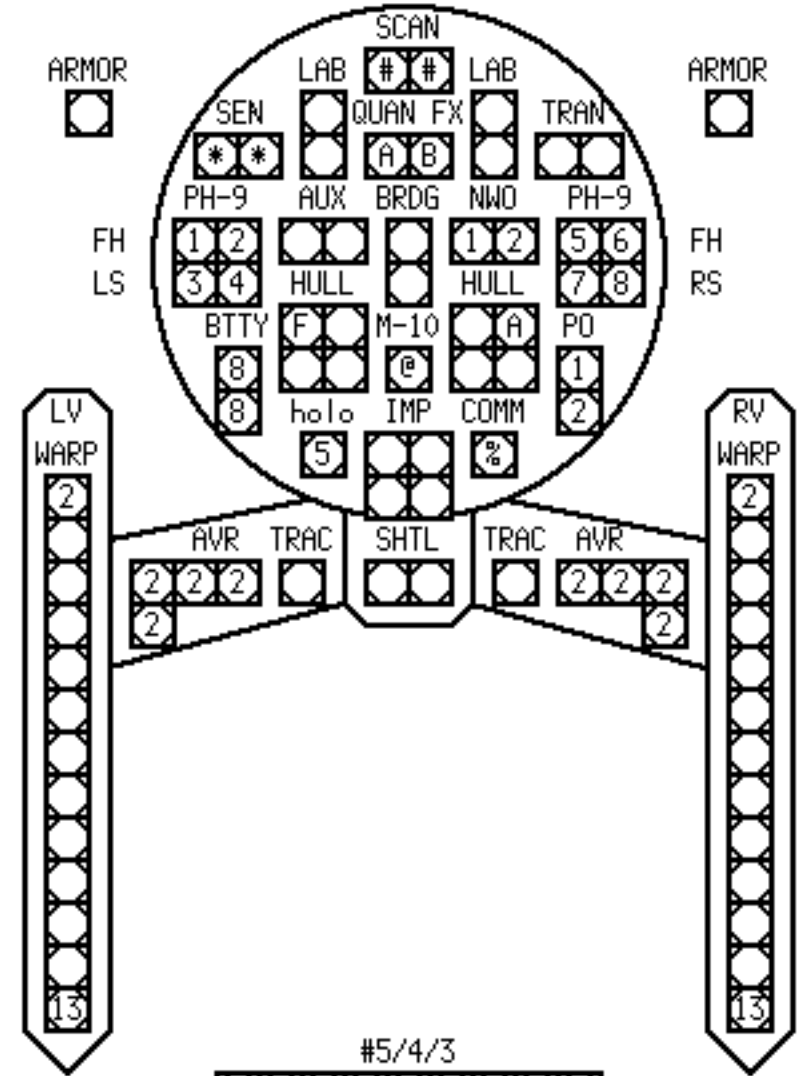
#6/1/2



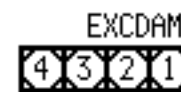
#1/2/3



#6/5/4



#2/3/4



CREW UNITS

		*								10
										20
									28	

BOARDING PARTIES

										9
--	--	--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = CFF
 Model Number = Mk III
 Point Value = 100
 Breakdown = 5-6
 Shield Cost = 1/2+1/2
 Explosion Str = 73
 Size Class = 4
 Movement Cost = 1/2 (B)
 Reference = R2.053-A
 Total Power = 23 (+3)
 Opt Allowance = 6 (+0)
 1X Systems = (none)

PROBES

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

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

1										G
2										G

ANTI-DRONE TABLE

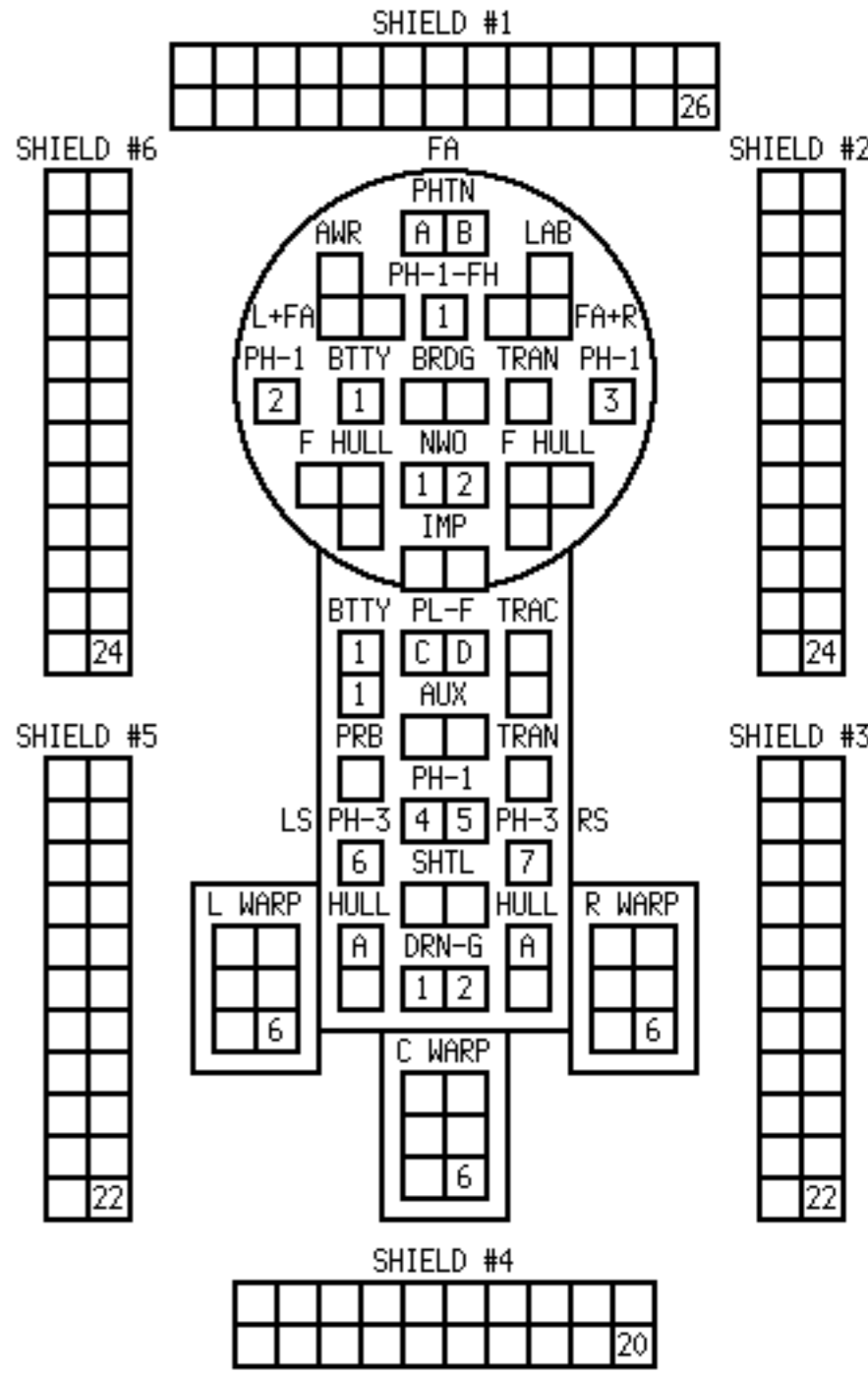
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PLASMA TORPEDO TABLE

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

Donald Miller
 "Old Ships"
 Copyright © 1989-2001 Donald Miller
 SmileyLich@home.com

FEDERATION OXs Command Frigate



SENSOR

6	6	4	2	0
---	---	---	---	---

SCANNER

0	0	2	4	9
---	---	---	---	---

PL-F C-D arc is FP
 PH-1 4-5 arc is 360°

DAMCON

3	3	2	1	0
---	---	---	---	---

EXCDAM

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

CREW UNITS

	*									10
										20
										30

BOARDING PARTIES

										10
--	--	--	--	--	--	--	--	--	--	----

TRANSPORTER BOMBS

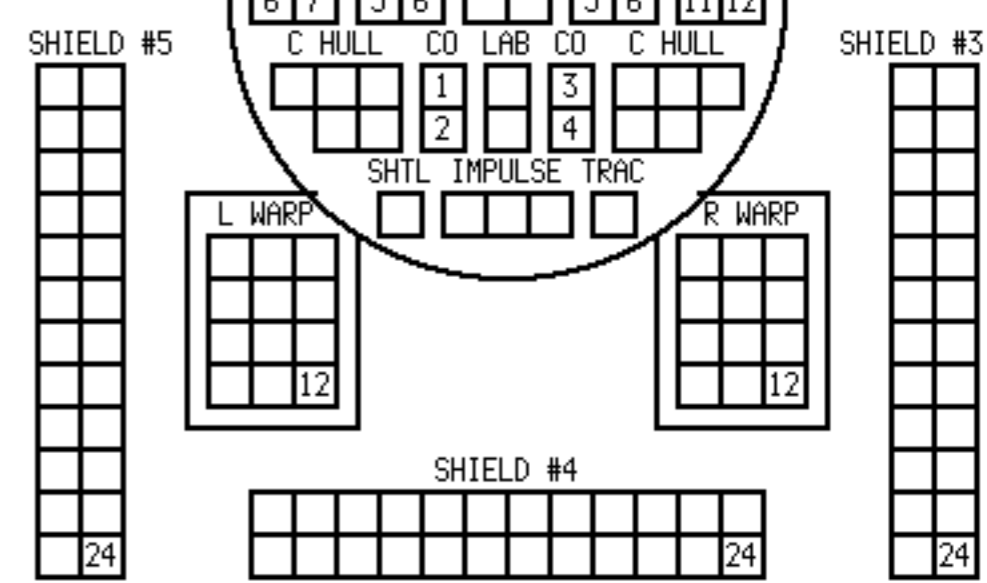
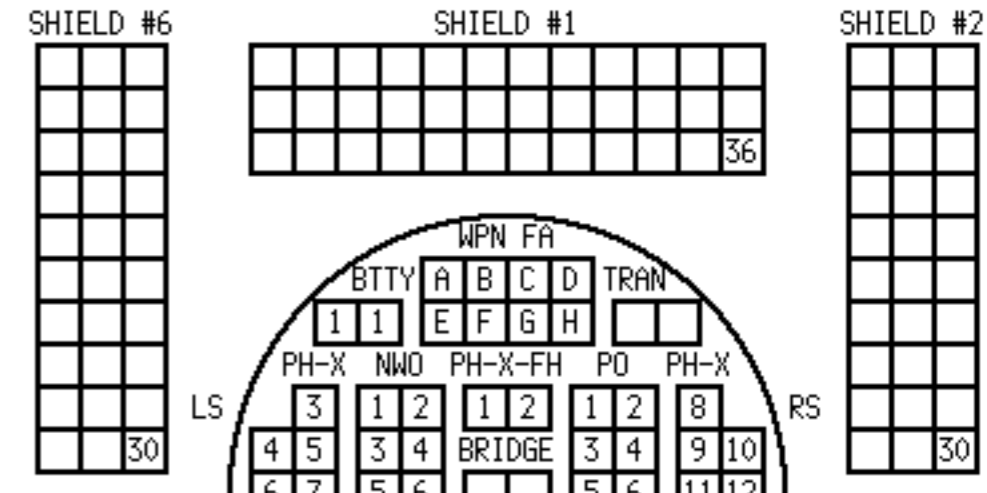
										12
--	--	--	--	--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY.		

SHIP DATA TABLE

Ship Class	= CG
Model Number	= Mk I
Point Value	= 142
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 91
Size Class	= 3
Movement Cost	= 2/3 (C)
Reference	= R2.055
Total Power	= 27 +6 PO (+2)
Opt Allowance	= 118 (+32)
IX Systems	= (none)



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

A										G
B										G
C										G
D										G
E										G
F										G
G										G
H										G

ANTI-DRONE TABLE

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

PLASMA TORPEDO TABLE

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

SENSOR

6	6	5	4	3	0
---	---	---	---	---	---

SCANNER

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

DAMCON

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

EXCDAM

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

FEDERATION OXI Generic Cruiser

FEDERATION

3X

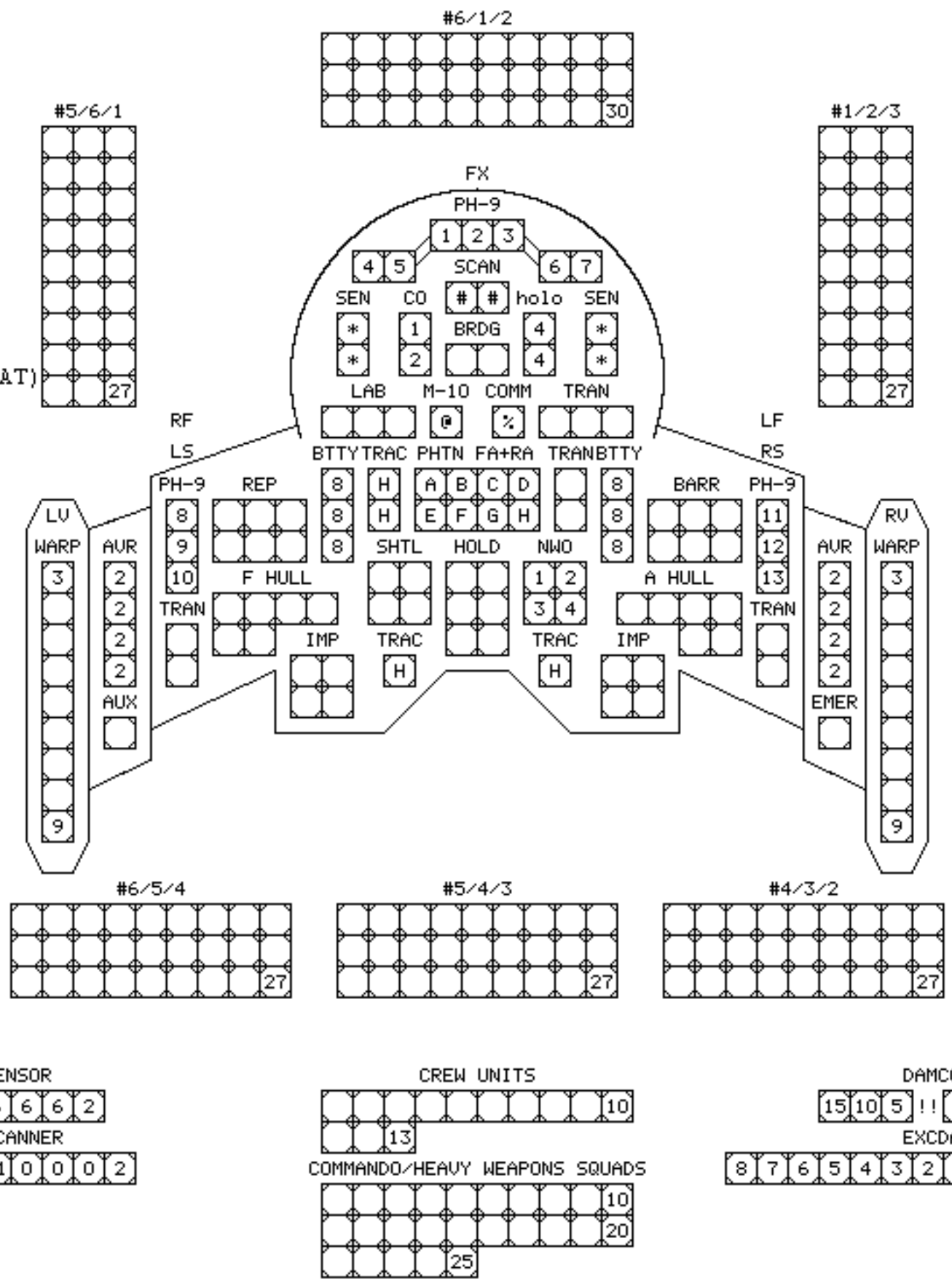
Chandley Class

Assault Transport

Ship Class = Chandley(FFAT)
 Model Number = Mk VIII
 Point Value = 11400
 Breakdown = 6^4
 Shield Cost = 1+4
 Explosion Str = 143
 Size Class = 1
 Movement Cost = 2 (C)
 Reference = R2.316

 Total Power = 94 (+48)
 Opt Allowance = 180 (+120)
 4X Systems = PH-9, TRAN

Legendary Marine Major



SENSOR
 6 6 6 2
 SCANNER
 -1 0 0 0 2

CREW UNITS
 10
 13
 COMMANDO/HEAVY WEAPONS SQUADS
 10
 20
 25

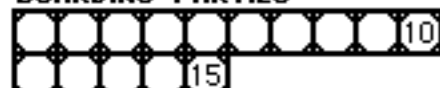
DAMCON
 15 10 5 1 0
 EXCDAM
 8 7 6 5 4 3 2 1

FEDERATION 3X Chandley Frigate

CREW UNITS



BOARDING PARTIES



PASSENGERS



ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

ONE SHUTTLE BAY.

SHIP DATA TABLE

SHIP CLASS	=	CHANDLEY
MODEL NUMBER	=	MK VII
POINT VALUE	=	8000
BREAKDOWN	=	6^3
SHIELD COST	=	1+2
EXPLOSION STR	=	120
SIZE CLASS	=	1
MOVEMENT COST	=	1+1/2 (G)
REFERENCE	=	R2.384
FILENAME	=	FED-3XCA
TOTAL POWER	=	60 (+28)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	440 (+220)
4X SYSTEMS	=	NONE

TNG TURNMODE G

TURNMODE	SPEED
1	1-2
2	3-4
3	5-6
4	7-8
5	9-10
6	11-12
7	13-14
8	15-16
9	17-18
10	19-20
11	21+

TYPE 7 COLLIMATOR PHASER TABLE

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

FIRES 1/TURN.
ENERGY = 1/2 (STD),
1 (OVER = x2 DMG)
4 POINT CAPACITOR
(5 AT 4X).

TYPE 9 PHASER TABLE

DIE	RANGE						7-	10-	13-	16-	19-	
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	1	1	1	1	1	1	1
2	2	2	2	2	1	1	1	1	1	1	1	0
3	2	2	2	1	1	1	1	1	1	0	0	0
4	2	2	1	1	1	1	1	1	0	0	0	0
5	2	2	1	1	1	1	1	0	0	0	0	0
6	2	1	1	1	1	1	0	0	0	0	0	0

FIRES 2 TURN
(4/TURN AT 4X).
ENERGY = 1/2 PER SHOT.
6 POINT CAPACITOR
(16 AT 4X).

3X/4X PHOTON TORPEDO TABLE

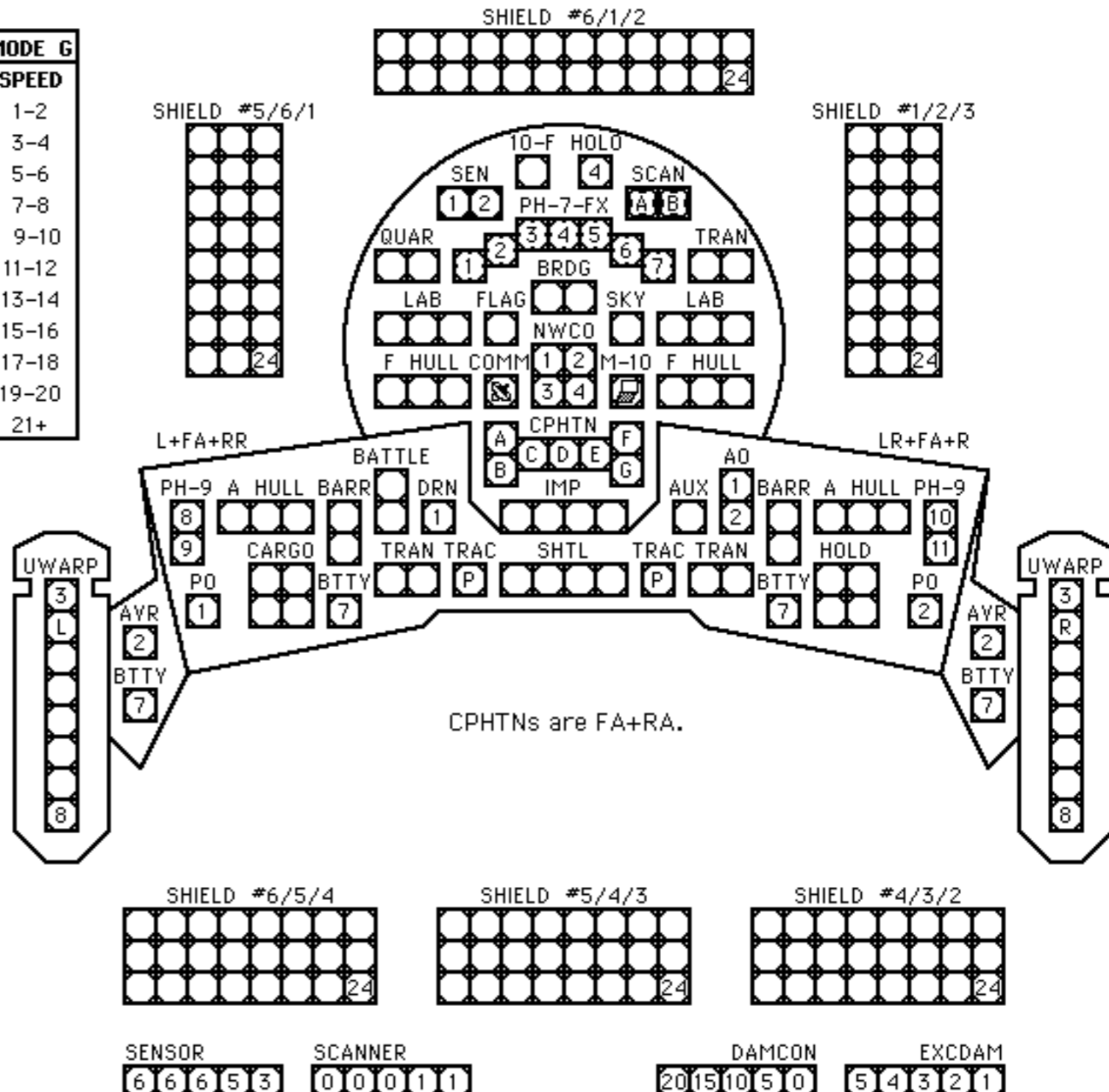
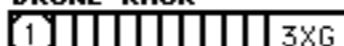
(HIT # AT RANGE)

FIRE MODE	ARM	HOLD	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4	7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8	7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2	9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4	9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*	AUTO HIT OUT TO RANGE 10									

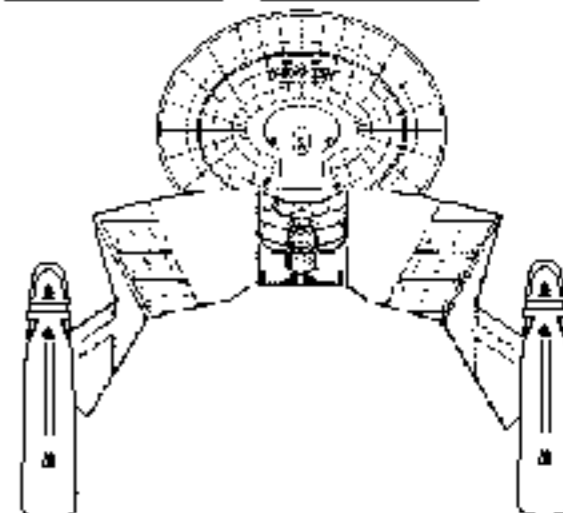
4X PHOTON HAS A +1 TO HIT BONUS.

COLLIMATED PHOTONS (CPHTN) MAY BE COMBINED INTO ONE HARD HIT.

DRONE RACK



Donald Miller
Copyright © 2001 Donald Miller
SmileyLich@home.com



FEDERATION 1X Improved Cruiser

CREW UNITS

	*					10
						20
						30
						40
						50
						55

BOARDING PARTIES

						10
						20
						24

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS.

SHIP DATA TABLE

SHIP CLASS	=	CIX
MODEL NUMBER	=	MK II
POINT VALUE	=	710
BREAKDOWN	=	6
SHIELD COST	=	1+1
EXPLOSION STR	=	226
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R2.143
FILENAME	=	FED-CIX
TOTAL POWER	=	76 (+48)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	134 (+0)
2X SYSTEMS	=	NONE

Donald Miller
Copyright © 2001 Donald Miller
SmileyLich@home.com

TYPE 5 PHASER TABLE

DIE	RANGE	8- 12- 18- 23- 41- 61-												
		0	1	2	3	4	5	6	7	11	17	22	40	60
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

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

TYPE 5 PHASER OVERLOAD

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

DRONE RACKS

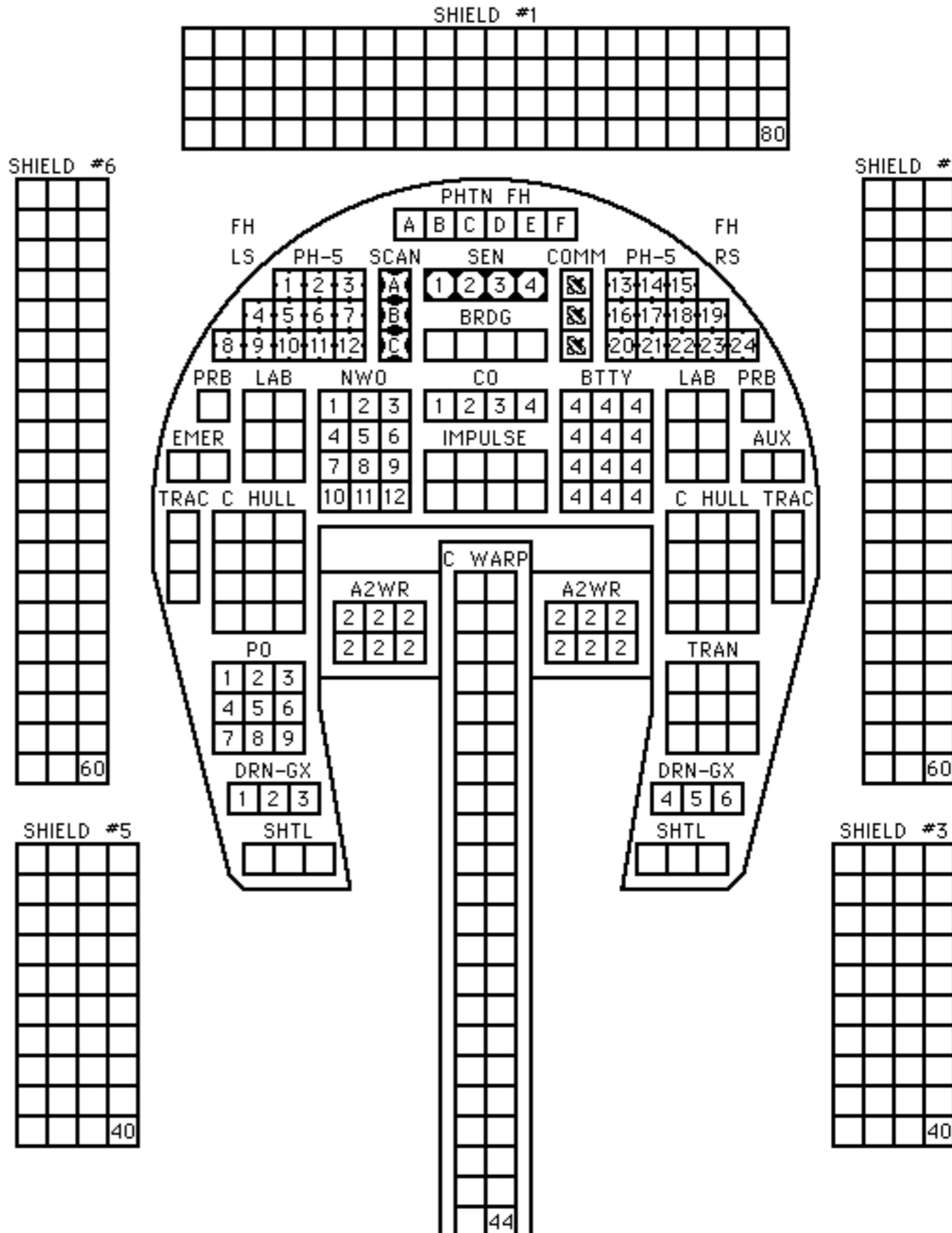
1								GX
2								GX
3								GX
4								GX
5								GX
6								GX

PHOTON TORPEDO TABLE (D+H REFITS)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	10
DMG, PROXIMITY	NA	5	5	5	5	5	5
DMG, OVERLOAD	20	20	20	20	NA	NA	NA

SENSOR

6	6	6	6	6	6	6	5	4	1
0	0	0	0	0	0	0	1	2	8
10	8	6	6	4	4	2	2	0	
9	8	7	6	5	4	3	2	1	



FEDERATION 1X Improved Cruiser

FEDERATION OXs CLC / HDW

CREW UNITS

10
20
30
40
48

BOARDING PARTIES

10
16

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	CLC/HDW
MODEL NUMBER	=	MK I
POINT VALUE	=	206
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
EXPLOSION STR	=	125
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.014-D
FILENAME	=	FED-CLHD
TOTAL POWER	=	48 (+3)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	22 (+0)
1X SYSTEMS	=	NONE
REPLACE PHTN G-H W/ PL-F LP/RP	=	+0 BPY

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS

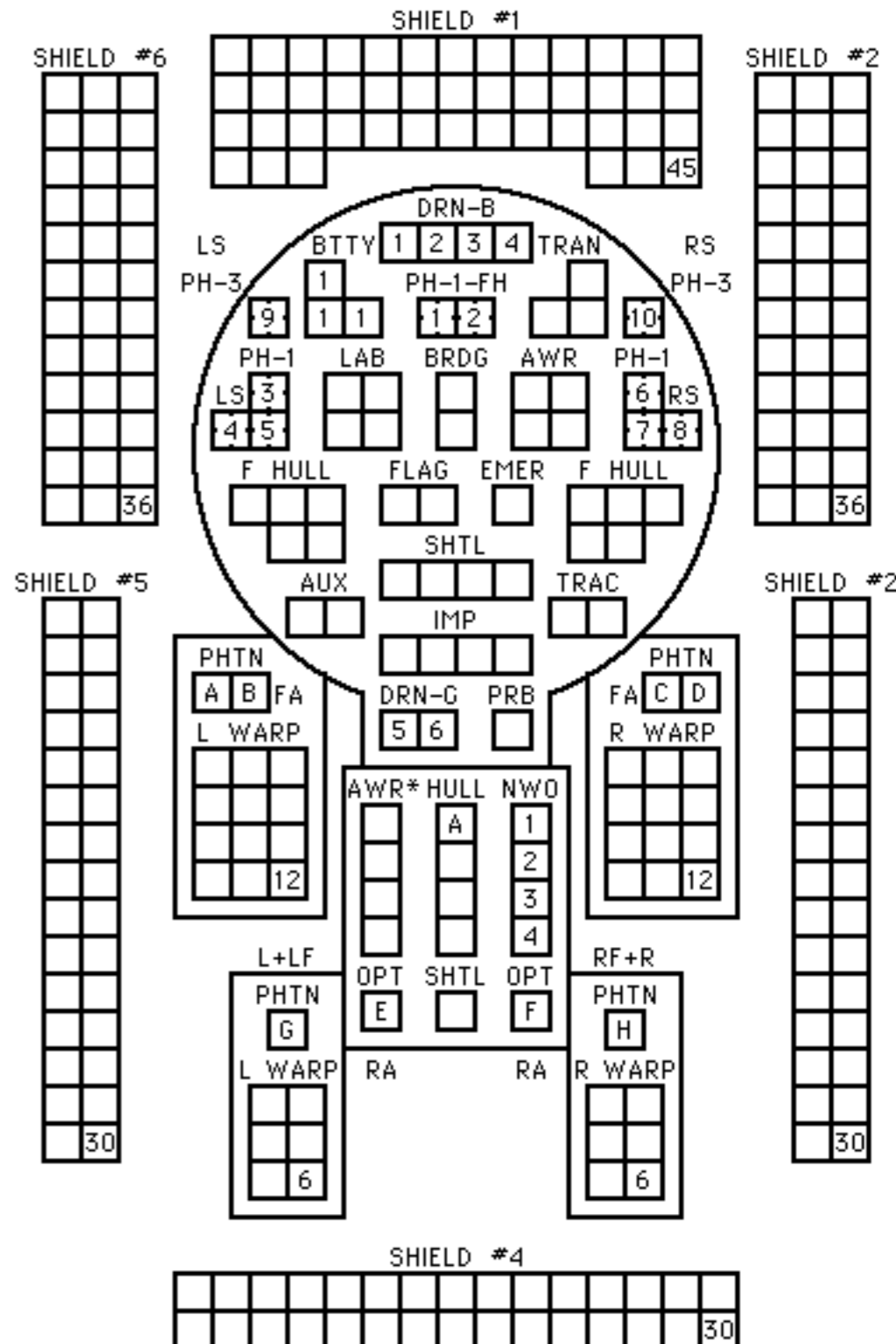
1							B
2							B
3							B
4							B
5						G	
6						G	

PLASMA TORPEDO TABLE

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

ANTI-DRONE TABLE

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



Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

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

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

CREW UNITS

	*						10
							20
							30
							40
							49

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = Const -Battle
 Model Number = Mk II-BC
 Point Value = 196
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 142
 Size Class = 3
 Movement Cost = 1 (D)
 Reference = R2.001-B
 Total Power = 60 (+6)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

BOARDING PARTIES

						10
						17

PROBES

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

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1							G
2							G
3							G

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	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

TYPE III DEFENSE PHASER

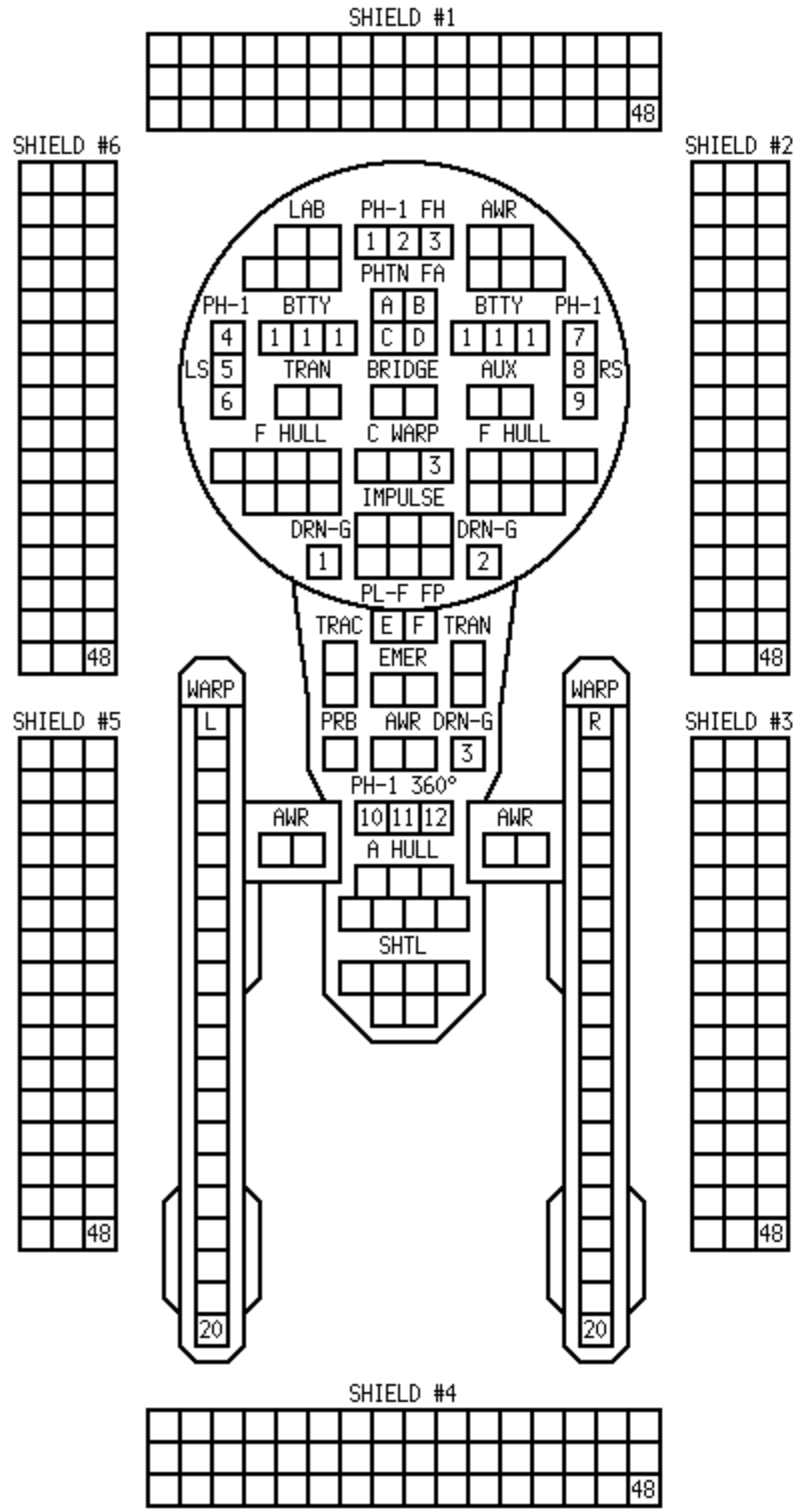
DIE ROLL	RANGE	4-	9-
		0	1
1	4	4	3
2	4	4	2
3	4	4	1
4	4	4	0
5	4	3	0
6	3	3	0

PLASMA TORPEDO TABLE

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

**FEDERATION
 OXs
 Constitution Class
 Heavy Cruiser
 Battlecruiser Variant**

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR

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

SCANNER

0	0	2	4	6	9
---	---	---	---	---	---

DAMCON

6	4	4	4	2	2	2	0
---	---	---	---	---	---	---	---

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

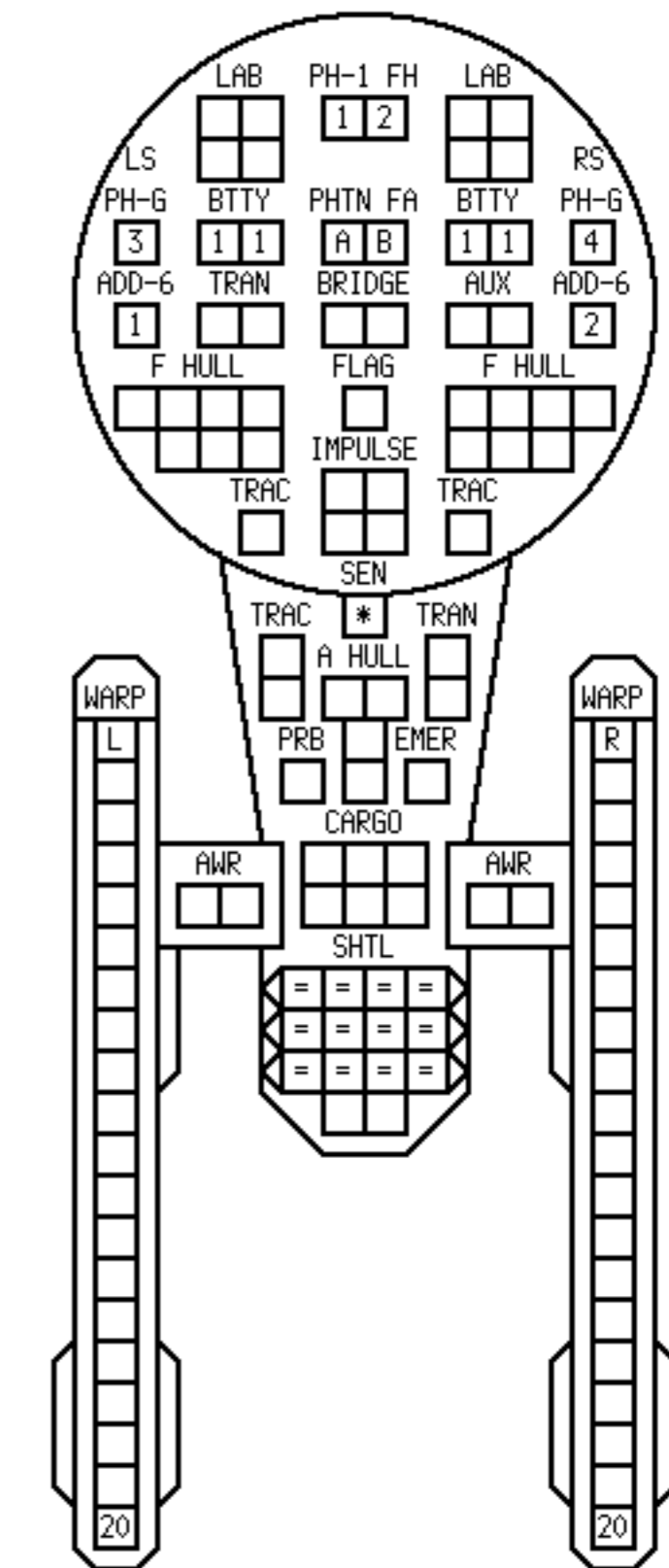
CREW UNITS									
		*							10
									20
									30
									40
		43							
BOARDING PARTIES									
									10
DECK CREWS									
									10
		14							
PASSENGERS									
		4							

ADMINISTRATIVE SHUTTLES									
IDENT									
HIT POINTS									
NOTES									
THIS SHIP HAS ONE SHUTTLE BAY.									
TRANSPORTER BOMBS									
				D	D	D	D		

SHIP DATA TABLE	
Ship Class	= Const - Carrier
Model Number	= Mk II-CV
Point Value	= 167
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 133
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R2.001-A
Total Power	= 48 (+4)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

SHIELD #1									
									48

SHIELD #6									
									48



SHIELD #2									
									48

SHIELD #3									
									48

SHIELD #5									
									48

SHIELD #4									
									48

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

PROBES				
				5

ANTI-DRONES				
1				6
2				6

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

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

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

**FEDERATION
OXs
Constitution Class
Heavy Cruiser
Carrier Version**

Richard M. Smith

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

SENSOR					
6	6	5	3	1	0
SCANNER					
0	0	2	4	6	9

DAMCON						
4	4	4	2	2	0	
EXCDAM						
7	6	5	4	3	2	1

FEDERATION

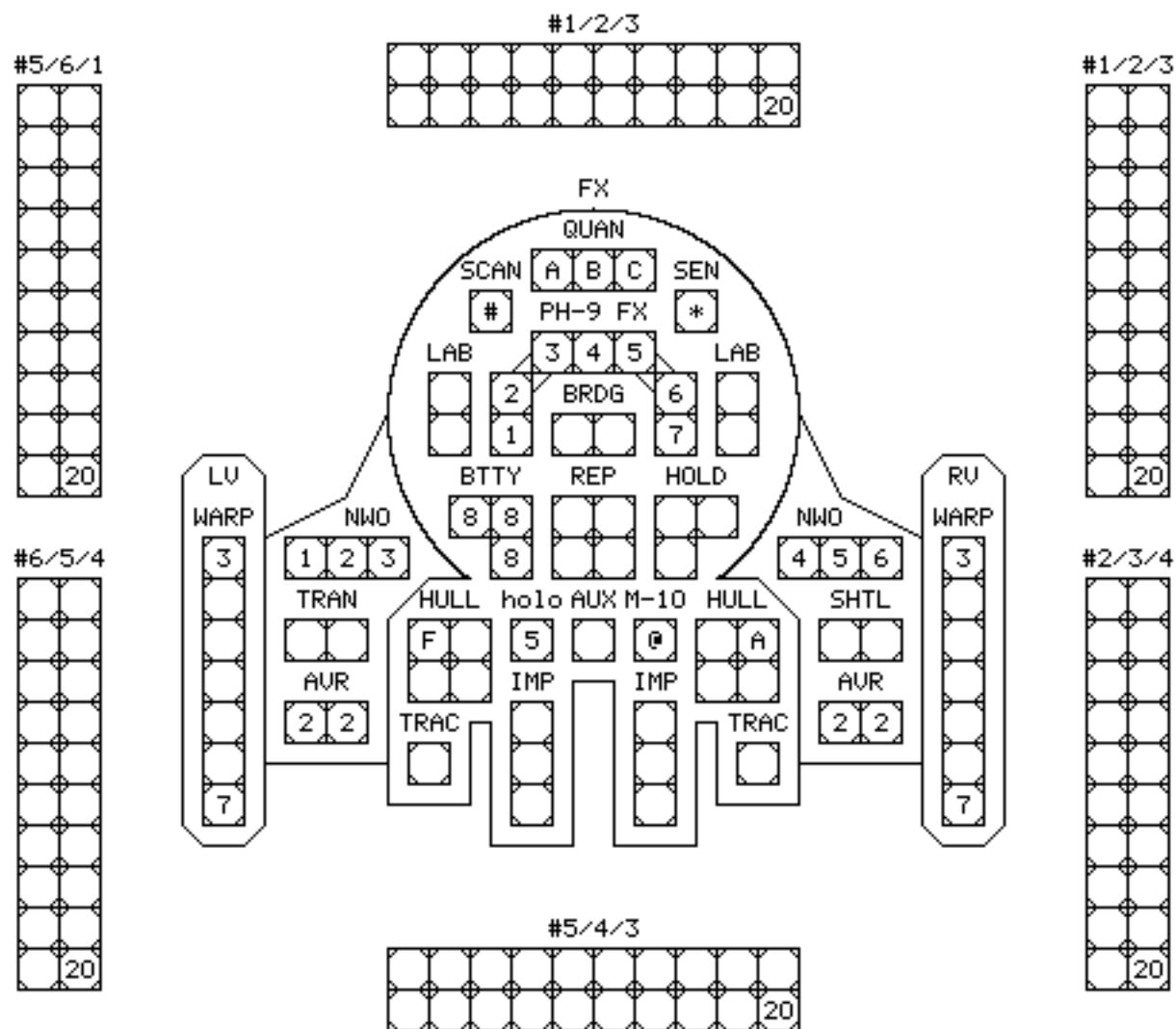
4Xe

Comet Class

Destroyer

Ship Class = Comet (DD)
 Model Number = Mk I
 Point Value = 9500
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 82
 Size Class = 2
 Movement Cost = 1 (B)
 Reference = R2.402

 Total Power = 64 (+24)
 Opt Allowance = 135
 5X Systems = (none)



SENSOR
 7 6 3
 SCANNER
 0 0 2

CREW UNITS
 4
 BOARDING PARTIES
 2
 DECK CREW
 1
 PASSENGERS
 1

DAMCON
 15 10 5 0
 EXCDAM
 3 2 1

CREW UNITS

		*									10
											20
											30

BOARDING PARTIES

											10
--	--	--	--	--	--	--	--	--	--	--	----

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	= Comet CM
Model Number	= Mk -IV
Point Value	= 155
Breakdown	= 3-6
Shield Cost	= 1+1
Explosion Str	= 110
Size Class	= 3
Movement Cost	= 3/4 (C)
Reference	= R2.098
Total Power	= 39 (+8)
Opt Allowance	= 9 (+9)
IX Systems	= (none)

TRANSPORTER BOMBS

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

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1						G
2						G
3						G
4						G

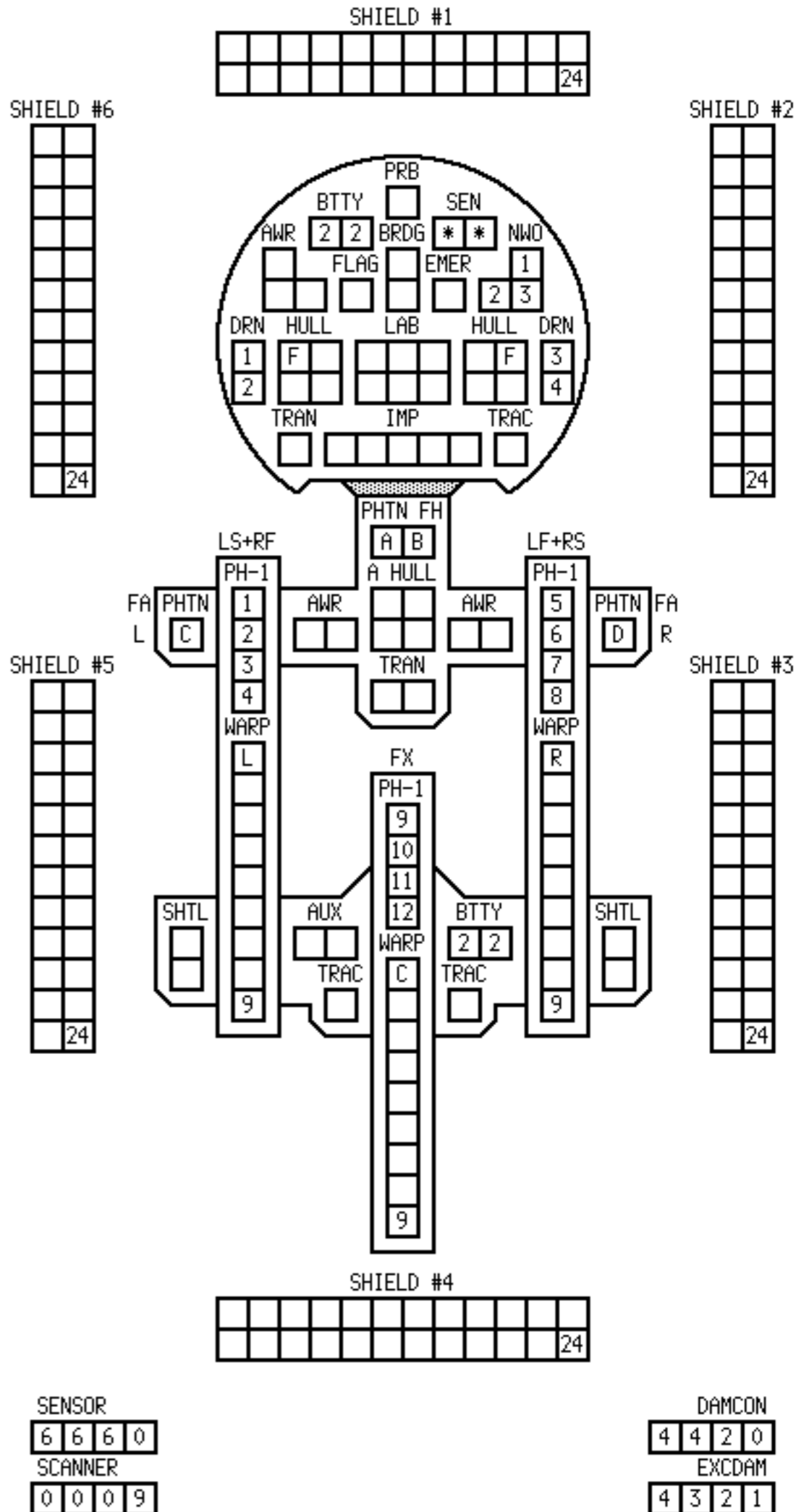
ANTI-DRONE TABLE

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

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

FEDERATION OXI Comet Class Medium Cruiser



SENSOR
6 6 6 0
SCANNER
0 0 0 9

DAMCON
4 4 2 0
EXCDAM
4 3 2 1

CREW UNITS

		*							10
									20
									30
									40
		43							

BOARDING PARTIES

									10
--	--	--	--	--	--	--	--	--	----

DECK CREWS

				4					
--	--	--	--	---	--	--	--	--	--

PASSENGERS

									6
--	--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class = Constitution
 Model Number = Mk II
 Point Value = 162
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 126
 Size Class = 3
 Movement Cost = 1 (D)
 Reference = R2.001
 Total Power = 48 (+4)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

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

PROBES

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

TURN MODE SPEED

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

PHOTON TORPEDO TABLE

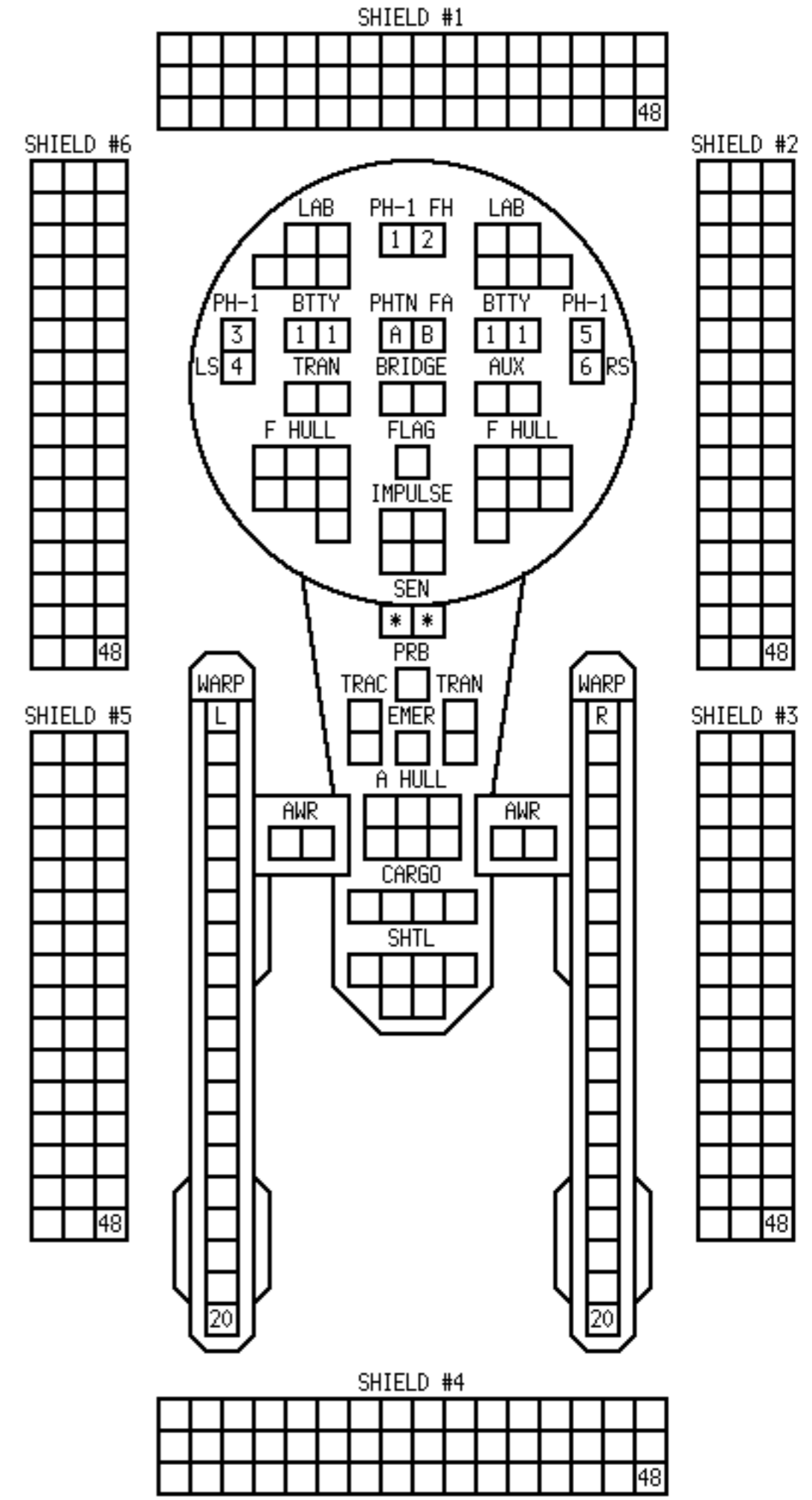
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

TYPE III DEFENSE PHASER

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

FEDERATION OXs Constitution Class Heavy Cruiser

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR
6 6 5 3 1 0
SCANNER
0 0 2 4 6 9

DAMCON
4 4 4 2 2 2 0
EXCDAM
7 6 5 4 3 2 1

CREW UNITS

10
20
30
40

BOARDING PARTIES

10
20

DECK CREWS

5

PASSENGERS

5

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

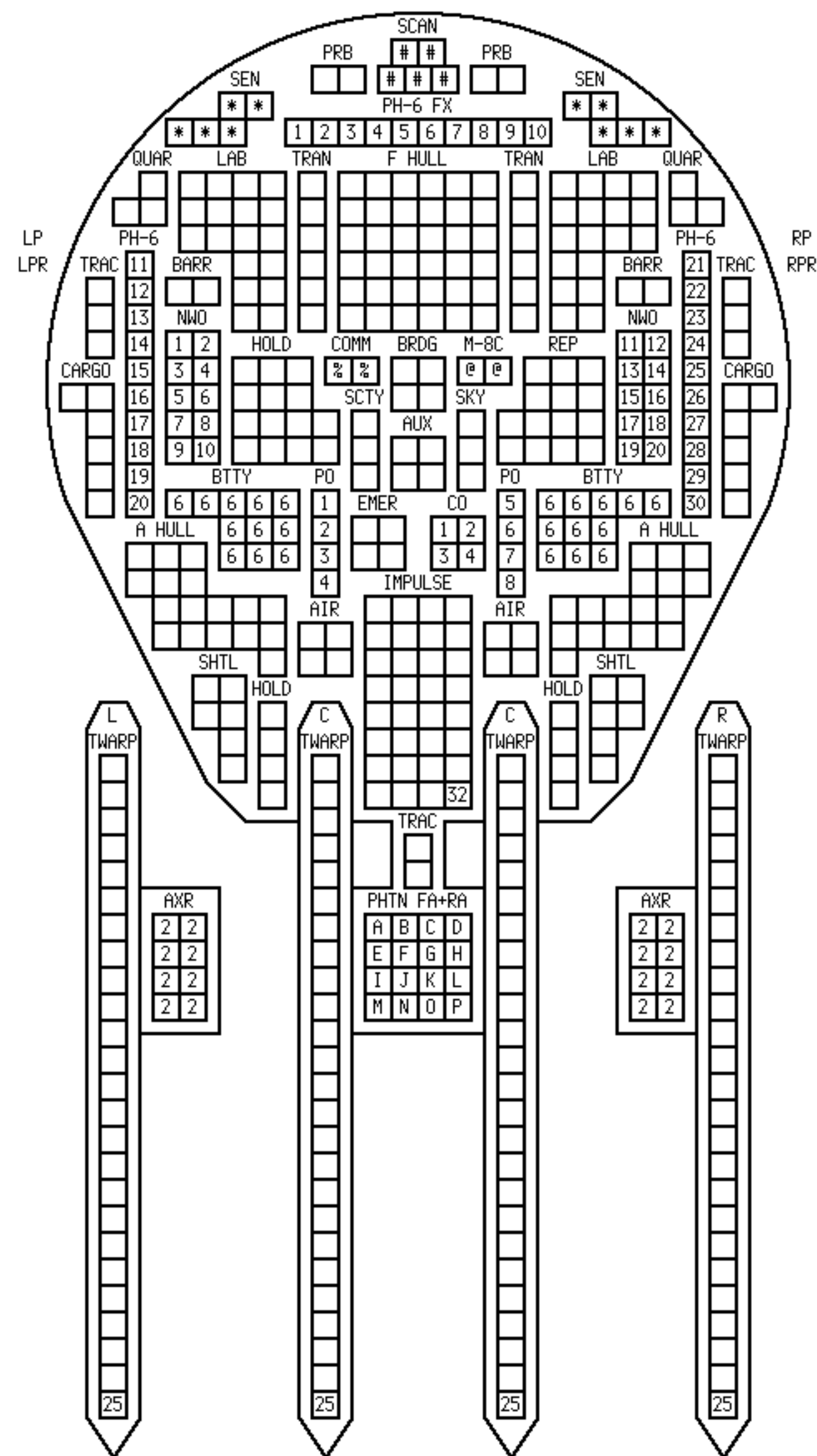
THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = Constellation
Model Number = Mk I
Point Value = 2337
Breakdown = 6^2
Shield Cost = 2+6
Explosion Str = 516
Size Class = 2
Movement Cost = 1+1/2 (C)
Reference = R2.205
Total Power = 156 +8 PD (+132)
Opt Allowance = 264 (+36)
3X Systems = (none)

TURN MODE SPEED

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



TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE

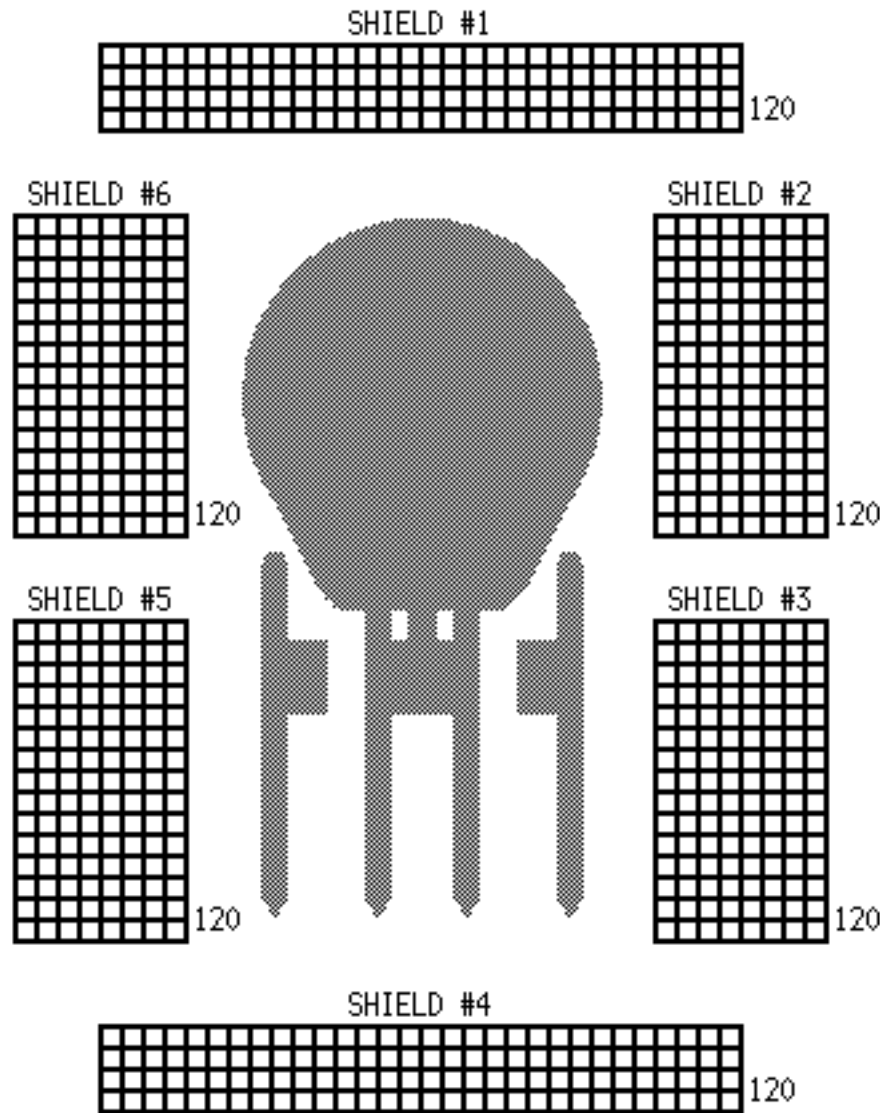
DIE ROLL	RANGE	13-24	25-48	49-72	73-96	97-120
1	7 7 7 7 7 7 6 6 5 5 4 4 3	3 2 2 1 1 1				
2	7 7 7 7 7 6 6 5 5 4 4 3 3	2 2 1 1 0				
3	7 7 7 7 6 6 5 5 4 4 3 3 2	2 1 1 0 0				
4	7 7 7 6 6 5 5 4 4 3 3 2 2	1 1 0 0 0				
5	7 7 6 6 5 5 4 4 3 3 2 2 1	1 0 0 0 0				
6	7 6 6 5 5 4 4 3 3 2 2 1 1	0 0 0 0 0				

Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)
Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.
Overload is x1.5 damage or 2 non-overloaded Ph-6 shots at separate targets. Maximum overload range = 12.

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
Hold Standard = 1 energy; Hold Overload = 2 energy.



**FEDERATION
2XI
Constellation
Heavy Cruiser**

Roberto Mueck

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

SENSOR

6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 5 4 2

SCANNER

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 2 7

DAMCON

26 24 24 22 20 20 18 16 16 14 12 12 10 8 8 6 4 4 2 0
--

EXCDAM

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

CREW UNITS					
			*		10
					20
					30
					40
					50
					60
					70

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE	
Ship Class	= BBH/CVA++
Model Number	= Mk II
Point Value	= 331
Breakdown	= 3-6
Shield Cost	= 2+2
Explosion Str	= 221
Size Class	= 2
Movement Cost	= 2 (F)
Reference	= R2.006-A
Total Power	= 88 (+24)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

BOARDING PARTIES					
					10
					20

PROBES					
					5

TRANSPORTER BOMBS									
								D	D

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

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

TURN MODE SPEED		
F	1	1-3
	2	4-5
	3	6-9
	4	10-13
HET	5	14-17
	6	18-23
BD	7	24-29
	8	30+

PHOTON TORPEDO (H refit) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

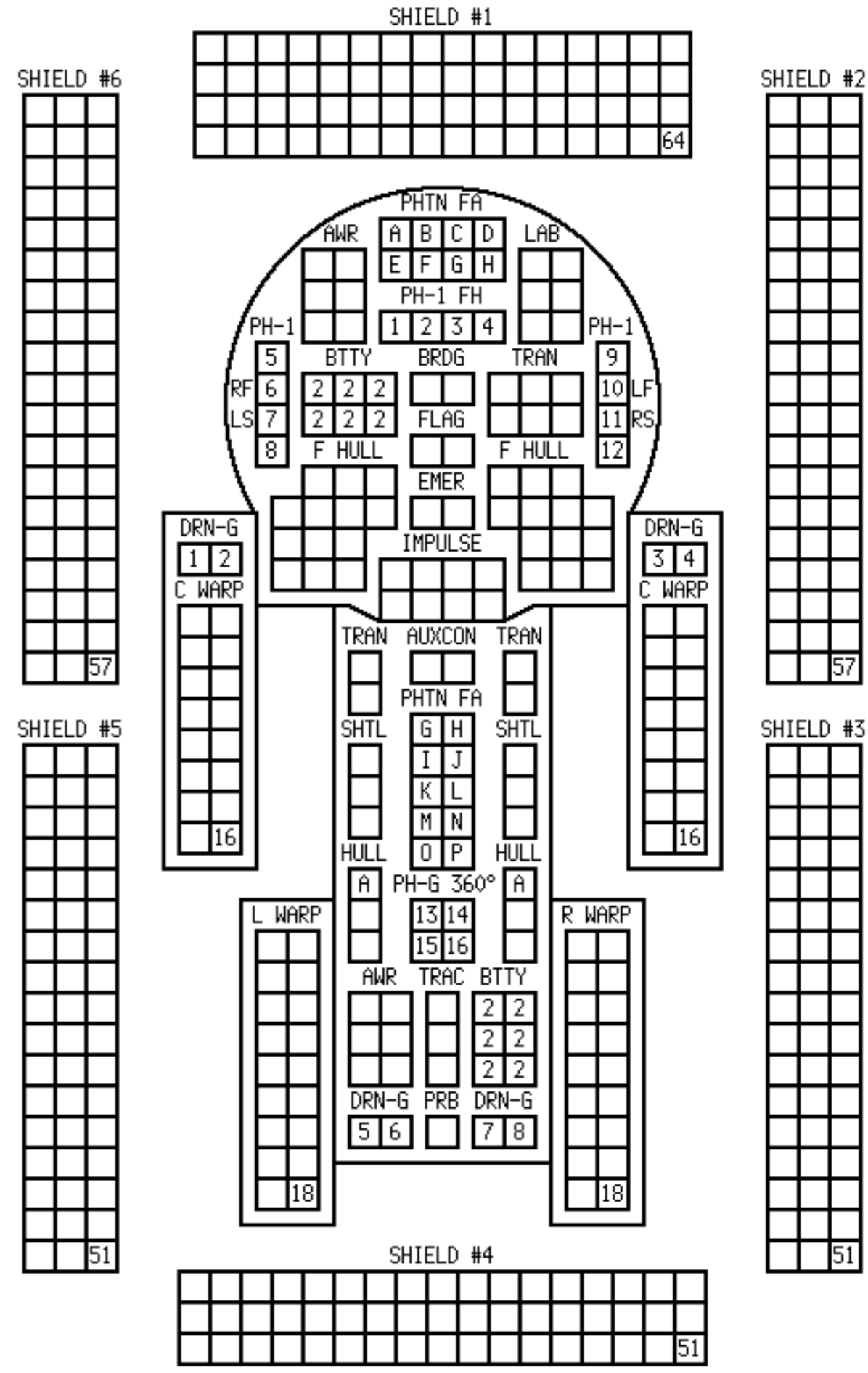
DRONE RACKS					
1					G
2					G
3					G
4					G
5					G
6					G
7					G
8					G

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

FEDERATION OXI BBH Saucer on Commander's Edition CVA Rear Hull



dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!



SENSOR										
6	6	6	6	6	5	4	3	2	0	
SCANNER										
0	0	0	0	0	1	2	3	4	9	

DAMCON										
10	8	8	6	6	4	4	2	2	0	
EXCDAM										
11	10	9	8	7	6	5	4	3	2	1

CREW UNITS

			*			10
						20
						30
						40
						50

BOARDING PARTIES

						10
--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	=	DNG/CVA+
Model Number	=	Mk I
Point Value	=	248
Breakdown	=	4-6
Shield Cost	=	1+3
Explosion Str	=	179
Size Class	=	2
Movement Cost	=	1+1/2 (F)
Reference	=	R2.006
Total Power	=	69 (+8)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

TRANSPORTER BOMBS

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

PROBES

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

F	1	1-3
	2	4-5
	3	6-9
	4	10-13
HET	5	14-17
	6	18-23
BD	7	24-29
	8	30+

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

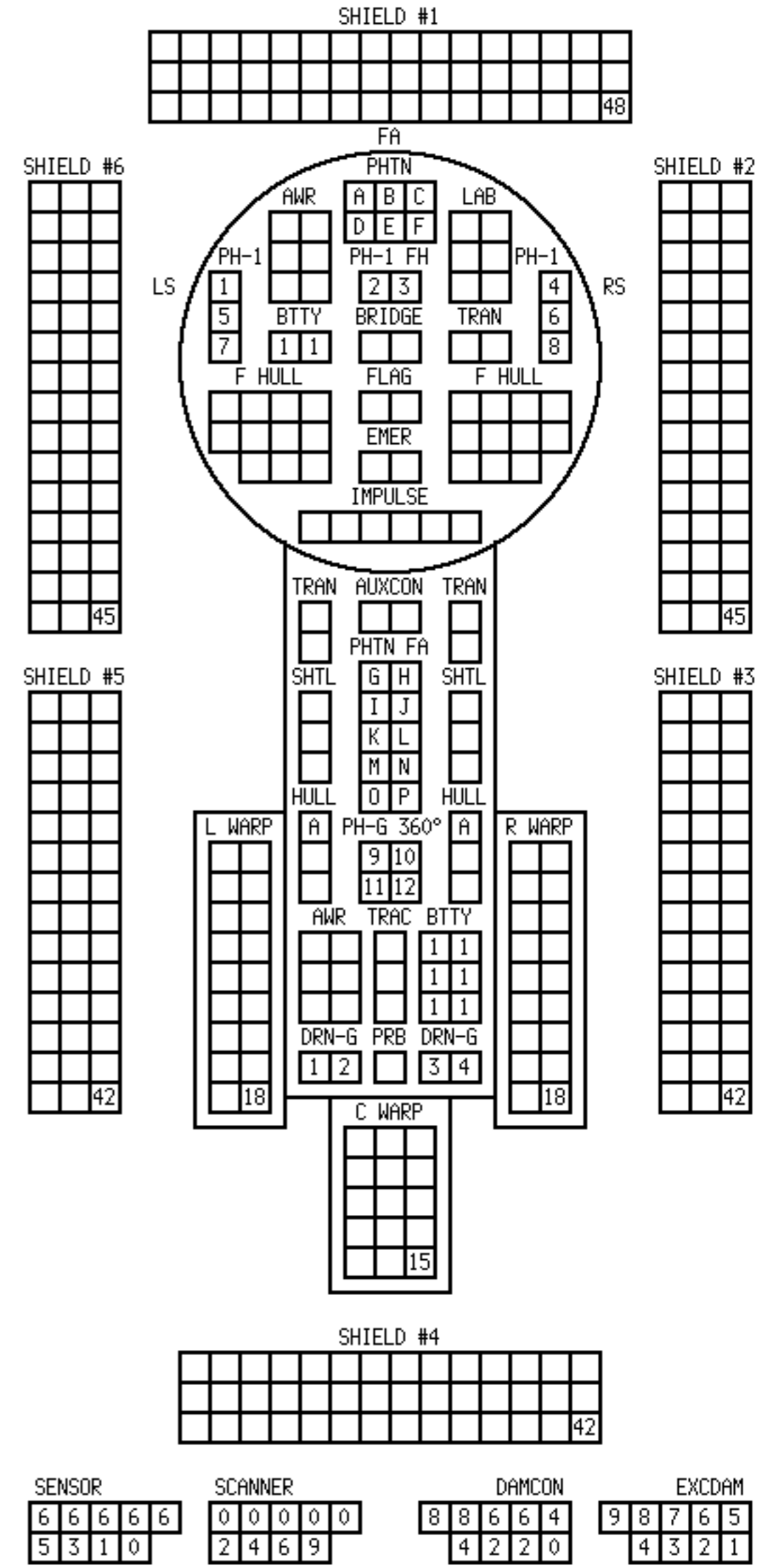
1								G
2								G
3								G
4								G

ANTI-DRONE TABLE

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

FEDERATION OXs DNG Saucer on Commander's Edition CVA Rear Hull

David M. ...
dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!



FEDERATION OXs Interdiction Carrier -Z

CREW UNITS

		*								10
										20
										30
										40
										50

BOARDING PARTIES

										10
										12

DECK CREWS

										10
										20
										24

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TUNNEL DECK & FIGHTER BAY		

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	CYDZ
MODEL NUMBER	=	2
POINT VALUE	=	173
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
EXPLOSION STR	=	133
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.031-A
FILENAME	=	FED-CYDZ
TOTAL POWER	=	36 (+2)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	(none)

TYPE 1 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

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

TYPE 3 PHASER TABLE

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

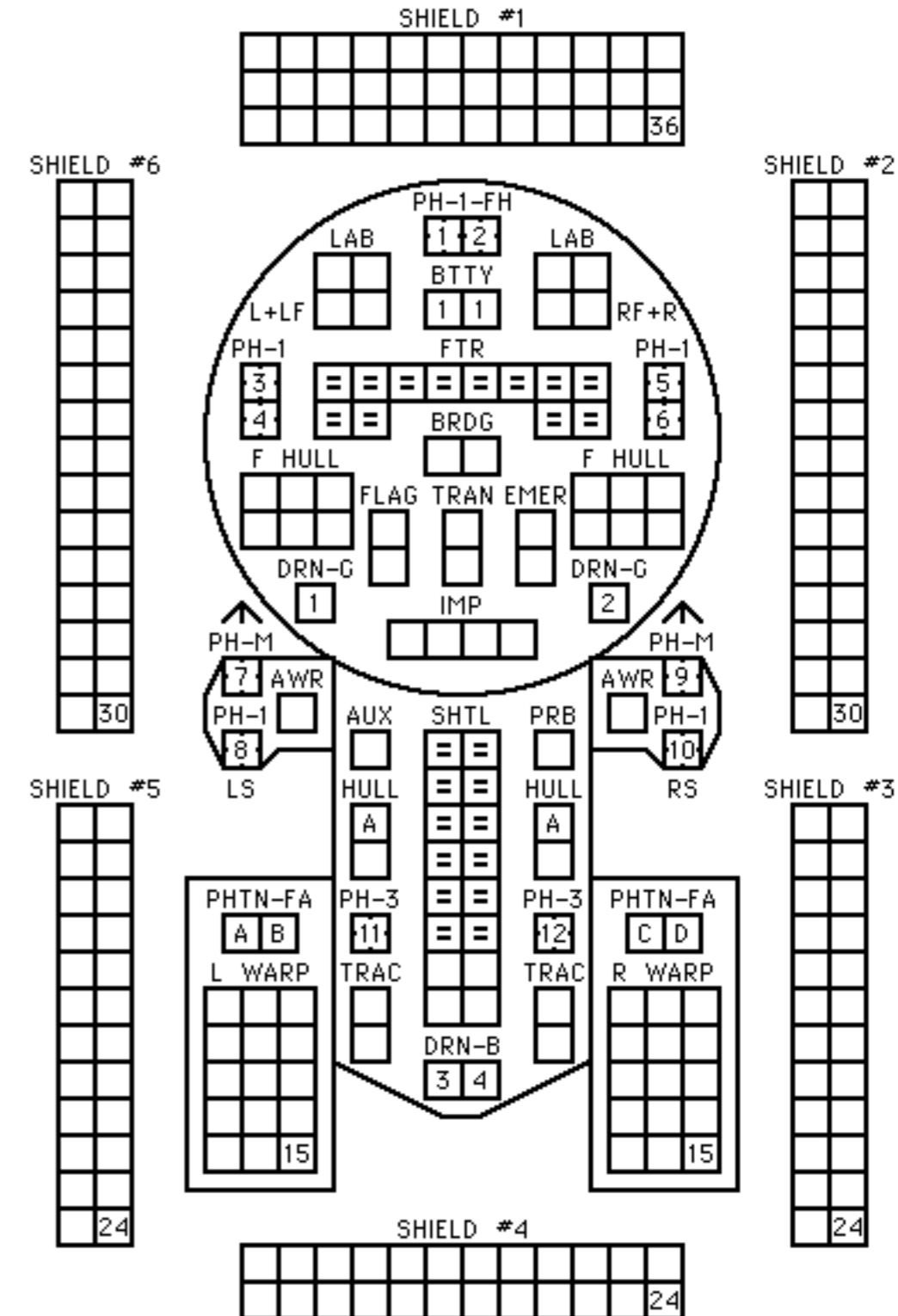
1											G
2											G
3											B
4											B

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA



Donald Miller
Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

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

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

CREW UNITS

10
20
30
40
50

52

BOARDING PARTIES

10

12

DECK CREWS

10
20

24

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MRS
		MRS
		SWAC

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

12

PROBES

10

SHIP DATA TABLE

Ship Class = CVSC
 Model Number = Mk III
 Point Value = 266/224
 Breakdown = 3-6
 Shield Cost = 1+3
 Explosion Str = 169
 Size Class = 2
 Movement Cost = 1+1/2 (E)
 Reference = R2.006-B
 Total Power = 59 (+6)
 Opt Allowance = 6 (+0)
 1X Systems = (none)
 Full Aegis: Triple Sen Control

SHIELD #1

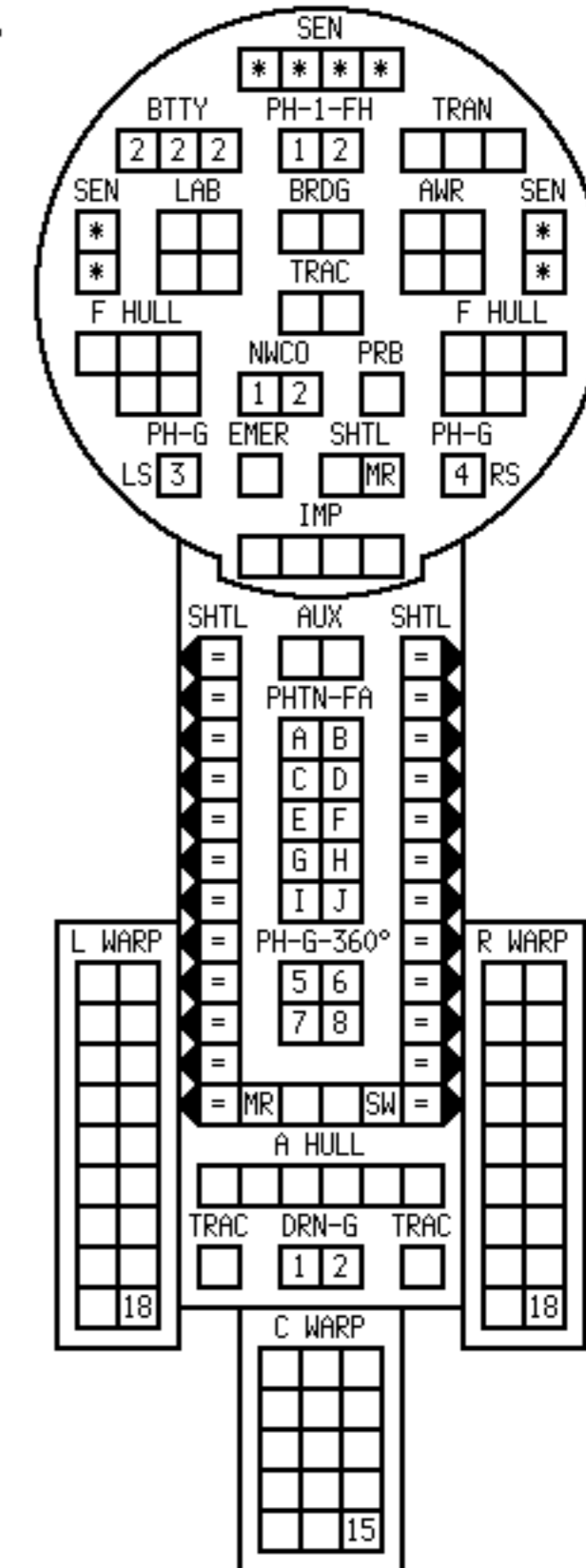
54

SHIELD #6

48

SHIELD #2

48


SHIELD #5

40

SHIELD #3

40

40

SHIELD #4
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 15		
1	4 4 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
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

1							G
2							G

ANTI-DRONE TABLE

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

NWCO:
 Can hold any 1 space General or Control system.
 Damaged on "F Hull" hits.

Donald Miller
 Copyright © 2000 Donald Miller
 SmileyLich@home.com

FEDERATION

OXI

Commander's Edition

SC saucer on CVA rear hull

SENSOR

6 6 6 6 5 3 1 0

SCANNER

0 0 0 0 1 3 5 9

DAMCON

8 6 6 4 4 2 2 0

EXCDAM

8 7 6 5 4 3 2 1

CREW UNITS

*					10
					20

BOARDING PARTIES

				6
--	--	--	--	---

PASSENGERS

1

PROBES

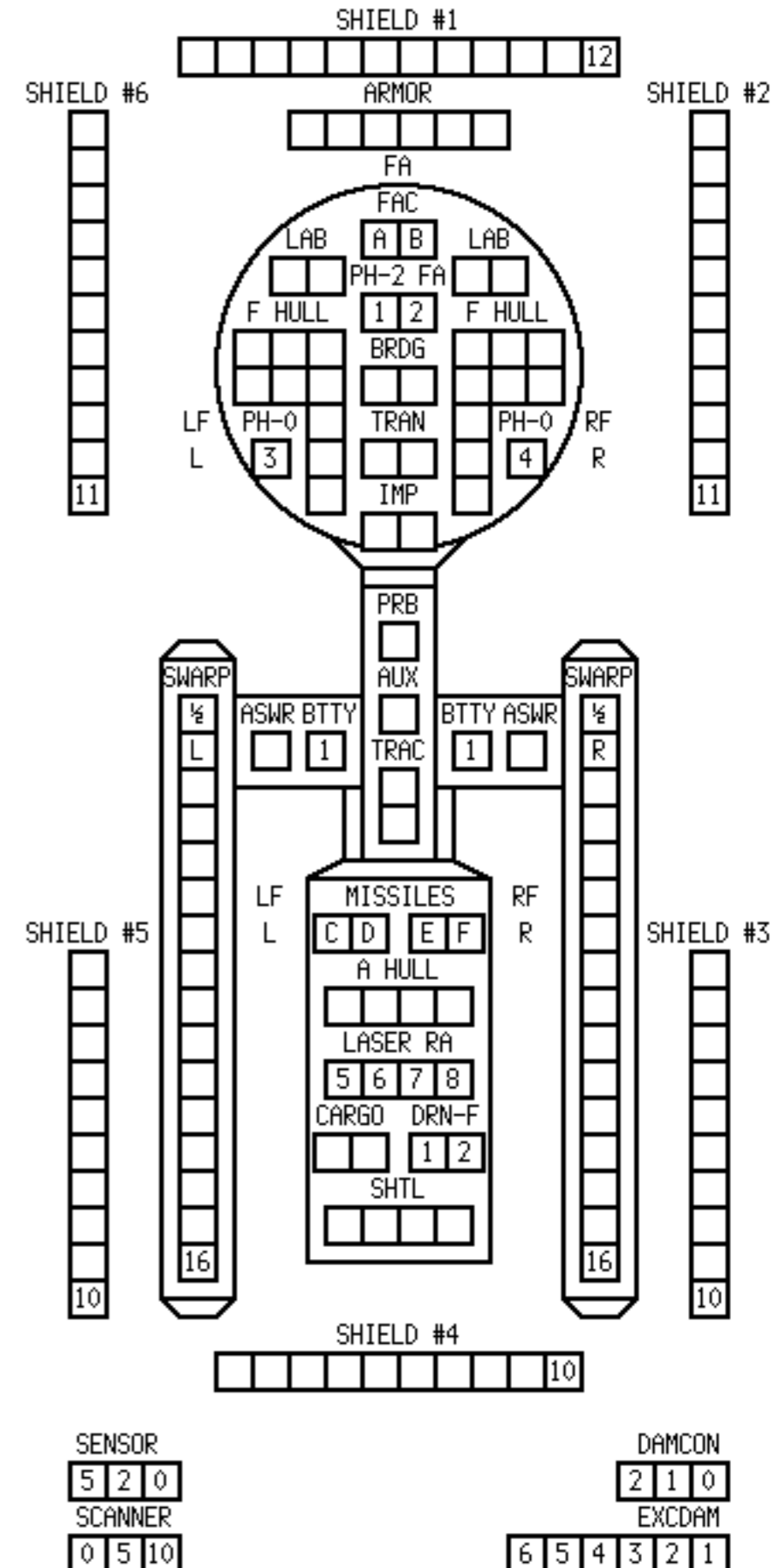
	3
--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE

Ship Class = Daedalus
 Model Number = Mk II
 Point Value = 75
 Breakdown = 2-6
 Shield Cost = 1+0
 Explosion Str = 109
 Size Class = 3
 Movement Cost = 1 (G)
 Reference = R2.018
 Total Power = 20 (+2)
 Opt Allowance = 0 (+0)
 -1X Systems = MISSILE, LASER



TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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+

No HET bonus.

TYPE 0 EARLY TECH PHASER

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

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

LASER TABLE

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

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

SWARP-1/2:

Each box produces 1/2 of a point of power.
BPV/Repair 2; 1 space; hit on "Warp".

ASWR:

Each box produces 1 SemiWarp power which cannot be used for movement.
BPV/Repair 2.5; 1 space; hit on "APR".

FEDERATION ACCELERATOR CANNON TABLE (FAC)

RANGE	0	1	2	3	4	5	6	7
TO HIT	1-6	1-5	1-4	1-3	1-3	1-2	1-2	1
DMG, STD	4	4	3	3	2	2	1	1
DMG, OVER	8	7	6	5	4	3	2	1

Fires 1/turn.
Standard = 1-1-1 (requires SWARP energy)
Overload = 2-2-2 (requires SWARP energy)
Hold Cost = 1 (Standard), 2 (Overload)

SUBLIGHT MISSILE RACKS

C				
D				
E				
F				

Launch 1/turn.
Energy Cost = 2.
Acts as a speed 1 drone with warhead 2 and 1 hit point.

DRONE RACKS

1							F
2							F

Launch 1 per 2 turns.

Joshua Miner

dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

FEDERATION OXe Daedalus Class Heavy Cruiser

CREW UNITS

*										10
										20
		24								

BOARDING PARTIES

										8
--	--	--	--	--	--	--	--	--	--	---

PASSENGERS

		2								
--	--	---	--	--	--	--	--	--	--	--

PROBES

				4						
--	--	--	--	---	--	--	--	--	--	--

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS **NSM**

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

SHIP DATA TABLE

Ship Class = Daedalus
 Model Number = Mk III
 Point Value = 102
 Breakdown = 3-6
 Shield Cost = 1+0
 Explosion Str = 109
 Size Class = 3
 Movement Cost = 1 (F)
 Reference = R2.018-A
 Total Power = 36 (+2)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

TURN MODE **SPEED**

F	1	1-3
	2	4-5
	3	6-9
	4	10-13
HET	5	14-17
	6	18-23
BD	7	24-29
	8	30+

Does get normal HET bonus.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4

Cannot overload at OXe tech level.
 Photons may be armed with SWARP energy, but it requires 4 turns to arm (1 energy per turn for 4 turns).

FEDERATION ACCELERATOR CANNON TABLE (FAC)

RANGE	0	1	2	3	4	5	6	7
TO HIT	1-6	1-5	1-4	1-3	1-3	1-2	1-2	1
DMG, STD	4	4	3	3	2	2	1	1
DMG, OVER	8	7	6	5	4	3	2	1

Fires 1/turn.
 Standard = 1-1-1 (requires SWARP energy)
 Overload = 2-2-2 (requires SWARP energy)
 Hold Cost = 1 (Standard), 2 (Overload)

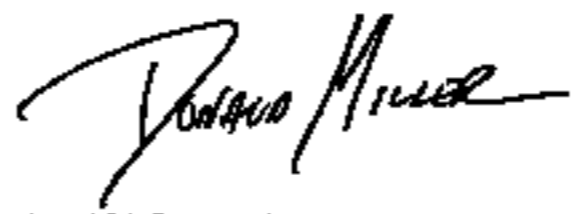
DRONE RACKS

1								A
2								A

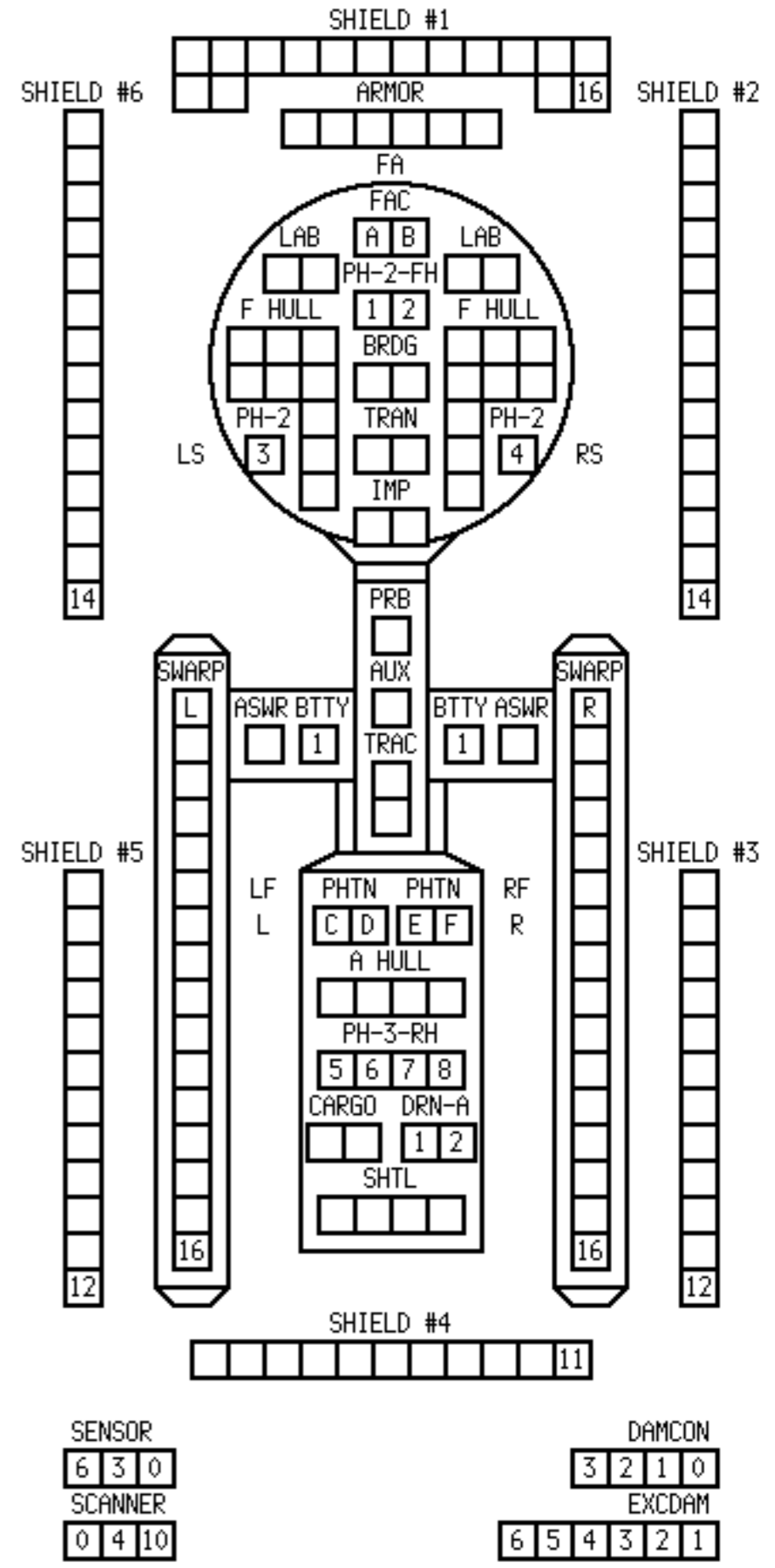
Launch 1 per rack per turn.

SWARP boxes produce 1 power each.

ASWR:
 Each box produces 1 SemiWarp power which cannot be used for movement.
 BPV/Repair 2.5; 1 space; hit on "APR".



dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



FEDERATION OXe

Daedalus Class Improved Heavy Cruiser

CREW UNITS

			*			10
						20
						30

BOARDING PARTIES

					8
--	--	--	--	--	---

PROBES

			5
			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	DCC
Model Number	=	Mk I
Point Value	=	222
Breakdown	=	4-6
Shield Cost	=	1+3
Explosion Str	=	170
Size Class	=	2
Movement Cost	=	1+1/2 (D)
Reference	=	R2.013
Total Power	=	67 (+6)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE	RANGE	4-	9-			
ROLL	0	1	2	3	8	15
1	4	4	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
D	1 2-4
	2 5-8
HET	3 9-12
	4 13-17
BD	5 18-24
	6 25+

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

1								G
2								G

ANTI-DRONE TABLE

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

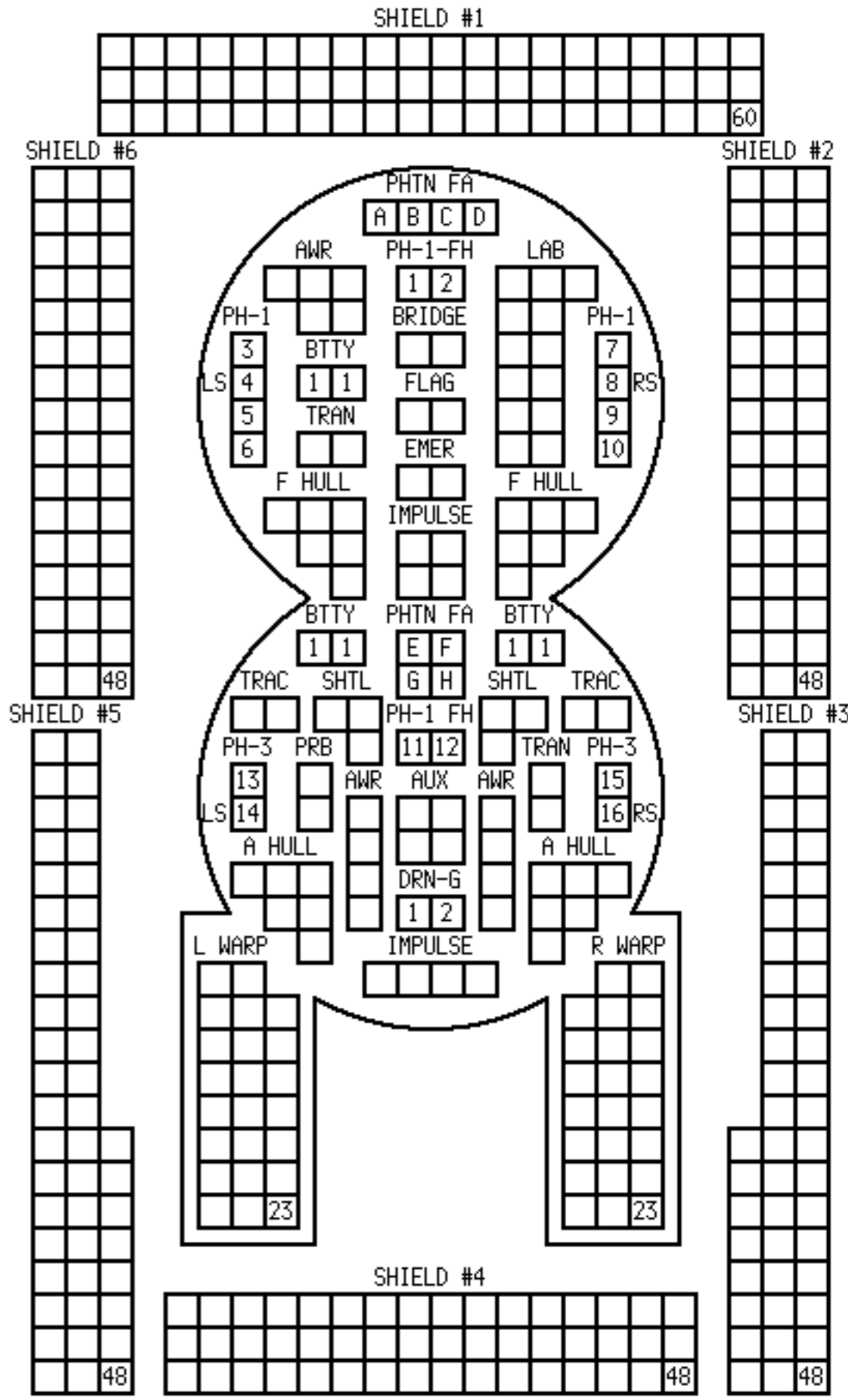
FEDERATION

OXs

Double Cruiser



dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR
6 6 6 6 5 4 3 2 0
SCANNER
0 0 0 0 1 2 3 4 9

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

FEDERATION

3X

USS Defiant

NX-74205

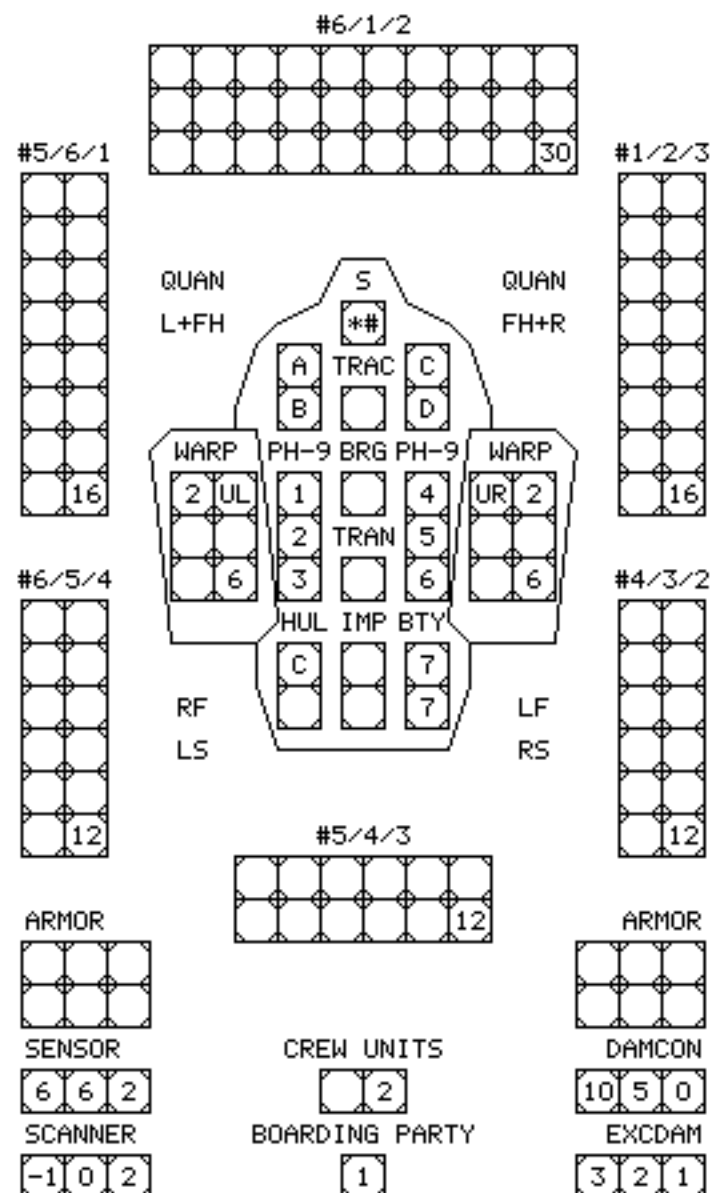
Experimental War Cruiser

Ship Class = Defiant (CWX)
 Model Number = Mk I (Experimental)
 Point Value = 5400 *
 Breakdown = 6
 Shield Cost = 1+2
 Explosion Str = 50
 Size Class = 3
 Movement Cost = ½ (C)
 Reference = R3.303

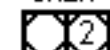
Total Power = 26 (+14)
 Opt Allowance = 0
 4X Systems = QUAN, PH-9

Ability to Double Weapons

Cloaking Device (8)



CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLE

IDENT	HP	SHIELD	NOTES
	○	○	

THIS SHIP HAS NO SHUTTLE BAYS; IT HAS ONE SMALL SHUTTLE IN THE SYS BOX.

SHIP DATA TABLE

Ship Class	= Defiant (CWX+)
Model Number	= Mk II
Point Value	= 14700 *
Breakdown	= 6
Shield Cost	= 1+3
Explosion Str	= 71
Size Class	= 3
Movement Cost	= 1/2 (C)
Reference	= R3.409
Total Power	= 51 (+25)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device	(9)
Ability to Double Weapons	
USS DEFIANT, NX-74205:	
8X Watched by the Prophets	
Add the legendary officers on the DS9 SSD; BPV = 23500 *	

TYPE IX PULSE PHASER TABLE

DIE ROLL	RANGE											
	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).

Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

FEDERATION

4Xe

USS Defiant, NX-74205

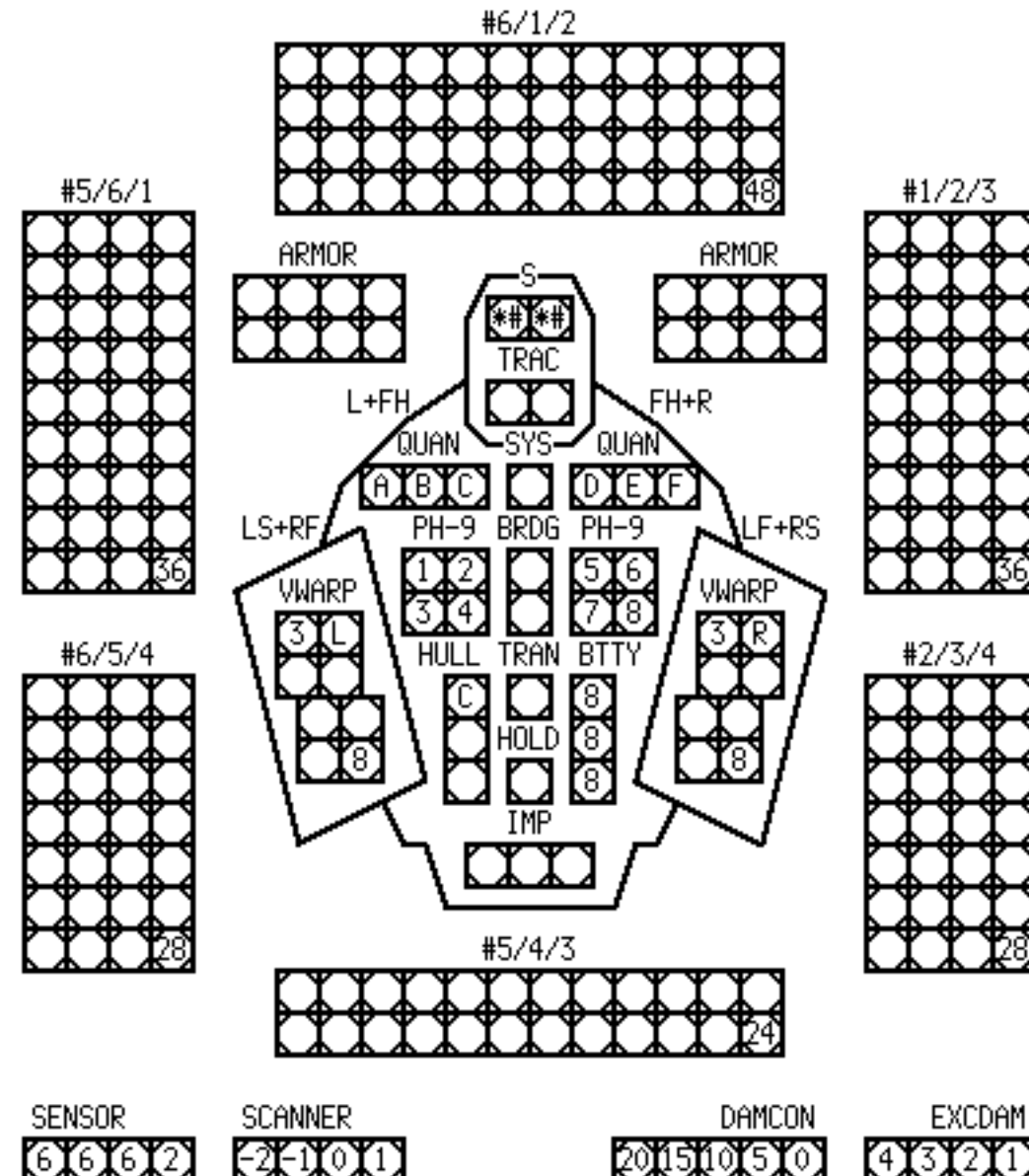
Defiant Class

War Cruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

TNG	TURN	MODE	C
TURN	MODE	SPEED	
1		1-6	
2		7-12	
3		13-18	
4		19-24	
5		25-30	
6		31-36	
7		37+	

Donald Miller
dsml31@psu.edu



CREW UNITS

			*	6
--	--	--	---	---

BOARDING PARTIES

			4
--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
-------	------------	-------

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

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	Defiant (CWX-)
Model Number	=	Mk -I
Point Value	=	376/465 *
Breakdown	=	6
Shield Cost	=	1/2+1/2
Explosion Str	=	71
Size Class	=	4
Movement Cost	=	1/3 (AA)
Reference	=	R2.199
Total Power	=	51 (+9)
Opt Allowance	=	0 (+0)
2X Systems	=	(none)
Cloaking Device	=	(8+10)

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

1X QUANTUM TORPEDO TABLE

RANGE	0-2	3-4	5-8	9-12	13-30	31-45
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	15	15	15	15	15	15
DMG, PROXIMITY	NA	8	8	8	8	8
DMG, OVERLOAD	30	30	30	30	NA	NA

Standard: Energy = 6, Hold = 1.
 Proximity: Energy = 5, Hold = 1.
 Overload: Energy = 11, Hold = 2.
 BPV/Repair Cost = 6, 1 space.

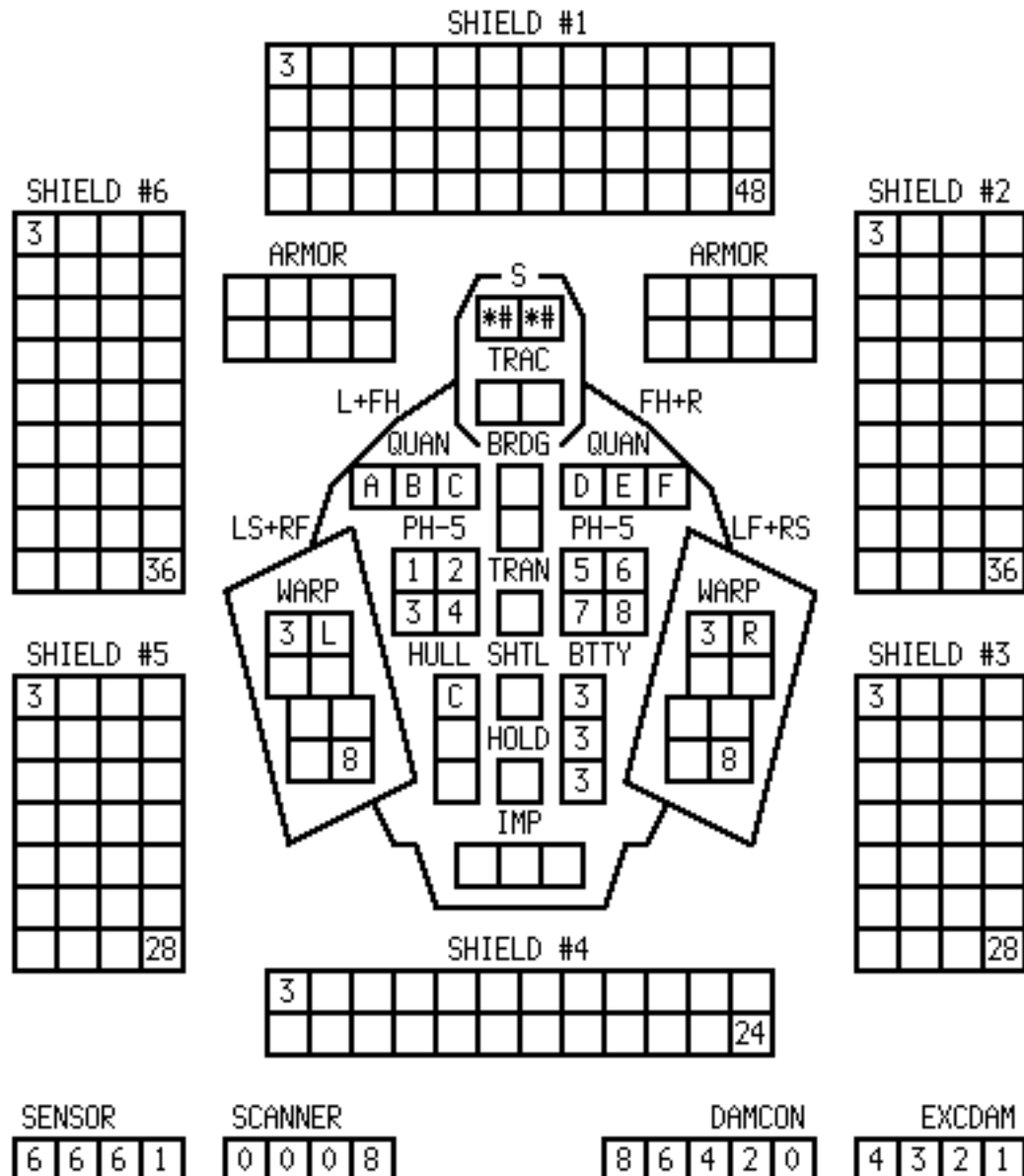
TURN	MODE	SPEED
AA	1	1-8
HET	2	9-16
	3	17-24
BD	4	25+

FEDERATION

1X

Defiant Class

War Cruiser



WARP-3: 3 point warp engines. Each engine produces 1 warp power plus 2 extra warp power which cannot be used for movement.
 BPV/Repair Cost = 10, 3 spaces, hit on "Warp".

SHIELD-3: Each box takes 3 damage to destroy. Fractional damage is still kept track of; if a box is repaired all damage (fractional or not) is repaired.
 BPV/Repair Cost = 1.

dsm131@psu.edu

CREW UNITS
(none)
BOARDING PARTIES
(none)
M-5 cannot be hit
in a H&R raid.

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		
Since this ship is unmanned, shuttles must be WW, SS, or SP. "Normal" (Ph-3) shuttles are not allowed.		

SHIP DATA TABLE	
Ship Class	= DefShip
Model Number	= Mk 0 (proto)
Point Value	= 201
Breakdown	= 7
Shield Cost	= 0+2
Explosion Str	= 60
Size Class	= 4
Movement Cost	= 2/3 (A)
Reference	= R2.040
Total Power	= 50 (+6)
Opt Allowance	= 0 (+0)
IX Systems	= M-5
Super-Intelligent Computer (M-5) (effect included in data above)	
Robot Controlled	

SHIELD #1									
									60

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

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

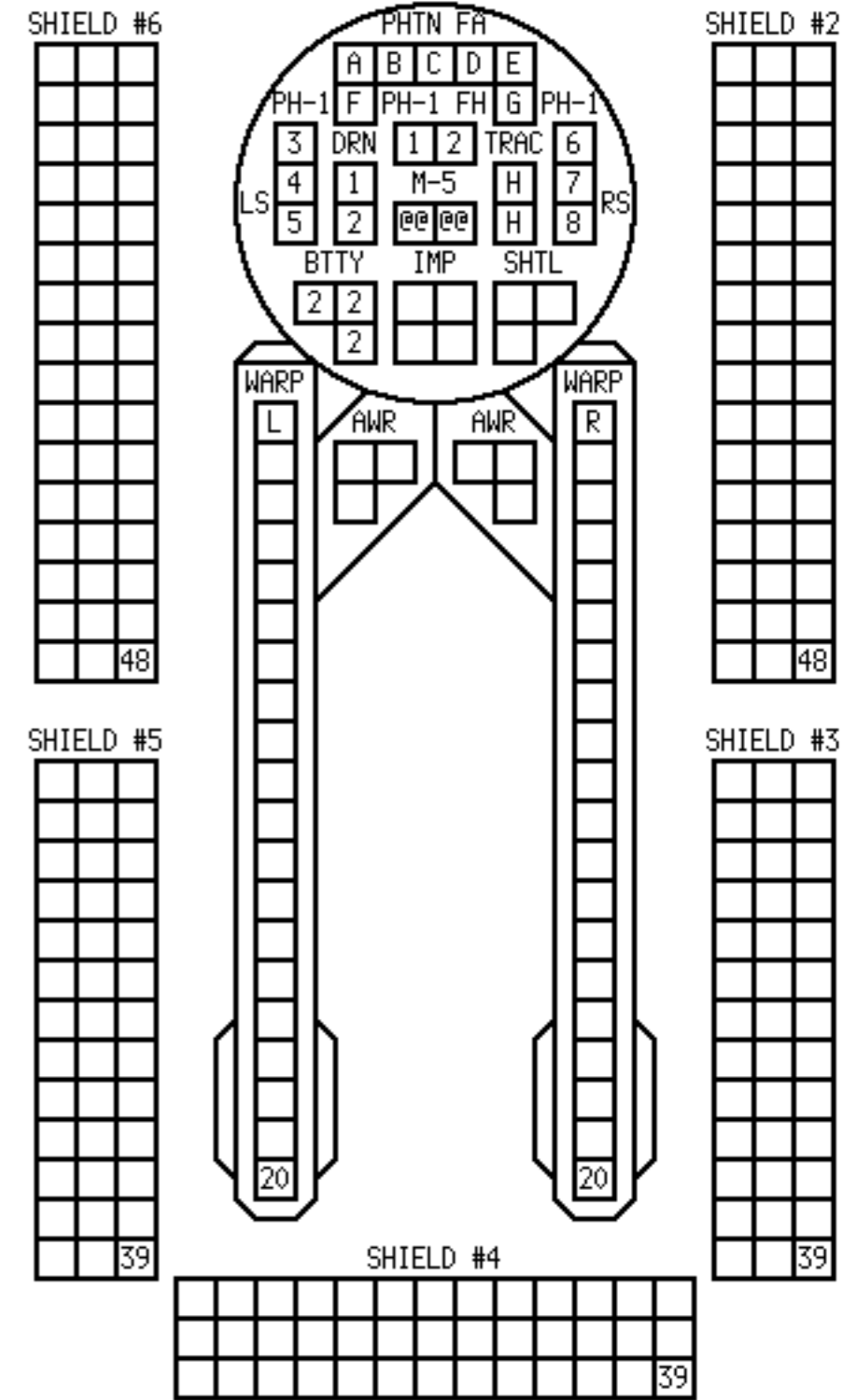
DRONE RACKS					
1					6
2					6

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

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

Because of M-5, this ship has the following:
 -1 to hit bonus with weapons.
 HET cost is only 4 movements.
 Minimum shields is 10 boxes in every direction.
 Weapon Status is always III.
 All Drone Racks reload fully every turn.
 All objects within 100 hexes are identified.
 Generates 6 points of EW at no cost, can generate an extra 6 more for 6 energy.
 Photons get D&H refits (in addition to -1 above)

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20



FEDERATION OXI Automated Defense Ship using M-5 computer (prototype)

David Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.

SENSOR				
6	6	5	4	0
SCANNER				
0	0	1	2	9

DAMCON				
8	6	4	2	0
EXCDAM				
3	2	1		

CREW UNITS

					*	10
						20
						30
						40
	44					

BOARDING PARTIES

						10
						20

PROBES

				5
				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS (ALL REAL)

									12
									24

SHIP DATA TABLE

Ship Class = DFFB
 Model Number = Mk II
 Point Value = 174
 Breakdown = 3-6
 Shield Cost = 2+0
 Explosion Str = 125
 Size Class = 3
 Movement Cost = 2/3 (D)
 Reference = R2.052
 Total Power = 40 (+4)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

SHIELD #1

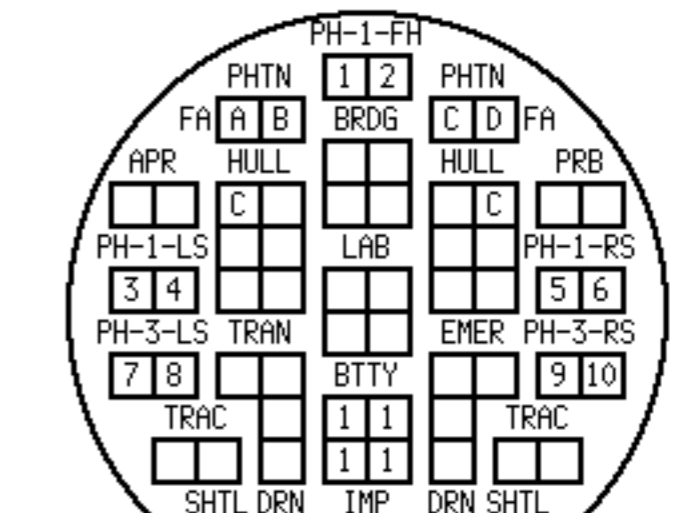
																			48
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #6

																				48
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #2

																				48
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

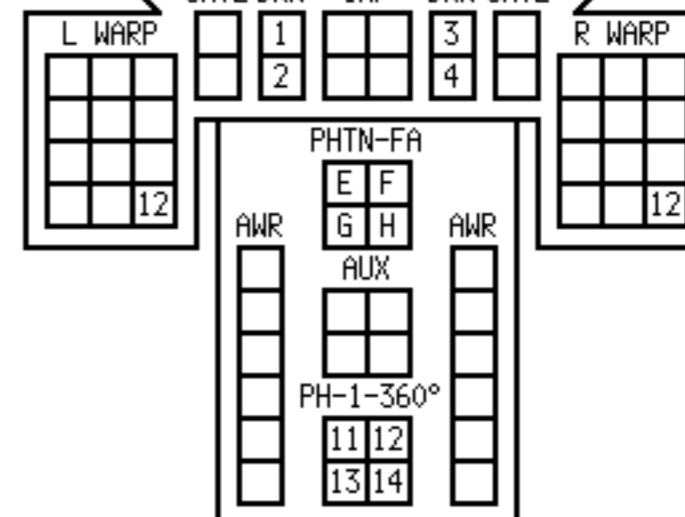


SHIELD #5

																				48
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #3

																				48
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----



SHIELD #4

																				48
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 15		
1	4 4 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
D 1	2-4
2	5-8
HET 3	9-12
4	13-17
BD 5	18-24
6	25+

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

1										G
2										G
3										G
4										G

ANTI-DRONE TABLE

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

**FEDERATION
OXs
Double Battle Frigate**

Donald Miller

Copyright © 2000 Donald Miller
 dsm131@psu.edu

SENSOR

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

SCANNER

0	0	1	2	3	4	5	6	9
---	---	---	---	---	---	---	---	---

DAMCON

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

EXCDAM

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

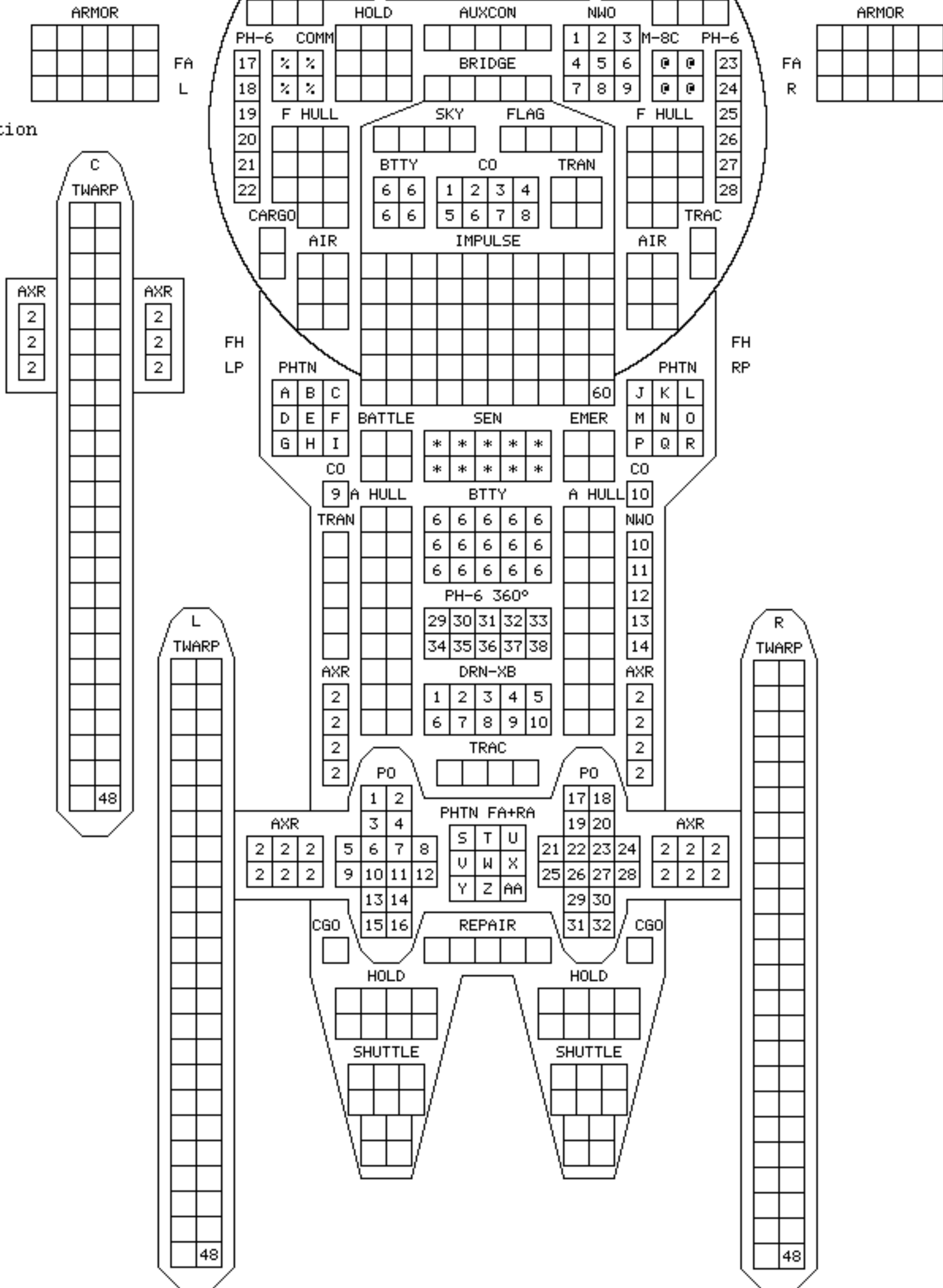
FEDERATION 2X1 DN of Excelsior Class

- SHIELD #1 = 180
- SHIELD #2 = 180
- SHIELD #3 = 180
- SHIELD #4 = 180
- SHIELD #5 = 180
- SHIELD #6 = 180

**USS Excitation
NX-2098**

- Ship Class = Excitation
- Model Number = Mk I
- Point Value = 3362
- Breakdown = 6
- Shield Cost = 3+3
- Explosion Str = 726
- Size Class = 2
- Movement Cost = 2 (D)
- Reference = R2.207

- Total Power = 268 +32 P0 (+114)
- Opt Allow = 480 (+0)
- 3X Systems = (none)



SENSOR

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

SCANNER

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

CREW UNITS

					10
					20
					30
					40
					50
					60
					70
					80
					90
					1 00
					1 10
					1 20

DAMCON

30	30	28	26	26	24
22	22	20	18	18	16
14	14	12	10	10	8
6	6	4	2	2	0

EXCDAM

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

BOARDING PARTIES

					10
					20
					30

DECK CREWS

					10
--	--	--	--	--	----

PASSENGERS

					10
--	--	--	--	--	----

CREW UNITS						
		*				10
						20
						30
						40
						50
						60

ADMINISTRATIVE SHUTTLES						
IDENT	HIT POINTS	NOTES				
THIS SHIP HAS ONE SHUTTLE BAY.						

SHIP DATA TABLE	
Ship Class	= DNJ
Model Number	= Mk I
Point Value	= 208
Breakdown	= 3-6
Shield Cost	= 1+3
Explosion Str	= 152
Size Class	= 2
Movement Cost	= 1+1/2 (E)
Reference	= R2.047
Total Power	= 59 (+5)
Opt Allowance	= 0 (+0)
IX Systems	= (none)

BOARDING PARTIES						
						10
						20

PROBES					
					5

TRANSPORTER BOMBS						
			D	D	D	D

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

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

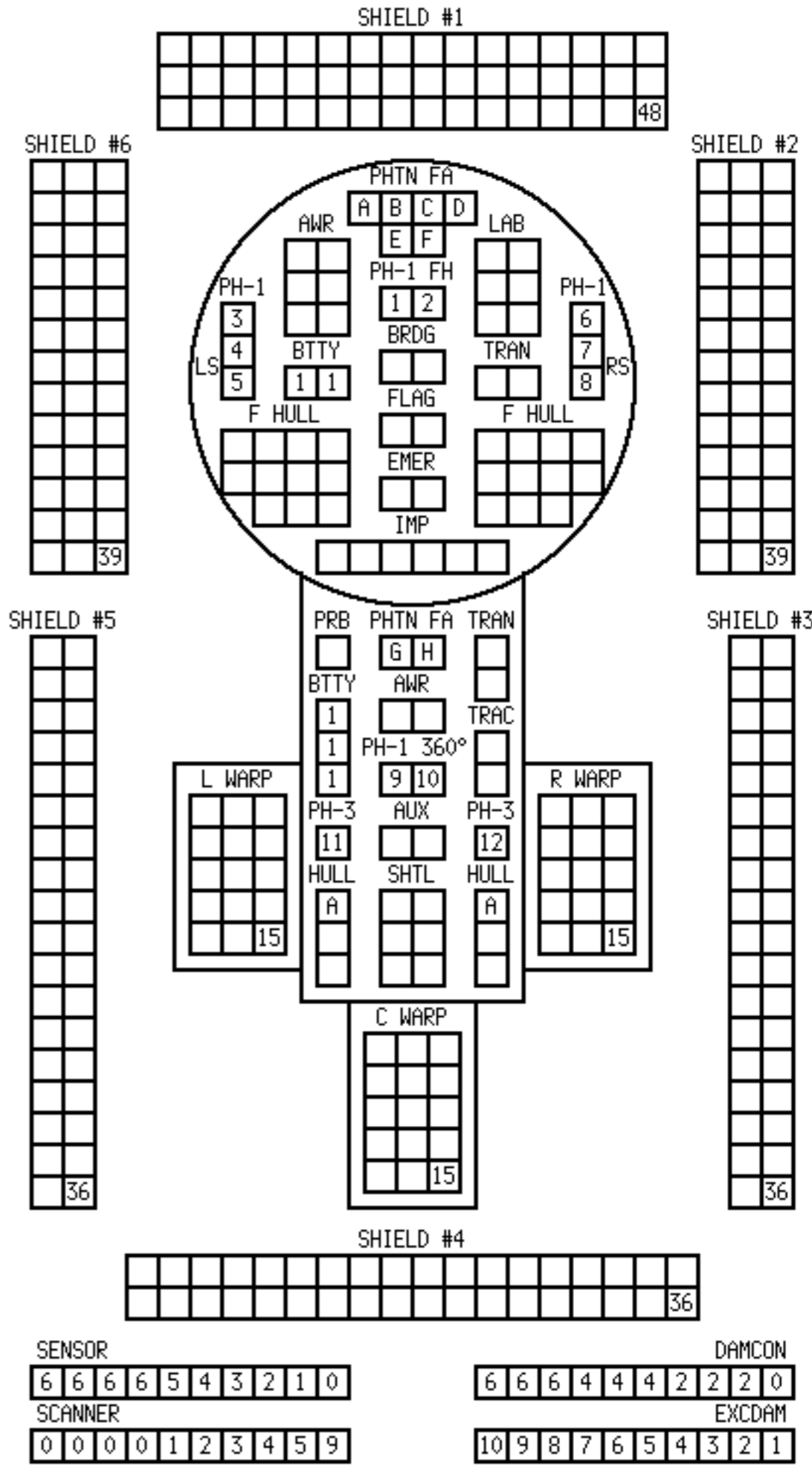
TURN MODE SPEED		
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0



dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION OXs DN Saucer on New Jersey Rear Hull



SENSOR									
6	6	6	6	5	4	3	2	1	0
SCANNER									
0	0	0	0	1	2	3	4	5	9

DAMCON									
6	6	6	4	4	4	2	2	2	0
EXCDAM									
10	9	8	7	6	5	4	3	2	1

PH-3 arc is 360°.

CREW UNITS

* 10
20
30
40
50
60

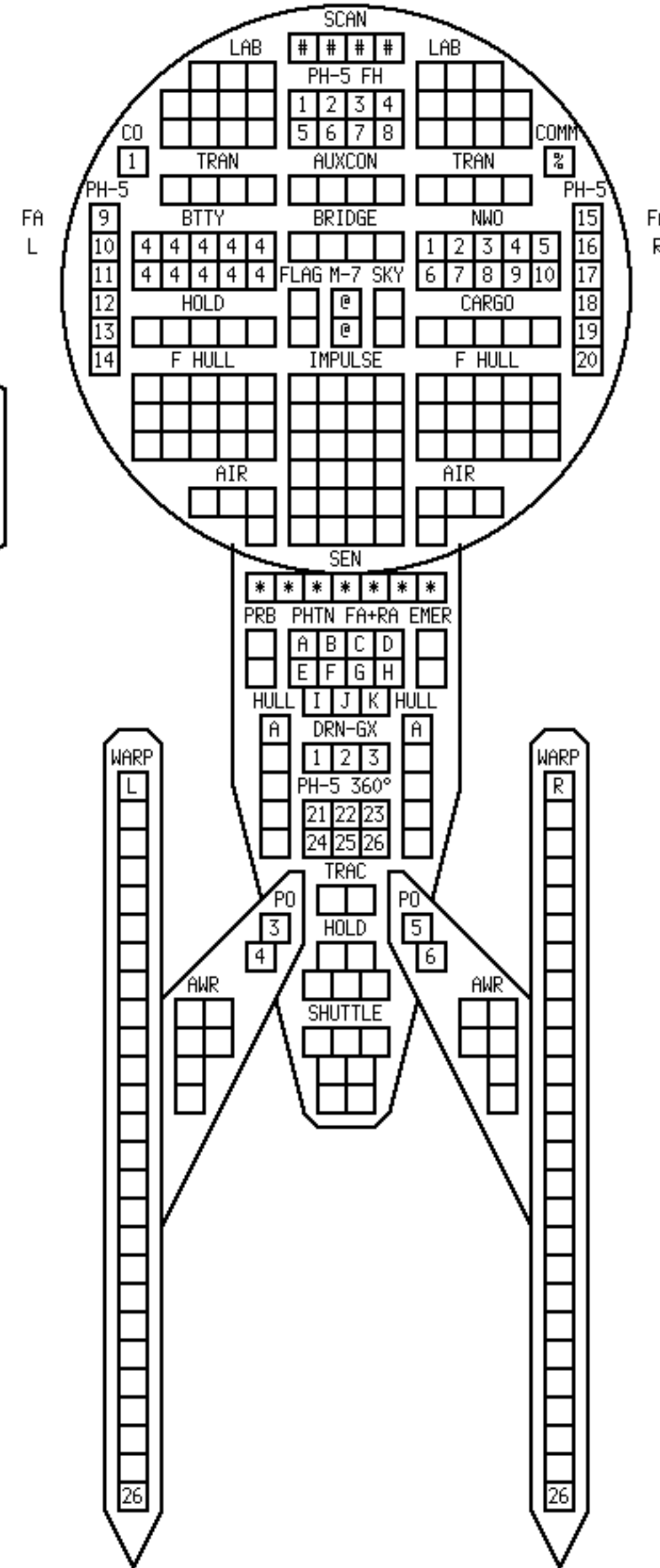
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

Ship Class = Entellus DNX
 Model Number = Mk I
 Point Value = 943
 Breakdown = 5-6
 Shield Cost = 2+4
 Explosion Str = 336
 Size Class = 2
 Movement Cost = 1+1/2 (E)
 Reference = R2.124
 Total Power = 128 +6PD (+40)
 Opt Allowance = 91 (+0)
 2X Systems = (none)

SHIELD #1 = 128
 SHIELD #2 = 128
 SHIELD #3 = 128
 SHIELD #4 = 128
 SHIELD #5 = 128
 SHIELD #6 = 128



BOARDING PARTIES

* 10
18

DECK CREWS

9

PASSENGERS

9

PROBES

7
7

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

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+

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

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

ANTI-DRONE TABLE

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

SENSOR

SENSOR	6	6	6	6	6	6	6	6	5	4	3	2	1	0
SCANNER	0	0	0	0	0	0	0	0	1	2	3	5	7	9
DAMCON	18	16	16	14	12	12	10	8	6	6	4	2	2	0
EXCDAM	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FEDERATION
1X
Entellus Class
DN of Enterprise
Class

dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION OXs Police Destroyer

CREW UNITS

		✳							10
	12								

BOARDING PARTIES

			4	
--	--	--	---	--

PROBES

			5
			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	DPOL
MODEL NUMBER	=	2
POINT VALUE	=	92
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	87
SIZE CLASS	=	4
MOVEMENT COST	=	1/2 (C)
REFERENCE	=	R2.020-A
FILENAME	=	FED-DPOL
TOTAL POWER	=	21 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	(none)

TYPE 1 PHASER TABLE

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

TURN MODE SPEED

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

TYPE 3 PHASER TABLE

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

DRONE RACKS

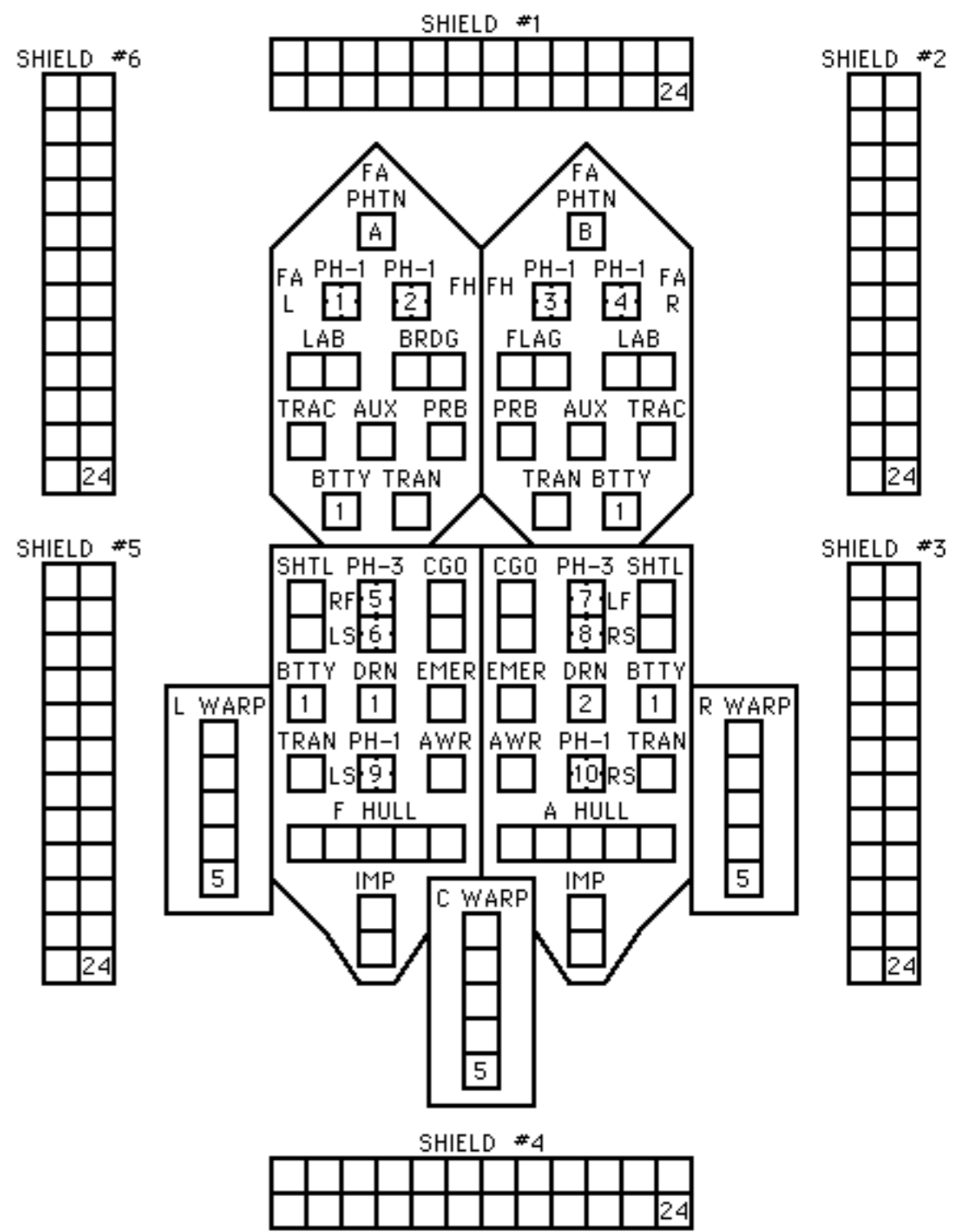
1						G
2						G

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA



SENSOR

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

SCANNER

0	0	1	2	3	4	5	6	9
---	---	---	---	---	---	---	---	---

DAMCON

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

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

Donald Miller
Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

CREW UNITS

			*					10
								20
								30
								38
BOARDING PARTIES								
								10
								12
DECK CREWS								
								4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS TWO SHUTTLE BAYS.		

SHIP DATA TABLE

Ship Class = Durrett
 Model Number = Mk IV
 Point Value = 542
 Breakdown = 6
 Shield Cost = 1+4
 Explosion Str = 182
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R2.127-A
 Total Power = 60 +3 PO (+21)
 Opt Allowance = 43 (+0)
 2X Systems = (none)
 Ability to Double Engines
 (Unusual for a Fed ship)

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D
PROBES							
							7

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

Donald Miller
 Copyright © 2000 Donald Miller
 dsm1311@home.com

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

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

ANTI-DRONE TABLE

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

TURN MODE SPEED

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

FEDERATION
1X
Durrett Class
Light Battlecruiser

SENSOR

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

SCANNER

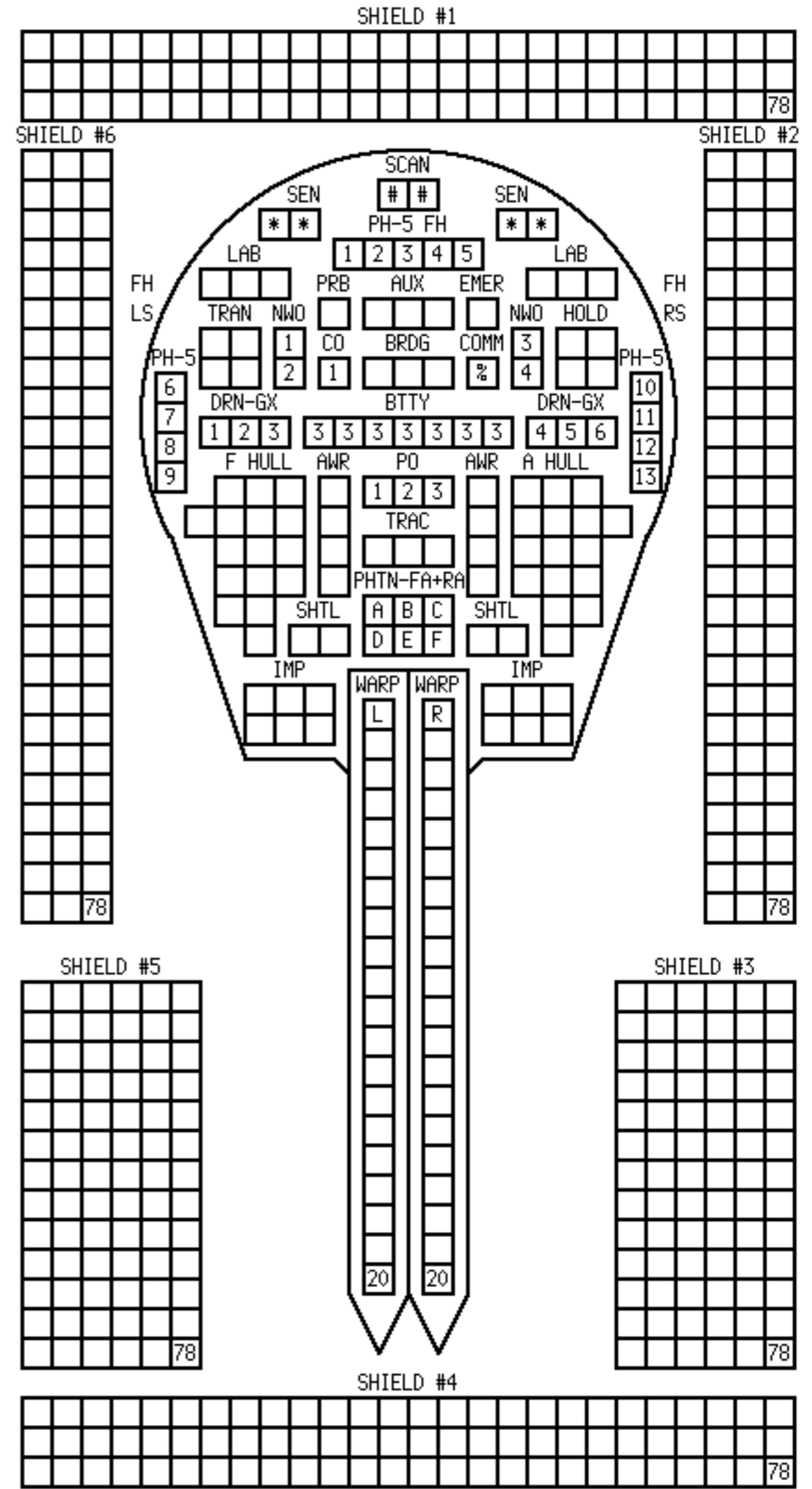
0
0
0
0
0
0
1
3
5
9

DAMCON

10
10
8
8
6
6
4
4
2
2
0

EXCDAM

11
10
9
8
7
6
5
4
3
2
1



CREW UNITS

		*						10
								20
								30
		32						

BOARDING PARTIES

								8
--	--	--	--	--	--	--	--	---

DECK CREWS

								2
--	--	--	--	--	--	--	--	---

PASSENGERS

								1
--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

PROBES

								7
								7

SHIP DATA TABLE

Ship Class	= Durrett
Model Number	= Mk II
Point Value	= 469
Breakdown	= 6
Shield Cost	= 1+3
Explosion Str	= 166
Size Class	= 3
Movement Cost	= 3/4 (B)
Reference	= R2.127
Total Power	= 40 +2 PD (+18)
Opt Allowance	= 52 (+0)
2X Systems	= (none)
Ability to Double Engines	(Unusual for a Fed ship)

SENSOR

6
6
6
6
6
6
6
5
3
1
0

SCANNER

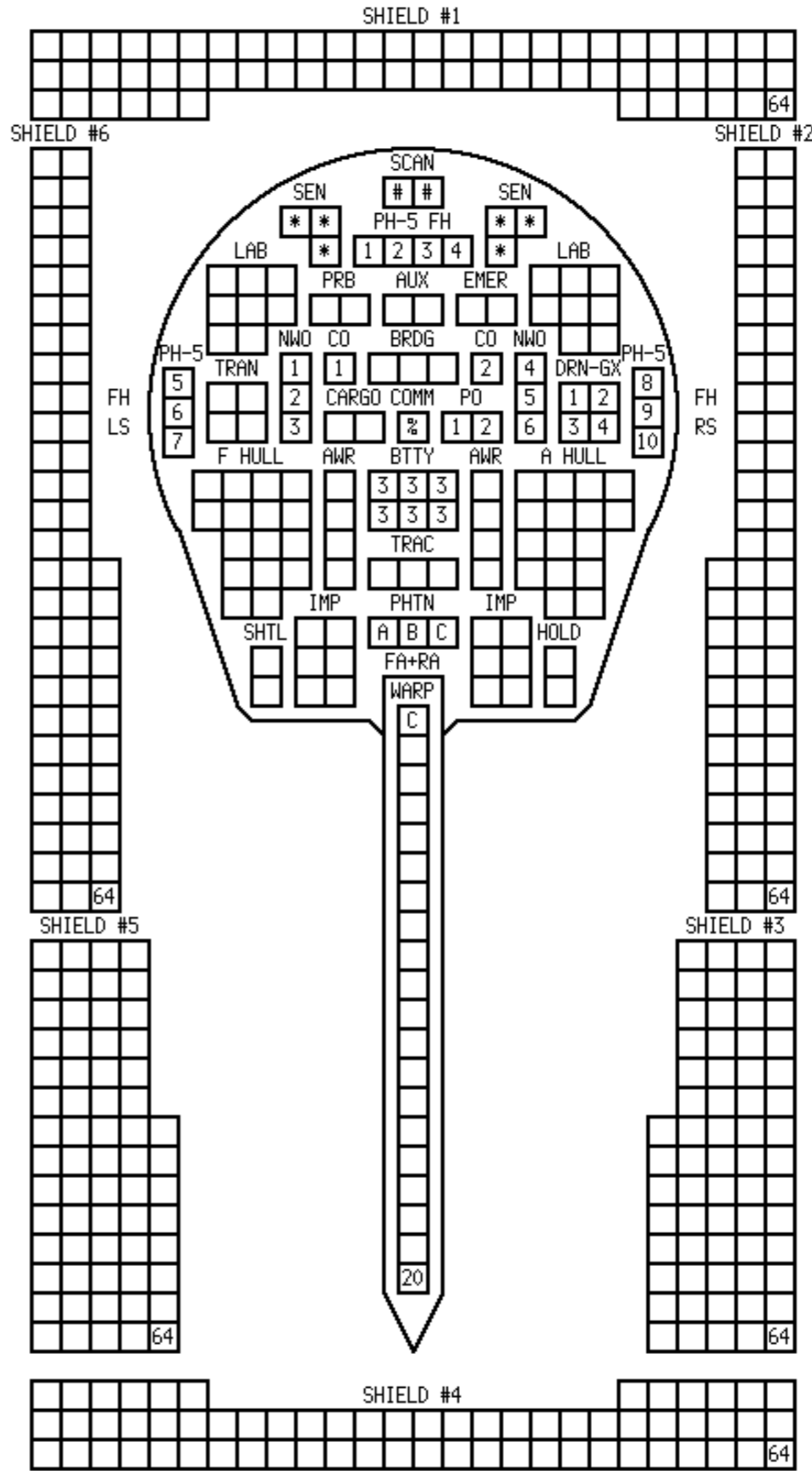
0
0
0
0
0
0
1
3
5
9

DAMCON

10
10
8
8
6
6
4
4
2
2
0

EXCDAM

11
10
9
8
7
6
5
4
3
2
1



TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

Donald Miller
 Copyright © 2000 Donald Miller
 dsm1311@home.com

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

1															GX
2															GX
3															GX
4															GX

ANTI-DRONE TABLE

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

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

FEDERATION

1X

Durrett Class Light Cruiser

CREW UNITS	
	10
	20
	30
	40
	50
	60
	70
	80

BOARDING PARTIES	
	10
	20

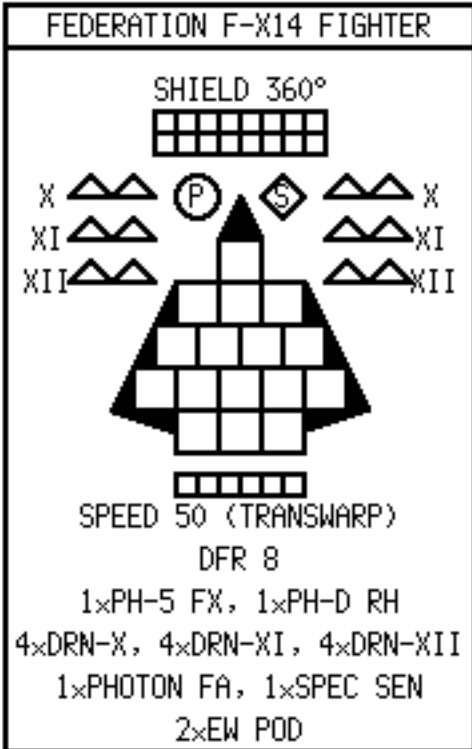
DECK CREWS	
	10
	20
	30

ADMINISTRATIVE SHUTTLES			
IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS SEVEN SHUTTLE BAYS.

SHIP DATA TABLE	
Ship Class	= Excelsior
Model Number	= Mk V (CV)
Point Value	= 1917
Breakdown	= 6^2
Shield Cost	= 2+9
Explosion Str	= 439
Size Class	= 2
Movement Cost	= 1+1/2 (C)
Reference	= R2.203-A
Total Power	= 160 (+70)
Opt Allowance	= 96 (+54)
3X Systems	= (none)

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



dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

SENSOR
6 6 6 6 6 6 6 6 6 6 6 5 4 2
SCANNER
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 7
DAMCON
16 14 14 12 12 10 10 8 8 6 6 4 4 2 2 0
EXCDAM
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

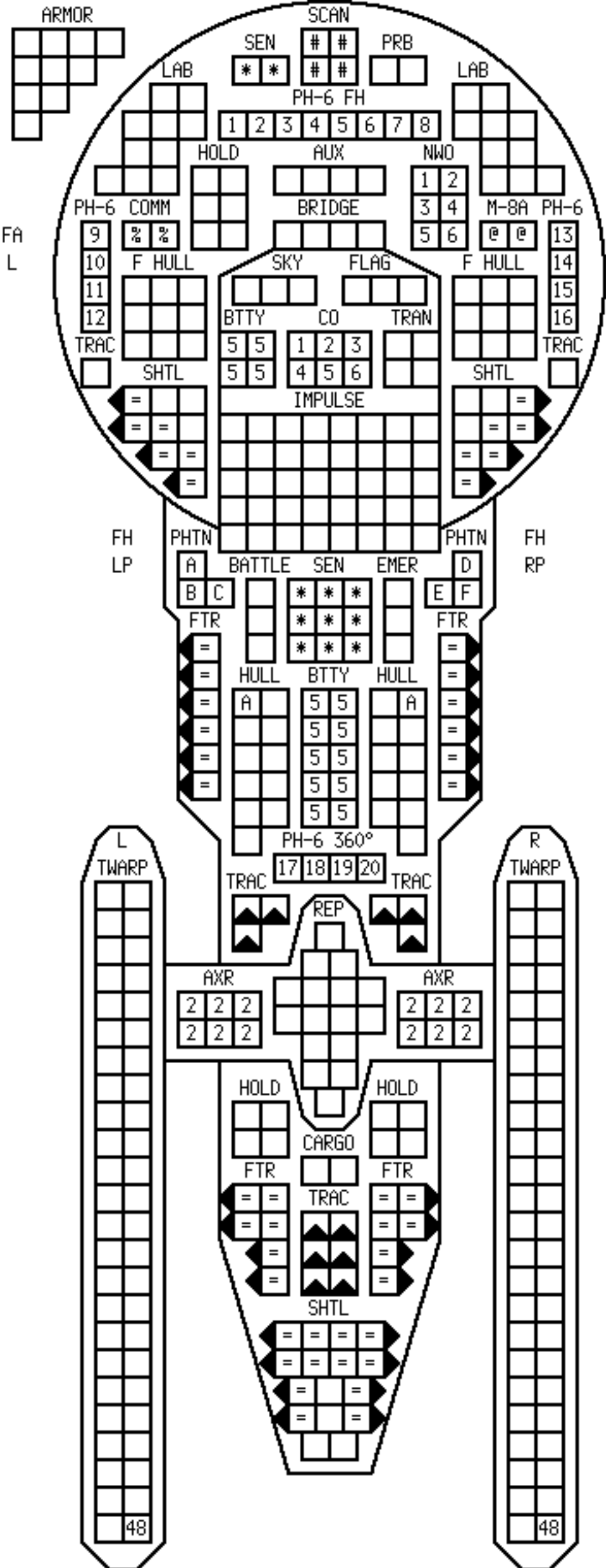
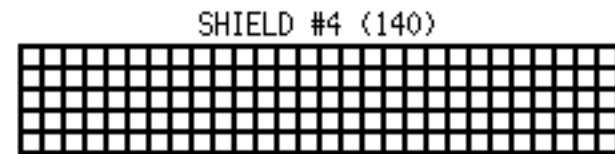
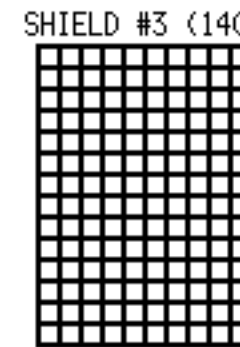
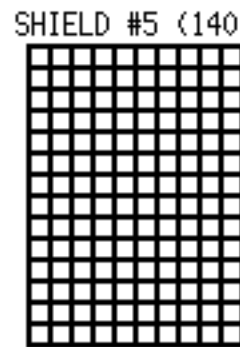
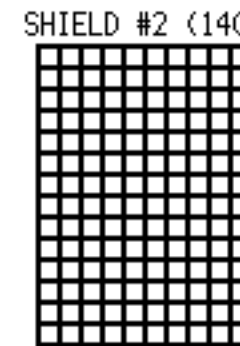
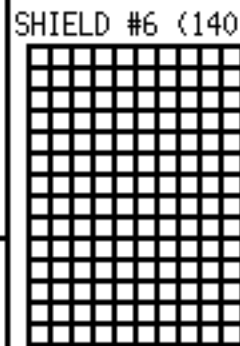
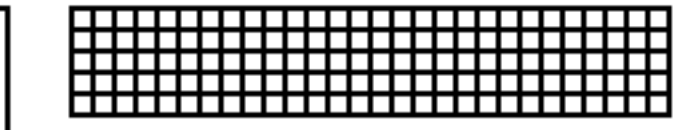
TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE		
DIE ROLL	RANGE	13- 25- 49- 73- 97-
	0 1 2 3 4 5 6 7 8 9 10 11 12	24 48 72 96 120
1	7 7 7 7 7 7 6 6 5 5 4 4 3	3 2 2 1 1 1
2	7 7 7 7 7 6 6 5 5 4 4 3 3	2 2 1 1 0
3	7 7 7 6 6 5 5 4 4 3 3 2	2 1 1 0 0
4	7 7 6 6 5 5 4 4 3 3 2 2	1 1 0 0 0
5	7 7 6 6 5 5 4 4 3 3 2 2	1 0 0 0 0
6	7 6 6 5 5 4 4 3 3 2 2 1	0 0 0 0 0

Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)
Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.
Overload is x1.5 damage or 2 non-overloaded Ph-6 shots at separate targets. Maximum overload range = 12.

2X PHOTON TORPEDO TABLE							
RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
Hold Standard = 1 energy; Hold Overload = 2 energy.

FEDERATION 2Xs Excelsior Class Battleship Carrier



CREW UNITS

*										10
				15						

BOARDING PARTIES

							7
--	--	--	--	--	--	--	---

DECK CREWS

	2
--	---

PASSENGERS

	2
--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

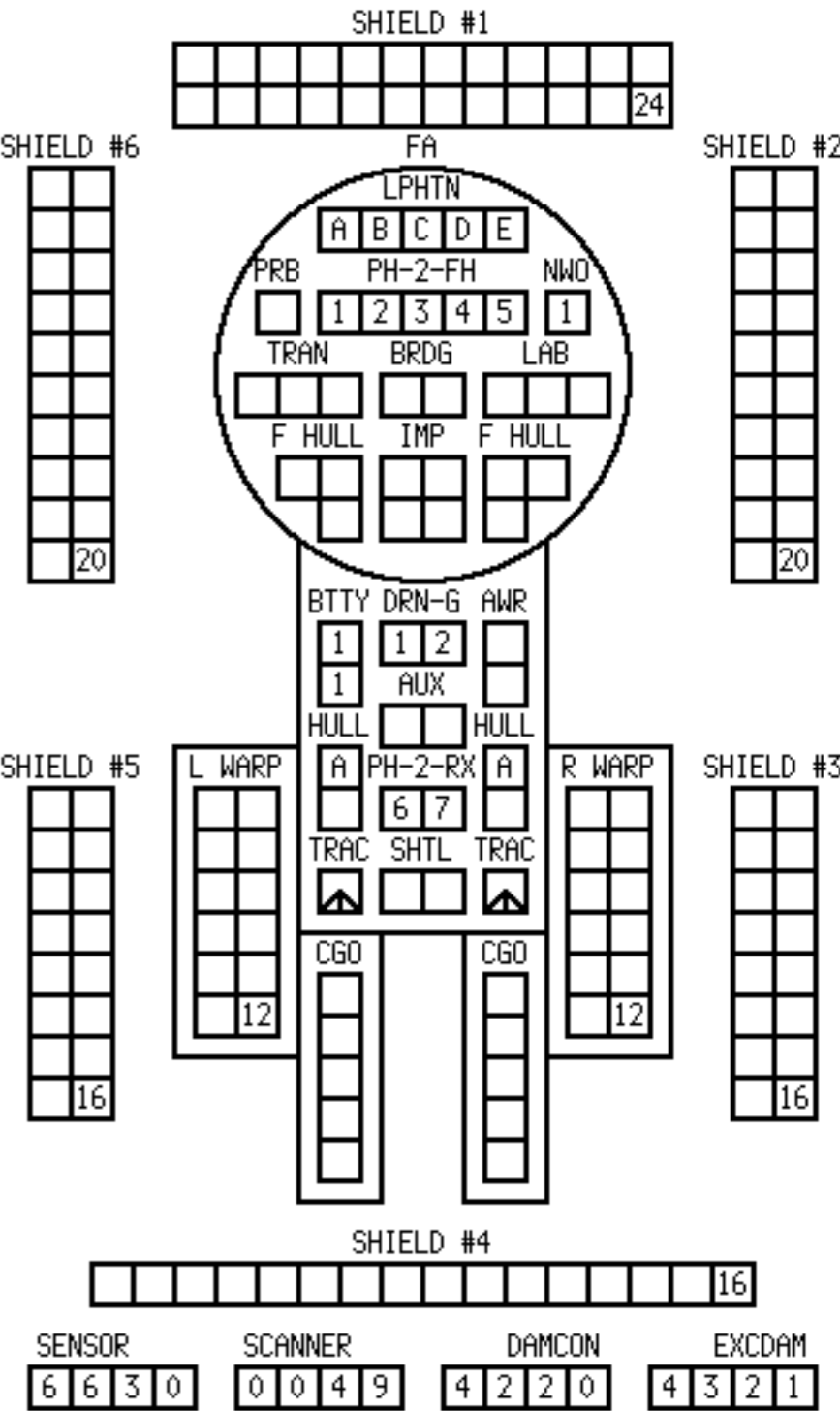
TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	EEH
Model Number	=	Mk I
Point Value	=	106
Breakdown	=	5-6
Shield Cost	=	1/2+1/2
Explosion Str	=	89
Size Class	=	4
Movement Cost	=	2/3 (B)
Reference	=	R2.048
Total Power	=	30 (+2)
Opt Allowance	=	3 (+0)
1X Systems	=	(none)

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



TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

DIE	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

Romulan border variant:
 Replace DRN-G with DRN-A.
 Replace 2 PH-2 RX with 1 PH-G 360°.
 No BPV adjustment.

LIGHT/MINI PHOTON TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	4	4	4	4	4	4
DAMAGE, PROXIMITY	0	2	2	2	2	2
DAMAGE, OVERLOAD	8	8	8	8	0	0

DRONE RACKS

1						A	G
2						A	G

Only has 2 sets of reloads (1xDRN, 1xADD).

ANTI-DRONE TABLE

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

FEDERATION OXs Private Service Heavy Escort



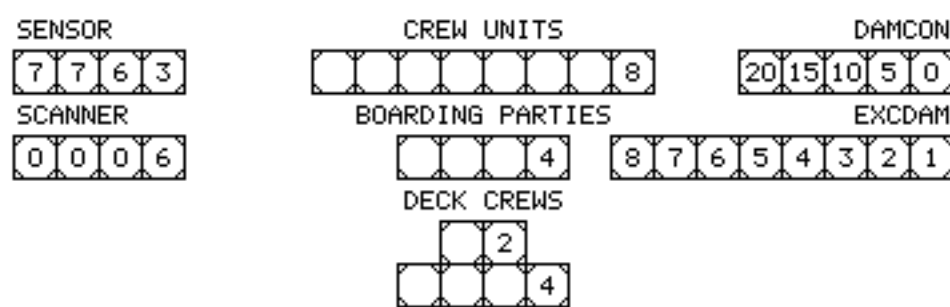
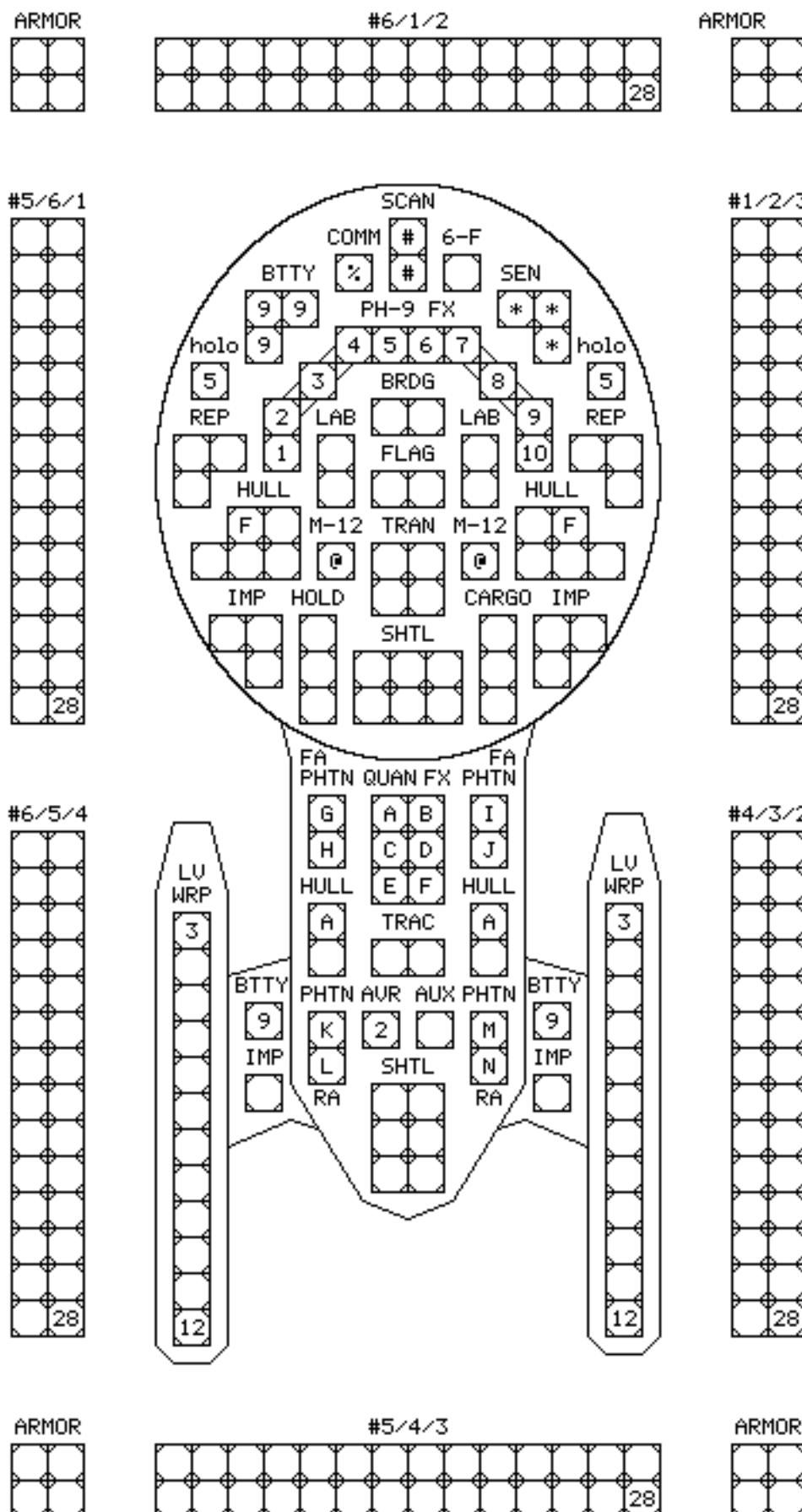
dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION 4Xs USS Enterprise NCC-1701-E Sovereign Class Battlecruiser

Ship Class = Sovereign (BCH)
 Model Number = Mk I
 Point Value = 16000
 Breakdown = 6^5
 Shield Cost = 1+2
 Explosion Str = 128
 Size Class = 1
 Movement Cost = 2 (B)
 Reference = R2.401

Total Power = 82 (+45)
 Opt Allowance = 0
 5X Systems = (none)

Thanks goes out to Neghvar for this alternative SSD.



CREW UNITS	10
	20
	30
	40
42	
BOARDING PARTIES	10
12	
DECK CREWS	6
PASSENGERS	6
PROBES	15
	15

ADMINISTRATIVE SHUTTLES	IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

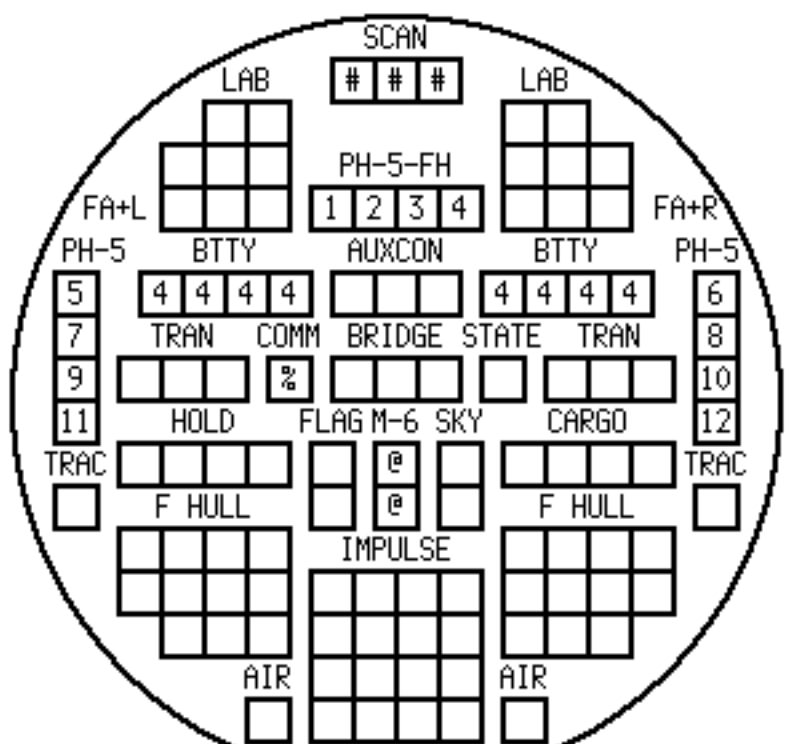
TRANSPORTER BOMBS	D	D	D	D	D
-------------------	---	---	---	---	---

SHIP DATA TABLE

Ship Class = Enterprise
Model Number = Mk III
Point Value = 578
Breakdown = 6^2
Shield Cost = 1+7
Explosion Str = 221
Size Class = 3
Movement Cost = 1 (C)
Reference = R2.101
Total Power = 78 (+32)
Opt Allowance = 0 (+0)
2X Systems = (none)

HISTORICAL LEGENDARY OFFICERS:
Kirk (Legendary Admiral)
Spock (Legendary Science Officer)
McCoy (Legendary Doctor)
Scott (Legendary Engineer)
Sulu (Legendary Helmsman)
Uhura (Legendary Comm Officer)
Chekov (Legendary Navigator)
Legendary Crew
Total BPV Adjustment: +259

SHIELD #1	96
-----------	----



SHIELD #6	96
SHIELD #5	96

SHIELD #2	96
SHIELD #3	96

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	10	10	10	10	9	8	7	6	5	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
2 point capacitor at 0X, 4 point capacitor at 1X,
6 point capacitor at 2X. Cannot overload at 0X.
Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

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

TYPE V PHASER OVERLOAD

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	6-	9-	16-	26-	51-					
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

(With Sulu & Legendary Crew)

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

Breakdown is 6^5

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

SENSOR

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

SCANNER

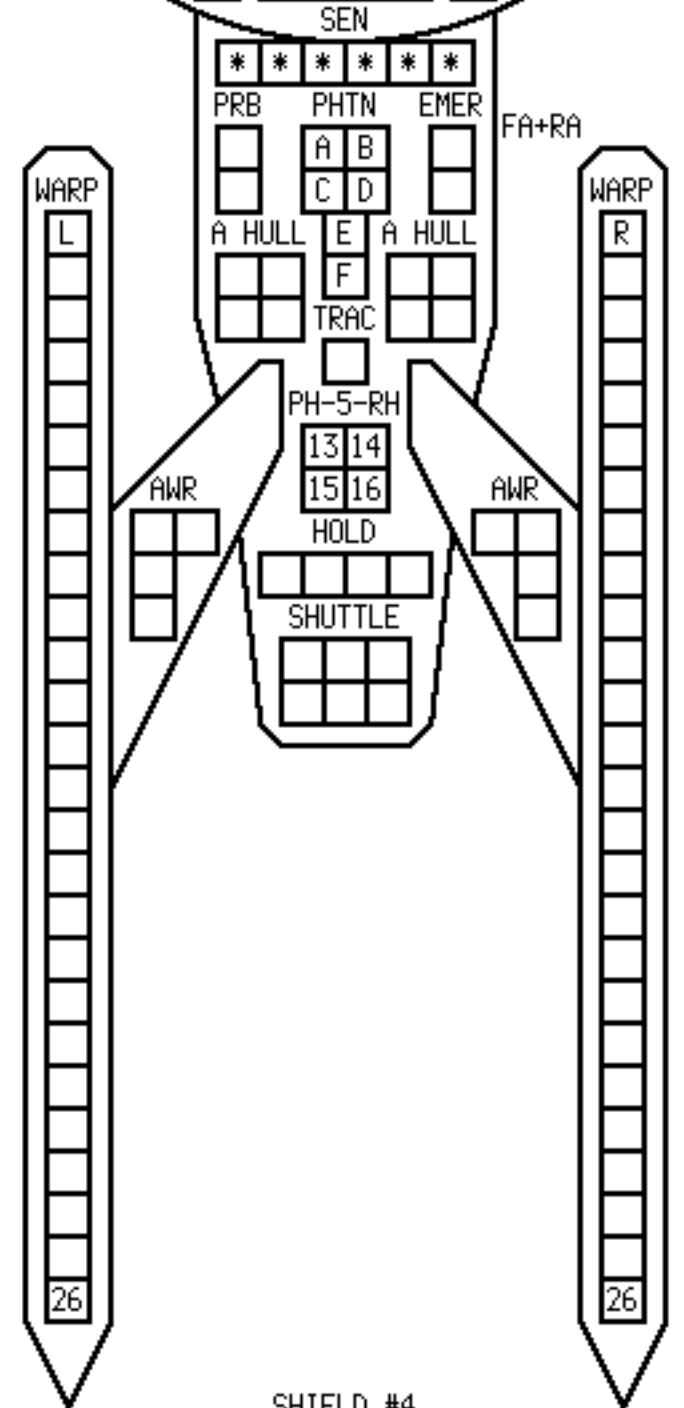
0	0	0	0	0	2	4	6	9
---	---	---	---	---	---	---	---	---

DAMCON

8	8	6	6	4	4	4	2	2	0
---	---	---	---	---	---	---	---	---	---

EXCDAM

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



SHIELD #4	96
-----------	----

FEDERATION
1X
Enterprise Class
Command Cruiser



dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

CREW UNITS

10
20
30
40
45

BOARDING PARTIES

10
14

DECK CREWS

6

PASSENGERS

6

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE Fires 2/turn
6 pt capacitor
Energy Cost=1/shot
Overload = 2/shot

DIE ROLL	RANGE											13-24	25-48	49-72	73-96	97-120		
	0	1	2	3	4	5	6	7	8	9	10	11	12					
1	7	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1
2	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
3	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
4	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

TYPE V OFFENSIVE PHASER TABLE Fires 1/turn
6 pt capacitor
Energy Cost = 2
Overload = 4

DIE ROLL	RANGE							8-11	12-17	18-22	23-40	41-60	61-90	
	0	1	2	3	4	5	6	7						
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	5
DAMAGE, OVERLOAD	20	20	20	NA	NA	NA	NA

2X ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

D	D	D	D

Fires 2/turn
6 pt capacitor
Energy Cost=1/shot
Overload = 2/shot

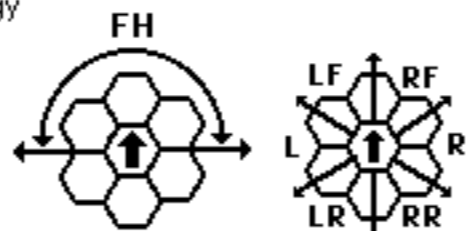
SHIP DATA TABLE

SHIP CLASS = ENTERPRISE
 MODEL NUMBER = MK IV (CC+)
 POINT VALUE = 1295
 BREAKDOWN = 6^3
 SHIELD COST = 1+8
 EXPLOSION STR = 271
 SIZE CLASS = 3
 MOVE COST = 1 (B)
 REFERENCE = R2.211
SECOND GENERATION X-SHIP
 TOTAL POWER = 104 +5 PO (+50)
 OPT ALLOWANCE = 165 (+85)
 3X SYSTEMS = (NONE)

FEDERATION
2Xe
USS Enterprise
NCC-1701-A
Enterprise Class
Command Cruiser

DONALD MILLER
 dsm131@psu.edu

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



FA = LF + RF
 RA = LR + RR

SHIELD #1 = 128
 SHIELD #2 = 128
 SHIELD #3 = 128
 SHIELD #4 = 128
 SHIELD #5 = 128
 SHIELD #6 = 128

SENSOR

6
6
6
6
6
6
6
6
6
6
5
4
1

SCANNER

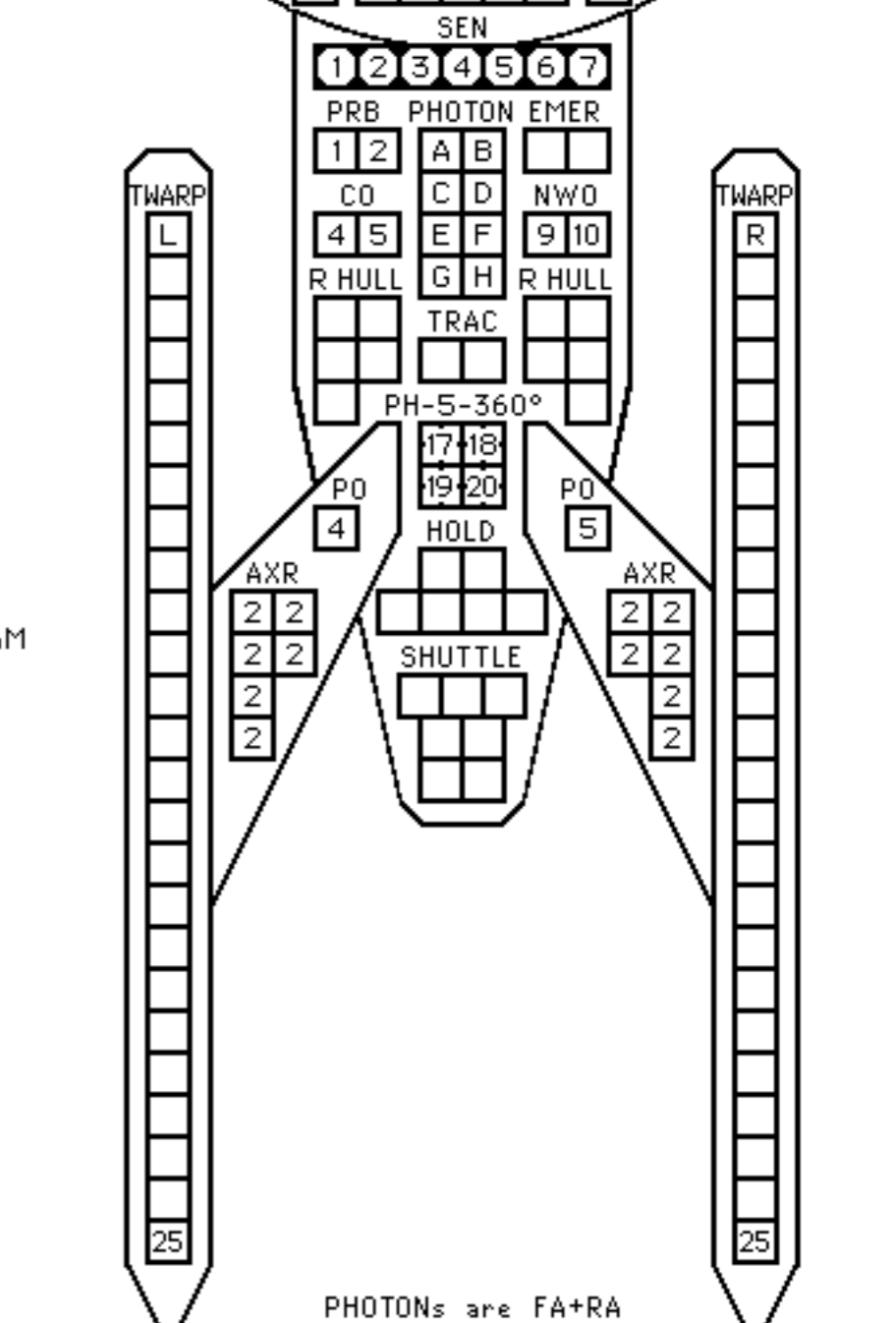
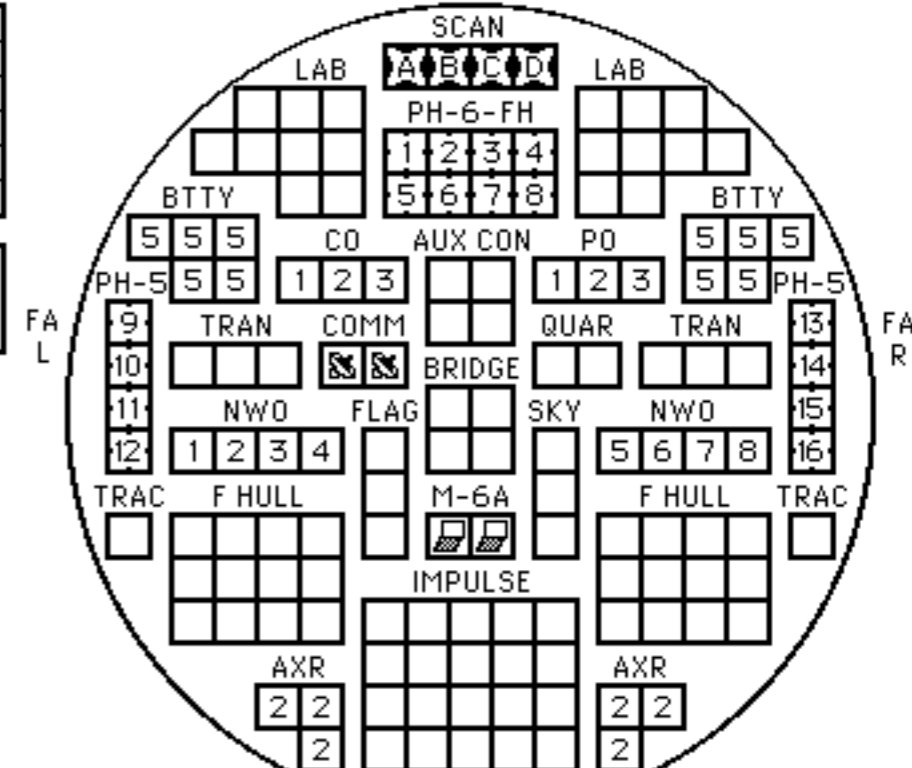
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
1
8

DAM CON

14
14
12
10
10
8
6
6
4
2
2
0

EXC DAM

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



PHOTONS are FA+RA

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS.

SHIP DATA TABLE

Ship Class	= Galaxy
Model Number	= Mk II
Point Value	= 6900
Breakdown	= 6^4
Shield Cost	= 1+2
Explosion Str	= 110
Size Class	= 1
Movement Cost	= 1 (D)
Reference	= R2.301
Total Power	= 54 (+28)
Opt Allowance	= 0 (+0)
4X Systems	= (none)

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)

TNG TURN MODE D

TURN MODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

TYPE VI COMBAT PHASER

DIE	RANGE	4-	9-
ROLL	0 1 2 3	8 12	
1	1 1 1 1	1 1	
2	1 1 1 1	0 0	
3	1 1 1 1	0 0	
4	1 1 1 0	0 0	
5	1 1 0 0	0 0	
6	1 0 0 0	0 0	

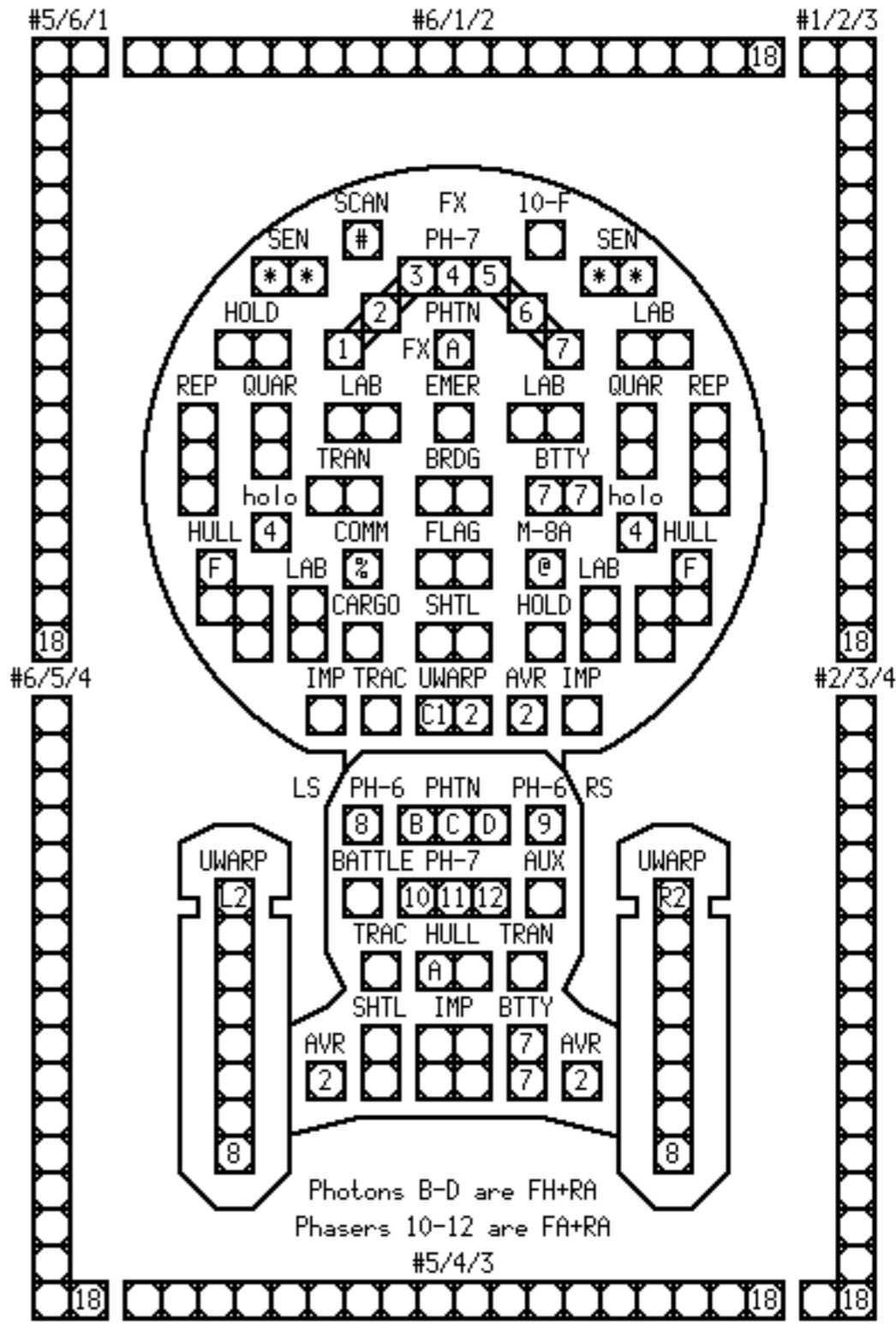
Fires 2/turn (not on same impulse)
 Energy = 1/2 (Std), 1 (Over) per shot
 Overload is double damage
 3 {4} Energy Capacitor

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

David Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR
 6 6 6 2
 SCANNER
 0 0 0 2

DAMCON
 15 10 5 0
 EXCDAM
 4 3 2 1

FEDERATION
3X
Galaxy Class
Flagship

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

9
5
3
4

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS.

SHIP DATA TABLE

Ship Class = Sovereign
 Model Number = Mk III
 Point Value = 24400
 Breakdown = 6^5
 Shield Cost = 1+3
 Explosion Str = 171
 Size Class = 1
 Movement Cost = 2 (B)
 Reference = R2.401-B
 Total Power = 120 (+63)
 Opt Allowance = 0 (+0)
 5X Systems = (none)

TYPE IX PULSE PHASER TABLE

DIE ROLL	RANGE	7-	10-	13-	16-	19-
	0 1 2 3 4 5 6 9 12 15 18 21					
1	2 2 2 2 2 2 1 1 1 1 1 1					
2	2 2 2 2 2 1 1 1 1 1 1 0					
3	2 2 2 2 1 1 1 1 1 1 0 0					
4	2 2 2 1 1 1 1 1 1 0 0 0					
5	2 2 1 1 1 1 1 1 0 0 0 0					
6	2 1 1 1 1 1 1 0 0 0 0 0					

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TNG TURN MODE B

TURN MODE	SPEED
1	1-7
2	8-14
3	15-21
4	22-28
5	29-35
6	36+

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

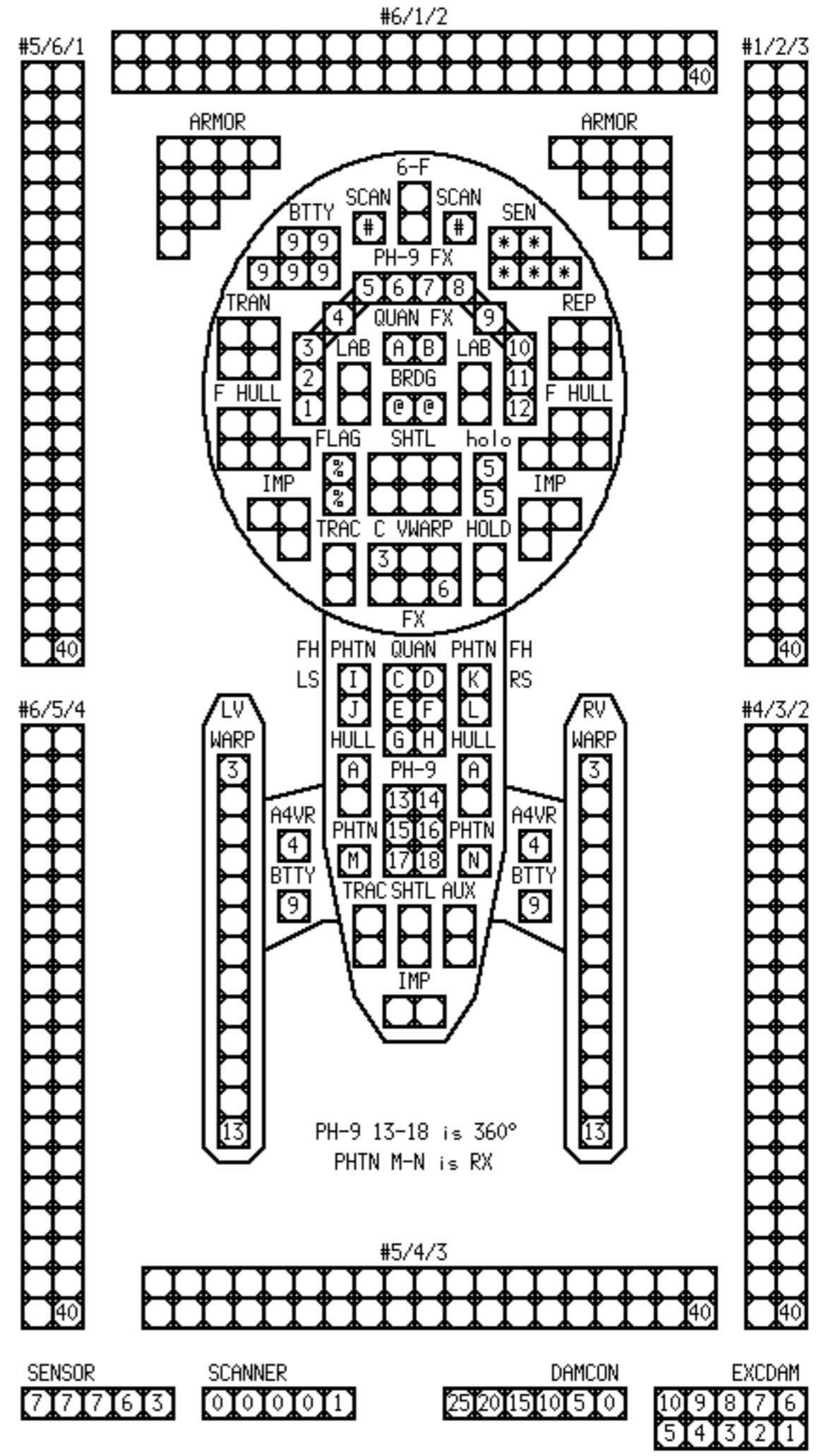
QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE
					0 1 2-3 4-6 7-12 13-24
STANDARD	3	1	2	3	7 6 5 4 3 2
OVERLOAD	6	2	3	4	7 6 5 3 1 -1
PROXIMITY	3	1	1	3	9 8 7 6 5 4
LEVEL 6	3	2	3	1*	auto hit out to range 20

FEDERATION
4Xs
Sovereign Class
Battlecruiser
USS Enterprise
NCC-1701-E

David Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR: 7 7 7 6 3
 SCANNER: 0 0 0 0 1
 DAMCON: 25 20 15 10 5 0
 EXCDAM: 10 9 8 7 6 5 4 3 2 1

FEDERATION 6Xs USS Enterprise NCC-1701-J

OUTSTANDING CREW UNITS



PHASED BOARDING PARTIES



PASSENGERS



SHTL:

The shuttles on this ship are generated from energy patterns. Up to 20 patterns per SHTL box may be stored at a time. A new pattern may be created per turn. 6X shuttles are speed 60, and are armed with 1 PH-10.

PH-11:

The PH-11 fires a compressed anti-Time beam which slows the target to the point of inactivity.

Has a limited form of "Poly" built in:

The 1st shot costs 1 TimeWarp, the 2nd costs 2 TimeWarp, the 3rd costs 3 TimeWarp, and so on (this cost becomes 1/shot at 7X).

Each TimeWarp energy may be replaced with 2 QWARP energy.

Capacitor = Equal to total power of ship (for all PH-11 boxes on the ship, and of the same type of power).

Damage = 10, out to range 250 hexes (400 hexes at 7X).

Affects any target regardless of Temporal/Phase/Cloak state.

When PH-11 does internals, the boxes are disabled instead of destroyed. In reality, the system in question has been stopped in time and cannot be accessed for any function.

PH-10:

Fires 9/turn at 6X, but not more than three times per impulse.

Each shot requires 5 energy to fire.

45 point capacitor at 6X.

Any 1 target within 150 hexes takes 1 internal per shot.

There is no firing chart; the weapon automatically hits. No defensive system (PA, REF, or even Borg Adaption) has any effect. The weapon does not actually traverse the distance between the ships; so terrain such as Web and Black Holes have no effect.

At 6X which internal is hit is selected by the firing ship 2 times in 6.

QPT:

Phase-Push Torpedo (improved 6X version; the 5X version is called PPT).

Fires 1/turn. Energy Cost = 10 QWARP. Hold Cost = 5.

Has three firing modes: Damaging, PhasePush, PhaseStop.

Damaging mode does (30-R)*10 damage, where R is range to target.

PhasePush mode causes the target to phase out as if a Phasing Device has been used; each weapon the target fires next impulse has only a 1 in 6 chance of being able to affect anything in normal space.

PhaseStop mode prevents the target from "going into warp" next impulse. 7X+ ships may throw off the effects of PhasePush or PhaseStop by using a LAB box (per QPT that hits).

BPV 270 (at 6X); Repair 16; hit on "Torpedo".

AQX:

This is identical to an APX (Advanced Phase Reactor), except it produces QWARP (instead of PWARP) power.

Produces 30 QWARP power which cannot be used for movement.

Produces an additional 60 generic or 30 QWARP power which cannot be used for movement (the Total Power calculation assumes the 60 generic power option was used).

SHIP DATA TABLE

SHIP CLASS	=	ASPIRANT	
MODEL NUMBER	=	MK IV	
POINT VALUE	=	22 MILLION	
BREAKDOWN	=	6^12	
SHIELD COST	=	3+8	(x10)
EXPLOSION STR	=	69	(x10)
SIZE CLASS	=	0	(x10)
MOVEMENT COST	=	6 (SW)	
REFERENCE	=	R2.601	
FILENAME	=	FED-ENTJ	
TOTAL POWER	=	864 (+288)	(x10)
BOX SCALE	=	SUPER (x100)	
OPT ALLOWANCE	=	0 (+0)	
7X SYSTEMS	=	LAB	
TIME/REALITY STABILITY			
TRITANIUM MESH HULL			
PHASING DEVICE		(75)	

HOLOSYS:

Duplicates any "Generic" type system which does not use ammo or option allowance.

BRDG, AUX *:

These boxes have included POLY special SEN, SCAN, COMM, and COMP boxes.

TRITANIUM MESH HULL:

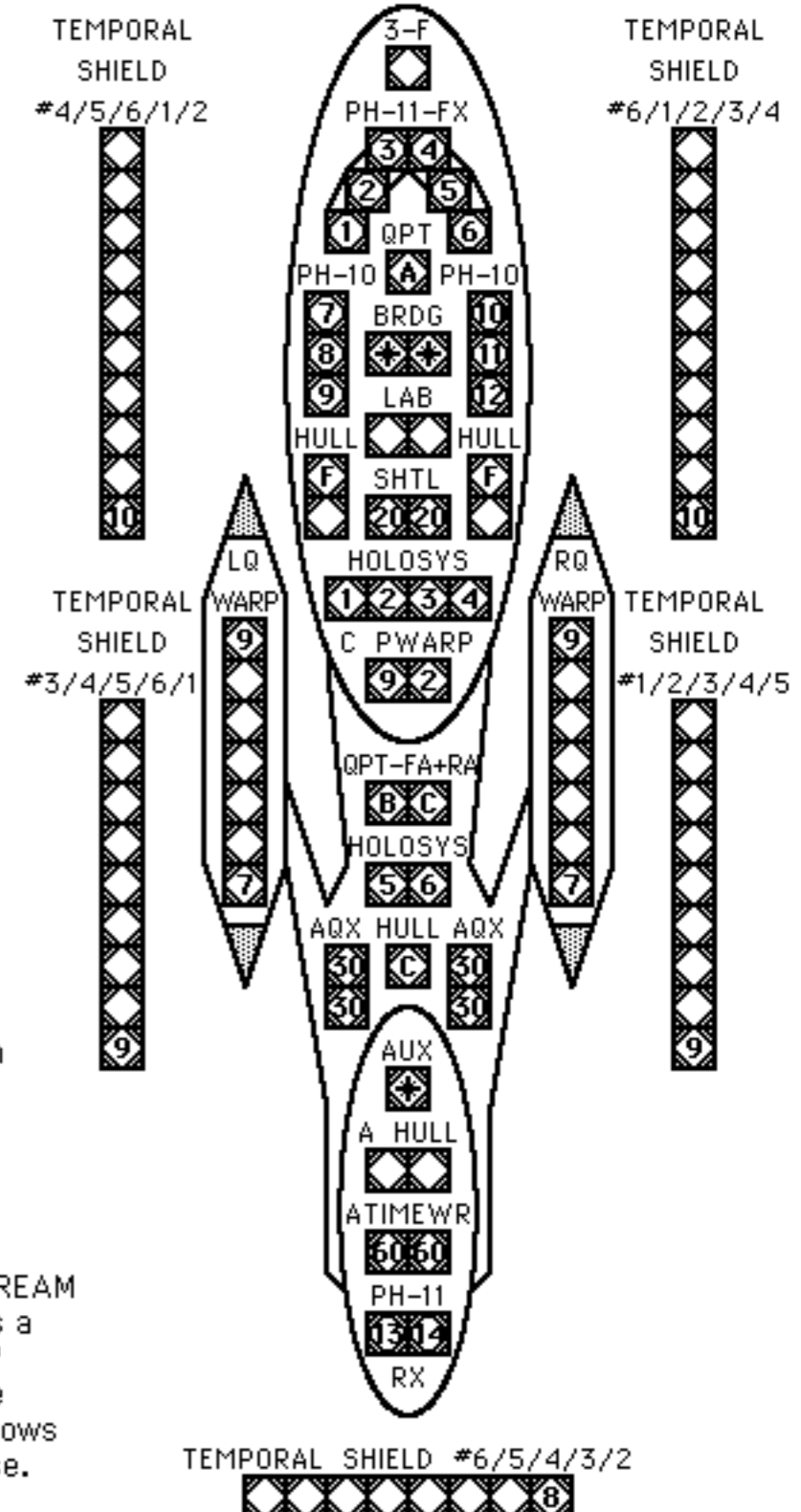
This ship suffers only 1/10 damage from weapons of lower tech than itself (i.e. weapons of 5X tech or lower).

This ship suffers no damage from 2X or lower sources.

QWARP:

This is a combination PWARP and SLIPSTREAM in one box. QWARP can either operate as a normal warp field (using PWARP "in warp" formulas), or can generate a three phase Slipstream. A three phase Slipstream allows up to 3 units to enter or leave per impulse.

TEMPORAL SHIELD #5/6/1/2/3



QPT A ARC IS FX
ALL PH-10'S ARE 360°

SMILEYLICH

Copyright © 2001 Donald Miller
SmileyLich@home.com

FEDERATION 8X1

USS Enterprise

NCC-1701-R

CREW UNITS



PHASED BOARDING PARTIES



Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

PH-16:

Fires any number of times per turn (POLY).
Energy Cost = 1. Capacitor = 9.
Does 3000 - R*2 Godboxes of damage, where R is range to target.
Ignores Solid Neutronium Hull, Temporal Exclusion, and Phasing Devices.
BPV 40000 (at 8X); Repair 16; 180 spaces; hit on "Phaser".

SNARK:

Snark Torpedoes. Fires 6/turn (max 1/impulse).
Energy Cost = 4/shot. Hold Cost = 1/shot.
Does 4000 Godboxes of damage out to range 1000.
Can instead be fired in "Boojum" mode, this does 400 Godboxes of damage out to range 100 which ignores all defenses.

HOLOSYS:

Duplicates any system of 8X tech or lower.

STOR:

Storage. Treat as cargo with a near-infinite amount of space.

CALL:

Duplicates all control spaces which are listed as 1 space in the Great List of Systems. Can use 1 function per impulse.

RWARP / CONTINUOUS WARP DOUBLING:

RWARP is "RealityWarp", an engine type used to travel quickly between galaxies. RWARP (along with QWARP) falls between PWARP and TimeWARP for purposes of initiative.
With Continuous Warp Doubling, each grouping of N RWARP boxes produces N³ power (for example, each 7 box nacelle produces 7³ = 343 power.)
Continuous Warp Doubling does not damage the engines.

ARR:

Auxiliary RealityWarp Reactor. Each box produces 250 power which cannot be used for movement.

BTTY:

Each BTTY holds 180 power.

TRITANIUM MESH ARMOR:

This ship takes 1/10 damage from ships of 7X tech or lower.

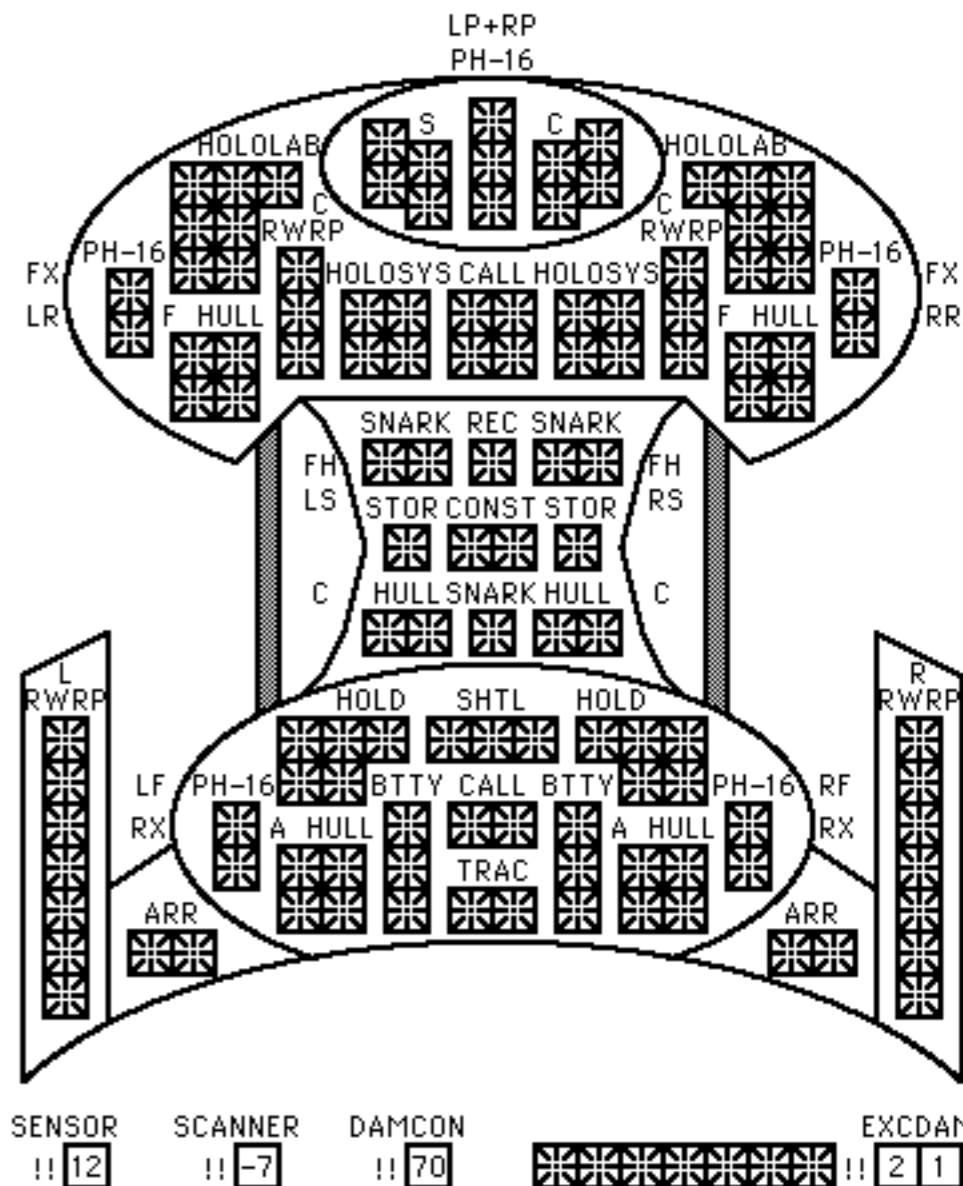
POSITRONIC COMPUTER:

The ship effectively has one of every Legendary Officer type on board.

SHIP DATA TABLE

SHIP CLASS	=	ISTARI	
MODEL NUMBER	=	MK 1	
POINT VALUE	=	2.8 BILLION	
BREAKDOWN	=	NEYER	
SHIELD COST	=	1	(x1000)
EXPLOSION STR	=	134	(x1000)
SIZE CLASS	=	1	
MOVEMENT COST	=	1 (SW)	
REFERENCE	=	R2.801	
FILENAME	=	FED-ENTR	
TOTAL POWER	=	1740(+1080)	(x1000)
BOX SCALE	=	GOD (x1000)	
OPT ALLOWANCE	=	INFINITE	
9X SYSTEMS	=	NONE	
CONTINUOUS 8X WARP DOUBLING			
POSITRON FLYWHEEL			
TIME/REALITY STABILITY			
LOCAL PHYSICAL LAW INDEP.			
POSITRONIC COMPUTER			
TRITANIUM MESH HULL			

SHIELD 360:
2000 Godboxes



SFB:TNG 5X-9X Combat Supplement:

This is a few notes about my optional abbreviated 5X-9X combat system.

This ship has the following values:

Defensive Value = 134 * 3.375 * 100 = 45225

Offensive Value = 50 * 3.375 * 100 * 11 + 40 * 3.375 * 100 * 5 = 253125

(The Offensive Value given assumes the defender is using regular shields, recalculate otherwise.)

SNARK is 4 damage vs. Solid Neutronium Hull and Temporal Exclusion Device, it is 40 damage otherwise.

When fleeing (or pursuing a fleeing vessel), RWARP counts as +4 (one better than QWARP).

CREW UNITS
 [8]
BOARDING PARTIES
 [2]
DECK CREWS
 [1]
PASSENGERS
 [3]

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class = Excelsior
 Model Number = Mk VIII
 Point Value = 4800
 Breakdown = 6^3
 Shield Cost = 1+1
 Explosion Str = 81
 Size Class = 2
 Movement Cost = 1 (D)
 Reference = R2.315
 Total Power = 38 +2 P0 (+21)
 Opt Allowance = 270 (+0)
 2X Systems = M-8A, ARMOR

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)

TNG TURN MODE D

TURN MODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

TYPE VI COMBAT PHASER

DIE	RANGE	4-	9-			
ROLL	0	1	2	3	8	12
1	1	1	1	1	1	1
2	1	1	1	1	1	0
3	1	1	1	1	0	0
4	1	1	1	0	0	0
5	1	1	0	0	0	0
6	1	0	0	0	0	0

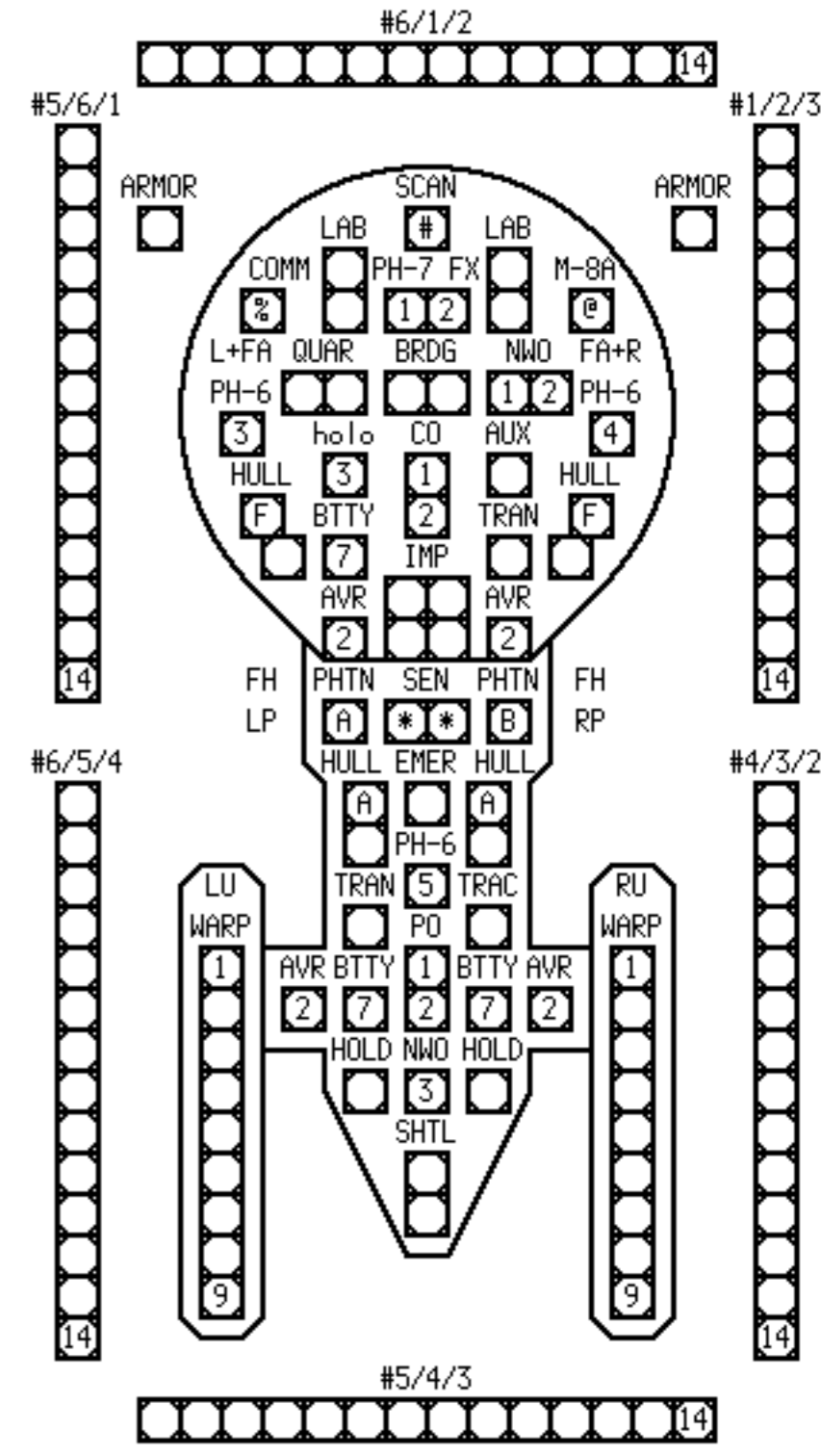
Fires 2/turn (not on same impulse)
 Energy = 1/2 (Std), 1 (Over) per shot
 Overload is double damage
 3 (4) Energy Capacitor

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

Donald Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR
 [6][6][2]
 SCANNER
 [0][0][2]

DAMCON
 [10][5][0]
 EXCDAM
 [4][3][2][1]

PH-6 #5 is 360°

FEDERATION
3X
Excelsior Class
Battle Destroyer

CREW UNITS

10
20
30
40
50
60
70
80

BOARDING PARTIES

10
20

DECK CREWS

10

PASSENGERS

2

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

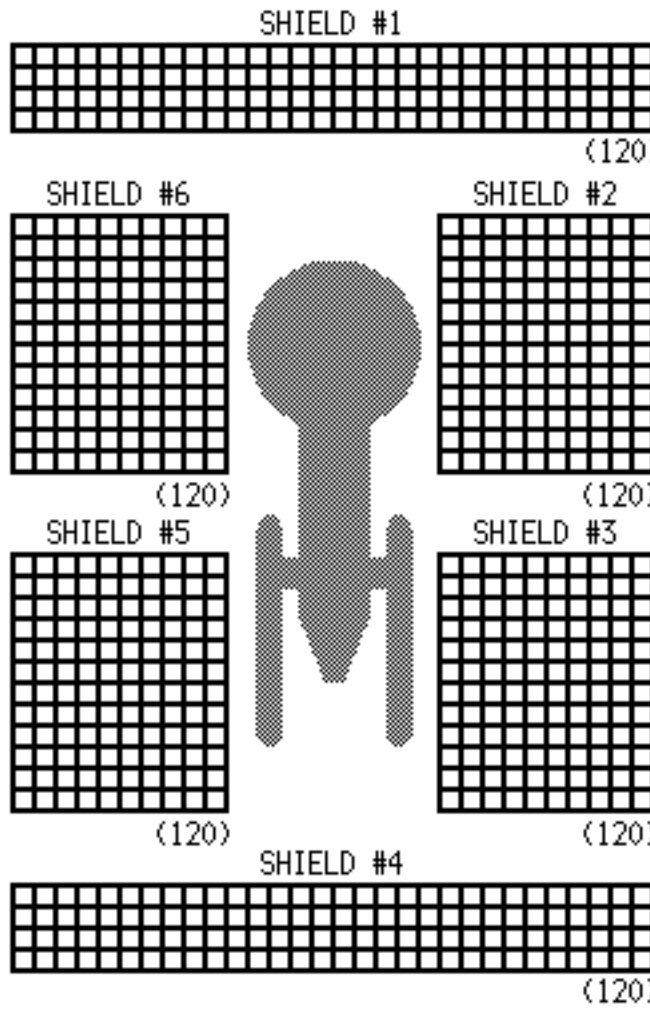
THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

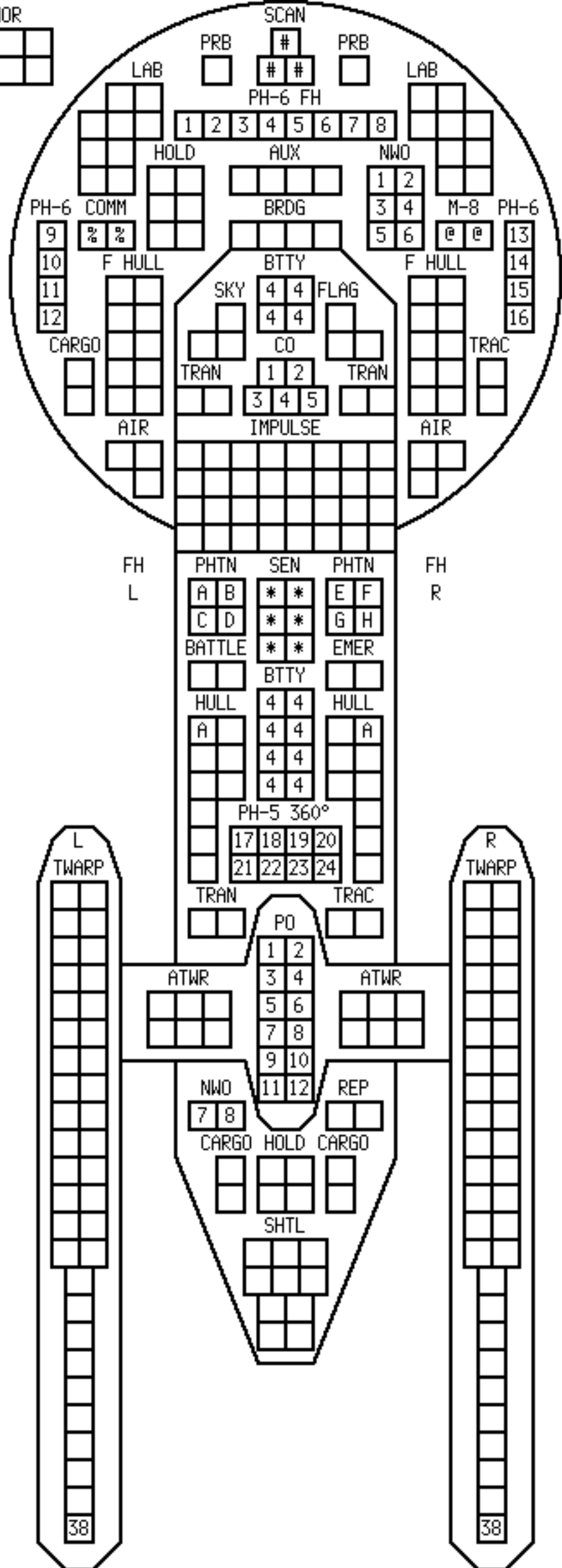
Ship Class = Excelsior
 Model Number = Mk I
 Point Value = 1580
 Breakdown = 6
 Shield Cost = 2+8
 Explosion Str = 351
 Size Class = 2
 Movement Cost = 1+1/2 (C)
 Reference = R2.201
 Total Power = 126 +12 PD (+48)
 Opt Allowance = 212 (+88)
 3X Systems = (none)

TURN MODE SPEED

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



ARMOR



TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE							8-11	12-17	18-22	23-40	41-60	61-90	
	0	1	2	3	4	5	6							7
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE

DIE ROLL	RANGE												13-24	25-48	49-72	73-96	97-120	
	0	1	2	3	4	5	6	7	8	9	10	11						12
1	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	1
2	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
3	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
4	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)
 Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.
 Overload is x1.5 damage or 2 non-overloaded Ph-6 shots
 at separate targets. Maximum overload range = 12.

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
 Hold Standard = 1 energy; Hold Overload = 2 energy.

SENSOR

6	6	6	6	6	6	6	6	6	5	4	2
---	---	---	---	---	---	---	---	---	---	---	---

SCANNER

0	0	0	0	0	0	0	0	0	0	0	1	7
---	---	---	---	---	---	---	---	---	---	---	---	---

DAMCON

14	14	12	12	10	10	8	8	6	6	4	4	2	2	0
----	----	----	----	----	----	---	---	---	---	---	---	---	---	---

EXCDAM

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

**FEDERATION
 2Xe
 USS Excelsior
 NX-2000
 Battleship**

Donna Miller
 dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

CREW UNITS

2

BOARDING PARTIES

1

PASSENGERS

1

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
	1	1	
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	= Expedition
Model Number	= Mk I
Point Value	= 8400
Breakdown	= 6^4
Shield Cost	= 0+1
Explosion Str	= 54
Size Class	= 3
Movement Cost	= 1/3 (AA)
Reference	= R2.417
Total Power	= 52 (+16)
Opt Allowance	= 90 (+0)
5X Systems	= (none)

TYPE IX PULSE PHASER TABLE

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

Fires 2/turn (4/turn at 4X).

Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

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

FEDERATION

4Xe

Expedition Class

Fast Corvette



dsm131@psu.edu

Submitted to and copyright © 1999 ADB, Inc.

Evaluation by ADB, Inc. is pending.

Enjoy!

Ship outline based on an image from

The Ship Schematic Database

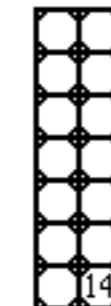
<http://www.shipschematics.net/>

Nice work, guys!

#5/6/1



#6/5/4



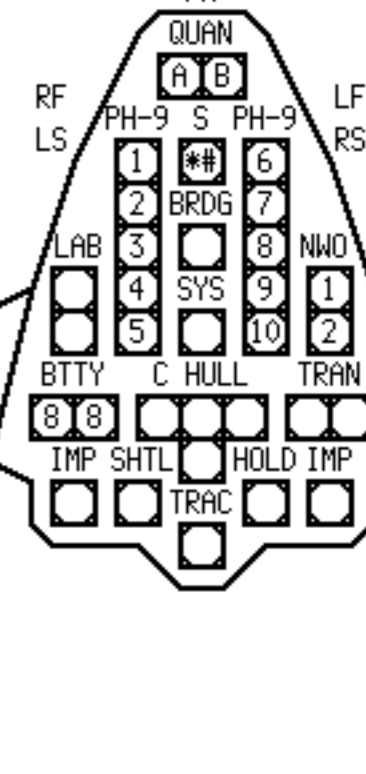
SENSOR

7 7 3

#6/1/2



FX



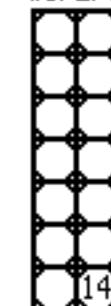
#5/4/3



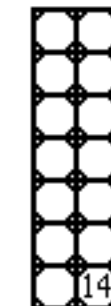
DAMCON

10 5 0

#1/2/3



#4/3/2



EXCDAM

3 2 1

FEDERATION OXs FFB Saucer / POL Rear

CREW UNITS

✳										10
										20

21

BOARDING PARTIES

										7
--	--	--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOUR SHUTTLE BAYS.

PROBES

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

T-BOMBS

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

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

DRONE RACKS

1												G
2												G

ANTI-DRONE TABLE

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

SHIP DATA TABLE

SHIP CLASS	=	FFB/POL
MODEL NUMBER	=	1
POINT VALUE	=	105
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	93
SIZE CLASS	=	4
MOVEMENT COST	=	2/3 (B)
REFERENCE	=	R2.068
FILENAME	=	FED-FBPL
TOTAL POWER	=	26 (+3)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE

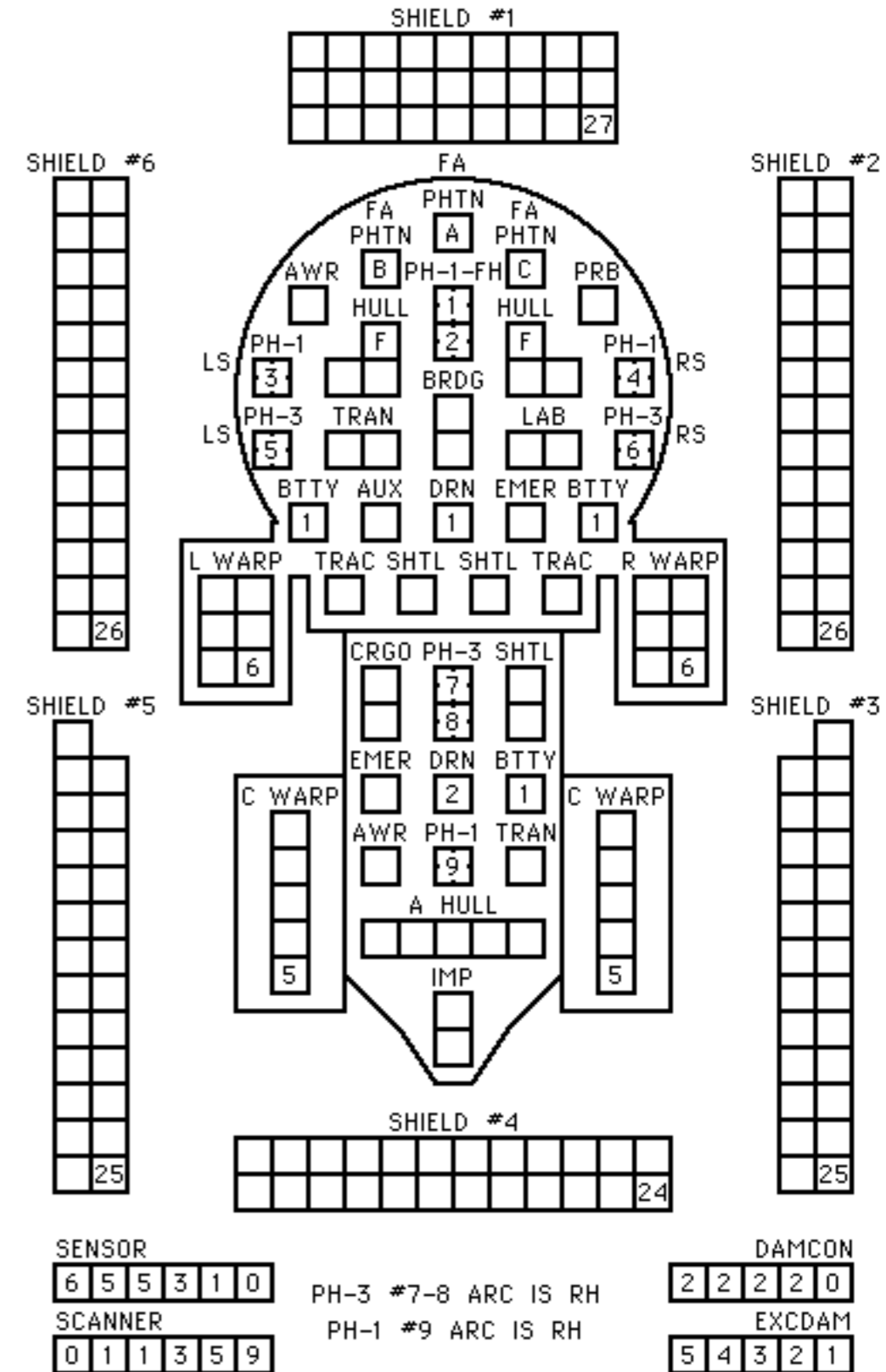
TURN MODE	SPEED
B	1 1-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA



FEDERATION

4X1

Future USS Defiant

NCC-74205

Pocket Dreadnought

Ship Class = Defiant
 Model Number = Mk V
 Point Value = 34200*
 Breakdown = 6^3
 Shield Cost = 1+2
 Explosion Str = 81
 Size Class = 3
 Movement Cost = 1/3 (SW)
 Reference = R2.408

Total Power = 96 (+20)
 Opt Allowance = 225 (+0)
 5X Systems = (none)
 8X Systems = WATCHED BY THE
 PROPHETS

Cloaking Device (10)

Watched by the Prophets

All Weapons (incl. PH-9s) are POLY

Legendary Captain (Sisko)

Legendary First Officer (Kira)

Legendary Weapons Officer (Worf)

Legendary Engineer (O'Brien)

Legendary Engineer (Rom)

Legendary Engineer (Nog)

Legendary Doctor (Bashir)

Legendary Doctor (LMH Supplement)

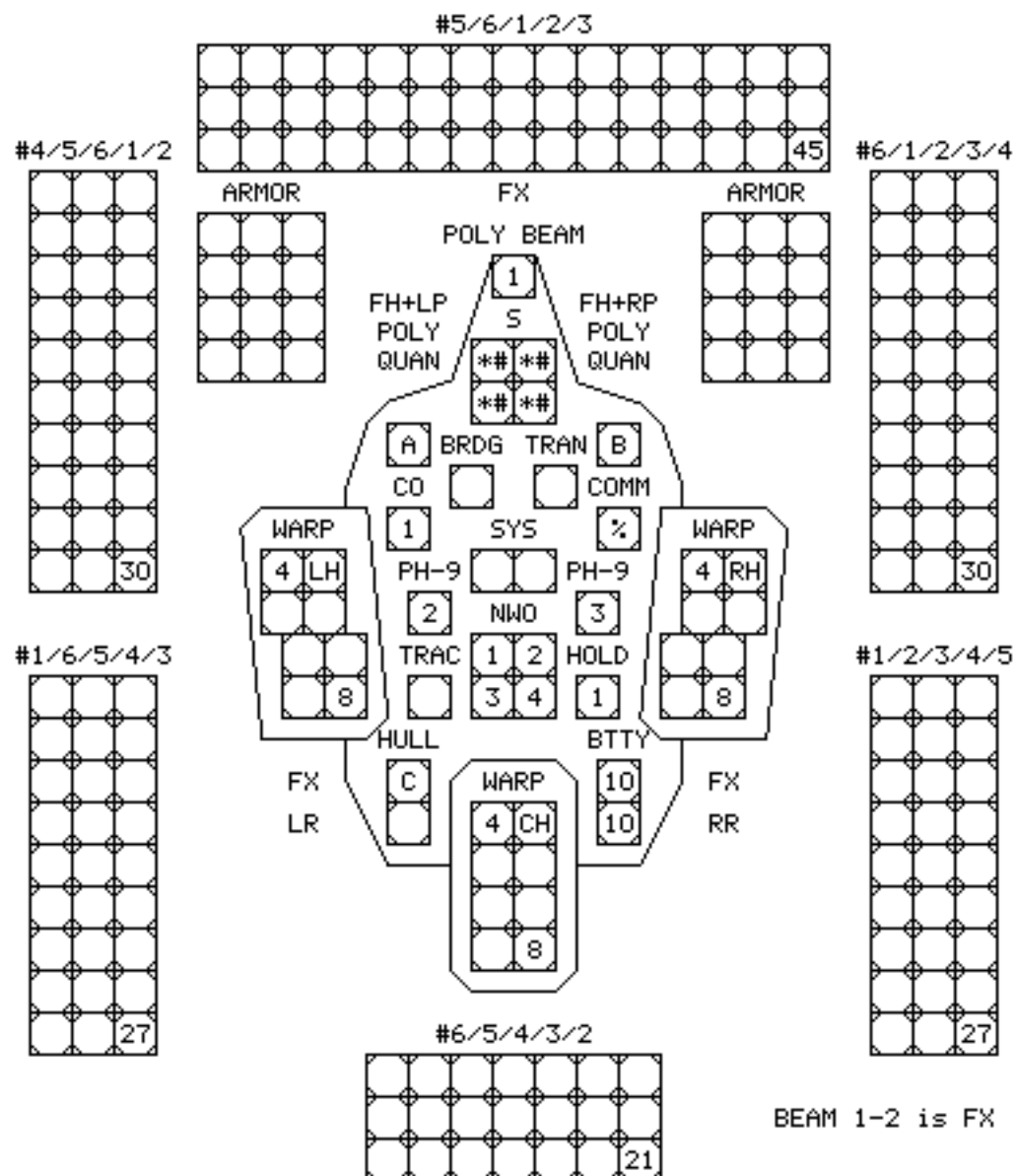
Legendary Science Officer (Dax)

Legendary Security Officer (Odo)

Legendary Counselor (Quark)

Legendary Diplomat (Garak)

Outstanding Crew



BEAM 1-2 is FX

SENSOR

7 7 7 6 3

SCANNER

-3 -2 -1 0 1

CREW UNITS

2

BOARDING PARTIES

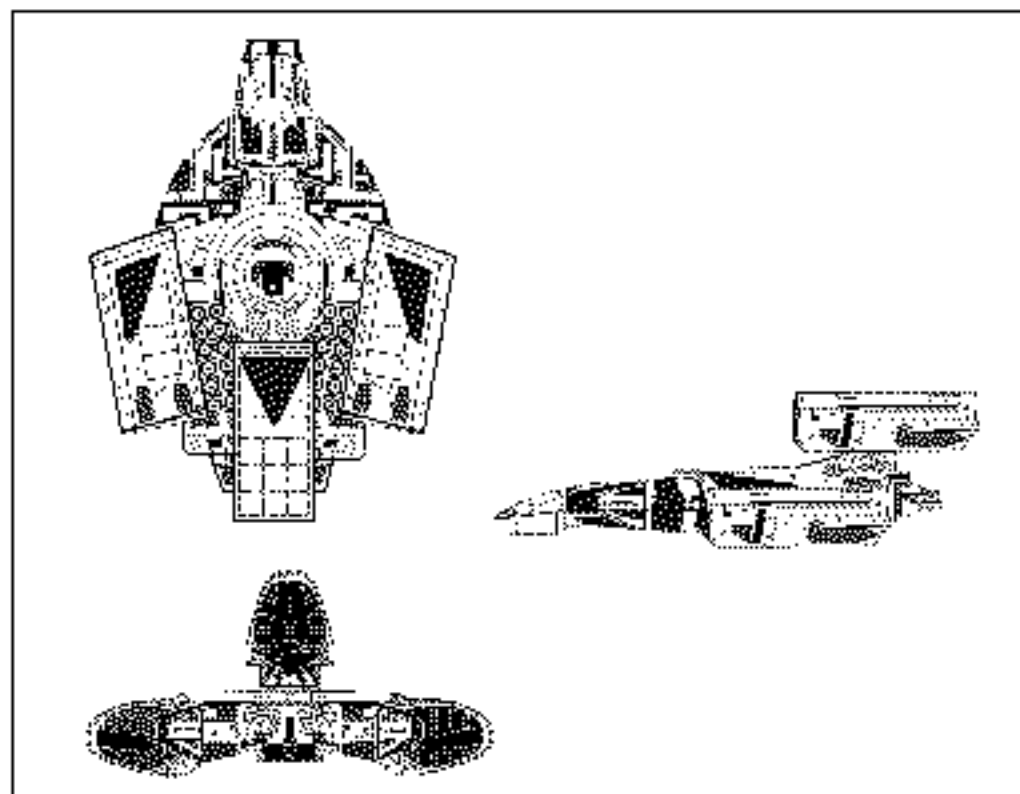
2

DAMCON

50 40 30 20 10

EXCDAM

5 4 3 2 1



CREW UNITS

8

BOARDING PARTIES

8

DECK CREWS

2

PASSENGERS

6

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Galaxy
Model Number	= Mk XI
Point Value	= 49300 *
Breakdown	= 6^7
Shield Cost	= 2+2
Explosion Str	= 176
Size Class	= 1
Movement Cost	= 1 (SW)
Reference	= R2.405
Total Power	= 270 +2 PD (+60)
Opt Allowance	= 780 (+1560)
5X Systems	= (none)
Cloaking Device (30)	
Positron Flywheel	

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)
 Ph-7G Fires 4/turn; Cap = 16 (20)

TNG	TURN	MODE	SW

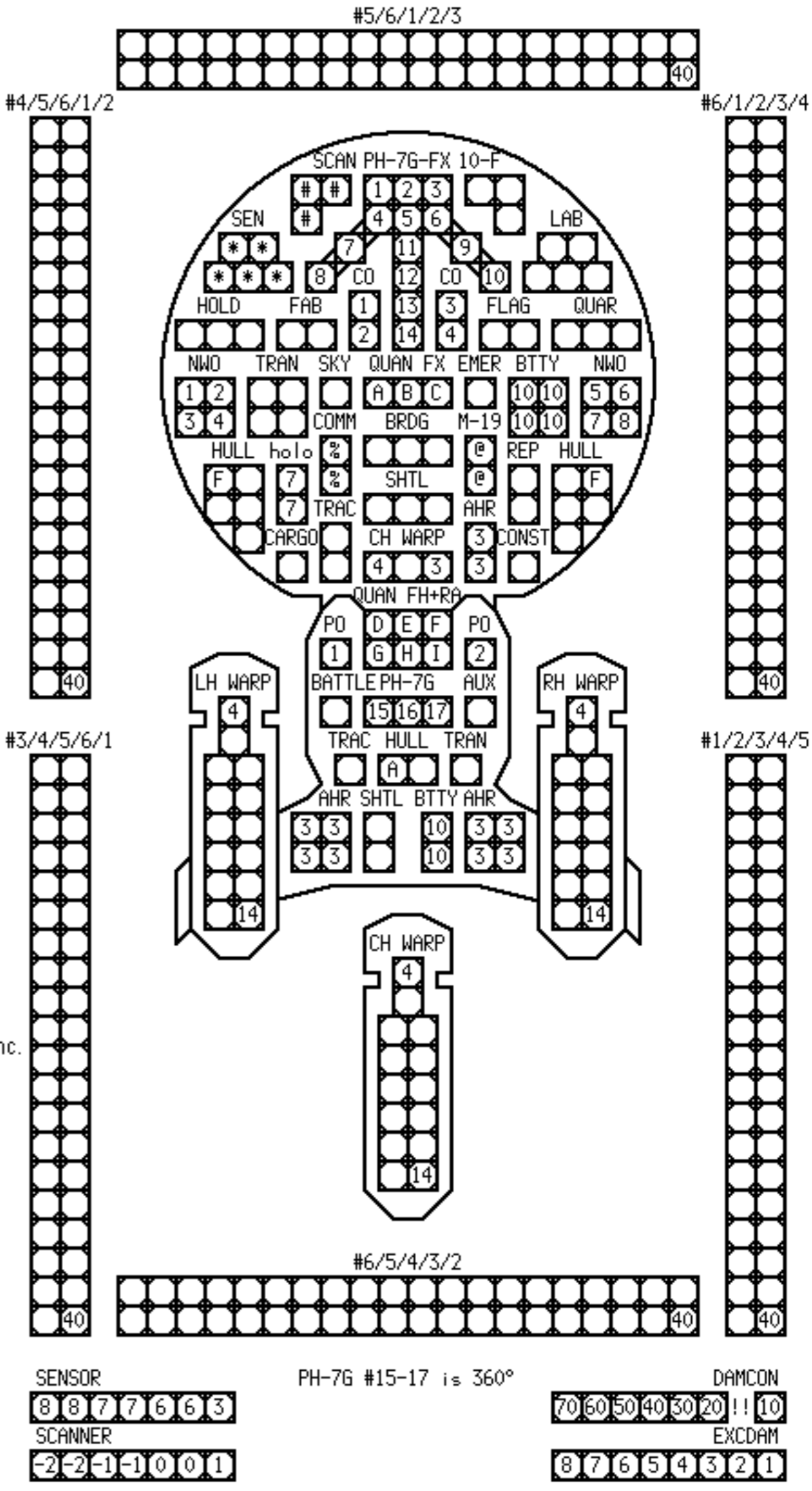
TURN	MODE	SPEED
1		1-11
2		12+

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

FEDERATION 4XI Future USS *Enterprise* NCC-1701-D Galaxy Class Heavy Command Cruiser

Jonathan Miller
 dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



CREW UNITS

				*				10
								20
				26				

BOARDING PARTIES

									10
--	--	--	--	--	--	--	--	--	----

PROBES

								7
--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	FFBX
Model Number	=	Mk III
Point Value	=	166
Breakdown	=	5-6
Shield Cost	=	1/2+1/2
Explosion Str	=	74
Size Class	=	4
Movement Cost	=	1/3 (AA)
Reference	=	R2.133
Total Power	=	26 (+12)
Opt Allowance	=	0 (+0)
2X Systems	=	(none)

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

TURN MODE SPEED

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

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

1											GX
2											GX

ANTI-DRONE TABLE

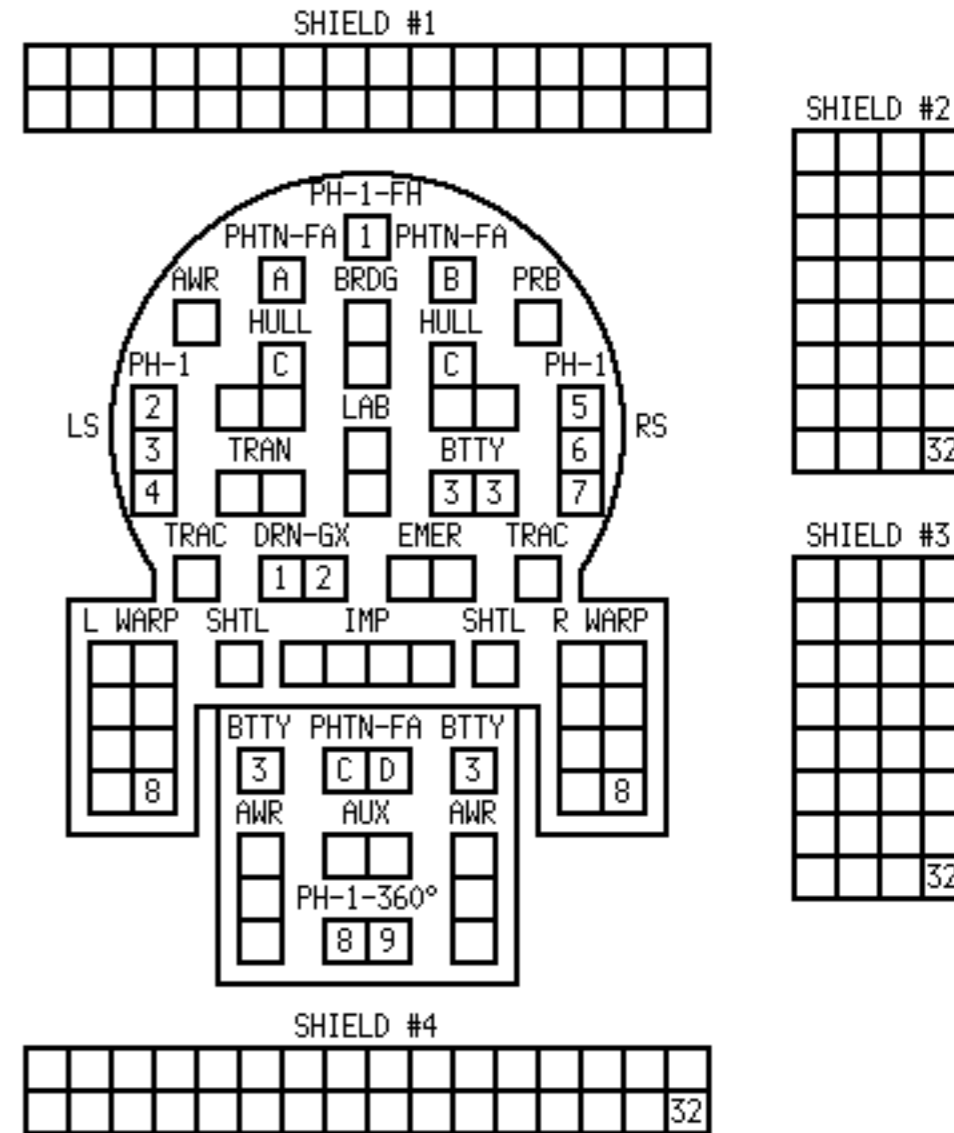
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION
1X
Advanced Battle Frigate



SENSOR
6 6 5 3 1 0

SCANNER
0 0 1 3 5 9

DAMCON
4 2 2 2 0

EXCDAM
4 3 2 1

FEDERATION

5X

Future USS Voyager

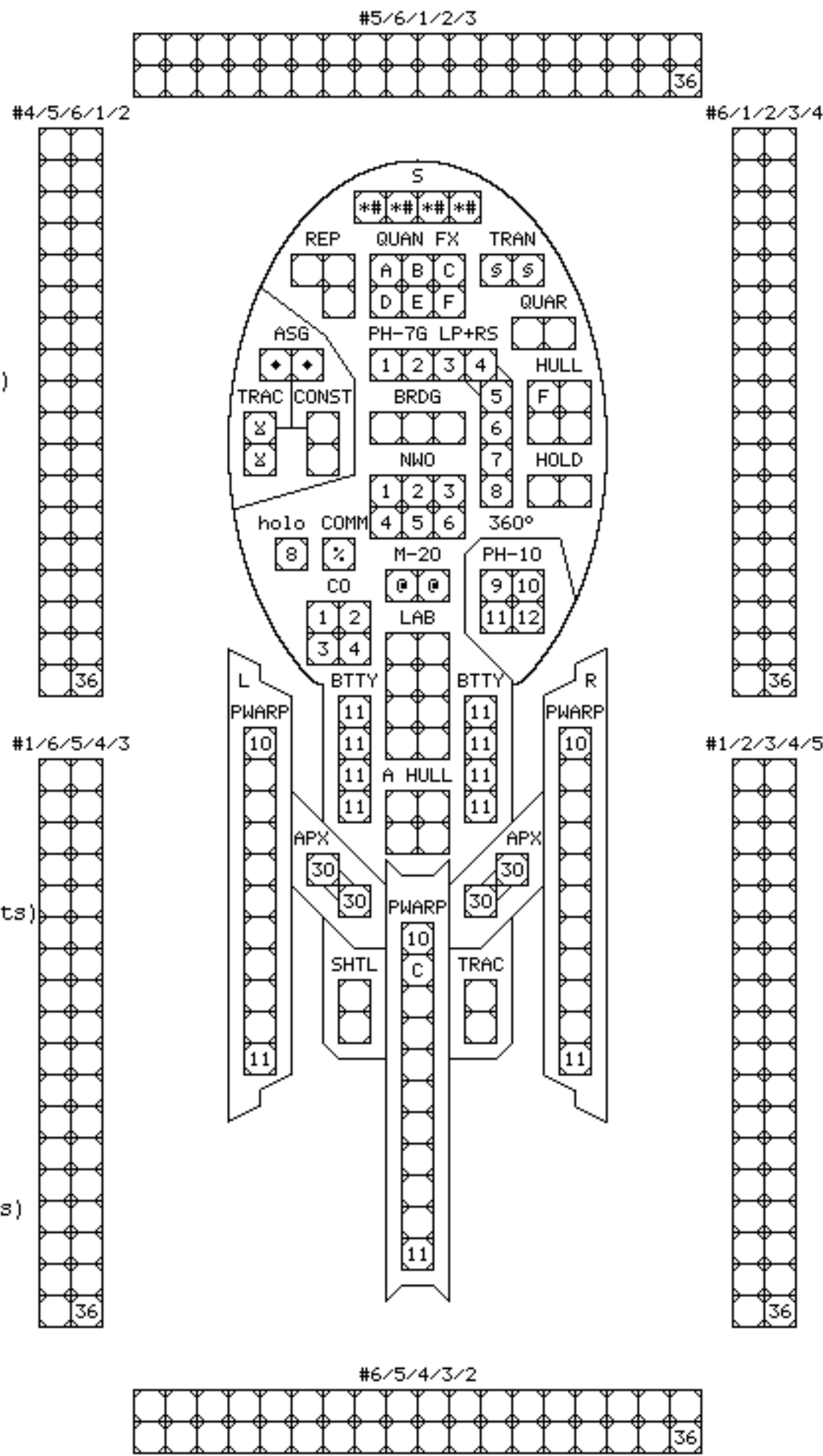
NCC-74656

Galactic Survey Cruiser

Ship Class = Intrepid (originally)
 Model Number = unique
 Point Value = 147700*
 Breakdown = 6^8
 Shield Cost = 1+3
 Adapt Cost = 0
 Explosion Str = 129
 Size Class = 2
 Movement Cost = 1/2 (SW)
 Reference = R2.501

Total Power = 450 (+88)
 Opt Allowance = 360 (+1440)
 4X Systems = CLOAK, QUAN, PH-9
 6X Systems = PWARP, APX
 8X Systems = WATCHED BY KES

Cloaking Device (22)
 Watched by Kes (same ability as Prophets)
 Legendary Captain (Janeway)
 Legendary First Officer (Chakotay)
 Legendary Helmsman (Paris)
 Legendary Engineer (Torres)
 Legendary Engineer (Seven of Nine)
 Legendary Doctor (EMH Supplement)
 Legendary Security Officer (Tuvok)
 Legendary Counselor (Neelix)
 Legendary Weapons Officer (Kim)
 Legendary Crew (x2 Outstanding bonus)



SENSOR
 8 8 7 6 5 4 3

SCANNER
 -2 -2 -1 -1 0 0 1

CREW UNITS
 6

BORG UNIT
 1

BOARDING PARTIES
 4

DECK CREWS
 2

PASSENGERS
 4

DAMCON
 105 90 75 60 45 30 15

EXCDAM
 7 6 5 4 3 2 1

CREW UNITS
 10

BOARDING PARTIES
 6

DECK CREWS
 3

PASSENGERS
 6

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

SHIP DATA TABLE

Ship Class = Galaxy
 Model Number = Mk IV
 Point Value = 13800
 Breakdown = 6^5
 Shield Cost = 1+2
 Explosion Str = 131
 Size Class = 1
 Movement Cost = 3/4 (D)
 Reference = R2.410
 Total Power = 60 +4 PD (+40)
 Opt Allowance = 420 (+420)
 5X Systems = (none)

#6/1/2

#5/6/1

#1/2/3

THIS SHIP HAS TWO SHUTTLE BAYS.

TYPE IX PULSE PHASER TABLE

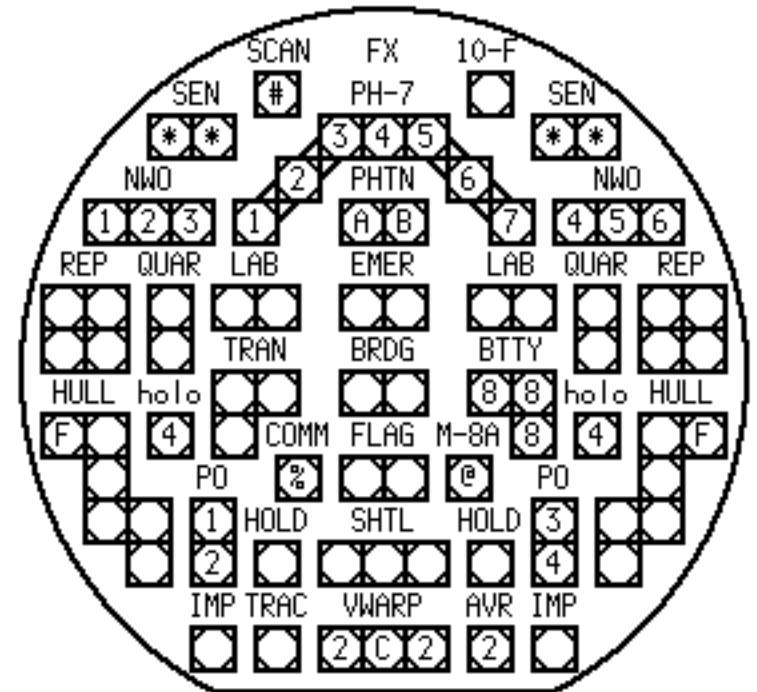
DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6	9	12	15	18	21
1	2 2 2 2 2 2	1 1 1 1 1 1				
2	2 2 2 2 2 1	1 1 1 1 1 0				
3	2 2 2 2 1 1	1 1 1 1 0 0				
4	2 2 2 1 1 1	1 1 1 0 0 0				
5	2 2 1 1 1 1	1 0 0 0 0 0				
6	2 1 1 1 1 1	0 0 0 0 0 0				

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TNG TURN MODE D

TURN MODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

Donald Miller
 dsml31@psu.edu



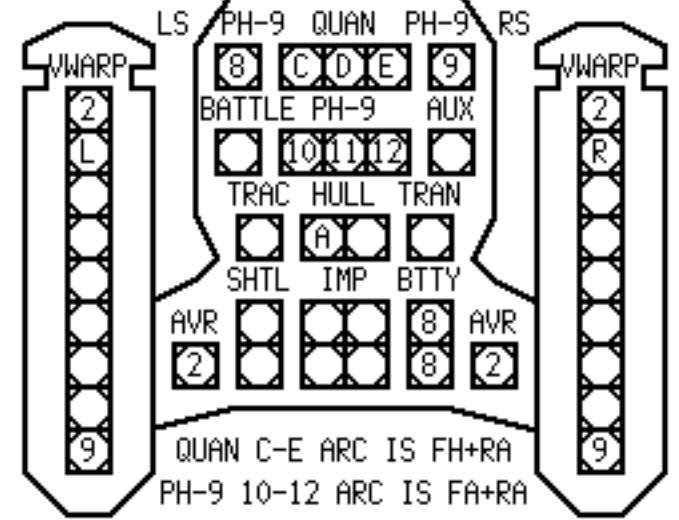
#6/5/4

#2/3/4

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)



QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

SENSOR

SCANNER

#5/4/3

DAMCON

EXCDAM

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4	7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8	7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2	9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4	9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*	auto hit out to range 10									

FEDERATION 4Xe Galaxy Class Command Cruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

9
7
2
3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Galactic
Model Number	= Mk III
Point Value	= 19200
Breakdown	= 6^4
Shield Cost	= 2+2
Explosion Str	= 126
Size Class	= 1
Movement Cost	= 1 (C)
Reference	= R2.418
Total Power	= 80 (+48)
Opt Allowance	= 0 (+0)
5X Systems	= (none)

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)
 PH-7G fires 4/turn;
 Capacitor = 16 (20 at 4X)

TNG TURN MODE C

TURN MODE	SPEED
1	1-6
2	7-12
3	13-18
4	19-24
5	25-30
6	31-36
7	37+

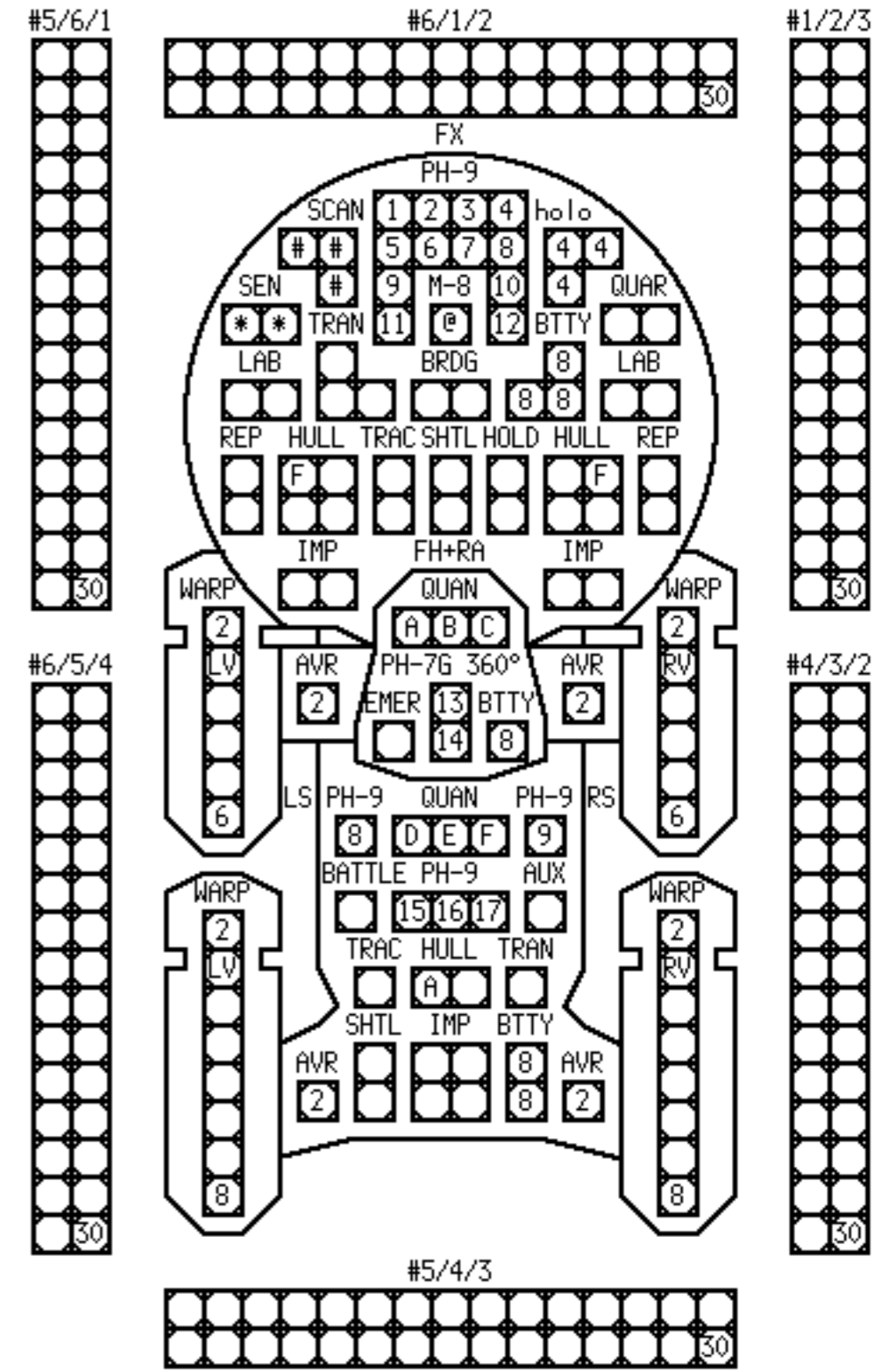
TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-						
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					



David Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

SENSOR
 7 7 6 6 2
 SCANNER
 0 0 0 0 1

DAMCON
 20 15 10 5 0
 EXCDAM
 5 4 3 2 1

FEDERATION

4Xe

Galactic Class

Heavy Command Cruiser

CREW UNITS

	*			8
--	---	--	--	---

BOARDING PARTIES

2

DECK CREWS

			6
--	--	--	---

PASSENGERS

			6
--	--	--	---

PROBES

										15
										15
										15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	Gagarin
Model Number	=	Mk I
Point Value	=	312
Breakdown	=	6^2
Shield Cost	=	1+1
Explosion Str	=	94
Size Class	=	4
Movement Cost	=	1/3 (B)
Reference	=	R2.104
Total Power	=	23 +2 PO (+6)
Opt Allowance	=	44 (+20)
2X Systems	=	SEN, SCAN, LAB, NWO, CO

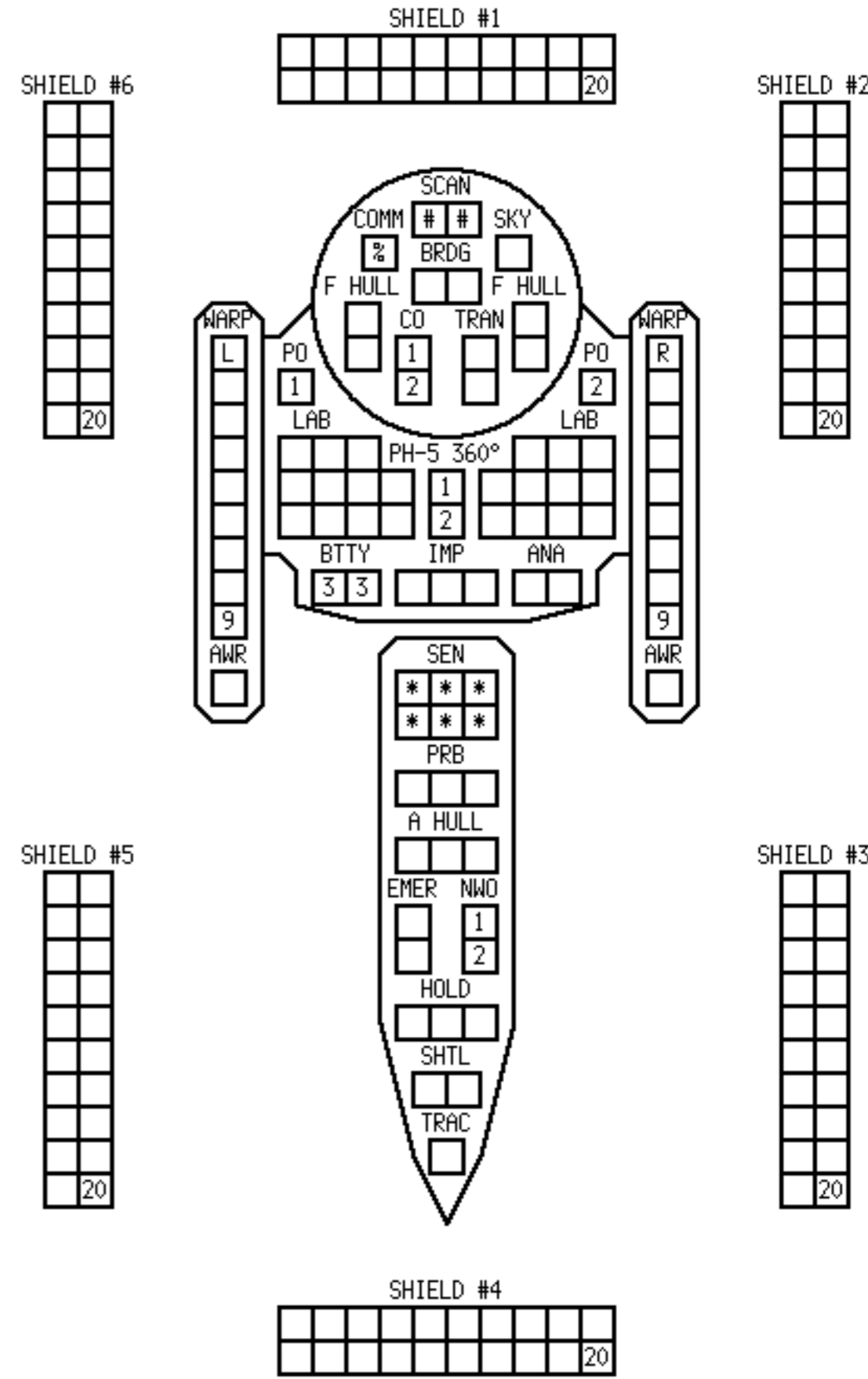
TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
2 point capacitor at 0X, 4 point capacitor at 1X,
6 point capacitor at 2X. Cannot overload at 0X.
Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TURN MODE SPEED

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



TYPE V PHASER OVERLOAD

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

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

FEDERATION
1X
Gagarin Class Scout

Design Note: The very similar *Oberth* class Scout is a planned variant of this ship.

SENSOR

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

SCANNER

0	0	0	0	0	3	8
---	---	---	---	---	---	---

DAMCON

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

EXCDAM

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

CREW UNITS									
	*								10
									20
22									

BOARDING PARTIES									
									7

PROBES									
									5
									5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

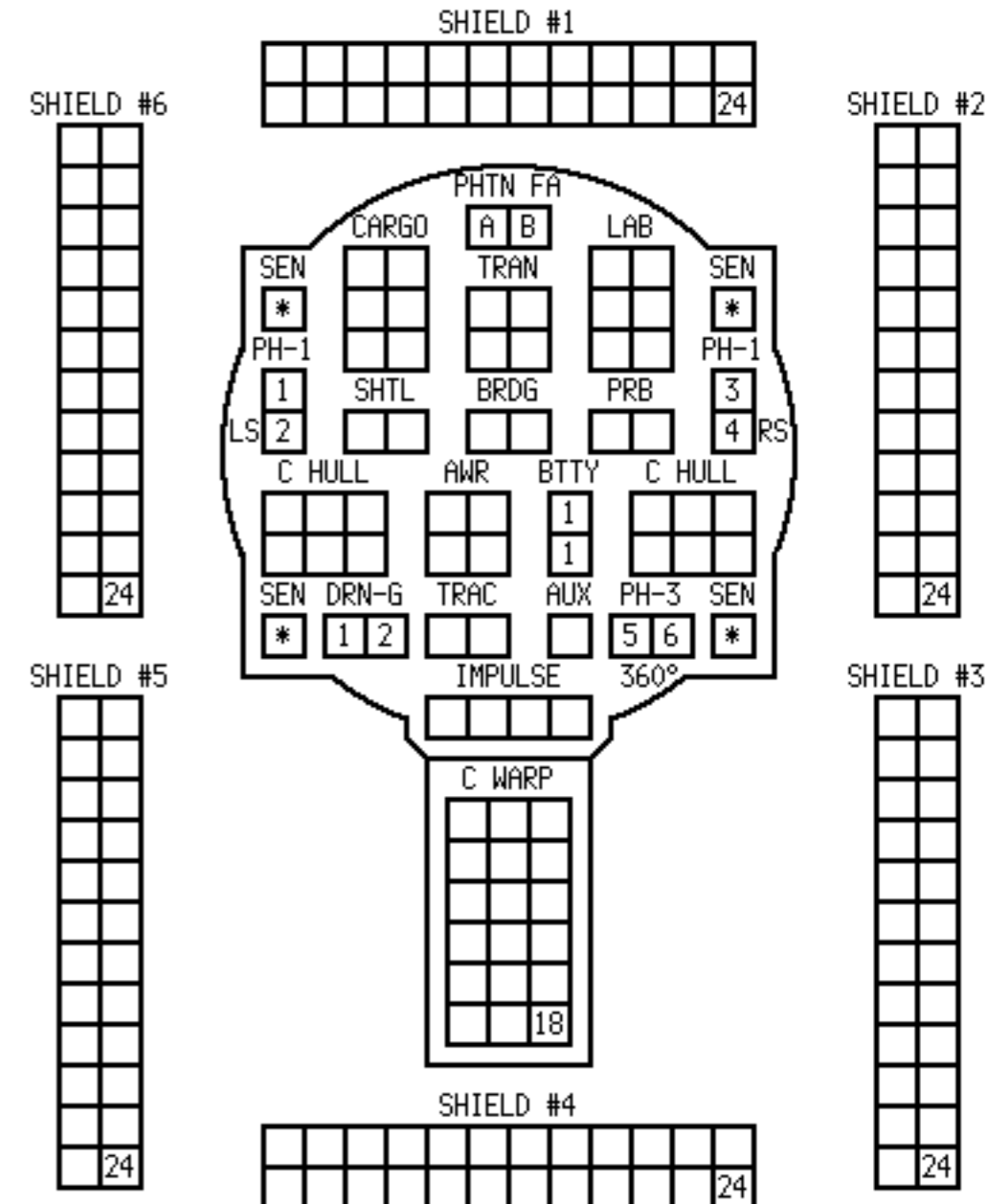
			D	D	D
--	--	--	---	---	---

SHIP DATA TABLE

Ship Class	=	GSD
Model Number	=	Mk I
Point Value	=	124/90
Breakdown	=	6
Shield Cost	=	1/2+1/2
Explosion Str	=	87
Size Class	=	4
Movement Cost	=	1/2 (C)
Reference	=	R2.036
Total Power	=	26 (+2)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

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

Donald Miller
dsm131@psu.edu



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

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

FEDERATION OXs Galactic Survey Destroyer

CREW UNITS									
									10
	*								20
									30
									40
									50
	52								
BOARDING PARTIES									
									10
					17				
DECK CREWS									
									10
					16				
PASSENGERS									
					4				

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE	
Ship Class	= Hatfield
Model Number	= Mk I
Point Value	= 515
Breakdown	= 5-6
Shield Cost	= 1+3
Explosion Str	= 295
Size Class	= 2
Movement Cost	= 2 (D)
Reference	= R2.028
Total Power	= 88 +6 PO (+24)
Opt Allowance	= 57 (+0)
1X Systems	= LAB, PHTN, PRB, PH-5

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

TRANSPORTER BOMBS												
							D	D	D	D	D	D

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE M MEGAPHASER TABLE											
DIE	RANGE						6-	9-	16-	26-	51-
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	20	20	18	15	14	13	10	9	5	4	3
2	20	18	15	13	12	10	9	5	3	2	1
3	18	15	13	11	10	9	8	3	2	1	0
4	15	13	11	10	9	8	5	2	1	0	0
5	13	11	10	9	8	8	3	1	0	0	0
6	11	10	9	8	6	5	1	0	0	0	0

DRONE RACKS					
1					G
2					G
3					G
4					G

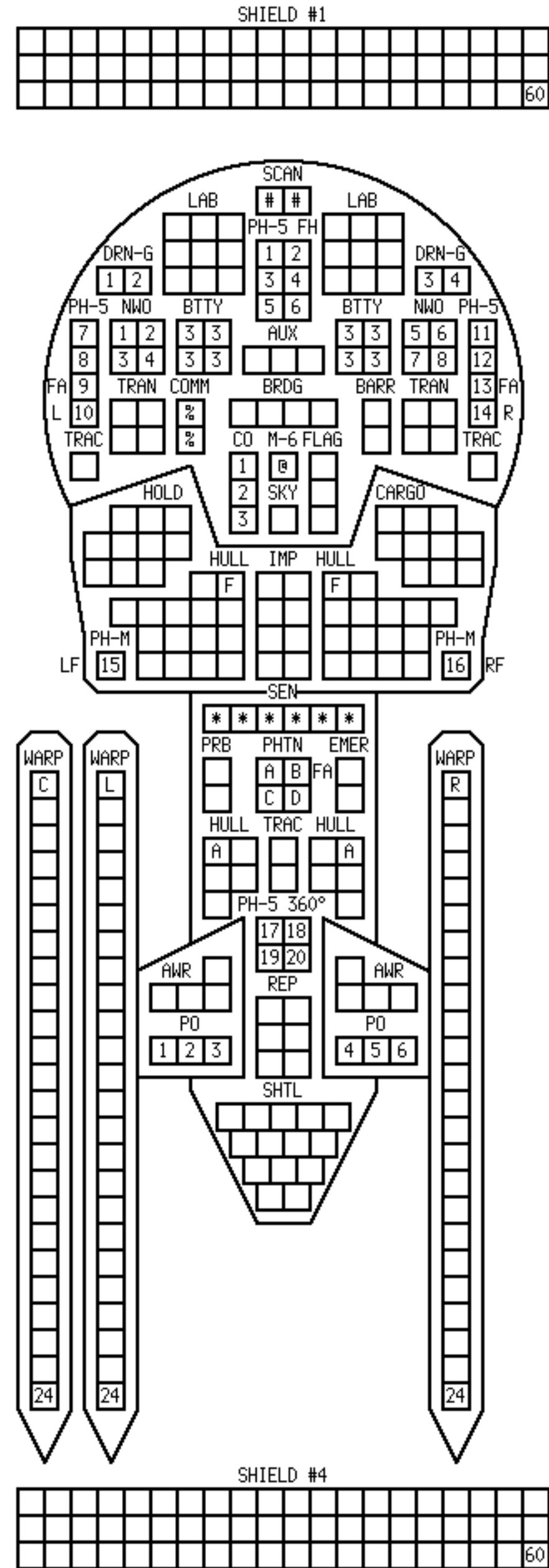
ANTI-DRONE TABLE					
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

Douglas Miller

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

**FEDERATION
OXI
Hatfield-class
Dreadnought**



SENSOR	
	6
	6
	6
	6
	6
	6
	5
	3
	1
	0
SCANNER	
	0
	0
	0
	0
	0
	0
	0
	0
	0
	2
	4
	6
	9
DAMCON	
	12
	12
	10
	10
	8
	8
	6
	6
	4
	4
	2
	2
	0
EXCDAM	
	13
	12
	11
	10
	9
	8
	7
	6
	5
	4
	3
	2
	1

CREW UNITS

					10
*					20
					30
					40
					50
			57		

BOARDING PARTIES

					10
					20

DECK CREWS

					10
					14

PASSENGERS

					4
--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES	TRANSPORTER BOMBS
	D D D D D D D

SHIP DATA TABLE

Ship Class = Hatfield
 Model Number = Mk II
 Point Value = 1053
 Breakdown = 6
 Shield Cost = 1+3
 Explosion Str = 327
 Size Class = 2
 Movement Cost = 2 (D)
 Reference = R2.147
 Total Power = 120 +6PO (+36)
 Opt Allowance = 101 (+0)
 2X Systems = LAB, PHTN, PRB, PH-5
 Filename = FED-HATX

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE V PHASER OVERLOAD

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

TURN MODE SPEED

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

TYPE M MEGAPHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	20	20	18	15	14	13	10	9	5	4	3
2	20	18	15	13	12	10	9	5	3	2	1
3	18	15	13	11	10	9	8	3	2	1	0
4	15	13	11	10	9	8	5	2	1	0	0
5	13	11	10	9	8	8	3	1	0	0	0
6	11	10	9	8	6	5	1	0	0	0	0

DRONE RACKS

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

ANTI-DRONE TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
 Hold Standard = 1 energy; Hold Overload = 2 energy.

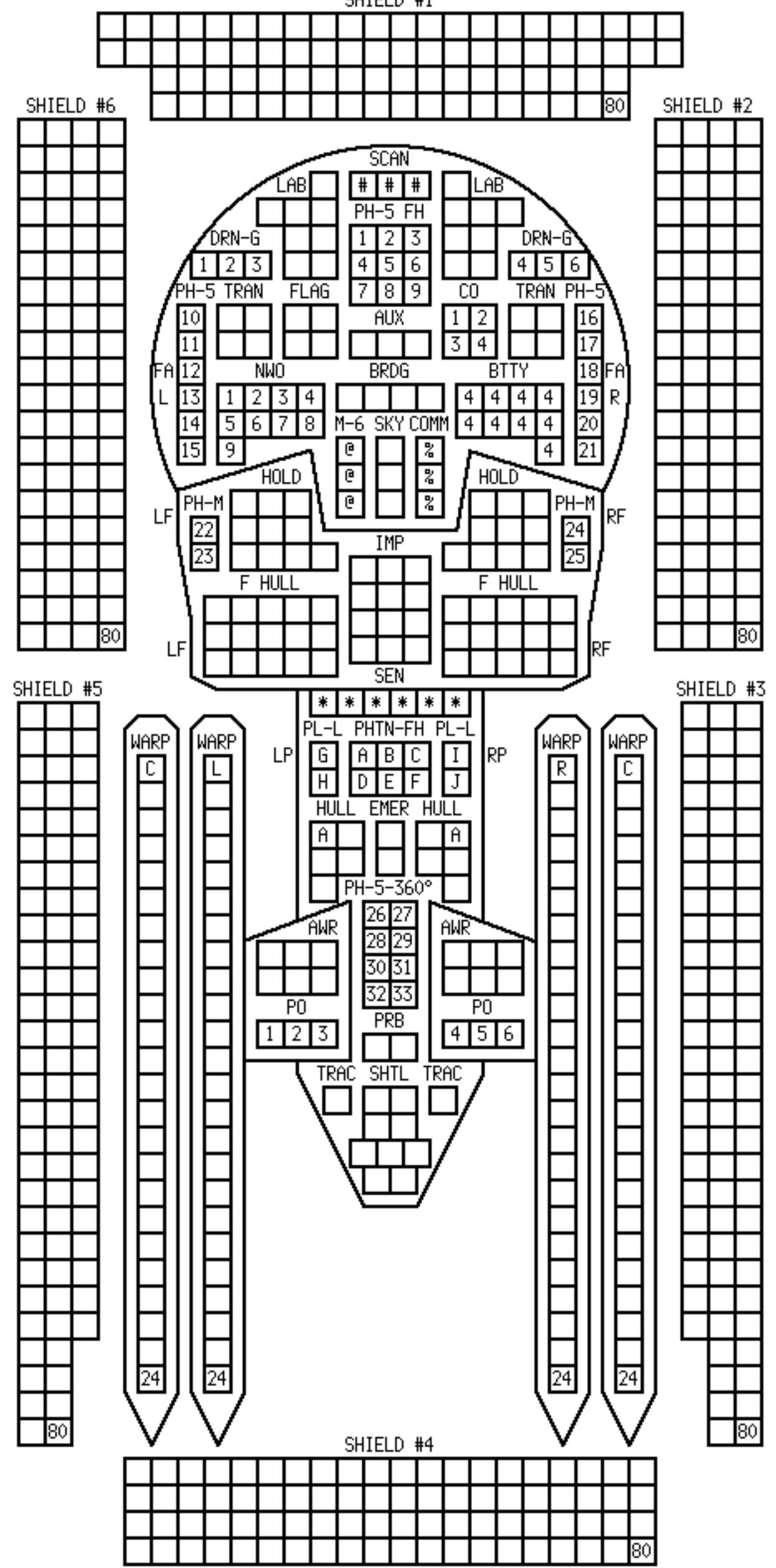
FEDERATION
1X
Hatfield class
Dreadnought

SENSOR
6 6 6 6 6 6 6 5 4 3 1

SCANNER
0 0 0 0 0 0 0 0 0 0 0 1 2 3 8

DAMCON
14 12 12 10 10 8 8 6 6 4 4 2 2 0

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



Donald Miller
 Copyright © 2001 Donald Miller
 SmileyLich@home.com

FEDERATION

2Xe

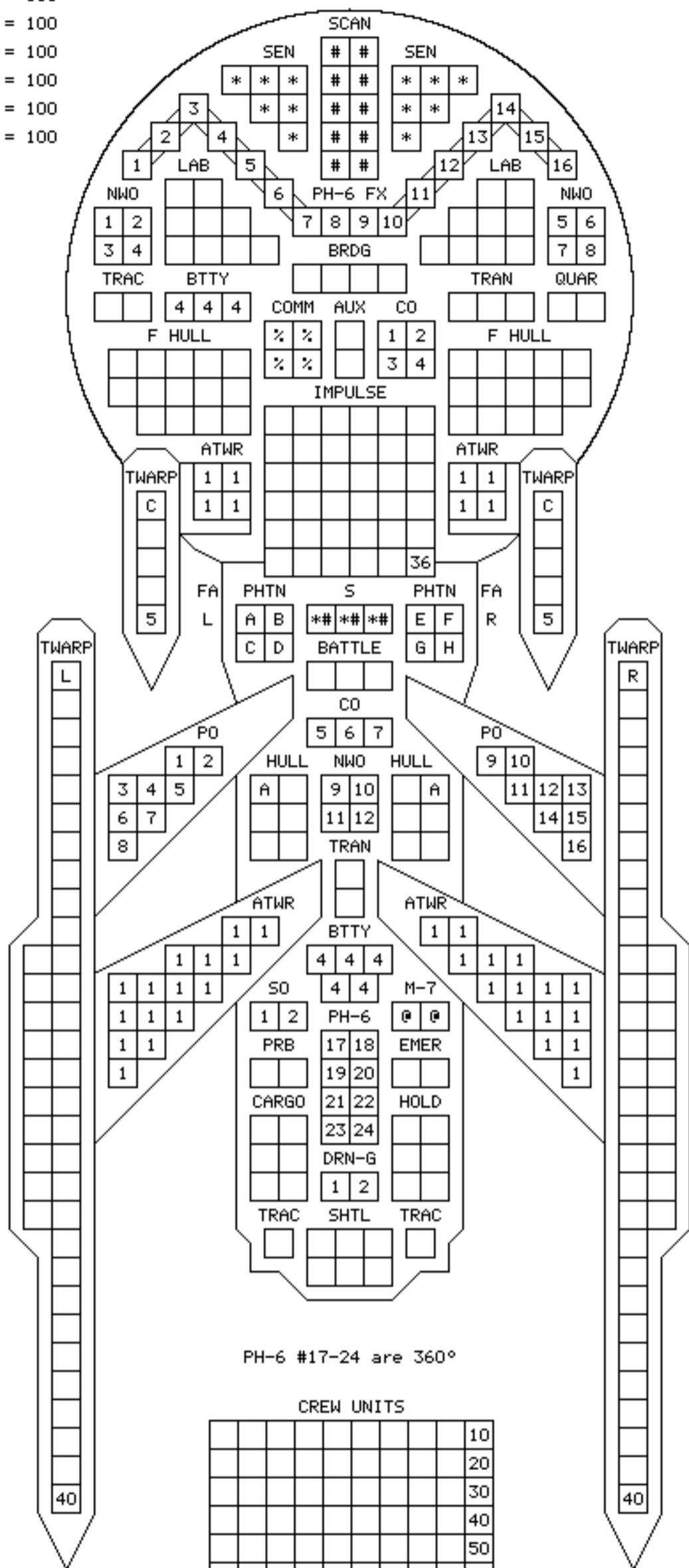
Hawthorne Class

Galaxy Ship

SHIELD #1 = 300
 SHIELD #2 = 100
 SHIELD #3 = 100
 SHIELD #4 = 100
 SHIELD #5 = 100
 SHIELD #6 = 100

Ship Class = Hawthorne
 Model Number = Mk I
 Point Value = 2069
 Breakdown = 6^3
 Shield Cost = 5+15
 Explosion Str = 387
 Size Class = 2
 Movement Cost = 1 (AA)
 Reference = R2.214

Total Power = 114 +16 P0 (+32)
 Opt Allowance = 300 (+300)
 3X Systems = (none)



PH-6 #17-24 are 360°

CREW UNITS

										10
										20
										30
										40
										50
										60

BOARDING PARTIES

										10
										20
										30

DECK CREWS

										10
--	--	--	--	--	--	--	--	--	--	----

PASSENGERS

										10
--	--	--	--	--	--	--	--	--	--	----

SENSOR

6	6	6	6	6	6
6	6	6	5	4	1

SCANNER

0	0	0	0	0	0
0	0	0	1	2	8

DAMCON

14	14	12	10	10	8
6	6	4	2	2	0

EXCDAM

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

CREW UNITS

*									10
									20
						25			

BOARDING PARTIES

									8
--	--	--	--	--	--	--	--	--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

T-BOMBS

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

SHIP DATA TABLE

Ship Class	= Half BCF
Model Number	= Mk II
Point Value	= 86
Breakdown	= 6
Shield Cost	= ½+½
Explosion Str	= 71
Size Class	= 4
Movement Cost	= 1/2 (B)
Reference	= R2.053
Total Power	= 22 (+4)
Opt Allowance	= 0 (+0)
IX Systems	= (none)

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

1						G
2						G

ANTI-DRONE TABLE

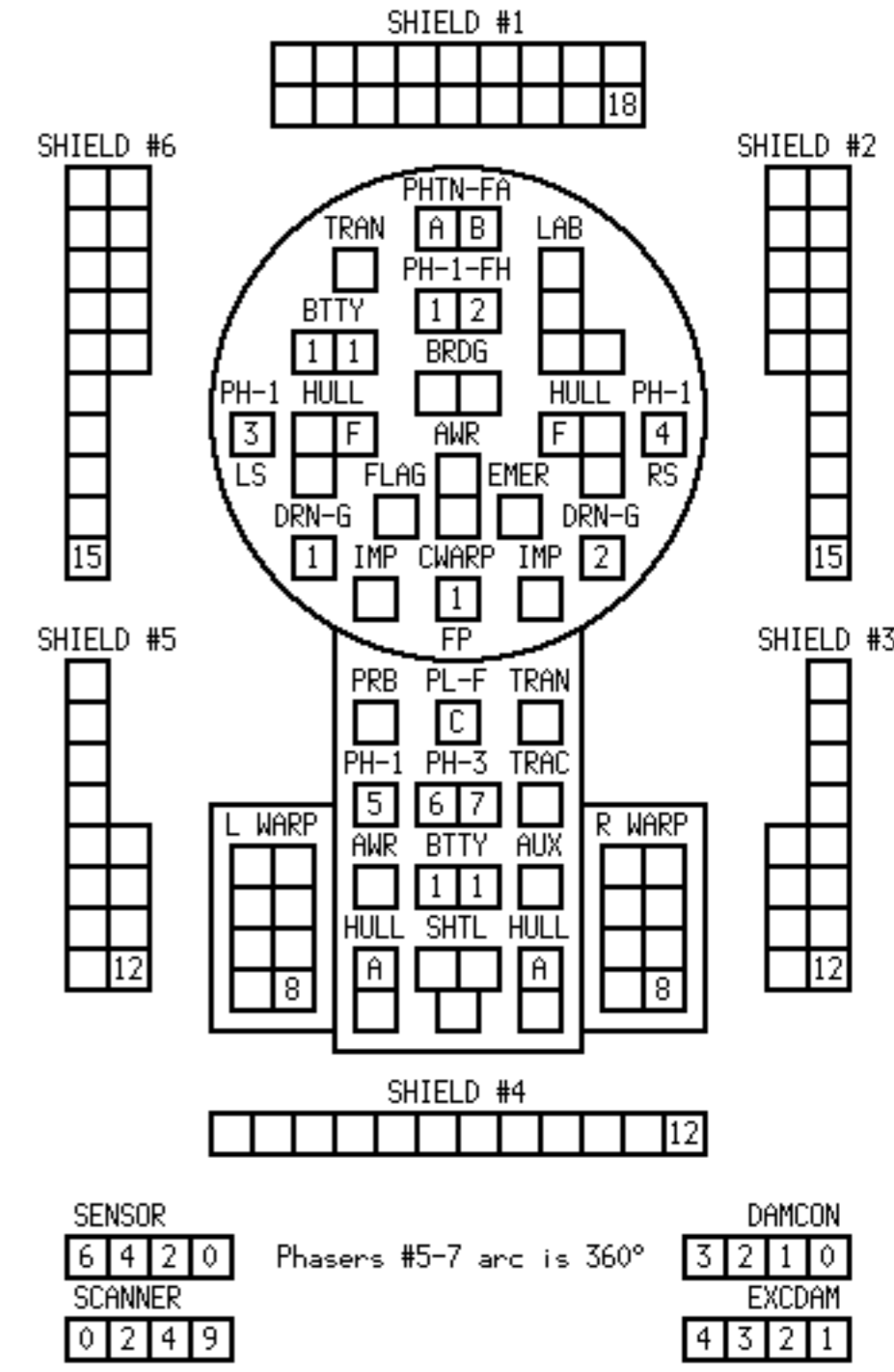
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PLASMA TORPEDO TABLE

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

Donald Miller
 Copyright © 2000 Donald Miller
 dsm131@psu.edu

**FEDERATION
 OXs
 Battle Destroyer
 (Half-size BCF Battlecruiser)**



CREW UNITS

*										10
										20

BOARDING PARTIES

						6
--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	=	HDDM
Model Number	=	Mk II
Point Value	=	100
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	81
Size Class	=	4
Movement Cost	=	2/3 (D)
Reference	=	R2.015
Total Power	=	28 (+4)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

PROBES

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

T-BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO (H refit) TABLE

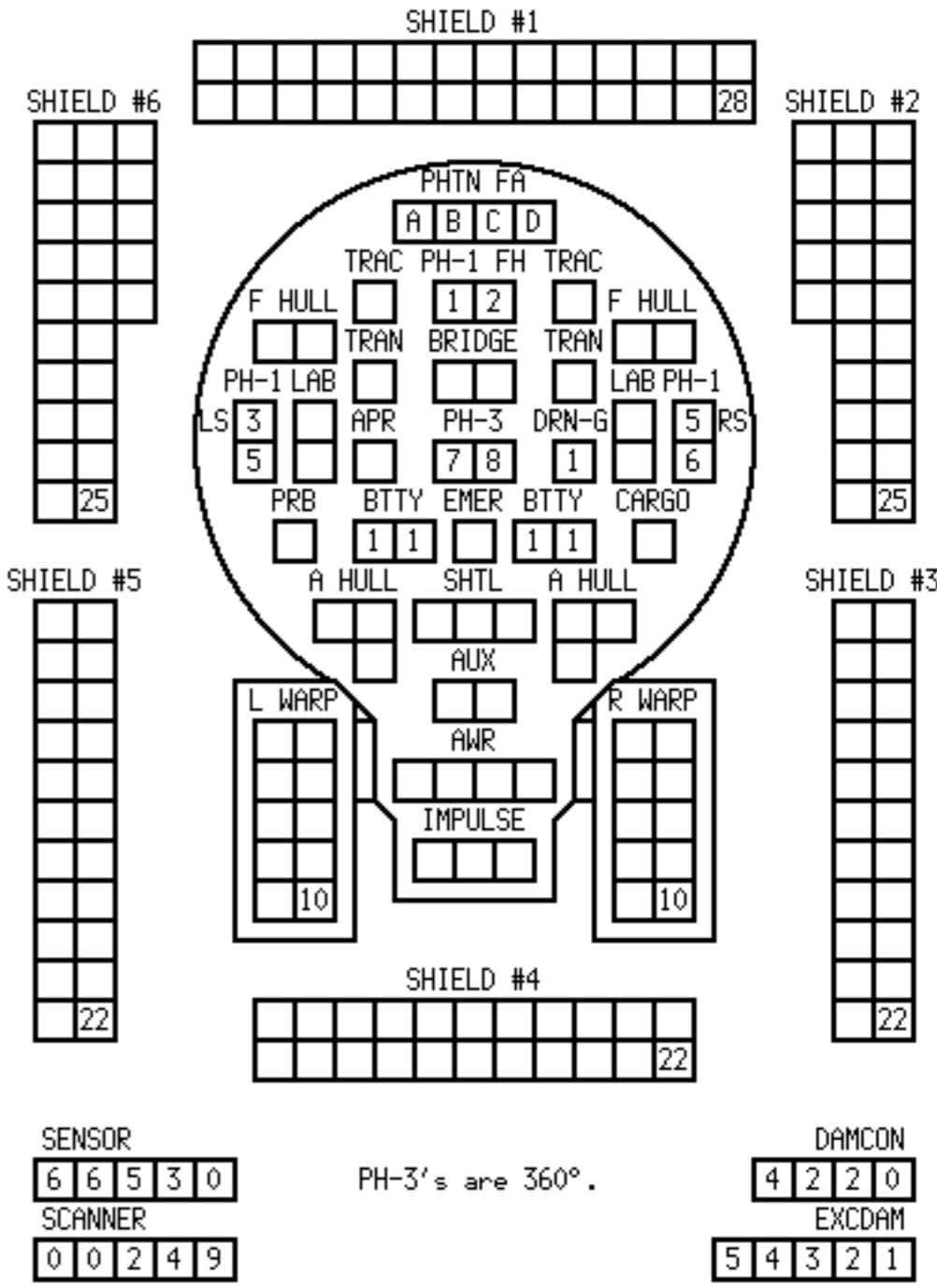
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

DRONE RACK

1							G
---	--	--	--	--	--	--	---

ANTI-DRONE TABLE

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



FEDERATION OXI Heavy Destroyer

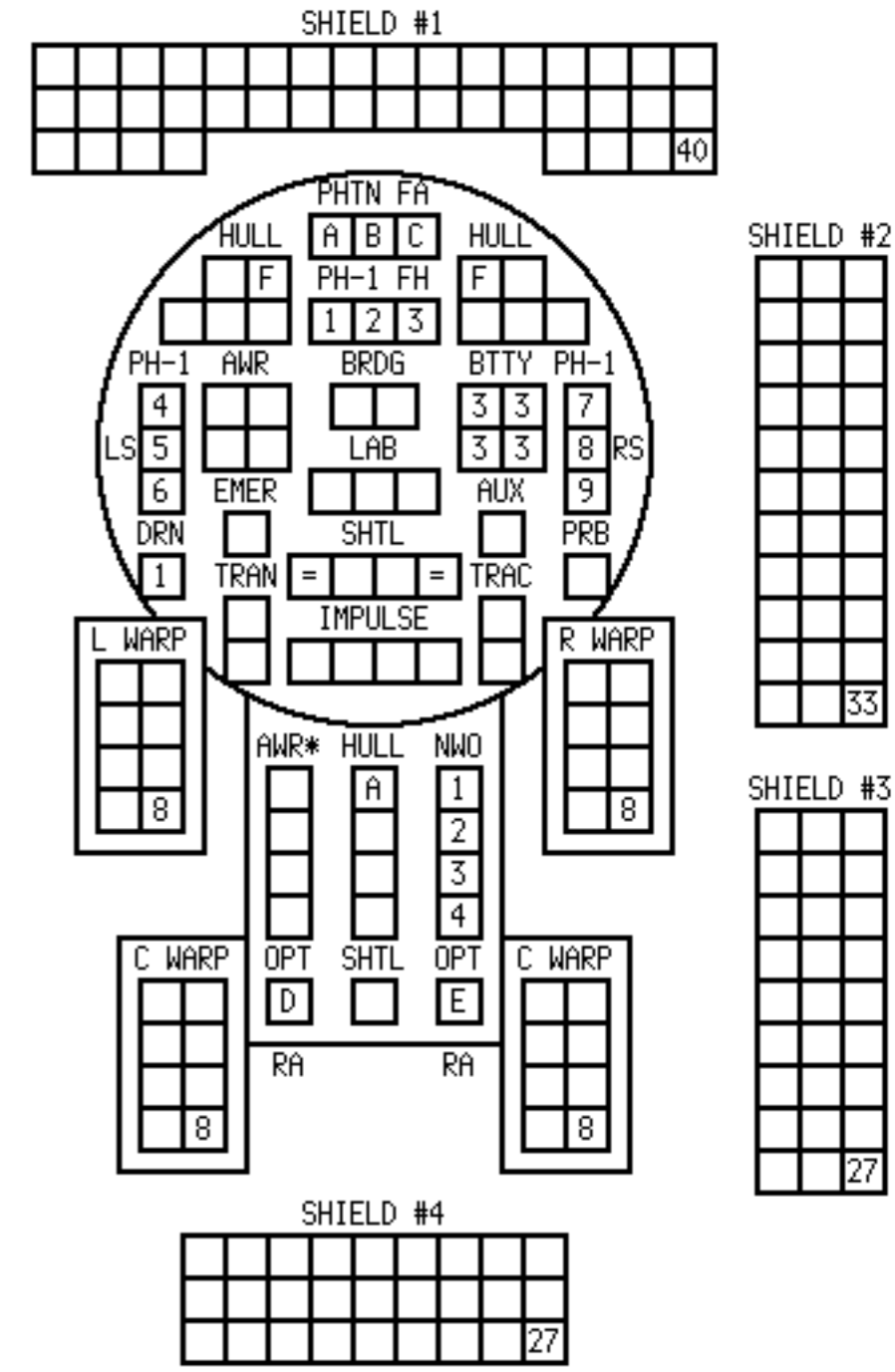
David M. Smith

dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

CREW UNITS									
			*						10
									20
									30
									40
BOARDING PARTIES									
									10
									12
DECK CREWS									
									2
PROBES									
									7

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS		NOTES						
THIS SHIP HAS TWO BAYS.									
TRANSPORTER BOMBS									
				D	D	D	D		

SHIP DATA TABLE	
Ship Class	= HDWX
Model Number	= Mk III
Point Value	= 239
Breakdown	= 5-6
Shield Cost	= 1/2+1/2
Explosion Str	= 107
Size Class	= 4
Movement Cost	= 2/3 (B)
Reference	= R2.166
Total Power	= 44 (+12)
Opt Allowance	= 36 (+14)
2X Systems	= (none)



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

TYPE III DEFENSE PHASER								
DIE	RANGE				4-	9-		
ROLL	0	1	2	3	8	15		
1	4	4	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	
B	1	1-5	
	2	6-10	
HET	3	11-15	
	4	16-21	
BD	5	22-28	
	6	29+	

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

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

PHOTON TORPEDO (variant ammo) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, FAERIE FIRE	1-7	1-6	1-5	1-4	1-3	1-2	1
BONUS, FAERIE FIRE	+6	+5	+4	+3	+2	+1	+1
HIT, SPLASH	1-6	1-5	1-4	1-3	1-2	1	NA
DAMAGE, SPLASH	6+18+6	5+16+5	4+14+4	3+12+3	2+10+2	1+8+1	NA
HIT, SHOTGUN	1-7	1-6	1-6	1-5	1-5	1-4	1-4
DAMAGE, SHOTGUN	5	5	4	4	3	3	2
HIT, CLOAK HUNTER	1-5	1-4	1-3	1-2	1	NA	NA
DAMAGE, CLOAK HUNTER	8	8	8	8	8	NA	NA
HIT, SHIELD SEEKER	1-4	1-5	1-4	1-3	1-2	1	1
DMG, SHIELD SEEKER	12	10	10	10	10	10	8

Variant Photon Ammo:
 You must decide when you arm the weapon which type of photon you are firing. All the variant types cost 8 energy to fire and 2 energy to hold.
 Faerie Fire provides everyone a bonus to hit the target starting with the next impulse. The effect lasts for 4 impulses. Multiple Faerie Fires are cumulative in duration but not effect.
 Splash is simply splash (PPD-like) damage.
 Shotgun fires 4 torpedoes, but they must be fired at separate targets. They do not have small target penalties.
 Cloak Hunter can fire at cloaked ships with no penalty. If it hits, the targetted ship's cloak is voided for this impulse.
 Shield Seeker does damage to any shield the firing ship chooses.

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

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

FEDERATION

1X

Heavy War Destroyer (w/ variant Photon ammo)

SmileyLich
 SmileyLich@aol.com
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Happy Gaming!

FEDERATION OXs

Half-size Battleship

CREW UNITS

*					10
					20
					30
					40
41					

BOARDING PARTIES

					10
	13				

DECK CREWS

		3
--	--	---

PROBES

			5
--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

T-BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	HALF BB
MODEL NUMBER	=	1
POINT VALUE	=	163
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
EXPLOSION STR	=	125
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R2.062
FILENAME	=	FED-HFBB
TOTAL POWER	=	41 (+6)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	(none)

TYPE 1 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

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

TYPE 3 PHASER TABLE

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

1							B
2							B
3							B
4						G	
5						G	

ANTI-DRONE TABLE

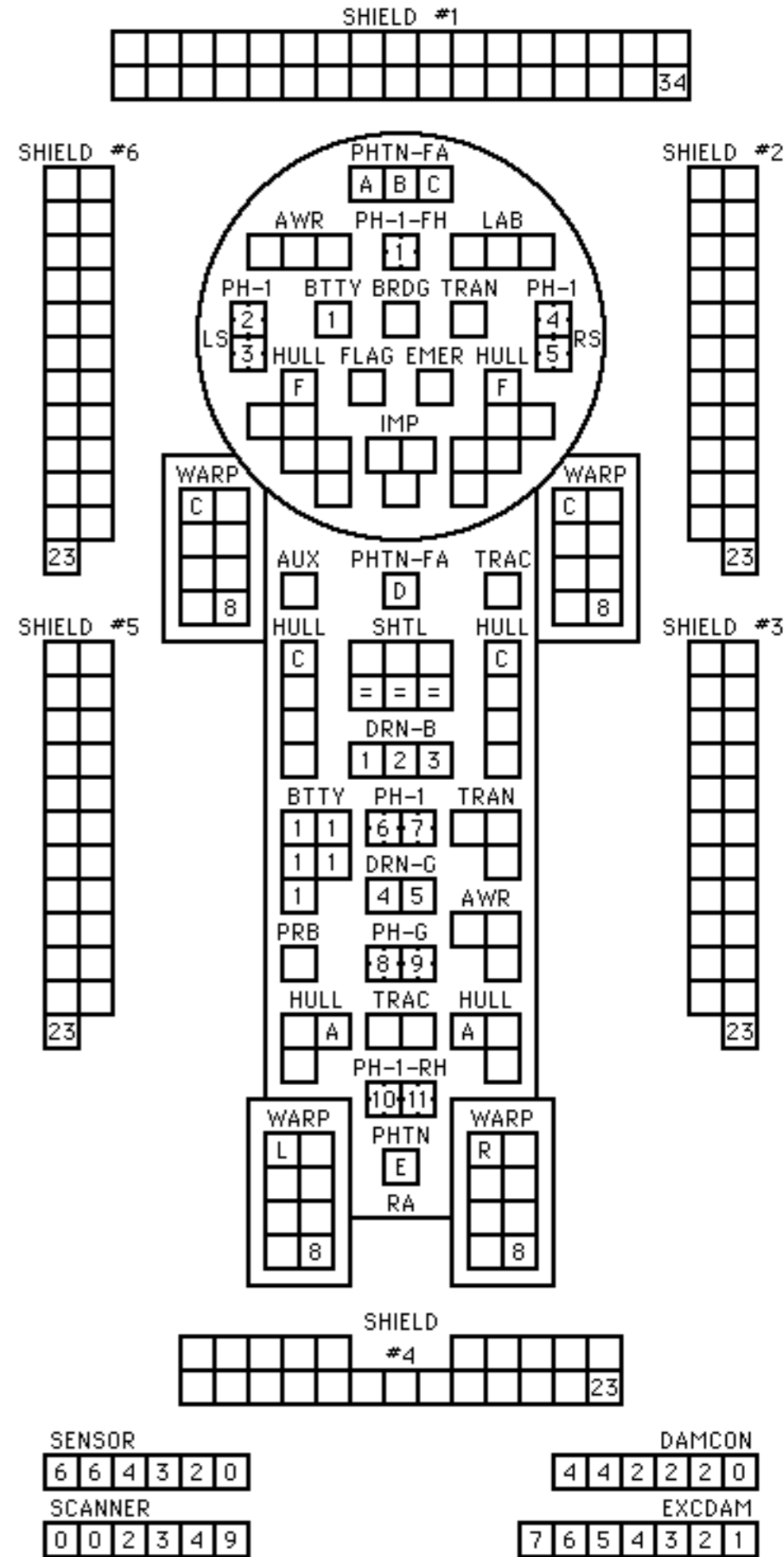
RANGE	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com



CREW UNITS						ADMINISTRATIVE SHUTTLES						
*					5	IDENT	HIT POINTS					NOTES
BOARDING PARTIES						THIS SHIP HAS TWO SHUTTLE BAYS.						
					2							

SHIP DATA TABLE	
Ship Class	= Karekh
Model Number	= Mk II
Point Value	= 78
Breakdown	= 6
Shield Cost	= 1/2+1/2
Explosion Str	= 50
Size Class	= 4
Movement Cost	= 1/3 (B)
Reference	= R2.019
Total Power	= 15 (+2)
Opt Allowance	= 4 (+0)
IX Systems	= (none)

PROBES									
									10

T-BOMBS		
	D	D

TYPE II OFFENSIVE/DEFENSIVE PHASER									
DIE	RANGE								
	0	1	2	3	4-	8	15	30	50
1	6	5	5	4	3	2	1	1	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	1	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	4	3	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0

TYPE III DEFENSE PHASER						
DIE	RANGE					
	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

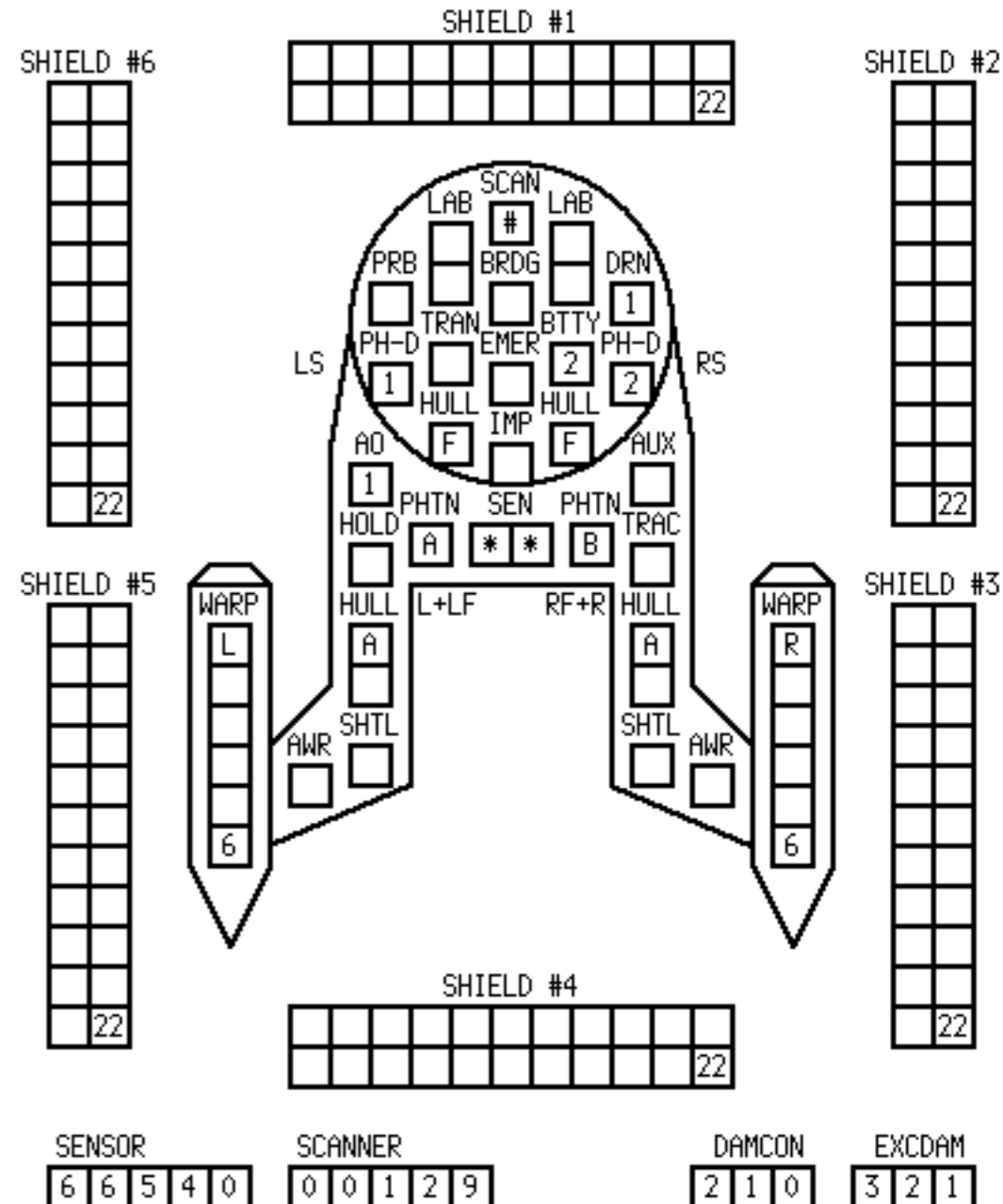
TURN MODE			SPEED
B	1		1-5
	2		6-10
HET	3		11-15
	4		16-21
BD	5		22-28
	6		29+

Ph-D costs 2 energy to fire and fires 3 Ph-2 shots per turn.

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACK						
1						G

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



FEDERATION OXI Karekh Class Light Explorer

dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

CREW UNITS

10
13

BOARDING PARTIES

6

DECK CREWS

2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = Keith
 Model Number = Mk V
 Point Value = 394
 Breakdown = 6
 Shield Cost = 2+2
 Explosion Str = 142
 Size Class = 3
 Movement Cost = 2/3 (D)
 Reference = R2.119-A
 Total Power = 46 +4 PO (+9)
 Opt Allowance = 59 (+0)
 2X Systems = (none)

SHIELD #1

72

PROBES

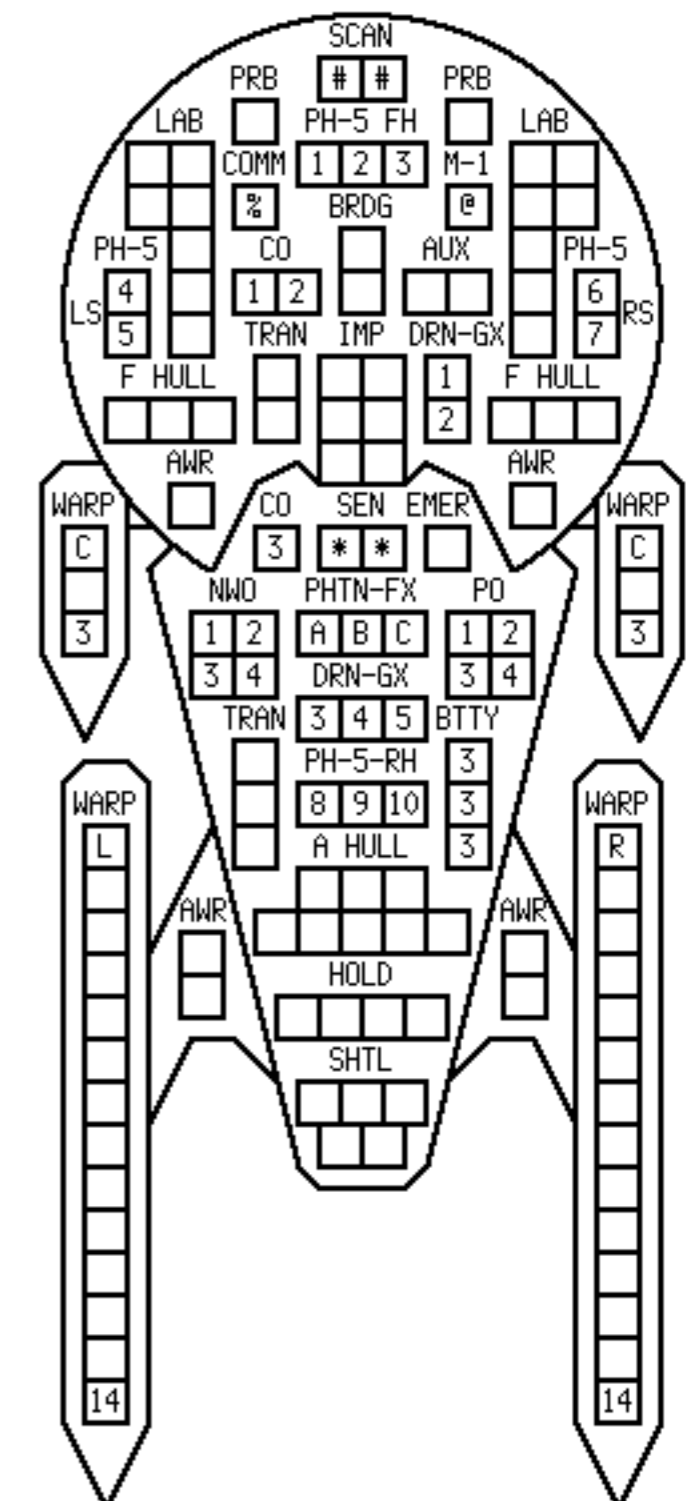
7
7

TRANSPORTER BOMBS

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

SHIELD #6

72



SHIELD #2

72

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE	8-	12-	18-	23-	41-	61-
ROLL	0 1 2 3 4 5 6 7	11	17	22	40	60	90
1	10 10 10 10 9 8 7 6	5	4	3	2	1	1
2	10 10 10 9 8 7 6 5	4	3	2	1	1	0
3	10 10 10 9 8 7 6 5	4	3	2	1	1	0
4	10 10 9 8 7 6 5 4	3	2	1	1	0	0
5	10 10 9 8 7 6 5 4	3	2	1	1	0	0
6	10 9 8 7 6 5 4 3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

DRONE RACKS

1										GX
2										GX
3										GX
4										GX
5										GX

ANTI-DRONE TABLE

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

TURN MODE SPEED

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

SHIELD #5

72

SHIELD #4

72

SHIELD #3

72

FEDERATION
1X
Keith Class
War Cruiser

David Miller

dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.

SENSOR

6	6	6	6	6	5	0
---	---	---	---	---	---	---

SCANNER

0	0	0	0	0	1	9
---	---	---	---	---	---	---

DAMCON

6	6	4	4	2	2	0
---	---	---	---	---	---	---

EXCDAM

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

CREW UNITS

*								10
								20
24								

BOARDING PARTIES

						6
--	--	--	--	--	--	---

DECK CREWS

			4
--	--	--	---

PASSENGERS

	2
--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

Ship Class	= Larson
Model Number	= Mark IX
Point Value	= 162
Breakdown	= 4-6
Shield Cost	= $\frac{1}{2} + \frac{1}{2}$
Explosion Str	= 107
Size Class	= 4
Movement Cost	= 1/2 (D)
Reference	= R2.008-A
Total Power	= 28 +4 PO (+8)
Opt Allowance	= 28 (+0)
IX Systems	= (none)

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

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

TYPE III DEFENSE PHASER

DIE	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

1						G
2						G

ANTI-DRONE TABLE

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

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

PLASMA TORPEDO TABLE

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

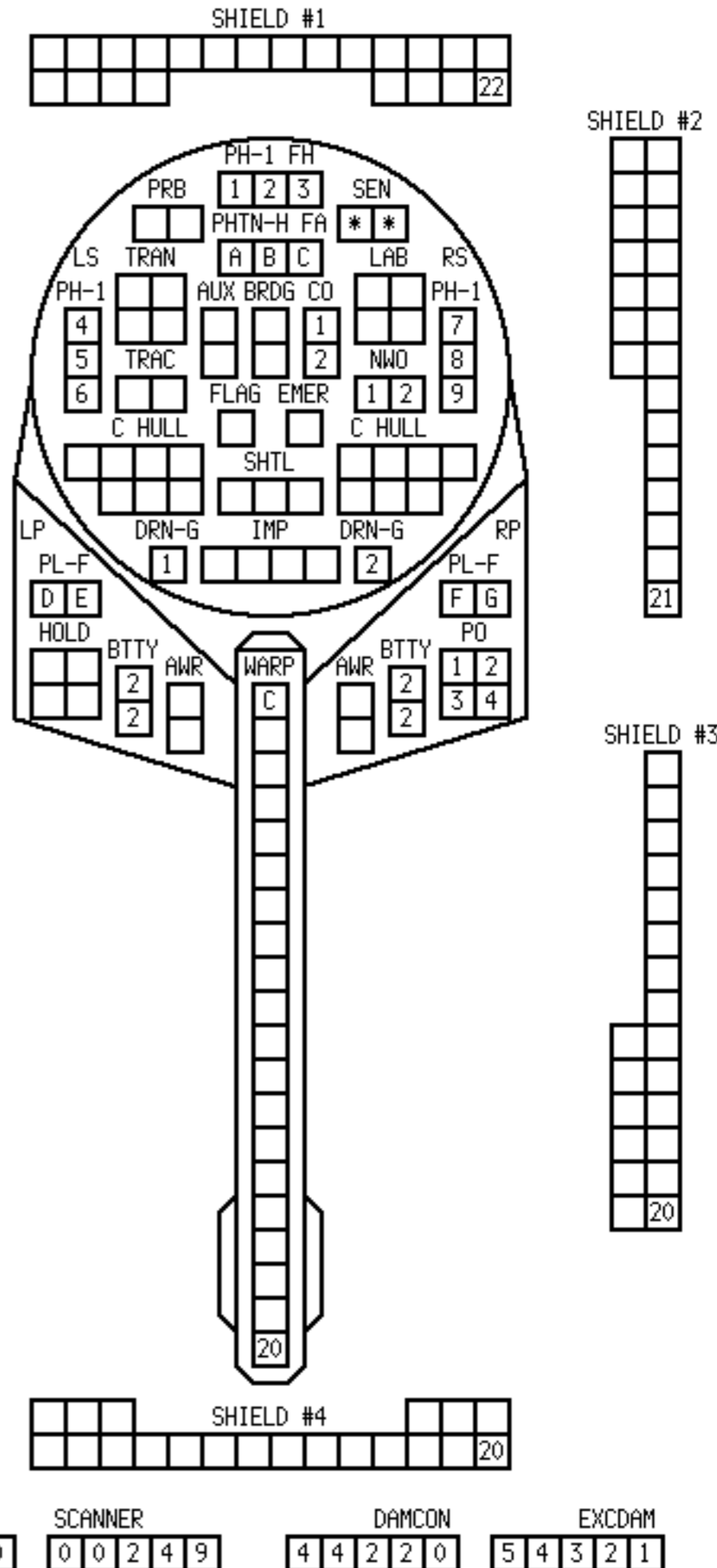
FEDERATION OXI

Larson Class

Destroyer Leader



dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR	SCANNER	DAMCON	EXCDAM
6 6 4 0	0 0 2 4 9	4 4 2 2 0	5 4 3 2 1

CREW UNITS

*						10
						20

BOARDING PARTIES

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

DECK CREWS

		3
--	--	---

PASSENGERS

1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

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

PROBES

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

SHIP DATA TABLE

Ship Class	= Larson
Model Number	= Mark VII
Point Value	= 110
Breakdown	= 4-6
Shield Cost	= ½+½
Explosion Str	= 85
Size Class	= 4
Movement Cost	= 1/2 (D)
Reference	= R2.008
Total Power	= 26 +2 PD (+4)
Opt Allowance	= 17 (+0)
1X Systems	= (none)

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

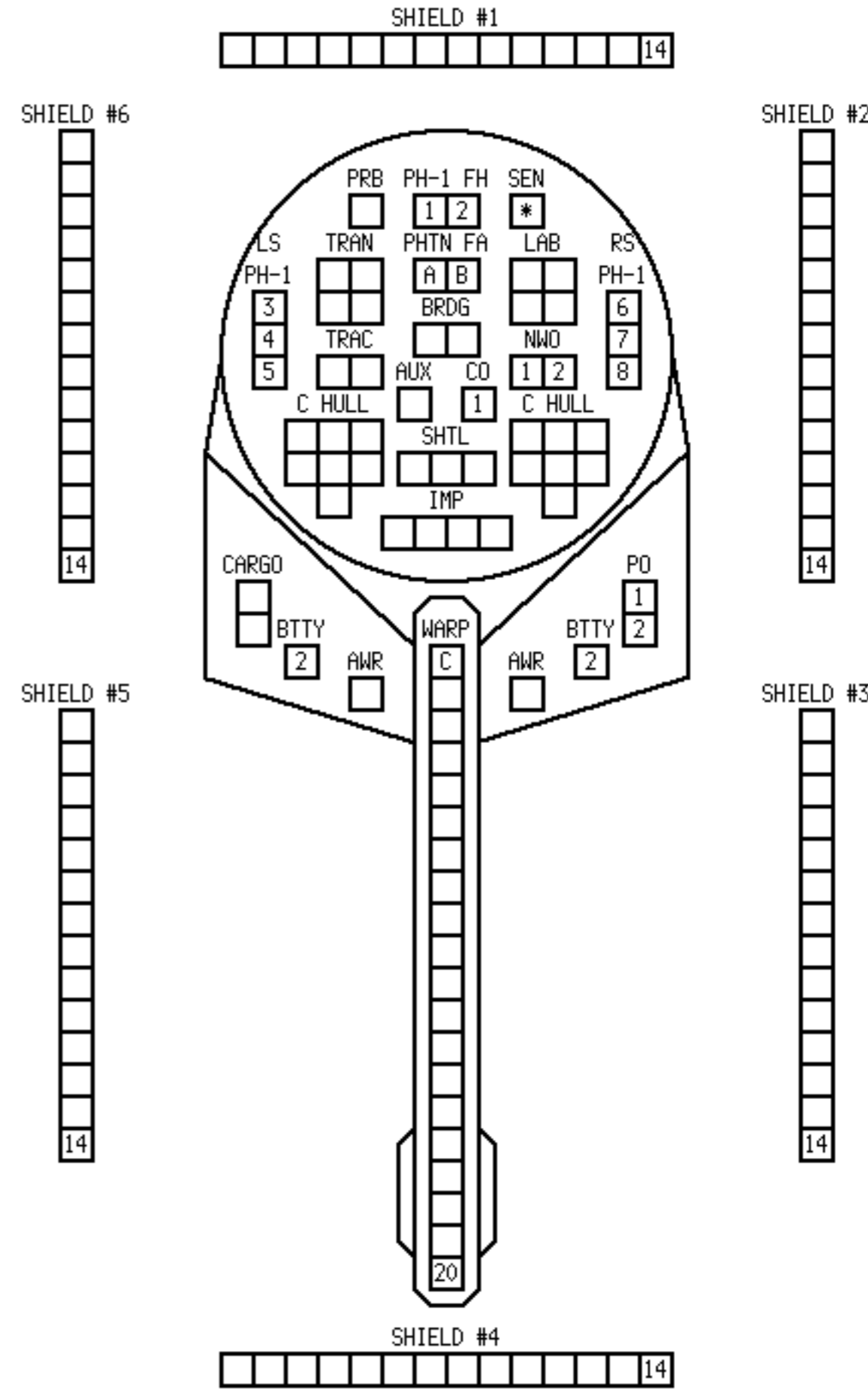
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

FEDERATION OXI

Larson Class Destroyer



dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR: 6 4 0 SCANNER: 0 2 4 9 DAMCON: 4 4 2 2 0 EXCDAM: 5 4 3 2 1

FEDERATION OXI Light War Destroyer

CREW UNITS

		*										10
												15

BOARDING PARTIES

				4
--	--	--	--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

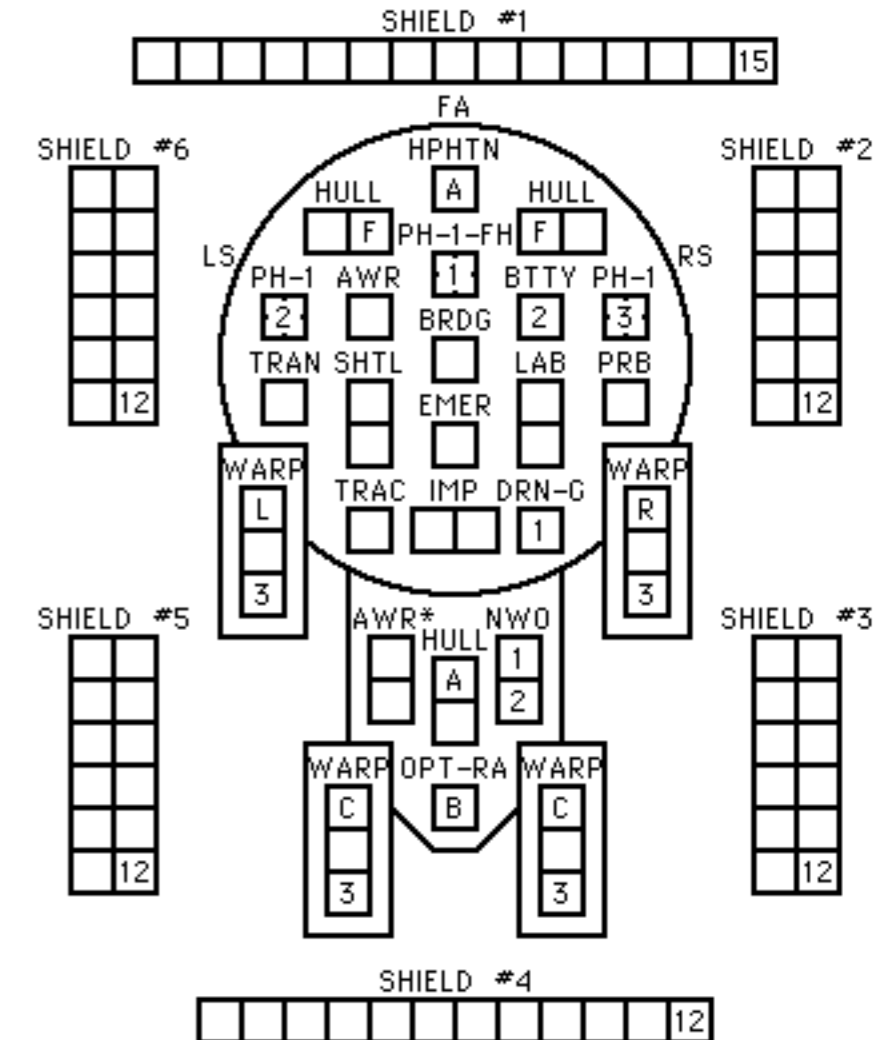
IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY.		

T-BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	LDW
MODEL NUMBER	=	1
POINT VALUE	=	66
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	47
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (B)
REFERENCE	=	R2.072
FILENAME	=	FED-LDW
TOTAL POWER	=	17 (+2)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	11 (+0)
IX SYSTEMS	=	NONE



Donald Miller

Copyright © 2001 Donald Miller
SmileyLich@home.com

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

DIE ROLL	RANGE					
	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

1						G
---	--	--	--	--	--	---

ANTI-DRONE TABLE

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

PLASMA TORPEDO TABLE

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

DRONE RACK (OPTIONAL)

B						G
---	--	--	--	--	--	---

HEAVY PHOTON TORPEDO TABLE (H REFIT)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	12	12	12	12	12	12	12
DMG, PROXIMITY	6	6	6	6	6	6	6
DMG, OVERLOAD	24	24	24	24	NA	NA	NA

PHOTON TORPEDO TABLE (H REFIT)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	8	8	8	8	8	8	8
DMG, PROXIMITY	4	4	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA	NA

SENSOR

6	5	3	0
SCANNER			
0	1	4	9

DAMCON

2	2	0
EXCDAM		
3	2	1

Fires 1 per 2 turns.

Standard/Proximity: Arm cost 3 + 3; Hold cost 1+1/2.

Overload: Arm cost 6 + 6; Hold cost 3.

FEDERATION OXs Light Frigate

CREW UNITS

8

BOARDING PARTIES

4

PROBES

5

ADMINISTRATIVE SHUTTLES

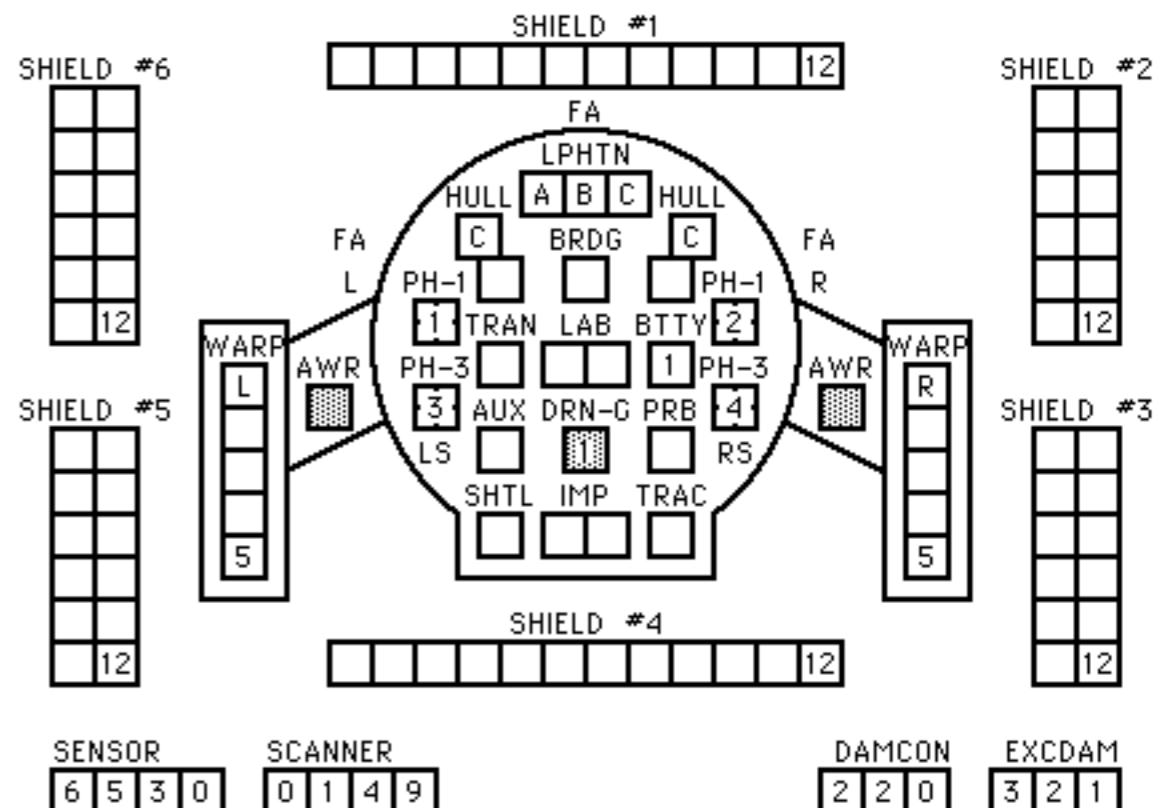
IDENT	HIT POINTS	NOTES
		ONE SHUTTLE BAY.

T-BOMBS

D	D
---	---

SHIP DATA TABLE

SHIP CLASS	=	LFF
MODEL NUMBER	=	1
POINT VALUE	=	45
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	41
SIZE CLASS	=	4
MOVEMENT COST	=	1/4 (A)
REFERENCE	=	R2.071
FILENAME	=	FED-LFF
TOTAL POWER	=	12+2AWR(+1)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
PLUS REFIT (SHADED BOXES)	+5	
L REFIT (+1 TO HIT W/ LPHTN, BTTY IS 2 POINT)	+2	



Donald Miller

Copyright © 2001 Donald Miller
SmileyLich@home.com

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

DRONE RACK

1					G
---	--	--	--	--	---

ANTI-DRONE TABLE

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

PLASMA TORPEDO TABLE

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

LFFL variant: Replace all LPHTN with LPL-F.
LPL-F's fire 1 per 3 turns.
Arm cost 1/2 + 1/2 + 3/2; Hold cost 0.
Cannot envelope or shotgun.

LIGHT PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	4	4	4	4	4	4
DMG, PROXIMITY	NA	2	2	2	2	2
DMG, OVERLOAD	8	8	8	8	NA	NA

LIGHT PHOTON TORPEDO TABLE (H REFIT)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	4	4	4	4	4	4	4
DMG, PROXIMITY	2	2	2	2	2	2	2
DMG, OVERLOAD	8	8	8	8	NA	NA	NA

LPHTN:

Fires 1 per 2 turns.
Standard/Proximity:
Arm cost 1 + 1; Hold cost 1/2.
Overload:
Arm cost 2 + 2; Hold cost 1.

CREW UNITS

	*						8
--	---	--	--	--	--	--	---

 BOARDING PARTIES

			4
--	--	--	---

 DECK CREWS

1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = Loknar
 Model Number = Mk V
 Point Value = 160
 Breakdown = 4-6
 Shield Cost = 1+5
 Explosion Str = 107
 Size Class = 3
 Movement Cost = 3/4 (D)
 Reference = R2.009
 Total Power = 37 +2 PO (+3)
 Opt Allowance = 32 (+0)
 1X Systems = (none)

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

dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

PROBES

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

TRANSPORTER BOMBS

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

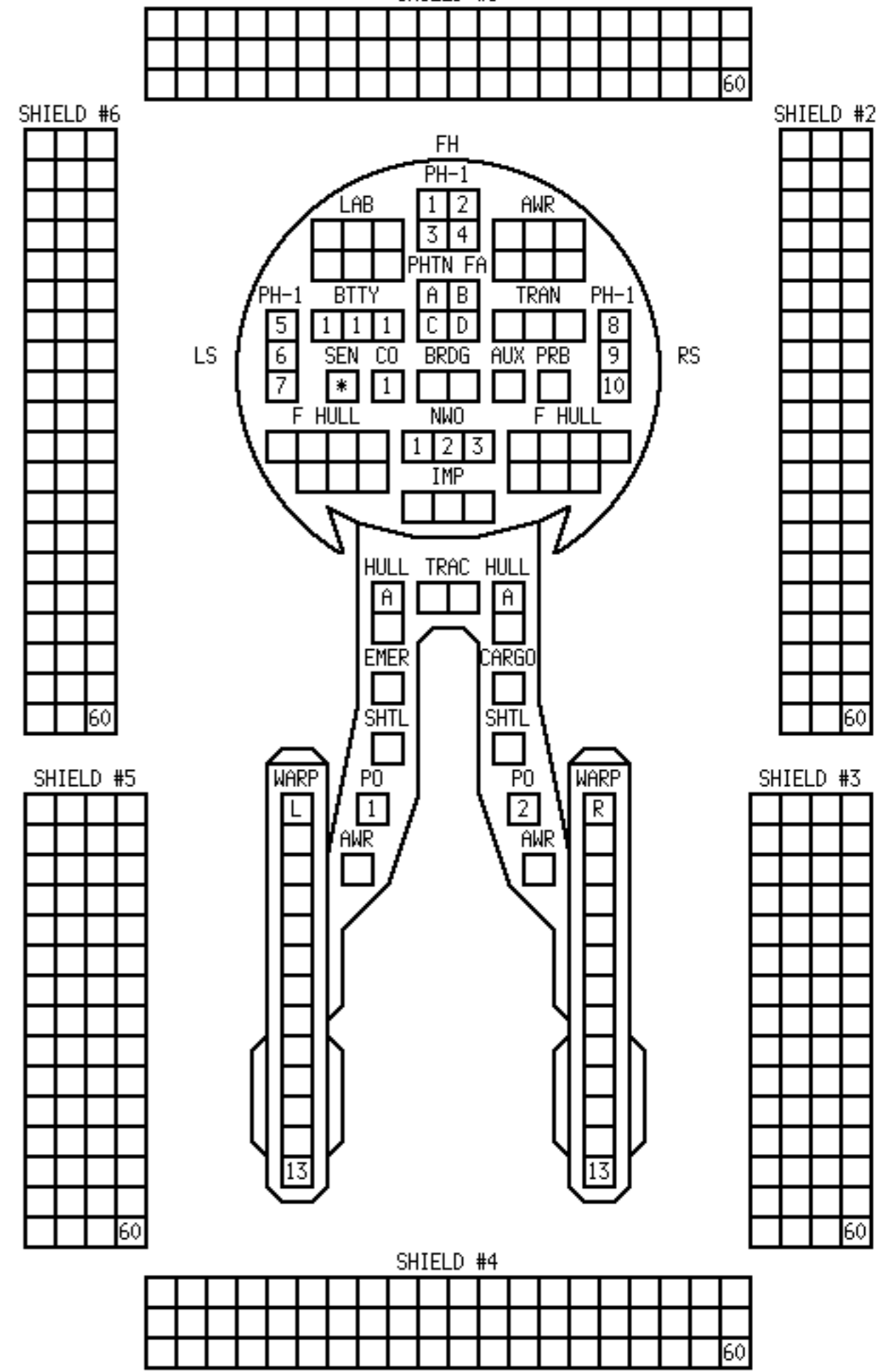
TYPE I OFFENSIVE PHASER TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

FEDERATION OXs Loknar Class Frigate



SENSOR

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

 SCANNER

0	0	2	4	6	9
---	---	---	---	---	---

DAMCON

6	6	4	4	2	2	2	0
---	---	---	---	---	---	---	---

 EXCDAM

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

FEDERATION 2Xe London Class Galaxy Ship

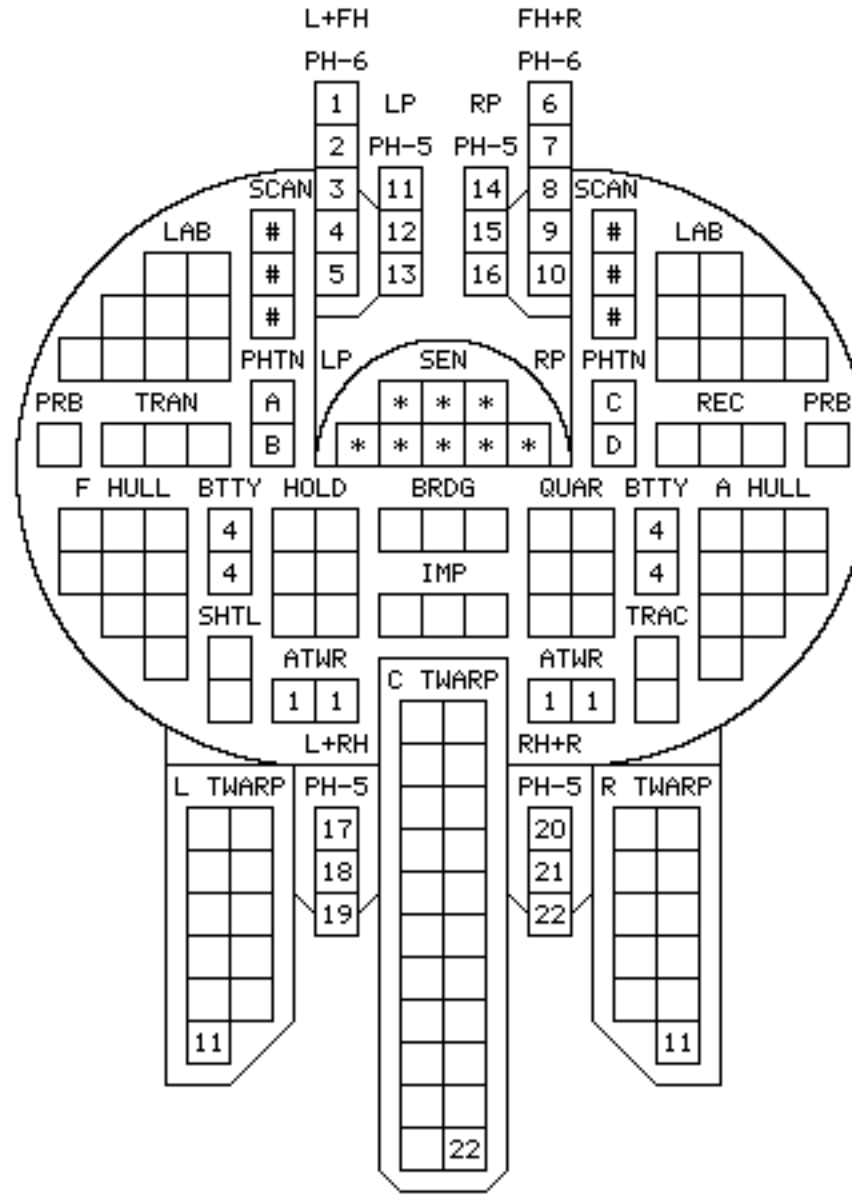
Ship Class = London
 Model Number= Mk II
 Point Value = 879
 Breakdown = 6^3
 Shield Cost = 3+12
 ExplosionStr= 173
 Size Class = 4
 Move Cost = 1/3 (C)
 Reference = R2.212

 Total Power = 51
 (+16)
 Opt Allow = 0 (+0)
 3X Systems = (none)

SHIELD #1																				
																			2	00

SHIELD #6					
				1	00

SHIELD #5					
				1	00



SHIELD #2					
				1	00

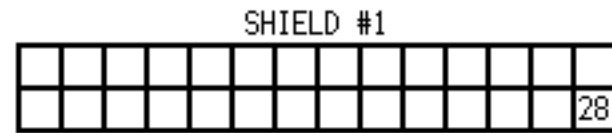
SHIELD #3					
				1	00

SHIELD #4																				
																			1	00

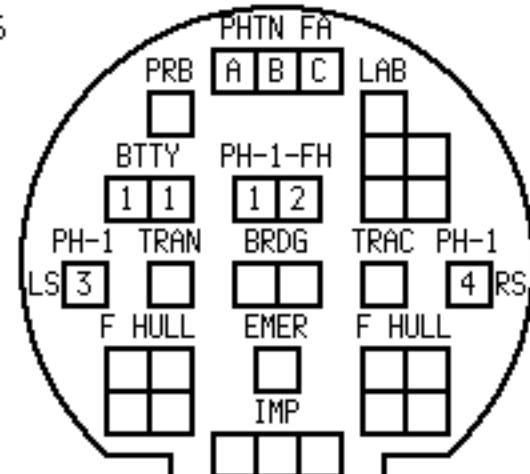
SENSOR							
6	6	6	6	6	6	5	1
SCANNER							
0	0	0	0	0	0	2	8

CREW UNITS					
					10
					20
					30
					40
BOARDING PARTIES					
					10
PASSENGERS					
					10
					20

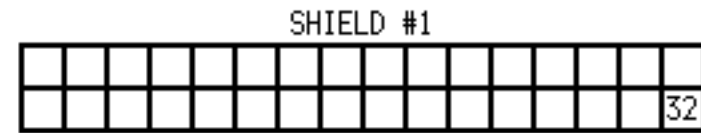
DAMCON						
10	8	6	6	4	2	0
EXCDAM						
8	7	6	5	4	3	1



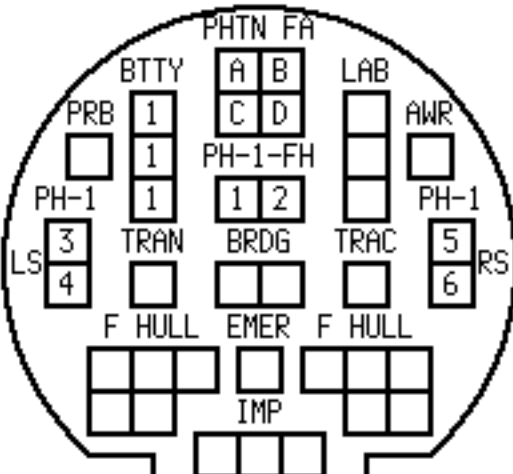
Standard Saucer



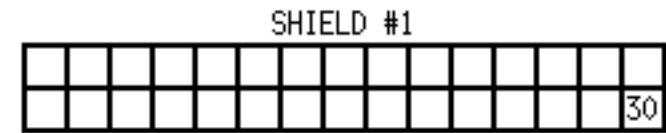
SENSOR 6 5
SCANNER 0 2
BPV = 38
ExpStr = 37
Move Cost = 1/3
DAMCON 4 2 0
EXCDAM 3 2 1



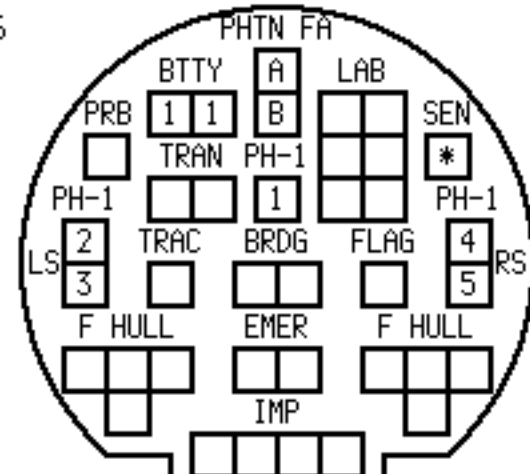
Battle Saucer



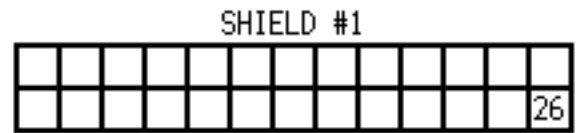
SENSOR 6 5
SCANNER 0 2
BPV = 44
ExpStr = 42
Move Cost = 1/3
DAMCON 4 2 0
EXCDAM 3 2 1



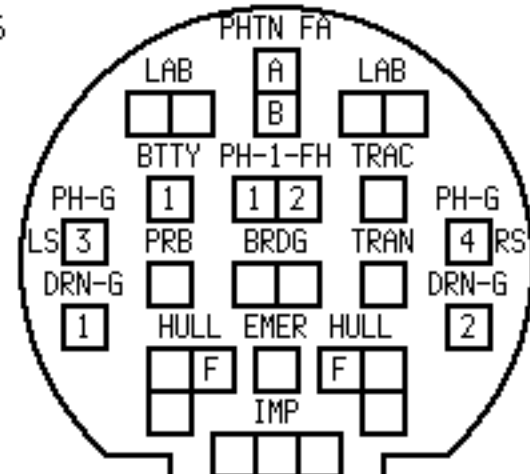
Command Saucer



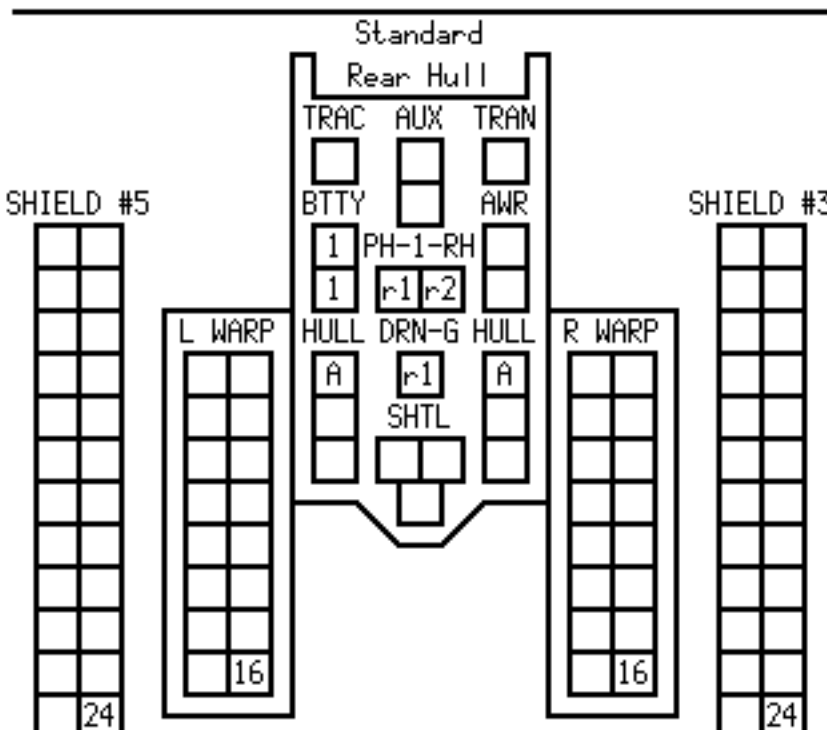
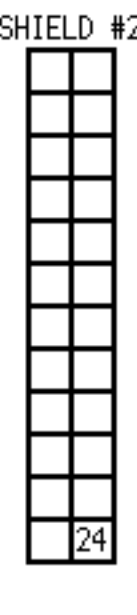
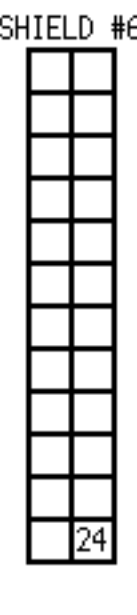
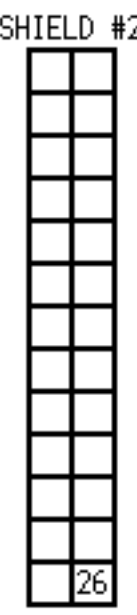
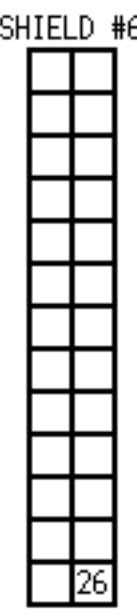
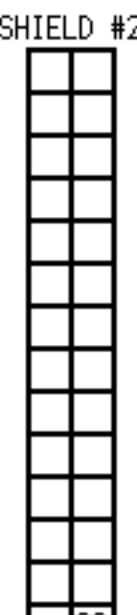
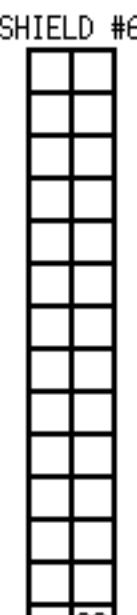
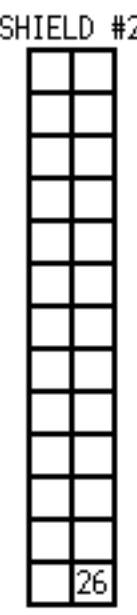
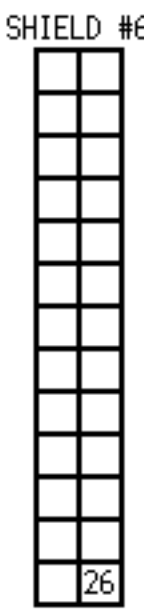
SENSOR 6 6
SCANNER 0 1
BPV = 46
ExpStr = 43
Move Cost = 1/3
PH-1 #1 arc is FH
DAMCON 4 2 0
EXCDAM 3 2 1



Escort Saucer



SENSOR 6 6
SCANNER 0 2
BPV = 39
ExpStr = 33
Move Cost = 1/4
DAMCON 3 1 0
EXCDAM 2 1



SHIELD #5

24

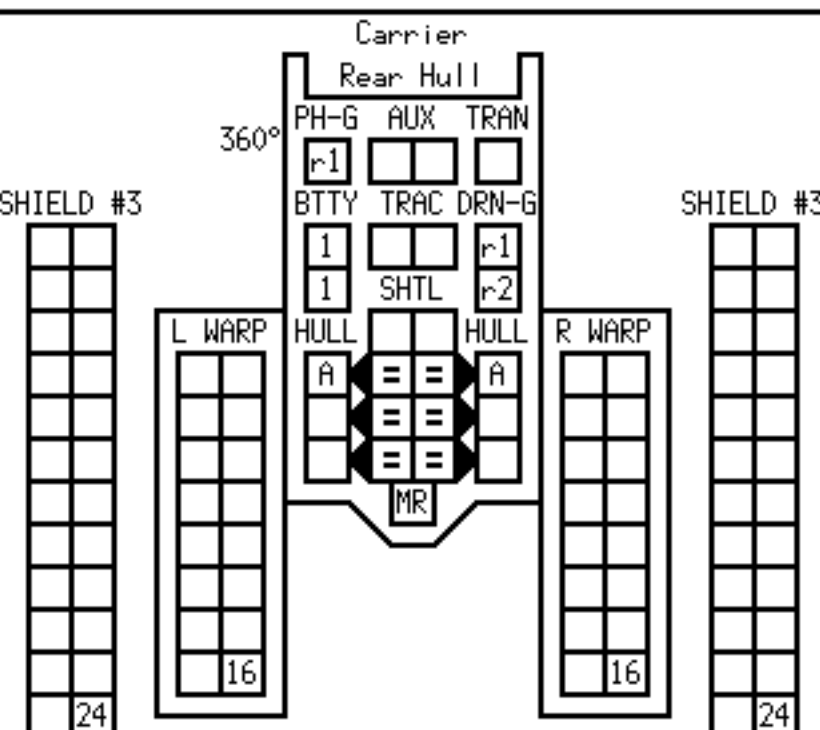
SHIELD #3

24

SHIELD #4

22

SENSOR 6 4 0
SCANNER 0 4 9
BPV = 78
ExpStr = 58
Move Cost = 2/3
DAMCON 4 2 0
EXCDAM 3 2 1



SHIELD #3

24

SHIELD #3

24

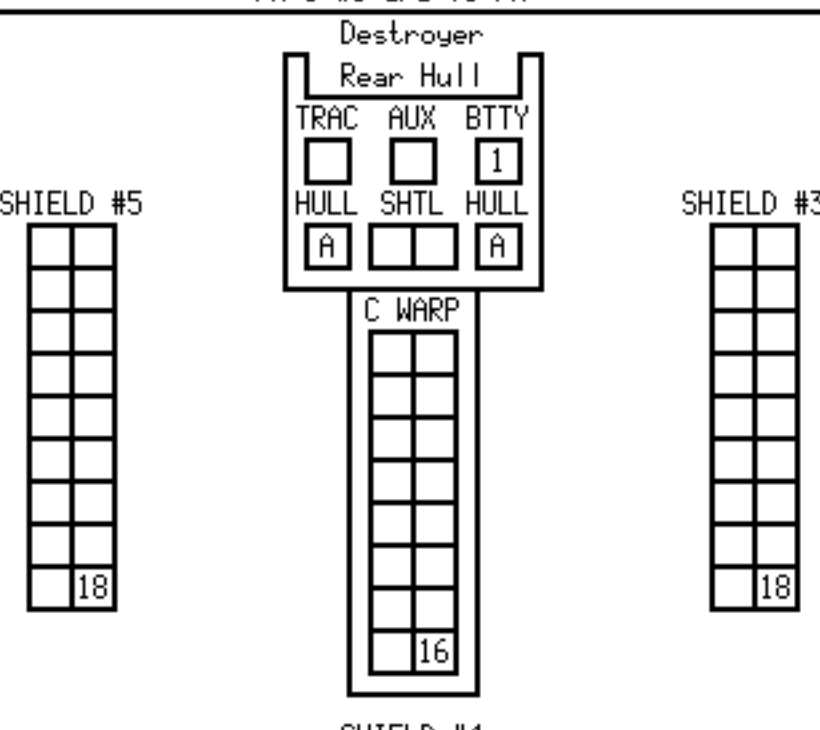
SHIELD #5

18

SHIELD #4

22

SENSOR 6 4 0
SCANNER 0 4 9
BPV = 86
ExpStr = 63
Move Cost = 2/3
DAMCON 4 2 0
EXCDAM 3 2 1



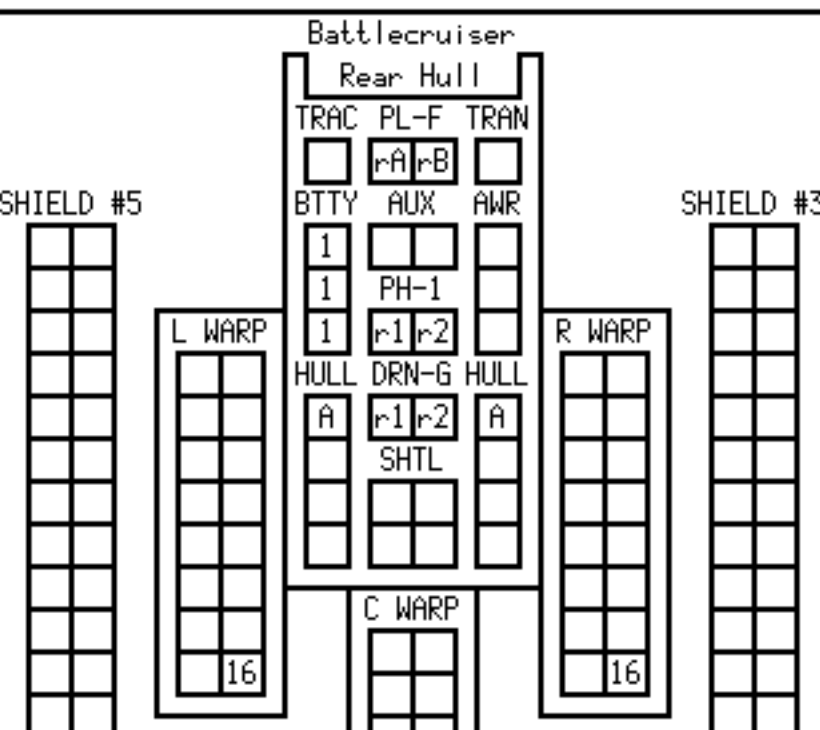
SHIELD #3

18

SHIELD #4

16

SENSOR 6 0
SCANNER 0 9
BPV = 43
ExpStr = 27
Move Cost = 1/6
DAMCON 2 0
EXCDAM 1



SHIELD #5

26

SHIELD #3

26

SHIELD #4

24

PL-F are FP
PH-1 are RH
SENSOR 6 6 3 0
SCANNER 0 0 5 9
BPV = 112
ExpStr = 77
Move Cost = 1
DAMCON 6 4 2 0
EXCDAM 4 3 2 1

Donald Miller
Copyright © 2000 Donald Miller
dsm1311@home.com

FEDERATION OXs

Modular Ship (Sheet 1)

TYPE I OFFENSIVE PHASER TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

PLASMA TORPEDO TABLE

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

Instructions:
Choose a Saucer and a Rear Hull. Crew = (# Hull boxes)*2. Boarding Parties = (# Hull boxes).
BPV, Explosion Strength, and Move Cost is the sum of the pieces.

CREW UNITS					
		*			10
					20
					30
					40
				46	
BOARDING PARTIES					
					10
					15

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS		NOTES		
THIS SHIP HAS ONE SHUTTLE BAY.					

SHIP DATA TABLE	
Ship Class	= NBCL
Model Number	= Mk II
Point Value	= 224
Breakdown	= 3-6
Shield Cost	= 1+2
Explosion Str	= 141
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R2.014-A
Total Power	= 48 (+12)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

PROBES				
				5

TRANSPORTER BOMBS							
				D	D	D	D

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

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

TYPE III DEFENSE PHASER						
DIE	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

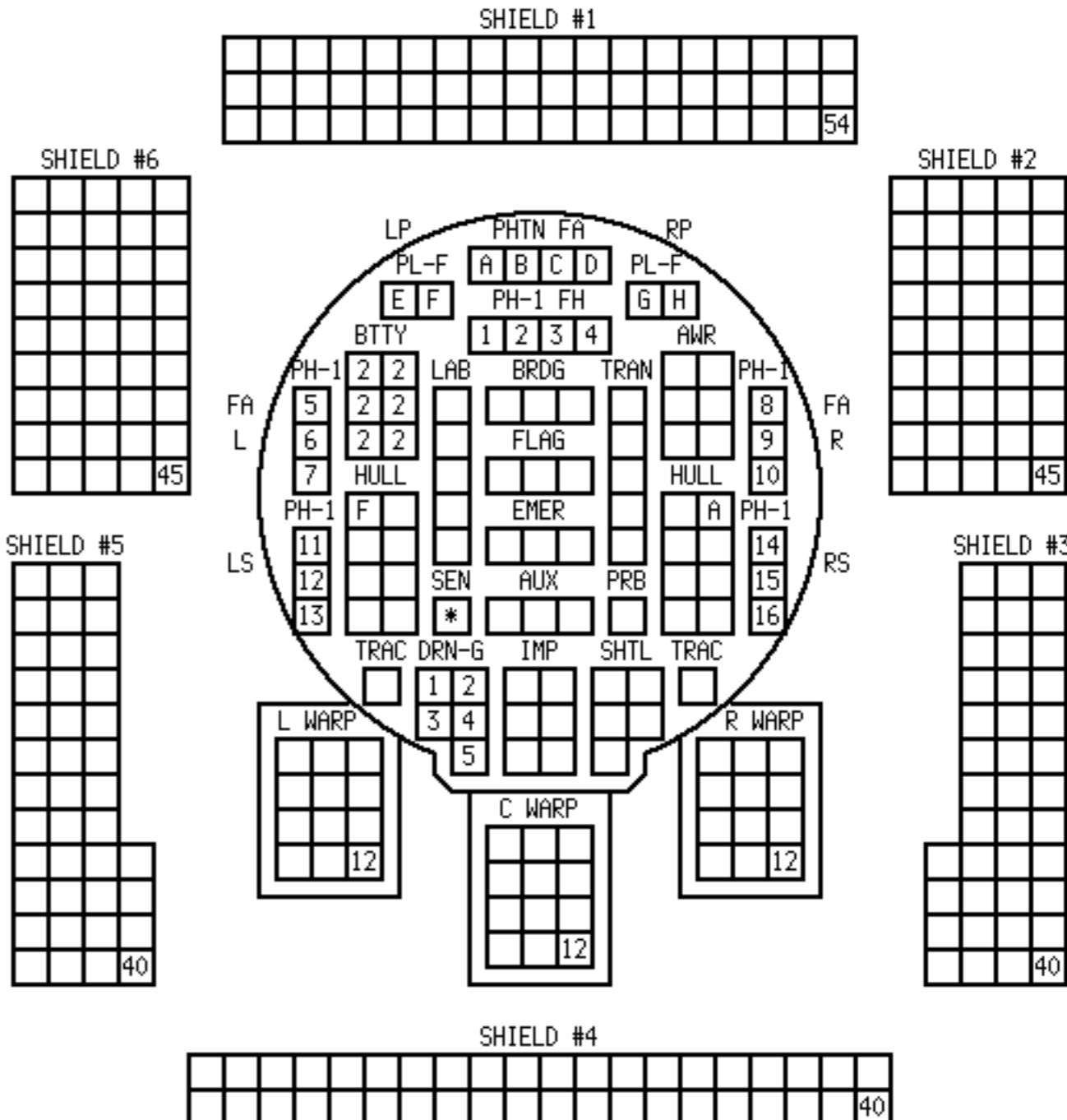
DRONE RACKS					
1					G
2					G
3					G
4					G
5					G

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

PHOTON TORPEDO (H refit) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

Robert Miller

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc
Evaluation by ADB, Inc. is pending.
Enjoy!



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

DAMCON						
8	6	6	4	4	2	2
EXCDAM						
8	7	6	5	4	3	2

FEDERATION OXI New Battlecruiser Leader

CREW UNITS

	*								10
									20
									30

BOARDING PARTIES

									9
--	--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = NCA-DM
 Model Number = Mk III
 Point Value = 163
 Breakdown = 4-6
 Shield Cost = 1+1
 Explosion Str = 127
 Size Class = 3
 Movement Cost = 1 (E)
 Reference = R2.015-A
 Total Power = 43 (+6)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

PROBES

				5
				5

T-BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

DRONE RACKS

1							G
2							G

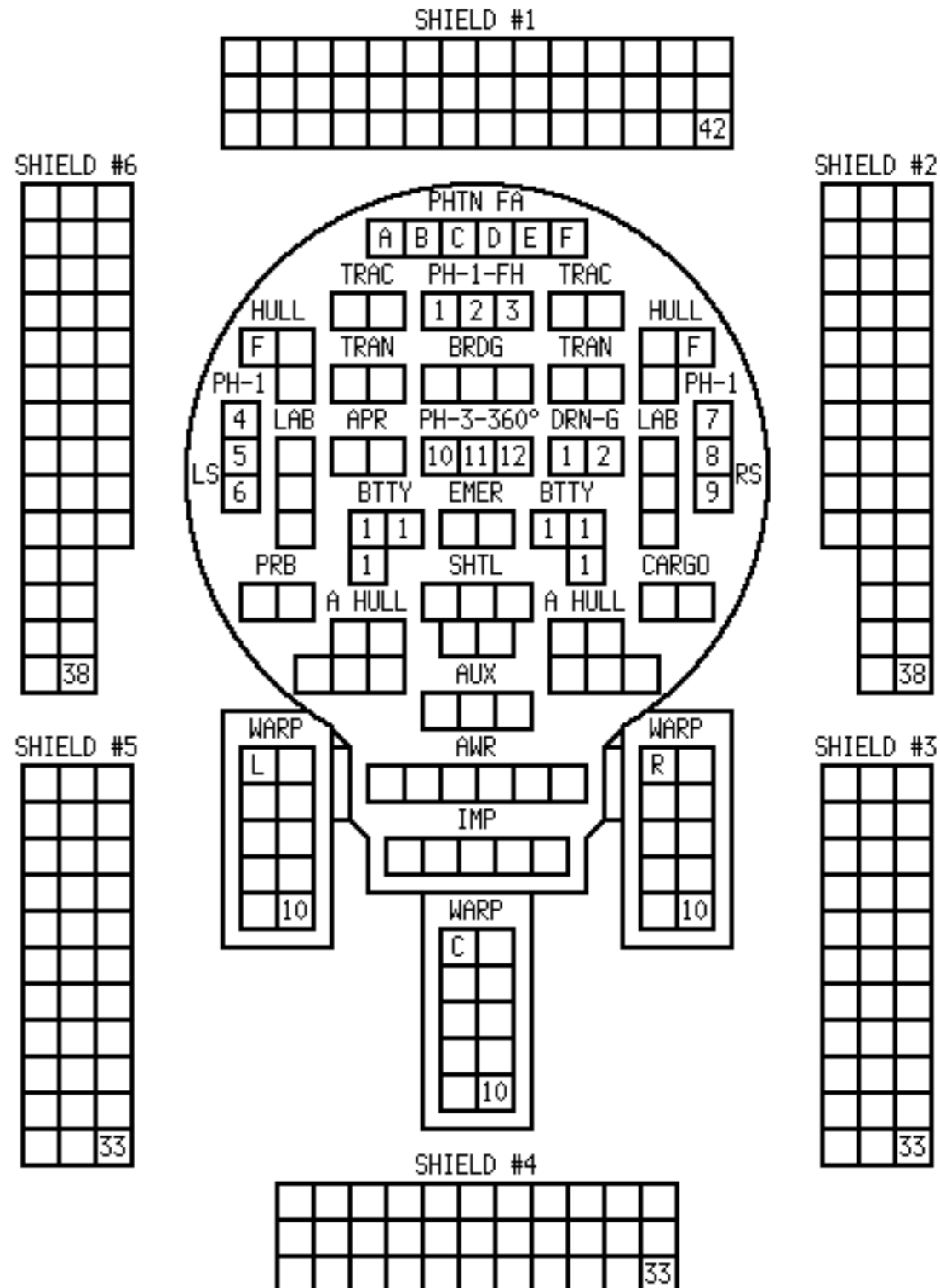
ANTI-DRONE TABLE

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

FEDERATION OXI New Heavy Cruiser

David Miller

dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR

6	6	6	5	4	3	0
---	---	---	---	---	---	---

SCANNER

0	0	0	2	3	4	9
---	---	---	---	---	---	---

DAMCON

6	4	4	2	2	0
---	---	---	---	---	---

EXCDAM

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

FEDERATION 1Xe Chandley Heavy Frigate

CREW UNITS

		*							10
									20
			25						

BOARDING PARTIES

									10
									20
			24						

DECK CREWS

	2
--	---

SHIP DATA TABLE

SHIP CLASS	=	CHANDLEY
MODEL NUMBER	=	MK 0
POINT VALUE	=	303
BREAKDOWN	=	6
SHIELD COST	=	1+1
EXPLOSION STR	=	126
SIZE CLASS	=	3
MOVEMENT COST	=	1/2 (A)
REFERENCE	=	R2.139
FILENAME	=	FED-NCHA
TOTAL POWER	=	38 (+12)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	42 (+8)
2X SYSTEMS	=	(NONE)

TYPE 5 PHASER TABLE

DIE	RANGE													
	0	1	2	3	4	5	6	7	8-	12-	18-	23-	41-	61-
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

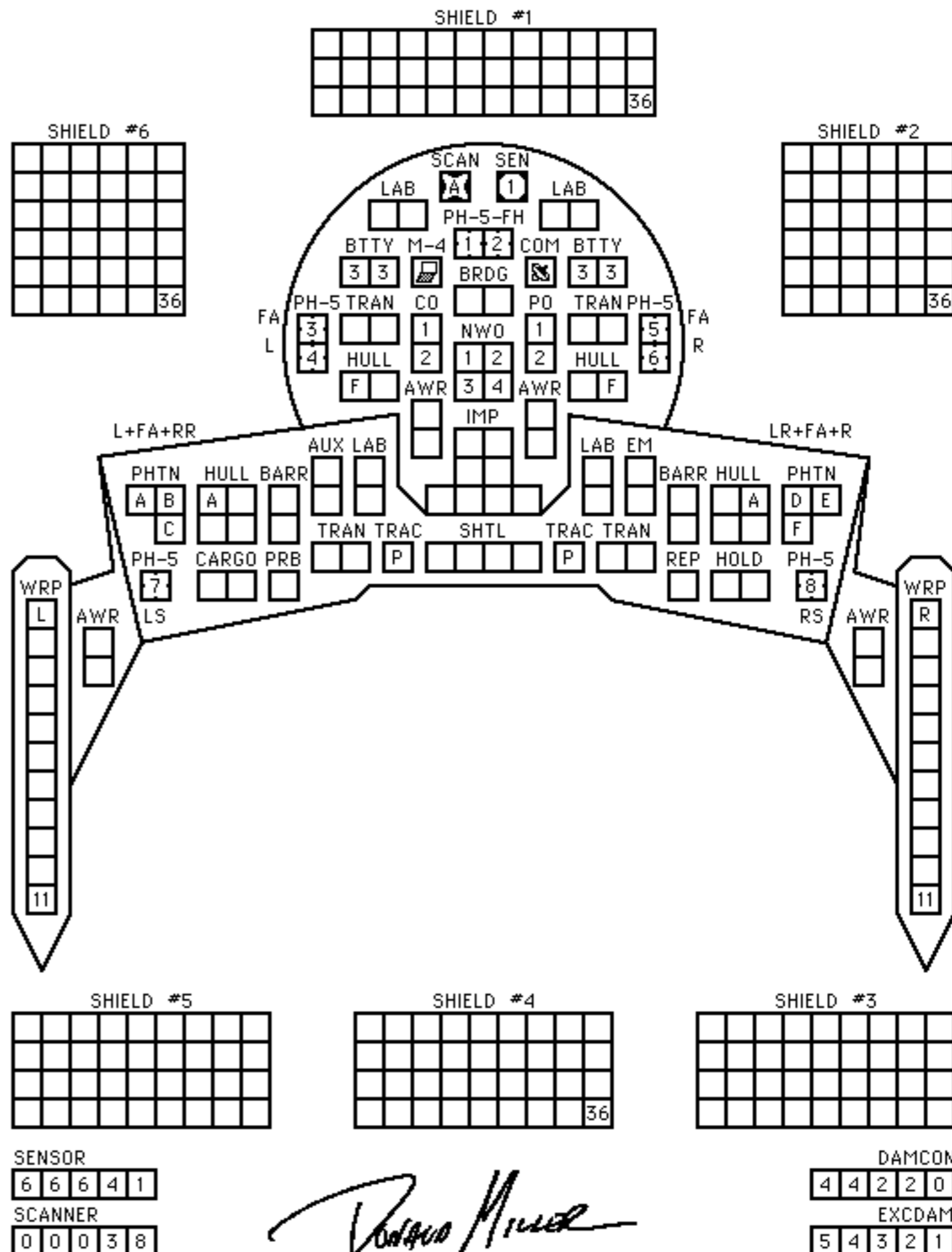
TYPE 5 PHASER OVERLOAD

DIE	RANGE							
	0	1	2	3	4	5	6	7
1	15	15	15	15	13	12	10	9
2	15	15	15	13	12	10	9	7
3	15	15	15	13	12	10	9	7
4	15	15	13	12	10	9	7	6
5	15	15	13	12	10	9	7	6
6	15	13	12	10	9	7	6	4

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

PHOTON TORPEDO TABLE (D+H REFITS)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	10
DMG, PROXIMITY	NA	5	5	5	5	5	5
DMG, OVERLOAD	20	20	20	20	NA	NA	NA



Copyright © 2001 Donald Miller
SmileyLich@home.com

CREW UNITS

	*								10
									20
									30

BOARDING PARTIES

									10
--	--	--	--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	=	NCM
Model Number	=	Mk I
Point Value	=	125
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	92
Size Class	=	3
Movement Cost	=	3/4 (C)
Reference	=	R2.050
Total Power	=	33 (+8)
Opt Allowance	=	8 (+2)
1X Systems	=	(none)

PROBES

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

T-BOMBS

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

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

TURN MODE SPEED

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

DRONE RACKS

1										G
2										G

ANTI-DRONE TABLE

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

PLASMA TORPEDO TABLE

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

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

DIE	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

HEAVY PHOTON TORPEDO TABLE

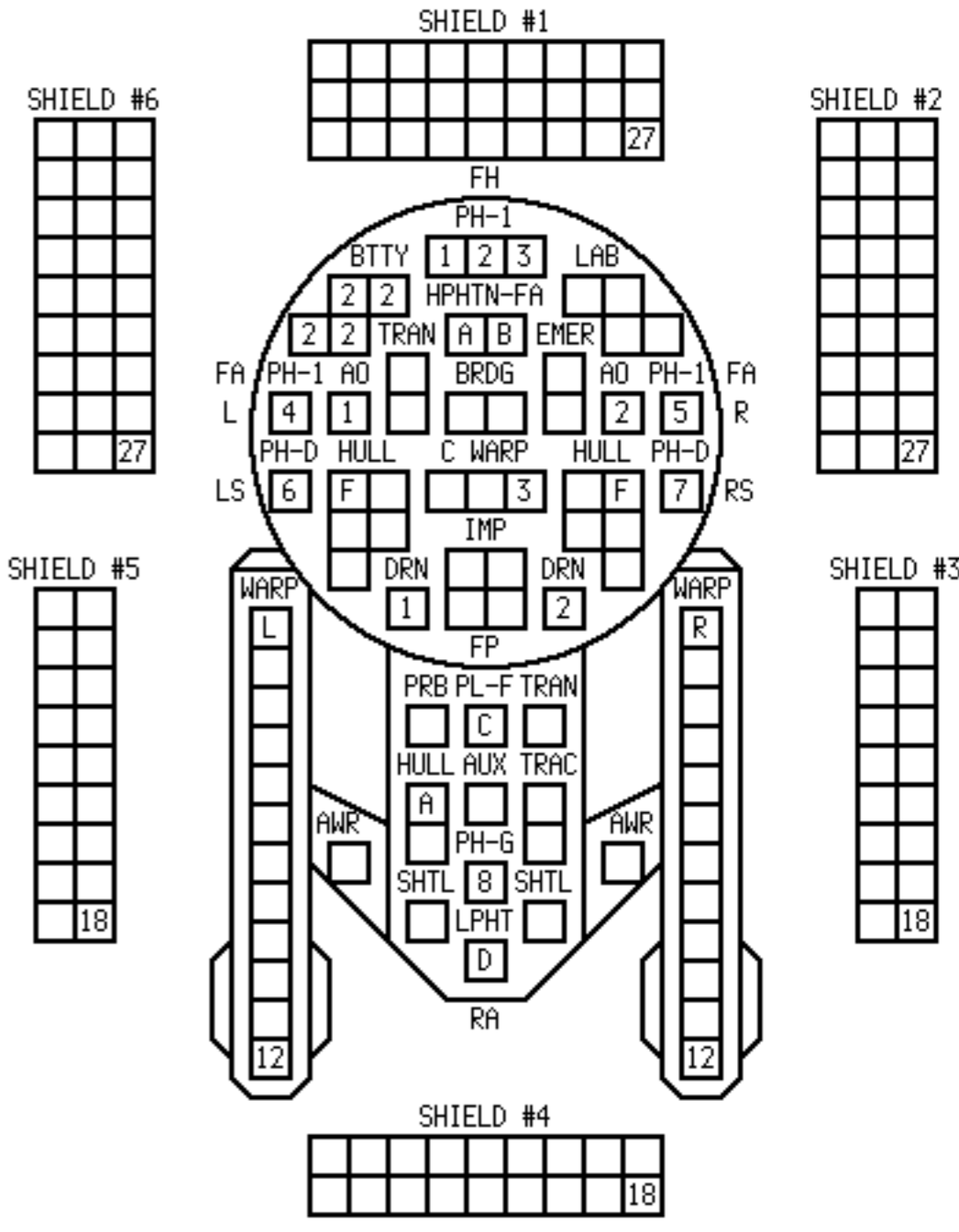
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	12	12	12	12	12	12
DAMAGE, PROXIMITY	0	6	6	6	6	6
DAMAGE, OVERLOAD	24	24	24	24	24	24

Arming Cost = 3-3 (std), 6-6 (overload).

LIGHT/MINI PHOTON TABLE

RANGE	0	1	2-3	4-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	4	4	4	4	4	4
DAMAGE, PROXIMITY	0	2	2	2	2	2
DAMAGE, OVERLOAD	8	8	8	8	0	0

Arming Cost = 1-1 (std), 2-2 (overload).



SENSOR

6	5	4	3	0
---	---	---	---	---

SCANNER

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

PH-G #8 arc is RX

DAMCON

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

EXCDAM

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

FEDERATION OXI New Medium Cruiser

dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

				*					10
									20
									30
									40
									50

IDENT	HIT POINTS	NOTES

Ship Class	=	NDN
Model Number	=	Mk I
Point Value	=	200
Breakdown	=	3-6
Shield Cost	=	1+3
Explosion Str	=	130
Size Class	=	2
Movement Cost	=	1+1/2 (E)
Reference	=	R2.017-A
Total Power	=	56 (+8)
Opt Allowance	=	0 (+0)
IX Systems	=	(none)

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

									10
									14

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

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

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+

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

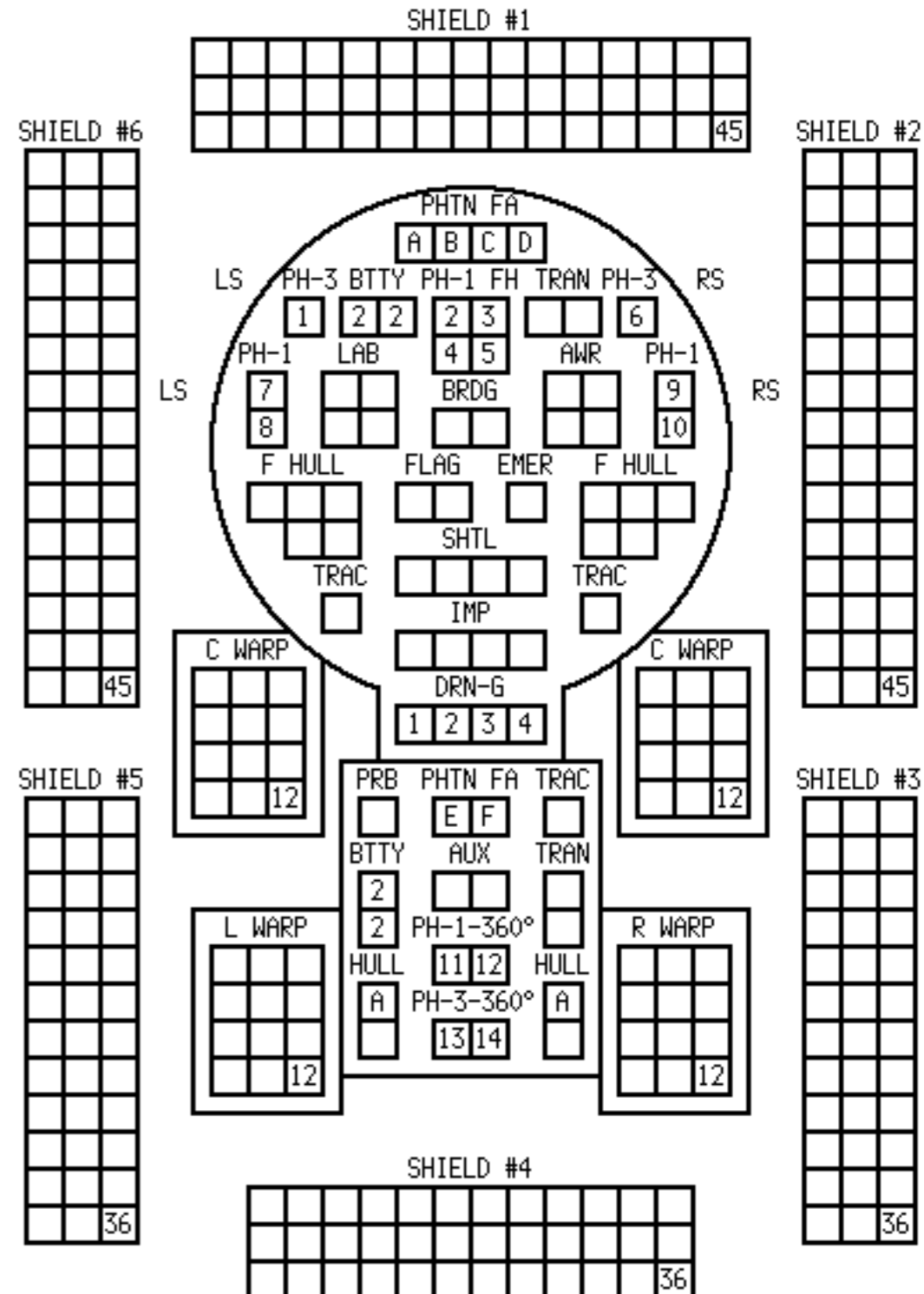
1										G
2										G
3										G
4										G

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

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

Rodolfo Miner

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc
Evaluation by ADB, Inc. is pending.
Enjoy!



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

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

6	6	4	4	2	2	0
---	---	---	---	---	---	---

7	6	5	4	3	2	1
---	---	---	---	---	---	---

FEDERATION OXI New Dreadnought

CREW UNITS

Table with 10 columns and 6 rows for crew units, including a star symbol in the top right cell.

BOARDING PARTIES

Table with 10 columns and 2 rows for boarding parties.

DECK CREWS

Table with 6 columns and 2 rows for deck crews.

ADMINISTRATIVE SHUTTLES

Table with 3 columns (IDENT, HIT POINTS, NOTES) and 6 rows.

TRANSPORTER BOMBS

Table with 10 columns and 2 rows for transporter bombs.

PROBES

Table with 5 columns and 2 rows for probes.

SHIP DATA TABLE

Ship specifications table including Ship Class, Model Number, Point Value, Breakdown, Shield Cost, Explosion Str, Size Class, Movement Cost, Reference, Total Power, Opt Allowance, and 1X Systems.

TURN MODE SPEED table with columns for Turn Mode and Speed, listing values for E, HET, BD, and other modes.

TYPE I OFFENSIVE PHASER TABLE

Table with columns for Die, Range, and various roll values (6-, 9-, 16-, 26-, 51-).

TYPE III DEFENSE PHASER

Table with columns for Die, Range, and various roll values (4-, 9-).

DRONE RACKS

Table with 6 columns and 4 rows for drone racks.

ANTI-DRONE TABLE

Table with columns for Range and Hit#.

PHOTON TORPEDO (H refit) TABLE

Table with columns for Range and damage values for Standard, Proximity, and Overload.

SHIELD #6

Shield #6 grid table.

SHIELD #5

Shield #5 grid table.

SHIELD #4

Shield #4 grid table.

SENSOR

Table with 7 columns and 2 rows for sensor values.

SCANNER

Table with 7 columns and 2 rows for scanner values.

SHIELD #1

Shield #1 grid table.

SHIELD #2

Shield #2 grid table.

SHIELD #3

Shield #3 grid table.

SHIELD #4

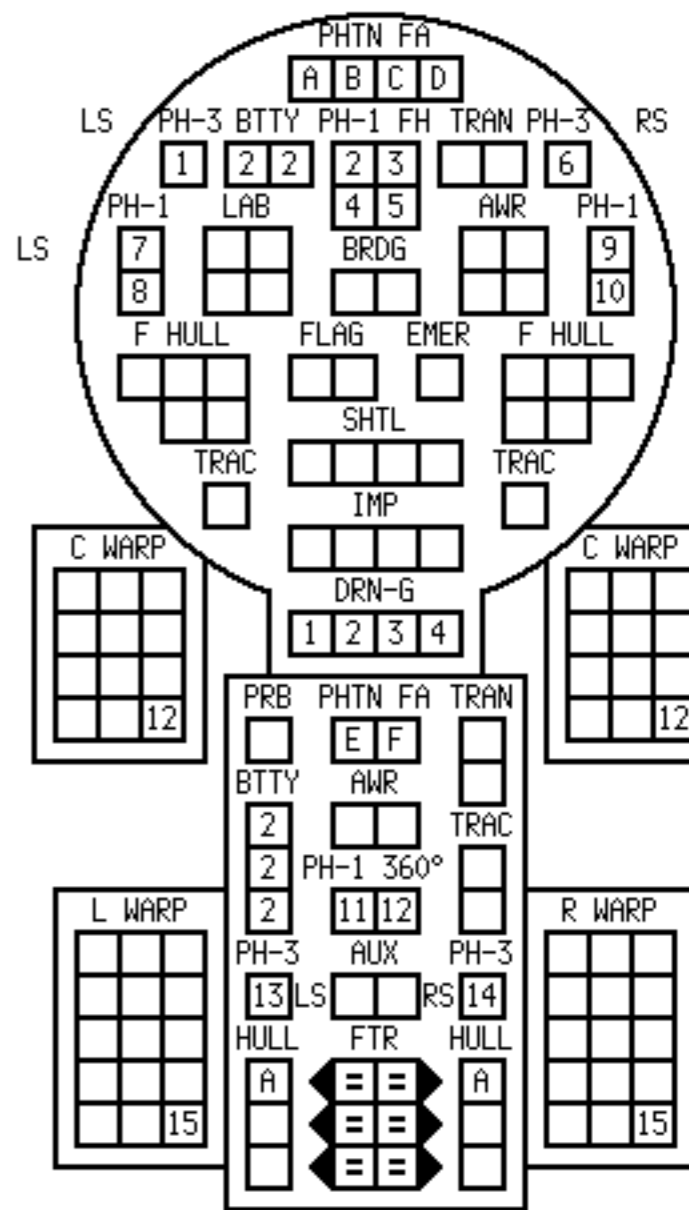
Shield #4 grid table.

DAMCON

Table with 7 columns and 2 rows for damcon values.

EXCDAM

Table with 7 columns and 2 rows for excdam values.



Signature of Donald Miner.

dsm131@psu.edu Submitted to and copyright © 1999 ADB, Inc Evaluation by ADB, Inc. is pending. Enjoy!

FEDERATION OXI New Heavy Dreadnought

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Nebula
Model Number	= Mk I
Point Value	= 4800
Breakdown	= 6^3
Shield Cost	= 1+1
Explosion Str	= 73
Size Class	= 2
Movement Cost	= 1 (D)
Reference	= R2.302
Total Power	= 36 (+21)
Opt Allowance	= 0 (+0)
4X Systems	= (none)

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)

TYPE VI COMBAT PHASER

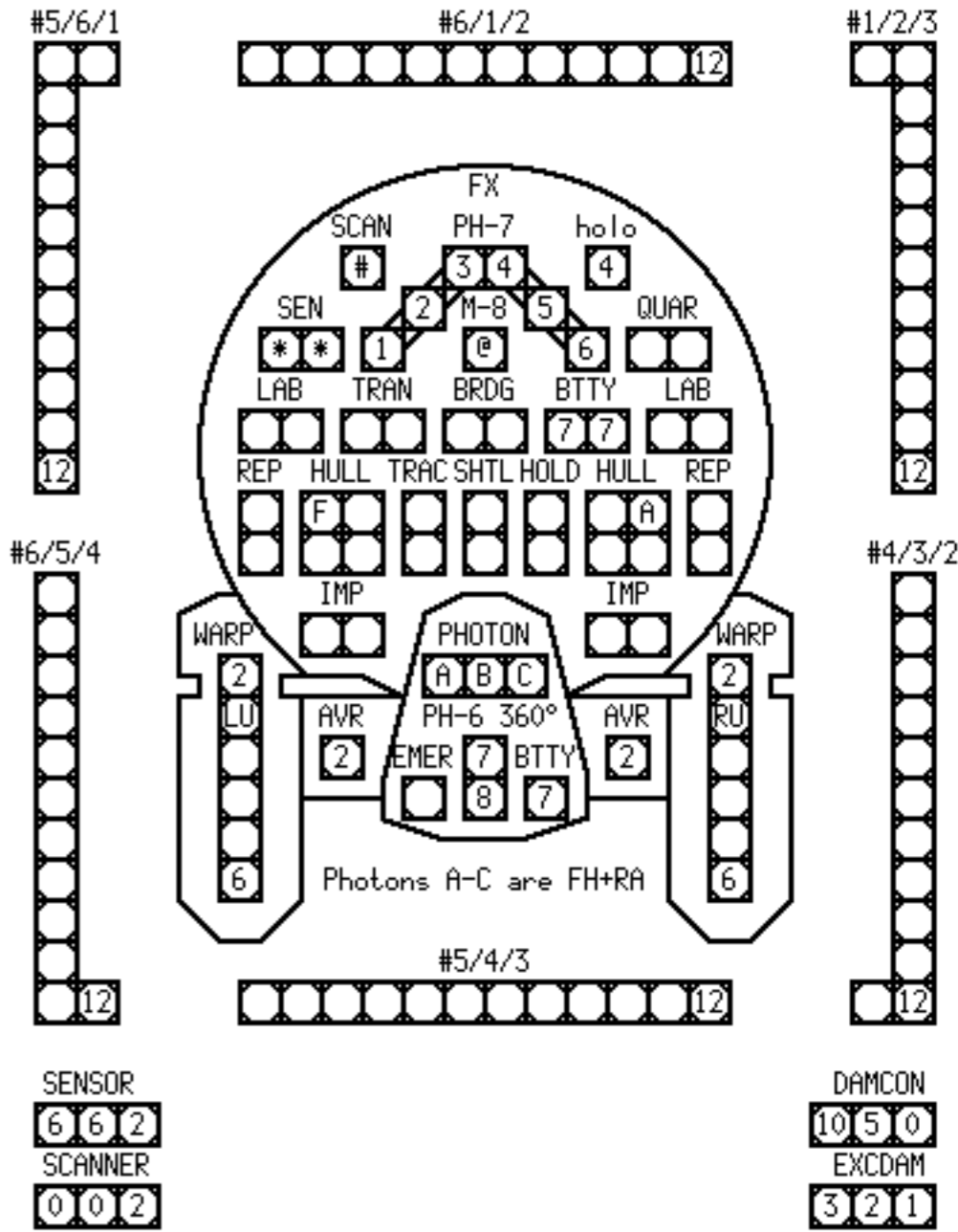
DIE	RANGE	4-	9-
ROLL	0 1 2 3	8 12	
1	1 1 1 1 1	1	
2	1 1 1 1 1	0	
3	1 1 1 1 0	0	
4	1 1 1 0 0	0	
5	1 1 0 0 0	0	
6	1 0 0 0 0	0	

Fires 2/turn (not on same impulse)
 Energy = 1/2 (Std), 1 (Over) per shot
 Overload is double damage
 3 (4) Energy Capacitor

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

TNG	TURN	MODE	D
TURN	MODE	SPEED	
1		1-5	
2		6-10	
3		11-15	
4		16-20	
5		21-25	
6		26-30	
7		31-35	
8		36+	



SENSOR
 6 6 2
 SCANNER
 0 0 2

DAMCON
 10 5 0
 EXCDAM
 3 2 1

Jonathan Misset

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION

3X

Nebula Class Light Cruiser

CREW UNITS									
		*							10
								18	
BOARDING PARTIES									
								5	
DECK CREWS									
								1	
PASSENGERS									
								1	

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							
			THIS SHIP HAS ONE SHUTTLE BAY.						
T-BOMBS									
		D	D						

SHIP DATA TABLE	
Ship Class	= Nelson
Model Number	= Mk VII
Point Value	= 143
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 94
Size Class	= 4
Movement Cost	= 1/2 (D)
Reference	= R2.010
Total Power	= 29 +1 P0 (+8)
Opt Allowance	= 19 (+0)
IX Systems	= (none)

PROBES									
									10
									10

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

TYPE III DEFENSE PHASER							
DIE	RANGE	4-		9-			
ROLL		0	1	2	3	8	15
1		4	4	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
D 1	2-4
2	5-8
HET 3	9-12
□ 4	13-17
BD 5	18-24
□□ 6	25+

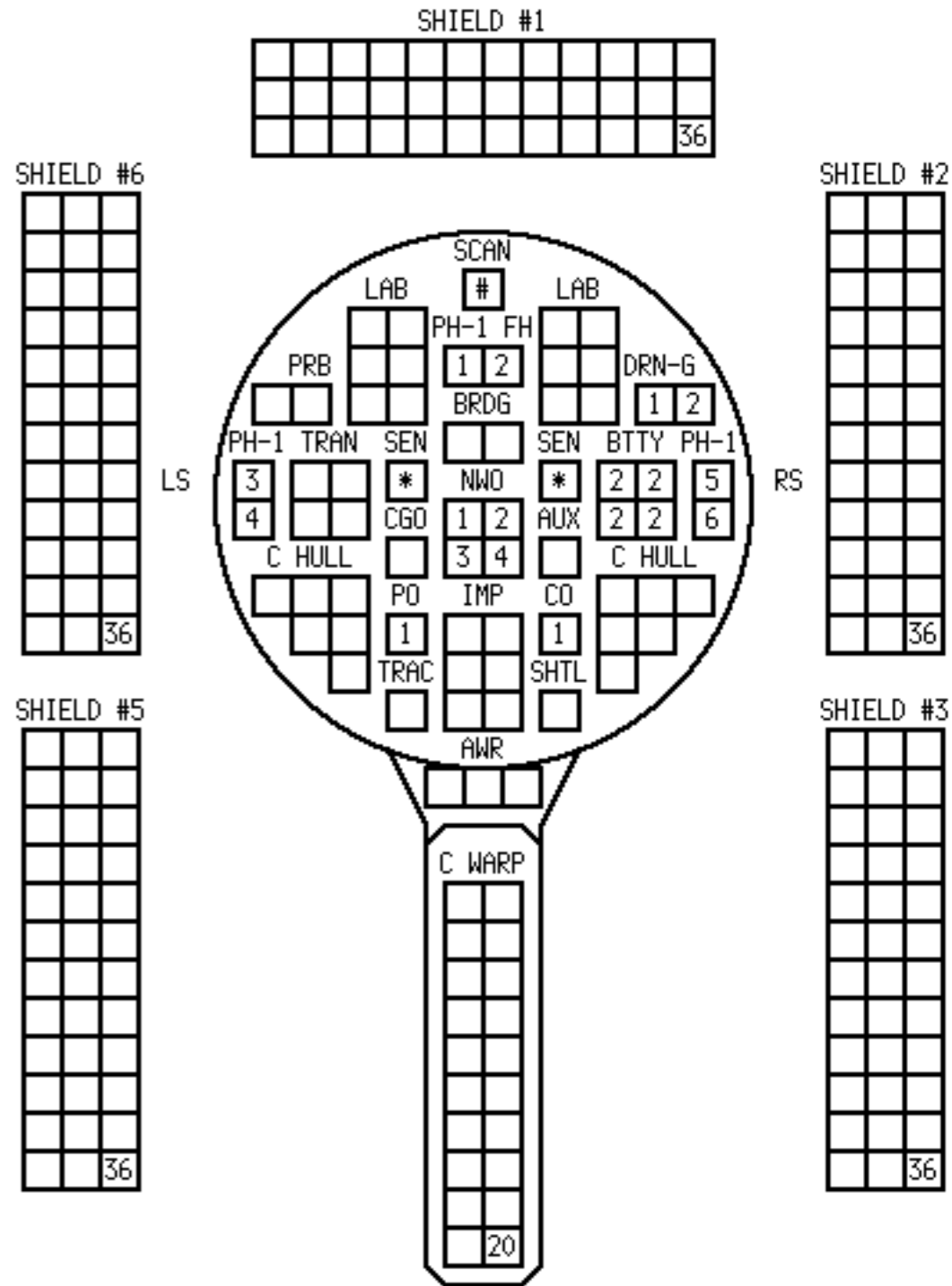
DRONE RACKS					
1					G
2					G

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

David Miller

dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

**FEDERATION
OXI
Nelson Class
Scout**



SENSOR				
6	6	4	0	
SCANNER				
0	0	3	6	9

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

CREW UNITS

	*								10
									20
				25					

BOARDING PARTIES

									7
--	--	--	--	--	--	--	--	--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	NFF
Model Number	=	Mk I
Point Value	=	99
Breakdown	=	6
Shield Cost	=	1/2+1/2
Explosion Str	=	70
Size Class	=	4
Movement Cost	=	1/3 (A)
Reference	=	R2.041
Total Power	=	19 (+6)
Opt Allowance	=	6 (+0)
1X Systems	=	(none)

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1						G
2						G
3						G

ANTI-DRONE TABLE

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

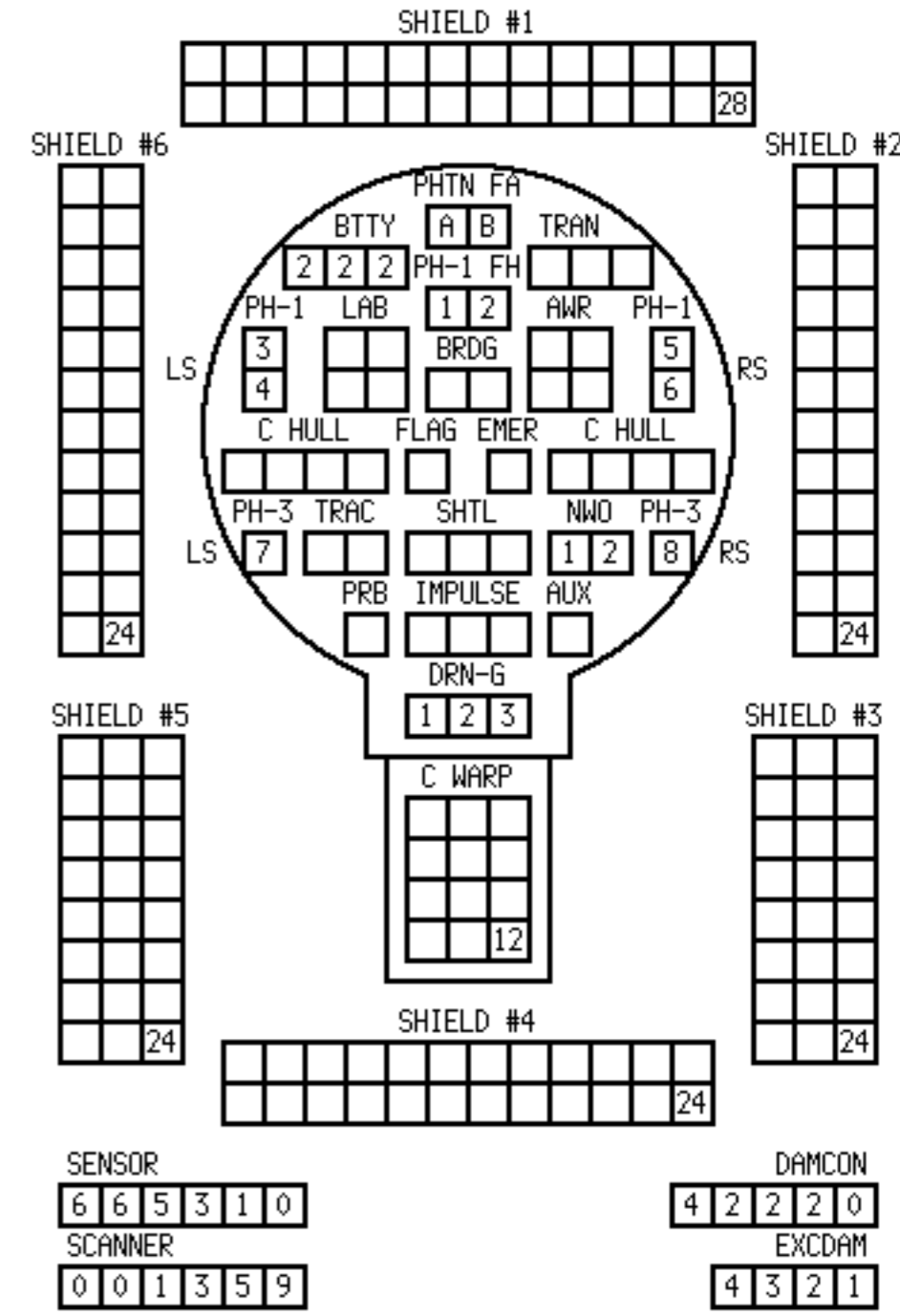
PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

David Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc
 Evaluation by ADB, Inc. is pending.
 Enjoy!

**FEDERATION
 OXI
 New Frigate**



SENSOR					DAMCON					
6	6	5	3	1	0	4	2	2	2	0
SCANNER					EXCDAM					
0	0	1	3	5	9	4	3	2	1	

FEDERATION 1X New Heavy Destroyer

CREW UNITS

		*				10
						20
						28

BOARDING PARTIES

						8
--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS.		

T-BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	NHDX
MODEL NUMBER	=	MK I
POINT VALUE	=	251
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	98
SIZE CLASS	=	4
MOVEMENT COST	=	1/2 (C)
REFERENCE	=	R2.138
FILENAME	=	FED-NHDX
TOTAL POWER	=	37 (+6)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	42 (+8)
2X SYSTEMS	=	NONE

TYPE 5 PHASER TABLE

DIE	RANGE	8-	12-	18-	23-	41-	61-							
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

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

TYPE 5 PHASER OVERLOAD

DIE	RANGE	0	1	2	3	4	5	6	7
1	15	15	15	15	13	12	10	9	7
2	15	15	15	13	12	10	9	7	6
3	15	15	15	13	12	10	9	7	6
4	15	15	13	12	10	9	7	6	4
5	15	15	13	12	10	9	7	6	4
6	15	13	12	10	9	7	6	4	3

TYPE 3 PHASER TABLE

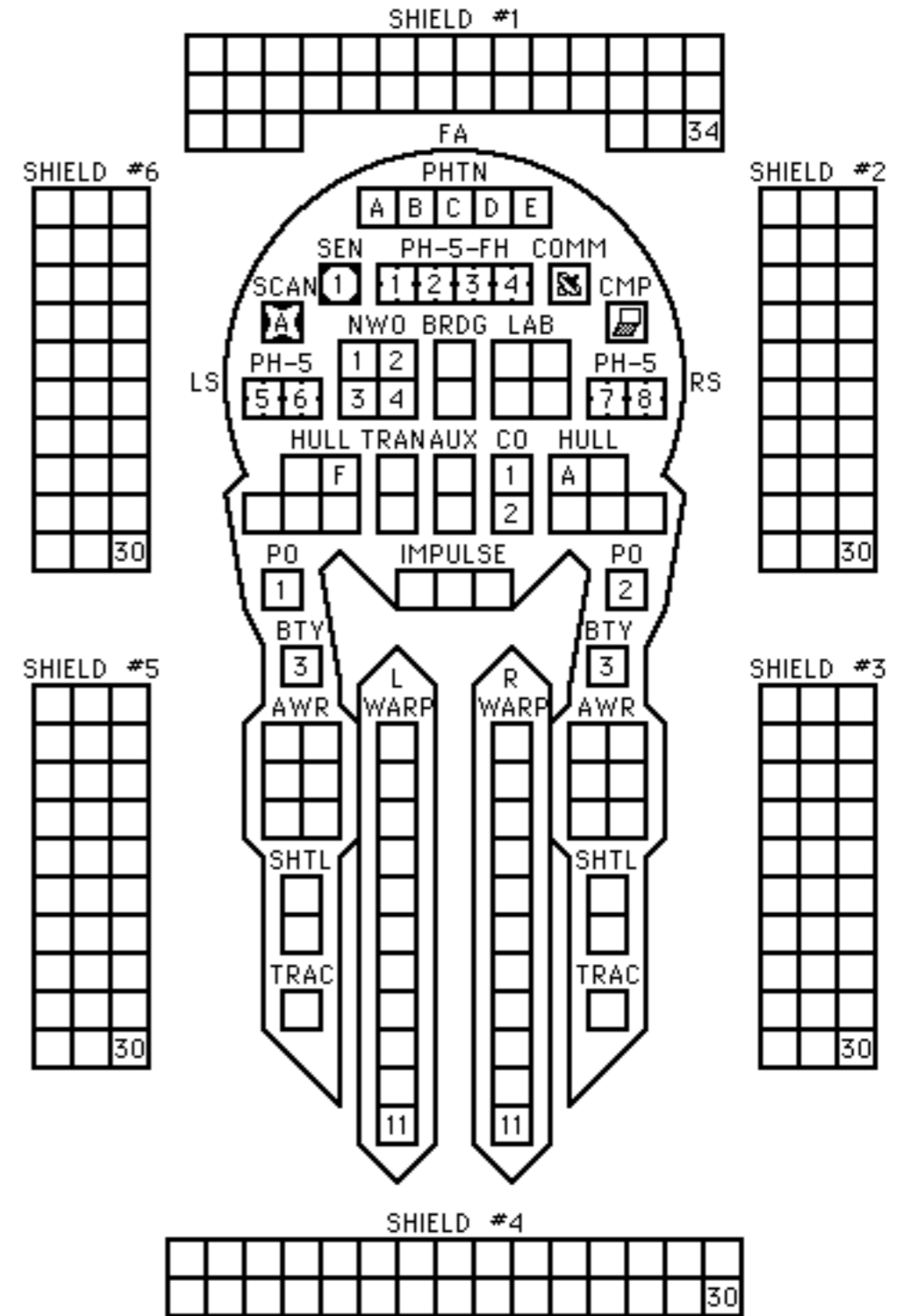
DIE	RANGE	4-	9-			
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE 3 PHASER OVERLOAD

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

PHOTON TORPEDO TABLE (D+H REFITS)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	10
DMG, PROXIMITY	NA	5	5	5	5	5	5
DMG, OVERLOAD	20	20	20	20	NA	NA	NA



SENSOR	6	6	6	4	1
SCANNER	0	0	0	3	8

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

Donald Miller

Copyright © 2001 Donald Miller
SmileyLich@home.com

CREW UNITS

10
20
24

BOARDING PARTIES

8

DECK CREWS

2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

TRANSPORTER BOMBS

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

PROBES

5

SHIP DATA TABLE

Ship Class = Santa Maria
 Model Number = Mk II (SHDW)
 Point Value = 148
 Breakdown = 4-6
 Shield Cost = 1/2+1/2
 Explosion Str = 99
 Size Class = 4
 Movement Cost = 2/3 (B)
 Reference = R2.002-A
 Total Power = 34 (+8)
 Opt Allowance = 22 (+0)
 1X Systems = (none)

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					

TURN MODE SPEED

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

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

DIE	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		

PHOTON TORPEDO (H refit) TABLE

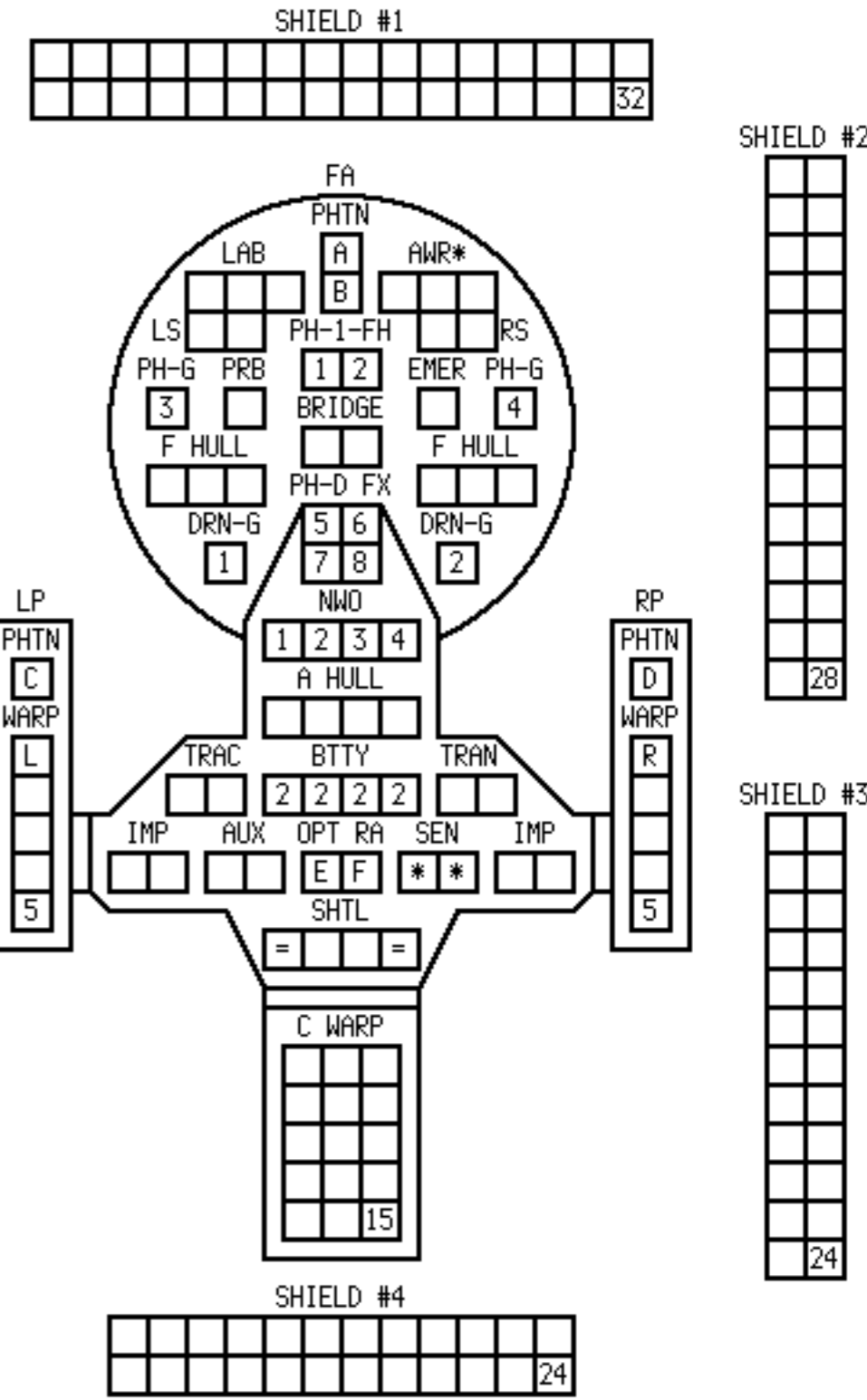
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

DRONE RACKS

1							6
2							6

ANTI-DRONE TABLE

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



Douglas M. Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION
OXI
USS Niña
NX-712
Santa Maria Class
Scout/Heavy War Destroyer

CREW UNITS

6

BOARDING PARTIES

3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Ninja
Model Number	= Mk I
Point Value	= 16200 *
Breakdown	= 6^2
Shield Cost	= 2+4
Explosion Str	= 102
Size Class	= 2
Movement Cost	= 2/3 (D)
Reference	= R2.415
Total Power	= 99 (+32)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device	(13)
Ability to Double Weapons	

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6 9 12 15 18 21					
1	2 2 2 2 2 2	1 1 1 1 1 1				
2	2 2 2 2 2 2	1 1 1 1 1 1	0			
3	2 2 2 2 1 1	1 1 1 1 1 1	0 0			
4	2 2 2 1 1 1	1 1 1 1 1 0	0 0 0			
5	2 2 1 1 1 1	1 1 1 0 0 0				
6	2 1 1 1 1 1	1 0 0 0 0 0				

Fires 2/turn (4/turn at 4X).
Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

TNG	TURN	MODE	D
1	1-5		
2	6-10		
3	11-15		
4	16-20		
5	21-25		
6	26-30		
7	31-35		
8	36+		

FEDERATION

4Xs

Ninja Class

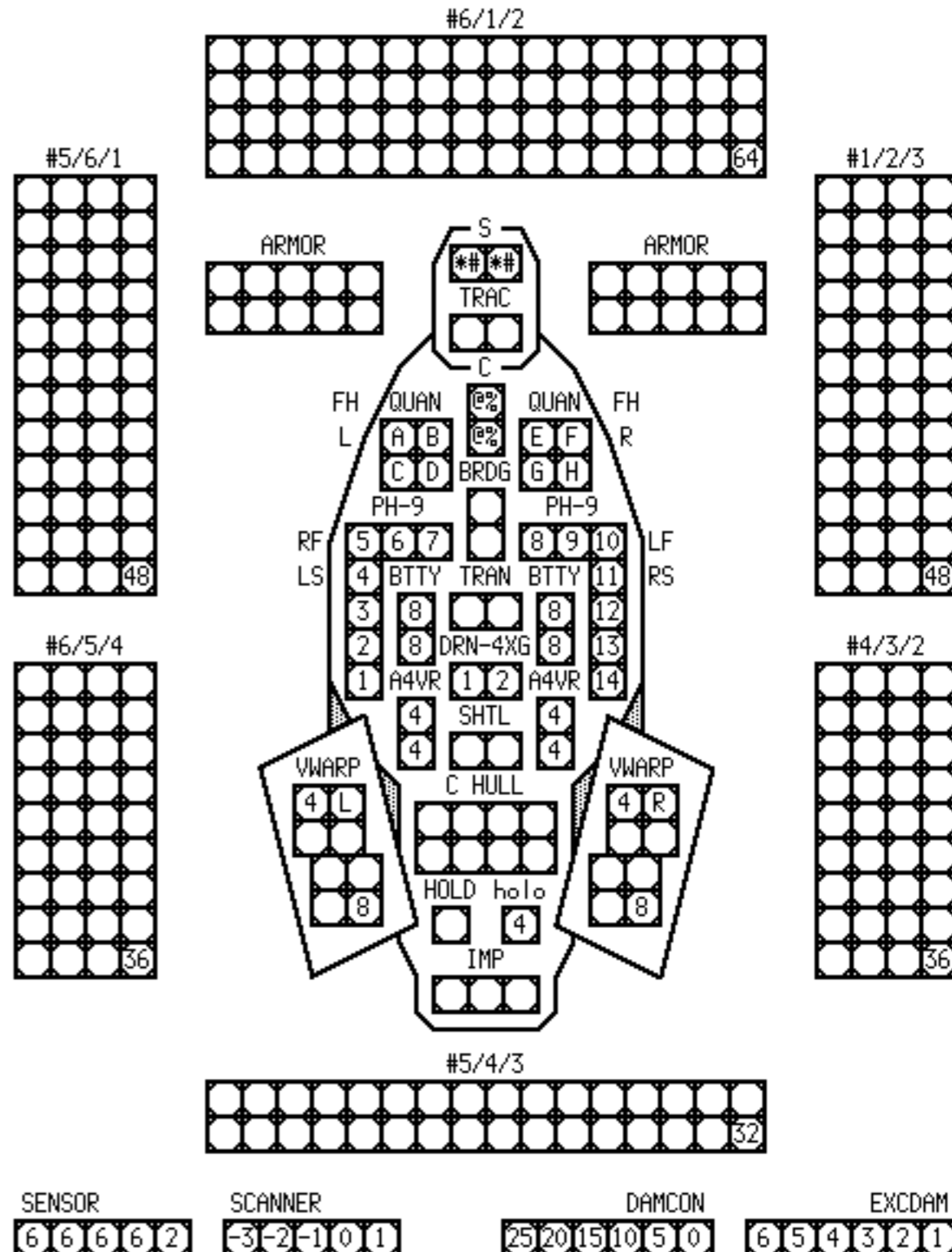
War Dreadnought

DRONE RACKS

1													4XG
2													4XG

Seven sets of reloads

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!
Ship outline based on an image from
The Ship Schematic Database
<http://www.shipschematics.net/>
Nice work, guys!



FEDERATION 4Xe Nova Linear Cruiser

CREW UNITS

10

13

BOARDING PARTIES

7

PASSENGERS

6

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
FOUR SHUTTLE BAYS.			

SHIP DATA TABLE

SHIP CLASS	=	NOYA4
MODEL NUMBER	=	MK 4-I
POINT VALUE	=	20000
BREAKDOWN	=	6^4
SHIELD COST	=	3+0
EXPLOSION STR	=	140
SIZE CLASS	=	1
MOVEMENT COST	=	2 (D)
REFERENCE	=	R2.419
FILENAME	=	FED-NOY4
TOTAL POWER	=	132 (+32)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	0 (+0)
5X SYSTEMS	=	NONE

TYPE 9 PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6 9	12	15	18	21	
1	2 2 2 2 2 2 1 1	1 1	1 1	1 1	1 1	
2	2 2 2 2 2 1 1 1	1 1	1 1	1 1	0 0	
3	2 2 2 2 1 1 1 1	1 1	1 1	0 0	0 0	
4	2 2 2 1 1 1 1 1	1 0	0 0	0 0	0 0	
5	2 2 1 1 1 1 1 1	0 0	0 0	0 0	0 0	
6	2 1 1 1 1 1 1 0	0 0	0 0	0 0	0 0	

FIRES 2/TURN (4/TURN AT 4X).

ENERGY = 1/2 PER SHOT.

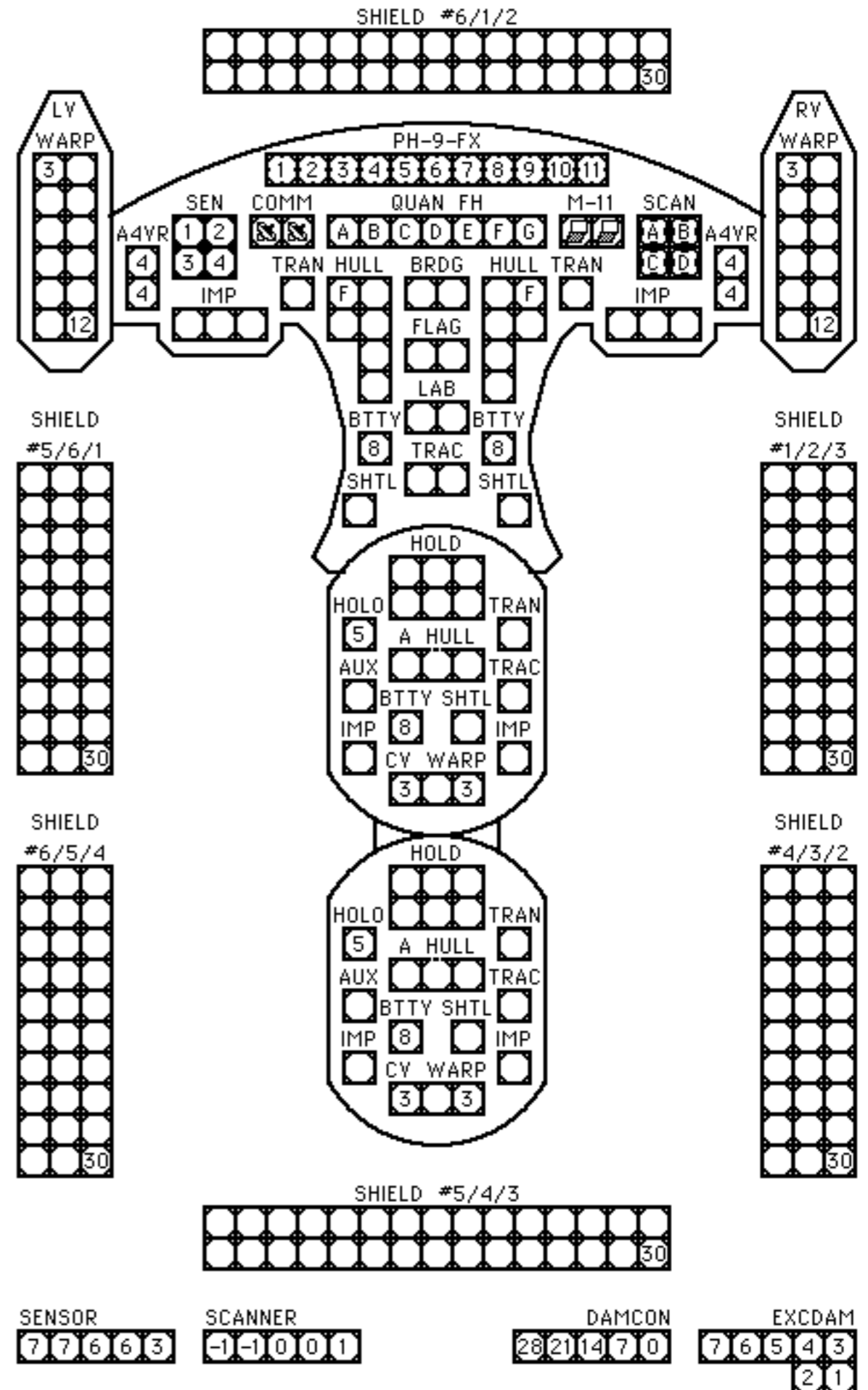
6 POINT CAPACITOR (16 AT 4X).

TNG TURNMODE D

TURNMODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	# OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 (HEX)	AUTO HIT OUT TO RANGE 20					



SMILEYLICH

Copyright © 2001 Donald Miller
SmileyLich@home.com

Ship design concept from
"Star Trek: The Next Generation
Technical Manual"

FEDERATION (HUMAN) OXe SS Enterprise, NX-01

CREW UNITS

✳									9
---	--	--	--	--	--	--	--	--	---

BOARDING PARTIES

		3
--	--	---

PASSENGERS

		2
--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HITPOINTS	NOTES
SUBLIGHT SHUTTLES		

SHIP DATA TABLE

SHIP CLASS	=	ENTERPRISE
MODEL NUMBER	=	MK I NX-01
POINT VALUE	=	81
BREAKDOWN	=	3-6
SHIELD COST	=	NA
EXPLOSION STR	=	77
SIZE CLASS	=	4
MOVEMENT COST	=	1 (E)
REFERENCE	=	R2.056
FILENAME	=	FED-NX01
TOTAL POWER	=	22 (+2)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE

TYPE 3 PHASER TABLE

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

OX LASER TABLE

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

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

If you feel the NX-01 should only have Lasers, replace each PH-3 with a LASER. BPV is reduced by 5.

FEDERATION ACCELERATOR CANNON TABLE (FAC)

RANGE	0	1	2	3	4	5	6	7
TO HIT	1-6	1-5	1-4	1-3	1-3	1-2	1-2	1
DMG, STD	4	4	3	3	2	2	1	1
DMG, OYER	8	7	6	5	4	3	2	1

This weapon is sort of an energized nuclear missile.

Fires 1 per 3 turns.

Standard = 1 + 1 + 1 (requires SWARP or WARP energy).

Overload = 2 + 2 + 2 (requires WARP energy).

Hold = 1 (Standard), 2 (Overload).

If you feel the NX-01 should only have Missile racks, replace each FAC with a MISSILE. BPV is reduced by 4.

SMILEY LICH

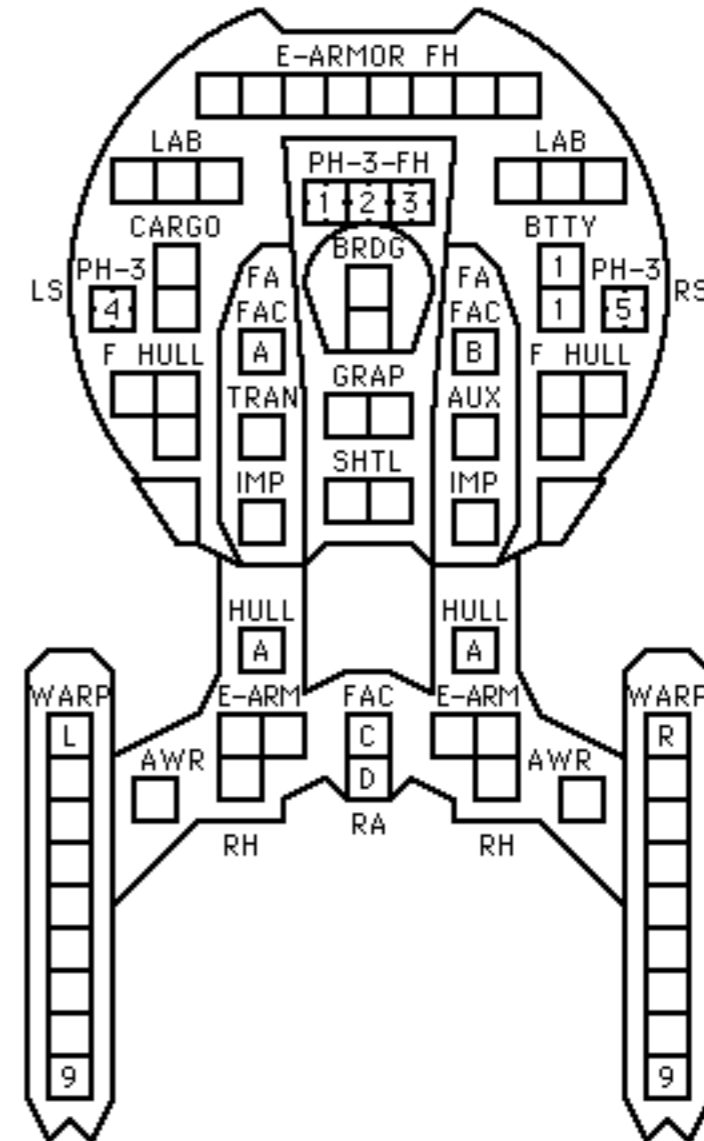
Copyright © 2001 Donald Miller
SmileyLich@home.com

E-ARMOR:

Energizable Armor. Treat as normal Armor, except it can be reinforced (like a shield). Each 1 energy provides 1 reinforcement.

GRAP:

Grapples. Treat as a strength 1 Tractor Beam with a range of 0. Costs no energy to use.



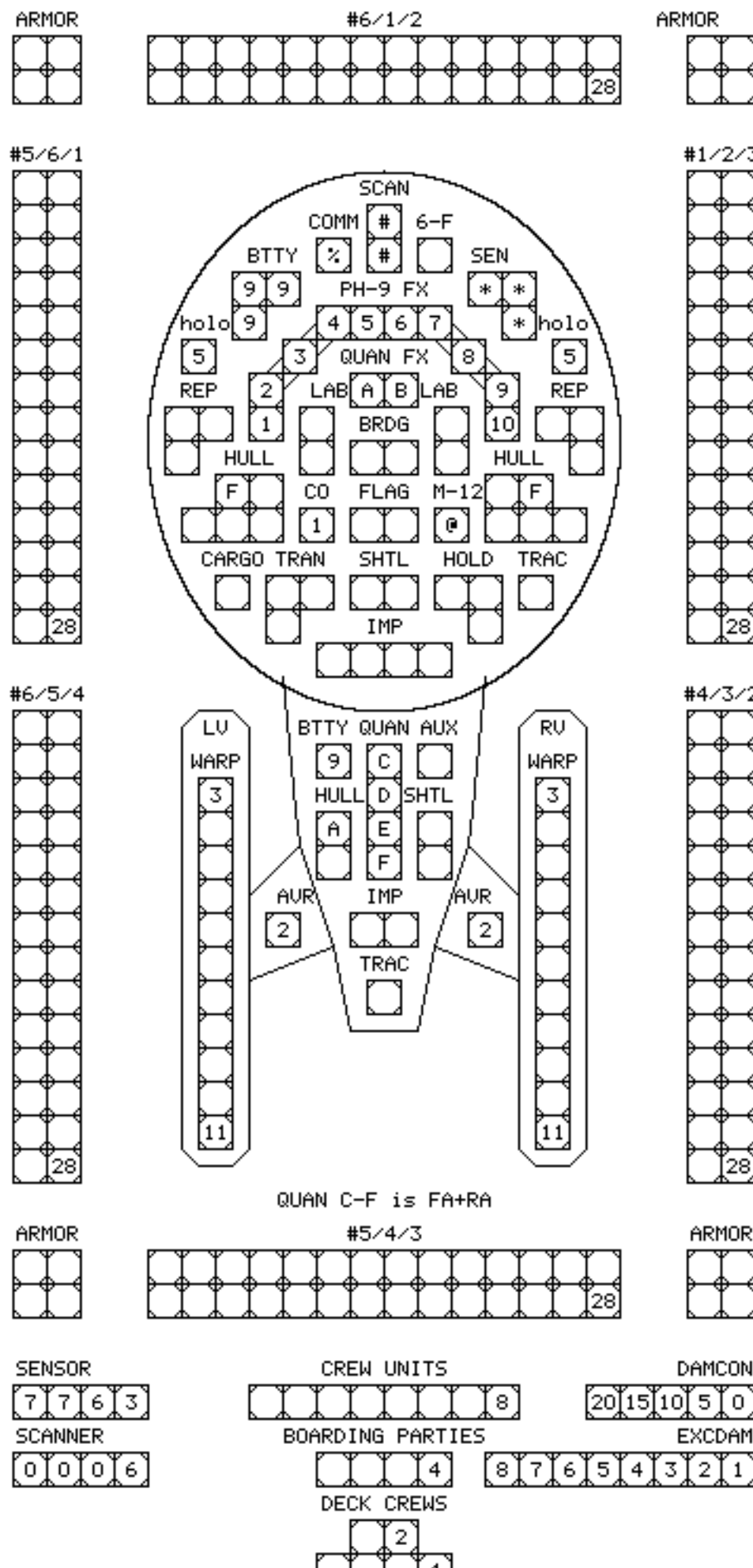
SENSOR	6	3	0
SCANNER	0	4	9

DAMCON	2	1	0
EXCDAM	3	2	1

FEDERATION 4Xs USS Enterprise NCC-1701-E Sovereign Class Battlecruiser

Ship Class = Sovereign (BCH)
 Model Number = Mk I
 Point Value = 13800
 Breakdown = 6^5
 Shield Cost = 1+2
 Explosion Str = 128
 Size Class = 1
 Movement Cost = 1 (B)
 Reference = R2.401

 Total Power = 80 (+36)
 Opt Allowance = 45 (+0)
 5X Systems = (none)



CREW UNITS
 4
BOARDING PARTIES
 2
DECK CREWS
 2
PASSENGERS
 10
 16

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Olympic
Model Number	= Mk I
Point Value	= 15800/6500
Breakdown	= 6^8
Shield Cost	= 1+1
Explosion Str	= 94
Size Class	= 3
Movement Cost	= 1/2 (SW)
Reference	= R2.406
Total Power	= 56 +3 PD (+20)
Opt Allowance	= 585 (+1170)
5X Systems	= (none)
Positron Flywheel	

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)
 Ph-76 Fires 4/turn; Cap = 16 (20)

TNG TURN MODE SW

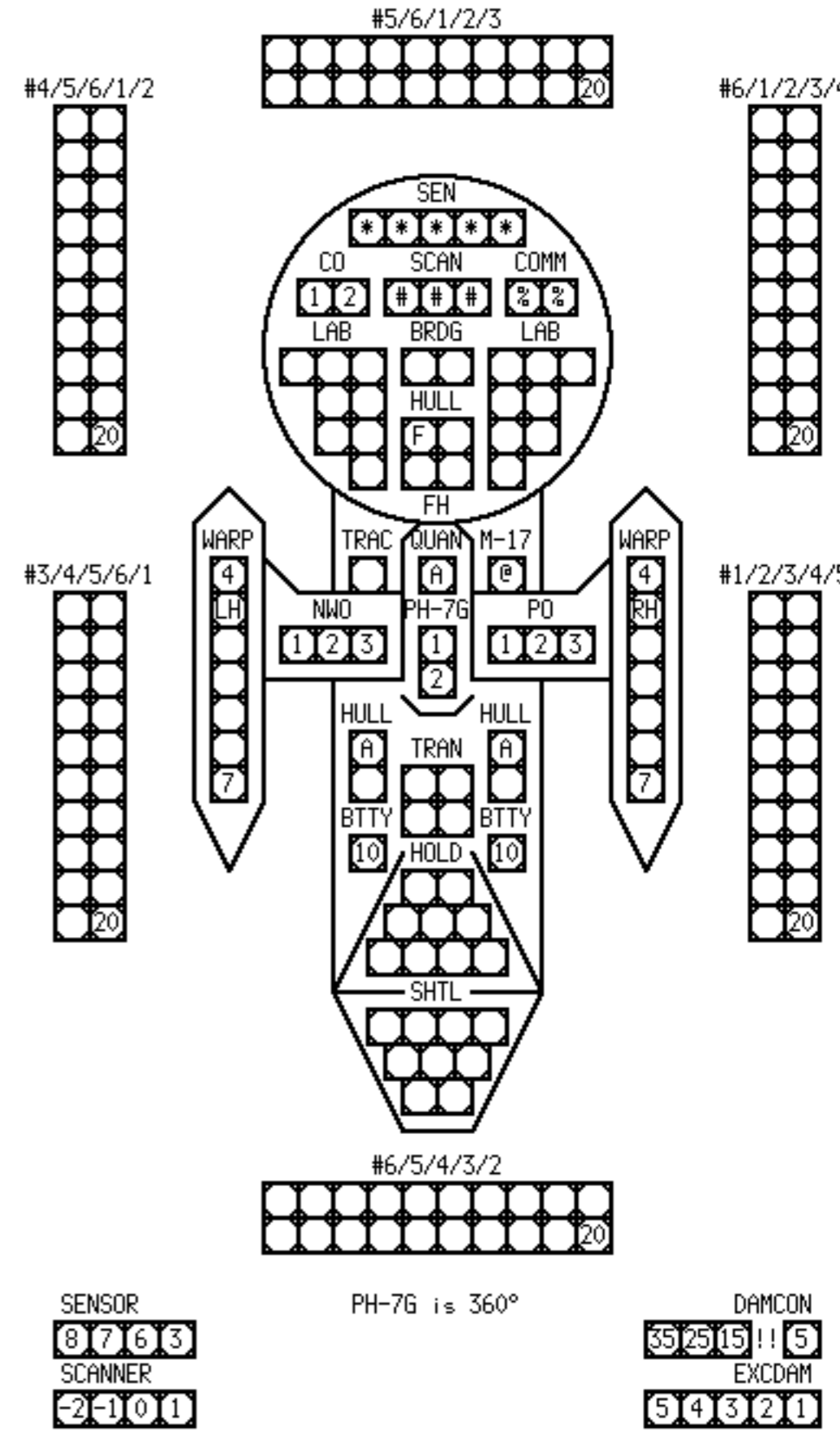
TURN MODE	SPEED
1	1-11
2	12+

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

**FEDERATION
 4XI
 Future USS Pasteur
 Olympic Class
 Medical Ship / Light Survey Cruiser**



CREW UNITS									
				*				10	
								20	
							28		
BOARDING PARTIES									
								8	
DECK CREWS									
									10
PASSENGERS									
									10
									17

T-BOMBS			
D	D	D	D

SHIP DATA TABLE	
Ship Class	= Pearl
Model Number	= Mk II
Point Value	= 796/169
Breakdown	= 6^2
Shield Cost	= 4+0
Explosion Str	= 244
Size Class	= 1
Movement Cost	= 3 (H)
Reference	= R2.121-A
Total Power	= 32 +1 PO (+18)
Opt Allowance	= 26 (+0)
2X Systems	= REPAIR

SHIELD #6									
									30

SHIELD #1									
									30

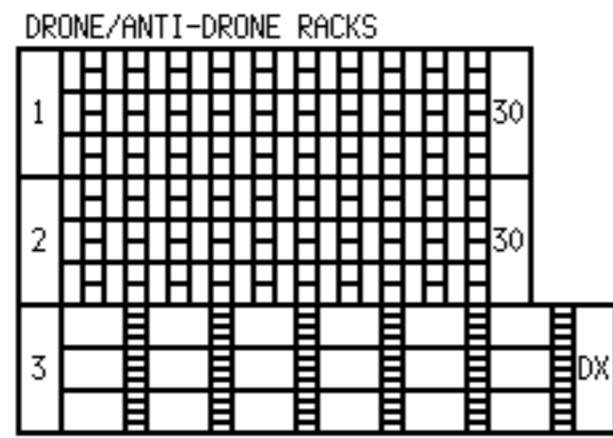
SHIELD #2									
									30

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R

TURN MODE SPEED		
H	1	2
	2	3-4
	3	5-7
	4	8-11
	5	12-15
HET	6	16-19
	7	20-23
BD	8	24-29
	9	30+

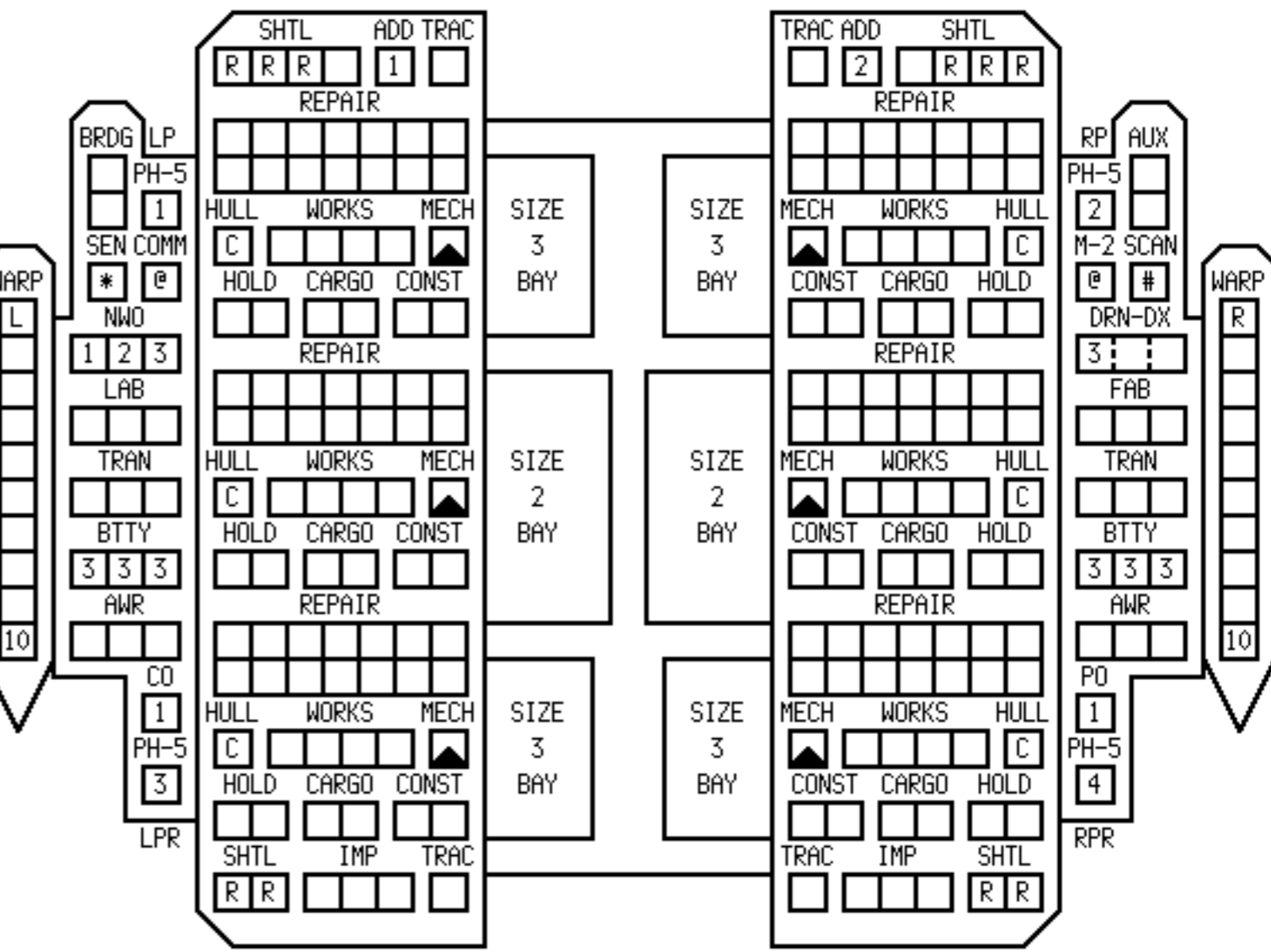
THIS SHIP HAS FOUR SHUTTLE BAYS
Repair shuttles have no Ph-3 but provide 1 repair point to a ship they are docked to if the ship is moving speed 1 or less.

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



TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE V PHASER OVERLOAD														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	15	15	15	15	13	12	10	9	7	6	5	4	3	2
2	15	15	15	13	12	10	9	7	6	5	4	3	2	1
3	15	15	15	13	12	10	9	7	6	5	4	3	2	1
4	15	15	13	12	10	9	7	6	5	4	3	2	1	0
5	15	15	13	12	10	9	7	6	5	4	3	2	1	0
6	15	13	12	10	9	7	6	4	3	2	1	0	0	0



SHIELD #5									
									30

SHIELD #4									
									30

SHIELD #3									
									30

SENSOR				
6	6	6	6	0
SCANNER				
0	0	0	0	9

DAMCON												
36	34	32	30	28	26	24	22	20	18			
	16	14	12	10	8	6	4	2	0			
EXCDAM												
		5	4	3	2	1						

FEDERATION

1X

Pearl Class

Heavy Mobile Repair Facility



dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

SMILEY LICH

①

CREW
2
BRDP
1

SHIP DATA
DEFIANT-PF
BPY = 5000*
EXPSTR = 30
SIZE = 4
MOYE 1/3(A)
R2.420-A
POWER = 25 (+1)

PH-9 #1-2 ARC IS LS+RF
PH-9 #3-4 ARC IS LF+RS
CLOAKING DEVICE (5)
ABILITY TO DOUBLE WEAPONS

②

CREW
1
BRDP
1
PASS
1

SHIP DATA
RUNABOUT-X
BPY = 2600
EXPSTR = 20
SIZE = 5
MOYE 1/4(AA)
R2.420-B
POWER = 19 (+1)

③

CREW
2
BRDP
1
DECK
1

SHIP DATA
4X FAST PF
BPY = 4400
EXPSTR = 25
SIZE = 4
MOYE 1/3(A)
R2.420-C
POWER = 25 (+2)

④

CREW
4
BRDP
15

SHIP DATA
MINI MONITOR
BPY = 6500
EXPSTR = 45
SIZE = 4
MOYE 1/2(B)
R2.420-D
P = 58 (+4)

⑤

CREW
4
BRDP
2

SHIP DATA
THUNDERBOLT
BPY = 4700
EXPSTR = 34
SIZE = 5
MOYE 1/3(AA)
R2.420-E
POWER = 22+12BP(+18)

⑥

CREW
2
BRDP
2

SHIP DATA
SYS DEF PF
BPY = 4900
EXPSTR = 35
SIZE = 5
MOYE 1/3(A)
R2.420-F
P = 19 (+2)

THANKSING 2001 FIRST REQUEST #5 (BRIAN BLANEY)

FEDERATION 4Xe PF Group

CREW UNITS

		*							10
									20
				26					

BOARDING PARTIES

									9
--	--	--	--	--	--	--	--	--	---

PROBES

				5
				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MRS
		SWAC
THIS SHIP HAS ONE SHUTTLE BAY.		
TRANSPORTER BOMBS		
		D D D

SHIP DATA TABLE

Ship Class = Santa Maria
 Model Number = Mk III (SHDF)
 Point Value = 162
 Breakdown = 4-6
 Shield Cost = 1/2+1/2
 Explosion Str = 106
 Size Class = 4
 Movement Cost = 2/3 (B)
 Reference = R2.002-B
 Total Power = 34 (+8)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

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

TURN MODE SPEED

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

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

DIE	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

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

DRONE RACKS

1						G
2						G
3						G
4						G

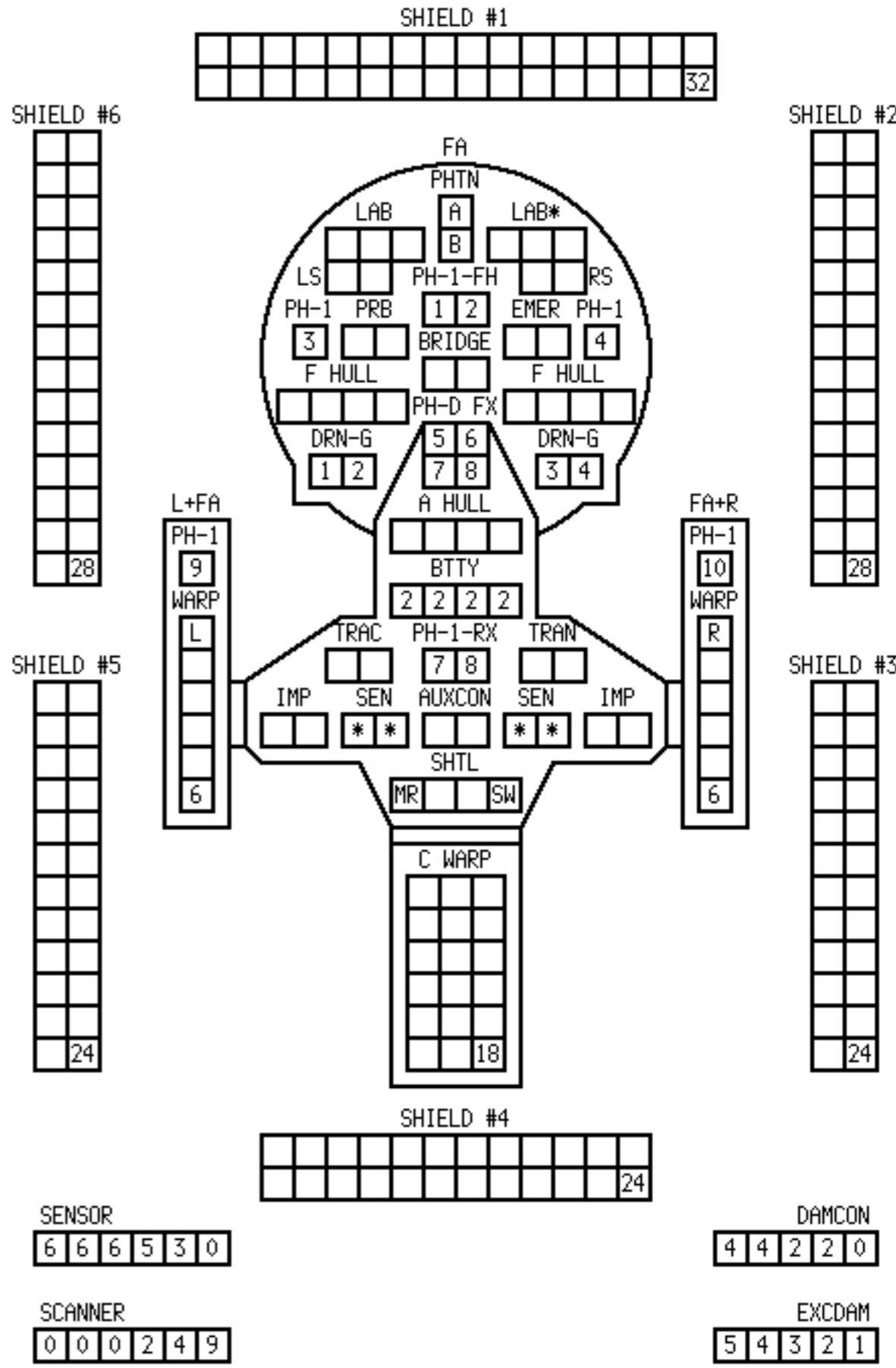
ANTI-DRONE TABLE

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



dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc
 Evaluation by ADB, Inc. is pending.
 Enjoy!

**FEDERATION
 OXI
 USS Pinta
 NX-713
 Santa Maria Class
 Scout/Heavy Fast Destroyer**



CREW UNITS
 BOARDING PARTIES
 DECK CREWS

4
4
3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class = Prometheus
 Model Number = Mk I
 Point Value = 34700
 Breakdown = 6^4
 Shield Cost = 1+1 each set
 Explosion Str = 147
 Size Class = 1
 Movement Cost = 1 each (AA)
 Reference = R2.414
 Total Power = 190 (+20)
 Opt Allowance = 0 (+0)
 SX Systems = (none)
 Always has Legendary Doctor
 Ability to Double Weapons

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-						
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	1	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	0	0	0	0	0
6	2	1	1	1	1	1	0	0	0	0	0	0

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TYPE VII-G COLLIMATOR PHASER TABLE

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

Fires 4/turn; Capacitor = 16
 Energy = 1/2 std; 1 over (double dmg)

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

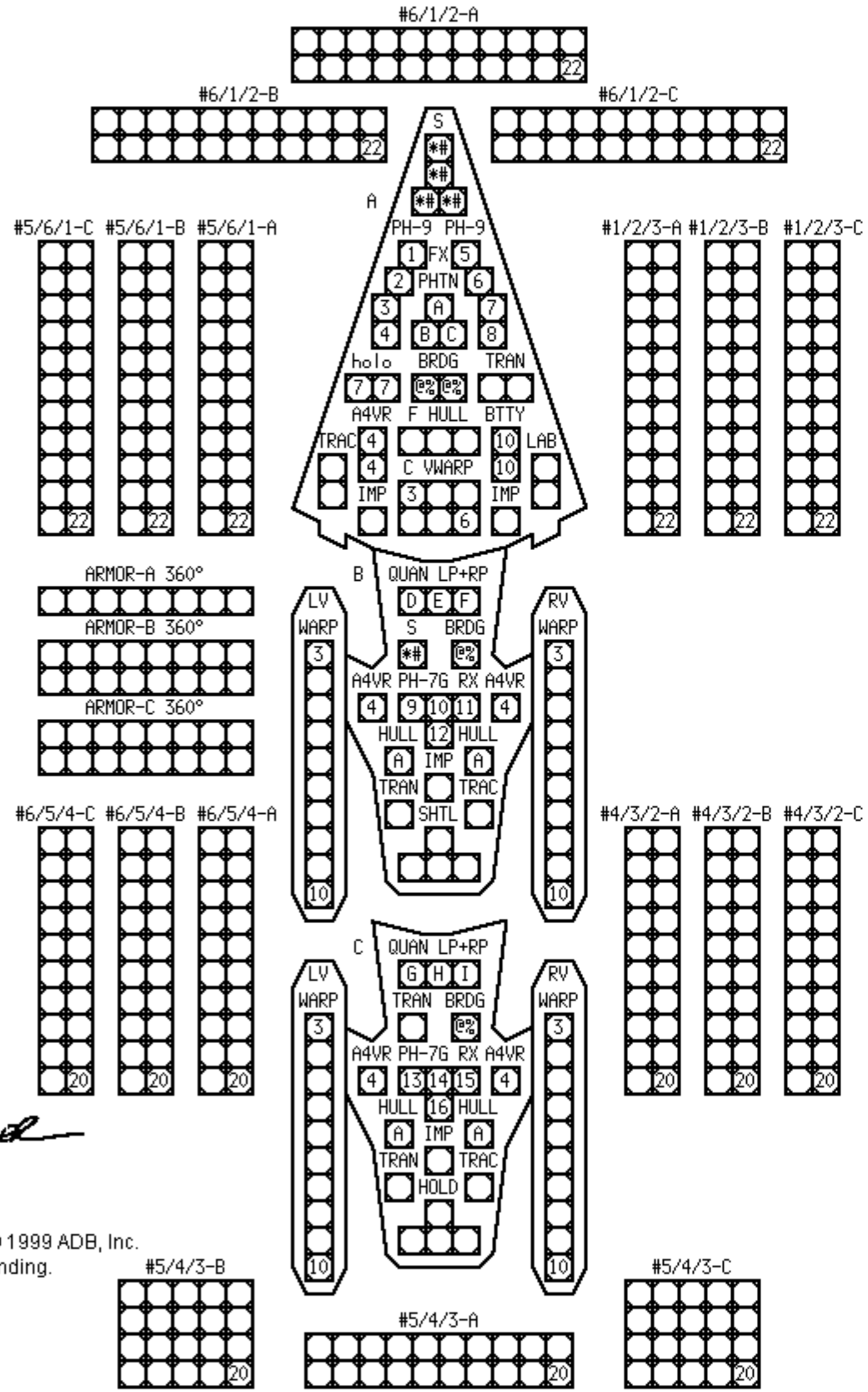
QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

TNG TURN MODE AA

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

SENSOR-A	8 7 6 3	SENSOR-B	7 6 3	SENSOR-C	7 6 3
SCANNER-A	0 0 0 1	SCANNER-B	-1 0 1	SCANNER-C	-1 0 1
DAMCON-A	3 0 2 0 1 0 0	DAMCON-B	2 0 1 0 0	DAMCON-C	2 0 1 0 0
EXCDAM-A	3 2 1	EXCDAM-B	2 1	EXCDAM-C	2 1



FEDERATION
4Xs
Promethius
Multi-Vector Attack Ship

Joshua Miller
 dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

PILOT
!! 1

THIS SHIP HAS NO SHUTTLECRAFT.
(Actually, it *IS* a shuttlecraft!)

THIS SHIP HAS NO TRANSPORTER BOMBS.

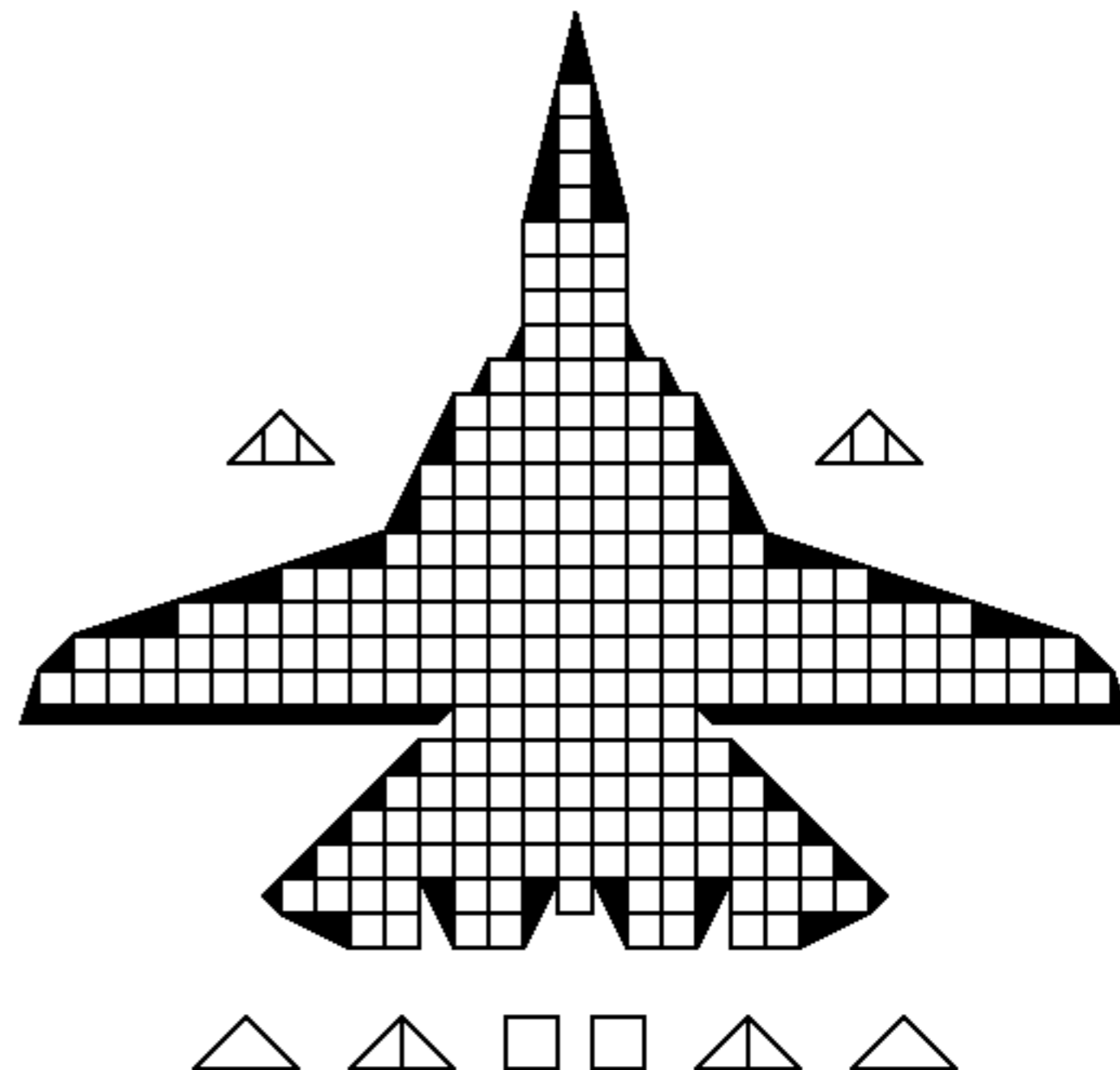
SHIP DATA TABLE

Ship Class	= BIG Fighter
Model Number	= F-14D
Point Value	= 300/900
Breakdown	= Never
Shield Cost	= NA
Explosion Str	= 240 (0)
Size Class	= 2
Movement Cost	= 0 (SF)
Reference	= R2.066
Total Power	= 0 (+0)
Opt Allowance	= 0 (+0)
IX Systems	= (none)

Has one Ph-G 360°.

Speed 300 normally (moves 9 each impulse, +1 more on speed 12).
Speed 600 with packs (moves 18 each impulse, +1 more on speed 24).

Cannot dogfight (except vs. other fighter's its own size). :P



[Enlarged 20 times] TYPE III DEFENSIVE PHASER

DIE	RANGE					
ROLL	0-19	20-39	40-59	60-79	80-179	180-300
1	80	80	80	60	20	20
2	80	80	80	40	20	0
3	80	80	80	20	0	0
4	80	80	60	0	0	0
5	80	60	40	0	0	0
6	60	60	20	0	0	0

Ph-G fires 4/turn.

[Enlarged 20 times] DRONES

TYPE	SPACES	SPEED	ENDUR.	WARHEAD	DAMAGE
I [20]	20	640	3	240	80
IV [20]	40	640	3	480	120
VI [20]	10	640	1	160	60

TURN MODE	SPEED
SF 1	1-11
2	12-23
3	24+

This fighter cannot land in a fighter box (yes, I had to say it).
It also cannot be reloaded unless 10 space, 20 space, and 40 space
drones can somehow be constructed.

Speed 640 drones move 20 hexes per impulse (!).

These drones cannot be Wild Weaseled or SpecSen lock-broken.

A Wild SWAC would act as a Wild Weasel vs. these drones.

The Type VI drones do only 20 damage vs. Size 1 or larger targets.

Chaff pods:

When used, roll a die. If 1-4, then it acts as a wild weasel vs. all seeking weapons.

The fighter cannot fire for 1/4 turn after using a chaff pod.

FEDERATION

OXs

"Pyrolisk"

F-14D Tomcat class Fighter

[Enlarged 20 times normal size]

SmileyLich@aol.com
Submitted to and copyright ©1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Happy Gaming!

FEDERATION

3X

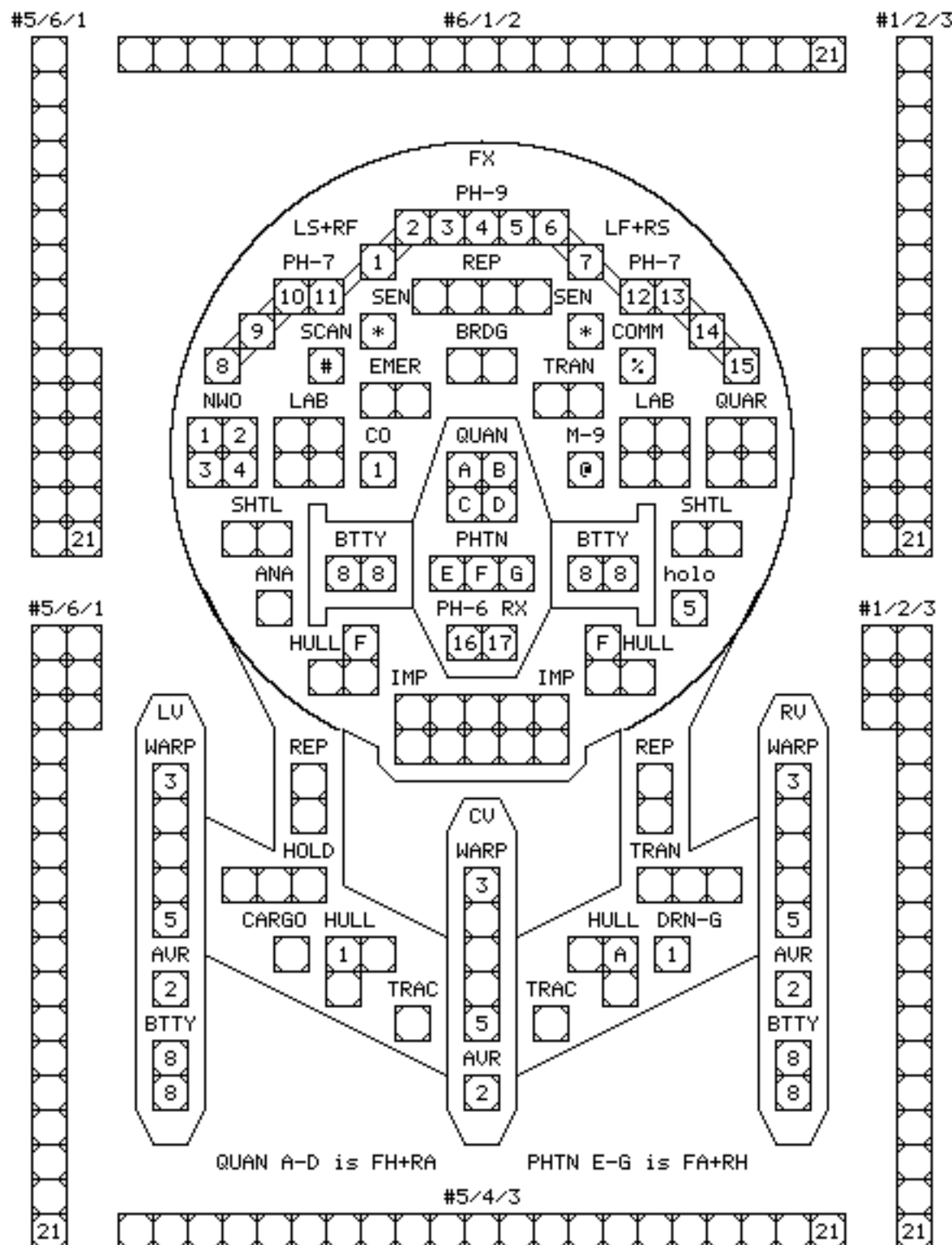
Quasar Class

Light War Cruiser

Ship Class = Quasar (CLW)
 Model Number = Mk II
 Point Value = 10000
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 132
 Size Class = 1
 Movement Cost = 1½ (B)
 Reference = R2.305

Total Power = 61 (+64)
 Opt Allowance = 150 (+100)
 4X Systems = PH-9, QUAN,
 SHIELDS

Legendary Captain



SENSOR
 6 6 6 2
 SCANNER
 0 0 0 2

CREW UNITS
 10
 BOARDING PARTIES
 9

DAMCON
 15 10 5 0
 EXCDAM
 5 4 3 2 1

DECK CREW
 1

PASSENGERS
 5

CREW UNITS

			*					10
								20
								30
								40
							48	

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = RCC
 Model Number = Mk I
 Point Value = 158
 Breakdown = 4-6
 Shield Cost = 1+1
 Explosion Str = 123
 Size Class = 3
 Movement Cost = 1 (D)
 Reference = R2.039
 Total Power = 44 (+8)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

PROBES

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

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

DRONE RACK

1										G
---	--	--	--	--	--	--	--	--	--	---

ANTI-DRONE TABLE

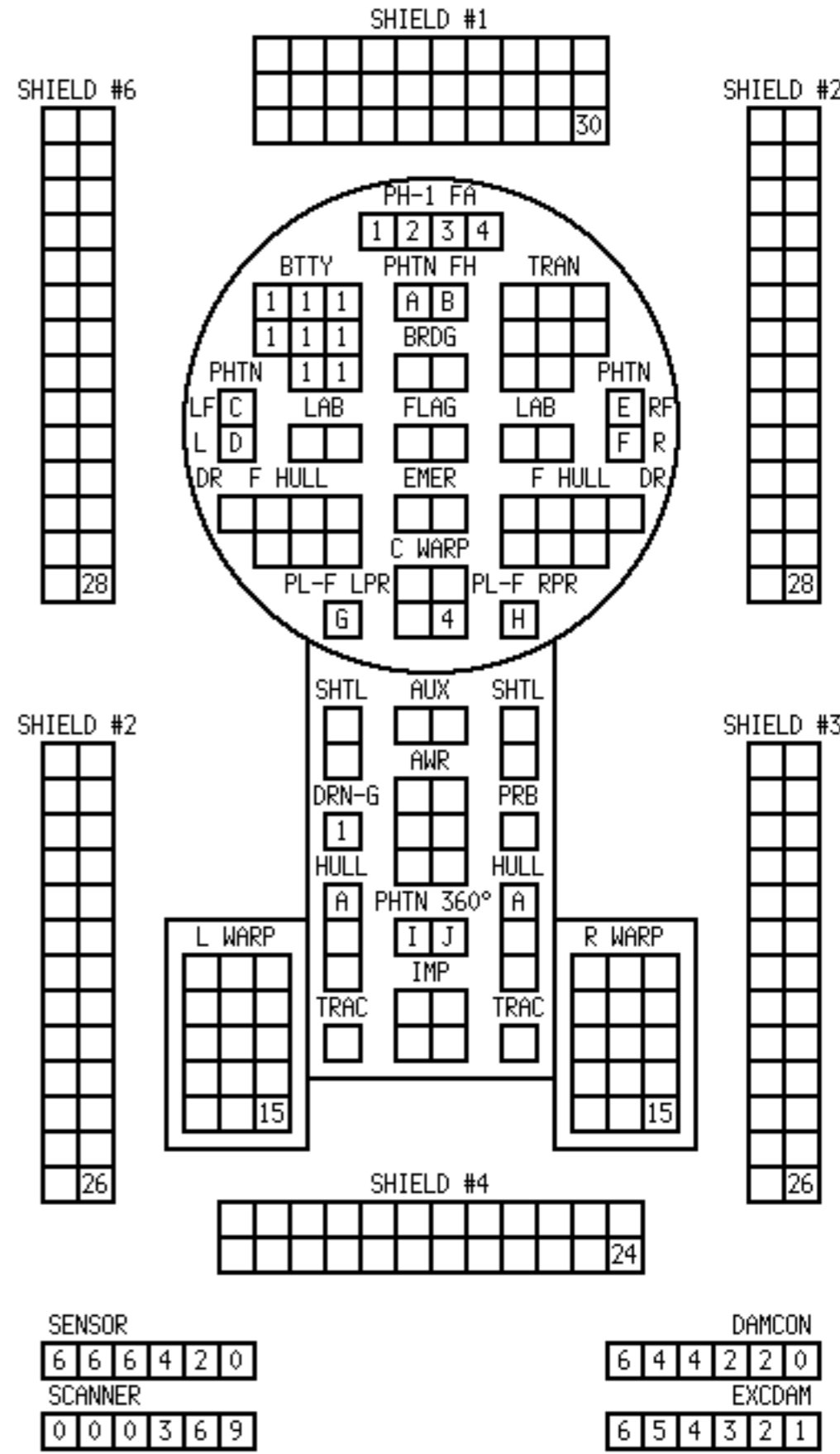
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

PLASMA TORPEDO TABLE

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



**FEDERATION
 OXs
 Reversed Systems
 Command Cruiser**

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

FEDERATION 6Xs

USS Relativity

NCV-474439-G

SHIP DATA TABLE

SHIP CLASS	=	RELATIVITY	
MODEL NUMBER	=	MK I	
POINT VALUE	=	14 MILLION	
BREAKDOWN	=	6^12	
SHIELD COST	=	2+4	(x10)
EXPLOSION STR	=	51	(x10)
SIZE CLASS	=	2	
MOVEMENT COST	=	4 (SW)	(x10)
REFERENCE	=	R2.602	
FILENAME	=	FED-RELA	
<hr/>			
TOTAL POWER	=	468 (+216)	(x10)
BOX SCALE	=	SUPER (x100)	
OPT ALLOWANCE	=	0 (+0)	
7X SYSTEMS	=	LAB, TRAN-T	
<hr/>			
TIME/REALITY STABILITY			
TRITANIUM MESH HULL			
PHASING DEVICE (60)			

HOLOSYS:

Duplicates any "Generic" type system which does not use ammo or option allowance.

BRDG ✦:

These boxes have included POLY special SEN, SCAN, COMM, and COMP boxes.

TRITANIUM MESH HULL:

This ship suffers only 1/10 damage from weapons of lower tech than itself (i.e. weapons of 5X tech or lower). This ship suffers no damage from 2X or lower sources.

QWARP:

This is a combination PWARP and SLIPSTREAM in one box. QWARP can either operate as a normal warp field (using PWARP "in warp" formulas), or can generate a three phase Slipstream. A three phase Slipstream allows up to 3 units to enter or leave per impulse.

TRAN-T:

Temporal Transporter. Can be used 1/turn. Energy Cost = 60. Can transport one crew unit (any type) up to 6000 years into the past or future. Each time this is done, roll 1d6 and add to a total. When this total reaches 10 or higher, the unit is killed due to temporal stress. This total is lowered by 1 for each "real" day that passes.

SHTL:

The shuttles on this ship are generated from energy patterns. Up to 20 patterns per SHTL box may be stored at a time. A new pattern may be created per turn. 6X shuttles are speed 60, and are armed with 1 PH-10.

OUTSTANDING CREW UNITS



PHASED BOARDING PARTIES



PASSENGERS



PH-11:

The PH-11 fires a compressed anti-Time beam which slows the target to the point of inactivity. Has a limited form of "Poly" built in: The 1st shot costs 1 TimeWarp, the 2nd costs 2 TimeWarp, the 3rd costs 3 TimeWarp, and so on (this cost becomes 1/shot at 7X). Each TimeWarp energy may be replaced with 2 QWARP energy. Capacitor = Equal to total power of ship (for all PH-11 boxes on the ship, and of the same type of power). Damage = 10, out to range 250 hexes (400 hexes at 7X). Affects any target regardless of Temporal/Phase/Cloak state. When PH-11 does internals, the boxes are disabled instead of destroyed. In reality, the system in question has been stopped in time and cannot be accessed for any function.

PH-10:

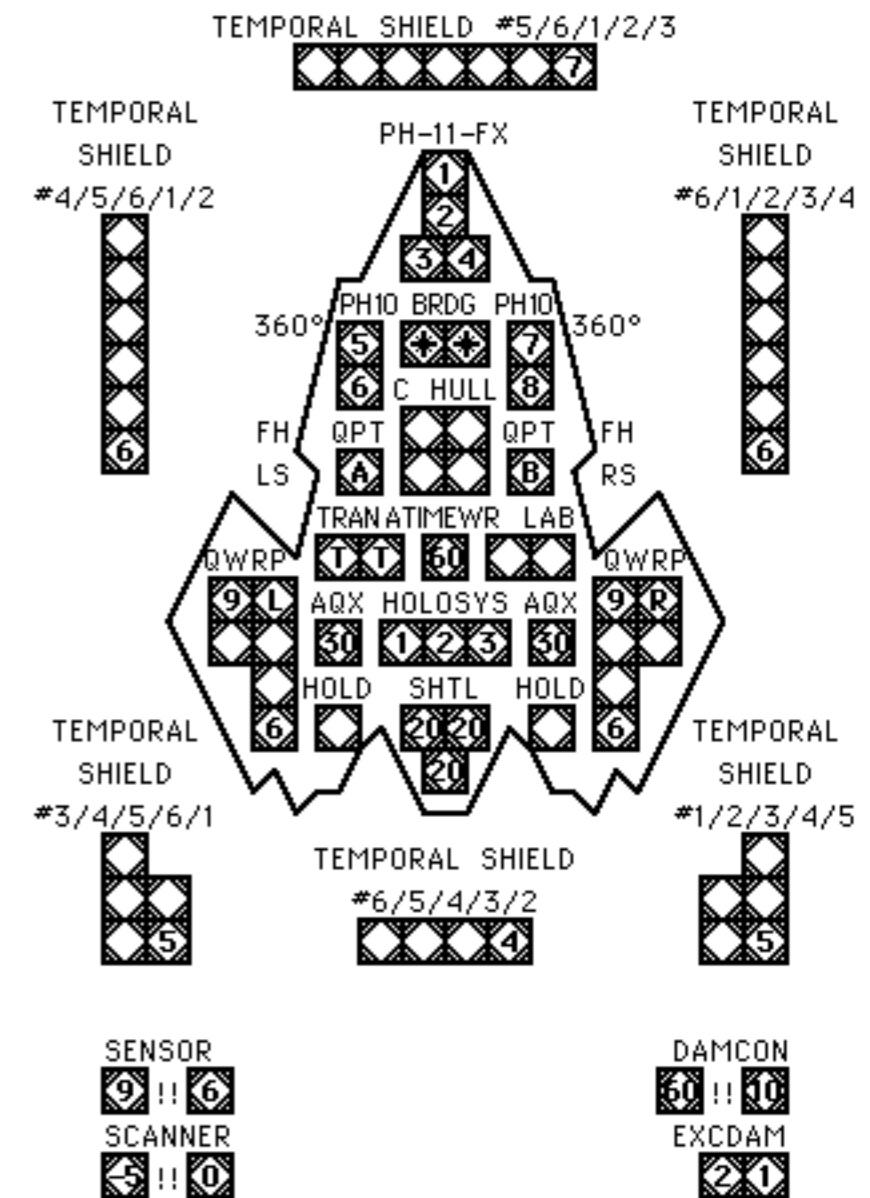
Fires 9/turn at 6X, but not more than three times per impulse. Each shot requires 5 energy to fire. 45 point capacitor at 6X. Any 1 target within 150 hexes takes 1 internal per shot. There is no firing chart; the weapon automatically hits. No defensive system (PA, REF, or even Borg Adaption) has any effect. The weapon does not actually traverse the distance between the ships; so terrain such as Web and Black Holes have no effect. At 6X which internal is hit is selected by the firing ship 2 times in 6.

QPT:

Phase-Push Torpedo (improved 6X version; the 5X version is called PPT). Fires 1/turn. Energy Cost = 10 QWARP. Hold Cost = 5. Has three firing modes: Damaging, PhasePush, PhaseStop. Damaging mode does (30-R)*10 damage, where R is range to target. PhasePush mode causes the target to phase out as if a Phasing Device has been used; each weapon the target fires next impulse has only a 1 in 6 chance of being able to affect anything in normal space. PhaseStop mode prevents the target from "going into warp" next impulse. 7X+ ships may throw off the effects of PhasePush or PhaseStop by using a LAB box (per QPT that hits). BPV 270 (at 6X); Repair 16; hit on "Torpedo".

AQX:

This is identical to an APX (Advanced Phase Reactor), except it produces QWARP (instead of PWARP) power. Produces 30 QWARP power which cannot be used for movement. Produces an additional 60 generic or 30 QWARP power which cannot be used for movement (the Total Power calculation assumes the 60 generic power option was used).



Donald Miller
Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

← Note:
The "TRAN-T" system is the only "new" system that doesn't appear on the Enterprise-J SSD.

CREW UNITS									
						*			10
									20
									30
						35			
BOARDING PARTIES									
									7
DECK CREWS									
									3
PROBES									
									15
									15
									15

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							
THIS SHIP HAS ONE SHUTTLE BAY.									

SHIP DATA TABLE	
Ship Class	= Reliant
Model Number	= Mk II
Point Value	= 422
Breakdown	= 6
Shield Cost	= 1+6
Explosion Str	= 184
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R2.102
Total Power	= 64 (+18)
Opt Allowance	= 0 (+0)
2X Systems	= (none)

TRANSPORTER BOMBS									
						D	D	D	D

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
2 point capacitor at 0X, 4 point capacitor at 1X,
6 point capacitor at 2X. Cannot overload at 0X.
Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

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

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

David Miller

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

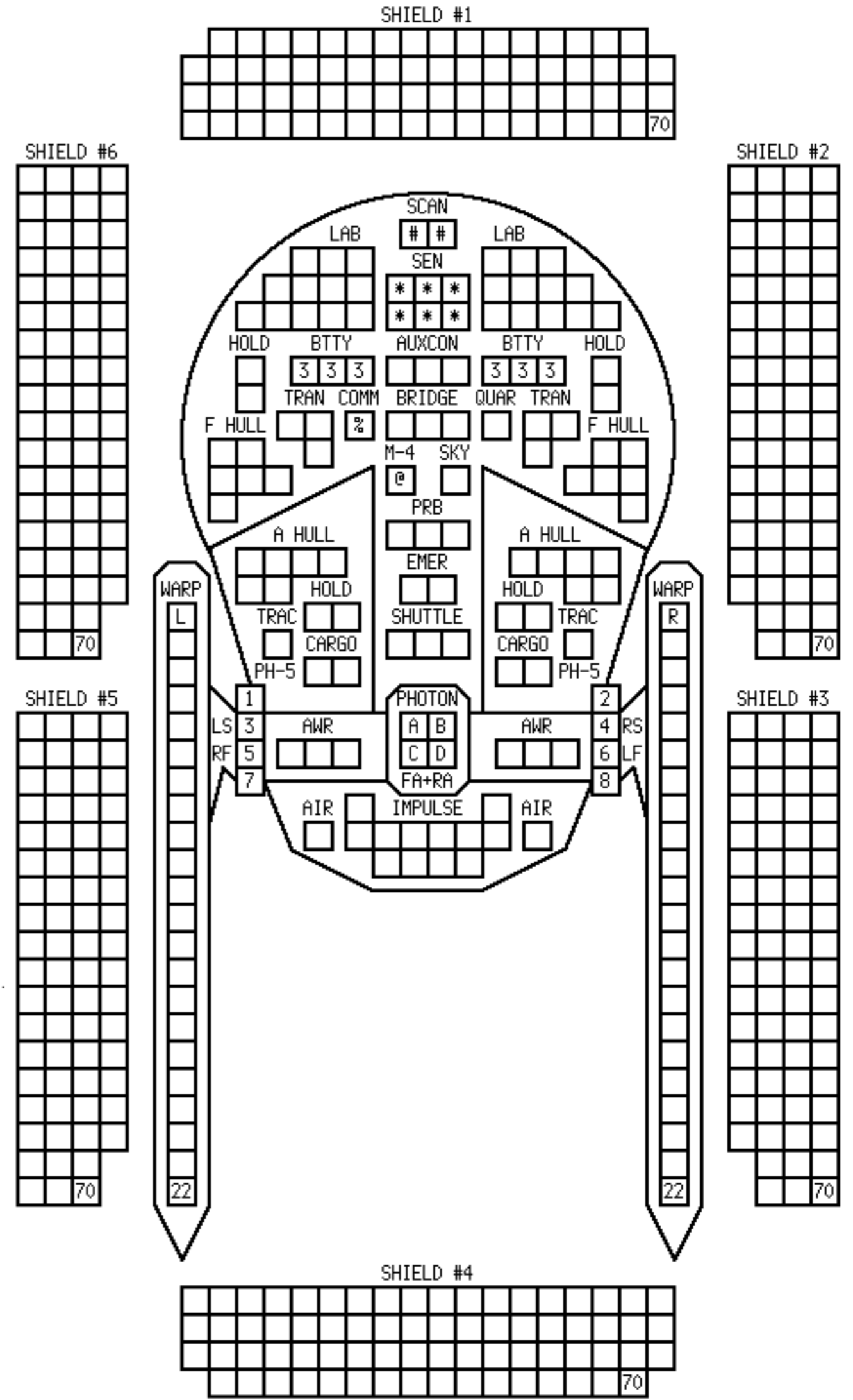
FEDERATION

1X

Reliant Class

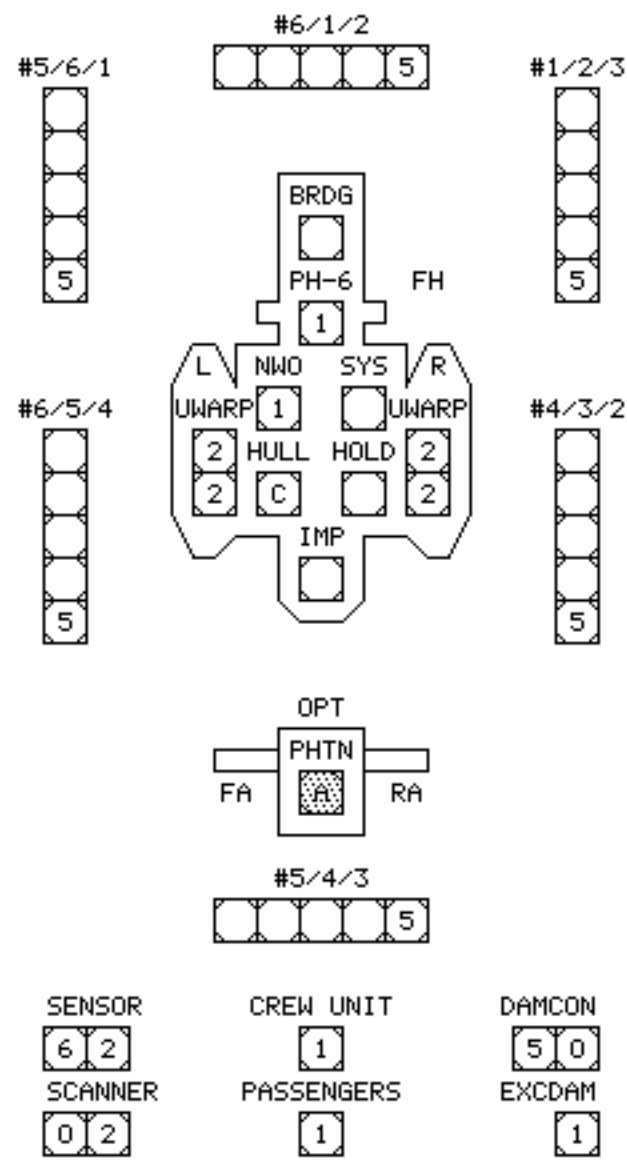
Research Cruiser

SENSOR	6	6	6	6	5	4	3	1	
SCANNER	0	0	0	0	2	4	6	8	
DAMCON	8	6	6	4	4	2	2	0	
EXCDAM	9	8	7	6	5	4	3	2	1



FEDERATION 3X Runabout Class Patrol Frigate

Ship Class	= Runabout	Runabout
Model Number	= Mk I	Mk II
Point Value	= 700	800
Breakdown	= 6^4	6^4
Shield Cost	= 0	0
Explosion Str	= 15	16
Size Class	= 5	5
Movement Cost	= 1/4 (B)	1/4 (B)
Reference	= R2.314-1	R2.314-2
Total Power	= 9 (+1)	9 (+1)
Opt Allowance	= 30 (+0)	30 (+0)
4X Systems	= (none)	(none)



FEDERATION 2Xs

Steamrunner Missile Cruiser

CREW UNITS

					10
	*				20
					30
					40
					50

BOARDING PARTIES

					10
					20
					30
					40
					50
					60

TRANSPORTER BOMBS

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

TYPE I PHASER TABLE

DIE ROLL	RANGE										11-16		17-30		31-50		51-101	
	0	1	2	3	4	5	6	7	8	9	10	16	30	50	100	150		
1	9	9	8	8	7	7	6	6	5	5	4	4	3	2	1	1		
2	9	8	8	7	7	6	6	5	5	4	4	3	2	1	1	0		
3	8	8	7	7	6	6	5	5	4	4	3	3	1	0	0	0		
4	8	7	7	6	6	5	5	4	4	3	3	2	0	0	0	0		
5	7	7	6	6	5	5	4	4	3	3	2	2	0	0	0	0		
6	7	6	6	5	5	4	4	3	3	2	2	1	0	0	0	0		

Energy = 1 (std), 2 (over/range 10); Capacitor 3.

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-3
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

2X QUANTUM TORPEDO TABLE

RANGE	0-2	3-4	5-8	9-12	13-30	31-45	46-60
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA

STANDARD: Energy 6; Hold 1; Fires 2 shots at 10 damage each.

PROXIMITY: Energy 5; Hold 1; Fires 1 shot at 8 damage.

OVERLOAD: Energy 11; Hold 2; Fires 3 shots at 12 damage each.

DRONE RACKS

1										XG
2										XG
3										XG
4										XG

SHIP DATA TABLE

SHIP CLASS	=	Steamrunner
MODEL NUMBER	=	Mk I Revised
POINT VALUE	=	1270
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
EXPLOSION STR	=	307
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.287
FILENAME	=	FED-RYST
TOTAL POWER	=	100 (+60)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	32 (+0)
3X SYSTEMS	=	(none)

SENSOR

6
6
6
6
5
4
3
2
0

SCANNER

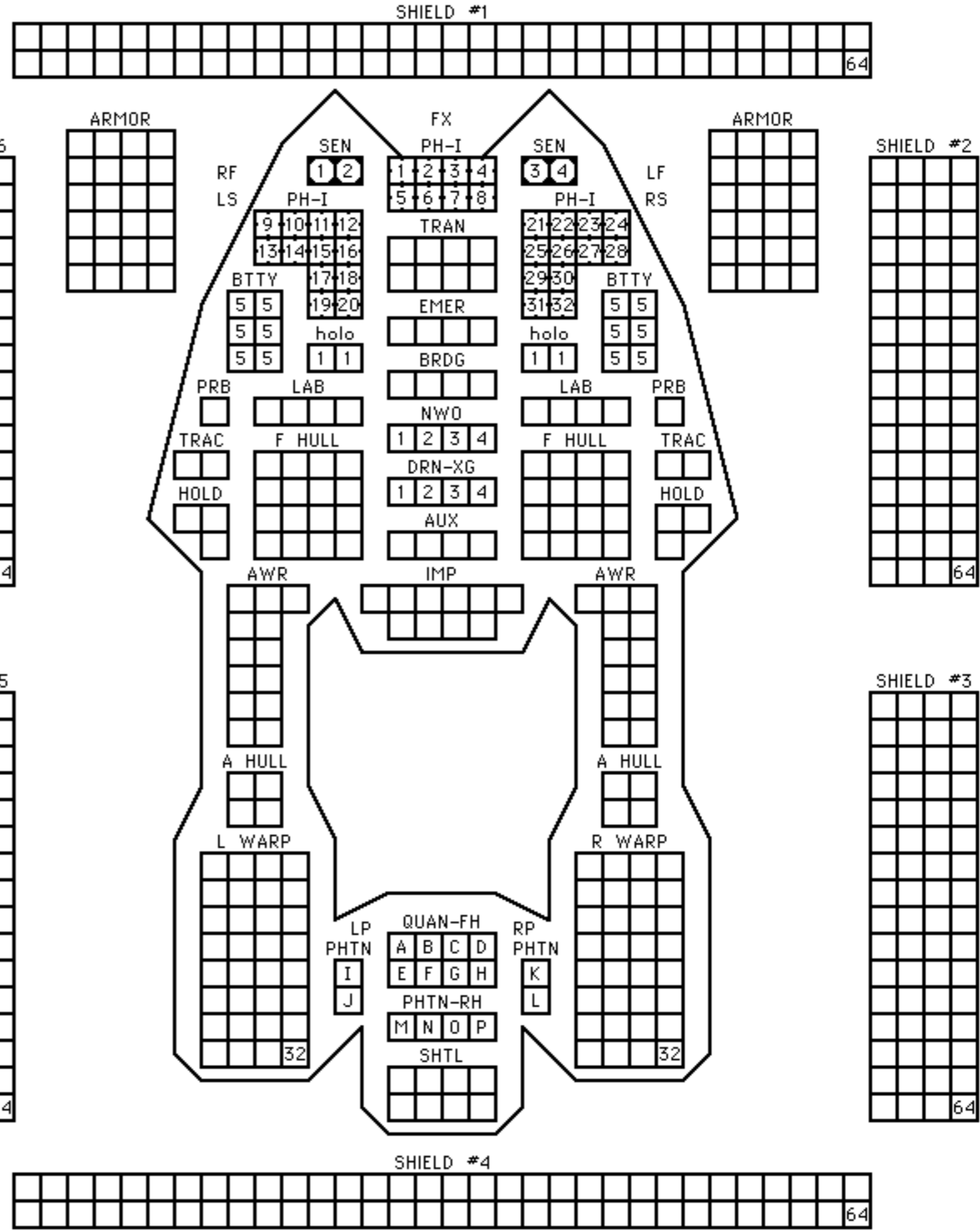
0
0
0
0
1
2
3
4
9

DAMCON

14
12
10
10
8
6
6
4
2
2
0

EXCDAM

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



CREW UNITS

10
20
24

COMMANDO SQUADS

8

DECK CREWS

2

PASSENGERS

2

PRIME TEAMS

4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC
THIS SHIP HAS ONE BAY.		

PROBES

10

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	Section31 CInt
Model Number	=	Mk I
Point Value	=	189 *
Breakdown	=	6^2
Shield Cost	=	2+0
Explosion Str	=	66
Size Class	=	4
Movement Cost	=	1/2 (AA)
Reference	=	R2.043
Total Power	=	25 (+3)
Opt Allowance	=	14 (+11)
IX Systems	=	C&C
Cloaking Device (4+7)		

ABWR: Produces 1 1/2 warp energy per turn.
 Can hold an additional 1 1/2 energy just like a battery.
 BPV/Repair = 5.5, hit on APR, 2 spaces.

C&C: BPV/Repair = 18, hit on "Emer".
 May be used 1/turn. Roll a die when used:
 1 = The ship using the C&C decloaks if cloaked, and does not move or fire weapons for 1 turn.
 2-4 = The device simply does not function this turn.
 5-6 = One target unit within 20 hexes becomes under complete control of the C&C using ship, it may fire at friendly units and move as desired. The ship is considered Undermanned as it is assumed the crew refuse to obey the orders.

AO: Any Option. Can hold anything an NWO, PO, or CO can hold. Two AO's together can hold anything an SO can hold. Cannot hold systems hit on Phaser/Torp/Drone. Gives 7 Allowance towards Options. BPV/Repair Cost = 9, hit on "A Hull".

**FEDERATION
 OXs
 SECTION 31
 Intelligence Cruiser**

SHIELD #1

39

SHIELD #2

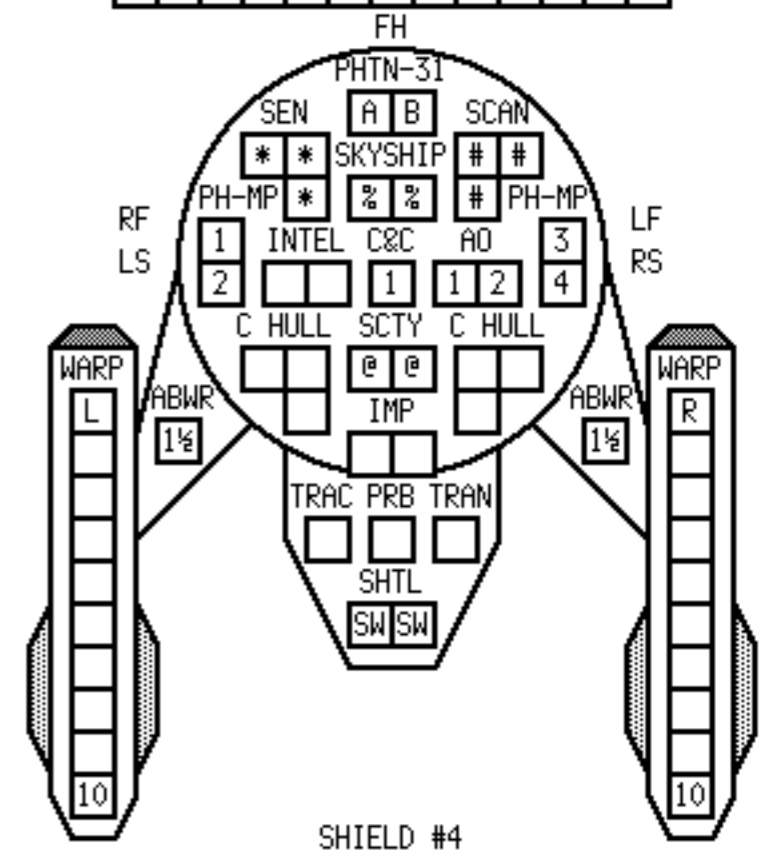
33

SHIELD #6

33

SHIELD #5

27



SHIELD #4

21

SHIELD #3

27

SENSOR

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

 SCANNER

0	0	0	0	4	9
---	---	---	---	---	---

REGEN

9	6	6	3	3	0
---	---	---	---	---	---

 DAMCON

6	4	4	2	2	0
---	---	---	---	---	---

 EXCDAM

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

PHASER-MR TABLE

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

PHASER-SR TABLE

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

TYPE 31 PHOTON TORPEDO TABLE

RANGE	0-2	3-4	5-7	8	9-15	16-35
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	5	4	4	4	4	3
DAMAGE, PROXIMITY	0	2	2	2	2	2
DAMAGE, OVERLOAD	9	8	8	8	8	7

Fires 2/turn.
 Standard/Proximity Energy = 1-1 (hold 1/2) per shot
 Overload Energy = 2-2 (hold 1) per shot
 BPV/Repair Cost = 8, hit on Torpedo, 2 spaces.



dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

SHIP DATA TABLE 2/3/5/6 1(L) 4(S)

Ship Class	= PFX	PFXL	PFXS
Model Number	= Mk 2	Mk 2L	Mk 2S
Point Value	= 78/103	99/141	116/57
Breakdown	= 6^2	6^2	6^3
Shield Cost	= 0+2	0+2	0+2
Explosion Str	= 25	30	30
Size Class	= 5	5	5
Movement Cost	= 1/10 A	1/10 A	1/10 A
Reference	= R2.108	-L	-S
Total Power	= 13(+3)	13(+6)	15(+3)
Opt Allowance	= 11(+0)	22(+0)	6(+0)
2X Systems	= (none)	(none)	(none)
Ability to Double Engines			
Nimble Ships			
Maximum Weapon Range = 22			

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

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE	8-12	18
ROLL	0 1 2 3 4 5 6 7 11 17 22		
1	10 10 10 10 9 8 7 6 5 4 3		
2	10 10 10 9 8 7 6 5 4 3 2		
3	10 10 10 9 8 7 6 5 4 3 2		
4	10 10 9 8 7 6 5 4 3 2 1		
5	10 10 9 8 7 6 5 4 3 2 1		
6	10 9 8 7 6 5 4 3 2 1 1		

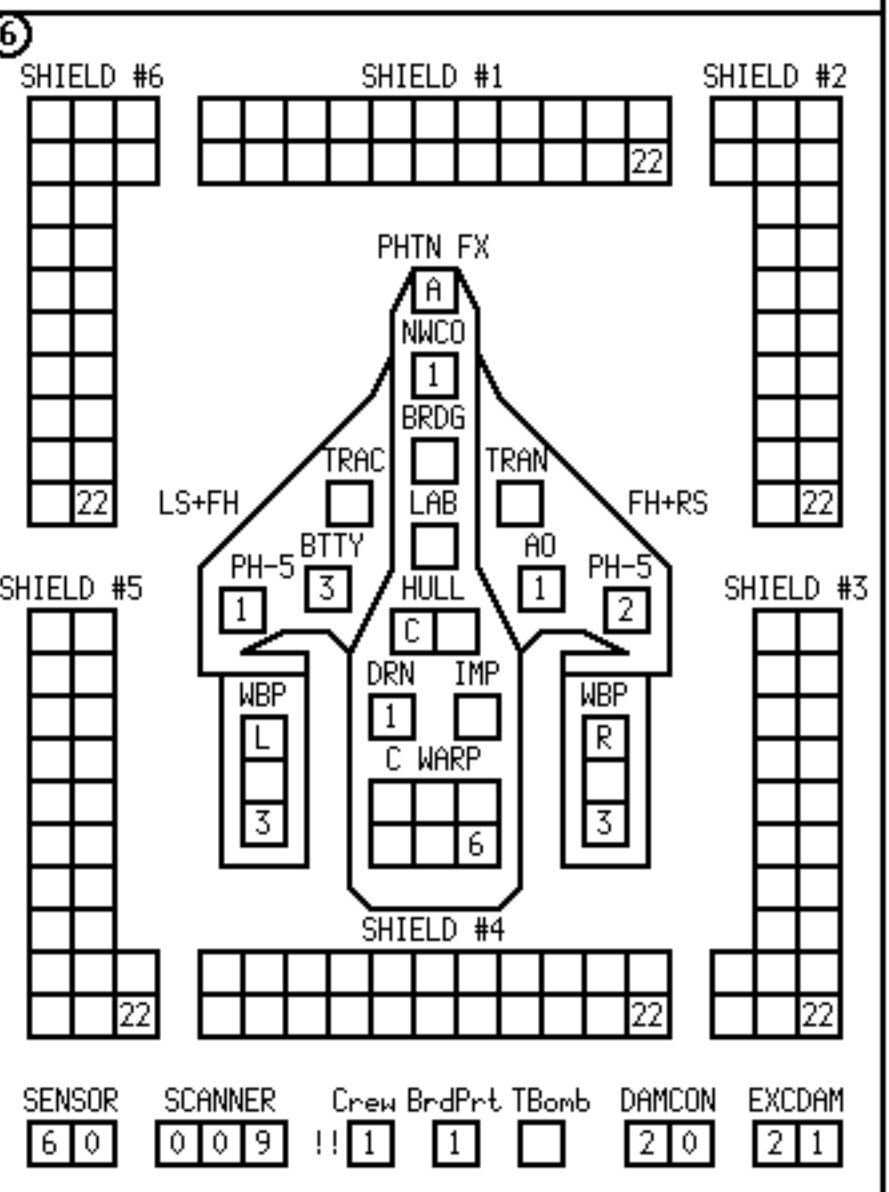
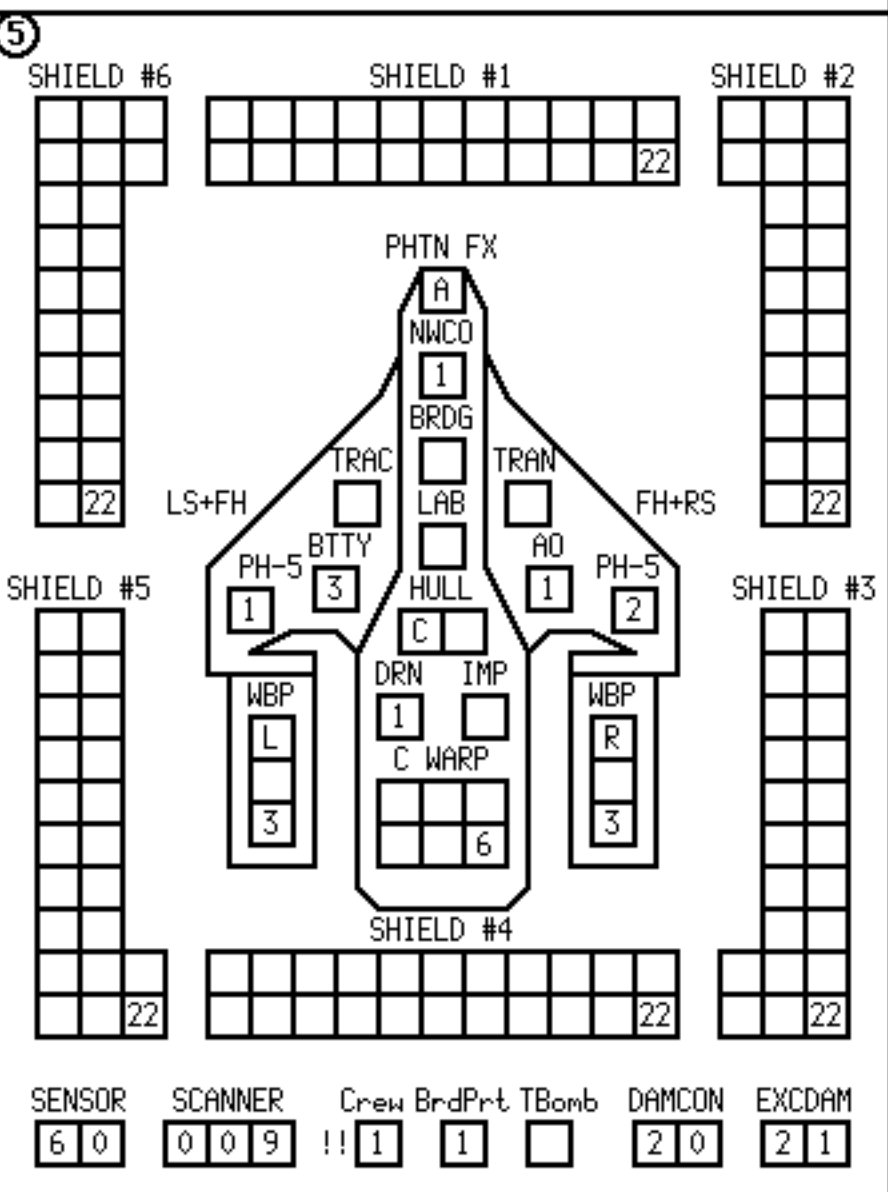
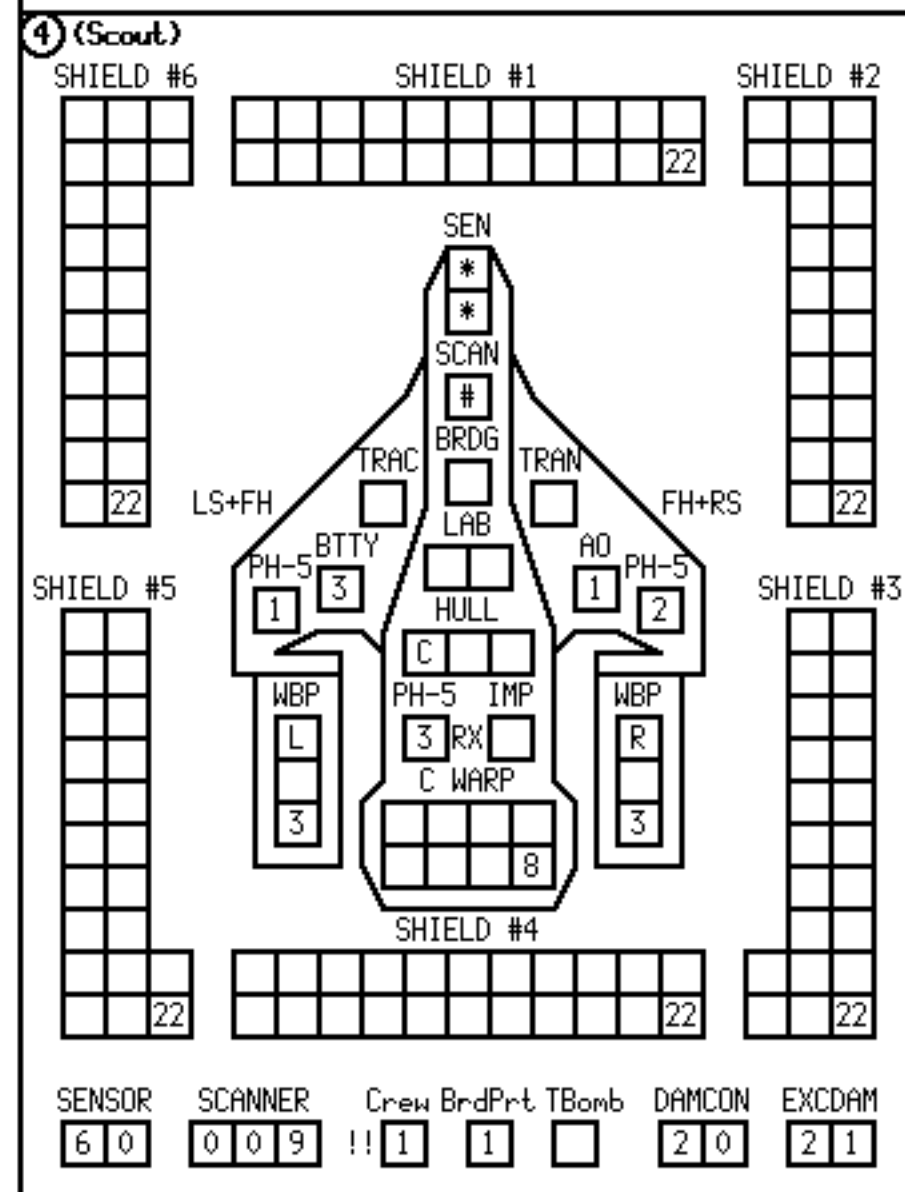
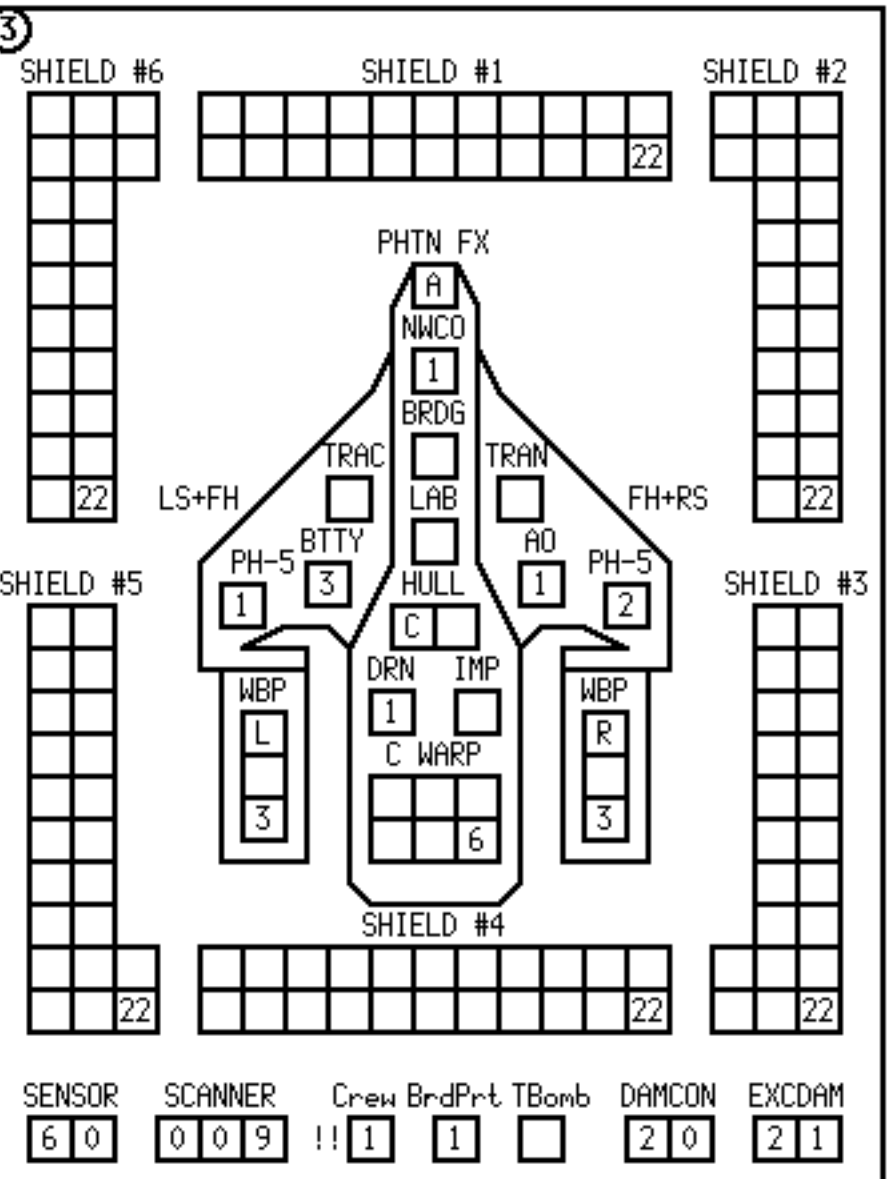
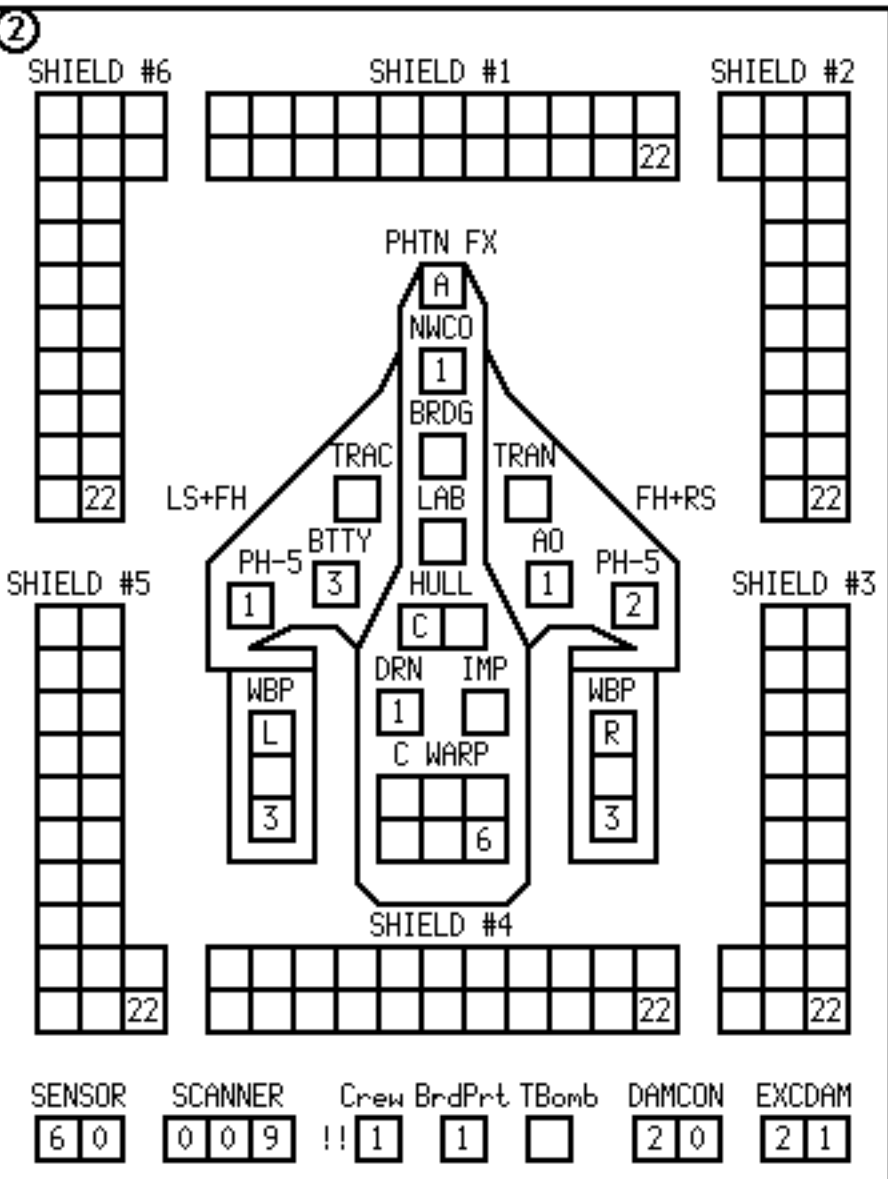
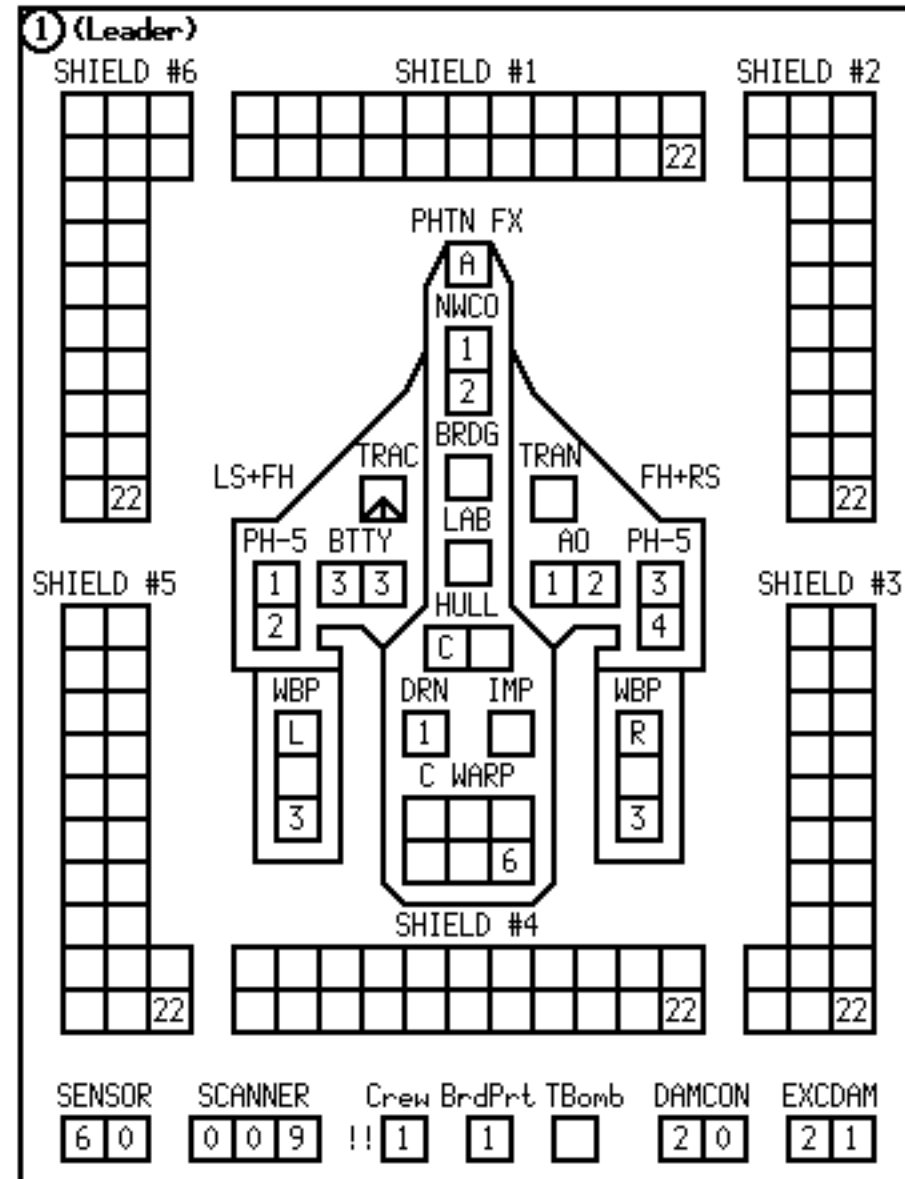
PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-22
HIT, STD	1-5	1-6	1-5	1-4	1-3	1-2
HIT, PROX	1	1-2	1-3	1-4	1-5	1-4
HIT, OVER	1-7	1-6	1-5	1-4	NA	NA
DMG, STD	10	10	10	10	10	10
DMG, PROX	5	5	5	5	5	5
DMG, OVER	20	20	20	20	NA	NA

DRONE RACKS

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

FEDERATION
1X
Scorpio Class
Patrol Frigate
Group



CREW UNITS

*	10
	20
	30
	40
	50
	60
	70
	80
	90
	100
1	10
1	20
1	30
1	40
1	50
1	60
1	70
1	80
1	90
2	100
2	10
2	20
2	30
2	40
2	50

BOARDING PARTIES

	10
	20
	30
	40
	50
	60
	70

DECK CREWS

	10
	20
	30

PASSENGERS

	10
	20

ADMINISTRATIVE SHUTTLES

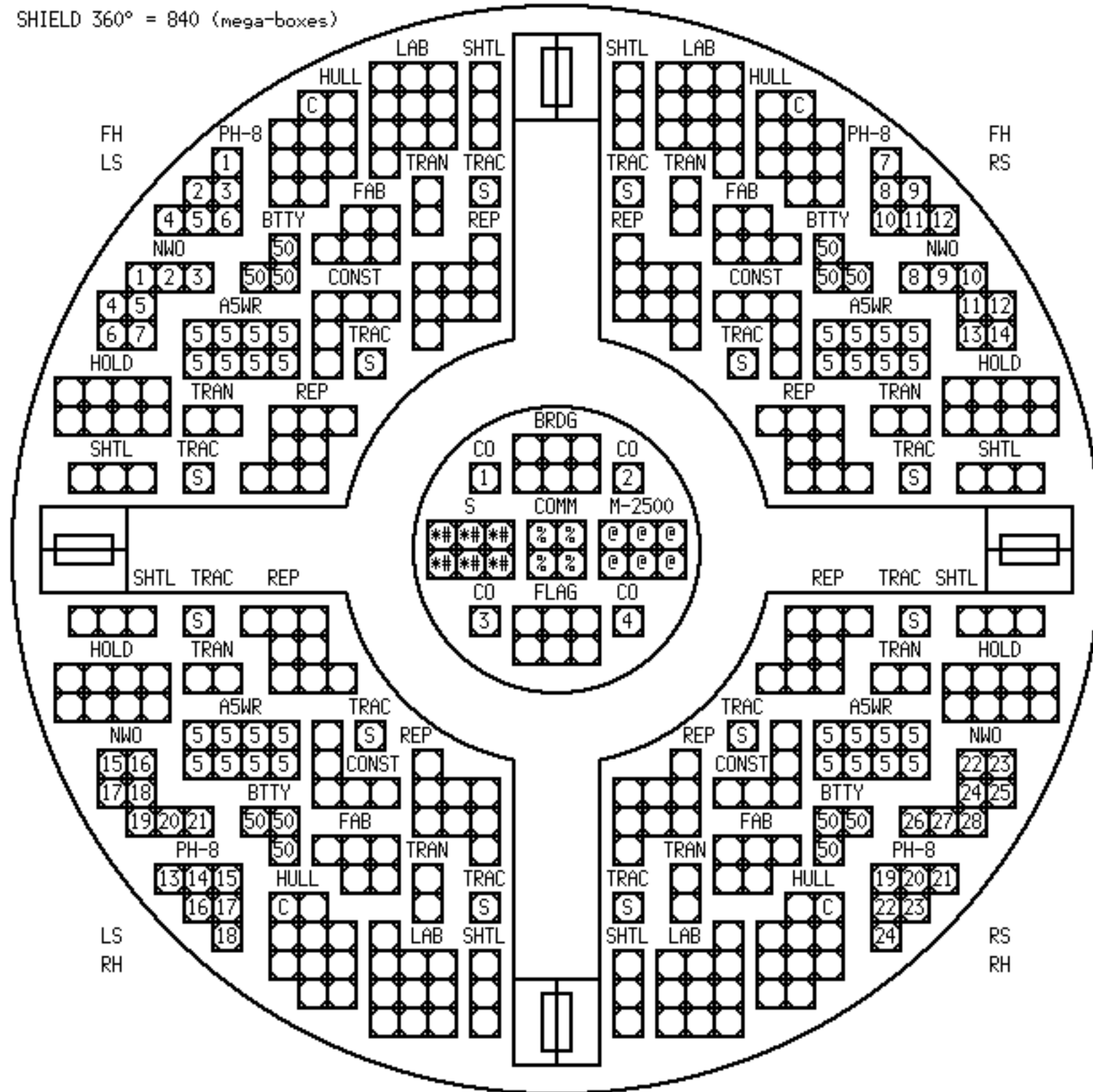
THIS BASE HAS A TOTAL OF 240 SHUTTLES OF VARIOUS TYPES IN ITS EIGHT SHUTTLE BAYS.

Super Tractor Beam: (TRAC-S)
Acts as a TRAC-H, but if you spend 1 turn in preparation with 10 energy (making it a two-turn arming system), the maximum range becomes 10 and the system functions as a TRAC-HH.
BPV/Repair 2.5; 2 spaces; hit on "Trac".

SHIP DATA TABLE

Ship Class	= Spacedock	SB
Model Number	= Mk I	
Point Value	= 250000	
Breakdown	= 6^9	
Shield Cost	= 8+62	
Explosion Str	= 4520	
Size Class	= 0	
Movement Cost	= 450 (Z)	
Reference	= R2.125	
Total Power	= 1600 (+6000)	
Opt Allowance	= 840 (+200000)	
2X Systems	= REP, CONST, FAB, PH-8, M-2500, S, COMM, FLAG, CO, DAMCON	
Positional Stabilizer		
Mega-Batteries		
Positional Reactors		
Has eight Size 2 Bays		

SHIELD 360° = 840 (mega-boxes)

**TYPE VIII HEAVY PHASER**

DIE ROLL	RANGE	8-	16-	31-	46-	61-	91-	121-
1	40 40 39 36 33 30 27 24	21	18	15	12	9	6	3
2	40 40 38 35 32 29 26 23	20	17	14	11	8	5	2
3	40 40 37 34 31 28 25 22	19	16	13	10	7	4	1
4	40 39 36 33 30 27 24 21	18	15	12	9	6	3	0
5	40 38 35 32 29 26 23 20	17	14	11	8	5	2	0
6	40 37 34 31 28 25 22 19	16	13	10	7	4	1	0

Fires 1/turn. Energy Cost = 4. Capacitor = 4*(tech level).
This weapon requires a positional stabilizer to fire.
Overload costs 8 energy, and does x2 damage out to range 60.
Overload can instead fire as 2 overloaded Ph-4's at separate targets.
Pulse mode costs 8 energy, and operate as one of the following modes (vs. separate targets or vs. size 6 and smaller targets):
8 Ph-1, 10 Ph-2, 32 Ph-3, 4 Ph-4, 6 Ph-5, 8 Ph-6, 6 Ph-7.
BPV/Repair 8; 4 spaces; hit on "Phaser".

PH-8 OVERLOAD

DIE ROLL	RANGE	8-	16-	31-	46-
1	80 80 78 72 66 60 54 48	42	36	30	24
2	80 80 76 70 64 58 52 46	40	34	28	22
3	80 80 74 68 62 56 50 44	38	32	26	20
4	80 78 72 66 60 54 48 42	36	30	24	18
5	80 76 70 64 58 52 46 40	34	28	22	16
6	80 74 68 62 56 50 44 38	32	26	20	14

Note that each box on this SSD represents 10 Ph-8's.
Also note the phaser capacitor is only 4 energy (requiring 4 more to overload).

dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

SENSOR

12	11	10	9	8	7
6	5	4	3	2	1
SCANNER					
-6	-5	-4	-3	-2	-1
0	1	2	3	4	5
6	7				

DAMCON

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

FEDERATION
1X
Spacedock
(Mega-box SSD)

FEDERATION OXs SF-1 Starfleet One

OUTSTANDING CREW UNITS

			*		10
					20
					30
					40
					50

COMMANDO SQUADS

					10
					20
					30

DECK CREWS

					10
					20

PASSENGERS

					10
					20
					30

TYPE 1 PHASER TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS (SHIP)

1						G
2						G

ANTI-DRONE TABLE

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

DRONE RACKS (PF)

1						G
2						G

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MRS
		MRS
		SWAC
ONE SHUTTLE BAY.		

TRANSPORTER BOMBS

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

PRIME TEAM

1					
---	--	--	--	--	--

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	SF-1
MODEL NUMBER	=	MK 1
POINT VALUE	=	289
BREAKDOWN	=	6
SHIELD COST	=	1+2
EXPLOSION STR	=	167
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.054
FILENAME	=	FED-SF1
TOTAL POWER	=	50 (+8)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
OUTSTANDING CREW		

TYPE 3 PHASER TABLE

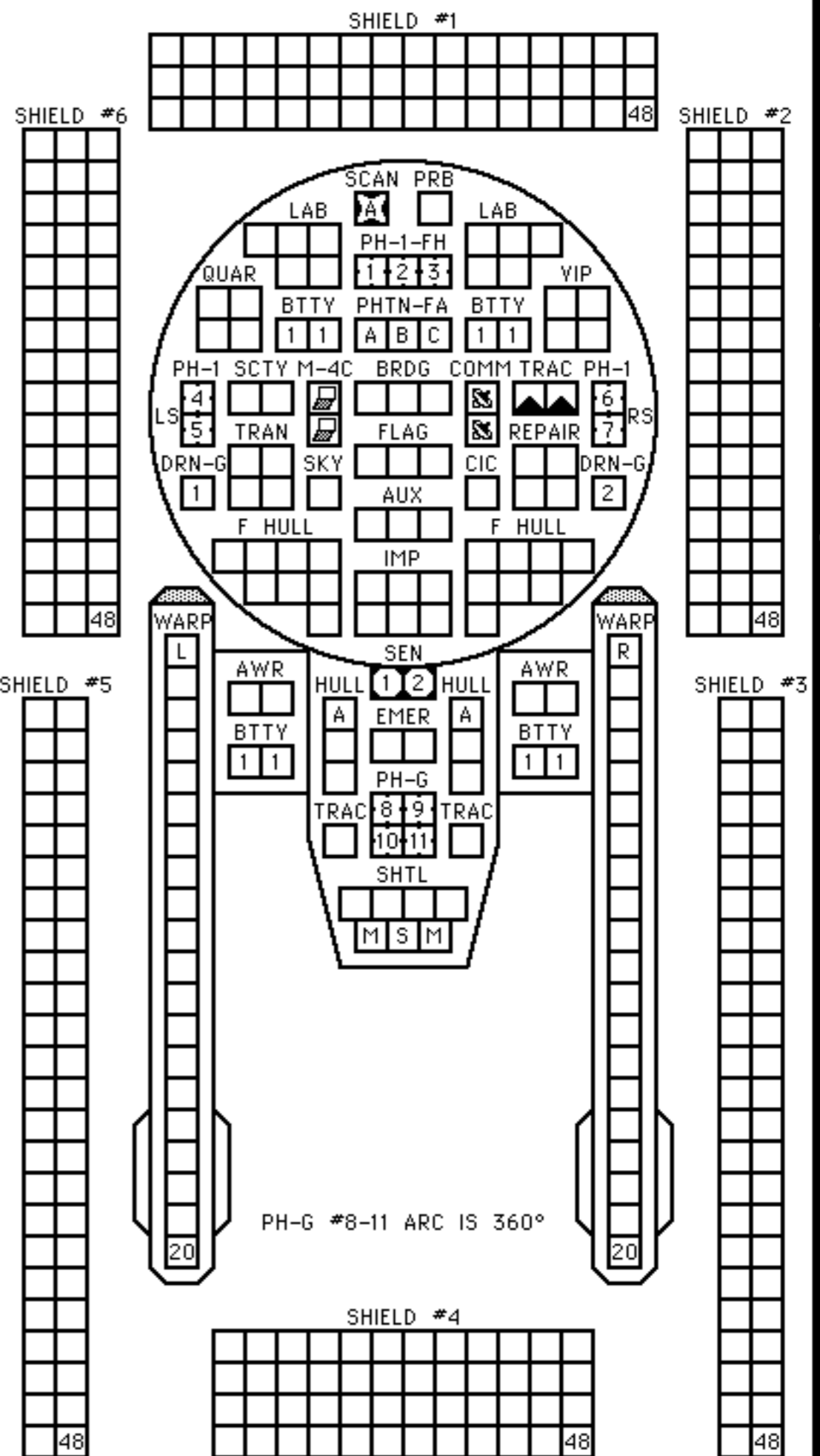
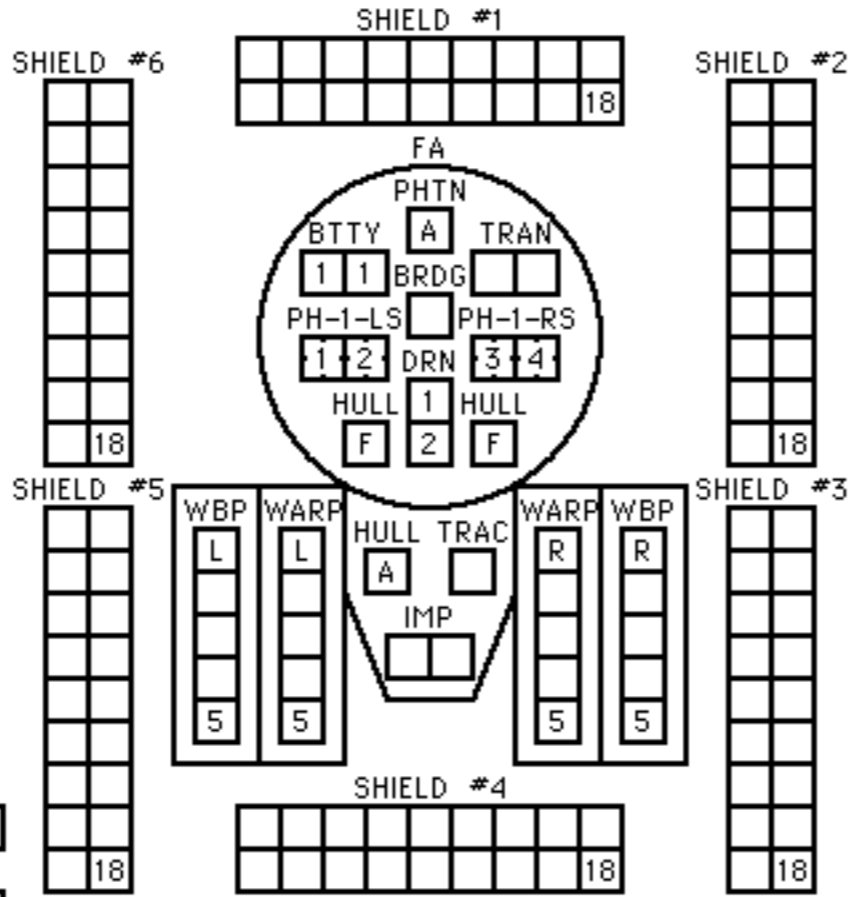
DIE ROLL	RANGE				
	0	1	2	3	4-9
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

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

ESCAPE PF
BPV = 54
EXP STR = 43
MOVE = 1/5 (AA)
OCCUPIES 2 MECH
CREW UNITS = 6
COMMANDOES = 3

6	5	0
2	1	0
0	1	9

2	1	0
3	2	1



SENSOR	SCANNER	DAMCON	EXCDAM
6 6 6 6	0 0 0 0	8 6 6 4	8 7 6 5
5 4 3 0	1 2 3 9	4 2 2 0	4 3 2 1

[R2.054] FEDERATION SF-1 Presidential Ship

CREW UNITS

DEFENSIVE BOARDING PARTIES

infinite
DECK CREWS
infinite
PASSENGERS

These two are infinite because the ship creates Synthetic Holographic Lifeforms ("Holo-Androids") upon command for 0 energy. These forms cannot be then deactivated, however.

TYPE Xs TELEPORTING/X-RAY PHASER [special Stun setting variant]

This is a Stun Ph-10 that disables crew instead of doing damage. Fires 15/turn. Energy Cost = 3/shot. Capacitor = 60. Weapon Range = 200 hexes. There is no firing chart, the weapon automatically hits. No defensive system (PA, REF, ADAPT) has any effect. The weapon does not actually traverse the distance between the ships; so terrain such as Web or Black Holes has no effect. The weapon does not do damage, instead, one SuperBox of crew (of any type decided by the firing ship) is disabled per shot. If all crew of all types have been disabled, further shots disable (but not destroy) control boxes on the ship.

TYPE XI NULLIFICATION PHASER

The Ph-11 fires a compressed AntiTime beam which slows the target to the point of inactivity. Fires any number of times per turn (has "Poly" built in). Energy Cost = 1 TimeWarp per shot. Capacitor = Ship's Total Power (84 here unless hSYS is used). Damage = 1 SuperBox per shot out to range 400 hexes. The damage is multiplied by 10 if striking a defensive system that absorbs damage (such as Shields or PAs). Affects any target regardless of Temporal/Phase/Cloak state. When Ph-11 does internals, the boxes are disabled instead of destroyed. In reality, the system in question has been stopped in time and cannot be accessed for any function.

TIME-PUSH TORPEDO (TPT)

This weapon is similar to TDD (Temporal Displacement Device). Fires 1/turn. Energy Cost = 10 TimeWarp. Hold Cost = 4. Has three firing modes: Damaging, TimePush, TimeStop. Damaging mode does 100-R damage (in SuperBoxes), where R is the range to target. TimePush mode pushes the target ahead in time by up to 100-R turns, where R is the range to target. The firing ship may then prepare for fighting the vessel while it "catches up" to it. The TimePushed target can do nothing (and is in fact unaware of the time distortion) until the firing ship has caught up to him. TimeStop catches the target in a SFG-like field. This may be maintained (for no energy cost) for up to 100-R impulses, where R is the range to the target.

29th CENTURY FEDERATION 7X Shuttlecraft

[Super-box SSD]

Each box on this SSD is 10 MegaBoxes, each of which in turn is 10 "normal SFB" boxes. Damage and Energy Ratings are given in Super scale, but ranges are still using the Mega scale of 1 hex = 100,000 km.

Positronic Computer: This ship uses a Positronic Brain as a computer. It acts as a Legendary Crew and has one of every Legendary Officer on board. This is similar to the "EMH" of Star Trek: Voyager, except *every* crew function is duplicated in this way (not just medical). One Human (or other Federation race) is greatly desired for implementation of Federation policy however.

Tritanium Mesh Hull Composition: This ship suffers only 1/10 damage from ships of 6X or lower tech level, and takes no damage at all from any source of 2X or lower tech level.

Time/Reality Stability: In the case of Temporal Paradoxes or Alternate Reality shifts (including Causality Loops), the ship may "escape the timeline" and ignore such effects. This of course is done immediately without conscious effort by the computer or crew.

Local Physical Law Independence: In the case of visiting other galaxies (or areas under a great amount of continuum bias), this ship may create a "bubble" of it's own realm so it can safely ignore the differences in local physical laws.

Holographically Regenerating Forceshield: A large Holoemitter projects the defense screens and keeps it in place. Treat this as 9 SuperBoxes of Non-Ablative shielding.

pS: An "S" (SpecSen/Scan) box with the "Poly" function built in, i.e. it can be used any number of times per turn.

hSYS: HoloSystems. This is a Holodeck that can create "real" ship systems that actually function. Any known system of 7X or lower tech can be duplicated, and the system may be changed once per impulse activity.

SHIP DATA TABLE

Ship Class	= 7X SHTL
Model Number	= Mk I
Point Value	= 2000000000
Breakdown	= 8^7
Shield Cost	= 0+0
Explosion Str	= 20 [super]
Size Class	= 6
Movement Cost	= 0 [see below]
Reference	= R2.701
Total Power	= 84 (+0) [super]
Opt Allowance	= infinite
8X Systems	= (none)
Positronic Computer	
Tritanium Mesh Hull Composition	
Time/Reality Stability	
Local Physical Law Independence	

HOLOGRAPHICALLY REGENERATING

FORCESHIELD 360°



SENSOR !! [1] SCANNER !! [7] DAMCON !! infinite EXCDAM [1]

TT is FX
PH-10s is 360°

This ship has a movement cost of 0 because it can effectively move any number of hexes in a single moment (due to the TimeWarp drive). It also does not increase the movement cost of any ship towing it with a Tractor Beam (just like any other shuttlecraft). For simplicity's sake, assume it to have a movement cost of 1/100 when dealing with other ships that also have TimeWarp drive.

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc. Evaluation by ADB, Inc. is pending, however I suspect this SSD is a little bit out of the reach of what ADB considers reasonable. Really, just a little bit. :P

FEDERATION OXs

Slow Heavy Cruiser

CREW UNITS

		*				10
						20
						30

BOARDING PARTIES

						10
--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ONE SHUTTLE BAY

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	SLOW CA
MODEL NUMBER	=	1
POINT VALUE	=	173
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
EXPLOSION STR	=	134
SIZE CLASS	=	3
MOVEMENT COST	=	1 (E)
REFERENCE	=	R2.069
FILENAME	=	FED-SLCA
TOTAL POWER	=	44 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	3 (+0)
IX SYSTEMS	=	NONE

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

DIE	RANGE	0	1	2	3	4-8	9-15
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	3	0	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, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS

1						G
2						G
3						G

ANTI-DRONE TABLE

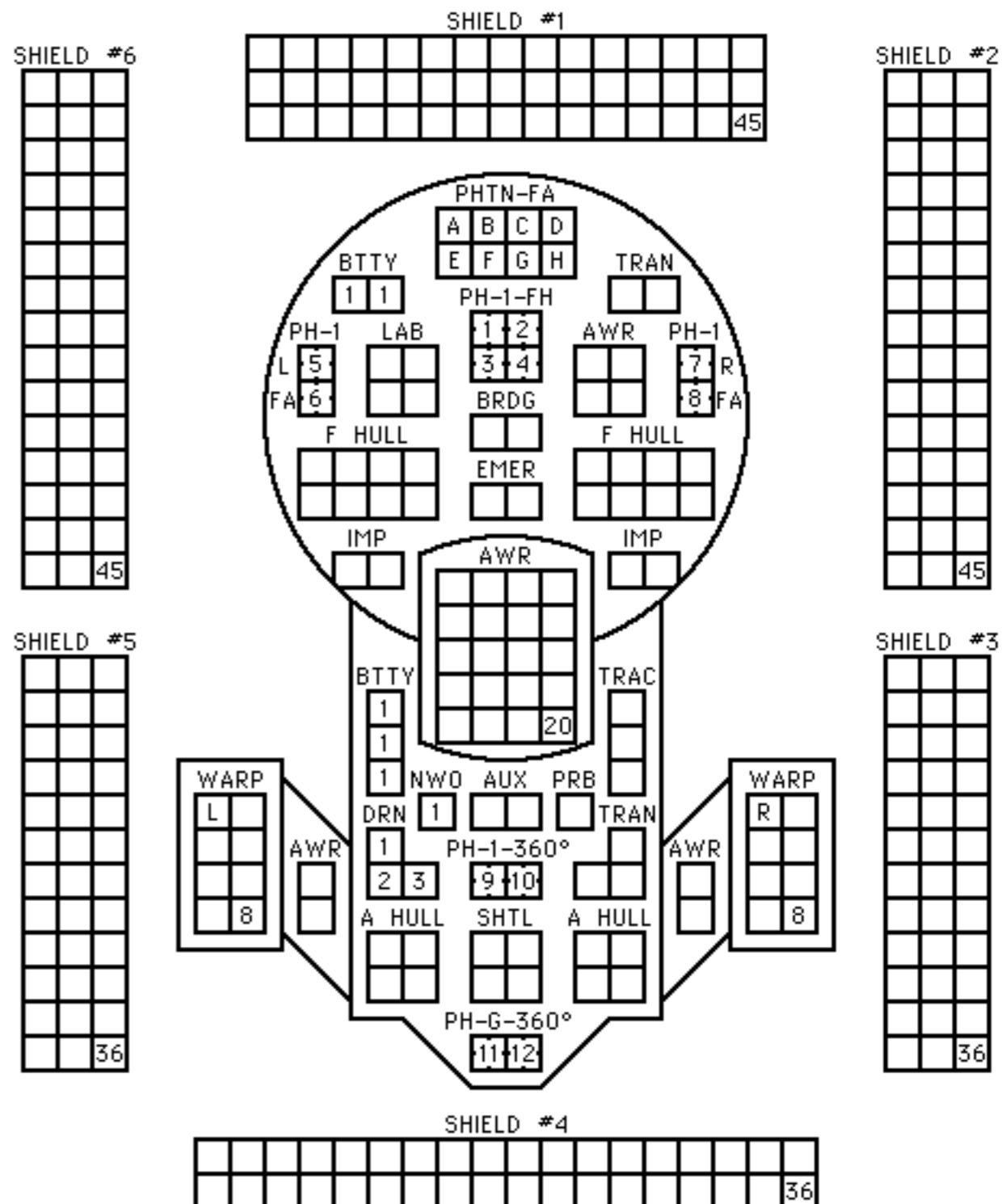
RANGE	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

TURN MODE	SPEED
E	1 1-3
	2 4-6
	3 7-10
HET	4 11-14
NONE	5 15-20
BD	6 21-29
	7 30+

THIS SHIP CANNOT MAKE HIGH-ENERGY TURNS.

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com



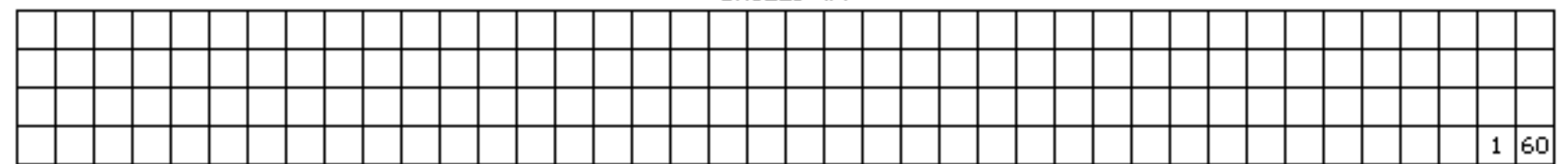
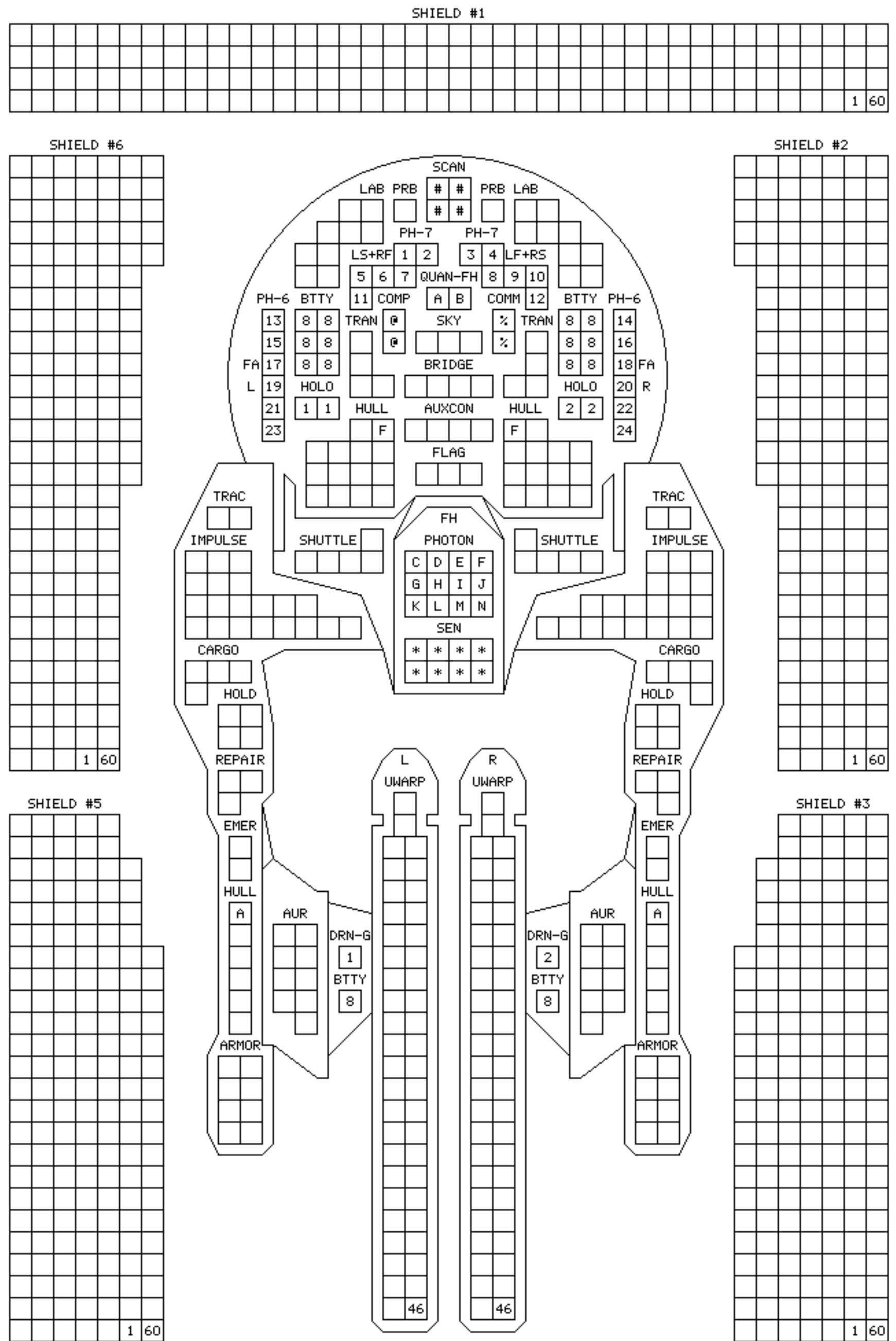
SENSOR						
6	6	6	5	4	3	0
SCANNER						
0	0	0	1	2	3	9

DAMCON						
6	5	4	3	2	1	0
EXCDAM						
7	6	5	4	3	2	1

FEDERATION 2X1 USS Southampton Northampton Class Transwarp Frigate

Ship Class = Northampton
 Model Number = Mk VIII
 Point Value = 1857
 Breakdown = 6^3
 Shield Cost = 2+12
 Explosion Str = 379
 Size Class = 2
 Movement Cost = 1 (C)
 Reference = R2.210

Total Power = 150 (+112)
 Opt Allowance = 0 (+0)
 3X Systems = HOLO, PH-7,
 UWARP, AUR
 4X Systems = QUAN



SENSOR						
6	6	6	6	6	6	6
6	6	6	5	3	1	0
SCANNER						
0	0	0	0	0	0	0
0	0	0	2	4	6	8

CREW UNITS				
				10
				20
				30
				40

DAMCON						
18	18	16	14	14	12	10
8	8	6	4	4	2	0
EXCDAM						
14	13	12	11	10	9	8
7	6	5	4	3	2	1

BOARDING PARTIES				
				10
				20

DECK CREWS				
				10

PASSENGERS				
				10

CREW UNITS

10
20
30
34

BOARDING PARTIES

7

DECK CREWS

3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = Soyuz
 Model Number = Mk III
 Point Value = 585
 Breakdown = 6
 Shield Cost = 1+6
 Explosion Str = 232
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R2.102-B
 Total Power = 80 +6 PD (+30)
 Opt Allowance = 76 (+24)
 2X Systems = (none)

TRANSPORTER BOMBS

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

PROBES

7

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TURN MODE SPEED

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

TYPE M MEGAPHASER TABLE

DIE ROLL	RANGE							6-	9-	16-	26-	51-
	0	1	2	3	4	5	8	15	25	50	75	
1	20	20	18	15	14	13	10	9	5	4	3	
2	20	18	15	13	12	10	9	5	3	2	1	
3	18	15	13	11	10	9	8	3	2	1	0	
4	15	13	11	10	9	8	5	2	1	0	0	
5	13	11	10	9	8	8	3	1	0	0	0	
6	11	10	9	8	6	5	1	0	0	0	0	


DRONE RACKS

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

ANTI-DRONE TABLE

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

FEDERATION
1X
Soyuz Class
Attack
Frigate



dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

SENSOR

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

SCANNER

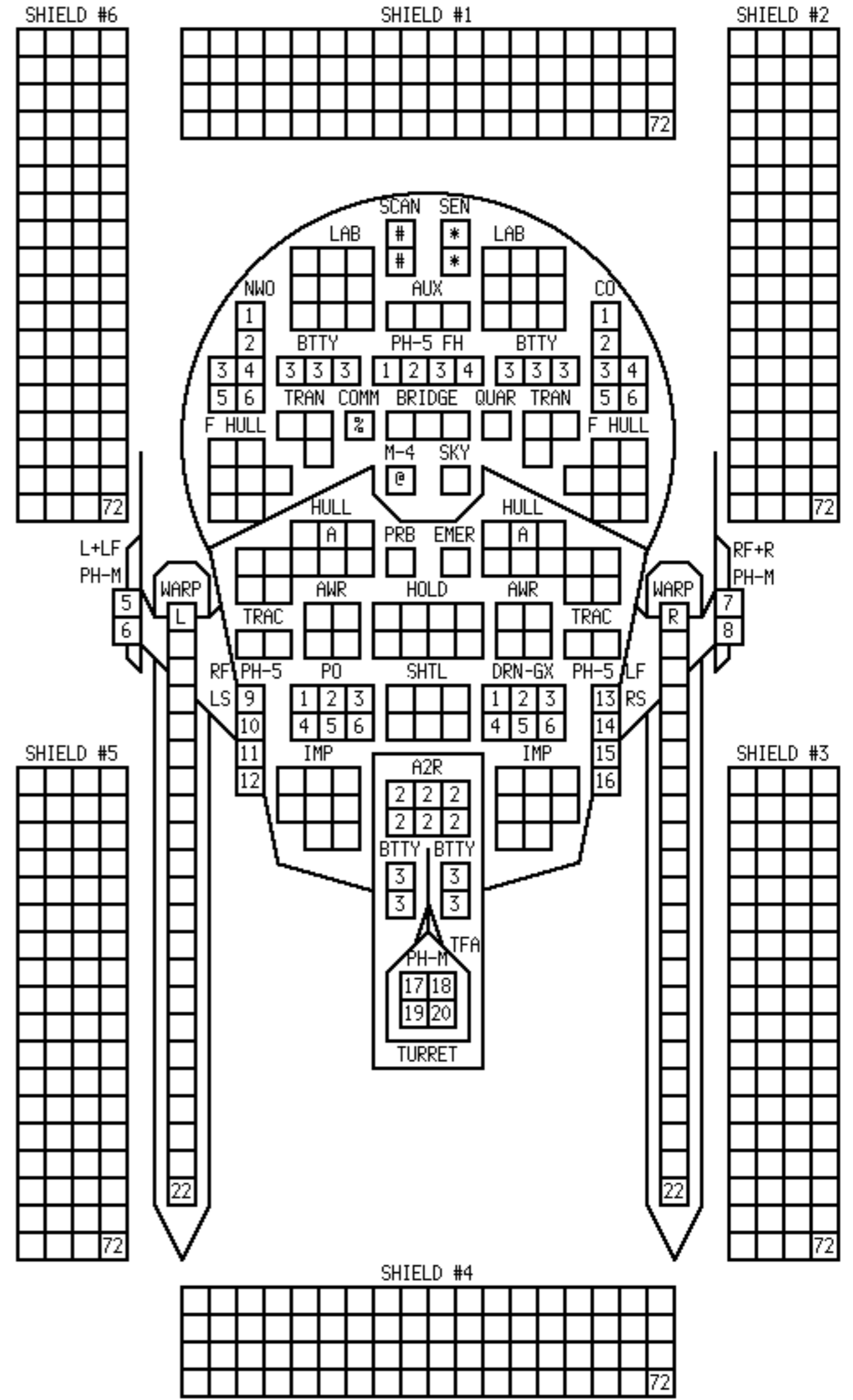
0	0	0	0	2	4	6	8
---	---	---	---	---	---	---	---

DAMCON

8	6	6	4	4	2	2	0
---	---	---	---	---	---	---	---

EXCDAM

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



CREW UNITS									
									10
*									20
									30
									40
									50
									60
									70
									75

SHIP DATA TABLE		
Ship Class	=	Star Empire
Model Number	=	Mk XI (DNX)
Point Value	=	1279
Breakdown	=	4-6
Shield Cost	=	3+3+12
Explosion Str	=	351
Size Class	=	2
Movement Cost	=	1+1/2 (D)
Reference	=	R2.146
Total Power	=	137 +8 P0 (+48)
Opt Allowance	=	118 (+82)
2X Systems	=	(none)
Shield Cost is Minimum + Half + Full shields		
Non-Ablative Armor reduces all weapon damage by 3 per weapon that does internals.		
Filename	=	FED-STAX

SENSOR	
	6
	6
	6
	6
	6
	6
	6
	6
	5
	5
	4
	3
	2
	1
SCANNER	
	0
	0
	0
	0
	0
	0
	0
	0
	0
	1
	2
	3
	4
	5
	8
DAMCON	
	14
	12
	10
	10
	8
	8
	6
	6
	4
	4
	2
	2
	0
EXCDAM	
	15
	14
	13
	12
	11
	10
	9
	8
	7
	6
	5
	4
	3
	2
	1

BOARDING PARTIES									
									10
									20
									30
									34

DECK CREWS									
									6
PASSENGERS									
									4
PROBES									
									7
TRANSPORTER BOMBS									
									7
D	D	D	D	D	D	D	D	D	D

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

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

FLUX BEAM TABLE							
RANGE	0-2	3-5	6-8	9-11	12-14	15-17	Fires 1/turn
HIT (2d6)	9	8	7	6	5	4	Energy = 6 TransWarp
# OF SYS	3	3	2	2	1	1	Hold = 2 TransWarp

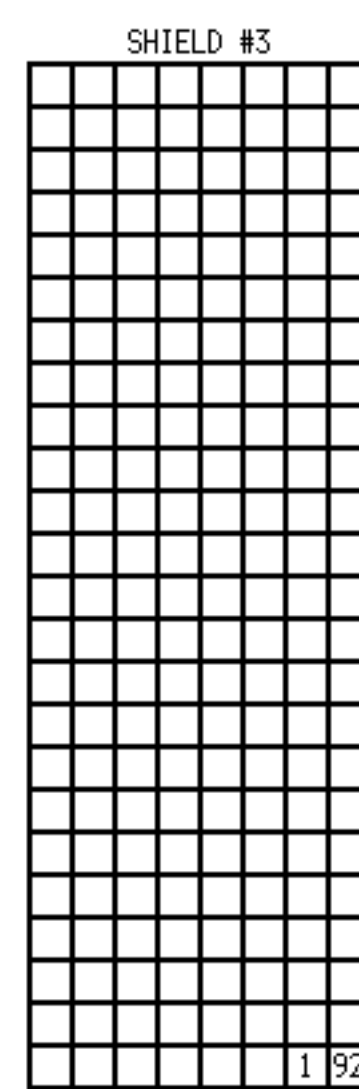
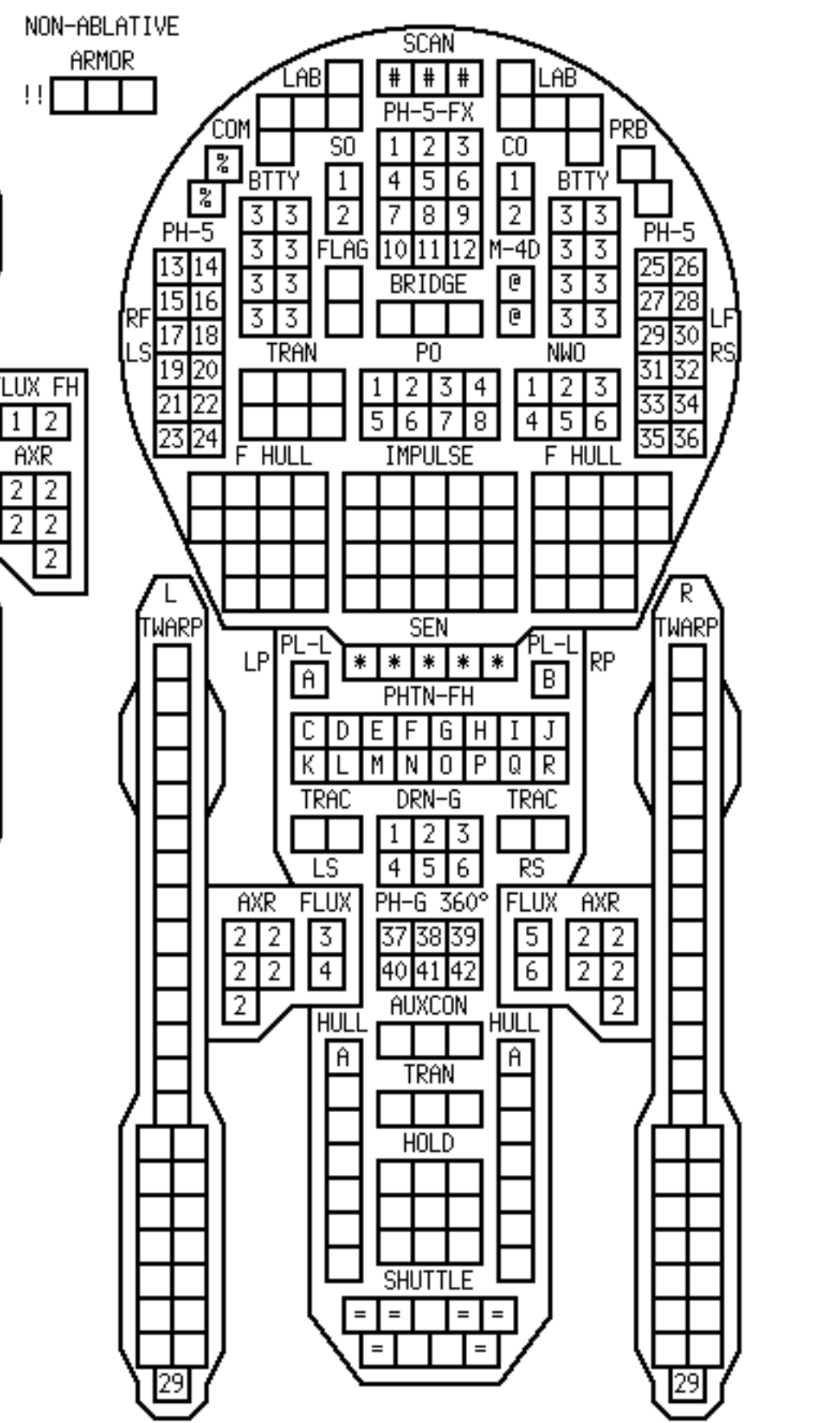
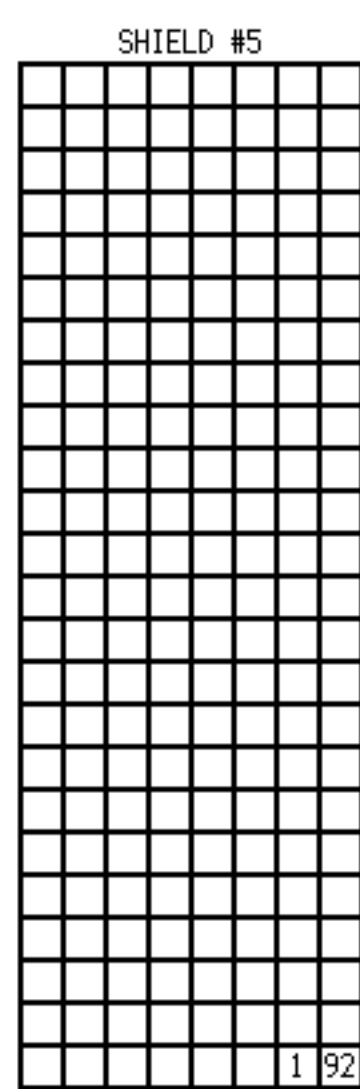
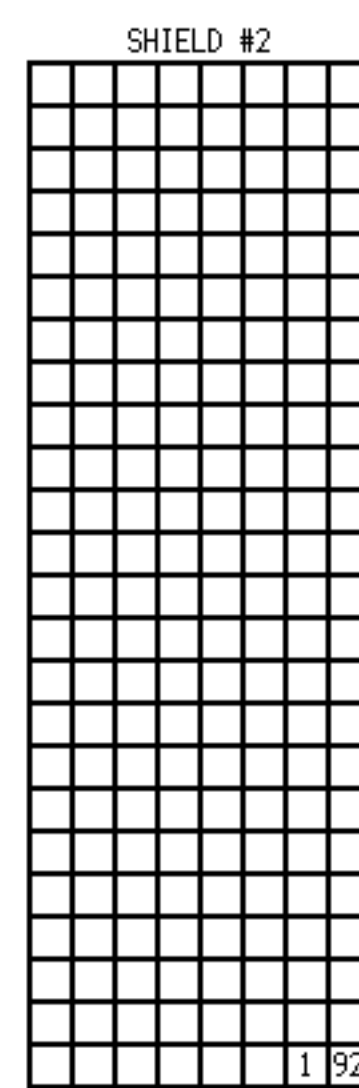
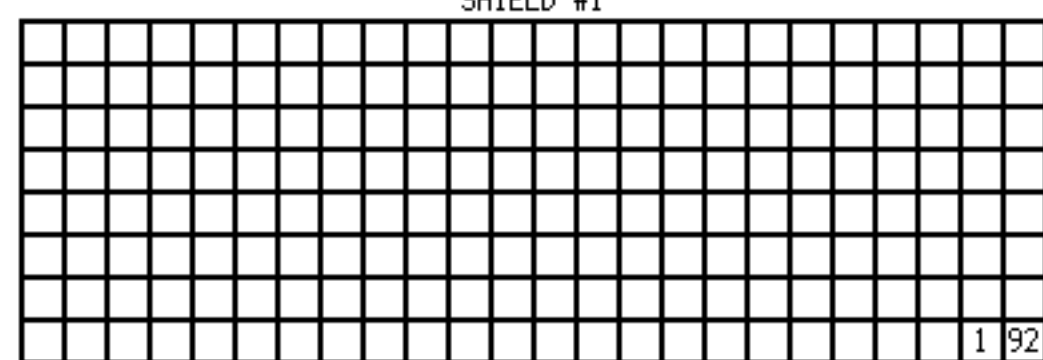
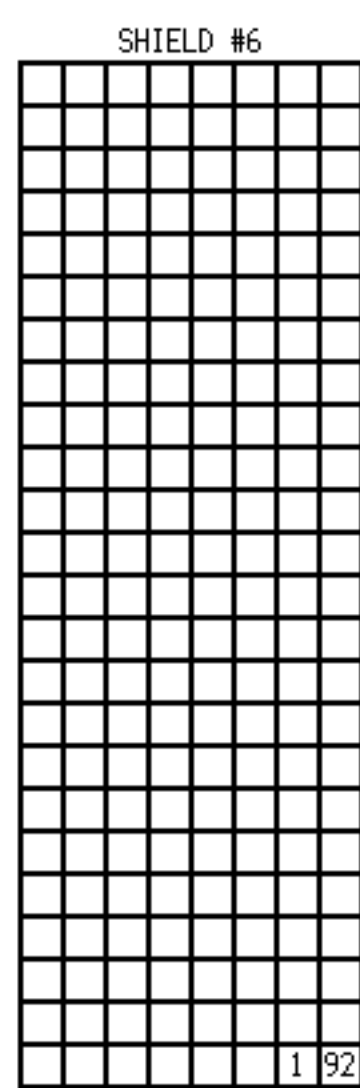
If Flux strikes a shield, roll 1d6 for "# of Sys" above, the total is number of disabled shield boxes. Disabled shields cost half to repair.

If Flux strikes an unshielded ship, roll a group on the DAC for each of the "# of Sys" above. Each group changes ("fluxes") into another system type; determined by rolling again on the DAC.

For more rulings, see the OX/1X and the TNG rules supplements.

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

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



FEDERATION
1X
USS Star Empire
MKC-2331
Experimental Dreadnought

Donald Miller
 Copyright © 2001 Donald Miller
 SmileyLich@home.com

CREW UNITS
 5
 BOARDING PARTIES
 6

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Steamrunner
Model Number	= Mk I
Point Value	= 11000
Breakdown	= 6^3
Shield Cost	= 1+1
Explosion Str	= 76
Size Class	= 2
Movement Cost	= 2/3 (D)
Reference	= R2.411
Total Power	= 54 (+16)
Opt Allowance	= 0 (+0)
SX Systems	= (none)

TYPE IX PULSE PHASER TABLE

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

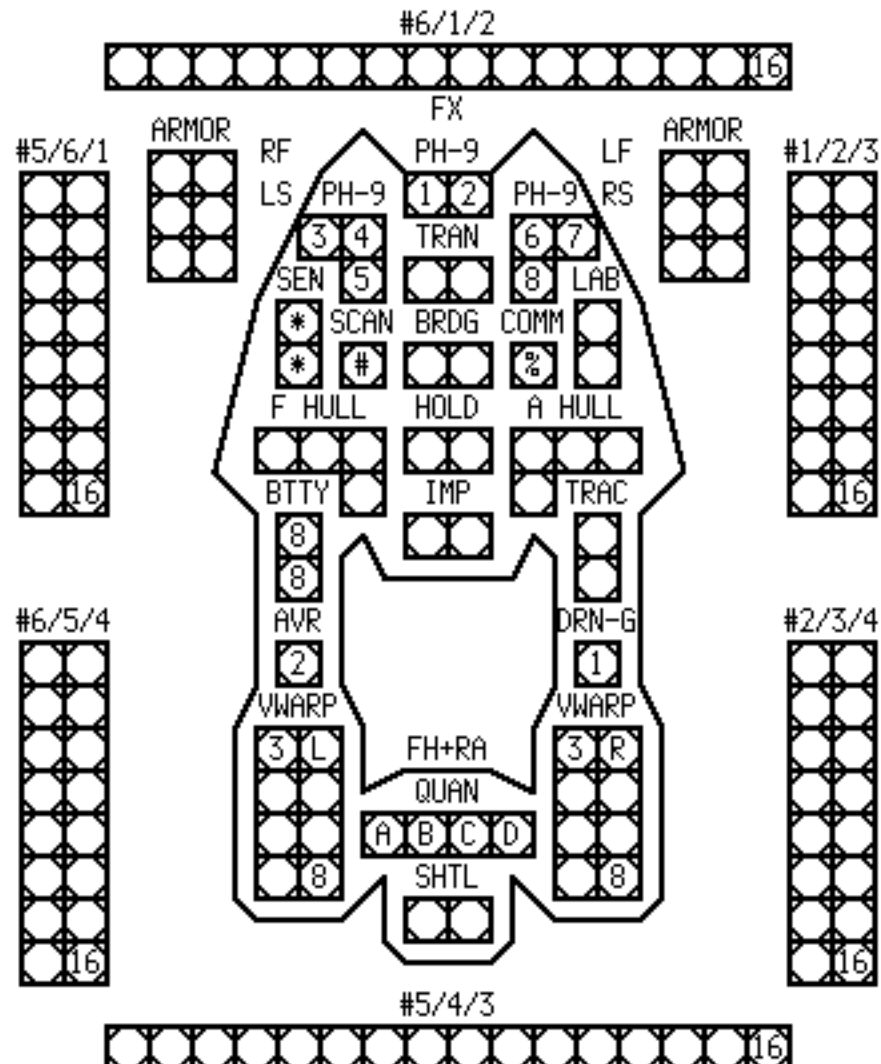
Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE			
					0	1	2-3	4-6
STANDARD	3	1	2	3	7	6	5	4
OVERLOAD	6	2	3	4	7	6	5	3
PROXIMITY	3	1	1	3	9	8	7	6
LEVEL 6	3	2	3	1 *	auto hit out to range 20			

TNG TURN MODE	D
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

Donald Miller
 dsm131@psu.edu



SENSOR	SCANNER	DAMCON	EXCDAM
7 7 3	0 0 1	15 10 5 0	6 5 4 3 2 1

FEDERATION

4Xe

Steamrunner Class

Battlecruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

10
16
10
4
5

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS.

SHIP DATA TABLE

Ship Class = Superlative
 Model Number = Mk I
 Point Value = 38300
 Breakdown = 6^4
 Shield Cost = 2+4
 Explosion Str = 255
 Size Class = 1
 Movement Cost = 4 (D)
 Reference = R2.401-C
 Total Power = 200 (+63)
 Opt Allowance = 0 (+0)
 5X Systems = (none)

TYPE IX PULSE PHASER TABLE

DIE ROLL	RANGE	7-	10-	13-	16-	19-
1	0 1 2 3 4 5 6 9 12 15 18 21	2	2	2	2	2
2	2	2	2	2	1	1
3	2	2	2	2	1	1
4	2	2	2	1	1	1
5	2	2	1	1	1	1
6	2	1	1	1	1	1

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TNG TURN MODE D

TURN MODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

3X/4X PHOTON TORPEDO TABLE

FIRE MODE	ARM	HOLD	BASE	DMG	(hit # at range)									
STANDARD	2	1/2	4		0	1	2	3	4	5	6	7	8	9
OVERLOAD	4	1	8		7	6	5	4	3	2	1	0	-1	-2
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
STANDARD	3	1	2	3	0	1	2-3	4-6	7-12	13-24
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

FEDERATION

4Xs

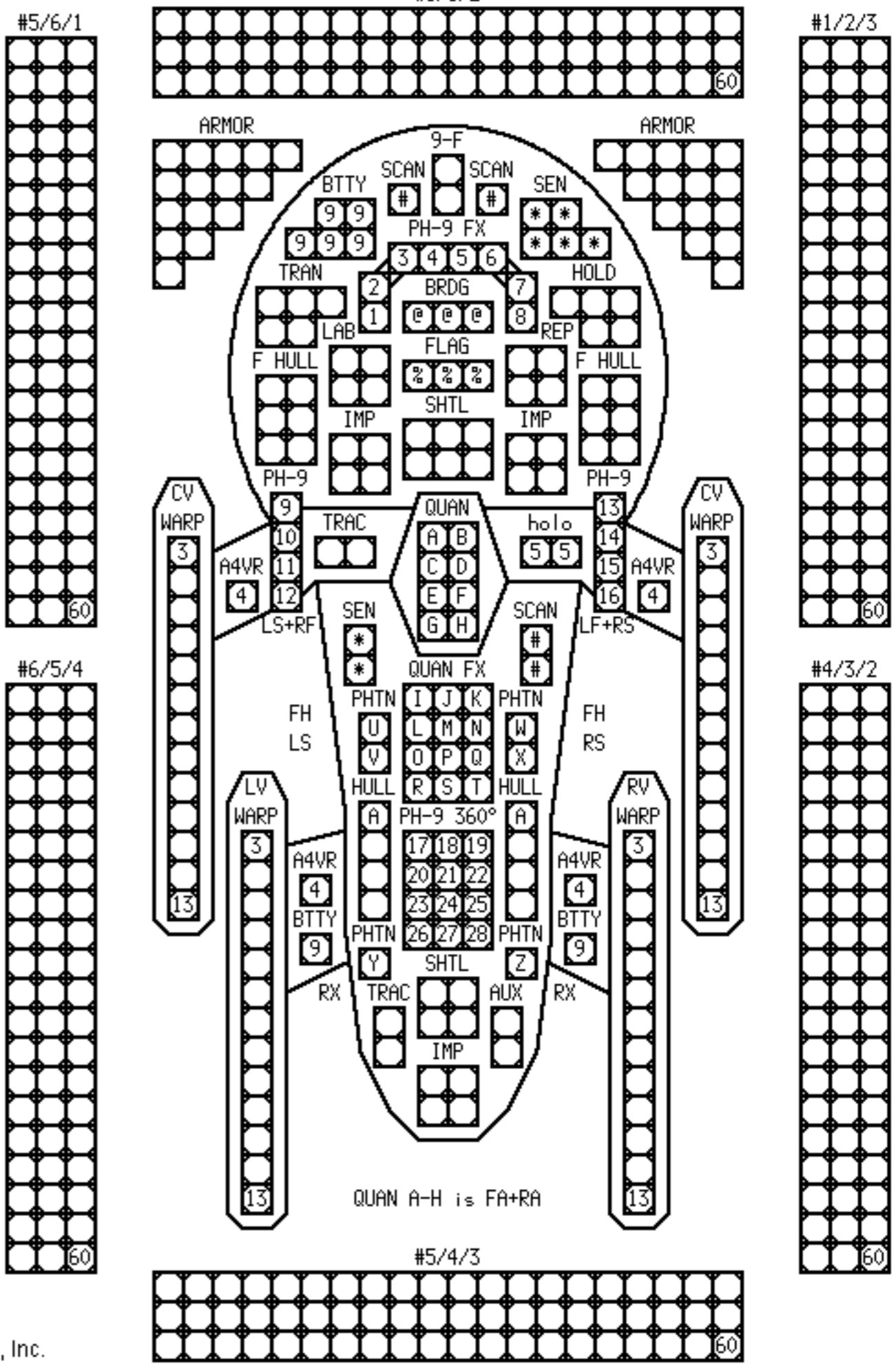
Superlative Class

Battleship

(BB of Sovereign Class)

Donald Miner

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR	SCANNER	DAMCON	EXCDAM
7 7 7 7 7 6 3	0 0 0 0 0 0 1	30 25 20 15 10 5 0	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

FEDERATION

2Xe

Transwarp Accelerator Base

SHIELD #1 = 20
 SHIELD #2 = 40
 SHIELD #3 = 40
 SHIELD #4 = 20
 SHIELD #5 = 40
 SHIELD #6 = 40

Ship Class = TAB
 Model Number = Mk I
 Point Value = 2298/766
 Breakdown = 6^5
 Shield Cost = 4+0
 Explosion Str = 171 [x2]
 Size Class = 2
 Movement Cost = 1 [x2] (D) LS
 Reference = R2.215

Total Power = 196 (+2240)
 Opt Allowance = 0 (+0)
 3X Systems = (none)

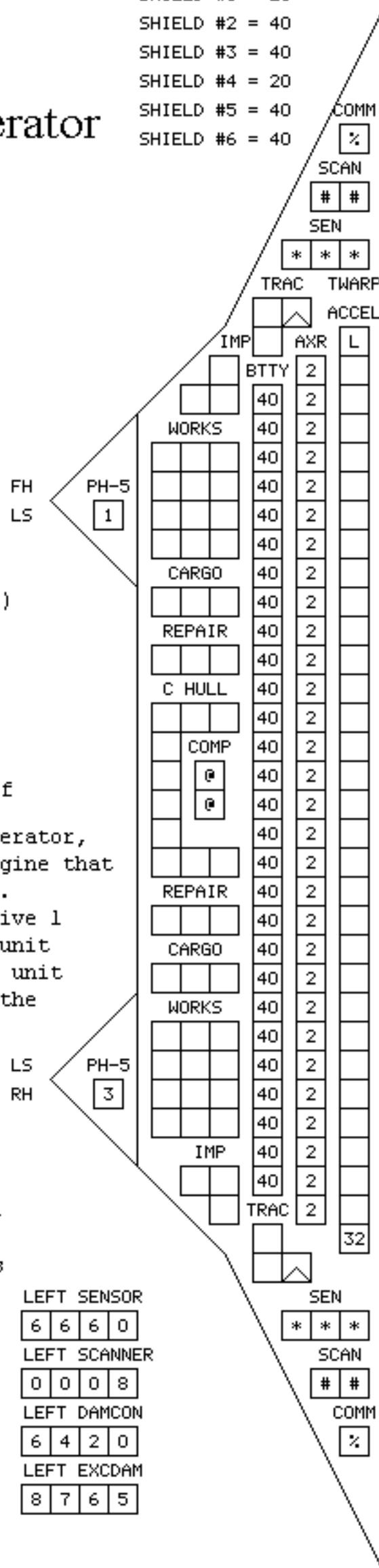
Robot Controlled (no crew)
 Positional Stabilizer
 Positional Batteries: Act as Btty-4 if Stabilizer is off

TWARP ACCEL: Transwarp Accelerator, a special form of TWARP engine that can accelerate other units. Each TWARP ACCEL box can give 1 energy of movement to any unit in the hex. The receiving unit must be willing to accept the movement energy.
 BPV/Repair Cost = 7.

This base has 2 operating modes:

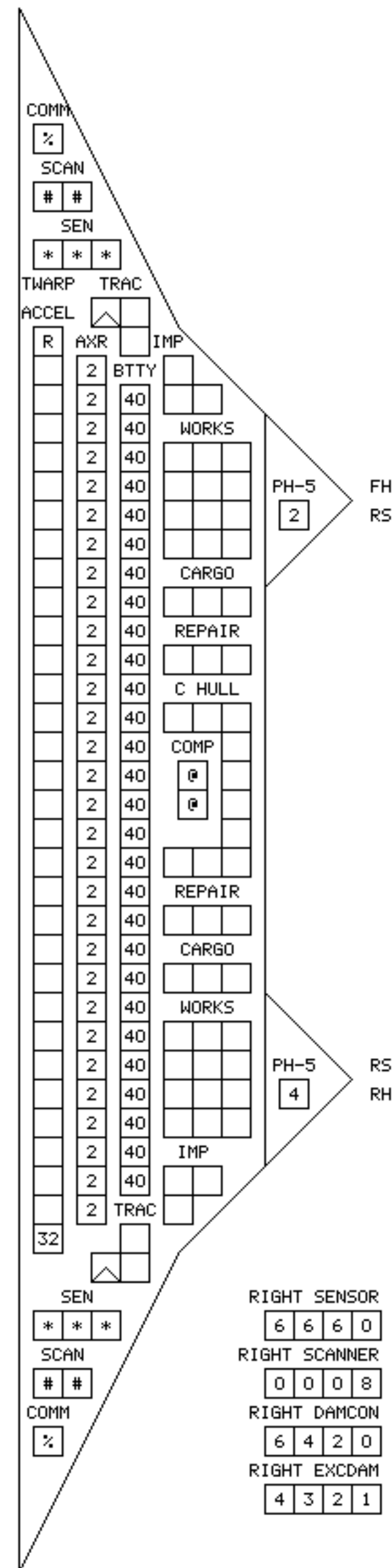
Normal Mode: The base has Positional Stabilizer off, and is mining nearby asteroids for fuel. It is joined together as 1 unit.

Accelerating Mode: The base divides into two sections and once into place, it fills its high capacity batteries awaiting the fleet it will accelerate.



LEFT SENSOR
 6 6 6 0
 LEFT SCANNER
 0 0 0 8
 LEFT DAMCON
 6 4 2 0
 LEFT EXCDAM
 8 7 6 5

SEN
 * * *
 SCAN
 # #
 COMM
 %



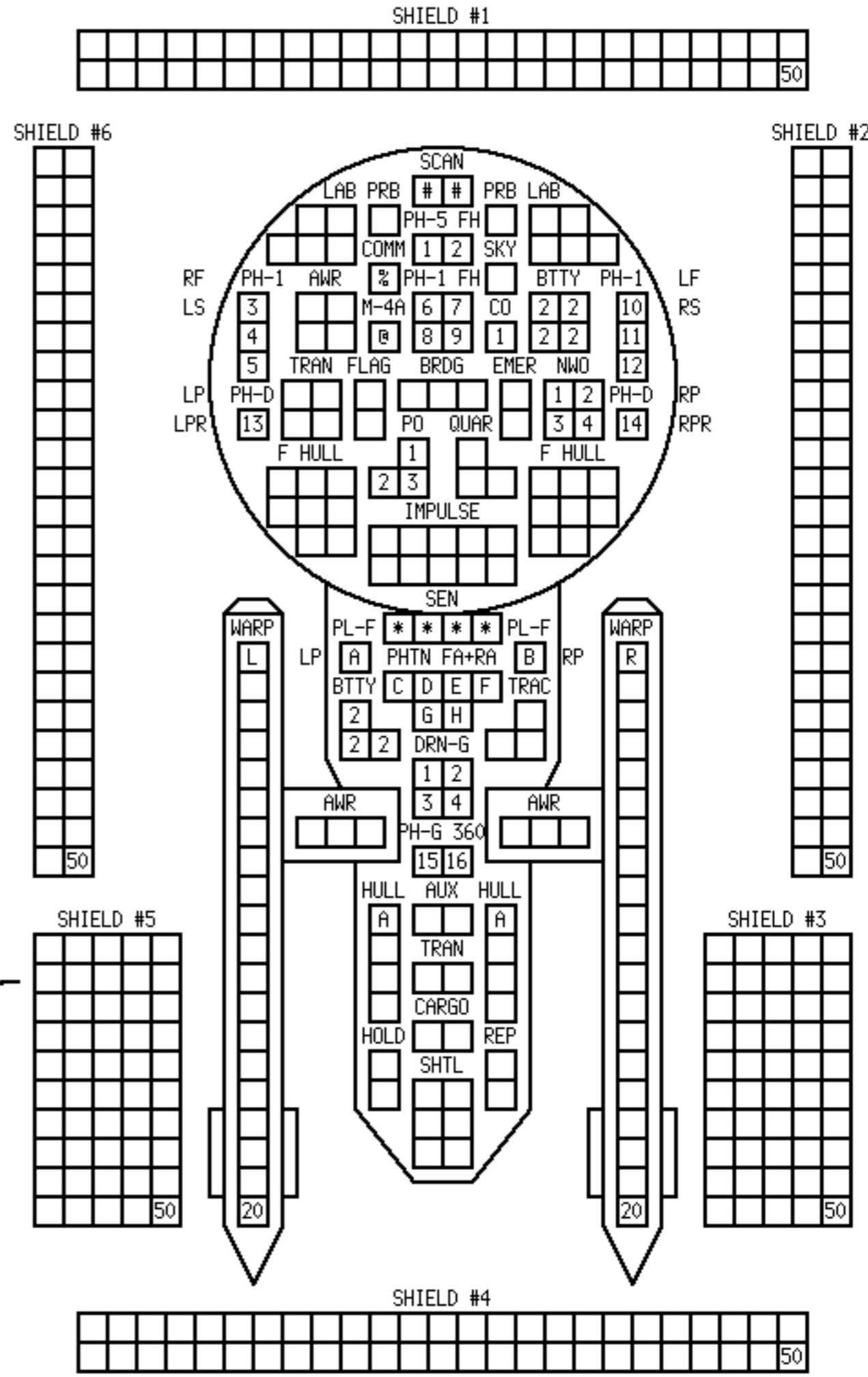
RIGHT SENSOR
 6 6 6 0
 RIGHT SCANNER
 0 0 0 8
 RIGHT DAMCON
 6 4 2 0
 RIGHT EXCDAM
 4 3 2 1

SEN
 * * *
 SCAN
 # #
 COMM
 %

CREW UNITS	*								10
									20
									30
									40
BOARDING PARTIES									10
PASSENGERS									10

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE	
Ship Class	= TBCH
Model Number	= Mk I
Point Value	= 261
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 193
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R2.030
Total Power	= 60 +3 P0 (+14)
Opt Allowance	= 27 (+0)
1X Systems	= LAB, PH-1, PH-D, PHTN



PROBES					5
					5

TRANSPORTER BOMBS					
					D D D D D D

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

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

TYPE 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	

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

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE								
DIE	RANGE				4-	9-	16-	31-
ROLL	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER						
DIE	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

Roberto Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc. Evaluation by ADB, Inc. is pending.

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

FEDERATION OXI Heavy Battlecruiser

SENSOR								
6	6	6	6	5	4	3	2	0
SCANNER								
0	0	0	0	1	2	3	4	9

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

CREW UNITS

*	10
	20
	30
	40
44	

BOARDING PARTIES

12

PASSENGERS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

7
7

T-BOMBS

D	D		
D	D	D	D

SHIP DATA TABLE

Ship Class	=	TBCHX
Model Number	=	Mk II
Point Value	=	612
Breakdown	=	6
Shield Cost	=	1+2
Explosion Str	=	224
Size Class	=	3
Movement Cost	=	1 (D)
Reference	=	R2.145
Total Power	=	76 +4 PO (+24)
Opt Allowance	=	54 (+0)
2X Systems	=	LAB, PHTN
Filename	=	FED-TBCX

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE	8-	12-	18-	23-	41-	61-
ROLL	0 1 2 3 4 5 6 7	11	17	22	40	60	90
1	10 10 10 10 9 8 7 6	5	4	3	2	1	1
2	10 10 10 9 8 7 6 5	4	3	2	1	1	0
3	10 10 10 9 8 7 6 5	4	3	2	1	1	0
4	10 10 9 8 7 6 5 4	3	2	1	1	0	0
5	10 10 9 8 7 6 5 4	3	2	1	1	0	0
6	10 9 8 7 6 5 4 3	2	1	1	0	0	0

DRONE RACKS

1									GX
2									GX
3									GX
4									GX

ANTI-DRONE TABLE

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

TYPE V PHASER OVERLOAD

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

TYPE III DEFENSE PHASER

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

PH-3 OVERLOAD

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

TURN MODE SPEED

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
Hold Standard = 1 energy; Hold Overload = 2 energy.

SHIELD #1

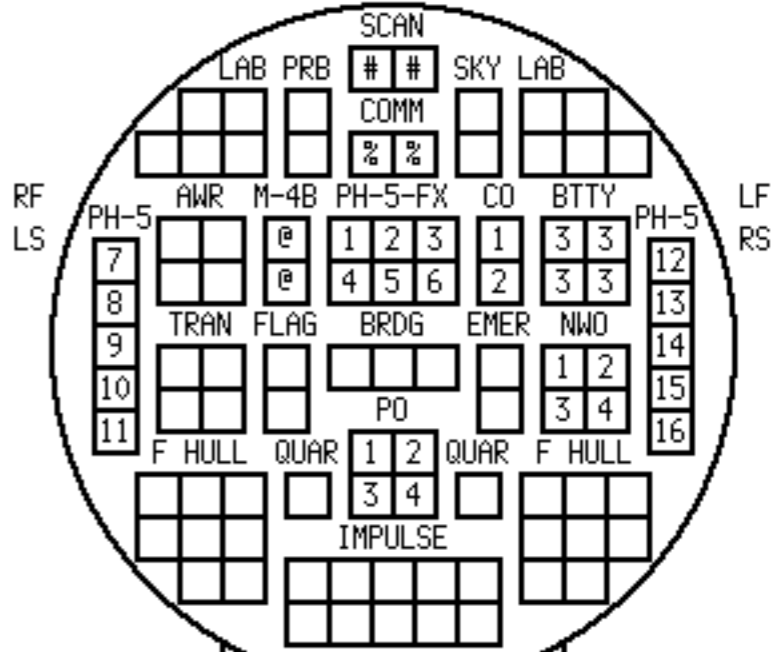
70

SHIELD #6

70

SHIELD #2

70



SHIELD #5

70

SHIELD #3

70

SHIELD #4

70

SENSOR

6	6	6	6	6
5	4	3	2	1

SCANNER

0	0	0	0	0
1	2	3	4	8

DAMCON

10	8	8	6	6
4	4	2	2	0

EXCDAM

10	9	8	7	6
5	4	3	2	1

Copyright © 2001 Donald Miller
SmileyLich@home.com

FEDERATION 1X Heavy Battlecruiser

CREW UNITS (NON-TOURNAMENT)

		*						10
								20
								30
								40

BOARDING PARTIES

								10
								12

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS (NON-TOURNAMENT)

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

SHIP DATA TABLE

Ship Class	=	TCA
Model Number	=	Mk II
Point Value	=	150
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	107
Size Class	=	3
Movement Cost	=	1 (D)
Reference	=	R2.031
Total Power	=	38 (+5)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)
1 point to upgrade drones		

CNTR

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAMCON

4
4
2
2
0

EXCDAM

6
5
4
3
2
1

TYPE I OFFENSIVE PHASER TABLE

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

PLAYER	
TOURN	
ROUND	

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

TYPE III DEFENSE PHASER

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

DRONE RACK

1								G
---	--	--	--	--	--	--	--	---

NO RELOADS IN TOURNAMENT PLAY.

ANTI-DRONE TABLE

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

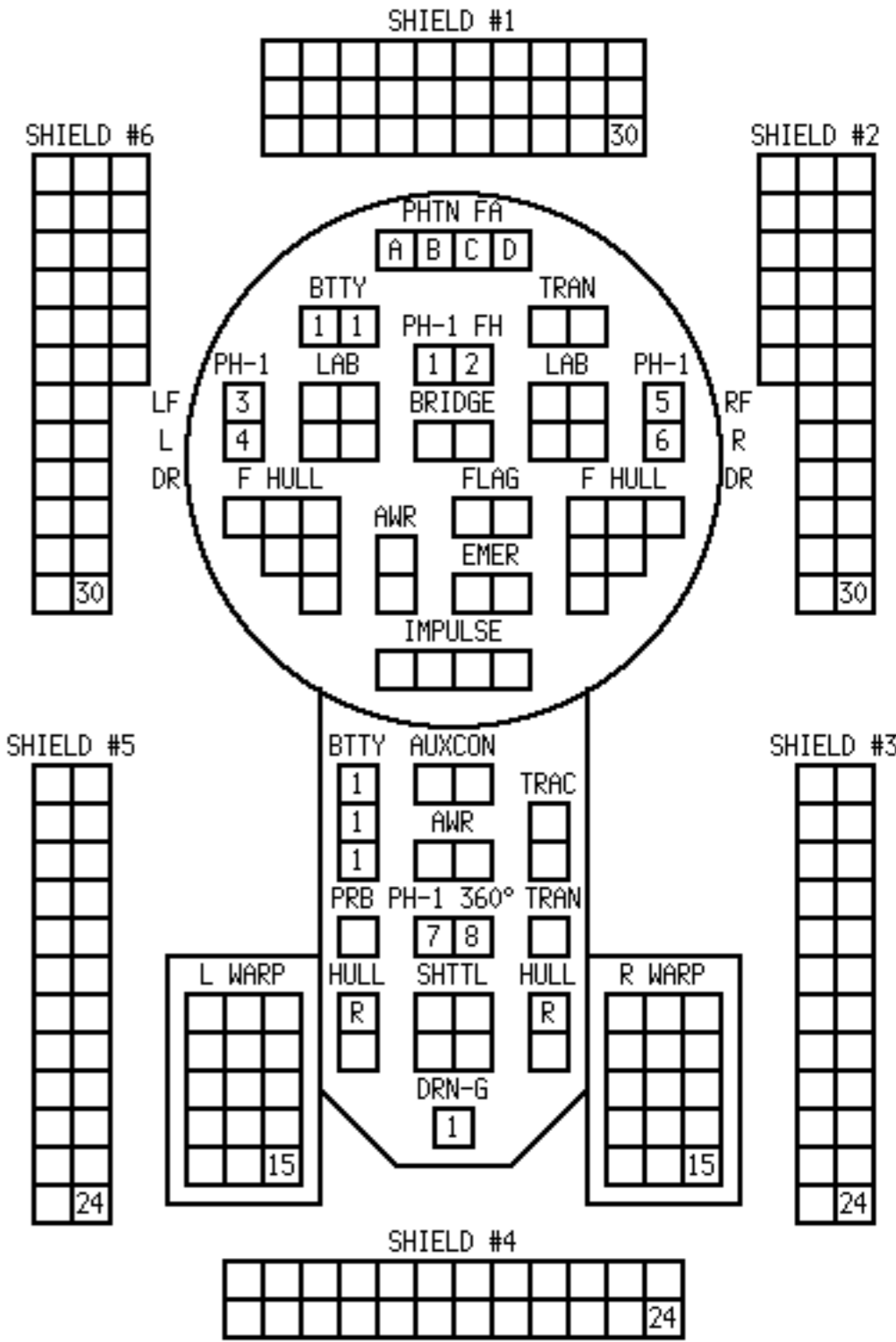
GUARDS ASSIGNED

Donald Miller
dsml131@psu.edu

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

**FEDERATION
OXs
Tournament Cruiser
(Drn-G Variant)**



CREW UNITS

		*						10
							18	

BOARDING PARTIES

			5
--	--	--	---

DECK CREWS

	2
--	---

PASSENGERS

	2
--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

TRANSPORTER BOMBS

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

PROBES

						7
--	--	--	--	--	--	---

SHIP DATA TABLE

Ship Class	= Thufir
Model Number	= Mk III
Point Value	= 295
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 124
Size Class	= 3
Movement Cost	= 2/3 (E)
Reference	= R2.112
Total Power	= 43 +2 PO (+9)
Opt Allowance	= 37 (+0)
2X Systems	= (none)

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE	8-	12-	18-	23-	41-	61-
ROLL	0 1 2 3 4 5 6 7	11	17	22	40	60	90
1	10 10 10 10 9 8 7 6	5	4	3	2	1	1
2	10 10 10 9 8 7 6 5	4	3	2	1	1	0
3	10 10 10 9 8 7 6 5	4	3	2	1	1	0
4	10 10 9 8 7 6 5 4	3	2	1	1	0	0
5	10 10 9 8 7 6 5 4	3	2	1	1	0	0
6	10 9 8 7 6 5 4 3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

DIE	RANGE	6-	9-	16-	26-	51-
ROLL	0 1 2 3 4 5 6 7	8	15	25	50	75
1	15 15 15 15 13 12 10 9	3	2	1	1	1
2	15 15 15 13 12 10 9 7	2	1	1	1	0
3	15 15 15 13 12 10 9 7	2	1	1	1	0
4	15 15 13 12 10 9 7 6	1	1	1	1	0
5	15 15 13 12 10 9 7 6	1	1	1	1	0
6	15 13 12 10 9 7 6 4	1	1	1	1	0

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

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

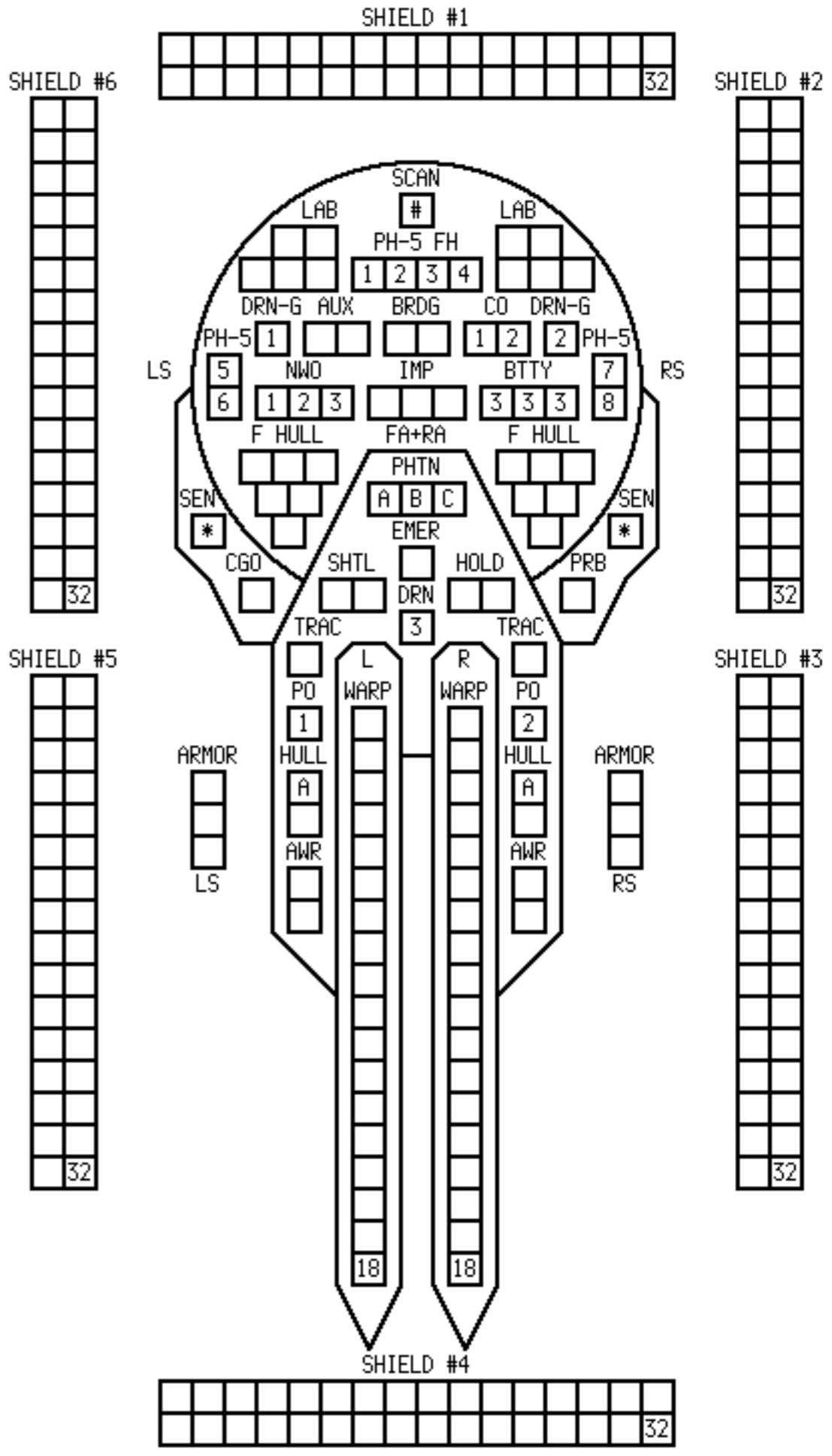
1												GX
2												GX
3												GX

ANTI-DRONE TABLE

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

FEDERATION
1X
Thufir Class
Heavy Destroyer

Roberto M. Miller
 dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



SENSOR

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

SCANNER

0	0	0	2	4	9
---	---	---	---	---	---

DAMCON

6	4	4	2	2	0
---	---	---	---	---	---

EXCDAM

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

CREW UNITS
* 8

BOARDING PARTIES
 3

PROBES
 5

T-BOMBS
 D D

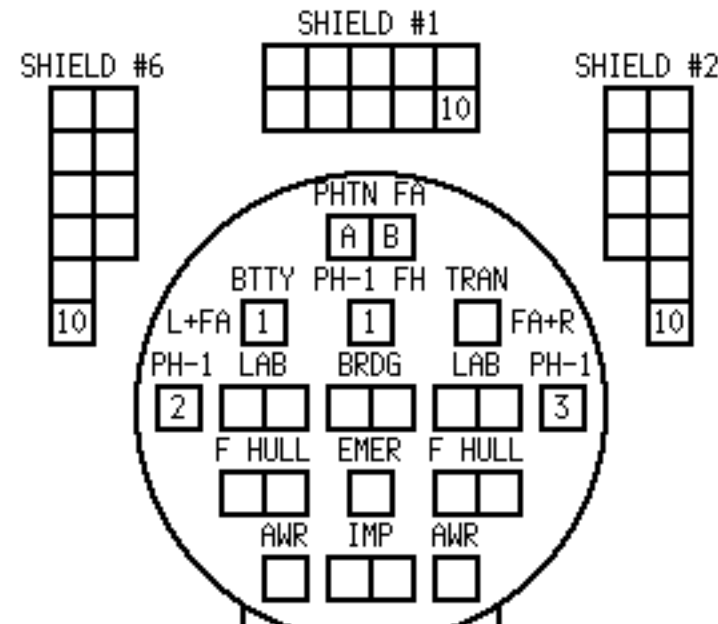
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE BAY.		

DRONE RACKS
1 6

SHIP DATA TABLE

Ship Class	= Training C
Model Number	= Mk I
Point Value	= 50
Breakdown	= 6^2
Shield Cost	= 1
Explosion Str	= 52
Size Class	= 4
Movement Cost	= 1/3 (B)
Reference	= R2.038
Total Power	= 15 (+3)
Opt Allowance	= 0 (+0)
1X Systems	= (none)



TYPE I OFFENSIVE PHASER TABLE

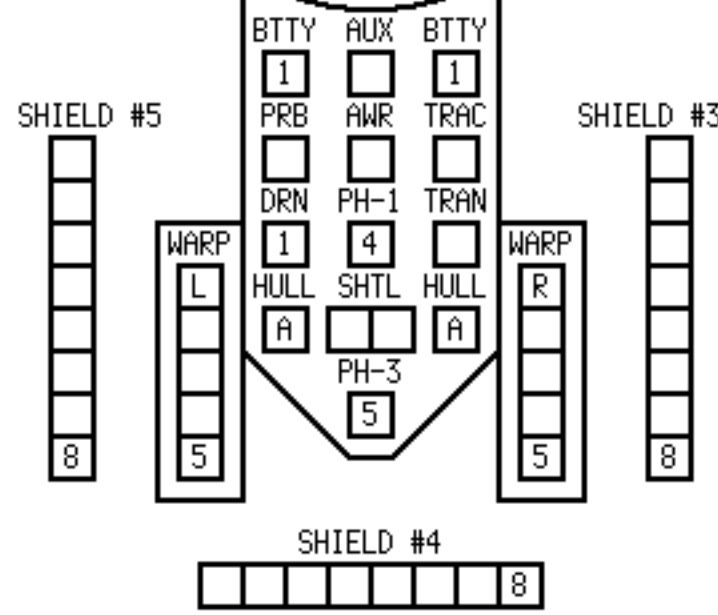
DIE	RANGE		6-	9-	16-	26-	51-
ROLL	0	1	2	3	4	5	8
1	9	8	7	6	5	5	4
2	8	7	6	5	5	4	3
3	7	5	5	4	4	4	3
4	6	4	4	4	4	3	2
5	5	4	4	4	3	3	1
6	4	4	3	3	2	2	0

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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



PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

Douglas Miller

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

FEDERATION OXs Training Cruiser

SENSOR	SCANNER	DAMCON	EXCDAM
6 5 0	0 1 9	4 2 0	3 2 1

ALL UNLABELED PHASERS ARE 360°.

FEDERATION

4Xe

Union Class

Fed/Andro/Kli/Al-Sufian Conglomerate Warship

USS Union	NX-3000
USS Constitution	NCC-3001
USS Republic	NCC-3002
USS Enterprise	NCC-1701-C
USS Exeter	NCC-3003

Ship Class = Union
 Model Number = Mk I
 Point Value = 228700/2000000*
 Breakdown = 6^4
 Shield Cost = 3+0
 PA Cost = 6+6
 Explosion Str = 168
 Size Class = 1
 Movement Cost = 2 (SW)
 Reference = R2.407

Total Power = 395 (+52)
 Opt Allowance = (none)
 3X Systems = DISR, SHTL, CLOAK
 5X Systems = POLY S-PHTN

Ability to Double Engines
 Cloaking Device (24)

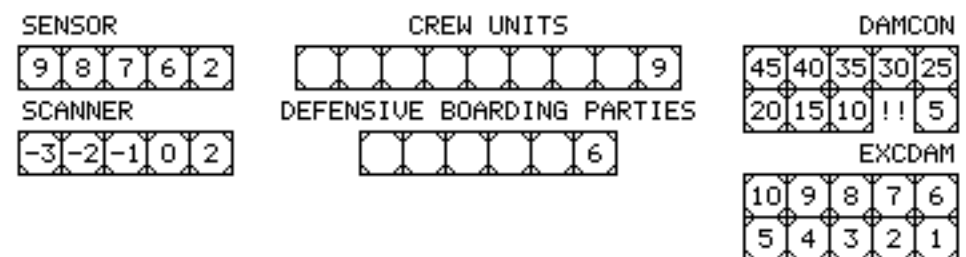
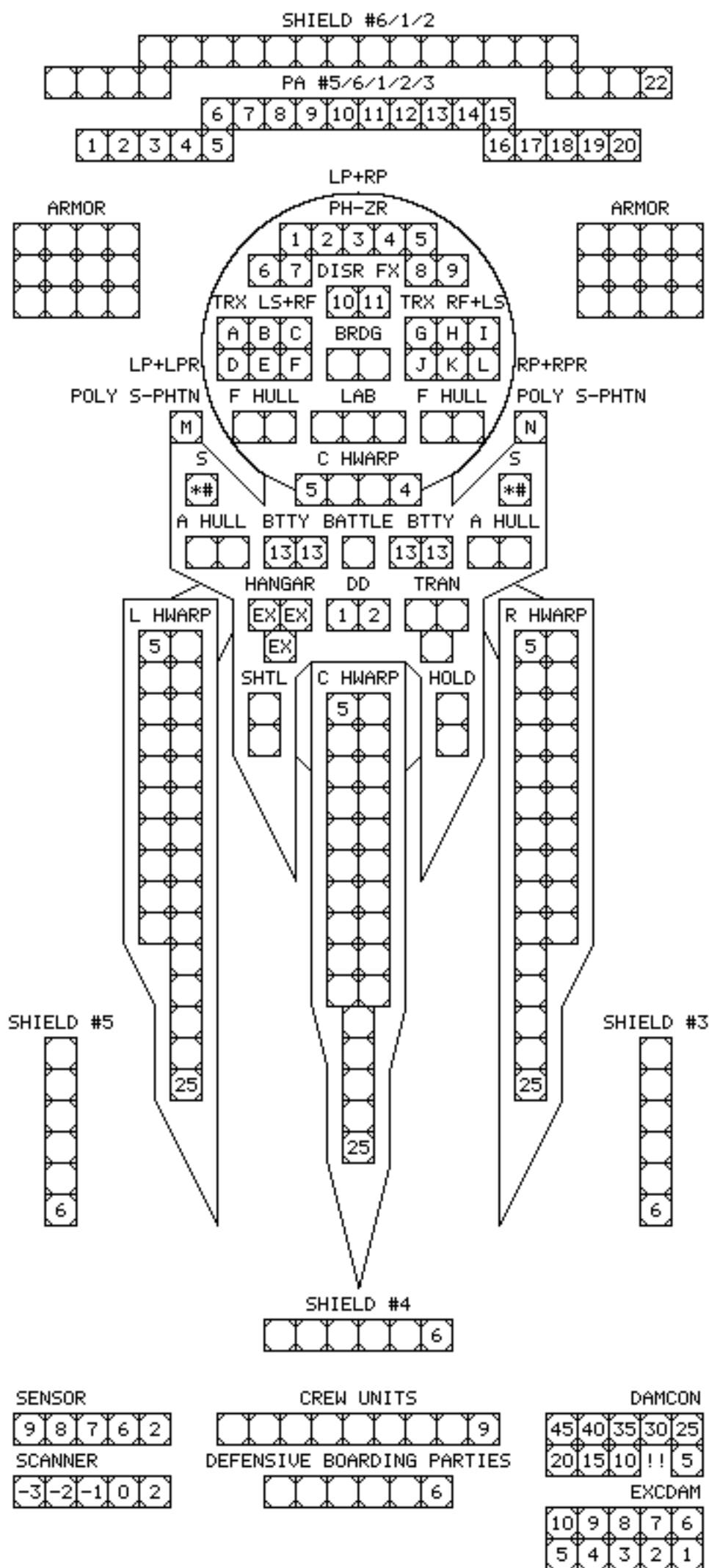
Note: This ship is NOT the Enterprise-C of ST:TNG; the builders of this ship only knew of an Enterprise-B before they left the Milky Way galaxy.

POLY S-PHTN: Poly Super Photon Torpedo.
 The stats below are for the 4X version.
 Ammo limit of 10000.
 Has only 1 firing mode (overload).
 Can fire any number of times per turn.
 Energy to Fire = 2.
 Energy to Hold = cannot be held.
 Base Damage = 10.
 Range: 0 1 2 3 4 5 6 7 8 9 10-14 15-18
 Hit #: 11 10 9 8 7 6 5 4 3 2 1 0
 The Hit #'s are for a single 1d6.
 Construction: BPV NA {900}; Repair 120;
 10 spaces; hit on "Torpedo".

This ship may use PAs and Shields at the same time without any adverse effects. This effect increases the BPV of both systems by 25%.

See the Neo-Andromedan 4Xs Crusader for descriptions of the other strange systems (PH-ZR, TRX, HANGAR-EX).

Historically, only the USS Union had the Cloaking Device. However, Species 8472 is immune to the effects of Cloak, so the system made little difference.



CREW UNITS
 [6]
BOARDING PARTIES
 [2]
DECK CREWS
 [1]
PASSENGERS
 [3]

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	= Intrepid
Model Number	= Mk I
Point Value	= 6400
Breakdown	= 6^4
Shield Cost	= 1+1
Explosion Str	= 68
Size Class	= 2
Movement Cost	= 1/2 (C)
Reference	= R2.304
Total Power	= 46 (+21)
Opt Allowance	= 0 (+0)
4X Systems	= SEN, SCAN, COMM, VWARP, IMP, AVR, BTTY

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

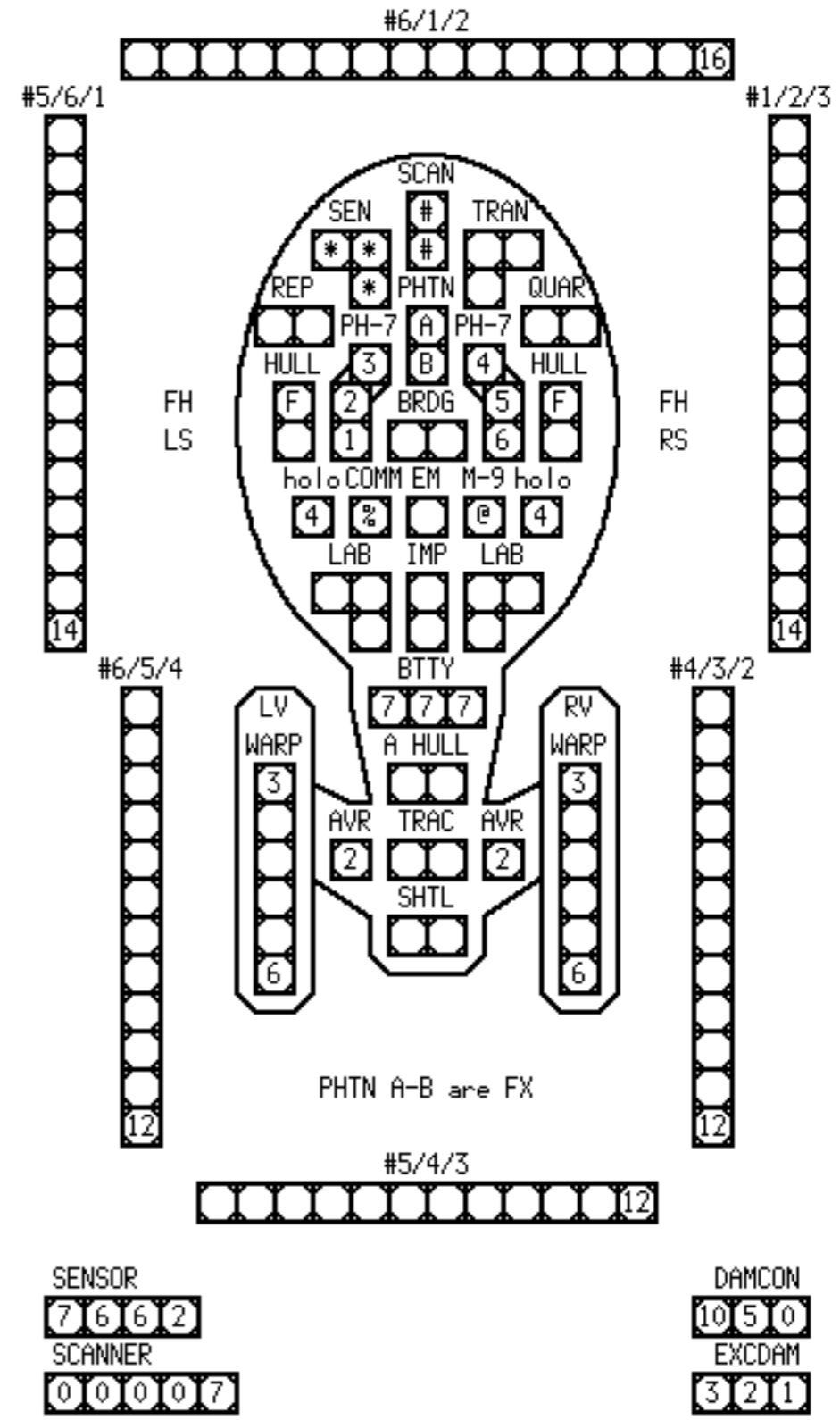
TNG TURN MODE C

TURN MODE	SPEED
1	1-6
2	7-12
3	13-18
4	19-24
5	25-30
6	31-36
7	37+

FEDERATION
3X
Intrepid Class
Galactic Survey Cruiser

David Miller

dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!



FEDERATION 2Xe Chandley Heavy Frigate

CREW UNITS

				*		10
						20
					28	

BOARDING PARTIES

						10
						20
						30
					36	

DECK CREWS

	2
--	---

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	CHANDLEY
MODEL NUMBER	=	MK III-N
POINT VALUE	=	894
BREAKDOWN	=	6^2
SHIELD COST	=	1+2
EXPLOSION STR	=	227
SIZE CLASS	=	3
MOVEMENT COST	=	1/2 (A)
REFERENCE	=	R2.239
FILENAME	=	FED-XNCH
TOTAL POWER	=	73 (+60)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	135 (+15)
3X SYSTEMS	=	(NONE)

TYPE 5 PHASER TABLE

DIE	RANGE													
	0	1	2	3	4	5	6	7	8-	12-	18-	23-	41-	61-
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE 5 PHASER OVERLOAD

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

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

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-3
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

FIRES 1/T. ENERGY COST = 4 (STD), 8 (OVER).

HOLD COST = 1 (STD), 2 (OVER).

