CREW UNITS

						*			10
									20
									30
									40
									50
				55					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10
							18		

TRANSPORTER BOMBS

					D	D	D	D	D	

NSM

SHIP DATA TABLE

Ship Class	= NCW
Model Number	= -4
Point Value	= 195 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 132
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.098
Total Power	= 44 (+12)
Opt Allowance	= 9 (+9)
1X Systems	= (none)
Cloaking Device (8+16)	

TYPE I ROMULAN BEAM TABLE

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

Identical in all ways to a Ph-1, except the table is different.
Can fire as a RB-2 for 1 energy or as a RB-3 for ½ energy.

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

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2					1	

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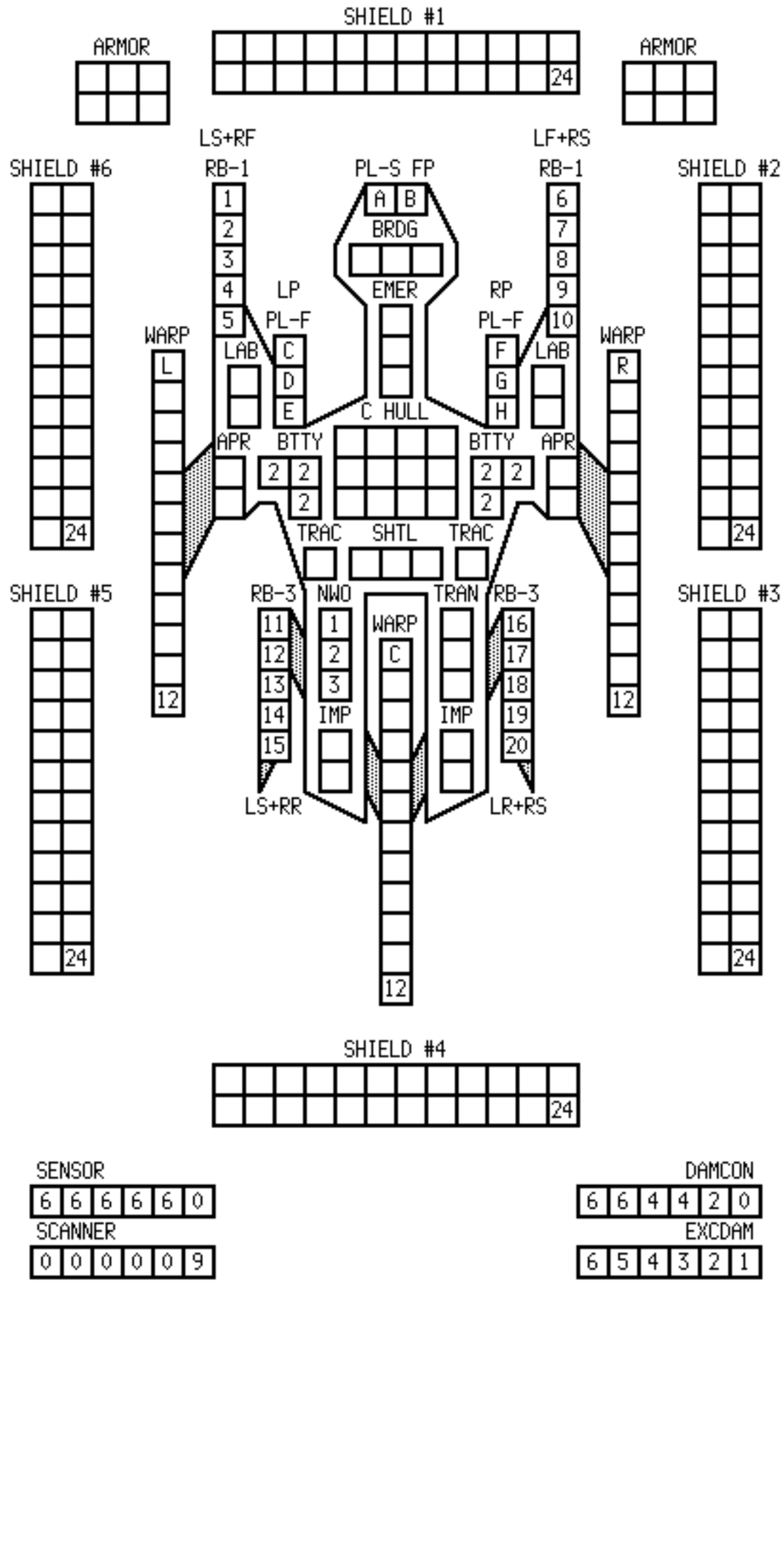

SENSOR

6	6	6	6	6	0

SCANNER

0	0	0	0	0	9

DAMCON

6	6	4	4	2	0

EXCDAM

6	5	4	3	2	1

ROMULAN
OXI
New Super War Cruiser

ROMULAN/VULCAN UNIVERSE
REMAN (ROMULAN) OXI
Suicide Frigate

CREW UNITS

		*								10
		13								

BOARDING PARTIES

					6

NSM

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

SHIP DATA TABLE

SHIP CLASS	=	REMAN SU-F
MODEL NUMBER	=	TYPE 3
POINT VALUE	=	107/133
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	58
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (D)
REFERENCE	=	R4.064
FILENAME	=	ROM-2ID4
TOTAL POWER	=	21 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (3+3) +15 BPV		

Smiley Lich Independence Day 2002

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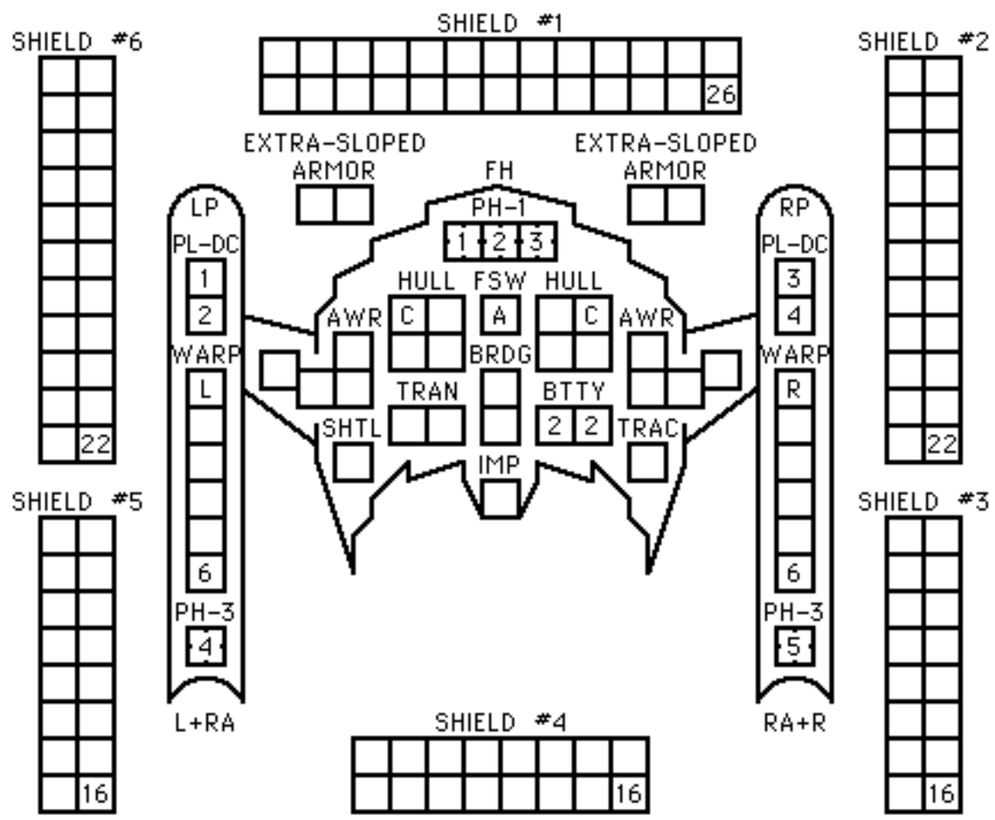

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO TABLE

RANGE	0–5	6–10	11–12	13–14	15
TYPE D	10	8	5	2	1
BOLT	1–4	1–3	1–2		

PLASMA RACKS

1							DC
2							DC
3							DC
4							DC

Like a normal PL-D, except can fire two PL-D's per turn (costs 1 energy to fire each).

FORCED SINGULARITY WEAPON

RANGE	0	1	2	3	4	5	6
BASE	1000000	100000	10000	1000	100	10	1

Fires once (you'll never be able to fire it again, because you'll be destroyed!)
Starting at the firing ship, trace a line of 6 hexes on the map.
The line must be straight (but it can have a regular pattern of sideslips).
FSW is "gross effect"; all units in the affected hexes (and range 0) take damage.
The firing ship also takes damage (at range 0, and it's all internal damage).
To determine damage, for each target, take the number above, multiply by 6d6, then divide by 6d6. (Example: a ship at range 1 rolls "23" on the first 6d6, and "17" on the second 6d6, so it takes 100000*23/17=135294 dmg.)

EXTRA-SLOPED ARMOR: (This is a modified version of "Sloped Armor" from last year)
Functions as normal armor, but you do not have to hit it when taking internals.
When a weapon hits you, you may "use" an extra-sloped armor box (and spend 3 points of energy) to take only one-tenth damage from that weapon (round down).
This works even on gross-effect weapons (such as maulers).
A used extra-sloped armor box may still take 1 point of damage if you wish.
Note: You cannot use Extra-Sloped Armor (or any other defense) against your own FSW. You could use it against someone else's FSW fired at you.

SENSOR

6	6	5	0

SCANNER

0	0	1	9

DAMCON

3	2	1	0

EXCDAM

4	3	2	1

CREW UNITS

				*					10
									20
									30
									40

BOARDING PARTIES

									10
				15					

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	=	XDD
Model Number	=	Type 1
Point Value	=	382 *
Breakdown	=	8
Shield Cost	=	1+1
Explosion Str	=	114
Size Class	=	3
Movement Cost	=	1/2 (A)
Reference	=	R4.206
Total Power	=	38 (+30)
Opt Allowance	=	48 (+2)
3X Systems	=	(none)

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
2Xe
Destroyer

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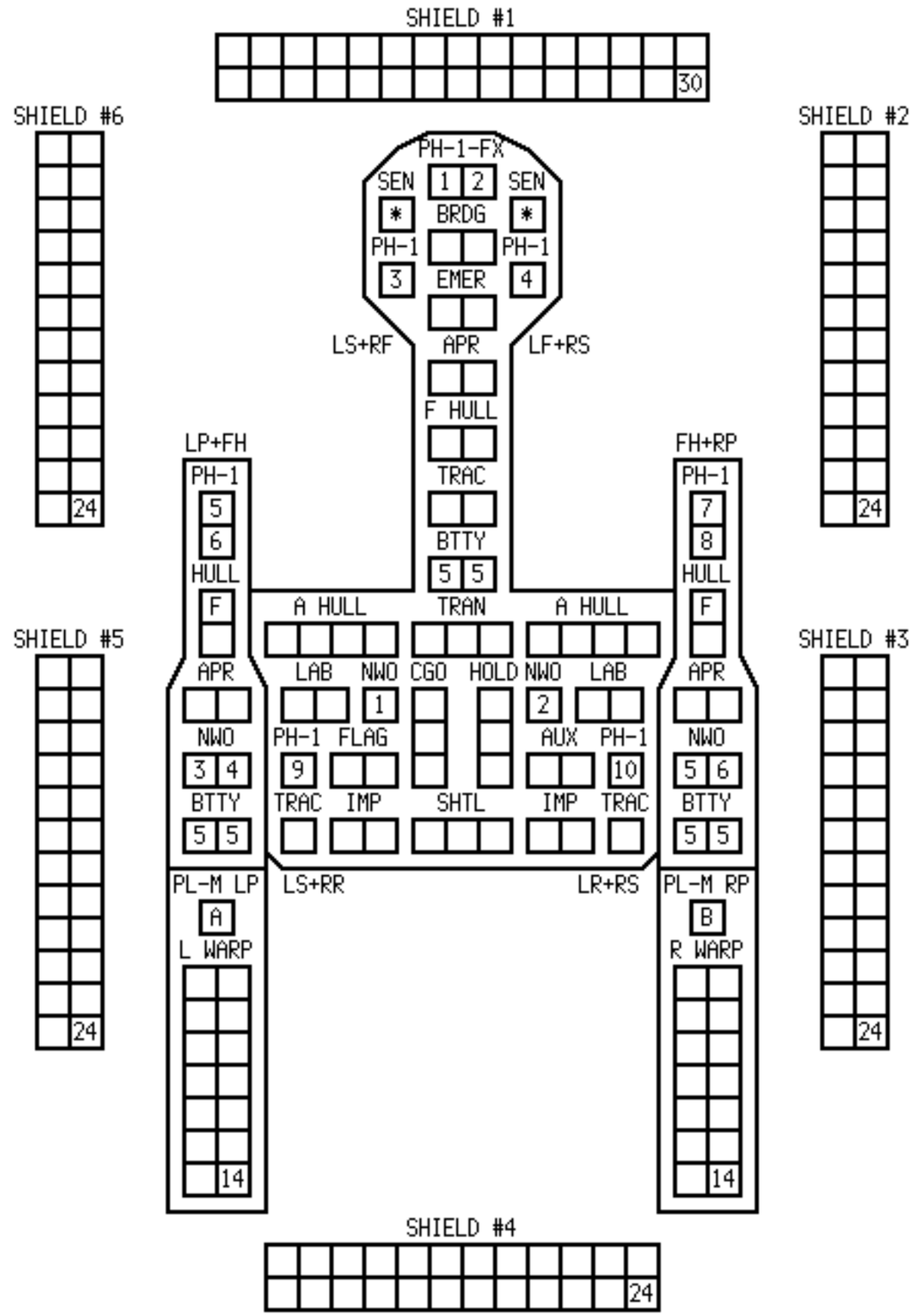

SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAMCON

6	4	2	2	0

EXCDAM

5	4	3	2	1

CREW UNITS

								10
				*				20
								30
								40
								50
								60
								70
								80
								90

BOARDING PARTIES

								10
								20
								30
								40
			45					

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.			

SHIP DATA TABLE

Ship Class	= XDN
Model Number	= Type 1
Point Value	= 1096 *
Breakdown	= 6
Shield Cost	= 2+4
Explosion Str	= 285
Size Class	= 2
Movement Cost	= 1+1/2 (C)
Reference	= R4.205
Total Power	= 105 (+60)
Opt Allowance	= 112 (+88)
3X Systems	= (none)
Cloaking Device (45/15)	

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
2Xe
Dreadnought

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SHIELD #1

| | | | | | | | |

CREW UNITS

									10
*				15					

BOARDING PARTIES

									10
		13							

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D	D	D

SHIP DATA TABLE

Ship Class	= 2XFF
Model Number	= Type 1
Point Value	= 1600 *
Breakdown	= 6^2
Shield Cost	= 1+4
Explosion Str	= 274
Size Class	= 3
Movement Cost	= 2/3 (A)
Reference	= R4.203
Total Power	= 114 (+112)
Opt Allowance	= 72 (+72)
3X Systems	= (none)
Cloaking Device (7+21)	

2X DISRUPTOR TABLE

RANGE	0	1-8	9-12	13-16	17-22	23-30	31-40
HIT, STANDARD	1-7	1-6	1-5	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA	NA	NA
DMG, STANDARD	6	5	5	4	4	3	3
DMG, OVERLOAD	12	10	8	0	0	0	0
DMG, DBL OVER	18	15	12	0	0	0	0

Fires 1/t; Energy Cost = 2 (Std), 4 (Over), 6 (Dbl Over).
6 point capacitor (as per a phaser).

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

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE

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

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

MINE RACKS

1											12
2											12

2X PLASMA TORPEDO TABLE

RANGE	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	Energy Cost: Arm/Env /Hold
TYPE Z	10	30	50	70	50	30	10	0	10/14/3
TYPE X	60	50	40	30	20	10	0	0	8/12/4
TYPE Y	25	20	20	15	15	10	10	5	6/7/1
TYPE R	50	35	20	0	0	0	0	0	9/14/4
TYPE M	40	30	15	0	0	0	0	0	9/13/3
BOLT	1-5	1-4		1-3		1-2		1	

ROMULAN
2XI
Heavy Frigate

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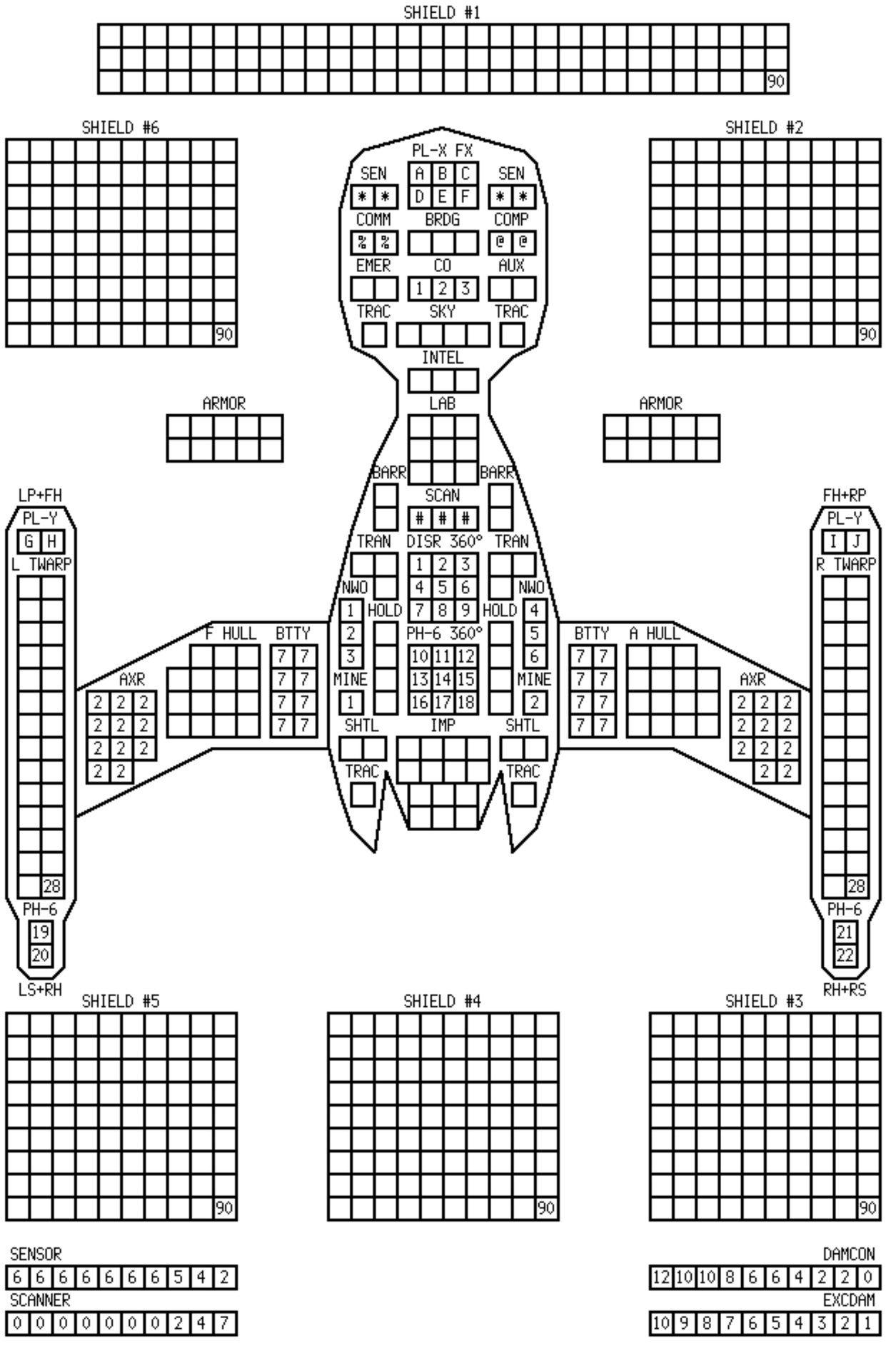
Design note: I made this SSD from some JPG pictures of a strange Romulan ship I keep seeing around the net. Who made the pictures? If you know, please email me, I'd like to mention him (the pictures are very good).



CREW UNITS

									10
									20
			*						30
									40
									50

BOARDING PARTIES

									10
									20
									30
									40
									50
									60

DECK CREWS

									10
									20

SENSOR

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

SCANNER

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

DAMCON

87	84	81	78	75	72	69	66	63	60
57	54	51	48	45	42	39	36	33	30
27	24	21	18	15	12	9	6	3	0

EXCDAM

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

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

CREW UNITS

10 20 30

BOARDING PARTIES

10 20

DECK CREWS

10

PASSENGERS

10 20

SHIP DATA TABLE

Ship Class	= 4XBS
Model Number	= Type 7
Point Value	= 50400 *
Breakdown	= 6^6
Shield Cost	= 4+0
Explosion Str	= 317
Size Class	= 1
Movement Cost	= 8 (---)
Reference	= R4.408
Total Power	= 300 (+720)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Positional Stabilizer	
Cloaking Device (53)	

TYPE VIII HEAVY (STARBASE) PHASER

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

Fires 1/t; Energy = 2 (Std), 4 (Over x2 dmg)
12 (16) energy capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

ROMULAN
4Xe
Base Station

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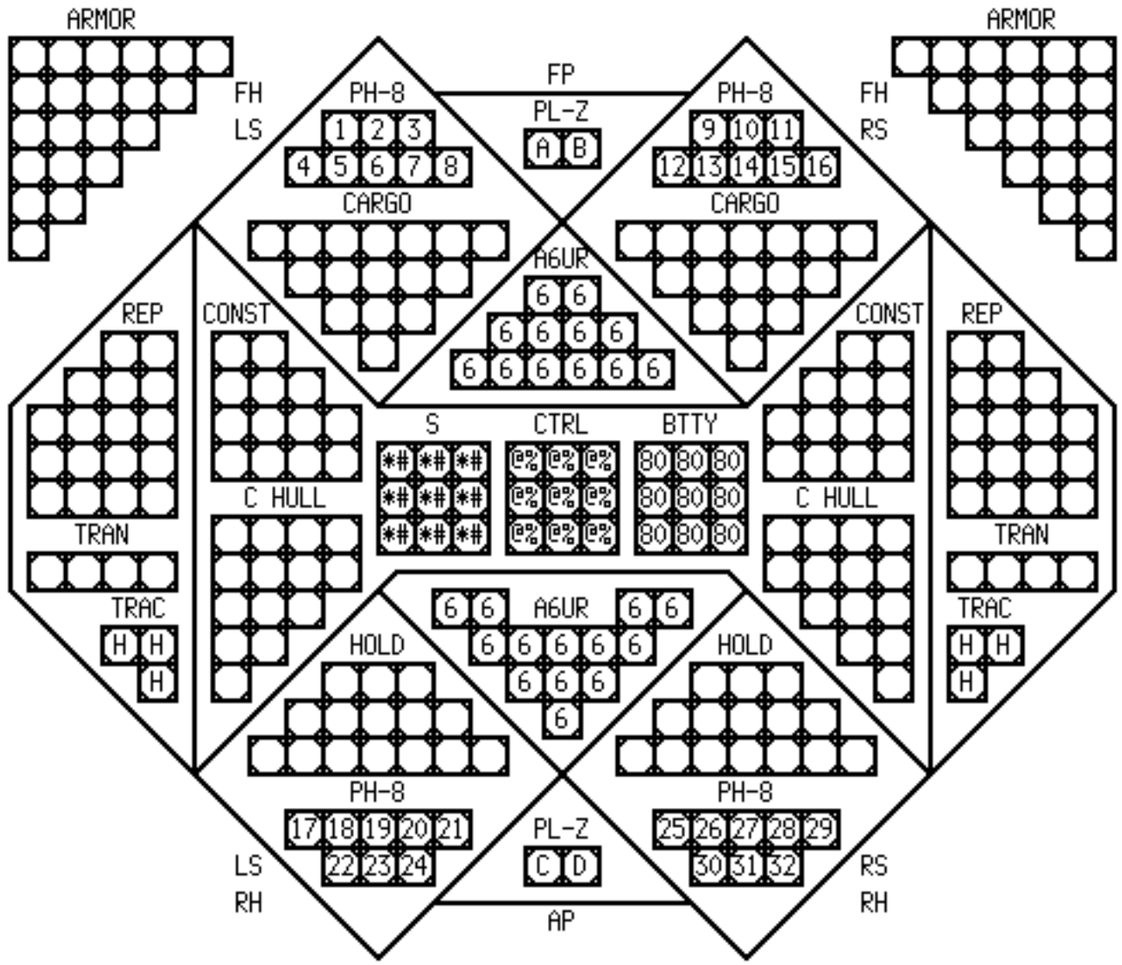
SHIELD 360°

2 10



SENSOR

10 10 10 10 10 10 10 10 10 6

SCANNER

-8 -8 -8 -8 -8 -8 -8 -8 -8 0

DAMCON

90 80 70 60 50 40 30 20 10 0

EXCDAM

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

CREW UNITS

BOARDING PARTIES

DECK CREWS

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= D'daridex
Model Number	= 4 (CC+)
Point Value	= 15200 *
Breakdown	= 6^4
Shield Cost	= 1+1
Explosion Str	= 115
Size Class	= 1
Movement Cost	= 1 (F)
Reference	= R4.403
Total Power	= 75 +3 PO (+32)
Opt Allowance	= 480 (+960)
5X Systems	= (none)
Cloaking Device (10)	

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

16 point capacitor.

TYPE IX PULSE PHASER TABLE

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

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

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10
PL-X	11	10	9	8	7	6	5	4	3	2	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2

TNG TURN MODE F

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

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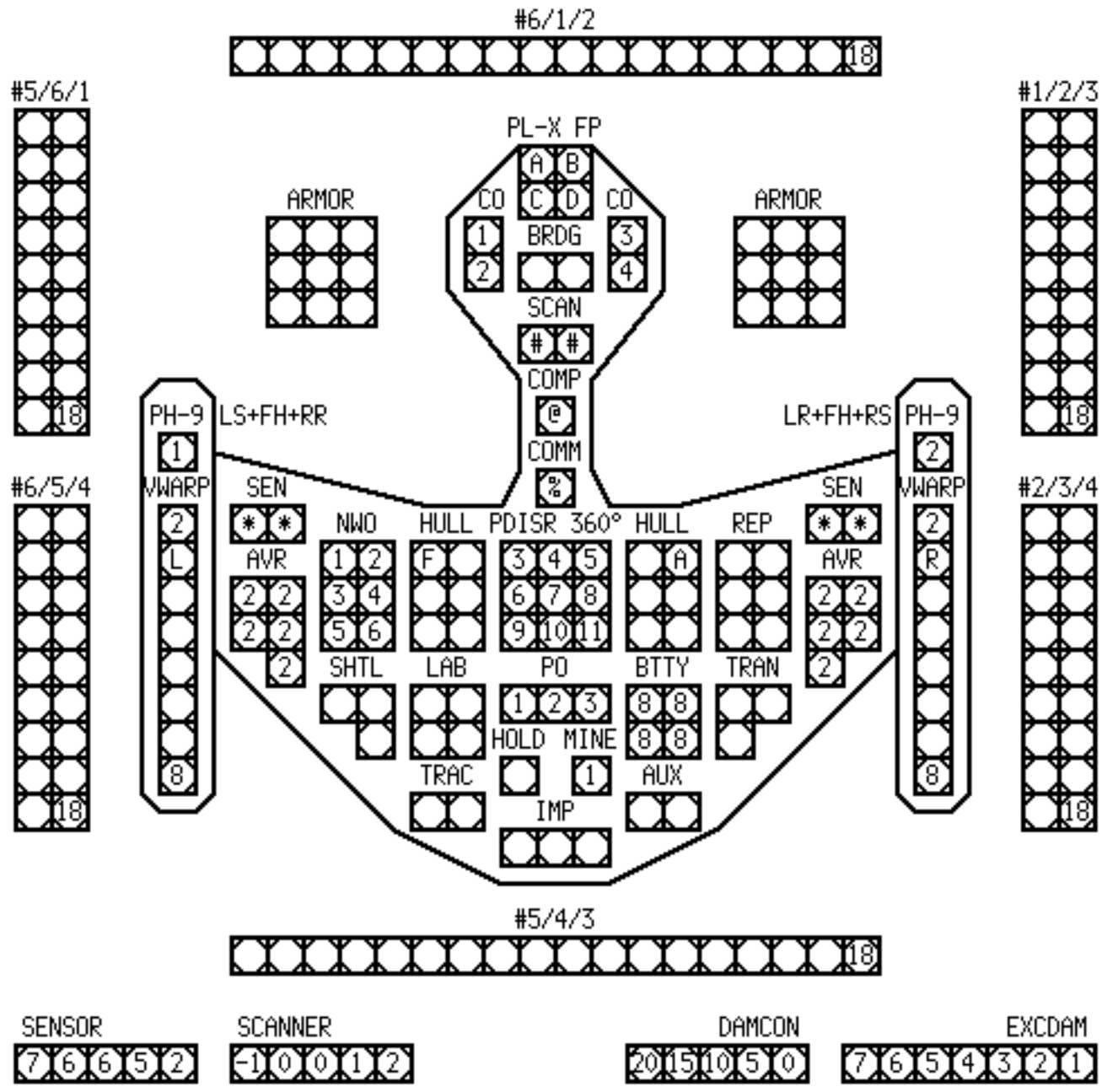


SENSOR 7 6 6 5 2

SCANNER -1 0 0 1 2

DAMCON 20 15 10 5 0

EXCDAM 7 6 5 4 3 2 1

ROMULAN
4Xe
D'daridex Command Cruiser

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

SHIP DATA TABLE

Ship Class	PF	PF-L	PF-S
Model Number	1	2-L	3-S
Point Value	5200*	5900*	5700*
Breakdown	6^5	6^5	6^6
Shield Cost	0	0	0
Explosion Str	32	37	31
Size Class	4	4	4
Movement Cost	1/4(B)	1/4(B)	1/5(A)
Reference	R4.410	-L	-S
Total Power	25(+8)	25(+16)	25(+8)
Opt Allowance	90(+0)	120(+0)	90(+0)
5X Systems	(none)	(none)	(none)
Cloaking Device (2)			

TYPE IX ROMULAN BEAM TABLE

	RANGE							7-	10-	13-	16-	20-
d6	0	1	2	3	4	5	6	9	12	15	18	21
1	3	3	3	3	3	3	3	3	3	3	2	1
2	3	3	3	3	3	3	3	2	1	0	0	0
3	3	3	3	3	2	1	0	0	0	0	0	0
4	3	2	1	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT #	8	7	6	5	4	3	2	1

-1 TH for 5 shots, -3 TH for 6 shots.

4X PLASMA TORPEDO TABLE

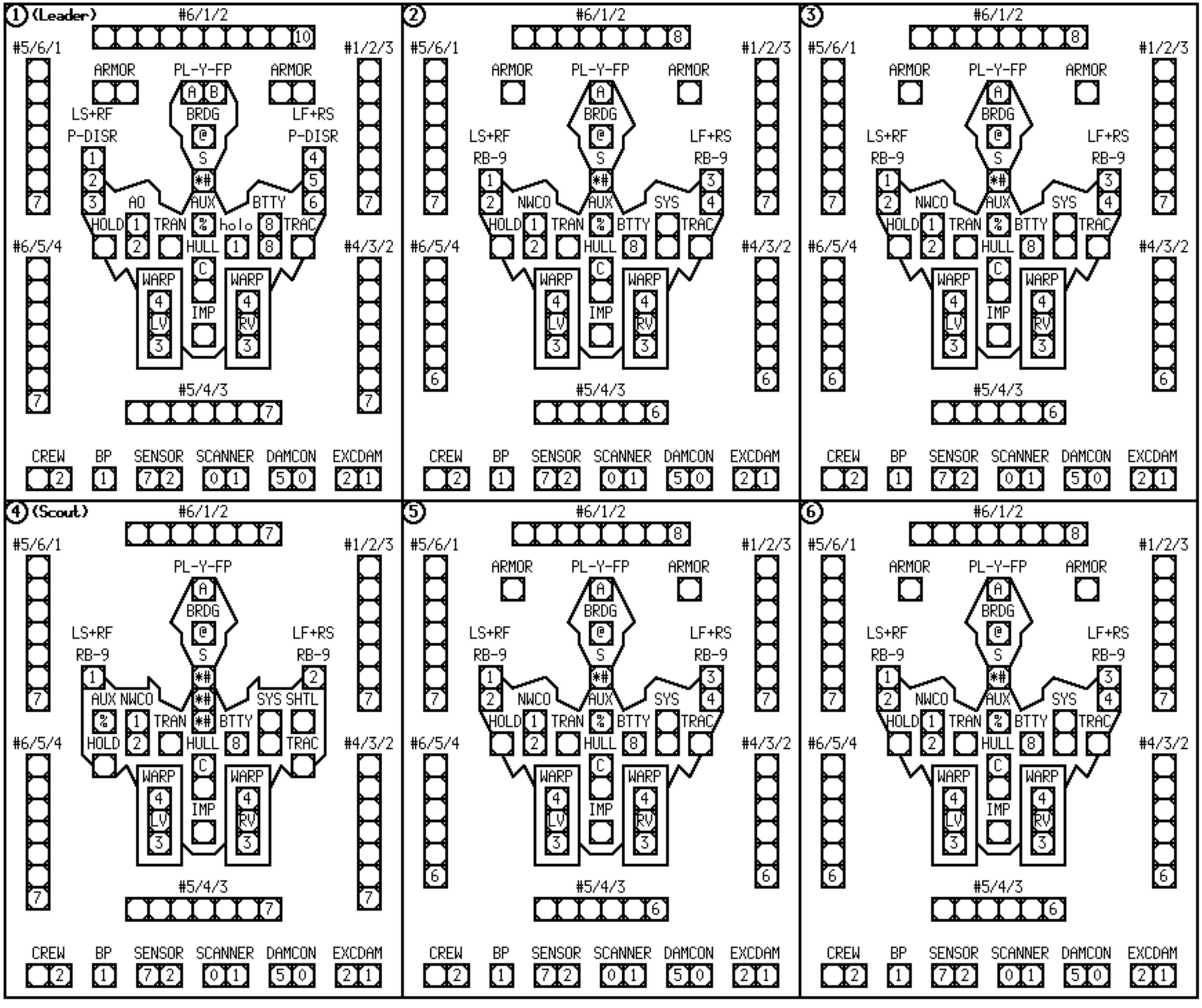
RANGE	0	1-2	3-4	5-6	7-8
PL-Y	5	4	3	2	1
BOLT	1-7	1-6	1-5	1-4	1-3

TNG TURN MODE A

TURN MODE	SPEED
1	1-8
2	9-16
3	17-24
4	25-32
5	33+

TNG TURN MODE B

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



ROMULAN
4Xs
Runabout PF Group

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CREW UNITS [3]

BOARDING PARTIES [3]

DECK CREWS [1]

ADMINISTRATIVE SHUTTLE

IDENT	HP	SHE	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= HSC
Model Number	= Type 3
Point Value	= 7000 *
Breakdown	= 6^4
Shield Cost	= 1+2
Explosion Str	= 68
Size Class	= 2
Movement Cost	= 2 (C)
Reference	= R4.404
Total Power	= 46 (+24)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device (11)	

SENSOR [6][6][6][5][2]

SCANNER [0][0][0][1][2]

DAMCON [15][10][5][0]

EXCDAM [3][2][1]

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10
PL-X	11	10	9	8	7	6	5	4	3	2	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2

ROMULAN
4Xe
Heavy Scout

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

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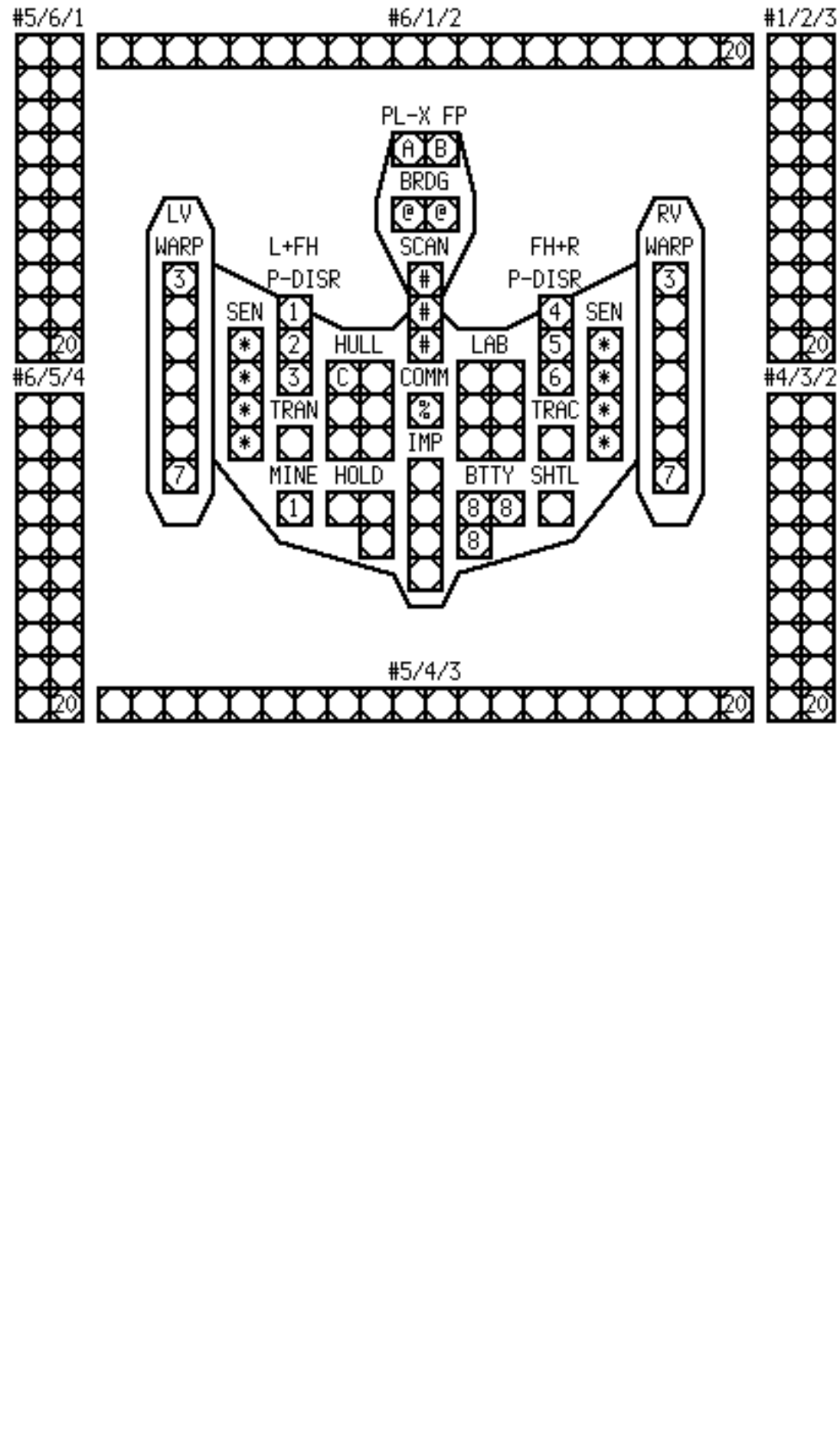
MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

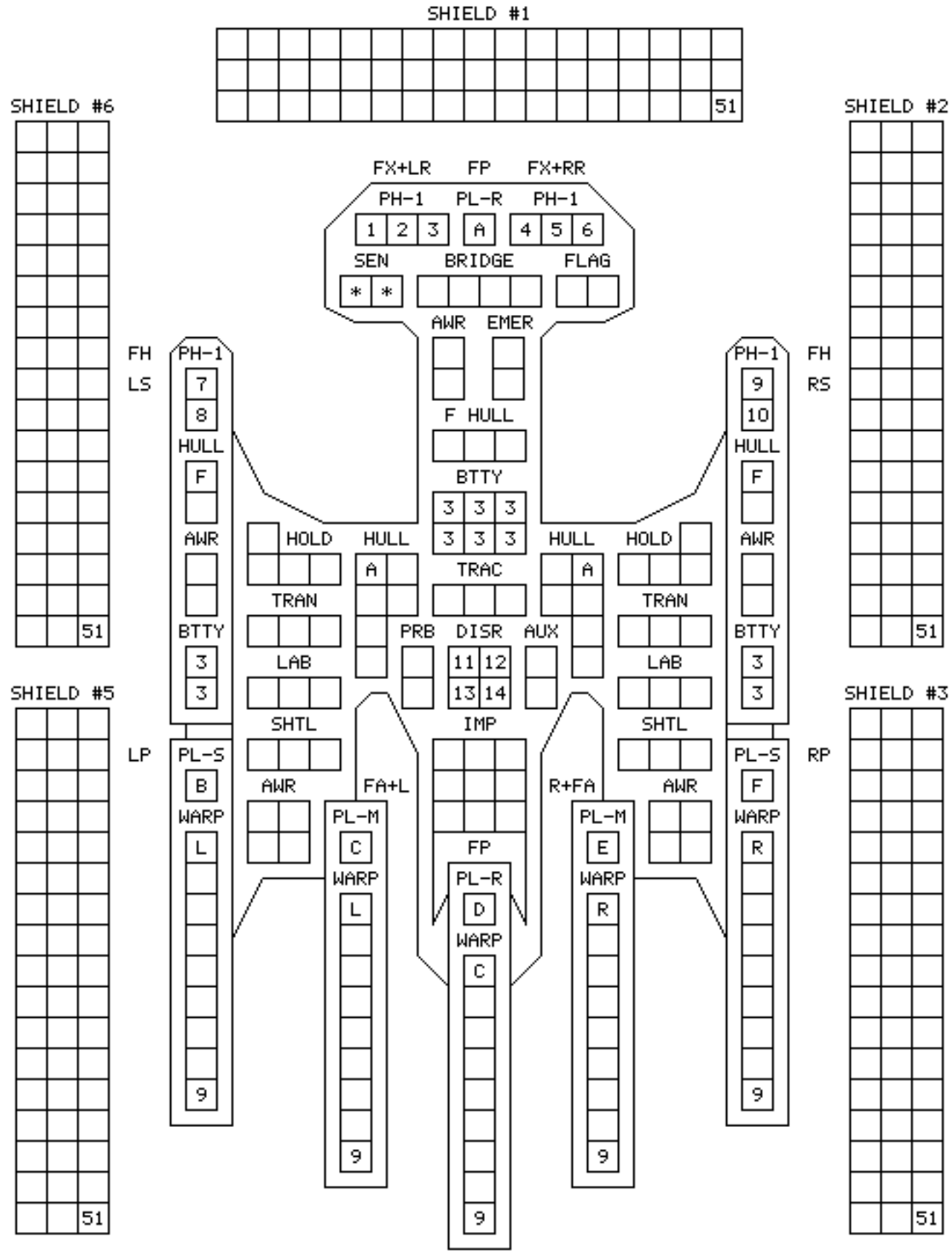


ROMULAN
1X
5-wing FireHawk
New Heavy Cruiser

```
Ship Class       = 5FHX
Model Number     = 1
Point Value      = 450 *
Breakdown        = 5-6
Shield Cost      = 1+2
Explosion Str    = 170
Size Class       = 3
Movement Cost    = 1 (C)
Reference        = R3.116

Total Power      = 68 (+30)
Opt Allowance    = 0 (+0)
2X Systems       = (none)

Cloaking Device (5/15)
```



SENSOR

6	6	6	6	5	3	0

SCANNER

0	0	0	0	2	4	8

CREW UNITS

									10
									20
									30
									40
							48		

BOARDING PARTIES

									10
							18		

DAMCON

12	10	8	6	4	2	0

EXCDAM

7	6	5	4	3	2	1

CREW UNITS

*			4

BOARDING PARTY

1

DECK CREWS

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS FOUR SHUTTLE BAYS

SHIP DATA TABLE

Ship Class	= Baydron
Model Number	= Type 2
Point Value	= 160/22
Breakdown	= 3-6
Shield Cost	= 1+1
Explosion Str	= 159
Size Class	= 3
Movement Cost	= 1 (F)
Reference	= R4.006
Total Power	= 38 (+4)
Opt Allowance	= 12 (+6)
1X Systems	= (none)
Cloak Refit	= +6/+6
(special missions, cost = 6+10)	

TYPE III DEFENSE PHASER

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

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

ROMULAN
OXs
Baydron Large Freighter

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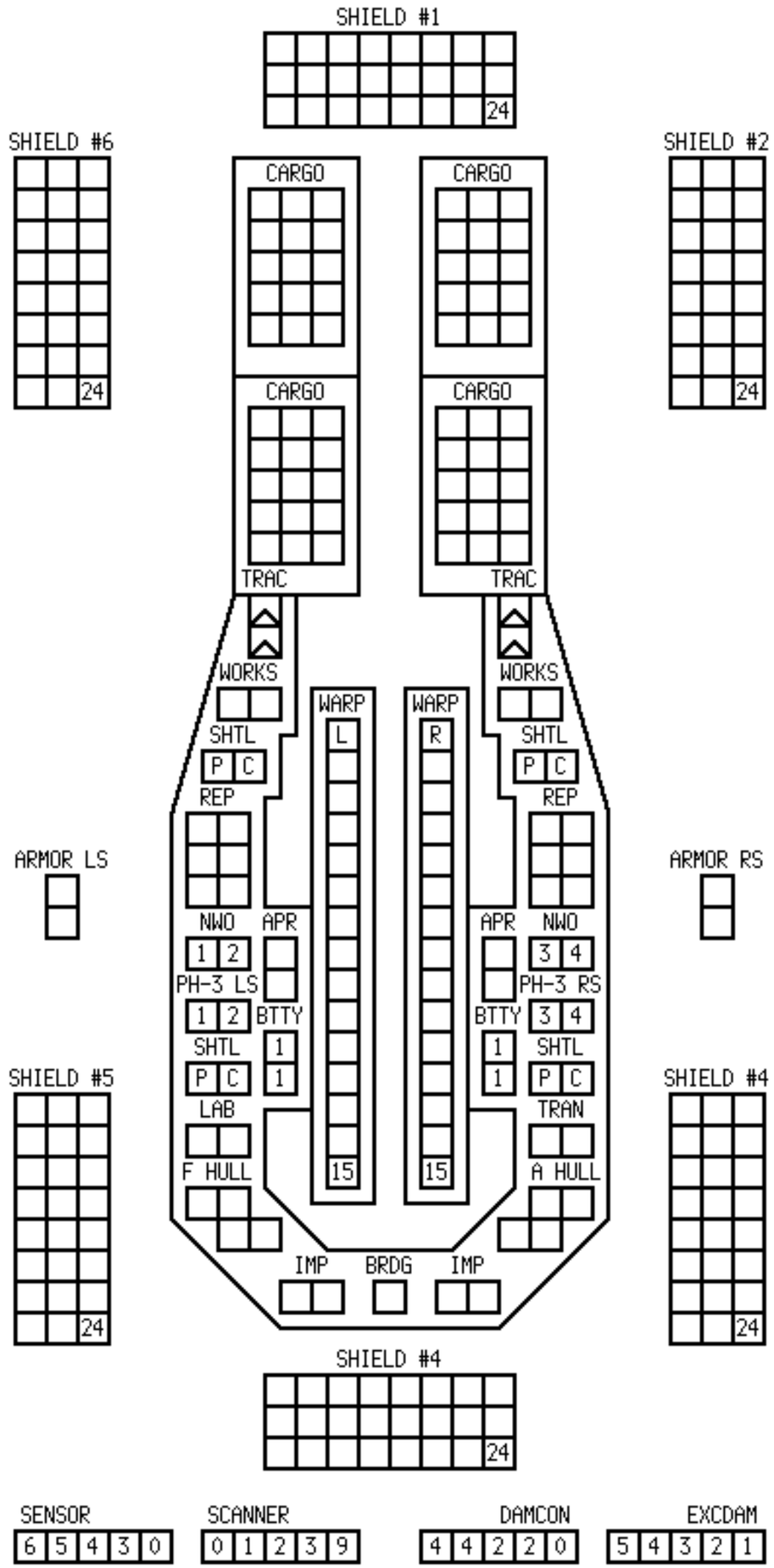

CREW UNITS

						*			10
									20
									30
									40
									50
									60
									70
									80
									90

BOARDING PARTIES

								10
								20
								30

TRANSPORTER BOMBS

D	D	D	D	D	D		

PROBES

				5
				5

PSEUDO-PLASMA TORPS

A	S	B	S	C	S	D	S
E	R	F	R	G	R		
H	F	I	F	J	F	K	F

SHIP DATA TABLE

Ship Class	=	Ultra Hawk
Model Number	=	UH
Point Value	=	390 *
Breakdown	=	3-6
Shield Cost	=	2+3
Explosion Str	=	248
Size Class	=	2
Movement Cost	=	2 (E)
Reference	=	R4.014
Total Power	=	100 (+32)
Opt Allowance	=	6 (+0)
1X Systems	=	(none)
Cloaking Device (48/8)		

TYPE I OFFENSIVE PHASER TABLE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TYPE III DEFENSE PHASER

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

PLASMA RACKS

1							D
2							D
3							D
4							D

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Enjoy!

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
OXI
UltraHawk
Heavy Battleship

SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

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

SHIELD #1

																			80

SHIELD #2

		66

SHIELD #3

		60

SHIELD #4

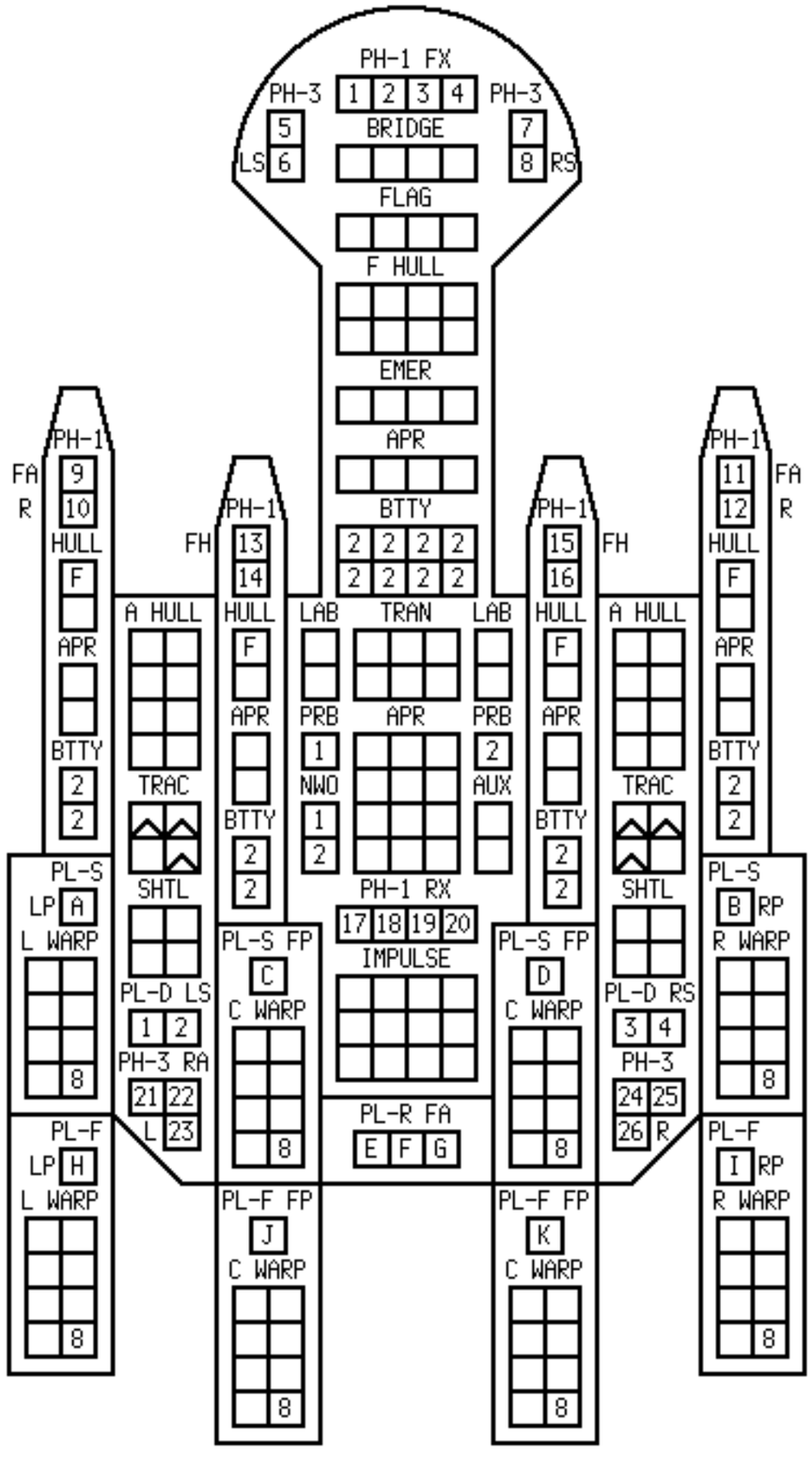
																			60

SHIELD #5

		60

SHIELD #6

		66



ROMULAN OXs
SBH / WE

CREW UNITS

							*		10
									20
							28		

BOARDING PARTIES

									10

T-BOMBS

D	D	D	D

NSMs

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
ONE SHUTTLE BAY							

SHIP DATA TABLE

SHIP CLASS	=	SBH / WE
MODEL NUMBER	=	Type 2
POINT VALUE	=	264 *
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
EXPLOSION STR	=	161
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/2 (E)
REFERENCE	=	R4.020-A
FILENAME	=	ROM-BHWE
TOTAL POWER	=	64 (+10)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	24 (+12)
1X SYSTEMS	=	(none)
CLOAKING DEVICE (4+8)		

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

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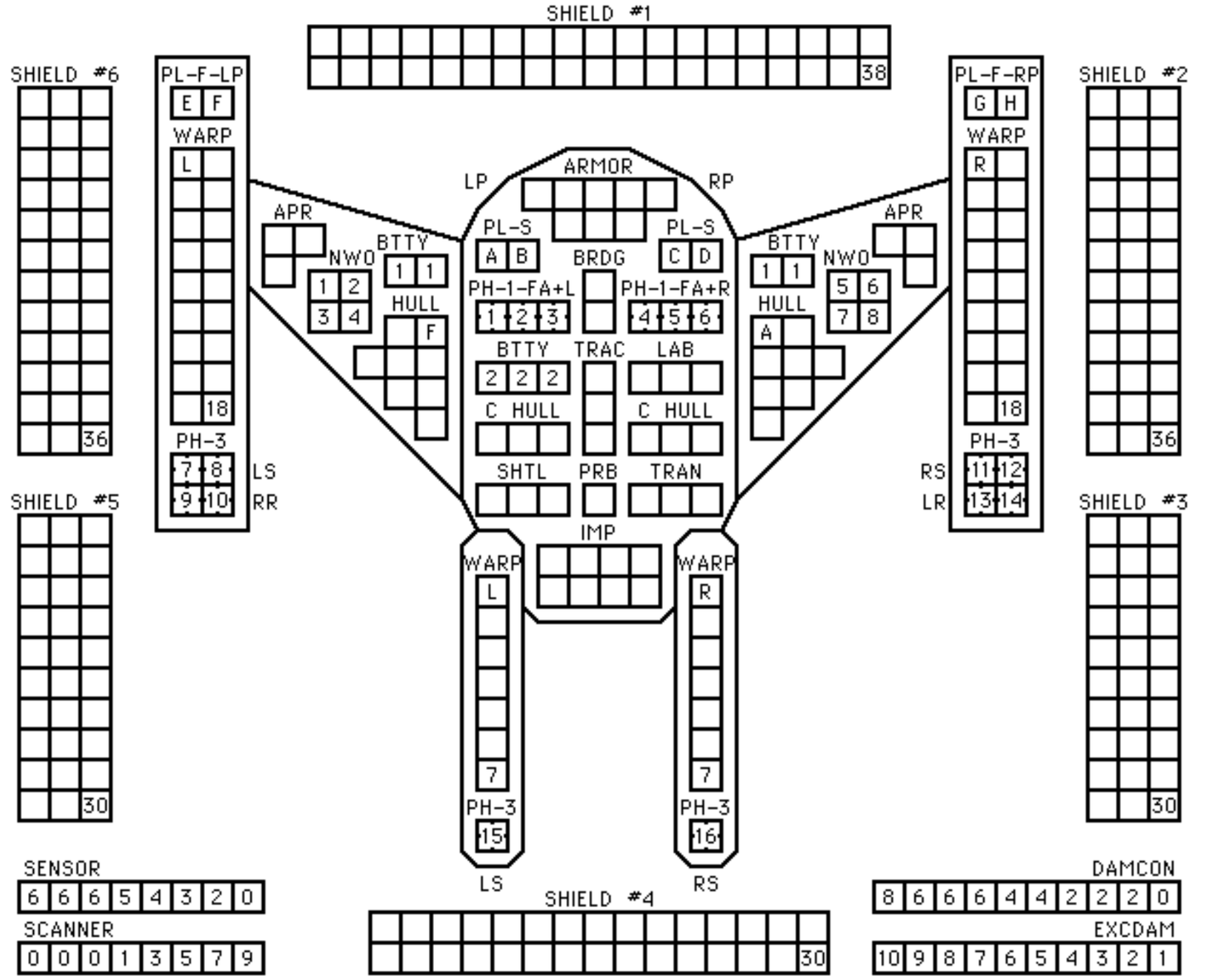
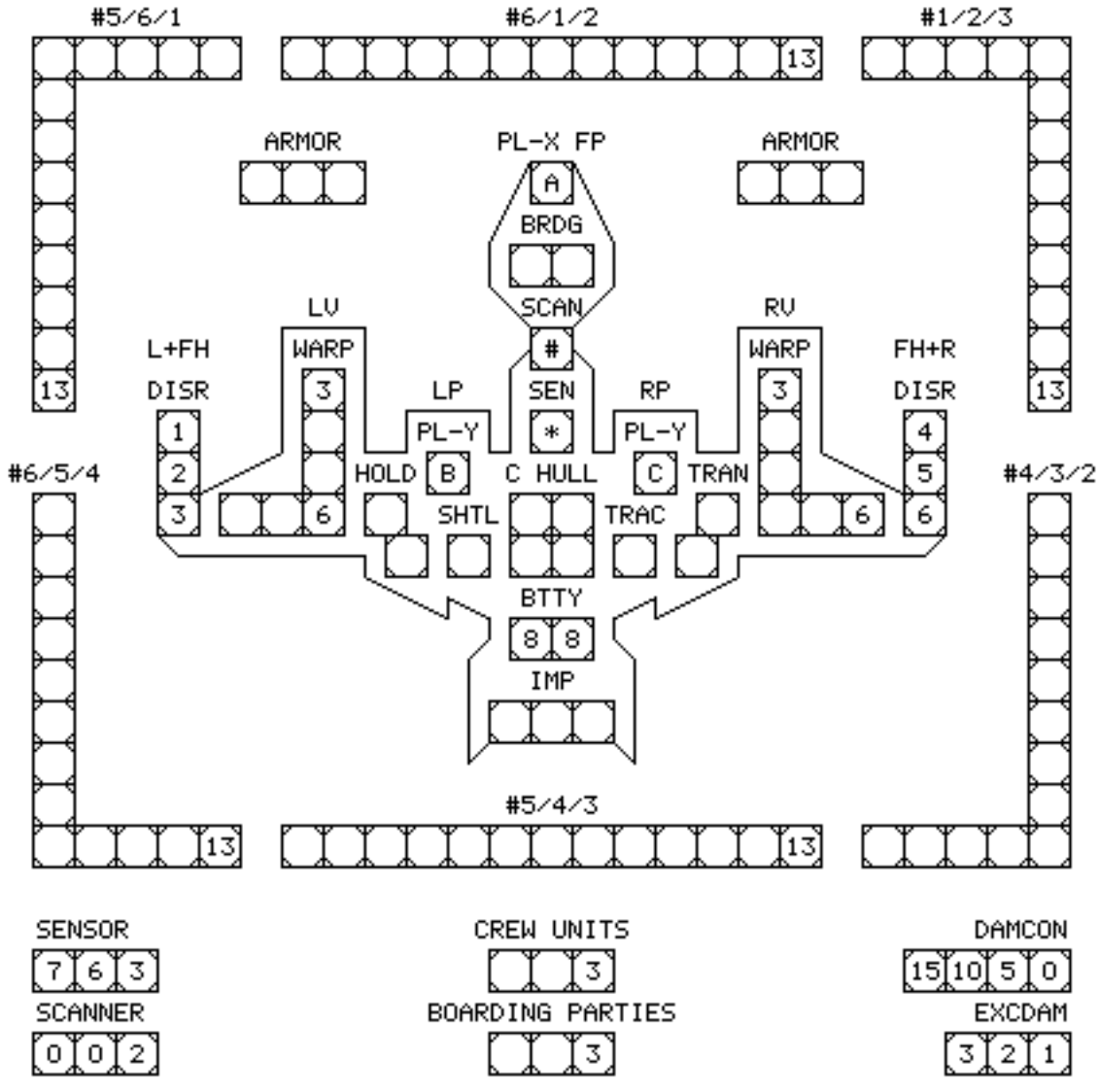
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



ROMULAN
4Xe
Bright One Class
Destroyer

Ship Class	= Bright One
Model Number	= 2 (DD)
Point Value	= 6700 *
Breakdown	= 6^4
Shield Cost	= 0+1
Explosion Str	= 52
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.401
Total Power	= 39 (+16)
Opt Allowance	= 0
5X Systems	= (none)



CREW UNITS

					*					10
	12									

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

PROBES

						7

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

Ship Class	=	Bright One
Model Number	=	Type 2
Point Value	=	315 *
Breakdown	=	6^2
Shield Cost	=	1+1
Explosion Str	=	119
Size Class	=	4
Movement Cost	=	1/2 (A)
Reference	=	R4.111
Total Power	=	46 +4 PO (+32)
Opt Allowance	=	54 (+18)
2X Systems	=	(none)

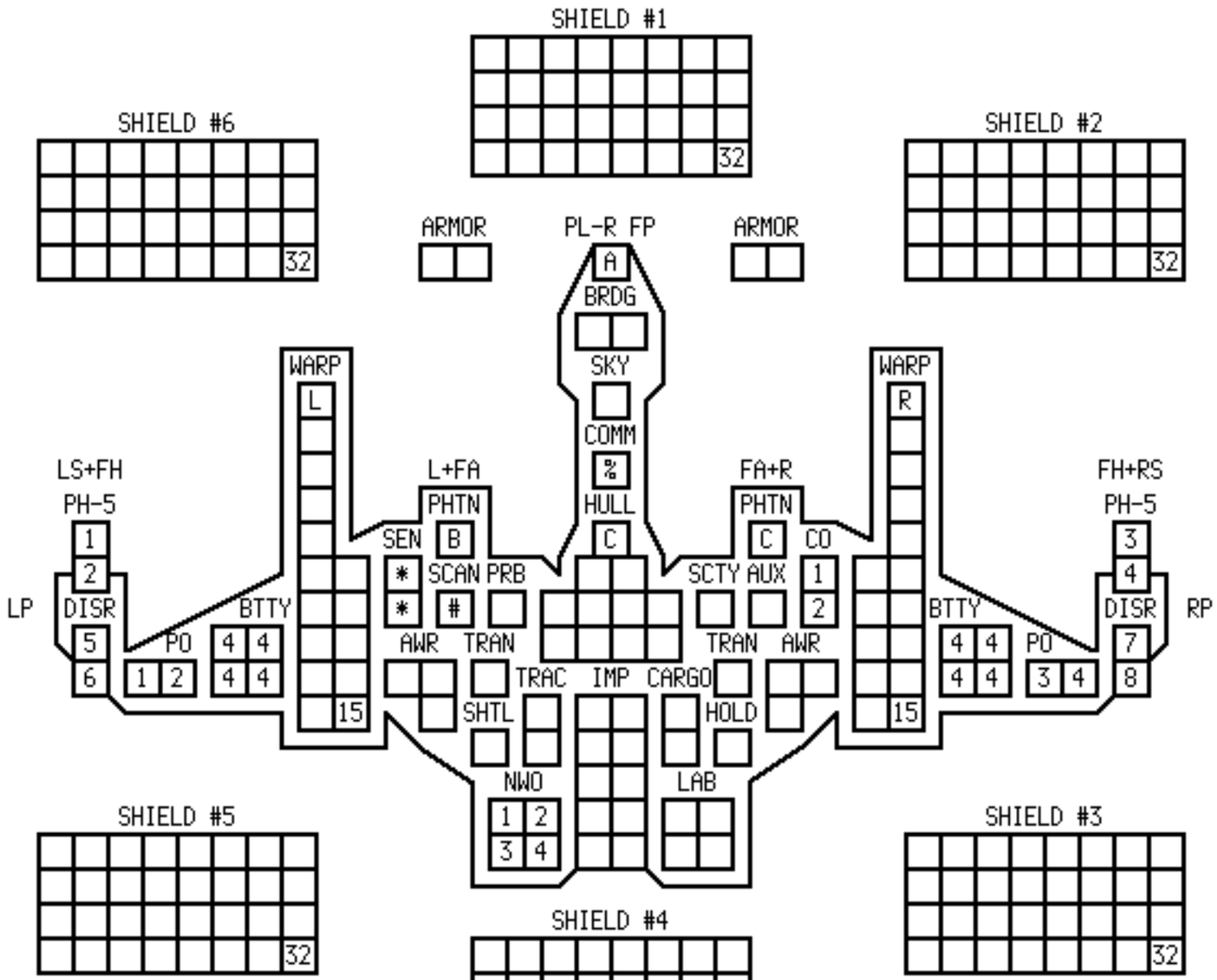
Cloaking Device (2+8)
UIM
DERFACS

TYPE V OFFENSIVE PHASER TABLE

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

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

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



DISRUPTOR TABLE

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

SENSOR

6	6	6	5	4	3	2	1	0	

SCANNER

0	0	1	2	3	4	5	6	7	8	9

DAMCON

4	2	2	0

EXCDAM

4	3	2	1

PHOTON TORPEDO (D & H refits) TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
1X
Bright One
Destroyer

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Enjoy!

CREW UNITS

					*					10
11										

BOARDING PARTIES

		3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

PROBES

						7

TRANSPORTER BOMBS

					D	D	D	D	D	D

SHIP DATA TABLE

Ship Class	=	Bright One
Model Number	=	Type 2
Point Value	=	380 *
Breakdown	=	6^2
Shield Cost	=	1+1
Explosion Str	=	128
Size Class	=	4
Movement Cost	=	1/2 (A)
Reference	=	R4.111-B
Total Power	=	48 +4 PO (+96)
Opt Allowance	=	54 (+18)
2X Systems	=	(none)

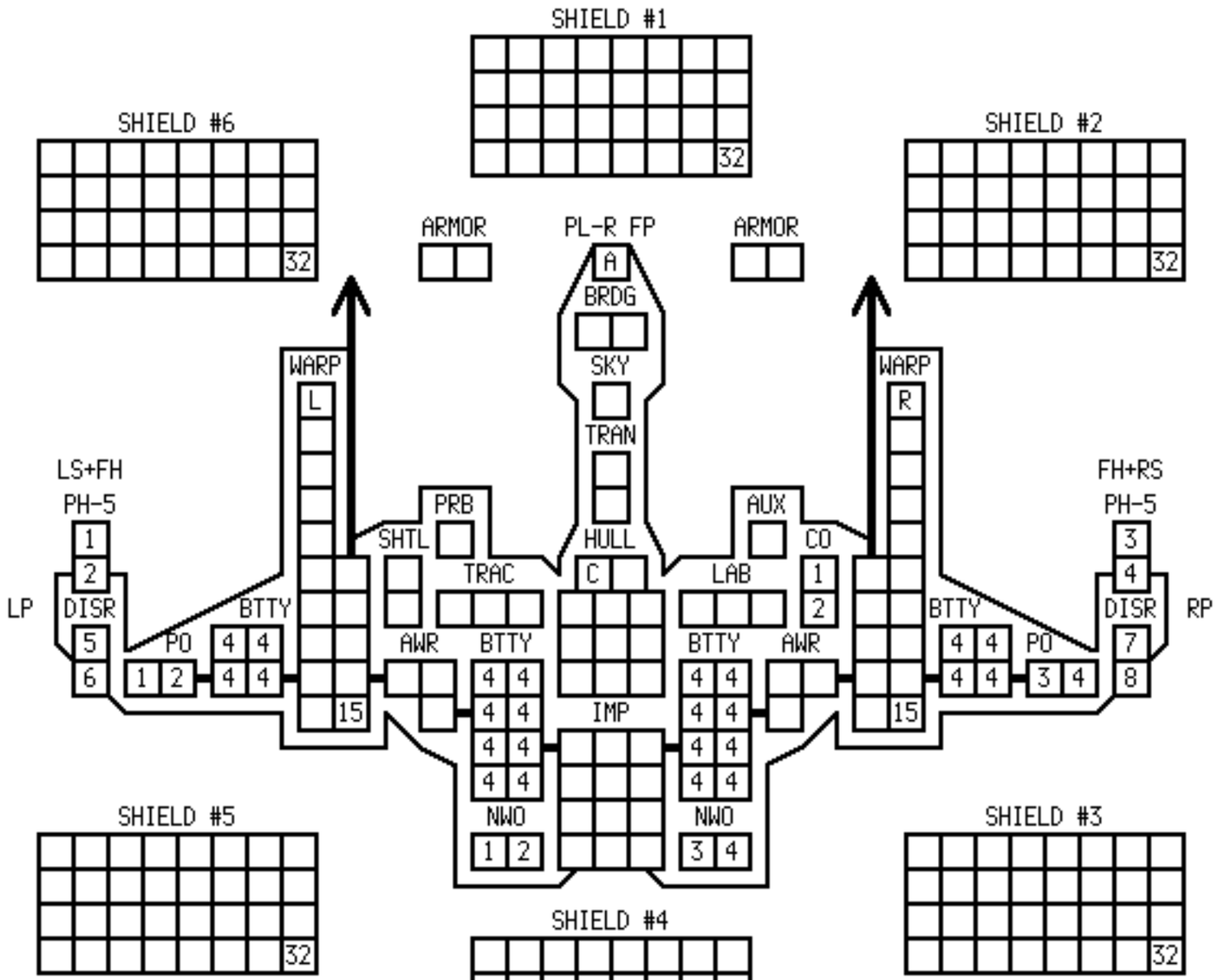
Cloaking Device (2+8)
UIM
DERFACS

TYPE V OFFENSIVE PHASER TABLE

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

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

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



SENSOR

6	6	6	5	4	3	2	1	0

SCANNER

0	0	1	2	3	4	5	6	7	8	9

DAMCON

4	2	2	0

EXCDAM

4	3	2	1

DISRUPTOR TABLE

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

ROMULAN
1X
Bright One
Mauler

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

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PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

CREW UNITS

			*						10
							18		

BOARDING PARTIES

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

T-BOMBS

			D	D	D

PROBES

						7

SHIP DATA TABLE

Ship Class	=	Bright One
Model Number	=	Type 2-std
Point Value	=	294 *
Breakdown	=	6^2
Shield Cost	=	1+1
Explosion Str	=	120
Size Class	=	4
Movement Cost	=	1/2 (A)
Reference	=	R4.111-A
Total Power	=	52 (+24)
Opt Allowance	=	20 (+0)
2X Systems	=	(none)
Cloaking Device (2+8)		

TYPE I OFFENSIVE PHASER TABLE

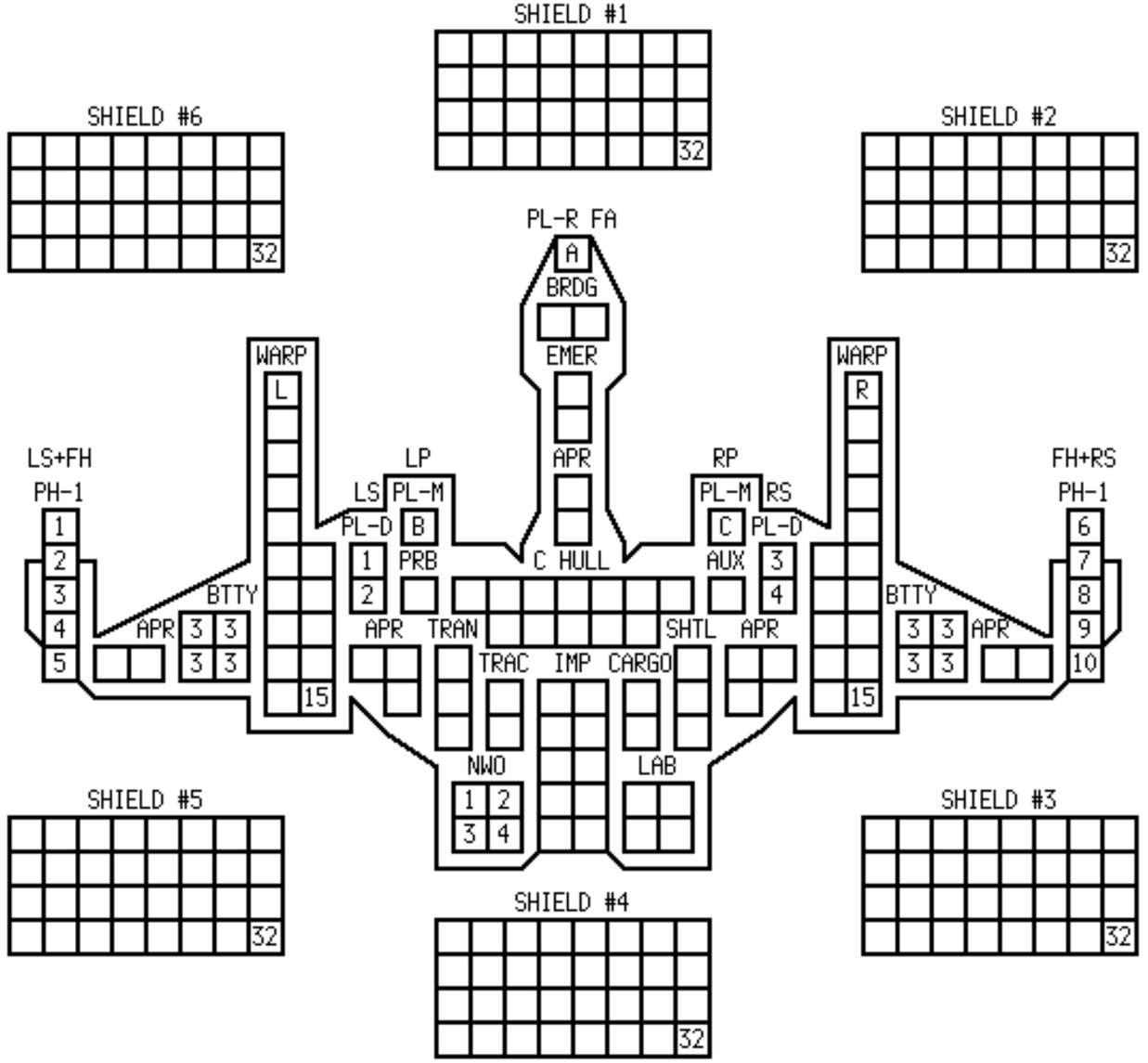
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



SENSOR

6	6	6	5	4	0

SCANNER

0	0	1	2	3	9

DAMCON

4	2	2	0

EXCDAM

4	3	2	1

ROMULAN 1X *Bright One* Destroyer (standard SFB systems variant)

STRIKE VARIANT:
REPLACE ALL PL-D WITH PL-L, SAME ARCS. SAME BPV.

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

PLASMA RACKS

1									DX
2									DX
3									DX
4									DX

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CREW UNITS

				*					10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20
				25					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	=	CI
Model Number	=	Type 1
Point Value	=	317 *
Breakdown	=	5-6
Shield Cost	=	1+2
Explosion Str	=	203
Size Class	=	3
Movement Cost	=	1 (C)
Reference	=	R4.015
Total Power	=	48 +7 PO (+24)
Opt Allowance	=	64 (+36)
1X Systems	=	(none)

Cloaking Device (8+16)

TYPE I OFFENSIVE PHASER TABLE

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

T-BOMBS

D	D	D	D	D

PROBES

				5
				5

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

TYPE III DEFENSE PHASER

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

MINE/DRONE RACKS

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

SHIELD #1

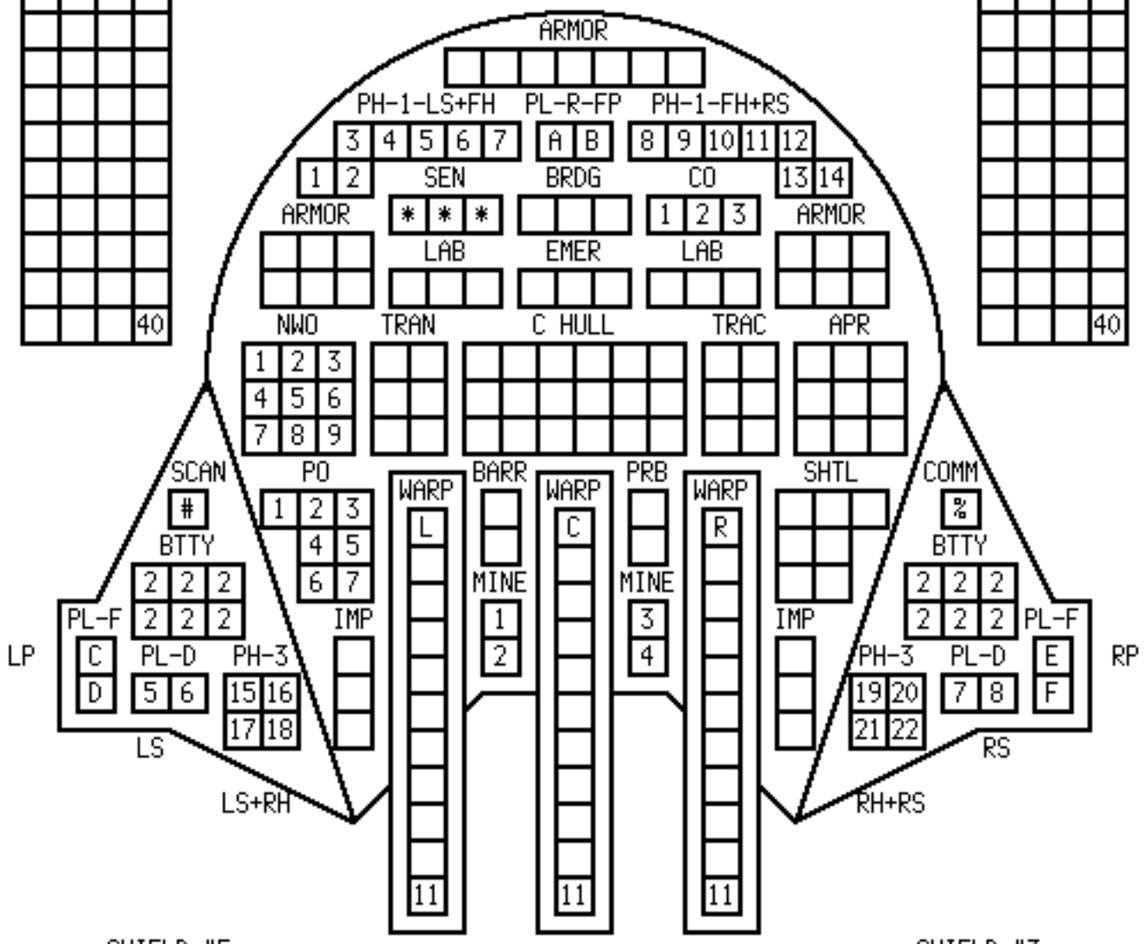
																			40

SHIELD #6

			40

SHIELD #2

			40



SHIELD #5

									40

SHIELD #4

									40

SHIELD #3

									40

SENSOR

6	6	6	5	4	3	2	0

SCANNER

0	0	0	1	2	3	4	9

DAMCON

8	6	6	4	4	2	2	0

EXCDAM

8	7	6	5	4	3	2	1

ROMULAN
OXI
Improved Cruiser

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CREW UNITS

							*		10
									20
									30
									40
	42								

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10
11									

PROBES

				5

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	

SHIP DATA TABLE

Ship Class	= Comet/Destr.
Model Number	= Type 2
Point Value	= 575 *
Breakdown	= 6
Shield Cost	= 1+2
Explosion Str	= 208
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.108
Total Power	= 64 +6 PO (+40)
Opt Allowance	= 91 (+30)
2X Systems	= (none)
Cloaking Device (5+13)	
UIM	
DERFACS	

DISRUPTOR TABLE

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

TYPE M MEGAPHASER TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

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

ROMULAN
1X
Comet of Destruction
Cruiser

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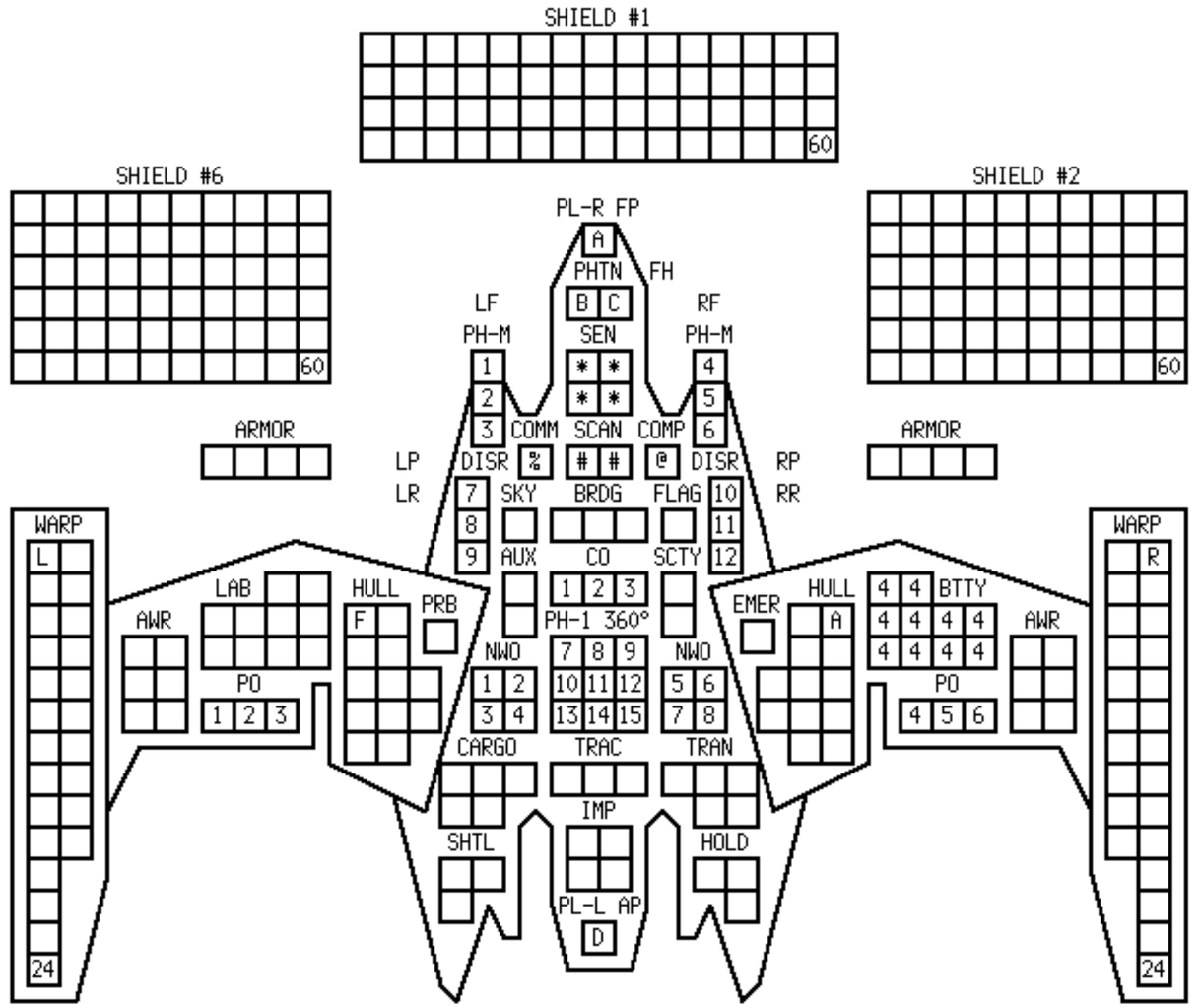

CREW UNITS: [ ][ ][ ][*4]

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

PASSENGERS: [ ][ ][ ][4]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS: [ ][ ][ ][D][D][D]

NSM: [ ]

SHIP DATA TABLE

Ship Class	= Deathsting
Model Number	= P-8 Type 1
Point Value	= 79 *
Breakdown	= 6
Shield Cost	= 1/2+1/2
Explosion Str	= 52
Size Class	= 4
Movement Cost	= 1/4 (AA)
Reference	= R4.021
Total Power	= 14 (+4)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (3+5)	

TYPE I ROMULAN BEAM TABLE

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

Identical in all ways to a Ph-1, except the table is different.
Can fire as a RB-2 for 1 energy or as a RB-3 for ½ energy.

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

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

PLASMA RACKS

1	[ ]	[ ]	[ ]	[ ]	[ ]	D
2	[ ]	[ ]	[ ]	[ ]	[ ]	D

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2					1	

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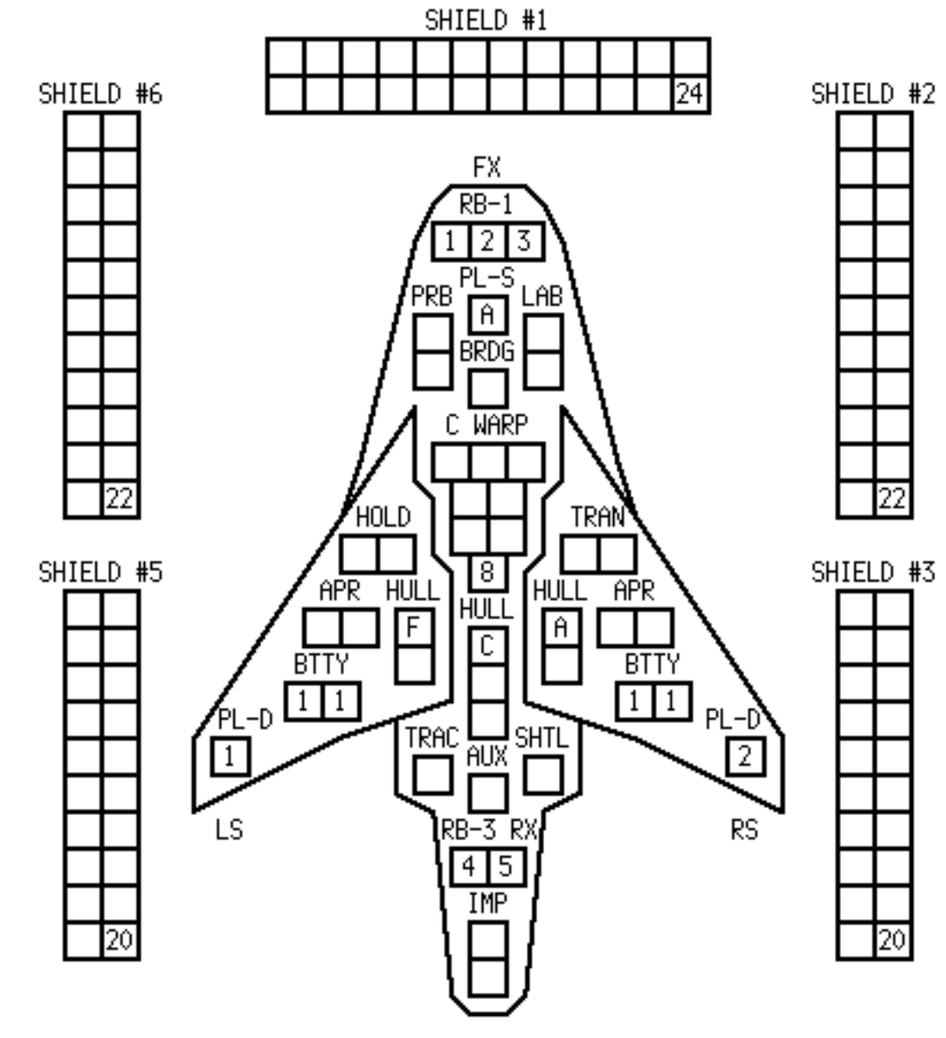


PL-S is FP

ROMULAN
OXs
Deathsting Class
Corvette

ROMULAN OXI
Campaign Scout

CREW UNITS

				*					10
									20
					26				

BOARDING PARTIES

									10

DECK CREWS

	2

PROBES

1									
									30
2									
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
							DECOY

ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D	

NSM

SHIP DATA TABLE

SHIP CLASS	=	GHOST-OWL
MODEL NUMBER	=	TYPE 6
POINT VALUE	=	185*
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	86
SIZE CLASS	=	4
MOVEMENT COST	=	1/2 (A)
REFERENCE	=	R4.002
FILENAME	=	ROM-CSC
TOTAL POWER	=	28 (+8)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (3+6)		

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

PLASMA RACKS

1							D
2							D
3							D
4							D

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

SHIELD #6

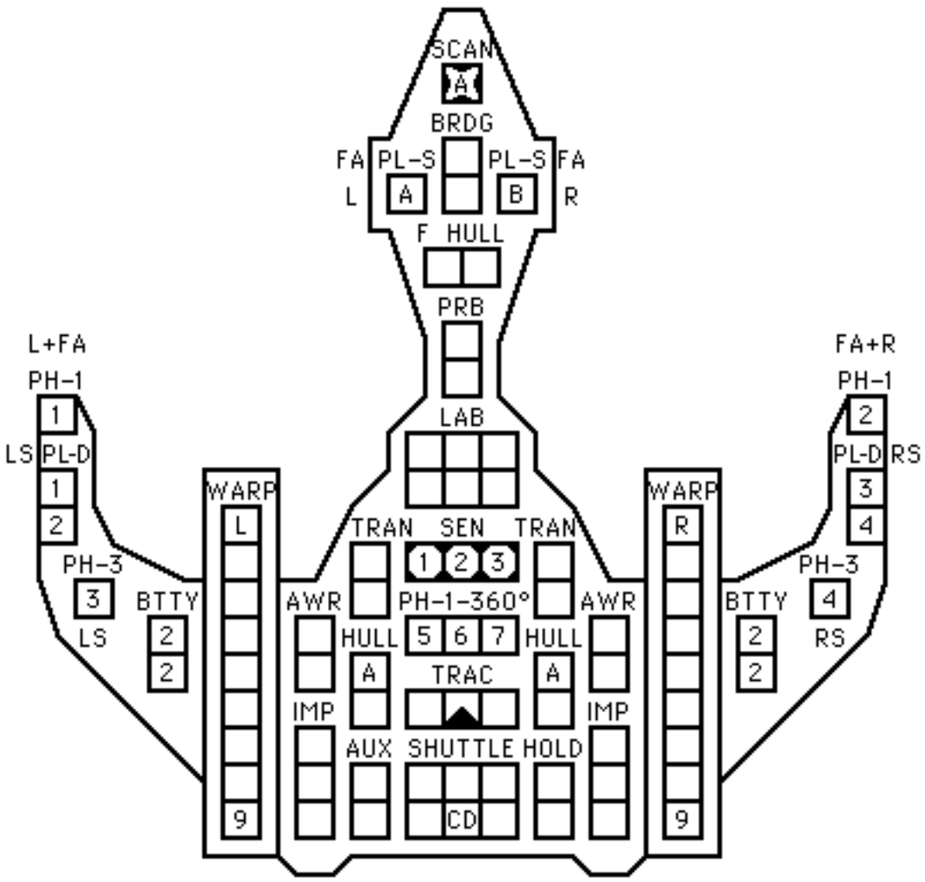
	30

SHIELD #1

															32

SHIELD #2

	30



SHIELD #5

	28

SHIELD #3

	28

SHIELD #4

													28

SENSOR

6	6	5	3	1	0

DAMCON

4	4	2	2	2	0

SCANNER

0	0	1	3	5	9

EXCDAM

3	2	1

Donald Miller
"Old Ships"

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ROMULAN 2Xs
D-7W *K't'inga* Heavy Cruiser

CREW UNITS

							*		10
									20
									30
									40
									50
		54							

BOARDING PARTIES

									10
									20
									30
				35					

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

ONE SHUTTLE BAY.

PROBES

									10
									10

SHIP DATA TABLE

SHIP CLASS	=	K'T'INGA
MODEL NUMBER	=	KD7WR
POINT VALUE	=	1291 *
BREAKDOWN	=	6^2
SHIELD COST	=	1+3
EXPLOSION STR	=	270
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.208
FILENAME	=	ROM-D7W
TOTAL POWER	=	102 (+48)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	107 (+53)
3X SYSTEMS	=	NONE
CLOAKING DEVICE (4+12)		

TYPE 6 ROMULAN BEAM TABLE

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

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

2X DISRUPTOR TABLE

RANGE	0	1–8	9–12	13–16	17–22	23–30	31–40
HIT (STANDARD)	1–7	1–6	1–5	1–5	1–4	1–3	1–2
HIT (OVERLOAD)	1–6	1–5	1–4	NA	NA	NA	NA
DMG (STANDARD)	6	5	5	4	4	3	3
DMG (OVERLOAD)	12	10	8	0	0	0	0
DMG (DBL OVER)	18	15	12	0	0	0	0

FIRES 1/T. ENERGY COST = 2 (STD), 4 (OVER), 6 (DBL OVER).
6 POINT CAPACITOR (AS PER A PHASER).

PLASMA RACKS

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

2X PHOTON TORPEDO TABLE

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

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

PLASMA-D TABLE

RANGE	0–5	6–10	11–12	13–14	15
PL-D	10	8	5	2	1
BOLT	1–4	1–3	1–2	1–2	1–2

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2X PLASMA TORPEDO TABLE

RANGE	0–10	11–20	21–30	31–40	41–50	51–60	61–70	71–80	ENERGY COST
TYPE Z	10	30	50	70	50	30	10	0	10/14/3
TYPE X	60	50	40	30	20	10	0	0	8/12/4
TYPE Y	25	20	20	15	15	10	10	5	6/7/1
TYPE R	50	35	20	0	0	0	0	0	9/14/4
TYPE M	40	30	15	0	0	0	0	0	9/13/3
BOLT	1–5	1–4		1–3		1–2		1	

ENERGY COST IS GIVEN AS ARM / ENVELOPE OR SHOTGUN / HOLD.

SHIELD #6

		63

SHIELD #5

CREW UNITS

		3

BOARDING PARTIES

		3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	D'cariket
Model Number	=	Type 1 (DDC)
Point Value	=	10500 *
Breakdown	=	6^4
Shield Cost	=	0+1
Explosion Str	=	87
Size Class	=	2
Movement Cost	=	1/2 (E)
Reference	=	R4.409
Total Power	=	42 +2 PO (+32)
Opt Allowance	=	300 (+600)
5X Systems	=	(none)
Cloaking Device (8)		

TYPE IX ROMULAN BEAM TABLE

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

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

TYPE IX PULSE PHASER TABLE

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

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

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

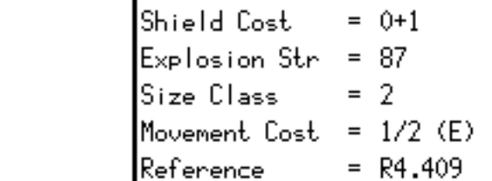
16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10
PL-X	11	10	9	8	7	6	5	4	3	2	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2

TNG TURN MODE E

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



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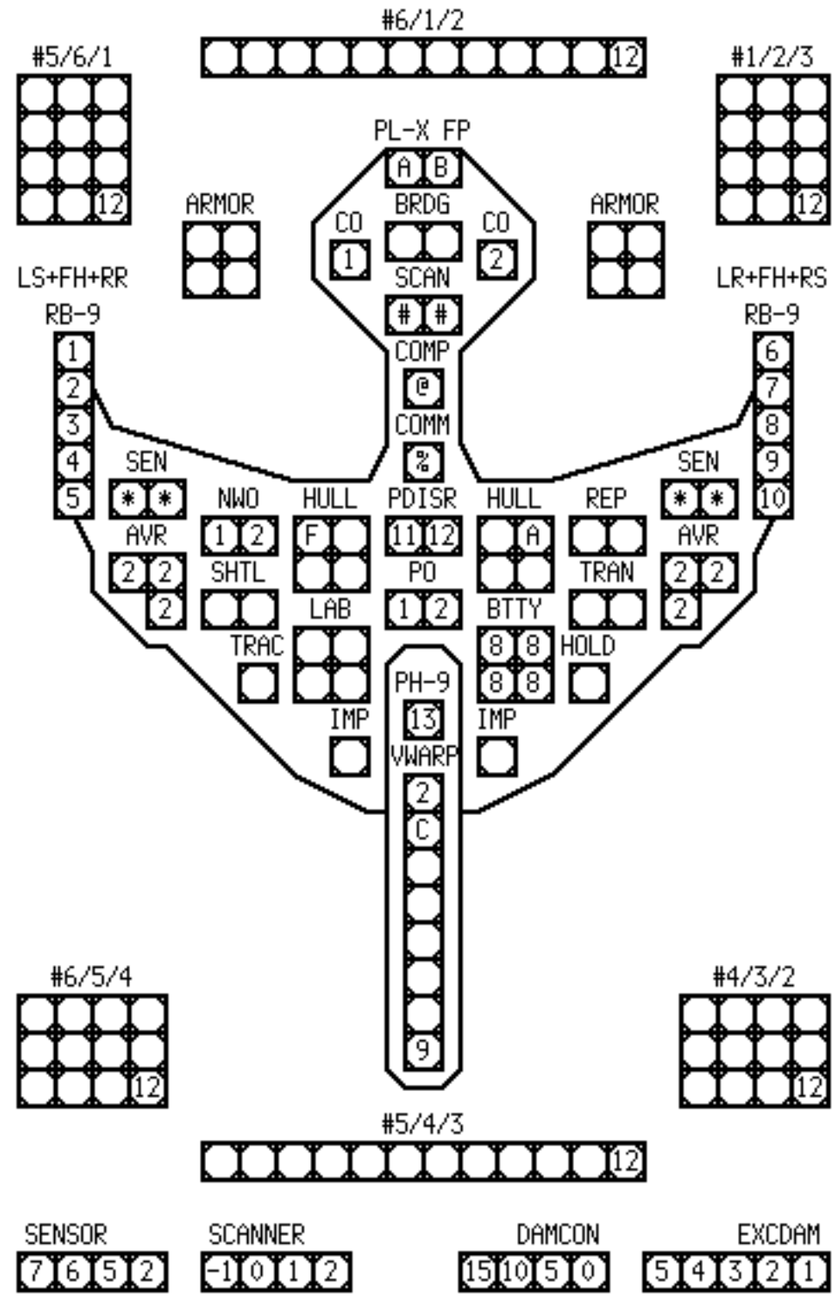


PDISR #11-12 are 360°
PH-9 #13 is FH+RA

ROMULAN
4Xe
D'cariket Command Destroyer

CREW UNITS

									10
									20
	*								30
									40
				45					

BOARDING PARTIES

									10
									20
									30

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

CREW UNITS

				5

BOARDING PARTIES

					6

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	D'daridex
Model Number	=	Type 2
Point Value	=	6100 *
Breakdown	=	6^3
Shield Cost	=	1+1
Explosion Str	=	99
Size Class	=	1
Movement Cost	=	3 (F)
Reference	=	R4.301
Total Power	=	39 (+28)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device (17)		

3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY
HIT #	7	6	5	4	3	2	1	COST
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4
6 energy capacitor.								

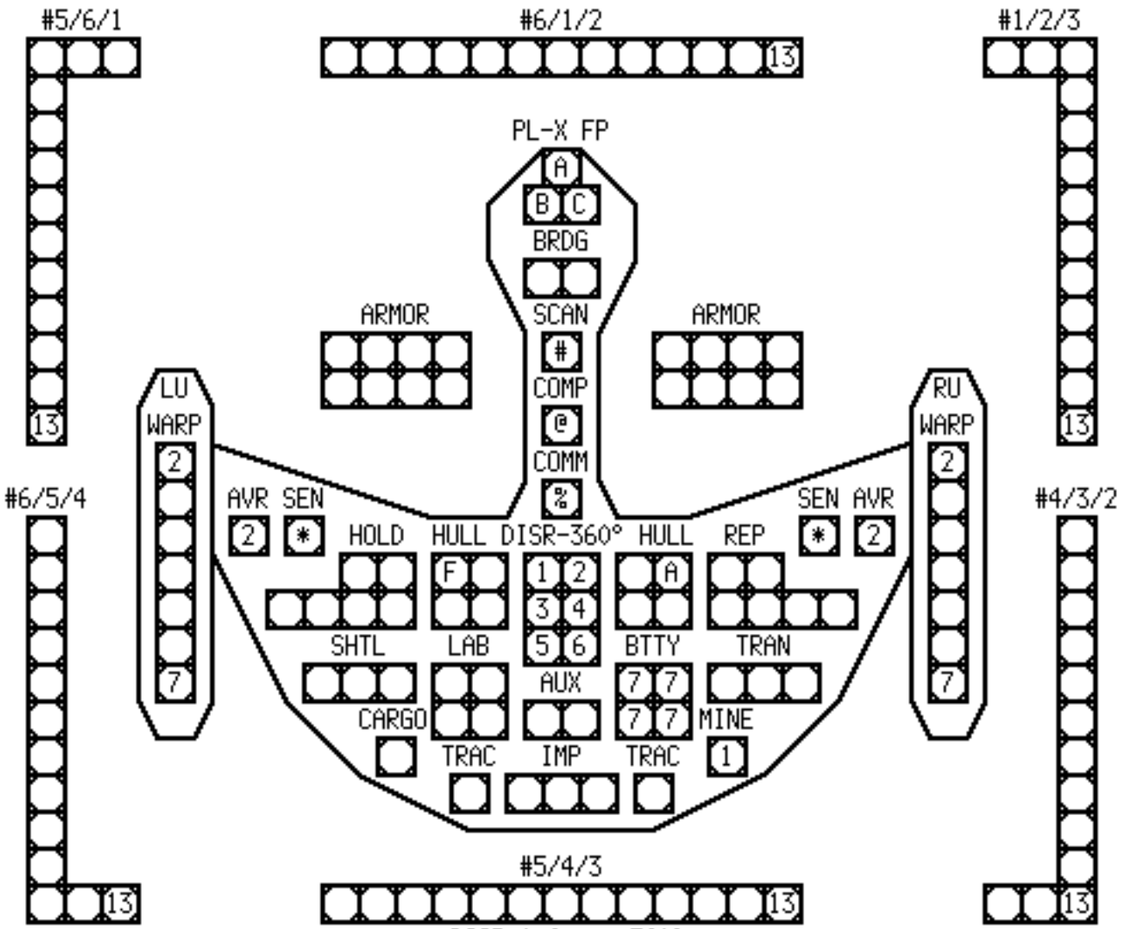
TNG TURN MODE F

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

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

ROMULAN
3X
D'daridex
Command Cruier



SENSOR

6	6	5	2

SCANNER

0	0	1	2

DAMCON

15	10	5	0	

EXCDAM

5	4	3	2	1

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CREW UNITS

						7

BOARDING PARTIES

						7

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	BC
Model Number	=	Type 1
Point Value	=	9300 *
Breakdown	=	6^3
Shield Cost	=	1+1
Explosion Str	=	119
Size Class	=	1
Movement Cost	=	4 (G)
Reference	=	R4.301-A
Total Power	=	84 (+28)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)

Cloaking Device (17)

3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY
HIT #	7	6	5	4	3	2	1	COST
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4

6 energy capacitor.

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

TNG TURN MODE G

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

ROMULAN 3X Battlecruiser

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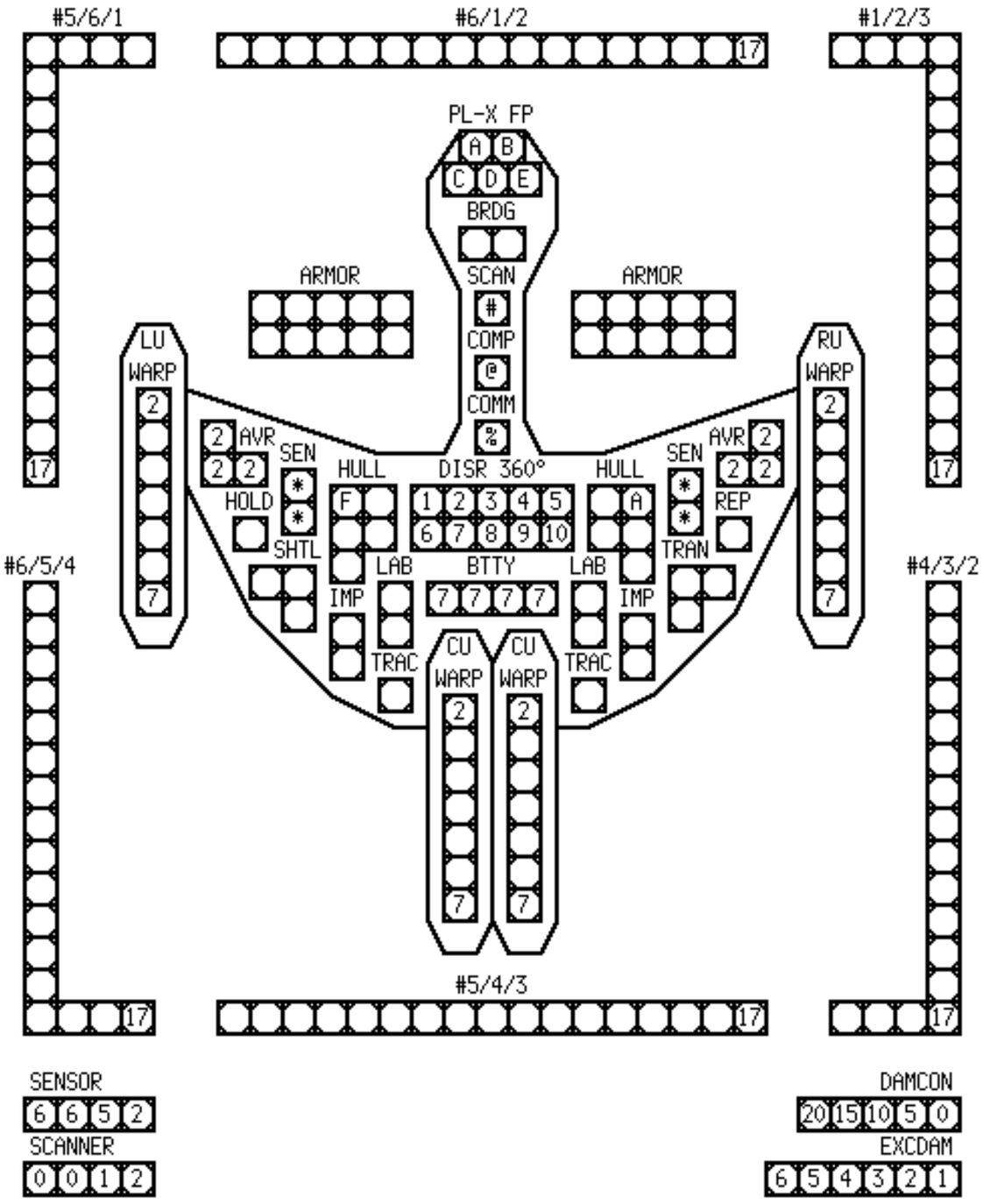

CREW UNITS
(none)
BOARDING PARTIES
(none)
Each box of COMP is considered "guarded" for H&R purposes.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

MINE RACK

1				4

SHIP DATA TABLE

Ship Class	= DefShip
Model Number	= Type 1
Point Value	= 213 *
Breakdown	= 6
Shield Cost	= 0+2
Explosion Str	= 89
Size Class	= 4
Movement Cost	= 3/4 (B)
Reference	= R4.016
Total Power	= 49 (+8)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

Cloaking Device (3/11)
Super-Intelligent Computer
Robot Controlled

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

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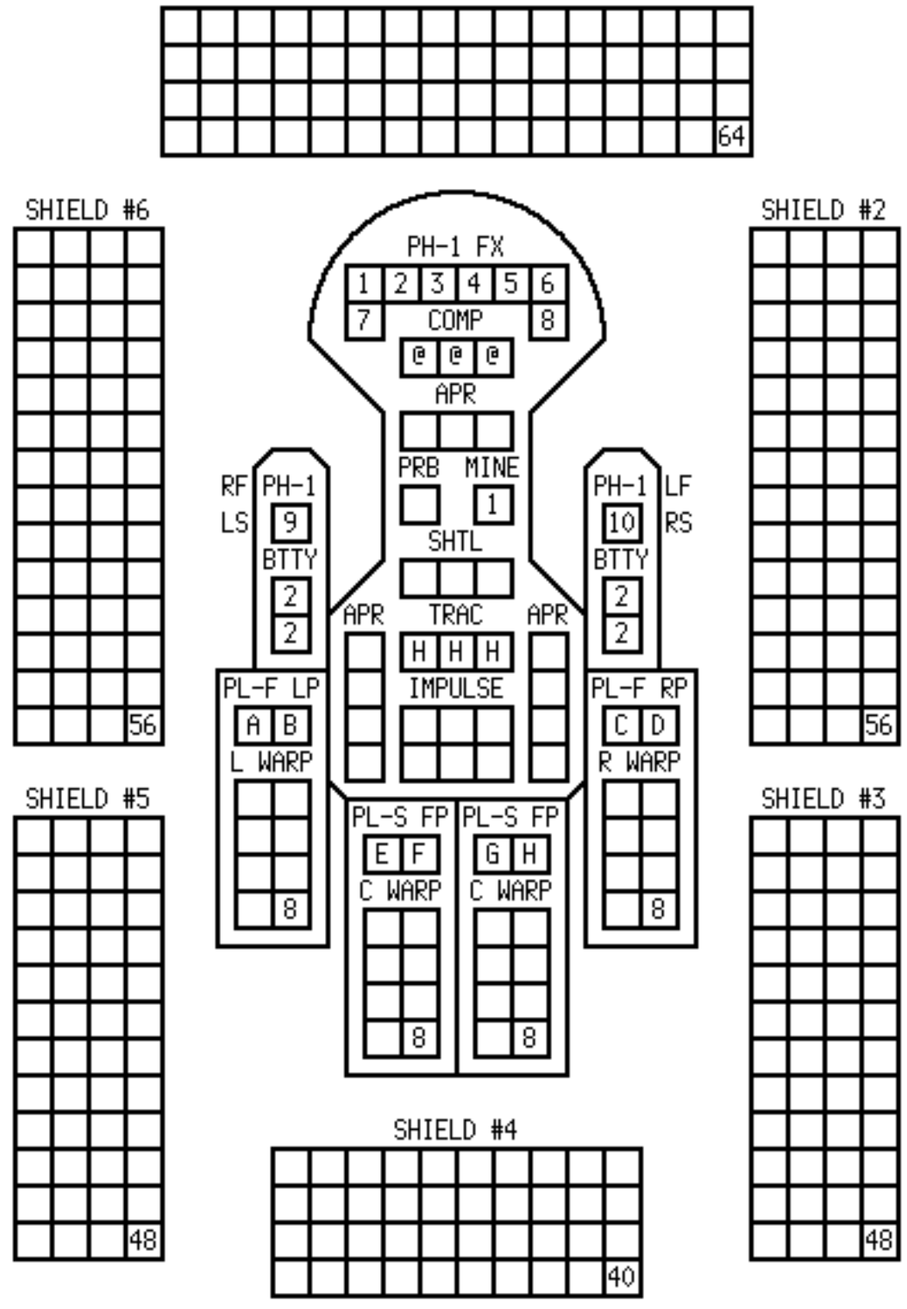
ROMULAN
OXI
Automated Defense Ship



SENSOR

6	6	5	4	0

SCANNER

0	0	1	2	9

DAMCON

8	6	4	2	0

EXCDAM

4	3	2	1

CREW UNITS

[ ][ ][3]

BOARDING PARTIES

[ ][2]

DECK CREWS

[1]

3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY
HIT #	7	6	5	4	3	2	1	COST
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4
6 energy capacitor.								

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

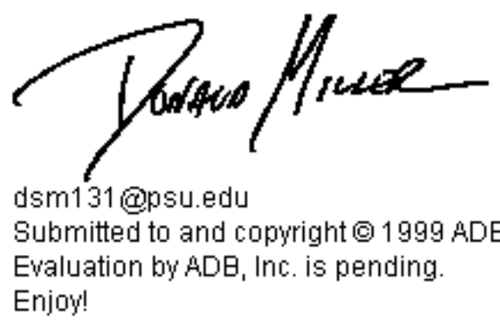
ROMULAN
3X
Destroyer

SHIP DATA TABLE

Ship Class	=	Destroyer
Model Number	=	Type 1
Point Value	=	4500 *
Breakdown	=	6^3
Shield Cost	=	0+2
Explosion Str	=	52
Size Class	=	3
Movement Cost	=	1+1/2 (D)
Reference	=	R4.302-A
Total Power	=	39 (+42)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device (8)		

TNG TURN MODE D

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



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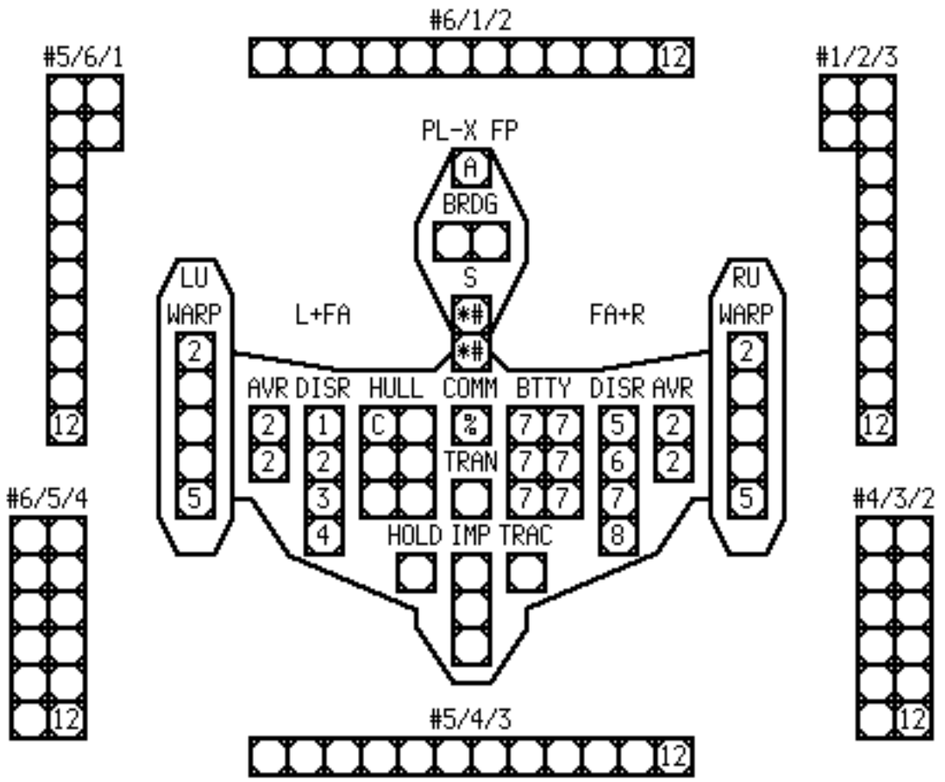

SENSOR

[6][6][5][2]

SCANNER

[0][0][1][2]

DAMCON

[15][10][5][0]

EXCDAM

[3][2][1]

CREW UNITS

							*		10
									20
									30
									40
									50
									60
					66				

BOARDING PARTIES

									10
									20
									30

PROBES

						7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D

SHIP DATA TABLE

Ship Class	= DemonHawk-X
Model Number	= 2
Point Value	= 457 *
Breakdown	= 6
Shield Cost	= 1+3
Explosion Str	= 185
Size Class	= 2
Movement Cost	= 1+1/2 (D)
Reference	= R4.121
Total Power	= 75 (+27)
Opt Allowance	= 0 (+0)
2X Systems	= (none)
Cloaking Device (6+24)	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

PLASMA RACKS

1									DX
2									DX
3									DX

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ROMULAN
1X
DemonHawk
Modular Dreadnought

SHIELD #1

														48

SHIELD #2

		48

SHIELD #3

		48

SHIELD #4

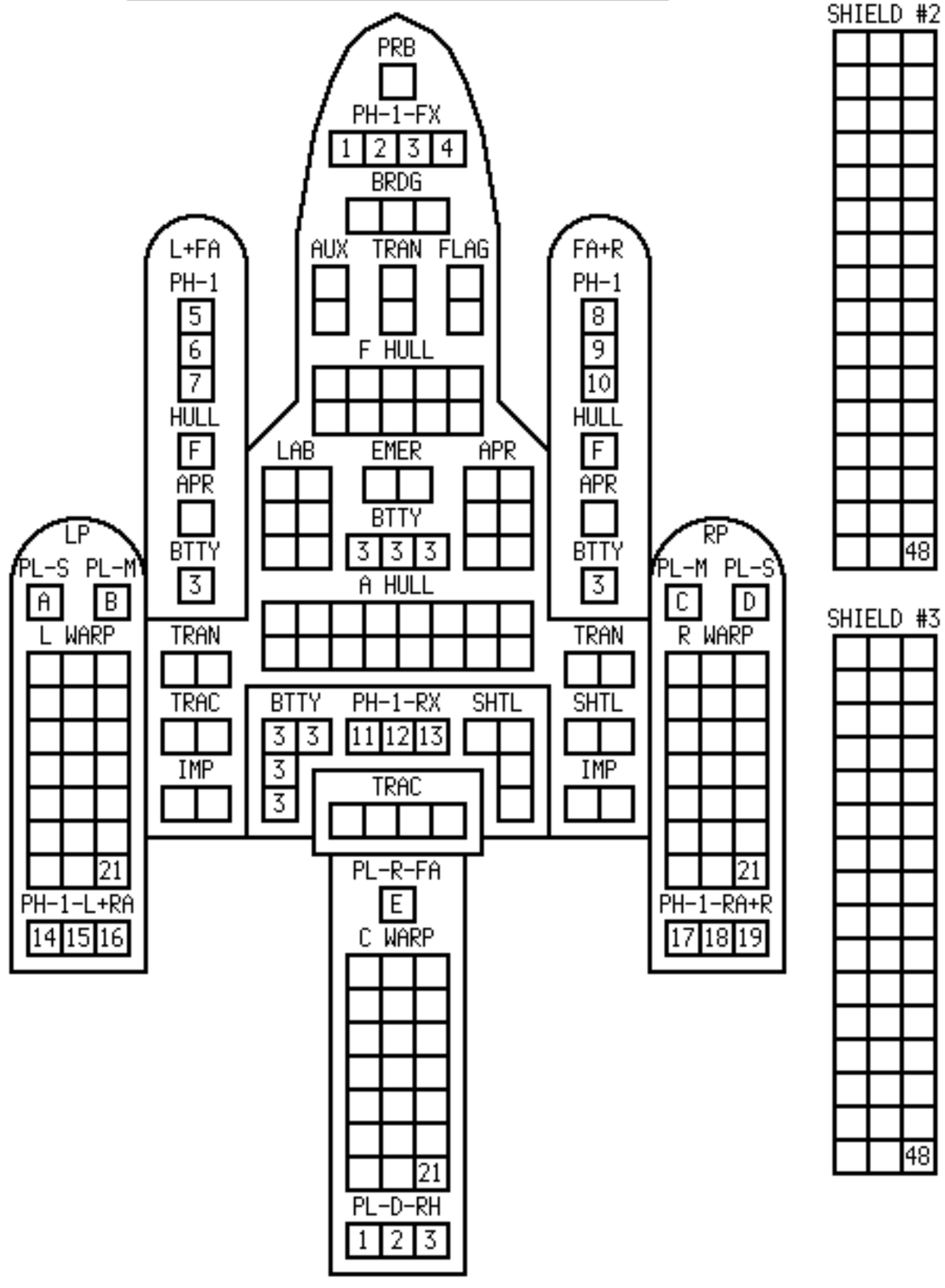
														48

SHIELD #5

		48

SHIELD #6

		48



SENSOR

6	6	6	6	6	5	4	3	2	1	0

SCANNER

0	0	0	0	0	1	3	6	9

DAMCON

8	8	6	6	4	4	2	2	0

EXCDAM

11	10	9	8	7	6	5	4	3	2	1

ROMULAN OXs
Double SeaHawk Destroyer

CREW UNITS

							*		10
									20
									30
	32								

BOARDING PARTIES

									10
	12								

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

SHIP CLASS	=	Double SEA
MODEL NUMBER	=	2
POINT VALUE	=	140 *
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	88
SIZE CLASS	=	4
MOVEMENT COST	=	1/2 (C)
REFERENCE	=	R4.035
FILENAME	=	ROM-DSEA
TOTAL POWER	=	30 (+6)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE (4+6)		

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

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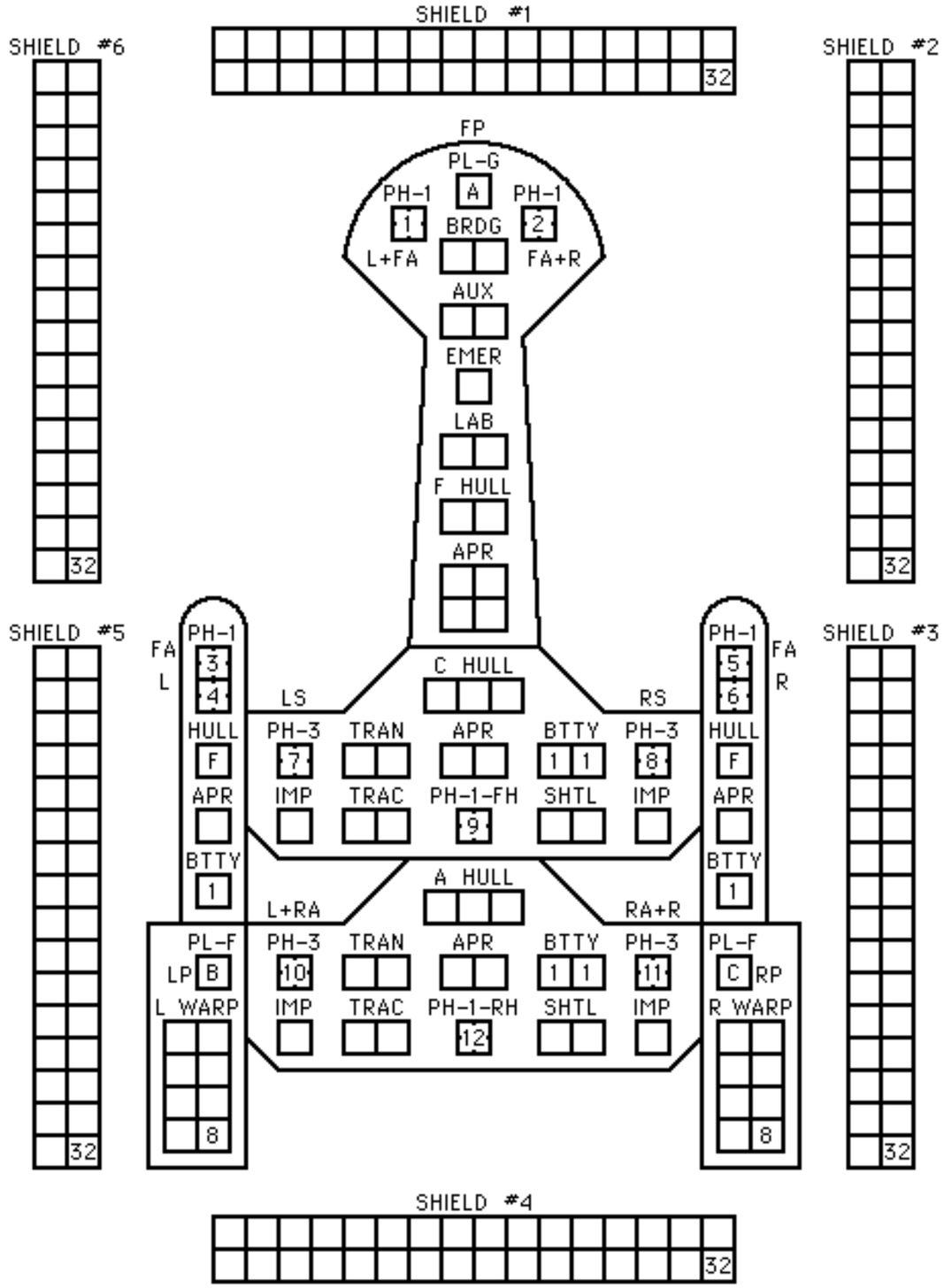
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



SENSOR

6	6	5	4	3	2	0

SCANNER

0	0	1	2	3	5	9

DAMCON

4	4	2	2	0

EXCDAM

5	4	3	2	1

ROMULAN OXs
Double-sized Skyhawk-L

CREW UNITS

							*		10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
ONE SHUTTLE BAY							

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

SHIP CLASS	=	Double SKL
MODEL NUMBER	=	2
POINT VALUE	=	248 *
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	141
SIZE CLASS	=	3
MOVEMENT COST	=	1 (B)
REFERENCE	=	R4.034
FILENAME	=	ROM-DSKL
TOTAL POWER	=	48 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE (4+8)		
ADD MECHLINKS & REPAIR		+5

TYPE 1 PHASER TABLE

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

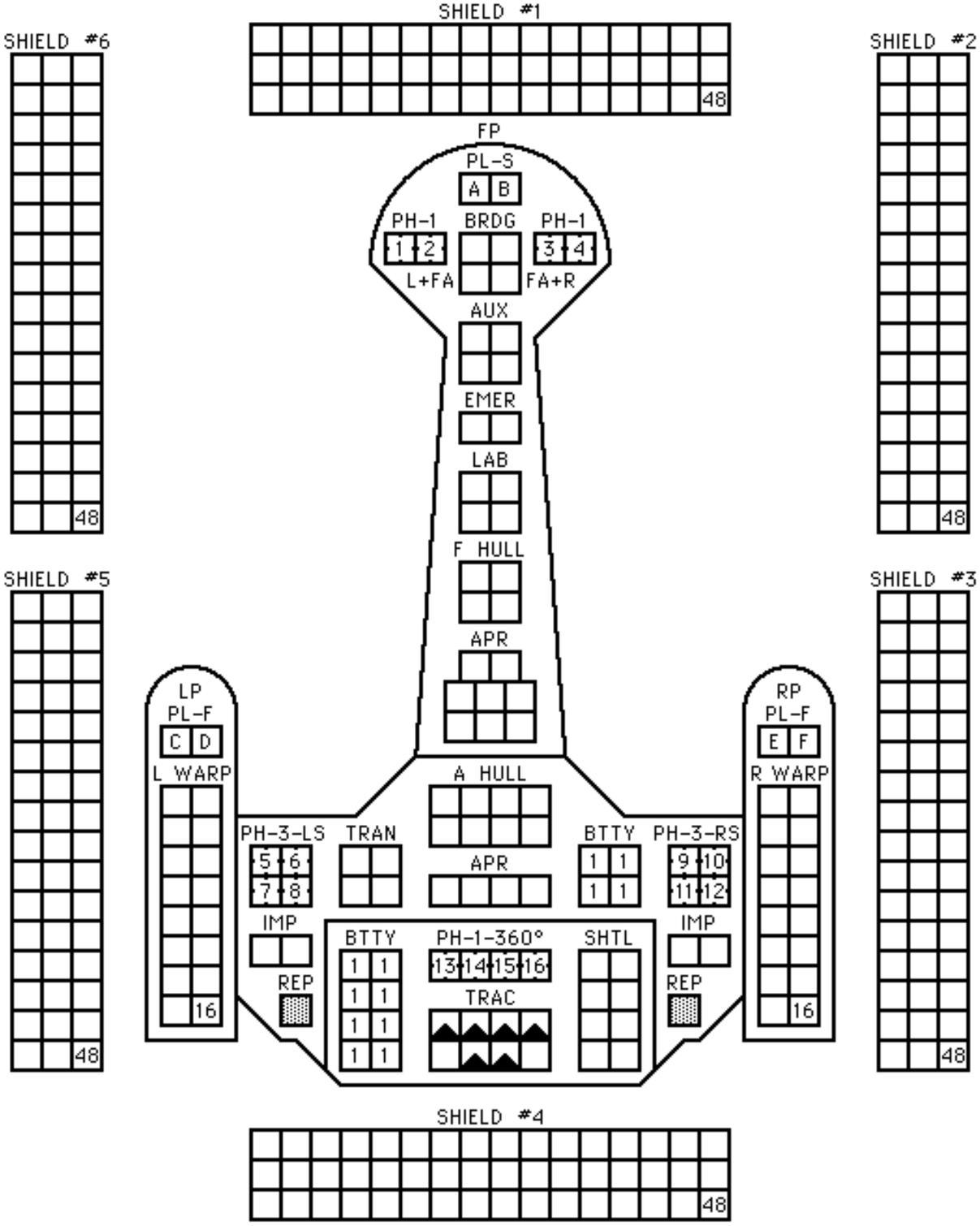
TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

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



SENSOR

6	6	5	4	3	2	1	0

SCANNER

0	0	1	2	3	4	5	9

DAMCON

4	4	4	2	2	2	2	0

EXCDAM

8	7	6	5	4	3	2	1

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CREW UNITS

		*							10
11									

BOARDING PARTIES

		3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

NSM

D	D	D

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

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

SHIP DATA TABLE

Ship Class	=	Death Talon
Model Number	=	Type 2
Point Value	=	112 *
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	80
Size Class	=	4
Movement Cost	=	2/3 (B)
Reference	=	R4.007
Total Power	=	28 +3 PO (+2)
Opt Allowance	=	21 (+11)
1X Systems	=	(none)

Cloaking Device (2+6)

DISRUPTOR TABLE

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

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SHIELD #6

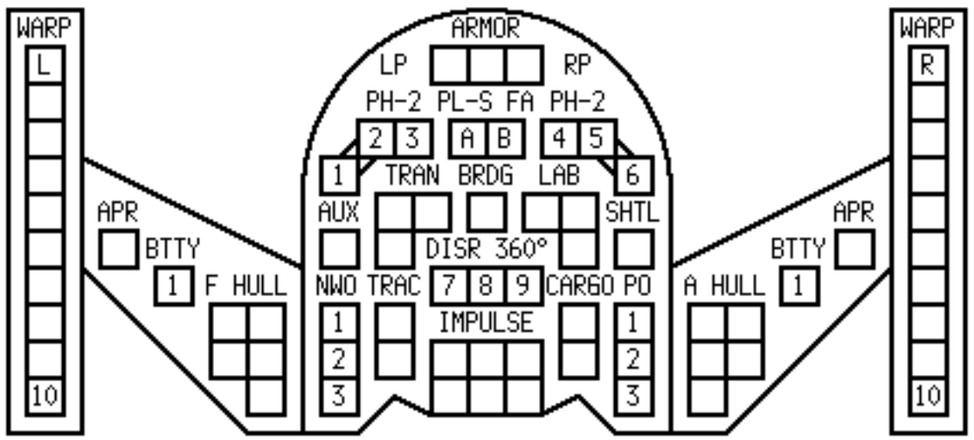
									30

SHIELD #1

									30

SHIELD #2

									30



SHIELD #5

									30

SHIELD #4

									30

SHIELD #3

									30

SENSOR

6	5	4	0

SCANNER

0	1	2	9

DAMCON

4	2	2	0

EXCDAM

4	3	2	1

ROMULAN
OXs
Death Talon
Destroyer Escort

CREW UNITS

					*				10
									20
									30
									40

PROBES

				5
				5
				5
				5

BOARDING PARTIES

									10
					16				

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

T-BOMBS

D	D	D	D
D	D	D	D

NSMs

SHIP DATA TABLE

Ship Class	=	DWE
Model Number	=	Type 1
Point Value	=	548 *
Breakdown	=	2-6
Shield Cost	=	2+4
Explosion Str	=	307
Size Class	=	2
Movement Cost	=	2 (F)
Reference	=	R4.025
Total Power	=	94 +4 PO (+8)
Opt Allowance	=	76 (+38)
1X Systems	=	(none)

Cloaking Device (8+22)

TYPE II ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	8	7	6	5	4	3	2	1
2	8	7	6	5	3	1	0	0
3	8	7	6	5	0	0	0	0
4	4	4	4	4	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0

Identical in all ways to a PH-2, except the table is different. Can fire as a RB-3 for ½ energy.

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-2, except the table is different.

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

SHIELD #6

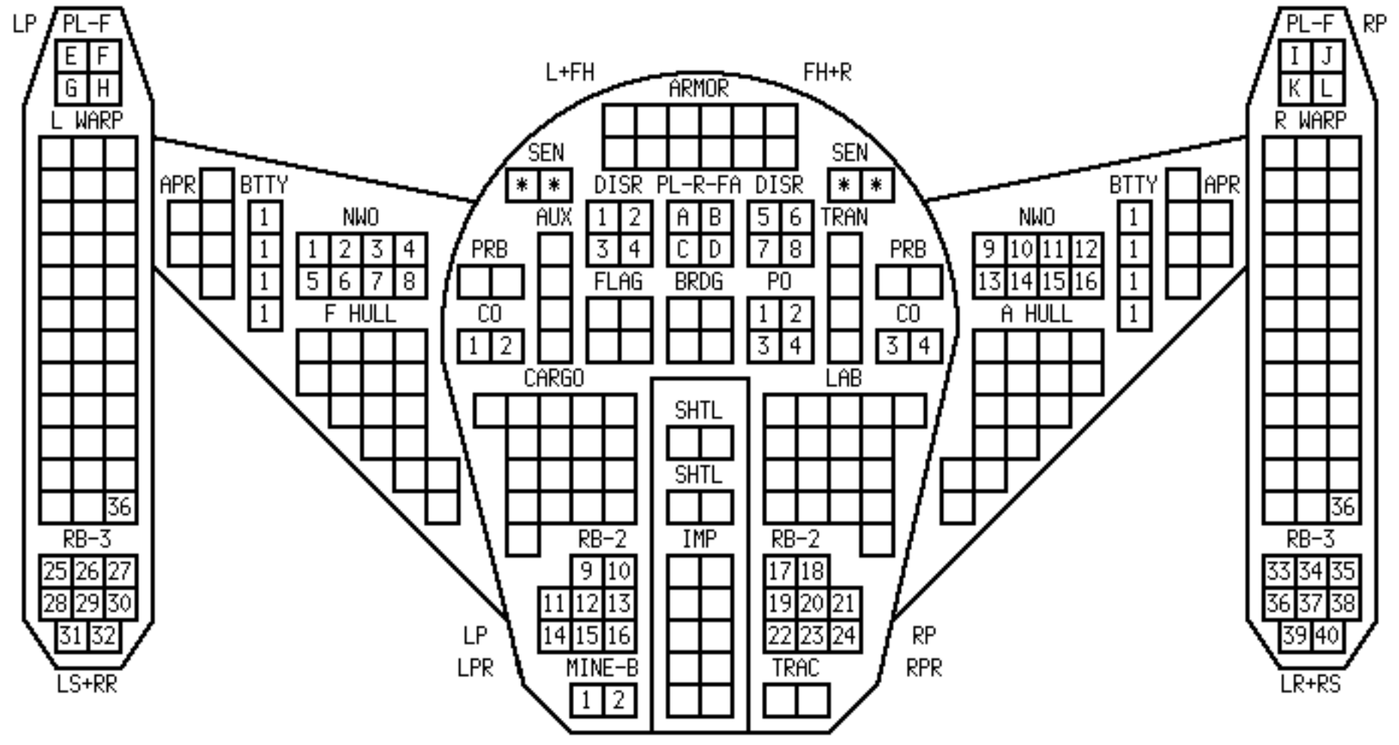
														60

SHIELD #1

														60

SHIELD #2

														60



SHIELD #5

														60

SHIELD #4

														60

SHIELD #3

														60

DISRUPTOR TABLE

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

SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

MINE RACKS

1														8
2														8

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

RB-2's may be replaced with PH-2's and RB-3's may be replaced with PH-3's if desired. BPV remains the same.

ROMULAN
OXs
Double War Eagle
Battleship

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Enjoy!

CREW UNITS

									10
							*		20
									30

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

						7
						7

TRANSPORTER BOMBS

D	D	D	D	D	D	D

SHIP DATA TABLE

Ship Class	= Eradicator
Model Number	= Type 1
Point Value	= 726 *
Breakdown	= 5-6
Shield Cost	= 2+2
Explosion Str	= 192
Size Class	= 2
Movement Cost	= 1+1/3 (B)
Reference	= R4.120
Total Power	= 83 (+28)
Opt Allowance	= 0 (+0)
2X Systems	= (none)
Cloaking Device (4+17)	

TYPE V ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	14	13	12	11	10	9	8	7	6	5	4	3	1	0
3	14	13	12	11	10	9	8	7	6	5	2	0	0	0
4	14	13	12	11	10	9	8	6	3	0	0	0	0	0
5	7	6	5	4	3	2	1	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Same data as a PH-5.

TYPE M ROMULAN MEGABEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	22	20	18	16	14	12	10	8	6	4	2
2	22	20	18	16	14	12	10	8	5	3	2
3	22	20	18	16	14	12	10	4	0	0	0
4	22	20	18	16	14	12	6	0	0	0	0
5	9	8	7	6	5	4	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

Same data as PH-M.

DISRUPTOR TABLE

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

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

ClkC:
Cloak Caster. Destroyed on "Emer" hits.
This weapon "fires" during impulse activity.
Spend R+S energy, where R is range to target and S is 5 for Size 5, 10 for Size 4, 20 for Size 3, and 40 for Size 2.
Target becomes cloaked for 1 impulse and has it's fire control disrupted. That unit cannot fire this impulse, but can be fired upon using the normal fire vs. cloaked procedures.

SHIELD #6

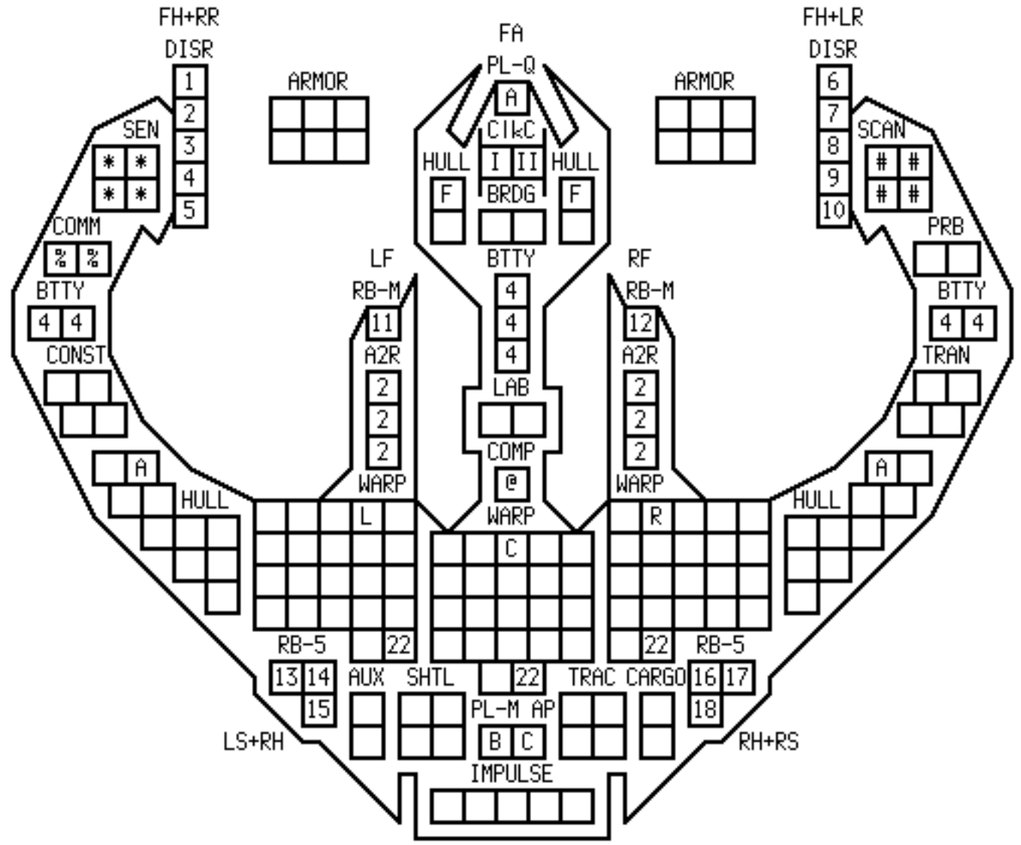
									55

SHIELD #1

									55

SHIELD #2

									55



SHIELD #5

									55

SHIELD #4

									55

SHIELD #3

									55

SENSOR

6	6	6	5	4	3	2	1	0

SCANNER

0	0	0	1	2	3	4	5	9

DAMCON

8	8	6	6	4	4	2	2	0

EXCDAM

9	8	7	6	5	4	3	2	1

SUPER-HEAVY LONG-ARMING PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60
TYPE Q	100	90	80	70	60	50	40	30	20	10	5	1
BOLT	1-6		1-5		1-4		1-3		1-2		1	

PL-Q: Fires once per 4 turns; Arming Cost = 3-3-3-9; Hold Cost = 8.
Add 9 energy to envelope or shotgun (2 R's or 10 F's).
Cannot fire a lesser plasma type (R/M/S/G/L/F).
BPV/Repair Cost = 60; 10 spaces in option mounts.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
1X
Eradicator
Experimental Cloak-Caster

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Enjoy!

ROMULAN OXe
Falcon Mauler

CREW UNITS

			*							10
		13								

BOARDING PARTIES

		3

TRANSPORTER BOMBS **NSM**

				D	D	D	D		

PROBES

				5

SHIP DATA TABLE

SHIP CLASS	=	FALCON
MODEL NUMBER	=	Type 4
POINT VALUE	=	140 *
BREAKDOWN	=	2-6
SHIELD COST	=	1+2
EXPLOSION STR	=	114
SIZE CLASS	=	4
MOVEMENT COST	=	3/4 (D)
REFERENCE	=	R4.001-A
FILENAME	=	ROM-FALC
TOTAL POWER	=	30 (+34)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	10 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE (3+8)		

TYPE 2 PHASER TABLE

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

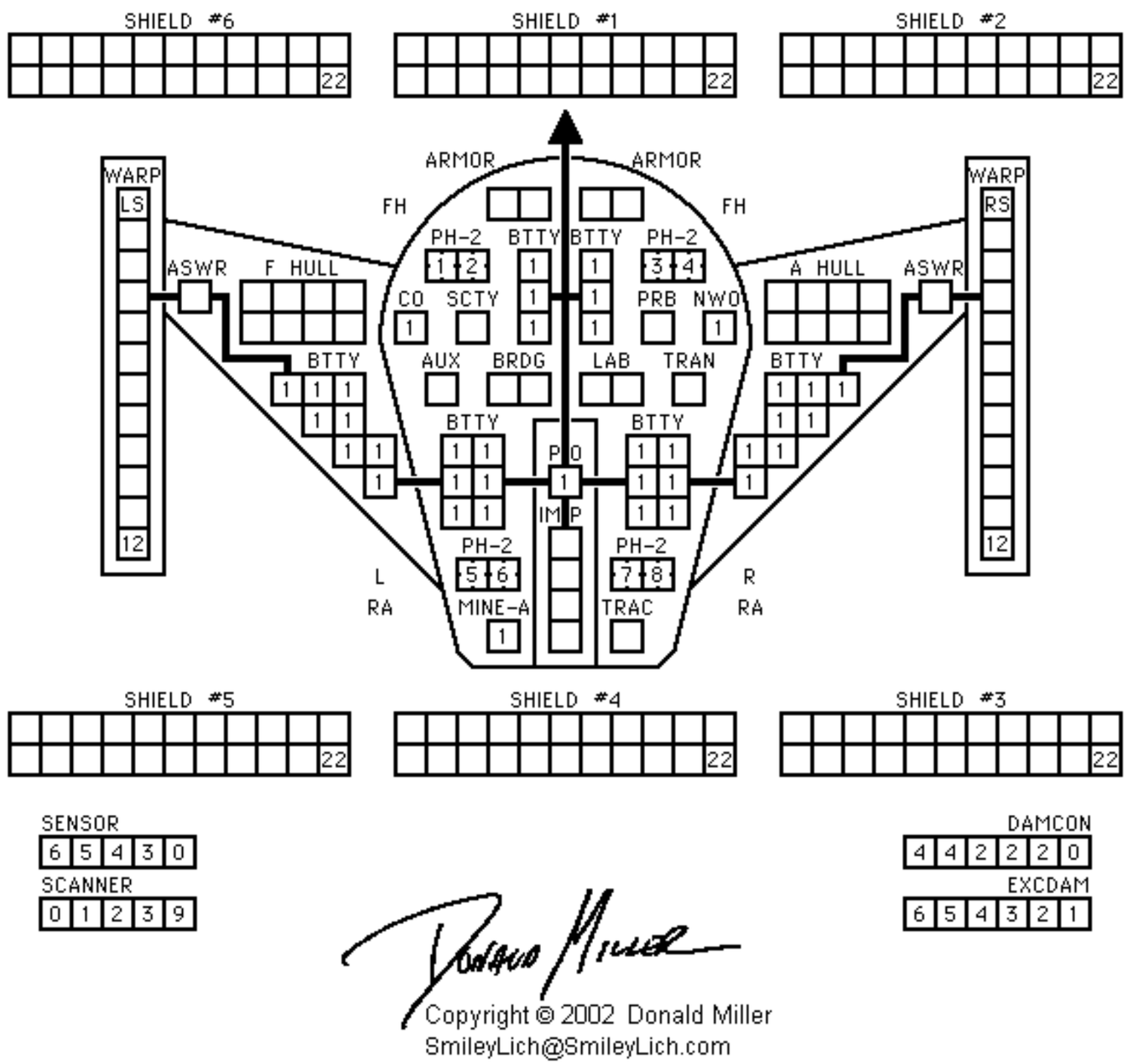
TYPE 3 PHASER TABLE

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

MAULER TABLE

RANGE	DAMAGE SCORED
0-1	DOUBLE ENERGY
2-5	EQUAL TO ENERGY
6-10	HALF ENERGY

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



SENSOR

6	5	4	3	0

SCANNER

0	1	2	3	9

DAMCON

4	4	2	2	2	0

EXCDAM

6	5	4	3	2	1

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ROMULAN 4XI
Future *D'daridex* BCH

CREW UNITS [8]

BOARDING PARTIES [8]

PHASED COMMANDOES [4]

DECK CREWS [4]

PRIME TEAMS [2]

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
TWO SHUTTLE BAYS			

SHIP DATA TABLE

SHIP CLASS	=	D'daridex
MODEL NUMBER	=	7 (BCH++)
POINT VALUE	=	41300 **
BREAKDOWN	=	6^6
SHIELD COST	=	1+2
EXPLOSION STR	=	250
SIZE CLASS	=	1
MOVEMENT COST	=	1+1/2 (B)
REFERENCE	=	R4.413
FILENAME	=	ROM-FDDA
TOTAL POWER	=	315 (+64)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	990 (+990)
5X SYSTEMS	=	CLOAK
CLOAKING DEVICE (13)		
PHASING DEVICE (20)		
Replace PL-X A-G w/ PL-Q		+3000
Replace PL-X A-G w/ PL-P		+6000
Replace PL-X A-D w/ one PL-U		+0

TYPE 9 PHASER TABLE

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

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

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

NORMAL OPERATION FIRES UP TO 6/TURN.
ENERGY COST = 1/SHOT. 16 POINT CAPACITOR.
THE 5TH SHOT HAS A -1 TO HIT PENALTY.
THE 6TH SHOT HAS A -3 TO HIT PENALTY.
VERON-T OPERATION FIRES 1/TURN.
ENERGY COST = 24. -6 TO HIT PENALTY.
DOES 1 EXCESS DAMAGE TO TARGET IF IT HITS.

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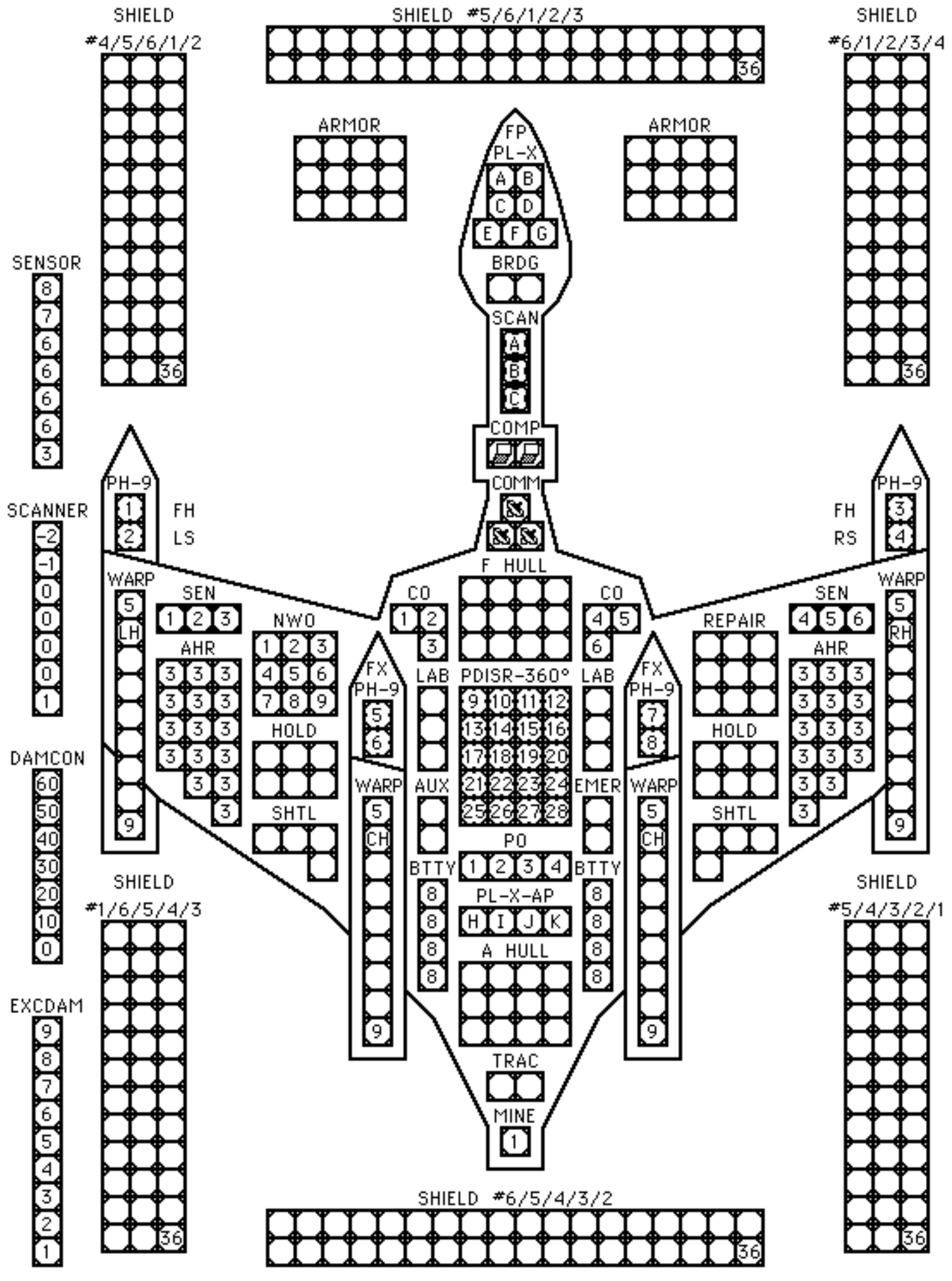
4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	ARM	HOLD	ENY
PL-X	11	10	9	8	7	6	5	4	3	2	1	4	2	+2
PL-Y	5	4	4	3	3	2	2	1	1	0	0	2	1/2	+1
PL-R	6	5	3	2	1	0	0	0	0	0	0	3	2	+2
PL-P	18	15	12	9	6	3	1	0	0	0	0	7	4	+4
PL-Q	12	10	8	6	4	2	0	0	0	0	0	5	3	+3
PL-U	5N	4N	3N	2N	N	N/2	N/3	N/4	N/5	0	0	N	N/2	+N/2
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2			

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



ROMULAN OXs
Fasthawk-M

CREW UNITS

			*						10
									20
									30
									40
	42								

BOARDING PARTIES

									10
	12								

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY.		

PROBES

				5

T-BOMBS

D	D	D	D

SHIP DATA TABLE

SHIP CLASS	=	FFH-M
MODEL NUMBER	=	1
POINT VALUE	=	198
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	108
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.029
FILENAME	=	ROM-FFHM
TOTAL POWER	=	44 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (4+16)		

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

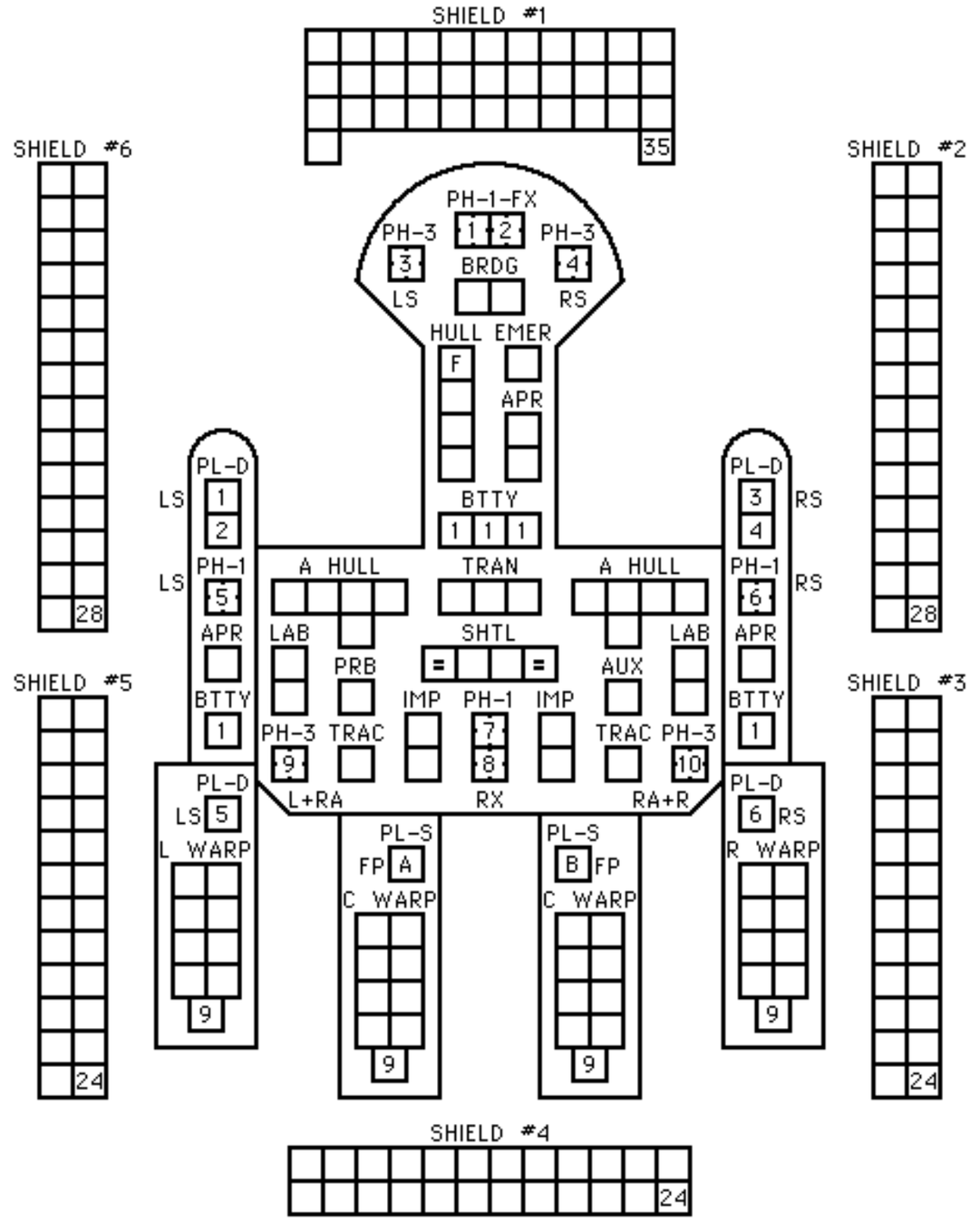
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA RACKS

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAMCON

4	4	2	2	2	0

EXCDAM

6	5	4	3	2	1

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CREW UNITS

			4

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	=	Flamehawk
Model Number	=	7
Point Value	=	4900 *
Breakdown	=	6^3
Shield Cost	=	1+1
Explosion Str	=	61
Size Class	=	2
Movement Cost	=	1+1/2 (E)
Reference	=	R3.303-B
Total Power	=	34 (+98)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device (8)		

3X/4X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10
HIT #	1-7	1-6	1-5	1-4	1-3	1-2	1

Standard: 1 energy to fire, 1 damage.
Overload: 2 energy to fire, 2 damage.
Double-Overload: 3 energy to fire, 3 damage.
Triple-Overload: 4 energy to fire, 4 damage.
6 (8) energy capacitor.

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

PL-X: STD = 4 (HOLD 2), OVER = 6 (HOLD 4)
PL-Y: STD = 2 (HOLD ½), OVER = 3 (HOLD 1)

TNG TURN MODE E

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

ROMULAN
3X
Flamehawk
Mauler Cruiser

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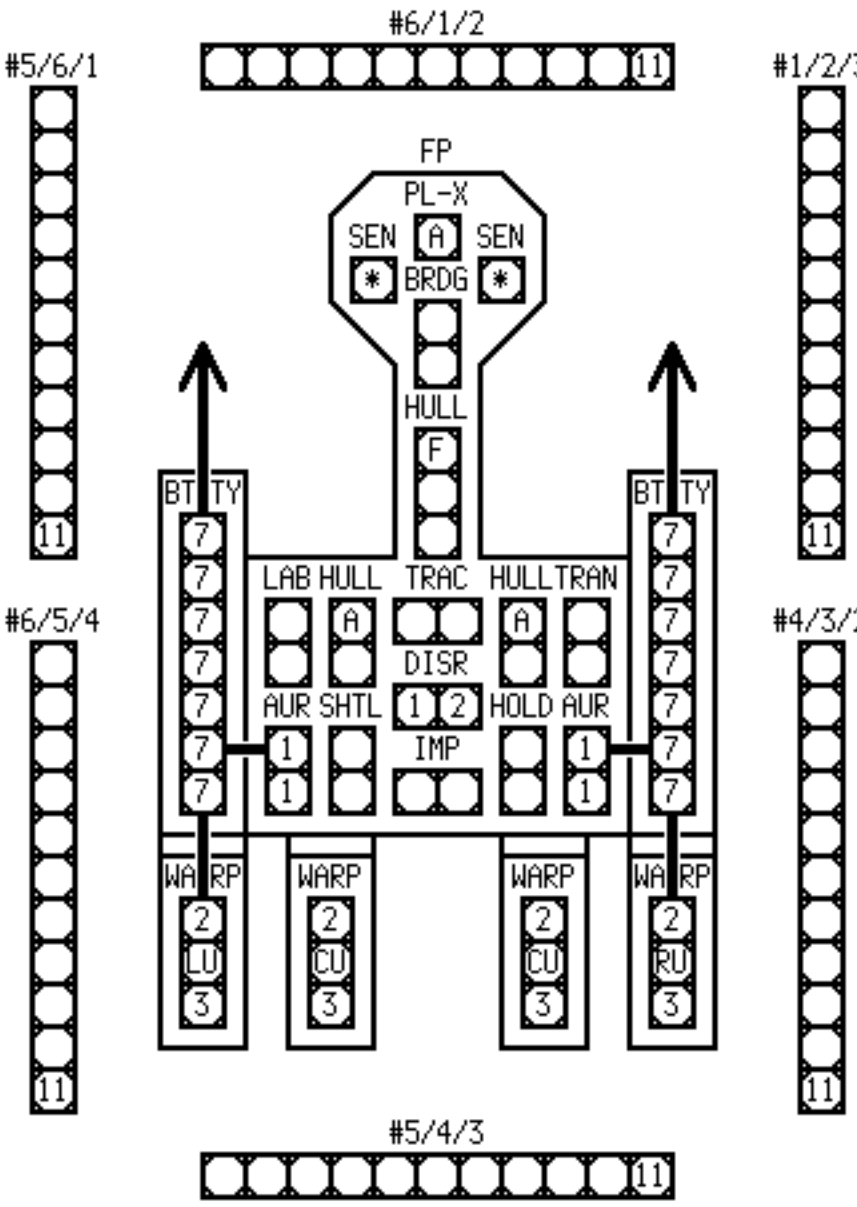
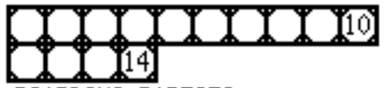


CREW UNITS



BOARDING PARTIES

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	Flagship
Model Number	=	Type 2
Point Value	=	20800 *
Breakdown	=	6^5
Shield Cost	=	2+2
Explosion Str	=	161
Size Class	=	1
Movement Cost	=	5 (B)
Reference	=	R4.405
Total Power	=	202 (+96)
Opt Allowance	=	0 (+0)
5X Systems	=	(none)

Cloaking Device (25)

TYPE IX ROMULAN BEAM TABLE

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

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

TNG TURN MODE B

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

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

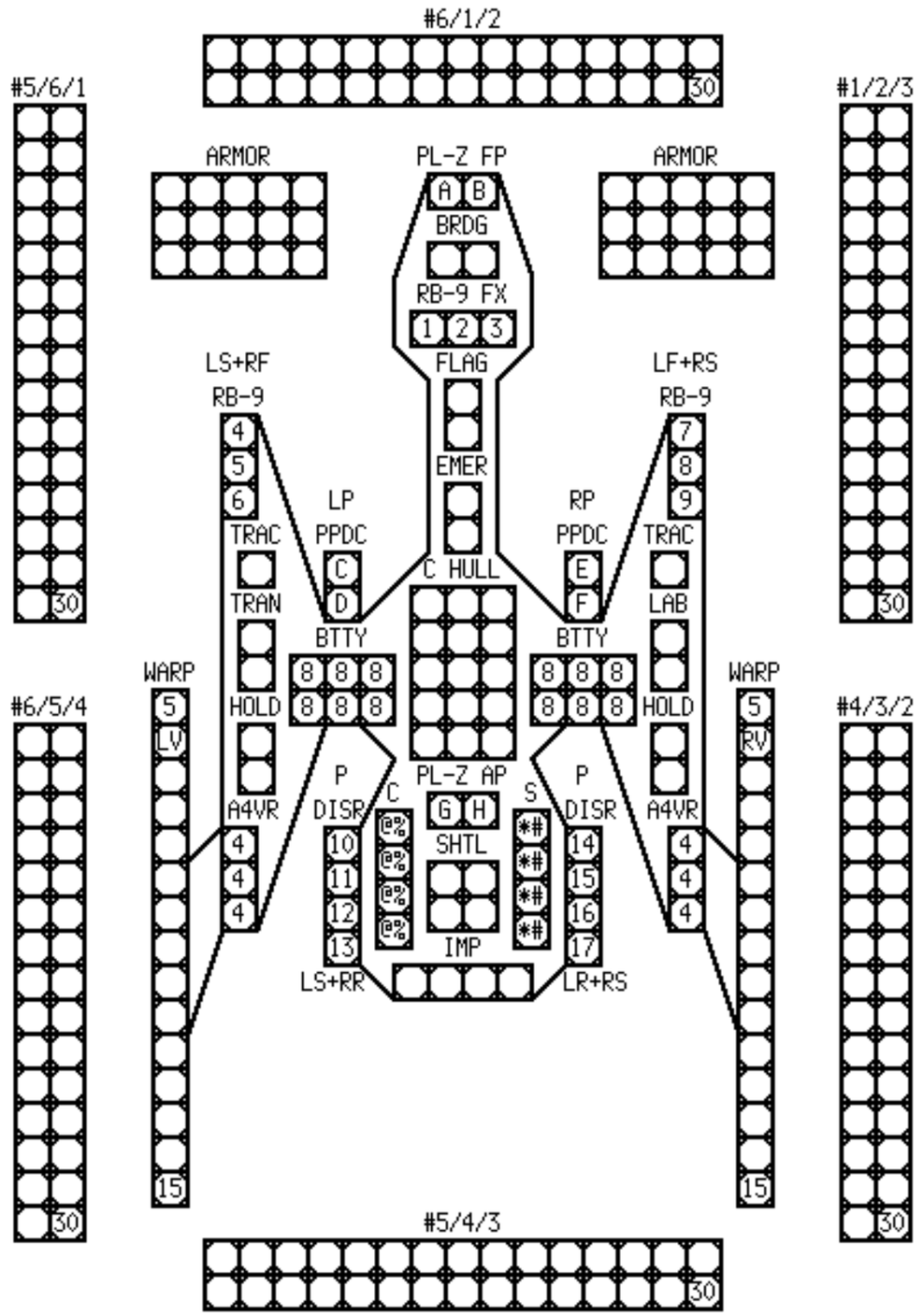
PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

COLLIMATED PLASMATIC PULSAR DEVICE TABLE

3X RANGE	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
4X RANGE	0	1-4	5-7	8-11	12-14	15-18	19-21	22-25	26-28
2d6 HIT#	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

Fires 8/turn; Energy Cost = 1/shot; Hold Cost = 1/4 per shot.
If hit, further shots automatically hit same target and are combined into 1 large hard hit.

ROMULAN 4Xs Flagship



SENSOR

7	7	7	7	6	3

SCANNER

-1	-1	-1	-1	0	1

DAMCON

50	40	30	20	10	0

EXCDAM

6	5	4	3	2	1

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CREW UNITS

								10
								20
						*		30
								40
								50
								60
								70

BOARDING PARTIES

								10
								20
								30
								40
								50

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	= Fire Storm
Model Number	= Type 4
Point Value	= 3276 *
Breakdown	= 6^2
Shield Cost	= 4+3
Explosion Str	= 505
Size Class	= 2
Movement Cost	= 2 (F)
Reference	= R4.207
Total Power	= 170 +6 PO (+252)
Opt Allowance	= 166 (+84)
3X Systems	= (none)
Cloaking Device (10+25)	

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

TYPE V ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	14	13	12	11	10	9	8	7	6	5	4	3	1	0
3	14	13	12	11	10	9	8	7	6	5	2	0	0	0
4	14	13	12	11	10	9	8	6	3	0	0	0	0	0
5	7	6	5	4	3	2	1	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Same data as a PH-5.

ROMULAN 2Xs *Fire Storm* Battleship

2X PLASMATIC PULSAR DEVICE TABLE

RANGE	0-2	3-12	13-24	25-36	37-48	49-60	61-72
HIT #	-	10	9	8	7	6	5
DAMAGE	0	11	9	7	5	3	1
SPLASH	0	3+5+3	2+5+2	2+3+2	1+3+1	1+1+1	0+1+0
ALT	0	5+6	4+5	3+4	2+3	1+2	0+1

Fires 1/turn. Std is 4 pulses, Over is 8 pulses.
Std Energy Cost = 8; Over Energy Cost = 12.
Std Hold Cost = 4; Over Hold Cost = 8.
Overload limited to range 12.

2X PHOTON TORPEDO TABLE

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

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

SUPER-HEAVY LONG-ARMING PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60
TYPE P	150	135	120	105	90	75	60	45	30	15	10	1
TYPE Q	100	90	80	70	60	50	40	30	20	10	5	1
BOLT	1-6		1-5		1-4		1-3		1-2		1	

PL-P: Fires once per 5 turns; Arming Cost = 3-3-3-3-15; Hold Cost = 12.
Add 15 energy to envelope or shotgun (3 R's or 15 F's).
Can instead fire as a PL-Q in 1 turn for 18 energy (add 9 to envelope/shotgun).

SENSOR

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

SCANNER

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

DAMCON

38	36	34	32	30	28	26	24	22	20
18	16	14	12	10	8	6	4	2	0

EXCDAM

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

SHIELD #1

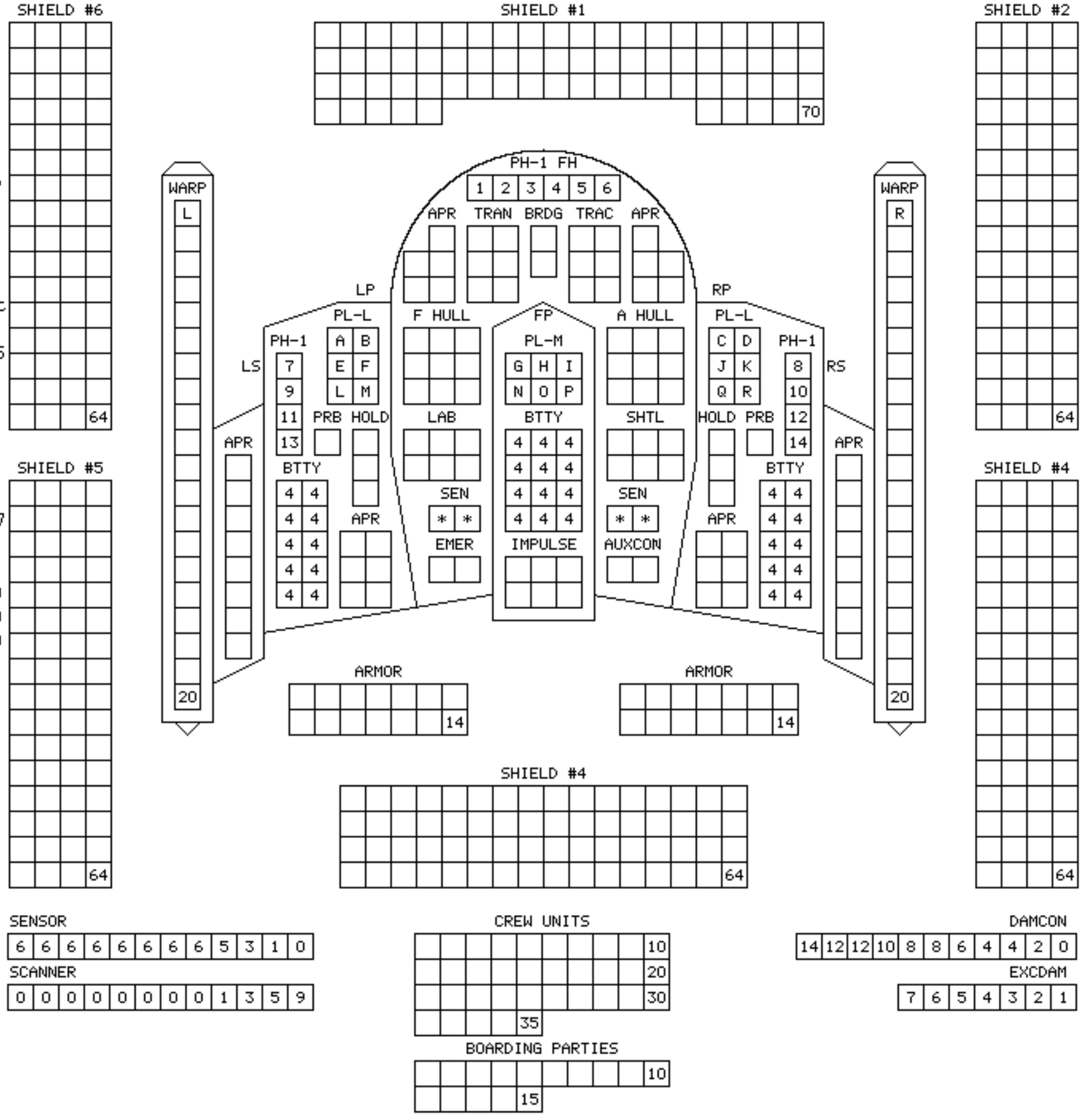
| | | | | | | | | |

ROMULAN 1X Gallant Wing Class Cruiser

Ship Class = Gallant Wing
Model Number= Type 6
Point Value = 644*
Breakdown = 6
Shield Cost = 1+3
ExplosionStr= 246
Size Class = 3
MovementCost= 1 (F)
Reference = R3.117

Total Power = 74 (+128)
Opt Allow = 0 (+0)
2X Systems = (none)

Cloaking Device (7+13)



CREW UNITS

	*								10
12									

BOARDING PARTIES

		3

PASSENGERS

		3

PROBES

				5

T-BOMBS

	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

SHIP DATA TABLE

Ship Class	= Graceful Flyer
Model Number	= Type 2
Point Value	= 112/88 *
Breakdown	= 5-6
Shield Cost	= 1/2+1/2
Explosion Str	= 90
Size Class	= 4
Movement Cost	= 1/2 (A)
Reference	= R4.008
Total Power	= 32 (+3)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (2+7)	

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO TABLE

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

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SHIELD #6

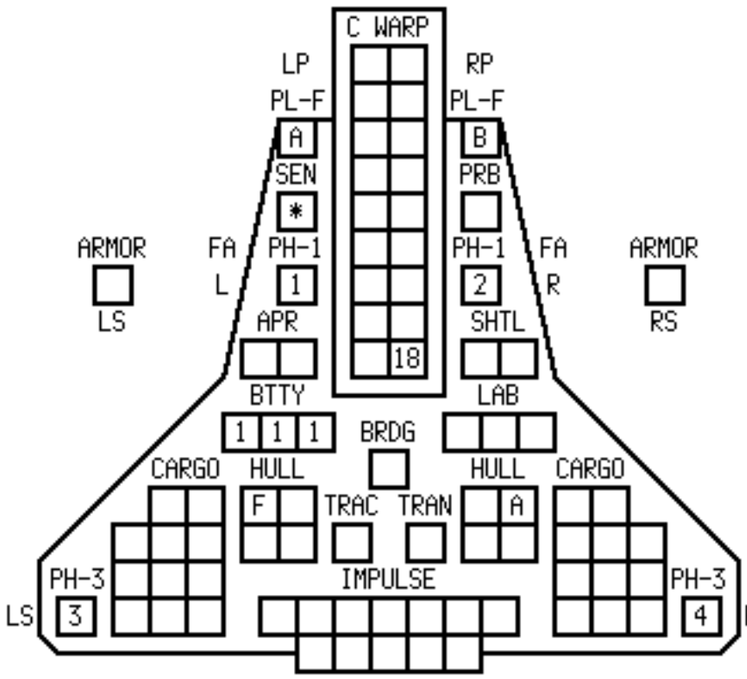
							24

SHIELD #1

							24

SHIELD #2

							24



SHIELD #5

							24

SHIELD #4

							24

SHIELD #3

							24

SENSOR

6	5	4	0

SCANNER

0	1	2	9

DAMCON

4	2	2	0

EXCDAM

4	3	2	1

ROMULAN
OXs
Graceful Flyer Class
Cargo Ship

ROMULAN OXs
Hatchling Battlecruiser

CREW UNITS

			*						10
									20
									30
									40
				45					

BOARDING PARTIES

									10
				15					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

TRANSPORTER BOMBS

					D	D	D	D	D	

PROBES

				5

SHIP DATA TABLE

SHIP CLASS	=	HATCHLING
MODEL NUMBER	=	1
POINT VALUE	=	176
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	123
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R4.032
FILENAME	=	ROM-HATC
TOTAL POWER	=	43 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (4+20)		

TYPE 1 PHASER TABLE

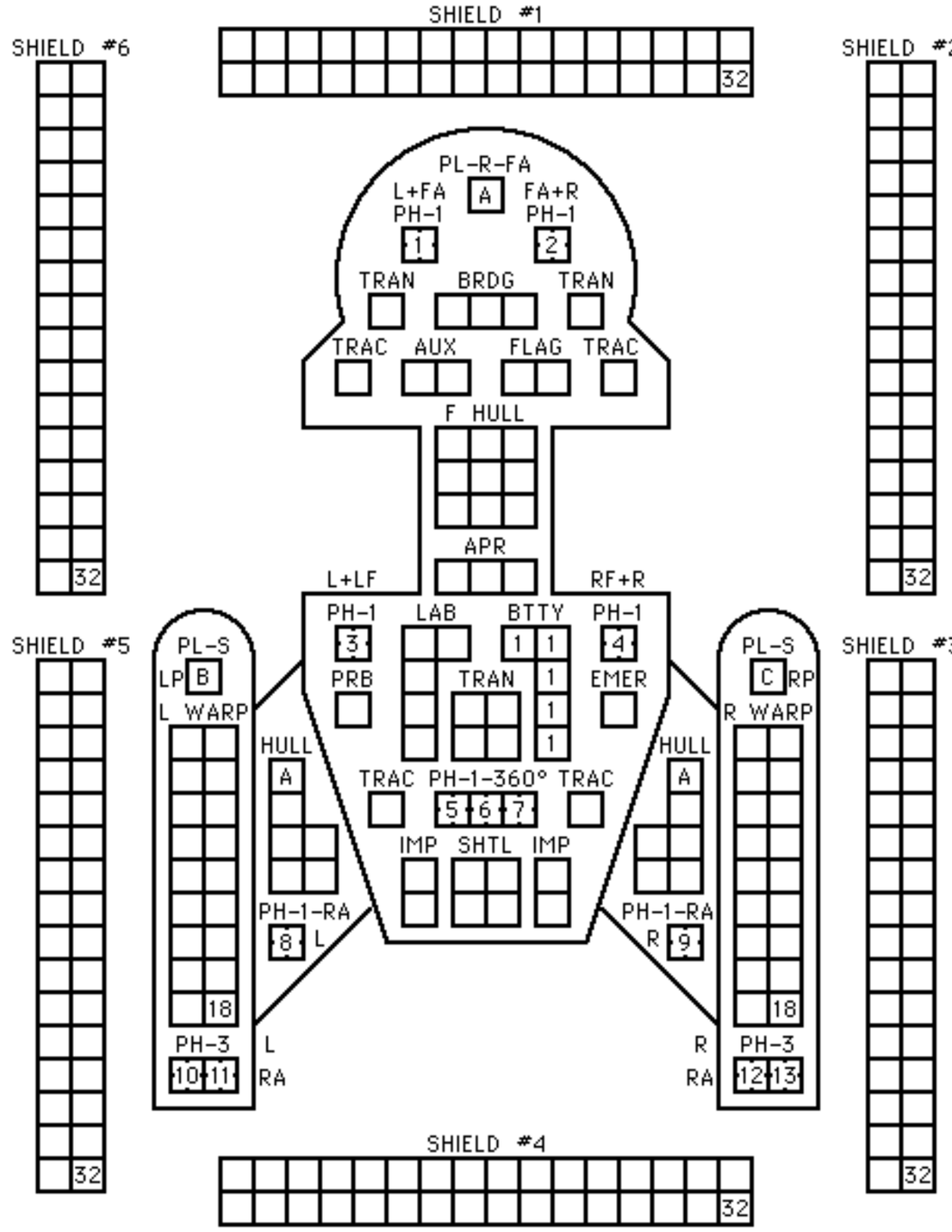
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE 3 PHASER TABLE

DIE 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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



SENSOR

6	6	6	4	3	2	0

SCANNER

0	0	0	2	3	4	9

DAMCON

5	5	4	3	2	1	0

EXCDAM

7	6	5	4	3	2	1

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

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CREW UNITS

	*								10
									20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

		D	D

SHIP DATA TABLE

Ship Class	= Half FFH
Model Number	= Type 2
Point Value	= 100 *
Breakdown	= 6
Shield Cost	= ½+½
Explosion Str	= 69
Size Class	= 4
Movement Cost	= 1/2 (B)
Reference	= R4.026
Total Power	= 25 (+4)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (2+8)	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

ROMULAN
OXs
Fast Destroyer
(Half-size *FastHawk*)

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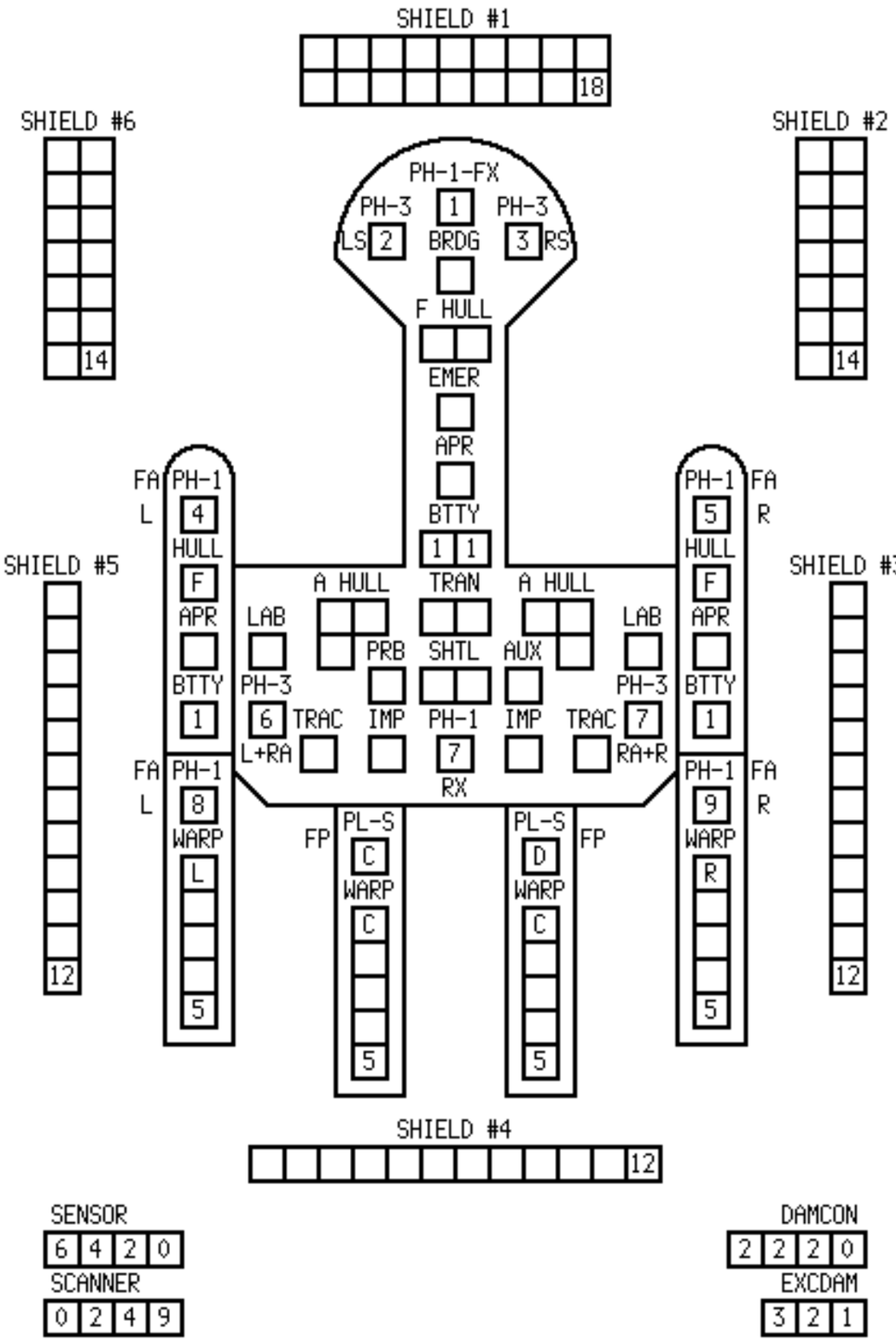


ROMULAN OXs
Half-sized King Condor

CREW UNITS

	*								10
									20
									30
									40

BOARDING PARTIES

									10
	12								

DECK CREWS

		3

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

T-BOMBS

			D	D	D

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

SHIP DATA TABLE

SHIP CLASS	=	HKCN
MODEL NUMBER	=	2
POINT VALUE	=	214
BREAKDOWN	=	4–6
SHIELD COST	=	1+1
EXPLOSION STR	=	125
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R4.035
FILENAME	=	ROM-HKCN
TOTAL POWER	=	39 (+7)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE (4+18)		

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

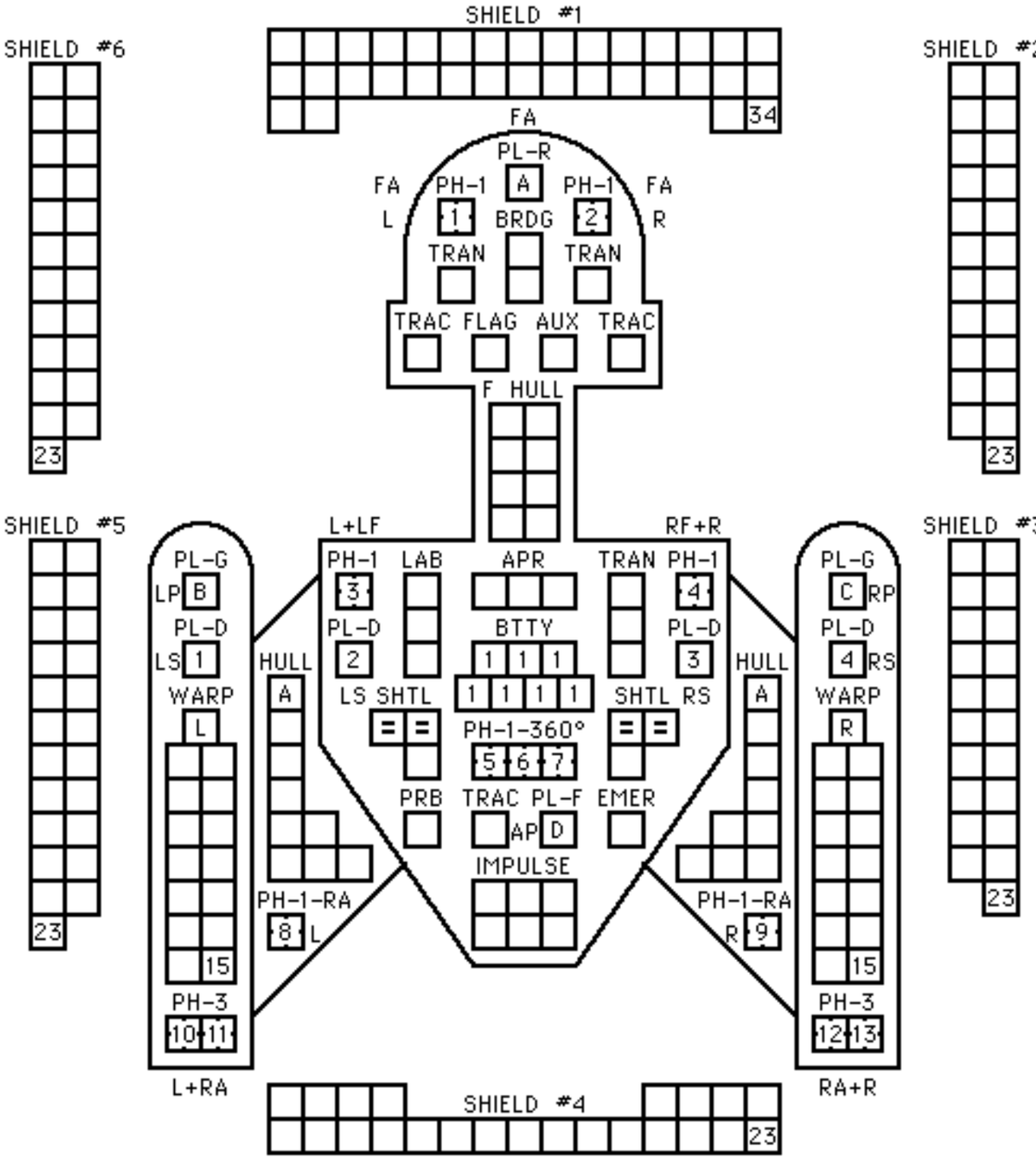
DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0–5	6–10	11–12	13–14	15	16–18	19	20	21–23	24	25	26–28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1–4	1–3			1–2						1			

PLASMA RACKS

1						D
2						D
3						D
4						D



SENSOR

6	6	5	3	1	0

SCANNER

0	0	2	4	6	9

DAMCON

4	4	2	2	2	0

EXCDAM

6	5	4	3	2	1

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CREW UNITS

		*							10
									20
									30
		33							

BOARDING PARTIES

									10

PROBES

				5

T-BOMBS

			D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= HROC
Model Number	= 1
Point Value	= 129 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 82
Size Class	= 3
Movement Cost	= 2/3 (C)
Reference	= R4.027
Total Power	= 29 (+3)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (3+12)	

TYPE I OFFENSIVE PHASER TABLE

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

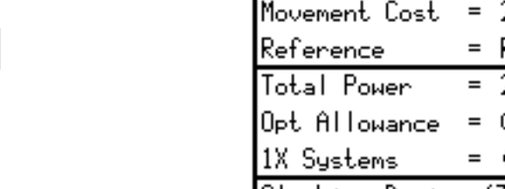
TYPE III DEFENSE PHASER

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



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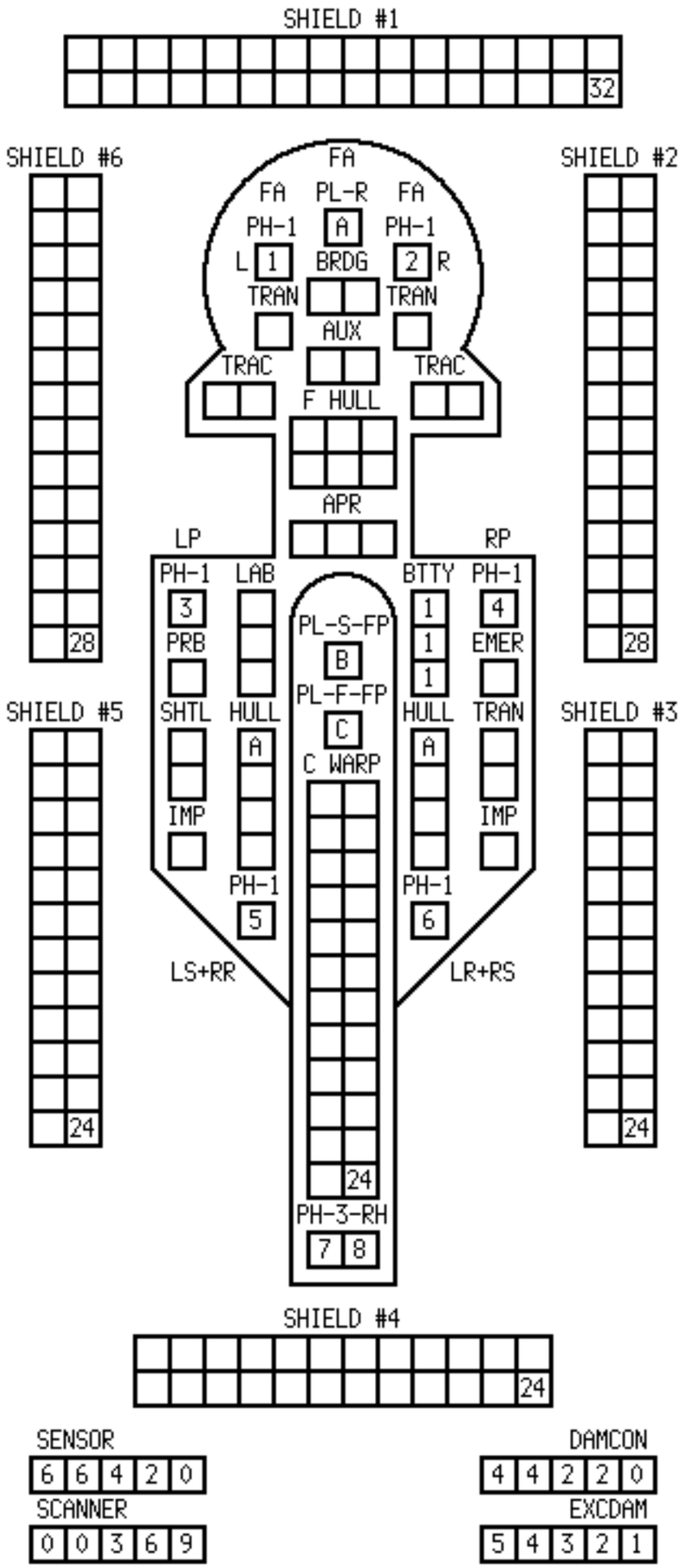
ROMULAN
OXs
Half-Optimized Condor



CREW UNIT

!! [1]

BOARDING PARTY

[1]

SHIP DATA TABLE

Ship Class	= Hummingbird
Model Number	= Type 1
Point Value	= 148 *
Breakdown	= 6
Shield Cost	= 1+1
Explosion Str	= 53
Size Class	= 4
Movement Cost	= 1/3 (AA)
Reference	= R4.1??
Total Power	= 18 +2 PO (+3)
Opt Allowance	= 34 (+16)
2X Systems	= (none)
Cloaking Device (1+5)	

TYPE I ROMULAN BEAM TABLE

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

Identical in all ways to a Ph-1, except the table is different.

Can fire as a RB-2 for 1 energy or as a RB-3 for ½ energy.

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

TYPE II ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	8	7	6	5	4	3	2	1
2	8	7	6	5	3	1	0	0
3	8	7	6	5	0	0	0	0
4	4	4	4	4	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0

Identical in all ways to a PH-2, except the table is different.

Can fire as a RB-3 for ½ energy.

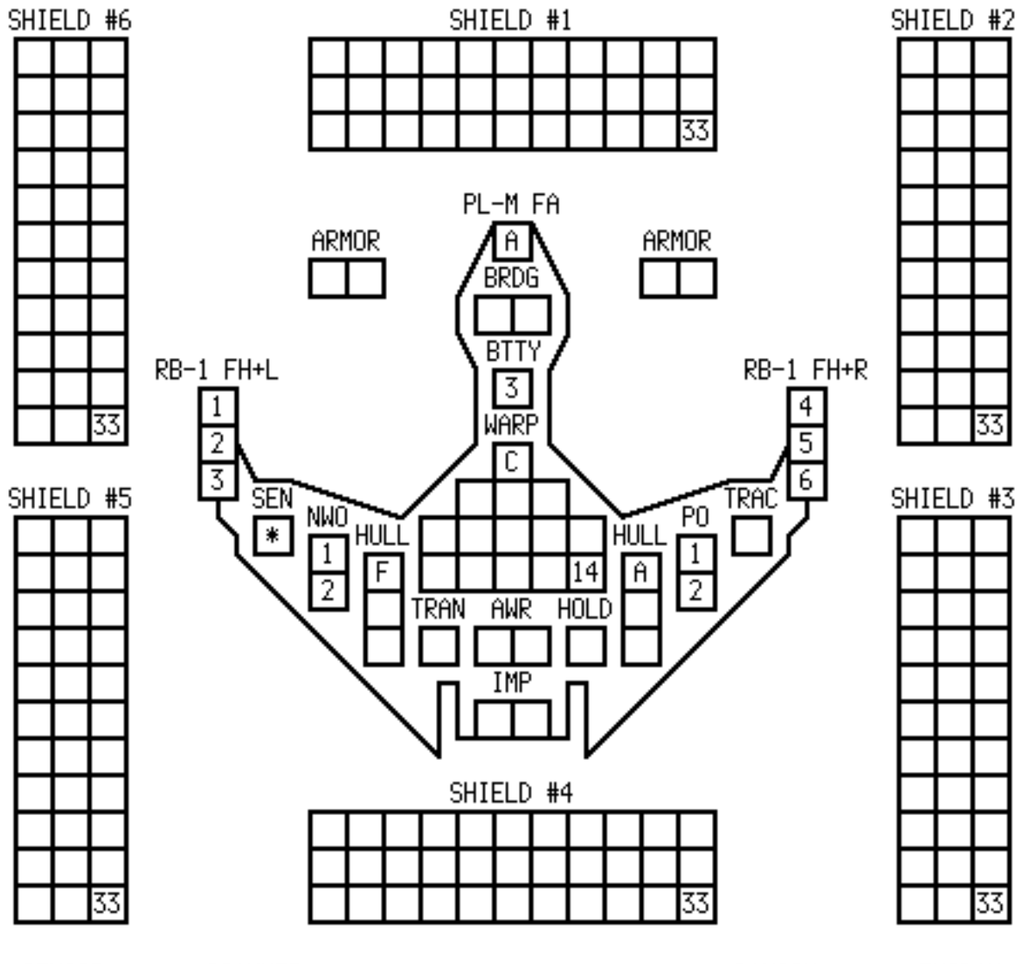
TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



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

ROMULAN
1X
Hummingbird
Mini Bird of Prey

dsm131@psu.edu
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Evaluation by ADB, Inc. is pending.
Enjoy!

ROMULAN 1X
Whitewind War Cruiser

CREW UNITS

								✱	10
									20
									30
		33							

BOARDING PARTIES

									10
						17			

PROBES-A

							8
							8

T-BOMBS

D	D	D	D
D	D	D	D

NSM

SHIP DATA TABLE

SHIP CLASS	=	WHITEWIND
MODEL NUMBER	=	TYPE 4
POINT VALUE	=	791 **
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	194
SIZE CLASS	=	3
MOVEMENT COST	=	3/4 (C)
REFERENCE	=	R4.164
FILENAME	=	ROM-ID4
TOTAL POWER	=	93+4P0 (+72)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	44 (+22)
2X SYSTEMS	=	(NONE)

CLOAKING DEVICE (4+11)
SHADOW DEVICE (6+17)
DERFACS

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ROMULAN PLASMA TORPEDO TABLE

TYPE	ENERGY	HOLD	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15
RPL-1	10	1	24+12	20+10	16+8	12+6	8+4	4+2	0	0
RPL-2	15	4	32+16	28+14	24+12	20+10	16+8	12+6	8+4	4+2
RPL-3	8	7	28+14	25+12	22+10	19+8	16+6	13+4	10+2	7+0
BOLT			1-6	1-5	1-5	1-4	1-3	1-3	1-2	1

RPL-#: Romulan plasma torpedoes. Each fires 1/turn.
The first number is damage to the facing shield.
The second number is damage to all five of the other shield facings.
Instead of the standard phaser rule: for each 10 phaser damage the plasma takes, increase the effective range by 1.

IRIS MAULER: This is a Variable Mauler beam.

ARC	DF	MAULER	LP/RP	FA	FH	FX	360°
A=	1	2	3	4	5	6	7

First, choose an Arc from above table, and call the listed value A.
(Read LP/RP as the intersection of LP and RP arcs)
Choose a maximum range, call this M. When firing, do the following calculation. R is current range, E is energy spent.
At 1X, Damage = 60 * E / (3*A*R + A*M).

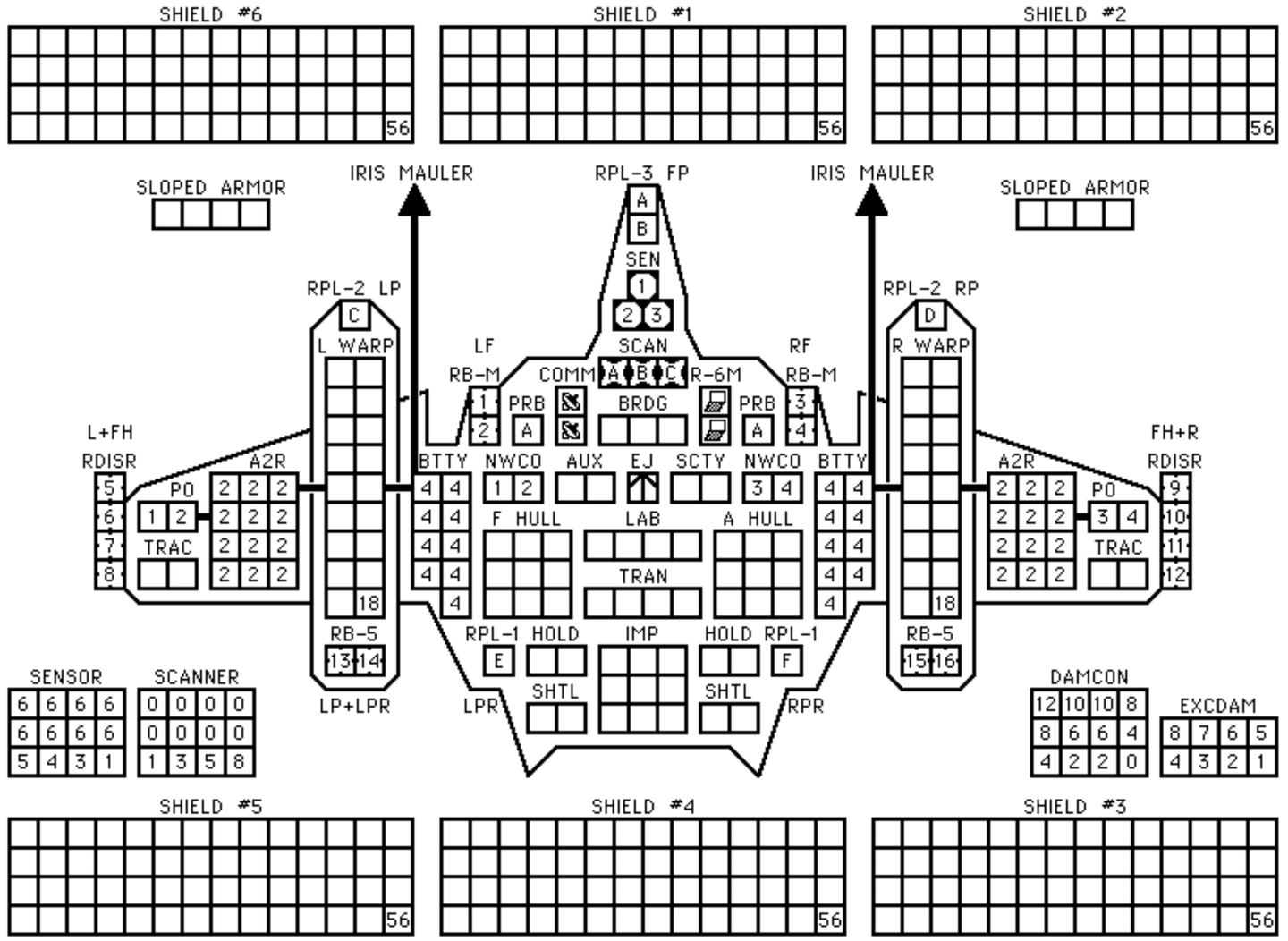
TYPE M ROMULAN MEGABEAM TABLE

DIE ROLL \ RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	22	20	18	16	14	12	10	8	6	4	2
2	22	20	18	16	14	12	10	8	5	3	2
3	22	20	18	16	14	12	10	4	0	0	0
4	22	20	18	16	14	12	6	0	0	0	0
5	9	8	7	6	5	4	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

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

ROMULAN DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1	1
HIT (DERFACS)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1-2	1
HIT (OVERLOAD)	1-4	1-3	1-3	1-2	1-2	NA	NA	NA	NA
DAMAGE, STD	0	8	7	6	5	4	3	2	1
DAMAGE, OVLD	17	16	15	14	13	0	0	0	0



EJ: Escape Jump. Use 1/turn during Impulse Activity. Costs no energy to use.
You displace 4m6 (four six-sided dice multiplied together) hexes in a random direction. After you displace, you cannot move, turn, or fire for the rest of the turn.
The following turn, all power systems cannot be used, except for Auxiliary Reactors and Batteries.

PRB "A": Assassin Probe. Fires 1/turn during launch phase. Ammo limit of 8. Treat as a speed 80 (8 hexes per impulse) drone with 10 hit points.
Each impulse the assassin probe is at range 0 to the target, it returns one Information Point back to the firing ship. In addition, the assassin probe may function in one of the following modes (chosen each impulse):
1. The probe causes the target to suffer a +1 firing penalty with "Torpedo" type weapons.
2. The probe does 1d6 damage to a random shield facing.
3. The probe drains 1 energy from the target's batteries.

SHADOW DEVICE: This is a Phasing Device with a max speed of 1 (from Impulse). If the ship tries to move faster than speed 1, the Phasing effect ends.

R-6M: Romulan R-6M Computer. This is the same as a COMP box, but has four added functions:
(1). Can be used as a SKY box.
(2). Can be used as an INTEL box.
(3). Can be used to make one specific weapon type on the ship roll twice to hit (choose the better result).
(4). Can be used to envelope or shotgun one plasma without paying any extra energy. This does nothing for a PL-D or PL-F launcher. For an RPL style plasma, this reduces power cost: RPL-1 is 8, RPL-2 is 12, RPL-3 is 7.

SLOPED ARMOR: Functions as normal armor, but you do not have to hit it when taking internals.
When a weapon hits you, you may "use" a sloped armor box (and spend 1 point of energy) to take only half damage from that weapon (round down).
This works even on gross-effect weapons (such as maulers).
A used sloped armor box may still take 1 point of damage if you wish.

ROMULAN 3X
Imperial Praetor Flagship

DOUBLE CLOAKING DEVICE:
Can be used as a normal cloaking device.
If the energy cost is paid twice, the ship is "doubly cloaked". Doubly cloaked ships take no damage from any source as long as their speed is 0 or 1.

CREW UNITS
10

BOARDING PARTIES
10

DECK CREWS
4

PASSENGERS
5

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

ONE SHUTTLE BAY.

SHIP DATA TABLE

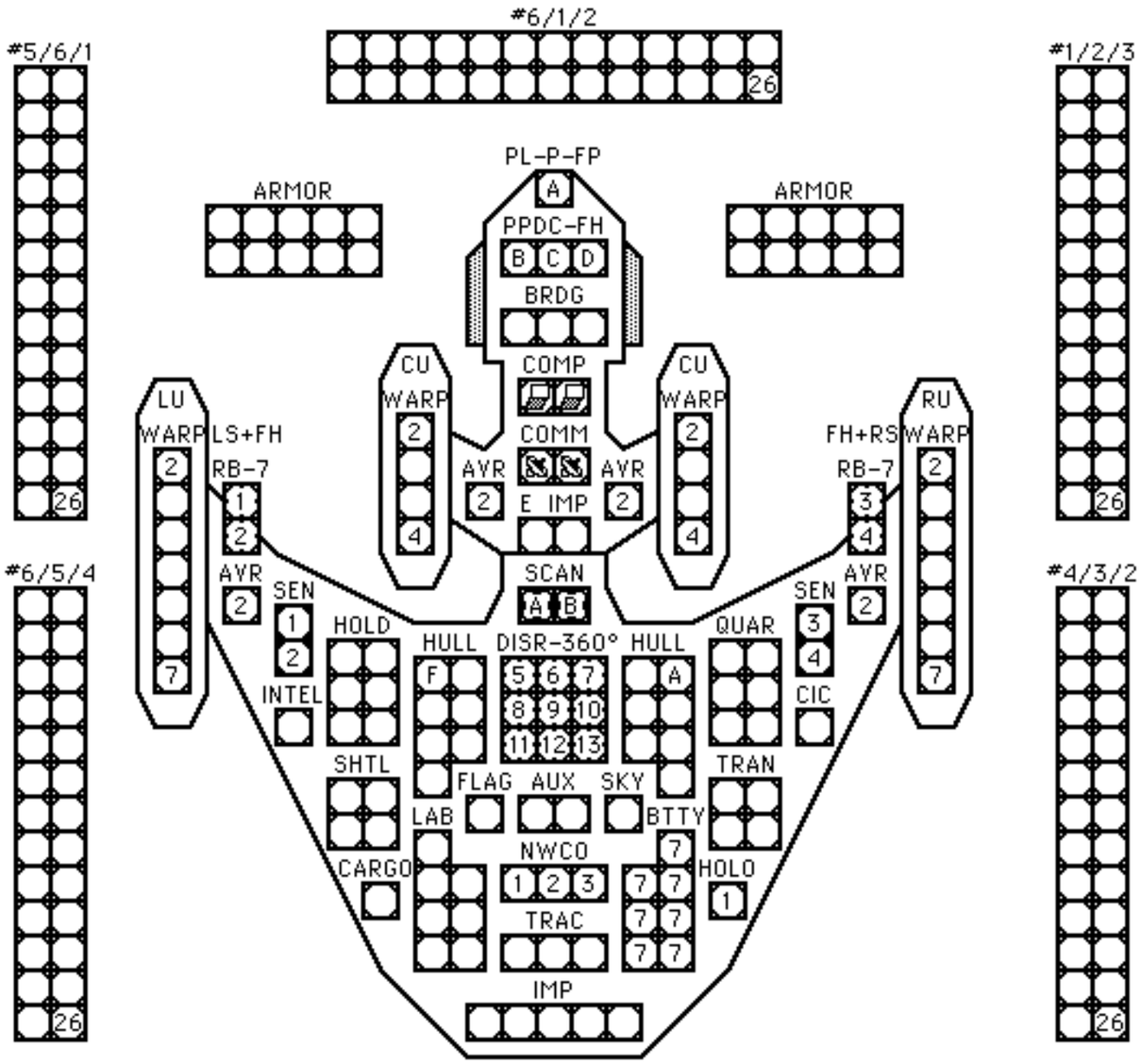
SHIP CLASS	=	IMPERIAL FL
MODEL NUMBER	=	TYPE 5
POINT VALUE	=	11200 **
BREAKDOWN	=	6^4
SHIELD COST	=	2+2
EXPLOSION STR	=	155
SIZE CLASS	=	1
MOVEMENT COST	=	4 (E)
REFERENCE	=	R4.306
FILENAME	=	ROM-IPF
TOTAL POWER	=	67 (+49)
BOX SCALE	=	MEGA (10)
OPT ALLOWANCE	=	90 (+45)
4X SYSTEMS	=	CLOAK
DOUBLE CLOAKING DEVICE (20)		

TYPE 7 ROMULAN BEAM TABLE

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

IDENTICAL TO A PH-7, JUST USES A DIFFERENT TABLE.

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



3X DISRUPTOR TABLE

RANGE	0	1	2	3–4	5–6	7–8	9–12
HIT	1–7	1–6	1–5	1–4	1–3	1–2	1
DMG (STD)	1	1	1	1	1	1	1
DMG (OVER)	2	2	2	0	0	0	0
DMG (DBL)	3	3	0	0	0	0	0
DMG (TRP)	4	0	0	0	0	0	0

ENERGY COST = 1 (STD), 2 (OVER), 3 (DBL), 4 (TRP)
6 POINT CAPACITOR.

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	ENERGY COST
TYPE P	21	19	17	15	13	11	9	7	5	3	1	0	0	0	0	0	0	13/20/6
TYPE Q	16	14	12	10	8	6	4	2	0	0	0	0	0	0	0	0	0	7/11/4
TYPE Z	0	1	3	5	7	9	11	10	9	8	7	6	5	4	3	2	1	5/7/2
TYPE X	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	4/6/2
TYPE Y	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	2/3/1
TYPE R	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	3/5/1
BOLT	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	

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

DAMCON 25 20 15 10 5 0
EXCDAM 7 6 5 4 3 2 1

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3X/4X PPDC TABLE

3X RANGE	0	1–3	4–6	7–9	10–12	13–15	16–18	19–21	22–24
4X RANGE	0	1–4	5–7	8–11	12–14	15–18	19–21	22–25	26–28
2D6 HIT	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

FIRES 8/T. ENERGY = 1/SHOT, HOLD = 1/4 /SHOT.
SHOTS MAY BE COMBINED INTO ONE HARD HIT IF DESIRED.

ROMULAN 1X
King Condor Battleship

CREW UNITS

							*		10
									20
									30
									40
									50
									60
									70
									80
							88		

BOARDING PARTIES

									10
									20
									30
					36				

DECK CREWS

							8

SHIP DATA TABLE

SHIP CLASS	=	KCNX
MODEL NUMBER	=	3
POINT VALUE	=	685 *
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
EXPLOSION STR	=	267
SIZE CLASS	=	2
MOVEMENT COST	=	2 (D)
REFERENCE	=	R4.122
FILENAME	=	ROM-KCNX
TOTAL POWER	=	100 (+48)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
2X SYSTEMS	=	NONE
CLOAKING DEVICE (9+39)		

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

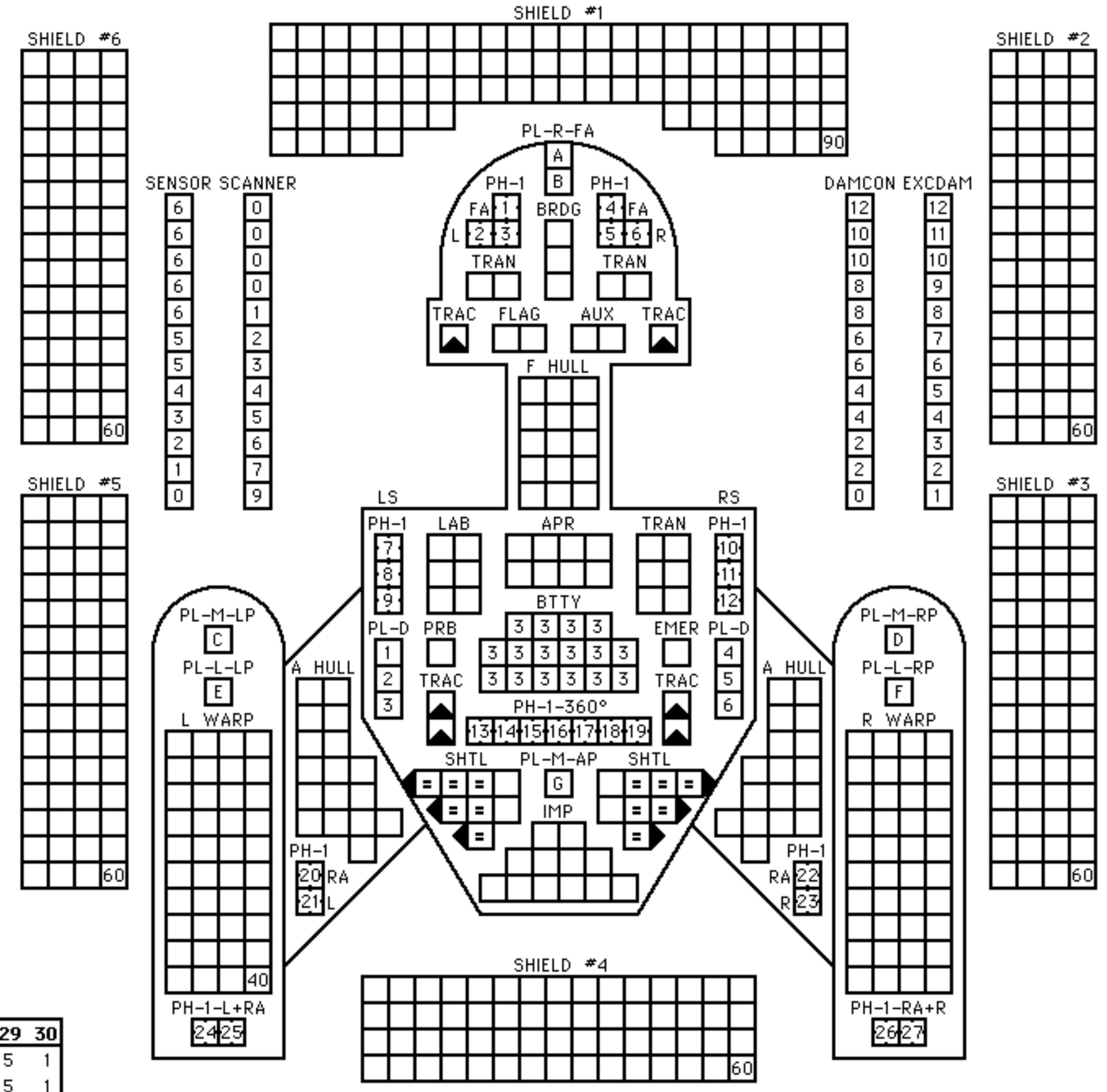
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA RACKS

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



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ROMULAN OXs
4 Engine King Eagle

CREW UNITS

					*				10
									20
									30

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TWO SHUTTLE BAYS

PROBES

				5
				5

T-BOMBS

D	D	D	D	D

NSMs

SHIP DATA TABLE

SHIP CLASS	=	4 Eng KE
MODEL NUMBER	=	2
POINT VALUE	=	235 *
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
EXPLOSION STR	=	145
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/2 (F)
REFERENCE	=	R4.001-C
FILENAME	=	ROM-KE4
TOTAL POWER	=	73 (+9)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	(none)

CLOAKING DEVICE (6+16)

TYPE 1 PHASER TABLE

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

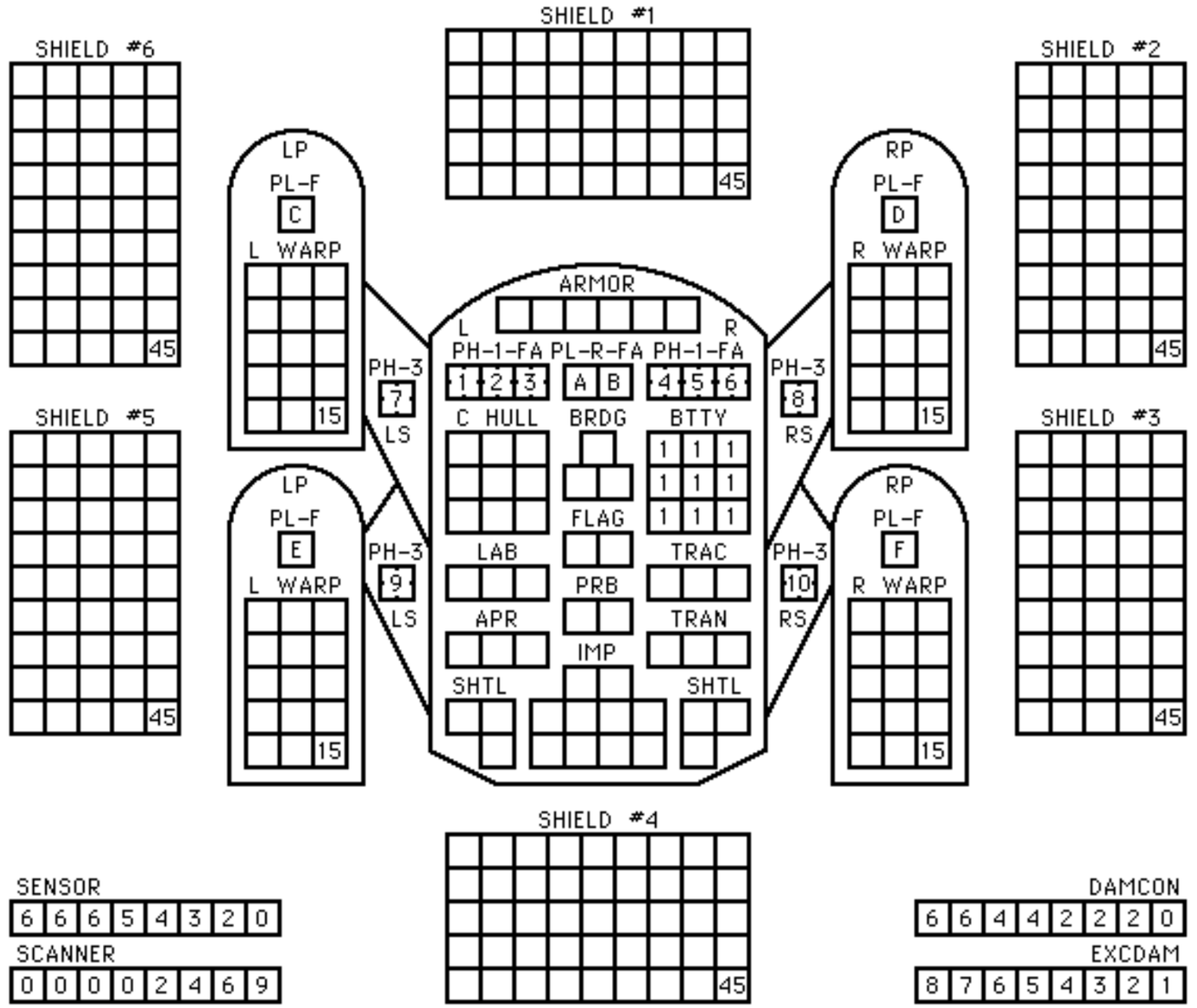
TURN MODE		SPEED
F	1	1-3
	2	4-5
	3	6-9
	4	10-13
HET	5	14-17
	6	18-23
BD	7	24-29
	8	30+

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



SENSOR

6	6	6	5	4	3	2	0

SCANNER

0	0	0	0	2	4	6	9

DAMCON

6	6	4	4	2	2	2	0

EXCDAM

8	7	6	5	4	3	2	1

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ROMULAN OXs
KFWCR / SphK modules

CREW UNITS

					*				10
									20
									30
								38	

BOARDING PARTIES

									10
							17		

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS

TRANSPORTER BOMBS

				D	D	D	D	

PROBES

				5

SHIP DATA TABLE

SHIP CLASS	=	KFWCR/SPK
MODEL NUMBER	=	1
POINT VALUE	=	171 *
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
EXPLOSION STR	=	101
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.031
FILENAME	=	ROM-KFWK
TOTAL POWER	=	43 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE

CLOAKING DEVICE (3+18)

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

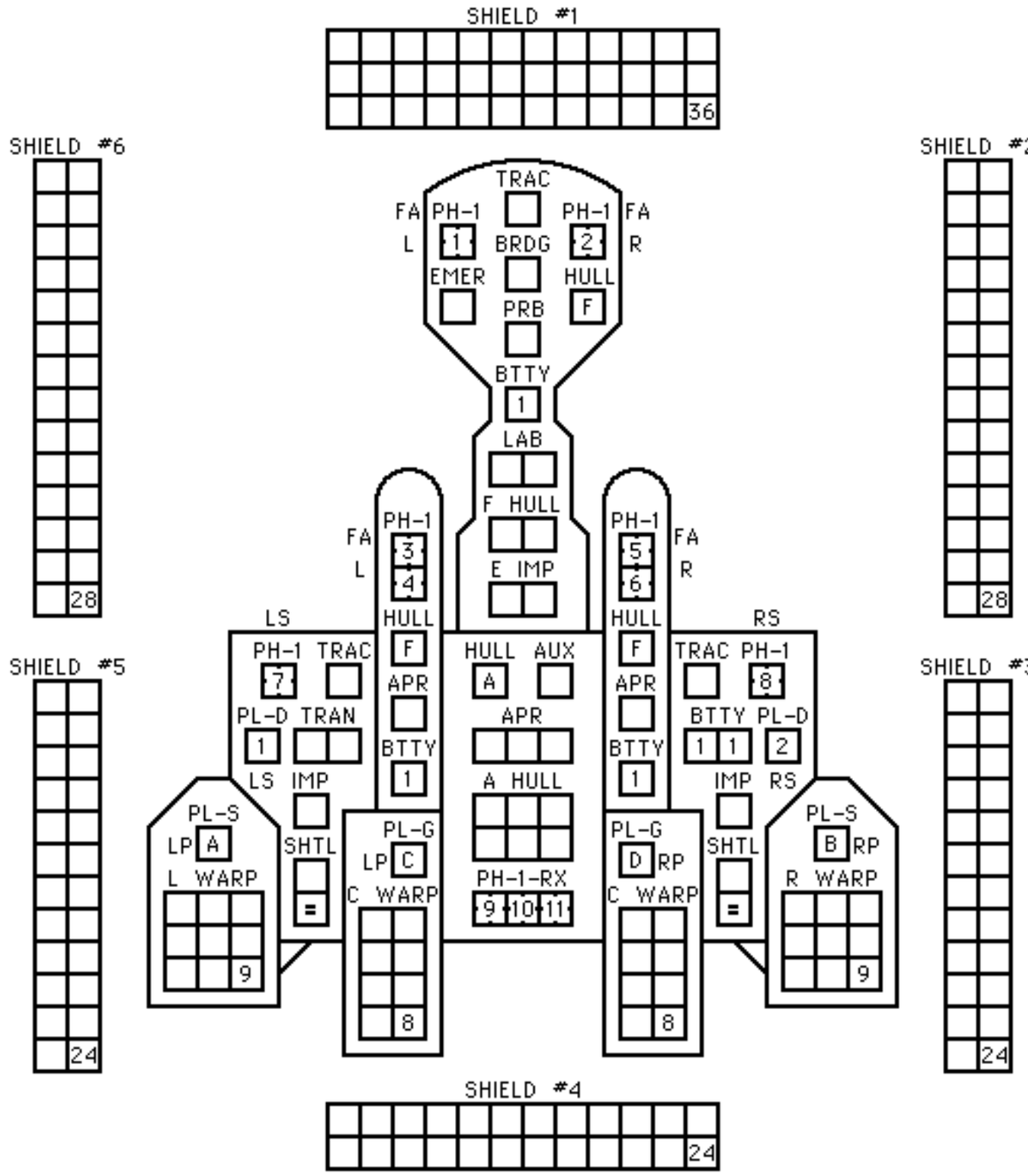
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

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

PLASMA RACKS

1						D
2						D



SENSOR

6	6	6	5	3	0

SCANNER

0	0	0	1	3	9

DAMCON

6	4	4	2	2	0

EXCDAM

6	5	4	3	2	1

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CREW UNITS

			4

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	=	Killerhawk
Model Number	=	7
Point Value	=	4400 *
Breakdown	=	6^3
Shield Cost	=	1+1
Explosion Str	=	55
Size Class	=	2
Movement Cost	=	1+1/2 (E)
Reference	=	R3.303
Total Power	=	34 (+21)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device (8)		

TYPE VI COMBAT PHASER

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

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

TNG TURN MODE E

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

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

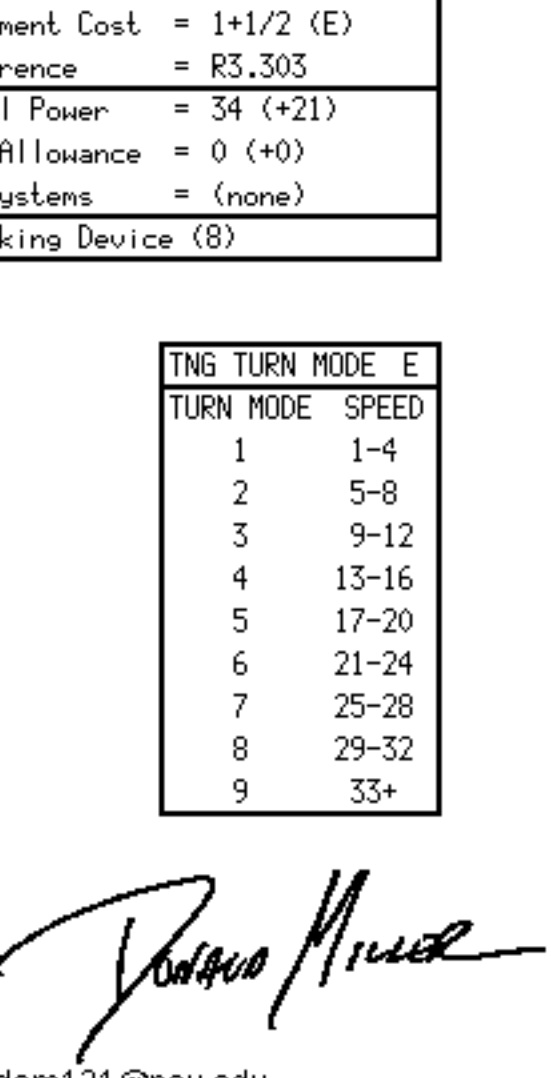
PL-X: STD = 4 (HOLD 2), OVER = 6 (HOLD 4)
PL-Y: STD = 2 (HOLD ½), OVER = 3 (HOLD 1)

3X/4X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10
HIT #	1-7	1-6	1-5	1-4	1-3	1-2	1

Standard: 1 energy to fire, 1 damage.
Overload: 2 energy to fire, 2 damage.
Double-Overload: 3 energy to fire, 3 damage.
Triple-Overload: 4 energy to fire, 4 damage.
6 (8) energy capacitor.

ROMULAN
3X
Killerhawk
Heavy Cruiser



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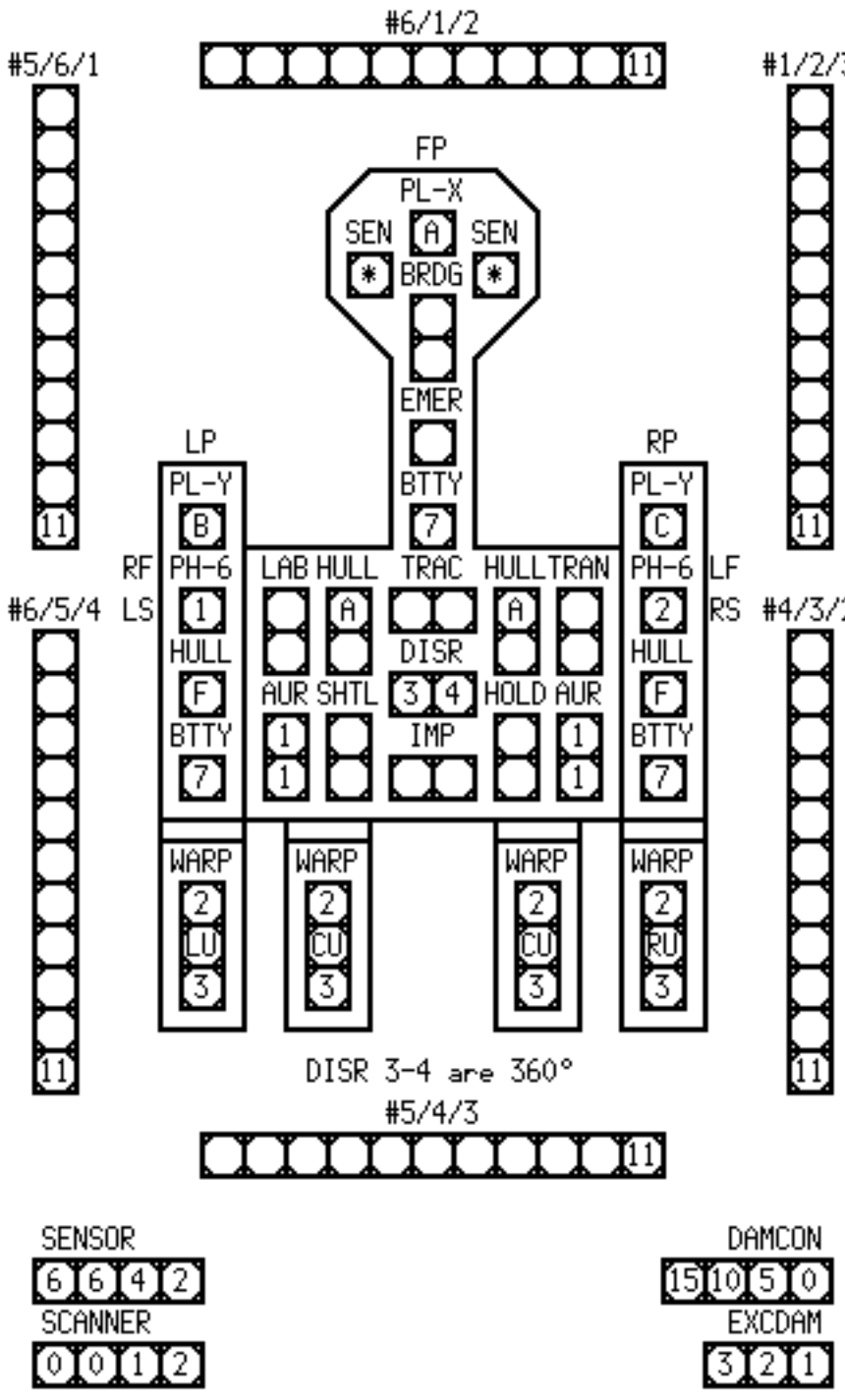
Enjoy!



SENSOR

6	6	4	2

SCANNER

0	0	1	2

DAMCON

15	10	5	0

EXCDAM

3	2	1

ROMULAN OXs
Killerhawk-B Heavy Carrier

CREW UNITS

			*						10
									20
									30
									40
									50
								59	

BOARDING PARTIES

									10
									20

DECK CREWS

									10
					16				

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHTL & TWO FTR BAYS		

TRANSPORTER BOMBS

				D	D	D	D	

PROBES

				5	

SHIP DATA TABLE

SHIP CLASS	=	KH-B
MODEL NUMBER	=	1-B
POINT VALUE	=	237
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	134+6
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.067-A
FILENAME	=	ROM-KHB
TOTAL POWER	=	48+4 (+6)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE (4+20)		
ADD MEGAPHASER WINGS		+10

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

TYPE M PHASER TABLE

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

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

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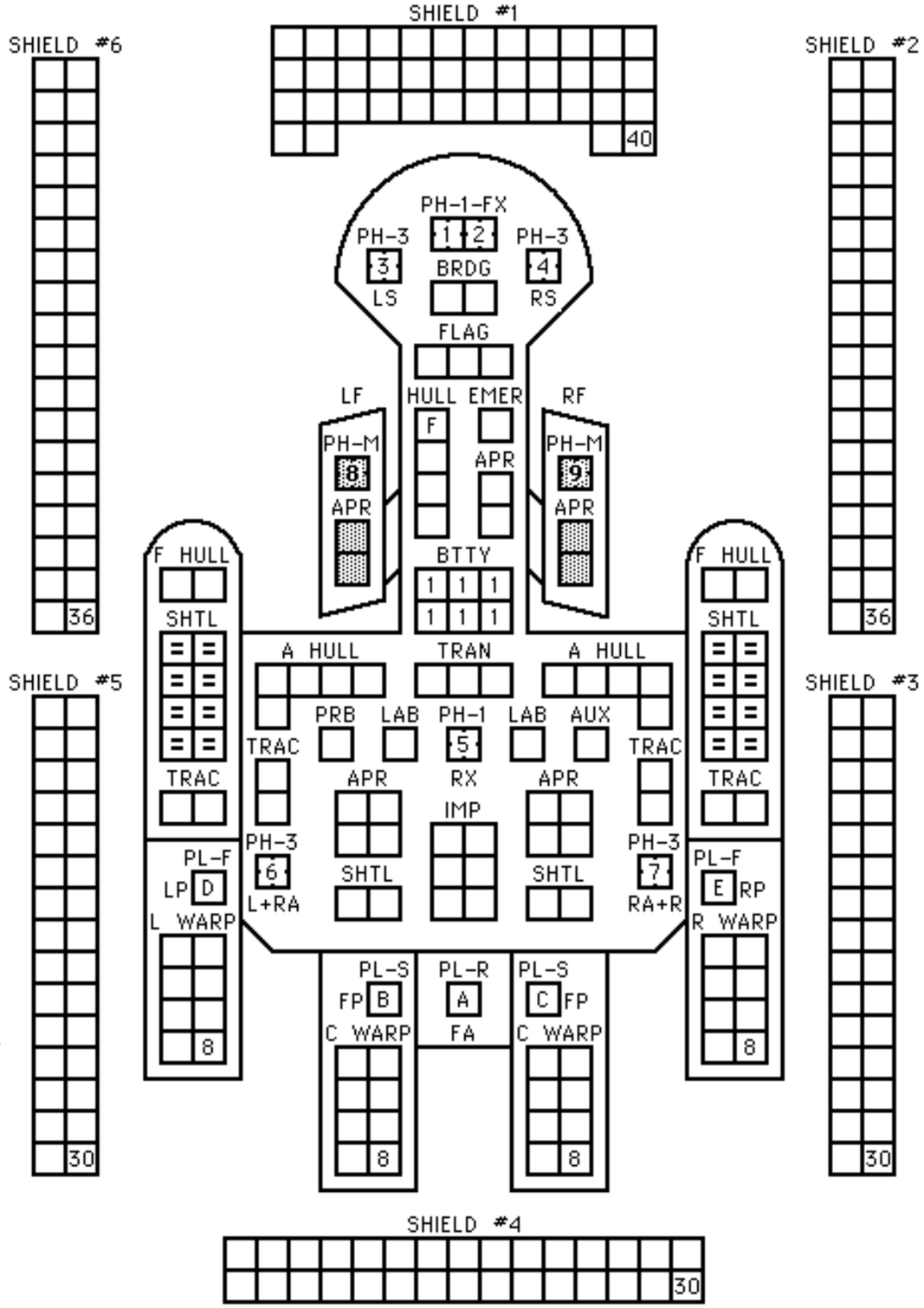
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1			



SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAMCON

4	4	2	2	2	0

EXCDAM

6	5	4	3	2	1

CREW UNITS

				*					10
									20
									30
									40
									50
						57			

BOARDING PARTIES

									10
									20

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

T-BOMBS

D	D	D	D

PROBES

				5

SHIP DATA TABLE

Ship Class	= KH-DM
Model Number	= 1
Point Value	= 213 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 129
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.067
Total Power	= 54 (+16)
Opt Allowance	= 0 (+0)
1X Systems	= PL-M
Cloaking Device (4+20)	

TYPE I ROMULAN BEAM TABLE

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

TYPE III ROMULAN BEAM TABLE

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
OXI
Killerhawk -DM

PLASMA RACKS

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

PL-DB rack can fire a PL-D for 1 ammo + 1 energy or as a PL-F for 2 ammo + 2 energy.

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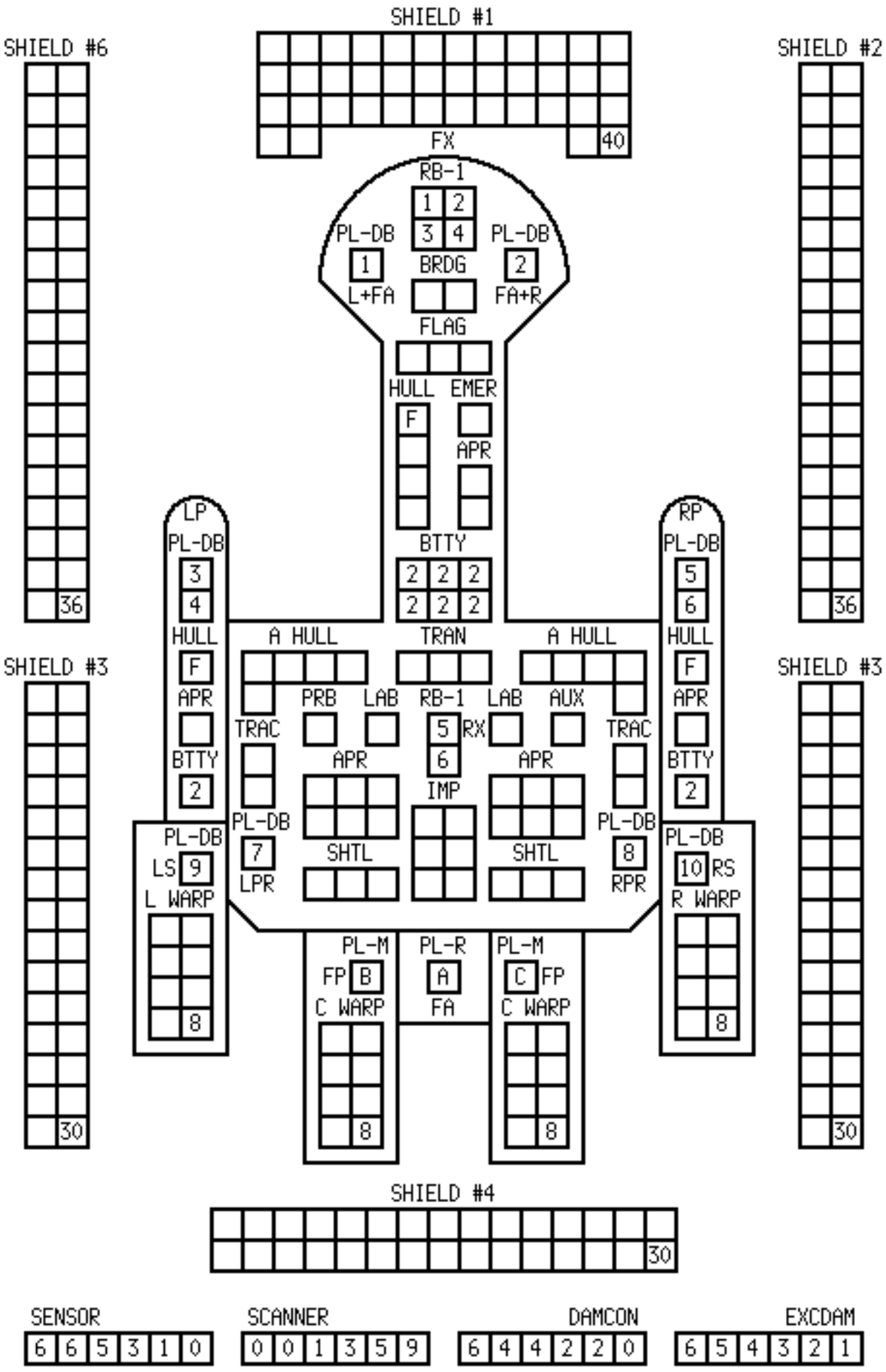
Happy Gaming!



ROMULAN OXI
StilettoHawk Light War Destroyer

CREW UNITS

		*								10
	12									

BOARDING PARTIES

				5

PROBES

				5

T-BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS.

SHIP DATA TABLE

SHIP CLASS	=	STILETTO
MODEL NUMBER	=	1 (LDW)
POINT VALUE	=	72 *
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	48
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (B)
REFERENCE	=	R4.072
FILENAME	=	ROM-LDW
TOTAL POWER	=	17 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	11 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (2+5)		

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TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

PLASMA RACKS

1							D

PLASMA RACKS (OPTIONAL)

B							D

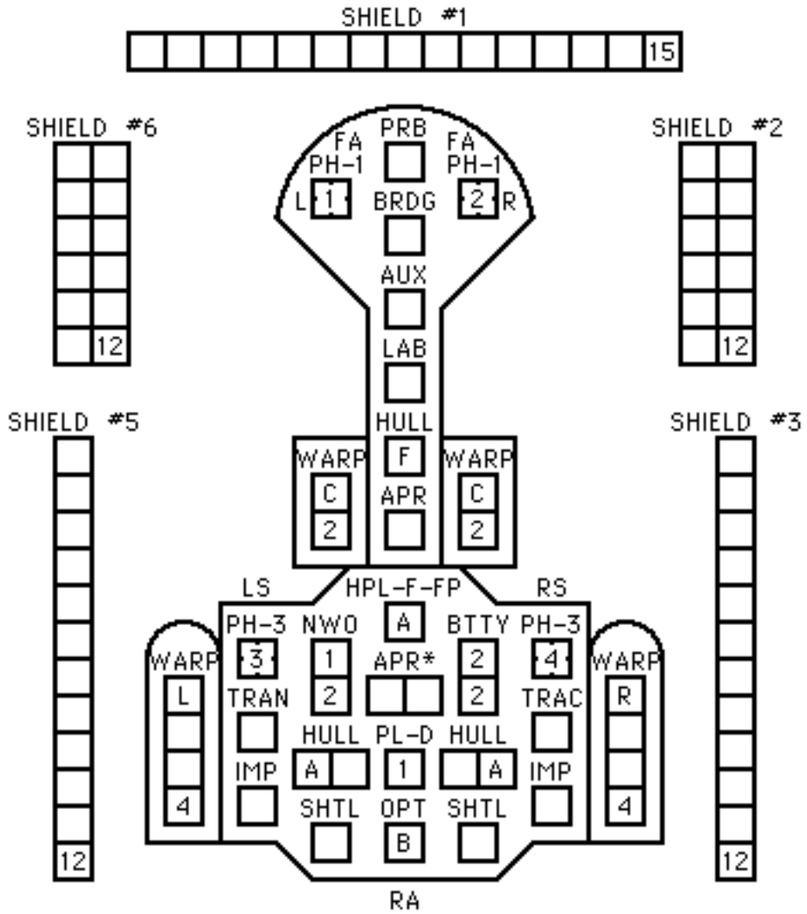
PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-12	13-14	15
HEAVY F	30	22	15	7	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA TORPEDO TABLE

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

HPL-F's fire 1 per 3 turns.
Arm cost 3/2 + 3/2 + 9/2; Hold cost 0.
Cannot envelope or shotgun.



SENSOR

6	5	4	0

SCANNER

0	1	2	9

DAMCON

2	2	2	0

EXCDAM

4	3	2	1

PL-D ARC IS 360°.

ROMULAN OXI
StilettoHawk Refitted LDW

CREW UNITS

		*						10
	12							

BOARDING PARTIES

				5

PROBES

				5

T-BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS.

SHIP DATA TABLE

SHIP CLASS	=	STILETTO
MODEL NUMBER	=	2 (LDW+)
POINT VALUE	=	76 *
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	50
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (B)
REFERENCE	=	R4.072-A
FILENAME	=	ROM-LDWP
TOTAL POWER	=	17 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	11 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (2+5)		

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

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TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

PLASMA RACKS

1						D

PLASMA RACKS (OPTIONAL)

D						D

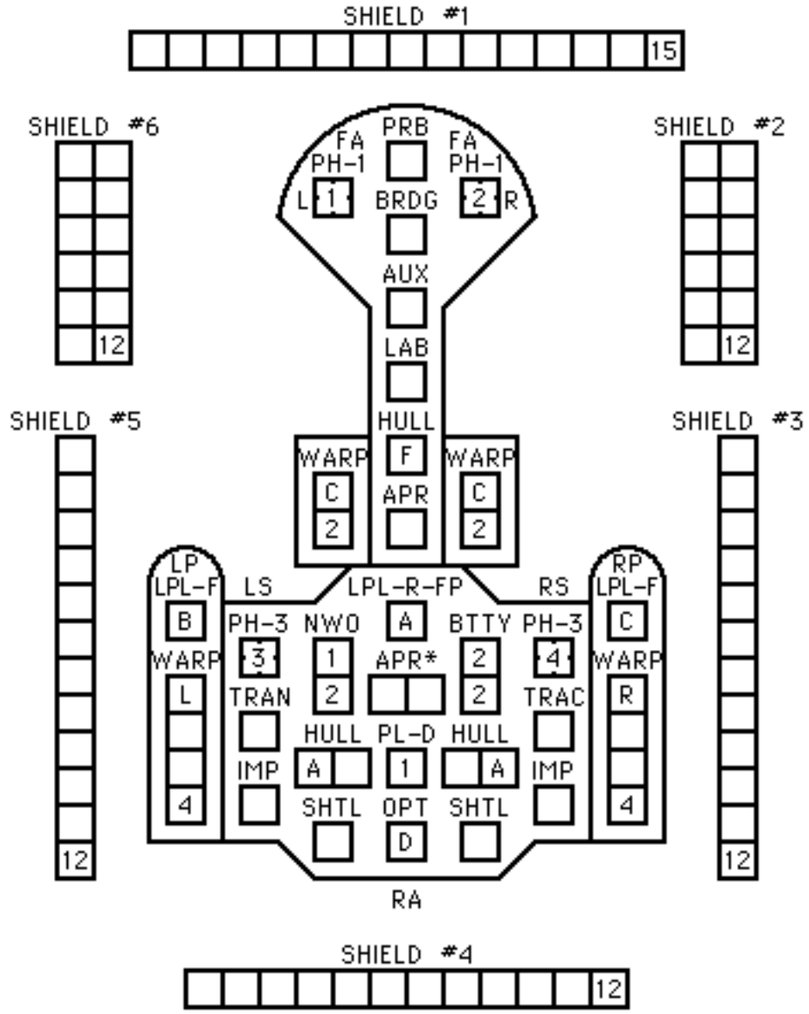
LIGHT PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
LIGHT R	25	25	17	17	17	12	12	12	10	10	10	5	2	1
LIGHT S	15	15	11	11	11	7	7	7	5	2	1	0	0	0
LIGHT G	10	10	7	7	7	5	2	1	0	0	0	0	0	0
LIGHT F	10	7	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

LPL-R: Arm cost 1 + 1 + 5/2; Hold cost 2; can envelope or shotgun (as 5 LPL-F).
LPL-S: Arm cost 1 + 1 + 2; Hold cost 1; can envelope or shotgun (as 3 LPL-F).
LPL-G: Arm cost 1 + 1 + 3/2; Hold cost 1/2; can envelope or shotgun (as 2 LPL-F).
LPL-F: Arm cost 1/2 + 1/2 + 3/2; Hold cost 0; cannot envelope or shotgun.



PL-D ARC IS 360°.

ROMULAN OXs
LakeHawk-A Light Frigate

CREW UNITS

		*					8

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
ONE SHUTTLE BAY.							

T-BOMBS

		D	D

SHIP DATA TABLE

SHIP CLASS	=	LAKE (LFF)
MODEL NUMBER	=	1
POINT VALUE	=	52 *
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	35
SIZE CLASS	=	4
MOVEMENT COST	=	1/4 (A)
REFERENCE	=	R4.071
FILENAME	=	ROM-LFF
TOTAL POWER	=	13 (+1)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (2+2)		
REPLACE ALL LPL-F W/ PL-D +8		
L REFIT (BTTY IS 2 POINT)		+1

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TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

PLASMA RACKS (PL-D REFIT)

A								D
B								D
C								D

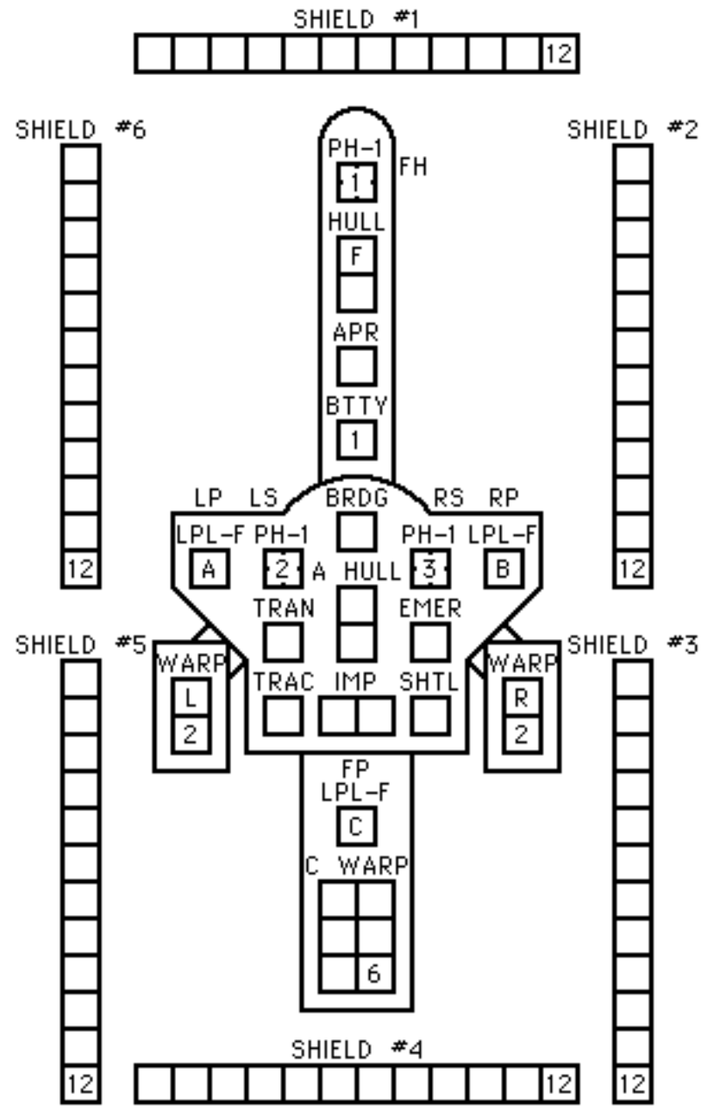
PLASMA TORPEDO TABLE

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

PLASMA TORPEDO TABLE

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

LPL-F's fire 1 per 3 turns.
Arm cost 1/2 + 1/2 + 3/2; Hold cost 0.
Cannot envelope or shotgun.



SENSOR

6	5	3	0

SCANNER

0	1	4	9

DAMCON

2	2	0

EXCDAM

3	2	1

CREW UNITS

							*		10
									20
									30
									40
									50
									60
		63							

BOARDING PARTIES

									10
									20
							28		

DECK CREWS

									10
							18		

ADMININSTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
							MRS
							MRS

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

TRANSPORTER BOMBS

					D	D	D	D	D

SHIP DATA TABLE

Ship Class	= LH-SS (Unique)
Model Number	= Type 1
Point Value	= 1700 *
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 163
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.118
Total Power	= 64 (+12)
Opt Allowance	= 0 (+0)

Unless listed, all Control and General systems are 0X.

Unless listed, all Weapons and Power systems are 1X.

1X Systems	= LAB
2X Systems	= CONST, COMP
3X Systems	= CLOAKING DEV
5X Systems	= SLIP STREAM

Cloaking Device (6+10) [x5+18]

Legendary Tal-Shiar Officer (Tlusok)

TRAC-MECH has EMER function

TYPE M MEGAPHASER TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

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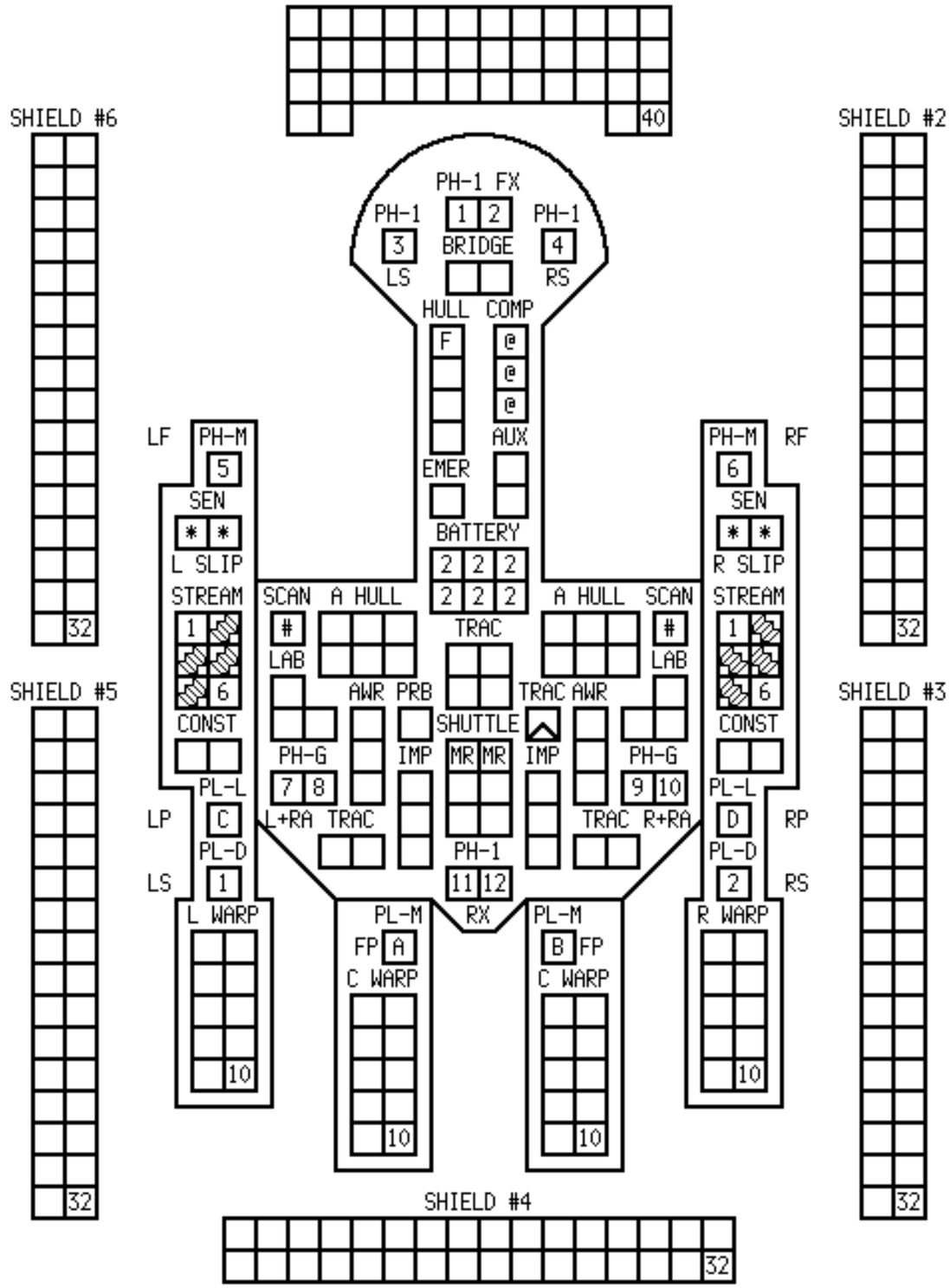
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
1X
Experimental Slip-Stream Cruiser (modified Lightning-Hawk)

PLASMA RACKS

1														DX
2														DX



SENSOR

6	6	6	5	3	1	0	

SCANNER

0	0	0	1	3	5	9	

DAMCON

6	6	4	4	2	2	0	

EXCDAM

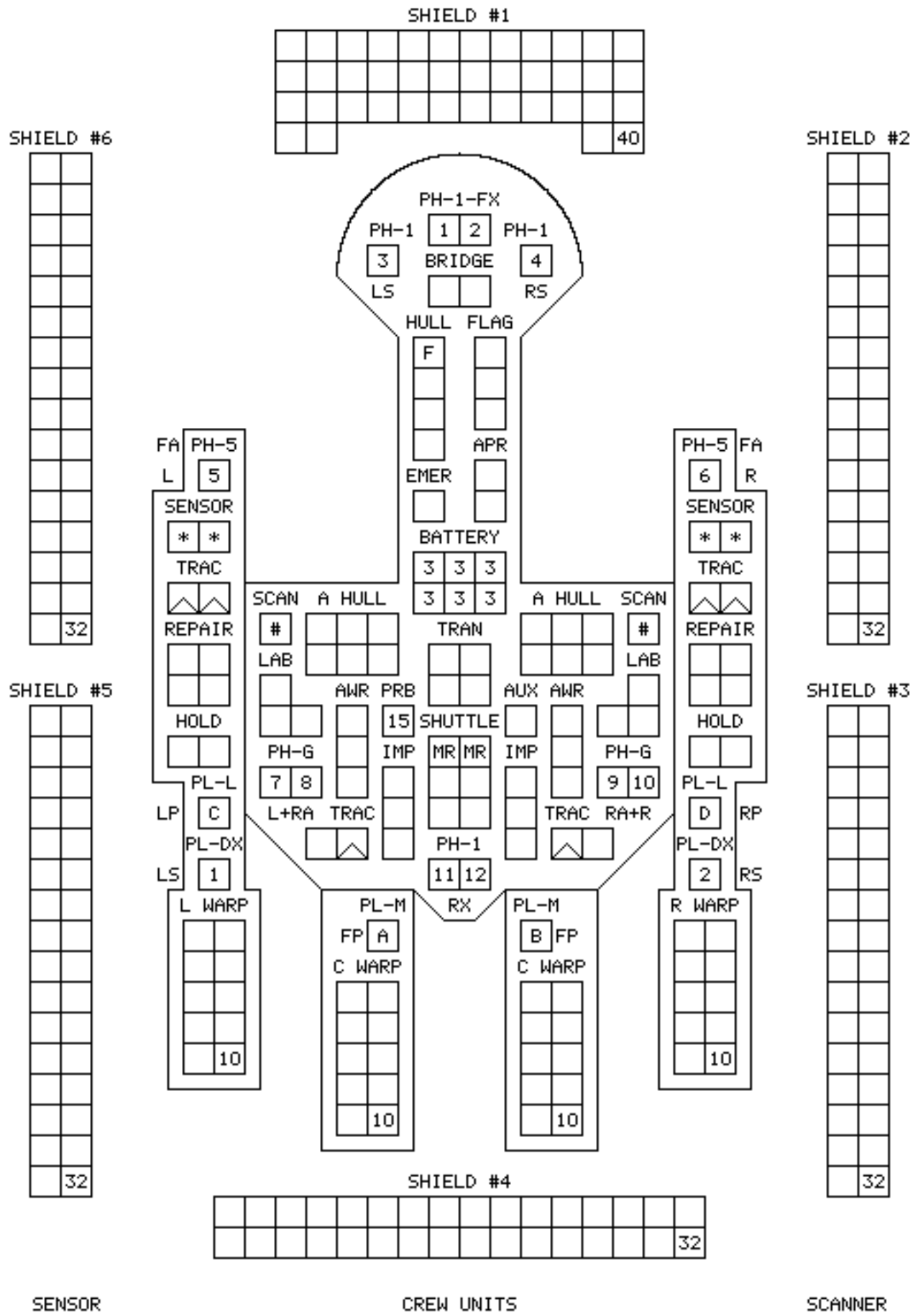
7	6	5	4	3	2	1	

ROMULAN
1X
LightningHawk Class
Space Control Ship

```
Ship Class       = Lightning-H
Model Number     = 1
Point Value      = 403*
Breakdown        = 5-6
Shield Cost      = 1+1
Explosion Str    = 154
Size Class       = 3
Movement Cost    = 1 (C)
Reference        = R4.101

Total Power      = 54 (+18)
Opt Allowance    = 0 (+0)
2X Systems       = (none)

Cloaking Device (4+11)
```



SENSOR

6	6	6	5	3	1	0

DAMCON

6	6	4	4	2	2	0

CREW UNITS

									10
									20
									30
									40
									50
									60
		63							

SCANNER

0	0	0	1	3	5	9

EXCDAM

7	6	5	4	3	2	1

BOARDING PARTIES

									10
									20
							28		

DECK CREWS

									10
							18		

CREW UNITS

								*	10
									20
									30

BOARDING PARTIES

									10
	12								

PROBES

									10
									10
									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

TRANSPORTER BOMBS

					D	D	D	D	D

NSMs

SHIP DATA TABLE

Ship Class	= Mangler
Model Number	= Type 1
Point Value	= 263 *
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 163
Size Class	= 3
Movement Cost	= 1 (E)
Reference	= R4.017
Total Power	= 43 (+24)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

Cloaking Device (6+13)
Automatically suffers Shock Breakdown whenever PL-P is fired as a PL-P or PL-Q

TYPE I ROMULAN BEAM TABLE

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

Identical in all ways to a Ph-1, except the table is different.
Can fire as a RB-2 for 1 energy or as a RB-3 for ½ energy.

DRONE/MINE RACKS

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

TYPE II ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	8	7	6	5	4	3	2	1
2	8	7	6	5	3	1	0	0
3	8	7	6	5	0	0	0	0
4	4	4	4	4	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0

Identical in all ways to a PH-2, except the table is different.
Can fire as a RB-3 for ½ energy.

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

SUPER-HEAVY LONG-ARMING PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60
TYPE P	150	135	120	105	90	75	60	45	30	15	10	1
TYPE Q	100	90	80	70	60	50	40	30	20	10	5	1
BOLT	1-6		1-5		1-4		1-3		1-2		1	

PL-P: Fires once per 5 turns; Arming Cost = 3-3-3-3-15; Hold Cost = 12.
Add 15 energy to envelope or shotgun (3 R's or 15 F's).
Can instead fire as a PL-Q in 4 turns (see below).
BPV/Repair Cost = 100; 24 spaces in option mounts. (!)

PL-Q: Fires once per 4 turns; Arming Cost = 3-3-3-9; Hold Cost = 8.
Add 9 energy to envelope or shotgun (2 R's or 10 F's).
Cannot fire a lesser plasma type (R/M/S/G/L/F).
BPV/Repair Cost = 60; 10 spaces in option mounts.

SHIELD #6

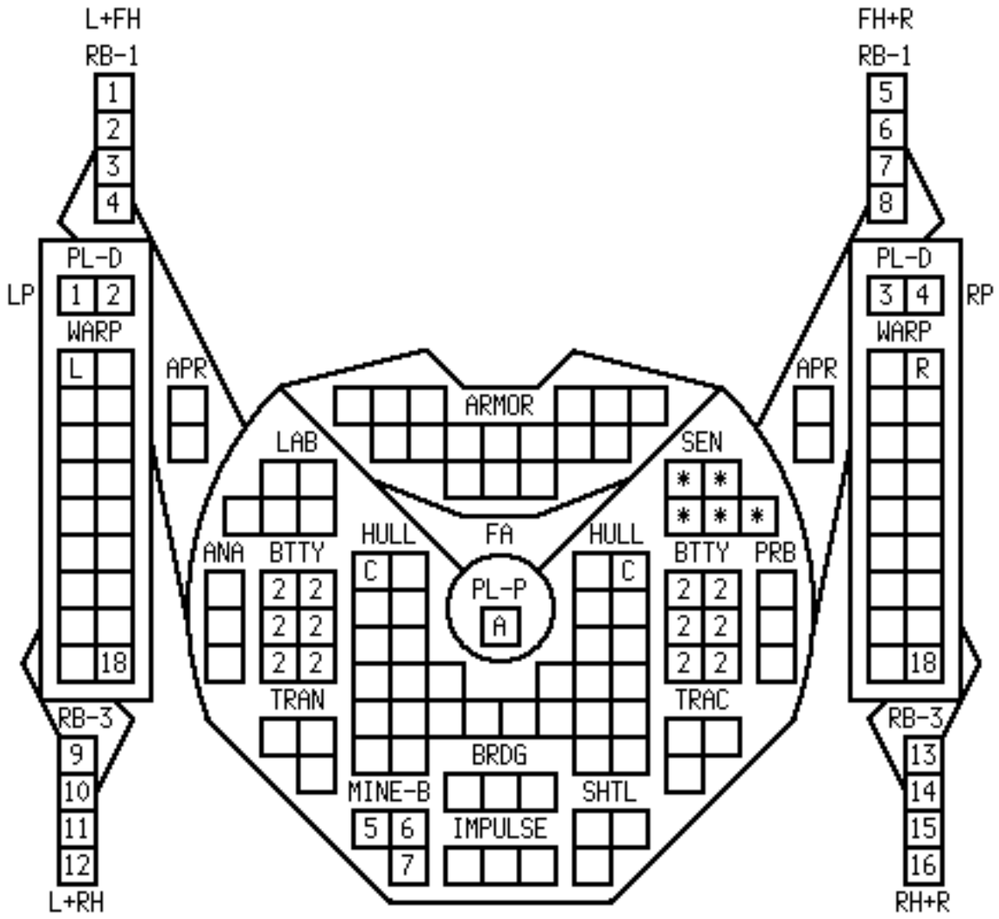
							36

SHIELD #1

							36

SHIELD #2

							36



SHIELD #5

							36

SHIELD #4

							36

SHIELD #3

							36

SENSOR

6	6	6	6	6	6	6	6	6	0

SCANNER

0	0	2	4	6	8	9

DAMCON

10	8	8	6	6	4	4	2	2	0

EXCDAM

11	10	9	8	7	6	5	4	3	2	1

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

ROMULAN
OXI
Mangler Class
Experimental Plasma Cruiser

CREW UNITS

			*						10
									20
									30
									40
									50
									60
									70

BOARDING PARTIES

									10
									20
									30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

						D	D	D	D	D	D	

SHIP DATA TABLE

Ship Class	= MegaHawk-II
Model Number	= Type 2
Point Value	= 248 *
Breakdown	= 3-6
Shield Cost	= 1+3
Explosion Str	= 169
Size Class	= 2
Movement Cost	= 1+1/2 (E)
Reference	= R4.022
Total Power	= 72 (+10)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (36/6)	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

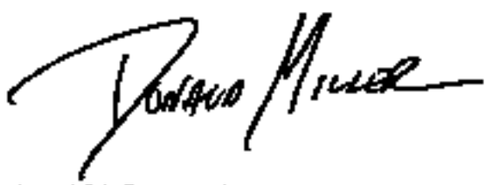
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
OXs
MegaHawk-II
Dreadnought

PLASMA RACKS

1							A
2							A
3							A
4							A



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SHIELD #1

												45

SHIELD #6

		39

SHIELD #2

		39

SHIELD #5

CREW UNITS

		*							10
									20
									30

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

T-BOMBS

			D	D	D

SHIP DATA TABLE

Ship Class	=	NCM
Model Number	=	Type 1
Point Value	=	125 *
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	92
Size Class	=	3
Movement Cost	=	3/4 (B)
Reference	=	R4.024
Total Power	=	34 (+10)
Opt Allowance	=	8 (+2)
1X Systems	=	(none)
Cloaking Device (5+13)		

TYPE I ROMULAN BEAM TABLE

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

Identical in all ways to a Ph-1, except the table is different.

Can fire as a RB-2 for 1 energy or as a RB-3 for ½ energy.

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

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

DISRUPTOR TABLE

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

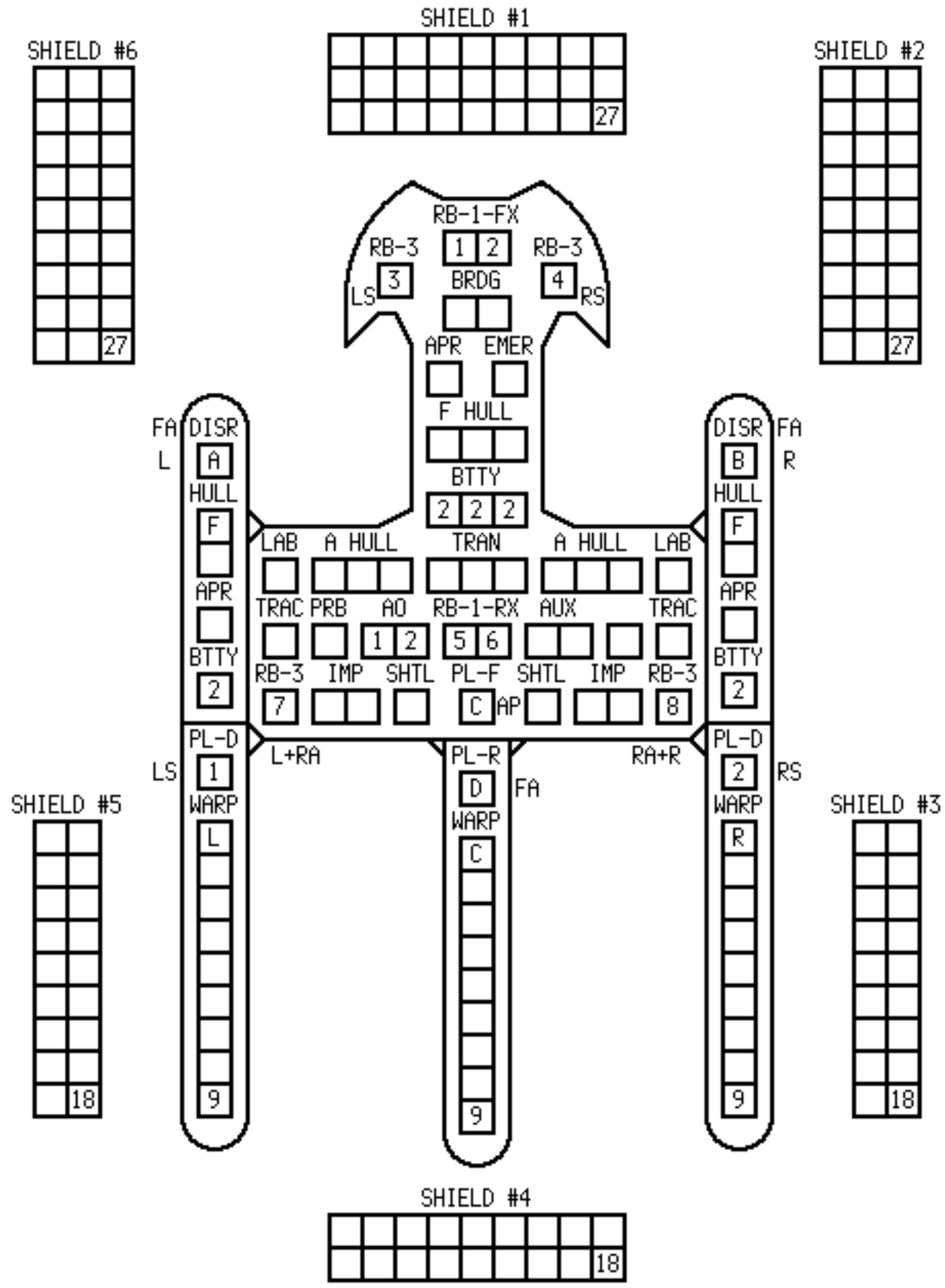
PLASMA RACKS

								D
1								D
2								D

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN
OXI
New Medium Cruiser



SENSOR

6	5	4	3	0

SCANNER

0	1	2	3	9

DAMCON

4	3	2	1	0

EXCDAM

5	4	3	2	1

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CREW UNITS

10
12

BOARDING PARTIES

10
12

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	New War Cruiser
Model Number	=	Type 1
Point Value	=	19800 *
Breakdown	=	6^5
Shield Cost	=	2+1
Explosion Str	=	132
Size Class	=	1
Movement Cost	=	5 (A)
Reference	=	R4.407
Total Power	=	214 (+48)
Opt Allowance	=	0 (+0)
5X Systems	=	(none)
Cloaking Device (23)		

TYPE IX ROMULAN BEAM TABLE

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

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

TNG TURN MODE A

TURN MODE	SPEED
1	1-8
2	9-16
3	17-24
4	25-32
5	33+

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

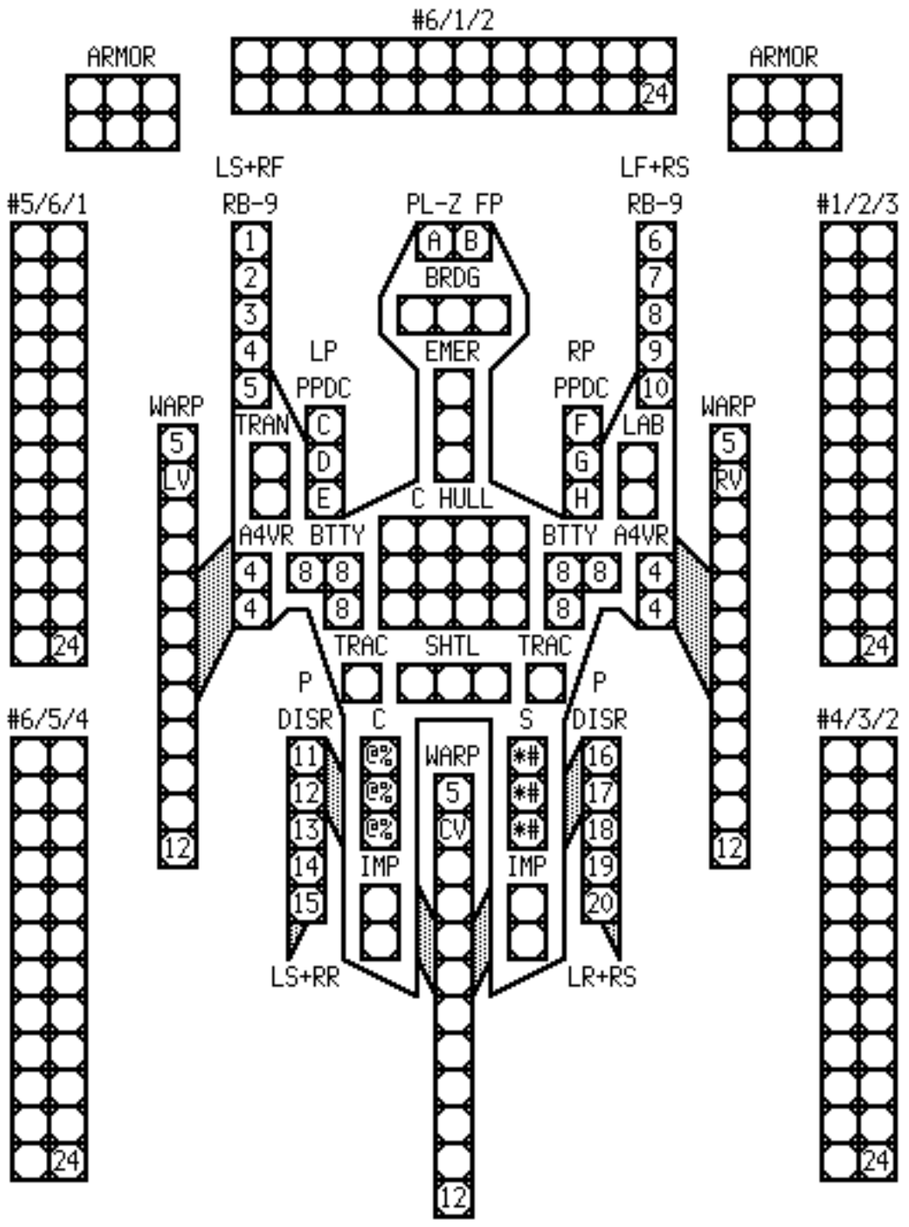
PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

COLLIMATED PLASMATIC PULSAR DEVICE TABLE

3X RANGE	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
4X RANGE	0	1-4	5-7	8-11	12-14	15-18	19-21	22-25	26-28
2d6 HIT#	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

Fires 8/turn; Energy Cost = 1/shot; Hold Cost = 1/4 per shot.
If hit, further shots automatically hit same target and are combined into 1 large hard hit.

ROMULAN
4Xs
New War Cruiser



SENSOR

7	7	7	7	6	3

SCANNER

-1	-1	-1	-1	0	1

DAMCON

50	40	30	20	10	0

EXCDAM

6	5	4	3	2	1

dsm131@psu.edu
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Enjoy!

CREW UNITS

							8

BOARDING PARTIES

							8

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	New Destroyer
Model Number	=	Type 2
Point Value	=	12900 *
Breakdown	=	6^6
Shield Cost	=	1+1
Explosion Str	=	86
Size Class	=	2
Movement Cost	=	3 (AA)
Reference	=	R4.406
Total Power	=	130 (+32)
Opt Allowance	=	0 (+0)
5X Systems	=	(none)
Cloaking Device (15)		

TYPE IX ROMULAN BEAM TABLE

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

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

TNG TURN MODE AA

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

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

16 point capacitor.

4X PLASMA TORPEDO TABLE

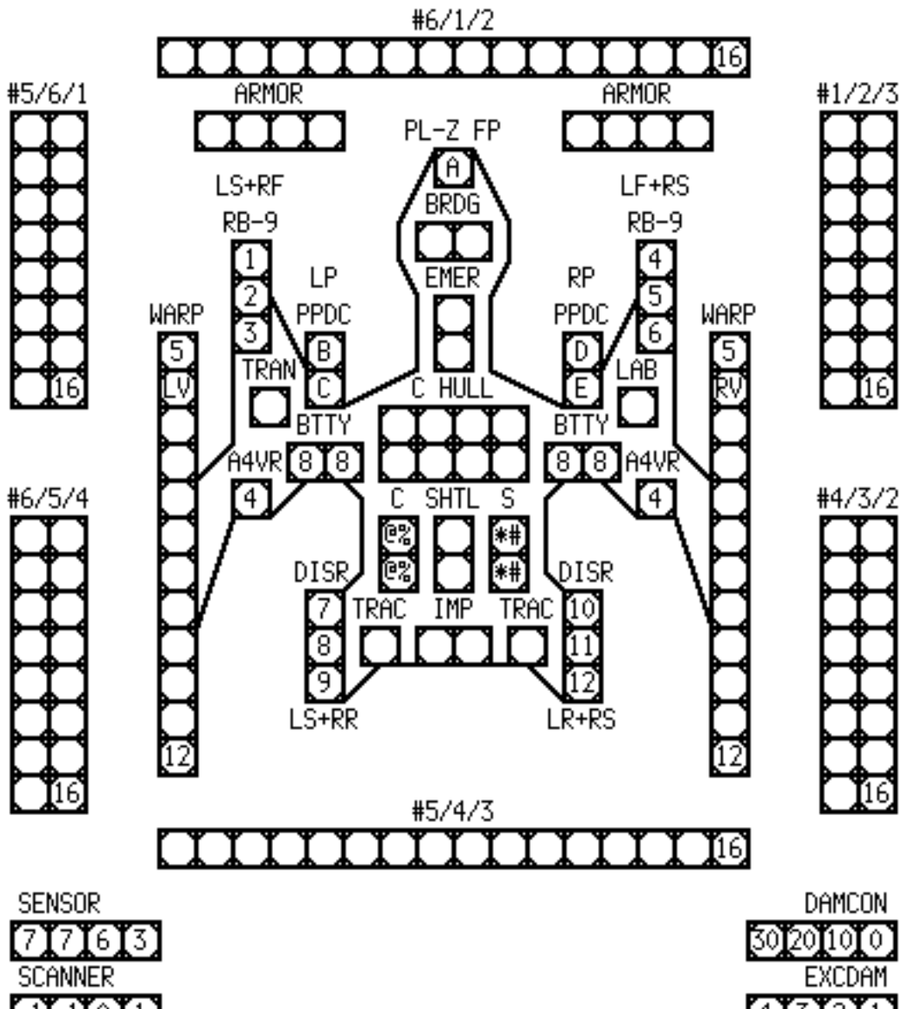
RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

COLLIMATED PLASMATIC PULSAR DEVICE TABLE

3X RANGE	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
4X RANGE	0	1-4	5-7	8-11	12-14	15-18	19-21	22-25	26-28
2d6 HIT#	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

Fires 8/turn; Energy Cost = 1/shot; Hold Cost = 1/4 per shot.
If hit, further shots automatically hit same target and are combined into 1 large hard hit.



ROMULAN
4Xs
New Destroyer

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Enjoy!

CREW UNITS

								*
								20
								30
								40
								50

BOARDING PARTIES

								10
								20
								30

DECK CREWS

				6

PASSENGERS

				5

ADMINISTRATIVE SHUTTLES

ID	HIT POINTS	N

THIS BASE HAS TWO BAYS.

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D	D

SHIP DATA TABLE

Ship Class	= Nestar
Model Number	= Type 3
Point Value	= 518 *
Breakdown	= 6
Shield Cost	= 2+2
Explosion Str	= 223
Size Class	= 2
Movement Cost	= 5 (Z)
Reference	= R4.009
Total Power	= 64 (+80)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

Postional Stabilizer/A4R/BTTY
Cloaking Device (6+24)

SHIELD #6

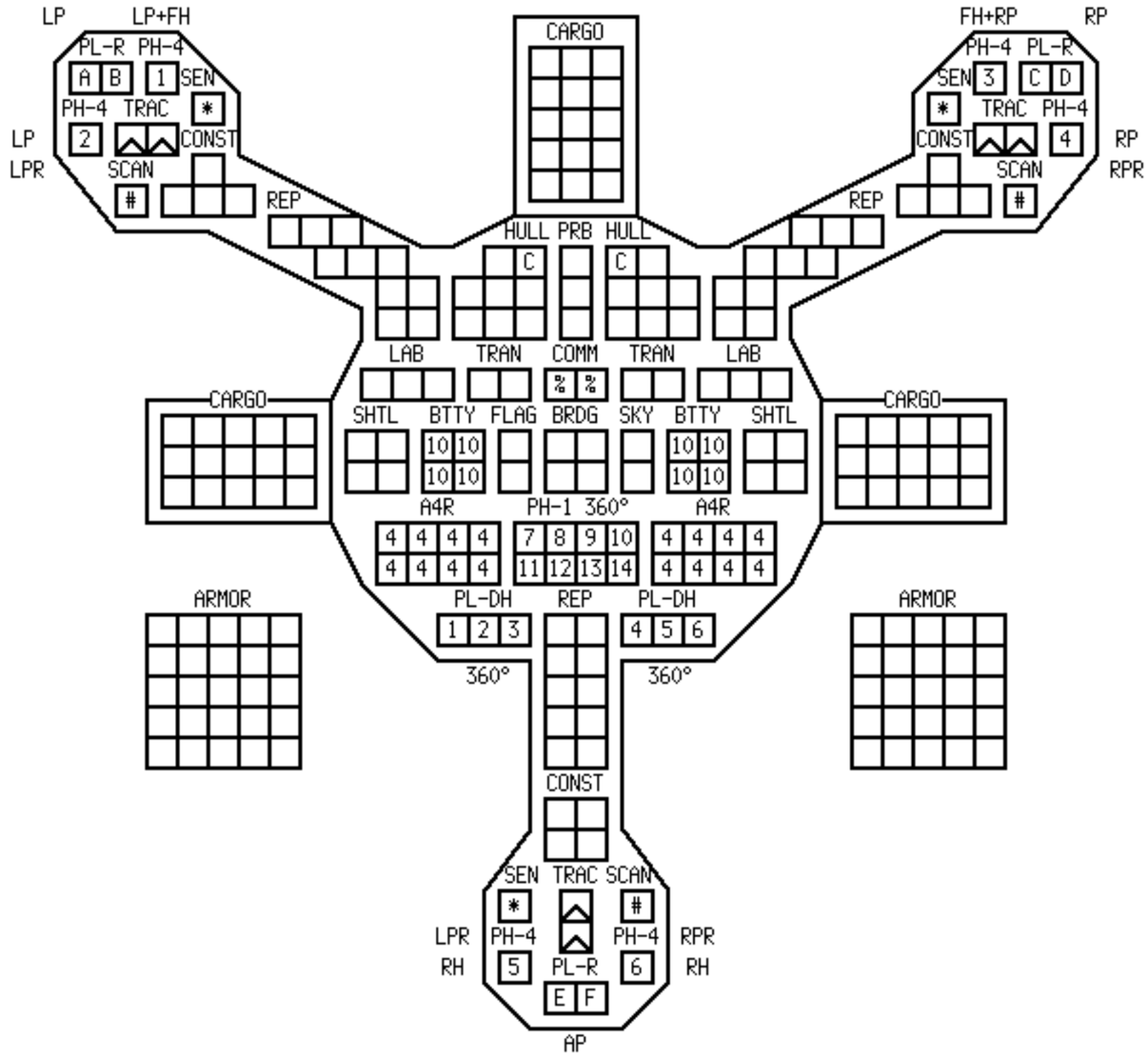
			80

SHIELD #1

																			80

SHIELD #2

			80



SHIELD #5

			80

SHIELD #4

																			80

SHIELD #3

			80

PROBES

								18
								18
								18

TYPE IV HEAVY PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3-4	5-8	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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

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PLASMA RACKS

| | | | | | | | | | | | | | | | | | | |

CREW UNITS

									10
				*					20
									30
									40
									50
			55						

BOARDING PARTIES

									10
									20
							28		

DECK CREWS

			4

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D	D	D

SHIP DATA TABLE

Ship Class	=	Nova
Model Number	=	Type 1
Point Value	=	1395 *
Breakdown	=	6
Shield Cost	=	2+1
Explosion Str	=	438
Size Class	=	2
Movement Cost	=	1+1/3 (C)
Reference	=	R4.109
Total Power	=	148 +12 PO (+120)
Opt Allowance	=	162 (+54)
2X Systems	=	(none)

Cloaking Device (8+32)
UIM
DERFACS

TYPE V OFFENSIVE PHASER TABLE

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

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

TYPE M MEGAPHASER TABLE

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

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

DISRUPTOR TABLE

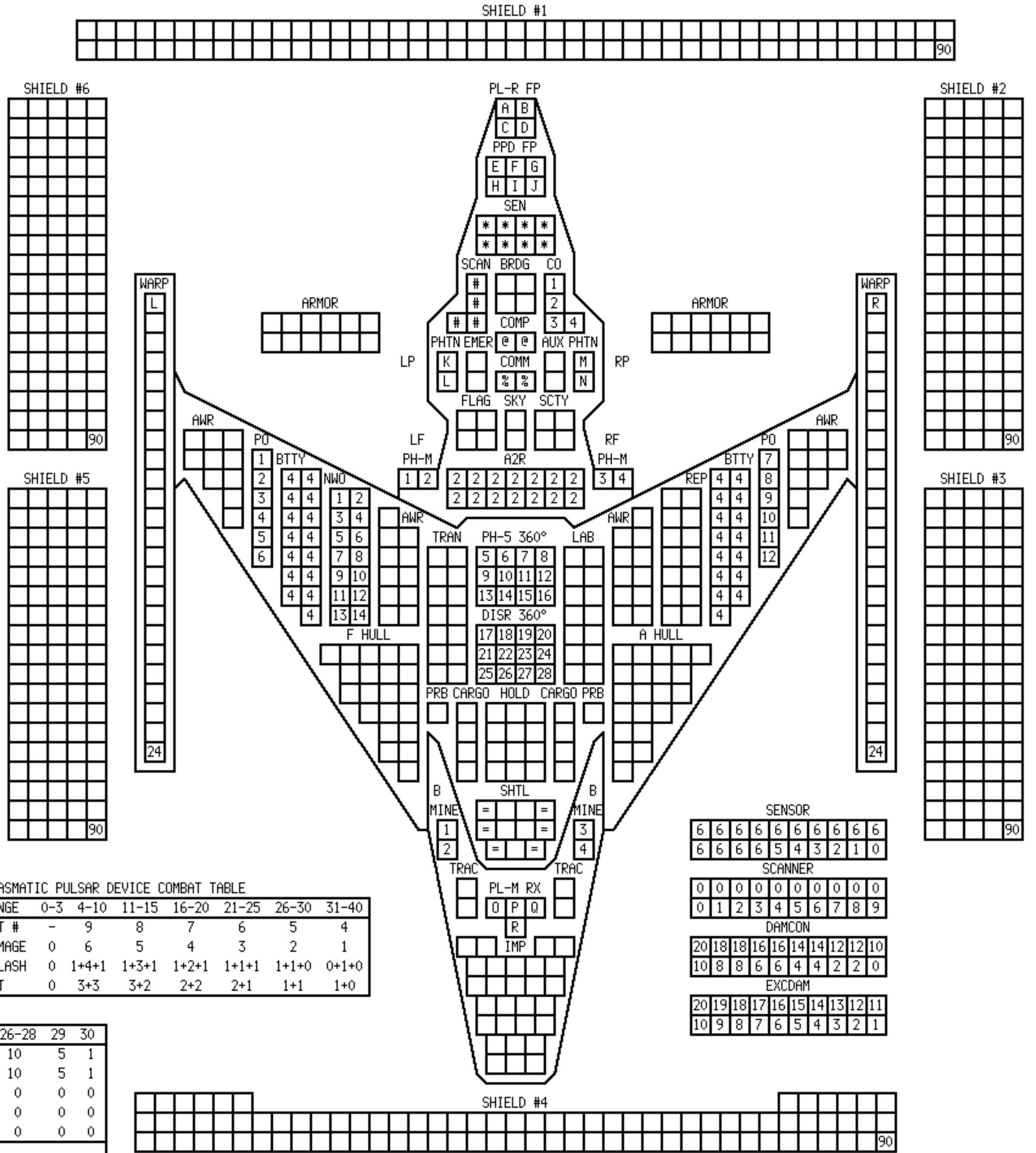
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2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

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT #	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

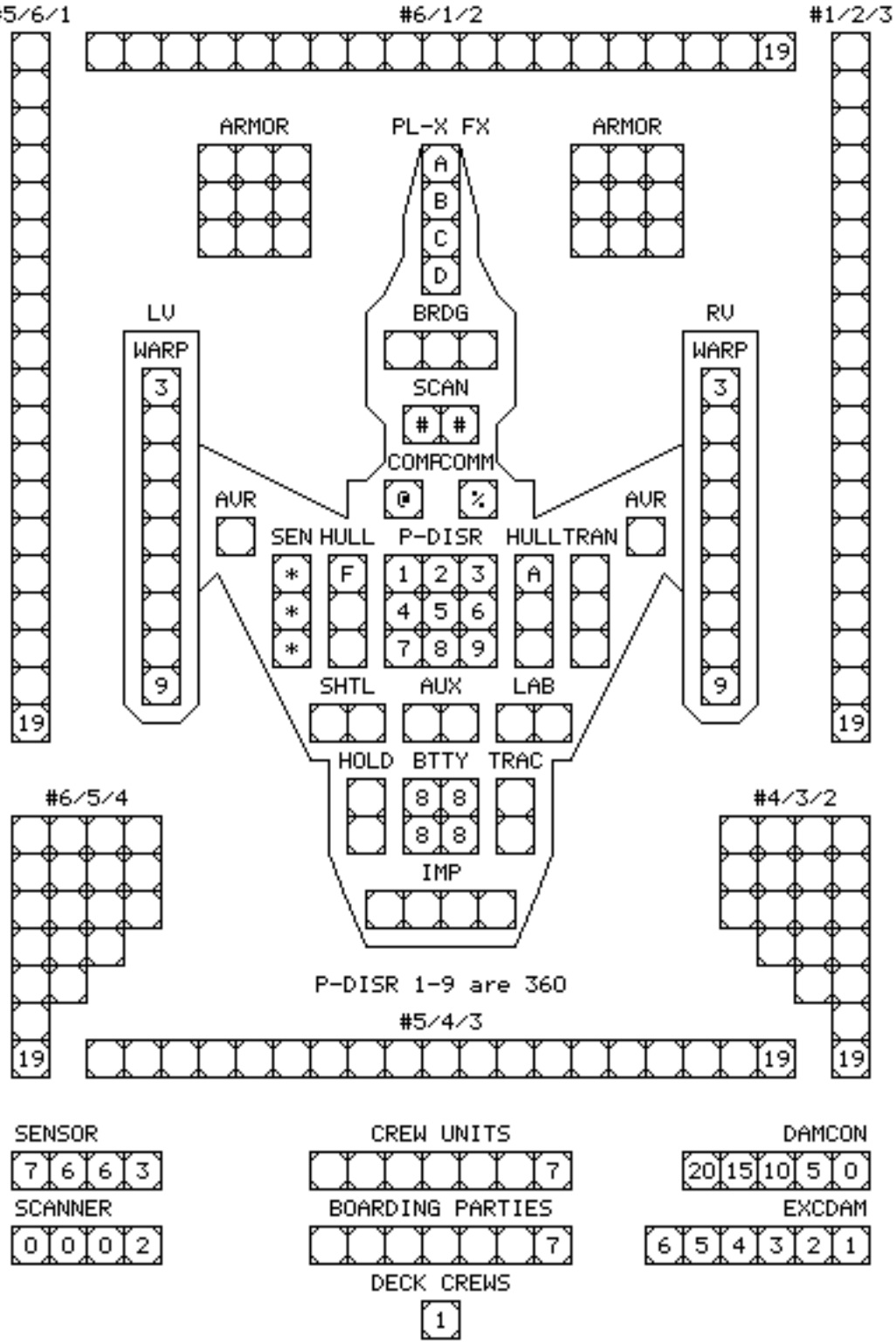
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



ROMULAN
4Xe
Nova Class
Battleship

Ship Class	= Nova (BB)
Model Number	= 2
Point Value	= 11900 *
Breakdown	= 6^4
Shield Cost	= 1+1
Explosion Str	= 97
Size Class	= 2
Movement Cost	= 2 (D)
Reference	= R4.402
Total Power	= 65 (+32)
Opt Allowance	= 0
5X Systems	= (none)



CREW UNITS

10 20 30 36

BOARDING PARTIES

10 18

PROBES

7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO BAYS.

TRANSPORTER BOMBS

D D D D D D D

NSMs

SHIP DATA TABLE

Ship Class	= Penguin
Model Number	= 1
Point Value	= 487 **
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 113
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.166
Total Power	= 62 (+24)
Opt Allowance	= 0 (+0)
2X Systems	= (none)

Cloaking Device (4+7)

One impulse Phasing Device (8)

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

MINE EXPLOSION TABLE

RADIUS	0	1	2	3	4	5	6	7
DAMAGE	70	35	18	9	5	3	2	1

Damage is per mine used, and is applied to all units within range.

This damage occurs immediately upon launch, except the Romulan has the opportunity to use the Phasing Device.

MINE RACKS

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

ROMULAN
1X
Penguin
Phase-Warp Minesweeper

SHIELD #1

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

SHIELD #6

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36

SHIELD #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 31 32 33 34 35 36

SHIELD #5

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

SHIELD #3

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

LP PL-L A WARP 2 RP 1 2 3 4 5 6 7 8 9 10 11 L RA PH-1

L+FA ARMOR FA+R

APWR 2 2 2

PH-1 1 2 3 PL-R C PH-1 4 5 6

C HULL BRDG BTTY 4 4 4 4 4 4

TRAC FLAG PRB TRAN

SHTL LAB SHTL

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

APWR 2 2 2

PL-L B WARP 2 LP 1 2 3 4 5 6 7 8 9 10 11 PH-1 R RA RP

CARGO

SHIELD #4

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

SENSOR 6 6 6 5 4 3 0

SCANNER 0 0 0 1 2 3 9

PL-R arc is FA

DAMCON 6 6 4 4 2 2 0

EXCDAM 4 3 2 1

PWARP-2: Produces 2 power per turn.
Includes a short-duration "phasing device".
This is used in response to launching mines.
The ship has its fire control disrupted for 1/4 turn after use.
When used, roll 1d6. On a "1", the phase was mis-timed and the ship suffers 70 damage per mine used. On a "6", the ship enters a rift and is teleported millions of light-years away.

APWR: Auxiliary PhaseWarp reactor. Produces 2 power per turn.

SmileyLich

SmileyLich@aol.com

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Happy Gaming!

CREW UNITS

*	2

BOARDING PARTY

1

DECK CREW

1

PASSENGERS

1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE

Ship Class	= Praetor
Model Number	= Type 2
Point Value	= 69/54
Breakdown	= 6
Shield Cost	= 1/2+1/2
Explosion Str	= 55
Size Class	= 5
Movement Cost	= 1/3 (AA)
Reference	= R4.010
Total Power	= 22 (+2)
Opt Allowance	= 3 (+0)
1X Systems	= (none)
Cloak Refit	= +6/+6
(Cloak Cost = 1+4)	

SHIELD #6

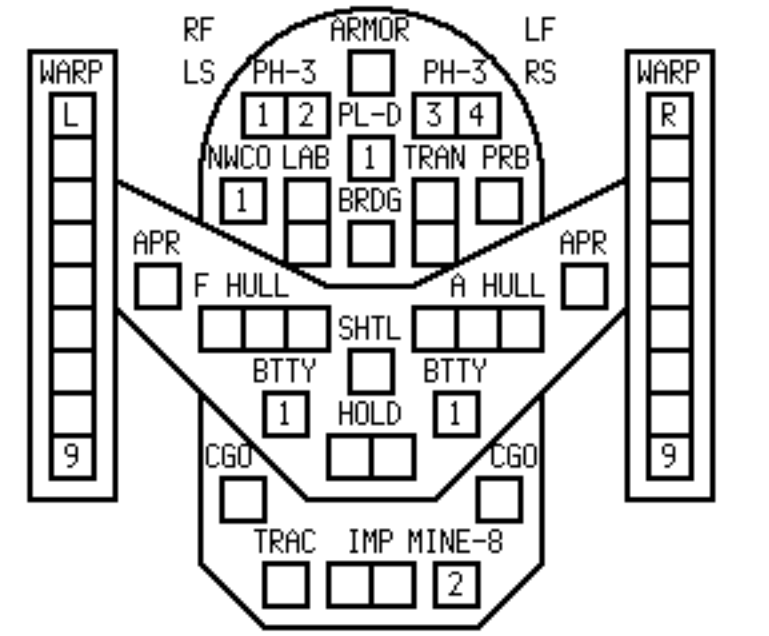
				15

SHIELD #1

				15

SHIELD #2

				15



PROBES

				5

T-BOMBS

	D

PLASMA RACKS

1							D

MINE RACKS

2								8

TYPE III DEFENSE PHASER

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

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

SHIELD #5

				15

SHIELD #4

				15

SHIELD #3

				15

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

SENSOR

6	5	0

SCANNER

0	1	2	9

DAMCON

2	0

EXCDAM

2	1

PLASMA-D RACK IS FH

ROMULAN
OXs
Praetor Courier

CREW UNITS

					*				10
									20
									30
		33							

BOARDING PARTIES

									10
			14						

T-BOMBS

			D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PLASMA RACKS

1													DB
2													DB

Can fire a PL-F for 2 energy and 2 ammo.
Otherwise it's a PL-D with 6 spaces.

SHIP DATA TABLE

Ship Class	=	RoyalSkyHawk
Model Number	=	1
Point Value	=	130 *
Breakdown	=	5-6
Shield Cost	=	1/2+1/2
Explosion Str	=	81
Size Class	=	4
Movement Cost	=	1/2 (A)
Reference	=	R4.022
Total Power	=	28 (+20)
Opt Allowance	=	0 (+0)
1X Systems	=	CLOAK, RB-5
Cloaking Device (3+7)		

TYPE V ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	14	13	12	11	10	9	8	7	6	5	4	3	1	0
3	14	13	12	11	10	9	8	7	6	5	2	0	0	0
4	14	13	12	11	10	9	8	6	3	0	0	0	0	0
5	7	6	5	4	3	2	1	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TYPE III ROMULAN BEAM

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

SHIELD #1

													30

SHIELD #6

		30

SHIELD #2

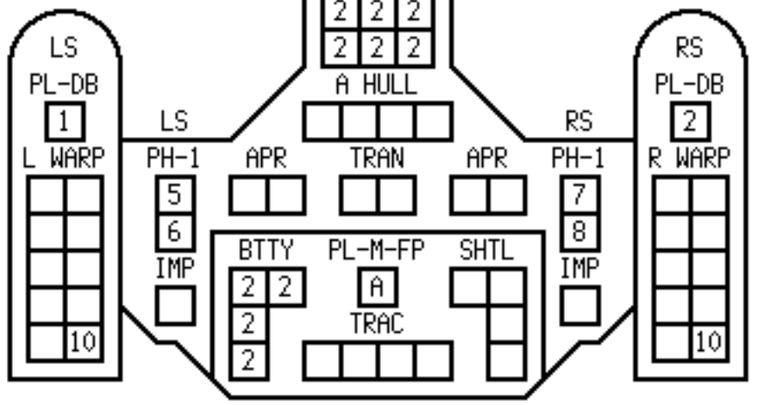
		30

SHIELD #5

		30

SHIELD #3

		30



SHIELD #4

													30

SENSOR

6	6	4	2	0

SCANNER

0	0	2	4	9

DAMCON

4	3	2	1	0

EXCDAM

5	4	3	2	1

ROMULAN
OXI
RoyalSkyHawk-L
Experimental Heavy Destroyer

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Enjoy!

CREW UNITS

									10
									20
	*								30
									40
									50

BOARDING PARTIES

									10
									20
									30
									40
									50
									60

SHUTTLES:
Speed 10
6 hit points
6 point shield
1xDISR-360°

T-BOMBS

D	D	D	D	D

NSMs

D	D	D	D	D

SHIP DATA TABLE

Ship Class	=	D'daridex
Model Number	=	Type 1 Revised
Point Value	=	997 *
Breakdown	=	6
Shield Cost	=	2+3
Explosion Str	=	215
Size Class	=	2
Movement Cost	=	1+1/2 (D)
Reference	=	R4.281
Total Power	=	90 (+40)
Opt Allowance	=	0 (+0)
3X Systems	=	(none)
Cloaking Device (10+30)		

2X DISRUPTOR TABLE

RANGE	0	1-8	9-12	13-16	17-22	23-30	31-40
HIT, STANDARD	1-7	1-6	1-5	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA	NA	NA
DMG, STANDARD	6	5	5	4	4	3	3
DMG, OVERLOAD	12	10	8	0	0	0	0
DMG, DBL OVER	18	15	12	0	0	0	0
Fires 1/t; Energy Cost = 2 (Std), 4 (Over), 6 (Dbl Over). 6 point capacitor (as per a phaser).							

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

2X PL-R TABLE

RANGE	0-5	6-10	11-15	16-18	19	20	21-25	26-28	29	30
TYPE R	50	50	35	25	25	25	20	10	5	1
TYPE L	20	20	15	10	5	1	0	0	0	0
BOLT	1-6	1-5	1-4				1-3			
Fires 1/turn. Plasma moves at speed 64. Energy Cost = 9 (std), 14 (env/shot). Hold Cost = 4 (std), 6 (env/shot). Shotgun is 5 PL-L's vs. seperate targets. Bolt does full damage and can be used in any mode.										

ROMULAN
2Xe
D'daridex Class
Heavy Cruiser
(Revised Lower Tech)

SHIELD #1

											65

SHIELD #6

				65

SHIELD #2

				65

FP

PL-R

A	B	C
E	F	G

SEN * * SEN * *

BRDG

PRB EMER PRB

F HULL

LAB

TRAN

AUX

APR APR

WARP L

	38

WARP R

	38

A HULL

BTTY 4 4 4 4 4 TRAC SHTL HOLD

DISR-360°

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

IMP

A HULL

TRAC SHTL BTTY 4 4 4 4 4 HOLD

SHIELD #5

				65

SHIELD #3

				65

SENSOR

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

SCANNER

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

SHIELD #4

											65

DAMCON

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

EXCDAM

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

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CREW UNITS

					*				10
									20
			24						

BOARDING PARTIES

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

TRANSPORTER BOMBS

			D	D	D

NSMs

SHIP DATA TABLE

Ship Class	=	SuperBH
Model Number	=	Type 1
Point Value	=	142
Breakdown	=	4-6
Shield Cost	=	1+1
Explosion Str	=	93
Size Class	=	3
Movement Cost	=	1 (E)
Reference	=	R4.020
Total Power	=	36 (+3)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

Cloaking Device (3+5)

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPS

A	G	B	G	C	G	D	G

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

ROMULAN
OXs
Super BattleHawk

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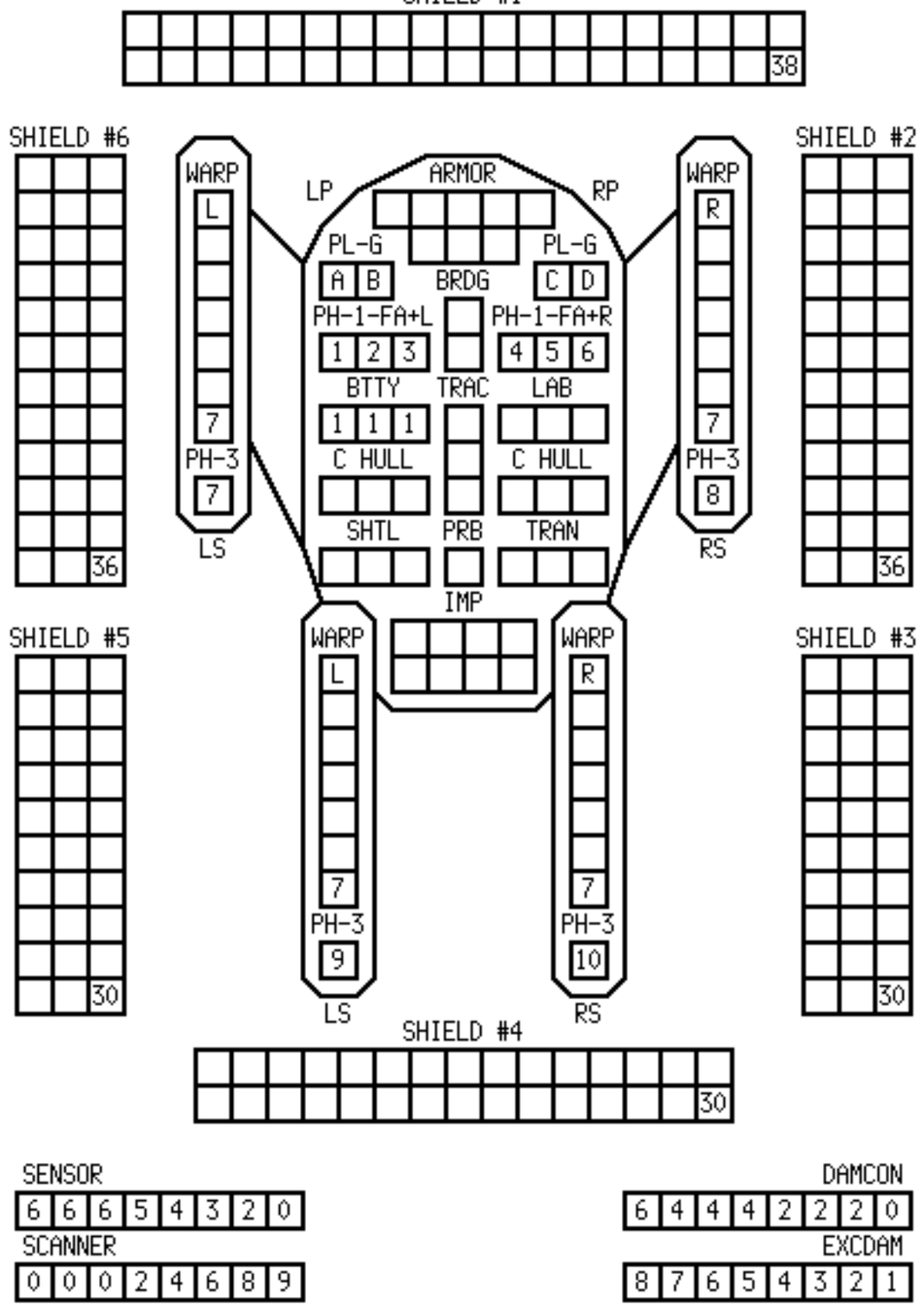
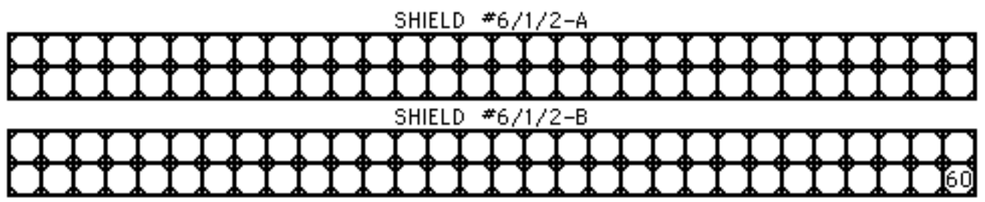
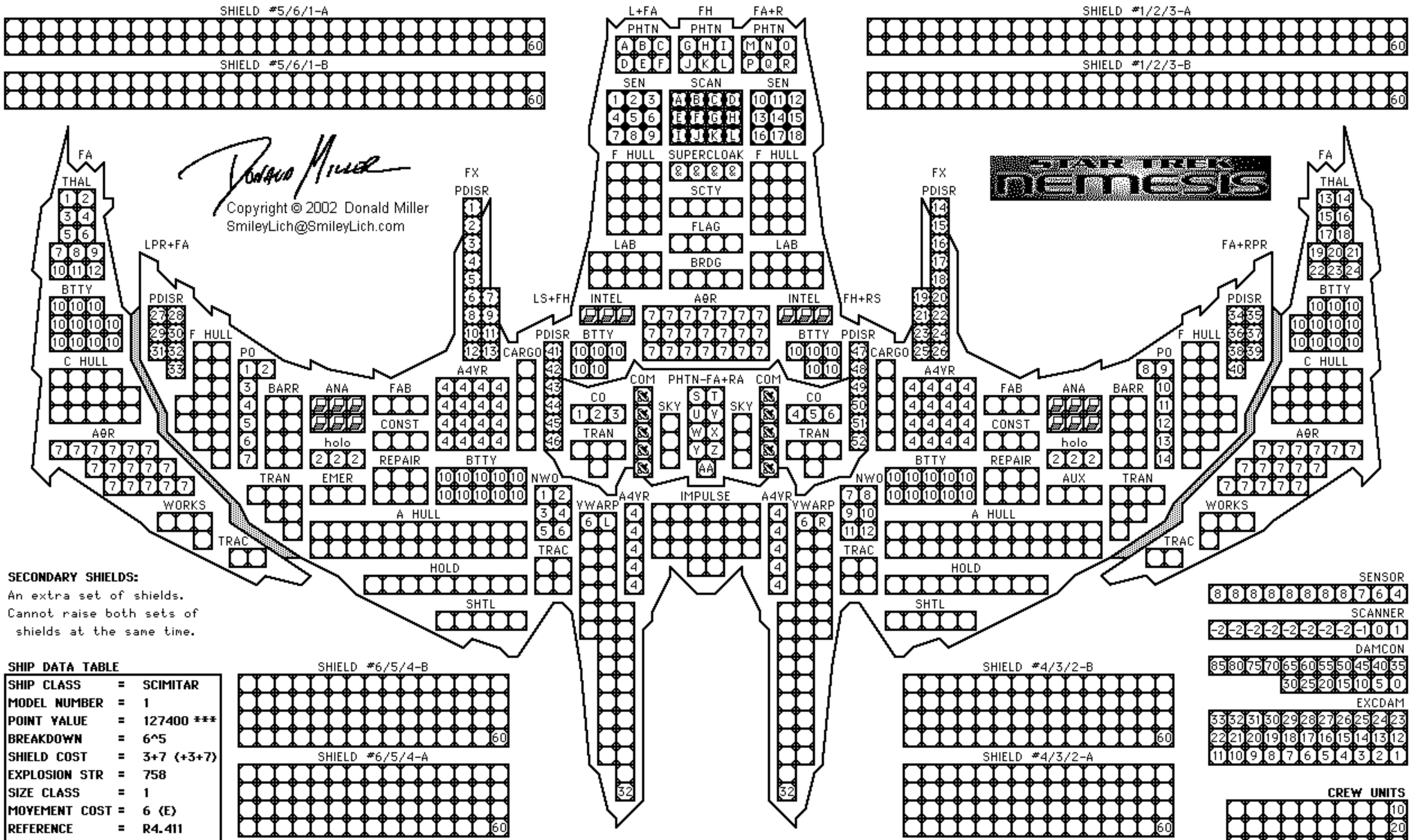


REMAN (ROMULAN)
4XI *Scimitar* Class
Super Warbird



THAL:
Thalaron Biogenic Cascading Pulse Beam.
Fires 1 per 7 turns. Energy = 24 thalaron /turn.
Represented on the SSD as 24 boxes.
When fired, all life in/on one size class -6 or smaller target is killed. Ignores all non-temporal defenses.



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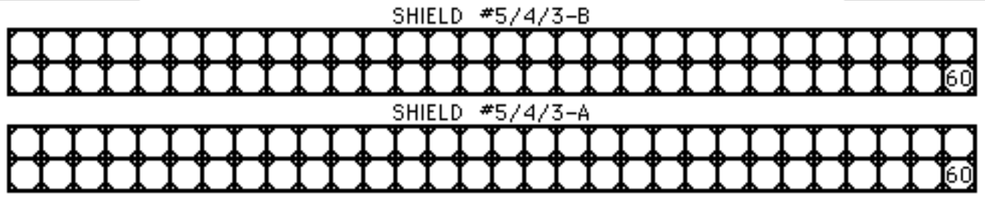
SECONDARY SHIELDS:
An extra set of shields.
Cannot raise both sets of shields at the same time.

SHIP DATA TABLE

SHIP CLASS	=	SCIMITAR
MODEL NUMBER	=	1
POINT VALUE	=	127400 ***
BREAKDOWN	=	6^5
SHIELD COST	=	3+7 (+3+7)
EXPLOSION STR	=	758
SIZE CLASS	=	1
MOVEMENT COST	=	6 (E)
REFERENCE	=	R4.411
FILENAME	=	ROM-SCIM
TOTAL POWER	=	1111 (+520)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	2700(+1350)
5X SYSTEMS	=	THAL, A0R
SUPER-CLOAKING DEVICE (60+60)		



SUPER-CLOAK:
Acts as a normal cloak, the ship may fire while cloaked. Arm cost is Normal+Super mode.

A0R:
Produces 7 generic power, or 1 thalaron and 2 generic power per turn.
BTTY can hold thalaron power.

CREW UNITS

[ ][2]

BOARDING PARTIES

[1]

DECK CREWS

[1]

3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY
HIT #	7	6	5	4	3	2	1	COST
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4
6 energy capacitor.								

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

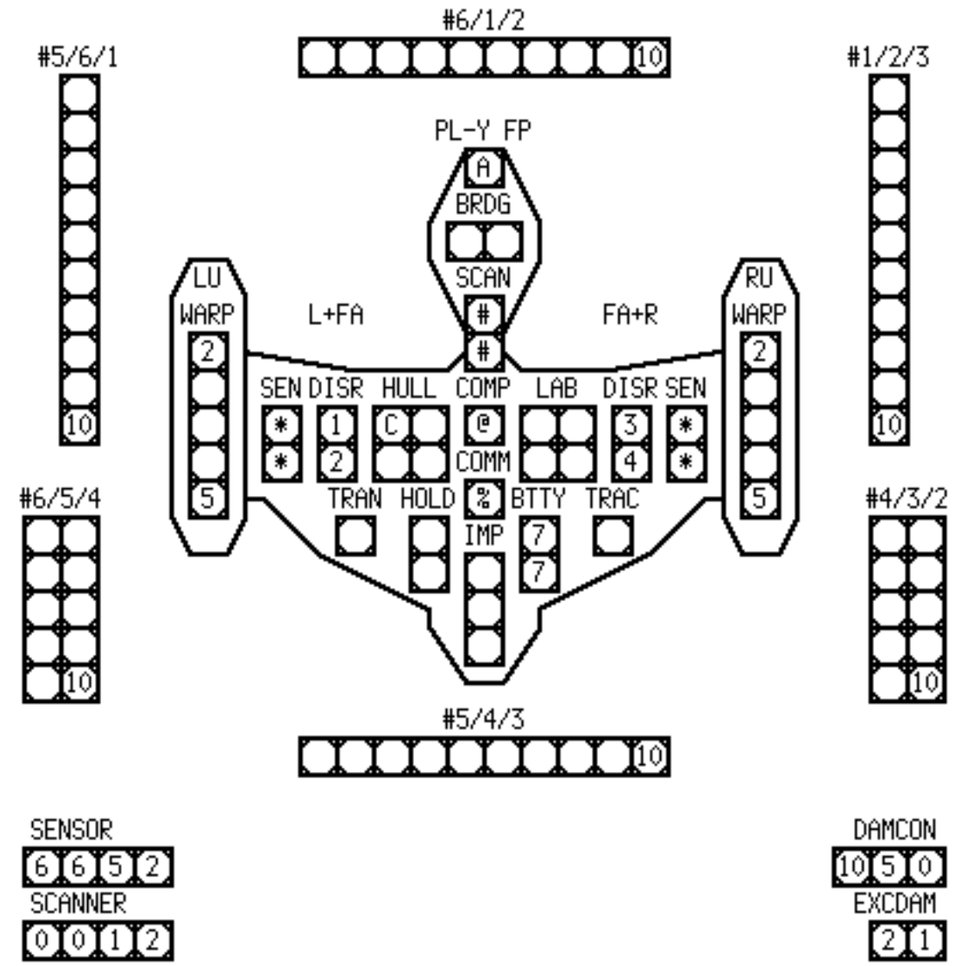
ROMULAN
3X
Scout

SHIP DATA TABLE

Ship Class	=	Scout
Model Number	=	Type 1
Point Value	=	3700 *
Breakdown	=	6^3
Shield Cost	=	0+2
Explosion Str	=	47
Size Class	=	3
Movement Cost	=	1+1/2 (D)
Reference	=	R4.302
Total Power	=	23 (+14)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device (8)		

TNG TURN MODE D

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



SENSOR

[6][6][5][2]

SCANNER

[0][0][1][2]

DAMCON

[10][5][0]

EXCDAM

[2][1]

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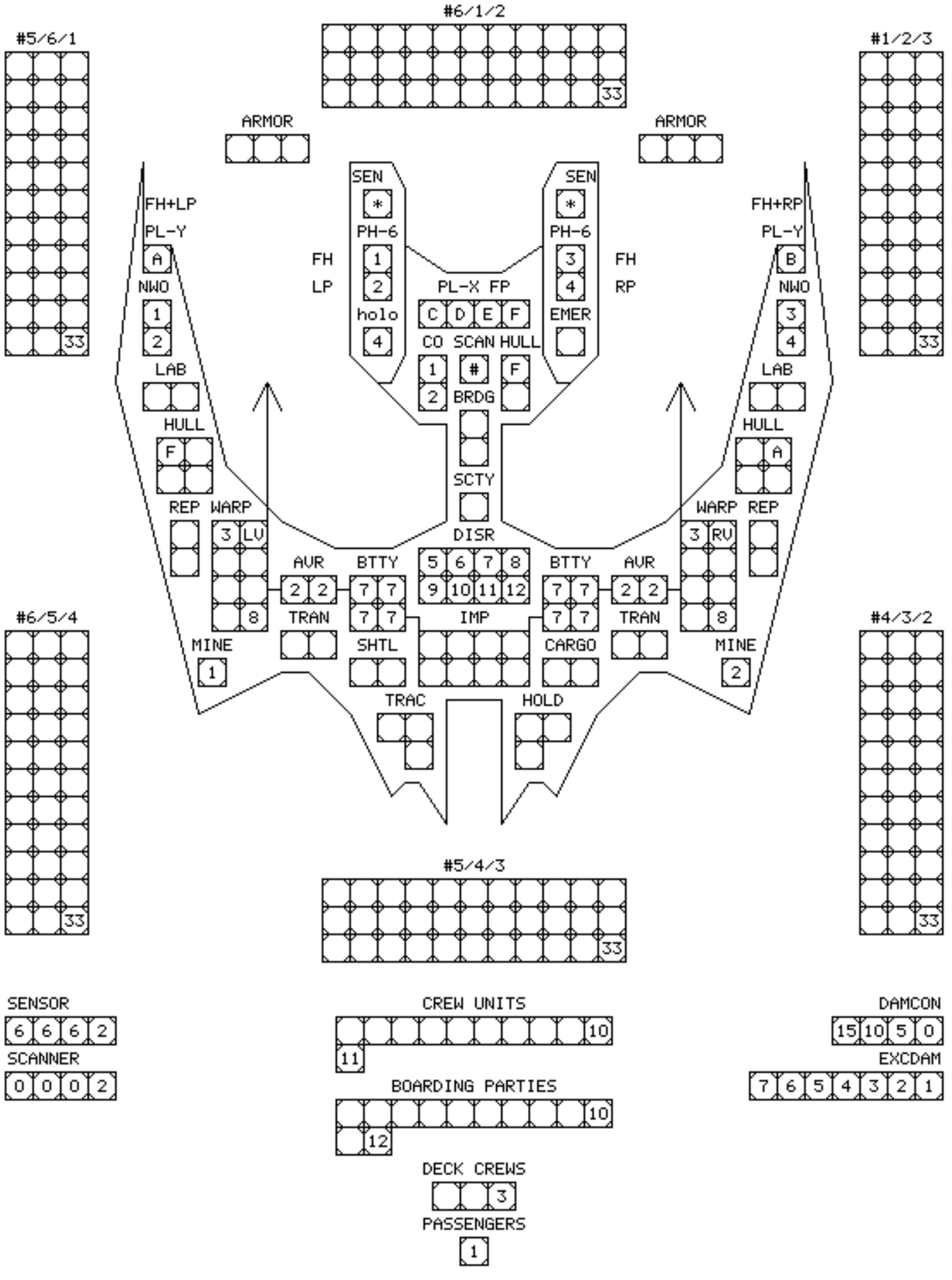
ROMULAN 3X Shadowbat Class Experimental Phasing Cruiser

```
Ship Class      = Shadowbat
Model Number    = 1 (SSB)
Point Value     = 10000**
Breakdown       = 6^2
Shield Cost     = 1+4
Explosion Str   = 114
Size Class      = 2
Movement Cost   = 3 (B)
Reference       = R4.304

Total Power = 72 (+56)
Opt Allow   = 180 (+100)
4X Systems  = CLOAK,
              PL-X, PL-Y

Legendary Navigator
Cloaking Device (19)
Phasing Device (23)
```



CREW UNITS

									10
							*		20
			25						

BOARDING PARTIES

									10
									20

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	=	Shadowhawk
Model Number	=	Type 2
Point Value	=	1775 *
Breakdown	=	6
Shield Cost	=	1+10
Explosion Str	=	390
Size Class	=	2
Movement Cost	=	1+1/2 (C)
Reference	=	R4.201
Total Power	=	182 (+154)
Opt Allowance	=	0 (+0)
3X Systems	=	(none)
Cloaking Device (10+30)		

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

TYPE V OFFENSIVE PHASER TABLE

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

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

ROMULAN
2XI
Shadowhawk
Destroyer

2X DISRUPTOR TABLE

RANGE	0	1-8	9-12	13-16	17-22	23-30	31-40
HIT, STANDARD	1-7	1-6	1-5	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-6	1-5	1-4	NA	NA	NA	NA
DMG, STANDARD	6	5	5	4	4	3	3
DMG, OVERLOAD	12	10	8	0	0	0	0
DMG, DBL OVER	18	15	12	0	0	0	0

Fires 1/t; Energy Cost = 2 (Std), 4 (Over), 6 (Dbl Over).
6 point capacitor (as per a phaser).

SENSOR

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

SCANNER

0	0	0	0	0	0	0	0	0	0	0	1	3	5	7

DAMCON

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

EXCDAM

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

2X PHOTON TORPEDO TABLE

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

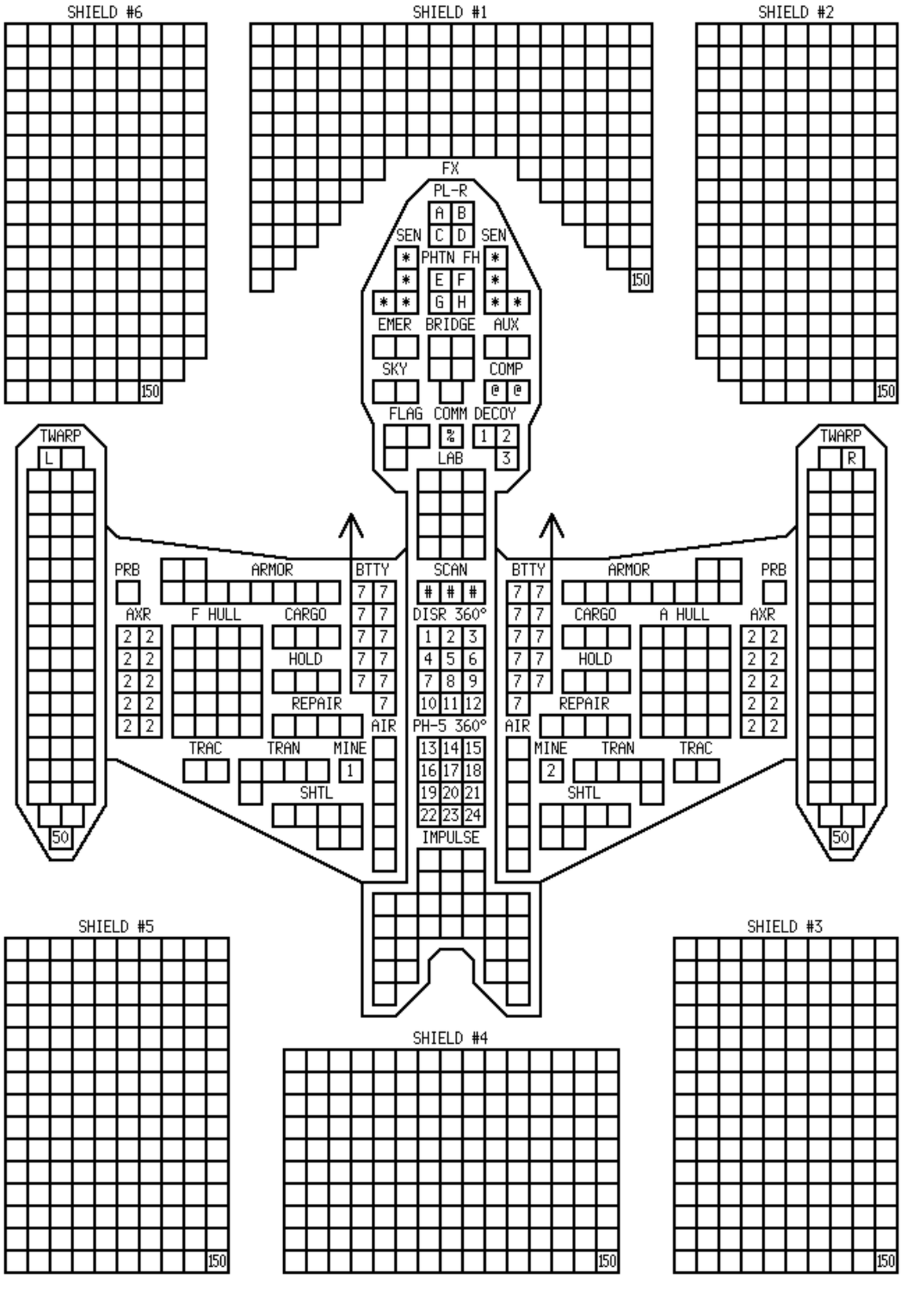
Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
Hold Standard = 1 energy; Hold Overload = 2 energy.

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



CREW UNITS

							*		10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

				6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

Ship Class	= KE7R modified
Model Number	= Type 2
Point Value	= 152 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 103
Size Class	= 3
Movement Cost	= 1 (B)
Reference	= R4.066
Total Power	= 39 (+3)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (16/3)	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA RACKS

1																				DB
2																				DB
3																				DB
4																				DB

In addition to normal PL-D modes, has a "double space" mode: spend 2 energy and 2 spaces of ammo to generate a torpedo identical to a PL-F.
PL-DB rack is BPV/Repair = 12, 2 spaces, hit on "Drone".

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

SHIELD #1

									24

SHIELD #2

	20

SHIELD #3

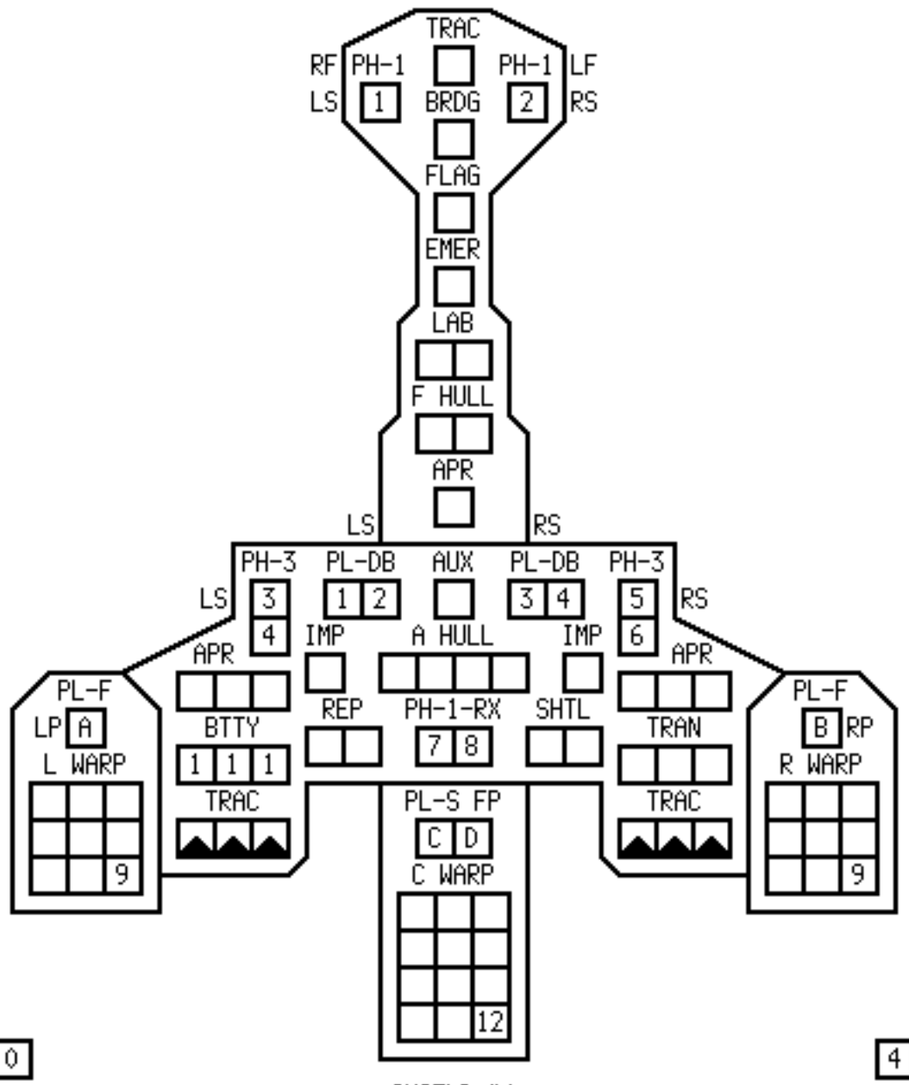
	30

SHIELD #5

	20

SHIELD #6

	20



SENSOR

6	5	3	0

SCANNER

0	1	3	9

SHIELD #4

									20

DAMCON

4	2	2	0

EXCDAM

4	3	2	1

ROMULAN
OXs
ShieldHawk
KE7R Cruiser

SmileyLich

SmileyLich@aol.com

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Evaluation by ADB, Inc. is pending.

Interceptors can extend shields around mothership if docked to it.
Only one set of shields from any source may be protecting the mothership on any given impulse.
Only the shield-generating unit may reinforce the shield in question.
Ships shooting at the mother may damage the shield generating INT with internal damage instead of the mother.

SHIP DATA TABLE

Ship Class	= Decurion mod.
Model Number	= Type 3-S
Point Value	= 23/12
Breakdown	= 6
Shield Cost	= 0 [1+3]
Explosion Str	= 20
Size Class	= 5
Movement Cost	= 1/6 (AA)
Reference	= R4.PF66
Total Power	= 7 +4 WBP (+1)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (3/1)	
Can extend shields around other	

SHIELD #1

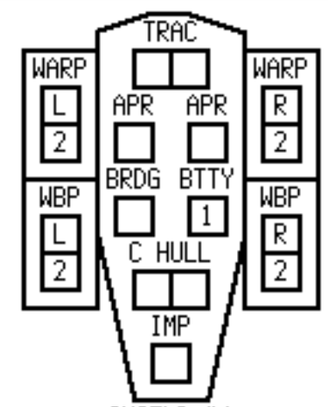
											12

SH #6

	10

SH #2

	10



SH #5

	10

SH #3

	10

SHIELD #4

									10

SEN

6	0

SCAN

0	9

DAMCON

2	0

EXCDAM

1

CREW

	2

BP

1

T-BOMB

	D

CREW UNITS

		*							10
									20
						27			

BOARDING PARTIES

						7

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

T-BOMBS

			D	D	D

SHIP DATA TABLE

Ship Class	=	Skyfire
Model Number	=	Type 2
Point Value	=	189 *
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	117
Size Class	=	3
Movement Cost	=	3/4 (B)
Reference	=	R4.061
Total Power	=	38 +2 PO (+12)
Opt Allowance	=	40 (+10)
1X Systems	=	(none)
Cloaking Device (5+10)		

SHIELD #6

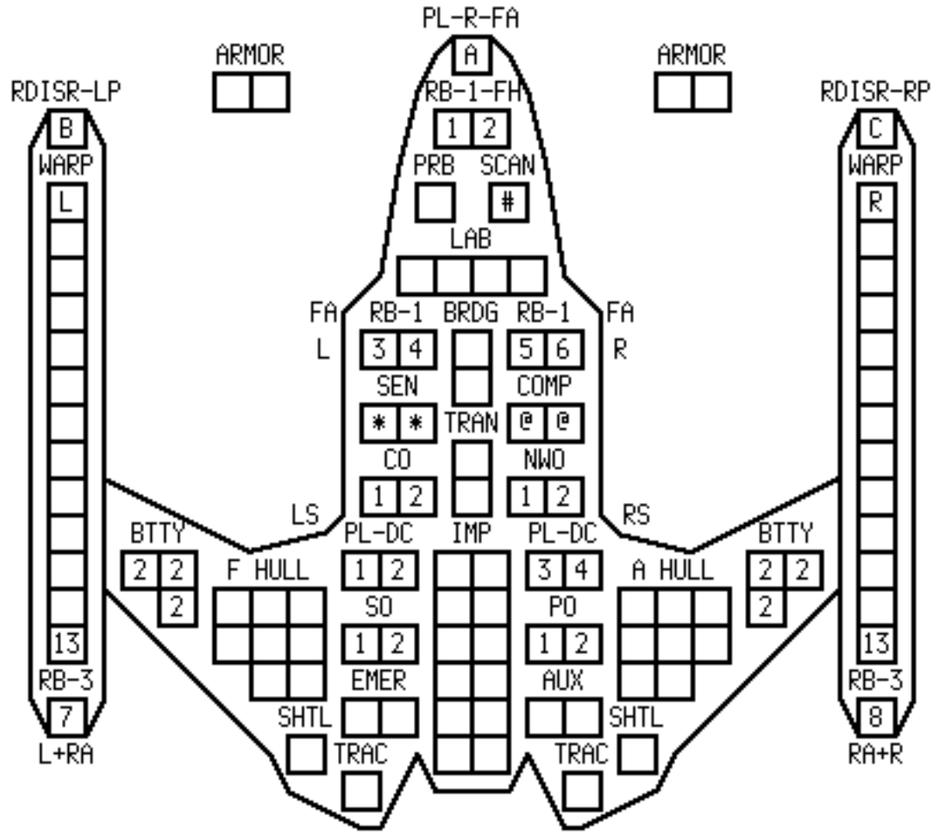
	28

SHIELD #1

														34

SHIELD #2

	28



SHIELD #5

	22

SHIELD #3

	22

SHIELD #4

									22

SENSOR

6	6	5	4	0

SCANNER

0	0	1	2	9

DAMCON

4	4	2	2	0

EXCDAM

5	4	3	2	1

TYPE I ROMULAN BEAM TABLE

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

TYPE III ROMULAN BEAM TABLE

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROMULAN DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1	1
HIT (DERFACS)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1-2	1
HIT (OVERLOAD)	1-4	1-3	1-3	1-2	1-2	NA	NA	NA	NA
DAMAGE, STD	0	8	7	6	5	4	3	2	1
DAMAGE, OVLD	17	16	15	14	13	0	0	0	0

Identical in all ways to a DISR, except the table is different.
BPV/Repair 4; 1 space; hit on "Torpedo".

PLASMA RACKS

1							DC
2							DC
3							DC
4							DC

Similar to a normal PL-D rack, except can launch 2/turn in offensive mode.
BPV/Repair 10; 2 spaces; hit on "Drone".

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ROMULAN
OXI
Skyfire Class
Heavy War Cruiser

ROMULAN OXs
SlowHawk Cruiser

CREW UNITS

			*						10
									20
							28		

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
TWO SHUTTLE BAYS							

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D

SHIP DATA TABLE

SHIP CLASS	=	SLOWHAWK
MODEL NUMBER	=	1
POINT VALUE	=	180 *
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
EXPLOSION STR	=	134
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R4.033
FILENAME	=	ROM-SLOH
TOTAL POWER	=	49 (+6)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	6 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (5+15)		

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

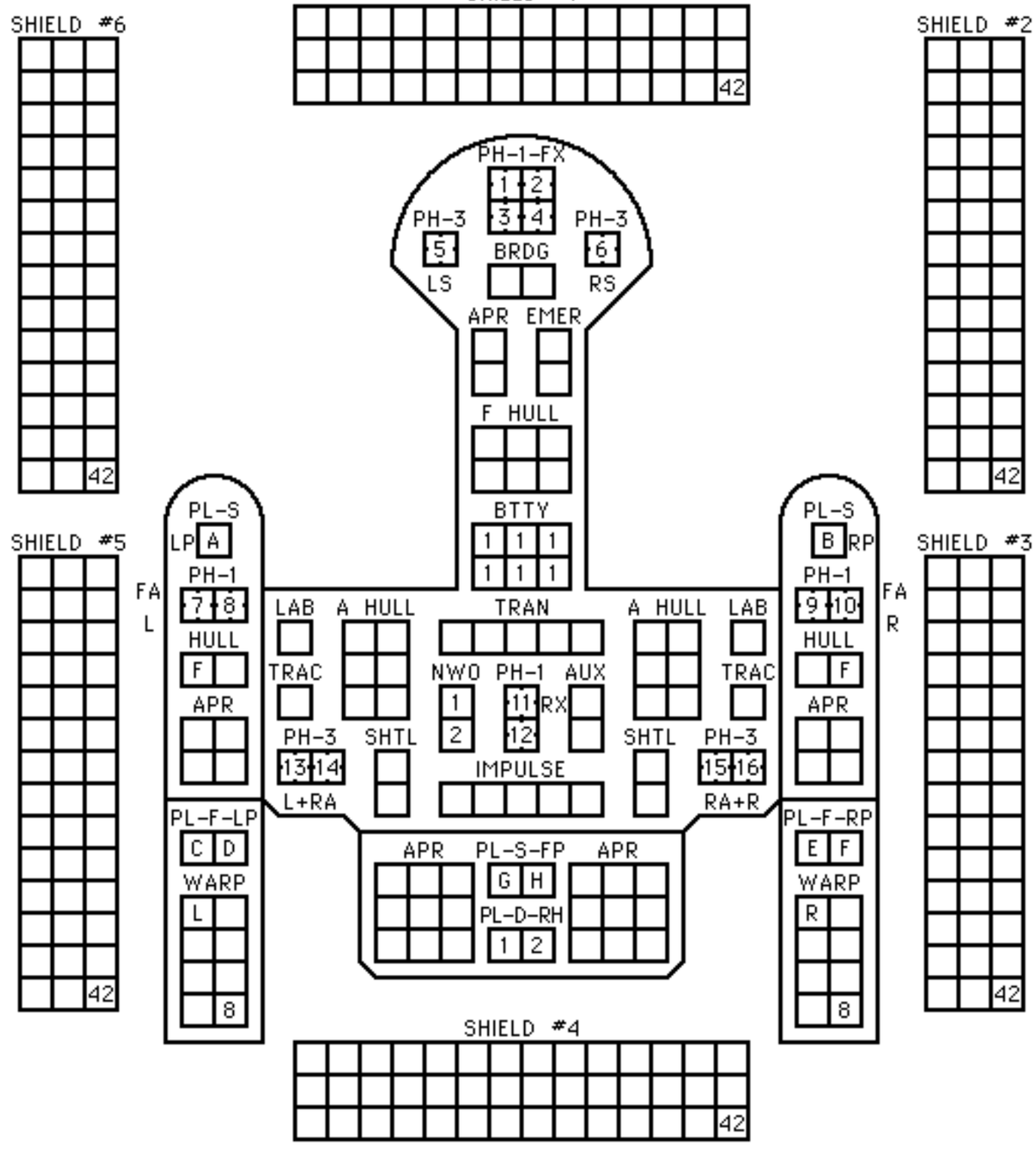
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1			

PLASMA RACKS

1						D
2						D

TURN MODE	SPEED
D 1	1-4
2	5-8
HET 3	9-12
NONE 4	13-17
BD 5	18-24
6	25+

THIS SHIP CANNOT MAKE HIGH-ENERGY TURNS.



SENSOR

6	6	6	5	4	3	0

SCANNER

0	0	0	1	2	3	9

DAMCON

6	5	4	3	2	1	0

EXCDAM

7	6	5	4	3	2	1

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ROMULAN OXs
SupremeHawk Plasma DN

CREW UNITS

					*				10
									20
									30
									40
									50
									60
									70
									80
	82								

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
TWO SHUTTLE BAYS.							

BOARDING PARTIES

									10
									20
									30

TRANSPORTER BOMBS

						D	D	D	D	D	D	

PROBES

				5

SHIP DATA TABLE

SHIP CLASS	=	SUPREME-H
MODEL NUMBER	=	SPRH
POINT VALUE	=	318 *
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
EXPLOSION STR	=	179
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/2 (D)
REFERENCE	=	R4.029
FILENAME	=	ROM-SPRH
TOTAL POWER	=	81 (+10)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (6+30)		

TYPE 1 PHASER TABLE

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

TURN MODE	SPEED
D	1
	2
HET	3
	4
BD	5
	6

1-4
5-8
9-12
13-17
18-24
25+

TYPE 3 PHASER TABLE

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

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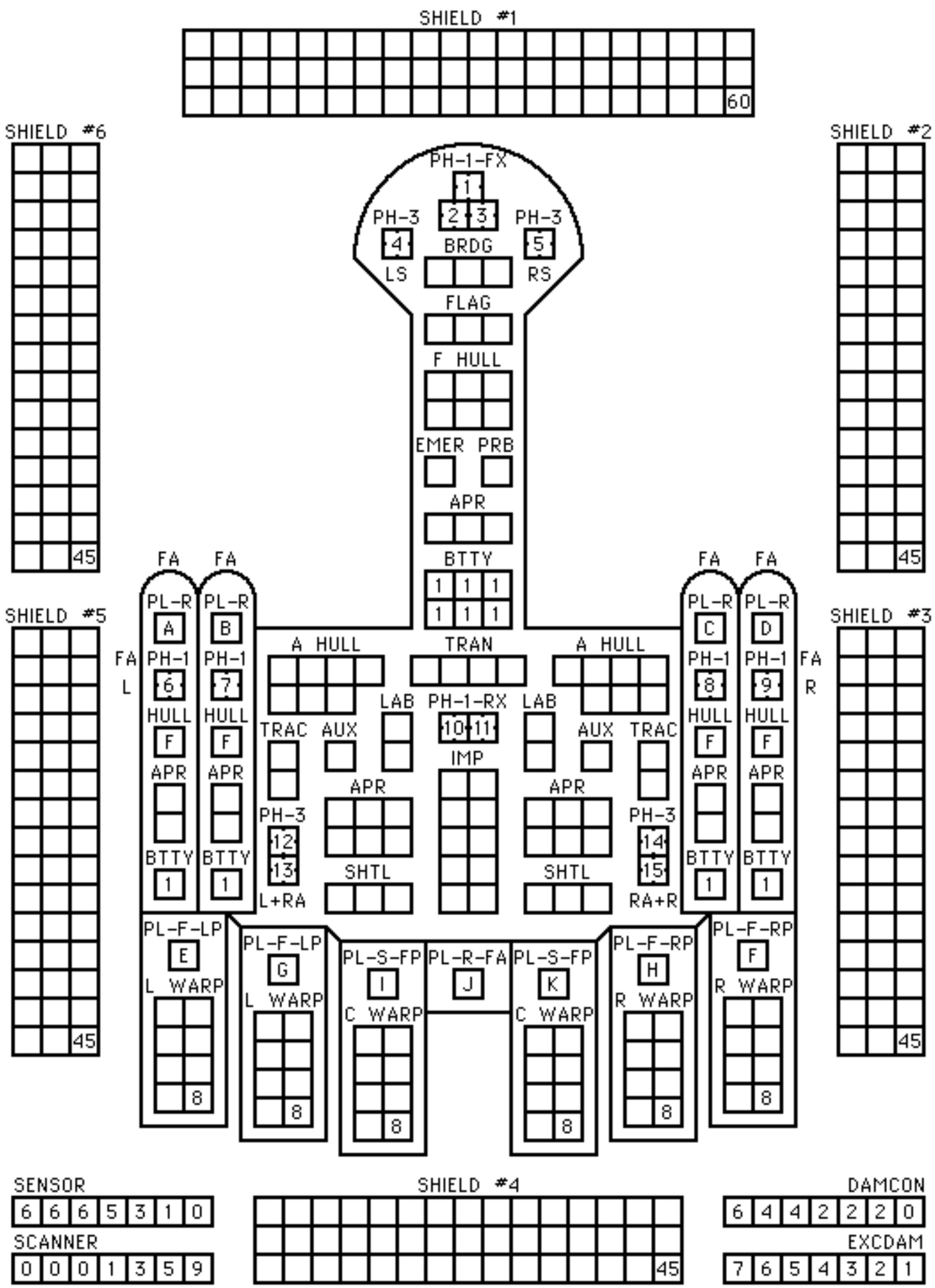
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



ROMULAN OXI
Super ROC Heavy Battleship

CREW UNITS

					*				10
									20
									30
									40
									50
									60
									70
									80
									90
								99	

BOARDING PARTIES

									10
									20
									30
								39	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
TWO SHUTTLE BAYS.							

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D

PROBES

				5

PROBES

				5

SHIP DATA TABLE

SHIP CLASS	=	SUPER ROC
MODEL NUMBER	=	SROC
POINT VALUE	=	373
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
EXPLOSION STR	=	260
SIZE CLASS	=	2
MOVEMENT COST	=	2+1/4 (E)
REFERENCE	=	R4.028
FILENAME	=	ROM-SROC
TOTAL POWER	=	92 (+18)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE (9+36)		

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

TURN MODE	SPEED
H 1	1-2
2	3-4
3	5-7
4	8-11
5	12-15
HET 6	16-19
7	20-23
BD 8	24-29
9	30+

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SENSOR

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

SCANNER

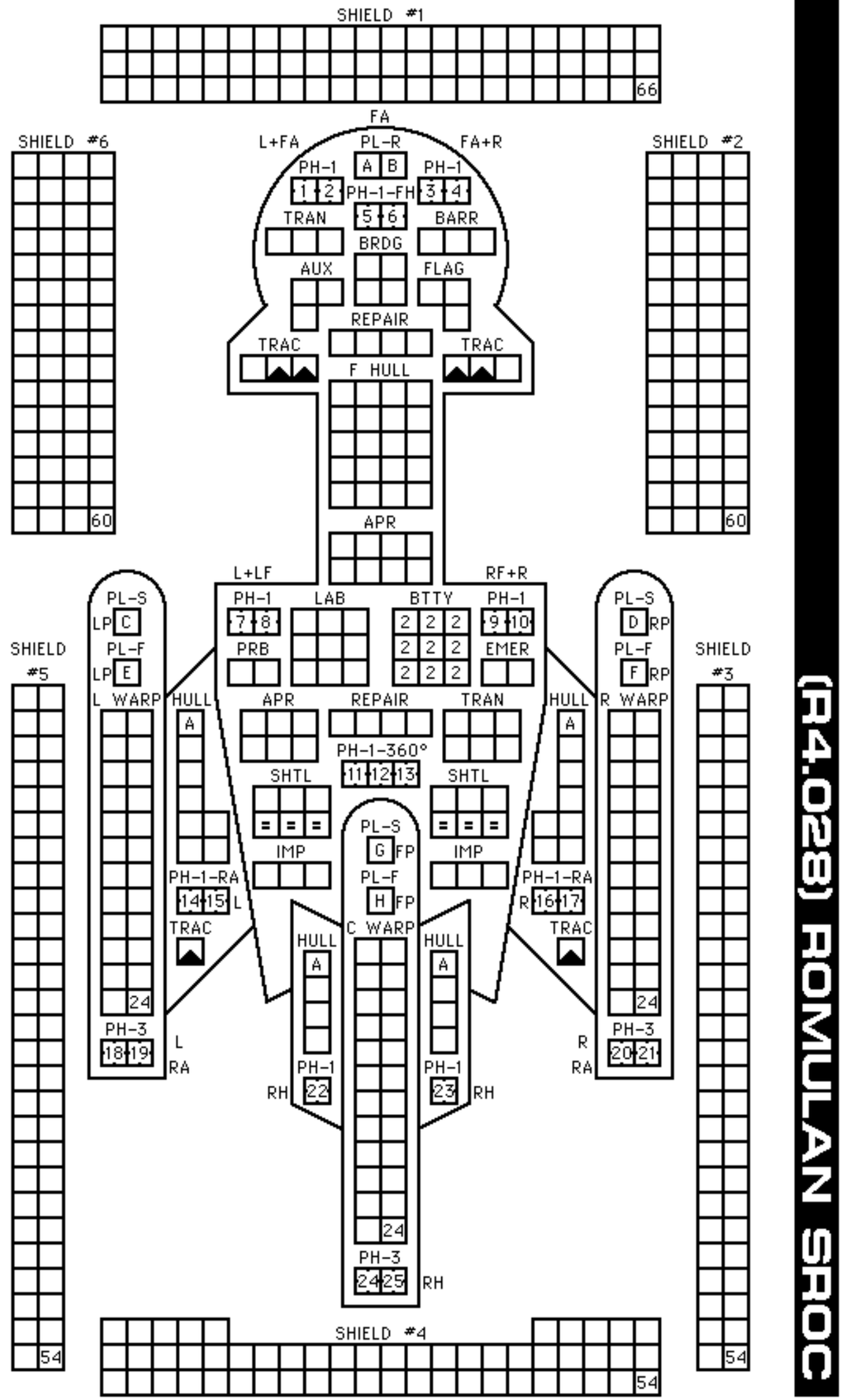
0	
0	
0	
0	
0	
0	
1	
2	
3	
4	
5	
9	

DAMCON

10	
8	
8	
8	
6	
6	
4	
4	
4	
2	
2	
0	

EXCDAM

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



ROMULAN OXI (R4.028) ROMULAN SROC

CREW UNITS

				*					10
									20
21									

BOARDING PARTIES

						7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

SHIP DATA TABLE

Ship Class	= Star Seeker
Model Number	= V-20 Type 2
Point Value	= 374 *
Breakdown	= 6
Shield Cost	= 1+3
Explosion Str	= 134
Size Class	= 3
Movement Cost	= 3/4 (B)
Reference	= R4.102
Total Power	= 46 +6 PO (+24)
Opt Allowance	= 56 (+28)
2X Systems	= (none)
UIM (x1); DERFACS	
Cloaking Device (6+18)	

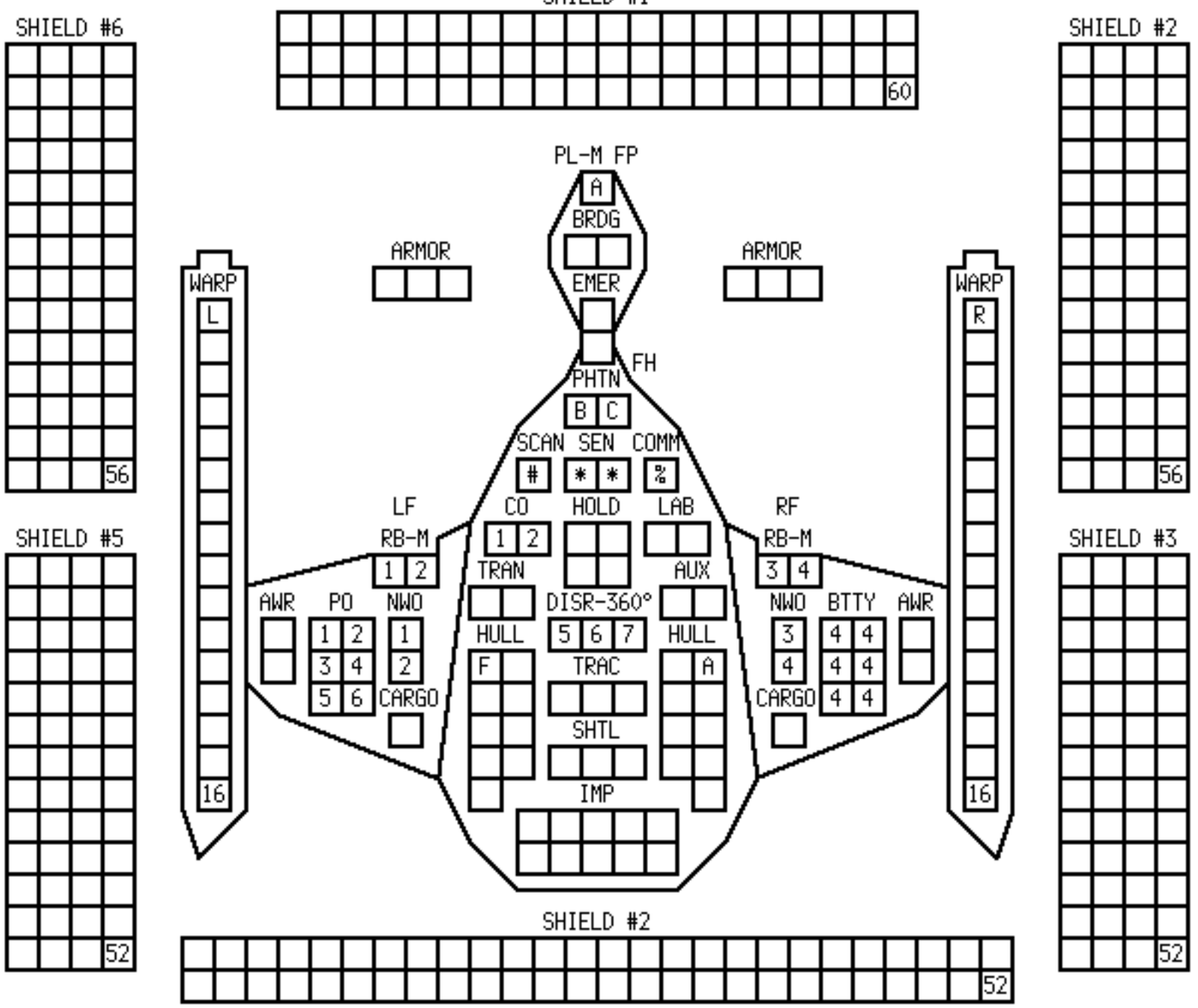
TYPE M ROMULAN MEGABEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	22	20	18	16	14	12	10	8	6	4	2
2	22	20	18	16	14	12	10	8	5	3	2
3	22	20	18	16	14	12	10	4	0	0	0
4	22	20	18	16	14	12	6	0	0	0	0
5	9	8	7	6	5	4	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

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

DISRUPTOR TABLE

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



SENSOR

6	6	6	6	5	4	1

SCANNER

0	0	0	0	1	2	8

DAMCON

6	6	4	4	2	2	0

EXCDAM

7	6	5	4	3	2	1

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

PHOTON TORPEDO (D & H refits) TABLE

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

ROMULAN
1X
Star Seeker
Light Cruiser

dsm131@psu.edu
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Evaluation by ADB, Inc. is pending.
Enjoy!

CREW UNIT
*1

THIS SHIP DOES NOT HAVE SHUTTLECRAFT.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

T-BOMBS

no dummies

CLOAK CHARGES ARE 1 USE CLOAKING DEVICES. THEY BURN OUT IF THE SHIP DECLOAKS, HAS ITS CLOAK VOIDED, OR AFTER 30 TURNS.

SHIP DATA TABLE

Ship Class	= SSS (Unique)
Model Number	= Type 1
Point Value	= 400/25 *
Breakdown	= 6
Shield Cost	= 0
Explosion Str	= 23
Size Class	= 5
Movement Cost	= 1/7 (SF)
Reference	= R4.119
Total Power	= 7 (+0)
Opt Allowance	= 0 (+0)
0X Systems	= BRDG, SCAN, HULL, HOLD, TRAN
1X Systems	= LAB, IMP, PH-1
2X Systems	= COMP, SHIELDS
3X Systems	= CLOAK CHARGES
5X Systens	= SLIP STREAM

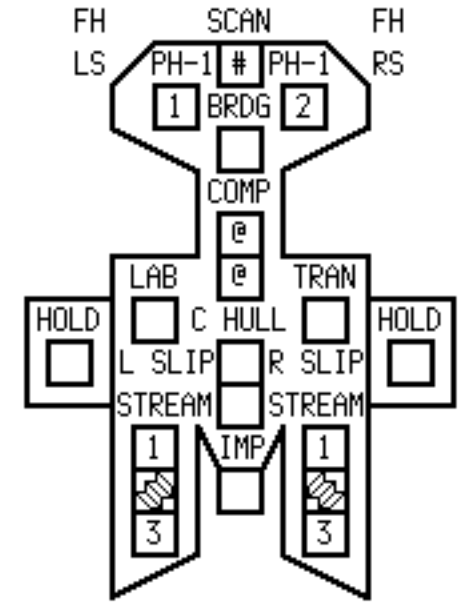
4 Cloak Charges (1) [x5+18]
Legendary Tal-Shiar Officer (Tlusok)

TURN	MODE	SPEED
SF	1	1-11
HET	2	12-23
	3	24+

BD

SHIELD 360°

10



SENSOR 6 0

SCANNER 0 9

DAMCON 1 0

EXCDAM 1

ROMULAN
1X
Experimental
Slip-Stream Shuttle

CREW UNITS

				*					10
			14						

BOARDING PARTIES

			4

PASSENGERS

	2

PROBES

				5
				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

SHIP DATA TABLE

Ship Class	= Starglider
Model Number	= Type 3
Point Value	= 369 *
Breakdown	= 6
Shield Cost	= 1+1
Explosion Str	= 143
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.005
Total Power	= 45 +2 PO (+16)
Opt Allowance	= 47 (+24)
1X Systems	= (none)
Cloaking Device (3+10)	
DERFACS	

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

T-BOMBS

D	D	D	D	D

NSMs

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

DISRUPTOR TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

DRONE/MINE RACKS

1							D
2							D
3							D
4						4	
5						4	

SHIELD #1

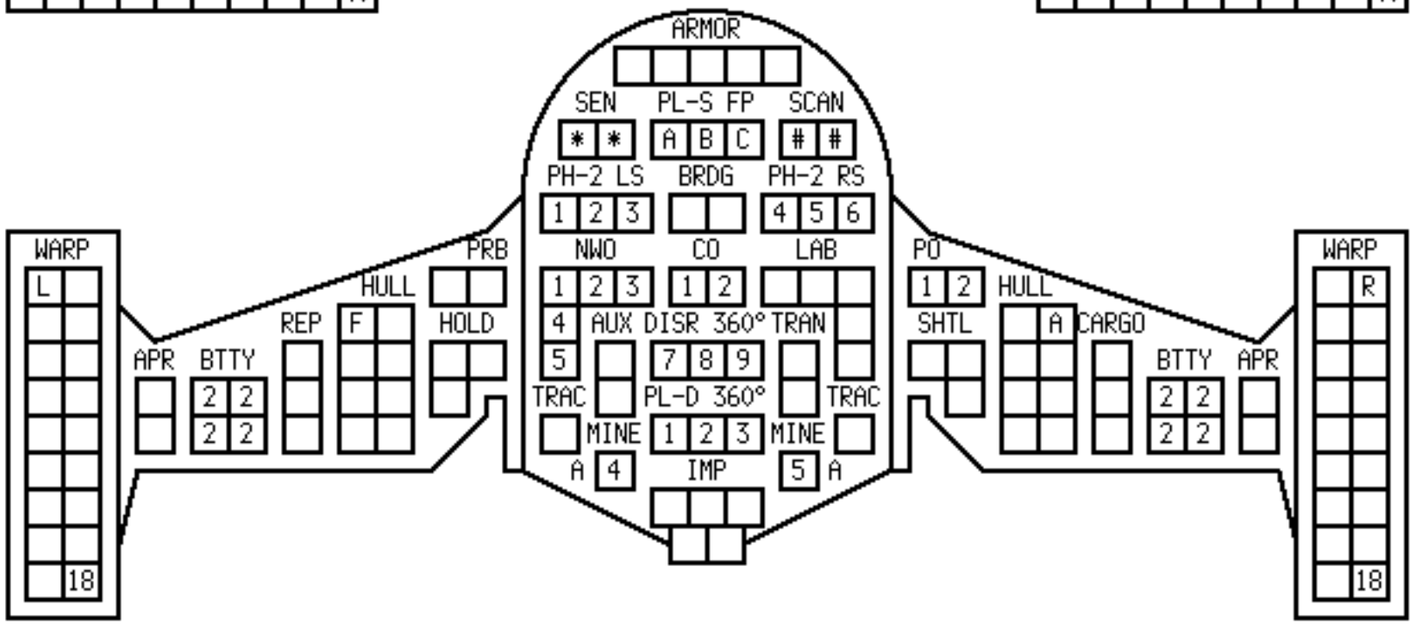
									40

SHIELD #2

									40

SHIELD #6

									40



SHIELD #5

									40

SHIELD #4

									40

SHIELD #3

									40

SENSOR

6	6	4	2	0

SCANNER

0	0	3	6	9

DAMCON

4	4	2	2	0

EXCDAM

5	4	3	2	1

ROMULAN
OXI
Starglider Class
Cruiser

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CREW UNITS

			*						10
									20
									30
				35					

BOARDING PARTIES

									10
									20
									30

PROBES

				5

TRANSPORTER BOMBS

					D	D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

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

SHIP DATA TABLE

Ship Class	=	Stormbird
Model Number	=	KD7R (Type 1)
Point Value	=	198/148 *
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	142
Size Class	=	3
Movement Cost	=	1 (C)
Reference	=	R4.011
Total Power	=	48 +2 PO (+4)
Opt Allowance	=	23 (+11)
1X Systems	=	(none)
Cloaking Device (4+10)		

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DISRUPTOR TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

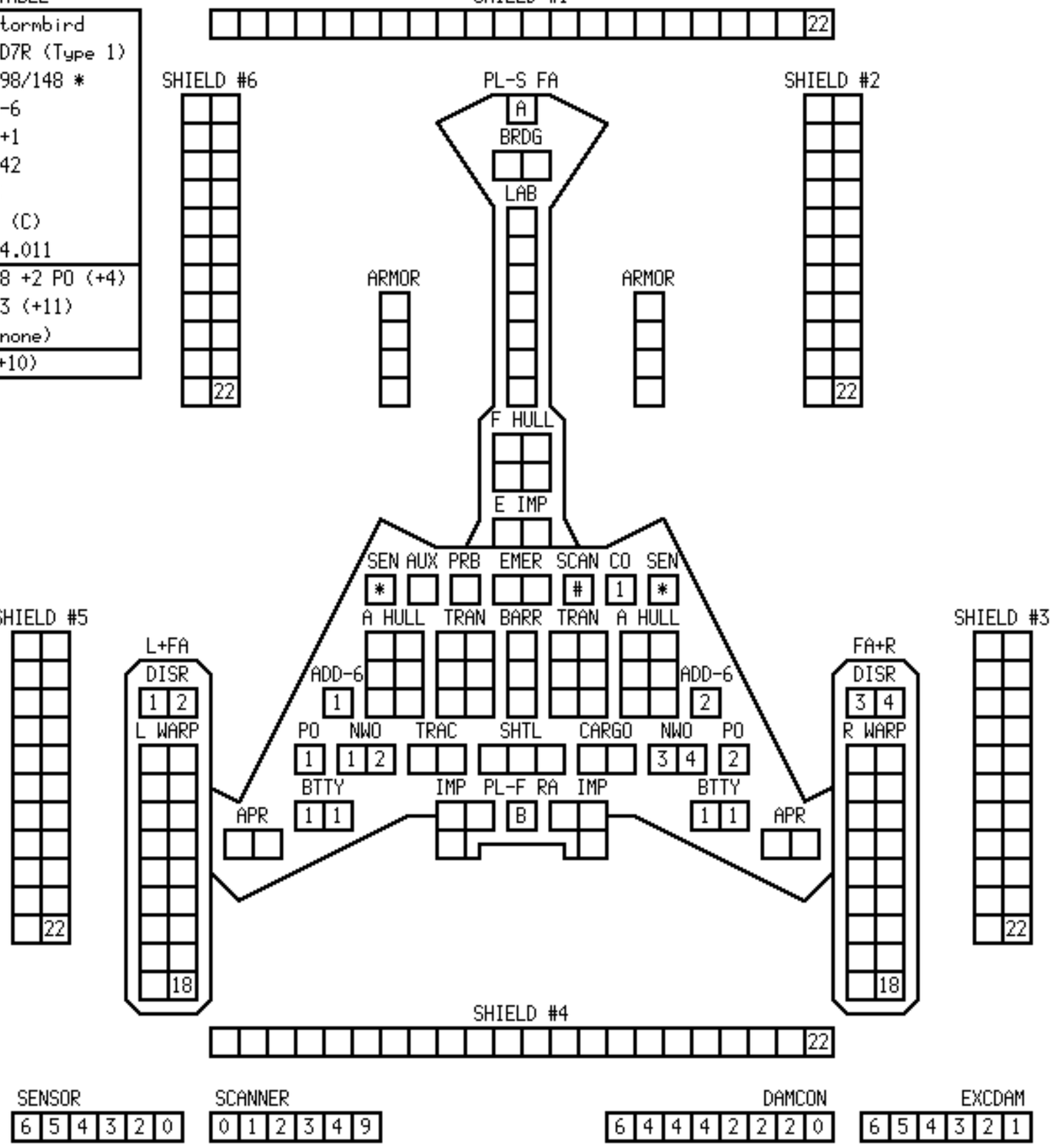
ANTI-DRONES

1						
2						

ANTI-DRONE TABLE

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

ROMULAN
OXs
KD7R *Stormbird* Class
Heavy Cruiser



SENSOR

6	5	4	3	2	0	

SCANNER

0	1	2	3	4	9	

DAMCON

6	4	4	4	2	2	2	0	

EXCDAM

6	5	4	3	2	1	

CREW UNITS

									*10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	=	X-SuperHawk
Model Number	=	Type 2
Point Value	=	689 *
Breakdown	=	7
Shield Cost	=	1+3
Explosion Str	=	189
Size Class	=	2
Movement Cost	=	1 (B)
Reference	=	R4.204
Total Power	=	69 (+35)
Opt Allowance	=	64 (+36)
3X Systems	=	(none)
Cloaking Device (30/10)		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

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PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT 2X	1-5	1-4	1-3						1-2					

ROMULAN
2Xe
SuperHawk
Heavy Cruiser

SHIELD #1

																			60

SHIELD #2

		48

SHIELD #3

		48

SHIELD #4

| | | | | | | | | | | | | | | | | | | |

CREW UNITS

				*						10
										20
								28		

BOARDING PARTIES

						7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

			D	D	D

SHIP DATA TABLE

Ship Class	= Swift Wing
Model Number	= Type 5
Point Value	= 177 *
Breakdown	= 6
Shield Cost	= 1+1
Explosion Str	= 105
Size Class	= 3
Movement Cost	= 3/4 (B)
Reference	= R4.018
Total Power	= 40 (+8)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (4+8)	

TYPE I ROMULAN BEAM TABLE

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

Identical in all ways to a Ph-1, except the table is different.
Can fire as a RB-2 for 1 energy or as a RB-3 for ½ energy.

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

TYPE II ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	8	7	6	5	4	3	2	1
2	8	7	6	5	3	1	0	0
3	8	7	6	5	0	0	0	0
4	4	4	4	4	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0

Identical in all ways to a PH-2, except the table is different.
Can fire as a RB-3 for ½ energy.

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT #	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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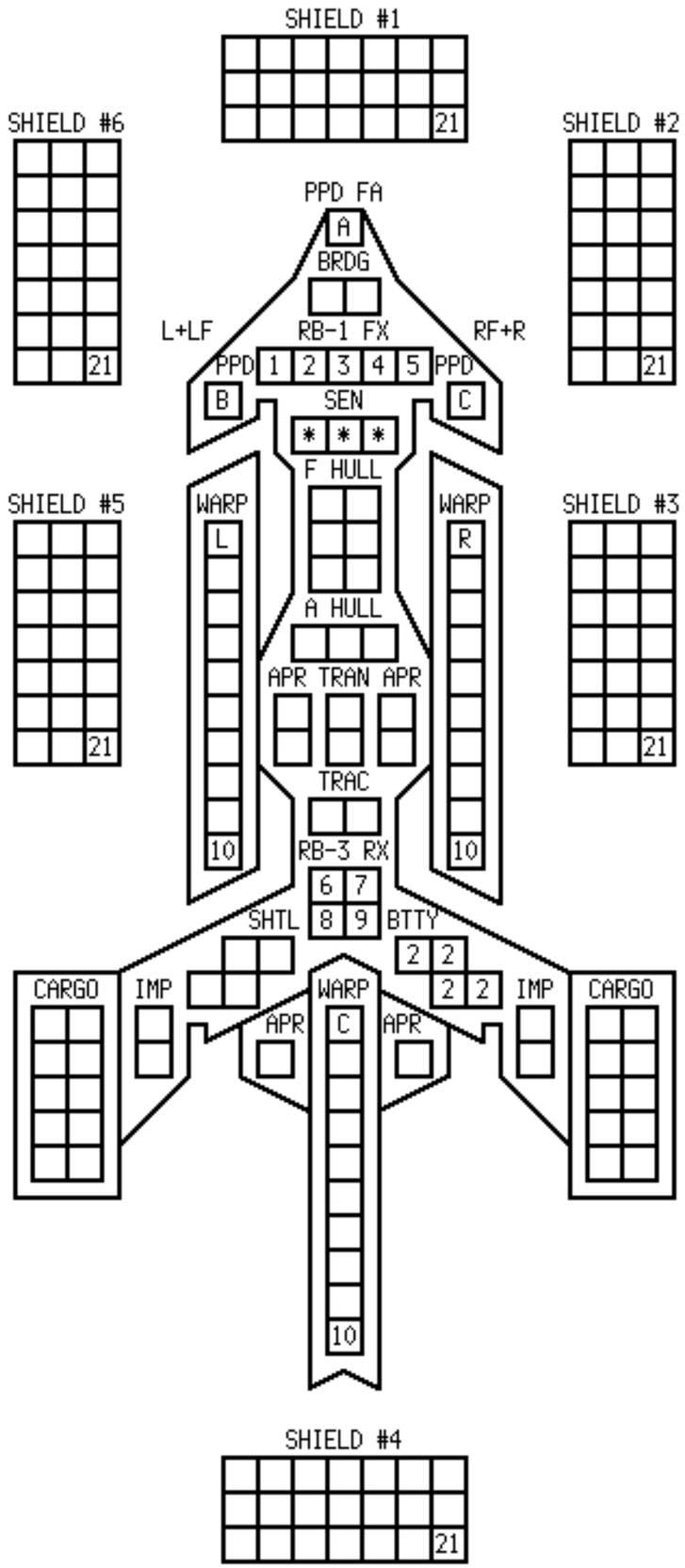
ROMULAN
OXI
Swift Wing
Experimental PPD Scout Cruiser



CREW UNITS

5
9

BOARDING PARTIES

5
8

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS

SHIP DATA TABLE

Ship Class	=	Ultrahawk
Model Number	=	7
Point Value	=	8800 *
Breakdown	=	6^2
Shield Cost	=	2+1
Explosion Str	=	106
Size Class	=	1
Movement Cost	=	3 (G)
Reference	=	R3.303-A
Total Power	=	60 (+42)
Opt Allowance	=	30 (+20)
4X Systems	=	(none)
Cloaking Device (16)		

TYPE VI COMBAT PHASER

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

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

TNG TURN MODE G

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

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

PL-X: STD = 4 (HOLD 2), OVER = 6 (HOLD 4)
PL-Y: STD = 2 (HOLD ½), OVER = 3 (HOLD 1)

3X/4X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10
HIT #	1-7	1-6	1-5	1-4	1-3	1-2	1

Standard: 1 energy to fire, 1 damage.
Overload: 2 energy to fire, 2 damage.
Double-Overload: 3 energy to fire, 3 damage.
Triple-Overload: 4 energy to fire, 4 damage.
6 (8) energy capacitor.

ROMULAN
3X
Ultrahawk
Light Battleship

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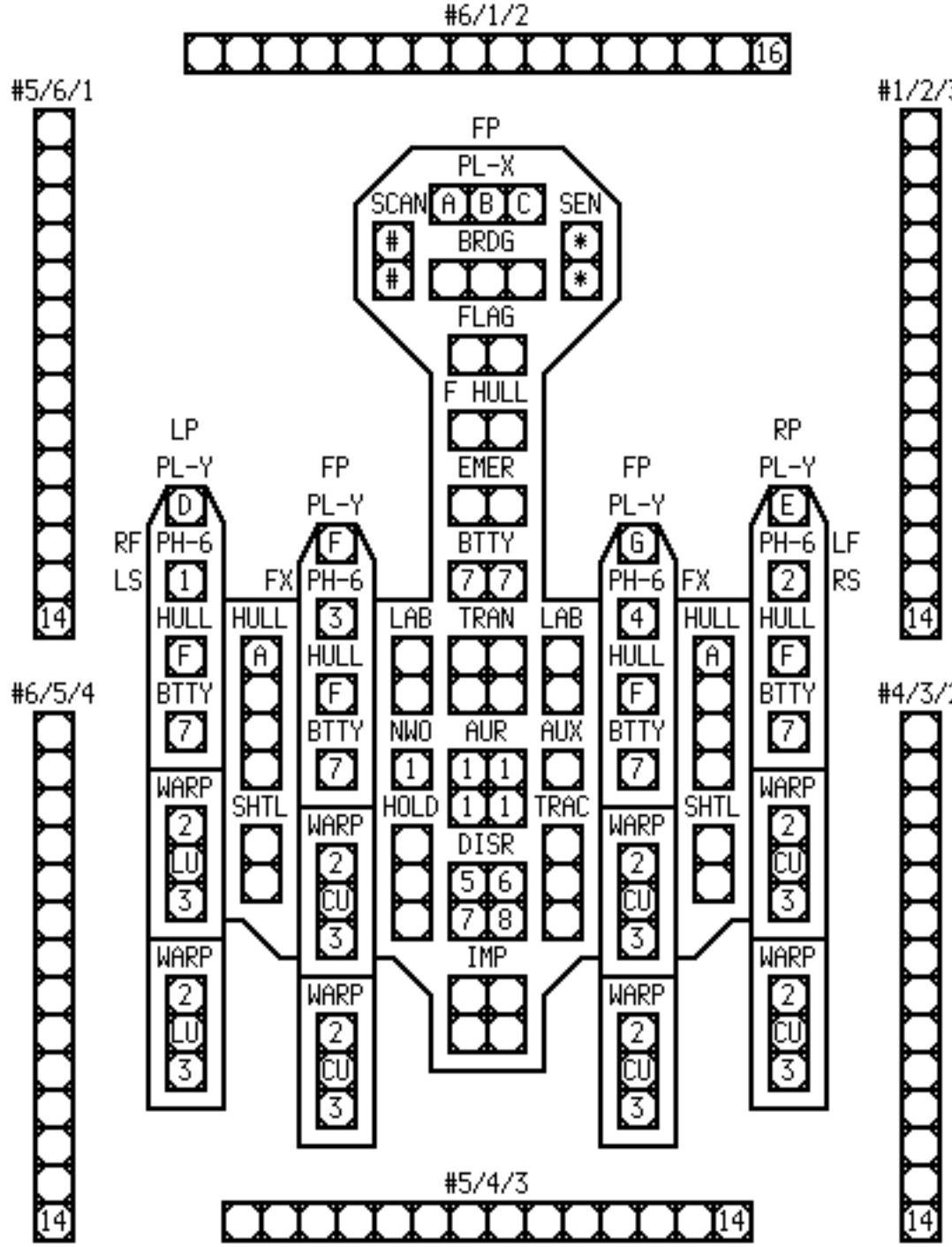


SENSOR: 6 6 6 5 2
SCANNER: 0 0 0 1 2

DISR 5-8 are 360°

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

CREW UNITS

						*				10
				15						

BOARDING PARTIES

				5

PASSENGERS

			4

PROBES

				5
				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

		D	D

NSM

SHIP DATA TABLE

Ship Class	=	Snipe-B
Model Number	=	Unique
Point Value	=	91 *
Breakdown	=	4-6
Shield Cost	=	1/2+1/2
Explosion Str	=	54
Size Class	=	4
Movement Cost	=	1/3 (E)
Reference	=	R4.019
Total Power	=	18 (+3)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

Cloaking Device (2+3)

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

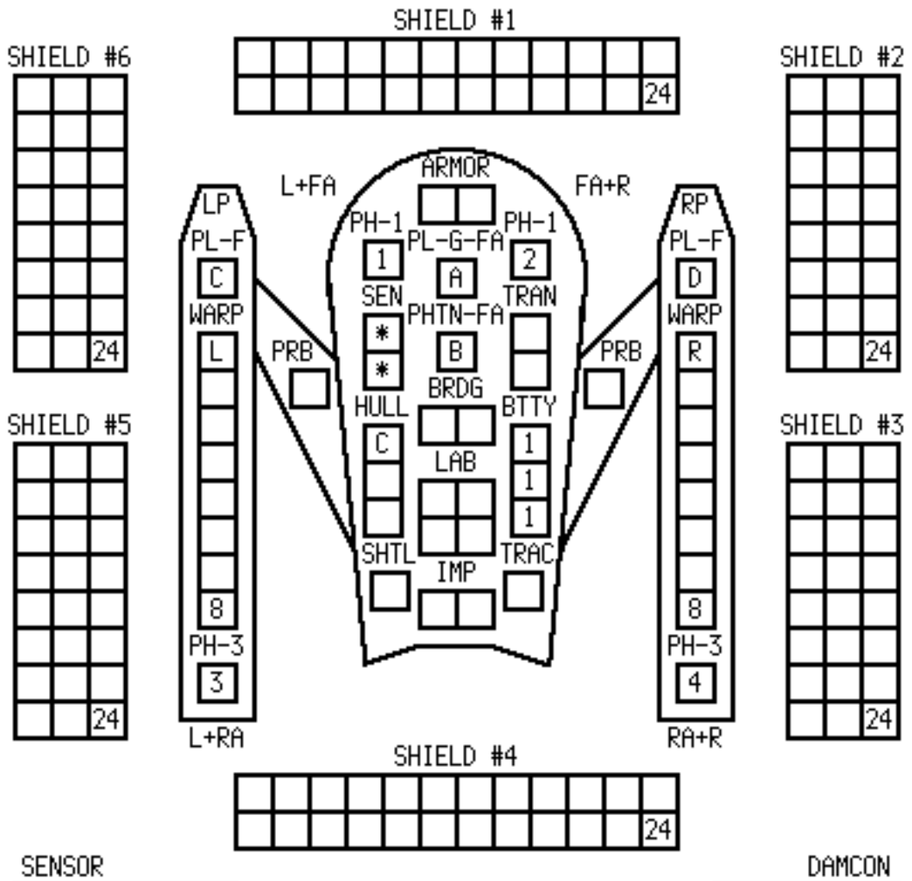
TURN MODE		SPEED
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PHOTON TORPEDO TABLE

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



SENSOR

6	6	5	4	2	0

SCANNER

0	0	0	3	6	9

DAMCON

4	2	2	2	0

EXCDAM

3	2	1

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ROMULAN-VULCAN OXs Unification Cruiser (Modified Snipe-B)

ROMULAN 4XI
Valdore Improved Warbird

SHIP DATA TABLE

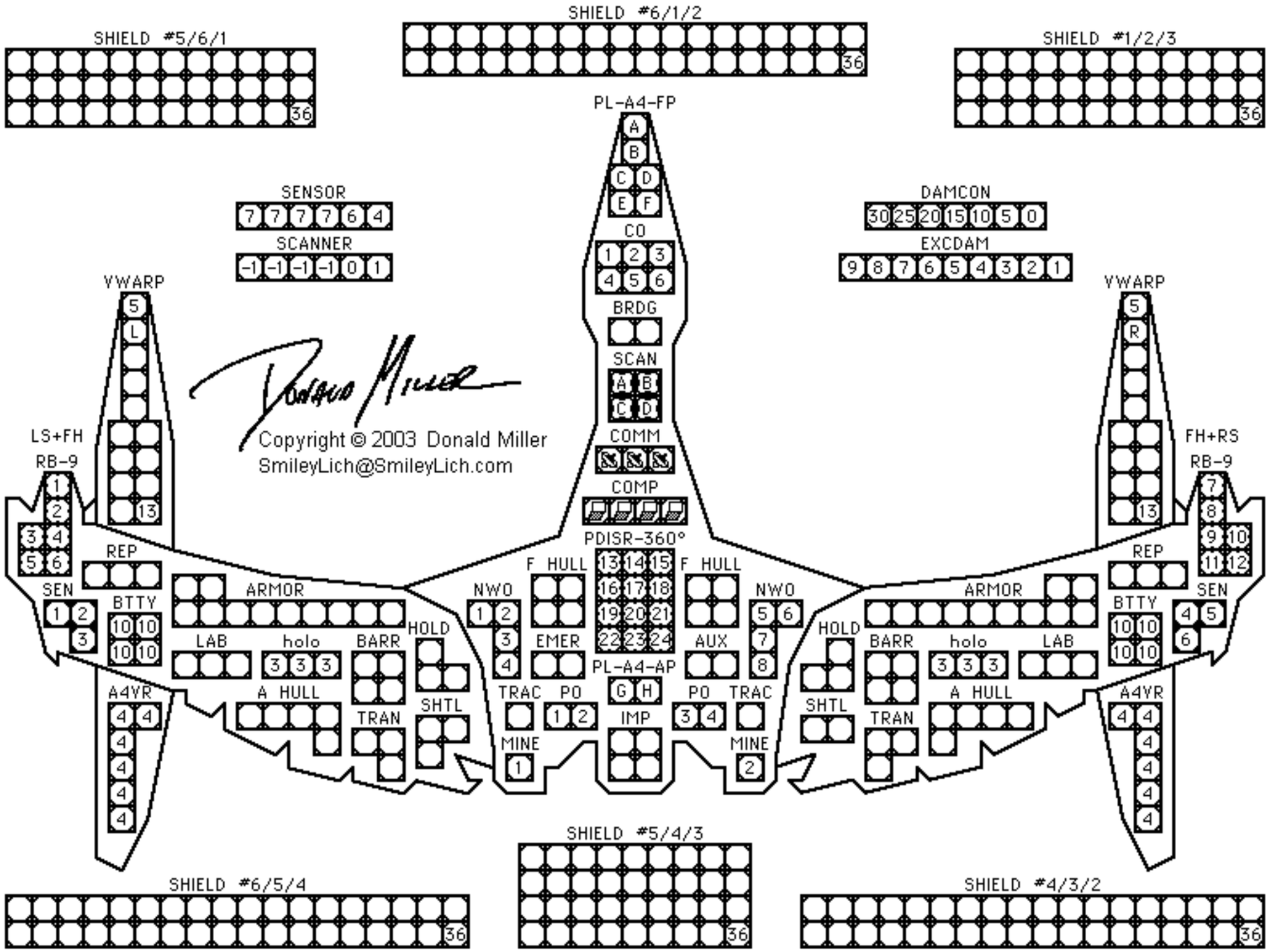
SHIP CLASS	=	YALDORE
MODEL NUMBER	=	8
POINT VALUE	=	35000 *
BREAKDOWN	=	6^5
SHIELD COST	=	1+3
EXPLOSION STR	=	223
SIZE CLASS	=	1
MOVEMENT COST	=	2 (A)
REFERENCE	=	R4.412
FILENAME	=	ROM-YALD
TOTAL POWER	=	230 (+80)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	940 (+1880)
5X SYSTEMS	=	(none)
CLOAKING DEVICE (22)		

CREW UNITS 9

BOARDING PARTIES 10 18

DECK CREWS 5

PASSENGERS 3



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TYPE 9 ROMULAN BEAM TABLE

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

Fires 4/turn.
Energy = 1/2 per shot. Capacitor = 16.

4X PULSE DISRUPTOR TABLE Capacitor=16.

RANGE	0	1	2	3	4–6	7–9	10–12	13–15
HIT	1–8	1–7	1–6	1–5	1–4	1–3	1–2	1

Normal mode: Fires 6/turn. Energy=1/shot.
5th shot has -1 TH; 6th shot has -3 TH.
Veron-T mode: Fires 1/turn. Energy=24.
If does internal, it is Excess Damage.

4X PL-A4 TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
PL-XS	22	18	14	10	6	2	0	0	0	0	0	0	0	0	0	0
PL-XL	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0
PL-YS	10	8	6	4	2	0	0	0	0	0	0	0	0	0	0	0
PL-YL	3	3	3	3	2	2	2	2	1	1	1	1	0	0	0	0
BOLT	1–7	1–6	1–6	1–5	1–5	1–4	1–4	1–3	1–3	1–2	1–2	1	1	0	0	-1

PL-A4:
Fires 1/turn.
PL-X modes:
Energy = 4, Hold = 2, add 2 for envelope.
PL-Y modes:
Energy = 2, Hold = 1/2, add 1 for envelope.

REPEATING UNIVERSE

ROMULAN OXs

4 Engine Warbird

CREW UNITS

						*			10
									20
									30

BOARDING PARTIES

							8

TRANSPORTER BOMBS

						D	D	D	D	D	D	

NSMs

PROBES

				5
				5

SHIP DATA TABLE

SHIP CLASS	=	4 Eng WB
MODEL NUMBER	=	Type 5-4-1
POINT VALUE	=	243 *
BREAKDOWN	=	0-6
SHIELD COST	=	1+3
EXPLOSION STR	=	181
SIZE CLASS	=	3
MOVEMENT COST	=	1+1/2 (F)
REFERENCE	=	R4.001-B
FILENAME	=	ROM-WAR4
TOTAL POWER	=	62 (+8)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	62 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE (5+12)		

TYPE 2 PHASER TABLE

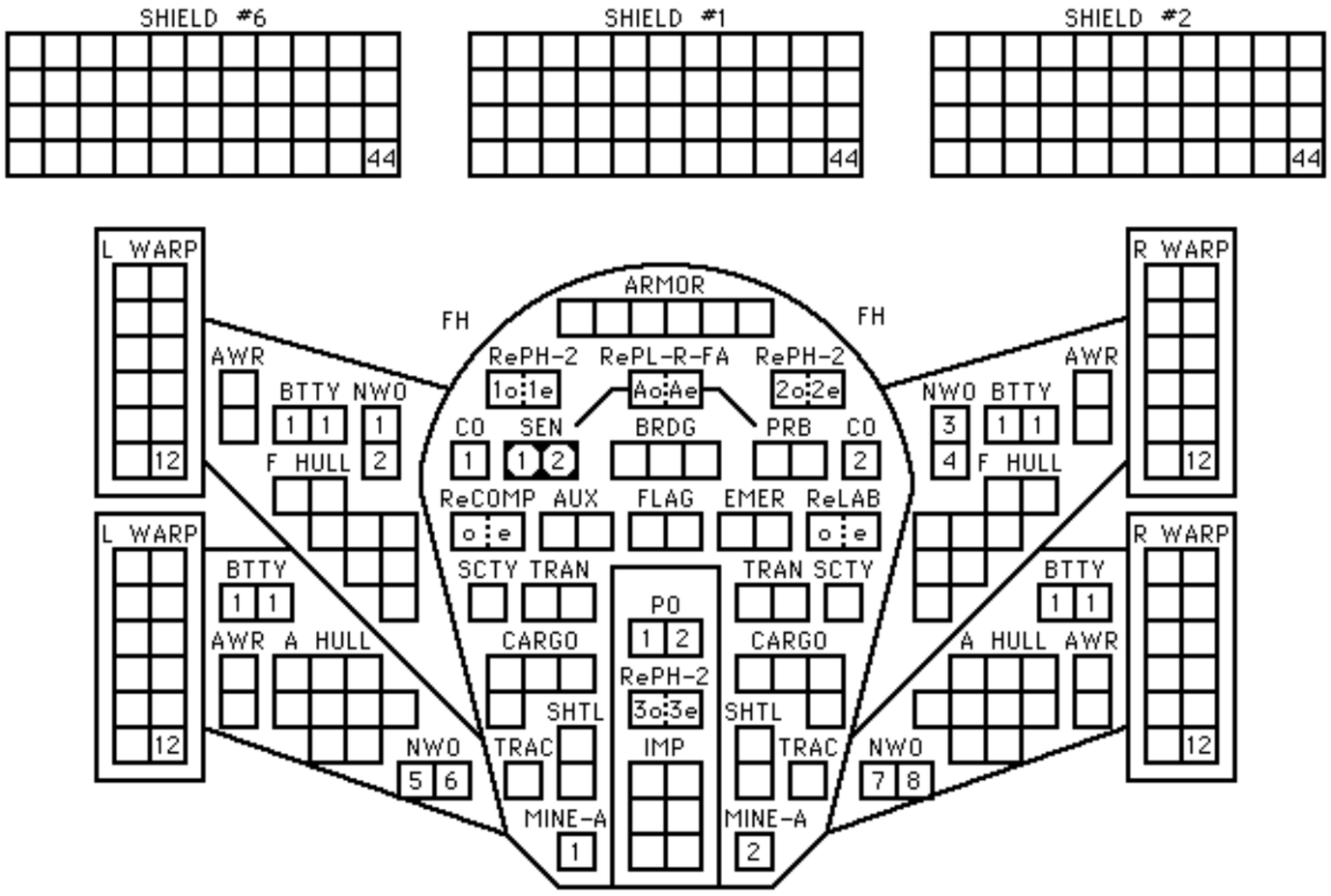
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



Repeating Systems:

Each Repeating System is represented as two boxes, and "odd box" ("o") and an "even box" ("e").
Repeating Systems cost 5 times the energy to arm and hold. Repeating Systems have 5 times the amount of ammunition.
Repeating Systems can be used every impulse (assuming my 10 impulse system; if using the 32 impulse system, Repeating Systems can be used every 3 impulses).
The first hit on a Repeating System destroys one the two boxes (your choice). The "odd box" controls the odd-numbered firings for the turn (1st, 3rd, 5th, etc.) and the "even box" controls the even-numbered boxes. If a box is destroyed, those firings do not occur (so a weapon with it's "odd box" destroyed fires only on the even-numbered impulses).
BPV 5 times normal; Repair 2.5 times normal for each box (total 5 times normal); Hit on same as original system.

Energy Costs: RePH-2 = 5 (5 cap.); RePL-R = 10-10-25 (add 25 for env/shot; hold 20).

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ROMULAN OXe
Warbird Flagship

CREW UNITS

			*						10	
				15						

BOARDING PARTIES

			4

TRANSPORTER BOMBS **NSM**

				D	D	D	D	

PROBES

				5

SHIP DATA TABLE

SHIP CLASS	=	WARBIRD
MODEL NUMBER	=	Types 2-4
POINT VALUE	=	90 *
BREAKDOWN	=	2-6
SHIELD COST	=	1+2
EXPLOSION STR	=	75+16+14
SIZE CLASS	=	4
MOVEMENT COST	=	3/4 (D)
REFERENCE	=	R4.001
FILENAME	=	ROM-WARB
TOTAL POWER	=	22+2+2(+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (22(+0))
1X SYSTEMS	=	(none)
CLOAKING DEVICE (3+8)		
ADD SHADED BOXES		+17
ADD STRIPED BOXES		+21
REPLACE PH-2 #1-6 w/DISRs		+8

TYPE 2 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

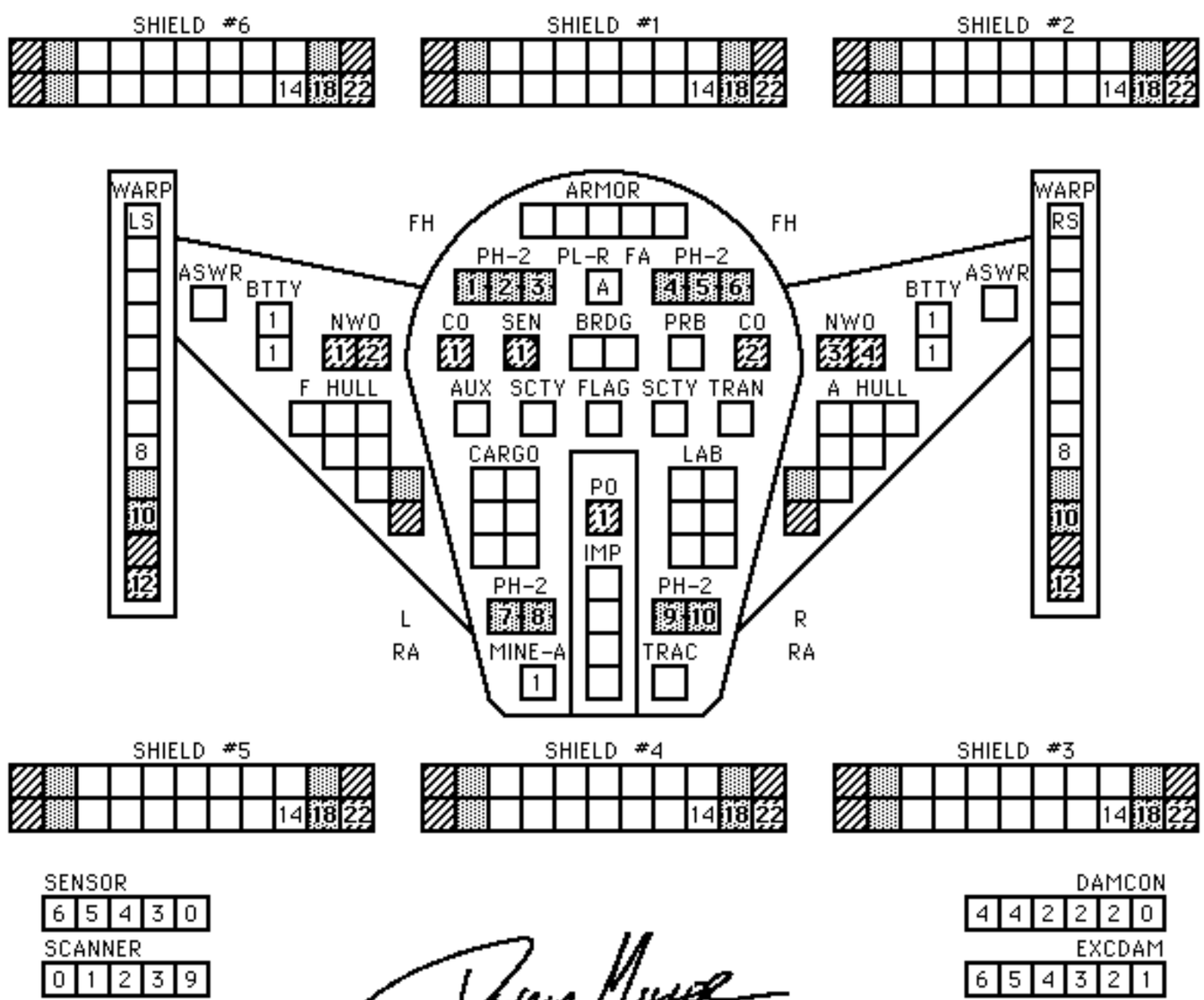
DISRUPTOR TABLE

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



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CREW UNITS

		*							10
									20

BOARDING PARTIES

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

PROBES

				5
				5

T-BOMBS

D	D	D	D

NSM

SHIP DATA TABLE

Ship Class	=	War Eagle
Model Number	=	Type 3
Point Value	=	227 *
Breakdown	=	4-6
Shield Cost	=	1+2
Explosion Str	=	155
Size Class	=	3
Movement Cost	=	1 (D)
Reference	=	R4.012
Total Power	=	47 +2 PO (+4)
Opt Allowance	=	38 (+19)
1X Systems	=	(none)
Cloaking Device (4+11)		

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

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DISRUPTOR TABLE

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

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

SHIELD #6

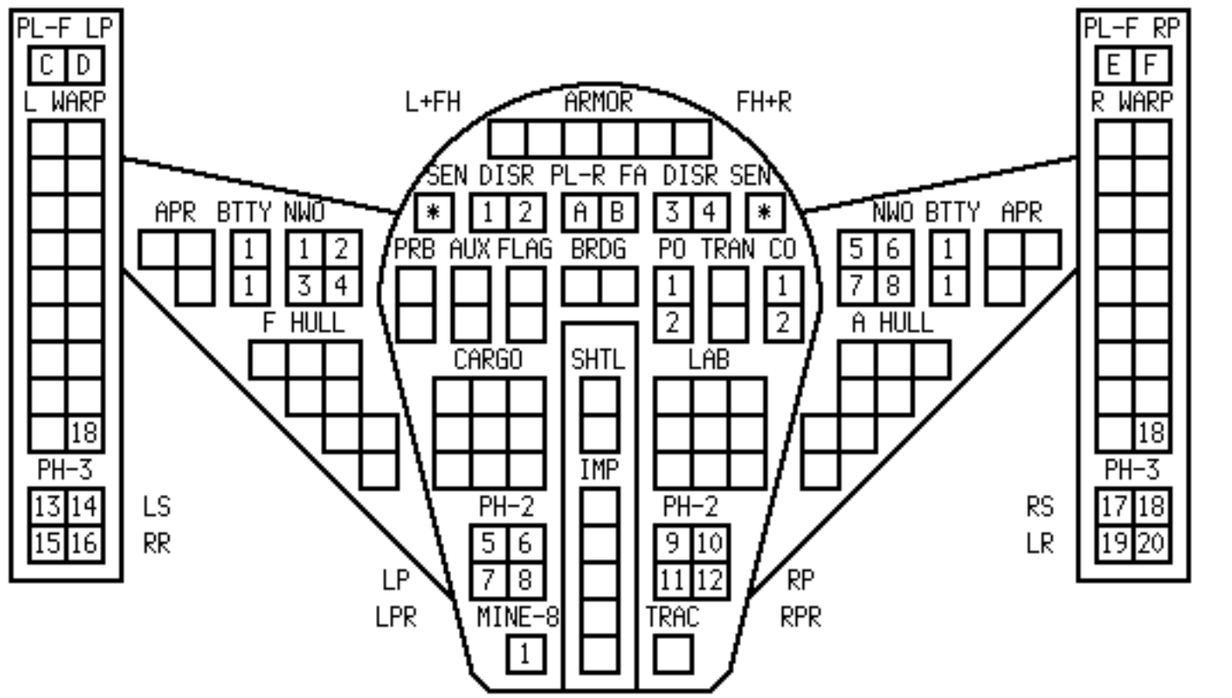
									30

SHIELD #1

									30

SHIELD #2

									30



SHIELD #5

									30

SHIELD #4

									30

SHIELD #5

									30

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

SENSOR

6	5	4	3	2	1	0

SCANNER

0	1	2	3	4	5	9

DAMCON

6	6	4	4	2	2	0

EXCDAM

7	6	5	4	3	2	1

MINE RACKS

1	H	H	H	H	H	H	8

TYPE III DEFENSE PHASER

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

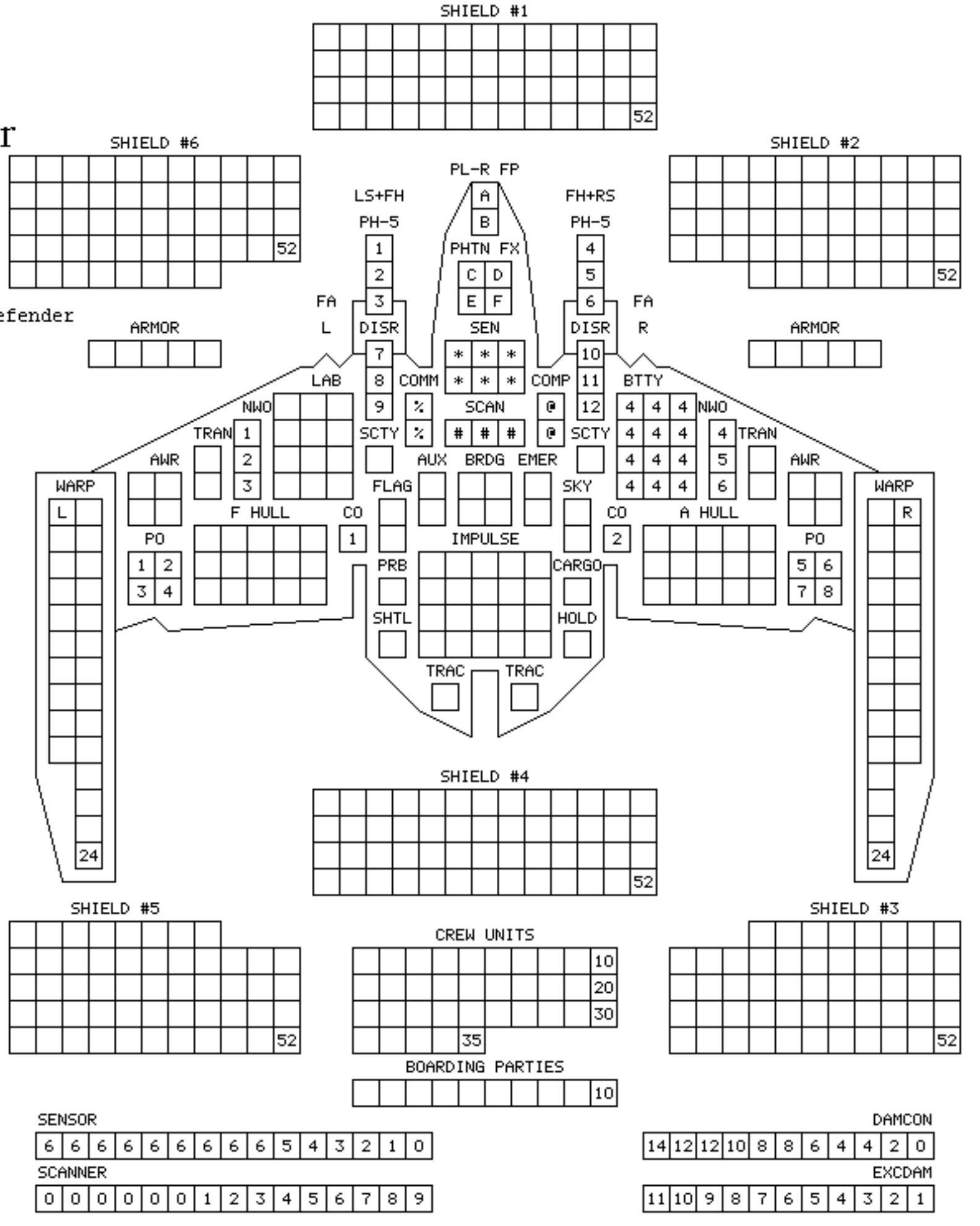
ROMULAN
OXs
War Eagle Class
Battle Cruiser

ROMULAN
1X
Winged Defender
Class Cruiser

Ship Class = Winged Defender
Model Number = Type 2
Point Value = 636*
Breakdown = 6
Shield Cost = 1+2
Explosion Str = 225
Size Class = 3
Movement Cost = 1 (B)
Reference = R4.109

Total Power = 76 +8 PO (+48)
Opt Allowance = 88 (+30)
2X Systems = (none)

Cloaking Device (5+15)
UIM
DERFACS



ROMULAN 1X
War Eagle Battlecruiser

CREW UNITS: 10 | 20 | 22 | * (5)

BOARDING PARTIES: 10 | 12

PROBES: 7 | 7

T-BOMBS: D D D D D D

NSM: ☐

SHIP DATA TABLE		
SHIP CLASS	=	WAR EAGLE
MODEL NUMBER	=	Type 5
POINT VALUE	=	428 *
BREAKDOWN	=	5-6
SHIELD COST	=	1+2
EXPLOSION STR	=	177
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.112
FILENAME	=	ROM-WEX
TOTAL POWER	=	60 (+24)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	84 (+42)
2X SYSTEMS	=	(none)
CLOAKING DEVICE (5+16)		
Replace RB-5's w/ RDISR's (can do multiples)		-1 each
Replace RB-5's w/ PH-5's (can do multiples)		+0 each

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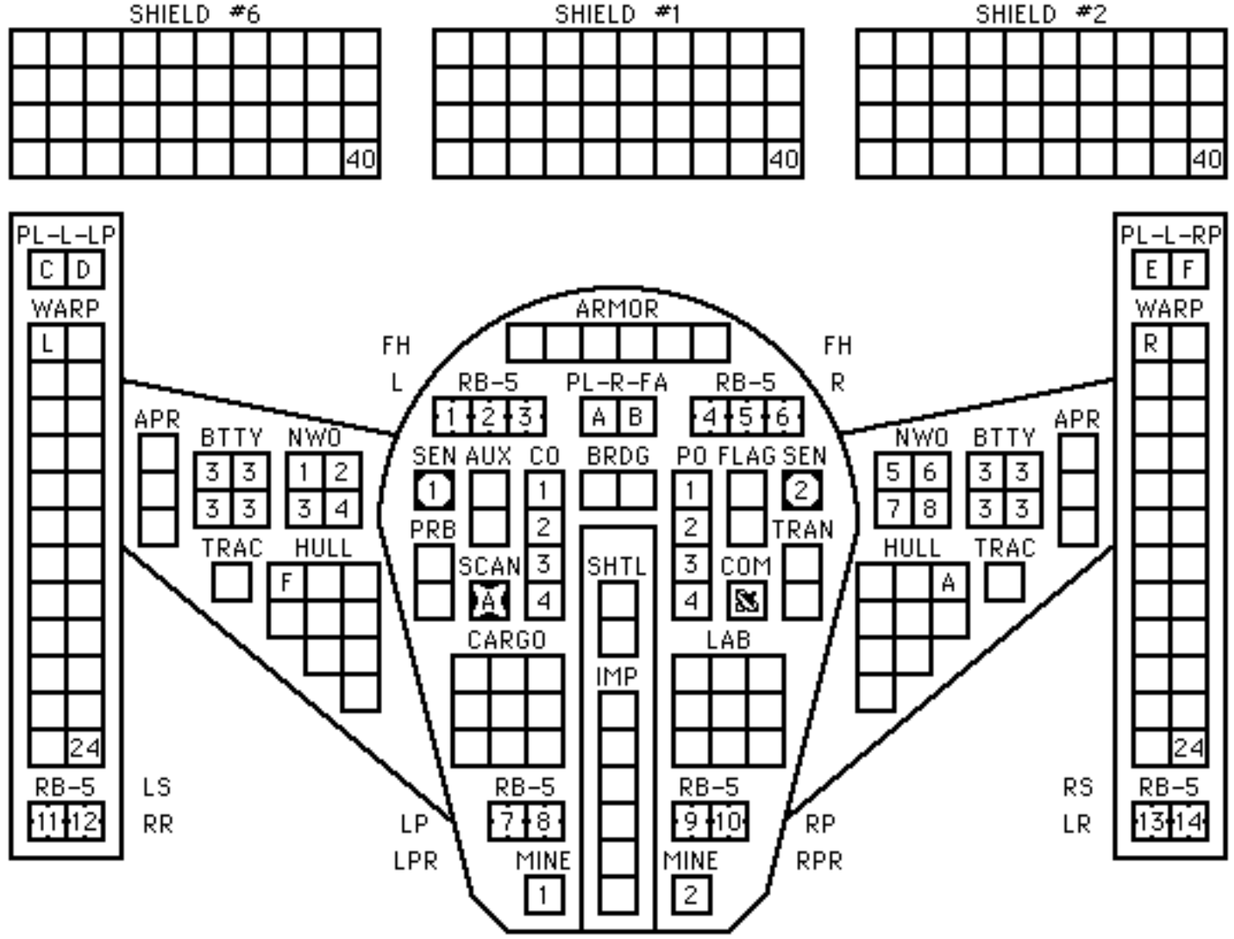


TYPE 5 ROMULAN BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	14	13	12	11	10	9	8	7	6	5	4	3	1	0
3	14	13	12	11	10	9	8	7	6	5	2	0	0	0
4	14	13	12	11	10	9	8	6	3	0	0	0	0	0
5	7	6	5	4	3	2	1	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0

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

TYPE 5 PHASER TABLE

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

MINE RACKS

1						
						8
2						
						8

ROMULAN DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1	1
HIT (DERFACS)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1-2	1
HIT (OVERLOAD)	1-4	1-3	1-3	1-2	1-2	NA	NA	NA	NA
DAMAGE, STD	0	8	7	6	5	4	3	2	1
DAMAGE, OVLD	17	16	15	14	13	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

CREW UNITS
(none)
BOARDING PARTIES
(none)
Each box of COMP is considered "guarded" for H&R purposes.

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= DefShip
Model Number	= Type 2
Point Value	= 1129 *
Breakdown	= 6^3
Shield Cost	= 2+0
Explosion Str	= 158
Size Class	= 4
Movement Cost	= 3/4 (AA)
Reference	= R4.266
Total Power	= 104 (+20)
Opt Allowance	= 0 (+0)
3X Systems	= (none)

Cloaking Device (8/24)
Super-Intelligent Computer
Robot Controlled

SHIELD #1

| | | |

ROMULAN 2Xs
Light Frigate

CREW UNITS

							*		10
							18		

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES
ONE SHUTTLE BAY			

TRANSPORTER BOMBS

							D	D	D	D	D	D	D

SHIP DATA TABLE

SHIP CLASS	=	XLFF
MODEL NUMBER	=	Type 1
POINT VALUE	=	404 *
BREAKDOWN	=	6^2
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	66
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (A)
REFERENCE	=	R4.225
FILENAME	=	ROM-XLFF
TOTAL POWER	=	36 (+10)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	18 (+0)
3X SYSTEMS	=	CLOAK
CLOAKING DEVICE (2+5)		

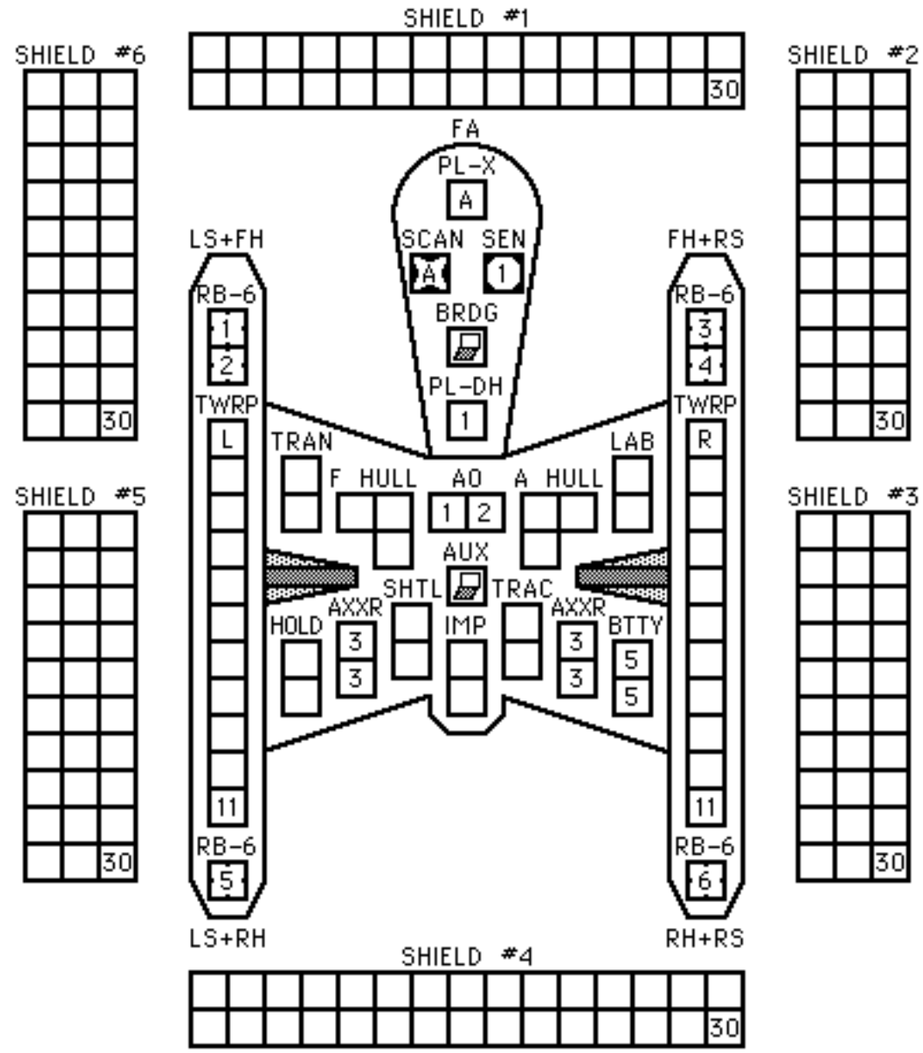
TYPE 6 ROMULAN BEAM TABLE

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

TYPE 6 ROMULAN BEAM OVERLOAD

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

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



AXXR:

Produces 1 transwarp, 2 warp, or 3 generic power per turn.
This power cannot be used for movement.
BPV/Repair 8; 3 spaces; hit on APR.

SENSOR

6	6	5	4	0

SCANNER

0	0	1	2	7

DAMCON

8	6	4	2	0

EXCDAM

3	2	1

2X PLASMA TORPEDO TABLE

RANGE	0–10	11–20	21–30	31–40	41–50	51–60	61–70	71–80	ENERGY COST
TYPE Z	10	30	50	70	50	30	10	0	10/14/3
TYPE X	60	50	40	30	20	10	0	0	8/12/4
TYPE Y	25	20	20	15	15	10	10	5	6/7/1
TYPE R	50	35	20	0	0	0	0	0	9/14/4
TYPE M	40	30	15	0	0	0	0	0	9/13/3
BOLT	1–5	1–4		1–3		1–2		1	

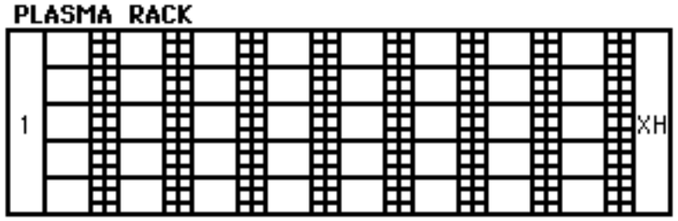
ENERGY COST IS GIVEN AS ARM / ENVELOPE OR SHOTGUN / HOLD.

PLASMA TORPEDO TABLE

RANGE	0–5	6–10	11–12	13–14	15
TYPE D	10	8	10	2	1
BOLT	1–5	1–5	1–4		

BOLT HAS BEEN MODIFIED FOR 2X

PLASMA RACK



Launches 7/turn. Energy = 1/shot.

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CREW UNITS

				*					10
									20
									30
									40
									50
			54						

BOARDING PARTIES

									10
							18		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

Ship Class	= XPC
Model Number	= Type 0 (Proto)
Point Value	= 189 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 115
Size Class	= 3
Movement Cost	= 1 (B)
Reference	= R4.013
Total Power	= 46 (+24)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

Cloaking Device (4+17)
Triple Sensor Control
Ability to Double Engines

SHIELD #6

							31

SHIELD #1

											39

SHIELD #2

				31

L WARP

	8

L WARP

	8

PL-F FP: A B C D
PL-F L+FA: E F G H
PRB
PL-F FA+R: I J K L
PL-F LP: M N O P
TRAN
BRIDGE
TRAC
PL-F RP: Q R S T

HULL	PH-1	BTTY	AUX	BTTY	PH-1	HULL
F	1	2 2		2 2	4	A
	2	2 2	SHTL	2 2	5	
APR	3	2 2		2 2	6	APR

LS IMPULSE RS

R WARP

	8

R WARP

	8

SHIELD #5

							27

SHIELD #4

							27

SHIELD #3

							27

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A F B F C F D F E F F F G F H F
I F J F K F L F M F N F O F P F
Q F R F S F T F

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

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SENSOR

6	6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAMCON

6	4	4	2	2	0

EXCDAM

5	4	3	2	1

PLASMA TORPEDO TABLE

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

ROMULAN
OXs
Experimental
Plasma Cruiser