



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

[illegible][illegible]SEE (R3.R5) FOR SPECIAL RULES  
PERTAINING TO THIS SHIP.

### TYPE II PHASER TABLE

| DIE<br>ROLL | RANGE |   | 4-9-16-31- |   |            |
|-------------|-------|---|------------|---|------------|
|             | 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  |

## DISRUPTOR TABLE

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

## CREW UNITS

[illegible][illegible]SEE (R3.R5) FOR SPECIAL RULES  
PERTAINING TO THIS SHIP.

### TYPE II PHASER TABLE

| DIE<br>ROLL | RANGE |   | 4-9-16-31- |   |            |
|-------------|-------|---|------------|---|------------|
|             | 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  |

## DISRUPTOR TABLE

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

[illegible]

| TRANSPORTER BOMBS | PROBES  |
|-------------------|---------|
| □ □ □ □           | □ □ □ 5 |
| □ □ □ □           |         |
| □ □ □ □           |         |
| □ □ □ □           |         |

$$FA = LF + RF$$

## DRONE RACKS

|   |  |  |  |  |  |  |   |
|---|--|--|--|--|--|--|---|
| 1 |  |  |  |  |  |  | A |
| 2 |  |  |  |  |  |  | A |

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

CREW UNITS

[illegible][illegible]SEE (R3.R5) FOR SPECIAL RULES  
PERTAINING TO THIS SHIP.

### TYPE II PHASER TABLE

| DIE<br>ROLL | RANGE |   | 4-9-16-31- |   |            |
|-------------|-------|---|------------|---|------------|
|             | 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  |

## DISRUPTOR TABLE

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

# KLINGON D5J PENAL WAR CRUISER

**CNTR**

| SHIP DATA TABLE |          |
|-----------------|----------|
| TYPE            | = D5J    |
| POINT VALUE     | = 114/95 |
| BREAKDOWN       | = 5-6    |
| SHIELD COST     | = 1+1    |
| LIFE SUPPORT    | = 1      |
| SIZE CLASS      | = 3      |
| REFERENCE       | = R3.37  |
| Y175 REFIT      | = +2     |

SEE (R3.R5) FOR SPECIAL RULES  
PERTAINING TO THIS SHIP.

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

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

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

**DERFACS**  
**H&R**

$$FX = L + LF + RF + R$$

| CREW UNITS |  |   |    | ADMINISTRATIVE SHUTTLES |            |       |  |
|------------|--|---|----|-------------------------|------------|-------|--|
|            |  | * |    | IDENT                   | HIT POINTS | NOTES |  |
|            |  |   | 10 |                         |            |       |  |
|            |  |   | 20 |                         |            |       |  |
|            |  |   | 30 |                         |            |       |  |

[illegible][illegible]

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y75 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

| DIE<br>ROLL | 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     |

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

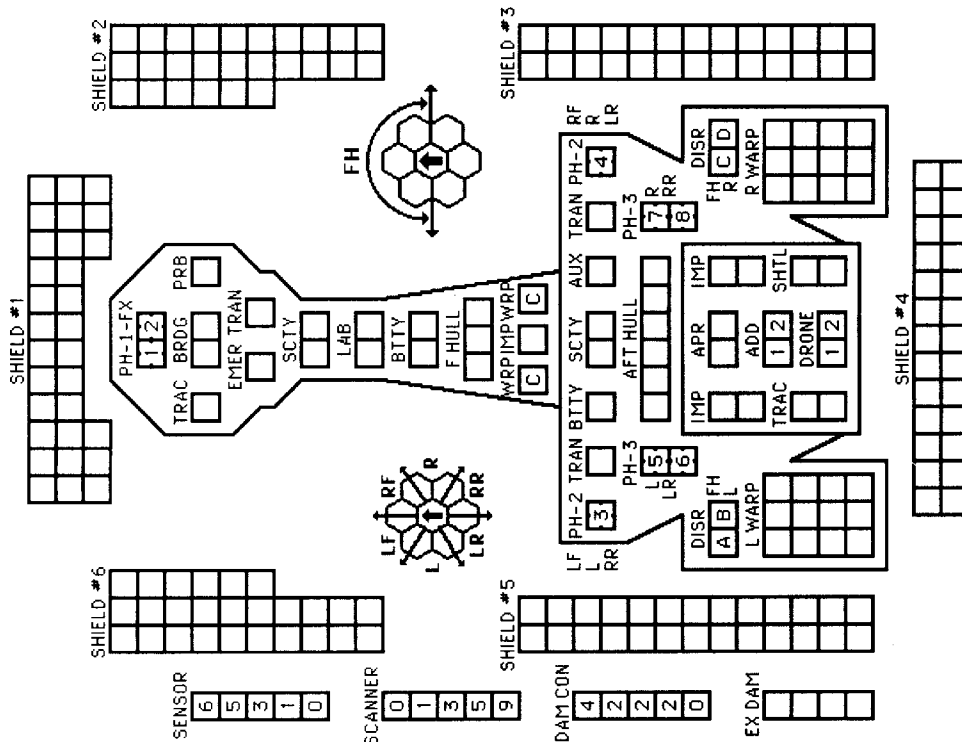
[illegible]

| DISRUPTOR TABLE |   |   |   |     |
|-----------------|---|---|---|-----|
| RANGE           | 0 | 1 | 2 | 3-4 |

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

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

5 = HET COST



THE FORWARD PHASERS CAN FIRE INTO THE ROW  
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.  
SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS: SEE (D2.32).

[illegible]

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

PROBES 

|  |  |  |  |   |
|--|--|--|--|---|
|  |  |  |  | 5 |
|--|--|--|--|---|

 SEE (R3,R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

DRONE RACK

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO TYPE-B DRONE RACK (2 RELOADS).

| DIE<br>ROLL | RANGE | 4-<br>8 | 9-<br>13 | 16-<br>30 | 31-<br>50 |
|-------------|-------|---------|----------|-----------|-----------|
| 1           | 6     | 5       | 4        | 3         | 2         |
| 2           | 6     | 5       | 4        | 4         | 2         |
| 3           | 6     | 4       | 4        | 4         | 1         |
| 4           | 5     | 4       | 4        | 3         | 1         |
| 5           | 5     | 4       | 3        | 0         | 0         |
| 6           | 5     | 3       | 3        | 0         | 0         |

### TYPE II PHASER TABLE

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

## TYPE III DEFENSE PHASE

| DISRUPTOR TABLE |     |     |     |     |     |      |     |
|-----------------|-----|-----|-----|-----|-----|------|-----|
| RANGE           | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 |     |
| HIT (STD)       | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4 |
| HIT(OVERLOAD)   | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | NA  |
| DAMAGE, STD     | 0   | 5   | 4   | 4   | 3   | 3    | 3   |
| DAMAGE, OVL0    | 10  | 10  | 8   | 8   | 6   | 6    | 0   |

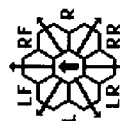
## DISCRIPTOR TABLE

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

WAPP ENERGY MOVEMENT COST - 1

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = F5J     |
| POINT VALUE     | = 75/60   |
| BREAKDOWN       | = 4-6     |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R3.38   |
| B REFIT         | = +4      |
| Y175 REFIT      | = +1      |

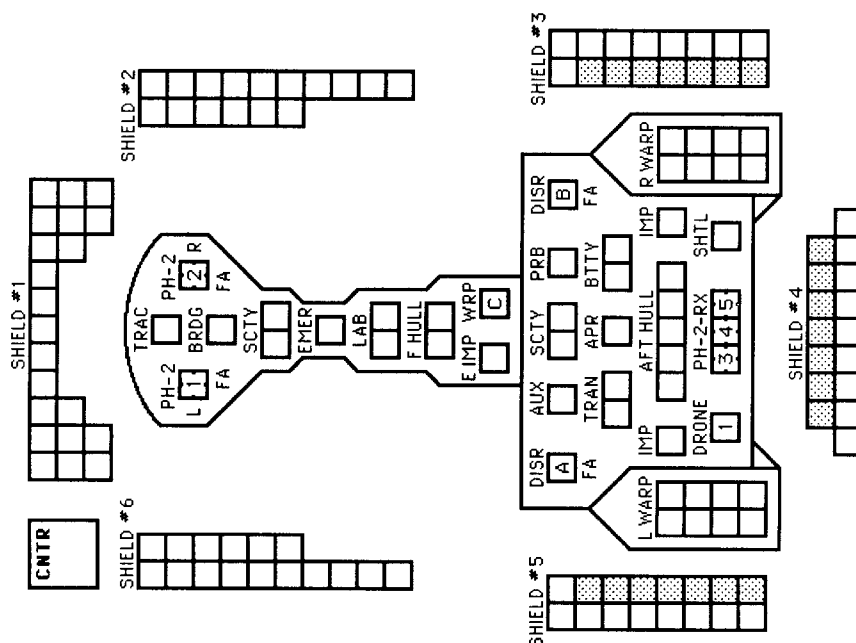
| TURN MODE |   | SPEED |
|-----------|---|-------|
| A         | 1 | 2-6   |
|           | 2 | 7-12  |
| HET       | 3 | 13-19 |
|           | 4 | 20-26 |
| BD        | 5 | 27+   |


$$FA = LF + RF$$

⑥ = ERRATIC MANEUVER WARP COST

SHADED BOXES ARE THE B-REFIT.  
SPECIAL FIRING ARCS: (D2.33)

| SENSOR | SCANNER | DAM CON | EX DAM |
|--------|---------|---------|--------|
| 6530   | 0139    | 2220    |        |



# KLINGON E4J PENAL ESCORT (ISF)

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = E4J     |
| POINT VALUE     | = 62/40   |
| BREAKDOWN       | = 4-6     |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R3.39   |
| B REFIT BPV     | = +3      |
| Y175 REFIT      | = +1      |

| CREW UNITS |   | ADMINISTRATIVE SHUTTLE |            |
|------------|---|------------------------|------------|
| 1          | 2 | IDENT                  | HIT POINTS |
| 3          | 4 | 5                      | 6          |
| 7          | 8 | 9                      | 10         |

| BOARDING PARTIES |   | TRANSPORTER BOMBS |   |
|------------------|---|-------------------|---|
| 1                | 2 | 3                 | 4 |
| 5                | 6 | 7                 | 8 |

SEE (R3,R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.



FA = LF + RF  
RX = L + LR + RR + R

| DRONE RACK |    |
|------------|----|
| 1          | 2  |
| 3          | 4  |
| 5          | 6  |
| 7          | 8  |
| 9          | 10 |

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO TYPE-B DRONE RACK (2 RELOADS).

| TYPE II PHASER TABLE |                  |
|----------------------|------------------|
| DIE RANGE            | 4-9-16-31-50     |
| 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                    | 4 3 3 0 0 0 0 0  |
| 6                    | 5 3 3 0 0 0 0 0  |

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

## DISRUPTOR TABLE

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

E4s ASSIGNED TO THE INTERNAL SECURITY FORCES HAVE INTERIOR FIRE CONTROL TO THOSE SHIPS IN THE DEEP SPACE FLEET.

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

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

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

SHADED BOXES ARE THE B-REFIT.  
SPECIAL FIRING ARCS: (D2.33)

# KLINGON D7D DRONE BATTLECRUISER

**CREW UNITS**

|    |    |    |    |
|----|----|----|----|
| 10 | 20 | 30 | 40 |
|----|----|----|----|

**ADMINISTRATIVE SHUTTLES**

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

THIS SHIP HAS ONE SHUTTLE BAY.

**BOARDING PARTIES**

|    |  |  |  |  |  |
|----|--|--|--|--|--|
| 10 |  |  |  |  |  |
|----|--|--|--|--|--|

**DRONE RACKS**

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

**TRANSPORTER BOMBS**

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

**PROBES**

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

**SHIP DATA TABLE**

|              |   |       |
|--------------|---|-------|
| TYPE         | = | D7D   |
| POINT VALUE  | = | 148   |
| BREAKDOWN    | = | 5-6   |
| SHIELD COST  | = | 1+1   |
| LIFE SUPPORT | = | 1     |
| SIZE CLASS   | = | 3     |
| REFERENCE    | = | R3.42 |
| UIM REFIT    | = | +5    |

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

**TURN MODE SPEED**

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

**TYPE I OFFENSIVE PHASER TABLE**

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

SHIP BUILT WITH TYPE-B RACKS AND ALWAYS HAD DOUBLE RELOADS.

**TYPE II PHASER TABLE**

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

**DISRUPTOR TABLE**

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

**SHIP BUILD WITH TYPE-B RACKS AND ALWAYS HAD DOUBLE RELOADS.**

**TYPE I OFFENSIVE PHASER TABLE**

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

**TYPE II PHASER TABLE**

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

**DISRUPTOR TABLE**

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

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

# KLINGON D7E SURVEY CRUISER

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = D7E     |
| POINT VALUE     | = 140/120 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R3.43   |
| B REFIT         | = +4      |
| Y175 REFIT      | = +1      |
| UIM REFIT       | = +5      |

| ADMINISTRATIVE SHUTTLES |            |       |
|-------------------------|------------|-------|
| IDENT                   | HIT POINTS | NOTES |
|                         |            |       |
|                         |            |       |

| TRANSPORTER BOMBS |  |  |
|-------------------|--|--|
|                   |  |  |
|                   |  |  |
|                   |  |  |

| PROBES |  |  |
|--------|--|--|
|        |  |  |
|        |  |  |
|        |  |  |

| CREW UNITS |  |  |
|------------|--|--|
|            |  |  |
|            |  |  |
|            |  |  |

| BOARDING PARTIES |  |  |
|------------------|--|--|
|                  |  |  |
|                  |  |  |
|                  |  |  |

| DRONE RACK |  |  |
|------------|--|--|
|            |  |  |
|            |  |  |
|            |  |  |

| TYPE III DEFENSE PHASER |   |   |    |    |    |          |   |   |    |    |    |          |
|-------------------------|---|---|----|----|----|----------|---|---|----|----|----|----------|
| DIE ROLL                | 4 | 9 | 16 | 31 | 50 | DIE ROLL | 4 | 9 | 16 | 31 | 50 | DIE ROLL |
| 1                       | 6 | 5 | 4  | 3  | 2  | 1        | 1 | 4 | 4  | 3  | 1  | 1        |
| 2                       | 6 | 5 | 4  | 4  | 2  | 1        | 0 | 2 | 4  | 4  | 2  | 1        |
| 3                       | 6 | 4 | 4  | 4  | 1  | 0        | 0 | 3 | 4  | 4  | 1  | 0        |
| 4                       | 5 | 4 | 4  | 3  | 1  | 0        | 0 | 4 | 4  | 4  | 3  | 0        |
| 5                       | 5 | 4 | 3  | 3  | 0  | 0        | 0 | 5 | 4  | 3  | 2  | 0        |
| 6                       | 5 | 3 | 3  | 3  | 0  | 0        | 0 | 6 | 3  | 3  | 1  | 0        |

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

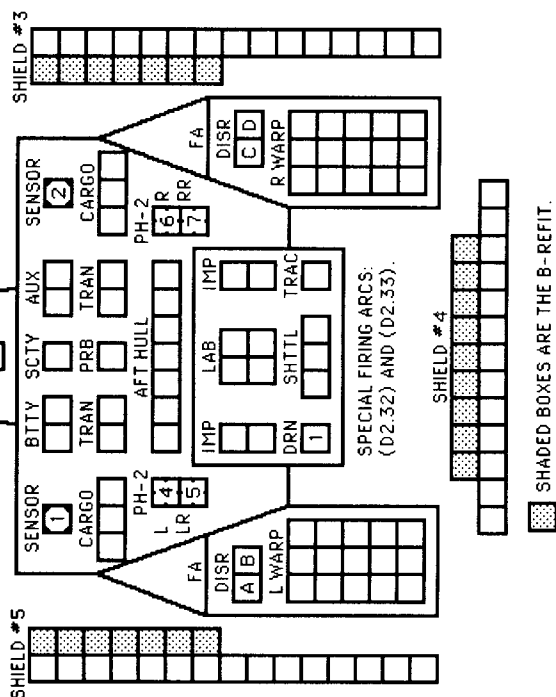
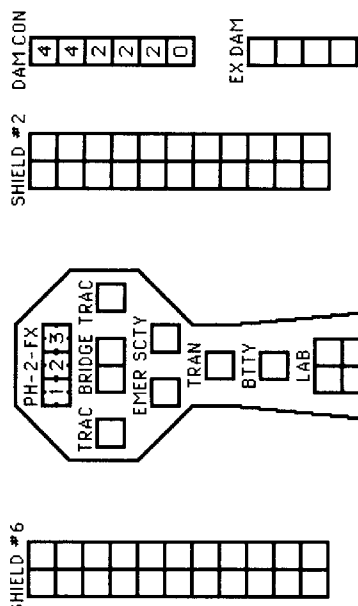
| SCOUT FUNCTIONS SUMMARY |                               |                   |
|-------------------------|-------------------------------|-------------------|
| 21                      | LENDING ECM OR ECM            | MOVEMENT COST = 1 |
| 22                      | BREAKING LOCK-ONS             | HET COST = 5      |
| 23                      | ATTRACTING DRONES             | EM COST = 6       |
| 24                      | CONTROLLING SEEKING WEAPONS   |                   |
| 25                      | IDENTIFYING DRONES            |                   |
| 26                      | DETECTING MINES               |                   |
| 27                      | GATHERING SCIENCE INFORMATION |                   |
| 28                      | SELF-PROTECTION JAMMING       |                   |
| 29                      | TACTICAL INTELLIGENCE         |                   |

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

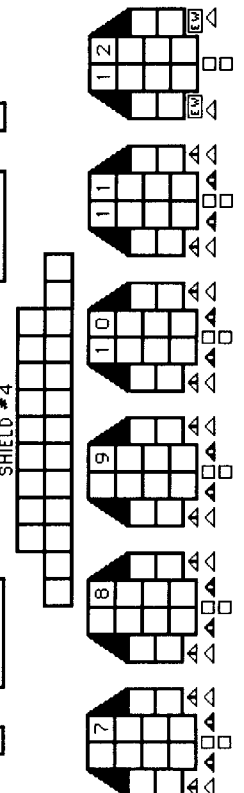
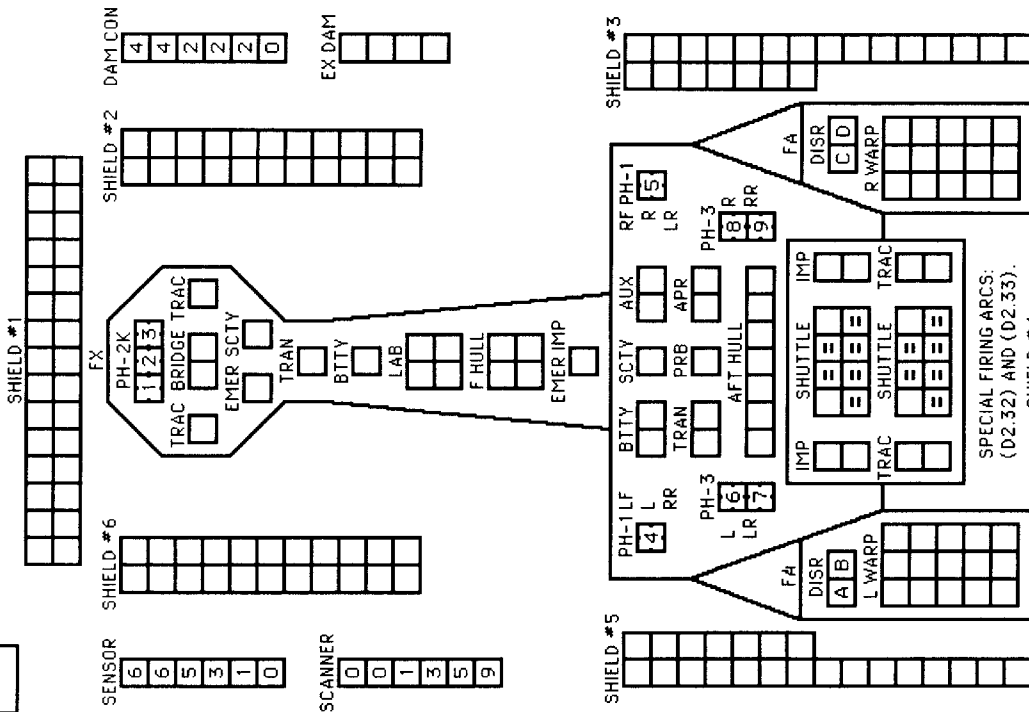
CNTR

| SENSOR |   |
|--------|---|
| 6      | 6 |
| 5      | 5 |
| 3      | 3 |
| 1      | 1 |
| 0      | 0 |

| SCANNER |   |
|---------|---|
| 0       | 0 |
| 0       | 1 |
| 3       | 3 |
| 5       | 5 |
| 9       | 9 |



# KLINGON D7V STRIKE CARRIER



| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = D7V   |
| POINT VALUE     | = 123   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.44 |
| K REFIT         | = +3    |
| UIM REFIT       | = +5    |

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

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

|         |  |
|---------|--|
| UIM     |  |
| DERFACS |  |
| H&R     |  |

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

| ADMINISTRATIVE SHUTTLES |            |
|-------------------------|------------|
| IDENT                   | HIT POINTS |
| 1                       | 10         |
| 2                       | 20         |
| 3                       | 30         |
| 4                       | 40         |

| TRANSPORTER BOMBS |            |
|-------------------|------------|
| IDENT             | HIT POINTS |
| 1                 | 10         |
| 2                 | 20         |
| 3                 | 30         |
| 4                 | 40         |

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

| TYPE II PHASER TABLE |                  |
|----------------------|------------------|
| DIE RANGE            | 4- 9- 16- 31- 50 |
| ROLL 0               | 1 2 3 8 15 30 50 |
| 1                    | 6 5 4 3 2 1 1    |
| 2                    | 6 5 4 2 1 0 0    |
| 3                    | 6 4 4 1 0 0 0    |
| 4                    | 5 4 3 0 0 0 0    |
| 5                    | 4 3 0 0 0 0 0    |
| 6                    | 3 3 0 0 0 0 0    |

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

| Z-Y FIGHTERS |  |
|--------------|--|
| 2xPh-3 - FA  |  |
| DFR = 4      |  |
| CRIPPLED = 8 |  |
| SPEED = 15   |  |
| Z-YB ONLY    |  |

# KLINGON D7N DIPLOMATIC CRUISER

**KLINGON DIPLOMATIC CRUISER**

CNTR

SENSOR

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

SHIELD #6

PH-2K  
1123  
TRAC BRIDGE TRAC  
EMER SCTY  
TRAN  
BTTY  
LAB  
F HULL  
EMER IMP

SCANNER

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

EX DAM

|  |  |  |  |
|--|--|--|--|
|  |  |  |  |
|--|--|--|--|

SHIELD #1

SHIELD #2

DAM CON

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

THIS SHIP IS EXEMPT FROM MUTINY AS A DIPLOMATIC SHIP (G6.14).

SPECIAL FIRING ARCS:  
(D2.32) AND (D2.33).

SHIELD #3

PH-2 RF 5 R LR  
PH-2 8 9 R RR  
PH-2 6 7 L LR  
FA DISR C D R WARP  
IMP SCTY AUX TRAN PRB APR IMP SHTTL TRAC SHTTL  
AFT HULL

SHIELD #4

PH-2 4 5 L LR  
PH-2 6 7 L LR  
FA DISR A B L WARP  
IMP SCTY AUX TRAN PRB APR IMP SHTTL TRAC SHTTL  
AFT HULL

THIS SHIP IS EXEMPT FROM  
MUTINY AS A DIPLOMATIC  
SHIP (G6.14).

PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

|                 |           |
|-----------------|-----------|
| SHIP DATA TABLE |           |
| TYPE            | = D7N     |
| POINT VALUE     | = 154/119 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R3.45   |
| K REFIT = +3    |           |
| 1 UIM STANDARD  |           |
| NO MUTINY       |           |

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

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

POST Y167

1

▲▲▲▲

▲▲▲▲

▲▲▲▲

▲▲▲▲

BEST AVAILABLE FIGHTER FOR YEAR OF SCENARIO.

Z-YC FIGHTER

2xPh-3 -FA

DFR = 4

CRIPPLED = 8

SPEED = 15

DECK CREW

1

[illegible]

|  |  |  |  |   |   |   |   |
|--|--|--|--|---|---|---|---|
|  |  |  |  | D | D | D | D |
|--|--|--|--|---|---|---|---|

TRANSPORTER BOMBS

WHEN EQUIPPED WITH A FIGHTER, THIS SHIP IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4.6).

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

| TYPE II PHASER TABLE |       |   |            |   |   |    |    |    |    |
|----------------------|-------|---|------------|---|---|----|----|----|----|
| DIE<br>ROLL          | RANGE |   | 4-9-16-31- |   |   |    |    |    |    |
|                      | 0     | 1 | 2          | 3 | 8 | 15 | 30 | 50 | 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                    | 4     | 4 | 3          | 3 | 0 | 0  | 0  | 0  | 0  |
| 6                    | 5     | 3 | 3          | 3 | 0 | 0  | 0  | 0  | 0  |


$$FA = LF + RF$$

## DISRUPTOR TABLE

| RANGE         |     |     |     |     |     |      |       |       |  |  |
|---------------|-----|-----|-----|-----|-----|------|-------|-------|--|--|
|               | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |  |  |
| HIT (STD)     | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-2   |  |  |
| HIT (UIM)     | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   | 1-2   |  |  |
| HIT(DEFACS)   | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-3   |  |  |
| HIT(OVERLORD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    | NA    |  |  |
| HIT(OL/UIM)   | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    | NA    |  |  |
| DAMAGE, STD   | 0   | 5   | 4   | 4   | 3   | 3    | 2     | 2     |  |  |
| DAMAGE, OULD  | 10  | 10  | 8   | 8   | 6   | 0    | 0     | 0     |  |  |

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

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

## CREW UNITS

[illegible][illegible]

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = D6E     |
| POINT VALUE     | = 132/112 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R3.46   |
| B REFIT         | = +6      |
| Y175 REFIT      | = +1      |
| UIM REFIT       | = +5      |

[illegible][illegible]

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

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

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO TYPE-B DRONE RACK (2 RELOADS).

| DIE RANGE | 4-9-16-31- |
|-----------|------------|
|           |            |

| 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   |

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

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

| DISAGREE FOR TABLE |     |     |     |     |     |      |       |       |     | D. RETN |
|--------------------|-----|-----|-----|-----|-----|------|-------|-------|-----|---------|
| RANGE              | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |     |         |
| HIT (STD)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   |       | 1-2 |         |
| HIT (UIM)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   |       | 1-2 |         |
| HIT(DEFACS)        | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   |       | 1-3 |         |
| HIT(OVERLOAD)      | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    |       | NA  |         |
| HIT(OL/UIM)        | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    |       | NA  |         |
| DAMAGE, STD        | 0   | 5   | 4   | 4   | 3   | 3    | 2     |       | 2   |         |
| DAMAGE, OULD       | 10  | 10  | 8   | 8   | 6   | 0    | 0     |       | 0   |         |

| DISAGREE FOR TABLE |     |     |     |     |     |      |       |       |     | D. RETN |
|--------------------|-----|-----|-----|-----|-----|------|-------|-------|-----|---------|
| RANGE              | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |     |         |
| HIT (STD)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   |       | 1-2 |         |
| HIT (UIM)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   |       | 1-2 |         |
| HIT(DEFACS)        | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   |       | 1-3 |         |
| HIT(OVERLOAD)      | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    |       | NA  |         |
| HIT(OL/UIM)        | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    |       | NA  |         |
| DAMAGE, STD        | 0   | 5   | 4   | 4   | 3   | 3    | 2     |       | 2   |         |
| DAMAGE, OULD       | 10  | 10  | 8   | 8   | 6   | 0    | 0     |       | 0   |         |

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

SPECIAL SENSORS ARE DESTROYED  
ON "TORPEDO" DAMAGE POINTS.



$$FA = LF + RF$$

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

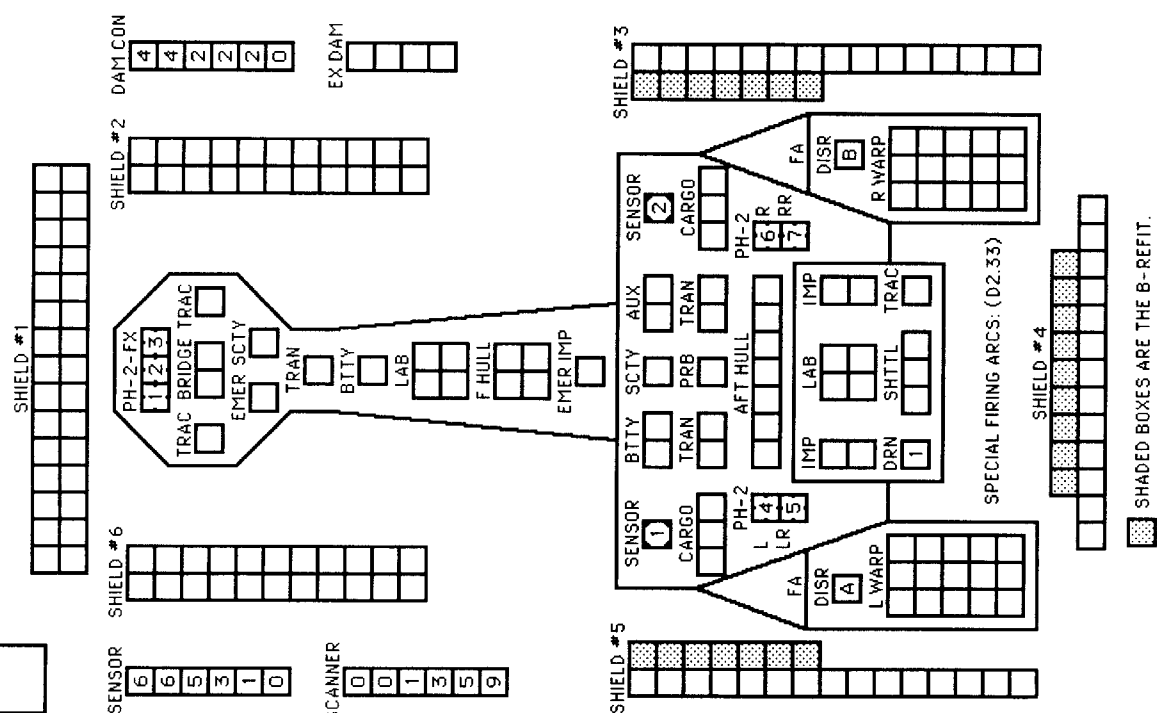
CNTR

SENSOR

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

CANNER

|           |  |
|-----------|--|
| SHIELD #5 |  |
|-----------|--|



# KLINGON D65 HEAVY SCOUT CRUISER

[illegible][illegible][illegible]

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y17S REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

| TYPE II PHASER TABLE |   |              |   |   |   |    | TYPE III DEFENSE PHASER |    |        |   |   |   |   |   |    |   |
|----------------------|---|--------------|---|---|---|----|-------------------------|----|--------|---|---|---|---|---|----|---|
| DIE RANGE            |   | 4-9-16-31-50 |   |   |   |    | DIE RANGE               |    | 4-9-15 |   |   |   |   |   |    |   |
| ROLL                 | 0 | 1            | 2 | 3 | 8 | 15 | 30                      | 50 | ROLL   | 0 | 1 | 2 | 3 | 8 | 15 |   |
| 1                    | 6 | 5            | 5 | 4 | 3 | 2  | 1                       | 1  | 1      | 4 | 4 | 4 | 4 | 3 | 1  | 0 |
| 2                    | 6 | 5            | 4 | 4 | 2 | 1  | 1                       | 0  | 2      | 4 | 4 | 4 | 2 | 1 | 0  | 0 |
| 3                    | 6 | 4            | 4 | 4 | 1 | 1  | 0                       | 0  | 3      | 4 | 4 | 4 | 1 | 0 | 0  | 0 |
| 4                    | 5 | 4            | 4 | 3 | 1 | 0  | 0                       | 0  | 4      | 4 | 4 | 4 | 3 | 0 | 0  | 0 |
| 5                    | 5 | 4            | 3 | 3 | 0 | 0  | 0                       | 0  | 5      | 4 | 3 | 2 | 0 | 0 | 0  | 0 |
| 6                    | 5 | 3            | 3 | 3 | 0 | 0  | 0                       | 0  | 6      | 3 | 3 | 1 | 0 | 0 | 0  | 0 |

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

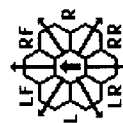
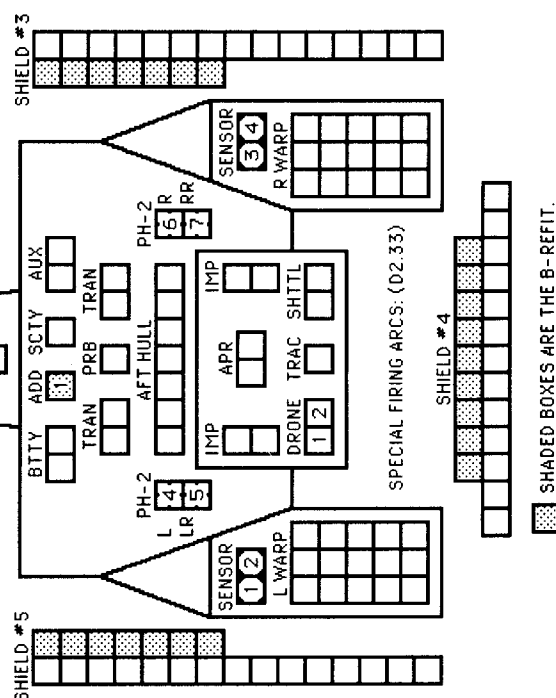
**SPECIAL SENSORS ARE DESTROYED  
ON "TORPEDO" DAMAGE POINTS.**

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = D6S     |
| POINT VALUE     | = 130/100 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R3.47   |
| B REFIT         | = +6      |
| Y175 REFIT      | = +4      |

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

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

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


$$F_A = L_F + R_F$$


[illegible][illegible]

**BOARDING PARTIES**      **TRANSPORTER BOMBS**

[illegible]

## PROBES      DRONE RACKS

| PROBES |  |  |  |  | DRONE RACKS |   |  |  |  |  |  |  |  |  |  |   |
|--------|--|--|--|--|-------------|---|--|--|--|--|--|--|--|--|--|---|
|        |  |  |  |  | 5           | 1 |  |  |  |  |  |  |  |  |  | B |

SHIP HAD TYPE-B DRONE RACKS WITH ONE RELOAD UNTIL THE Y175 REFIT WHICH ADDED A SECOND RELOAD.

## TYPE I OFFENSIVE PHASER TABLE

[illegible]

### TYPE II PHASER TABLE

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

[illegible]

## DISRUPTOR TABLE

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

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

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

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = D5C   |
| POINT VALUE     | = 126   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.49 |
| Y175 REFIT      | = +0    |
| 1 UIM STANDARD  |         |

| SHIP DATA TABLE  |         |
|------------------|---------|
| TYPE             | = DSL   |
| POINT VALUE      | = 132   |
| REFERENCE        | = R3.57 |
| Y175 REFIT       | = +0    |
| INCLUDES K REFIT |         |
| 1 UIM STANDARD   |         |

|      | TURN MODE | SPEED   |
|------|-----------|---------|
| 9-15 | B         | 1 2-5   |
| 1    |           | 2 6-10  |
| 0    |           | 3 11-15 |
| 0    | HET       | 4 16-21 |
| 0    |           | 5 22-28 |
| 0    | BD        | 6 29+   |
| 0    |           |         |

| WNT1-DRONE TABLE |   |     |     |       |
|------------------|---|-----|-----|-------|
| RANGE            | 0 | 1   | 2   | 3 4+  |
| IT*              | - | 1-2 | 1-3 | 1-4 - |

$$EX = L + LF + RF + R$$

HIT & RUN  
UIM ☐  
DERFACS ☐

5 - HET COST

|     | 4  | 15                | 16                | 17                |
|-----|----|-------------------|-------------------|-------------------|
| 0   | 0  | 10                | 11                | 12                |
| 1/3 | 10 | 10 <sup>2/3</sup> | 11 <sup>1/3</sup> | 12 <sup>1/3</sup> |

**CNTR**

SENSOR

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

CANNER

|           |  |
|-----------|--|
| SHIELD #5 |  |
|-----------|--|

AM CON

|   |   |   |   |
|---|---|---|---|
| X | D | A | M |
|---|---|---|---|

The diagram illustrates the bridge layout of the USS Enterprise (NCC-1701-A). The layout is divided into several sections, each with its own set of controls and displays. The sections are labeled as follows:

- PH-1 (Top Left):** Contains the PH-1-FX console, TRAC BRDG, PRB, EMER SCTY, TRAN, LAB, BTTY, F HULL, and EMER IMP.
- PH-2 (Top Right):** Contains the PH-2-F console, SCTY TRAN, PH-2, RF, LR, PH-3, K, RR, DISR, FH, C, D, R, WARP, and SHTL.
- PH-3 (Middle Left):** Contains the PH-3 console, AFT HULL, IMP, APR, TRAC, ADD, 1, 2, DRONE, and 1, 2.
- PH-4 (Middle Right):** Contains the PH-4 console, AFT HULL, IMP, APR, TRAC, ADD, 1, 2, DRONE, and 1, 2.
- PH-5 (Bottom):** Contains the PH-5 console, AFT HULL, IMP, APR, TRAC, ADD, 1, 2, DRONE, and 1, 2.

The layout is surrounded by four shielded areas (SHIELD #1, #2, #3, #4) and four directional sensors (LF, RF, LR, RR). The sensors are labeled with their respective directions: LF (Left Forward), RF (Right Forward), LR (Left Rear), and RR (Right Rear). The shields are labeled SHIELD #1, SHIELD #2, SHIELD #3, and SHIELD #4.

THE FORWARD PHASERS CAN FIRE INTO THE ROW  
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.  
SEE {D2.33}.

PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

⑤ - EPPATIC MANEIVER WADD COST

## ADMINISTRATIVE SHUTTLES

[illegible]

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

|        |  |  |  |  |   |
|--------|--|--|--|--|---|
| PROBES |  |  |  |  | 5 |
|--------|--|--|--|--|---|

## TYPE I OFFENSIVE PHASER TABLE

| DIE<br>ROLL | RANGE |   | 6-9 |   |   | 16-26 |   |    | 51-75 |    |    |
|-------------|-------|---|-----|---|---|-------|---|----|-------|----|----|
|             | 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 II PHASER TABLE

| DIE<br>ROLL | RANGE |   | 4-9-16-31- |   |            |
|-------------|-------|---|------------|---|------------|
|             | 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    |

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

## DRONE RACKS

[illegible]

SHIP HAD TWO SETS OF RELOADS PRIOR TO THE Y175 REFIT; THREE RELOADS THEREAFTER. RELOAD DATA HERE IS IN ADDITION TO DRONES STORED IN CARGO BOXES

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = D5D   |
| POINT VALUE     | = 111   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.50 |
| Y175 REFIT      | = +0    |

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

### TYPE III DEFENSE PHASER

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

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

[illegible]

LIMITED AEGIS SYSTEM  
CONTROLS PH-3s AND ADDs.

$$EX = L + IF + RF + R$$

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

|            | WIND ENERGY POTENTIAL (KWH PER HA) |   |       |       |   |           |       |   |       |       | WIND ENERGY OUTPUT (KWH PER HA) |       |       |    |        |                |    |        |        |    | WIND ENERGY CAPACITY FACTOR (%) |        |    |        |        |                |        |        |    |    |
|------------|------------------------------------|---|-------|-------|---|-----------|-------|---|-------|-------|---------------------------------|-------|-------|----|--------|----------------|----|--------|--------|----|---------------------------------|--------|----|--------|--------|----------------|--------|--------|----|----|
|            | SPEED                              |   |       |       |   | DIRECTION |       |   |       |       | WIND SPEED                      |       |       |    |        | WIND DIRECTION |    |        |        |    | WIND SPEED                      |        |    |        |        | WIND DIRECTION |        |        |    |    |
|            | 1                                  | 2 | 3     | 4     | 5 | 6         | 7     | 8 | 9     | 10    | 11                              | 12    | 13    | 14 | 15     | 16             | 17 | 18     | 19     | 20 | 21                              | 22     | 23 | 24     | 25     | 26             | 27     | 28     | 29 | 30 |
| Standard 1 | 2                                  | 2 | 3     | 4     | 4 | 4         | 5     | 6 | 6     | 7     | 8                               | 8     | 9     | 10 | 10     | 11             | 12 | 12     | 13     | 14 | 14                              | 15     | 16 | 16     | 17     | 18             | 18     | 19     | 20 | 20 |
| Fract. 2/3 | 1 1/3                              | 2 | 2 2/3 | 3 1/3 | 4 | 4 2/3     | 5 1/3 | 6 | 6 2/3 | 7 1/3 | 8                               | 8 2/3 | 9 1/3 | 10 | 10 2/3 | 11 1/3         | 12 | 12 2/3 | 13 1/3 | 14 | 14 2/3                          | 15 1/3 | 16 | 16 2/3 | 17 1/3 | 18             | 18 2/3 | 19 1/3 | 20 | 20 |

CNTR

SENSOR

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

SCANNER 01250

DAM CON

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

EX DAM

[illegible]

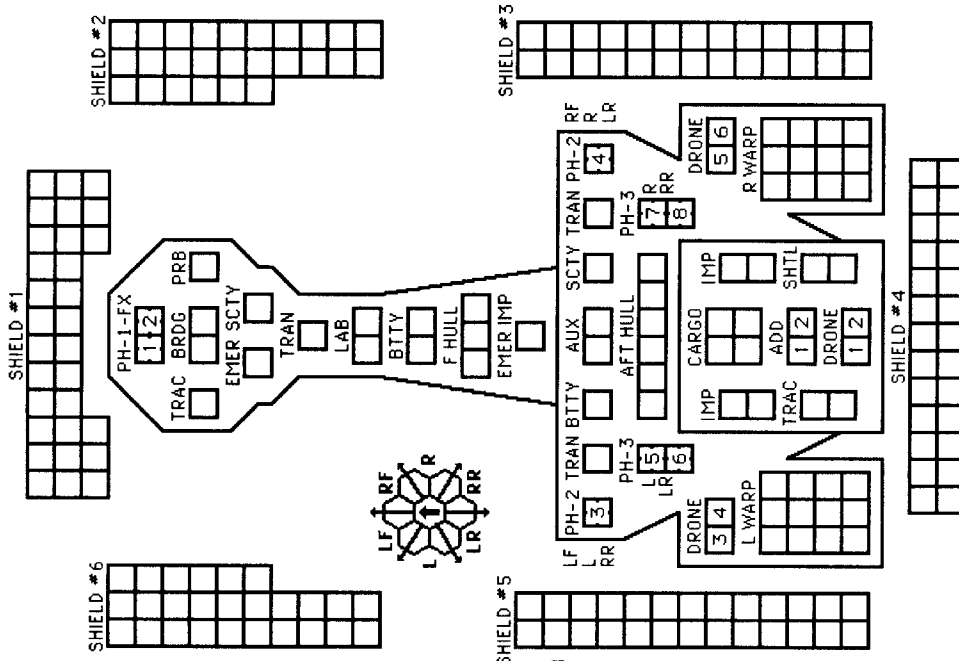
LIMITED AEGIS SYSTEM  
CONTROLS PH-3s AND ADDs.

$$EX = L + IF + RF + R$$

⑥ = ERRATIC MANEUVR WARP COST

THE FORWARD PHASERS CAN FIRE INTO THE ROW  
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.  
SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS: SEE {D2.32}.



**CNTR**

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = D5F   |
| POINT VALUE     | = 110   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.52 |
| K REFIT         | = +2    |
| 1 UIM STANDARD  |         |

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

| TYPE III DEFENSE PHASER |       |   |   |   |   |   |   |  |   |
|-------------------------|-------|---|---|---|---|---|---|--|---|
| DIE<br>ROLL             | RANGE |   | 3 |   | 4 |   | 5 |  | 6 |
|                         | 1     | 2 | 3 | 4 | 5 | 6 | 7 |  |   |
| 1                       | 4     | 4 | 4 | 3 | 1 | 1 |   |  |   |
| 2                       | 4     | 4 | 4 | 2 | 1 | 0 |   |  |   |
| 3                       | 4     | 4 | 4 | 1 | 0 | 0 |   |  |   |
| 4                       | 4     | 4 | 3 | 0 | 0 | 0 |   |  |   |
| 5                       | 4     | 3 | 2 | 0 | 0 | 0 |   |  |   |
| 6                       | 3     | 3 | 1 | 0 | 0 | 0 |   |  |   |

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

$$\mathbf{F} \mathbf{x} = \mathbf{L} + \mathbf{L} \mathbf{F} + \mathbf{R} \mathbf{F} + \mathbf{R}$$

## ANTI-DRONE TABLE

| DISORDER FOR TABLE |     |     |     |     |     |      |       |       |  |
|--------------------|-----|-----|-----|-----|-----|------|-------|-------|--|
| RANGE              | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |  |
| HIT (STD)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-2   |  |
| HIT (UIN)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   | 1-2   |  |
| HIT(OERACS)        | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-3   |  |
| HIT(OVERLOAD)      | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    | NA    |  |
| HIT(OL/UIN)        | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    | NA    |  |
| DAMAGE, STD        | 0   | 5   | 4   | 4   | 3   | 3    | 2     | 2     |  |
| DAMAGE, OULD       | 10  | 10  | 8   | 8   | 6   | 0    | 0     | 0     |  |

LIMITED AEGIS SYSTEM  
CONTROLS PH-3s AND ADDs.

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

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

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

| CREW UNITS |   |    | ADMINISTRATIVE SHUTTLES |            |       |
|------------|---|----|-------------------------|------------|-------|
|            | * |    | IDENT                   | HIT POINTS | NOTES |
|            |   | 10 |                         |            |       |
|            |   | 20 |                         |            |       |
|            |   | 30 |                         |            |       |

|                                                                                                                                       |  |  |  |  |  |  |  |  |  |                                                                  |  |  |  |  |  |  |  |  |  |
|---------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|--|--|--|--|--|------------------------------------------------------------------|--|--|--|--|--|--|--|--|--|
| BOARDING PARTIES                                                                                                                      |  |  |  |  |  |  |  |  |  | ANTI-DRONES                                                      |  |  |  |  |  |  |  |  |  |
| <div> <div>8</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |
| <div> <div>5</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> |  |  |  |  |  |  |  |  |  | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> </div> |  |  |  |  |  |  |  |  |  |

PROBES  
TRANSPORTER BOMBS

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

| TYPE II PHASER TABLE |       |   |   |            |   |    |                  |         |    |
|----------------------|-------|---|---|------------|---|----|------------------|---------|----|
| DIE<br>ROLL          | RANGE |   |   | 4-9-16-31- |   |    | HIT & RUN<br>UIM | DERFACS |    |
|                      | 0     | 1 | 2 | 3          | 8 | 15 |                  |         | 30 |
| 1                    | 6     | 5 | 4 | 3          | 2 | 1  | 1                |         |    |
| 2                    | 6     | 5 | 4 | 4          | 2 | 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 | 0          | 0 | 0  | 0                | 0       |    |

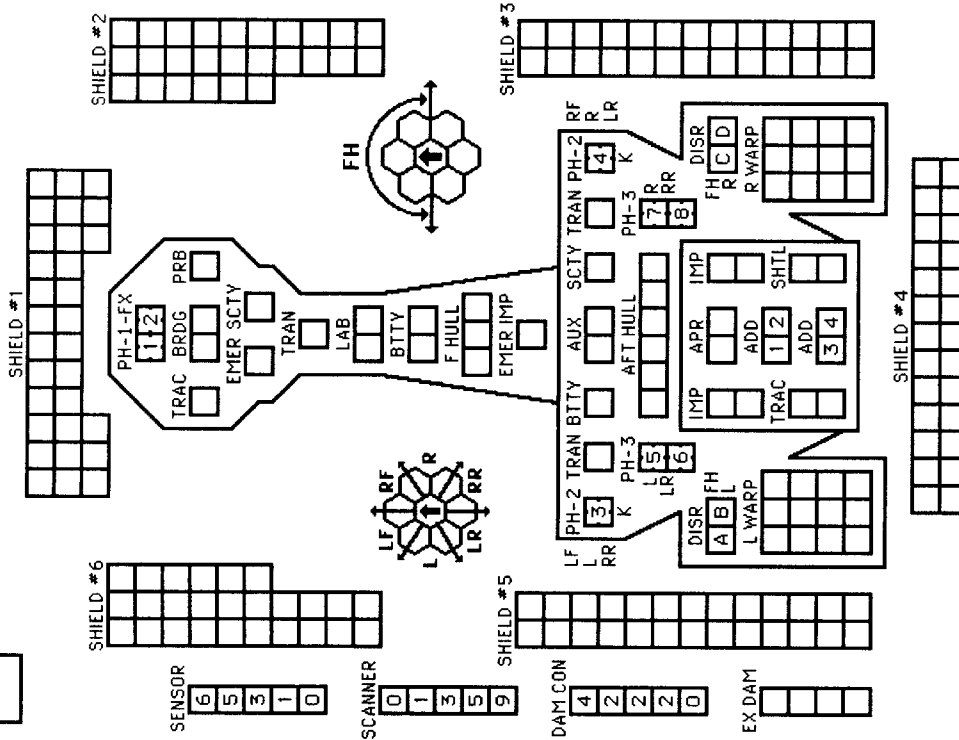
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

## DISRUPTOR TABLE

| DISORDER FOR TABLE |     |     |     |     |     |      |       |       |  |
|--------------------|-----|-----|-----|-----|-----|------|-------|-------|--|
| RANGE              | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |  |
| HIT (STD)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-2   |  |
| HIT (UIM)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   | 1-2   |  |
| HIT(OERACS)        | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-3   |  |
| HIT(OVERLOAD)      | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    | NA    |  |
| HIT(OL/UIM)        | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    | NA    |  |
| DAMAGE, STD        | 0   | 5   | 4   | 4   | 3   | 3    | 2     | 2     |  |
| DAMAGE, OULD       | 10  | 10  | 8   | 8   | 6   | 0    | 0     | 0     |  |

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

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



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP IF A POD IS NOT ATTACHED; SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). THE LR AND RR ARCS OF THESE PHASERS ARE BLOCKED IF A POD IS CARRIED.

**LIMITED AEGIS SYSTEM  
CONTROLS PH-33.**

## TYPE I OFFENSIVE PHASER TABLE

[illegible]

| TYPE II PHASER TABLE |   |            |   |   |   |    |    |    | TYPE III DEFENSE PHASER |   |      |   |   |   |    |  |  |
|----------------------|---|------------|---|---|---|----|----|----|-------------------------|---|------|---|---|---|----|--|--|
| DIE RANGE            |   | 4-9-16-31- |   |   |   |    |    |    | DIE RANGE               |   | 4-9- |   |   |   |    |  |  |
| ROLL                 | 0 | 1          | 2 | 3 | 8 | 15 | 30 | 50 | ROLL                    | 0 | 1    | 2 | 3 | 8 | 15 |  |  |
| 1                    | 6 | 5          | 5 | 4 | 3 | 2  | 1  | 1  | 1                       | 4 | 4    | 4 | 3 | 1 | 1  |  |  |
| 2                    | 6 | 5          | 4 | 4 | 2 | 1  | 1  | 0  | 2                       | 4 | 4    | 4 | 2 | 1 | 0  |  |  |
| 3                    | 6 | 4          | 4 | 4 | 1 | 1  | 0  | 0  | 3                       | 4 | 4    | 4 | 1 | 0 | 0  |  |  |
| 4                    | 5 | 4          | 4 | 3 | 1 | 0  | 0  | 0  | 4                       | 4 | 4    | 3 | 0 | 0 | 0  |  |  |
| 5                    | 5 | 4          | 3 | 3 | 0 | 0  | 0  | 0  | 5                       | 4 | 3    | 2 | 0 | 0 | 0  |  |  |
| 6                    | 5 | 3          | 3 | 3 | 0 | 0  | 0  | 0  | 6                       | 3 | 3    | 1 | 0 | 0 | 0  |  |  |

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING. SOME PODS INCLUDE ADDITIONAL SEEKING WEAPON CONTROL ABILITIES; IF SO, THESE ARE LISTED IN THE POD DESCRIPTIONS.

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

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

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

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

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = D5H   |
| POINT VALUE     | = 95    |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.54 |

1 UIM STANDARD

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

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

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

$$E(X) = L + LF + RF + R$$

**5 = HET COST**

|                |                |    |                 |                 |
|----------------|----------------|----|-----------------|-----------------|
| 13             | 14             | 15 | 16              | 17              |
| 9              | 10             | 10 | 11              | 12              |
| $8\frac{2}{3}$ | $9\frac{1}{3}$ | 10 | $10\frac{2}{3}$ | $11\frac{1}{3}$ |

**X** **5** = HET COST

|                |                 |    |                 |                 |
|----------------|-----------------|----|-----------------|-----------------|
| 13             | 14              | 15 | 16              | 17              |
| 18             | 19              | 20 | 22              | 23              |
| $7\frac{1}{3}$ | $18\frac{2}{3}$ | 20 | $21\frac{1}{3}$ | $22\frac{2}{3}$ |

# KLINGON D51 (ISF) CRUISER

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = D51   |
| POINT VALUE     | = 100   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.55 |
| Y175 REFIT      | = +2    |

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

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

| CREW UNITS |  |  |   |    | ADMINISTRATIVE SHUTTLES |            |       |  |  |
|------------|--|--|---|----|-------------------------|------------|-------|--|--|
|            |  |  | * |    | IDENT                   | HIT POINTS | NOTES |  |  |
|            |  |  |   | 10 |                         |            |       |  |  |
|            |  |  |   | 20 |                         |            |       |  |  |
|            |  |  |   | 30 |                         |            |       |  |  |

[illegible]

| PROBES |  | DRONE RACKS |  |  |  |  |  |  |  |   |  |  |  |  |   |
|--------|--|-------------|--|--|--|--|--|--|--|---|--|--|--|--|---|
|        |  | 1           |  |  |  |  |  |  |  | A |  |  |  |  | B |
|        |  | 2           |  |  |  |  |  |  |  | A |  |  |  |  | B |

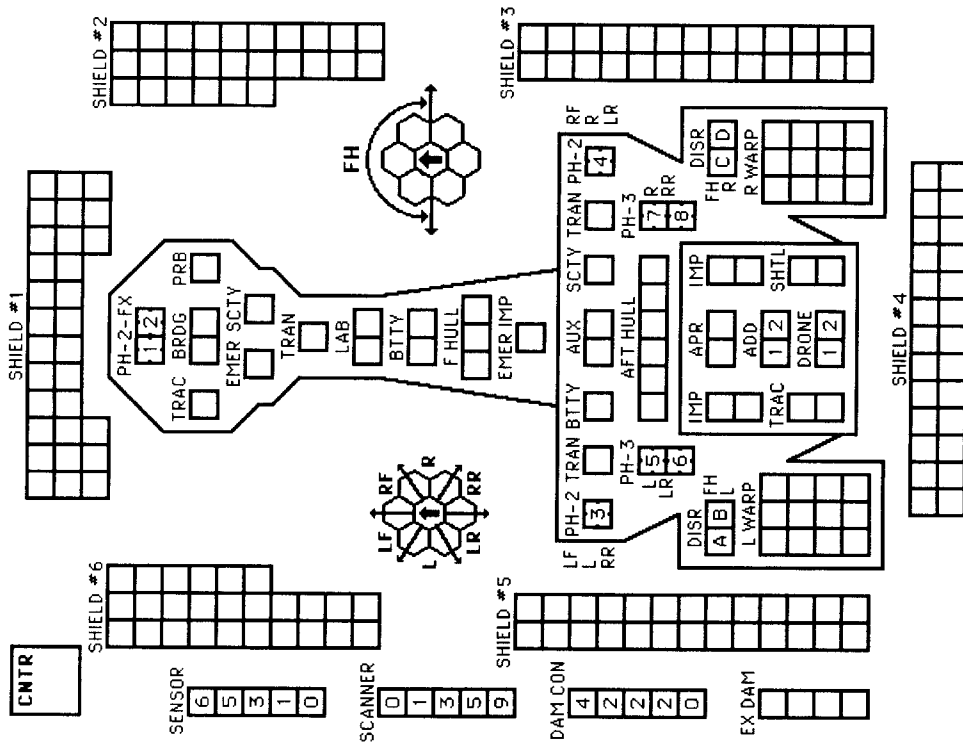
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

| TYPE II PHASER TABLE |       |   |   |            |   |    |    |    |  |
|----------------------|-------|---|---|------------|---|----|----|----|--|
| DIE<br>ROLL          | RANGE |   |   | 4-9-16-31- |   |    | 50 |    |  |
|                      | 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- |   | 3 8 15 |   |   |   |   |   |
| ROLL                    | 0 | 1     | 2 | 3      | 4 | 5 | 6 | 7 | 8 |
| 1                       | 4 | 4     | 4 | 3      | 1 | 1 |   |   |   |
| 2                       | 4 | 4     | 4 | 2      | 1 | 0 |   |   |   |
| 3                       | 4 | 4     | 4 | 1      | 0 | 0 |   |   |   |
| 4                       | 4 | 4     | 3 | 0      | 0 | 0 |   |   |   |
| 5                       | 4 | 3     | 2 | 0      | 0 | 0 |   |   |   |
| 6                       | 3 | 3     | 1 | 0      | 0 | 0 |   |   |   |

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

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



THE FORWARD PHASERS CAN FIRE INTO THE ROW  
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.  
SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE {D2.32}.

$$FX = L + LF + RF + R$$

⑥ = ERRATIC MANEUVER WARP COST

**5 = HET COST**

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

# KLINGON DSM MINESWEEPER

**CNTR**

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = DSM     |
| POINT VALUE     | = 115/100 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R3.58   |
| Y175 REFIT      | = +2      |

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

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

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

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

| ADMINISTRATIVE SHUTTLES |            |       |  |  |     |  |
|-------------------------|------------|-------|--|--|-----|--|
| IDENT                   | HIT POINTS | NOTES |  |  |     |  |
|                         |            |       |  |  |     |  |
|                         |            |       |  |  |     |  |
|                         |            |       |  |  |     |  |
|                         |            |       |  |  | MSS |  |
|                         |            |       |  |  | MSS |  |

THIS SHIP HAS ONE SHUTTLE BAY.

|  |  |  |  |   |   |   |   |
|--|--|--|--|---|---|---|---|
|  |  |  |  | D | D | D | D |
|--|--|--|--|---|---|---|---|

LIMITED AEGIS SYSTEM  
CONTROLS PH-3s.

| TYPE I OFFENSIVE PHASE TABLE |       |   |   |   |   |   |   |   |   |   |   |    |
|------------------------------|-------|---|---|---|---|---|---|---|---|---|---|----|
| DIE<br>ROLL                  | RANGE |   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|                              | 0     | 1 |   |   |   |   |   |   |   |   |   |    |
| 1                            | 1     | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 1  |
| 2                            | 8     | 7 | 6 | 5 | 5 | 4 | 3 | 1 | 0 | 0 | 0 | 0  |
| 3                            | 7     | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 | 0 | 0  |
| 4                            | 6     | 4 | 4 | 4 | 4 | 3 | 2 | 0 | 0 | 0 | 0 | 0  |
| 5                            | 5     | 4 | 4 | 4 | 3 | 3 | 1 | 0 | 0 | 0 | 0 | 0  |
| 6                            | 4     | 4 | 3 | 3 | 2 | 2 | 0 | 0 | 0 | 0 | 0 | 0  |

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

**DRONE RACKS**

|   |  |  |  |  |   |  |   |
|---|--|--|--|--|---|--|---|
| 1 |  |  |  |  | A |  | B |
| 2 |  |  |  |  | A |  | B |

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

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

PH-1-FX 112 TRAC BRDG PRB EMER SCTY TRAN LAB

TRAC EMER SCTY TRAN LAB

SHIELD #2

SHIELD #6

9 SHIELD #5

DAM CON 4 2 2 2 0

EX DAM

SHIELD #3

PH-2 RF LR

PH-3 SCTY TRAN PH-2 RF LR

PH-3 PH-3

AFT HULL

IMP APR TRAC SHTL

IMP APR TRAC SHTL

DRONE 1 2

MINES 1 2

MINES 3 4

R WARP

SHIELD #3

[illegible]

THE FORWARD PHASERS CAN FIRE INTO THE ROW  
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE {D2.33}.

$$EX = L + LF + RF + R$$

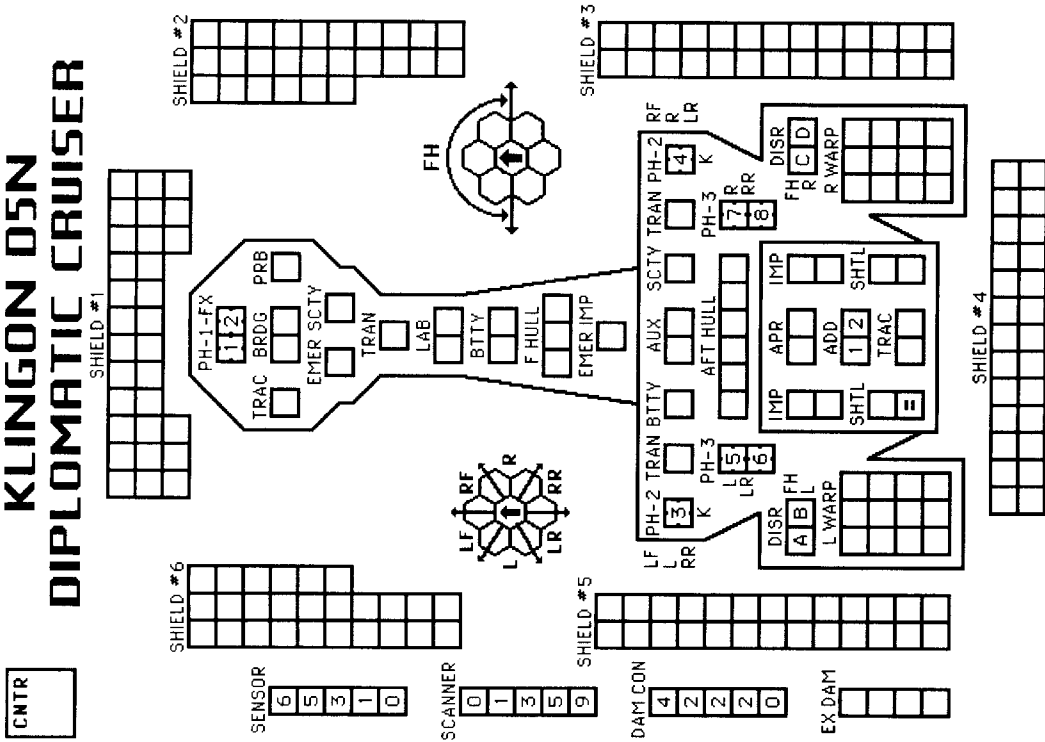
⑥ = ERRATIC MANEUVER WARP COST

**5 = HET COST**

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

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

$$F_X = L + LF + RF + R$$



# KLINGON D55 SCOUT CRUISER

|      |  |
|------|--|
| CNTR |  |
|------|--|

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | D55     |
| POINT VALUE     | 120/100 |
| BREAKDOWN       | 5-6     |
| SHIELD COST     | 1+1     |
| LIFE SUPPORT    | 1       |
| SIZE CLASS      | 3       |
| REFERENCE       | R3.61   |
| Y175 REFIT      | +2      |

[illegible][illegible][illegible]

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

### TYPE II PHASER TABLE

| DIE RANGE |                 | 4-9-16-31-<br>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 |                                       |  |

### SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED  
ON "TORPEDO" DAMAGE POINTS.

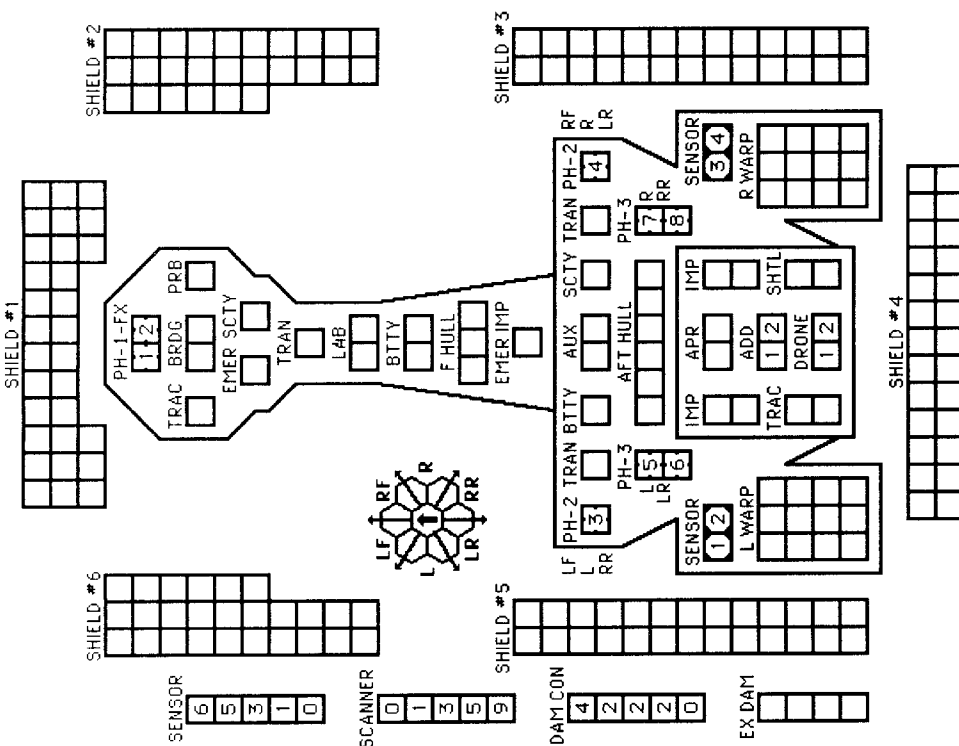
| TURN MODE |   | SPEED |
|-----------|---|-------|
| B         | 1 | 2-5   |
|           | 2 | 6-10  |
|           | 3 | 11-15 |
| HET       | 4 | 16-21 |
|           | 5 | 22-28 |
| BD        | 6 | 29+   |

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

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

[illegible]

LIMITED AEGIS SYSTEM  
CONTROLS PH-3s AND ADDs.

$$FX = L + LF + RF + R$$


THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).  
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

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

## KLINGON D5V LIGHT CARRIER

CNTR

## CREW UNITS

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## TRANSPORTER BOMBS

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## BOARDING PARTIES

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## DECK CREWS

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## PROBES

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## LIMITED AEGIS SYSTEM

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## CONTROLS PH-3s

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 30    |            |       |
| 40    |            |       |

## SHIP DATA TABLE

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## K REFIT

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## 1 UIM STANDARD

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## TURN MODE

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## SPEED

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## HET

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## BD

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## 29+

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## THIS SHIP CAN

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## CONTROL A

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## NUMBER OF

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## SEEKING WEAPONS

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## EQUAL TO DOUBLE

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## ITS SENSOR

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## RATING

| TYPE            | POINT VALUE | BREAKDOWN | LIFE SUPPORT | SIZE CLASS | REFERENCE |
|-----------------|-------------|-----------|--------------|------------|-----------|
| D5V             | 115/103     | 5-6       | 1+1          | 3          | R3.62     |
| SHIP DATA TABLE |             |           |              |            |           |

## TYPE I OFFENSIVE PHASER TABLE

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

## TYPE II PHASER TABLE

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

## TYPE III DEFENSE PHASER

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

## HIT &amp; RUN

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

## DERFACS

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

## DISRUPTOR TABLE

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

## Z-Y FIGHTERS

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

## 2xPh-3-FA

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

## DFR = 4

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

## CRIPPLED = 8

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

## SPEED = 15

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

## Z-YB ONLY

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

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

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

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

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

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

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

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

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

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

| ADMINISTRATIVE SHUTTLES |            |  |  |  |       |  |  |  |  |
|-------------------------|------------|--|--|--|-------|--|--|--|--|
| IDENT                   | HIT POINTS |  |  |  | NOTES |  |  |  |  |
|                         |            |  |  |  |       |  |  |  |  |
|                         |            |  |  |  |       |  |  |  |  |

|      |  |
|------|--|
| CNTR |  |
|------|--|

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = RKL   |
| POINT VALUE     | = 110   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.63 |
| Y175 REFIT      | = +2    |
| UIM REFIT       | = +5    |

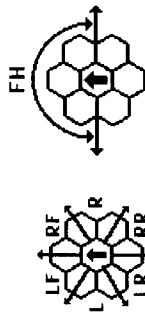
[illegible][illegible]

| DRONE RACKS |  |  |  |  |  |  |  |  |  | PROBES |  |  |  |   |
|-------------|--|--|--|--|--|--|--|--|--|--------|--|--|--|---|
| 1           |  |  |  |  |  |  |  |  |  | A      |  |  |  | B |
| 2           |  |  |  |  |  |  |  |  |  | A      |  |  |  | B |

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

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

| HIT & RUN |                          | TURN MODE |   | SPEED |  |
|-----------|--------------------------|-----------|---|-------|--|
| UIM       | <input type="checkbox"/> | B         | 1 | 2-5   |  |
| DERFACS   | <input type="checkbox"/> | HET       | 3 | 6-10  |  |
|           |                          |           | 4 | 11-15 |  |
|           |                          | BD        | 5 | 16-21 |  |
|           |                          |           | 6 | 22-28 |  |
|           |                          |           |   | 29+   |  |


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

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

**5 = HET COST**

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

[illegible]

CNTR

| SHIP DATA TABLE |               |
|-----------------|---------------|
| TYPE            | = F6          |
| POINT VALUE     | = 108         |
| BREAKDOWN       | = 4-6         |
| SHIELD COST     | = $1/2 + 1/2$ |
| LIFE SUPPORT    | = $1/2$       |
| SIZE CLASS      | = 4           |
| REFERENCE       | = R3.64       |

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

HIT & RUN  
UIM ☐  
DERFACS ☐

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

ANTI-DRONES

SEE (D23.0) FOR SHOCK DAMAGE.

| ADMINISTRATIVE SHUTTLE |            |       |  |
|------------------------|------------|-------|--|
| IDENT                  | HIT POINTS | NOTES |  |
|                        |            |       |  |
|                        |            |       |  |

[illegible]

T-BOMBS 

|  |  |
|--|--|
|  |  |
|  |  |

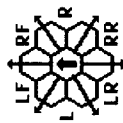
|  |  |
|--|--|
|  |  |
|  |  |

[illegible]

**SHIP WAS BUILT WITH TYPE-B DRONE RACKS AND INCORPORATES BREFIT.**

## TYPE I OFFENSIVE PHASER TABLE

| DIE<br>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 | 4             | 4 | 4 | 4 | 3 | 1  | 0  | 0  | 0  |  |  |  |
| 4           | 6     | 4 | 4             | 4 | 4 | 3 | 2 | 0  | 0  | 0  | 0  |  |  |  |
| 5           | 5     | 4 | 4             | 4 | 3 | 3 | 1 | 0  | 0  | 0  | 0  |  |  |  |
| 6           | 4     | 4 | 3             | 3 | 2 | 2 | 0 | 0  | 0  | 0  | 0  |  |  |  |


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

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

## DISRUPTOR TABLE

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

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

# KLINGON E5 BATTLE ESCORT

CNTR

| ADMINISTRATIVE SHUTTLE |            |       |  |
|------------------------|------------|-------|--|
| IDENT                  | HIT POINTS | NOTES |  |
|                        |            |       |  |
|                        |            |       |  |
|                        |            |       |  |
|                        |            |       |  |
|                        |            |       |  |
|                        |            |       |  |
|                        |            |       |  |

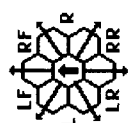
| TRANSPORTER BOMBS |  |  |  |
|-------------------|--|--|--|
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |

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

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

| TYPE I OFFENSIVE PHASER TABLE |   |   |   |   |   |   |   |   |   |   |    |    |
|-------------------------------|---|---|---|---|---|---|---|---|---|---|----|----|
| DIE RANGE                     | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| ROLL                          | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 1                             | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 0  | 0  |
| 2                             | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 0 | 0  | 0  |
| 3                             | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0  | 0  |
| 4                             | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0  | 0  |
| 5                             | 5 | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0  | 0  |
| 6                             | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0  |

| TYPE II PHASER TABLE |   |   |   |   |   |   |   |   |   |   |    |    |
|----------------------|---|---|---|---|---|---|---|---|---|---|----|----|
| DIE RANGE            | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| ROLL                 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 1                    | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0  | 0  |
| 2                    | 5 | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0  | 0  |
| 3                    | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0  |
| 4                    | 3 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0  |
| 5                    | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0  |
| 6                    | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0  |



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

## DISRUPTOR TABLE

| RANGE          | 0   | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  | 11  | 12  | 13  | 14  | 15  | 16  | 17  | 18  | 19  | 20  | 21  | 22  | 23  | 24  | 25  | 26  | 27  | 28  | 29  | 30  |
|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| HIT (STD)      | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT (UIM)      | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT (OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 |
| HIT (OL/UIM)   | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 |
| DAMAGE, STD    | 0   | 5   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   |
| DAMAGE, OULD   | 10  | 10  | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 8   |

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

| SPEED    |     |     |   |       |       |   |       |       |    | ⑤ = 175 ENERGY POINT PER HIKER |       |    |       |       |    |       |       |    |       | ⑥ = NET GUST |    |       |       |    |       |       |    |       |       | ⑦ = EKKATIC MANEUVER WARP LUSI |  |  |  |  |  |  |  |  |  |
|----------|-----|-----|---|-------|-------|---|-------|-------|----|--------------------------------|-------|----|-------|-------|----|-------|-------|----|-------|--------------|----|-------|-------|----|-------|-------|----|-------|-------|--------------------------------|--|--|--|--|--|--|--|--|--|
| 1        | 2   | 3   | 4 | 5     | 6     | 7 | 8     | 9     | 10 | 11                             | 12    | 13 | 14    | 15    | 16 | 17    | 18    | 19 | 20    | 21           | 22 | 23    | 24    | 25 | 26    | 27    | 28 | 29    | 30    |                                |  |  |  |  |  |  |  |  |  |
| Standard | 1   | 1   | 2 | 2     | 2     | 3 | 3     | 3     | 4  | 4                              | 4     | 4  | 5     | 5     | 5  | 6     | 6     | 6  | 7     | 7            | 7  | 8     | 8     | 8  | 9     | 9     | 9  | 10    | 10    |                                |  |  |  |  |  |  |  |  |  |
| Fract.   | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3  | 3 1/3                          | 3 2/3 | 4  | 4 1/3 | 4 2/3 | 5  | 5 1/3 | 5 2/3 | 6  | 6 1/3 | 6 2/3        | 7  | 7 1/3 | 7 2/3 | 8  | 8 1/3 | 8 2/3 | 9  | 9 1/3 | 9 2/3 | 10                             |  |  |  |  |  |  |  |  |  |

PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = C85     |
| POINT VALUE     | = 253/228 |
| BREAKDOWN       | = 3-6     |
| SHIELD COST     | = 1+3     |
| LIFE SUPPORT    | = 1+1/2   |
| SIZE CLASS      | = 2       |
| REFERENCE       | = R3.70   |

[illegible][illegible]

|                   |   |   |   |   |   |   |
|-------------------|---|---|---|---|---|---|
| TRANSPORTER BOMBS | D | D | D | D | D | D |
| PROBES            |   |   |   |   |   | 5 |

[illegible]

| TYPE I OFFENSIVE PHASE TABLE |       |                                            |   |   |   |   |   |   |    |    |    |    |
|------------------------------|-------|--------------------------------------------|---|---|---|---|---|---|----|----|----|----|
| DIE<br>ROLL                  | RANGE | 6-9-15-16-26-51-<br>6-9-15-16-26-51-<br>75 |   |   |   |   |   |   |    |    |    |    |
|                              |       | 1                                          | 2 | 3 | 4 | 5 | 6 | 9 | 15 | 16 | 26 | 51 |
| 1                            | 9     | 8                                          | 7 | 6 | 5 | 4 | 3 | 2 | 1  |    |    |    |
| 2                            | 8     | 7                                          | 6 | 5 | 4 | 3 | 2 | 1 |    |    |    |    |
| 3                            | 7     | 5                                          | 4 | 4 | 3 | 1 | 0 | 0 |    |    |    |    |
| 4                            | 6     | 4                                          | 4 | 4 | 3 | 2 | 0 | 0 | 0  | 0  | 0  | 0  |
| 5                            | 4     | 4                                          | 4 | 3 | 3 | 1 | 0 | 0 | 0  | 0  | 0  | 0  |
| 6                            | 4     | 3                                          | 3 | 2 | 2 | 0 | 0 | 0 | 0  | 0  | 0  | 0  |

| TYPE II PHASE TABLE |       |   |   |   |   | TYPE III DEFENSE |   |
|---------------------|-------|---|---|---|---|------------------|---|
| DIE ROLL            | RANGE | 0 | 1 | 2 | 3 | 4                | 5 |
| 1                   | 6     | 5 | 4 | 3 | 2 | 1                | 1 |
| 2                   | 6     | 5 | 4 | 2 | 1 | 1                | 0 |
| 3                   | 6     | 4 | 4 | 1 | 1 | 0                | 0 |
| 4                   | 5     | 4 | 3 | 1 | 0 | 0                | 0 |
| 5                   | 4     | 4 | 3 | 1 | 0 | 0                | 0 |
| 6                   | 5     | 3 | 3 | 0 | 0 | 0                | 0 |

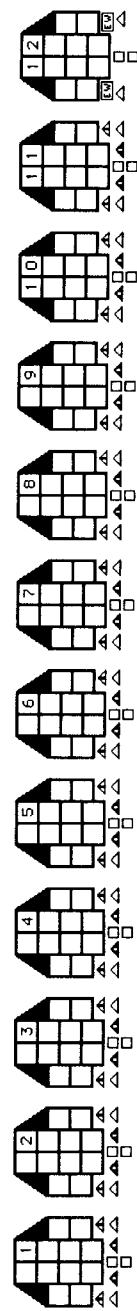
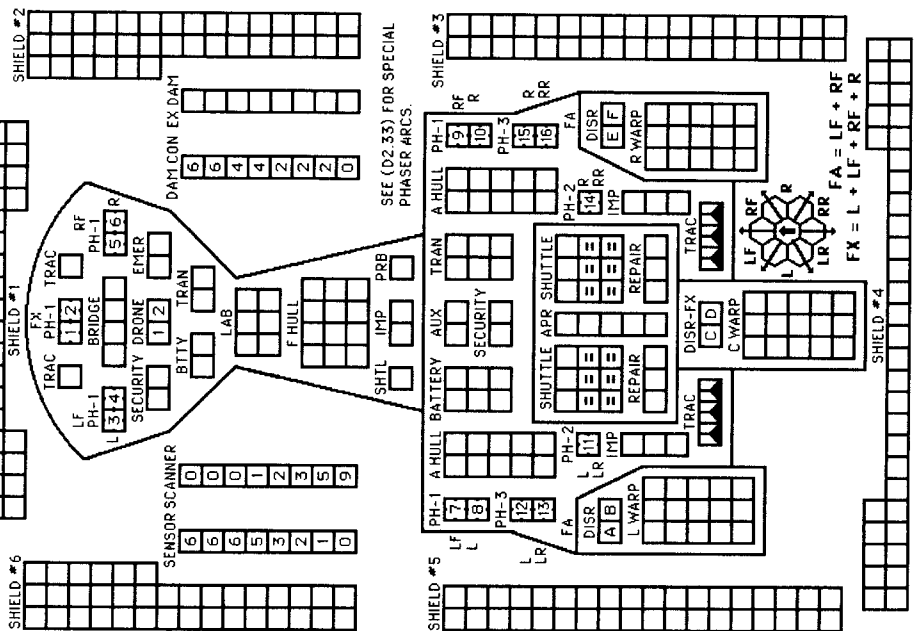
| DISRUPTOR TABLE |     |     |     |     |     |      |       |       |       |
|-----------------|-----|-----|-----|-----|-----|------|-------|-------|-------|
| RANGE           | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-20 | 21-30 | 31-40 |
| HIT (STD)       | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   |       |       |
| HIT (UIN)       | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   |       |       |
| HIT(DERFCS)     | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   |       |       |
| HIT(OVERLOAD)   | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | NA    |       |       |
| HIT(OL/UIN)     | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | 1-5  | NA    |       |       |
| DAMAGE STD      | 0   | 5   | 4   | 4   | 3   | 3    |       |       |       |
| DAMAGE COUNT    | 10  | 10  | 8   | 8   | 6   | 6    | 0     |       |       |

Z-Y FIGHTERS  
2xPh-3 -FA  
DFR = 4  
CRIPPLED = 8  
SPEED = 15

Z-YB ONLY 

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

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



# KLINGON C9A STASIS DREADNOUGHT

THIS SHIP INCLUDED THE B, K, AND  
Y175 REFITS INTO ITS DESIGN.

| DIE TARGET TABLE |       |            |   |   |   |   |    |    |    |  |  |
|------------------|-------|------------|---|---|---|---|----|----|----|--|--|
| DIE<br>ROLL      | RANGE | 4-9-16-31- |   |   |   |   |    |    |    |  |  |
|                  |       | 0          | 1 | 2 | 3 | 8 | 15 | 30 | 50 |  |  |
| 1                | 6     | 5          | 4 | 3 | 2 | 1 | 1  |    |    |  |  |
| 2                | 6     | 5          | 4 | 2 | 1 | 1 | 0  |    |    |  |  |
| 3                | 6     | 4          | 4 | 1 | 1 | 0 | 0  |    |    |  |  |
| 4                | 5     | 4          | 3 | 1 | 0 | 0 | 0  |    |    |  |  |
| 5                | 5     | 4          | 3 | 0 | 0 | 0 | 0  |    |    |  |  |
| 6                | 5     | 3          | 3 | 0 | 0 | 0 | 0  |    |    |  |  |

SEE (G16.52) FOR  
DAMAGE TO STANIS  
FIELD GENERATOR.

| DISK I/O FOR TABLE |     |     |     |     |     |      |       |
|--------------------|-----|-----|-----|-----|-----|------|-------|
| RANGE              | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 |
| HIT (STD)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   |
| HIT (UIN)          | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   |
| HIT(OERFACS)       | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   |
| HIT(OVERLOAD)      | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    |
| HIT(OL/UIN)        | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    |
| DAMAGE, STD        | 0   | 5   | 4   | 4   | 3   | 3    | 2     |
| DAMAGE, OULD       | 0   | 10  | 8   | 8   | 6   | 0    | 0     |

| WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY |       |   |       |   |       |   |        |    |        |    |
|--------------------------------------------|-------|---|-------|---|-------|---|--------|----|--------|----|
| SPEED                                      | 1     | 2 | 3     | 4 | 5     | 6 | 7      | 8  | 9      | 10 |
| Standard                                   | 2     | 3 | 5     | 6 | 8     | 9 | 11     | 12 | 14     | 15 |
| Fract.                                     | 1 1/2 | 3 | 4 1/2 | 6 | 7 1/2 | 9 | 10 1/2 | 12 | 13 1/2 | 15 |

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = C9A   |
| POINT VALUE     | = 231   |
| BREAKDOWN       | = 3-6   |
| SHIELD COST     | = 1+3   |
| LIFE SUPPORT    | = 1+1/2 |
| SIZE CLASS      | = 2     |
| REFERENCE       | = R3.71 |

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

| ANTI-DRONE TABLE |   |     |     |       |
|------------------|---|-----|-----|-------|
| RANGE            | 0 | 1   | 2   | 3 4*  |
| IT*              | - | 1-2 | 1-3 | 1-4 - |

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

|     |       |  |
|-----|-------|--|
| -30 | 31-40 |  |
| -2  | 1-2   |  |
| -2  | 1-2   |  |
| -3  | 1-2   |  |
| NA  | NA    |  |
| NA  | NA    |  |

The map shows the USS Enterprise-D with the following layout:

- Shields:** SHIELD #1 (top), SHIELD #2 (bottom), SHIELD #3 (left), SHIELD #4 (right).
- Central Area:**
  - TRAC PH-1 TRAC (top center)
  - PH-1-LF (left of center)
  - BRIDGE (center)
  - PH-1-RF (right of center)
  - L 314 (left of center)
  - SECURITY SFG-FA ENER (center)
  - BITTY TRAN (bottom center)
  - LAB (left of center)
  - F HULL (right of center)
- Left Side:**
  - PH-1 A HULL BATTERY (top left)
  - AUX (middle left)
  - SECURITY (bottom left)
  - PH-2 (far left)
  - IMP (middle left)
  - DRONE (bottom left)
  - SHUTTLE (far left)
- Right Side:**
  - PH-1 A HULL PH-1 (top right)
  - PH-2 (middle right)
  - PRB (bottom right)
  - DISR-FX (far right)
  - C WARP (bottom right)
- Bottom:**
  - PH-1 A HULL (bottom left)
  - PH-2 (bottom center)
  - PH-1 (bottom right)
- Legend:**
  - FA = LF + RF
  - FX = L + LF + RF + R

| ⑥ = ERRATIC MANEUVER WARP COST |     |    |     |    |     |    |     |    |     |    |     |    |  |  |
|--------------------------------|-----|----|-----|----|-----|----|-----|----|-----|----|-----|----|--|--|
| 18                             | 19  | 20 | 21  | 22 | 23  | 24 | 25  | 26 | 27  | 28 | 29  | 30 |  |  |
| 27                             | 29  | 30 | 32  | 33 | 35  | 36 | 38  | 39 | 41  | 42 | 44  | 45 |  |  |
| 27                             | 28½ | 30 | 31½ | 33 | 34½ | 36 | 37½ | 39 | 40½ | 42 | 43½ | 45 |  |  |

[illegible]
$$FX = L + LF + RF + R$$

| RANGE          | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 | 31-40 |
|----------------|-----|-----|-----|-----|-----|------|-------|-------|-------|
| HIT (STD)      | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-2   | 1-2   |
| HIT (UIM)      | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   | 1-2   | 1-2   |
| HIT (DEFACS)   | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   | 1-3   | 1-2   |
| HIT (OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    | NA    | NA    |
| HIT (OL/UIM)   | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    | NA    | NA    |
| DAMAGE, STD    | 0   | 5   | 4   | 4   | 3   | 3    | 2     | 2     | 1     |
| DAMAGE, OULD   | 10  | 10  | 8   | 8   | 6   | 0    | 0     | 0     | 0     |

# KLINGON C7A HEAVY STASIS BATTLECRUISER

[illegible]

|      |  |
|------|--|
| CNTR |  |
|------|--|

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = MDS   |
| POINT VALUE     | = 118   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R3.75 |
| K REFIT         | = +2    |

PHOTOGRAPHIC  
LIMITED AEGIS SYSTEM  
CONTROLS PH-3s AND ADDS.

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

| TYPE III DEFENSE PHASER |   | DIE RANGE |   |   |   |      |
|-------------------------|---|-----------|---|---|---|------|
| ROLL                    | 0 | 1         | 2 | 3 | 4 | 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 | 4         | 3 | 2 | 0 | 0    |
| 6                       | 3 | 3         | 1 | 0 | 0 | 0    |

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.  
SEE (D23.0) FOR SHOCK DAMAGE.  
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

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

[illegible][illegible]

|  |  |  |  |   |   |   |   |
|--|--|--|--|---|---|---|---|
|  |  |  |  | D | D | D | D |
|--|--|--|--|---|---|---|---|

| ANTI-DRONES |  |  |  |  |  |
|-------------|--|--|--|--|--|
| 1           |  |  |  |  |  |
| 2           |  |  |  |  |  |

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

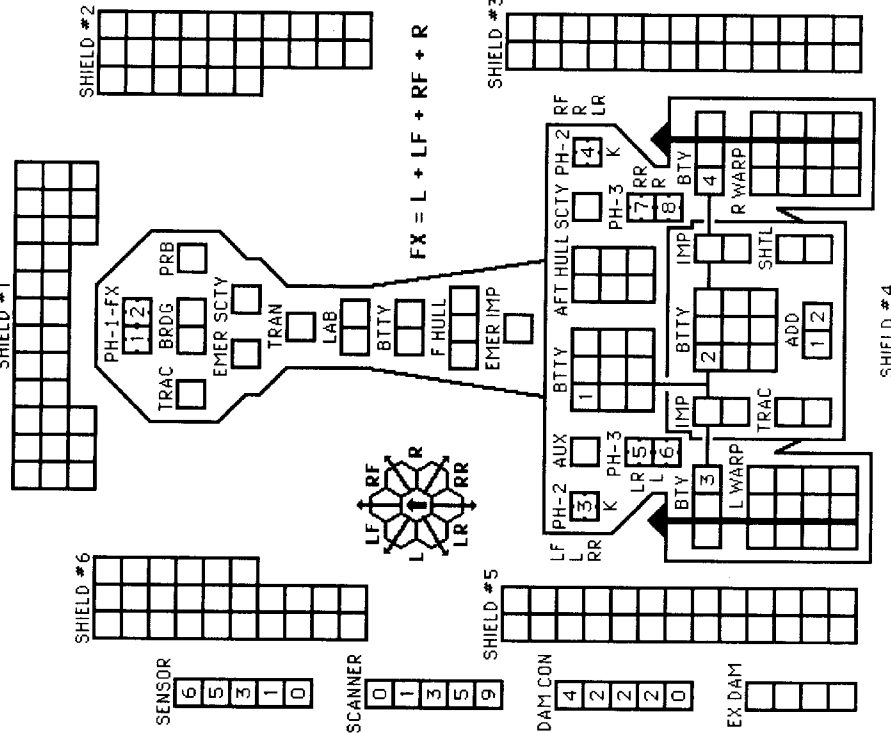
| DIE<br>ROLL | RANGE<br>0 1 2 | 4-9-16-31-<br>8 15 30 50 |
|-------------|----------------|--------------------------|
| 1           | 6 5 5          | 4 3 2 1 1                |
| 2           | 6 5 4          | 4 2 1 1 0                |
| 3           | 6 4 4          | 4 1 1 0 0                |
|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

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

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

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

|                                  | 20              | 21 | 22               | 23               | 24 | 25               | 26               | 27 | 28               | 29               | 30 |
|----------------------------------|-----------------|----|------------------|------------------|----|------------------|------------------|----|------------------|------------------|----|
| (6) = ERRATIC MANUEVER WARP COST |                 |    |                  |                  |    |                  |                  |    |                  |                  |    |
|                                  | 14              | 14 | 15               | 16               | 16 | 17               | 18               | 18 | 19               | 20               | 20 |
|                                  | 3 $\frac{1}{2}$ | 14 | 14 $\frac{1}{2}$ | 15 $\frac{1}{2}$ | 16 | 16 $\frac{1}{2}$ | 17 $\frac{1}{2}$ | 18 | 18 $\frac{1}{2}$ | 19 $\frac{1}{2}$ | 20 |



THE FORWARD PHASERS CAN FIRE INTO THE ROW  
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).  
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).  
PHASER - 3s MARKED "K" ARE PH-1s ON THE K-REFIT.

# KLINGON AD6 HEAVY ESCORT CRUISER

| ADMINISTRATIVE SHUTTLES |            |       |
|-------------------------|------------|-------|
| IDENT                   | HIT POINTS | NOTES |
|                         |            |       |
|                         |            |       |

|            |  |   |  |  |  |  |  |  |    |
|------------|--|---|--|--|--|--|--|--|----|
| CREW UNITS |  | * |  |  |  |  |  |  | 10 |
|            |  |   |  |  |  |  |  |  | 20 |
|            |  |   |  |  |  |  |  |  | 30 |
|            |  |   |  |  |  |  |  |  | 40 |
|            |  |   |  |  |  |  |  |  |    |

[illegible]

| DECK CREWS | PROBES |
|------------|--------|
| 2          | 5      |

[illegible]

ANTI-DRONES ALWAYS HAD 12 ROUNDS.

### TYPE I OFFENSIVE PHASER TABLE

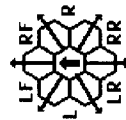
| DIE<br>ROLL | RANGE | 6-9-16-26-51-75 |   |   |   |   |   |   |    |    |    |
|-------------|-------|-----------------|---|---|---|---|---|---|----|----|----|
|             |       | 0               | 1 | 2 | 3 | 4 | 5 | 8 | 15 | 25 | 50 |
| 1           | 9     | 8               | 7 | 6 | 5 | 5 |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

THIS SHIP CAN  
CONTROL 4  
NUMBER OF  
SEEKING WEAPONS  
EQUAL TO DOUBLE  
ITS SENSOR  
RATING.

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

### TYPE II PHASER TABLE

| DIE ROLLER TABLE |       |   |            |   |            |    |            |    |  |
|------------------|-------|---|------------|---|------------|----|------------|----|--|
| DIE<br>ROLL      | RANGE |   | 4-9-16-31- |   | 4-9-16-31- |    | 4-9-16-31- |    |  |
|                  | 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  |  |


$$FA = LF + RF$$

## ANTI-DRONE TARIFF

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

MOVEMENT COST = 1

NET COST = 5

FM COST = 6

## DRONE RACKS

[illegible]

THIRD RELOAD IS ENTIRELY ADS

| SHIP DATA TABLE     |         |
|---------------------|---------|
| TYPE                | = AD6   |
| POINT VALUE         | = 119   |
| BREAKDOWN           | = 5-6   |
| SHIELD COST         | = 1+1   |
| LIFE SUPPORT        | = 1     |
| SIZE CLASS          | = 3     |
| REFERENCE           | = R3.76 |
| K REFIT             | = +3    |
| INCLUDES FULL AEGIS |         |

**CNTR**

SENSOR

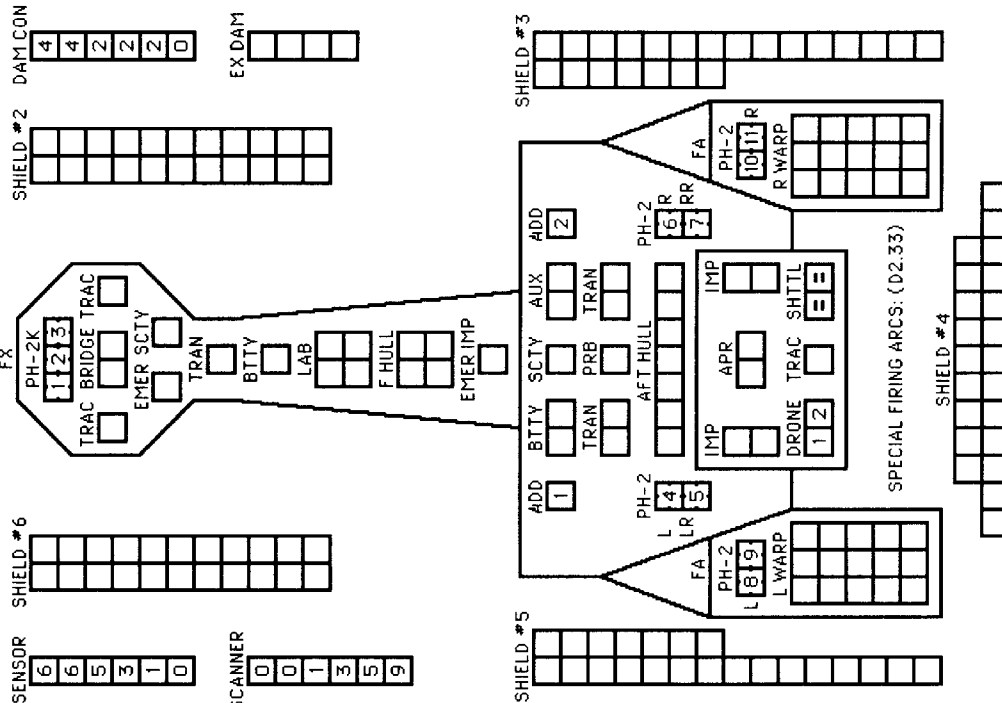
|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 6 | 6 | 5 | 3 | 1 | 0 |
|---|---|---|---|---|---|

SCANNER 001359

[illegible][illegible]

|           |   |   |   |   |   |   |  |
|-----------|---|---|---|---|---|---|--|
| SHIELD #2 |   |   |   |   |   |   |  |
| DAMCON    | 4 | 4 | 2 | 2 | 2 | 0 |  |

|    |    |  |  |  |  |
|----|----|--|--|--|--|
| EX | DA |  |  |  |  |
|----|----|--|--|--|--|



PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

# KLINGON F5E COMBAT ESCORT

CNTR

| SHIP DATA TABLE        |           |
|------------------------|-----------|
| TYPE                   | = F5E     |
| POINT VALUE            | = 90      |
| BREAKDOWN              | = 4-6     |
| SHIELD COST            | = 1/2+1/2 |
| LIFE SUPPORT           | = 1/2     |
| SIZE CLASS             | = 4       |
| REFERENCE              | = R3.77   |
| K REFIT                | = +2      |
| INCLUDES LIMITED AEGIS |           |

| SHIP DATA TABLE     |         |
|---------------------|---------|
| TYPE                | = AF5   |
| POINT VALUE         | = 100   |
| REFERENCE           | = R3.78 |
| K REFIT             | = +2    |
| INCLUDES FULL AEGIS |         |
| INCLUDES Y175 REFIT |         |

## ADMINISTRATIVE SHUTTLE

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |

THIS SHIP HAS ONE SHUTTLE BAY.

## BOARDING PARTIES

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

## TRANSPORTER BOMBS

|   |   |
|---|---|
| D | D |
|---|---|

## DECK CREWS

|   |  |  |  |  |  |   |
|---|--|--|--|--|--|---|
| 2 |  |  |  |  |  | 5 |
|---|--|--|--|--|--|---|

## PROBES

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

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

## TYPE I OFFENSIVE PHASER TABLE

| DIE RANGE | 4-9 | 10-15 | 16-25 | 26-30 | 31-35 | 36-40 |
|-----------|-----|-------|-------|-------|-------|-------|
| ROLL 0    | 1   | 2     | 3     | 4     | 5     | 6     |
| 1         | 9   | 8     | 7     | 6     | 5     | 4     |
| 2         | 8   | 7     | 6     | 5     | 4     | 3     |
| 3         | 7   | 5     | 4     | 3     | 2     | 1     |
| 4         | 6   | 4     | 3     | 2     | 1     | 0     |
| 5         | 5   | 4     | 3     | 2     | 1     | 0     |
| 6         | 4   | 3     | 2     | 1     | 0     | 0     |

## TYPE II PHASER TABLE

| DIE RANGE | 4-9 | 10-15 | 16-25 | 26-30 | 31-35 | 36-40 |
|-----------|-----|-------|-------|-------|-------|-------|
| ROLL 0    | 1   | 2     | 3     | 4     | 5     | 6     |
| 1         | 6   | 5     | 4     | 3     | 2     | 1     |
| 2         | 5   | 4     | 3     | 2     | 1     | 0     |
| 3         | 4   | 3     | 2     | 1     | 0     | 0     |
| 4         | 3   | 2     | 1     | 0     | 0     | 0     |
| 5         | 2   | 1     | 0     | 0     | 0     | 0     |
| 6         | 1   | 0     | 0     | 0     | 0     | 0     |



FA = LF + RF  
RX = L + LR + RR + R

## TYPE III DEFENSE PHASER

| DIE RANGE | 4-9 | 10-15 | 16-25 | 26-30 | 31-35 | 36-40 |
|-----------|-----|-------|-------|-------|-------|-------|
| ROLL 0    | 1   | 2     | 3     | 4     | 5     | 6     |
| 1         | 4   | 4     | 3     | 2     | 1     | 0     |
| 2         | 4   | 4     | 3     | 2     | 1     | 0     |
| 3         | 4   | 4     | 3     | 2     | 1     | 0     |
| 4         | 4   | 4     | 3     | 2     | 1     | 0     |
| 5         | 4   | 3     | 2     | 1     | 0     | 0     |
| 6         | 3   | 2     | 1     | 0     | 0     | 0     |

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

## ANTI-DRONE TABLE

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

## DRONE RACKS

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

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

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

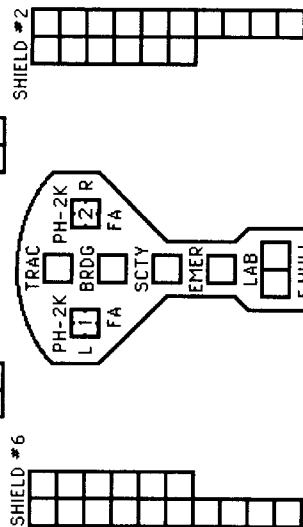
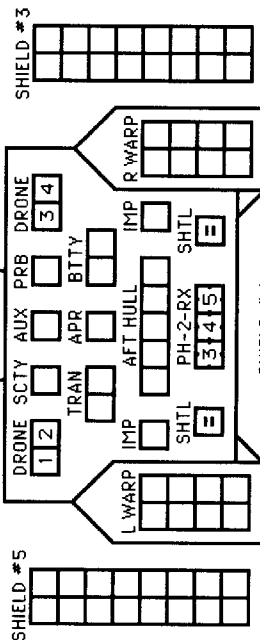
| SPEED    | 1   | 2 | 3     | 4 | 5     | 6 | 7     | 8 | 9     | 10 | 11    | 12 | 13    | 14 | 15    | 16 | 17    | 18 | 19    | 20 | 21     | 22 | 23     | 24 | 25     | 26 | 27     | 28 | 29     | 30 |
|----------|-----|---|-------|---|-------|---|-------|---|-------|----|-------|----|-------|----|-------|----|-------|----|-------|----|--------|----|-------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

⑥ = ERRATIC MANEUVER WARP COST

PHASER-2'S MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT.

SPECIAL FIRING ARCS: (D2.33)

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



# KLINGON E4D DRONE ESCORT

CNTR

## ADMINISTRATIVE SHUTTLE

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

THIS SHIP HAS ONE SHUTTLE BAY.

## TRANSPORTER BOMBS

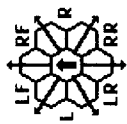
D D

## BOARDING PARTIES

6

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = E4D     |
| POINT VALUE     | = 63      |
| BREAKDOWN       | = 4-6     |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R3.79   |
| Y175 REFIT      | = +4      |

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



FA = LF + RF  
RX = L + LR + RR + R

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

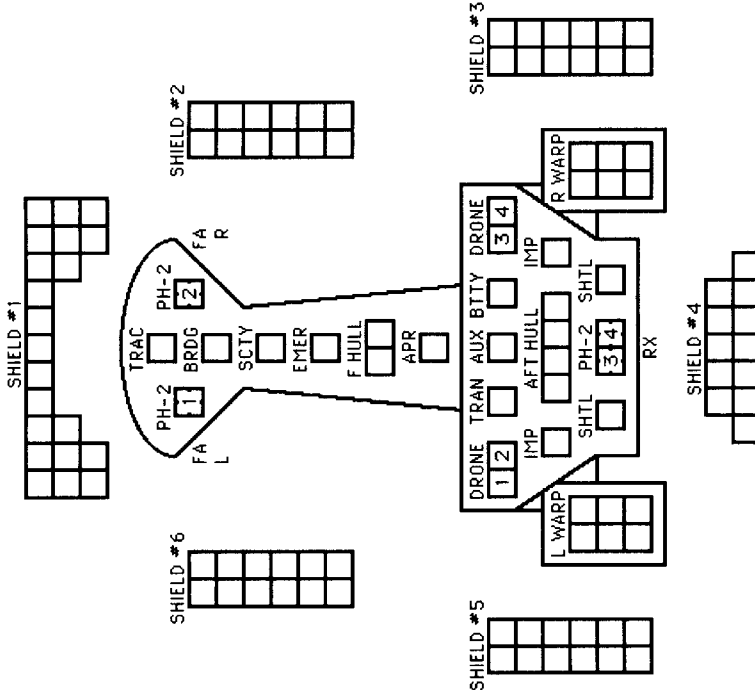
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)  
UNTIL THE Y175 REFIT, WHICH CONVERTED  
THESE TO TYPE-B DRONE RACKS (2 RELOADS)

## TYPE II PHASER TABLE

| DIE RANGE | 4-9 | 10-16 | 17-31 | 32-50 |
|-----------|-----|-------|-------|-------|
| ROLL 0    | 1   | 2     | 3     | 4     |
| 1         | 6   | 5     | 4     | 3     |
| 2         | 6   | 5     | 4     | 2     |
| 3         | 6   | 4     | 4     | 1     |
| 4         | 5   | 4     | 3     | 1     |
| 5         | 5   | 4     | 3     | 0     |
| 6         | 5   | 3     | 3     | 0     |

## TYPE III DEFENSE PHASER

| DIE RANGE | 4-9 | 10-16 | 17-31 | 32-50 |
|-----------|-----|-------|-------|-------|
| ROLL 0    | 1   | 2     | 3     | 4     |
| 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     |



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

SPECIAL FIRING ARCS: (D2.33)

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

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

# KLINGON E4V ESCORT CARRIER (ISF)

## KLINGON E3D DRONE ESCORT (ISF)

**CNTR**

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = E3D     |
| POINT VALUE     | = 40      |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R3.81   |
| V175 REFIT      | = +2      |

| CREW UNITS |  |   |  |  |    | ADMINISTRATIVE SHUTTLE |     |        |       |
|------------|--|---|--|--|----|------------------------|-----|--------|-------|
|            |  | * |  |  |    | IDEN                   | HIT | POINTS | NOTES |
|            |  |   |  |  | 10 |                        |     |        |       |

BOARDING PARTIES T-BOMBS

ANTI-DRONES  
1  
6 ROUNDS BEFORE Y175 REFIT.

| 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 |    |

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

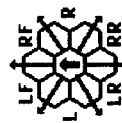
| TURN MODE | SPEED |
|-----------|-------|
| A 1       | 2-6   |
| HET 2     | 7-12  |
| 3         | 13-19 |
| 4         | 20-26 |
| BD 5      | 27+   |

**NIMBLE SHIP**

[illegible]

**E-RACKS ALWAYS HAD TWO RELOADS.**

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



$$FX = L + LF + RF + R$$

| SENSOR | SCANNER | DAM CON | EX DAM |
|--------|---------|---------|--------|
| 6530   | 0139    | 2220    |        |

THE PHASERS MAY FIRE INTO THE HEX ROW  
EXTENDING DIRECTLY BEHIND THE SHIP.  
SEE {D2.33}.

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

③ = ERRATIC MANEUVER WARP COST

**CNTR**

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = LB    |
| POINT VALUE     | = 150   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.30 |

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

| HELLBORE COMBAT RESOLUTION TABLE |     |    |     |     |      |       |       |  |  |  |  |
|----------------------------------|-----|----|-----|-----|------|-------|-------|--|--|--|--|
| RANGE                            | 0-1 | 2  | 3-4 | 5-8 | 9-15 | 16-22 | 23-40 |  |  |  |  |
| HIT*                             | 11  | 10 | 9   | 8   | 7    | 6     | 5     |  |  |  |  |
| BASE DAMAGE                      | 20  | 17 | 15  | 13  | 10   | 8     | 4     |  |  |  |  |
| O/L DAMAGE                       | 30  | 25 | 22  | 19  | 0    | 0     | 0     |  |  |  |  |

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

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

| CREW UNITS |  |   |  |  |    | ADMINISTRATIVE SHUTTLES |            |       |
|------------|--|---|--|--|----|-------------------------|------------|-------|
|            |  | * |  |  |    | IDEN                    | HIT POINTS | NOTES |
|            |  |   |  |  | 10 |                         |            |       |
|            |  |   |  |  | 20 |                         |            |       |
|            |  |   |  |  | 30 |                         |            |       |
|            |  |   |  |  | 40 |                         |            |       |

[illegible]

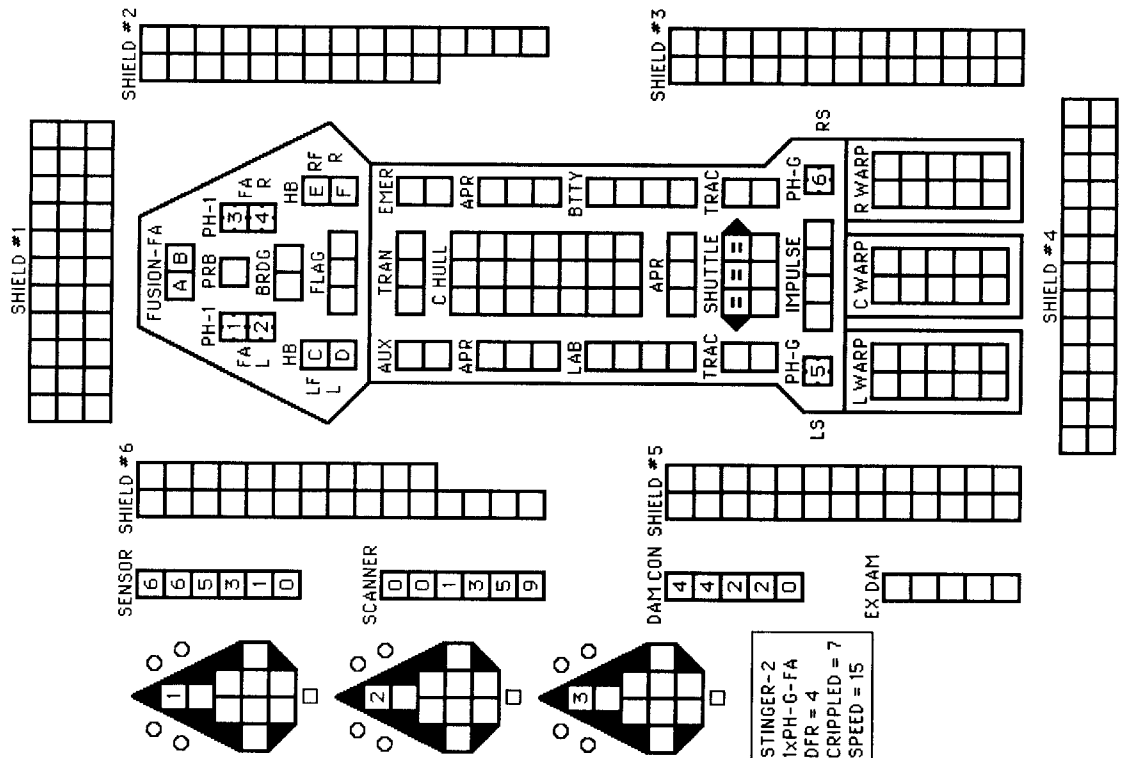
| DECK CREWS |  |   | PROBES |  |  |  |   |
|------------|--|---|--------|--|--|--|---|
|            |  | 3 |        |  |  |  | 5 |

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

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

| DIE<br>ROLL | RANGE<br>0-1 | 2 | 3-10 | 11-15 | 16-24 |
|-------------|--------------|---|------|-------|-------|
| 1           | 13           | 8 | 6    | 4     | 3     |
| 2           | 11           | 8 | 5    | 3     | 2     |
| 3           | 10           | 7 | 4    | 2     | 1     |
| 4           | 9            | 6 | 3    | 1     | 0     |
| 5           | 8            | 5 | 3    | 1     | 0     |
| 6           | 8            | 4 | 2    | 0     | 0     |

| FUSION OVERLOAD |       |    |   |   |   |   |
|-----------------|-------|----|---|---|---|---|
| DIE<br>ROLL     | RANGE |    | 1 | 2 | 3 | 8 |
|                 | 0     | 1  |   |   |   |   |
| 1               | 19    | 12 | 9 | 6 |   |   |
| 2               | 16    | 12 | 7 | 4 |   |   |
| 3               | 15    | 10 | 6 | 3 |   |   |
| 4               | 13    | 9  | 4 | 1 |   |   |
| 5               | 12    | 7  | 4 | 1 |   |   |
| 6               | 12    | 6  | 3 | 0 |   |   |



HYDRAN OUTRIDER  
SURVEY SHIP

CNTR

## CREW UNITS

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| 10    |            |       |
| 20    |            |       |
| 8     |            |       |
| 2     |            |       |
| 10    |            |       |

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | SR        |
| POINT VALUE     | = 105     |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R9.31   |
| PLUS REFIT      | = +10     |

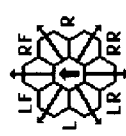
## TYPE I OFFENSIVE PHASER TABLE

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

## T-BOMBS

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |    |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|----|
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | </ |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|----|

SEE (R9.31A).



## TYPE II PHASER TABLE

| DIE RANGE                                  |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  | 4-9-16-31-100                                   |  |  |  |  |  |  |  |  |  |  |  |  |  |
|--------------------------------------------|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|-------------------------------------------------|--|--|--|--|--|--|--|--|--|--|--|--|--|
| ROLL 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  | 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 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 |   |   |   |   |   |          |   |   |   |   |   | DIE RANGE |   |    |    |   |   |          |    |    |   |   |   |  |
|-----------|---|---|---|---|---|----------|---|---|---|---|---|-----------|---|----|----|---|---|----------|----|----|---|---|---|--|
| 4-9       |   |   |   |   |   | 16-31    |   |   |   |   |   | 4-9       |   |    |    |   |   | 16-31    |    |    |   |   |   |  |
| DIE ROLL  | 0 | 1 | 2 | 3 | 4 | DIE ROLL | 0 | 1 | 2 | 3 | 4 | DIE ROLL  | 0 | 1  | 2  | 3 | 4 | DIE ROLL | 0  | 1  | 2 | 3 | 4 |  |
| 1         | 4 | 4 | 4 | 3 | 1 | 1        | 1 | 4 | 4 | 4 | 3 | 1         | 1 | 13 | 8  | 6 | 4 | 1        | 13 | 8  | 6 | 4 |   |  |
| 2         | 4 | 4 | 4 | 2 | 1 | 0        | 0 | 4 | 4 | 4 | 2 | 1         | 0 | 2  | 11 | 8 | 5 | 3        | 2  | 11 | 8 | 5 | 3 |  |
| 3         | 4 | 4 | 4 | 1 | 0 | 0        | 0 | 3 | 4 | 4 | 1 | 0         | 0 | 3  | 10 | 7 | 4 | 2        | 4  | 10 | 7 | 4 | 2 |  |
| 4         | 4 | 4 | 3 | 0 | 0 | 0        | 0 | 4 | 4 | 3 | 0 | 0         | 0 | 4  | 9  | 6 | 3 | 1        | 5  | 9  | 6 | 3 | 1 |  |
| 5         | 4 | 4 | 3 | 2 | 0 | 0        | 0 | 5 | 4 | 3 | 2 | 0         | 0 | 5  | 8  | 5 | 3 | 1        | 6  | 8  | 5 | 3 | 1 |  |
| 6         | 3 | 3 | 1 | 0 | 0 | 0        | 0 | 6 | 3 | 3 | 1 | 0         | 0 | 6  | 8  | 4 | 2 | 0        |    |    |   |   |   |  |

## FTR FUSION TABLE

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

## SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

## FIGHTERS AND DECK CREWS ADDED IN WARTIME.

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

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-2.

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

RA = LR + RR

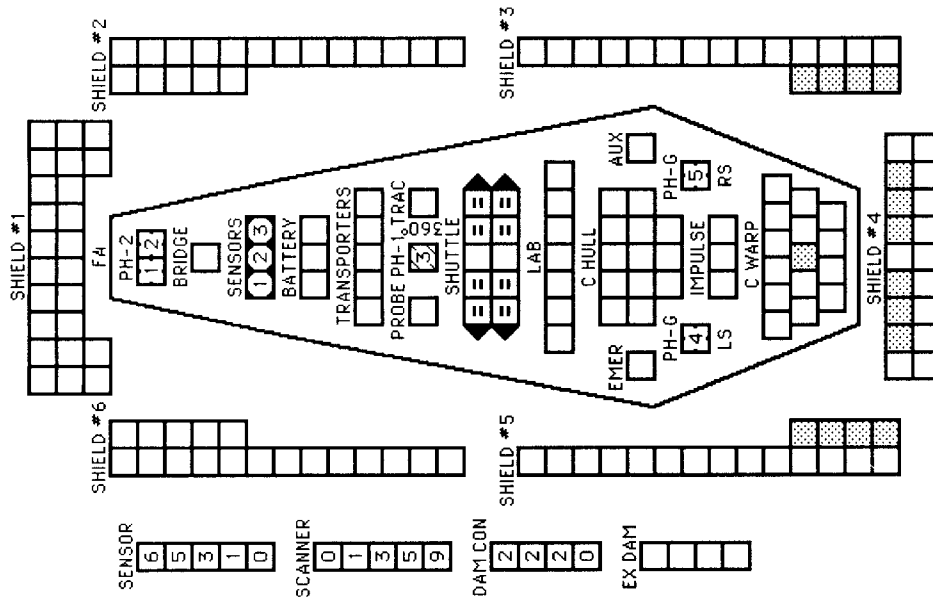
SRV BPV = +12

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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



# HYDRAN BARON LIGHT COMMAND CRUISER

# HYDRAN BARON LIGHT COMMAND CRUISER

The diagram illustrates the layout of the Hydran Baron Light Command Cruiser. The ship's hull is elongated with a pointed bow. The internal layout includes a central corridor with various rooms and systems. The bow section contains the HB-FA (A, B), FUSION-FA (C, D), PH-1 (1, 2), FA (1, 2), L (1, 2), BRIDGE (1, 2), PH-1 (3, 4), FA (3, 4), R (3, 4), PROBE, TRAN, APR, and FLAG. The central section contains the SHTL, CHULL, SHTL, LAB, PH-G, PH-G, RS, IMP, TRAC, and EMER. The stern section contains the L WARP, R WARP, and SHIELD #4. The ship is surrounded by four shields: SHIELD #1 (bow), SHIELD #2 (starboard), SHIELD #3 (port), and SHIELD #4 (stern). The ship is also equipped with a CNTR, SENSOR, SCANNER, DAM CON, and EX-DAM.

**SHIELD #1**

**SHIELD #2**

**SHIELD #3**

**SHIELD #4**

**CNTR**

**SENSOR**

**SCANNER**

**DAM CON**

**EX-DAM**

**HB-FA** (A, B)

**FUSION-FA** (C, D)

**PH-1** (1, 2)

**FA** (1, 2)

**L** (1, 2)

**BRIDGE** (1, 2)

**PH-1** (3, 4)

**FA** (3, 4)

**R** (3, 4)

**PROBE**

**TRAN**

**APR**

**FLAG**

**SHTL**

**CHULL**

**SHTL**

**LAB**

**PH-G**

**PH-G**

**RS**

**IMP**

**TRAC**

**EMER**

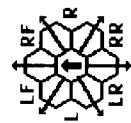
**L WARP**

**R WARP**

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = BAR   |
| POINT VALUE     | = 121   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.32 |

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

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


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

|                                                                            |                                                                            |
|----------------------------------------------------------------------------|----------------------------------------------------------------------------|
| <p>STINGER-2<br/>1xPH-G-FA<br/>DFR = 4<br/>CRIPPLED = 7<br/>SPEED = 15</p> | <p>STINGER-H<br/>1xPH-G-FA<br/>DFR = 2<br/>CRIPPLED = 7<br/>SPEED = 15</p> |
|----------------------------------------------------------------------------|----------------------------------------------------------------------------|

| CREW UNITS |  |   |  |    | ADMINISTRATIVE SHUTTLES |            |       |  |  |
|------------|--|---|--|----|-------------------------|------------|-------|--|--|
|            |  | * |  | 10 | IDENT                   | HIT POINTS | NOTES |  |  |
|            |  |   |  | 20 |                         |            |       |  |  |
|            |  |   |  | 30 |                         |            |       |  |  |
|            |  |   |  |    |                         |            |       |  |  |
|            |  |   |  |    | TWO BAYS — NO TRANSFERS |            |       |  |  |

| BOARDING PARTIES |  |  |  |  |  |  |  |  |  | TRANSPORTER BOMBS |  |   |   |   |   |
|------------------|--|--|--|--|--|--|--|--|--|-------------------|--|---|---|---|---|
|                  |  |  |  |  |  |  |  |  |  |                   |  | D | D | D | D |

| DECK CREWS |  |  |  |   | PROBES |  |  |  |   |
|------------|--|--|--|---|--------|--|--|--|---|
|            |  |  |  | 6 |        |  |  |  | 5 |

| DIE<br>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  | 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  |  |

| HELLBORE COMBAT RESOLUTION TABLE |     |    |     |     |      |       |       |  |  |  |
|----------------------------------|-----|----|-----|-----|------|-------|-------|--|--|--|
| RANGE                            | 0-1 | 2  | 3-4 | 5-8 | 9-15 | 16-22 | 23-40 |  |  |  |
| HIT*                             | 11  | 10 | 9   | 8   | 7    | 6     | 5     |  |  |  |
| BASE DAMAGE                      | 20  | 17 | 15  | 13  | 10   | 8     | 4     |  |  |  |
| O/L DAMAGE                       | 30  | 25 | 22  | 19  | 0    | 0     | 0     |  |  |  |

| FUSION BEAM TABLE |       |   |   |   |   |      | FUSION OVERLOAD |       |             |       |    |   |   |   |     |
|-------------------|-------|---|---|---|---|------|-----------------|-------|-------------|-------|----|---|---|---|-----|
| DIE<br>ROLL       | RANGE |   | 0 | 1 | 2 | 3-10 | 11-15           | 16-24 | DIE<br>ROLL | RANGE |    | 0 | 1 | 2 | 3-8 |
| 1                 | 13    | 8 | 6 | 4 | 3 | 2    |                 |       | 1           | 19    | 12 | 9 | 6 |   |     |
| 2                 | 11    | 8 | 5 | 3 | 2 | 1    |                 |       | 2           | 16    | 12 | 7 | 4 |   |     |
| 3                 | 10    | 7 | 4 | 2 | 1 | 0    |                 |       | 3           | 15    | 10 | 6 | 3 |   |     |
| 4                 | 9     | 6 | 3 | 1 | 1 | 0    |                 |       | 4           | 13    | 9  | 4 | 1 |   |     |
| 5                 | 8     | 5 | 3 | 1 | 0 | 0    |                 |       | 5           | 12    | 7  | 4 | 1 |   |     |
| 6                 | 8     | 4 | 2 | 0 | 0 | 0    |                 |       | 6           | 12    | 6  | 3 | 0 |   |     |

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

**CNTR**

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = NVL   |
| POINT VALUE     | = 90/80 |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.33 |
| PLUS REFIT      | = +12   |

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

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

STINGER-H  
1xPH-G-FA  
DFR = 2  
CRIPPLED = 7  
SPEED = 15

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

|   |    |    |    |   |   |    |
|---|----|----|----|---|---|----|
| 2 | 3  | 4  | 5  | 8 | 9 | 10 |
| 0 | 9  | 8  | 7  |   |   |    |
| 7 | 15 | 13 | 10 |   |   |    |

|             |     |
|-------------|-----|
| RANGE       | 0-1 |
| HIT#        | 11  |
| BASE DAMAGE | 20  |

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

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:

DELETE THE SHADED BOXES.  
CHANGE THE PH-G ARCS TO RX.  
CHANGE THE PH-1s TO PH-2s.

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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

## CREW UNITS

## BOARDING PARTIES

## PROBES

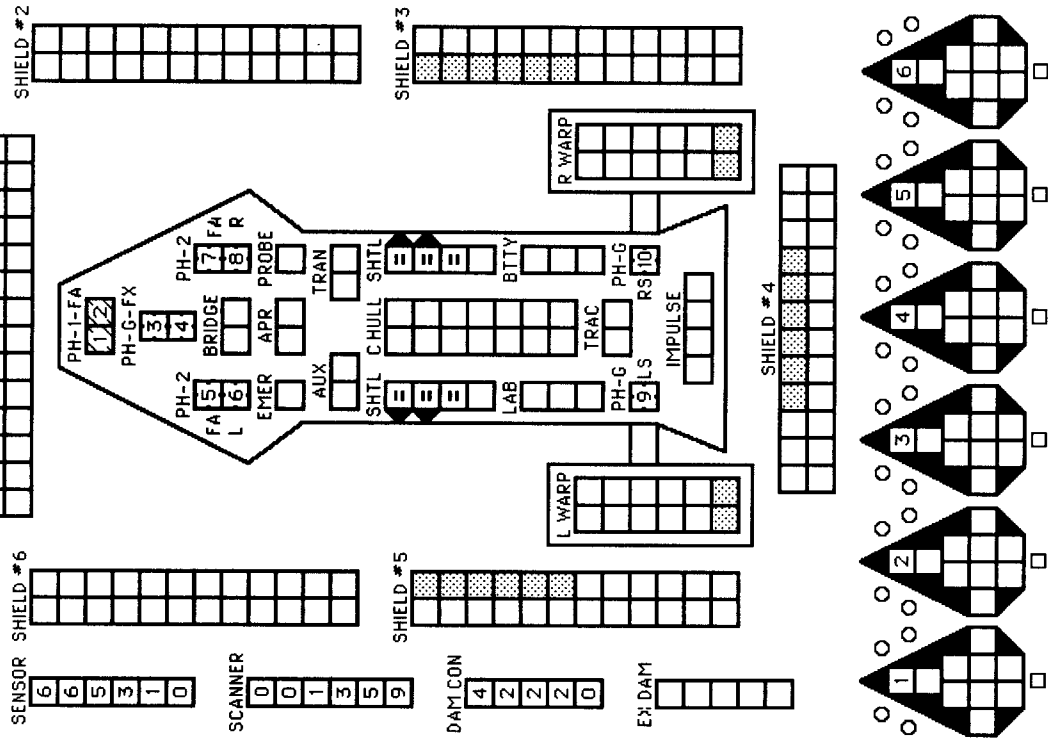
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} \end{aligned}$$
TYPE III DEFENSE PHASER

THIS SSD SHOWS THE REFITTED SHIP, WITHOUT THE REFIT:

-  DELETE THE SHADED BOXES.
-  CHANGE THE PH-G ARCS TO RX.
-  CHANGE THE PH-1s TO PH-2s.

**5 = HET COST**

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



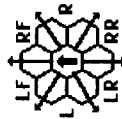
# HYDRAN NEW MINSWEEPER

**CNTR**

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = NMS   |
| POINT VALUE     | = 90/70 |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.35 |

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

| FTR FUSION TABLE |       |       |
|------------------|-------|-------|
| DIE ROLL         | RANGE | 3-10  |
| 1                | 13    | 8 6 4 |
| 2                | 11    | 8 5 3 |
| 3                | 10    | 7 4 2 |
| 4                | 9     | 6 3 1 |
| 5                | 8     | 5 3 1 |
| 6                | 8     | 4 2 0 |


$$FA = LF + RF$$

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

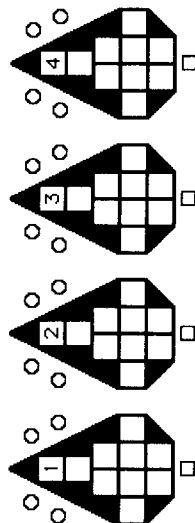
[illegible]

| TYPE II PHASER TABLE |       |   |            |   |            |    |            |    |  |
|----------------------|-------|---|------------|---|------------|----|------------|----|--|
| DIE<br>ROLL          | RANGE |   | 4-9-16-31- |   | 4-9-16-31- |    | 4-9-16-31- |    |  |
|                      | 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<br>ROLL             | RANGE |   |   |   |   |    |    |    |  |
|                         | 0     | 1 | 2 | 3 | 8 | 15 | 4- | 9- |  |
| 1                       | 4     | 4 | 4 | 3 | 1 | 1  |    |    |  |
| 2                       | 4     | 4 | 4 | 2 | 1 | 0  |    |    |  |
| 3                       | 4     | 4 | 4 | 1 | 0 | 0  |    |    |  |
| 4                       | 4     | 4 | 3 | 0 | 0 | 0  |    |    |  |
| 5                       | 4     | 3 | 2 | 0 | 0 | 0  |    |    |  |
| 6                       | 3     | 3 | 1 | 0 | 0 | 0  |    |    |  |

| MINE RACKS |           |
|------------|-----------|
| 1          | 1 1 1 1 1 |
| 2          | 1 1 1 1 1 |
| 3          | 1 1 1 1 1 |
| 4          | 1 1 1 1 1 |

THIS SHIP NEVER RECEIVED A REFIT.



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

## CREW UNITS

[illegible][illegible]

|  |  |  |  |   |   |   |   |
|--|--|--|--|---|---|---|---|
|  |  |  |  | D | D | D | D |
|--|--|--|--|---|---|---|---|

TRANSPORTER BOMBS

| PROBES |
|--------|
| 5      |

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

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

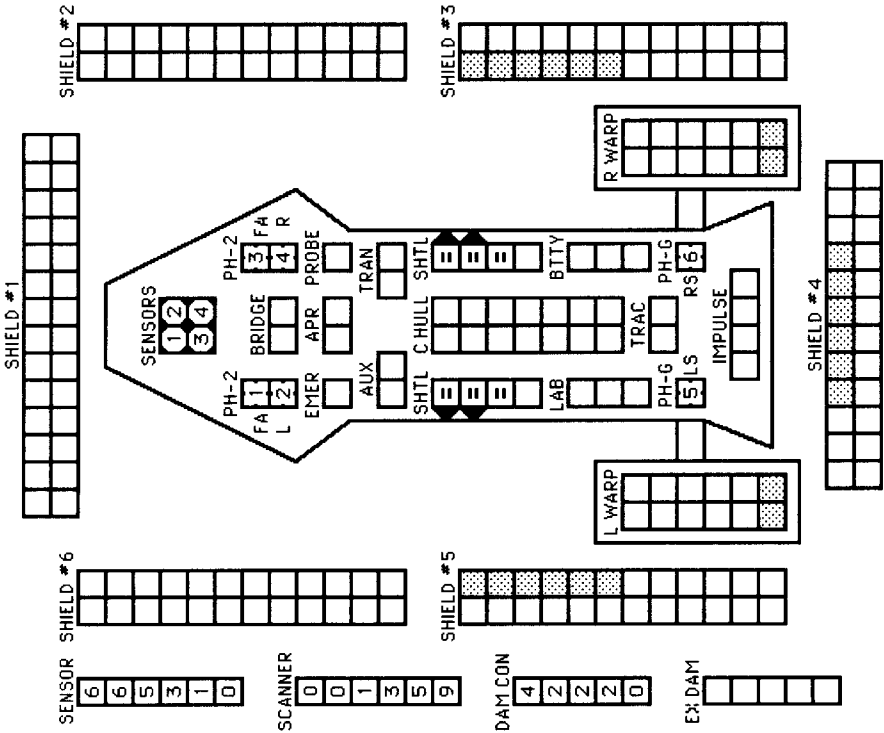
**SCOUT FUNCTIONS SUMMARY**

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

| FTR FUSION TABLE |       |       |
|------------------|-------|-------|
| DIE ROLL         | RANGE | 3-10  |
| 1                | 13    | 8 6 4 |
| 2                | 11    | 8 5 3 |
| 3                | 10    | 7 4 2 |
| 4                | 9     | 6 3 1 |
| 5                | 8     | 5 3 1 |
| 6                | 8     | 4 2 0 |

**SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.**

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15



 DELETE THE SHADED BOXES.  
CHANGE THE PH-G ARCS TO RX.

⑥ = ERRATIC MANEUVER WARP COST

**5 = NET COST**

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

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

# HYDRAN MULE LIGHT TACTICAL TRANSPORT

**CNTR**

[illegible][illegible][illegible][illegible][illegible]

SCANNER

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

DAM CON

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

|         |  |  |  |  |  |
|---------|--|--|--|--|--|
| ES: DAM |  |  |  |  |  |
|---------|--|--|--|--|--|

[illegible]

**THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:  
 DELETE THE SHADED BOXES.  
 CHANGE THE PH-G ARCS TO RX.**

⑥ = ERRATIC MANEUVER WARP COST

## ADMINISTRATIVE SHUTTLES

[illegible]TRANSPORTER BOMBS[illegible][illegible]

## BOARDING PARTIES

|            |   |
|------------|---|
| DECK CREWS | 4 |
|------------|---|

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = LTT   |
| POINT VALUE     | = 80/70 |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.38 |
| PLUS REFIT      | = +10   |

| TYPE II PHASER TABLE |   |            |   |   | TYPE III DEFENSE PHASER |    |      |    |      | FTR FUSION TABLE |   |    |   |    |
|----------------------|---|------------|---|---|-------------------------|----|------|----|------|------------------|---|----|---|----|
| DIE RANGE            |   | 4-9-16-31- |   |   | DIE RANGE               |    | 4-9- |    |      | DIE RANGE        |   | 3- |   |    |
| ROLL                 | 0 | 1          | 2 | 3 | 8                       | 15 | 30   | 50 | ROLL | 0                | 1 | 2  | 3 | 10 |
| 1                    | 6 | 5          | 5 | 4 | 3                       | 2  | 1    | 1  | 1    | 4                | 4 | 4  | 3 | 1  |
| 2                    | 6 | 5          | 4 | 4 | 2                       | 1  | 0    | 0  | 2    | 4                | 4 | 4  | 2 | 1  |
| 3                    | 6 | 4          | 4 | 4 | 1                       | 1  | 0    | 0  | 3    | 4                | 4 | 1  | 0 | 0  |
| 4                    | 5 | 4          | 4 | 3 | 1                       | 0  | 0    | 0  | 4    | 4                | 4 | 3  | 0 | 0  |
| 5                    | 5 | 4          | 3 | 3 | 0                       | 0  | 0    | 0  | 5    | 4                | 3 | 2  | 0 | 0  |
| 6                    | 5 | 3          | 3 | 3 | 0                       | 0  | 0    | 0  | 6    | 3                | 3 | 1  | 0 | 0  |

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

| POD | WT  | MOVE COST | HET COST | EM COST |
|-----|-----|-----------|----------|---------|
| 0   | .67 | 3.33      | 4        | 6       |
| 1   | 1   | 5         | 6        |         |

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

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

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

## Page 43

# HYDRAN LORD COMMANDER COMMAND CRUISER

**CNR**

[illegible]

Diagram illustrating the layout of a ship's hull, showing various sensor locations and shield configurations.

**Sensor Locations:**

- PH-1
- PRB
- FUSION-FA
- FUSION
- LF
- FLAG
- TRAN
- EMER
- AUX
- C HULL
- FTR

**Shield Configurations:**

- SHIELD #2
- SHIELD #6

**Scanner Readings:**

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

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

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = LC    |
| POINT VALUE     | = 126   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.40 |

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

| FIGHTER HELLBORE TABLE |     |    |     |     |      |  |  |  |  |
|------------------------|-----|----|-----|-----|------|--|--|--|--|
| RANGE                  | 0-1 | 2  | 3-4 | 5-8 | 9-10 |  |  |  |  |
| HIT#                   | 11  | 10 | 9   | 8   | 7    |  |  |  |  |
| BASE DAMAGE            | 20  | 17 | 15  | 13  | 10   |  |  |  |  |

STINGER-H  
1xPH-G-FA  
DFR = 2  
CRIPPLED = 7  
SPEED = 15

STINGER-2  
1XPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

[illegible][illegible]

| DECK CREWS |  |  |  |   | PROBES |  |  |  |   |
|------------|--|--|--|---|--------|--|--|--|---|
|            |  |  |  | 6 |        |  |  |  | 5 |

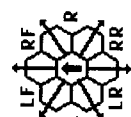
| DIE<br>ROLL | RANGE |   | 6- 9- 16- 26- 51- |   |   |   |   |    |    |    |    |  |
|-------------|-------|---|-------------------|---|---|---|---|----|----|----|----|--|
|             | 0     | 1 | 2                 | 3 | 4 | 5 | 8 | 15 | 25 | 50 | 75 |  |
| 1           | 9     | 8 | 7          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

| FUSION BEAM TABLE |       |   |   |   |      |       |       |  |  |  |
|-------------------|-------|---|---|---|------|-------|-------|--|--|--|
| DIE ROLL          | RANGE |   | 1 | 2 | 3-10 | 11-15 | 16-24 |  |  |  |
|                   | 0     | 1 |   |   |      |       |       |  |  |  |
| 1                 | 13    | 8 | 6 | 4 | 3    | 2     |       |  |  |  |
| 2                 | 11    | 8 | 5 | 3 | 2    | 1     |       |  |  |  |
| 3                 | 10    | 7 | 4 | 2 | 1    | 0     |       |  |  |  |
| 4                 | 9     | 6 | 3 | 1 | 1    | 0     |       |  |  |  |
| 5                 | 8     | 5 | 3 | 1 | 0    | 0     |       |  |  |  |
| 6                 | 8     | 4 | 2 | 0 | 0    | 0     |       |  |  |  |

| FUSION OVERLOAD |       |    |                                                                                   |                                                              |     |  |  |  |  |
|-----------------|-------|----|-----------------------------------------------------------------------------------|--------------------------------------------------------------|-----|--|--|--|--|
| DIE ROLL        | RANGE |    | 1 <th rowspan="2">2<th rowspan="2">3-8</th><th colspan="4" rowspan="2"></th></th> | 2 <th rowspan="2">3-8</th> <th colspan="4" rowspan="2"></th> | 3-8 |  |  |  |  |
|                 | 0     | 1  |                                                                                   |                                                              |     |  |  |  |  |
| 1               | 19    | 12 | 9                                                                                 | 6                                                            |     |  |  |  |  |
| 2               | 16    | 12 | 7                                                                                 | 4                                                            |     |  |  |  |  |
| 3               | 15    | 10 | 6                                                                                 | 3                                                            |     |  |  |  |  |
| 4               | 13    | 9  | 4                                                                                 | 1                                                            |     |  |  |  |  |
| 5               | 12    | 7  | 4                                                                                 | 1                                                            |     |  |  |  |  |
| 6               | 12    | 6  | 3                                                                                 | 0                                                            |     |  |  |  |  |

| DIE RANGE |    | FUSION OVERLOAD |   |   |   |   |   |
|-----------|----|-----------------|---|---|---|---|---|
| ROLL      | 0  | 1               | 2 | 3 | 4 | 5 | 6 |
| 1         | 19 | 12              | 9 | 6 |   |   |   |
| 2         | 16 | 12              | 7 | 4 |   |   |   |
| 3         | 15 | 10              | 6 | 3 |   |   |   |
| 4         | 13 | 9               | 4 | 1 |   |   |   |
| 5         | 12 | 7               | 4 | 1 |   |   |   |
| 6         | 12 | 6               | 3 | 0 |   |   |   |

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


[illegible]

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = CRU     |
| POINT VALUE     | = 76      |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R9.41   |

[illegible][illegible]

| PROBES | 5 |
|--------|---|
|--------|---|

| DIE<br>ROLL | RANGE |   | 4-9-16-31- |   |
|-------------|-------|---|------------|---|
|             | 0     | 1 | 2          | 3 |
| 1           | 6     | 5 | 5          | 4 |
| 2           | 6     | 5 | 4          | 2 |
| 3           | 6     | 4 | 4          | 1 |
| 4           | 5     | 4 | 3          | 1 |
| 5           | 5     | 4 | 3          | 0 |
| 6           | 5     | 3 | 3          | 0 |

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

## FUSION BEAM TABLE

| DIE RANGE |    | POSITION BENT INDEX |   |      |       |       |
|-----------|----|---------------------|---|------|-------|-------|
| ROLL      | 0  | 1                   | 2 | 3-10 | 11-15 | 16-24 |
| 1         | 13 | 8                   | 6 | 4    | 3     | 2     |
| 2         | 11 | 8                   | 5 | 3    | 2     | 1     |
| 3         | 10 | 7                   | 4 | 2    | 1     | 0     |
| 4         | 9  | 6                   | 3 | 1    | 1     | 0     |
| 5         | 8  | 5                   | 3 | 1    | 0     | 0     |
| 6         | 8  | 4                   | 2 | 0    | 0     | 0     |

## FUSION OVERLOAD

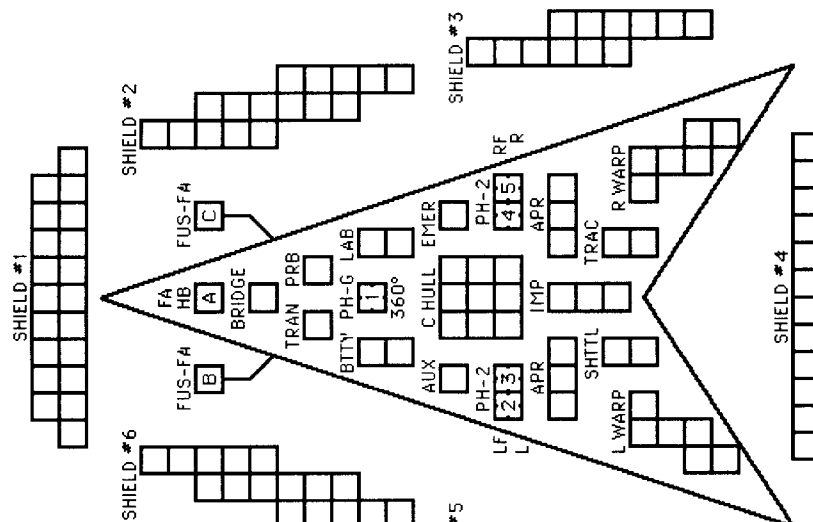
| DIE RANGE |    | 3-8 |   |
|-----------|----|-----|---|
| ROLL      | 0  | 1   | 2 |
| 1         | 19 | 12  | 9 |
| 2         | 16 | 12  | 7 |
| 3         | 15 | 10  | 6 |
| 4         | 13 | 9   | 4 |
| 5         | 12 | 7   | 4 |
| 6         | 12 | 6   | 3 |

$$FA = LF + RF$$

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

| HELLBORE COMBAT RESOLUTION TABLE |     |    |     |     |      |       |       |  |  |  |
|----------------------------------|-----|----|-----|-----|------|-------|-------|--|--|--|
| RANGE                            | 0-1 | 2  | 3-4 | 5-8 | 9-15 | 16-22 | 23-40 |  |  |  |
| HIT*                             | 11  | 10 | 9   | 8   | 7    | 6     | 5     |  |  |  |
| BASE DAMAGE                      | 20  | 17 | 15  | 13  | 10   | 8     | 4     |  |  |  |
| 30%/X DAMAGE                     | 30  | 25 | 22  | 19  | 0    | 0     | 0     |  |  |  |

|         |   |   |   |   |
|---------|---|---|---|---|
| DAM CON | 2 | 2 | 2 | 0 |
| EX DAM  |   |   |   |   |



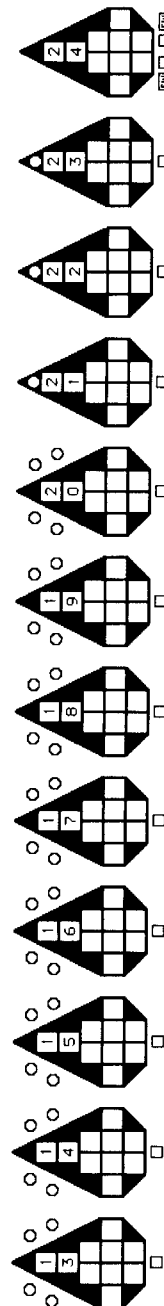
**WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX**

|          | 100% ENERGY PER HOUR |               |               |               |               |               |               |               |               |               | 50% ENERGY PER HOUR |               |               |               |               |               |               |               |               |               | 25% ENERGY PER HOUR |               |               |               |               |               |               |               |                |    |
|----------|----------------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|----------------|----|
|          | 1                    | 2             | 3             | 4             | 5             | 6             | 7             | 8             | 9             | 10            | 11                  | 12            | 13            | 14            | 15            | 16            | 17            | 18            | 19            | 20            | 21                  | 22            | 23            | 24            | 25            | 26            | 27            | 28            | 29             | 30 |
| SPEED    | 1                    | 2             | 3             | 4             | 5             | 6             | 7             | 8             | 9             | 10            | 11                  | 12            | 13            | 14            | 15            | 16            | 17            | 18            | 19            | 20            | 21                  | 22            | 23            | 24            | 25            | 26            | 27            | 28            | 29             | 30 |
| Standard | 1                    | 1             | 2             | 2             | 2             | 2             | 3             | 3             | 3             | 4             | 4                   | 4             | 5             | 5             | 5             | 6             | 6             | 6             | 7             | 7             | 7                   | 8             | 8             | 8             | 9             | 9             | 9             | 10            | 10             | 10 |
| Fract.   | $\frac{1}{4}$        | $\frac{2}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{2}{4}$ | $\frac{2}{4}$ | $\frac{2}{4}$ | $\frac{3}{4}$ | $\frac{3}{4}$       | $\frac{3}{4}$ | $\frac{4}{4}$ | $\frac{4}{4}$ | $\frac{5}{4}$ | $\frac{5}{4}$ | $\frac{5}{4}$ | $\frac{6}{4}$ | $\frac{6}{4}$ | $\frac{6}{4}$ | $\frac{7}{4}$       | $\frac{7}{4}$ | $\frac{7}{4}$ | $\frac{8}{4}$ | $\frac{8}{4}$ | $\frac{8}{4}$ | $\frac{9}{4}$ | $\frac{9}{4}$ | $\frac{10}{4}$ |    |

# HYDRAN IRON DUKE

[illegible]

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





# HYDRAN SARACEN FRIGATE LEADER

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = SAR     |
| POINT VALUE     | = 70      |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R9.44   |

| ADMINISTRATIVE SHUTTLES |            |       |  |
|-------------------------|------------|-------|--|
| IDENT                   | HIT POINTS | NOTES |  |
|                         |            |       |  |
|                         |            |       |  |
|                         |            |       |  |
|                         |            |       |  |
|                         |            |       |  |

| TRANSPORTER BOMBS |  |  |  |
|-------------------|--|--|--|
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |
|                   |  |  |  |

| BOARDING PARTIES |  |  |  |
|------------------|--|--|--|
|                  |  |  |  |
|                  |  |  |  |
|                  |  |  |  |
|                  |  |  |  |
|                  |  |  |  |

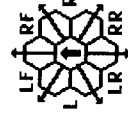
| PROBES |  |  |  |
|--------|--|--|--|
|        |  |  |  |
|        |  |  |  |
|        |  |  |  |
|        |  |  |  |
|        |  |  |  |

| TYPE II PHASER TABLE |   |     |   |       |    |      |    |    |  |
|----------------------|---|-----|---|-------|----|------|----|----|--|
| DIE RANGE            |   | 4-9 |   | 16-31 |    | ROLL |    | 30 |  |
| 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  |  |

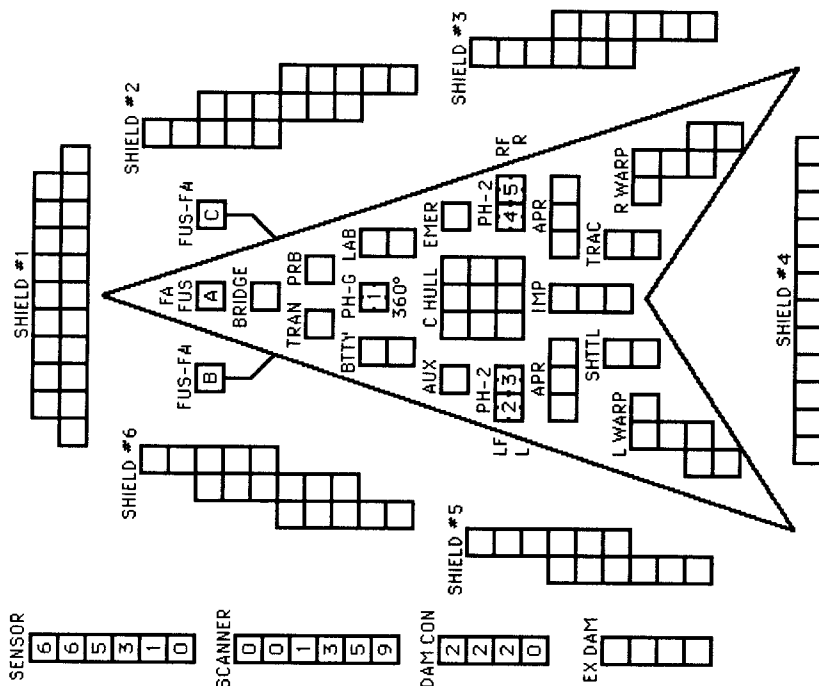
| TYPE III DEFENSE PHASER |   |     |   |       |    |      |    |    |  |
|-------------------------|---|-----|---|-------|----|------|----|----|--|
| DIE RANGE               |   | 4-9 |   | 16-31 |    | ROLL |    | 30 |  |
| 0                       | 1 | 2   | 3 | 8     | 15 | 30   | 50 |    |  |
| 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    |    |    |  |

| FUSION BEAM TABLE |    |     |   |       |       |       |  |    |  |
|-------------------|----|-----|---|-------|-------|-------|--|----|--|
| DIE RANGE         |    | 4-9 |   | 16-24 |       | ROLL  |  | 30 |  |
| 0                 | 1  | 2   | 3 | 10    | 11-15 | 16-24 |  |    |  |
| 1                 | 13 | 8   | 6 | 4     | 3     | 2     |  |    |  |
| 2                 | 11 | 8   | 5 | 3     | 2     | 1     |  |    |  |
| 3                 | 10 | 7   | 4 | 2     | 1     | 0     |  |    |  |
| 4                 | 9  | 6   | 3 | 1     | 1     | 0     |  |    |  |
| 5                 | 8  | 5   | 3 | 1     | 0     | 0     |  |    |  |
| 6                 | 8  | 4   | 2 | 0     | 0     | 0     |  |    |  |

| FUSION OVERLOAD |    |     |   |       |    |      |    |    |  |
|-----------------|----|-----|---|-------|----|------|----|----|--|
| DIE RANGE       |    | 4-9 |   | 16-24 |    | ROLL |    | 30 |  |
| 0               | 1  | 2   | 3 | 8     | 15 | 30   | 50 |    |  |
| 1               | 19 | 12  | 9 | 6     |    |      |    |    |  |
| 2               | 16 | 12  | 7 | 4     |    |      |    |    |  |
| 3               | 15 | 10  | 6 | 3     |    |      |    |    |  |
| 4               | 13 | 9   | 4 | 1     |    |      |    |    |  |
| 5               | 12 | 7   | 4 | 1     |    |      |    |    |  |
| 6               | 12 | 6   | 3 | 0     |    |      |    |    |  |



FA = LF + RF



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

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

# HYDRAN SCYTHIAN ESCORT CARRIER

SENSOR

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

SCANNER

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

| DAM CON | EX DAM |
|---------|--------|
| 2       |        |
| 2       |        |
| 2       |        |
| 0       |        |

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = CVE     |
| POINT VALUE     | = 68/48   |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R9.46   |

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

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

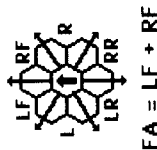
## **BOARDING PARTIES**

DECK CREWS 6

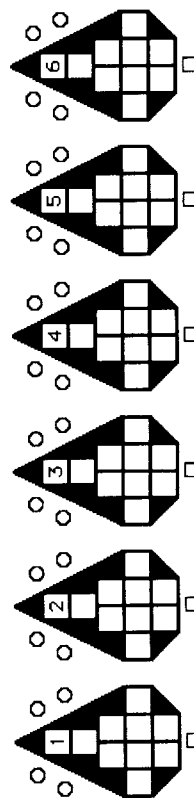
| PROBES | 5 |
|--------|---|
|--------|---|

|                   |    |    |
|-------------------|----|----|
| TRANSPORTER BOMBS | DD | DD |
|-------------------|----|----|

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



STINGER-2  
1xPh-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

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

# HYDRAN COSSACK MEDIUM CARRIER

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = COS     |
| POINT VALUE     | = 125/105 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R9.47   |

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

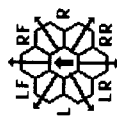
| TYPE III DEFENSE PHASER |      | 4-9-15 |   |   |   |   |
|-------------------------|------|--------|---|---|---|---|
| DIE RANGE               | ROLL | 0      | 1 | 2 | 3 | 8 |
| 1                       | 4    | 4      | 4 | 4 | 3 | 1 |
| 2                       | 4    | 4      | 4 | 4 | 2 | 1 |
|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

STINGER-H  
1xPH-G-FA  
DFR = 2  
CRIPPLED = 7  
SPEED = 15

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

| FIGHTER HELLBORE TABLE |     |    |     |     |      |  |  |  |  |
|------------------------|-----|----|-----|-----|------|--|--|--|--|
| RANGE                  | 0-1 | 2  | 3-4 | 5-8 | 9-10 |  |  |  |  |
| HIT#                   | 11  | 10 | 9   | 8   | 7    |  |  |  |  |
| BASE DAMAGE            | 20  | 17 | 15  | 13  | 10   |  |  |  |  |

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

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


| CREW UNITS |   | ADMINISTRATIVE SHUTTLES |            |
|------------|---|-------------------------|------------|
|            | ★ | IDENT                   | HIT POINTS |
| 10         |   |                         | NOTES      |
| 20         |   |                         |            |
| 30         |   |                         |            |
| 40         |   |                         |            |

| BOARDING PARTIES |  | TRANSPORTER BOMBS |  |
|------------------|--|-------------------|--|
|                  |  |                   |  |
| 10               |  |                   |  |
| 20               |  |                   |  |
| 30               |  |                   |  |
| 40               |  |                   |  |

TWO DAYS, TRANSFERS BY (J1 59).

| Die Roll | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|----------|---|---|---|---|---|-----|------|-------|-------|-------|
| 1        | 9 | 8 | 7 | 6 | 5 | 4   | 3    | 2     | 1     | 1     |
| 2        | 8 | 7 | 6 | 5 | 4 | 3   | 2    | 1     | 1     | 0     |
| 3        | 7 | 5 | 4 | 4 | 4 | 3   | 1    | 0     | 0     | 0     |
| 4        | 6 | 4 | 4 | 4 | 4 | 3   | 2    | 0     | 0     | 0     |
| 5        | 5 | 4 | 4 | 4 | 3 | 3   | 1    | 0     | 0     | 0     |
| 6        | 4 | 4 | 3 | 3 | 2 | 2   | 0    | 0     | 0     | 0     |

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

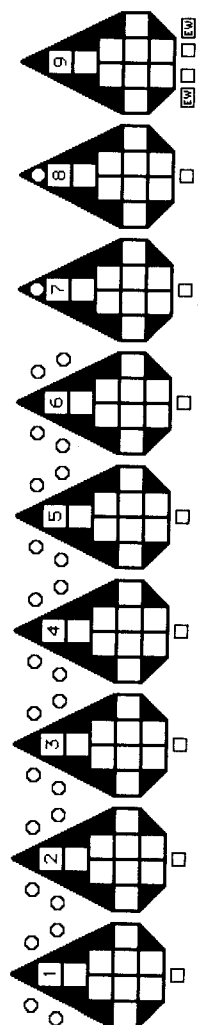
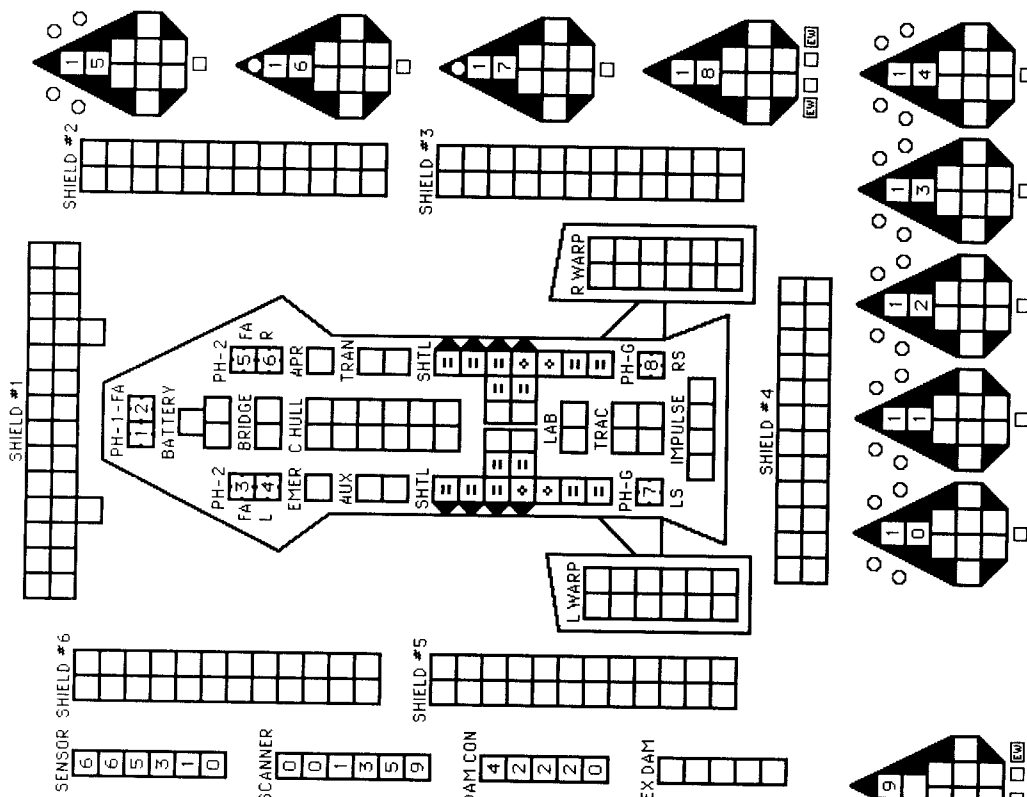
| DIE<br>ROLL | RANGE    | 3-<br>10 |
|-------------|----------|----------|
| 1           | 13 8 6 4 |          |
| 2           | 11 8 5 3 |          |
| 3           | 10 7 4 2 |          |
| 4           | 9 6 3 1  |          |
| 5           | 8 5 3 1  |          |
| 6           | 8 4 2 0  |          |

| FIGHTER HELLBORE TABLE |     |    |     |    |  |
|------------------------|-----|----|-----|----|--|
| RANGE                  | 0-1 | 2  | 3-4 | 5- |  |
| HIT#                   | 11  | 10 | 9   | 8  |  |
| BASE DAMAGE            | 20  | 17 | 15  | 13 |  |

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

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

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





# HYDRAN MONGOL MEDIUM CRUISER

**CNTR**

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = MNG   |
| POINT VALUE     | = 100   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.49 |

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

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

| ADMINISTRATIVE SHUTTLES |            |       |  |
|-------------------------|------------|-------|--|
| IDENT                   | HIT POINTS | NOTES |  |
|                         |            |       |  |
|                         |            |       |  |
|                         |            |       |  |
| TWO BAYS — NO TRANSFERS |            |       |  |

|                          |  |  |  |   |   |   |   |   |
|--------------------------|--|--|--|---|---|---|---|---|
|                          |  |  |  | D | D | D | D | D |
| <b>TRANSPORTER BOMBS</b> |  |  |  |   |   |   |   |   |

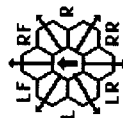
|        |  |  |  |   |
|--------|--|--|--|---|
| PROBES |  |  |  | 5 |
|--------|--|--|--|---|

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

| DIE<br>ROLL | RANGE | 0 | 1 | 2 | 3 | 8 | 9-16- | 31-   |
|-------------|-------|---|---|---|---|---|-------|-------|
|             |       |   |   |   |   |   | 15    | 30 50 |
| 1           | 6     | 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     |

| DIE RANGE |    |   |   |      |       |       |  |  |
|-----------|----|---|---|------|-------|-------|--|--|
| ROLL      | 0  | 1 | 2 | 3-10 | 11-15 | 16-24 |  |  |
| 1         | 13 | 8 | 6 | 4    | 3     | 2     |  |  |
| 2         | 11 | 8 | 5 | 3    | 2     | 1     |  |  |
| 3         | 10 | 7 | 4 | 2    | 1     | 0     |  |  |
| 4         | 9  | 6 | 3 | 1    | 1     | 0     |  |  |
| 5         | 8  | 5 | 3 | 1    | 0     | 0     |  |  |
| 6         | 8  | 4 | 2 | 0    | 0     | 0     |  |  |

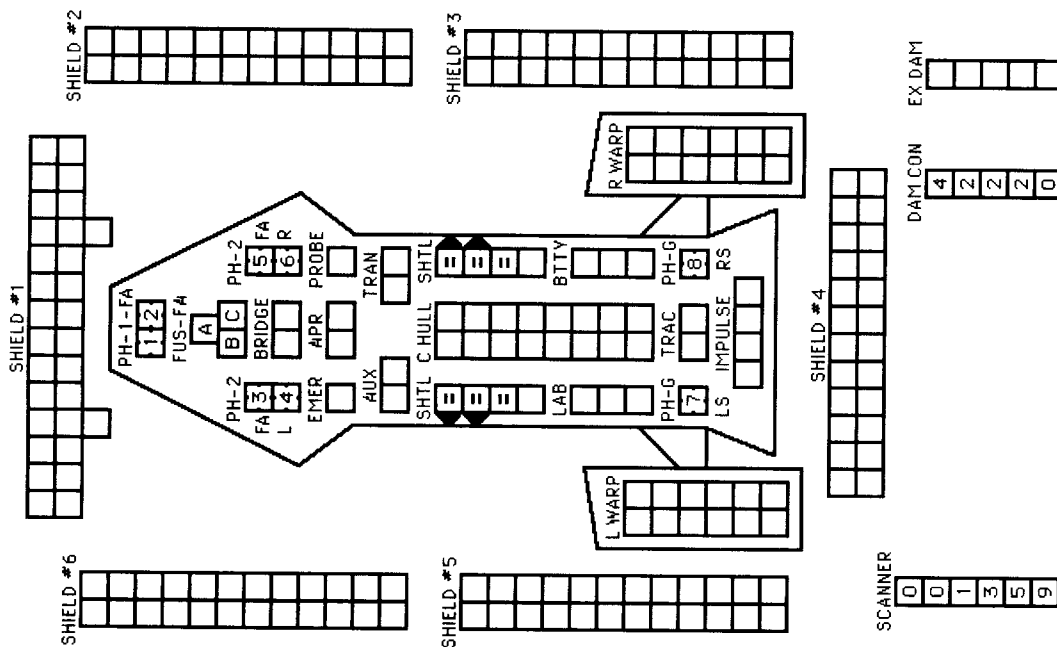
| CUSTOM OVERLOAD |    | DIE RANGE |   |     |  |  |  |
|-----------------|----|-----------|---|-----|--|--|--|
| ROLL            | 0  | 1         | 2 | 3-8 |  |  |  |
| 1               | 19 | 12        | 9 | 6   |  |  |  |
| 2               | 16 | 12        | 7 | 4   |  |  |  |
| 3               | 15 | 10        | 6 | 3   |  |  |  |
| 4               | 13 | 9         | 4 | 1   |  |  |  |
| 5               | 12 | 7         | 4 | 1   |  |  |  |
| 6               | 12 | 6         | 3 | 0   |  |  |  |


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

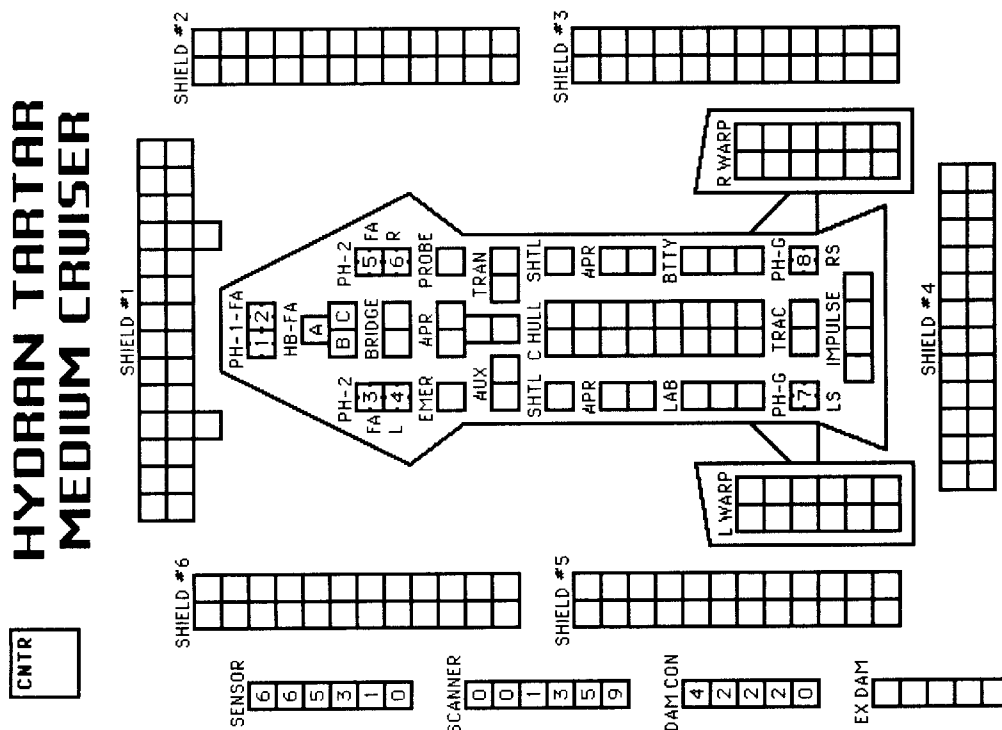
| FUSION BEAM TABLE |       |   |   |
|-------------------|-------|---|---|
| DIE               | RANGE |   |   |
| ROLL              | 0     | 1 | 2 |
| 1                 | 13    | 8 | 6 |
| 2                 | 11    | 8 | 5 |
| 3                 | 10    | 7 | 4 |
| 4                 | 9     | 6 | 3 |
| 5                 | 8     | 5 | 3 |
| 6                 | 8     | 4 | 2 |

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

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



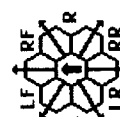
# HYDRAN TARTAR MEDIUM CRUISER



| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = TAR   |
| POINT VALUE     | = 125   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.50 |

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

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


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

| CREW UNITS              |  |  |   |  | ADMINISTRATIVE SHUTTLES |    |            |       |  |
|-------------------------|--|--|---|--|-------------------------|----|------------|-------|--|
|                         |  |  | * |  |                         |    | HIT POINTS | NOTES |  |
|                         |  |  |   |  |                         | 10 |            |       |  |
|                         |  |  |   |  |                         | 20 |            |       |  |
|                         |  |  |   |  |                         | 30 |            |       |  |
| TWO BAYS — NO TRANSFERS |  |  |   |  |                         |    |            |       |  |

[illegible]

|        |  |  |  |   |
|--------|--|--|--|---|
| PROBES |  |  |  | 5 |
|--------|--|--|--|---|

### TYPE I OFFENSIVE PHASER TABLE

| DIE RANGE |   |   |   |   |   |   |   |    |    |    |    |     |
|-----------|---|---|---|---|---|---|---|----|----|----|----|-----|
| ROLL      | 0 | 1 | 2 | 3 | 4 | 5 | 8 | 15 | 25 | 50 | 75 | 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  |     |

### TYPE II PHASER TABLE

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

HELLBORE COMBAT RESOLUTION TABLE

| HITREC CONTACT RESOLUTION TABLE |     |    |     |    |    |   |    |    |    |    |    |  |
|---------------------------------|-----|----|-----|----|----|---|----|----|----|----|----|--|
| RANGE                           | 0-1 | 2  | 3-4 | 5  | 8  | 9 | 15 | 16 | 22 | 23 | 40 |  |
| HIT*                            | 11  | 10 | 9   | 8  | 7  | 6 | 5  |    |    |    |    |  |
| BASE DAMAGE                     | 20  | 17 | 15  | 13 | 10 | 8 | 4  |    |    |    |    |  |
| O/L DAMAGE                      | 30  | 25 | 22  | 19 | 0  | 0 | 0  |    |    |    |    |  |

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

| WAKF ENERGY TOYUICHI |                 |                 |   |                 |                 |   |                 |                 |    | SUJI - 27.5 ENERGY TOYUICHI |                 |    |                 |                 |    |                  |                  |    |                  | SUJI - 27.5 ENERGY TOYUICHI |    |                  |                  |    |                  |                  |    |                  |                  |    |
|----------------------|-----------------|-----------------|---|-----------------|-----------------|---|-----------------|-----------------|----|-----------------------------|-----------------|----|-----------------|-----------------|----|------------------|------------------|----|------------------|-----------------------------|----|------------------|------------------|----|------------------|------------------|----|------------------|------------------|----|
| SPEED                |                 |                 |   |                 |                 |   |                 |                 |    | SPEED                       |                 |    |                 |                 |    |                  |                  |    |                  | SPEED                       |    |                  |                  |    |                  |                  |    |                  |                  |    |
| 1                    | 2               | 3               | 4 | 5               | 6               | 7 | 8               | 9               | 10 | 11                          | 12              | 13 | 14              | 15              | 16 | 17               | 18               | 19 | 20               | 21                          | 22 | 23               | 24               | 25 | 26               | 27               | 28 | 29               | 30               |    |
| Standard             | 1               | 2               | 2 | 3               | 4               | 4 | 4               | 5               | 6  | 6                           | 7               | 8  | 8               | 9               | 10 | 10               | 11               | 12 | 12               | 13                          | 14 | 14               | 15               | 16 | 16               | 17               | 18 | 19               | 20               | 20 |
| React                | 2 $\frac{1}{2}$ | 1 $\frac{1}{2}$ | 2 | 2 $\frac{1}{2}$ | 3 $\frac{1}{2}$ | 4 | 4 $\frac{1}{2}$ | 5 $\frac{1}{2}$ | 6  | 6 $\frac{1}{2}$             | 7 $\frac{1}{2}$ | 8  | 8 $\frac{3}{4}$ | 9 $\frac{1}{2}$ | 10 | 10 $\frac{1}{2}$ | 11 $\frac{1}{2}$ | 12 | 12 $\frac{1}{2}$ | 13 $\frac{1}{2}$            | 14 | 14 $\frac{1}{2}$ | 15 $\frac{1}{2}$ | 16 | 16 $\frac{1}{2}$ | 17 $\frac{1}{2}$ | 18 | 18 $\frac{1}{2}$ | 19 $\frac{1}{2}$ | 20 |

# HYDRAN COMANCHE MEDIUM COMMAND CRUISER

| CREW UNITS |  |   |  |  |    | ADMINISTRATIVE SHUTTLES |            |       |  |
|------------|--|---|--|--|----|-------------------------|------------|-------|--|
|            |  | * |  |  |    | IDENT                   | HIT POINTS | NOTES |  |
|            |  |   |  |  | 10 |                         |            |       |  |
|            |  |   |  |  | 20 |                         |            |       |  |
|            |  |   |  |  | 30 |                         |            |       |  |
|            |  |   |  |  | 40 |                         |            |       |  |

TWO BAYS — NO TRANSFERS

[illegible]

| DECK CREWS | PROBES |
|------------|--------|
| 4          | 5      |

## TYPE I OFFENSIVE PHASER TABLE

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

| TYPE III DEFENSE PHASE |   |          |   |   | FUSION BEAM TABLE |    |       |    |    |
|------------------------|---|----------|---|---|-------------------|----|-------|----|----|
| DIE RANGE              |   | 4- 9- 15 |   |   | DIE RANGE         |    | 3- 11 |    |    |
| ROLL                   | 0 | 1        | 2 | 3 | 8                 | 15 | ROLL  | 0  | 1  |
| 1                      | 4 | 4        | 4 | 4 | 3                 | 1  | 1     | 13 | 8  |
| 2                      | 4 | 4        | 4 | 4 | 2                 | 1  | 0     | 2  | 11 |
| 3                      | 4 | 4        | 4 | 4 | 1                 | 0  | 0     | 3  | 10 |
| 4                      | 4 | 4        | 4 | 3 | 0                 | 0  | 0     | 4  | 9  |
| 5                      | 4 | 3        | 2 | 0 | 0                 | 0  | 0     | 5  | 8  |
| 6                      | 3 | 3        | 1 | 0 | 0                 | 0  | 0     | 6  | 8  |

| HELLBORE COMBAT RESOLUTION TABLE |     |    |     |     |      |       |       |  |  |
|----------------------------------|-----|----|-----|-----|------|-------|-------|--|--|
| RANGE                            | 0-1 | 2  | 3-4 | 5-8 | 9-15 | 16-22 | 23-40 |  |  |
| HIT#                             | 11  | 10 | 9   | 8   | 7    | 6     | 5     |  |  |
| BASE DAMAGE                      | 20  | 17 | 15  | 13  | 10   | 8     | 4     |  |  |
| OVL DAMAGE                       | 30  | 25 | 22  | 19  | 0    | 0     | 0     |  |  |

The image shows four fish-shaped puzzles arranged vertically. Each fish has a body made of a 3x3 grid of squares. The head is a triangle pointing left, and the tail is a triangle pointing right. The body is divided into two sections by a vertical line. The left section contains a numbered box (1, 2, 3, or 4) and a small square box. The right section contains a 3x3 grid of squares. The fish are numbered 1, 2, 3, and 4 from bottom to top. Each fish has four small circles around its head, representing eyes and gills. The fish are black and white.

| WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT |                |   |                |                |   |                |                |   |                |    |
|----------------------------------------------|----------------|---|----------------|----------------|---|----------------|----------------|---|----------------|----|
| SPEED                                        | 1              | 2 | 3              | 4              | 5 | 6              | 7              | 8 | 9              | 10 |
| Standard 1                                   | 2              | 2 | 3              | 4              | 4 | 4              | 5              | 6 | 6              | 7  |
| Fract. $\frac{2}{3}$                         | $1\frac{1}{3}$ | 2 | $2\frac{2}{3}$ | $3\frac{1}{3}$ | 4 | $4\frac{2}{3}$ | $5\frac{1}{3}$ | 6 | $6\frac{2}{3}$ |    |

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = COM   |
| POINT VALUE     | = 120   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.51 |

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

| FUSION OVERLOAD |           |           |
|-----------------|-----------|-----------|
| DIE<br>ROLL     | RANGE     | 3-<br>2 8 |
| 1               | 19 12 9 6 |           |
| 2               | 16 12 7 4 |           |
| 3               | 15 10 6 3 |           |
| 4               | 13 9 4 1  |           |
| 5               | 12 7 4 1  |           |
| 6               | 12 6 3 0  |           |

| FUSION BEAM TABLE |       |   |          |   |           |   |           |   |   |   |
|-------------------|-------|---|----------|---|-----------|---|-----------|---|---|---|
| DIE<br>ROLL       | RANGE |   | 3-<br>10 |   | 11-<br>15 |   | 16-<br>24 |   |   |   |
|                   | 0     | 1 | 2        | 6 | 4         | 3 | 2         | 1 | 0 | 0 |
| 1                 | 13    | 8 | 6        | 4 | 3         | 2 |           |   |   |   |
| 2                 | 11    | 8 | 5        | 3 | 2         | 1 |           |   |   |   |
| 3                 | 10    | 7 | 4        | 2 | 1         | 0 |           |   |   |   |
| 4                 | 9     | 6 | 3        | 1 | 1         | 0 |           |   |   |   |
| 5                 | 8     | 5 | 3        | 1 | 0         | 0 |           |   |   |   |
| 6                 | 8     | 4 | 2        | 0 | 0         | 0 |           |   |   |   |

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{PC} &= \text{PC} + \text{P} + \text{PP} \end{aligned}$$

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15



**SHIELD #1**

**SHIELD #2**

**SHIELD #3**

**SHIELD #4**

**SHIELD #5**

**SHIELD #6**

**SENSOR**

**SCANNER**

**DAM CON**

**EX DAM**

**CNTR**

**HB-FA**

**FUS-FA**

**PH-1**

**BRIDGE**

**PH-1**

**FA**

**L**

**EMER**

**AUX**

**PRB**

**TRAN**

**SHTL**

**CHULL**

**SHTL**

**APR**

**LAB**

**PH-G**

**LS**

**IMPULSE**

**RS**

**BITTY**

**PH-G**

**TRAC**

**APR**

**FLG**

**FA**

**R**

**L WRP**

**R WRP**

## ADMINISTRATIVE SHUTTLES

| IDENT                   | HIT POINTS | NOTES |
|-------------------------|------------|-------|
|                         |            |       |
|                         |            |       |
| TWO BAYS — NO TRANSFERS |            |       |

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | = APA   |
| POINT VALUE     | = 139   |
| BREAKDOWN       | = 5-6   |
| SHIELD COST     | = 1+1   |
| LIFE SUPPORT    | = 1     |
| SIZE CLASS      | = 3     |
| REFERENCE       | = R9.52 |

| TRANSPORTER BOMBS                                                                                                                                 | PROBES                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> | <div> <div></div> <div></div> <div></div> <div></div> <div>5</div> </div> |

[illegible][illegible]

|      |  |
|------|--|
| CNTR |  |
|------|--|

[illegible]

SHIELD #6

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

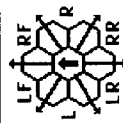
SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

[illegible][illegible]

4 2 2 2 0

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

EX-DAM

| 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  |

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

| RANGE       | 0-1 | 2  | 3-4 | 5-8 | 9-15 | 16-22 | 23-40 |
|-------------|-----|----|-----|-----|------|-------|-------|
| HIT#        | 11  | 10 | 9   | 8   | 7    | 6     | 5     |
| BASE DAMAGE | 20  | 17 | 15  | 13  | 10   | 8     | 4     |
| O/L DAMAGE  | 30  | 25 | 22  | 19  | 0    | 0     | 0     |

| DIE | RANGE |       | 3- 11- 16- |    |
|-----|-------|-------|------------|----|
|     | ROLL  | 0 1 2 | 10 15 24   | 24 |
| 1   | 13    | 8 6 4 | 3 2        | 1  |
| 2   | 11    | 8 5 3 | 2 1        | 0  |
| 3   | 10    | 7 4 2 | 1 0        | 0  |
| 4   | 9     | 6 3 1 | 1 0        | 0  |
| 5   | 8     | 5 3 1 | 0 0        | 0  |
| 6   | 8     | 4 2 0 | 0 0        | 0  |

| DIE<br>ROLL | RANGE<br>0 | RANGE<br>1 | RANGE<br>2 | RANGE<br>3 |
|-------------|------------|------------|------------|------------|
| 1           | 19         | 12         | 9          | 6          |
| 2           | 16         | 12         | 7          | 4          |
| 3           | 15         | 10         | 6          | 3          |
| 4           | 13         | 9          | 4          | 1          |
| 5           | 12         | 7          | 4          | 1          |
| 6           | 12         | 6          | 3          | 0          |

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

**5** = HET COST

**6** = ERRATIC MANEUVER WARP COST

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

**CNTR**

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | LP      |
| POINT VALUE     | = 2100  |
| BREAKDOWN       | = 4-6   |
| SHIELD COST     | = 1+3   |
| LIFE SUPPORT    | = 1+1/2 |
| SIZE CLASS      | = 2     |
| REFERENCE       | = R9.5  |

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

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

| HELLBORE COMBAT RESOLUTION TABLE |     |    |     |     |      |       |       |   |  |  |  |  |
|----------------------------------|-----|----|-----|-----|------|-------|-------|---|--|--|--|--|
| RANGE                            | 0-1 | 2  | 3-4 | 5-8 | 9-15 | 16-22 | 23-40 |   |  |  |  |  |
| HIT*                             |     | 11 | 10  | 9   | 8    | 7     | 6     | 5 |  |  |  |  |
| BORE DAMAGE                      |     | 20 | 17  | 15  | 13   | 10    | 8     | 4 |  |  |  |  |
| O/L DAMAGE                       |     | 30 | 25  | 22  | 19   | 0     | 0     | 0 |  |  |  |  |

STINGER-H  
1xPH-G-FA  
DFR = 2  
CRIPPLED = 7  
SPEED = 15

STINGER-2  
1xPH-G-FA  
DFR = 4  
CRIPPLED = 7  
SPEED = 15

| FUSION OVERLOAD |       |    |   |   |     |
|-----------------|-------|----|---|---|-----|
| DIE<br>ROLL     | RANGE | 0  | 1 | 2 | 3-8 |
| 1               | 19    | 12 | 9 | 6 |     |
| 2               | 16    | 12 | 7 | 4 |     |
| 3               | 15    | 10 | 6 | 3 |     |
| 4               | 13    | 9  | 4 | 1 |     |
| 5               | 12    | 7  | 4 | 1 |     |
| 6               | 12    | 6  | 3 | 0 |     |

| FUSION BEAM TABLE |    |   |   |      |       |       |  |  |  |
|-------------------|----|---|---|------|-------|-------|--|--|--|
| DIE RANGE         |    |   |   |      |       |       |  |  |  |
| ROLL              | 0  | 1 | 2 | 3-10 | 11-15 | 16-24 |  |  |  |
| 1                 | 13 | 8 | 6 | 4    | 3     | 2     |  |  |  |
| 2                 | 11 | 8 | 5 | 3    | 2     | 1     |  |  |  |
| 3                 | 10 | 7 | 4 | 2    | 1     | 0     |  |  |  |
| 4                 | 9  | 6 | 3 | 1    | 1     | 0     |  |  |  |
| 5                 | 8  | 5 | 3 | 1    | 0     | 0     |  |  |  |
| 6                 | 8  | 4 | 2 | 0    | 0     | 0     |  |  |  |

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

|                                  | 0   | 1  | 2   | 22 | 23  | 24 | 25  | 26 | 27  | 28 | 29 | 30 |
|----------------------------------|-----|----|-----|----|-----|----|-----|----|-----|----|----|----|
| (d) = ERRATIC MANEUVER WARP COST | 0   | 1  | 2   | 22 | 23  | 24 | 25  | 26 | 27  | 28 | 29 | 30 |
|                                  | 0   | 32 | 33  | 33 | 35  | 36 | 38  | 39 | 41  | 42 | 44 | 45 |
|                                  | 31½ | 33 | 34½ | 36 | 37½ | 39 | 40½ | 42 | 43½ | 45 |    |    |

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

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

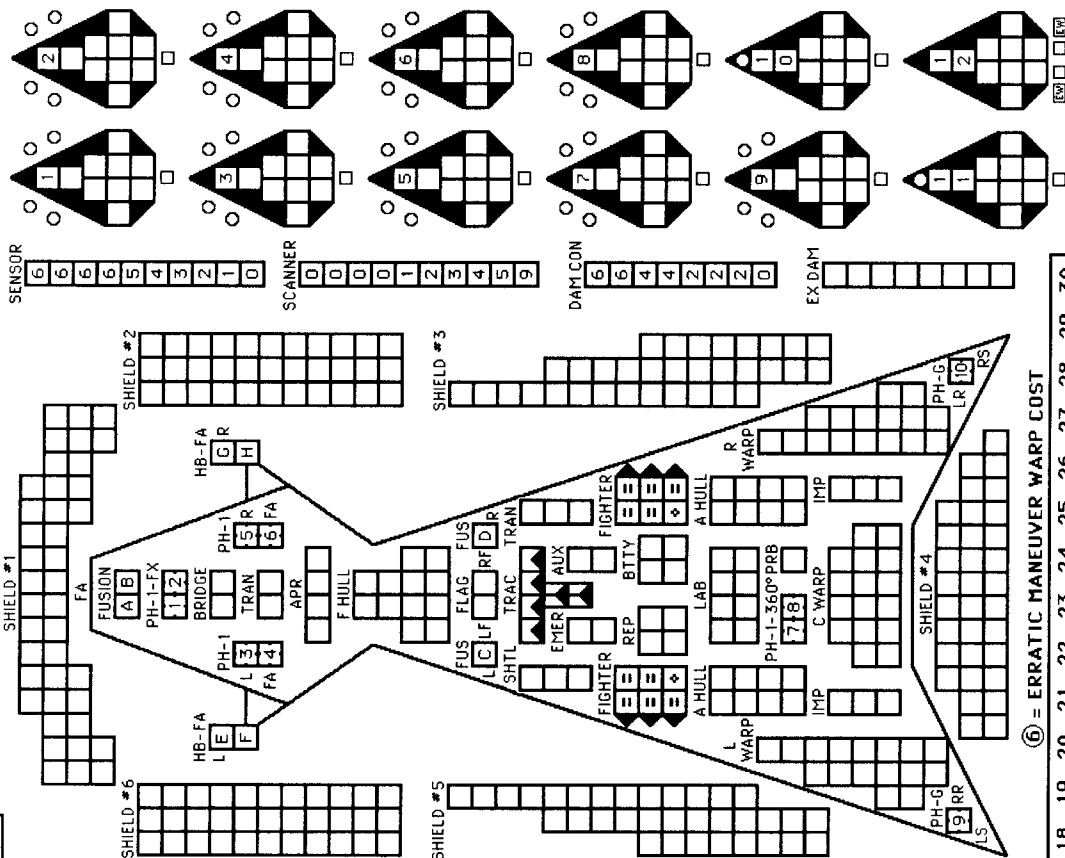
| FUSION BEAM TABLE |       |   |   |      |
|-------------------|-------|---|---|------|
| DIE               | RANGE |   |   |      |
| ROLL              | 0     | 1 | 2 | 3-10 |
| 1                 | 13    | 8 | 6 | 4    |
| 2                 | 11    | 8 | 5 | 3    |
| 3                 | 10    | 7 | 4 | 2    |
| 4                 | 9     | 6 | 3 | 1    |
| 5                 | 8     | 5 | 3 | 1    |
| 6                 | 8     | 4 | 2 | 0    |

| FUSION OVERLOAD |    | DIE RANGE |   |
|-----------------|----|-----------|---|
| ROLL            | 0  | 1         | 2 |
| 1               | 19 | 12        | 9 |
| 2               | 16 | 12        | 7 |
| 3               | 15 | 10        | 6 |
| 4               | 13 | 9         | 4 |
| 5               | 12 | 7         | 4 |
| 6               | 12 | 6         | 3 |

| DIE<br>ROLL | 0  | 1 | 2 | 3-10 | 11-15 | 16-24 |
|-------------|----|---|---|------|-------|-------|
| 1           | 13 | 8 | 6 | 4    | 3     | 2     |
| 2           | 11 | 8 | 5 | 3    | 2     | 1     |
| 3           | 10 | 7 | 4 | 2    | 1     | 0     |
| 4           | 9  | 6 | 3 | 1    | 1     | 0     |
| 5           | 8  | 5 | 3 | 1    | 0     | 0     |
| 6           | 8  | 4 | 2 | 0    | 0     | 0     |

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

|                                | 0   | 1  | 2   | 22 | 23  | 24 | 25  | 26 | 27  | 28 | 29 | 30 |
|--------------------------------|-----|----|-----|----|-----|----|-----|----|-----|----|----|----|
| ⑥ = ERRATIC MANEUVER WARP COST | 0   | 1  | 2   | 22 | 23  | 24 | 25  | 26 | 27  | 28 | 29 | 30 |
|                                | 0   | 32 | 33  | 35 | 36  | 38 | 39  | 41 | 42  | 44 | 45 |    |
|                                | 31½ | 33 | 34½ | 36 | 37½ | 39 | 40½ | 42 | 43½ | 45 |    |    |



# LYRAN YAGUARUNDI LIGHT CARRIER

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = CVL     |
| POINT VALUE     | = 120/100 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R11.22  |
| POWER PACK      | = +9      |
| MECH LINKS      | = +2      |

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

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

| Z-Y FIGHTERS |   |
|--------------|---|
| 2xPh-3 -FA   |   |
| DFR = 4      |   |
| CRIPPLED = 8 |   |
| SPEED = 15   |   |
| Z-YB ONLY    | ▲ |

| CREW UNITS |            |
|------------|------------|
| IDENT      | HIT POINTS |
| 10         |            |
| 20         |            |
| 30         |            |
| 40         |            |

| ADMINISTRATIVE SHUTTLES |            |
|-------------------------|------------|
| IDENT                   | HIT POINTS |
| 10                      |            |
| 20                      |            |
| 30                      |            |
| 40                      |            |

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

| TYPE II PHASER TABLE    |                  |
|-------------------------|------------------|
| DIE RANGE               | 4- 9- 16- 31- 50 |
| ROLL 0 1 2 3 8 15 30 50 |                  |
| 1 6 5 5 4 3 2 1 1 1     |                  |
| 2 6 5 4 4 2 1 1 0       |                  |
| 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       |                  |

| EXPANDING SPHERE TABLE |              |
|------------------------|--------------|
| RADIUS                 | ENERGY       |
| 1 2 3 4 5              |              |
| 0 (4.00)               | 4 8 12 16 20 |
| 1 (3.67)               | 4 7 11 15 18 |
| 2 (3.33)               | 3 7 10 13 17 |
| 3 (3.00)               | 3 6 9 12 15  |

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

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

# LYRAN WAR CRUISER LEADER

## CREW UNITS

| ★ | 10 | 20 | 30 | 40 |
|---|----|----|----|----|
|   |    |    |    |    |
|   |    |    |    |    |
|   |    |    |    |    |
|   |    |    |    |    |

## BOARDING PARTIES

| 10 | 20 | 30 | 40 |
|----|----|----|----|
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |

TWO BAYS - NO TRANSFERS

## PROBES

|   |
|---|
| 5 |
|---|

## TRANSPORTER BOMBS

|   |   |   |   |
|---|---|---|---|
| D | D | D | D |
|---|---|---|---|

## ADMINISTRATIVE SHUTTLES

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

| SHIP DATA TABLE  |          |
|------------------|----------|
| TYPE             | = CWL    |
| POINT VALUE      | = 134    |
| BREAKDOWN        | = 5-6    |
| SHIELD COST      | = 1+1    |
| LIFE SUPPORT     | = 1      |
| SIZE CLASS       | = 3      |
| REFERENCE        | = R11.23 |
| PHASER REFIT     | = +4     |
| POWER PACK       | = +9     |
| 1 X UIM STANDARD |          |
| MECH LINKS       | = +2     |

| EXPANDING SPHERE TABLE |              |
|------------------------|--------------|
| RADIUS                 | ENERGY       |
| 1                      | 2 3 4 5      |
| 0 (4.00)               | 4 8 12 16 20 |
| 1 (3.67)               | 4 7 11 15 18 |
| 2 (3.33)               | 3 7 10 13 17 |
| 3 (3.00)               | 3 6 9 12 15  |

## TYPE III DEFENSE PHASER

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



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

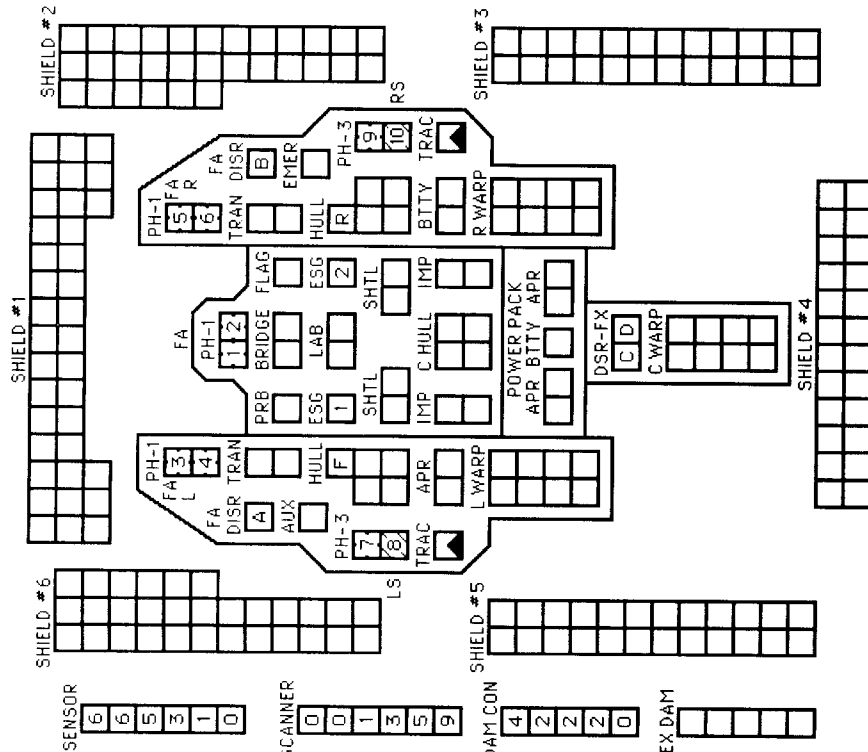
## DISRUPTOR TABLE

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

| HIT & RUN |
|-----------|
| UIM       |
| DERFACS   |

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

CNTR



SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

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

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

## LYRAN WAR ESCORT CRUISER

CNR

| SHIP DATA TABLE |          |
|-----------------|----------|
| TYPE            | = CWE    |
| POINT VALUE     | = 118    |
| BREAKDOWN       | = 5-6    |
| SHIELD COST     | = 1+1    |
| LIFE SUPPORT    | = 1      |
| SIZE CLASS      | = 3      |
| REFERENCE       | = R11.24 |
| POWER PACK      | = +9     |
| LIMITED AEGIS   |          |

| SHIP DATA TABLE |          |
|-----------------|----------|
| TYPE            | = CWA    |
| POINT VALUE     | = 128    |
| REFERENCE       | = R11.25 |
| POWER PACK      | = +9     |
| MECH LINKS      | = +2     |
| FULL AEGIS      |          |

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

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

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

## DECK CREWS

| PROBES | 1 | 2 | 3 | 4 | 5 |
|--------|---|---|---|---|---|
|--------|---|---|---|---|---|

| DIE<br>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 II PHASER TABLE |   |            |   |   |   |    |    |    | TYPE III DEFENSE PHASER |   |      |   |   |   |    |  |  |
|----------------------|---|------------|---|---|---|----|----|----|-------------------------|---|------|---|---|---|----|--|--|
| DIE RANGE            |   | 4-9-16-31- |   |   |   |    |    |    | DIE RANGE               |   | 4-9- |   |   |   |    |  |  |
| ROLL                 | 0 | 1          | 2 | 3 | 8 | 15 | 30 | 50 | ROLL                    | 0 | 1    | 2 | 3 | 8 | 15 |  |  |
| 1                    | 6 | 5          | 5 | 4 | 3 | 2  | 1  | 1  | 1                       | 4 | 4    | 4 | 4 | 3 | 1  |  |  |
| 2                    | 6 | 5          | 4 | 4 | 2 | 1  | 1  | 0  | 2                       | 4 | 4    | 4 | 2 | 1 | 0  |  |  |
| 3                    | 6 | 4          | 4 | 4 | 1 | 1  | 0  | 0  | 3                       | 4 | 4    | 4 | 1 | 0 | 0  |  |  |
| 4                    | 5 | 4          | 4 | 3 | 1 | 0  | 0  | 0  | 4                       | 4 | 4    | 3 | 0 | 0 | 0  |  |  |
| 5                    | 5 | 4          | 3 | 3 | 0 | 0  | 0  | 0  | 5                       | 4 | 3    | 2 | 0 | 0 | 0  |  |  |
| 6                    | 5 | 3          | 3 | 3 | 0 | 0  | 0  | 0  | 6                       | 3 | 3    | 1 | 0 | 0 | 0  |  |  |

| EXPANDING SPHERE TABLE | RADIUS |   | ENERGY |    |    |    |  |
|------------------------|--------|---|--------|----|----|----|--|
|                        | 1      | 2 | 3      | 4  | 5  |    |  |
| 0                      | (4.00) | 4 | 8      | 12 | 16 | 20 |  |
| 1                      | (3.67) | 4 | 7      | 11 | 15 | 18 |  |
| 2                      | (3.33) | 3 | 7      | 10 | 13 | 17 |  |
| 3                      | (3.00) | 3 | 6      | 9  | 12 | 15 |  |

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

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

# LYRAN WAR MINESWEEPER

## ADMINISTRATIVE SHUTTLES

| CREW UNITS | IDENT | HIT POINTS | NOTES |
|------------|-------|------------|-------|
| 10         |       |            |       |
| 20         |       |            |       |
| 30         |       |            |       |

TWO BAYS - NO TRANSFERS

## TRANSPORTER BOMBS

| BOARDING PARTIES | PROBES |
|------------------|--------|
| 8                | 5      |

## PROBES

|   |
|---|
| 5 |
|---|

| SHIP DATA TABLE |         |
|-----------------|---------|
| TYPE            | CWM     |
| POINT VALUE     | 115/105 |
| BREAKDOWN       | 5-6     |
| SHIELD COST     | 1+1     |
| LIFE SUPPORT    | 1       |
| SIZE CLASS      | 3       |
| REFERENCE       | R11.26  |
| PLUS REFIT      | +2      |
| MECH LINKS      | +2      |

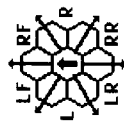
| TURN MODE |         |
|-----------|---------|
| B         | 1 2-5   |
|           | 2 6-10  |
| HET       | 3 11-15 |
|           | 4 16-21 |
| BD        | 5 22-28 |
|           | 6 29+   |

## TYPE I OFFENSIVE PHASER TABLE

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

## TYPE II PHASER TABLE

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



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

## MINE RACKS

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

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

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

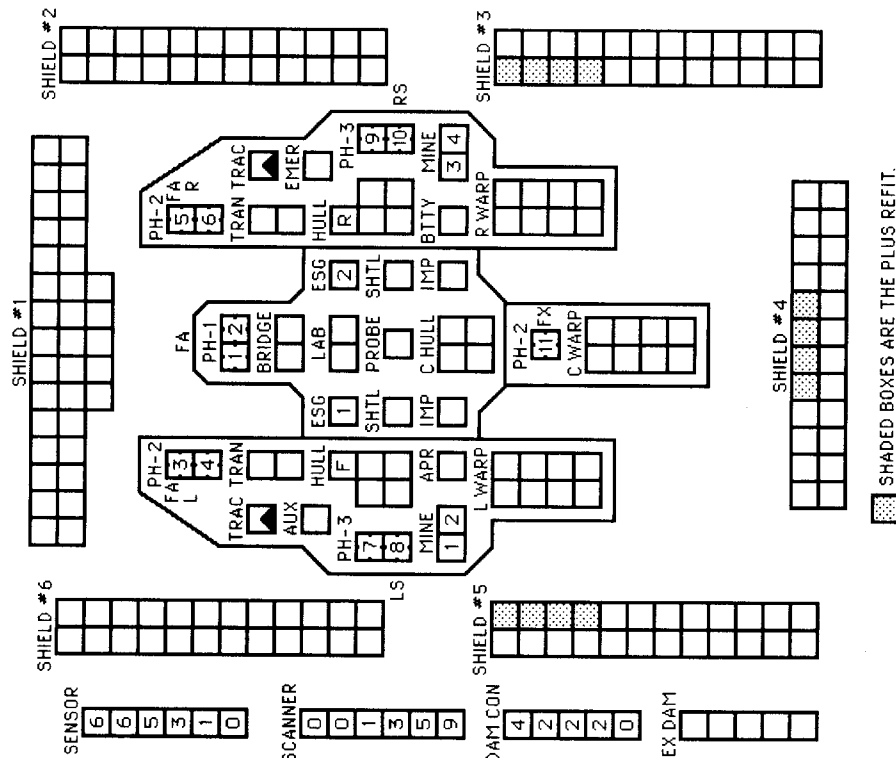
## TYPE III DEFENSE PHASER

| DIE RANGE | 4-9 | 10-15 | 16-21 | 22-28 | 29+ |
|-----------|-----|-------|-------|-------|-----|
| 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   |

## EXPANDING SPHERE TABLE

| RADIUS   | ENERGY | 1 | 2  | 3  | 4  | 5 |
|----------|--------|---|----|----|----|---|
| 0 (4.00) | 4      | 8 | 12 | 16 | 20 |   |
| 1 (3.67) | 4      | 7 | 11 | 15 | 18 |   |
| 2 (3.33) | 3      | 7 | 10 | 13 | 17 |   |
| 3 (3.00) | 3      | 6 | 9  | 12 | 15 |   |

CNTR



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

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

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = CWS     |
| POINT VALUE     | = 133/103 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R11.27  |
| PLUS REFIT      | = +2      |
| POWER PACK      | = +9      |
| MECH LINKS      | = +2      |

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

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

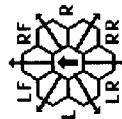
| EXPANDING SPHERE TABLE |        |   |    |    |    |  |
|------------------------|--------|---|----|----|----|--|
| RADIUS                 | ENERGY |   |    |    |    |  |
|                        | 1      | 2 | 3  | 4  | 5  |  |
| 0 (4.00)               | 4      | 8 | 12 | 16 | 20 |  |
| 1 (3.67)               | 4      | 7 | 11 | 15 | 18 |  |
| 2 (3.33)               | 3      | 7 | 10 | 13 | 17 |  |
| 3 (3.00)               | 3      | 6 | 9  | 12 | 15 |  |

| BOARDING PARTIES |  |  |  |   | TRANSPORTER BOMBS |  |  |  |  |
|------------------|--|--|--|---|-------------------|--|--|--|--|
|                  |  |  |  | 8 |                   |  |  |  |  |

|        |  |  |  |  |   |
|--------|--|--|--|--|---|
| PROBES |  |  |  |  | 5 |
|--------|--|--|--|--|---|

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

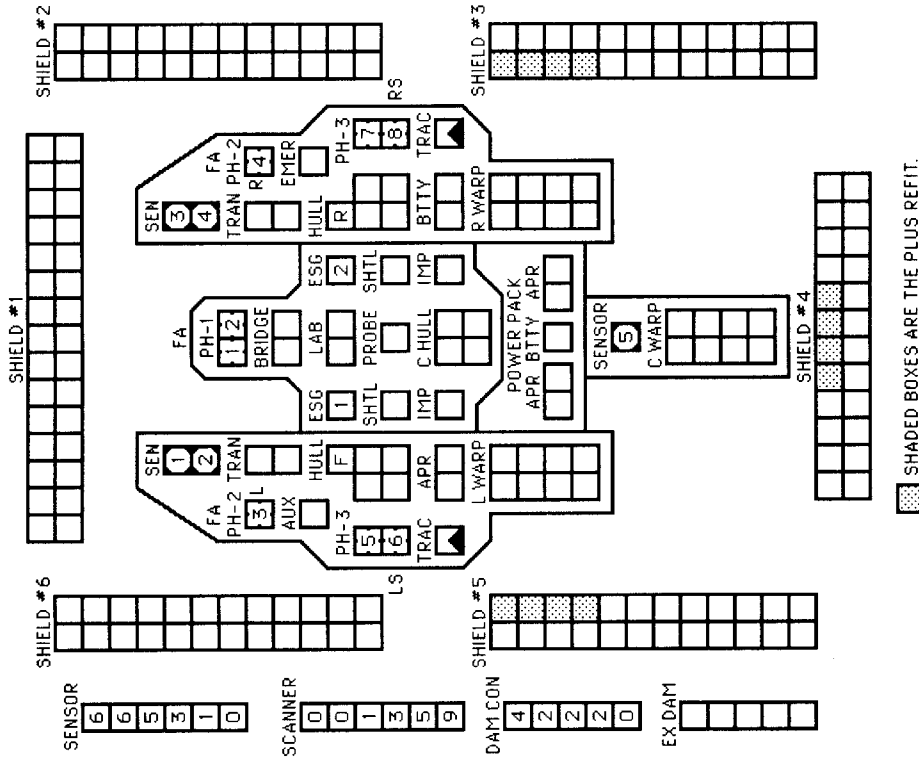
| TYPE II PHASER TABLE |       |   |   |            |   |    |    |    |  |
|----------------------|-------|---|---|------------|---|----|----|----|--|
| DIE<br>ROLL          | RANGE |   |   | 4-9-16-31- |   |    |    |    |  |
|                      | 0     | 1 | 2 | 3          | 6 | 15 | 30 | 50 |  |
| 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     | 3 | 3 | 3          | 0 | 0  | 0  | 0  |  |
| 6                    | 5     | 3 | 3 | 3          | 0 | 0  | 0  | 0  |  |


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

SPECIAL SENSORS ARE  
DESTROYED ON "TORPEDO"  
DAMAGE POINTS.

**SCOUT FUNCTIONS SUMMARY**

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



⑥ = ERRATIC MANEUVER WARP COST

**5 = HET COST**

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

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



**CNTR**

| SHIP DATA TABLE |          |
|-----------------|----------|
| TYPE            | = CC     |
| POINT VALUE     | = 150    |
| BREAKDOWN       | = 5-6    |
| SHIELD COST     | = 1+1    |
| LIFE SUPPORT    | = 1      |
| SIZE CLASS      | = 3      |
| REFERENCE       | = R11.30 |
| PLUS REFIT      | = +5     |
| MECH LINKS      | = +4     |
| 1 UIM STANDARD  |          |

| BOARDING PARTIES |  |  |  |  |    |
|------------------|--|--|--|--|----|
|                  |  |  |  |  | 10 |
|                  |  |  |  |  | 20 |

| PROBES | 5 |
|--------|---|
|--------|---|

HIT & RUN  
UIM ☐  
DERFACS ☐

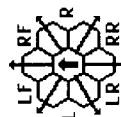
### TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

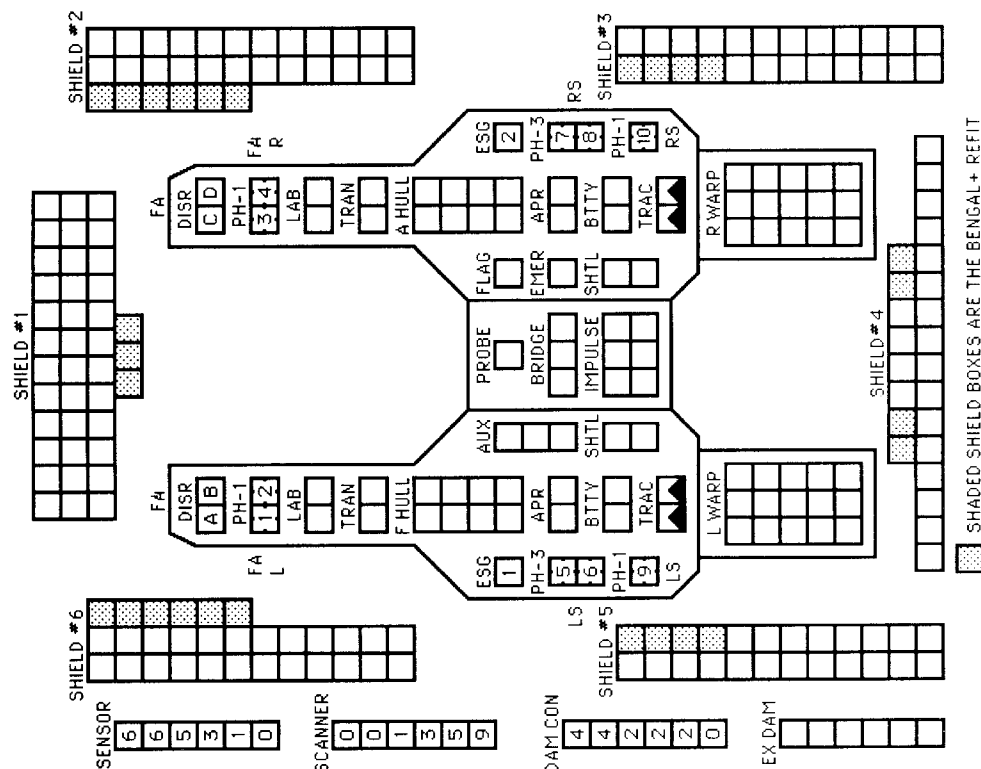
| DIE RANGE |   | 4-9-15 |   |   |   |    |
|-----------|---|--------|---|---|---|----|
| ROLL      | 0 | 1      | 2 | 3 | 8 | 15 |
| 1         | 4 | 4      | 4 | 3 | 1 | 1  |
| 2         | 4 | 4      | 4 | 2 | 1 | 0  |
| 3         | 4 | 4      | 4 | 1 | 0 | 0  |
| 4         | 4 | 4      | 3 | 0 | 0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


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

| EXPANDING SPHERE TABLE |              |
|------------------------|--------------|
| RADIUS                 | ENERGY       |
|                        | 1 2 3 4 5    |
| 0 (4.00)               | 4 8 12 16 20 |
| 1 (3.67)               | 4 7 11 15 18 |
| 2 (3.33)               | 3 7 10 13 17 |
| 3 (3.00)               | 3 6 9 12 15  |

DISRUPTOR TABLE

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



SHIELD BOXES ARE THE BENGAL + REFIT  
MOVEMENT COST = 1  
HET COST = 5  
EM COST = 6

**LYRAN MANX  
POLICE CORVETTE**

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = POL     |
| POINT VALUE     | = 52      |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R11.31  |
| PLUS REFIT      | = +2      |

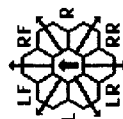
| TURN MODE |   | SPEED |
|-----------|---|-------|
| A         | 1 | 2-6   |
| HET       | 2 | 7-12  |
|           | 3 | 13-19 |
| BD        | 4 | 20-26 |
|           | 5 | 27+   |

**NIMBLE SHIP**

| ADMINISTRATIVE SHUTTLES |            |       |  |
|-------------------------|------------|-------|--|
| IDENT                   | HIT POINTS | NOTES |  |
|                         |            |       |  |
|                         |            |       |  |
|                         |            |       |  |
| TWO BAYS - NO TRANSFERS |            |       |  |

BOARDING PARTIES      T-BOMBS      D D

| DIE<br>ROLL | RANGE |   | 4-9-16-31- |   | 4-9-16-31- |          |
|-------------|-------|---|------------|---|------------|----------|
|             | 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-<br>8 15 |   |   |   |    |
|-------------------------|---|-----------|---|---|---|---|---------------|---|---|---|----|
| ROLL                    | 0 | 1         | 2 | 3 | 4 | 5 | 6             | 7 | 8 | 9 | 10 |
| 1                       | 4 | 4         | 4 | 4 | 3 | 1 | 1             |   |   |   |    |
| 2                       | 4 | 4         | 4 | 4 | 2 | 1 | 0             |   |   |   |    |
| 3                       | 4 | 4         | 4 | 4 | 1 | 0 | 0             |   |   |   |    |
| 4                       | 4 | 4         | 4 | 3 | 0 | 0 | 0             |   |   |   |    |
| 5                       | 4 | 4         | 3 | 2 | 0 | 0 | 0             |   |   |   |    |
| 6                       | 3 | 3         | 1 | 0 | 0 | 0 | 0             |   |   |   |    |

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

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



**LYRAN LIGHT  
TACTICAL TRANSPORT**

|      |  |
|------|--|
| CNTR |  |
|------|--|

[illegible]

|        |  |  |  |   |
|--------|--|--|--|---|
| PROBES |  |  |  | 5 |
|--------|--|--|--|---|

|                   |      |
|-------------------|------|
| TRANSPORTER BOMBS | DDDD |
|-------------------|------|

| SHIP DATA TABLE |          |
|-----------------|----------|
| TYPE            | = LTT    |
| POINT VALUE     | = 118/98 |
| BREAKDOWN       | = 5-6    |
| SHIELD COST     | = 1+1    |
| LIFE SUPPORT    | = 1      |
| SIZE CLASS      | = 3      |
| REFERENCE       | = R11.33 |
| PLUS REFIT      | = +2     |
| MECH LINKS      | = +2     |

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

| TYPE II PHASER TABLE |       | 4-9-16-31- |         |        |
|----------------------|-------|------------|---------|--------|
| DIE                  | RANGE | 4          | 9       | 16-31- |
| ROLL                 | 0 1 2 | 3          | 8 15 30 | 50     |
| 1                    | 6 5   | 5 4 3      | 2 1 1   | 1      |
| 2                    | 6 5   | 4 4 2      | 1 1 0   |        |
| 3                    | 6 4   | 4 4 1      | 1 0 0   |        |
| 4                    | 5 4   | 4 3 1      | 0 0 0   |        |
| 5                    | 4 4   | 3 3 0      | 0 0 0   |        |
| 6                    | 5 3   | 3 0 0      | 0 0 0   |        |

## DISRUPTOR TABLE

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

|   | RADIUS |   |   |    |    | ENERGY |  |  |  |  |
|---|--------|---|---|----|----|--------|--|--|--|--|
|   | 1      | 2 | 3 | 4  | 5  |        |  |  |  |  |
| 0 | (4.00) | 4 | 8 | 12 | 16 | 20     |  |  |  |  |
| 1 | (3.67) | 4 | 7 | 11 | 15 | 18     |  |  |  |  |
| 2 | (3.33) | 3 | 7 | 10 | 13 | 17     |  |  |  |  |
| 3 | (3.00) | 3 | 6 | 9  | 12 | 15     |  |  |  |  |

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

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

**SHADED BOXES ARE THE PLUS REFIT.**

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

|          |               | 5 - FUEL COST  |   |                |                |   |                |                |   |                |                | 6 - EARNING TIME/WEYER |                |                |                 |                 |    |                 |                 |    |                 | TAKT            |    | CUST            |                 |    |                 |                 |    |    |    |
|----------|---------------|----------------|---|----------------|----------------|---|----------------|----------------|---|----------------|----------------|------------------------|----------------|----------------|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|----|----|
|          |               | 1              | 2 | 3              | 4              | 5 | 6              | 7              | 8 | 9              | 10             | 11                     | 12             | 13             | 14              | 15              | 16 | 17              | 18              | 19 | 20              | 21              | 22 | 23              | 24              | 25 | 26              | 27              | 28 | 29 | 30 |
| SPEED    | 1             | 2              | 3 | 4              | 5              | 6 | 7              | 8              | 9 | 10             | 11             | 12                     | 13             | 14             | 15              | 16              | 17 | 18              | 19              | 20 | 21              | 22              | 23 | 24              | 25              | 26 | 27              | 28              | 29 | 30 |    |
| Standard | 1             | 2              | 2 | 3              | 4              | 4 | 5              | 6              | 6 | 7              | 8              | 8                      | 9              | 10             | 10              | 11              | 12 | 12              | 13              | 14 | 14              | 15              | 16 | 16              | 17              | 18 | 18              | 19              | 20 | 20 |    |
| Fract.   | $\frac{2}{3}$ | $1\frac{1}{3}$ | 2 | $2\frac{2}{3}$ | $3\frac{1}{3}$ | 4 | $4\frac{2}{3}$ | $5\frac{1}{3}$ | 6 | $6\frac{2}{3}$ | $7\frac{1}{3}$ | 8                      | $8\frac{2}{3}$ | $9\frac{1}{3}$ | $10\frac{2}{3}$ | $11\frac{1}{3}$ | 12 | $12\frac{2}{3}$ | $13\frac{1}{3}$ | 14 | $14\frac{2}{3}$ | $15\frac{1}{3}$ | 16 | $16\frac{2}{3}$ | $17\frac{1}{3}$ | 18 | $18\frac{2}{3}$ | $19\frac{1}{3}$ | 20 |    |    |

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

|            | SPEED PER HOUR |                |   |                |                |    |                |                 |    |                 |                 |    |                 |                 |                 | PER CENT        |    |                 |                 |    |                 |                 |    |                 |                 |    |                 |                 |    |    | PER CENT |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|------------|----------------|----------------|---|----------------|----------------|----|----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|-----------------|-----------------|----|----|----------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
|            | 1              | 2              | 3 | 4              | 5              | 6  | 7              | 8               | 9  | 10              | 11              | 12 | 13              | 14              | 15              | 16              | 17 | 18              | 19              | 20 | 21              | 22              | 23 | 24              | 25              | 26 | 27              | 28              | 29 | 30 |          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| SPEED      | 1              | 2              | 3 | 4              | 5              | 6  | 7              | 8               | 9  | 10              | 11              | 12 | 13              | 14              | 15              | 16              | 17 | 18              | 19              | 20 | 21              | 22              | 23 | 24              | 25              | 26 | 27              | 28              | 29 | 30 |          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Standard 2 | 3              | 4              | 6 | 7              | 8              | 10 | 11             | 12              | 14 | 15              | 16              | 18 | 19              | 20              | 22              | 23              | 24 | 26              | 27              | 28 | 30              | 31              | 32 | 34              | 35              | 36 | 38              | 39              | 40 |    |          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Fract.     | $1\frac{1}{3}$ | $2\frac{2}{3}$ | 4 | $5\frac{1}{3}$ | $6\frac{2}{3}$ | 8  | $9\frac{1}{2}$ | $10\frac{2}{3}$ | 12 | $13\frac{1}{3}$ | $14\frac{2}{3}$ | 16 | $17\frac{1}{3}$ | $18\frac{2}{3}$ | $20\frac{1}{3}$ | $22\frac{2}{3}$ | 24 | $25\frac{1}{2}$ | $26\frac{2}{3}$ | 28 | $29\frac{1}{2}$ | $30\frac{2}{3}$ | 32 | $33\frac{1}{2}$ | $34\frac{2}{3}$ | 36 | $37\frac{1}{2}$ | $38\frac{2}{3}$ | 40 |    |          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

| <b>LRYAN REPAIR PALLET</b> |            |                      |  |
|----------------------------|------------|----------------------|--|
| APR<br>□ □                 | AUX<br>□ □ | APR<br>□ □           |  |
| REPAIR<br>□ □<br>□ □       |            | REPAIR<br>□ □<br>□ □ |  |
| CARGO<br>□ □<br>□ □        |            | CARGO<br>□ □<br>□ □  |  |

**POD DATA TABLE**

|        |        |
|--------|--------|
| TYPE = | PAL-R  |
| BPY =  | 36/20  |
| SIZE = | 4      |
| REF =  | R11.34 |

BOARDING PARTIES    

|   |   |
|---|---|
| 1 | 2 |
|---|---|

**CREW UNITS**

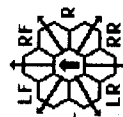
|   |   |   |     |   |   |   |   |    |
|---|---|---|-----|---|---|---|---|----|
| □ | □ | □ | * * | □ | □ | □ | □ | 10 |
| □ | □ | □ | □   | □ | □ | □ | □ | 20 |

REPAIR BOXES ARE DESTROYED ON "CARGO" HITS.

**LYRAN HELLCAT  
HEAVY BATTLECRUISER**

REPAIR BOXES ARE  
DESTROYED ON "CARGO" OR  
"EXCESS DAMAGE" HITS.

THE 360° PHASERS  
CANNOT FIRE INTO THE  
HEX ROW EXTENDING  
DIRECTLY BEHIND THE  
SHIP.

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


## KLINGON-LYRAN CARGO POD

|       |  |  |  |  |  |  |  |  |  |
|-------|--|--|--|--|--|--|--|--|--|
| CARGO |  |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |  |
|       |  |  |  |  |  |  |  |  |  |

| POD DATA TABLE |           |
|----------------|-----------|
| TYPE           | = P-C1    |
| CREW           | = 0       |
| BPS            | = 0       |
| BPY            | = 14/10   |
| SIZE           | = 4       |
| REF            | = R11.37A |

**KLINGON-LYRAN POWER BOOST POD**

|                          |                          |                |         |                                     |                          |
|--------------------------|--------------------------|----------------|---------|-------------------------------------|--------------------------|
| CARGO                    |                          | POD DATA TABLE |         | CREW UNITS                          |                          |
| <input type="checkbox"/> | <input type="checkbox"/> | TYPE =         | P-P2    | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | BPX =          | 28/15   | BOARDING PARTIES                    |                          |
| <input type="checkbox"/> | <input type="checkbox"/> | SIZE =         | 4       | <input type="checkbox"/>            |                          |
| <input type="checkbox"/> | <input type="checkbox"/> | REF =          | R11.37B |                                     |                          |
| BATTERY                  |                          |                |         |                                     |                          |

## **KLINGON-LYRAN HANGAR POD**

|         |    |     |    |      |      |        |  |
|---------|----|-----|----|------|------|--------|--|
| SHUTTLE |    | APR |    | BTTY |      | A HULL |  |
| ==      | == | ==  | == | PH-3 | 360° |        |  |
| AUX     |    |     |    | TRAC |      |        |  |

|                |
|----------------|
| POD DATA TABLE |
| TYPE = P-H5    |
| BPY = 14/12    |
| SIZE = 4       |
| REF = R11.37E  |

**POD CAN CONTROL SEEKING WEAPONS EQUAL TO 1/2 THE TUG'S SENSOR RATING.**

|            |  |  |  |  |   |
|------------|--|--|--|--|---|
| DECK CREWS |  |  |  |  | 6 |
|------------|--|--|--|--|---|

|              |             |
|--------------|-------------|
| Z-Y FIGHTERS | Z-YB ONLY ▲ |
| 2xPh-3 -FA   |             |
| DFR = 4      |             |
| CRIPPLED = 8 |             |
| SPEED = 15   |             |

BOARDING  
PARTIES

The figure shows five 3D cubes arranged horizontally, labeled 1 through 5 from left to right. Each cube is shown from a perspective view, revealing three faces. The top face of each cube is shaded black. The visible faces are as follows:

- Cube 1:** Top (black), Front-left (white), Front-right (white).
- Cube 2:** Top (black), Front-left (white), Front-right (white).
- Cube 3:** Top (black), Front-left (white), Front-right (white).
- Cube 4:** Top (black), Front-left (white), Front-right (white).
- Cube 5:** Top (black), Front-left (white), Front-right (white).

## KLINGON-LYRAN BATTLE POD

| ADMINISTRATIVE SHUTTLES |            |       |
|-------------------------|------------|-------|
| IDENT                   | HIT POINTS | NOTES |
|                         |            |       |

KREFIT CHANGES PHASER-2S TO PHASER-1S.  
POD CAN CONTROL THREE SEEKING WEAPONS.

H&R UIM ☐

**KLINGON-LYRAN TROOP TRANSPORT POD**

|      |   |         |
|------|---|---------|
| TYPE | = | P-T3    |
| BPV  | = | 30/20   |
| SIZE | = | 4       |
| REF  | = | R11.37C |

GRAVITY LANDING {P2.432}.

| BOARDING PARTIES |  |  |  |  |  |    |
|------------------|--|--|--|--|--|----|
|                  |  |  |  |  |  | 10 |
|                  |  |  |  |  |  | 20 |
|                  |  |  |  |  |  | 30 |
|                  |  |  |  |  |  | 40 |

| ADMINISTRATIVE SHUTTLE |            |  |  |       |
|------------------------|------------|--|--|-------|
| IDENT                  | HIT POINTS |  |  | NOTES |
|                        |            |  |  | GAS   |
|                        |            |  |  | GAS   |

BARRACKS ARE DESTROYED ON "HULL" HITS.

|         |    |         |    |
|---------|----|---------|----|
| SENSOR  | 60 | DAM CON | 20 |
| SCANNER | 09 | EX DAM  |    |

SEN  
1

APR

AFT HULL

REPAIR

TRAC

APR

SEN

2

AFT HULL

REPAIR

TRAC

APR

POD DATA TABLE

TYPE = P-PF6

BPV = 20/12

SIZE = 4

REF = R11.37F

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

LEFT POD

CREW UNITS

BOARDING PARTIES

RIGHT POD

CREW UNITS

BOARDING PARTIES

KLINGON-LYRAN REPAIR POD

REPAIR

APR

CARGO

CREW UNITS

BOARDING PARTIES

POD DATA TABLE

TYPE = P-R9

BPV = 34/18

SIZE = 4

REF = R11.37H

KLINGON-LYRAN HEAVY CARRIER POD

1

2

3

4

5

6

7

8

9

10

11

12

SHIELD #1

360°

AUX

APR

PH-3

CARGO

TRAC

SHUTTLE

SHIELD #4

CREW UNITS

BOARDING PARTIES

DECK CREWS

ADMINISTRATIVE SHUTTLES

HIT POINTS

NOTES

POD DATA TABLE

TYPE = P-V7

BPV = 25

SIZE = 4

REF = R11.37G

Z-Y FIGHTERS

2xPh-3 - FA

DFR = 4

CRIPPLED = 8

SPEED = 15

Z-YB ONLY

A TUG WITH THIS POD CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

# LYRAN WAR DESTROYER LEADER

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = DWL     |
| POINT VALUE     | = 99      |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R11.38  |
| UIM REFIT       | = +5      |
| PHASER REFIT    | = +2      |
| POWER PACK      | = +9      |
| MECH LINK REFIT | = +2      |

| ADMINISTRATIVE SHUTTLES |            |
|-------------------------|------------|
| IDENT                   | HIT POINTS |
| 10                      |            |
| 20                      |            |
| 30                      |            |

| BOARDING PARTIES |  |
|------------------|--|
| 10               |  |
| 20               |  |
| 30               |  |

T-BOMBS

DID

PROBES

S

## EXPANDING SPHERE TABLE

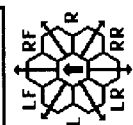
| RADIUS   | ENERGY | 1 | 2  | 3  | 4  | 5 |
|----------|--------|---|----|----|----|---|
| 0 (4.00) | 4      | 8 | 12 | 16 | 20 |   |
| 1 (3.67) | 4      | 7 | 11 | 15 | 18 |   |
| 2 (3.33) | 3      | 7 | 10 | 13 | 17 |   |
| 3 (3.00) | 3      | 6 | 9  | 12 | 15 |   |

## TYPE I OFFENSIVE PHASER TABLE

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

## TYPE II PHASER TABLE

| DIE RANGE | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 9-16-31-50 |
|-----------|---|---|---|---|---|---|---|------------|
| 1         | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1          |
| 2         | 6 | 5 | 4 | 4 | 2 | 1 | 1 | 0          |
| 3         | 6 | 4 | 4 | 4 | 1 | 1 | 0 | 0          |
| 4         | 5 | 4 | 4 | 3 | 1 | 0 | 0 | 0          |
| 5         | 5 | 4 | 3 | 3 | 0 | 0 | 0 | 0          |
| 6         | 5 | 3 | 3 | 3 | 0 | 0 | 0 | 0          |



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

## DISRUPTOR TABLE

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

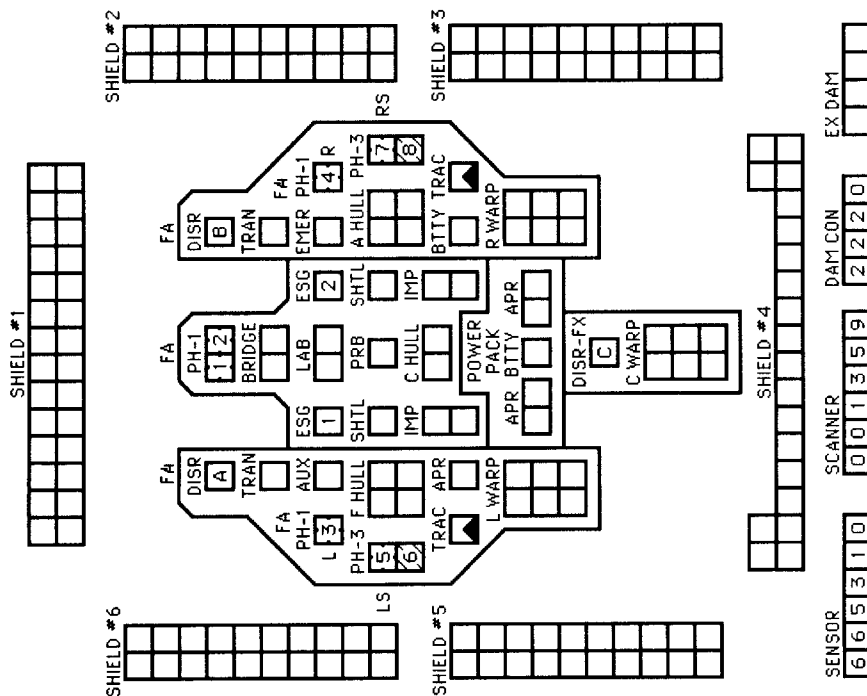
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.



SENSOR

6 6 5 3 1 0

SCANNER

0 0 1 3 5 9

DAM CON

2 2 2 0

EX DAM

6 6 5 3 1 0

HIT &amp; RUN

UIM

DERFACS

**LYRAN  
WAR ESCORT  
DESTROYER**

**CNTR**

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = DWE     |
| POINT VALUE     | = 85      |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R11.39  |
| PLUS REFIT      | = +2      |
| POWER PACK      | = +9      |
| LIMITED AEGIS   |           |

|                 |          |
|-----------------|----------|
| SHIP DATA TABLE |          |
| TYPE            | = DWA    |
| POINT VALUE     | = 95     |
| REFERENCE       | = R11.40 |
| PLUS REFIT      | = +2     |
| POWER PACK      | = +9     |
| MECH LINK REFIT | = +2     |
| FULL AEGIS      |          |

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

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

| ADMINISTRATIVE SHUTTLES |            |       |  |
|-------------------------|------------|-------|--|
| IDENT                   | HIT POINTS | NOTES |  |
|                         |            |       |  |
|                         |            |       |  |
| TWO BAYS - NO TRANSFERS |            |       |  |

T-BOMBS DD DD

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

## BOARDING PARTIES

## DECK CREWS

|        |  |  |  |
|--------|--|--|--|
| PROBES |  |  |  |
|--------|--|--|--|

| DIE<br>ROLL | RANGE<br>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     |
| 2           | 8            | 7 | 6 | 5 | 5 | 4   | 3    | 2     | 1     | 0     |
| 3           | 7            | 5 | 5 | 4 | 4 | 4   | 3    | 1     | 0     | 0     |
| 4           | 6            | 4 | 4 | 4 | 4 | 3   | 2    | 0     | 0     | 0     |
| 5           | 5            | 4 | 4 | 4 | 3 | 3   | 1    | 0     | 0     | 0     |
| 6           | 4            | 4 | 3 | 3 | 2 | 2   | 0    | 0     | 0     | 0     |

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



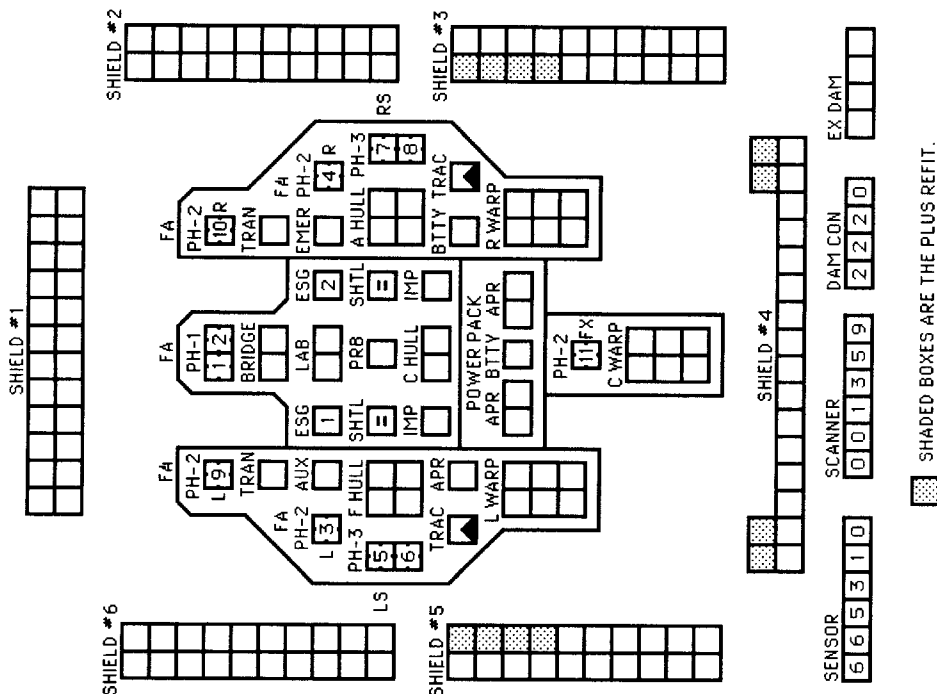
| EXPANDING SPHERE TABLE |              |
|------------------------|--------------|
| RADIUS                 | ENERGY       |
|                        | 1 2 3 4 5    |
| 0 (4.00)               | 4 8 12 16 20 |
| 1 (3.67)               | 4 7 11 15 18 |
| 2 (3.33)               | 3 7 10 13 17 |
| 3 (3.00)               | 3 6 9 12 15  |

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

| TYPE II PHASE 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 |

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

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



# LYRAN WAR DESTROYER SCOUT

**CTR**

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = DWS     |
| POINT VALUE     | = 98/80   |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R11.41  |
| PLUS REFIT      | = +2      |
| POWER PACK      | = +9      |
| MECH LINK REFIT | = +2      |

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

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

| EXPANDING SPHERE TABLE |        |   |        |    |    |    |
|------------------------|--------|---|--------|----|----|----|
|                        | RADIUS |   | ENERGY |    |    |    |
|                        | 1      | 2 | 3      | 4  | 5  |    |
| 0                      | (4.00) | 4 | 8      | 12 | 16 | 20 |
| 1                      | (3.67) | 4 | 7      | 11 | 15 | 18 |
| 2                      | (3.33) | 3 | 7      | 10 | 13 | 17 |
| 3                      | (3.00) | 3 | 6      | 9  | 12 | 15 |

| CREW UNITS |  |   |  |  |    | ADMINISTRATIVE SHUTTLES |     |        |       |
|------------|--|---|--|--|----|-------------------------|-----|--------|-------|
|            |  | * |  |  |    | IDEN                    | HIT | POINTS | NOTES |
|            |  |   |  |  | 10 |                         |     |        |       |
|            |  |   |  |  | 20 |                         |     |        |       |
|            |  |   |  |  |    | TWO BAYS - NO TRANSFERS |     |        |       |

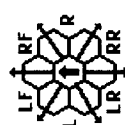
|                  |  |  |  |  |  |  |     |
|------------------|--|--|--|--|--|--|-----|
| BOARDING PARTIES |  |  |  |  |  |  | 6   |
| T-BOMBS          |  |  |  |  |  |  | D D |
| PROBES           |  |  |  |  |  |  | 5   |

| DIE<br>ROLL | RANGE<br>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     |
| 2           | 8            | 7 | 6 | 5 | 5 | 4   | 3    | 2     | 1     | 0     |
| 3           | 7            | 5 | 5 | 4 | 4 | 4   | 3    | 1     | 0     | 0     |
| 4           | 6            | 4 | 4 | 4 | 4 | 3   | 2    | 0     | 0     | 0     |
| 5           | 5            | 4 | 4 | 4 | 3 | 3   | 1    | 0     | 0     | 0     |
| 6           | 4            | 4 | 3 | 3 | 2 | 2   | 0    | 0     | 0     | 0     |

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

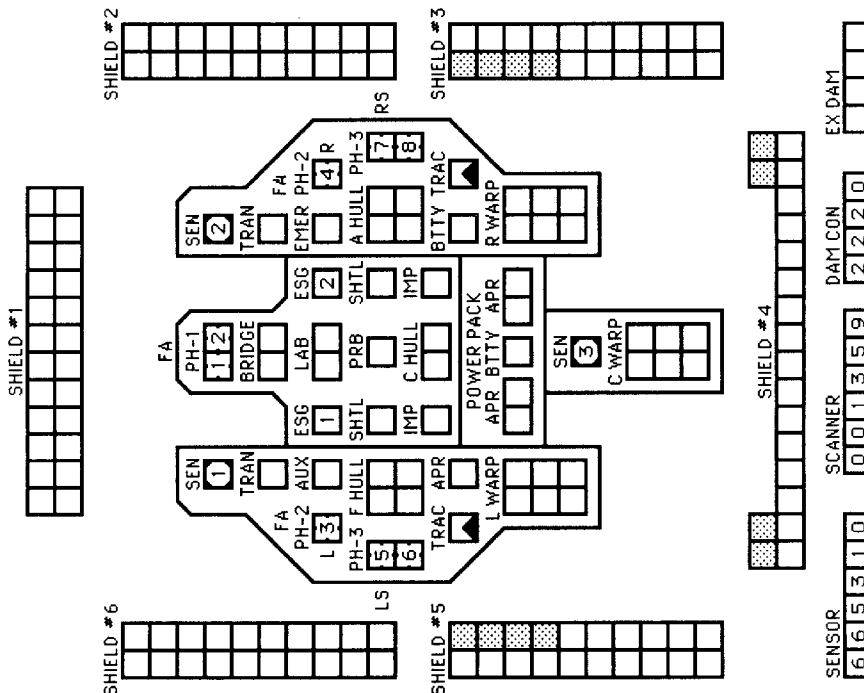
**SCOUT FUNCTIONS SUMMARY**

SPECIAL SENSORS ARE  
DESTROYED ON "TORPEDO"  
DAMAGE POINTS


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

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

SHADED BOXES ARE THE PLUS REFIT.



# LYRAN WAR DESTROYER MINESWEEPER

|            |  |  |  |  |  |  |  |  |  |                         |  |            |       |
|------------|--|--|--|--|--|--|--|--|--|-------------------------|--|------------|-------|
| CREW UNITS |  |  |  |  |  |  |  |  |  | ADMINISTRATIVE SHUTTLES |  |            |       |
|            |  |  |  |  |  |  |  |  |  |                         |  | HIT POINTS | NOTES |
|            |  |  |  |  |  |  |  |  |  |                         |  |            | MSS   |
|            |  |  |  |  |  |  |  |  |  |                         |  |            | MSS   |
|            |  |  |  |  |  |  |  |  |  | TWO DAYS - NO TRANSFERS |  |            |       |

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

T-BOMBS D

|        |  |  |  |  |   |
|--------|--|--|--|--|---|
| PROBES |  |  |  |  | 5 |
|--------|--|--|--|--|---|

### TYPE I OFFENSIVE PHASER TABLE

| DIE<br>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 II PHASER TABLE

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


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

## MINE RACKS

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

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

EXPANDING SPHERE TABLE

|   | RADIUS |   | ENERGY |    |    |    |  |
|---|--------|---|--------|----|----|----|--|
|   | 1      | 2 | 3      | 4  | 5  |    |  |
| 0 | (4.00) | 4 | 8      | 12 | 16 | 20 |  |
| 1 | (3.67) | 4 | 7      | 11 | 15 | 18 |  |
| 2 | (3.33) | 3 | 7      | 10 | 13 | 17 |  |
| 3 | (3.00) | 3 | 6      | 9  | 12 | 15 |  |

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

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

|          |               | THE ENERGY POINT SYSTEM |                |                |   |                |   |                |   |                |    | = FLY COT      |    |                |    |                |    |                 |    |                 |    | = KRAFLIC MANEUVER WARP CUSI |    |                 |    |                 |    |    |    |    |    |
|----------|---------------|-------------------------|----------------|----------------|---|----------------|---|----------------|---|----------------|----|----------------|----|----------------|----|----------------|----|-----------------|----|-----------------|----|------------------------------|----|-----------------|----|-----------------|----|----|----|----|----|
|          |               | 1                       | 2              | 3              | 4 | 5              | 6 | 7              | 8 | 9              | 10 | 11             | 12 | 13             | 14 | 15             | 16 | 17              | 18 | 19              | 20 | 21                           | 22 | 23              | 24 | 25              | 26 | 27 | 28 | 29 | 30 |
| SPEED    | 1             | 2                       | 3              | 4              | 5 | 6              | 7 | 8              | 9 | 10             | 11 | 12             | 13 | 14             | 15 | 16             | 17 | 18              | 19 | 20              | 21 | 22                           | 23 | 24              | 25 | 26              | 27 | 28 | 29 | 30 |    |
| Standard | 1             | 2                       | 2              | 3              | 3 | 3              | 4 | 4              | 5 | 5              | 6  | 6              | 7  | 7              | 8  | 8              | 9  | 9               | 10 | 10              | 11 | 11                           | 12 | 12              | 13 | 13              | 14 | 14 | 15 | 15 |    |
| Fract.   | $\frac{1}{2}$ | $1\frac{1}{2}$          | $2\frac{1}{2}$ | $3\frac{1}{2}$ | 4 | $4\frac{1}{2}$ | 5 | $5\frac{1}{2}$ | 6 | $6\frac{1}{2}$ | 7  | $7\frac{1}{2}$ | 8  | $8\frac{1}{2}$ | 9  | $9\frac{1}{2}$ | 10 | $10\frac{1}{2}$ | 11 | $11\frac{1}{2}$ | 12 | $12\frac{1}{2}$              | 13 | $13\frac{1}{2}$ | 14 | $14\frac{1}{2}$ | 15 | 15 | 15 |    |    |

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = DWM     |
| POINT VALUE     | = 90/80   |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R11.42  |
| PLUS REFIT      | = +2      |
| MECH LINK REFIT | = +2      |

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

### TYPE III DEFENSE PHASER

| DIE<br>ROLL | RANGE<br>0 | 1 | 2 | 3 | 4-<br>8 | 9-<br>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        |

| SENSOR |   |   |   | SCANNER |   |   |   | DAM CON |   |   |   | EX DAM |  |  |  |
|--------|---|---|---|---------|---|---|---|---------|---|---|---|--------|--|--|--|
| 6      | 6 | 5 | 3 | 0       | 0 | 1 | 3 | 2       | 2 | 2 | 0 |        |  |  |  |

**SHADED BOXES ARE THE PLUS REFIT.**

The diagram shows a complex ship layout with multiple decks and specialized areas. Key features include:

- Central Corridor:** Connects the main sections of the ship.
- Left Section:** Includes PH-1, BRIDGE, LAB, PRB, C HULL, IMP, SHTL, ESG, TRAN, FA, PH-2, AUX, L, PH-3, F HULL, MINE, APR, and LS.
- Right Section:** Includes PH-2, FX, C WARP, BTTY, R WARP, A HULL, PH-3, EMER, PH-2, RS, TRAC, and SHIELD #4.
- Shields:** Six shield locations are shown as grids of squares. Shield #1 is at the top left, Shield #2 at the top right, Shield #3 at the bottom left, Shield #4 at the bottom right, and Shields #5 and #6 are at the very bottom.
- Other Features:** A CNTR box is located at the top left. Various other rooms like PH-1, BRIDGE, LAB, PRB, C HULL, IMP, SHTL, ESG, TRAN, FA, PH-2, AUX, L, PH-3, F HULL, MINE, APR, LS, PH-2, FX, C WARP, BTTY, R WARP, A HULL, PH-3, EMER, PH-2, RS, TRAC, and SHIELD #1 through #6 are labeled throughout the ship.

# LYRAN SINGLE-TOOTH JAGUAR WAR MAULER

CNTR

| SHIP DATA TABLE |          |
|-----------------|----------|
| TYPE            | = STJ    |
| POINT VALUE     | = 137    |
| BREAKDOWN       | = 5-6    |
| SHIELD COST     | = 1+1    |
| LIFE SUPPORT    | = 1      |
| SIZE CLASS      | = 3      |
| REFERENCE       | = R11.43 |
| PLUS REFIT      | = +2     |
| MECH LINKS      | = +2     |

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

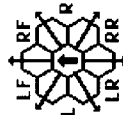
| CREW UNITS              |   |  |  |  |    | ADMINISTRATIVE SHUTTLES |            |       |  |
|-------------------------|---|--|--|--|----|-------------------------|------------|-------|--|
|                         | * |  |  |  |    | IDENT                   | HIT POINTS | NOTES |  |
|                         |   |  |  |  | 10 |                         |            |       |  |
|                         |   |  |  |  | 20 |                         |            |       |  |
|                         |   |  |  |  | 30 |                         |            |       |  |
| TWO BAYS - NO TRANSFERS |   |  |  |  |    |                         |            |       |  |

| BOARDING PARTIES |  |  |  |  |    | TRANSPORTER BOMBS |  |  |  |  |         |
|------------------|--|--|--|--|----|-------------------|--|--|--|--|---------|
|                  |  |  |  |  | 10 |                   |  |  |  |  | D D D D |

| PROBES | 5 |
|--------|---|
|--------|---|

| DIE<br>ROLL | RANGE<br>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     |
| 2           | 8            | 7 | 6 | 5 | 5 | 4   | 3    | 2     | 1     | 0     |
| 3           | 7            | 5 | 5 | 4 | 4 | 4   | 3    | 1     | 0     | 0     |
| 4           | 6            | 4 | 4 | 4 | 4 | 3   | 2    | 0     | 0     | 0     |
| 5           | 5            | 4 | 4 | 4 | 3 | 3   | 1    | 0     | 0     | 0     |
| 6           | 4            | 4 | 3 | 3 | 2 | 2   | 0    | 0     | 0     | 0     |

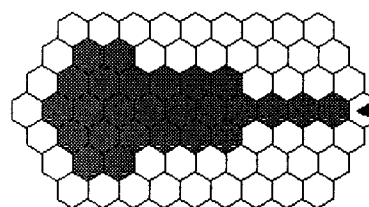
| TYPE III DEFENSE PHASE |   | DIE RANGE |   |   |     |      |
|------------------------|---|-----------|---|---|-----|------|
| ROLL                   | 0 | 1         | 2 | 3 | 4-8 | 9-15 |
| 1                      | 4 | 4         | 4 | 3 | 1   | 1    |
| 2                      | 4 | 4         | 4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


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

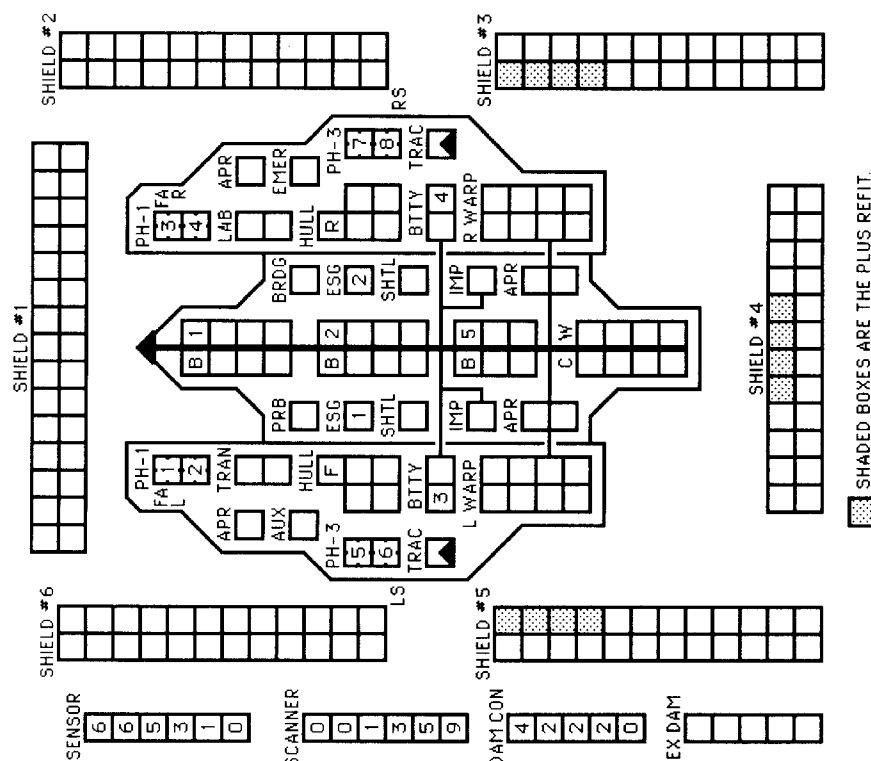
SEE (D23.0) FOR SHOCK DAMAGE.  
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.  
ANY POWER SYSTEM CONNECTED TO THE  
MAULER CAN BE DESTROYED ON "ANY  
WEAPON" HITS

| EXPANDING SPHERE TABLE |              |
|------------------------|--------------|
| RADIUS                 | ENERGY       |
|                        | 1 2 3 4 5    |
| 0 (4.00)               | 4 8 12 16 20 |
| 1 (3.67)               | 4 7 11 15 18 |
| 2 (3.33)               | 3 7 10 13 17 |
| 3 (3.00)               | 3 6 9 12 15  |

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



MAULER  
FIRING ARC



SHADED BOXES ARE THE PLUS REFIT.

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

**LYRAN LIGHT  
CARRIER TRANSPORT**

[illegible]

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = LTV     |
| POINT VALUE     | = 145/125 |
| BREAKDOWN       | = 5-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R11.45  |
| MECH LINKS      | = +2      |

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

|                   |   |   |   |   |   |
|-------------------|---|---|---|---|---|
| PROBES            |   |   |   |   | 5 |
| TRANSPORTER BOMBS |   |   |   |   |   |
|                   | D | D | D | D | D |

SCANNER  
001359

| TYPE II PHASER TABLE |   |       |   |              |    |    |    | TYPE III DEFENSE PHASER |   |       |   |        |    |   |  |
|----------------------|---|-------|---|--------------|----|----|----|-------------------------|---|-------|---|--------|----|---|--|
| DIE ROLL             |   | RANGE |   | 4-9-16-31-15 |    |    |    | DIE ROLL                |   | RANGE |   | 4-9-15 |    |   |  |
| 0                    | 1 | 2     | 3 | 8            | 15 | 30 | 50 | 0                       | 1 | 2     | 3 | 8      | 15 |   |  |
| 1                    | 6 | 5     | 4 | 3            | 2  | 1  | 1  | 1                       | 4 | 4     | 4 | 3      | 1  | 1 |  |
| 2                    | 6 | 5     | 4 | 4            | 2  | 1  | 0  | 0                       | 2 | 4     | 4 | 2      | 1  | 0 |  |
| 3                    | 6 | 4     | 4 | 4            | 1  | 0  | 0  | 0                       | 3 | 4     | 4 | 1      | 0  | 0 |  |
| 4                    | 5 | 4     | 4 | 3            | 1  | 0  | 0  | 0                       | 4 | 4     | 4 | 3      | 0  | 0 |  |
| 5                    | 5 | 4     | 3 | 3            | 0  | 0  | 0  | 0                       | 5 | 4     | 3 | 2      | 0  | 0 |  |
| 6                    | 5 | 3     | 3 | 3            | 0  | 0  | 0  | 0                       | 6 | 3     | 3 | 1      | 0  | 0 |  |

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

## DISRUPTOR TABLE

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

| EXPANDING SPHERE TABLE |              |
|------------------------|--------------|
| RADIUS                 | ENERGY       |
|                        | 1 2 3 4 5    |
| 0 (4.00)               | 4 8 12 16 20 |
| 1 (3.67)               | 4 7 11 15 18 |
| 2 (3.33)               | 3 7 10 13 17 |
| 3 (3.00)               | 3 6 9 12 15  |

**HIT & RUN**  
**DERFACS** ☐

Z - Y FIGHTERS  
2xPh-3 -FA  
DFR = 4  
CRIPPLED = 8  
SPEED = 15  
Z - 'Y'B ONLY ▲

EX DAM

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

DAMC

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

SHADED BOXES ARE  
PROVIDED BY THE PDD

**WARP ENERGY MOVEMENT COST =  $1 + 1/3$  ENERGY POINT PER HEX** **5 = HET COST**

⑥ = ERRATIC MANEUVER WARP COST

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

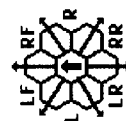
**LYRAN  
MILITARY POLICE  
SHIP**

**CNTR**

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = MP      |
| POINT VALUE     | = 71      |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R11.46  |
| POWER PACK      | = +9      |
| SHIELD REFIT    | = +2      |
| UIM REFIT       | = +5      |

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

| EXPANDING SPHERE TABLE |        |   |        |    |    |    |
|------------------------|--------|---|--------|----|----|----|
|                        | RADIUS |   | ENERGY |    |    |    |
|                        | 1      | 2 | 3      | 4  | 5  |    |
| 0                      | (4.00) | 4 | 8      | 12 | 16 | 20 |
| 1                      | (3.67) | 4 | 7      | 11 | 15 | 18 |
| 2                      | (3.33) | 3 | 7      | 10 | 13 | 17 |
| 3                      | (3.00) | 3 | 6      | 9  | 12 | 15 |


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

|        |  |  |  |  |   |
|--------|--|--|--|--|---|
| PROBES |  |  |  |  | 5 |
|--------|--|--|--|--|---|

| DIE<br>ROLL | RANGE |   | 4-9-16-31- |   |            |
|-------------|-------|---|------------|---|------------|
|             | 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<br>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     | 4 | 3  | 0 | 0 | 0  |  |  |
| 6                       | 3     | 3 | 1  | 0 | 0 | 0  |  |  |

| DISRUPTOR TABLE |     |     |     |     |     |      |       |  |  |
|-----------------|-----|-----|-----|-----|-----|------|-------|--|--|
| RANGE           | 0   | 1   | 2   | 3-4 | 5-8 | 9-15 | 16-22 |  |  |
| HIT (STD)       | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-3   |  |  |
| HIT (UIM)       | NA  | 1-5 | 1-5 | 1-4 | 1-4 | 1-4  | 1-4   |  |  |
| HIT(OVERLOAD)   | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA   | NA    |  |  |
| HIT(OL/UIM)     | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA   | NA    |  |  |
| DAMAGE, STD     | 0   | 5   | 4   | 4   | 3   | 3    | 2     |  |  |
| DAMAGE, QULD    | 10  | 10  | 8   | 8   | 6   | 0    | 0     |  |  |

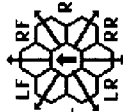
| WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX |     |   |       |   |       |   |       |   |       |   |       |    |       | ⑤ = HET COST |       |    |       |    |       | ⑥ = ERRATIC MANEUVER WARP COST |        |    |        |    |        |    |        |    |        |    |    |
|------------------------------------------------------|-----|---|-----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

# LYRAN COUGAR BATTLE TUG

CNTR

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = TGB     |
| POINT VALUE     | = 184/180 |
| BREAKDOWN       | = 3-6     |
| SHIELD COST     | = 1+1     |
| LIFE SUPPORT    | = 1       |
| SIZE CLASS      | = 3       |
| REFERENCE       | = R11.16  |
| BATTLE PALLET   | = R11.17  |
| PLUS REFIT      | = +2      |
| PHASER REFIT    | = +2      |
| MECH LINKS      | = +4      |
| UIM REFIT       | = +5      |

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



| CREW UNITS              |            |
|-------------------------|------------|
| IDENT                   | HIT POINTS |
| 10                      |            |
| 20                      |            |
| 30                      |            |
| 40                      |            |
| TWO BAYS - NO TRANSFERS |            |

| ADMINISTRATIVE SHUTTLES |            |
|-------------------------|------------|
| IDENT                   | HIT POINTS |
| 10                      |            |
| 20                      |            |
| 30                      |            |
| 40                      |            |
| TWO BAYS - NO TRANSFERS |            |

| BOARDING PARTIES        |            |
|-------------------------|------------|
| IDENT                   | HIT POINTS |
| 10                      |            |
| 20                      |            |
| 30                      |            |
| 40                      |            |
| TWO BAYS - NO TRANSFERS |            |

| TRANSPORTER BOMBS       |            |
|-------------------------|------------|
| IDENT                   | HIT POINTS |
| 10                      |            |
| 20                      |            |
| 30                      |            |
| 40                      |            |
| TWO BAYS - NO TRANSFERS |            |

TYPE II PHASER TABLE

| DIE RANGE | 4-9 | 10-15 | 16-21 | 22-30 |
|-----------|-----|-------|-------|-------|
| ROLL 0    | 1   | 2     | 3     | 4     |
| 1         | 6   | 5     | 4     | 3     |
| 2         | 6   | 5     | 4     | 3     |
| 3         | 6   | 5     | 4     | 3     |
| 4         | 5   | 4     | 3     | 2     |
| 5         | 5   | 4     | 3     | 2     |
| 6         | 5   | 4     | 3     | 2     |

TYPE III DEFENSE PHASER

| DIE RANGE | 4-9 | 10-15 | 16-21 | 22-30 |
|-----------|-----|-------|-------|-------|
| ROLL 0    | 1   | 2     | 3     | 4     |
| 1         | 4   | 4     | 4     | 4     |
| 2         | 4   | 4     | 4     | 4     |
| 3         | 4   | 4     | 4     | 4     |
| 4         | 4   | 4     | 4     | 4     |
| 5         | 4   | 4     | 4     | 4     |
| 6         | 4   | 4     | 4     | 4     |

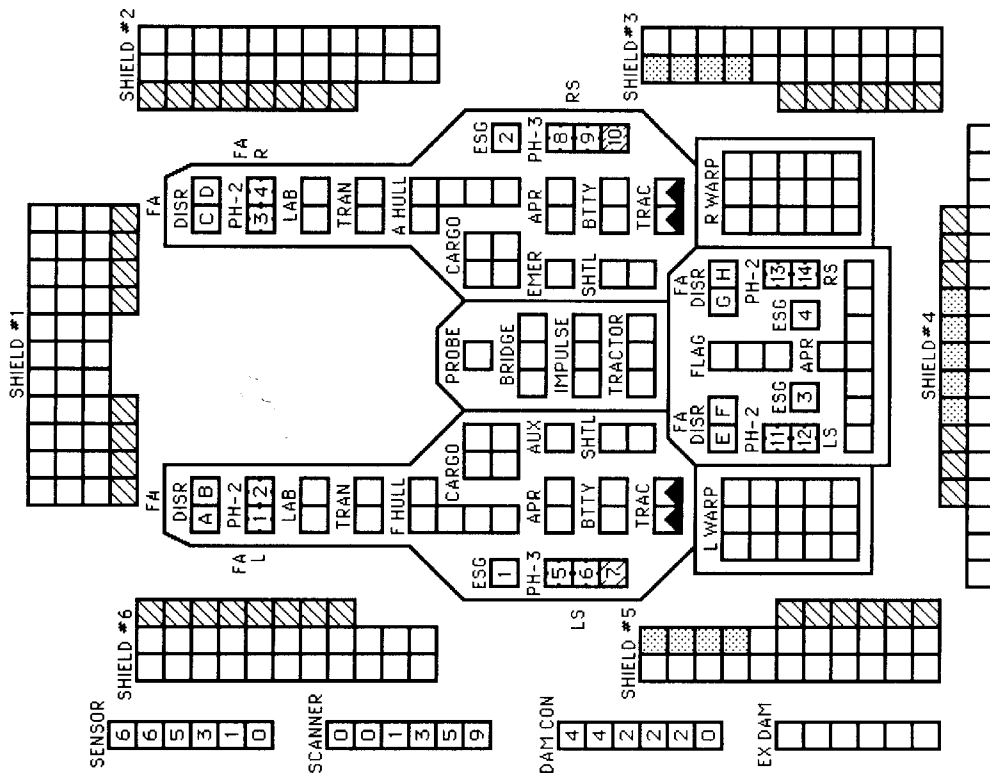
EXPANDING SPHERE TABLE

| RADIUS   | ENERGY | 1 | 2  | 3  | 4  | 5 |
|----------|--------|---|----|----|----|---|
| 0 (4.00) | 4      | 8 | 12 | 16 | 20 |   |
| 1 (3.67) | 4      | 7 | 11 | 15 | 18 |   |
| 2 (3.33) | 3      | 7 | 10 | 13 | 17 |   |
| 3 (3.00) | 3      | 6 | 9  | 12 | 15 |   |

DISRUPTOR TABLE

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

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



- SHADED BOXES ARE PART OF PALLET.
- SHADED BOXES ARE THE PLUS REFIT.
- SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

**CNTR**

| SHIP DATA TABLE |           |
|-----------------|-----------|
| TYPE            | = ODR     |
| POINT VALUE     | = 93      |
| BREAKDOWN       | = 6       |
| SHIELD COST     | = 1/2+1/2 |
| LIFE SUPPORT    | = 1/2     |
| SIZE CLASS      | = 4       |
| REFERENCE       | = R12.14  |
| OKDISC          | = +12     |
| STEALTH +2 ECM  |           |

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

**NIMBLE SHIP**

THIS SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. CANNOT DOUBLE ENGINES.  
(SEE ORION DBR (R8.14))  
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D8) PER TURN UNLESS EQUIPPED WITH OAKDISC.

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

## INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

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

**5** = HET COST

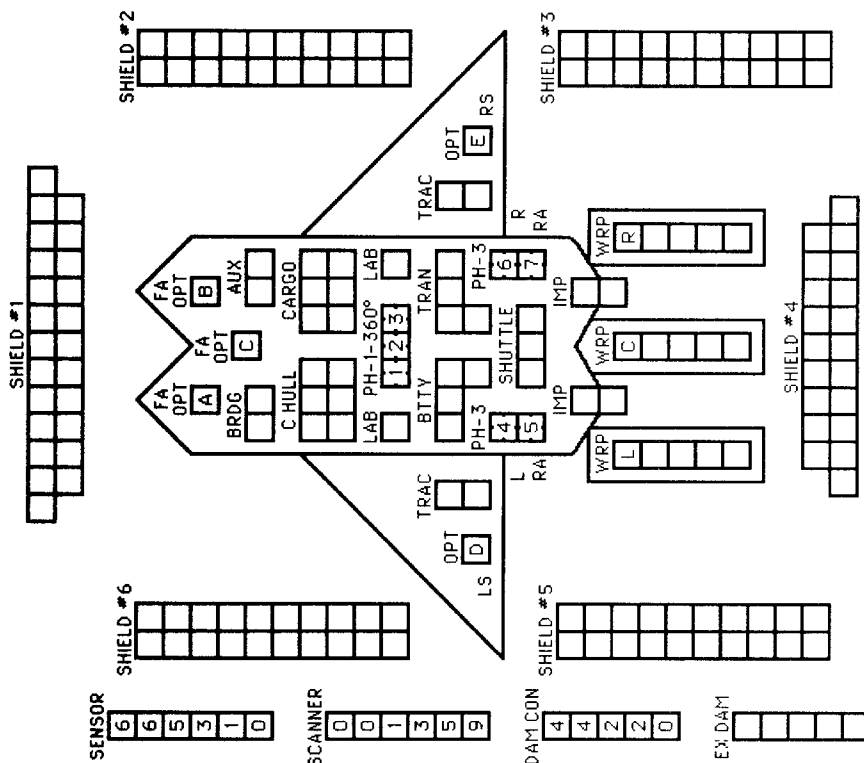
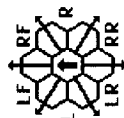
**3** = ERRATIC MANEUVER WARP COST

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

[illegible][illegible]

| DIE<br>ROLL | RANGE<br>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           | 9          | 8 | 7 | 6 | 5 | 5 | 4   | 3    | 2     | 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<br>ROLL             | RANGE |   | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1                       | 4     | 4 | 4 | 4 | 3 | 1 | 1 |   |   |
| 2                       | 4     | 4 | 4 | 4 | 2 | 1 | 0 |   |   |
| 3                       | 4     | 4 | 4 | 4 | 1 | 0 | 0 |   |   |
| 4                       | 4     | 4 | 4 | 3 | 0 | 0 | 0 |   |   |
| 5                       | 4     | 4 | 3 | 2 | 0 | 0 | 0 |   |   |
| 6                       | 3     | 3 | 1 | 0 | 0 | 0 | 0 |   |   |



## (CAPTURED KLINGON PENAL SHIP)

[illegible]

The diagram illustrates the bridge layout from the movie *Star Trek: The Motion Picture*. It features a central console with various stations and four shielded areas. The stations are labeled as follows:

- Top Section:** PH-2, PH-2, PH-2
- Left Side:** PH-2, BRDG, AUX, EMER, F HULL, EM IMP, IMP
- Right Side:** DISR-FA, TRAN, BTTY, DISR-FA, IMP, AFT HULL, IMP, PH-2, SHTL, RX

The shielded areas are labeled SHIELD #1, SHIELD #2, SHIELD #3, and SHIELD #4. Each shielded area contains a grid of 12 squares, representing the shield's status.

| SENSOR | SCANNER | DAM CON | EX DAM |
|--------|---------|---------|--------|
| 6530   | 0139    | 2220    |        |

SPECIAL FIRING ARCS: (D2.33)

⑥ = ERRATIC MANEUVER WARP COST

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

[illegible]

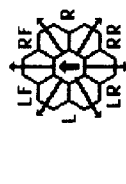
| BOARDING PARTIES | TRANSPORTER BOMBS |
|------------------|-------------------|
| 4                | DD                |

| DRONE RACK |  | A | A |
|------------|--|---|---|
| 1          |  |   |   |
| 2          |  |   |   |

**SHIP ALWAYS HAD TYPE-A RACKS WITH ONE RELOAD.**

## TYPE II PHASER TABLE

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


$$RX = L + LR + RR + R$$

## TYPE III DEFENSE PHASER

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

## DISRUPTOR TABLE

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

**POSSIBLE LATER KE4S (R12.15A)**

| DIE RANGE |   | 6-9-16-26-51-75 |   |   |   |   |   |    |    |    |    |
|-----------|---|-----------------|---|---|---|---|---|----|----|----|----|
| 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 | 4 | 3 | 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  |

CONVERT ALL PH-2 TO PH-1.  
CONVERT DRONE RACKS TO TYPE-B.

[illegible]

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

**WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX**      **5 = HET COST**

|      |      |      |      |      |     |      |      |      |      |
|------|------|------|------|------|-----|------|------|------|------|
| C 6  | C 8  | D 7  | F 8  | D 2  | D 7 | M 21 | M 51 | S 6  | S 7  |
| 9 A  | S    | X    | X    | S    | D   | S    | R    | S    |      |
| D 7  | D 20 | F 9  | E 10 | D 11 | D 7 | M 22 | M 52 | S 8  | S 9  |
| 6 J  | 5 J  | 5 J  | 4 J  | 7 V  | S   | S    | R    | S    |      |
| D 8  | D 9  | D 10 | T 3  | D 8  | D 6 | D 9  | A 10 | A 10 | M 11 |
| 7 E  | 7 N  | 7 M  | G B  | E    | S   | S    | D 6  | D 5  | D 5  |
| D 12 | D 1  | D 13 | D 14 | D 15 | D 3 | D 5  | D 4  | D 16 | D 17 |
| 5 D  | 5 L  | 5 H  | 5 N  | 5 S  | D 5 | E    | 5 E  | 5 F  | 5 I  |
| C 1  | C 2  | D 18 | D 19 | R 7  | F 8 | E 9  | F 11 | F 11 | F 12 |
| 7    | 7 A  | 5 M  | 5 V  | K L  | 6   | 5    | 5 E  | 5 E  | 5 E  |
| E 1  | E 2  | E 4  | G 9  | B 4  | H 1 | H 2  | M 4  | M 4  | M 5  |
| 4 D  | 4 V  | 3 D  | 2 C  | M J  |     |      | *    | *    | *    |
| Z 7  | Z 8  | Z 9  | Z 1  | Z 2  | Z 3 | Z 4  | Z 5  | Z 5  | Z 6  |
| 2    | 2    | 2    | Y    | Y    | Y   | Y    | Y    | Y    | Y    |
| Z 10 | Z 11 | Z 12 | Z 7  | Z 8  | Z 9 | Z 10 | Z 11 | Z 11 | Z 12 |
| 2    | 2    | 2    | Y    | Y    | Y   | Y    | Y    | Y    | Y    |

WYN STAR CLUSTER DEFENSE FORCES

|     |      |      |      |      |      |      |      |      |
|-----|------|------|------|------|------|------|------|------|
| Z 1 | Z 4  | Z 5  | Ax 9 | Ax 7 | M 21 | M 51 | S 6  | S 7  |
| F F | F F  | F F  | C V  | B C  | S S  | R S  | S    | S    |
| K 2 | K 3  | Ax 6 | Ax 5 | K 1  | M 22 | M 52 | S 8  | S 9  |
| G 2 | G 2  | C    | C    | E 4  | S S  | R S  | S    | S    |
| O 4 | O 5  | O 6  | F 1  | F 2  | F 3  | F 4  | F 5  | F 6  |
| C R | L R  | D R  | T R  | T R  | T R  | T R  | T R  | T R  |
| O 7 | M 51 | M 52 | F 7  | F 8  | F 9  | F 10 | F 11 | F 12 |
| B R | *    | *    | T R  | T R  | T R  | T R  | T R  | T R  |

|      |      |     |      |      |      |      |     |      |
|------|------|-----|------|------|------|------|-----|------|
| C 6  | C 7  | D 6 | D 7  | D 8  | M 21 | M 51 | S 6 | S 7  |
| A    | A    | D   | D    | D    | S    | R    | S   |      |
| C 3  | C 4  | C 5 | C 5  | D 5  | M 22 | M 52 | S 8 | S 9  |
| L    | L    | L   | L    | W L  | S    | R    | S   |      |
| F 5  | F 6  | F 7 | T 2  | P 2  | C 6  | C 8  | S 3 | P 1  |
| F    | F    | F   | G P  | A L  | W E  | W M  | C S | O L  |
| C 3  | C 4  | D 3 | D 4  | C 10 | C 7  | C 11 | C 4 | S 9  |
| W    | W    | W   | W    | V L  | W E  | W S  | C   | R    |
| M 31 | M 32 | P 3 | S 12 | D 6  | D 7  | P 5  | C 1 | L 13 |
| *    | *    | O D | T J  | W E  | W E  | O D  | V T | T T  |
| M 33 | M 34 | P 4 | L 14 | D 8  | D 9  | P 2  | B 4 | B 3  |
| *    | *    | O D | T V  | W S  | W M  | O L  | C H | T    |

HYDRAN SHIPS

|     |      |      |      |      |      |      |      |      |
|-----|------|------|------|------|------|------|------|------|
| B 1 | N 2  | N 3  | L 5  | G 1  | M 21 | M 51 | S 6  | S 7  |
| A R | V L  | M S  | T T  | E N  | S S  | R S  | S    |      |
| N 6 | N 7  | N 8  | L 2  | C 9  | M 22 | M 52 | S 8  | S 9  |
| E C | E C  | S C  | C M  | R U  | S S  | R S  | S    |      |
| I 2 | O 4  | S 10 | C 11 | C 7  | W 10 | M 1  | M 2  | M 3  |
| D V | V M  | A R  | V E  | O S  | A R  | N G  | N G  | N G  |
| G 2 | L 3  | S 11 | L 3  | A 8  | C 9  | T 4  | T 5  | T 6  |
| E N | B M  | S R  | P    | P A  | O M  | A R  | A R  | A R  |
| P 1 | M 41 | M 42 | F 19 | F 20 | F 21 | F 22 | F 23 | F 24 |
| L T | *    | *    | T R  | T R  | T R  | T R  | T R  | T R  |
| P 2 | M 43 | M 44 | F 25 | F 26 | F 27 | F 28 | F 29 | F 30 |
| L T | *    | *    | T R  | T R  | T R  | T R  | T R  | T R  |