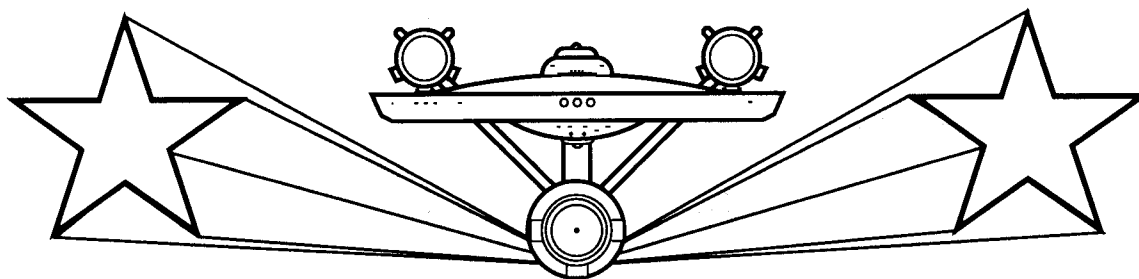


STAR FLEET BATTLES



CAPTAIN'S BASIC SET SSD BOOK 2000



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SMALL AUXILIARY CARRIER

ADMINISTRATIVE SHUTTLES

CREW UNITS	10	20

BOARDING PARTIES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES

DECK CREWS

CREW UNITS	10	20

TYPE I OFFENSIVE PHASER TABLE

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

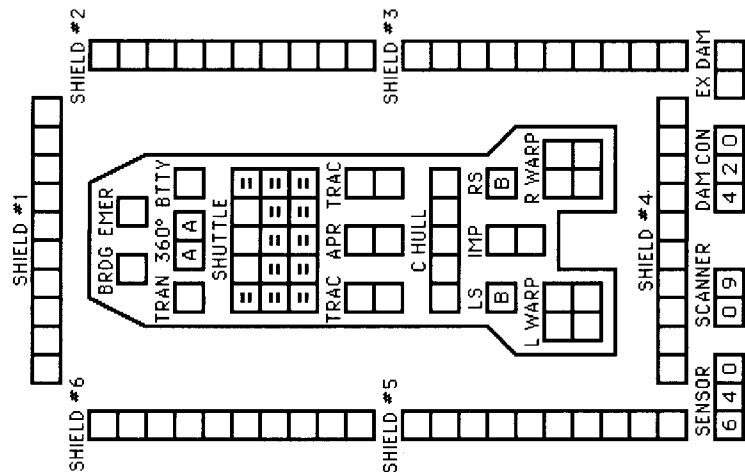
TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

CNTR



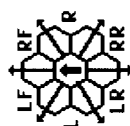
THE WEAPONS USED BY EACH RACE ARE SPECIFIED IN (R1.13).

INSERT WEAPON SPECIFIED BY (R1.13)

ANTI-DRONE TABLE

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

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



THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

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

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

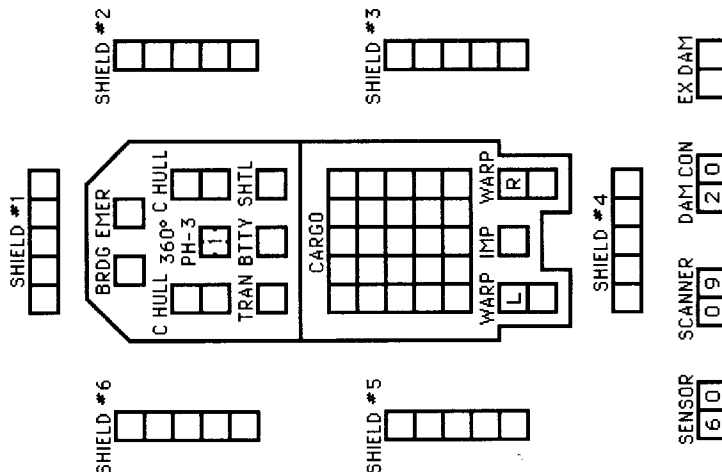
CREW UNIT
[X]

ADMINISTRATIVE SHUTTLE				
IDENT	HIT POINTS	NOTES		

SHIP DATA TABLE	
TYPE	= F-S
POINT VALUE	= 26/12
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.5

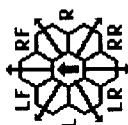
CNTR

SMALL FREIGHTER



TYPE III DEFENSE PHASER

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



TURN MODE	SPEED
C	1 2-4
NO	2 5-9
HET	3 10-14
BONUS	4 15-20
BD	5 21-27
	6 28+

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.

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

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

CREW UNITS

2

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= F-L
POINT VALUE	= 61/18
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.6

TYPE II PHASER TABLE

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

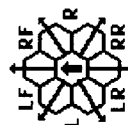
TYPE III DEFENSE PHASER

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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.

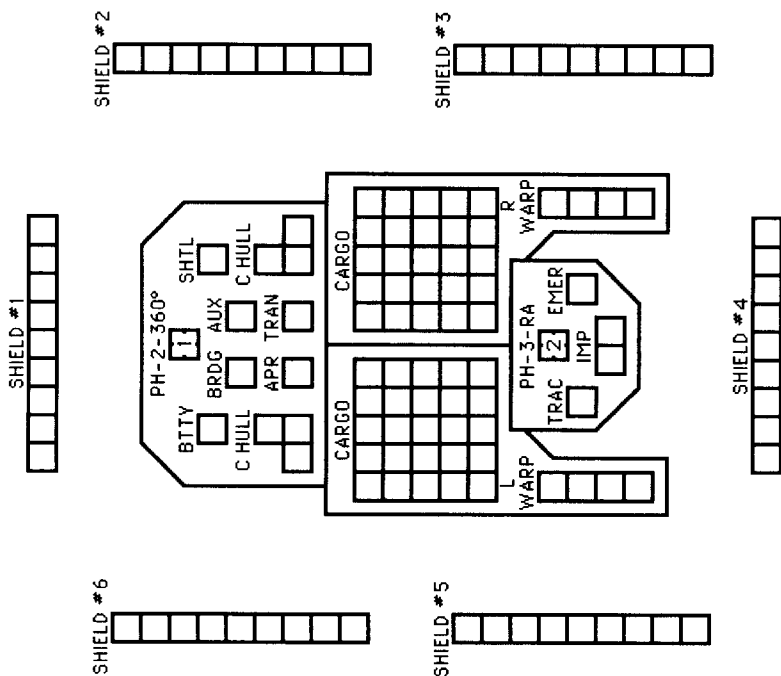
THIS SHIP DOES NOT CARRY T-BOMBS.



RA = LR + RR

LARGE FREIGHTER

CNTR



SENSOR 630
SCANNER 029
DAM CONTROL 220
EX DAMAGE

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

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

**FEDERATION
LARGE Q SHIP**

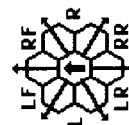
CNTR	
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SHIP DATA TABLE	
TYPE	= L-Q
POINT VALUE	= 81
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.7

TURN MODE		SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).


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

SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
6 6 3 0	0 0 2 9	4 2 2 0	

The tactical map of the USS Enterprise (NCC-1701-A) is oriented with the bow at the top. It features six shielded areas labeled SHIELD #1 through SHIELD #6. The central command and operational areas include the PHOT-FA, SHTL, SHTL-FA, PHOT-WA, PH-3-360°, ARMOR, BRIDGE, AUX, BATTERY, C HULL, TRAN, CARGO, AWR, APR, LS, TRAC, PH-3-RA, EMER, IMP, WARP, and PH-1. The map is a detailed representation of the ship's layout, showing the relative positions of these departments and shields.

ADMINISTRATIVE SHUTTLES

[illegible]

IDENT	HIT POINTS	NOTES
TWO BAYS; NO (JL59) TRANSFERS.		

TWO BAYS; NO {J1.59} TRANSFERS.

BOARDING PARTIES

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

T-BOMBS

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

PHOTON TORPEDO TABLE

PROTON TORQUE TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DIGE. OVERLOAD	-----	VARIES	-----	-----	NA	NA

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

5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

✱				6
---	--	--	--	---

BOARDING PARTIES

			4
--	--	--	---

T-BOMBS

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

SHIP DATA TABLE

TYPE	=	S-Q
POINT VALUE	=	40
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. SEE SPECIAL COMBAT RULES (R1.7).

PHOTON TORPEDO TABLE

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



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

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

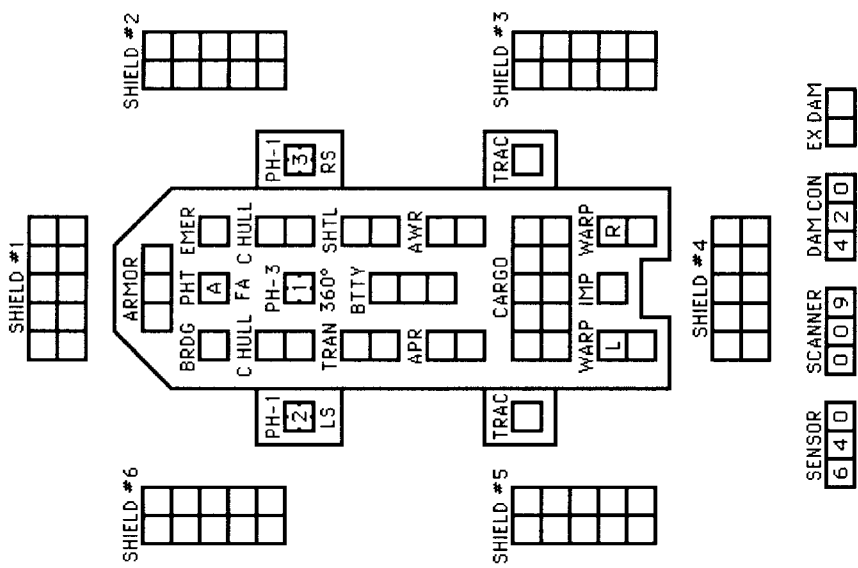
STANT ENERGY MOVEMENT COST = 175 ENERGY POINT PER HLR										5 - NET COST										6 - ENRATIC HANOVER WANT COST										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

CNTR

FEDERATION SMALL Q SHIP



CREW UNITS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (JL59) TRANSFERS.

BOARDING PARTIES

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

T-BOMBS

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

SHIP DATA TABLE	
TYPE	= L-Q
POINT VALUE	= 83
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.7
Y175 REFIT	= +4
UIM REFIT	= +5

TYPE II PHASER TABLE

DIE RANGE	4-9	10-15	16-21	22-27	28-33	34-39	40-45	46-51	52-57	58-63	64-69	70-75	76-81	82-87	88-93	94-99	100
ROLL 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1
2	6	5	4	4	2	1	1	0	0	0	0	0	0	0	0	0	0
3	6	4	4	4	1	1	0	0	0	0	0	0	0	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	4-9	10-15	16-21	22-27	28-33	34-39	40-45	46-51	52-57	58-63	64-69	70-75	76-81	82-87	88-93	94-99	100
ROLL 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	4	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1	1
2	4	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0
3	4	4	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0
5	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0
6	3	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0

DRONE RACKS

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

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

ANTI-DRONES

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

ADDS HAD 6 ROUNDS BEFORE Y175 REFIT.

DISRUPTOR TABLE

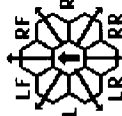
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NR	1-5	1-5	1-4	1-4	1-4	1-4
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NR	NR
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NR	NR
DAMAGE, STD	0	5	4	4	3	3	2
DAMAGE, OULD	10	10	8	8	6	0	0

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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST



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

ANTI-DRONE TABLE

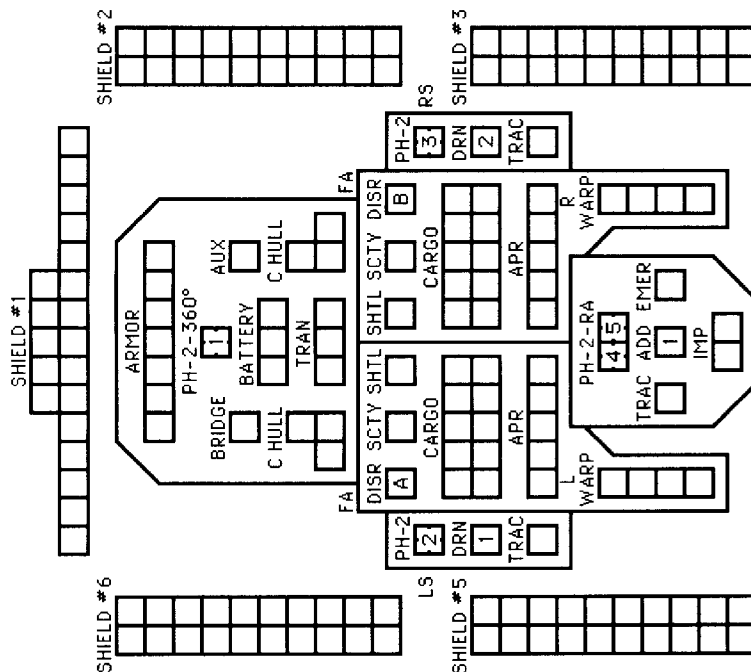
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

KLINGON
LARGE Q SHIP

CNTR



SHIELD #4

SENSOR	6	6	3	0
SCANNER	0	0	2	9
DAM CONTROL	4	2	2	0
EX DAMAGE				

KLINGON SMALL Q SHIP

CNTR

SHIP DATA TABLE	
TYPE	= S-Q
POINT VALUE	= 41
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.7
Y175 REFIT	= +1
UIM REFIT	= +5

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

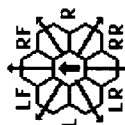
THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

DRONE RACK

[illegible]

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


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

T-BOMBS

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

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

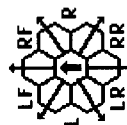
CNTR

SHIP DATA TABLE	
TYPE	= L-Q
POINT VALUE	= 80
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.7

TURN MODE		SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).


$$\begin{aligned} \mathbf{F}_A &= \mathbf{L}\mathbf{F} + \mathbf{R}\mathbf{F} \\ \mathbf{L}_S &= \mathbf{L}\mathbf{F} + \mathbf{L} + \mathbf{L}\mathbf{R} \\ \mathbf{R}_S &= \mathbf{R}\mathbf{F} + \mathbf{R} + \mathbf{R}\mathbf{R} \\ \mathbf{R}_A &= \mathbf{L}\mathbf{R} + \mathbf{R}\mathbf{R} \end{aligned}$$

PSEUDO PLASMA TORPEDOES

PLASMA TORPEDO WARHEAD 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	

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

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

ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES

[illegible]

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

TYPE III DEFENSE PHASER

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

PI ASMA TORPEDO WARHEAD TABLE

PLASTIC TURPEDO WAKEHEAD 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	

CREW UNITS

10
*

BOARDING PARTIES

BOARDING PARTIES	10
------------------	----

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PI ASMA TORPEDO WARHEAD TABLE

PLASTIC TURPEDO WAKEHEAD 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	

GORN
SMALL Q SHIP

CNTR

SHIP DATA TABLE

TYPE = S-Q
POINT VALUE = 35
BREAKDOWN = 2-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R1.7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

T-BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

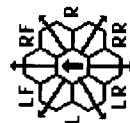
SEE SPECIAL COMBAT RULES (R1.7).

PLASMA TORPEDO WARHEAD TABLE

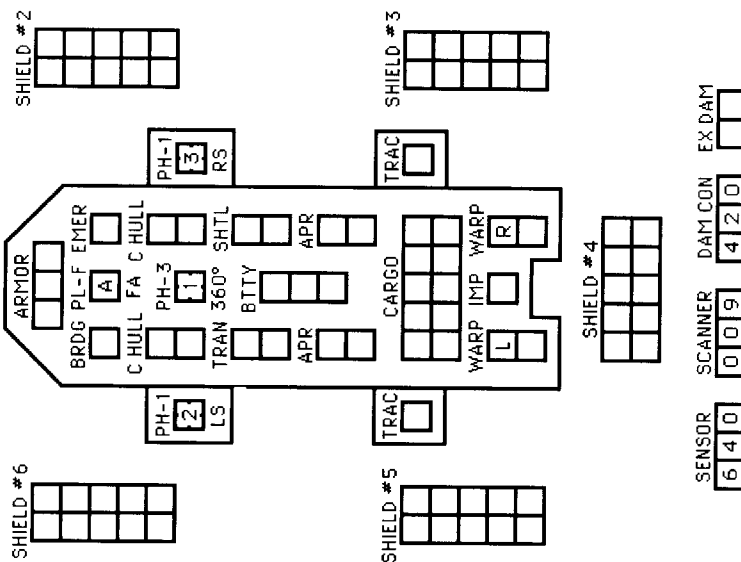
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO PLASMA
TORPEDO

A F



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



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

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

CLINICAL STUDIES

TYPE I OFFENSIVE PHASER TABLE

TYPE III DEFENSE PHASER

PHOTON TORPEDO TABLE

WAPP ENERGY MOVEMENT COST = $1 + 1/2$ ENERGY POINT PER HEX

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

FEDERATION COMMAND CRUISER

[illegible]

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.
THE PHASER-3's ON THE REFIT ARE 360°.

 SHADED BOXES ARE THE CC+ REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.
THE PHASER-3's ON THE REFIT ARE 360°.
THE APRs ADDED IN THE CA+ REFIT ARE CONVERTED TO AWRs BY THE AWR REFIT.

The diagram shows three hexagonal lattice configurations. The first configuration, labeled 'FH', shows a central hexagon with an upward arrow, surrounded by six hexagons, with curved arrows indicating a clockwise spin arrangement. The second configuration, labeled 'DH', shows a central hexagon with an upward arrow, surrounded by six hexagons, with curved arrows indicating a clockwise spin arrangement. The third configuration, labeled 'FA', shows a central hexagon with an upward arrow, surrounded by six hexagons, with straight arrows indicating a clockwise spin arrangement. The equation $FA = LF + RF$ is shown to the right of the configurations.

SHADED BOXES ARE THE CA+ REFIT

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

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

FEDERATION (OLD) LIGHT CRUISER

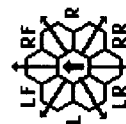
CNTR

SHIP DATA TABLE	
TYPE	= CL
POINT VALUE	= 98
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.5
PLUS REFIT	= +13
AWR REFIT	= + 2
Y175 REFIT	= + 0

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

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

SEE {D4.12} FOR ARMOR RULES


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

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

PROBES

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

DRONE RACK

1	:	:	:	:	:	:	:	:	:	:	:	:	:	:	G
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

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

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

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

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

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

The diagram illustrates the layout of the USS Enterprise (NCC-1701-A), showing various sections and systems. The ship is oriented horizontally, with the front (left) and rear (right) sections.

Front Section (Left):

- SENSOR:** A vertical column of 6 squares, numbered 6, 5, 3, 1, 0 from top to bottom.
- SHIELD #1:** A horizontal row of 10 squares, with the first 5 squares shaded.
- SHIELD #2:** A horizontal row of 10 squares, with the first 5 squares shaded.
- SHIELD #6:** A horizontal row of 10 squares, with the first 5 squares shaded.

Main Body (Center):

- ARMOR:** A horizontal row of 10 squares.
- PHOT PH-1-FX PHOT:** A horizontal row of 10 squares, with the first 5 squares shaded.
- TRAN BRIDGE PRB:** A horizontal row of 10 squares, with the first 5 squares shaded.
- EMER BTTY TRAC:** A horizontal row of 10 squares, with the first 5 squares shaded.
- LAB:** A horizontal row of 10 squares, with the first 5 squares shaded.
- F HULL:** A horizontal row of 10 squares, with the first 5 squares shaded.
- PH-1:** A horizontal row of 10 squares, with the first 5 squares shaded.
- RS:** A horizontal row of 10 squares, with the first 5 squares shaded.
- LS:** A horizontal row of 10 squares, with the first 5 squares shaded.

Aft Hull (Right):

- TRAC SHUTT DRN TRAN:** A horizontal row of 10 squares, with the first 5 squares shaded.
- AUX PH-3-360° BTTY:** A horizontal row of 10 squares, with the first 5 squares shaded.
- IMP APR IMP:** A horizontal row of 10 squares, with the first 5 squares shaded.
- L WARP:** A horizontal row of 10 squares, with the first 5 squares shaded.
- R WARP:** A horizontal row of 10 squares, with the first 5 squares shaded.

Shields (Far Right):

- SHIELD #3:** A horizontal row of 10 squares, with the first 5 squares shaded.
- SHIELD #4:** A horizontal row of 10 squares, with the first 5 squares shaded.
- SHIELD #5:** A horizontal row of 10 squares, with the first 5 squares shaded.

Other Systems (Far Right):

- DAM CON:** A horizontal row of 10 squares, with the first 5 squares shaded.
- EX DAM:** A horizontal row of 10 squares, with the first 5 squares shaded.

NOTE: PHOTON FIRING ARC IS FA

 SHADED BOXES ARE THE CL + REFIT

APR CONVERTED TO AWR BY THE AWR REFIT

FEDERATION DESTROYER

CNTR

SHIP DATA TABLE	
TYPE	= DD
POINT VALUE	= 94
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.6
PLUS REFIT	= +6

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
10			
20			

BOARDING PARTIES		PROBES	
6			5

TRANSPORTER BOMBS	
DD	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

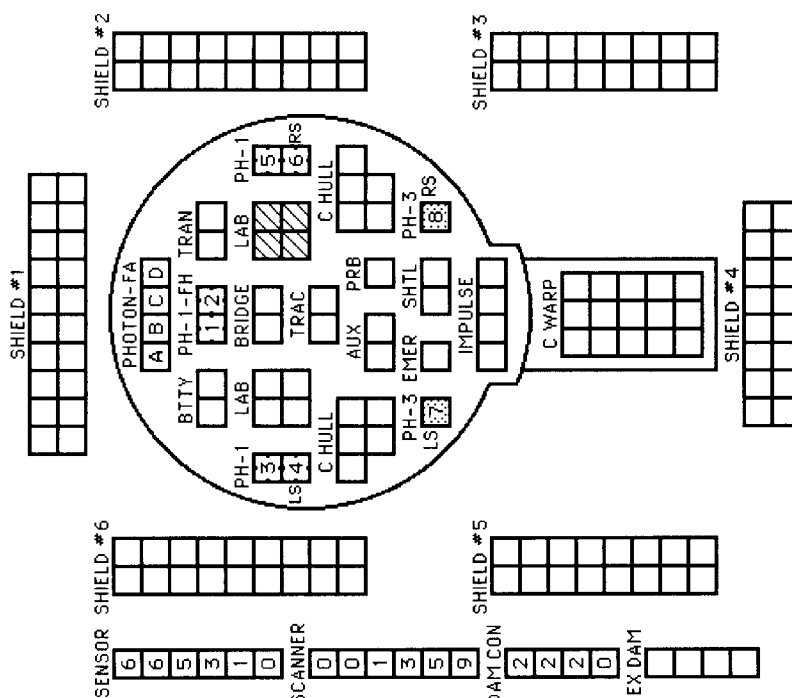
DIE RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	4	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0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

PHOTON TORPEDO TABLE

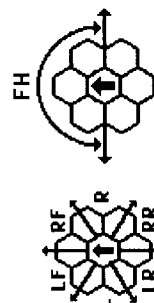
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAMAGE, OVERLOAD	-----VARIES-----				NA	NA

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

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



SHADED BOXES ARE THE DD+ REFIT.
FOUR OF THE LABS ARE REPLACED WITH AWR BY THE DD+ REFIT.



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

FEDERATION SCOUT

CNTR

SHIP DATA TABLE	
TYPE	= SC
POINT VALUE	= 120/100
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.7
PLUS REFIT	= +4

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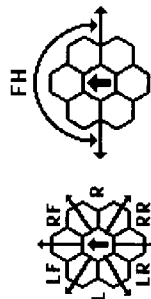
BOARDING PARTIES					PROBES				
				6					5

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

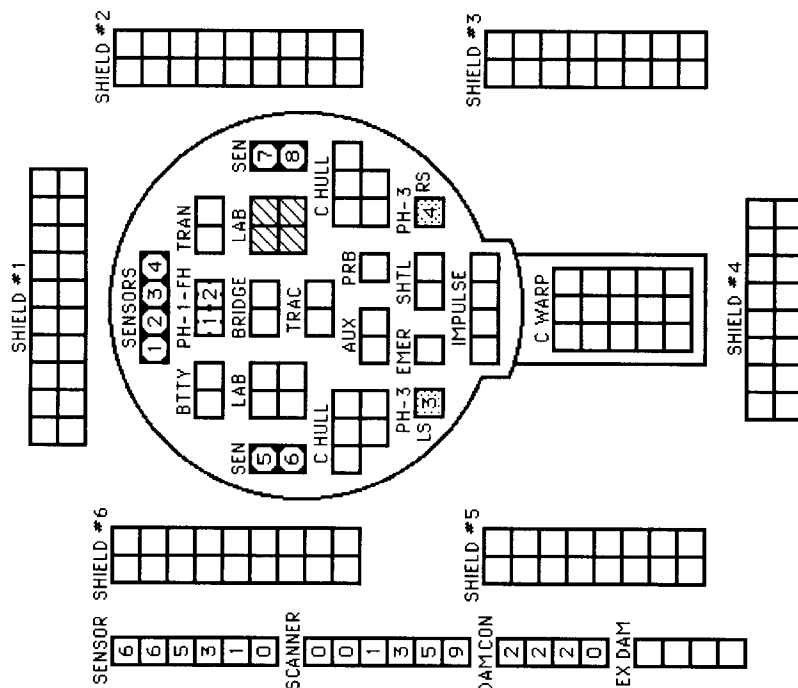
DIE ROLL	RANGE 0 1 2 3 4 5	6-8	9-15	16-25	26-50	51-75
1	9 8 7 6 5 5	4 3 2 1	1			
2	8 7 6 5 4 3	2 1 0 0 0 0				
3	7 5 4 4 4 3	1 0 0 0 0 0				
4	6 4 4 4 3 3	0 0 0 0 0 0				
5	5 4 4 4 3 2	0 0 0 0 0 0				
6	4 4 3 3 2 2	0 0 0 0 0 0				

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

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


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

SENSORS #1-#4 ARE DESTROYED ON TORPEDO HITS.
SENSORS #5-#8 ARE DESTROYED ON PHASER HITS.

 SHADED BOXES ARE THE SC+ REFIT.

FOUR OF THE LABS ARE REPLACED WITH APR
BY THE SC+ REFIT.

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

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

FEDERATION FLEET TUG

ADMINISTRATIVE SHUTTLES

CREW UNITS	10	20

BOARDING PARTIES

DRONE RACK
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

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

TRANSPORTER BOMBS

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

SHIP DATA TABLE	
TYPE	= TUG
POINT VALUE	= 88/60
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.8
PLUS REFIT	= +8
CARGO POD @	+21/15
V175 REFIT	= +0

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WHILE A CARGO POD IS ATTACHED, THE HULL BOXES ON THE TUG ARE HIT ON "F HULL" HITS WHILE "AFT HULL" HITS ARE SCORED AS "CARGO" HITS ON THE POD. THE POD IS ALSO DAMAGED BY "CARGO" HITS.

WITH 0 OR 1 POD	
TURN MODE	SPEED
D	1 2-4 2 5-8 3 9-12 4 13-17 5 18-24 6 25+
HET	
BD	

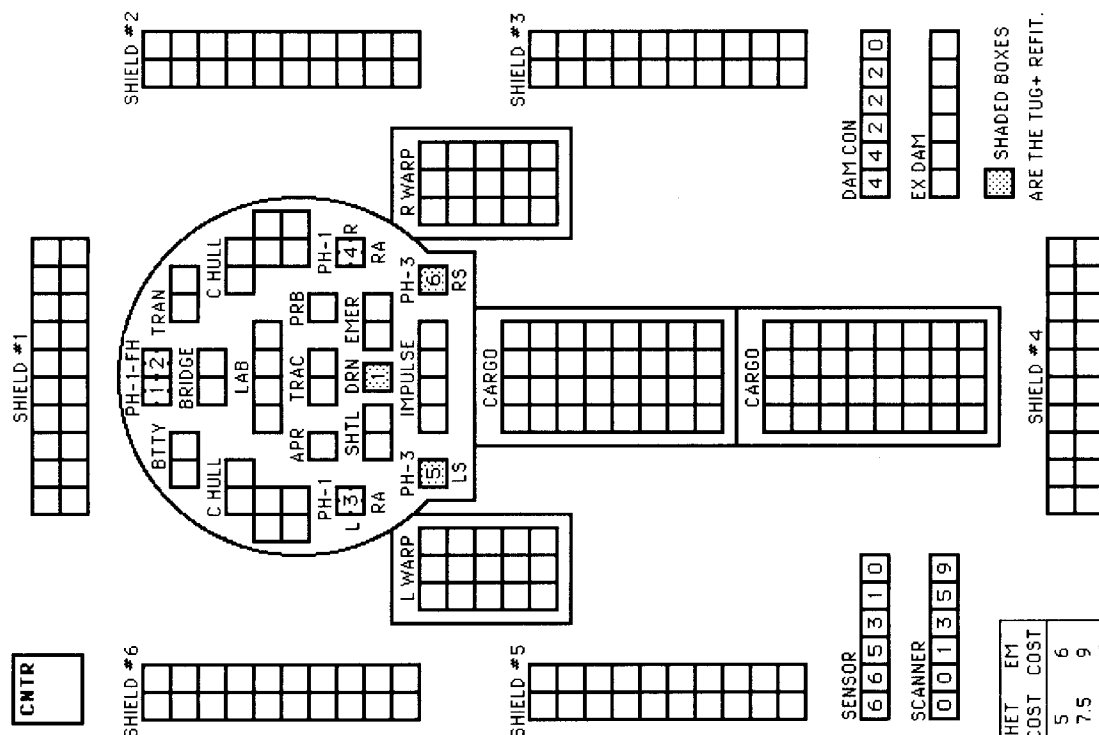
WITH 2 PODS	
TURN MODE	SPEED
E	1 2-3 2 4-6 3 7-10 4 11-14 5 15-20 6 21-29 7 30+
HET	
BD	

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

POD	MOVE	HET	EM
WT	COST	COST	COST
0-1	1.0	5	6
2	1.5	7.5	9
3	2.0	10	12

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

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



[illegible]

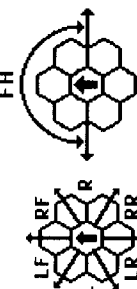
CREW OF BATTLE POD

PROBES

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

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

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


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

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

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX														5 = HET COST																																																					
SPEED														1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17																																					
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100													
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25	26 1/2	28	29 1/2	31	32 1/2	34	35 1/2	37	38 1/2	40	41 1/2	43	44 1/2	46	47 1/2	49	50 1/2	52	53 1/2	55	56 1/2	58	59 1/2	61	62 1/2	64	65 1/2	67	68 1/2	70	71 1/2	73	74 1/2	76	77 1/2	79	80 1/2	82	83 1/2	85	86 1/2	88	89 1/2	91	92 1/2	94	95 1/2	97	98 1/2	100

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

D	R	O	N	E	R	A	C	K
1	:	:	:	:	:	:	:	G
2	:	:	:	:	:	:	:	G

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

WHILE A BATTLE POD IS ATTACHED, THE HULL BOXES ON THE TUG ARE HIT ON "F HULL" HITS WHILE "AFT HULL" HITS ARE SCORED ON THE POD. WHEN SEPARATED, BOTH THE TUG AND POD ARE TREATED AS HAVING CENTER HULL.

11	12	13	14	15	16	17
17	18	20	21	23	24	26
5½	18	19½	21	22½	24	25½

The diagram illustrates the layout of the Star Trek: Voyager, showing various rooms and their relative positions. The ship is oriented with the bow at the top. Key areas include the Bridge, Engineering (PH-1, PH-2, PH-3), Medical (MED), Transporter (TRN), and various support rooms. Shields are indicated at the front, rear, and sides. The layout is color-coded: red for Engineering, blue for Transporter, green for Medical, and yellow for other rooms.

Rooms and Sections:

- Front Section (Bow):** SHIELD #1, SHIELD #2, SHIELD #3.
- Bridge Area:** PH-1-FH, PH-1, PH-2, PH-3, PH-4, PH-5, PH-6, PH-7, PH-8, PH-9, PH-10, PH-11, PH-12, PH-13, PH-14, PH-15, PH-16, PH-17, PH-18, PH-19, PH-20, PH-21, PH-22, PH-23, PH-24, PH-25, PH-26, PH-27, PH-28, PH-29, PH-30, PH-31, PH-32, PH-33, PH-34, PH-35, PH-36, PH-37, PH-38, PH-39, PH-40, PH-41, PH-42, PH-43, PH-44, PH-45, PH-46, PH-47, PH-48, PH-49, PH-50, PH-51, PH-52, PH-53, PH-54, PH-55, PH-56, PH-57, PH-58, PH-59, PH-60, PH-61, PH-62, PH-63, PH-64, PH-65, PH-66, PH-67, PH-68, PH-69, PH-70, PH-71, PH-72, PH-73, PH-74, PH-75, PH-76, PH-77, PH-78, PH-79, PH-80, PH-81, PH-82, PH-83, PH-84, PH-85, PH-86, PH-87, PH-88, PH-89, PH-90, PH-91, PH-92, PH-93, PH-94, PH-95, PH-96, PH-97, PH-98, PH-99, PH-100, PH-101, PH-102, PH-103, PH-104, PH-105, PH-106, PH-107, PH-108, PH-109, PH-110, PH-111, PH-112, PH-113, PH-114, PH-115, PH-116, PH-117, PH-118, PH-119, PH-120, PH-121, PH-122, PH-123, PH-124, PH-125, PH-126, PH-127, PH-128, PH-129, PH-130, PH-131, PH-132, PH-133, PH-134, PH-135, PH-136, PH-137, PH-138, PH-139, PH-140, PH-141, PH-142, PH-143, PH-144, PH-145, PH-146, PH-147, PH-148, PH-149, PH-150, PH-151, PH-152, PH-153, PH-154, PH-155, PH-156, PH-157, PH-158, PH-159, PH-160, PH-161, PH-162, PH-163, PH-164, PH-165, PH-166, PH-167, PH-168, PH-169, PH-170, PH-171, PH-172, PH-173, PH-174, PH-175, PH-176, PH-177, PH-178, PH-179, PH-180, PH-181, PH-182, PH-183, PH-184, PH-185, PH-186, PH-187, PH-188, PH-189, PH-190, PH-191, PH-192, PH-193, PH-194, PH-195, PH-196, PH-197, PH-198, PH-199, PH-200, PH-201, PH-202, PH-203, PH-204, PH-205, PH-206, PH-207, PH-208, PH-209, PH-210, PH-211, PH-212, PH-213, PH-214, PH-215, PH-216, PH-217, PH-218, PH-219, PH-220, PH-221, PH-222, PH-223, PH-224, PH-225, PH-226, PH-227, PH-228, PH-229, PH-230, PH-231, PH-232, PH-233, PH-234, PH-235, PH-236, PH-237, PH-238, PH-239, PH-240, PH-241, PH-242, PH-243, PH-244, PH-245, PH-246, PH-247, PH-248, PH-249, PH-250, PH-251, PH-252, PH-253, PH-254, PH-255, PH-256, PH-257, PH-258, PH-259, PH-260, 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PH-636, PH-637, PH-638, PH-639, PH-640, PH-641, PH-642, PH-643, PH-644, PH-645, PH-646, PH-647, PH-648, PH-649, PH-650, PH-651, PH-652, PH-653, PH-654, PH-65

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

 SHADED BOXES ARE THE PLUS REFIT.

 APR ON THE POD BECOMES AWR AS PART OF THE PLUS REFIT.

 SHIELD BOXES OF THE BATTLE POD, COMBINED WITH TUG SHIELDS.

⑥ = ERRATIC MANEUVER WARP COST

18	19	20	21	22	23	24	25	26	27	28	29	30
27	29	30	32	33	35	36	38	39	41	42	44	45
27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

ROMULAN WARBIRO CRUISER

CREW UNITS										ADMINISTRATIVE SHUTTLES			
						*				IDENT	HIT POINTS	NOTES	

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES	5
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PROBES					5
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CLOAK
☐ H&R

				D	D	D	D
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TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM. SEE (D4.12) FOR ARMOR RULES.

PSEUDO-PLASMA TORPEDO	NSM
☒ A ☐ R	☐

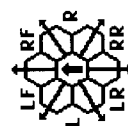
PI ASMA TORPEDO WARHEAD STRENGTH TABLE

PLASTICITY TURFEDU WAREHEAD 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	25	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	10	5	1	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE B	1-4	1-3	1-2											

SHIP DATA TABLE	
TYPE	= WB
POINT VALUE	= 45
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= R4.2
PLUS REFIT	= +15
BPV INCLUDES CLOAK	

TYPE III DEFENSE PHASER

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

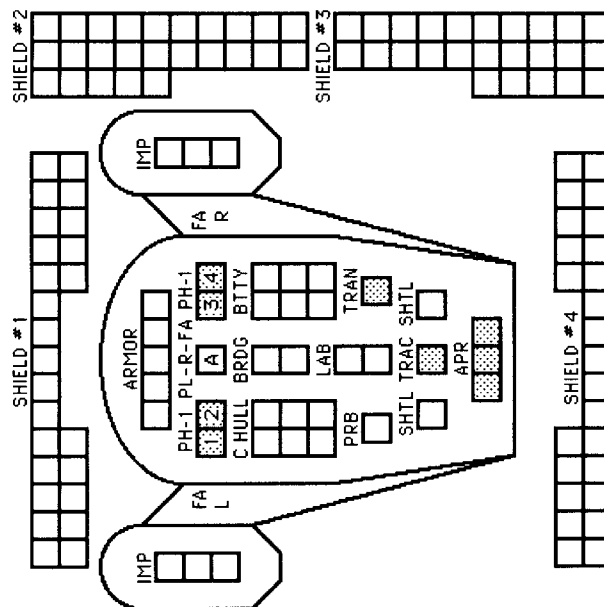

$$FA = LF + RF$$

CNTR



SHIELD #6

SHIELD #5



SENSOR 6 6 5 4 2 0

4 4 2 2 2 0

EX	DAM					
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 SHADED BOXES ARE THE PLUS REFIT.

MOVEMENT COST = 1

EM COST = 6

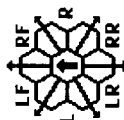
THIS SHIP IS SUBLIGHT ONLY.

ROMULAN WAR EAGLE CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= WE
POINT VALUE	= 100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 6/4
REFERENCE	= R4.3
PHASER REFIT	= +3
BPV INCLUDES CLOAK	

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

☐ ☐ ☐ ☐ ☒ ☐ ☐

CLOCK ☐ **H&R**

NSM ☐

**PSEUDO-PLASMA
TORPEDO**

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

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM. SEE (D4.12) FOR ARMOR RULES.

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE A	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											

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SENSOR

SCANNER

DAMAGE CONTROL

EXCESS DAMAGE

 SHADED BOXES ARE THE REAR PHASER REFIT.

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

ROMULAN K5R FRIGATE

⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

SHIP DATA TABLE	
TYPE	= BATS
POINT VALUE	= 200
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R1.2
Y170 REFIT	= +15
Y175 REFIT	= +15
HANGAR MODULE	+10
PF MODULE	+12
CLOAK = 12/6 BPV +30	
ROM/ORION ONLY	

[illegible]

						D	D	D	D	D	D
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TRANSPORTER BOMBS

SEE (R1.R2) FOR EARLY WEAPONS.
SEE (D4.12) FOR ARMOR RULES.
SEE (R1.02) FOR WEAPONS.
SEE (C3.7) FOR ROTATION.

SHIELD # 6

PROBES

[illegible]

CREW UNITS	10	
	20	
	30	
	40	
	50	
	60	
	70	
	80	
	90	
	100	
	110	
	120	
	130	

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

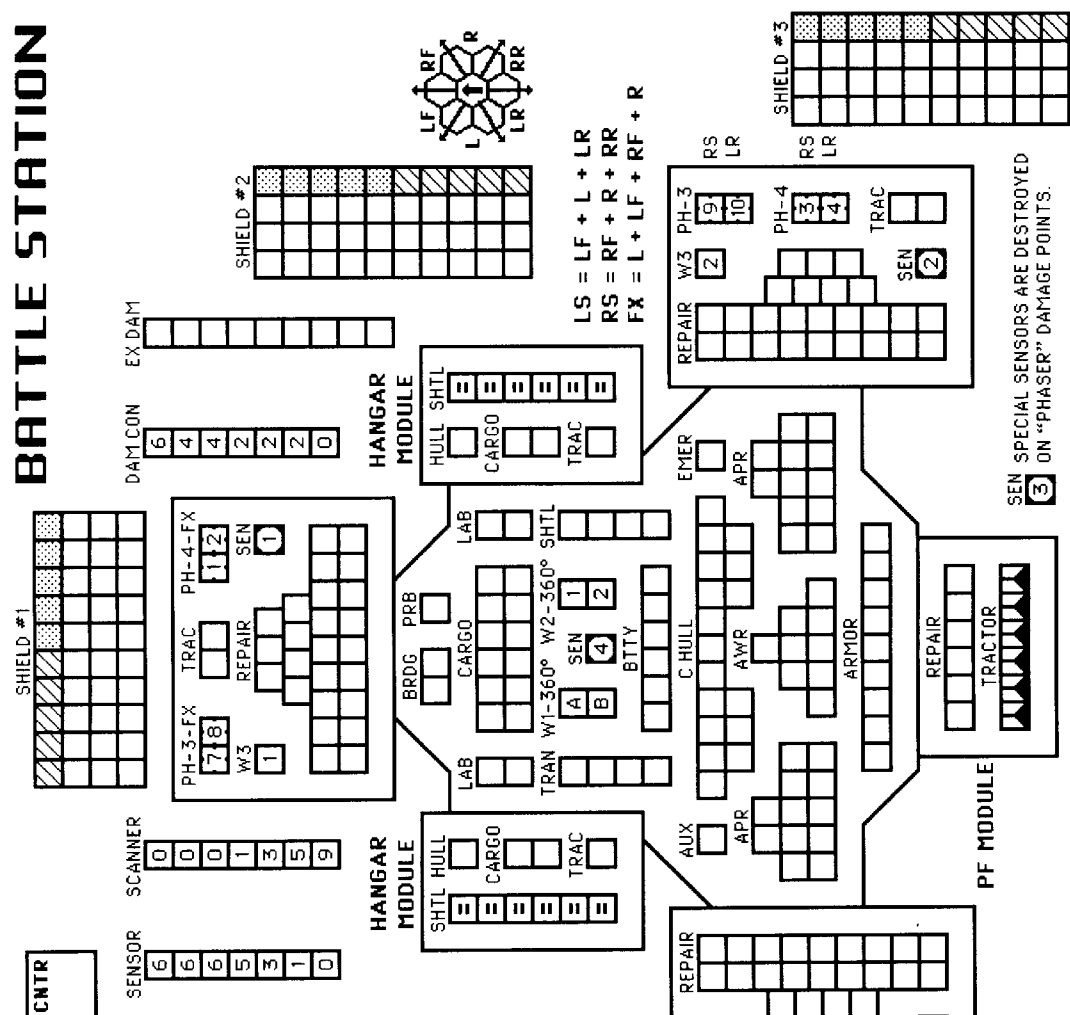
TYPE IV PHASER TABLE

ROLL	DIE 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	

SCOUT FUNCTIONS SUMMARY

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

	Y170 REFIT
	Y175 REFIT



STARBASE

[illegible][illegible]

COMPOSITE MARKING							
							10
							20
							30
							40
							50

[illegible]

DIE ROLL	RANGE							11-	14-	18-	26-	41-	71-
	0-3	4-5	6	7	8	9	10	13	17	25	40	70	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	=	SB
POINT VALUE	=	600
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1
Y170 REFIT	=	+50
Y175 REFIT	=	+25
HANGAR MODULE +10		
PF MODULE +12		
CLOA	40/30 BPV	+90
ROMULANS ONLY		

SHTL	TRAC
=	
=	CARGO
=	
=	
=	HULL
=	C

TRAC	RPR

SEN SPECIAL SENSORS ARE
2 DESTROYED ON "PHASER"
DAMAGE POINTS.

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

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

[illegible]

1 2 3 4 5 6

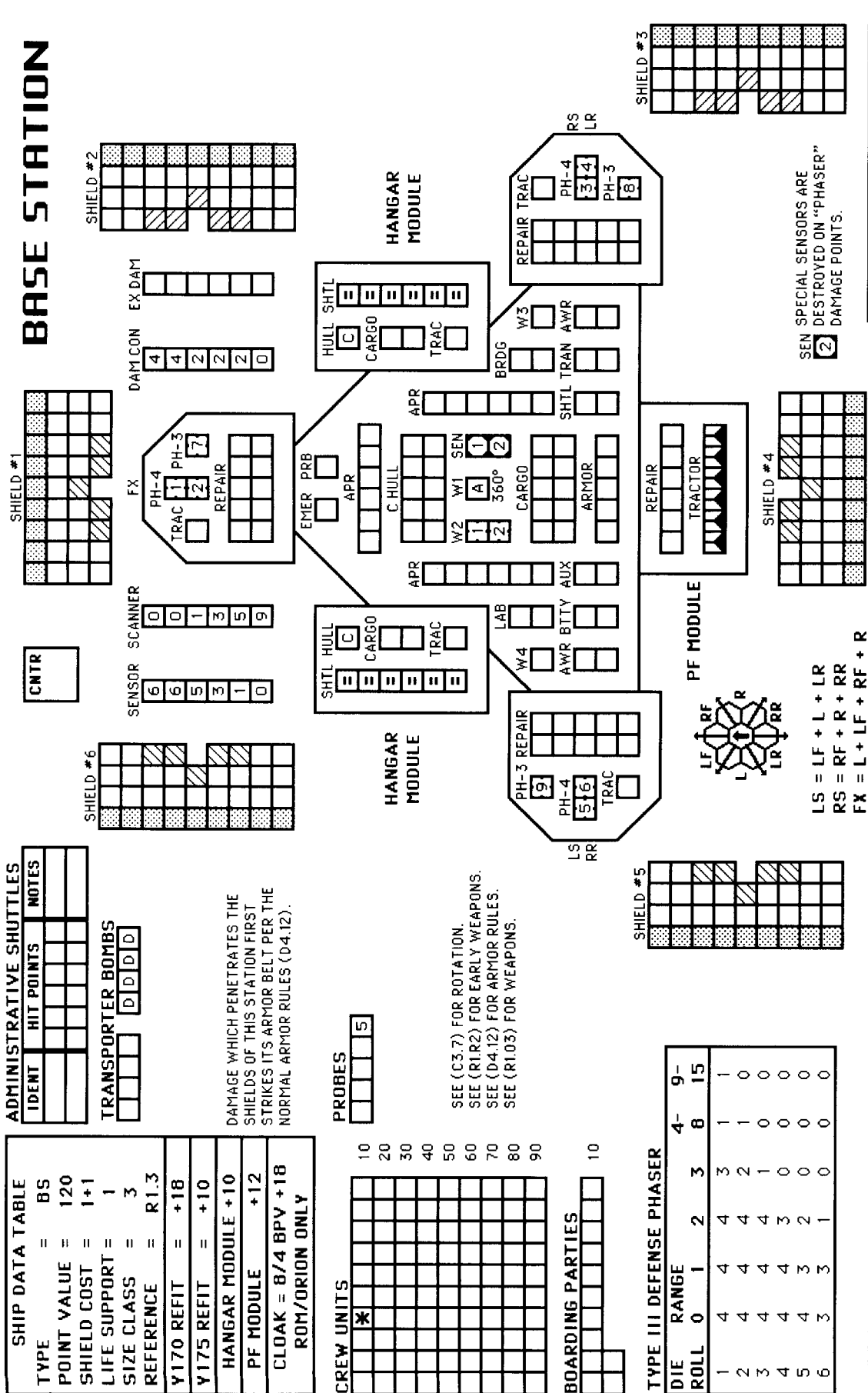
SEE (R1.1A) FOR RULES.

D	D	D	D	D	D
D	D	D	D	D	D

STARBASES HAVE 12 DECK CREWS, TWO PER SHUTTLE BAY, RATHER THAN ONLY TWO AS PROVIDED BY (J4.814). THESE ARE NOT INCLUDED IN, NOR DO THEY REDUCE, DECK CREWS PROVIDED BY MODULES, OR BY THE FEDERATION SB Y181 REFIT.

SEE (D4.12) FOR ARMOR RULES.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
SEE (C3.7) FOR ROTATION RULES.
SEE (R1.1A) FOR RACE SPECIFIC WEAPONS.
SEE (R1.2) FOR EARLY WEAPONS.

BASE STATION



KLINGON C8 DREADNOUGHT

CREW UNITS		ADMINISTRATIVE SHUTTLES			
✱		IDENT	HIT POINTS	NOTES	
	10				
	20				
	30				
	40				
	50				
	60				

	BOARDING PARTIES						TRANSPORTER BOMBS					
1												D
2												D
3												D
4												D
5												D
6												D
7												D
8												D
9												D
10												D
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62												D

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

ANTI-DRONES										PROBES					DRONES	
1															1	

2	
---	--

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	RANGE					4-9-16-31-					TURN MODE	SPEED
	0	1	2	3	8	15	30	50				
1	6	5	5	4	3	2	1	1		D	1	2-4
2	6	5	4	4	2	1	1	0			2	5-8
3	6	4	4	4	1	1	0	0		HET	3	9-12
4	4	5	4	4	3	1	0	0			4	13-17
5	5	4	3	3	0	0	0	0		BD	5	18-24
6	5	3	3	3	0	0	0	0			6	25+

DISRUPTOR TABLE

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	
Standard 2			3	5	6	8	9	11	12	14	15	17	18	20
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	

SHIP DATA TABLE	
TYPE	= C8
POINT VALUE	= 211
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.3
B REFIT	= +7
K REFIT	= +8
Y175 REFIT	= +8
2 X UIM STANDARD	

[illegible]

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

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

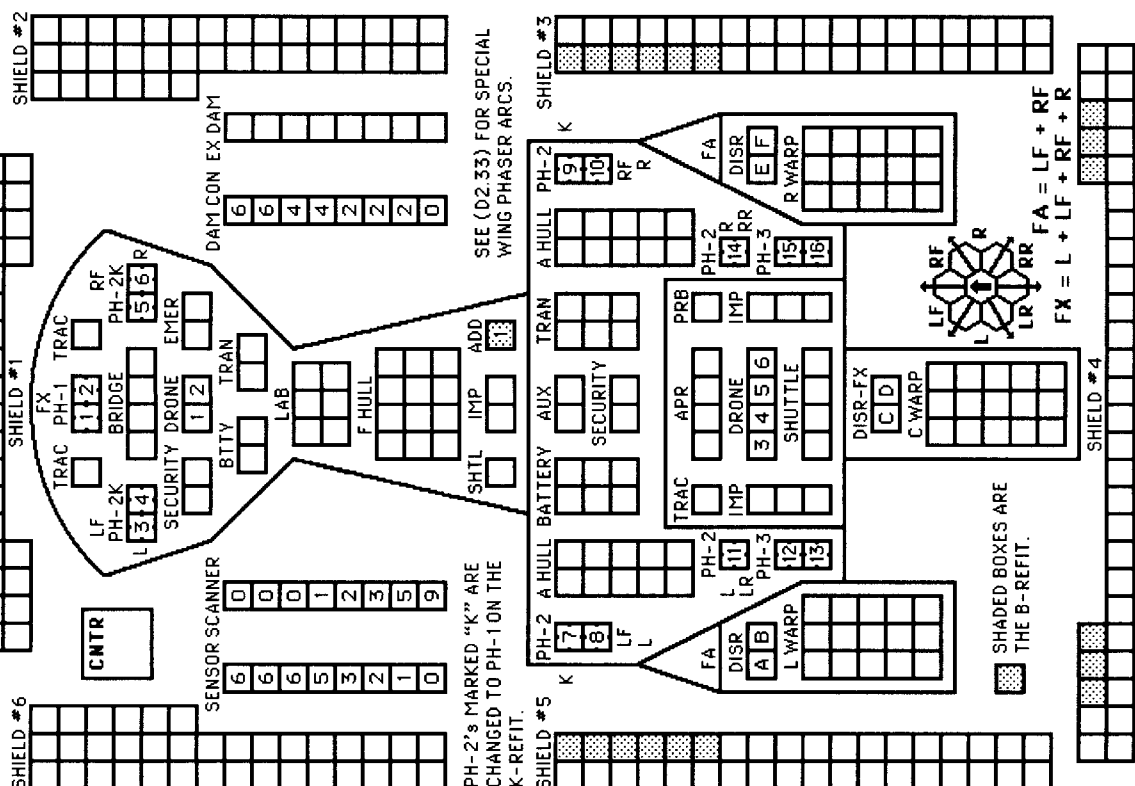
CAN LAUNCH THREE

DRONES EACH TURN.
ONE DRONE FROM
EACH RACK EACH
TURN.

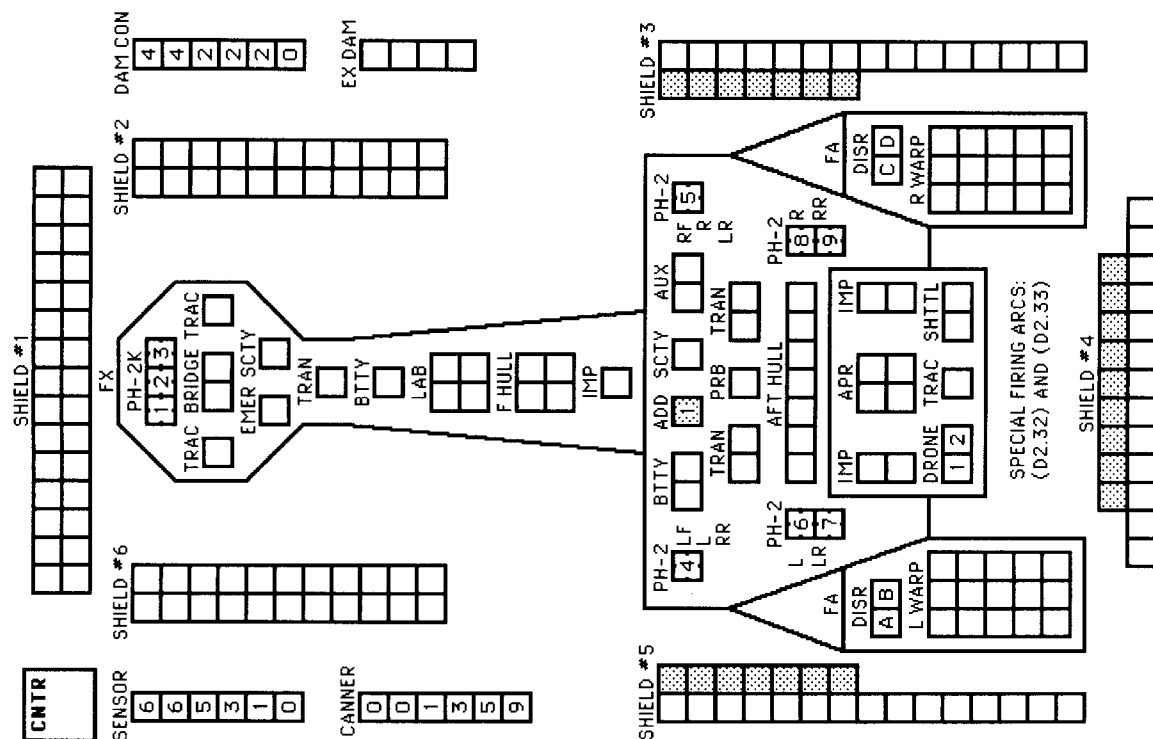
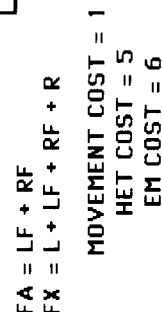
UIM
DERFACS
H&R

5 = HET COST

1	15	16	17
23	24	26	
22 $\frac{1}{2}$	24	25 $\frac{1}{2}$	



KLINGON D7 BATTLECRUISER



SHADED BOXES ARE THE B-REFIT.
PH-2's MARKED "K" ARE PH-1 ON THE K-REFIT.

KLINGON D6 BATTLECRUISER

[illegible]

BOARDING PARTIES

ANTI-DRONES

ADD HAS 6 ROUNDS

PRIOR TO Y175

1

10

DRONE RACKS						PROBES				
1						A				
2						A				5

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

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

TYPE II PHASER TABLE										TURN MODE	SPEED
DIE RANGE		4-9-16-31-									
ROLL	0	1	2	3	8	15	30	50	B		
1	6	5	5	4	3	2	1	1		1	2-5
2	6	5	4	4	2	1	1	0		2	6-10
3	6	4	4	4	1	1	0	0	HET	3	11-15
4	5	4	4	3	1	0	0	0		4	16-21
5	5	4	3	3	0	0	0	0	BD	5	22-28
6	5	3	3	3	0	0	0	0		6	29+

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

SHIP DATA TABLE	
TYPE	= D6
POINT VALUE	= 113
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.5
B REFIT	= +10
K REFIT	= +3
Y175 REFIT	= +4
UIM REFIT	= +5

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

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



Diagram illustrating the movement cost calculation for a hexagonal lattice structure. The central cell is labeled '1'. The adjacent cells are labeled LF (Left Front), RF (Right Front), LR (Left Rear), and RR (Right Rear). The movement cost calculation is shown as:

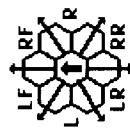
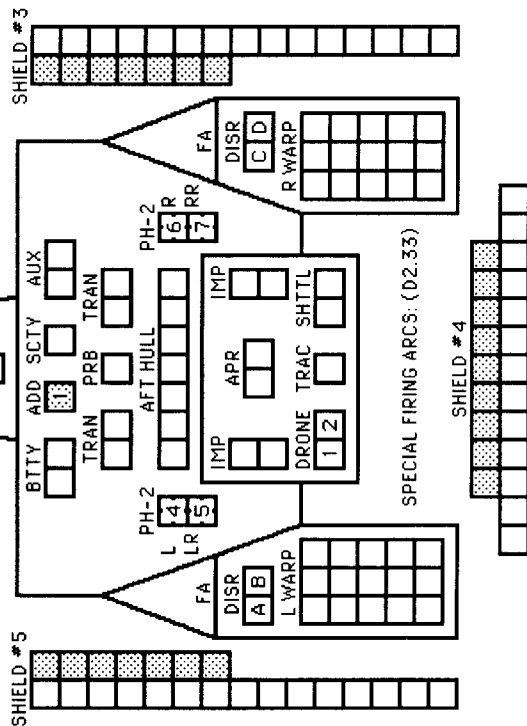
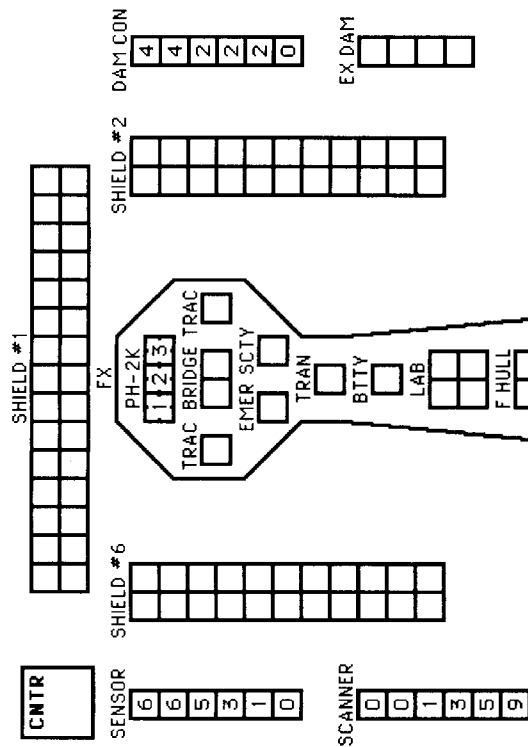
$$FA = LF + RF$$

$$FFX = L + LF + RF + R$$

MOVEMENT COST

HET COST =

EM COST =


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


 SHADED BOXES ARE THE B-REFIT.
PH-2's MARKED "K" ARE PH-10N THE K-REFIT.

KLINGON F5 FRIGATE

[illegible][illegible]

PROBES

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

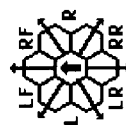
DRONE RACK

1						A				B
---	--	--	--	--	--	---	--	--	--	---

SHIP HAD TYPE-A DRONE RACK (ONE RELOAD)

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

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



$$FA = LF + RF$$

$$RX = L + LR + RR + R$$

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

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

[illegible]

SHIP DATA TABLE	
TYPE	= F5
POINT VALUE	= 71
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.6
B REFIT	= +5
K REFIT	= +2
Y175 REFIT	= +3

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

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

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

KLINGON F5 FRIG

SHIELD #1

CNTR

SHIELD #6

SHIELD #5

SHIELD #4

DISR **ADD** **SCTY** **AUX** **PRB** **DISR**

FA **TRAN** **APR** **BTTY** **FA**

IMP **AFT** **HULL** **IMP**

DRN **PH-2-RX** **SHTL**

L WARP

PH-2 **PH-2** **BRDG** **2** **R**

L **1** **FA** **FA**

SCTY **EMER** **LAB** **F HULL** **EM IMP**

SENSOR **6** **5** **3** **0**

SCANNER **0** **1** **3** **9**

DAM CON **2** **2** **2** **0**

 SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)

KLINGON E4 ESCORT

CREW UNITS						ADMINISTRATIVE SHUTTLE			
		*				ID	HIT POINTS	NOTES	
					10				

[illegible][illegible]

DRONE RACK

1								A		H		B
---	--	--	--	--	--	--	--	---	--	---	--	---

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

A diagram of a hexagonal lattice structure. A central node is labeled '1'. It is surrounded by six nodes, each connected by a line. The nodes are labeled as follows: 'R' (top), 'RF' (top-left), 'RR' (top-right), 'LR' (bottom-right), 'LF' (bottom-left), and 'LL' (bottom). Arrows point from the central node '1' to each of the surrounding nodes.

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

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

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

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

EE4S ASSIGNED TO THE INTERNAL SECURITY FORCES HAVE INFERIOR FIRE CONTROL COMPARED TO THOSE SHIPS IN THE DEEP SPACE FLEET.

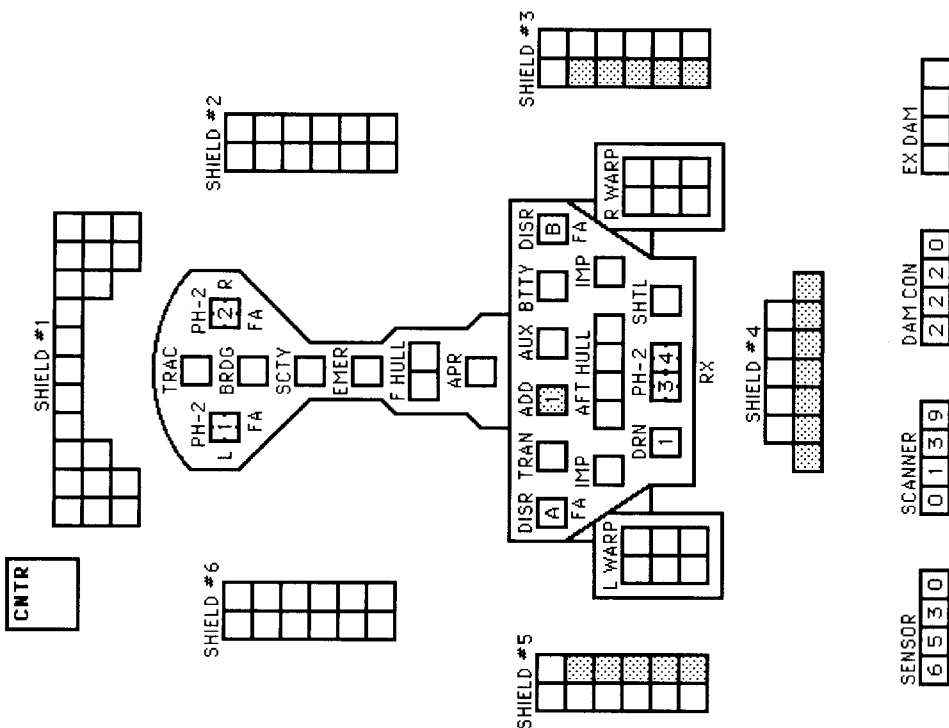
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

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

		1/2" ENERGY POINT PER HUR										2" = NET COST										2" = ENRATIC HANLEY WANT CUST									
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1		1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

SHIP DATA TABLE	
TYPE	= E4
POINT VALUE	= 55
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.7
B REFIT BPV	= +4
Y175 REFIT	= +3

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



SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)

KZINTI STRIKE CRUISER

CNTR

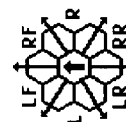
SHIP DATA TABLE	
TYPE	= CS
POINT VALUE	= 116
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.2

SCANNER

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

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

DRONE RACKS	
1	☐
2	☐
3	☐
4	☐


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

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

THIS SHIP HAS ONE SHUTTLE BAY.

[illegible]

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

TRANSPORTER BOMBS

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

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

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

[illegible]

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

CREW UNITS

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

KZINTI COMMAND CRUISER

SHIP DATA TABLE	
TYPE	= CC
POINT VALUE	= 135
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.4
V175 REFIT	= + 0

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

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

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

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

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

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES					5
TRANSPORTER BOMBS					D D D D D

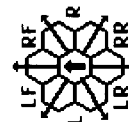
BOARDING PARTIES					
					10
					20

DERFACS
☐ H&R

[illegible]

THIS SHIP HAD ONE RELOAD PRIOR TO Y175
REFIT. TWO RELOADS THEREAFTER.

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


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

SENSOR

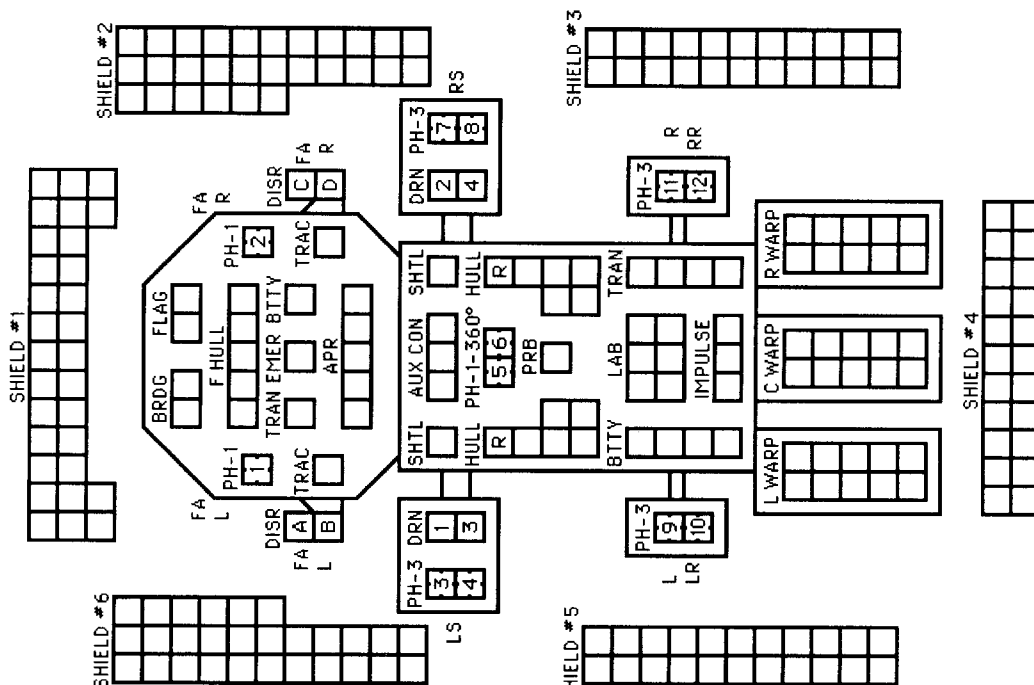
6	6	6	4	1	0
---	---	---	---	---	---

CANNER

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

AM CON

XDAM



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

SHIP DATA TABLE	
TYPE	= CL
POINT VALUE	= 84
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.5
C-12 REFIT	= +12
Y175 REFIT	= +4

	HIT	POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.			

		*						10
								20
								30

[illegible]

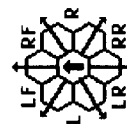
PROBES 5

				D	D	D	D
TRANSPORTER BOMBS							
DERFACS							H&R
						☐	

TYPE I OFFENSIVE PHASER TABLE																	
DIE ROLL	RANGE			6-8			9-15			16-25			26-50			51-75	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	9	8	7	6	5	5	4	3	2	1	1	1	1	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0

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

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

[illegible]

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

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

ADMINISTRATIVE SHUTTLES

[illegible]

	HIT POINTS	NOTES
SHUTTLE BAY HAS TWO DOORS.		

BOARDING PARTIES					
					10
					20

DECK CREWS						6
						12

PROBES

TRANSPORTER BOMBS

1000000

TYPE I OFFENSIVE PHASER TABLE

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

TYPE 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	

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

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

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






SHIP DATA TABLE	
TYPE	= CV
POINT VALUE	= 147
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.6

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

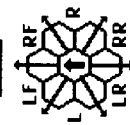
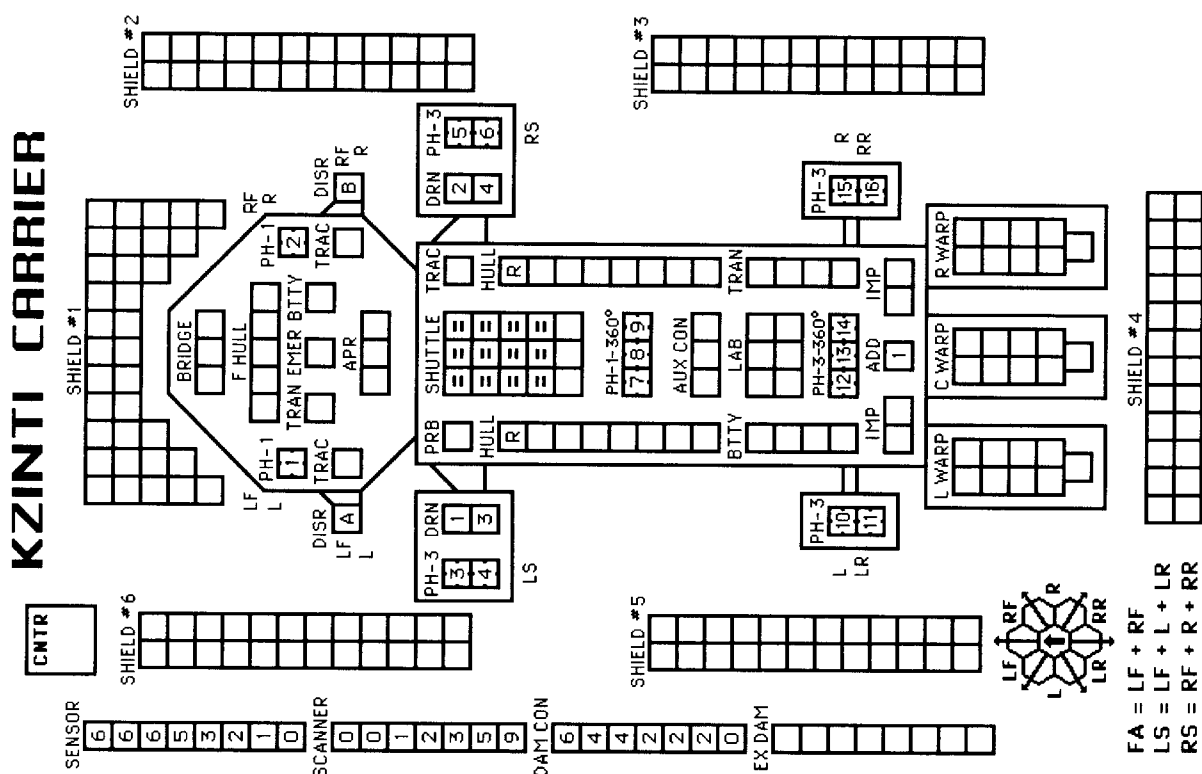
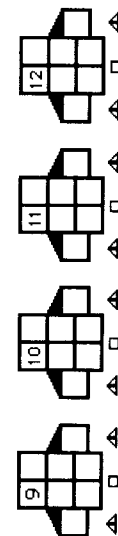
DRONE RACKS

1	☐	☐	☐	☐	A
2	☐	☐	☐	☐	A
3	☐	☐	☐	☐	A
4	☐	☐	☐	☐	A

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

[illegible]

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


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


KZINTI STRIKE CARRIER

[illegible]

CREW UNITS

BOARDING PARTIES					PROBES				
				6					5

TYPE I OFFENSIVE PHASER TABLE

TYPE III DEFENSE PHASER

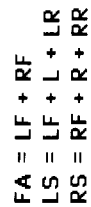
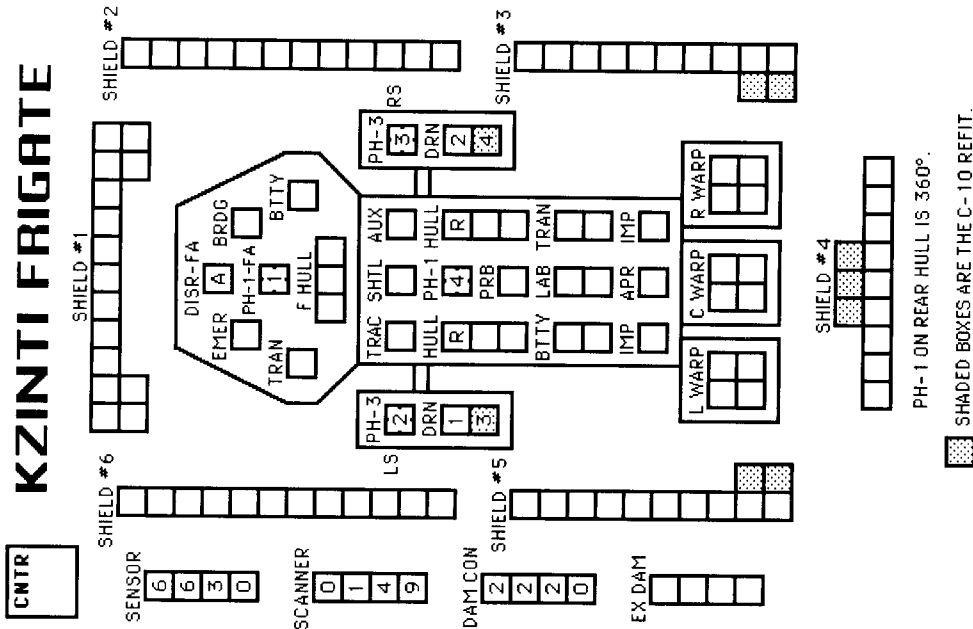
DISRUPTOR TABLE

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

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

DRONE RACKS

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


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


PH-1 ON REAR HULL IS 360°

 SHADED BOXES ARE THE C-10 REFIT.

KZINTI ESCORT FRIGATE
KZINTI REGIS FRIGATE

CREW UNITS						ADMINISTRATIVE SHUTTLES			
		*		10		IDEN	HIT	POINTS	NOTES
				20					

BOARDING PARTIES TRANSPORTER BOMBS

[illegible]

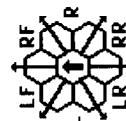
	A	C
1		
2		

EFF HAD TYPE-A DRONE RACKS (ONE RELOAD)
AFF HAD TYPE-C DRONE RACKS (TWO RELOADS)

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

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

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


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

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

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

SHIP DATA TABLE	
TYPE	= EFF
POINT VALUE	= 65
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.20
C-10 REFIT	= +9
LIMITED AEGIS	

TYPE	=	AFF
POINT VALUE	=	81
INCLUDES FULL AEGIS		
INCLUDES C-10 REFIT		

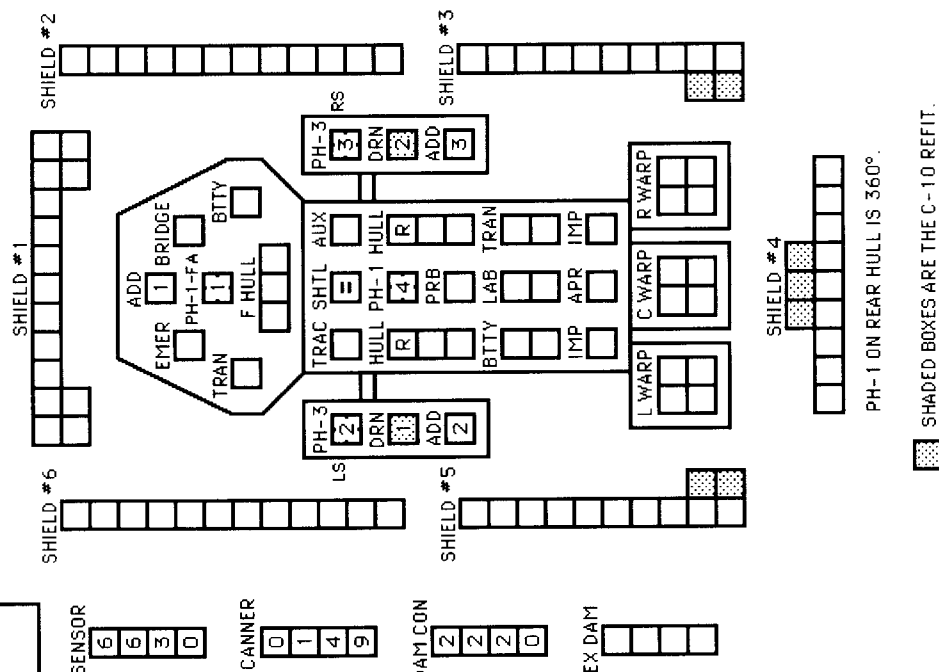
CNTR

SENSOR

CANNER 0149

AM CON 2 2 2 0

EX	DAM
----	-----



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

GORN BATTLECRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	GAS
4	40	
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

PROBES

1	5
---	---

BOARDING PARTIES

1	10
---	----

TRANSPORTER BOMBS

1	10
---	----

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES	BC ONLY
A G B S	C F D F

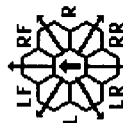
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

SHIP DATA TABLE
TYPE = BC
POINT VALUE = 160
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R6.19
BC INCLUDES BOTH REFITS

TYPE	=	CA
POINT VALUE	=	120
REFERENCE	=	R6.2
PLUS REFIT	=	+26

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



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

CNTR

1	10
---	----

SHIELD #6

1	10
---	----

SHIELD #2

1	10
---	----

SHIELD #5

1	10
---	----

SHIELD #3

1	10
---	----

SENSOR

6	5	3	2	0
---	---	---	---	---

DAMAGE CONTROL

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

SCANNER

0	0	1	2	4	9
---	---	---	---	---	---

SHIELD #4

1	10
---	----

FOR THE HEAVY CRUISER, DELETE THE SHADED BOXES.

WITHOUT THE + REFIT, THE PL-S-LP/RP ARE PL-G (L + LF/RF + R).

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

GORN LIGHT CRUISER

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

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1:59).

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

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

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

PSEUDO-PLASMA TORPEDOES	CLF ONLY	
	☐ C ☐ F	☐ D ☐ F

PI ASMA TORPEDO WARHEAD STRENGTH TARI F

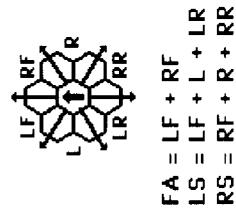
PERCENT OF TOTAL		PERMANENT SURVIVAL INDEX										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2					1				

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13
Standard	1	2	2	3	4	4	4	5	6	6	7	8	9
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$

SHIP DATA TABLE	
TYPE	= CL
POINT VALUE	= 92
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.3
PLUS REFIT	= +16
F REFIT	= +14

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

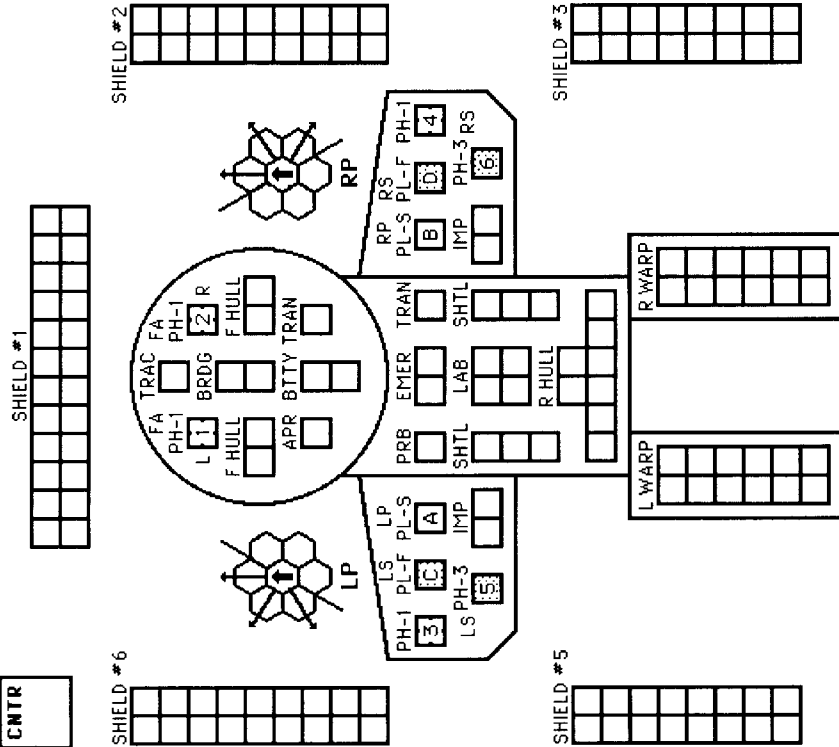


665320
SCANNER
001249

SHIELD #4

DAMAGE CONTROL				
4	4	2	2	0
EXCESS DAMAGE				

THE SHADED BOXES ARE THE F-REFIT.
WITHOUT THE + REFIT, THE PL-S-LP/RP ARE PL-G (L



GORN DESTROYER

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
6	DD

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20		
TYPE G	20	20		15	15	15	10	5	1	
TYPE F	20	15	10	5	1	0	0	0	0	
ROI T	1-4	1-3								1-2

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

⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
4	5	15	16	17	18	19	20	21	22	23	24	25	26	27	28				
				8	8	9	9	10	10	11	11	12	12	13	14				
				7½	8	8½	9	9½	10	10½	11	11½	12	12½	13				
														13½	14				

RATIC MANEUVER WARP COST												
22	23	24	25	26	27	28	29	30				
11	12	12	13	13	14	14	15	15				
11	1½	12	12½	13	13½	14	14½	15				

CNTR

SENSOR

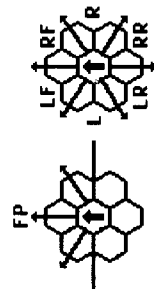
6	6	4	1	0
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SCANNER
00159

DAM CON	2	2	2	0
---------	---	---	---	---

EX	DA	AM	
----	----	----	--

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


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

SHIP DATA TABLE	
TYPE	= DD
POINT VALUE	= 68
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.4
PLUS REFIT	= +6

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

TYPE I OFFENSIVE PHASER TABLE

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

**PSEUDO-PLASMA
TORPEDO**

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

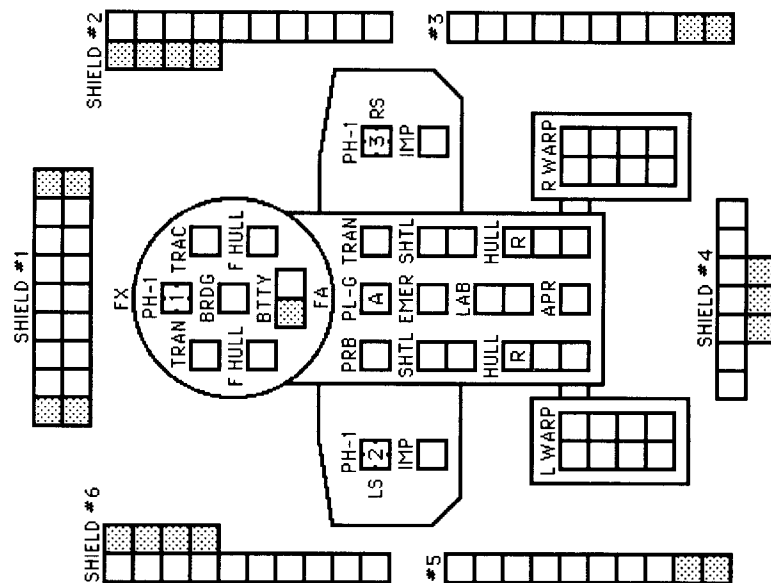
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
ROI T	1-4	1-3	1-2					

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

RATIC MANEUVER WARP COST												
22	23	24	25	26	27	28	29	30				
11	12	12	13	13	14	14	15	15				
11	1½	12	12½	13	13½	14	14½	15				

⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
4	5	15	16	17	18	19	20	21	22	23	24	25	26	27	28				
				8	8	9	9	10	10	11	11	12	12	13	14				
				7½	8	8½	9	9½	10	10½	11	11½	12	12½	13				
														13½	14				



ON THE DD+ REFIT, CHANGE THE PL-G TORPEDO FROM FA TO FP AND ADD THE SHADED BOXES.

GORN FLEET DESTROYER

CREW UNITS				ADMINISTRATIVE SHUTTLES			
		*		IDENT	HIT POINTS	NOTES	
			10				
			20				

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
					GAS
					GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

PROBES					
					5

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

TRANSPORTER BOMBS

D	D
---	---

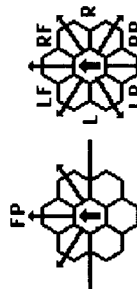
SHIP DATA TABLE	
TYPE	= DDF
POINT VALUE	= 91
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.4

INCLUDES BOTH REFITS

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

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

**PSEUDO-PLASMA
TORPEDOES**


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

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	
TYPE G	20	20	15	15	15	10	5	1	
TYPE F	20	15	10	5	1	0	0	0	
BOLT	1-4	1-3	1-2						

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

	5 = HET COST				
	4	15	16	17	
7		8	8	9	
7		7½	8	8½	

⑥ = ERRATIC MANEUVER WARP COST

29	30
15	15
14 $\frac{1}{2}$	15

CNTR

SENSOR

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

SCANNER 00159

DAM CON 2 2 2 0

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

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

[illegible]

THOLIAN PATROL CORVETTE

CNTR

SHIELD #1

SENSOR

6 5 3 1 0

SCANNER

0 1 3 5 9

DAMCON SHIELD #5

2 2 2 0

EX DAM

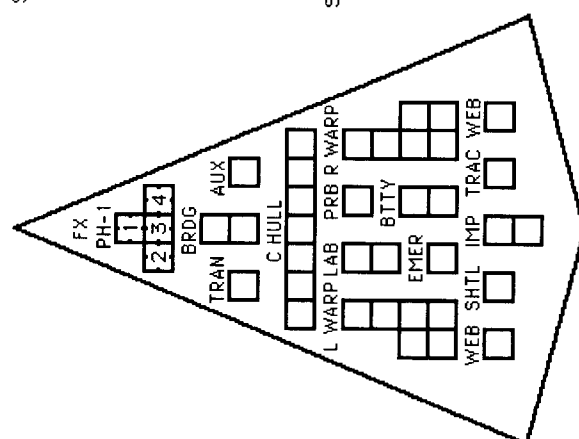
SHIELD #4

SHIELD #2

SHIELD #2

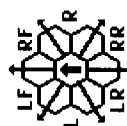
SHIELD #3

SHIELD #3



SHIP DATA TABLE	
TYPE	= PC
POINT VALUE	= 59
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.2
SNARE REFIT	= +6

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



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

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).
WEB GENERATOR IS HIT ON "FLAG BRIDGE" HITS.
SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES.

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

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

CREW UNITS		ADMINISTRATIVE SHUTTLES	
10	10	IDENT	HIT POINTS
10	10		NOTES

BOARDING PARTIES		TRANSPORTER BOMBS	
6	6	D	D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	10-15
ROLL 0	1	2
1	4	4
2	4	4
3	4	4
4	4	4
5	4	3
6	3	3

ORION RAIDER CRUISER

CREW UNITS									

BOARDING PARTIES									

TRANSPORTER BOMBS									

CLOAK									

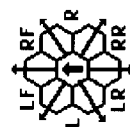
SHIP DATA TABLE									
TYPE	=	CR							
POINT VALUE	=	92							
BREAKDOWN	=	6							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
CLOAK COST	=	10/2							
SIZE CLASS	=	3							
REFERENCE	=	R8.2							
PLUS REFIT	=	+8							
CLOAK	=	+18							
DAKDISC	=	+5							
STEALTH +2ECM									

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

INSERT OPTIONAL WEAPONS

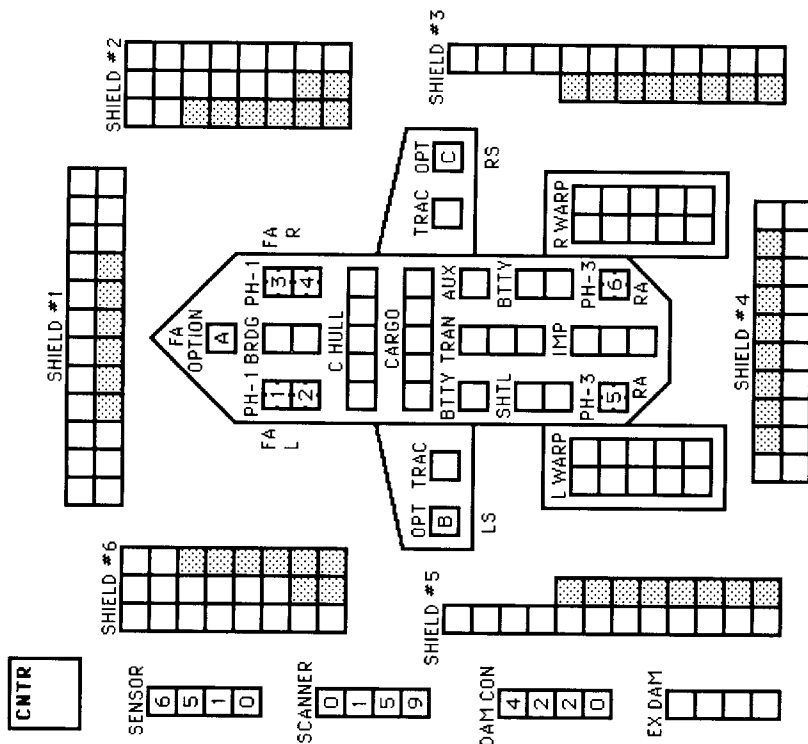
NO HELLBORES IN WING MOUNTS.

SEE ANNEXES *8A AND *8B.

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES *8A AND *8B.



SHADED BOXES ARE THE PLUS REFIT.

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

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

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

[3] = ERRATIC MANEUVER WARP COST