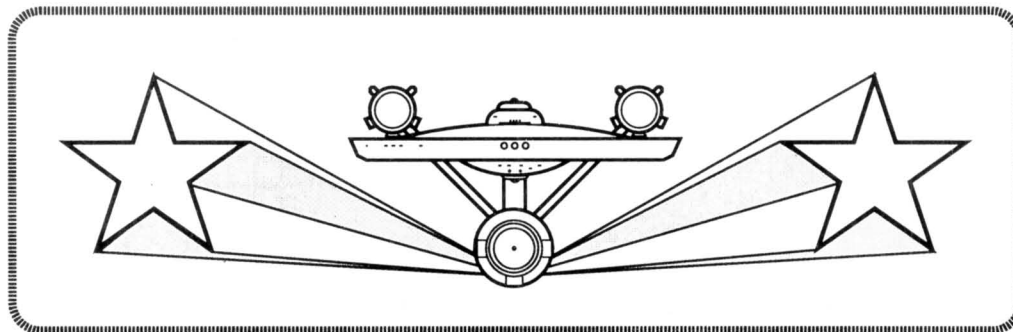


STAR FLEET BATTLES



MODULE Y1 SSD BOOK

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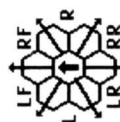
WYN EARLY FRIGATE

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= ZVF
POINT VALUE	= 55
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR12.2

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

DRONE RACKS				
1				A
2				A


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

CREW UNITS					ADMINISTRATIVE SHUTTLES				
			*		IDENT	HIT POINTS	NOTES		
				10					
				20					

BOARDING PARTIES		4
TRANSPORTER BOMBS		D

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

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

ADMINISTRATIVE SHUTTLES

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

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 57
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.2

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

D	D
---	---

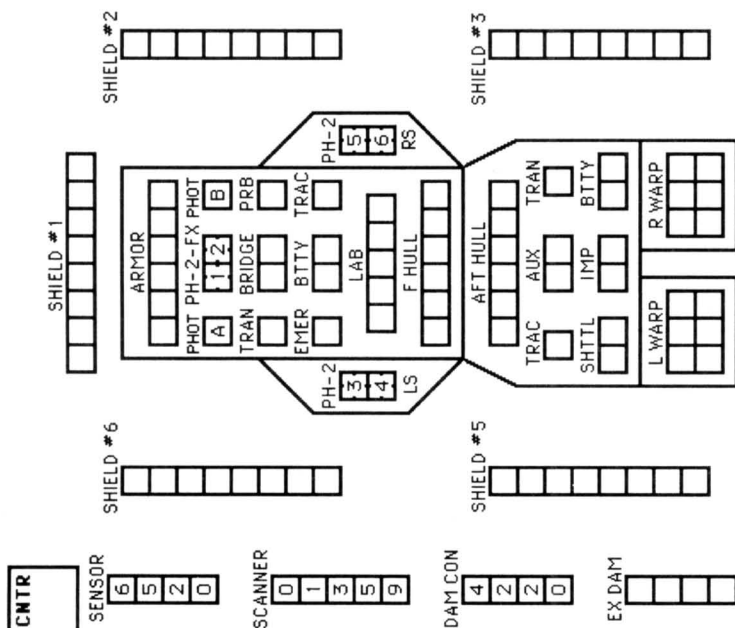
DIE ROLL	RANGE	0	1	2	3	8	9-16-	15	30	31-50
1	6	5	5	4	3	2	1	1	1	1
2	6	5	4	4	2	1	1	1	0	0
3	6	4	4	4	1	1	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0
5	5	4	3	3	0	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0	0

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANUEVER 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	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
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	23	24	25	26	27	28	29	30

⑥ = ERRATIC MANEIVVER WARP COST



NOTE: PHOTON FIRING ARC IS FA.


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

SEE (D4.12) FOR ARMOR RULES.

$$FA = LF + RF$$

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

FEDERATION EARLY HEAVY CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 84
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.4

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

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

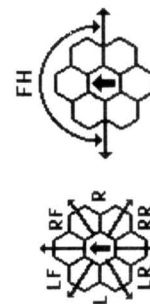
PROBES	3
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TRANSPORTER BOMBS	DD
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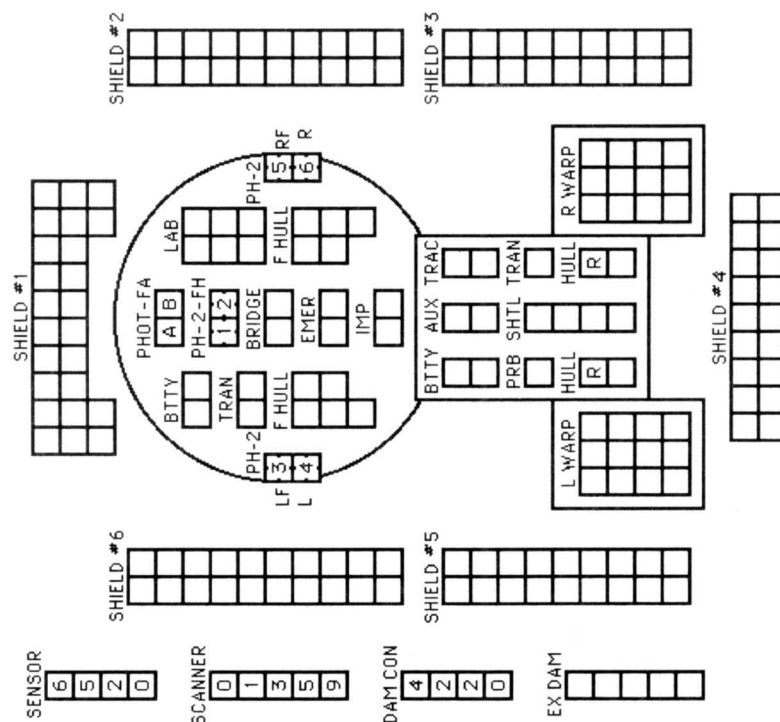
DIE ROLL	RANGE		4-9-16-31- 8 15 30 50			
	0	1	2	3	4	5
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8


$$FA = LF + RF$$

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



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

CNTR

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 65
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YP2.5

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

SEE (D4.12) FOR ARMOR RULES.


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

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

BOARDING PARTIES	8	PROBES	3
------------------	---	--------	---

TRANSPORTER BOMBS

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

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
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				

FEDERATION EARLY
DREADNOUGHT

CNTR

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 100
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR2.6

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10

PROBES

3

TRANSPORTER BOMBS

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

TYPE II PHASER TABLE

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

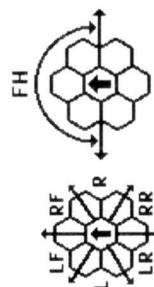
TYPE III DEFENSE PHASER

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

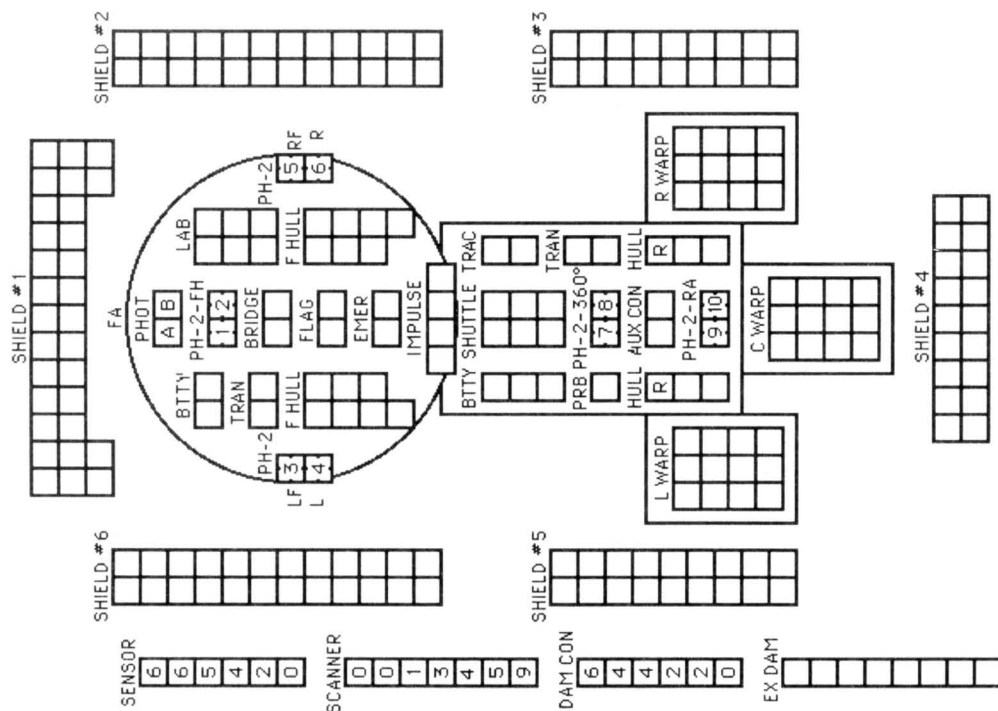
PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NR	1-5	1-4	1-3	1-2	1
DAMAGE	NR	8	8	8	8	8

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.



FA = LF + RF
RA = LR + RR



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

**FEDERATION
EARLY DESTROYER**

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 55
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.7

[illegible]

BOARDING PARTIES	PROBES
6	3

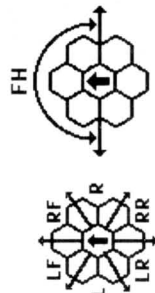
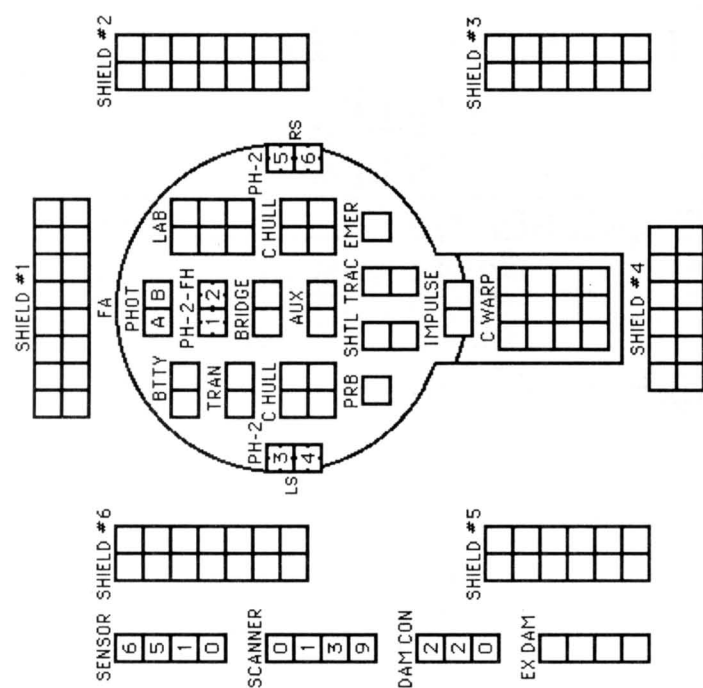
TRANSPORTER BOMBS ☐ D ☐

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 PHASER		DIE RANGE				
ROLL	0	1	2	3	4-9	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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15				
Frac.	1/2	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15				


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

**FEDERATION
EARLY FRIGATE**

CNTR

SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 48
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.8

[illegible]

	BOARDING PARTIES					D
	TRANSPORTER BOMBS					D

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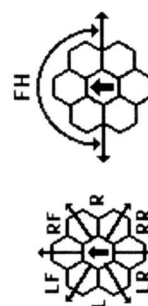
DIE ROLL	RANGE		4-9-16-31-		4-9-16-31-	
	0	1	2	3	8	15 30 50
1	6	5	5	4	3	2 1 1
2	6	5	4	4	2	1 1 0
3	6	4	4	4	1	1 0 0
4	5	4	4	3	1	0 0 0
5	5	4	3	3	0	0 0 0
6	5	3	3	3	0	0 0 0

TYPE III DEFENSE PHASER

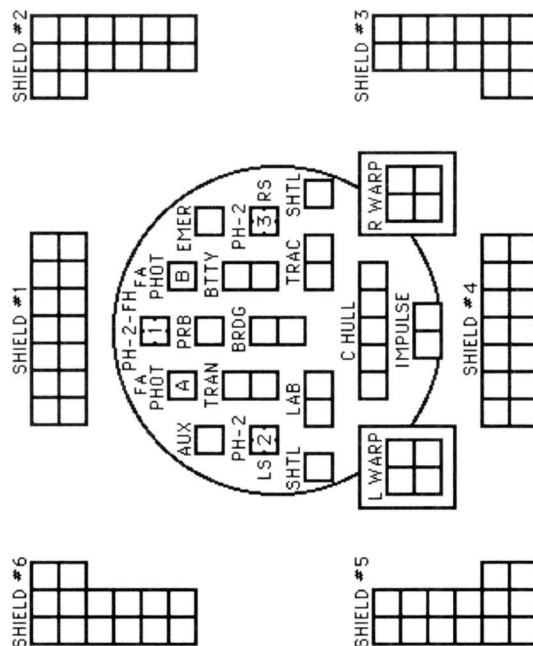
DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 15	4	9
1	4 4 4 3 1 1	1	1
2	4 4 4 2 1 0	1	0
3	4 4 4 1 0 0	0	0
4	4 4 3 0 0 0	0	0
5	4 4 3 2 0 0	0	0
6	3 3 1 0 0 0	0	0

PHOTON TORPEDO TABLE

FIRE FIGHTER PORT LOG TABLE								
RANGE	0-1	2	3-4	5-8	9-12	13-30		
HIT	NA	1-5	1-4	1-3	1-2	1		
DAMAGE	NA	8	8	8	8	8		


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

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



SENSOR	SCANNER	DAM CON	EX DAM
6510	0139	220	

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

[illegible]

CMTR

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
TYPE	= YDK	IDENT	HIT POINTS	NOTES	
POINT VALUE	= 160				
SHIELD COST	= 1+3				
LIFE SUPPORT	= 1+1/2				
SIZE CLASS	= 2				
REFERENCE	= YR1.1				
CARGO MODULE +5					
SCIENCE MODULE +5					
CREW UNITS		TWO BAYS, NO TRANSFERS.			

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

SCIENCE MODULE
CREW UNITS: 4

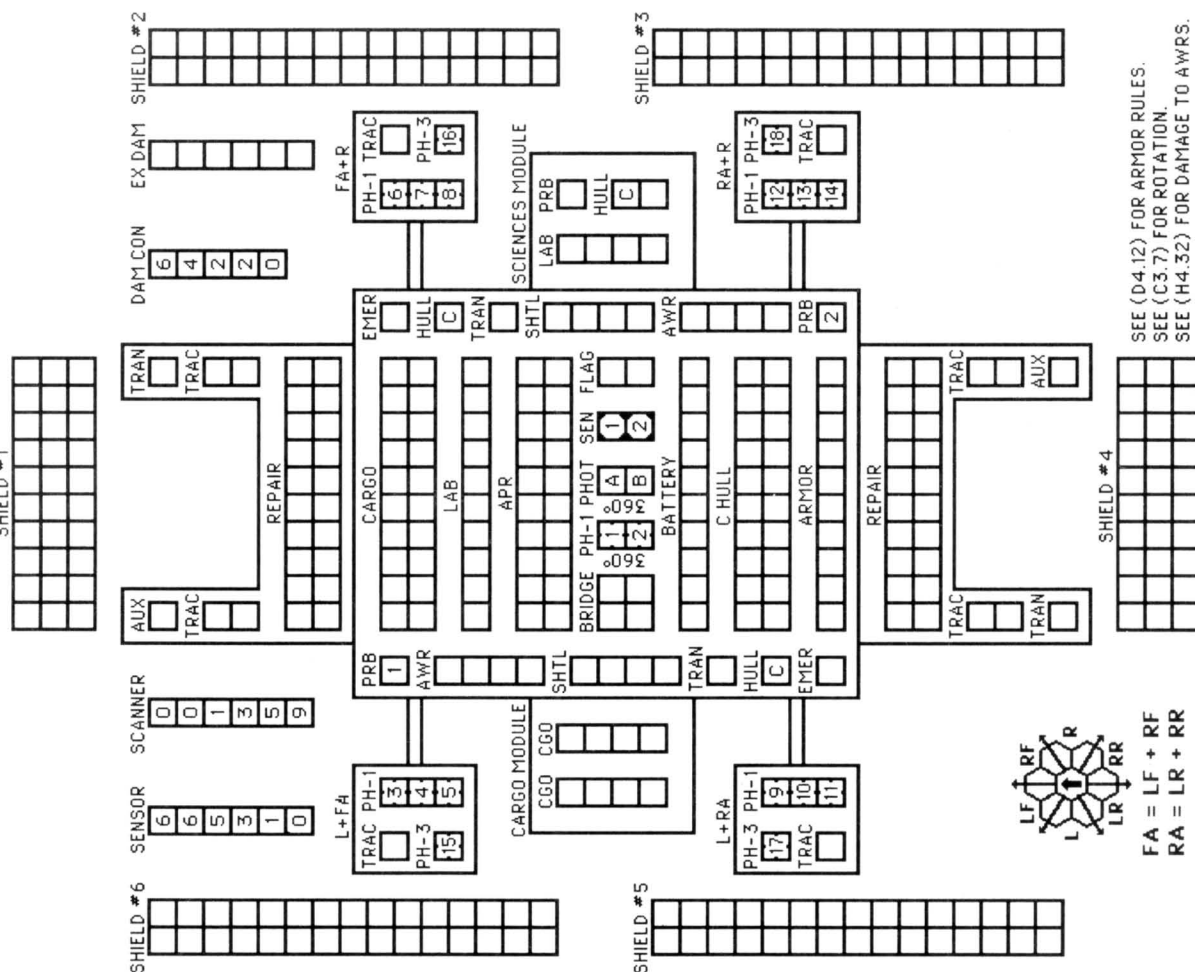
PROBES

3

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

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8


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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

**FEDERATION EARLY
BASE STATION**

C N T R

SHIP DATA TABLE	
TYPE	= YRD
POINT VALUE	= 44
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.10

[illegible]

☐ TRANSPORTER BOMBS ☐ D

[illegible]

BOARDING PARTIES				4
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PROBES	3
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SCANNER

0-130

DAM CON 220

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

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

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

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

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

PHOTON TORPEDO TABLE				
RANGE	0-1	2	3-4	
HIT	NA	1-5	1-4	
DAMAGE	NA	8	8	

FACITOR PORT LOG TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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

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

RIGELIAN EARLY HEAVY CRUISER

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

SHIP DATA TABLE	
TYPE	= YRC
POINT VALUE	= 70
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.11

CNTR	
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	BOARDING PARTIES						TRANSPORTER BOMBS	
						10	D	D

SENSOR

6	4	3	0
---	---	---	---

SHIELD #2							

SHIELD #6							

PROBES	5
--------	---

SCANNER

0	1	4	5	9
---	---	---	---	---

DAM CON 4220

SHIELD #3					
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SHIELD #5					

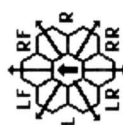
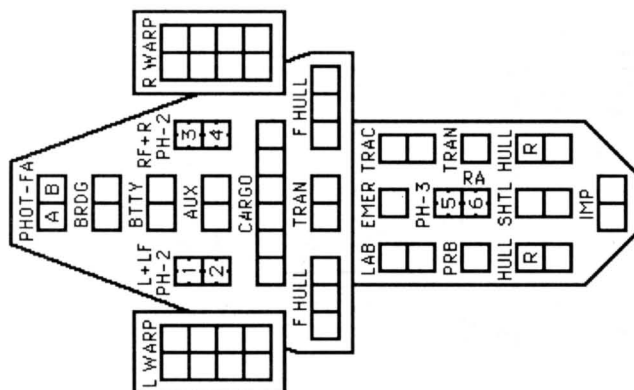
EX	DAM
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TYPE III DEFENSE PHASER		DIE RANGE					4-9-15						
		ROLL 0		1		2		3		8		15	
1	4	4	4	4	4	3	1	1					
2	4	4	4	4	4	2	1	0					
3	4	4	4	4	4	1	0	0					
4	4	4	4	3	2	0	0	0					
5	4	4	3	2	0	0	0	0					
6	3	3	1	0	0	0	0	0					

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

SHIELD #4					
-----------	--	--	--	--	--

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


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

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

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

CMTR

SHIP DATA TABLE	
TYPE	= YVD
POINT VALUE	= 40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.12

[illegible]

PROBES			3
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BOARDING PARTIES	6
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TRANSPORTER BOMBS ☐ D ☐

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

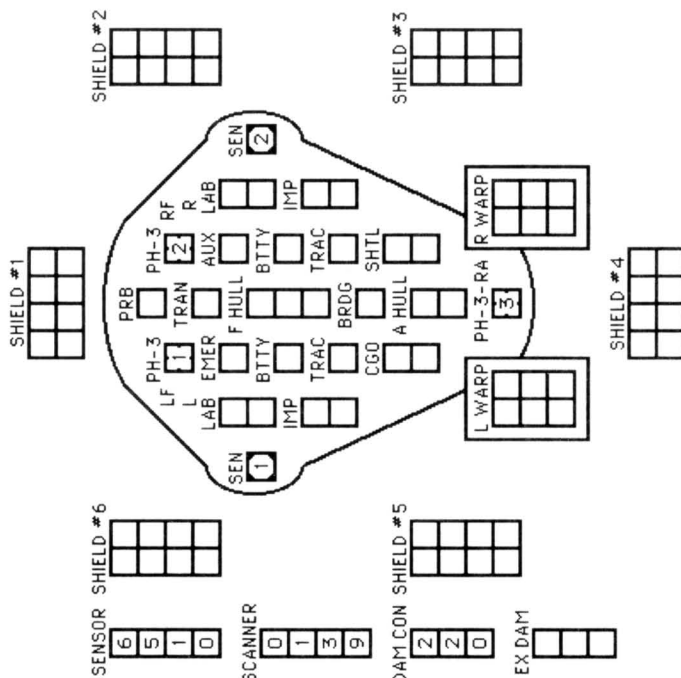
TYPE III DEFENSE PHASER		DIE RANGE				4- 9- 3 8 15			
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			


$$RA = LR + RR$$

SCOUT FUNCTIONS SUMMARY

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

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



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	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	

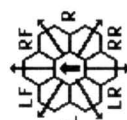
**VULCAN EARLY
HEAVY CRUISER**

[illegible][illegible]

PROBES	
1	3
2	3

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


$$RA = LR + RR$$

SHIP DATA TABLE	
TYPE	= YVC
POINT VALUE	= 75
BREAKDOWN	= 6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.13

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

SCOUT FUNCTIONS SUMMARY

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

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

CNTR	
------	--

SENSOR

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

SCANNER

DAM CON	4	2	2	0
---------	---	---	---	---

EX DAM

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SHIELD #1							
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[illegible]

SHIELD #3							

SHIELD #4							
-----------	--	--	--	--	--	--	--

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

SHIELD #6

SHIELD #5

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

CNTR

SHIP DATA TABLE	
TYPE	= YAD
POINT VALUE	= 44
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.14

[illegible]

BOARDING PARTIES	6
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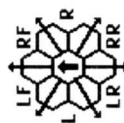
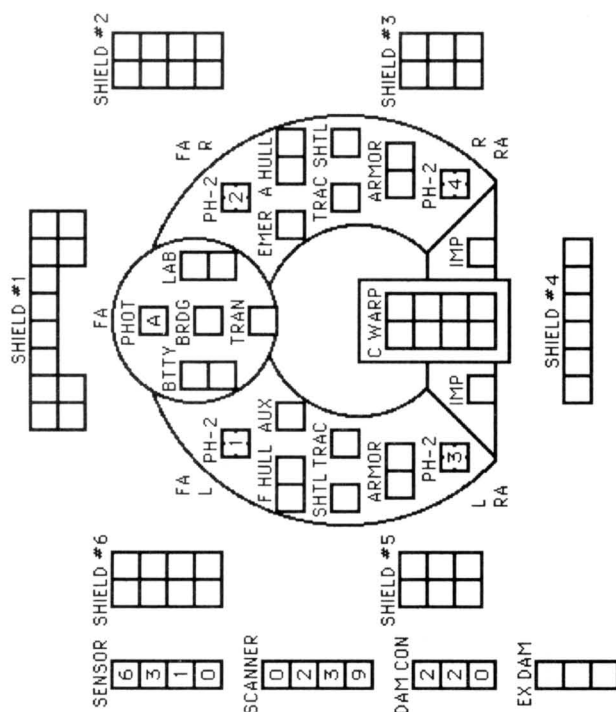
TRANSPORTER BOMBS ☐ ☐

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

SEE (D4.12) FOR ARMOR RULES.

TYPE III DEFENSE PHASE		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			

PHOTON TORPEDO TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	
HIT	NA	1-5	1-4	1-3	1-2	1	
DAMAGE	NA	8	8	8	8	8	8


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

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

CNTR	
------	--

CREW UNITS						ADMINISTRATIVE SHUTTLES			
				X		IDENT	HIT POINTS	NOTES	
					10				
					20				
					30				

TWO DAYS, NO TRANSFERS.

[illegible]

PROBES	3
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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

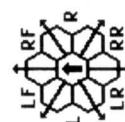
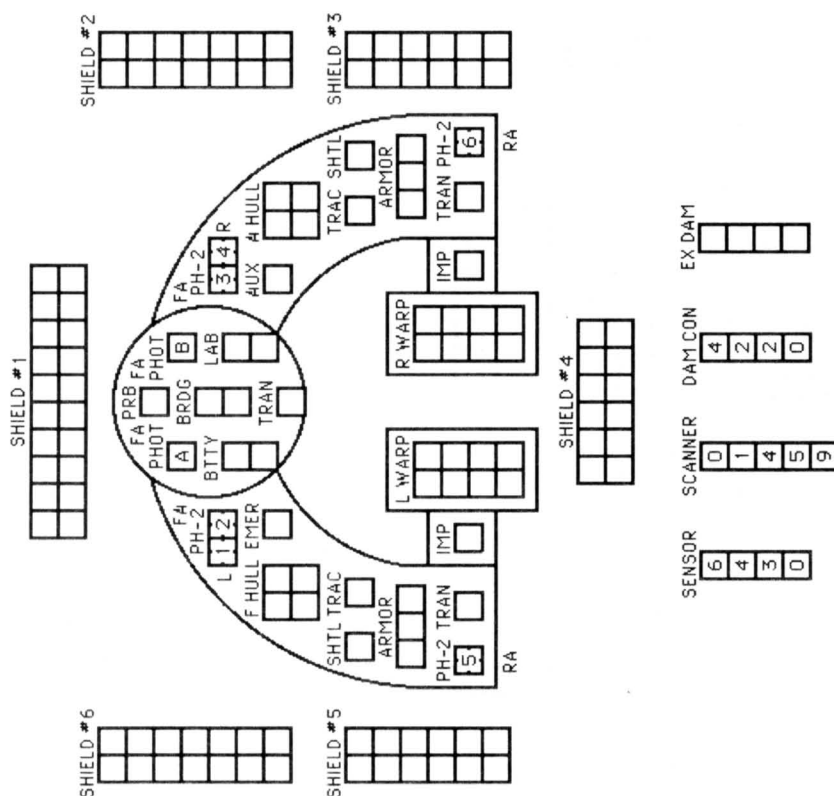
SHIP DATA TABLE	
TYPE	= YAC
POINT VALUE	= 76
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.15

SEE (D4.12) FOR ARMOR RULES.

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

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8


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


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

ANDORIAN EARLY DESTROYER

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= YND
POINT VALUE	= 30
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.16

[illegible]

PROBES	3
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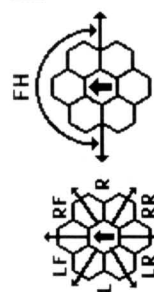
BOARDING PARTIES	
	6

TRANSPORTER BOMBS [D]

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

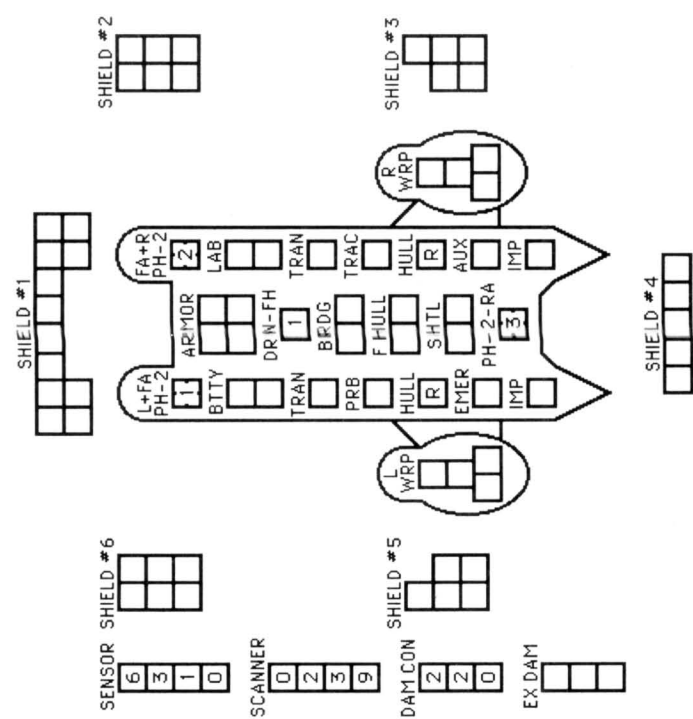
SEE {D4.12} FOR ARMOR RULES.

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


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

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

DRONE RACKS



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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

WARP ENERGY	MOVEMENT	COST = 1/2 ENERGY POINT PER HUR	U = NET COST	U = ENRATIC	THAN	OVER	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 4	5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30					
Fract.	1/2 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						

SHIELD #1

BOARDING PARTIES

100

53

SEE (D4.12) FOR ARMOR RULES.

The diagram shows a central hexagon surrounded by six other hexagons in a honeycomb pattern. A vertical double-headed arrow is positioned to the left of the central hexagon, labeled 'FH'. Another vertical double-headed arrow is positioned to the right of the central hexagon, labeled 'PH'. A horizontal double-headed arrow is positioned above the central hexagon.

CnTR

SCANNER

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

DAM CON

EX	DAM
----	-----

DRONE RACKS					
1	☐	☐	☐	☐	B
2	☐	☐	☐	☐	B

SHIELD #2						

SHIELD #3					

SHIELD #6						

SHIELD #5

SHIELD #4						
-----------	--	--	--	--	--	--

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

KLINGON D3 WARP-REFITTED CRUISER

SHIP DATA TABLE	
TYPE	= D3
POINT VALUE	= 62
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.2

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

DRONE RACKS

1					F
2					F

YOU CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.

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

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	✱			IDENT	HIT POINT'S	NOTES	
			10				
			20				
			30				

[illegible]

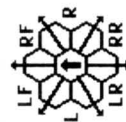
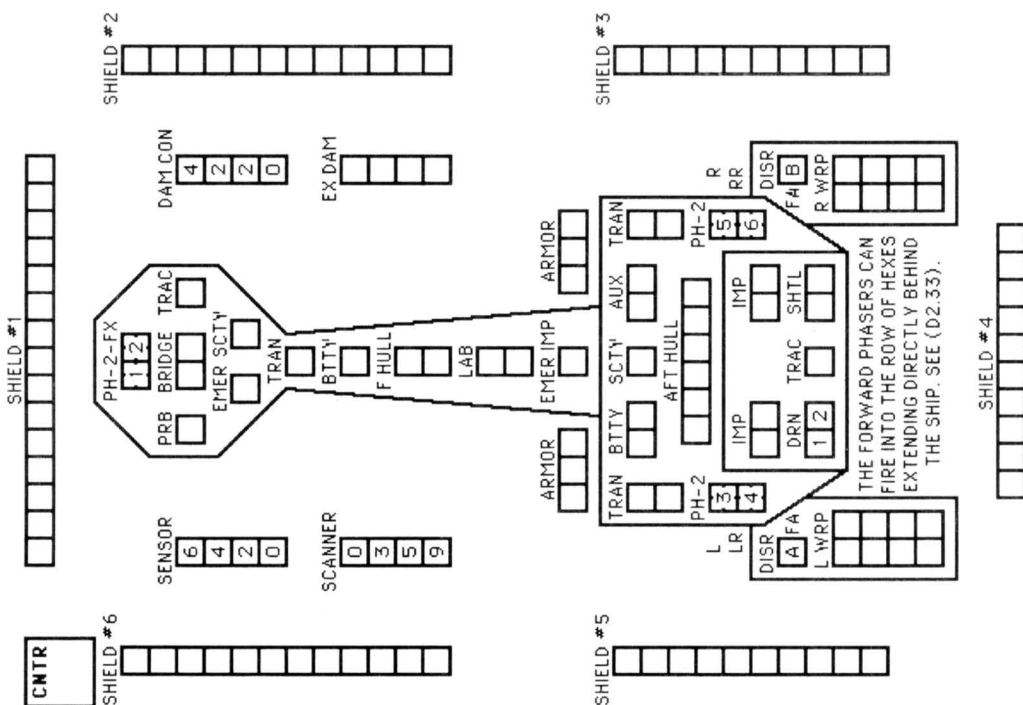
PROBES	
	3

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

SEE (D4.12) FOR ARMOR RULES.

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2


$$FA = LF + RF$$

KLINGON F3 WARP-REFITTED FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	F3
POINT VALUE	42
BREAKDOWN	4-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR3.3

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS
10	

TRANSPORTER BOMBS	
	D

DRONE RACK	
1	F

BOARDING PARTIES	
	8

PROBES	
	3

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SEE (D4.12) FOR ARMOR RULES.

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

TYPE II PHASER TABLE

DIE RANGE	4-9	10-15	16-31	32-50
ROLL 0	1	2	3	4
1	6	5	4	3
2	6	5	4	2
3	6	4	4	1
4	5	4	4	0
5	5	4	3	0
6	5	3	3	0



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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	10-15	16-31	32-50
ROLL 0	1	2	3	4
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

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

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

THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

Diagram illustrating the layout of the USS Enterprise (NCC-1701-A) showing various sections and systems:

- Top Section:** PH-2-FX, PH-2, TRAN, BTTY, AFT HULL, IMP, DISR-FA, L WARP, R WARP.
- Middle Section:** TRAN, BTTY, F HULL, LAB, EMER IMP, DAM CON, EX DAM.
- Bottom Section:** TRAN, BTTY, SCTY, AUX, PH-2, LR, L, LR, DISR-FA, L WARP, R WARP.
- Shields:** SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6.
- Other Systems:** SENSOR, SCANNER, PRB BRIDGE, EMER SCTY, TRAC, SHTL, DRN, IMP, PH-2, LR, L, LR, DISR-FA, L WARP, R WARP.
- Notes:** THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

SHIP DATA TABLE	
TYPE	= D4
POINT VALUE	= 75
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.4

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

DRONE RACKS

1					
2					

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.


$$FA = LF + RF$$

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

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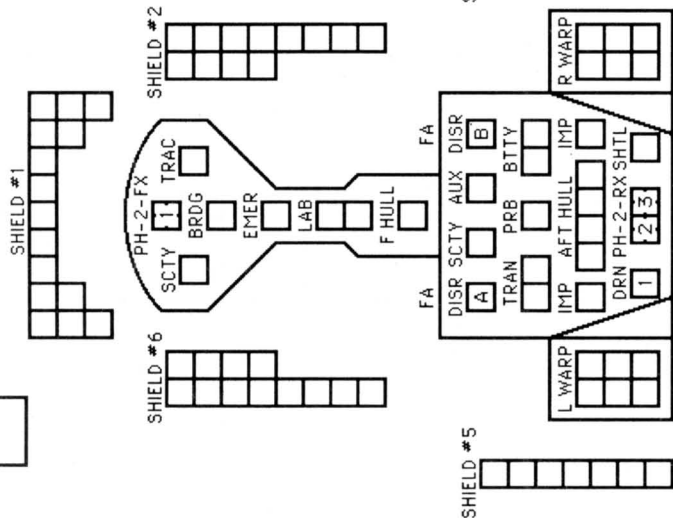
DIE ROLL	RANGE		4-9-16-31-		
	0	1	2	3	8 15 30 50
1	6	5	5	4	3 2 1 1
2	6	5	4	4	2 1 1 0
3	6	4	4	4	1 1 0 0
4	5	4	4	3	1 0 0 0
5	5	4	3	3	0 0 0 0
6	5	3	3	3	0 0 0 0

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

KLINGON F4 EARLY FRIGATE

CNTR



SHIP DATA TABLE	
TYPE	= F4
POINT VALUE	= 53
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR3.5

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

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

CREW UNITS	
IDENT	HIT POINTS
10	

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS
10	

BOARDING PARTIES	
IDENT	HIT POINTS
8	

TRANSPORTER BOMBS	
IDENT	HIT POINTS
10	

PROBES	
IDENT	HIT POINTS
3	

DRONE RACK	
IDENT	HIT POINTS
1	

DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15
HIT (STD)	NR 1-5 1-4 1-4 1-4
DAMAGE, STD	0 5 4 4 3 3

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



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

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

KLINGON C4 EARLY DREADNOUGHT

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

PROBES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

SHIP DATA TABLE

TYPE	POINT VALUE	BREAKDOWN	SHIELD COST	LIFE SUPPORT	SIZE CLASS	REFERENCE
C4	143	3-6	1+3	1+1/2	2	YR3.6

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1	2	3	4

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	3	2	2

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT 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

WARP ENERGY MOVEMENT COST

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KLINGON EARLY TRANSPORT TUG

CNTR[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
3	

PROBES	3
--------	---

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

0 OR 1 P0D	
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

2 OR 3 PODS		
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+	

MOVEMENT COST WITH THREE (EQUIVALENT) POD WEIGHTS = 1.5

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

THE FORWARD PHASERS
CAN FIRE INTO THE HEX;
ROW DIRECTLY BEHIND
THE SHIP IF NO PODS ARE
ATTACHED TO THE TUG.
SEE (D2 33).

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

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

DRONE RACKS				
1	☐	☐	☐	F
2	☐	☐	☐	F

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.

The diagram illustrates the layout of the USS Enterprise-D's bridge and main control area. The central console area includes the Captain's Chair (PH-2-FX), the Main Control Console (PRB, BRIDGE, TRAC, EMER, SCTY), the Tactical Control Console (TRAN, BTTY, F HULL, LAB, EMER IMP), the Security Console (BATTERY, AUX, SECURITY, TRAN, IMP, SHTL, PH-3, RA, PH-3, RA), the Cargo Console (CARGO, CARGO), the Warp Console (L WARP, R WARP), and the Shield Console (SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5). The diagram also includes a central console area with a scanner and sensor display.

⑥ = ERRATIC MANEUVER WARP COST

$$\overline{S} = \text{HET COST}$$

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	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 2	3	5	6	8	9	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	

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SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES		
TYPE	= YDK	IDENT	HIT POINTS	NOTES
POINT VALUE	= 145			
SHIELD COST	= 1+3			
LIFE SUPPORT	= 1+1/2			
SIZE CLASS	= 2			
REFERENCE	= YR1.1			
CARGO MODULE +5				
BARRACKS MODULE +12				
NEW UNITS				
		TWO BAYS, NO TRANSFERS.		

[illegible]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			

SPECIAL SENSORS
ARE DESTROYED ON
"PHASER" DAMAGE
POINTS.

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

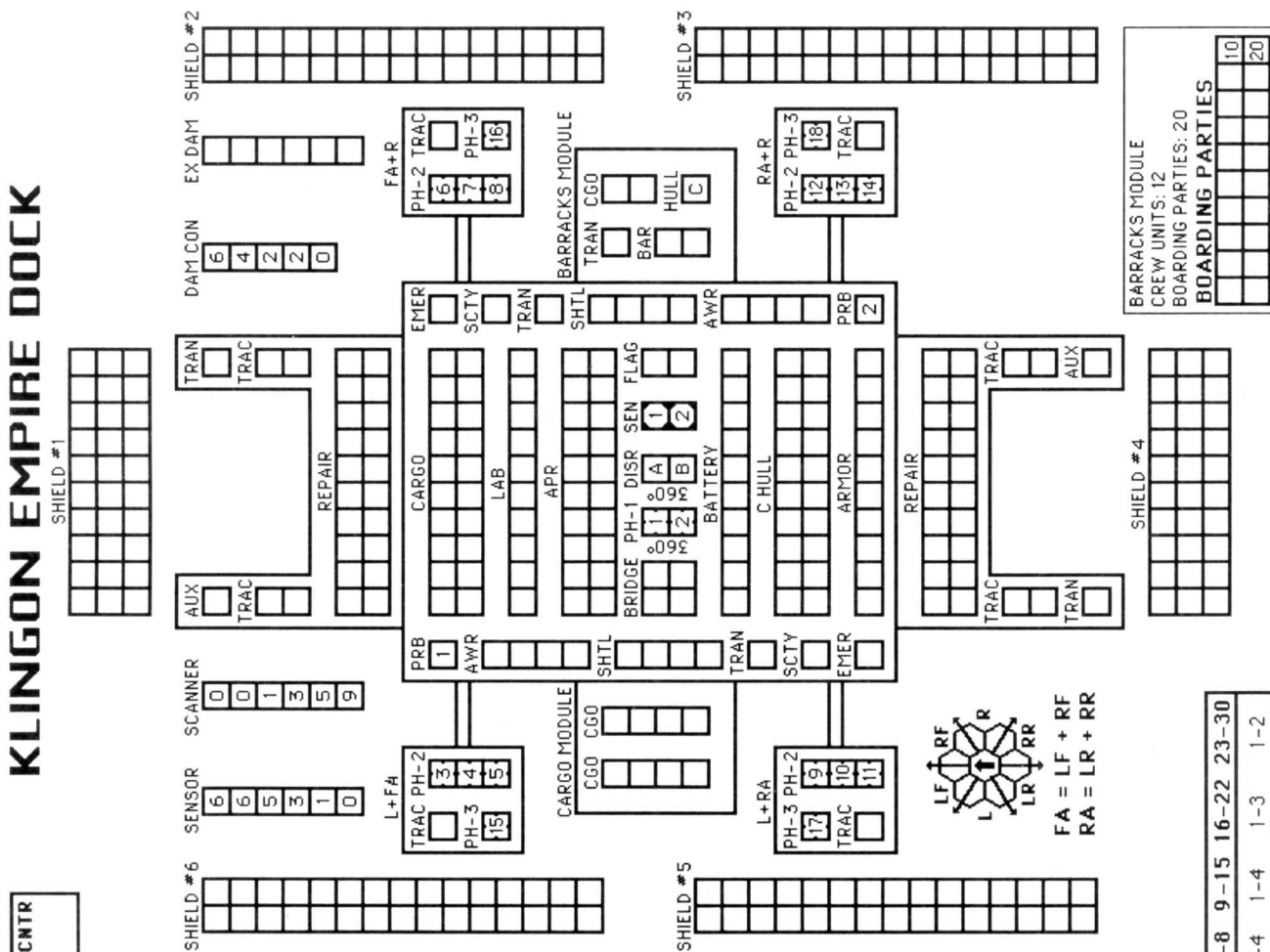
SCOUT FUNCTIONS SUMMARY

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

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

DISRUPTOR TABLE

DISCOUNT FOR TABLE											
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30			
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2			
DAMAGE	0	5	4	4	3	3	2	2			



KLINGON EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 74
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3

CARGO MODULE +5	
BARRACKS MODULE +12	

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

D	D
---	---

PROBES	3
--------	---

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWE.

[illegible]

CREW UNITS


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

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

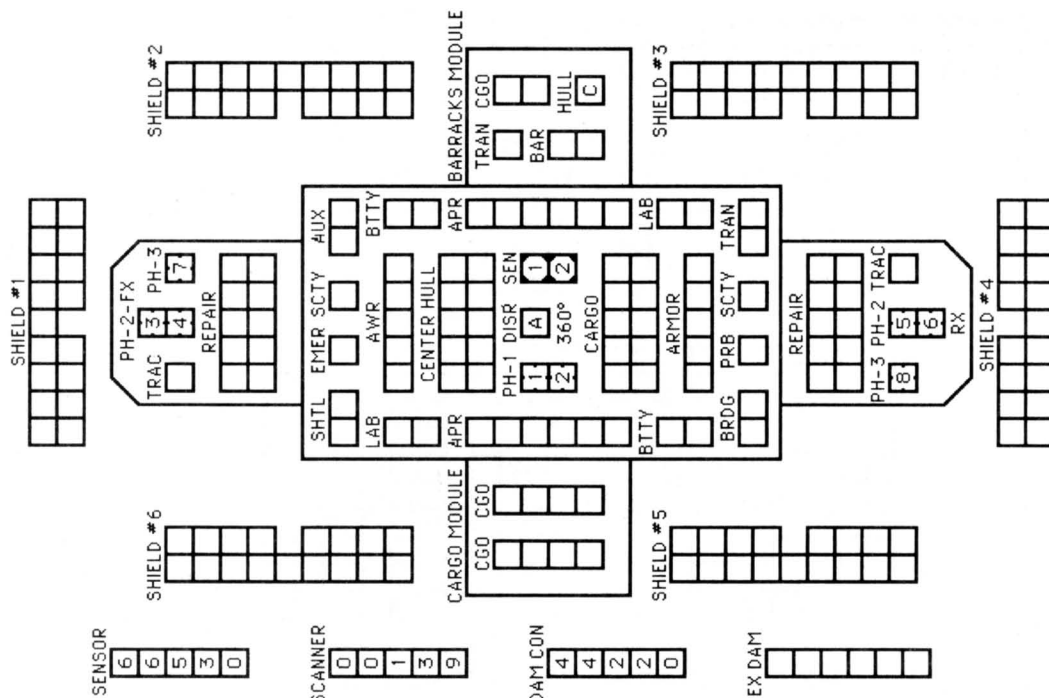
DIE ROLL	RANGE		4-9-16-31-		4-9-16-31-	
	0	1	2	3	8	15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER						
DIE RANGE		4- 9- 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

SCOUT FUNCTIONS SUMMARY

21	LEADING 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

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2

[illegible]

ROMULAN VULTURE EARLY DREADNOUGHT

CNTR

ADMINISTRATIVE SHUTTLES

[illegible]

CREW UNITS

[illegible][illegible]

PROBES	3
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				D	D	D	D
--	--	--	--	---	---	---	---

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
(SEE (D4.12) FOR ARMOR RULES.

WARP TARGETED LASER	DIE RANGE		P
	ROLL 0	1	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

PSEUDO-PLASMA TORPEDOES	☐ A ☐ R	☐ B ☐ R	MASK, VEIL, OR CLOAK H&R	☐	NSM	☐
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VULTURE TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SVL	Y66-88	20	1+1	TYPE-S	NONE	31
WVL	Y89-118	25	1+1	TYPE-W	MASK	52
VVL	Y119-139	30	1+2	TYPE-W	VEIL	64
VUL	Y140-158	36	1+3	TYPE-W	CLOAK	77

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

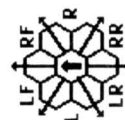
PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

SHIP DATA TABLE	
TYPE	= SVL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR4.2A

SHIP DATA TABLE	
TYPE	= WV L
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
MASK COST	= 6
REFERENCE	= YR4.2B

SHIP DATA TABLE	
TYPE	= YVL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
VEIL COST	= 6
REFERENCE	= YR4.2C

SHIP DATA TABLE	
TYPE	= VUL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 6
REFERENCE	= YR4.2D


$$FA = LF + RF$$

Sensor	Scanner	DAM CON	EX DAM
6	0	6	
6	0	6	
6	0	4	
5	1	4	
4	3	2	
3	6	2	
2	9	2	
0		0	

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1.5
EM COST (IMPULSE) = 6

ROMULAN WARBIRO CRUISER

[illegible]

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
(SEE (D4.12) FOR ARMOR RULES.


$$F_A = L_F + R_F$$

WARP TARGETED LASER	DIE RANGE		P
	ROLL	0	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

PSEUDO-PLASMA TORPEDO	☒ A _R	MASK, VEIL, OR CLOAK H&R	☐	NSM	☐
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WARBIRD TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWB	Y66-88	10	0.5+0.5	TYPE-S	NONE	21
WVB	Y89-118	15	0.5+1	TYPE-W	MASK	33
YVB	Y119-139	20	1+1	TYPE-W	VEIL	41
WB	Y140-158	25	1+1	TYPE-W	CLOAK	51

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

SHIP DATA TABLE	
TYPE	= SWB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.3A

SHIP DATA TABLE	
TYPE	= WWB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.3B

SHIP DATA TABLE	
TYPE	= YWB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.3C

SHIP DATA TABLE	
TYPE	= WB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.3D

CNTR

SHIELD #6			
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SHIELD #5

[illegible]

SENSOR

SCANNER

DAM CON

EX DAM

SHIELD #2			
-----------	--	--	--

SHIELD #3

[illegible][illegible]

MOVEMENT COST = 1

EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.

ROMULAN HAWK DESTROYER

[illegible]

PROBES ☐ ☐ ☐ 3

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
SEE (D4.12) FOR ARMOR RULES.


$$FA = LF + RF$$

DIE RANGE		WARP TARGETED LASER	
ROLL	0	1	2
1	3	2	2
2	2	2	2
3	2	2	1
4	2	2	1
5	2	1	0
6	1	1	0

PSEUDO-PLASMA TORPEDOES	☐ A ^G	☐ B ^G	MASK, VEIL, OR CLOAK H&R	☐	NSM	☐
----------------------------	---	---	--------------------------------	--------------------------	-----	--------------------------

HAWK TECHNOLOGY UPGRADE TABLE

MARINE TECHNOLOGY BY GRADE TABLE						
SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SHK	Y66-88	10	0.5+0	TYPE-S	NONE	18
WHK	Y89-118	15	0.5+0.5	TYPE-W	MASK	30
YHK	Y119-139	20	0.5+0.5	TYPE-W	VEIL	38
H-S	Y140-158	25	0.5+0.5	TYPE-W	CLOAK	47

PLASMA TORPEDO WARHEAD STRENGTH TABLE

FLASHTA TURTLE DOW WAKNEAD STRENGTH TABLE										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20		
TYPE G	20	20		15	15	10	5	1		
TYPE F	20	15		10	5	1	0	0		
BOLT	1-4	1-3						1-2		

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

CNTR

ROMULAN HAWK DESTROYER

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

IMP

FA

PL-G

ARMOR

FA

PL-G

LSR-FA

BRDG

LSR-FA

L

1

2

BTY

C HULL

TRAC

APR

PRB

LAB

C HULL

APR

SHTL

IMP

A

B

3

4

R

SCANNER

0

1

0

0

3

6

9

DAMAGE CONTROL

4

4

1

2

2

0

EXCESS DAMAGE

0

0

0

0

0

0

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/2
EM COST = 6

ROMULAN SNIPE FRIGATE

CREW UNITS

						*						10
--	--	--	--	--	--	---	--	--	--	--	--	----

BOARDING PARTIES

				4
--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
SUBLIGHT SHUTTLE; SEE (R4.F0).		

TRANSPORTER BOMBS

	D
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PROBES

	3
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THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
SEE (D4.12) FOR ARMOR RULES.

$$FA = LF + RF$$

DIE ROLL	RANGE		P
	0	1	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	1
5	2	1	0
6	1	1	0

SHIP DATA TABLE	
TYPE	= SSN
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR4.5A

SHIP DATA TABLE		NIMBLE SHIP
TYPE	= WSN	
LIFE SUPPORT	= 1/2	
SIZE CLASS	= 4	
MASK COST	= 1	
REFERENCE	= YR4.5B	

SHIP DATA TABLE	
TYPE	= YSN
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
VEIL COST	= 1
REFERENCE	= YR4.5C

SHIP DATA TABLE	
TYPE	= SNS
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 1
REFERENCE	= YR4.5D

PSEUDO-PLASMA TORPEDO	☒ A G	MASK, VEIL, OR CLOAK H&R	☐	NSM	☐
--------------------------	---	--------------------------------	--------------------------	-----	--------------------------

SNIPER TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SSN	Y66-88	5	0.5+0	TYPE-S	NONE	15
WSN	Y89-118	10	0.5+0	TYPE-W	MASK	25
YSN	Y119-139	15	0.5+0.5	TYPE-W	VEIL	33
SNS	Y140-158	20	0.5+0.5	TYPE-W	CLOAK	40

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RELEASE	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
ROLL	1-4	1-3	1-2					

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

CNTR

The diagram shows a ship's layout with the following components:

- Shields:**
 - SHIELD #2 (Bow)
 - SHIELD #3 (Stern)
 - SHIELD #4 (Left Side)
 - SHIELD #5 (Right Side)
 - SHIELD #6 (Port Funnel)
 - SHIELD #7 (Starboard Funnel)
- Internal Systems (from left to right):**
 - FA
 - LSR
 - PL-G
 - LSR
 - FA
 - L1
 - PRB
 - ARMOR
 - FA
 - FA
 - 2R
 - FA
 - APR
 - BRDG
 - HULL
 - C
 - SHTL
 - BTTY
 - AUX
 - TRAC
 - IMP
- External Systems (from left to right):**
 - SENSOR
 - SCANNER
 - DAM CON
 - EX DAM

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/4
EM COST = 3

CNTR	
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SHIP DATA TABLE	
TYPE	= YFA
POINT VALUE	= 36
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.6
BPV INCLUDES VEIL	

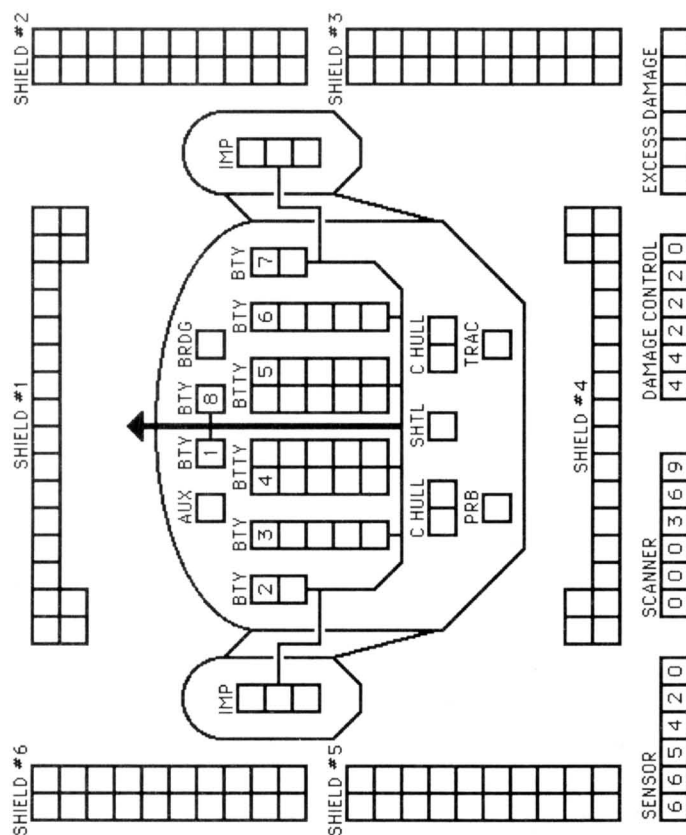
CREW UNITS	BOARDING PARTIES
* 0 1 2 3 4 5 6 7 8 9 10	2

ADMINISTRATIVE SHUTTLES		PROBES
IDENT	HIT POINTS	NOTES
		3

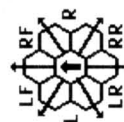
ADMINISTRATIVE SHUTTLES				
IDENT	HIT	POINTS	NOTES	
SUBLIGHT SHUTTLE; SEE (R4.F0).				

TRANSPORTER BOMBS

VEIL	☐	NSM	☐
H&R	☐		



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



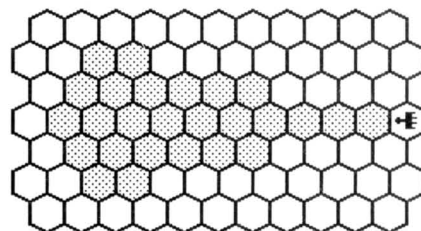
THIS SHIP CAN LAND ON PLANETS USING THE
AERODYNAMIC LANDING SYSTEM (P2.433).

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS

WEAPON: RIF.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

MOVEMENT COST = 1
EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.



ROMULAN EARLY WARHAWK CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= SWH
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR4.7A

SHIP DATA TABLE	
TYPE	= WWH
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
MASK COST	= 1
REFERENCE	= YR4.7B

SHIP DATA TABLE	
TYPE	= YWH
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
VEIL COST	= 1
REFERENCE	= YR4.7C

SHIP DATA TABLE	
TYPE	= WH-S
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 1
REFERENCE	= YR4.7D

CREW UNITS	
IDENT	HIT POINTS
10	
BOARDING PARTIES	
5	
DECK CREWS	
5	
PROBES	
3	
TRANSPORTER BOMBS	
10	

PLASMA TORPEDO WARHEAD STRENGTH TABLE	
RANGE	0-5 6-10 11-12 13-14 15
TYPE F	20 15 10 5 1

WARP TARGETED LASER	
DIE ROLL	0 1 2 P
1	3 2 2 1
2	2 2 2 1
3	2 2 1 1
4	2 2 1 0
5	2 1 0 0
6	1 1 0 0

FIGHTER-MOUNTED LASER	
DIE ROLL	0 1 P
1	2 1 1
2	1 1 0
3	1 1 0
4	1 1 0
5	1 0 0
6	1 0 0

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

MASK, VEIL, OR CLOAK	☐
H&R	☐
NSM	☐

WARHAWK TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWH	Y66-88	10	0.5+0	TYPE-S	NONE	18
WWH	Y89-118	15	0.5+0.5	TYPE-W	MASK	30
YWH	Y119-139	20	0.5+0.5	TYPE-W	VEIL	38
WH-S	Y140-158	25	0.5+0.5	TYPE-W	CLOAK	47

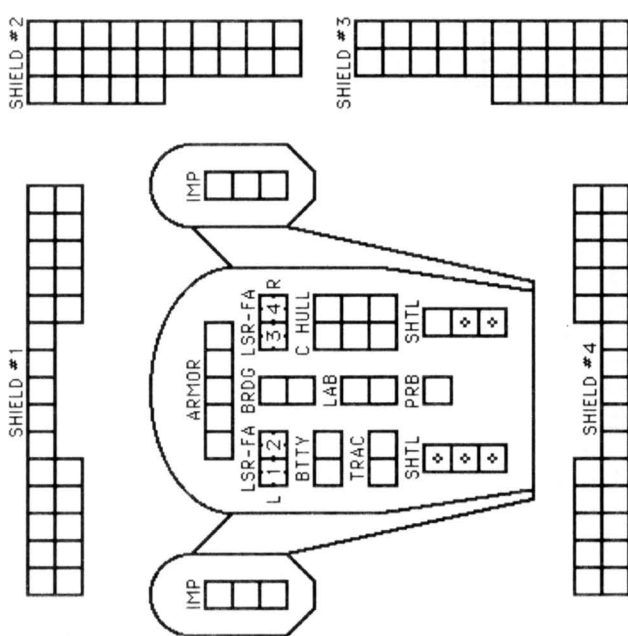
GLADIATOR-0	DFR = 0
CRIPPLED = 4	SPEED = 1

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

GLADIATOR-L	1xLASER-FA
DFR = 2	CRIPPLED = 4
SPEED = 1	

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

A WARHAWK WOULD CARRY ONE TYPE OF FIGHTER ONLY, EITHER GLADIATOR-0s OR GLADIATOR-Ls. THEY NEVER MIXED THE TWO FIGHTER TYPES ON A SINGLE CARRIER. BECAUSE EITHER TYPE OF FIGHTER MIGHT BE CARRIED, BOTH TYPES ARE PROVIDED ON THIS SSD. IF TWO OR MORE CARRIERS ARE PRESENT CARRYING DIFFERENT FIGHTERS, IT WILL BE NECESSARY TO TRACK WHICH CARRIER IS ABLE TO REARM GLADIATOR-0s, BUT ANY CARRIER CAN REPAIR GLADIATOR-Ls.



SENSOR	5 6 5 4 2 0
SCANNER	0 0 0 3 6 9
DAMAGE CONTROL	4 4 2 2 2 0
EXCESS DAMAGE	

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/2
EM COST = 6

ROMULAN STAR EMPIRE DOCK

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
TYPE	= SDK	IDENT	HIT POINTS	NOTES	
LIFE SUPPORT	= 1				
SIZE CLASS	= 2				
REFERENCE	= YR1.1A				

SHIP DATA TABLE	
TYPE	= WDK
LIFE SUPPORT	= 1
SIZE CLASS	= 2
MASK COST	= 7/4
REFERENCE	= YR1.1B

TWO BAYS, NO TRANSFERS.				
SUBLIGHT SHUTTLES: SEE (R4.FD).				

TRANSPORTER BOMBS	PROBES
	1 2
D D D D	3 3

CREW UNITS

10
20
30
40
50
60
70
80
90
100

✱

[illegible]

HANGAR MODULE	CREW UNITS: 5	DECK CREWS: 4
DECK CREWS	4	

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 "PHASER" DAMAGE POINTS.**

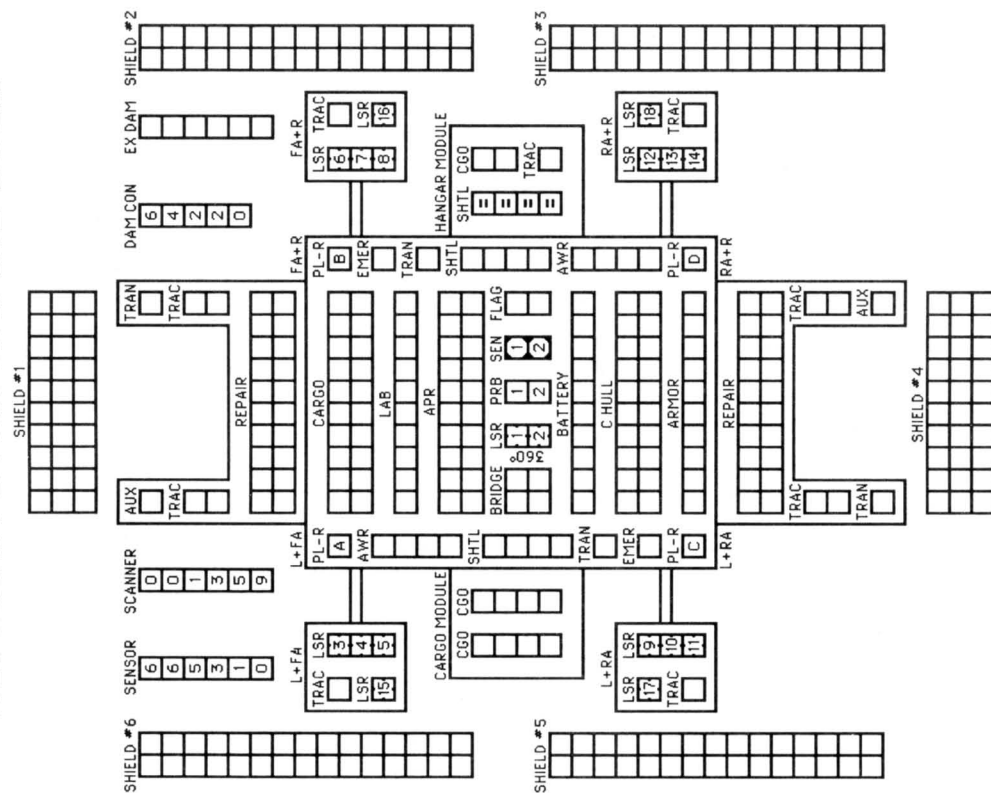
SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

PLASMA TORPEDO WARHEAD STRENGTH TABLE														
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE A	50	35	35	35	25	25	25							
TYPE S	30	30	22	22	15	15	15	10	5	1	0	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											

PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SBS	Y66-88	10	1+1	TYPE-S	NONE	80
WBS	Y89-118	15	1+1	TYPE-W	MASK	90
VBS	Y119-139	22	1+3	TYPE-W	VEIL	100
EBS	Y140-158	30	1+3	TYPE-W	CLOAK	110


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


ROMULAN EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= SBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3A

SHIP DATA TABLE	
TYPE	= WBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 7/4
REFERENCE	= YR1.3B

SHIP DATA TABLE	
TYPE	= YBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 7/4
REFERENCE	= YR1.3C

SHIP DATA TABLE	
TYPE	= EBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 7/4
REFERENCE	= YR1.3D

CARGO MODULE +5
HANGAR MODULE +7
MASK/VEIL/CLOAK +12

DIE ROLL	RANGE		P
	0	1	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	1
5	2	1	0
6	1	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

TESTER'S NO.		WARRIORS' WARRIORSHIP TROPHY										WARRIORS' WARRIORSHIP TROPHY									
RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30						
TYPE R	50		50	35	35	35	25	25	25	20	20	20	10	5	1						
TYPE S	30		30	22	22	22	15	15	15	10	5	1	0	0	0						
TYPE G	20		20	15	15	15	10	5	1	0	0	0	0	0	0						
TYPE F	20		15	10	5	1	0	0	0	0	0	0	0	0	0						
BOLT	1-4	1-3	1-2																		

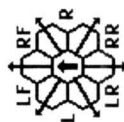
PRIOR TO Y88 ROMULAN SHIPS CAN ONLY BOLT (NOT LAUNCH) PLASMA TORPEDOES TO A MAXIMUM TRUE RANGE OF FIVE HEXES. AFTER Y88 PLASMA CAN BE BOLTED OR LAUNCHED NORMALLY EXCEPT THAT NO ENVELOPING OR SHOTGUN TYPES ARE AVAILABLE.

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		
SUBLIGHT SHUTTLES; SEE (R4.F0).				

[illegible]

CREW UNITS	10	20	30	40	50	60	70	80
	*							

HANGAR MODULE	CREW UNITS: 5	DECK CREWS: 4				
DECK CREWS	<table><tr><td></td><td></td><td></td><td>4</td></tr></table>				4	
			4			


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

SEE (D4.12) FOR ARMOR RULES.

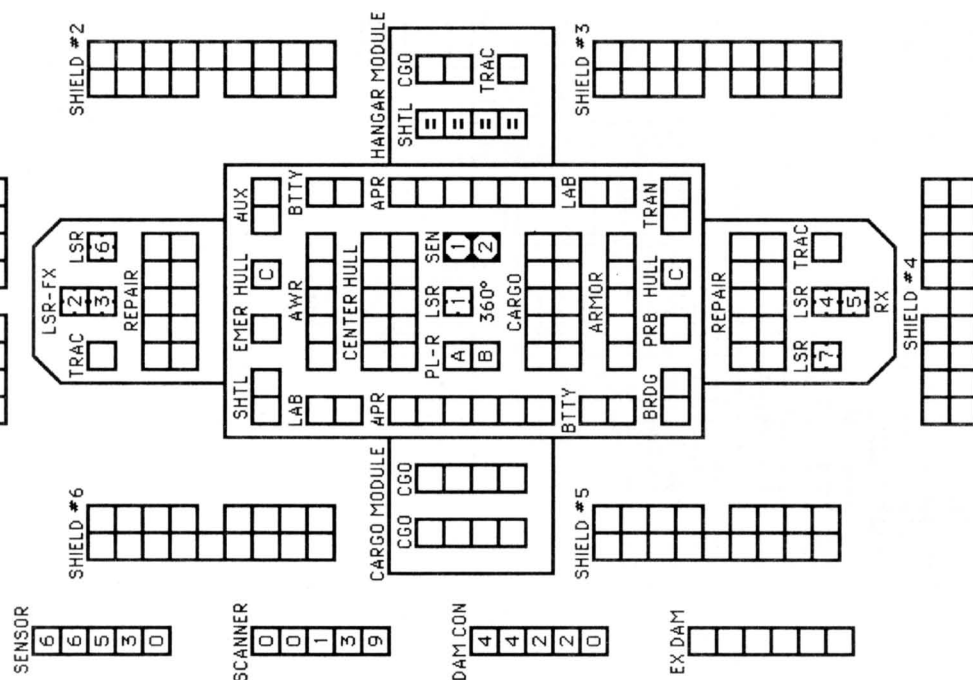
SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRs.

PSEUDO-PLASMA TORPEDOES	☐ R ☐ A
MASK, VEIL, OR CLOAK HIT AND RUN (IF INSTALLED)	☐ R ☐ A

BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SBS	Y66-88	9	0.5+0.5	TYPE-S	NONE	62
WBS	Y89-118	11	0.5+1	TYPE-W	MASK	68
YBS	Y119-139	14	1+1	TYPE-W	VEIL	74
EBS	Y140-158	17	1+1	TYPE-W	CLOAK	80



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 "PHASER" DAMAGE POINTS.

CNTR	
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[illegible][illegible]

TRANSPORTER BOMBS

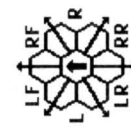
PROBES	3
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SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.2

DIE ROLL	RANGE 0 1	2	3	4	5	6	7	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			

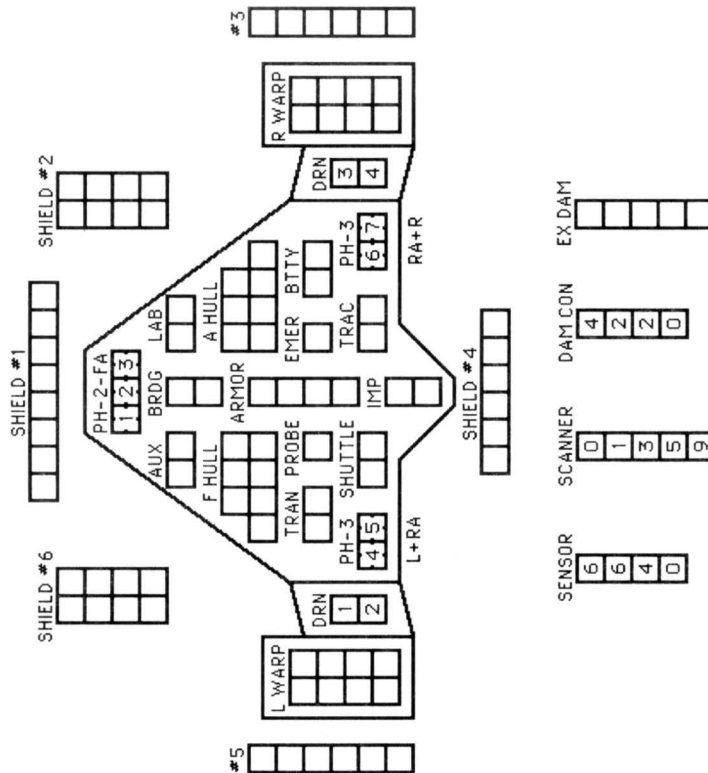
SEE (D4.12) FOR ARMOR RULES.

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


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

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

DRONE RACKS



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

KZINTI WARP-REFITTED DESTROYER

CNTR	
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ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

[illegible]

BOARDING PARTIES	
	6

TRANSPORTER BOMBS [D]

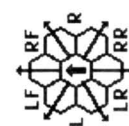
PROBES	3
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SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 36
BREAKDOWN	= 4-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR5.3

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

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

SEE {D4.12} FOR ARMOR RULES.


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

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard 1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15				
Fract. 1/2	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15	15				

KZINTI EARLY STRIKE CRUISER

CREW UNITS						ADMINISTRATIVE SHUTTLES					
			*			IDENT	HIT POINTS	NOTES			
					10						
					20						
					30						
THIS SHIP HAS ONE SHUTTLE BAY.											

SHIP DATA TABLE	
TYPE	= YCS
POINT VALUE	= 77
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.4

CNTR	
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[illegible]

PROBES

SENSOR

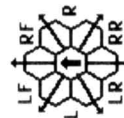
6	6	4	0
---	---	---	---

SCANNER
0 1 3 5 9

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

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

TYPE III DEFENSE PHASE		DIE RANGE		4- 9- 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		


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

1					A
2					A
3					A
4					A

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

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

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KZINTI EARLY DREADNOUGHT

[illegible]

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX														⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30			
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45			
Fract.	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 SPACES ARE USED
FOR 300 SPARE DRONES

RACKS HAD ONE RELOAD PRIOR TO THE
Y175 REFIT. TWO RELOADS THEREAFTER.

KZINTI HEGEMONY DOCK

CNTR	
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[illegible]

SHIP DATA TABLE	
TYPE	= YDK
POINT VALUE	= 160
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1
CARGO MODULE +5	
HOSPITAL MODULE +5	

[illegible]

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

TRANSPORTER BOMBS

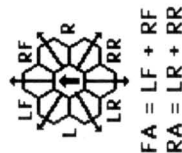
PROBES	
1	3
2	3

3	1	3	HOSPITAL MODULE CREW UNITS: 9
3	2	3	

[illegible]

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



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

DRONE RACKS SEE (FD3.4).	
1	
2	
3	D
1	
2	
3	D

SCOUT FUNCTIONS SUMMARY

21	LEADING 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 "PHASER" DAMAGE POINTS.**

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

KZINTI EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 80
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3

CARGO MODULE +5	
HOSPITAL MODULE +5	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

PROBES

3

SEE (D4.12) FOR ARMOR RULES.

SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRS.


$$FX = L + LF + RF + R$$
$$RX = L + LR + RR + R$$

HOSPITAL MODULE
CREW UNITS: 9

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

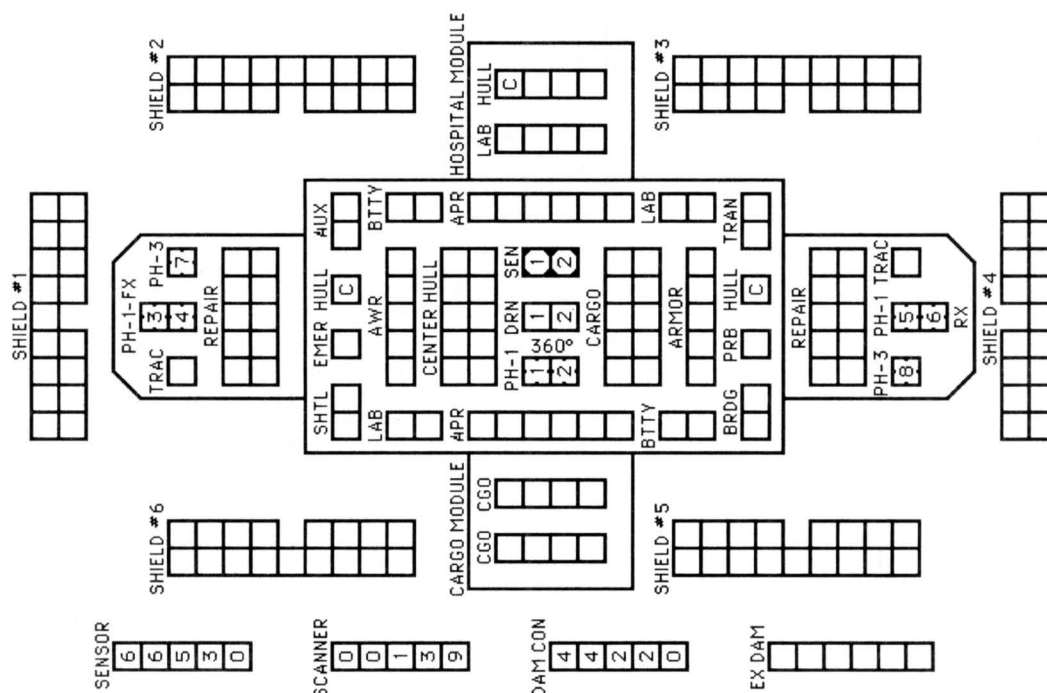
SCOUT FUNCTIONS SUMMARY

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

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

DRONE RACKS

1					A
2					A



CNTR

[illegible]

SCANNER	0	0	1	2	4	9
#2						

#6						
SENSOR	6	6	5	3	2	0

[illegible]

SHIELD #4

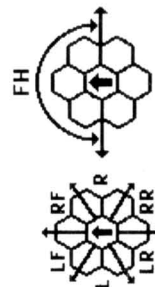
[illegible]

TRANSPORTER BOMBS DD

DIE ROLL	RANGE		TARGETED LASER	
	0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

SEE (D4.12) FOR ARMOR RULES.

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


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

MISSILE RACKS			
1			
2			
3			
4			

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

GORN WARP-REFITTED CRUISER

CNTR	
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[illegible]

The diagram shows a ship's hull layout with various sensor and scanner data. The hull is represented by a circle with internal labels for different sections: LSR, FA, LSR, L, BRDG, F HULL, TRAN, LAB, BITTY, and F HULL. The data is organized into two main sections: SENSOR and SCANNER.

SENSOR

#6							
	6	6	5	3	2	0	

SCANNER

#2							
	0	0	1	2	4	9	

The diagram illustrates the layout of the Star Trek: The Motion Picture bridge control room. The layout is as follows:

- Top Section (Captain's Area):**
 - ARMOR (Armored Bridge):** Labeled "ARMOR" on the left. It contains a console with "APR" (Archer) and "HULL" (Hull) stations.
 - ENG (Engineering):** Labeled "ENG" on the right. It contains a console with "EMER" (Emergency), "BITTY" (Bitty), and "SHTL" (Shuttle) stations.
- Middle Section (Main Control Room - MCR):**
 - Left Side:** Labeled "LSR" (Left Side Room) and "MSSL" (Main Side Station). It contains a console with "APR" (Archer) and "HULL" (Hull) stations.
 - Right Side:** Labeled "LSR" (Left Side Room) and "MSSL" (Main Side Station). It contains a console with "EMER" (Emergency), "BITTY" (Bitty), and "SHTL" (Shuttle) stations.
- Bottom Section (Main Control Room - MCR):**
 - Left Side:** Labeled "LSR" (Left Side Room) and "MSSL" (Main Side Station). It contains a console with "APR" (Archer) and "HULL" (Hull) stations.
 - Right Side:** Labeled "LSR" (Left Side Room) and "MSSL" (Main Side Station). It contains a console with "EMER" (Emergency), "BITTY" (Bitty), and "SHTL" (Shuttle) stations.
- Far Right Section (Main Control Room - MCR):**
 - Top:** Labeled "ARMOR" (Armored Bridge) and "HULL" (Hull). It contains a console with "APR" (Archer) and "HULL" (Hull) stations.
 - Bottom:** Labeled "ENG" (Engineering) and "EMER" (Emergency). It contains a console with "EMER" (Emergency), "BITTY" (Bitty), and "SHTL" (Shuttle) stations.
- Far Left Section (Main Control Room - MCR):**
 - Top:** Labeled "LSR" (Left Side Room) and "MSSL" (Main Side Station). It contains a console with "APR" (Archer) and "HULL" (Hull) stations.
 - Bottom:** Labeled "LSR" (Left Side Room) and "MSSL" (Main Side Station). It contains a console with "EMER" (Emergency), "BITTY" (Bitty), and "SHTL" (Shuttle) stations.
- Far Right Section (Main Control Room - MCR):**
 - Top:** Labeled "ARMOR" (Armored Bridge) and "HULL" (Hull). It contains a console with "APR" (Archer) and "HULL" (Hull) stations.
 - Bottom:** Labeled "ENG" (Engineering) and "EMER" (Emergency). It contains a console with "EMER" (Emergency), "BITTY" (Bitty), and "SHTL" (Shuttle) stations.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GA\$
		GA\$

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J159).

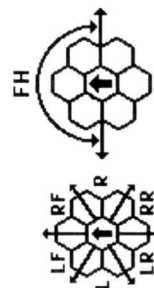
TRANSPORTER BOMBS

WARP TARGETED LASER		DIE RANGE		
	ROLL	0	1	2
1	3	2	2	1
2	2	2	2	1
3	2	2	2	1
4	2	2	2	1
5	2	1	0	0
6	1	1	0	0

SEE (D4.12) FOR ARMOR RULES.

MISSILE RACKS			
1			
2			

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


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

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

CNTR

ADMINISTRATIVE SHUTTLES		NOTES
IDENT	HIT POINTS	

CREW UNITS	*								10

BOARDING PARTIES			
			4

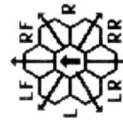
SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 25
BREAKDOWN	= 3-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR6.4

☐ TRANSPORTER BOMBS ☐ D

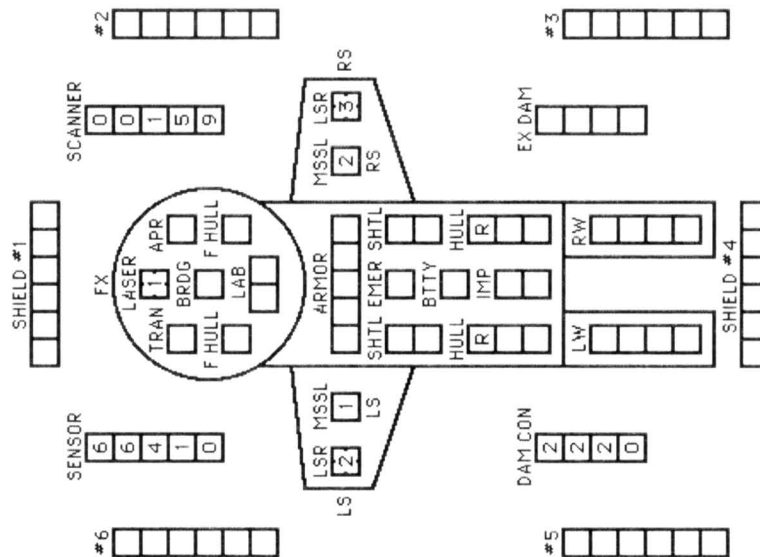
WARP TARGETED LASER	DIE RANGE		P
	ROLL 0	1	
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

SEE (D4.12) FOR ARMOR RULES.

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+


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

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

**GORN EARLY
LIGHT CRUISER**

CNTR[illegible]

SHIELD #2									

SHIELD # 6							

SHIELD #3					

SHIELD #5					

DAMAGE CONTROL			
4	2	2	0
EXCESS DAMAGE			

SHIELD #4					
-----------	--	--	--	--	--

SENSOR	6	5	2	0	
SCANNER	0	1	2	4	9

**PSEUDO-PLASMA
TORPEDOES**

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
					GAS
					GAS
THIS SHIP HAS TWO SHUTTLE BAYS.					
CAN TRANSFER BY (J159).					

TRANSPORTER BOMBS

[illegible]

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

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

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
ROLL T	1-4	1-3	1-2					

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

CNTR	
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[illegible]

SHIP DATA TABLE	
TYPE	= YCC
POINT VALUE	= 64
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.6

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

TRANSPORTER BOMBS	DD
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TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

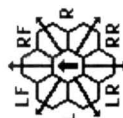
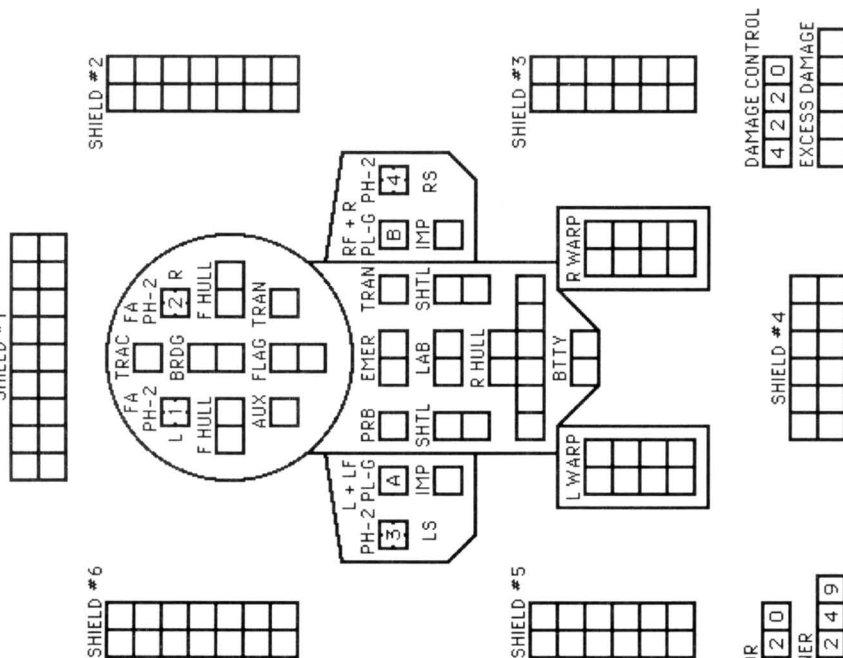
DIE	RANGE						4-	9-
	ROLL	0	1	2	3	8	15	
1	4	4	4	4	3	1	1	
2	4	4	4	4	2	1	0	
3	4	4	4	4	1	0	0	
4	4	4	4	3	0	0	0	
5	4	4	3	2	0	0	0	
6	3	3	1	0	0	0	0	

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 = 2/3 ENERGY POINT PER HEX

	HYPER-ENERGY POINT PER HZ															NET COST															ENERGATIC TRAVEYER TRANI COST									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30										
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30										
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20										


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

SENSOR		SCANNER	
6	5	0	1
2	2	2	4
0			

PSEUDO-PLASMA
TORPEDOES

GORN EARLY DESTROYER

[illegible]

PROBES	3
--------	---

BOARDING PARTIES	
	6

TRANSPORTER BOMBS ☐ ☐

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 45
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.7

CNTR	
------	--

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

SENSOR

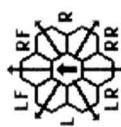
0159
SCANNER

DAM CON

EX D A M

[illegible]

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


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

**PSEUDO-PLASMA
TORPEDO**

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

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

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
Stander 1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract. 1/2	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15	15

GORN EARLY FRIGATE

ADMINISTRATIVE SHUTTLES

10
*

	IDENT	HIT POINTS	NOTES
			GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (JL59)

PROBES		3
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BOARDING PARTIES	4
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☐ TRANSPORTER BOMBS ☐ D

TYPE II PHASER TABLE

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 PHASER

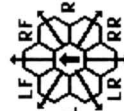
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TARIFF

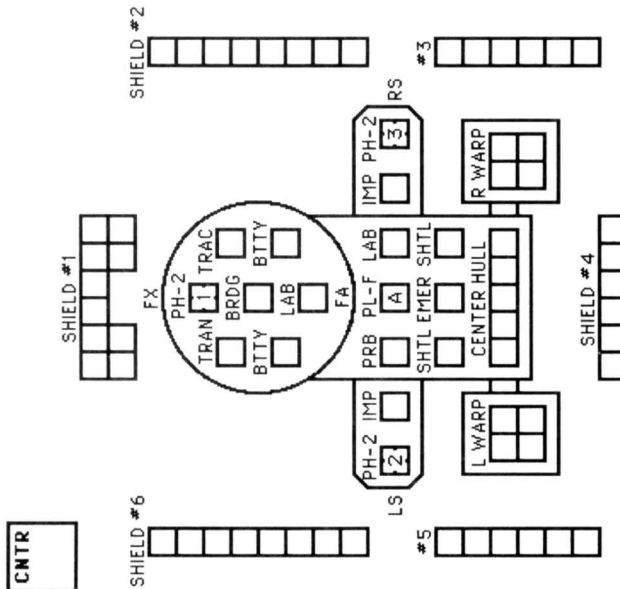
	TREATMENT YEAR 2000					TREATMENT YEAR 2001				
RANGE	0-5	6-10	11-12	13-14	15	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1					
ROLL T	1-4	1-3		1-2						

SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 35
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.8

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


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

SENSOR	6	4	1	0	DAM CON	2	2	0
SCANNER	0	1	5	9	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	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10	

CNTR

[illegible]

BOARDING PARTIES

PROBES

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

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

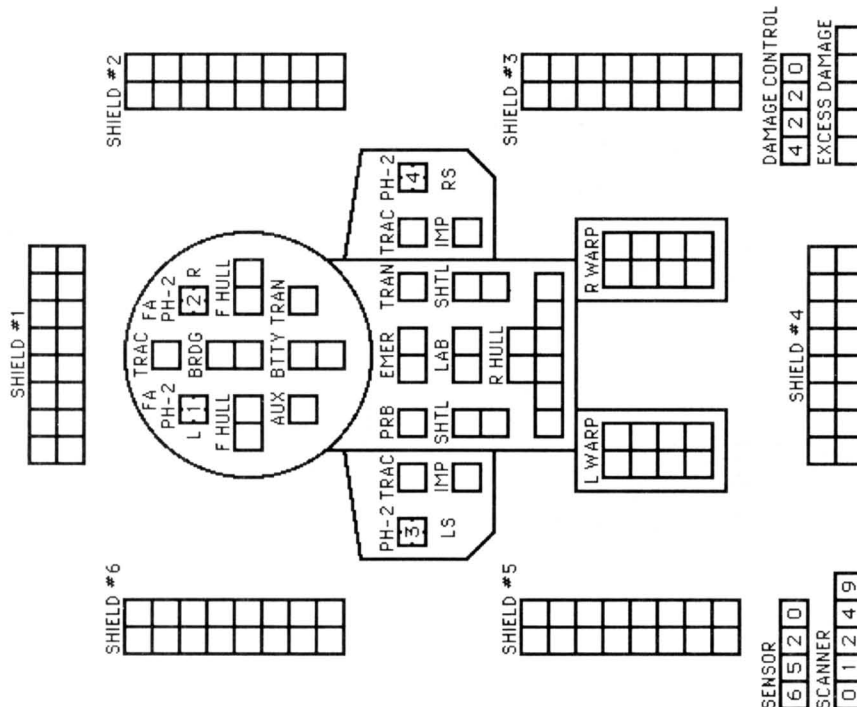

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

SHIP DATA TABLE	
TYPE	= YTG
POINT VALUE	= 70/40
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.9

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+

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

2 POD WEIGHTS		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+	



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	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	$\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45	

WARP ENERGY MOVEMENT COST = 2

	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	

CMT R

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
TYPE	= YDK	IDENT	HIT POINTS	NOTES	
POINT VALUE	= 160				
SHIELD COST	= 1+3				
LIFE SUPPORT	= 1+1/2				
SIZE CLASS	= 2				
REFERENCE	= YR1.1				
CARGO MODULE +5					
REPAIR MODULE +8					
CREW UNITS		TWO BAYS, NO TRANSFERS.			

					D	D	D	D
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PROBES	
1	3
2	3

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

REPAIR MODULE
CREW UNITS: 7TYPE 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 4 3 2 0 0		
6	3 3 1 0 0 0		

SCOUT FUNCTIONS SUMMARY

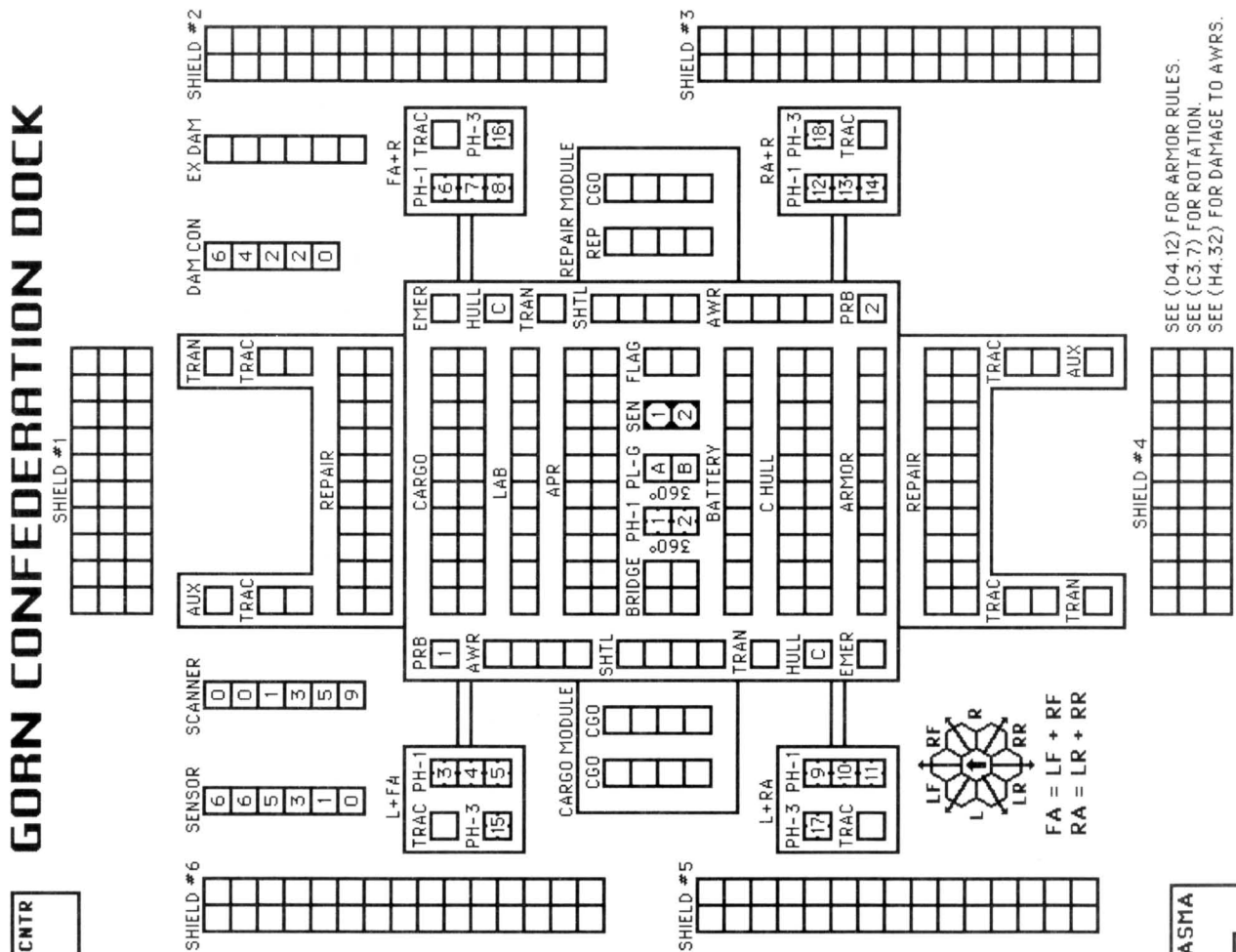
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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

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					

**PSEUDO-PLASMA
TORPEDOES**



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

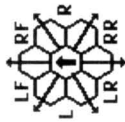
SHIP DATA TABLE			
TYPE	= YBS		
POINT VALUE	= 80		
SHIELD COST	= 1+1		
LIFE SUPPORT	= 1		
SIZE CLASS	= 3		
REFERENCE	= YR1.3		

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS			

PROBES

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRs.



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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE						6-9	10-15	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

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER

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

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		

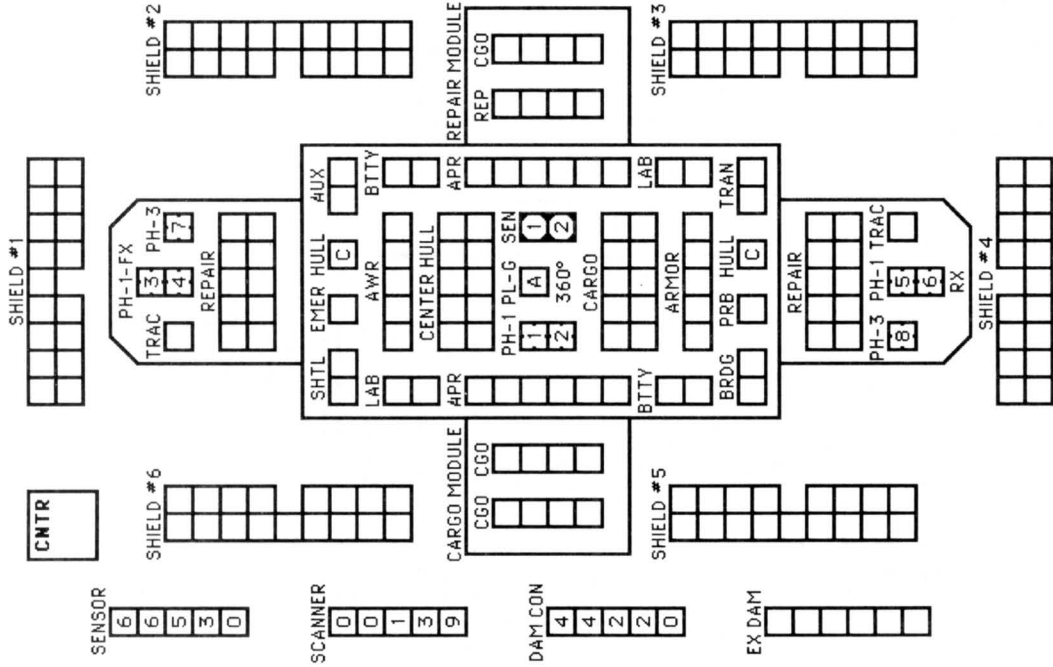
SPECIAL SENSORS ARE DESTROYED
ON "PHASER" DAMAGE POINTS.

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					

PSEUDO-PLASMA TORPEDO	A	G
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GORN EARLY BASE STATION



C N T R

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
		IDENT	HIT POINTS	NOTES	
TYPE = YDK					
POINT VALUE = 200					
SHIELD COST = 1+3					
LIFE SUPPORT = 1+1/2					
SIZE CLASS = 2					
REFERENCE = YR1.1					
CARGO MODULE +5					
POWER MODULE +12					
CREW UNITS:					
TWO BAYS, NO TRANSFERS.					

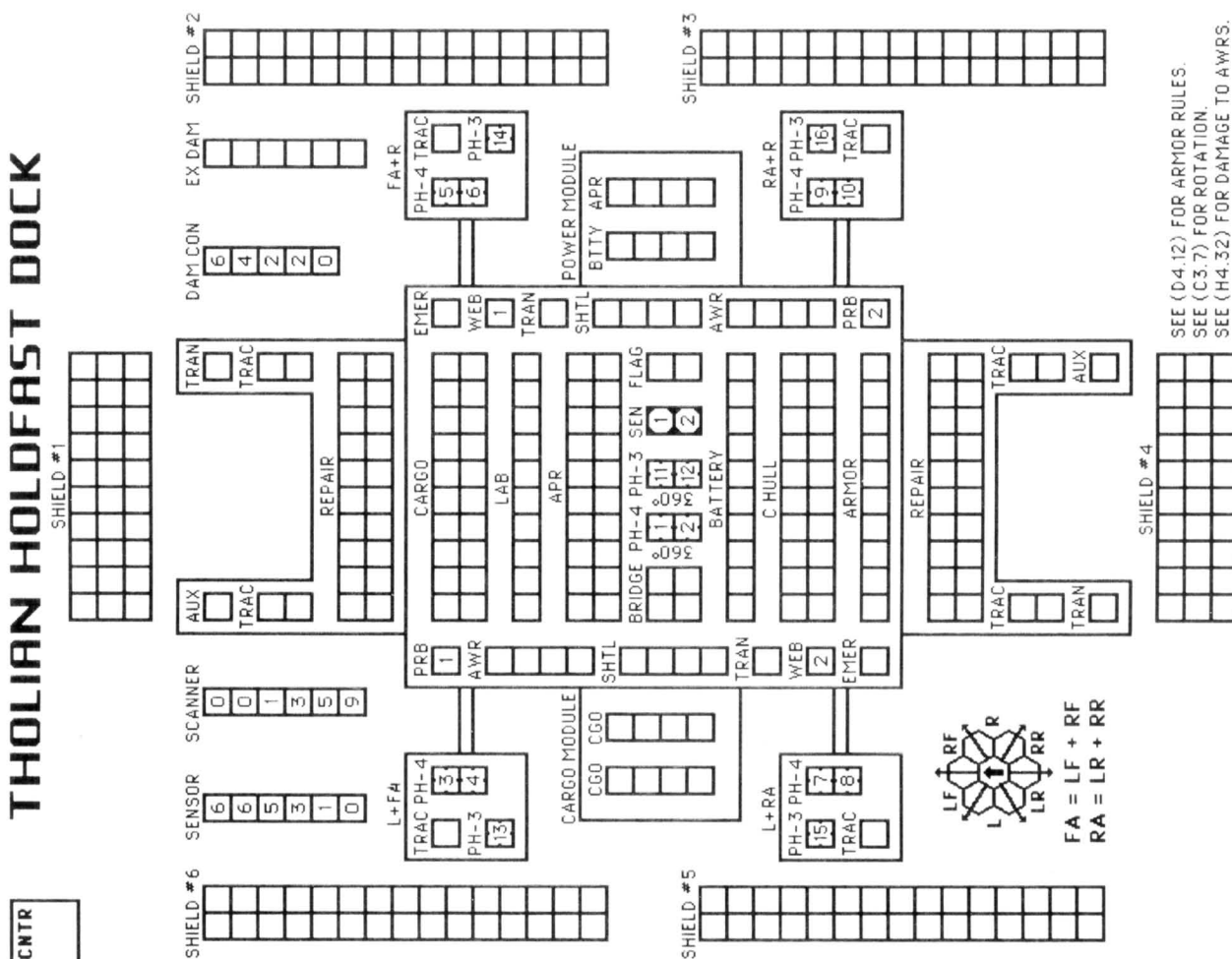
TRANSPORTER BOMBS				
PROBES				
	1		3	
	2		3	
POWER MODULE CREW UNITS: 7				
BOARDING PARTIES				
				10

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

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 SENSICE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

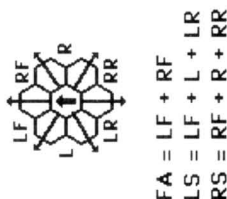


SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 70
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR8.2

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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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

[illegible][illegible]

SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43). THIS SHIP HAS NO "STEALTH" BONUS. CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

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						
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

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

**ORION NATIONAL
GUARD DESTROYER**

CNTR	
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SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 41
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR8.3

SHIP DATA TABLE	
TYPE	= WDR
POINT VALUE	= 61
REFERENCE	= YR8.3A

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

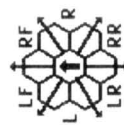
[illegible]

BOARDING PARTIES					
					6

☐ TRANSPORTER BOMBS ☒ D

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

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


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

PHOTON TORPEDO TABLE

PROTON TORPEDO TABLE									
RANGE	0-1	2	3-4	5-8	9-12	13-30			
HIT	NA	1-5	1-4	1-3	1-2	1			
DAMAGE	NA	8	8	8	8	8			

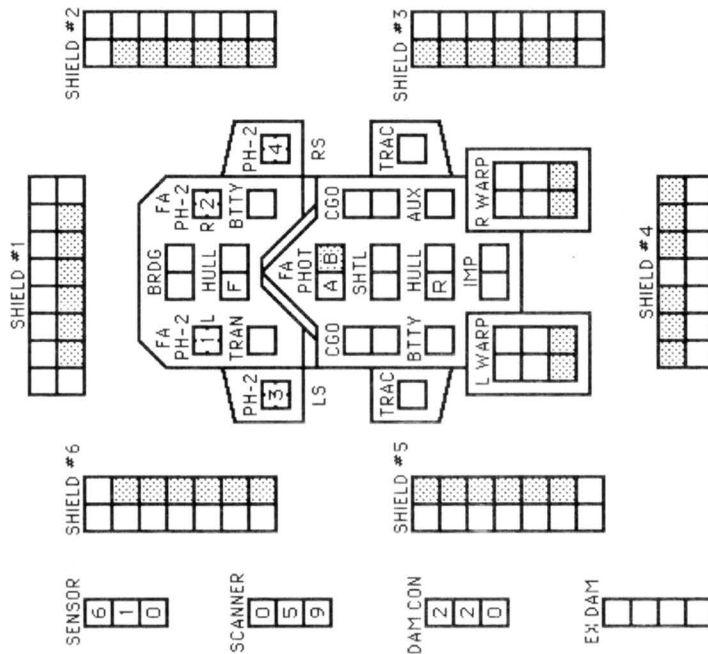
SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43). THIS SHIP HAS NO "STEALTH" BONUS. CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

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

⑤ = HET COST

③ = ERRATIC MANEUVER WARP COST

FRANK										ENERGY										EQUIPMENT										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER HOUR										PER 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 SHADED BOXES ARE THE PLUS REFIT,
SHIP WITH REFIT IS THE 'WDR'

**ORION EARLY
RAIDER CRUISER**

[illegible][illegible]

SHIP DATA TABLE	
TYPE	= YCR
POINT VALUE	= 72
BREAKDOWN	= 6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR8.4
STEALTH +1 ECM	

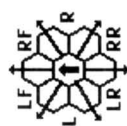
[illegible]

TRANSPORTER BOMBS

D	D
---	---

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

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


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

PHOTON TORPEDO TABLE				
RANGE	0-1	2	3-4	
HIT	NA	1-5	1-4	
DAMAGE	NA	8	8	

DRONE RACKS		A	
1			
2			

WARP ENERGY MOVEMENT COST = 2/3 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	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								

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. THE EARLY RAIDER CANNOT USE ENGINE DOUBLING, HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH.

**ORION EARLY
LIGHT RAIDER**

[illegible]

BOARDING PARTIES							8
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TT-BOMBS ☐ ☐

SHIP DATA TABLE	
TYPE	= YLR
POINT VALUE	= 58
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR8.5
STEALTH+1ECM	

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

NIMBLE SHIP

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P.2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. THE EARLY RAIDER CANNOT USE ENGINE DOUBLING. HAS NO CLOAK, AND HAS ONLY LIMITED STEALTH.

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

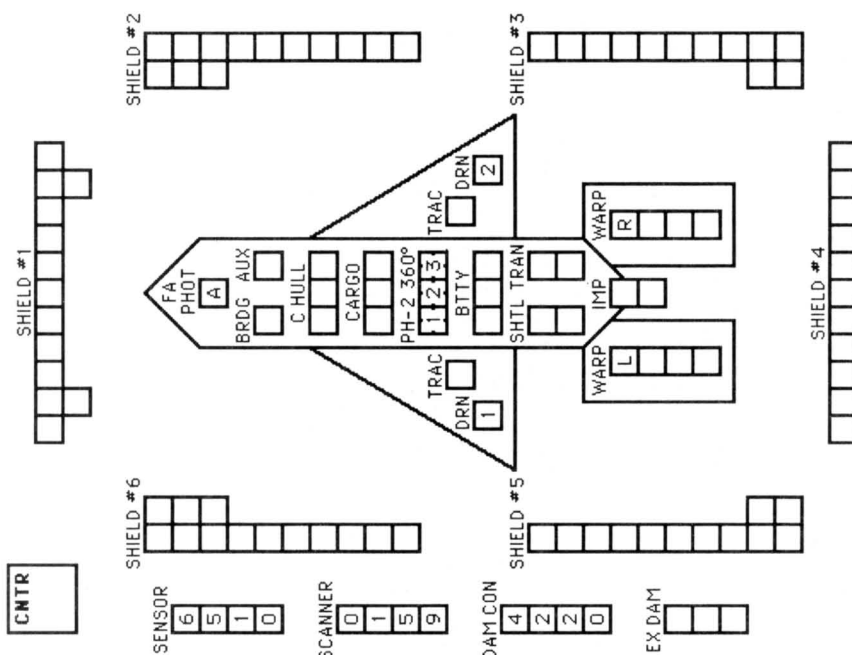
TYPE III DEFENSE PHASER	DIE RANGE		4-9-15				
	ROLL 0	1	2	3	8	15	
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	4	3	2	0	0	
6	3	3	1	0	0	0	


$$FA = LF + RF$$

PHOTON TORPEDO TABLE									
RANGE	0-1	2	3-4	5-8	9-12	13-30			
HIT	NA	1-5	1-4	1-3	1-2	1			
DAMAGE	NA	8	8	8	8	8			

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	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10	10
Fract. $\frac{1}{3}$	$\frac{2}{3}$	1	$\frac{1}{3}$	2	$\frac{1}{3}$	2	$\frac{2}{3}$	$\frac{2}{3}$	3	$\frac{3}{3}$	$\frac{3}{3}$	4	$\frac{4}{3}$	$\frac{4}{3}$	5	$\frac{5}{3}$	$\frac{5}{3}$	6	$\frac{6}{3}$	$\frac{6}{3}$	7	$\frac{7}{3}$	$\frac{7}{3}$	8	$\frac{8}{3}$	$\frac{8}{3}$	9	$\frac{9}{3}$	$\frac{9}{3}$	10	



HYDRAN MUSKETEER WARP-REFITTED FRIGATE

CNTR

ADMINISTRATIVE SHUTTLES									
IDENT	HIT	POINTS	NOTES						

CREW UNITS									
									9

BOARDING PARTIES									
									6

PROBES									
									3

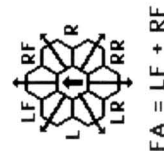
T-BOMBS									
									D

SHIP DATA TABLE									
TYPE	= MSK								
POINT VALUE	= 40								
BREAKDOWN	= 6								
SHIELD COST	= 1/2+1/2								
LIFE SUPPORT	= 1/2								
SIZE CLASS	= 4								
REFERENCE	= YR9.2								

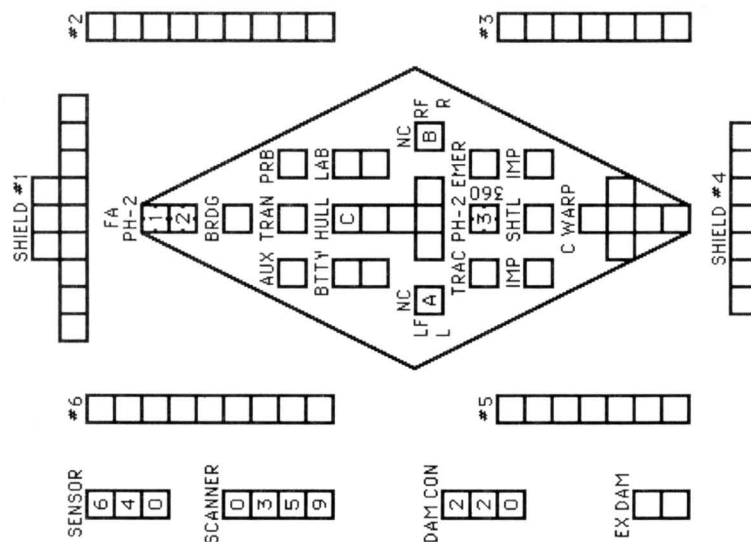
NOVA CANNON TABLE									
DIE	RANGE	3-	8-	9-13-					
ROLL	0	1	2	8	12	20			
1	7	6	4	2	2	1			
2	7	6	4	2	1	1			
3	7	6	3	1	1	0			
4	7	5	3	1	1	0			
5	6	5	2	1	0	0			
6	6	4	2	0	0	0			

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

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



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			



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

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

The diagram illustrates the layout of the Star Trek Enterprise bridge. At the top center is the PH-2-FA console, which includes a central display area with numbers 1 through 6. To the left of the PH-2-FA are the SHIELD #1 and SHIELD #2 consoles. Below the PH-2-FA are the SHIELD #3 and SHIELD #4 consoles. The main console area contains several functional units: PRB, LAB, NC, RF, R, EMER, SHTL, TRAC, C HULL, BITTY, LF, L, SHTL, AUX, TRAN, C WARP, TRAN, R WARP, RS, PH-2, LS, PH-2, IMP, and WARP. The bottom section features the CNTR console, the SENSOR console, and the SCANNER console. The right side of the diagram shows the EX DAM console and the SHIELD #5 console.

SHIP DATA TABLE	
TYPE	= FUS
POINT VALUE	= 68
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.3

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

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

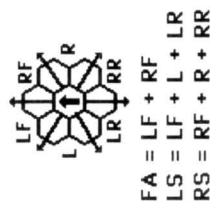
CREW UNITS										ADMINISTRATIVE SHUTTLES		
						*				IDENT	HIT POINTS	NOTES

BOARDING PARTIES										TWO BAYS - NO TRANSFERS		

PROBES T-BOMBS

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



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

CMTR

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

[illegible]

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

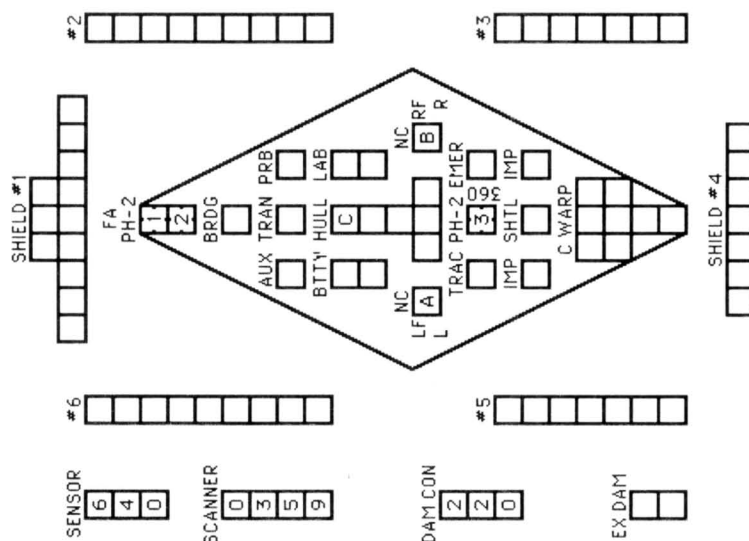
PROBES	3
--------	---

T-BOMBS ☐ ☐

SHIP DATA TABLE	
TYPE	= VOL
POINT VALUE	= 50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.4

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

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


$$FA = LF + RF$$

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

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

	100 ENERGY PER MIN										200 ENERGY PER MIN										400 ENERGY PER MIN									
	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	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract. $\frac{1}{3}$	$\frac{2}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{3}{3}$	$\frac{3}{3}$	$\frac{3}{3}$	$\frac{4}{3}$	$\frac{4}{3}$	$\frac{4}{3}$	$\frac{5}{3}$	$\frac{5}{3}$	$\frac{5}{3}$	$\frac{6}{3}$	$\frac{6}{3}$	$\frac{6}{3}$	$\frac{7}{3}$	$\frac{7}{3}$	$\frac{7}{3}$	$\frac{8}{3}$	$\frac{8}{3}$	$\frac{8}{3}$	$\frac{9}{3}$	$\frac{9}{3}$	$\frac{10}{3}$

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= GRN
POINT VALUE	= 76
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.5

[illegible][illegible]

T-BOMBS

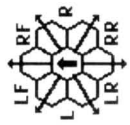
D
D

PROBES		5
--------	--	---

DIE	RANGE	3-	9-13-			
ROLL	0	1	2	8	12	20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

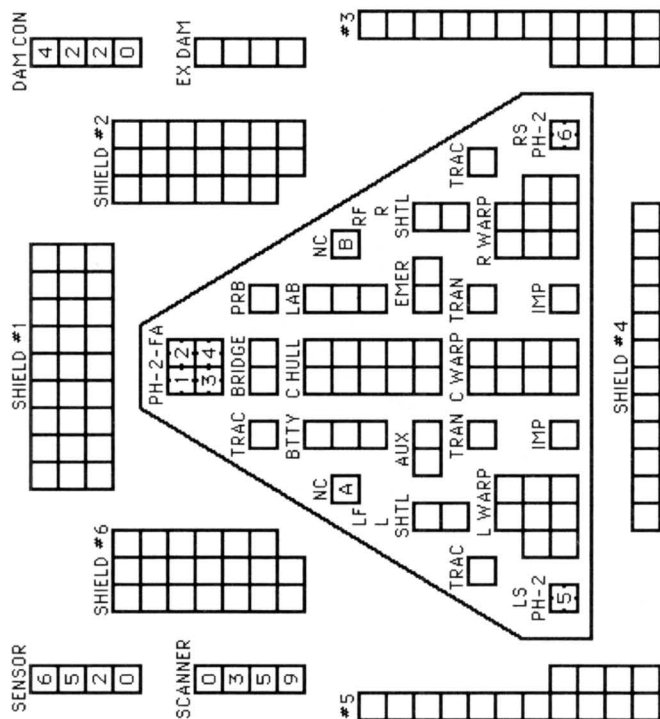
TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

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


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

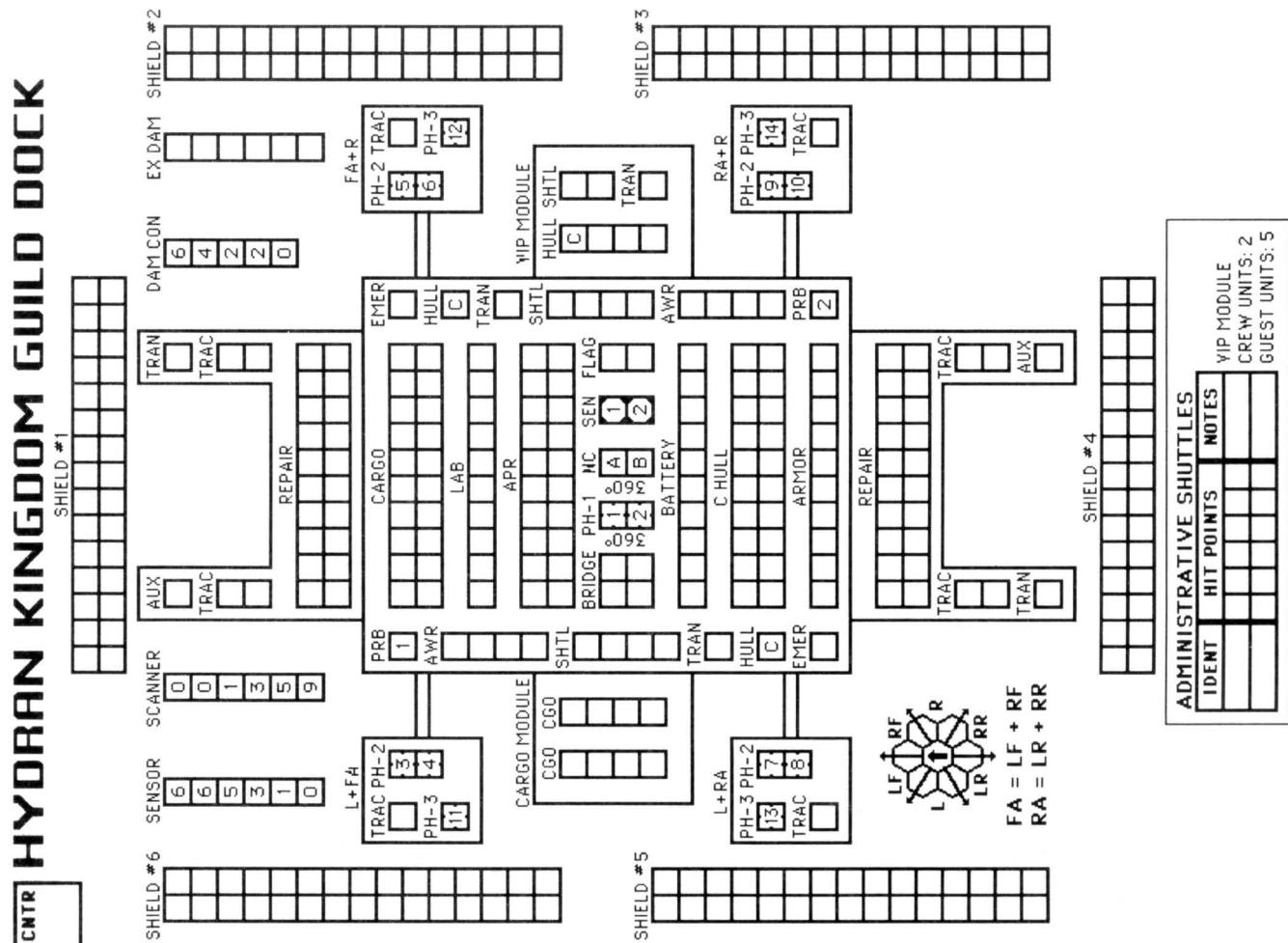
TYPE III DEFENSE PHASER						
DIE ROLL	RANGE			4- 9- 8 15		
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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



CNTR

NOVA CANNON TABLE						
DIE ROLL	RANGE		3-		9-13-	
	0	1	2	8	12	20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0



HYDRAN MERCHANT GUILD EARLY BASE STATION

[illegible]

TRANSPORTER BOMBS

PROBES			3
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TYPE	=	YBS
POINT VALUE	=	72
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	YR1.3

CARGO MODULE +5
VIP QUARTERS MODULE +5

CREW UNITS

	10
	20
	30
	40
	50
	60
	70
	80
*	

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

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	

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

SENSOR

☐ ၁ ☐ ၂ ☐ ၃ ☐ ၄ ☐ ၅

SCANNER

□ □ ← N O

DAM CON

44220

EX D AM

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[illegible]

SHIELD #2								

[illegible]

SHTL	EMER	HULL	AUX	BTTY
☐	☐	☒	☐	☐
LAB	AWR			
☐	☐	☐	☐	☐

The diagram shows a rectangular box labeled "VIP MODULE". Inside, there are two main components: "HULL SHTL" on the left and "TRAN" on the right. "HULL SHTL" is represented by a vertical stack of four squares, with the top square containing the letter "C". "TRAN" is represented by a single square.

[illegible][illegible][illegible]

REPAIR

PH-3 PH-2 TRAC

6	4	
---	---	--

RX

[illegible]

VIP MODULE
CREW UNITS: 2
GUEST UNITS: 5

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

LYRAN WARP-REFITTED CRUISER

CREW UNITS				ADMINISTRATIVE SHUTTLES			
		✖		IDENT	HIT POINTS	NOTES	
							10
							20
							30

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

BOARDING PARTIES	
	8

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

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 43
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR11.2

CNTR

SENSOR

SCANNER 0 1 3 9

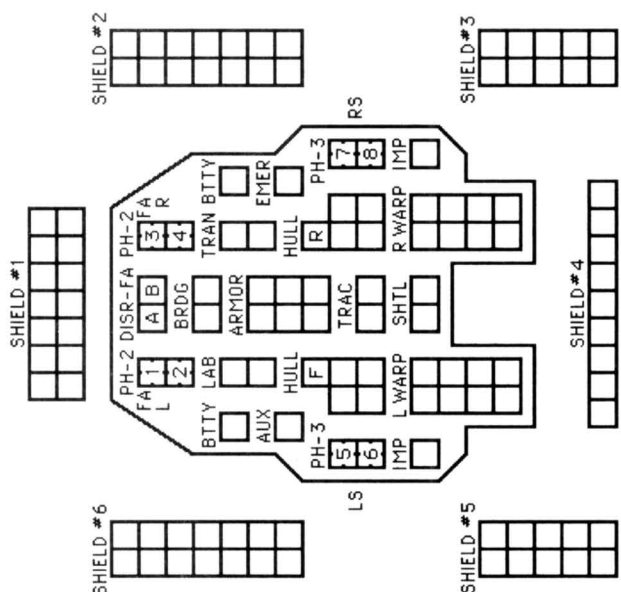
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

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

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


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

DISCOUNT TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE STD	0	5	4	4	3	3



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

LYRAN WARP-REFITTED FRIGATE

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 36
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.3

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

[illegible]

BOARDING PARTIES ☐ ☐ ☐ 4

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


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

TYPE III DEFENSE PHASER	DIE RANGE		4- 9- 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	

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

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	9	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					

LYRAN EARLY FRIGATE

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.5

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

RADIUS ENERGY	
1	2
0 (4.00)	4 8
1 (3.67)	4 7


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

CREW UNITS						ADMINISTRATIVE SHUTTLES						
	*					IDEN	HIT	PNTS	NOTES			
BOARDING PARTIES												
TWO BAYS - NO TRANSFERS												

PROBES				3
TRANSPORTER BOMBS				D

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		DIE RANGE				4- 9- 3 8 15			
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15			
HIT	NA	1-5	1-5	1-4	1-4	1-4			
DAMAGE	0	5	4	4	3	3			

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
1/3 Rept.	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

ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

DD

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ESG TABLE

RADIUS	ENERGY
1	2
0 (4.00)	4 8
1 (3.67)	4 7

WARP ENERGY MOVEMENT COST = $1 + 1/2$ 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	
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		

SHIP DATA TABLE	
TYPE	= YTG
POINT VALUE	= 100/60
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR117

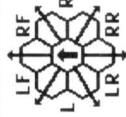
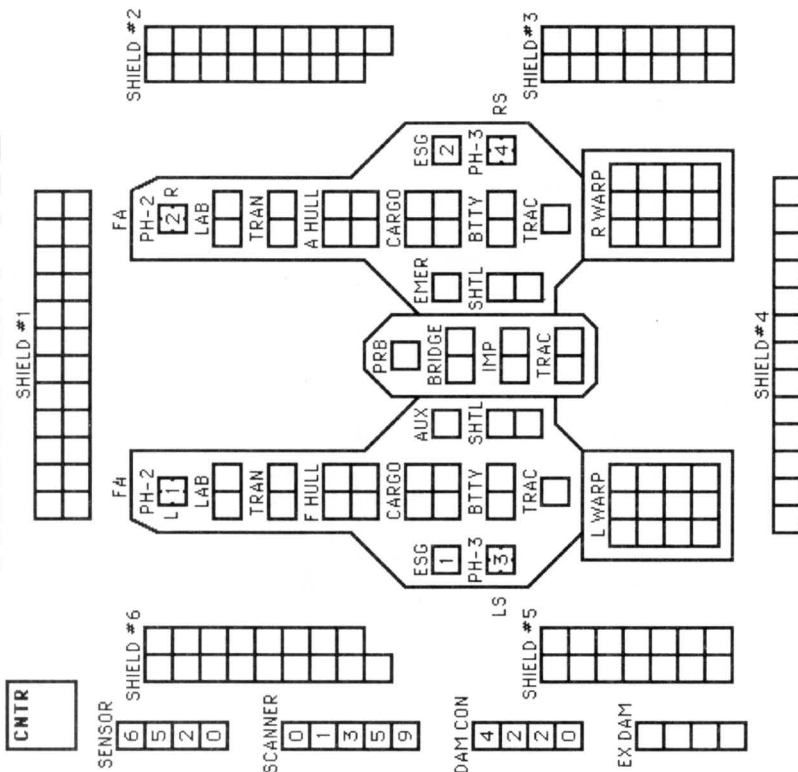
0-1 PALLETS		
TURN MODE	SPEED	
D	1	2-4
	2	5-8
HET	3	9-12
	4	13-17
BD	5	18-24
	6	25+

2 PALLET WEIGHTS		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+

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

[illegible]

TWO BAY'S - NO TRANSFERS


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


0 OR 1 PALLET: MOVEMENT COST = 1; HET = 5; EM = 6
2 PALLET WEIGHTS: MOVEMENT COST = 1.5; HET = 7.5; EM = 9
3 PALLET WEIGHTS: MOVEMENT COST = 2; HET = 10; EM = 12

LYRAN STAR EMPIRE DOCK

CWTR	
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SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES				
TYPE	= YDK	IDENT	HIT POINTS	NOTES		
POINT VALUE	= 145					
SHIELD COST	= 1+3					
LIFE SUPPORT	= 1+1/2					
SIZE CLASS	= 2					
REFERENCE	= YR1.1					
CARGO MODULE +5						
SCIENCE MODULE +5						

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

PROBES	
1	3
2	3

BOARDING	

SCIENCE MODULE
CREW UNITS: 4
PROBES
3

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

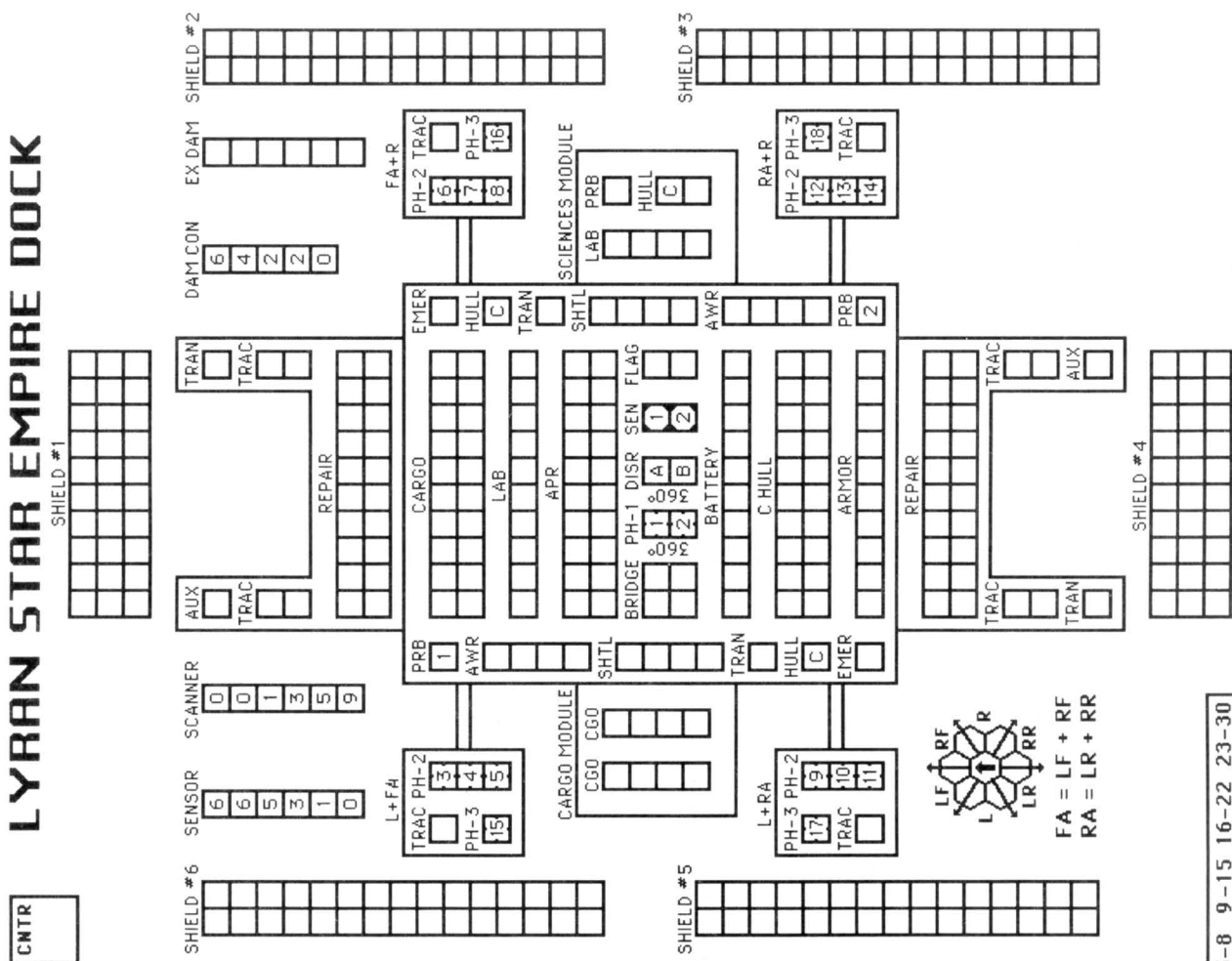
SCOUT FUNCTIONS SUMMARY	
21	LEADING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWPRS.

DISRUPTOR TABLE	
RANGE	0 1
HIT	NA 1-5
DAMAGE	0 5

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



**LYRAN EARLY
BASE STATION**

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D
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PROBES	5
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SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWE.


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

SCIENCE MODULE
CREW UNITS: 4
PROBES
3

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

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

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 "PHASER" DAMAGE POINTS.**

TYPE III DEFENSE PHASE							
DIE ROLL	RANGE						
	0	1	2	3	8	15	
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	4	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		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3	
DAMAGE	0	5	4	4	3	3	3	2	

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 74
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3
CARGO MODULE +5	
SCIENCE MODULE +5	

[illegible]

BOARDING PARTIES	8
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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

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

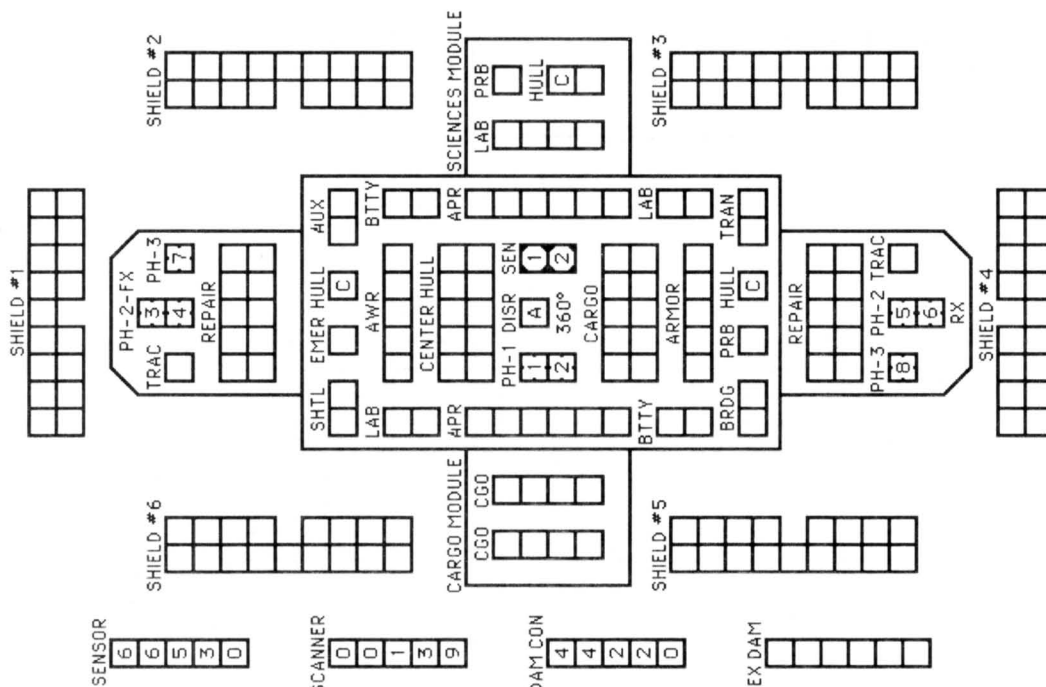
SCOUT FUNCTIONS SUMMARY

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 "PHASER" DAMAGE POINTS.**

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

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3	
DAMAGE	0	5	4	4	3	3	3	2	



PARAVIAN SUBLIGHT HEAVY CRUISER

CREW UNITS						ADMINISTRATIVE SHUTTLES					
			*			IDEN	HIT	POINTS	NOTES		
					10						
					20						
					30						
						SUBLIGHT SHUTTLES; SEE (R4.F0).					

CNTR	
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[illegible]

TRANSPORTER BOMBS

D	D
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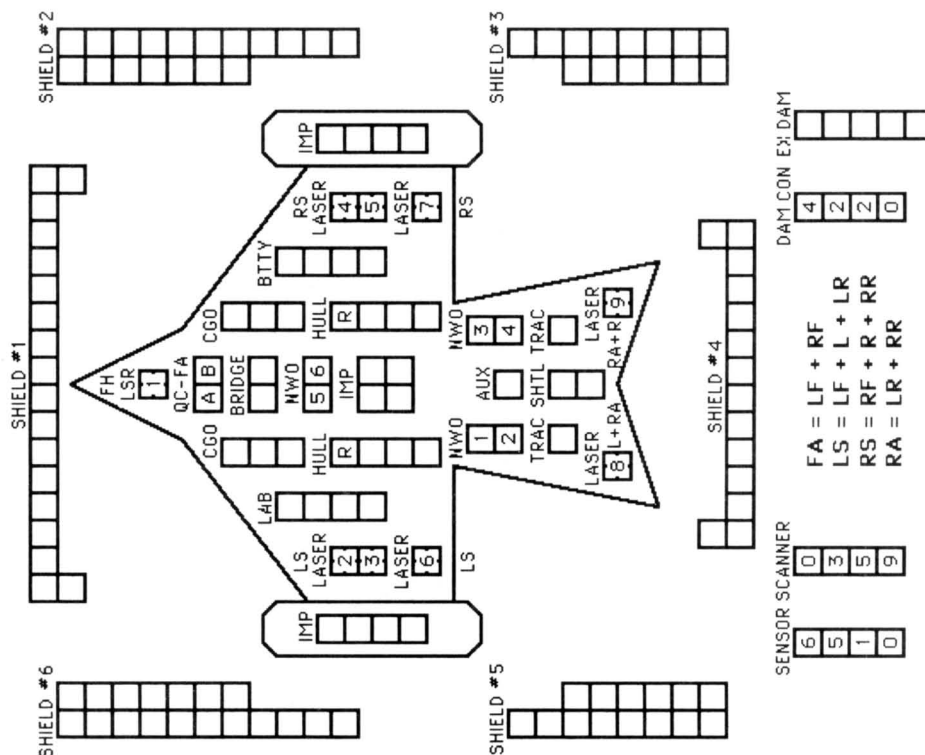
DIE RANGE		WARP TARGETED LASER	
ROLL	0	1	2
1	3	2	2
2	2	2	2
3	2	2	1
4	2	2	1
5	2	1	0
6	1	1	0

SHIP DATA TABLE	
TYPE	= SCA
POINT VALUE	= 70
BREAKDOWN	= NA
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR18.2A

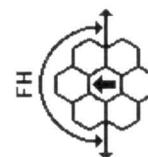
OPTION BOXES	
#1	#2
#3	#4
#5	#6

TRACTOR	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

QUANTUM CANNON TABLE		
RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

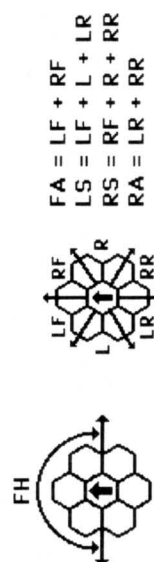


THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

**PARAVIAN PEREGRINE
SUBLIGHT
DESTROYER**



THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1/2
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

CNTR	
------	--

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

SUBLIGHT SHUTTLES; SEE (R4.F0).

☐ TRANSPORTER BOMBS ☐ D

SHIP DATA TABLE	
TYPE	= SDD
POINT VALUE	= 28
BREAKDOWN	= NA
SHIELD COST	= 0.5+0.5
LIFE SUPPORT	= 0.5
SIZE CLASS	= 4
REFERENCE	= YR18.4A

OPTION BOXES

#1	#2
#3	#4

TRACTOR 0
 SHUTTLE 2
 CARGO 0
 BARRACKS 1
 LAB 0

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

DIE RANGE		WARP TARGETED LASER	
ROLL	0	1	2
1	3	2	2
2	2	2	2
3	2	2	1
4	2	2	1
5	2	1	0
6	1	1	0

QUANTUM CANNON TABLE		
RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

**PARAVIAN GOBLIN
SUBLIGHT
FRIGATE**

[illegible]

CNTR	
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TRANSPORTER BOMBS ☐ ☐

BOARDING PARTIES	6
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DIE RANGE		WARP TARGETED LASER	
ROLL	0	1	2
1	3	2	1
2	2	2	1
3	2	2	1
4	2	2	0
5	2	1	0
6	1	1	0

SHIP DATA TABLE	
TYPE	= SFF
POINT VALUE	= 26
BREAKDOWN	= NA
SHIELD COST	= 0.5+0.5
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR18.5A

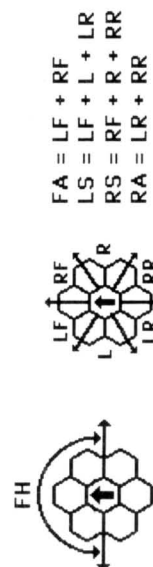
OPTION BOX

#1	#2
#3	

TRACTOR	0
SHUTTLE	2
CARGO	0
BARRACKS	1
LAB	0

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

QUANTUM CANNON TABLE		
RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6



THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (TOWING) = 1/3
MOVEMENT COST (IMPULSE) = 1
EM COST (IMPULSE) = 6

PARAVIAN RAPTOR WARP REFITTED LIGHT CRUISER

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

T BOMBS
D D

BOARDING PARTIES
10

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

TYPE III DEFENSE PHASER					OPTION BOXES		TURN MODE B	SPEED
DIE ROLL	RANGE	1	2	3	4-8	9-15		
1	4	4	4	4	3	1		
2	4	4	4	4	2	1		
3	4	4	4	4	1	0		
4	4	4	4	3	0	0		
5	4	4	3	2	0	0		
6	3	3	1	0	0	0		

TRACTOR	0
TRANSPORTER.....	0
SHUTTLE	2
CARGO	0
BARRACKS.....	1
LAB.....	0

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

QUANTON WAVE TURKEDD TABLE									
RANGE	0-5	6-10	11-15	16-18	19	20	TURN MODE		SPEED
DAMAGE	7	6	5	4	3	1	D	1	2-4
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0		2	5-8
								3	9-12
								4	13-17
								5	18-24
								6	25+

THIS SHIP NORMALLY HAS A TURN MODE OF "B".

IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".

IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".

HET ☐ BD ☐

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

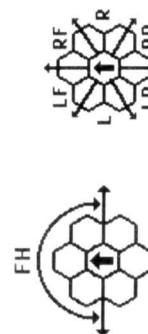
SHIELD #6

SHIELD #7

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

SENSOR SCANNER

DAM CON EX DAM



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

PARAVIAN PEREGRINE WARP-REFITTED DESTROYER

[illegible]

BOARDING PARTIES										T BOMBS	
										☐	☐
											D

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

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 36
BREAKDOWN	= 4-6
SHIELD COST	= 0.5+0.5
LIFE SUPPORT	= 0.5
SIZE CLASS	= 4
REFERENCE	= YR18.4B

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

TYPE III DEFENSE PHASER					OPTION BOXES		TURN MODE B	SPEED	
DIE ROLL	RANGE	1	2	3	4-8	9-15			#1
1	4	4	4	3	1	1			2-5
2	4	4	4	2	1	0			6-10
3	4	4	4	1	0	0			11-15
4	4	4	3	0	0	0			16-21
5	4	3	2	0	0	0			22-28
6	3	3	1	0	0	0			29+

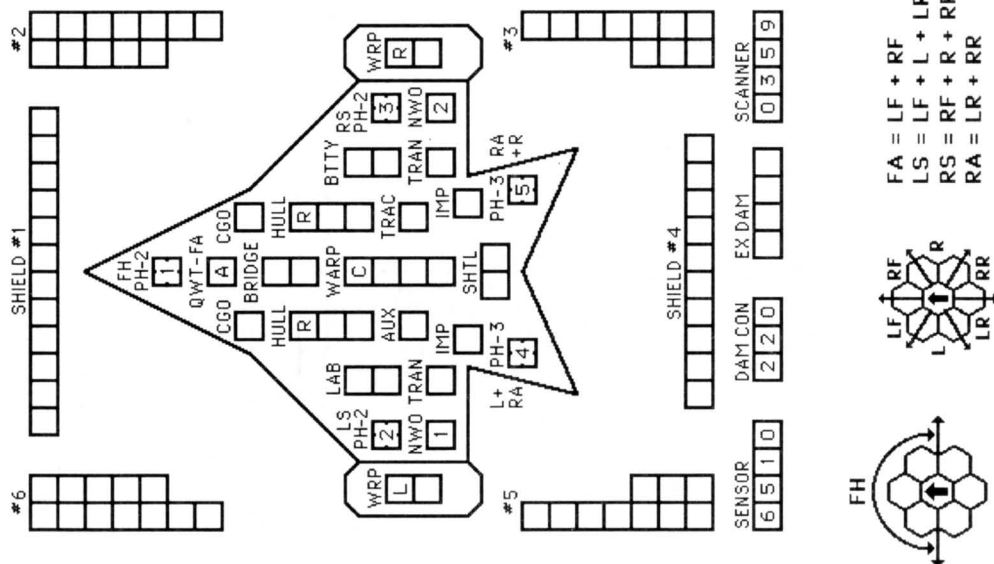
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
 IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE
 TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
 IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE

THIS SHIP NORMALLY HAS A TURN MODE OF "B". IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D". IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D". THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED. THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

HET	☐
BD	☐

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



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

FH

⑥ = ERRATIC MANEUVER WARP COST

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "8".
 IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE
 TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
 IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE

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

THIS SHIP NORMALLY HAS A TURN MODE OF "B". IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D". IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D". THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED. THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

BD	☐
HET	☐

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

**PARAVIAN EARLY
HEAVY CRUISER**

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

BOARDING PARTIES T BOMBS

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

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR18.2C

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

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

OPTION BOXES

#1	#2
#3	#4

TRACTOR.....0
 TRANSPORTER.....0
 SHUTTLE.....2
 CARGO.....0
 BARRACKS.....1
 LAB.....0

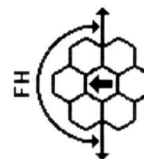
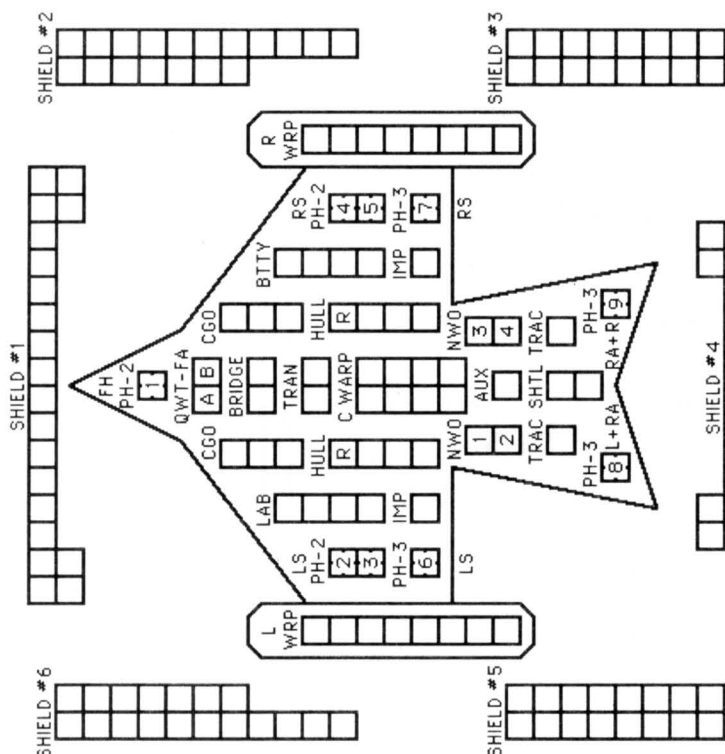
QUANTUM WAVE TORPEDO TABLE						
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B". IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D". IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D". THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED. THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

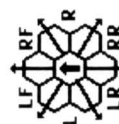
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

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

HET ☐ BD ☐



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



CNTR

[illegible]

ADMINISTRATIVE SHUTTLES			
IDENT	HIT	POINTS	NOTES

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 72
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR18.3C

T BOMBS

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

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

TYPE III DEFENSE PHASER

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

OPTION BOXES

#1	#2
	0
	0
	2
	0
	1
	0

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

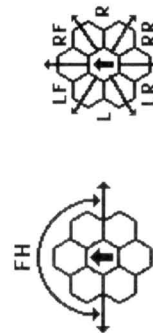
QUANTUM WAVE TORPEDO TABLE

	0-5	6-10	11-15	16-18	19	20
RANGE						
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B". IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D", IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D". THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED. THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

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

HET ☐ BD ☐

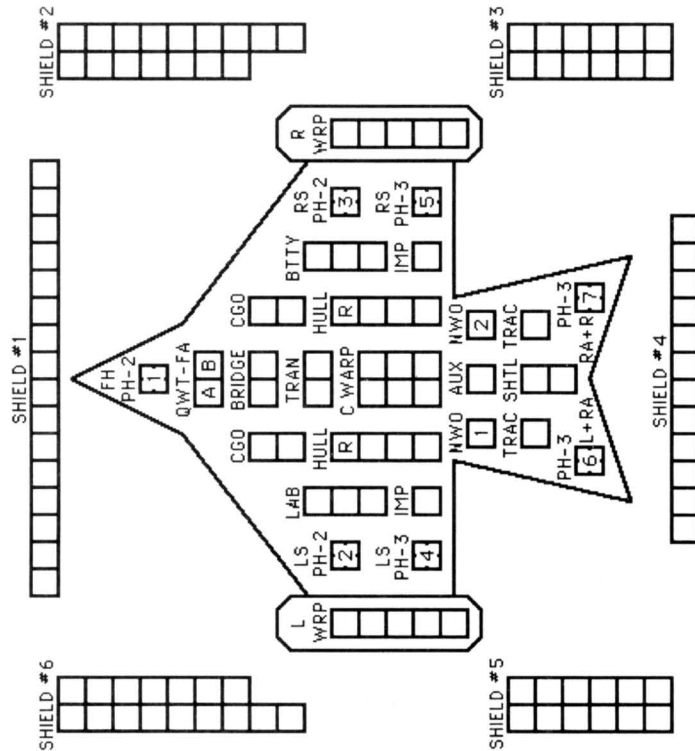


The diagram shows a 4x4 grid of squares. The top row is labeled 'SENSOR SCANNER' on the left. The bottom row is labeled 'DAM CON EX: DAM' on the right. The grid contains the following values:

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

Below the grid, the following equations are listed:

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



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	2	3	4	4	5	6	6	7	8	8	9	10	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	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	$8\frac{3}{4}$	$9\frac{1}{3}$	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{3}{4}$	$19\frac{1}{3}$	20			

PARAVIAN PEREGRINE
EARLY DESTROYER

CREW UNITS										ADMINISTRATIVE SHUTTLES										CNTR																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					

BOARDING PARTIES

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

T BOMBS

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

SHIP DATA TABLE

TYPE	=	YDD
POINT VALUE	=	55
BREAKDOWN	=	4-6
SHIELD COST	=	0.5+0.5
LIFE SUPPORT	=	0.5
SIZE CLASS	=	4
REFERENCE	=	YR18.4C

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE										4-9-15
	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					

OPTION BOXES

#1	#2
TRACTOR.....0	
TRANSPORTER.....0	
SHUTTLE.....2	
CARGO.....0	
BARRACKS.....1	
LAB.....0	

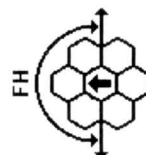
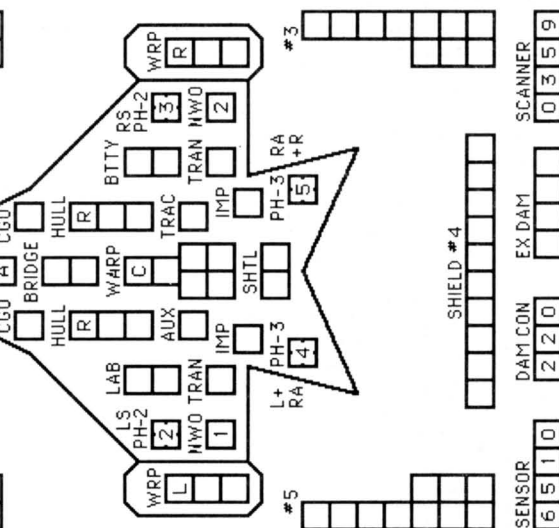
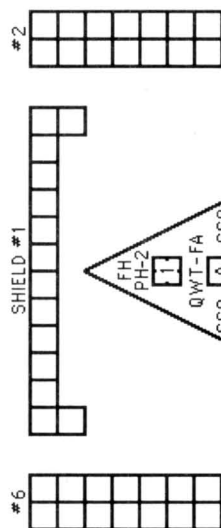
QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE
TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE
TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON
THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND
CANNOT BE RECOVERED BY REPAIRING THAT ENGINE.

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



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

PARAVIAN NEST DEFENSE PLATFORM

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES				
		IDENT	HIT POINTS	NOTES		
TYPE	= NST					
POINT VALUE	= 160					
SHIELD COST	= 1+3					
LIFE SUPPORT	= 1+1/2					
SIZE CLASS	= 2					
REFERENCE	= YR1.1					
CARGO MODULE +5						
REPAIR MODULE +8						
CREW UNITS		TWO BAYS, NO TRANSFERS.				

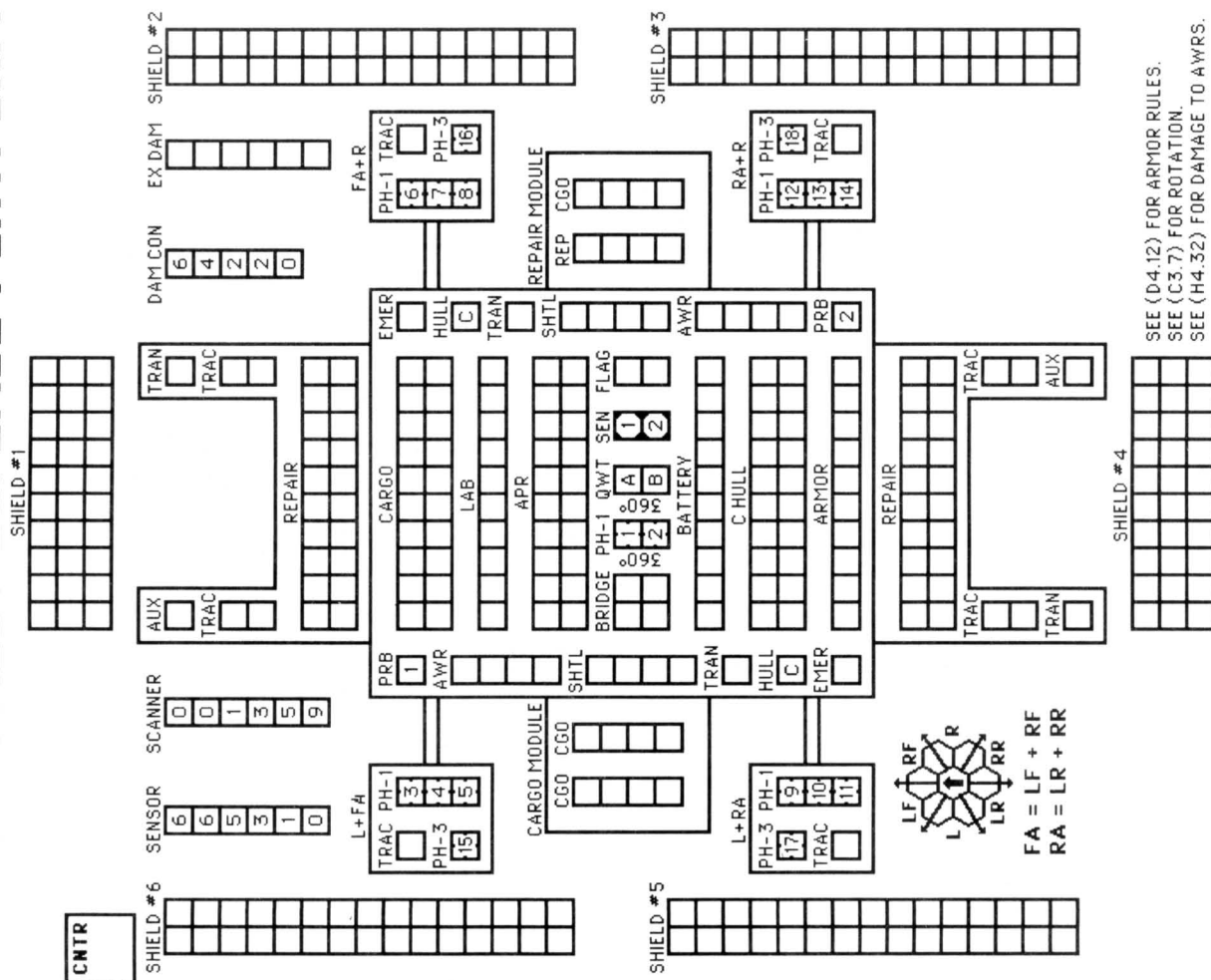
A 10x10 grid with a star at (1,2). To the right of the grid are several shapes and labels:

- TRANSPORTER BOMBS**: A horizontal row of 5 squares, with the last 4 squares containing the letter 'D'.
- PROBES**: A 2x2 grid with numbers: top-left 1, top-right 3, bottom-left 2, bottom-right 3.
- BOARDING PARTIES**: A 2x10 grid with the number 10 in the top-right square.

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

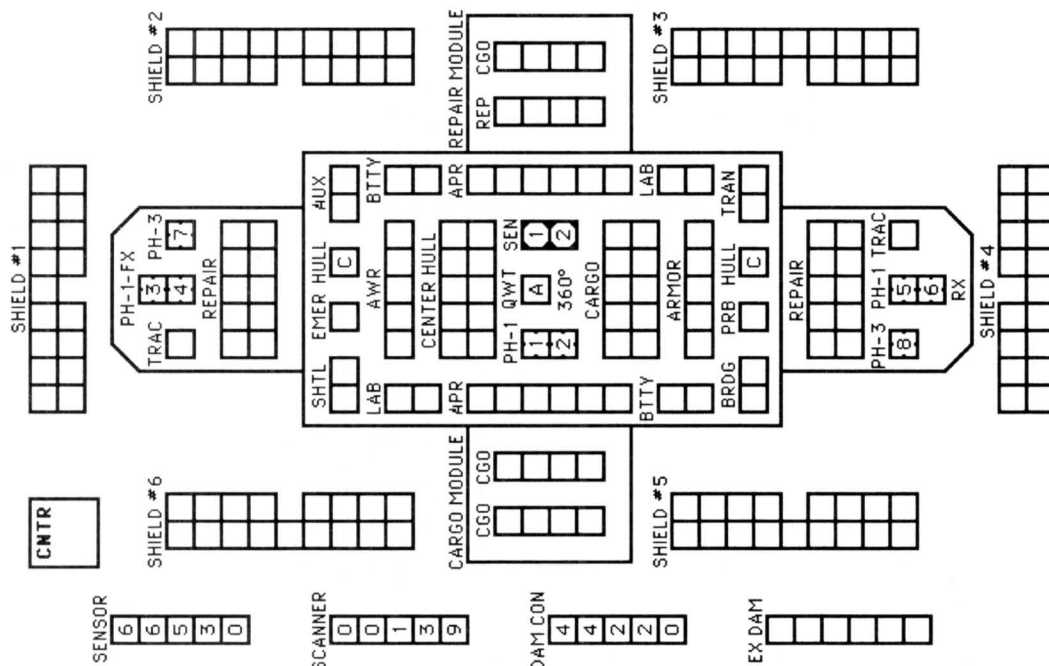
TYPE III DEFENSE PHASER		SCOUT FUNCTIONS SUMMARY				
DIE ROLL	RANGE	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

PARAVIAN AERIE REMOTE OUTPOST



ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

PROBES

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRs.



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

REPAIR MODULE
CREW UNITS: 7

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9-16-26-51-																													
	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	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	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	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	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	0	0

TYPE III DEFENSE PHASER

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

SPECIAL SENSORS ARE DESTROYED
ON "PHASER" DAMAGE POINTS.

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

CARNIVON WARP-REFITTED LIGHT CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS	IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

D D

BOARDING PARTIES

10

DECK CREWS

2

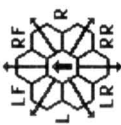
PROBES

3

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 45
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.4A

TYPE II PHASER TABLE

DIE ROLL	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
1	6	5	5	4	4	3	2	1	1	1	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



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

TYPE III DEFENSE PHASER

DIE ROLL	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
1	4	4	4	4	3	1	1	1	1	1	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	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	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
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
5	4	3	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
6	3	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

SEE (D4,12) FOR ARMOR RULES.

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACKS

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WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEEDS OF THE STEAMSHIP "ALBATROSS" IN THE PACIFIC OCEAN																																		
FROM SAN FRANCISCO TO HONOLULU															FROM HONOLULU TO SAN FRANCISCO																			
WINDY															CALM																			
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	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$	23	24		

CNTR	
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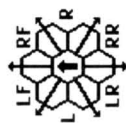
SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 35
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.5A

CREW UNITS					ADMINISTRATIVE SHUTTLES				
			*		IDENT	HIT POINTS	NOTES		
				10					

	BOARDING PARTIES	TRANSPORTER BOMBS
☐	☒ C	☐ D

DECK CREWS	2
PROBES	3

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


$$FA = LF + RF$$

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

TYPE III DEFENSE PHASE												
DIE RANGE		4- 9- 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					

HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACK
1

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	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	15	

CNTR

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 25
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.6A

CREW UNITS						ADMINISTRATIVE SHUTTLES					
			*			IDENT	HIT POINTS	NOTES			

				A				D
BOARDING PARTIES					TRANSPORTER BOMBS			

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


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

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

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

HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

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

**CARNIVON BEAR-DOG
DREADNOUGHT**

C N T R

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 110
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR19.2

ADMINISTRATIVE SHUTTLES

[illegible]

CREW UNITS

[illegible]

BOARDING PARTIES

[illegible]

DECK CREWS

2

TRANSPORTER BOMBS

[illegible]

PROBES

5		

TYPE II PHASER TABLE

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


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

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

RANGE	0	1	2
HIT	1-5	1-4	1-3

DISRUPTOR CANNON TABLE

	RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT		NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE		0	10	8	8	6	6	4

DEATHBOLT RACKS

1					
2					

WARP ENERGY MOVEMENT COST = $1 + 1/2$ 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
SPEED																														
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. $1\frac{1}{2}$		3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45

⑥ = ERRATIC MANEUVER WARP COST

0	0	21	22	23	24	25	26	27	28	29	30
0	0	32	33	35	36	38	39	41	42	44	45
0	0	31½	33	34½	36	37½	39	40½	42	43½	45

SENSOR

SCANNER

DAM COM

SHIELD #1

SHIELD #4

#2

#3

#6

#5

FA

DC

F

G

PH-2

4

5

6

FA+R

EMER

HN-FA

A

B

C

BRIDGE

LAB

TRAN

C HULL

BTTT

DB

TRAN

DB

2

PH-3-RX

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12

SHTL

TRAC

R WARP

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SHTL

TRAC

PH-3

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12

SHTL

TRAC

R WARP

IMP

L WARP

PH-4

1

2

3

PRB

BTTT

DB

TRAN

1

SHTL

TRAC

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

CNTR

SENSOR

6	6	5	3	0
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SCANNER 001359

DAM CON

EX-DAM

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.3

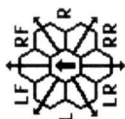
	TURN MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACKS	
1	☐
2	☐

[illegible][illegible]

DECK CREWS	PROBES
2	3


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

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

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

DISRUPTOR CANNON TABLE							
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT		NR	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	10	8	8	6	6	4

CARNIVON COYOTE LIGHT CRUISER

CNTR	
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SENSOR

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SCANNER

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DAM CON

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EX DÄM

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SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 70
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.4B

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

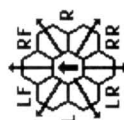
HEEL NIPPER TABLE			
RANGE	0	1	2
HIT	1-5	1-4	1-3

DEATHBOLT RACKS	
1	
2	

[illegible]

BOARDING PARTIES						TRANSPORTER BOMBS	
					10		
						D	D

DECK CREWS	PROBES
2	3


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

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

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

DISRUPTOR CANNON TABLE						
RANGE	0	1	2	3-4	5-8	9-15 16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4 1-3
DAMAGE	0	10	8	8	6	6 4

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

CMTR

CREW UNITS						ADMINISTRATIVE SHUTTLES						
		*				IDENT	HIT POINTS	NOTES				
					10							

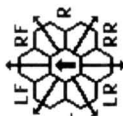
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

[illegible]

DECK CREWS	PROBES
2	3

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 45
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.5B

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


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

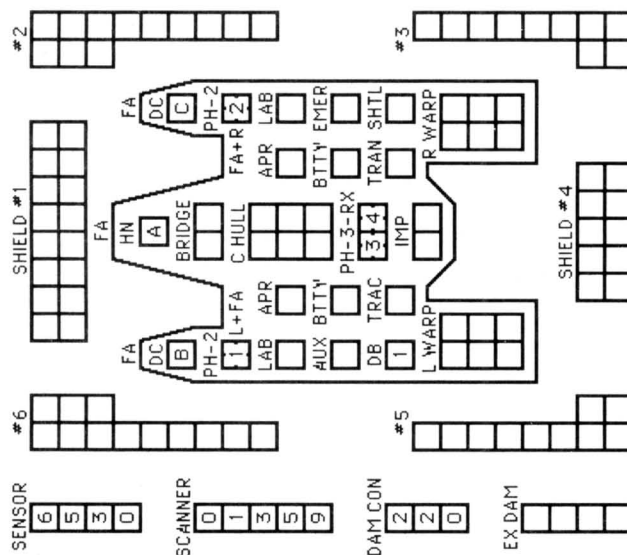
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASE						
DIE RANGE				4- 9- 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

WHEEL NIPPER TABLE		
RANGE	0	1 2
HIT	1-5	1-4 1-3

DISRUPTOR CANNON TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE	0	10	8	8	6	6

DEATHBOLT RACK					
1					



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

CNTR

SHIP DATA TABLE	
TYPE	= YFF
POINT VALUE	= 35
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.6B

CREW UNITS							ADMINISTRATIVE SHUTTLES					
		*					IDENT	HIT POINTS	NOTES			
						10						

☐	BOARDING PARTIES	☐ D	TRANSPORTER BOMBS
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DECK CREWS	2
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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


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

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

TYPE III DEFENSE PHASER	DIE 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 CANNON TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE	0	10	8	8	6	6

[illegible]

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	7	8	8	8	9	9	10	10	10								
Frac.	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								

CNTR

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES			
TYPE	= YDK	IDENT	HIT POINTS	NOTES	
POINT VALUE	= 160				
SHIELD COST	= 1+3				
LIFE SUPPORT	= 1+1/2				
SIZE CLASS	= 2				
REFERENCE	= YR1.1				
CARGO MODULE +5					
HOSPITAL MODULE +5					
CREW UNITS		TWO BAYS, NO TRANSFERS.			

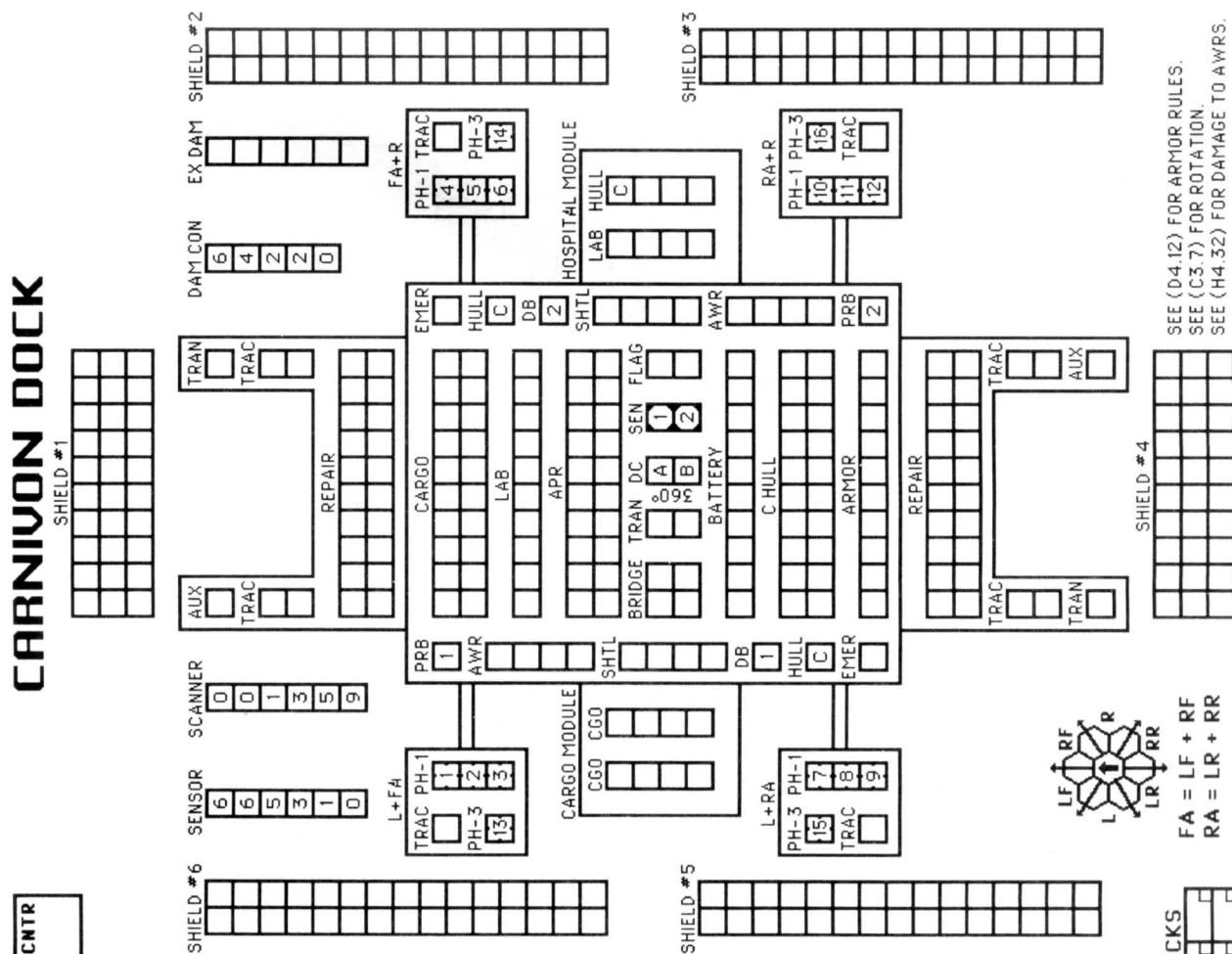
[illegible]

TYPE I OFFENSIVE PHASER TABLE												HOSPITAL MODULE CREW UNITS: 9
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	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE III DEFENSE PHASE					SCOUT FUNCTIONS SUMMARY	
DIE ROLL	RANGE	2	3	4- 8	9- 15	
1	4	4	3	1	1	21 LENDING ECM OR ECCM
2	4	4	2	1	0	22 BREAKING LOCK-ONS
3	4	4	1	0	0	23 ATTRACTING DRONES
4	4	4	3	0	0	24 CONTROLLING SEEKING WEAPONS
5	4	3	2	0	0	25 IDENTIFYING DRONES
6	3	3	1	0	0	26 DETECTING MINES
						27 GATHERING SCIENCE INFORMATION
						28 SELF-PROTECTION JAMMING
						29 TACTICAL INTELLIGENCE

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

DISRUPTOR CANNON TABLE						DEATHBOLT RACKS			
RANGE	0	1	2	3-4	5-8	9-15	16-22	1	2
UNIT	NO	1	1	1	1	1	1		



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO A W

CARNIVORON EARLY BASE STATION

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 80
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3

CARGO MODULE +5
HOSPITAL MODULE +5

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

PROBES		3
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DECK CREWS 2

SEE (D4.12) FOR ARMOR RULES.

SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRS.

[illegible]
$$\begin{aligned} F_X &= L + LF + RF + R \\ R_X &= L + LR + RR + R \end{aligned}$$

BOARDING PARTIES					
					8

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

HOSPITAL MODULE
CREW UNITS: 9

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

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

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

DISRUPTOR CANNON TABLE				
RANGE	0	1	2	3-
HIT	NA	1-5	1-5	1-
DAMAGE	0	10	8	8

DEATHBOLT RACKS	
1	☐
2	☐

