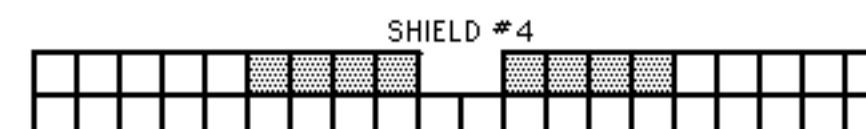


SHIELD #1



Standard 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60

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	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

THIS SHIP HAS AN OUTSTANDING CREW (G21.244).

Submitted by Mike Raper, evaluation by ADB, Inc pending. Copyright © 2002 ADB, Inc

ADMINISTRATIVE SHUTTLES

			*					10
								20
								30
								40
								50

IDENT	HIT POINTS						NOTES
THIS SHIP HAS ONE SHUTTLE BAY.							

SHIP DATA TABLE	
TYPE	= C7X
POINT VALUE	= 270
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

CNTR

BOARDING PARTIES

[illegible]

TRANSPORTER BOMBS

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

PROBES

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

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN

UIM
DERFACS

TURN MODE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

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

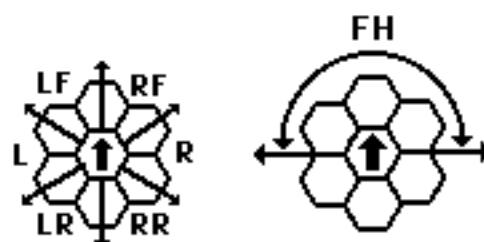
THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

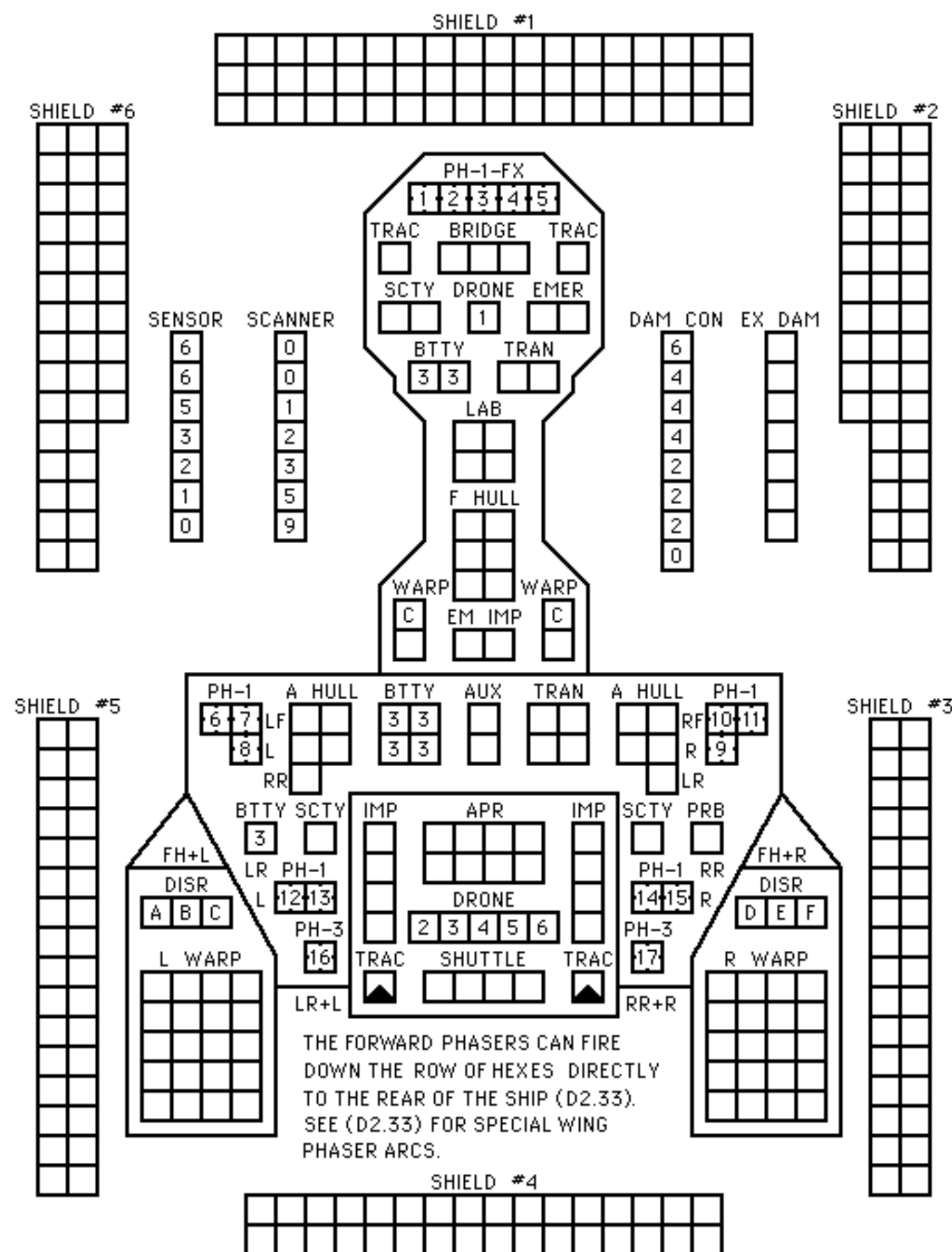
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	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, OVULD	10	10	8	8	6	0	0	0	0


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

KLINGON C7X ADVANCED BATTLECRUISER



MOVEMENT COST = 1

HET COST = 5

EM COST = 6

R3.?? KLINGON C8-D

CNTR

			*				10
							20
							30
							40
							50
							60

IDENT	HIT POINTS						NOTES
THIS SHIP HAS TWO SHUTTLE BAYS							

SHIP DATA TABLE		
TYPE	=	C8-D
POINT VALUE	=	256
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS											
						D	D	D	D	D	D

PROBES				
				5

DRONE RACKS

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE
DESTROYED ON
"TORPEDO" HITS

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

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

B RACKS HAD TWO RELOADS.

CAN LAUNCH ONE DRONE FROM EACH
RACK EACH TURN.

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				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

TYPE II PHASER TABLE

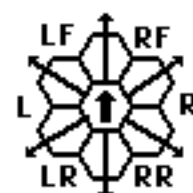
DIE ROLL	RANGE				4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

ANTI-DRONES

[illegible]

ANTI-DRONE TABLE

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


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

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.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

SHIELD #6

SENSOR SCANNER

SHIELD #5

SEE (D2.33) FOR SPECIAL
WING PHASER ARCS.

CARGO BOXES HOLD
50 CARGO POINTS.

CREW UNITS

		*							10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS

SHIP DATA TABLE

TYPE = C9-X
 POINT VALUE = 305
 BREAKDOWN = 3-6
 SHIELD COST = 1+3
 LIFE SUPPORT = 1+1/2
 SIZE CLASS = 2
 REFERENCE = R3.??

FIRST GENERATION
X-SHIP

TURN MODE SPEED

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

HIT & RUN

UIM DERFACS

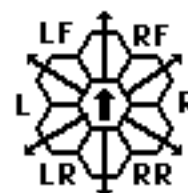
--	--	--	--

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



FX = LF + L + RF + R
 FA = LF + RF

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

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, OULD	10	10	8	8	6	0	0	0	0

DRONE RACKS

1	:	:	:	:	:	:	:	:	GX
2	:	:	:	:	:	:	:	:	GX
3	:	:	:	:	:	:	:	:	GX
4	:	:	:	:	:	:	:	:	GX
5	:	:	:	:	:	:	:	:	GX

THREE RELOADS, ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

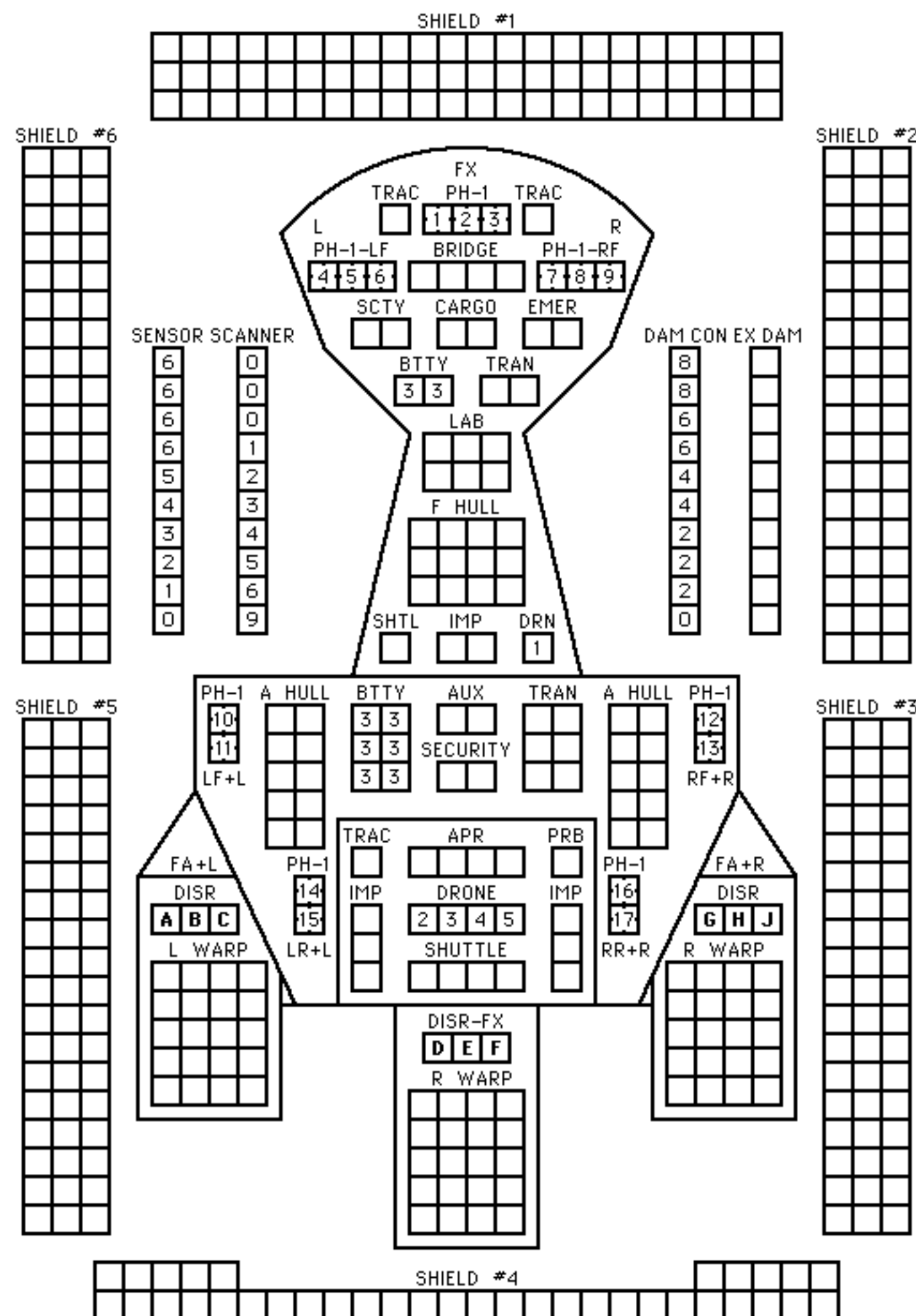
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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	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.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

KLINGON C9-X
ADVANCED DREADNOUGHT

CNTR



ADMINISTRATIVE SHUTTLES

		*				10
						20
						30
						40
						50
						60

IDENT	HIT POINTS					NOTES

THIS SHIP HAS TWO SHUTTLE BAYS

SHIP DATA TABLE		
TYPE	=	C18
POINT VALUE	=	217
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??
K REFIT	=	+8
B REFIT	=	+7
Y175 REFIT	=	+8
TWO UIM STANDARD		

CNTR

BOARDING PARTIES

[illegible]

TRANSPORTER BOMBS

PROBES	PROBES
5	5

DRONE RACKS

1						A				B
2						A				B
3						A				B
4						A				B
5						A				B
6						A				B

RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER. B-REFIT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE						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 II PHASER TABLE

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

ANTI-DRONES

[illegible]

6 ROUNDS BEFORE Y175 REFIT: 12 AFTER

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

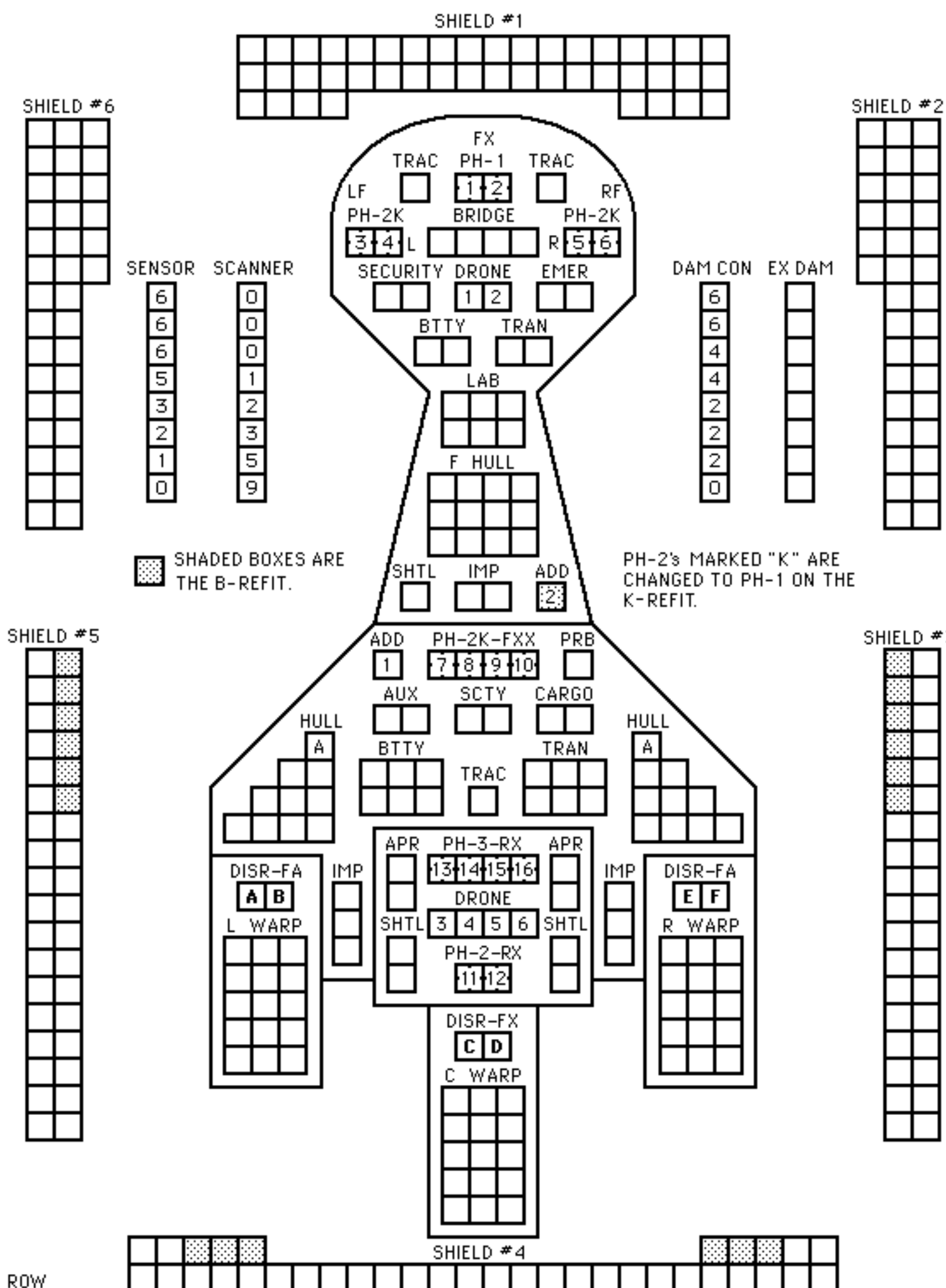
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE,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

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.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45



CARGO BOXES HOLD 50 CARGO POINTS

THE FXX PHASERS CANNOT FIRE DOWN THE ROW
OF HEXES DIRECTLY TO THE FRONT OF THE SHIP.

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

EM COST = 6

[illegible]

[illegible]

				*			10
							20
							30
						38	

[illegible]

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

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

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

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	- - -	VARIES			0	0	0

1									B
2									B
3									B
4									B

[illegible]

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

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

--	--	--	--	--

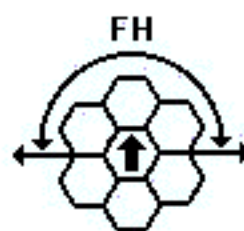
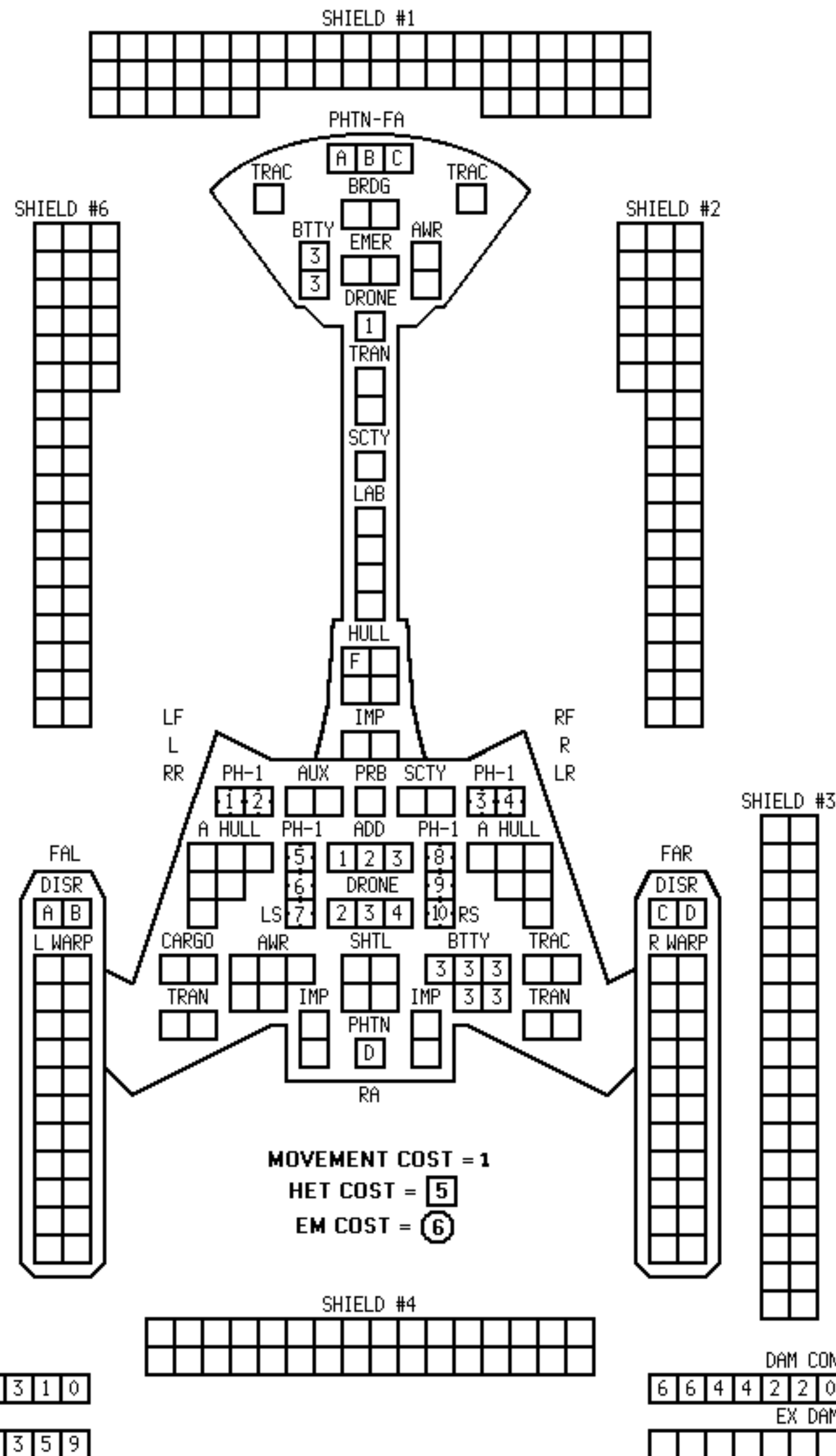
TYPE-B DRONE RACKS
STANDARD. DESIGN
INCORPORATES BOTH
Y175 AND "B" REEFTS.

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

```
TYPE           = D7N
POINT VALUE    = 325
BREAKDOWN      = 5-6
SHIELD COST    = 1+1
LIFE SUPPORT   = 1
SIZE CLASS     = 3
```

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

CNTR	
------	--


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


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

DAM COM						
6	6	4	4	2	2	0
EX DAM						

***KLINGON "K'TINGA" CLASS
1X BATTLECRUISER***

ADMINISTRATIVE SHUTTLES

		*					10
							20
							30

BOARDING PARTIES

								10

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

TYPE	=	D-8
POINT VALUE	=	105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

B REFIT	=	+ 6
Y175 REFIT	=	+ 3
K REFIT	=	+ 3
UIM REFIT	=	+ 5

CNTR

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE						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

DRONE RACKS

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

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

TYPE II PHASER TABLE

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

ANTI-DRONES

[illegible]

ADD HAS 6 ROUNDS
PRIOR TO Y175

ANTI-DRONE TABLE

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

TURN MODE	SPEED
1	100
2	100
3	100
4	100
5	100
6	100
7	100
8	100
9	100
10	100
11	100
12	100
13	100
14	100
15	100
16	100
17	100
18	100
19	100
20	100
21	100
22	100
23	100
24	100
25	100
26	100
27	100
28	100
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31	100
32	100
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37	100
38	100
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67	100
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69	100
70	100
71	100
72	100
73	100
74	100
75	100
76	100
77	100
78	100
79	100
80	100
81	100
82	100
83	100
84	100
85	100
86	100
87	100
88	100
89	100
90	100
91	100
92	100
93	100
94	100
95	100
96	100
97	100
98	100
99	100
100	100

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

NIMBLE SHIP

HIT & RUN

UIM ☐ DERFACS ☐

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

DISRUPTOR TABLE

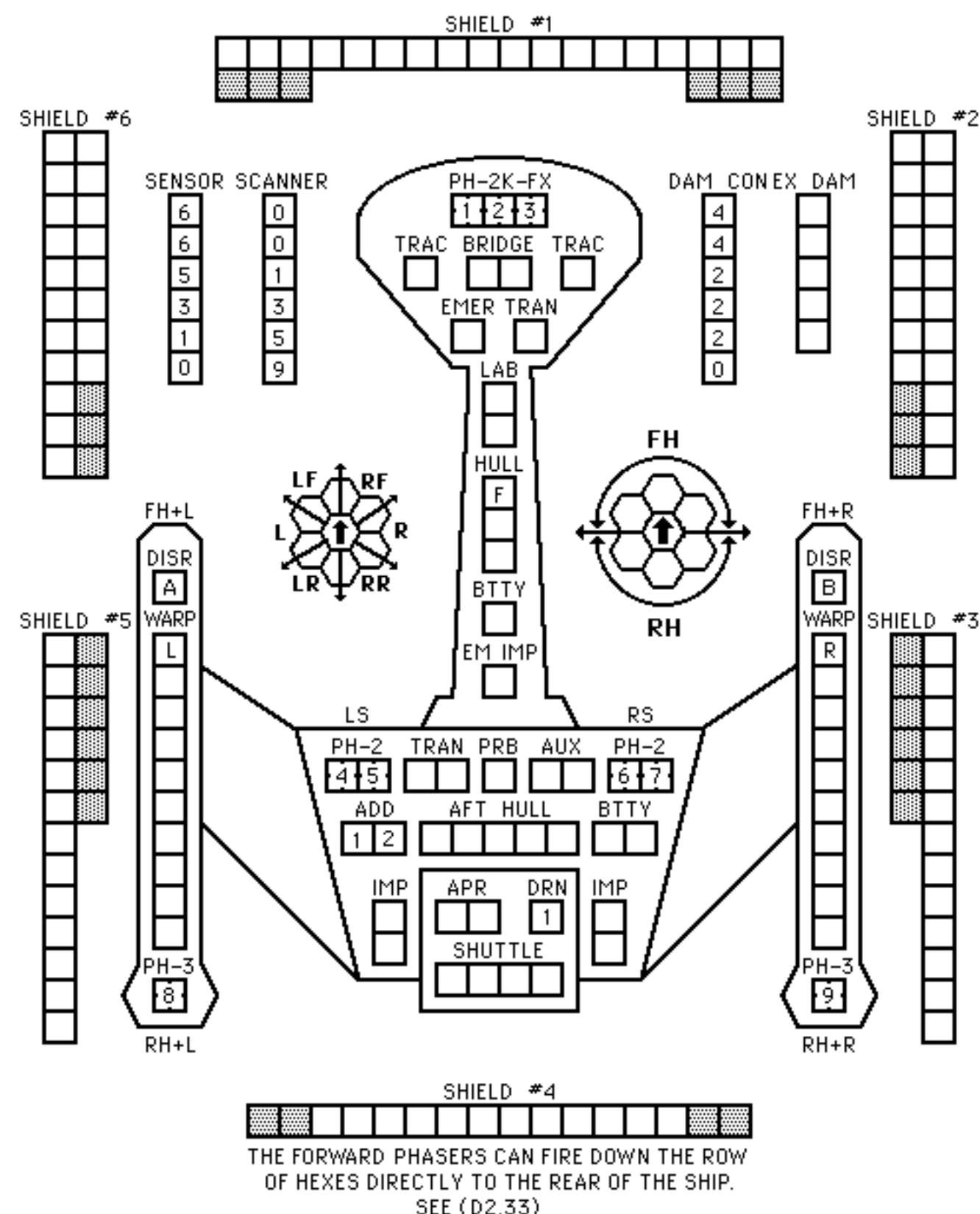
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2
DAMAGE, OULD	10	10	8	8	6	0	0

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

5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST

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

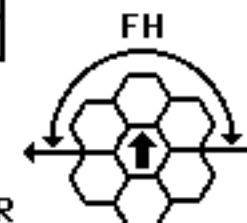


THE FORWARD PHASERS CAN FIRE DOWN THE ROW
OF HEXES DIRECTLY TO THE REAR OF THE SHIP.
SEE (D2.33)

KLINGON D5LT TOURNAMENT CRUISER

This SSD created by Jeremy Gray [jgray96@cox.net].
Submitted to and copyright 2003 ADB, status pending

H&R vs GUARDS	
1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R



THE UIM BURNS OUT THE FIRST TIME IT IS USED. THE OWNING PLAYER DECIDES, WITH EACH DISRUPTOR SALVO, WHETHER OR NOT TO USE IT.

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

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

						✖	10
							20
							30
							40
							50
							60
							70
							80
							90

								10
								20
								30

[illegible]

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

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

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	41-60
HIT (STD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-3	1-2	1
HIT(FOCUSED)	1-6	1-6	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-2
DAMAGE,STD	10	10	8	8	8	6	6	4	4	2
DAMAGE,OVL	20	20	16	16	16	12	0	0	0	0
DMG,CRIT OVL	30	30	24	24	24	0	0	0	0	0
DAMAGE,WEB	4	4	4	2	2	2	0	0	0	0

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE X	75	75	65	55	55	45	45	35	35	30	20	10	5	1
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 L	20	20	15	15	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

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
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

[illegible]

TYPE	=	NEG
POINT VALUE	=	850
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	50/12
REFERENCE	=	R3.506

BPV INCLUDES CLOAK

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+

1

[illegible][illegible]

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

WARP L

WARP R

ARM

ARM

LF

RF

LS

RS

RA

FX

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

RA = LR + RR

FX = L + LF + RF + R

SHIELD REGEN

12	12	9	9	6	6	3	3
----	----	---	---	---	---	---	---

HIT & RUN CLOAK

□

12	12	9	9	6	6	3	3	0
----	----	---	---	---	---	---	---	---

ADMINISTRATIVE SHUTTLES

		*				10
						20
						30
						40
						50
						60
						70
						80

[illegible]

SHIP DATA TABLE		
TYPE	=	RCN
POINT VALUE	=	375
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??

CNTR

BOARDING PARTIES

										10
										20
										30

TRANSPORTER BOMBS

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

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

PROBES

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

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

DECK CREWS

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

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

[illegible]

SHIP HAD TYPE-B DRONE RACKS (2 RELOADS)

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, OULD	10	10	8	8	6	0	0	0	0

HIT & RUN

UIM
DERFACS

ANTI-DRONES

[illegible]

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

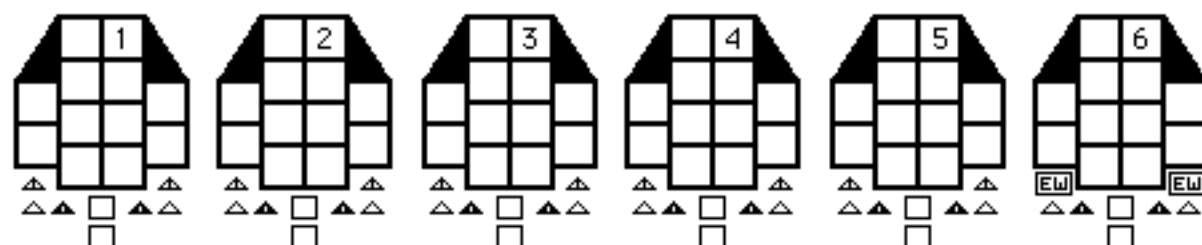
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE	SPEED
1	100
2	100
3	100
4	100
5	100
6	100
7	100
8	100
9	100
10	100
11	100
12	100
13	100
14	100
15	100
16	100
17	100
18	100
19	100
20	100
21	100
22	100
23	100
24	100
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90	100
91	100
92	100
93	100
94	100
95	100
96	100
97	100
98	100
99	100
100	100

FOR HOME		ST. LEED
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

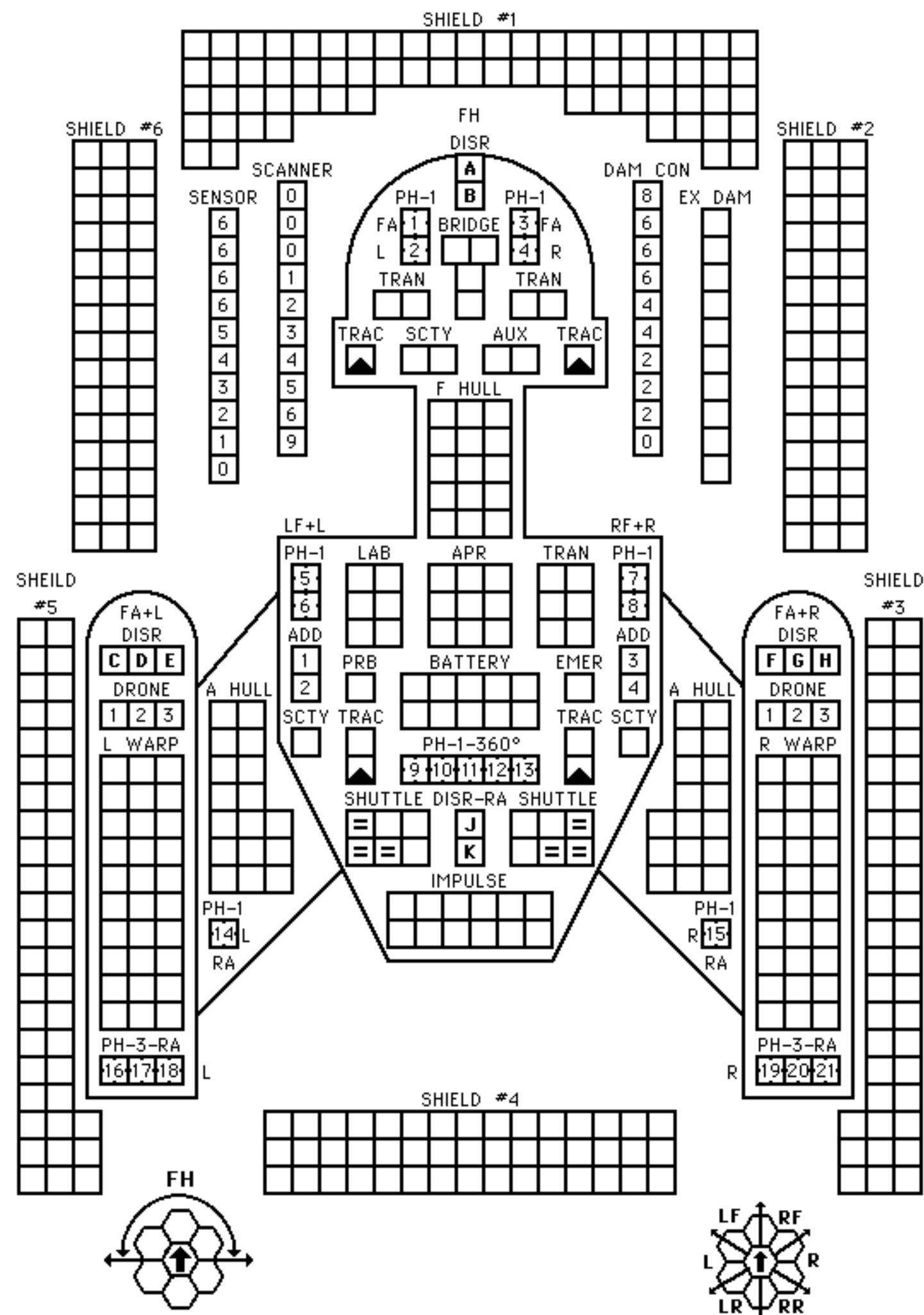
7-YR FIGHTERS

2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



WARP ENERGY MOVEMENT COST = 2 ENERGY POINT PER HEX ⑤ = HET COST ⑥ = EM 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	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60


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

KLINGON FIREHAWK-K HEAVY CRUISER

			*					10
								20
								30
								40

			*					10
								20
								30
								40

IDENT	HIT POINTS					NOTES

IDENT	HIT POINTS					NOTES

TYPE	=	RKF
POINT VALUE	=	165
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.??
Y175 REFIT	=	+4
ONE UIM STANDARD		

CNTR

[illegible][illegible]

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

--	--	--	--

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

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

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

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

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

UIM DERFACS

□ □

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

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

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

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

SPEED

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

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

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

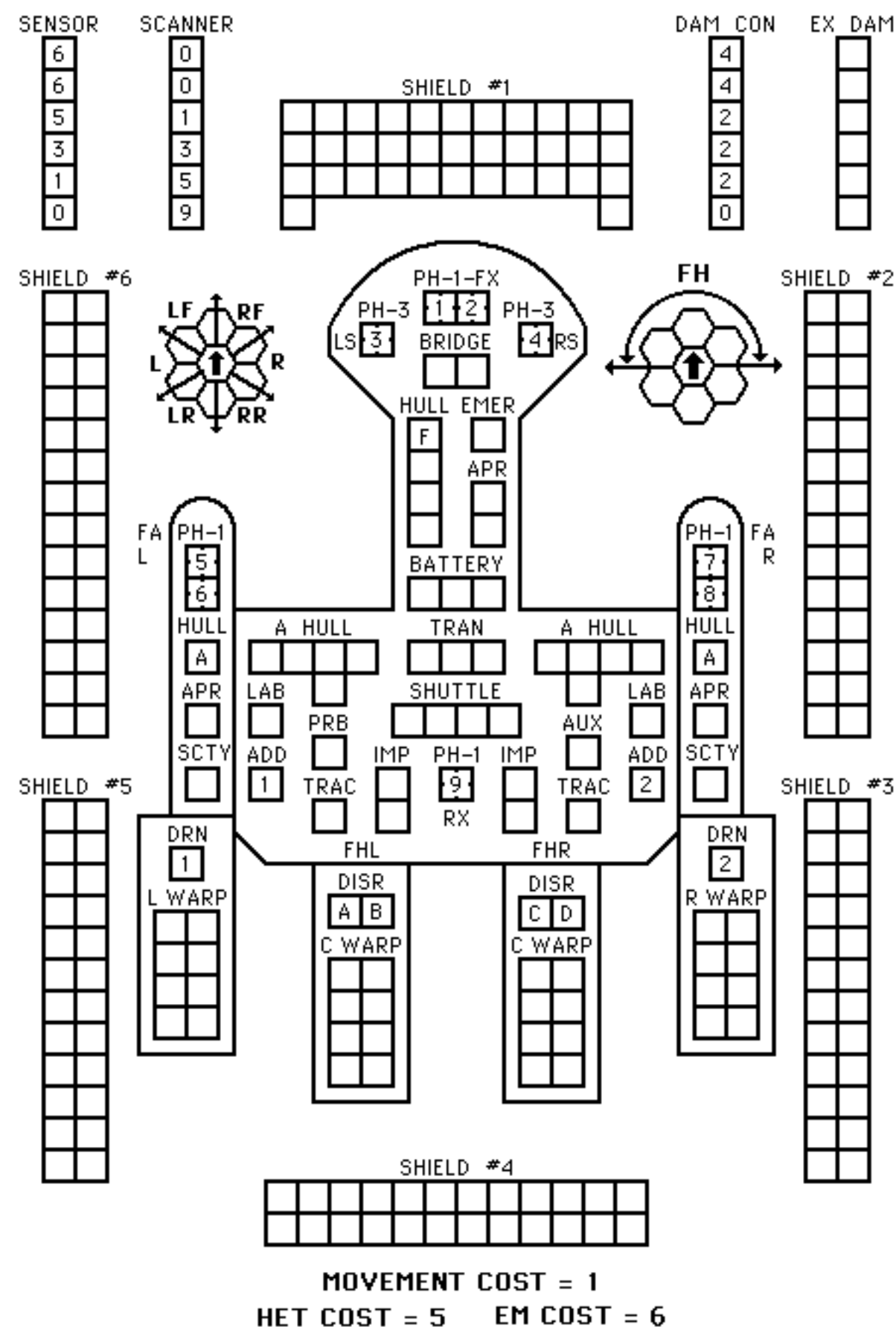
1							A				B
2							A				B

1							A				B
2							A				B

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

[illegible][illegible]

ADD HAS 6 ROUNDS
PRIOR TO Y175

$$RX = LR + L + RR + R$$
$$F_A = LF + RF$$
$$RA = LR + RR$$


MOVEMENT COST = 1

HET COST = 5 EM COST = 6

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