

		✕					10
							20
							30
							40

[illegible]

				5
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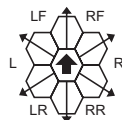
D	D	D	D

2-DIE ROLL	RANGE					9- 14	15 -	23 -
	0	1	2	3-	5-			
2	12	11	10	9	8	7	22	32
3-4	11	10	9	8	7	6	4	3
5-6	10	9	8	7	6	5	3	1
7-9	8	7	6	5	4	3	1	0
10-	6	5	4	3	2	1	0	0
11	3	2	1	0	0	0	0	0
12								

DIE ROLL	RANGE					5	8-	13	25
	0	1	2	3	4	-	12	-	-
1	7	6	5	5	4	3	2	24	36
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

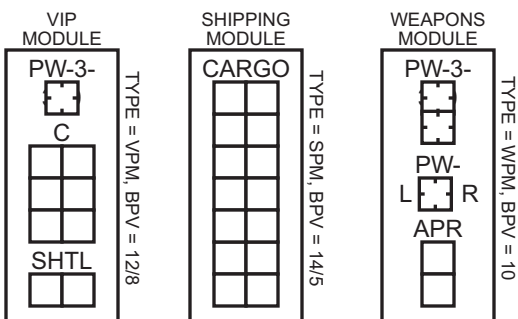
DIE ROLL	RANGE					5 -	8- 12
	0	1	2	3	4		
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

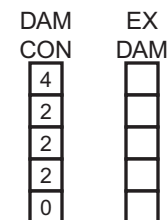
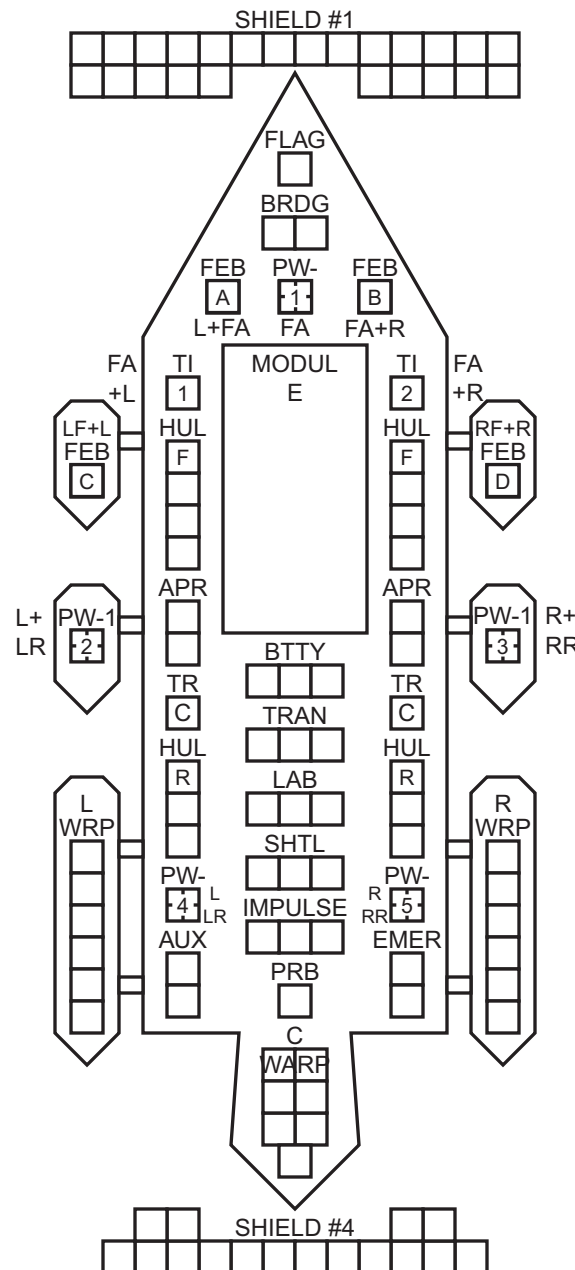
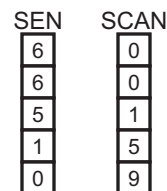
NUMBER	HIT POINTS						NOTES
							GIG
							MODULE
							MODULE
UP TO TWO BAYS - NO							



TYPE	TABLE	BQB
POINT VALUE	=	110
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR14.6B

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





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[5] = HET COST

⑥ = EM WARP COST

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

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0.67	1.33	2	2.67	3.33	4	4.67	5.33	6	6.67	7.33	8	8.67	9.33	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16	16.6	17.3	18	18.6	19.3	20

CREW UNITS

			✕							10
										20
										30

BOARDING PARTIES

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

PROBES

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

T-BOMBS

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

FOCUSED ENERGY BEAM TABLE

2-DIE ROLL	RANGE 0	1	2	3-4	5-8	9-14	15-22	23-32
2	12	11	10	9	8	7	6	4
3-4	11	10	9	8	7	6	4	3
5-6	10	9	8	7	6	5	3	1
7-9	8	7	6	5	4	3	1	0
10-11	6	5	4	3	2	1	0	0
12	3	2	1	0	0	0	0	0

PHASER-W1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

VIP MODULE

PW-3-360	
C HULL	
SHTL	

TYPE = VPM, BPV = 12/8

SHIPPING MODULE

CARGO	

TYPE = SPM, BPV = 14/5

WEAPONS MODULE

PW-3-360	
PW-1	
L R	
APR	

TYPE = WPM, BPV = 10

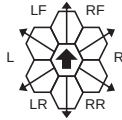
PHASER-W3 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
		MODULE
		MODULE
UP TO TWO BAYS - NO TRANSFERS		

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



SHIP DATA TABLE

TYPE	=	CRB
POINT VALUE	=	84
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	OR14.3B

TURN MODE SPEED

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

CARRIER MODULE

PW-3-360	
FIGHTER	
=	=
=	=
TRAC	

TYPE = CVM, BPV = 16/10

SURVEY MODULE

SEN	
LAB	
TRAN	
SHTL	

TYPE = SRM, BPV = 24/16

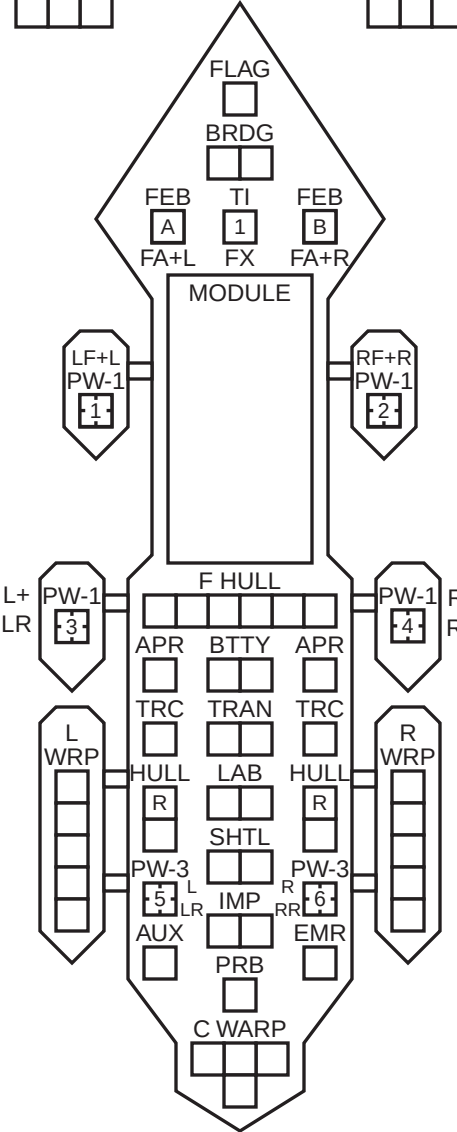
DECK CREWS



IRIDANI CARAVEL-B



SHIELD #1									



SHIELD #2

SHIELD #3

DAM CON
2
2
2
0

EX DAM

SHIELD #4									

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⑤ = HET COST

⑥ = EM WARP COST

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

1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

			✕					10
								20
								30
								40

[illegible]

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

D	D	D	D

2-DIE ROLL	RANGE					9- 14	15- 22	23- 32
	0	1	2	3-4	5-8			
2	12	11	10	9	8	7	6	4
3-4	11	10	9	8	7	6	4	3
5-6	10	9	8	7	6	5	3	1
7-9	8	7	6	5	4	3	1	0
10-11	6	5	4	3	2	1	0	0
12	3	2	1	0	0	0	0	0

DIE ROLL	RANGE					5- 7	8- 12	13- 24	25- 36
	0	1	2	3	4				
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

PW-3-360

 C HULL

 SHTL

 TYPE = VPM, BPV = 12/8

[illegible]

PW-3-360
PW-1
L R
APR
TYPE = WPM, BPV = 10

PW-3-360
 FIGHTER
 TRAC
 TYPE = CVM, BPV = 16/10

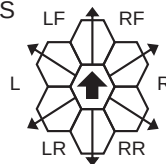
TYPE = SRM, BPV = 24/16

DIE ROLL	RANGE					5- 7	8- 12
	0	1	2	3	4		
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

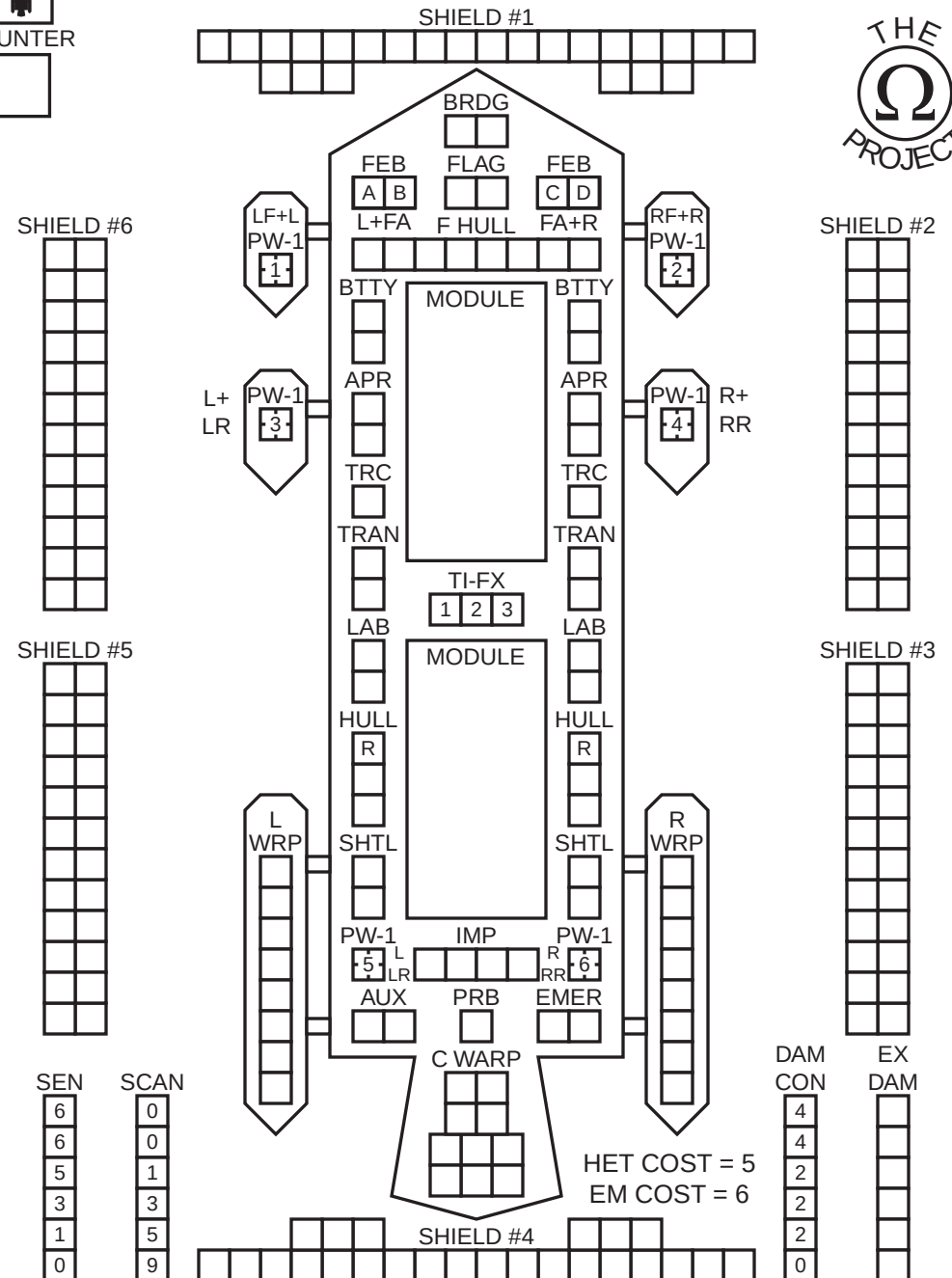
NUMBER	HIT POINTS	NOTES
		GIG
		MODULE
		MODULE
		MODULE
		MODULE
UP TO FOUR BAYS - TRANSFER BY (J1.59) POSSIBLE BETWEEN NON-MODULE BAYS ONLY		

TYPE	=	GLB
POINT VALUE	=	124
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR14.2B

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



IRIDANI GALLEON-B



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MOVEMENT COST = 1 ENERGY POINT PER HEX