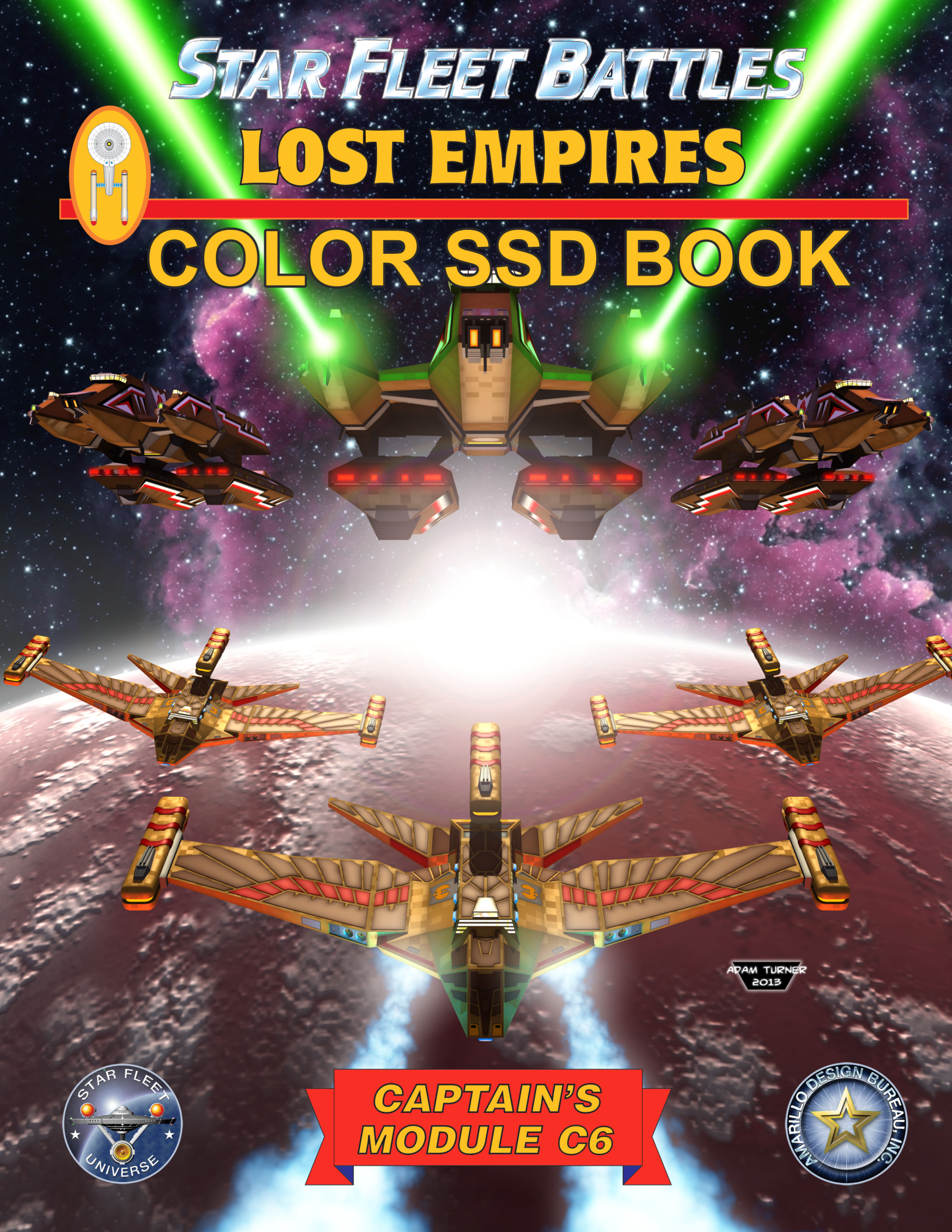
STAR FLEET BATTLES

LOST EMPIRES

COLOR SSD BOOK



CAPTAIN'S MODULE C6

STAR FLEET UNIVERSE

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES
LOST EMPIRES
MODULE C6 SSD BOOK

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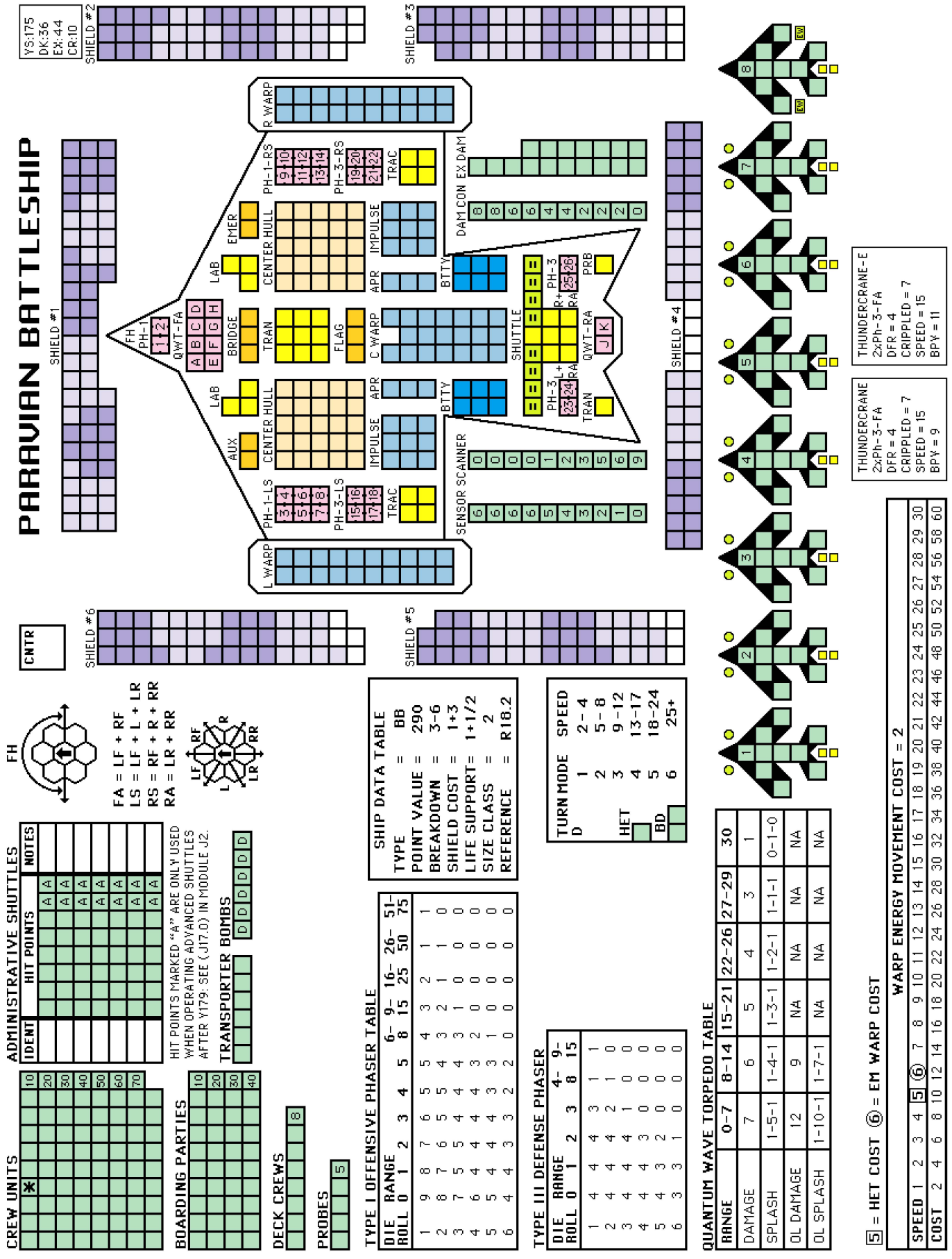

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PARAVIAN STELLAR DOMINATION SHIP

YS:182
DK:36
EX:43
CR:10

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D D D D D

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

FH

LF RF L R LR RR

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

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

FH PH-1 1 2
QWT-FA A B C D E F G H
AUX
LAB
BRIDGE
LAB
EMER
L WARP
PH-1-LS 3 4 5 6 7 8
CENTER HULL
TRAN
CENTER HULL
PH-1-RS 9 10 11 12 13 14
R WARP
FLAG
PH-3-LS 15 16 17 18
C WARP
PH-3-RS 19 20 21 22
IMPULSE
APR
APR
IMPULSE
BTTY
TRAN
BTTY
BTTY
SENSOR SCANNER
DAM CON
EX DAM
REPAIR
TRAC
TRAC
SHUTTLE
PH-3 23 24
PH-3 25 26
TRAN L+ RA
R+ PRB RA

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	SDS
POINT VALUE	=	320/300
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.3

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

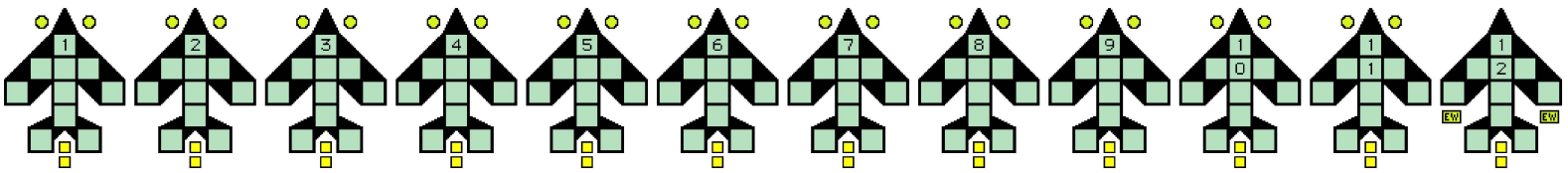
REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

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

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA



[5] = HET COST ⑥ = EM WARP COST

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

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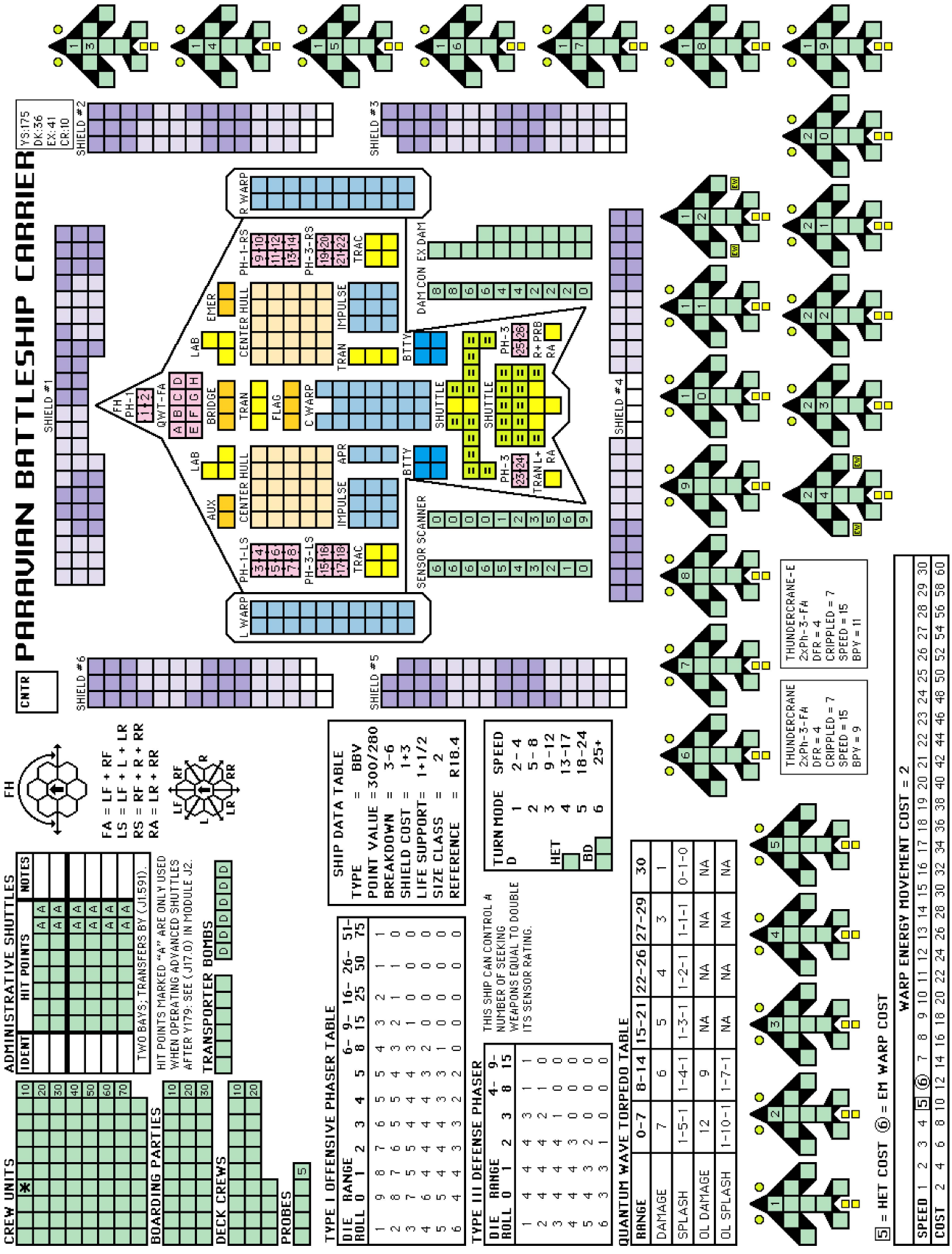

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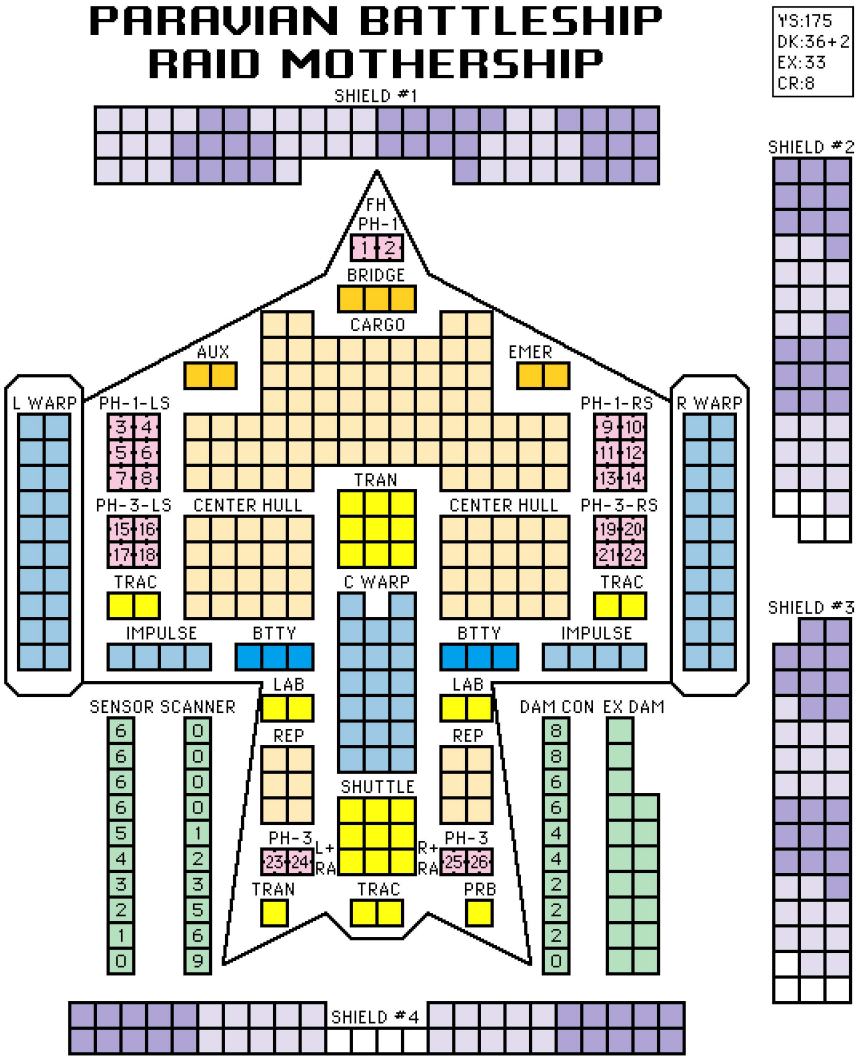
PARAVIAN BATTLESHIP RAID MOTHERSHIP

YS:175
DK:36+2
EX:33
CR:8



CREW UNITS

		*							10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

						D	D	D	D	D	D

FH

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

LF RF L R LR RR

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	BMS
POINT VALUE	=	320/200
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.5

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

THIS SHIP CAN CARRY UP TO FOUR PODS, ONE OR TWO UNDER EACH WING, OR ONE UNDER EACH WING AND ONE UNDER THE HULL, OR ONE UNDER THE HULL. PODS HAVE NO EFFECT ON THE SHIP'S TURN MODE, BREAKDOWN RATING, OR MOVEMENT COST, WHETHER NONE, ONE, TWO, THREE, OR FOUR PODS ARE CARRIED.

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

POD WT	MOVE COST	HET COST	EM COST
0-5	2.0	10	12

[5] = HET COST ⑥ = EM WARP COST

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

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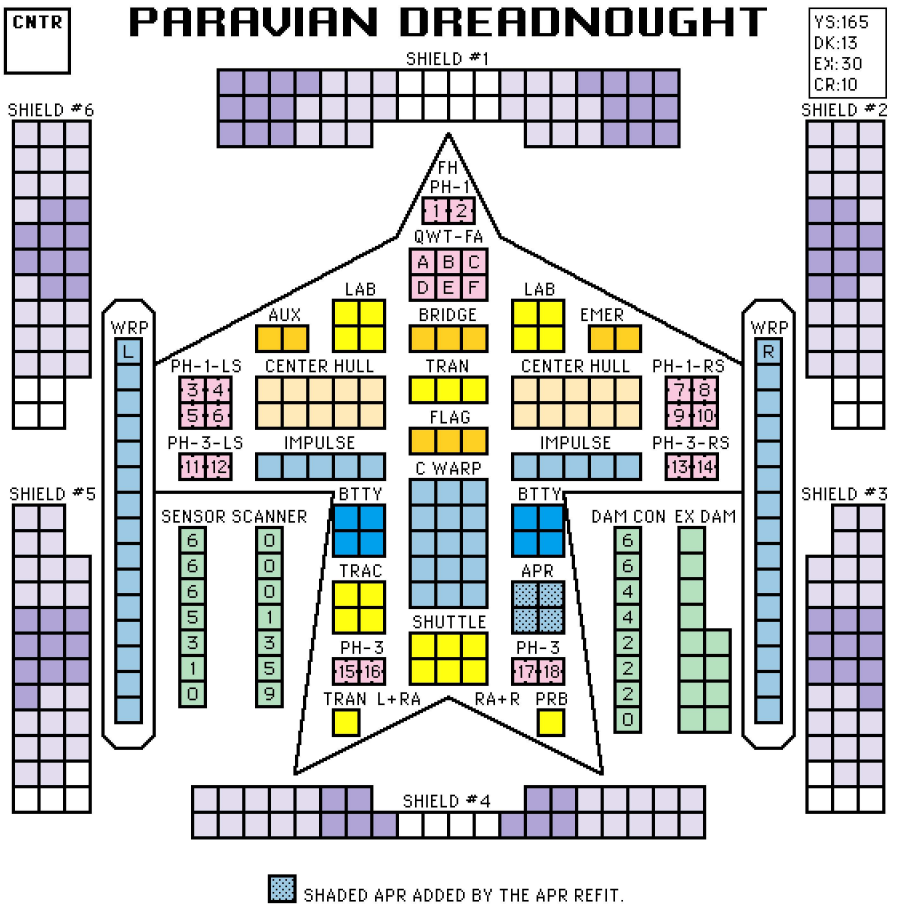
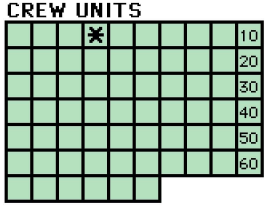
PARAVIAN DREADNOUGHT

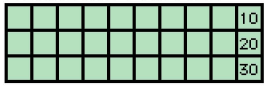


SHADED APR ADDED BY THE APR REFIT.

CREW UNITS



BOARDING PARTIES



PROBES

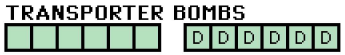


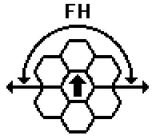
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	

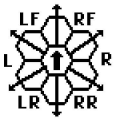
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS





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



TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	205
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.6
APR REFIT (Y168)	=	+4

TYPE III DEFENSE PHASER

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

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

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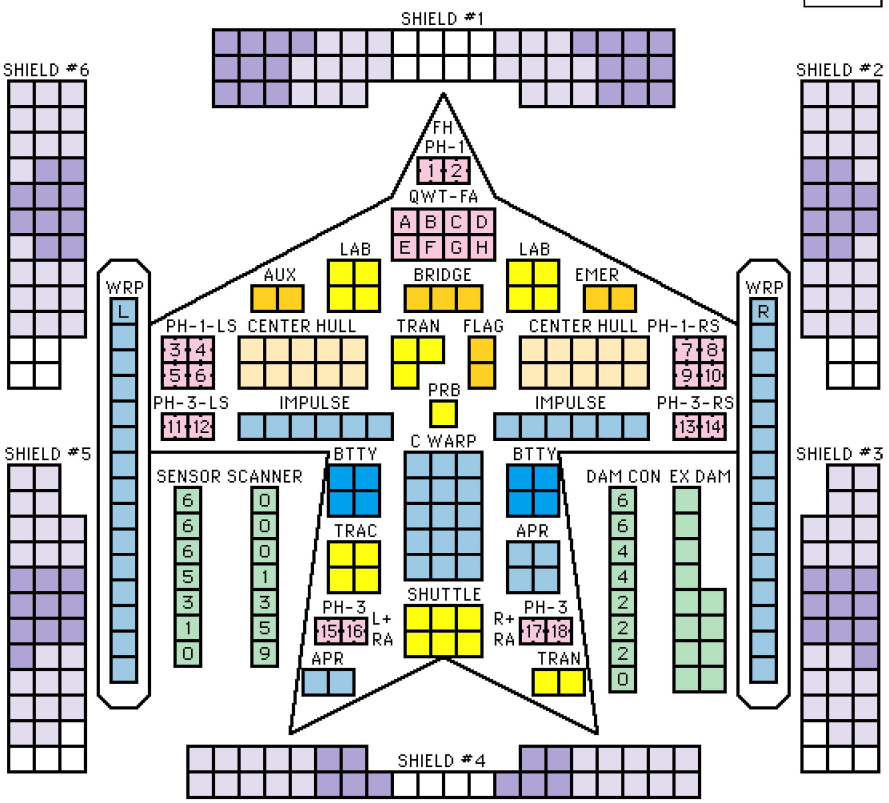
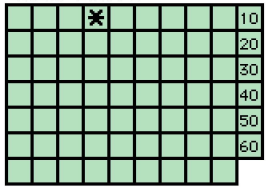
PARAVIAN HEAVY DREADNOUGHT

YS:178
DK:13
EX:32
CR:10

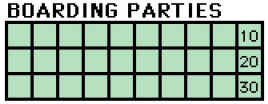
CNTR



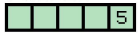
CREW UNITS



BOARDING PARTIES



PROBES



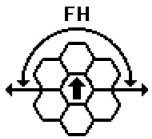
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D D D



TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	225
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.7

TYPE III DEFENSE PHASER

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

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

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PARAVIAN SPACE CONTROL SHIP

YS:182
DK:13
EX:28
CR:10

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	

TWO BAYS; TRANSFERS BY (J1.591).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D D D D D

FH

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

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

WRP L

WRP R

FH PH-1 1 2

QWT-FA A B C D E F

AUX

LAB

BRIDGE

LAB

EMER

PH-1-LS 3 4 5 6

CENTER HULL

TRAN FLAG

CENTER HULL

PH-1-RS 7 8 9 10

PH-3-LS 11 12

IMPULSE

BTTY

C WARP

BTTY

IMPULSE

PH-3-RS 13 14

SHTL

SHTL

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

DAM CON 6 6 4 4 2 2 2 0 EX DAM

REPAIR

PH-3 15 16

TRAC

PH-3 17 18

TRANL+ RA

R+PRB RA

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	220/198
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.8

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

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

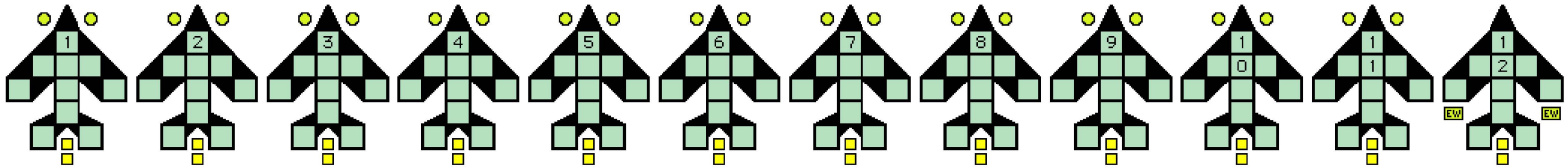
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11



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

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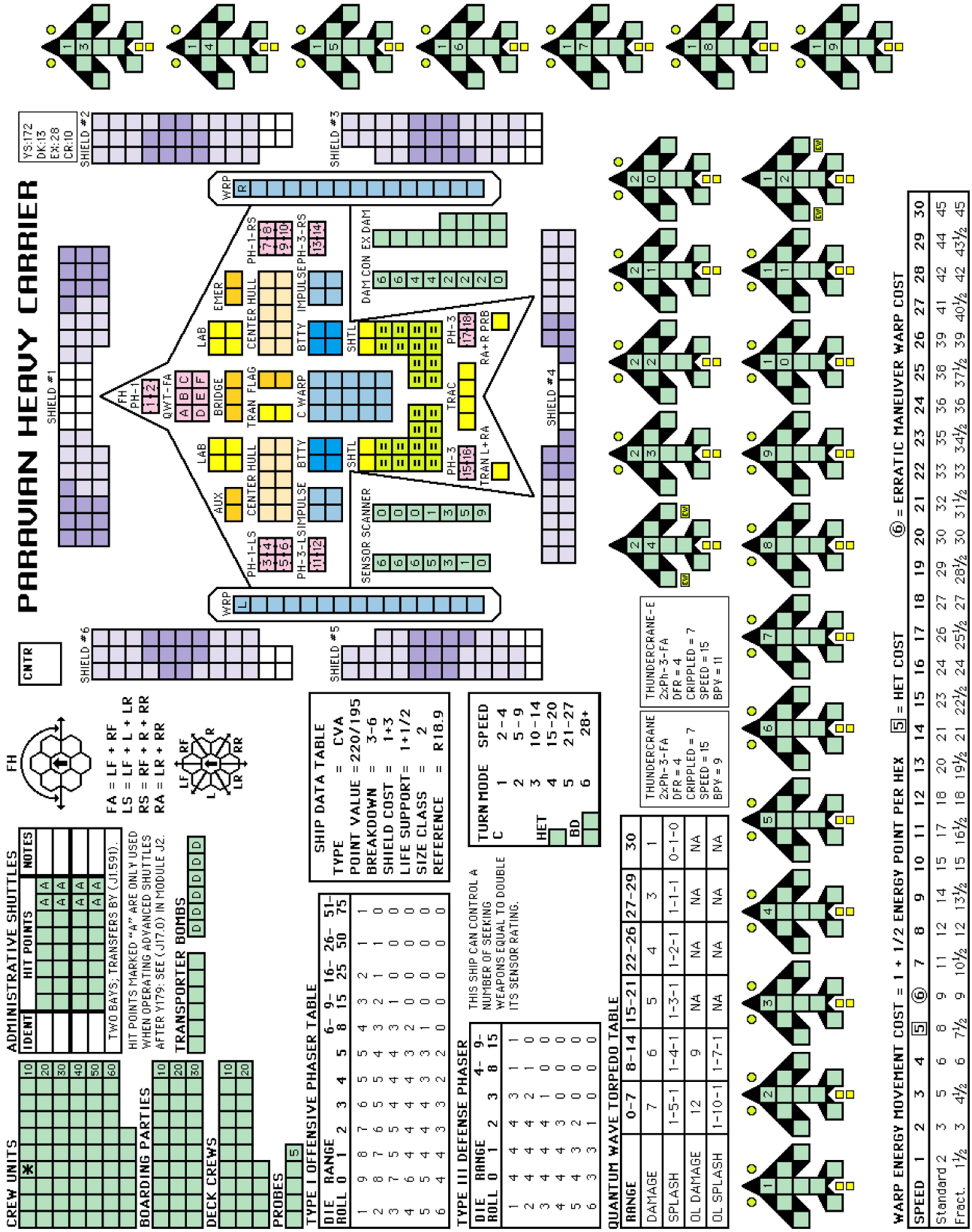
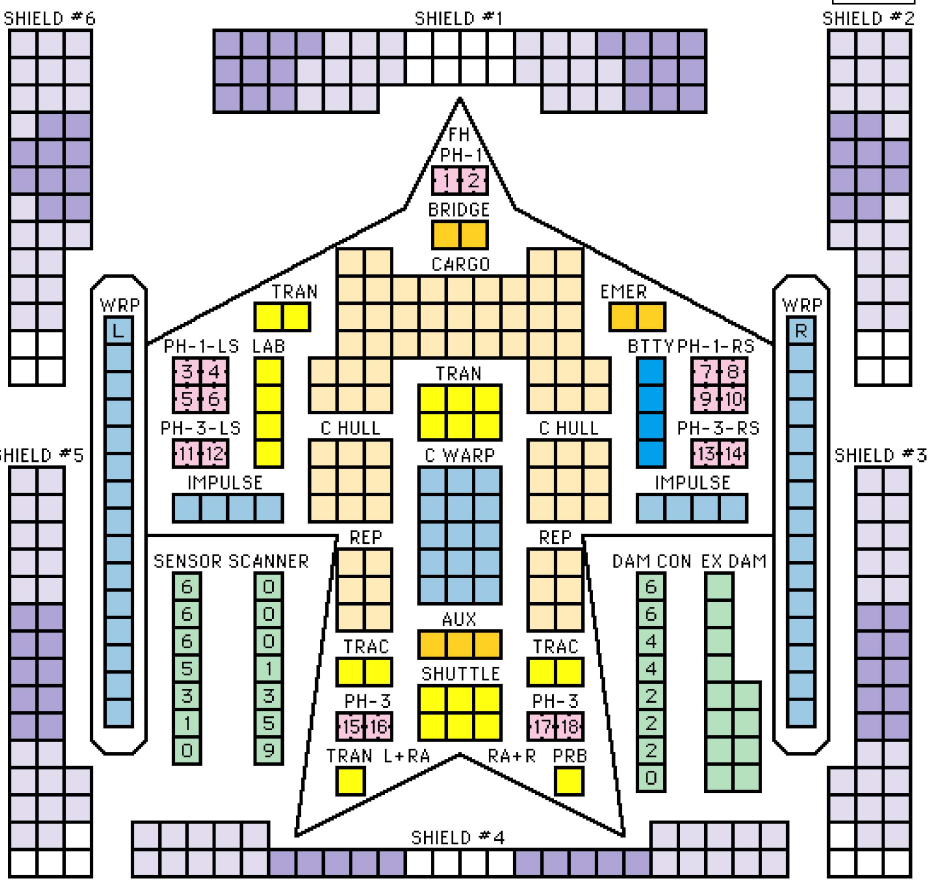

PARAVIAN HEAVY CARRIER
CREW UNITS
BOARDING PARTIES
DECK CREWS
PROBES
ADMINISTRATIVE SHUTTLES
IDENT
HIT POINTS
NOTES
TWO BAYS; TRANSFERS BY (J1.591).
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179. SEE (J17.0) IN MODULE J2.
TRANSPORTER BOMBS
FH
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
CNTR
SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
YS:172
DK:13
EX:28
CR:10
WRP
PH-1-LS
PH-3-LS
IMPULSE
AUX
CENTER HULL
LAB
BTTY
SENSOR SCANNER
SHTL
PH-1
QWT-FA
BRIDGE
TRAN FLAG
C WARP
TRAC
TRAN L+RA
PH-3
RA+R PRB
EMER
PH-1-RS
PH-3-RS
IMPULSE
DAM CON EX:DAM
TYPE I OFFENSIVE PHASER TABLE
DIE ROLL
RANGE 0 1 2 3 4 5 6- 8 9- 15 16- 25 26- 50 51- 75
TYPE III DEFENSE PHASER
DIE ROLL
RANGE 0 1 2 3 4- 8 9- 15
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.
SHIP DATA TABLE
TYPE = CVA
POINT VALUE = 220/195
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT= 1+1/2
SIZE CLASS = 2
REFERENCE = R18.9
TURN MODE
C
HET
BD
SPEED
1 2-4
2 5-9
3 10-14
4 15-20
5 21-27
6 28+
QUANTUM WAVE TORPEDO TABLE
RANGE 0-7 8-14 15-21 22-26 27-29 30
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
OL DAMAGE 12 9 NA NA NA NA
OL SPLASH 1-10-1 1-7-1 NA NA NA NA
THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9
THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11
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

PARAVIAN RAID MOTHERSHIP

YS:132
DK:13+4
EX:25
CR:8



CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

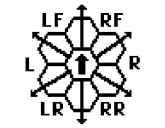
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	

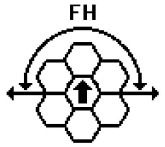
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

						D	D	D	D	D	D



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



TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	RMS
POINT VALUE	=	240/100
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.10

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

THIS SHIP CAN CARRY UP TO THREE PODS, ONE UNDER EACH WING AND ONE UNDER THE HULL. PODS HAVE NO EFFECT ON THE SHIP'S TURN MODE, BREAKDOWN RATING, OR MOVEMENT COST, WHETHER NONE, ONE, TWO, OR THREE PODS ARE CARRIED.

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

POD WT	MOVE COST	HET COST	EM COST
0-4	1.5	7.5	9

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

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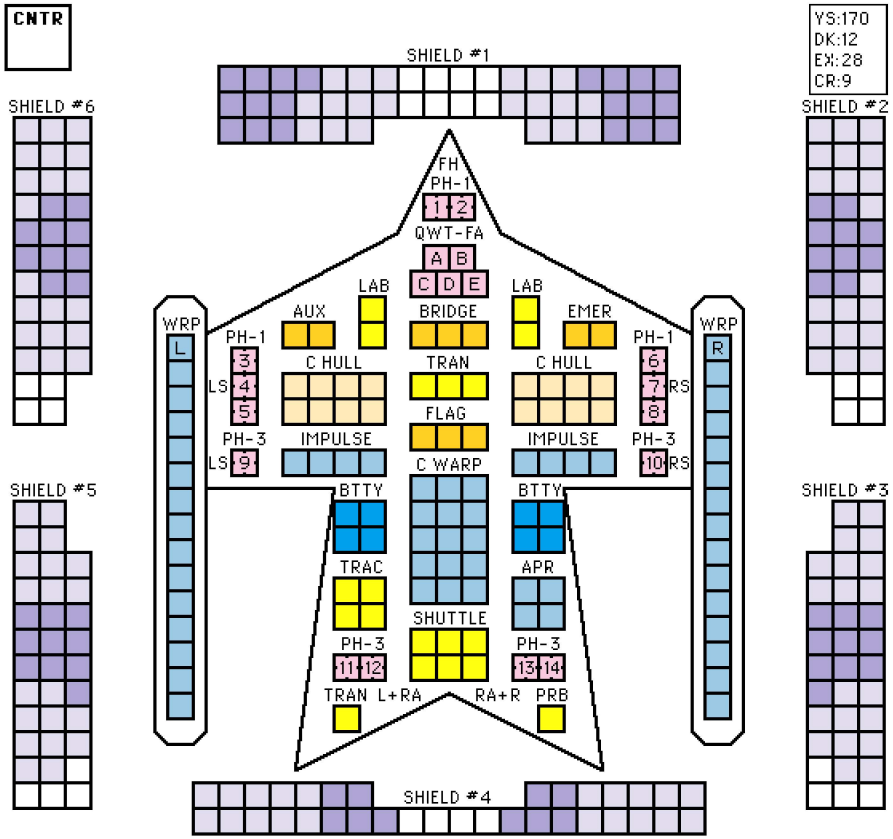
PARAVIAN LIGHT DREADNOUGHT



CREW UNITS

		*					10
							20
							30
							40
							50
							60

BOARDING PARTIES

							10
							20
							30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

						D	D	D	D	D	D

FH

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

LF RF L R LR RR

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	215
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.11

TYPE III DEFENSE PHASER

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

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WARP ENERGY MOVEMENT COST = 1 + 1/4 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	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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PARAVIAN HEAVY BATTLECRUISER

YS:180
DK:10
EX:23
CR:10

CNTR

CREW UNITS

			✱					10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.12

TYPE I OFFENSIVE PHASER TABLE

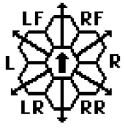
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

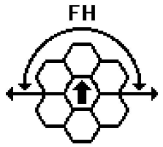
TYPE III DEFENSE PHASER

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

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



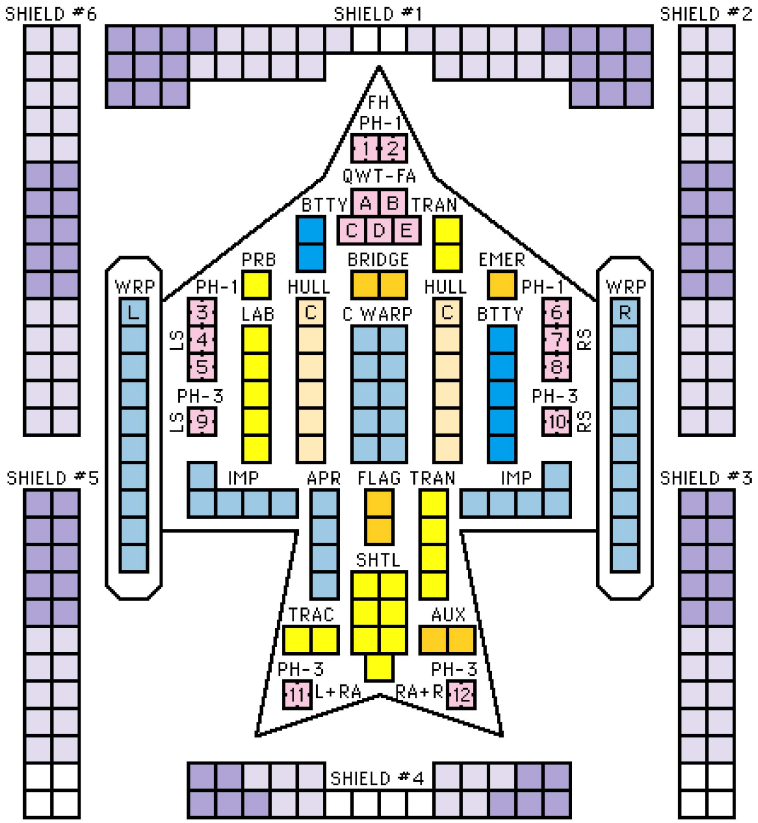
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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



SENSOR

6	6	5	3	1	0	

SCANNER

0	0	1	3	5	9	

DAM CON

6	4	4	2	2	2	0

EX DAM

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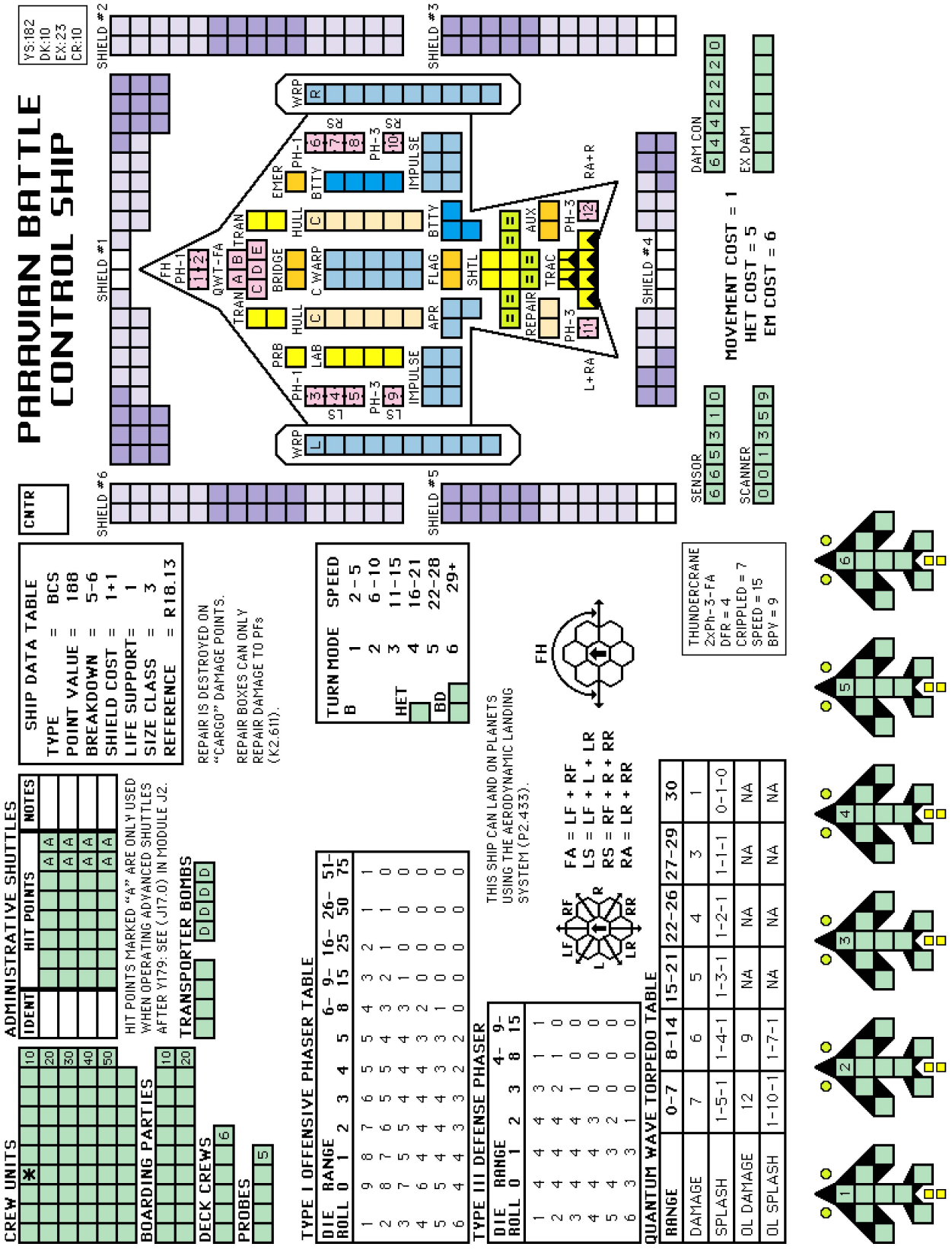

PARAVIAN BATTLE CONTROL SHIP
SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
CNTR
YS:182
DK:10
EX:23
CR:10
SHIP DATA TABLE
TYPE = BCS
POINT VALUE = 188
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R18.13
ADMINISTRATIVE SHUTTLES
IDENT
HIT POINTS
NOTES
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179. SEE (J17.0) IN MODULE J2.
CREW UNITS
BOARDING PARTIES
TRANSPORTER BOMBS
DECK CREWS
PROBES
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.
REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).
TURN MODE SPEED
B 1 2-5
2 6-10
HET 3 11-15
4 16-21
BD 5 22-28
6 29+
THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FH
THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9
SENSOR
SCANNER
DAM CON
EX DAM
MOVEMENT COST = 1
HET COST = 5
EM COST = 6
TYPE I OFFENSIVE PHASER TABLE
DIE ROLL
RANGE 0 1 2 3 4 5 6- 8 9- 15 16- 25 26- 50 51- 75
1 9 8 7 6 5 5 5 4 3 2 1 1
2 8 7 6 5 4 4 3 2 1 1 0
3 7 5 5 4 4 4 3 1 0 0 0
4 6 4 4 4 4 3 2 0 0 0 0
5 5 4 4 4 3 3 1 0 0 0 0
6 4 4 3 3 2 2 0 0 0 0 0
TYPE III DEFENSE PHASER
DIE ROLL
RANGE 0 1 2 3 4- 8 9- 15
1 4 4 4 3 1 1
2 4 4 4 2 1 0
3 4 4 4 1 0 0
4 4 4 3 0 0 0
5 4 3 2 0 0 0
6 3 3 1 0 0 0
QUANTUM WAVE TORPEDO TABLE
RANGE 0-7 8-14 15-21 22-26 27-29 30
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
OL DAMAGE 12 9 NA NA NA NA
OL SPLASH 1-10-1 1-7-1 NA NA NA NA

PARAVIAN BATTLE CARRIER

YS:181
DK:10
EX:23
CR:10

CNTR

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

DECK CREWS

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	BCV
POINT VALUE	=	185
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.14

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

TYPE I OFFENSIVE PHASER TABLE

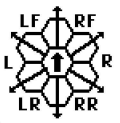
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

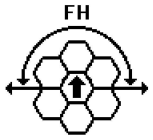
TYPE III DEFENSE PHASER

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

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

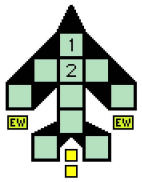


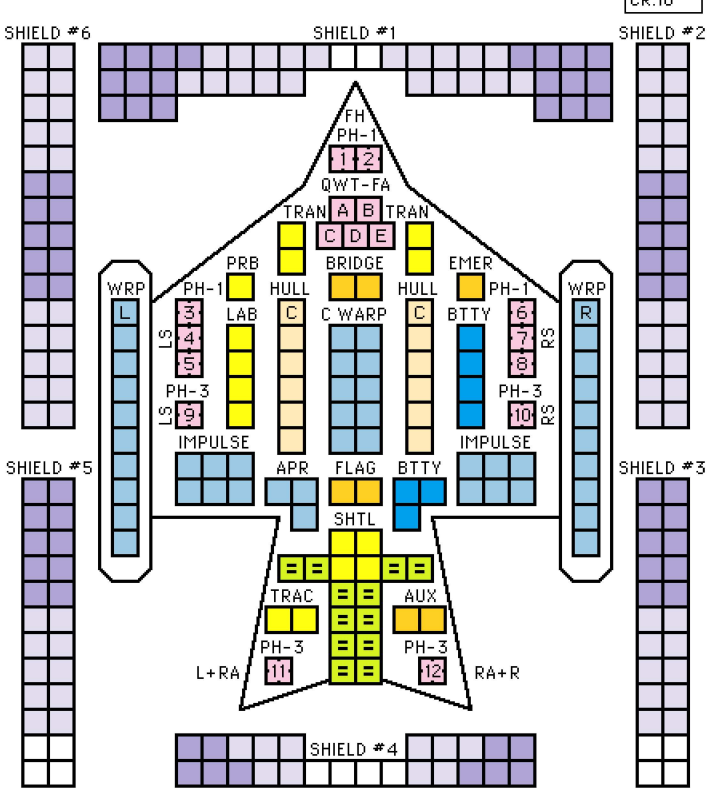
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA





SENSOR

6	6	5	3	1	0	

SCANNER

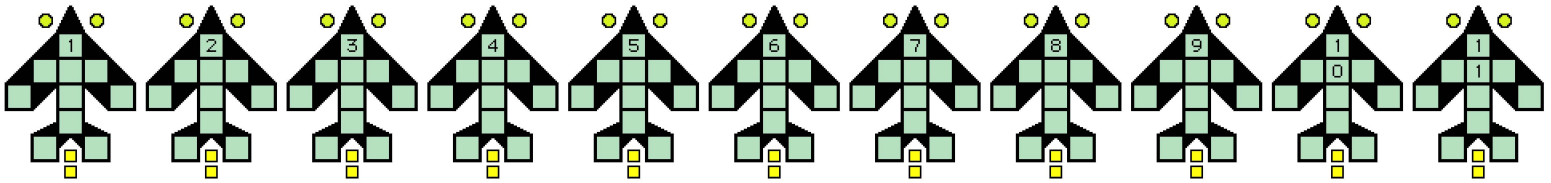
0	0	1	3	5	9	

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

DAM CON

6	4	4	2	2	2	0

EX DAM



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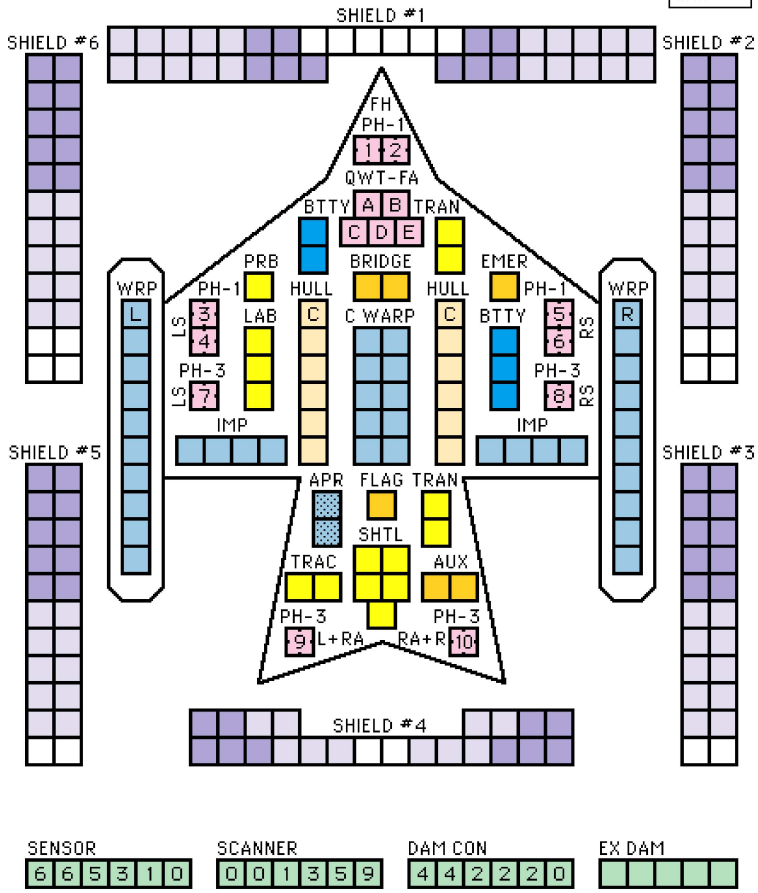
PARAVIAN COMMAND CRUISER

YS:126
DK:9
EX:20
CR:9

CNTR



CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	133
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.15
APR REFIT (Y168)	=	+2

TYPE I OFFENSIVE PHASER TABLE

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

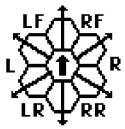
TURN MODE / SPEED

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

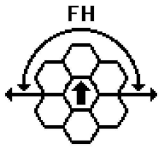
TYPE III DEFENSE PHASER

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

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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

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

SHADED APR ADDED BY THE APR REFIT.

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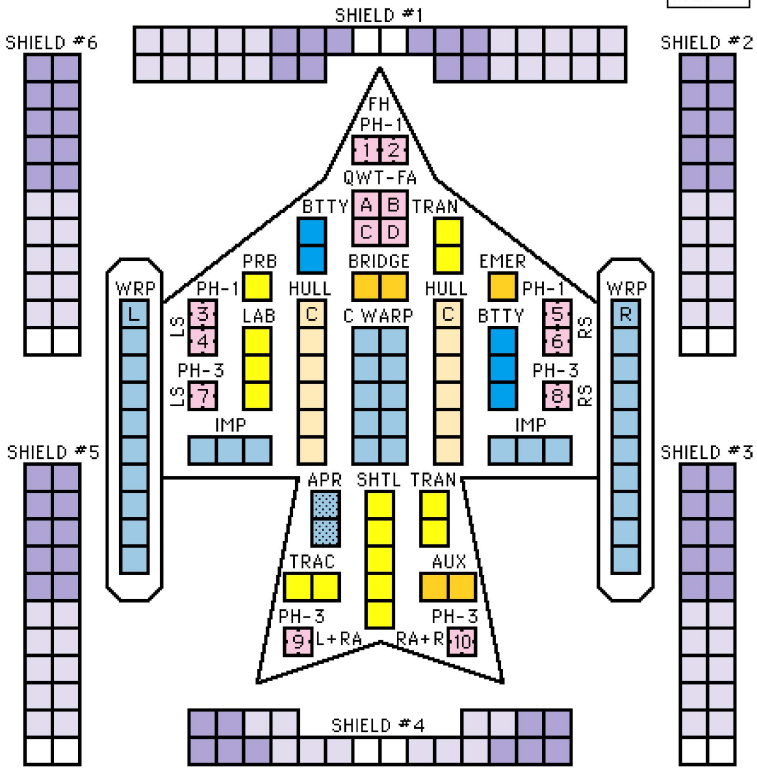
PARAVIAN HEAVY CRUISER

YS:123
DK:9
EX:19
CR:8

CNTR



CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	120
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.16
APR REFIT (Y168)	=	+2

TYPE I OFFENSIVE PHASER TABLE

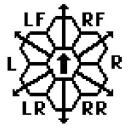
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

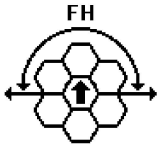
TYPE III DEFENSE PHASER

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

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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

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

SHADED APR ADDED BY THE APR REFIT.

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PARAVIAN STRIKE CARRIER

YS:169
DK:9
EX:20
CR:9

CNTR

CREW UNITS

			*							10
										20
										30
										40
										50

BOARDING PARTIES

										10
										20

DECK CREWS

										10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

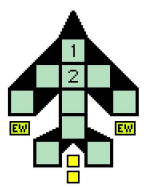
					D	D	D	D	

SHIP DATA TABLE

TYPE	=	CVS
POINT VALUE	=	140
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.17
APR REFIT (Y171)	=	+2

TYPE I OFFENSIVE PHASER TABLE

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



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

TYPE III DEFENSE PHASER

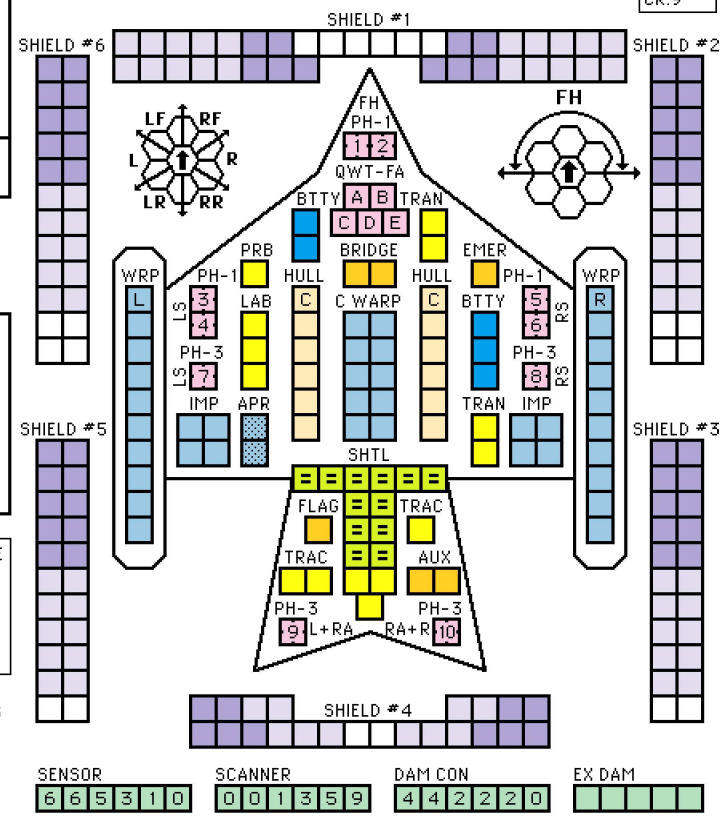
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

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



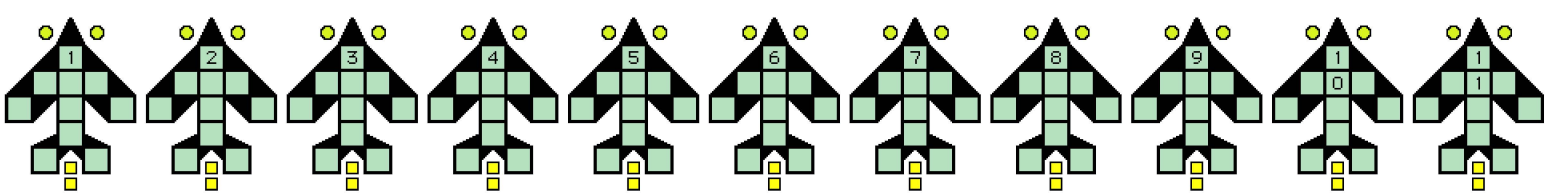
SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

SHADED APR ADDED BY THE APR REFIT.

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

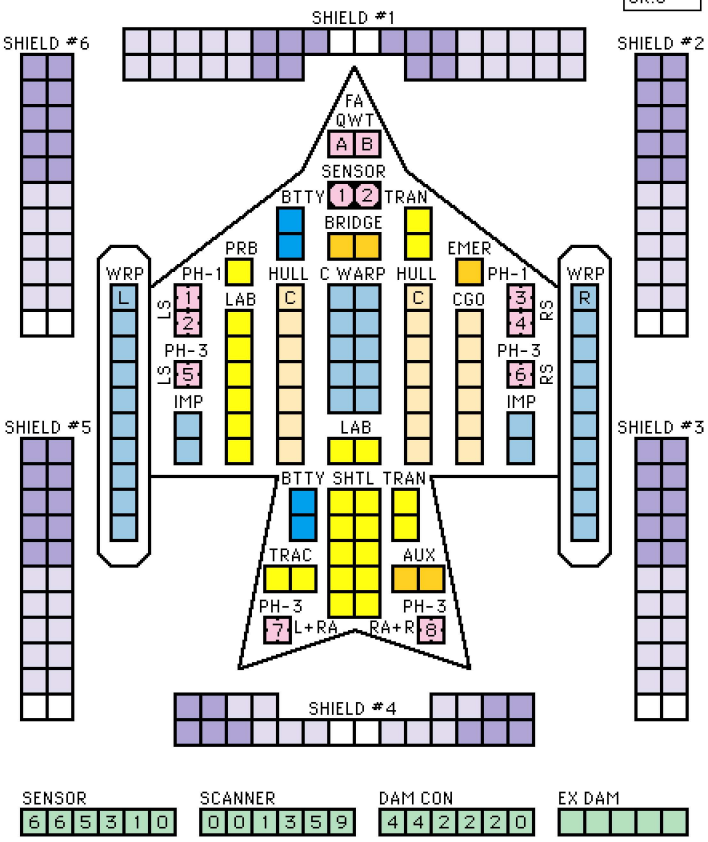
MOVEMENT COST = 1
HET COST = 5
EM COST = 6



PARAVIAN SURVEY CRUISER

YS:129
DK:9
EX:16
CR:8

CNTR



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

CREW UNITS

		*							10
									20
									30
									40
									50

BOARDING PARTIES

									10

PROBES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	140/115
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.18

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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



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

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PARAVIAN FAST CRUISER

YS:165
DK:9
EX:21
CR:8

CNTR

CREW UNITS

10 20 30 40

BOARDING PARTIES

10 20

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	CF
POINT VALUE	=	139
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.19

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE / SPEED

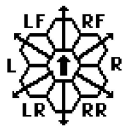
HET
BD

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

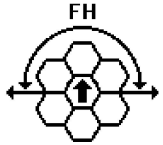
TYPE III DEFENSE PHASER

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

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



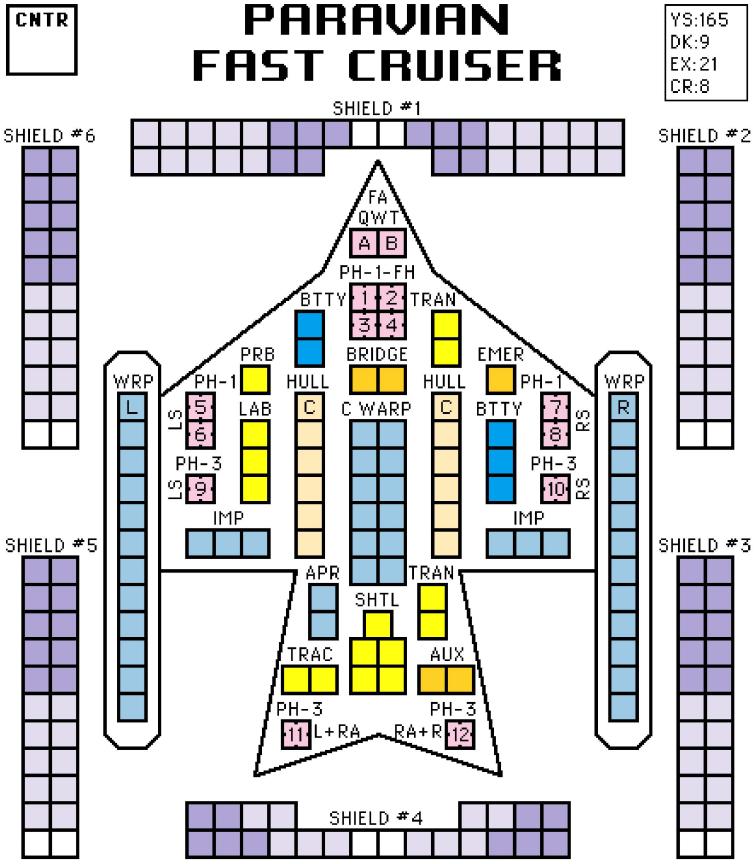
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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



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

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PARAVIAN LIGHT CRUISER LEADER

YS:130
DK:8
EX:15
CR:7

CREW UNITS

									10
			✱						20
									30

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CLL
POINT VALUE	=	100
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.20
APR REFIT (Y168)	=	+2

CNTR

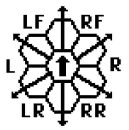
TYPE I OFFENSIVE PHASER TABLE

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

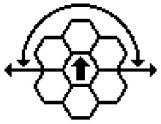
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TYPE III DEFENSE PHASER

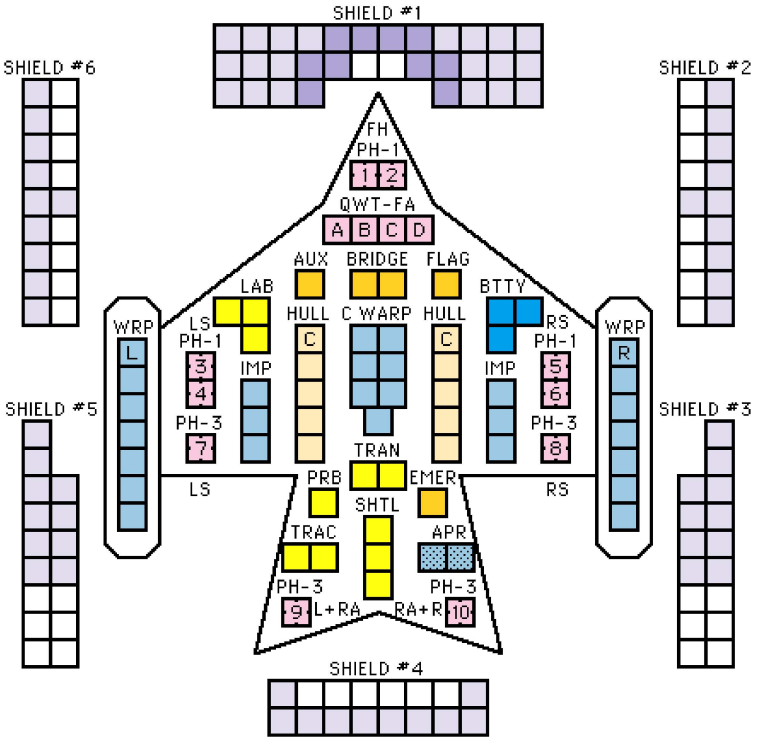
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

▒ SHADED APR ADDED BY THE APR REFIT.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN LIGHT CRUISER

YS:125
DK:8
EX:14
CR:6

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	88
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.21
APR REFIT (Y168)	=	+2

CNTR

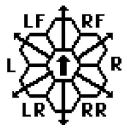
TYPE I OFFENSIVE PHASER TABLE

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

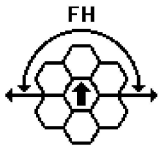
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TYPE III DEFENSE PHASER

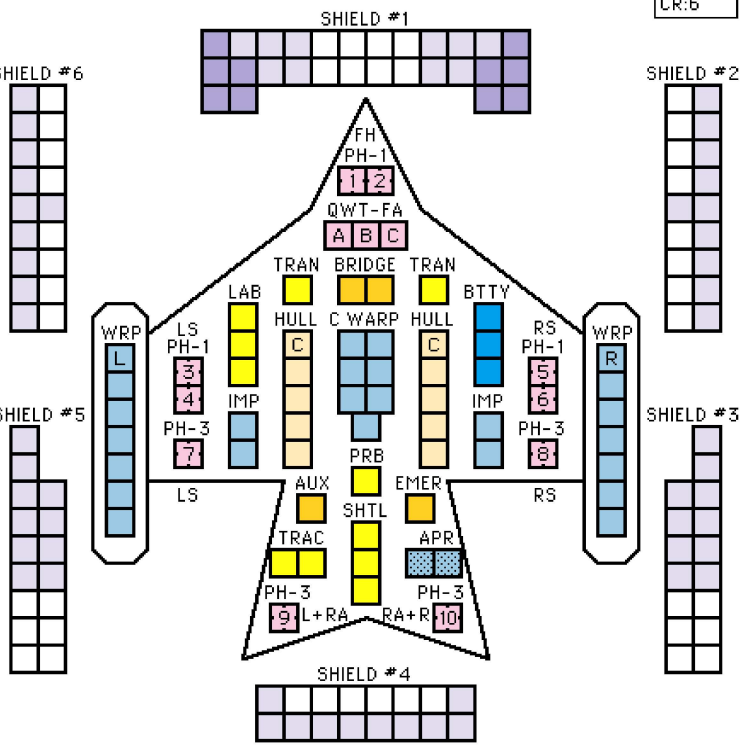
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

SHADED APR ADDED BY THE APR REFIT.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN WAR CRUISER LEADER

YS:168
DK:8
EX:17
CR:7

CNTR

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWL
POINT VALUE	=	126
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.22

TYPE I OFFENSIVE PHASER TABLE

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

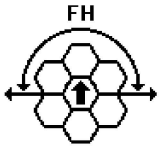
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TYPE III DEFENSE PHASER

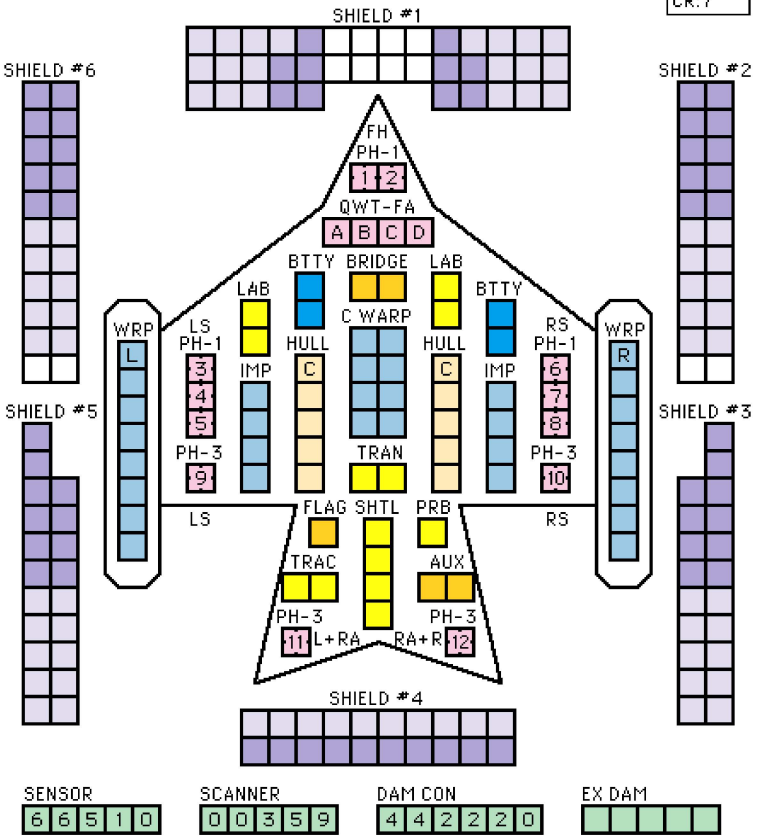
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

SENSOR					
	6	6	5	1	0

SCANNER					
	0	0	3	5	9

DAM CON						
	4	4	2	2	2	0

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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN WAR CRUISER

YS:165
DK:8
EX:16
CR:6

CNTR

CREW UNITS

			✱						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	116
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.23

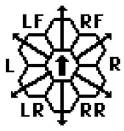
TYPE I OFFENSIVE PHASER TABLE

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

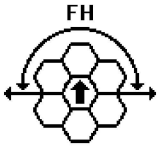
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

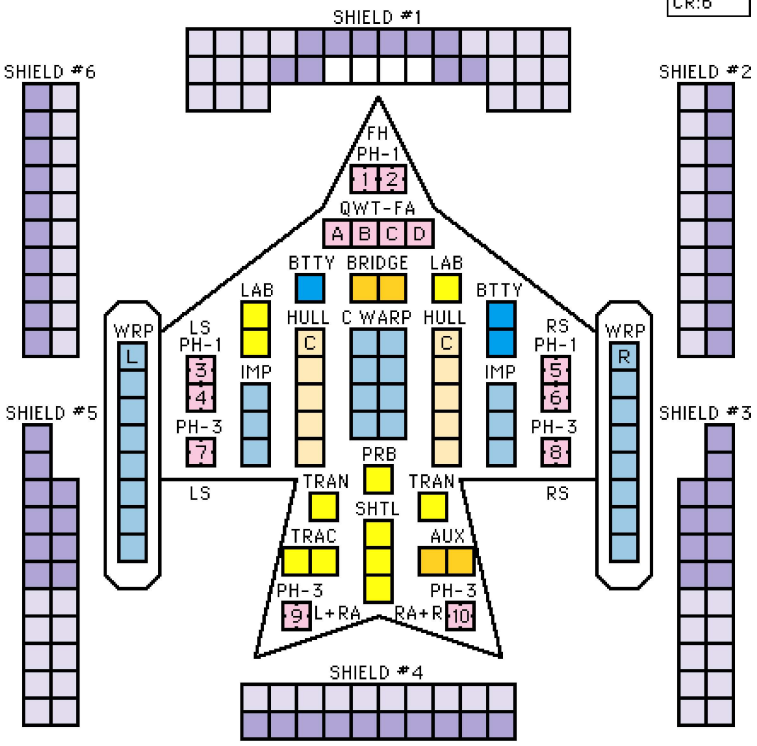
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

SENSOR				
6	6	5	1	0

SCANNER				
0	0	3	5	9

DAM CON					
4	4	2	2	2	0

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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN WAR CRUISER CARRIER

CNTR

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES (10)

DECK CREWS (10)

PROBES (5)

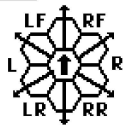
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS (D D D D)

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



SHIP DATA TABLE

TYPE	=	CWV
POINT VALUE	=	121/114
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.24

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

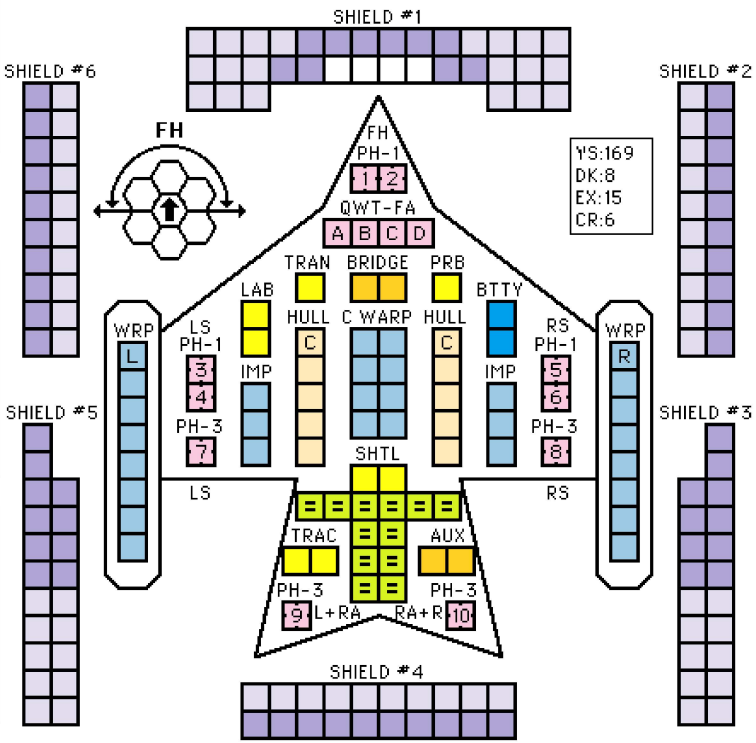
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TYPE I OFFENSIVE PHASER TABLE

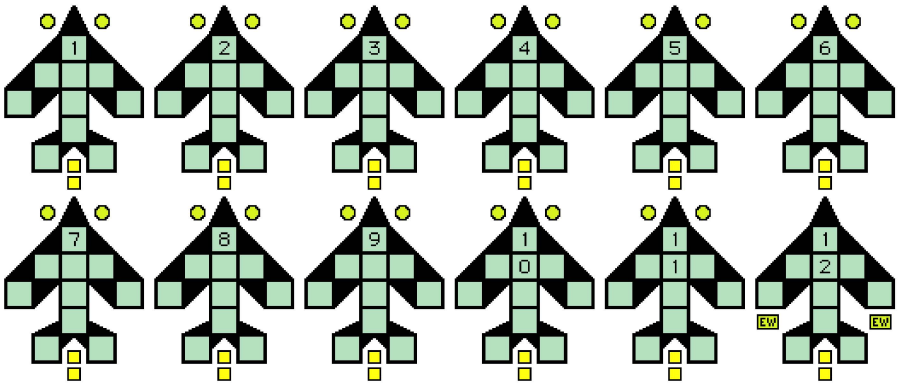
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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



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



THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN ESCORT WAR CRUISER

CREW UNITS

		X					10
							20
							30
							40

BOARDING PARTIES

							10

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWE
POINT VALUE	=	118
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.25

INCLUDES LIMITED AEGIS

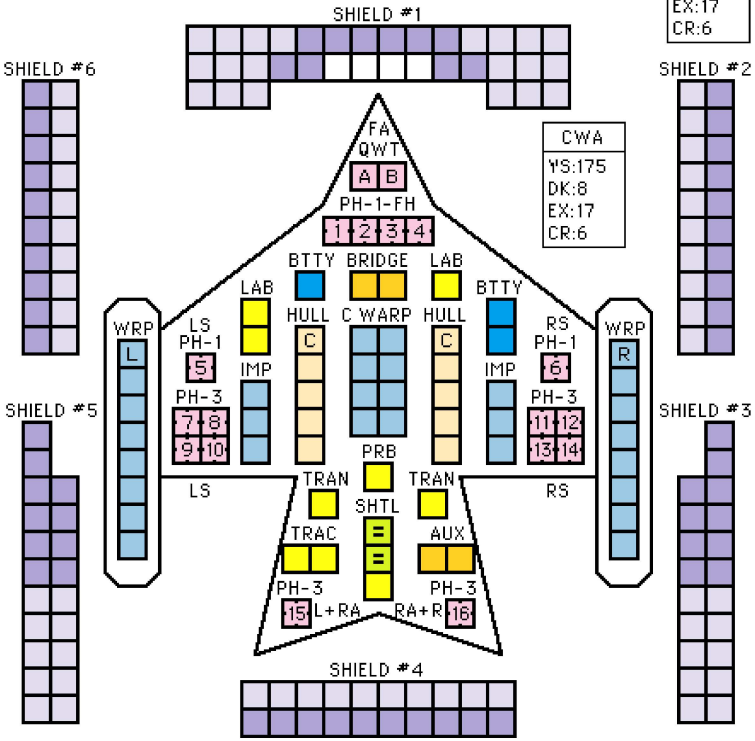
CNTR

CWE

YS:169
DK:8
EX:17
CR:6

CWA

YS:175
DK:8
EX:17
CR:6



SHIP DATA TABLE

TYPE	=	CWA
POINT VALUE	=	124
REFERENCE	=	R18.25A

INCLUDES FULL AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREW AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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

SENSOR

6	6	5	1	0

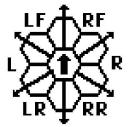
SCANNER

0	0	3	5	9

DAM CON

4	4	2	2	2	0

EX DAM



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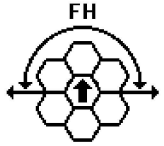
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN COMMANDO WAR CRUISER

CREW UNITS

			✱					10
								20
								30
								40

BOARDING PARTIES

								10
								20
								30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	GAS
	A A	GAS
	A A	GAS
	A A	GAS
	A A	GAS
	A	HTS
	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	CWG
POINT VALUE	=	125/88
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.26

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

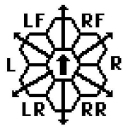
TYPE I OFFENSIVE PHASER TABLE

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

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

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



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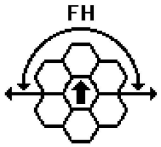
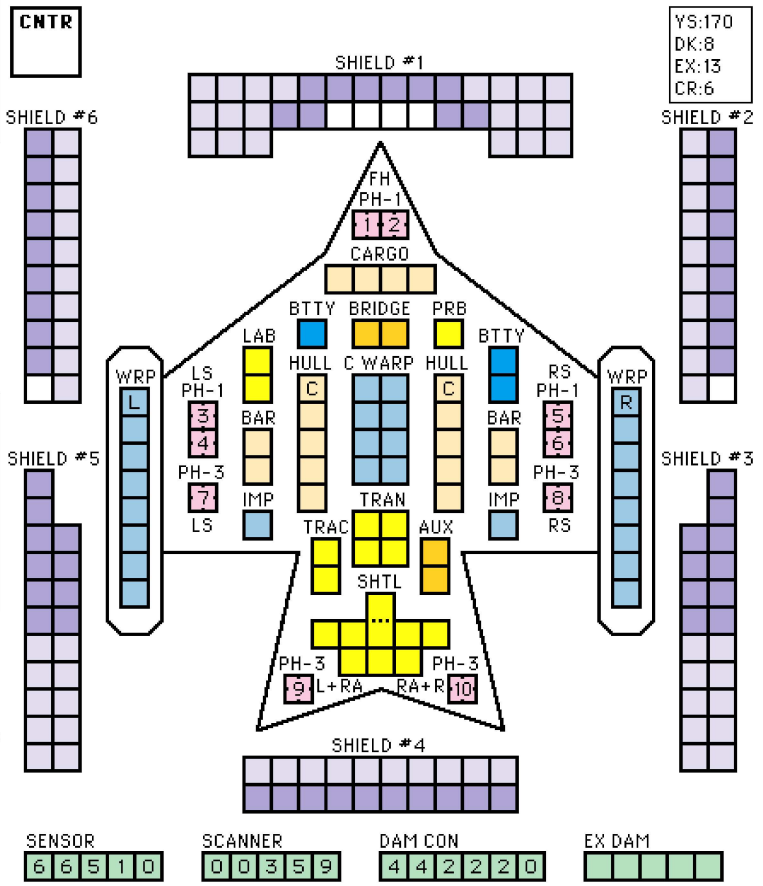
RS = RF + R + RR
RA = LR + RR



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



SENSOR					
6	6	5	1	0	

SCANNER					
0	0	3	5	9	

DAM CON						
4	4	2	2	2	0	

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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN WAR CRUISER MINESWEEPER

YS:171
DK:8
EX:14
CR:6

CNTR

CREW UNITS

			X						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	MSS
							A	A	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWM
POINT VALUE	=	125/104
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.27

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

TURN MODE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

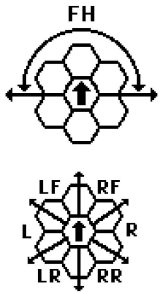
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

MINE RACKS

1	I	I	I	I
2	I	I	I	I
3	I	I	I	I
4	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



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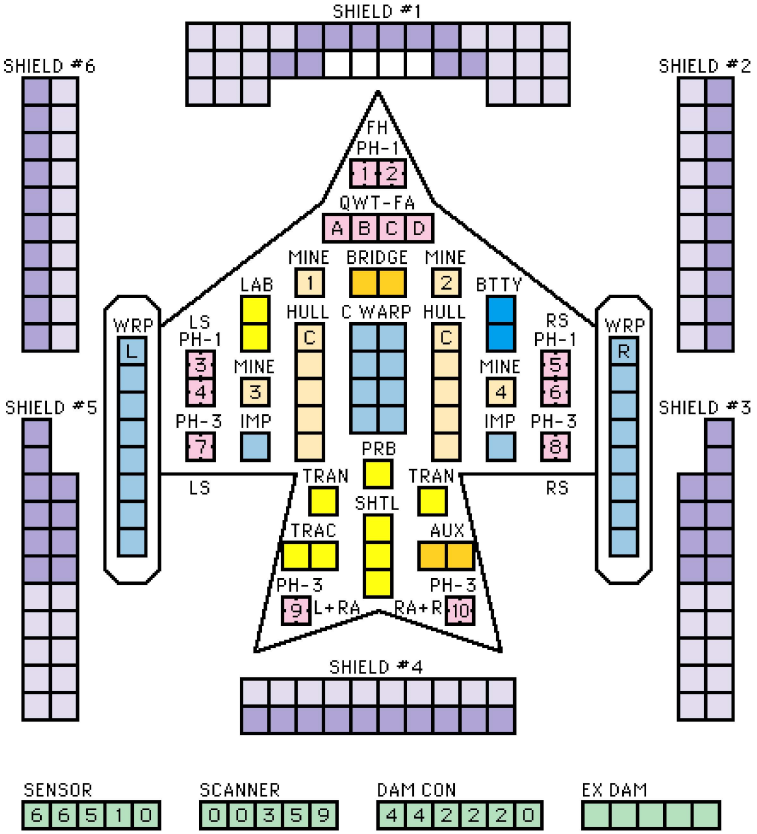
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN WAR CRUISER PF TENDER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWP
POINT VALUE	=	122/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.28

CNTR

YS:182
DK:8
EX:13
CR:6

TYPE I OFFENSIVE PHASER TABLE

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

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 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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

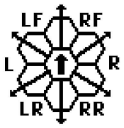
REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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



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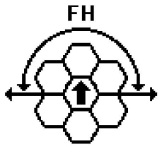
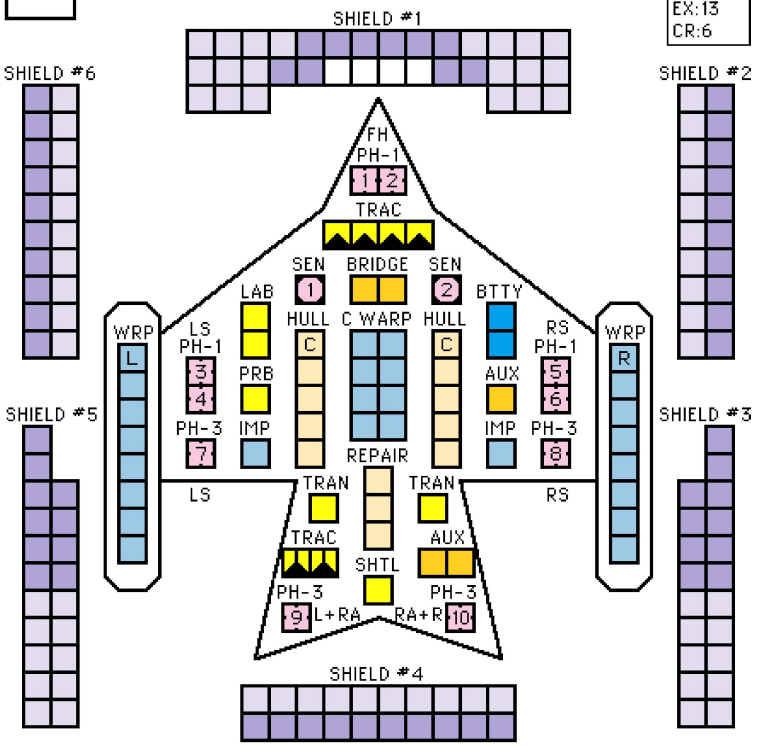
RS = RF + R + RR
RA = LR + RR





SENSOR					
6	6	5	1	0	

SCANNER					
0	0	3	5	9	

DAM CON						
4	4	2	2	2	0	

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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN WAR CRUISER SCOUT

YS:172
DK:8
EX:14
CR:6

CNTR

CREW UNITS

10 / 20 / 30 / 40

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	

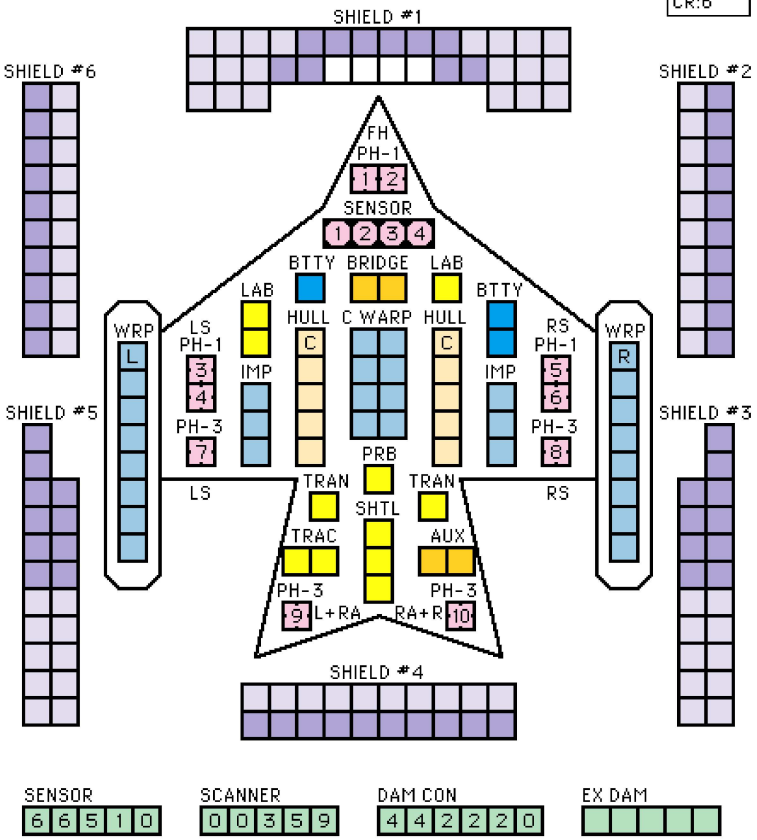
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	124/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.29



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

TYPE I OFFENSIVE PHASER TABLE

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

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

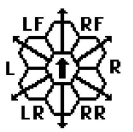
TYPE III DEFENSE PHASER

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

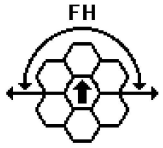
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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



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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN LIGHT TACTICAL TRANSPORT

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

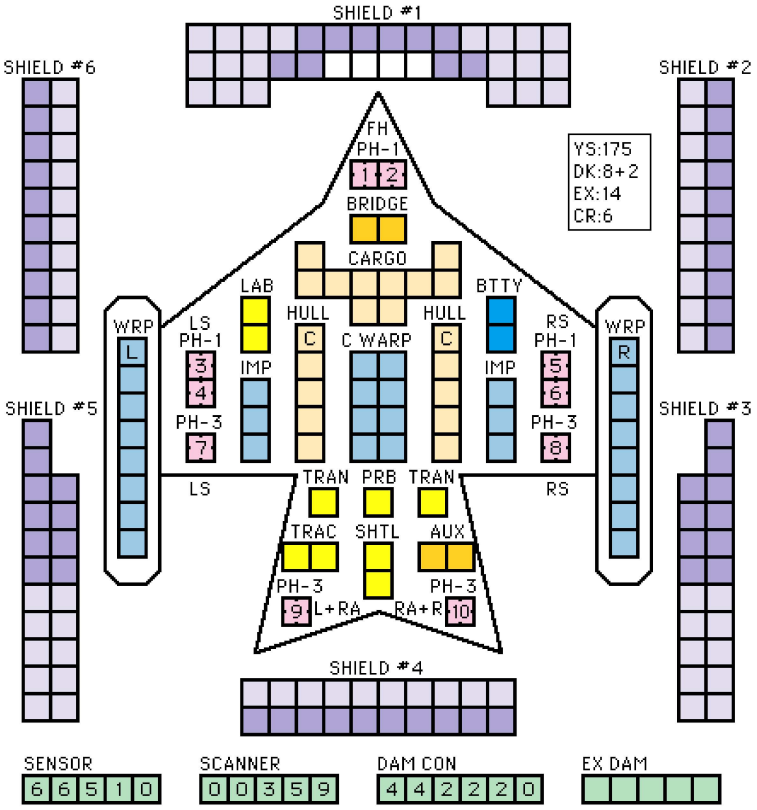
TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	124/100
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.30

CNTR



TYPE I OFFENSIVE PHASER TABLE

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

HET

BD

WITH NO PODS

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

TYPE III DEFENSE PHASER

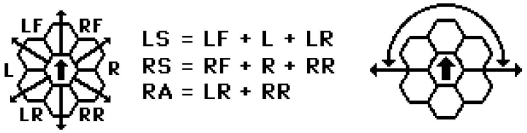
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DOUBLE WEIGHT POD

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

SINGLE WEIGHT POD

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



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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433) IF NOT CARRYING A POD.

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

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PARAVIAN FAST WAR CRUISER

YS:173
DK:8
EX:17
CR:6

CNTR

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	CWF
POINT VALUE	=	129
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.31

TYPE I OFFENSIVE PHASER TABLE

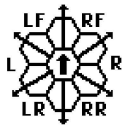
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

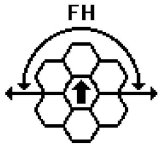
B
HET
BD

TYPE III DEFENSE PHASER

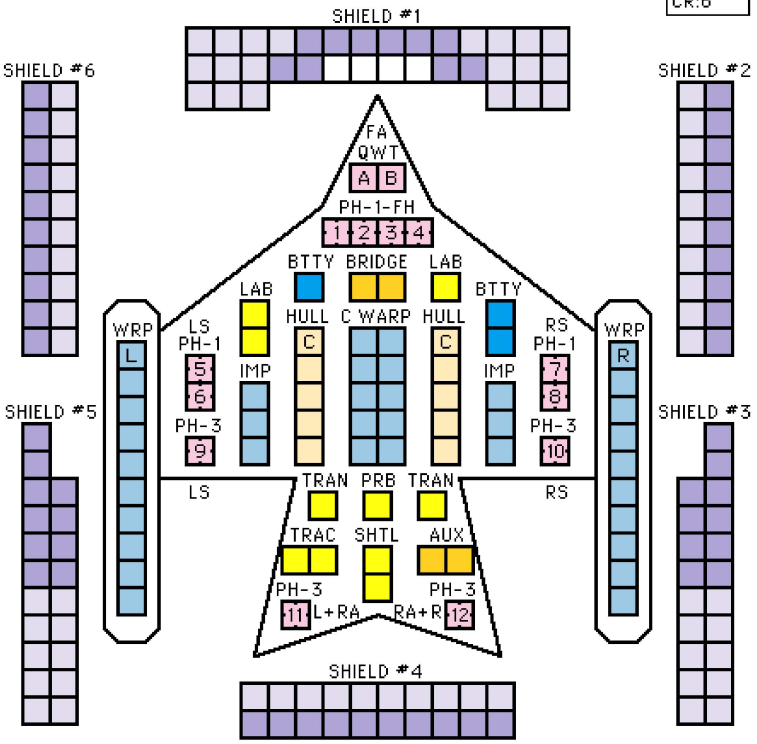
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

SENSOR 6 6 5 1 0
SCANNER 0 0 3 5 9
DAM CON 4 4 2 2 2 0
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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN HEAVY WAR DESTROYER

YS:180
DK:9
EX:15
CR:6

CREW UNITS

10 / 20 / 30

BOARDING PARTIES

10

DECK CREWS

HAS TWO DECK CREWS.

10

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

WEAPON OPTIONS

D
E

APR REPLACEMENT

CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.

SHIP DATA TABLE

TYPE	=	HDW
POINT VALUE	=	115
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.32

CNTR

NON-WEAPON OPTIONS

1
2
3
4

CANNOT BE WEAPON OR POWER.

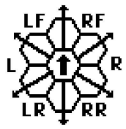
TYPE I OFFENSIVE PHASER TABLE

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

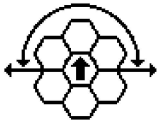
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

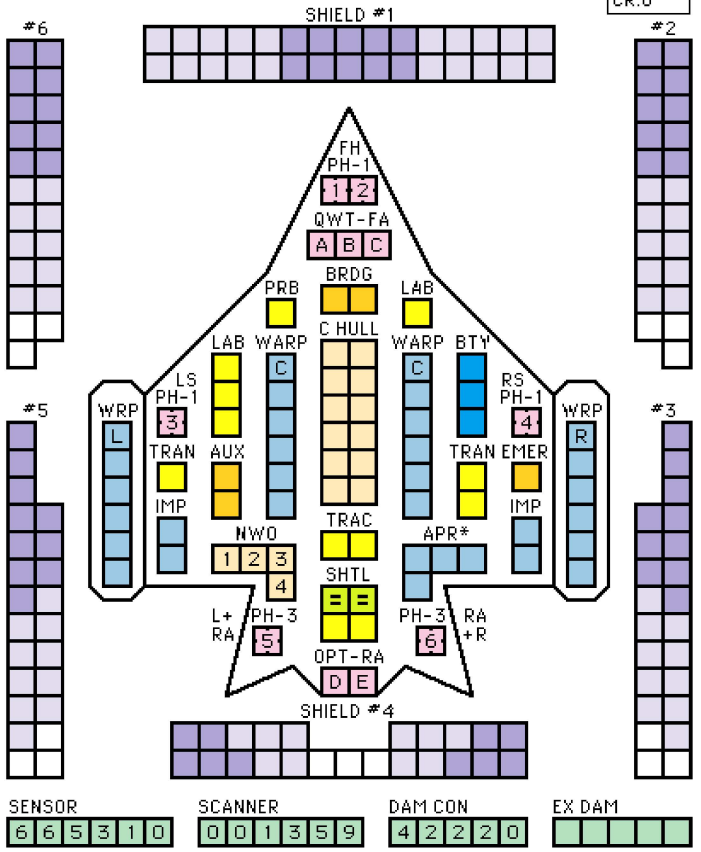
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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

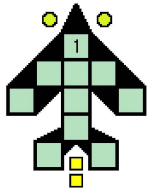


SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 2 2 2 0	

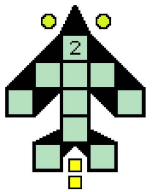
QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9



*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE EXISTING SHUTTLE BOXES ON THE SSD.



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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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PARAVIAN DESTROYER LEADER

YS:129
DK:7
EX:11
CR:5

CNTR

CREW UNITS

			X						10
									20

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DDL
POINT VALUE	=	90
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.33
APR REFIT (Y168)	=	+2

TYPE I OFFENSIVE PHASER TABLE

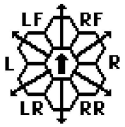
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

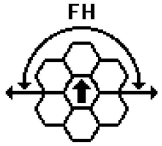
TYPE III DEFENSE PHASER

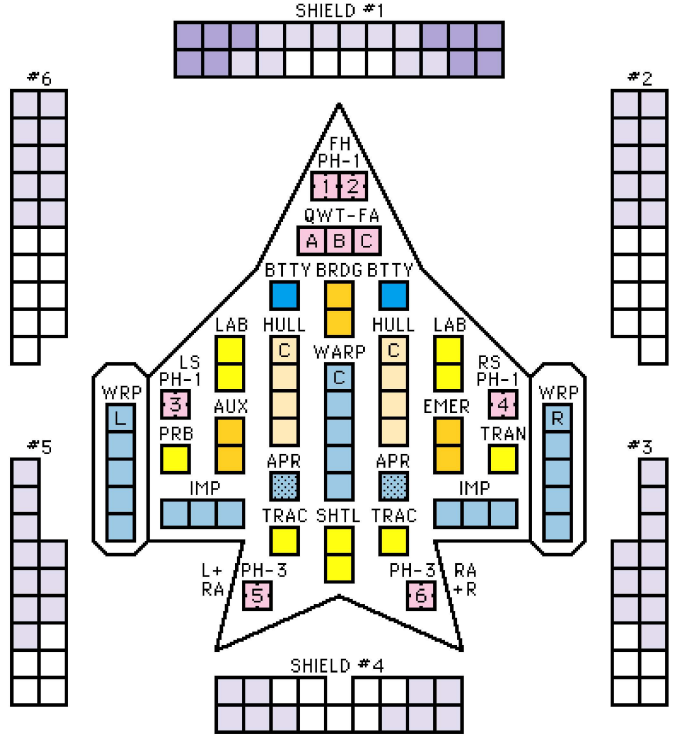
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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



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





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

SHADED APR ADDED BY THE APR REFIT.

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	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

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PARAVIAN DESTROYER

CNTR

YS:123
DK:7
EX:10
CR:4

CREW UNITS

			✱						10
									20

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	80
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.34
APR REFIT (Y168)	=	+2

TYPE I OFFENSIVE PHASER TABLE

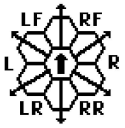
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

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



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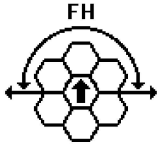
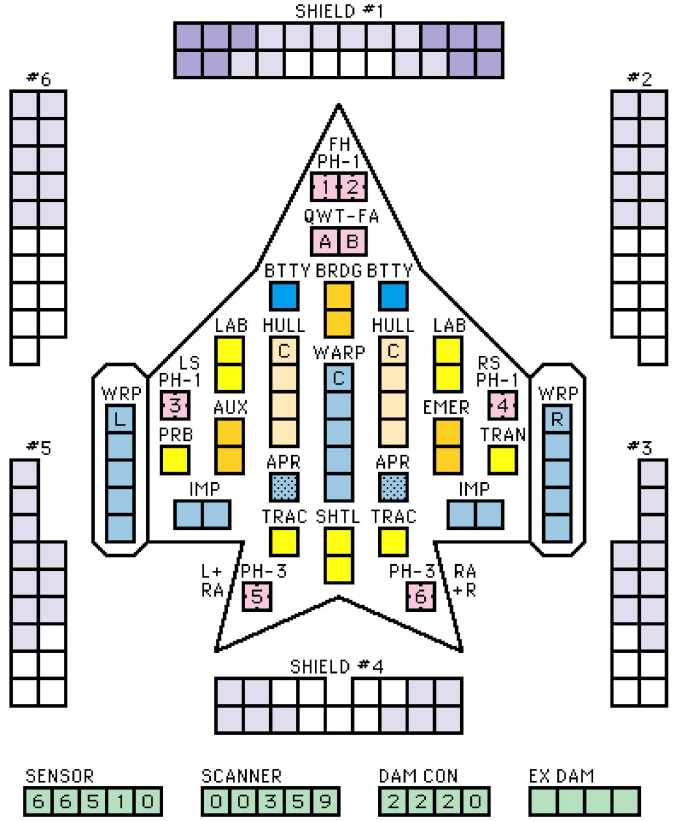
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR





SHADED APR ADDED BY THE APR REFIT.

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	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

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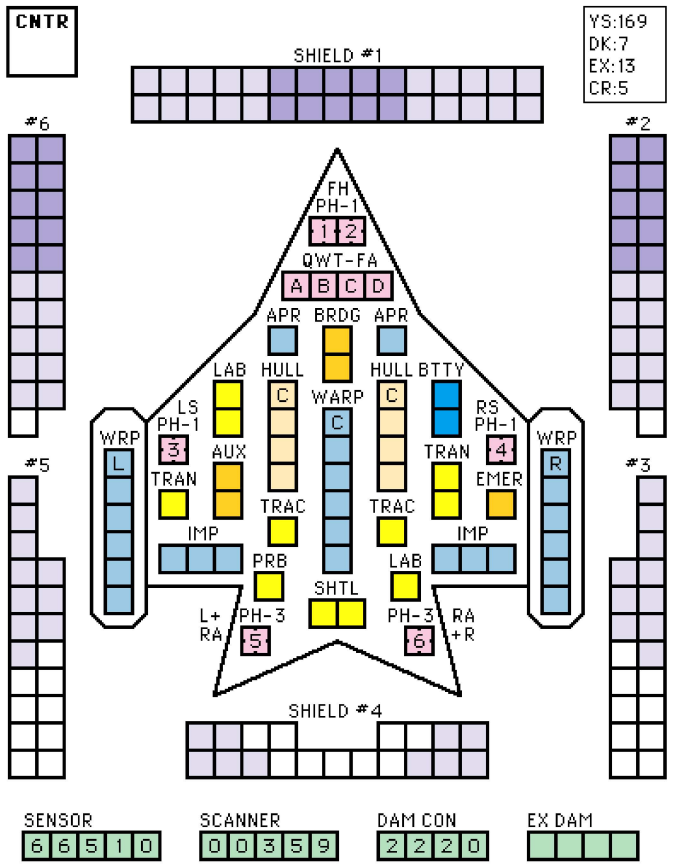
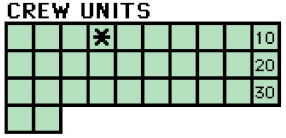
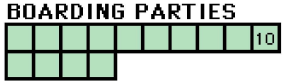
PARAVIAN WAR DESTROYER LEADER



CREW UNITS



BOARDING PARTIES



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	108
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.35

TYPE I OFFENSIVE PHASER TABLE

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

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

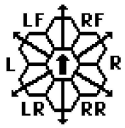
HET

BD

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

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



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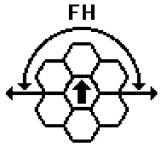
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	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

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PARAVIAN WAR DESTROYER

YS:167
DK:7
EX:12
CR:4

CREW UNITS

			✱						10
									20

BOARDING PARTIES

									10

PROBES

			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	99
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.36

CNTR

TYPE I OFFENSIVE PHASER TABLE

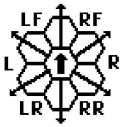
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

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



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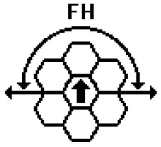
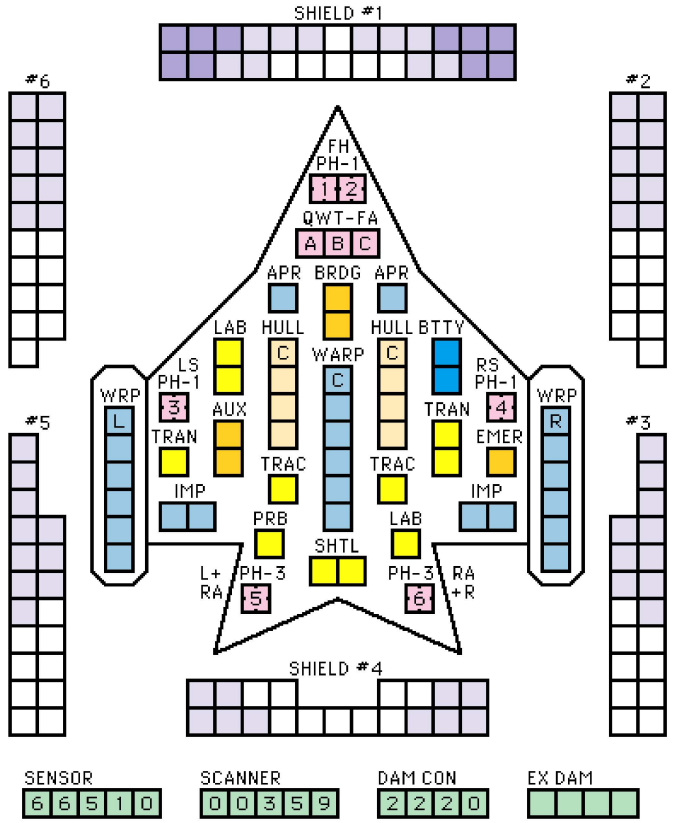
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR





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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	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

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PARAVIAN MOBILE CARRIER

YS:170
DK:7
EX:12
CR:4

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D

SHIP DATA TABLE

TYPE	= DWV
POINT VALUE	= 105
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.37

CNTR

TYPE I OFFENSIVE PHASER TABLE

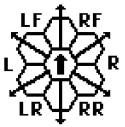
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

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



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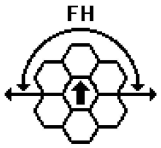
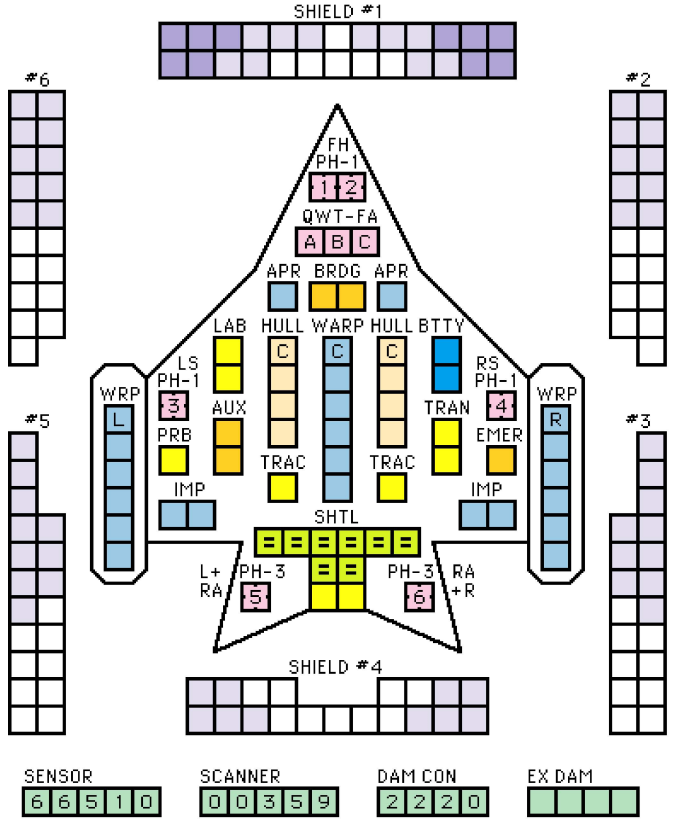
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

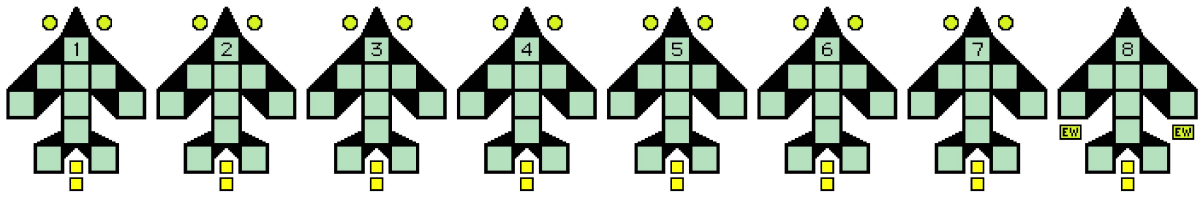




SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 1 0	0 0 3 5 9	2 2 2 0	

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA



THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPY = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPY = 11

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.	½	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

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PARAVIAN ESCORT WAR DESTROYER

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

SHIP DATA TABLE	
TYPE	= DWE
POINT VALUE	= 104
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.38
INCLUDES LIMITED AEGIS	

CNTR

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREW AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

SHIP DATA TABLE	
TYPE	= DWA
POINT VALUE	= 112
REFERENCE	= R18.38A
INCLUDES FULL AEGIS	

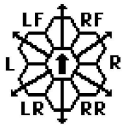
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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



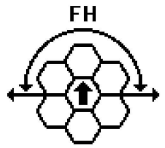
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

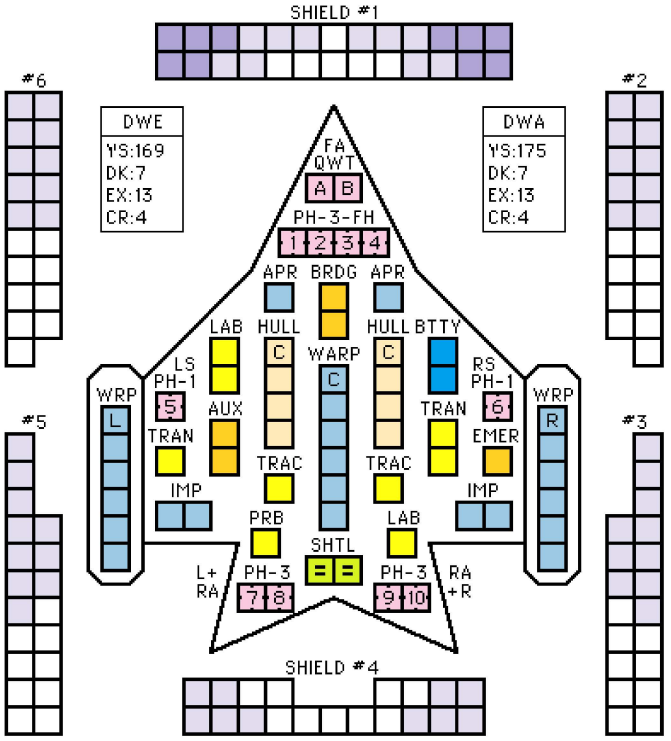
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

FH





SENSOR 6 6 5 1 0

SCANNER 0 0 3 5 9

DAM CON 2 2 2 0

EX DAM

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.	½	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

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PARAVIAN WAR DESTROYER SCOUT

CREW UNITS

		✱							10
									20

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
					A	A	
					A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	= DWS
POINT VALUE	= 111/86
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.39

TYPE I OFFENSIVE PHASER TABLE

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

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

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

SCOUT FUNCTIONS SUMMARY

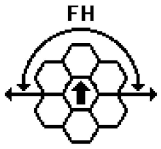
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

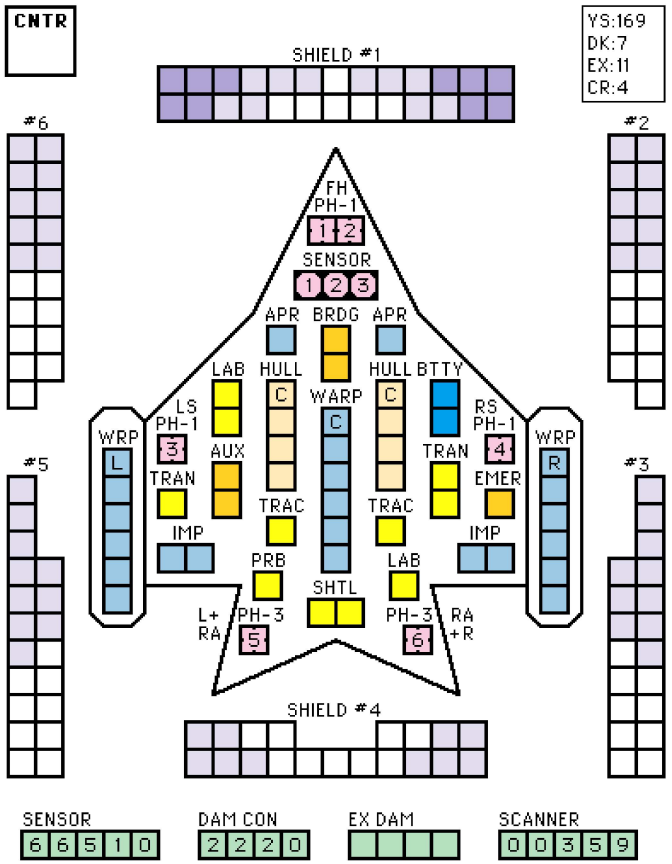
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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



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





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.	½	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

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PARAVIAN WAR DESTROYER MINESWEEPER

YS:170
DK:7
EX:11
CR:4

CNTR

CREW UNITS

10
20

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	MSS
	A A	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

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

SHIP DATA TABLE

TYPE	= DWM
POINT VALUE	= 100/90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.40

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

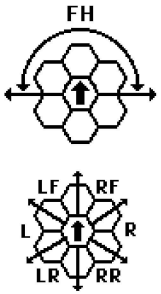
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

MINE RACKS

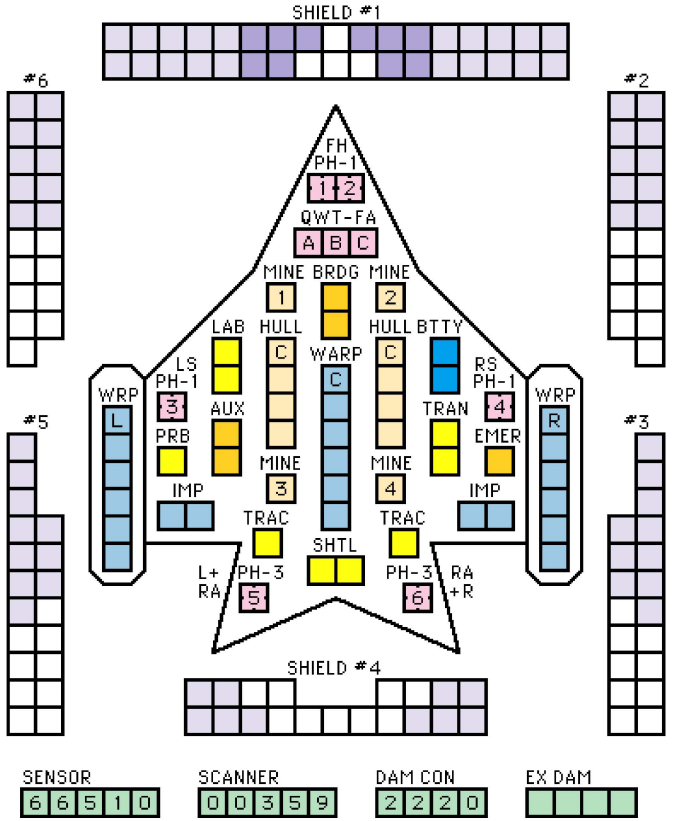
1 2 3 4

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	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

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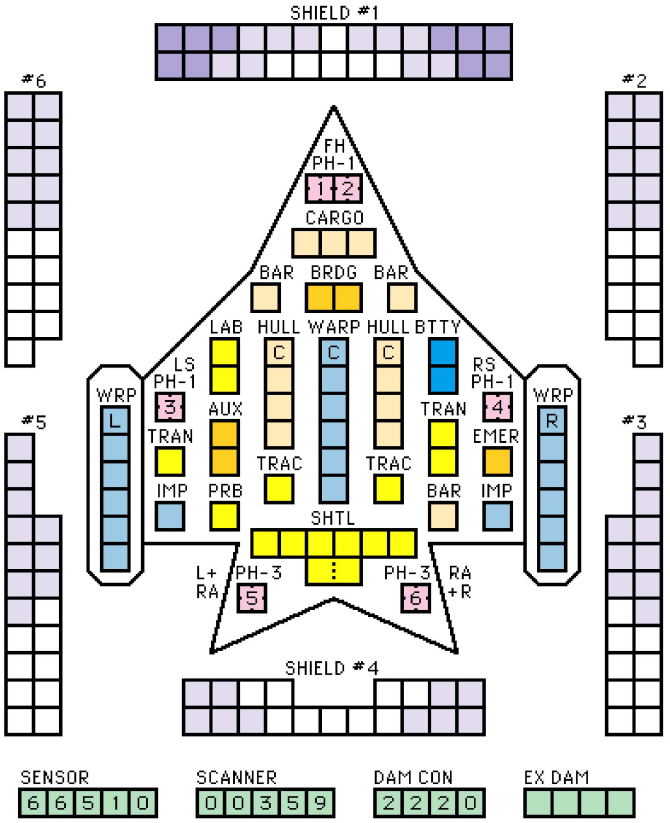
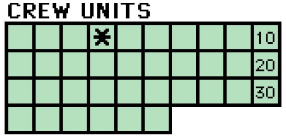
PARAVIAN COMMANDO WAR DESTROYER

CNTR

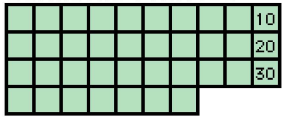
YS:168
DK:7
EX:9
CR:4



CREW UNITS



BOARDING PARTIES



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	GAS
							A	A	GAS
							A	A	GAS
							A	A	GAS
							A		HTS
							A		

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



SHIP DATA TABLE

TYPE	= DWG
POINT VALUE	= 108/84
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.41

TYPE I OFFENSIVE PHASER TABLE

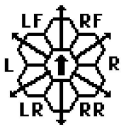
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

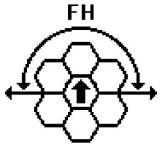
TYPE III DEFENSE PHASER

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

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



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



BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" 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	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.	½	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

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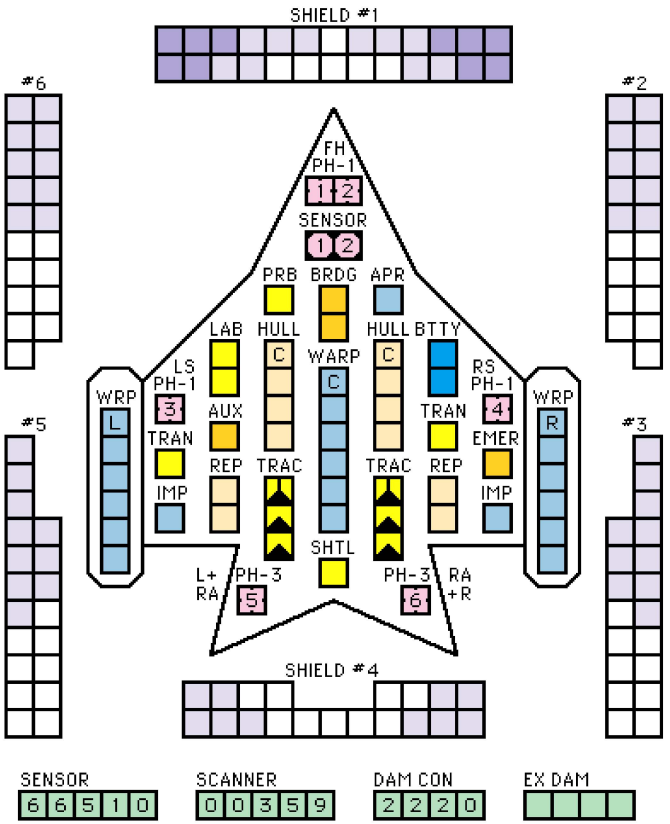
PARAVIAN WAR DESTROYER PF TENDER

CNTR

YS:182
DK:7
EX:10
CR:4



SENSOR 6 6 5 1 0

SCANNER 0 0 3 5 9

DAM CON 2 2 2 0

EX DAM

CREW UNITS

10 20

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
						A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE	=	DWP
POINT VALUE	=	110/85
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.42

TYPE I OFFENSIVE PHASER TABLE

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

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

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

SCOUT FUNCTIONS SUMMARY

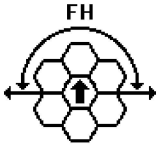
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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



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



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.	½	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

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PARAVIAN WAR DESTROYER STRATEGIC TRANSPORT

CREW UNITS — 10 / 20

BOARDING PARTIES — 6

PROBES — 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS — D D

SHIP DATA TABLE

TYPE	= DWT
POINT VALUE	= 104/82
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.43

TYPE I OFFENSIVE PHASER TABLE

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

HET
BD

NO POD

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

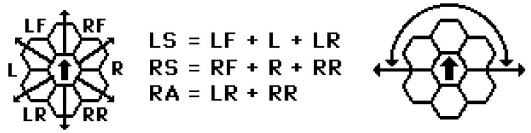
ONE OR TWO PODS

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

TYPE III DEFENSE PHASER

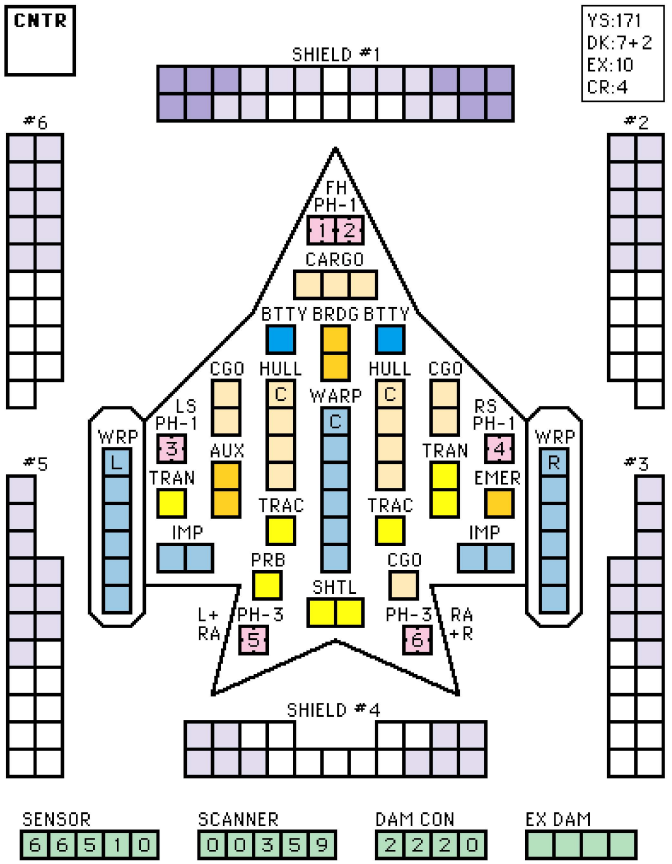
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THIS SHIP CAN ONLY CARRY ONE POD, WHICH CAN BE A DOUBLE-WEIGHT POD. PODS CARRIED BY THIS SHIP ARE INACTIVE, I.E., THEIR POWER SYSTEMS PRODUCE NO POWER, THEIR SYSTEMS CANNOT BE OPERATED, AND THEY HAVE NO CREW OR BOARDING PARTIES.
THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433) IF NOT CARRYING A POD.



POD WT	MOVE COST	HET COST	EM COST
0	.50	2.50	3
1	.75	3.75	4.50
2	1	5	6

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



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.	½	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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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PARAVIAN FRIGATE LEADER

YS:135
DK:4
EX:10
CR:4

CNTR

CREW UNITS

10
20

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE	=	FFL
POINT VALUE	=	88
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.44
APR REFIT (Y168)	=	+1

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

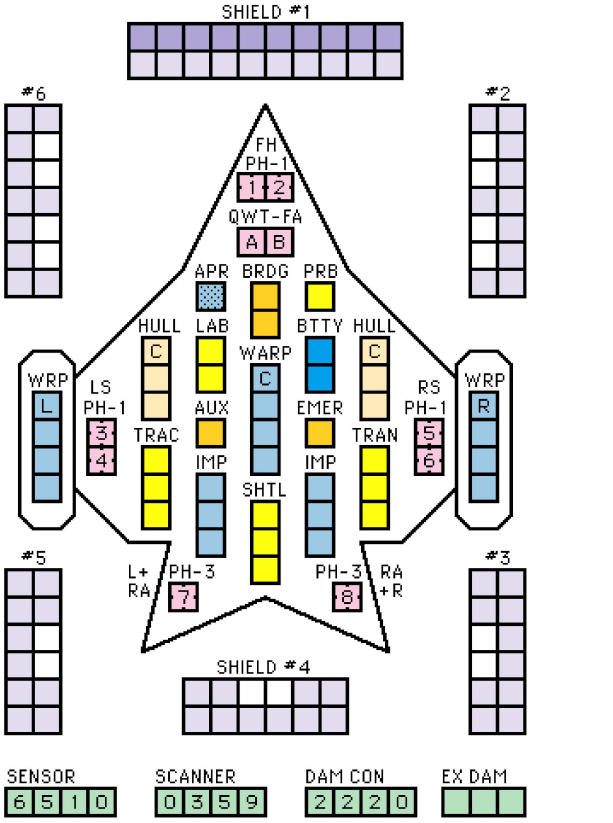
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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



SHADED APR ADDED BY THE APR REFIT.

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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.	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

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CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

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

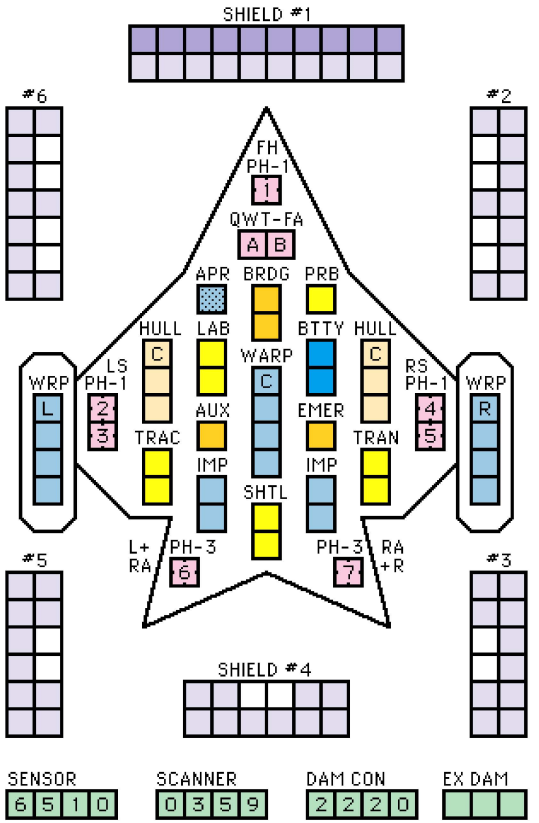
SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	73
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.45
APR REFIT (Y168)	=	+1

CNTR

PARAVIAN FRIGATE

YS:127
DK:4
EX:9
CR:3



SHADED APR ADDED BY THE APR REFIT.

TURN MODE SPEED

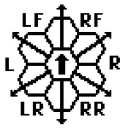
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE I OFFENSIVE PHASER TABLE

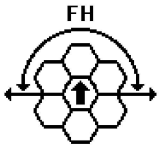
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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PARAVIAN ESCORT CARRIER

YS:170
DK:4
EX:9
CR:3

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10]

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

DECK CREWS [ ][ ][ ][ ][ ][6]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ][A][A]	
	[ ][ ][ ][ ][ ][ ][A][A]	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS [ ][ ] [D][D]

SHIP DATA TABLE

TYPE	=	FFV
POINT VALUE	=	80/75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.46

CNTR

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

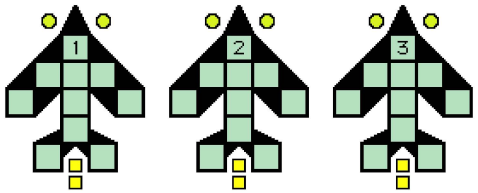
TURN MODE		SPEED
B	1	2 - 5
	2	6 - 10
	3	11 - 15
HET	4	16 - 21
	5	22 - 28
BD	6	29+

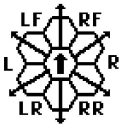
TYPE I OFFENSIVE PHASER TABLE

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

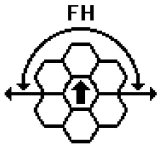
TYPE III DEFENSE PHASER

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



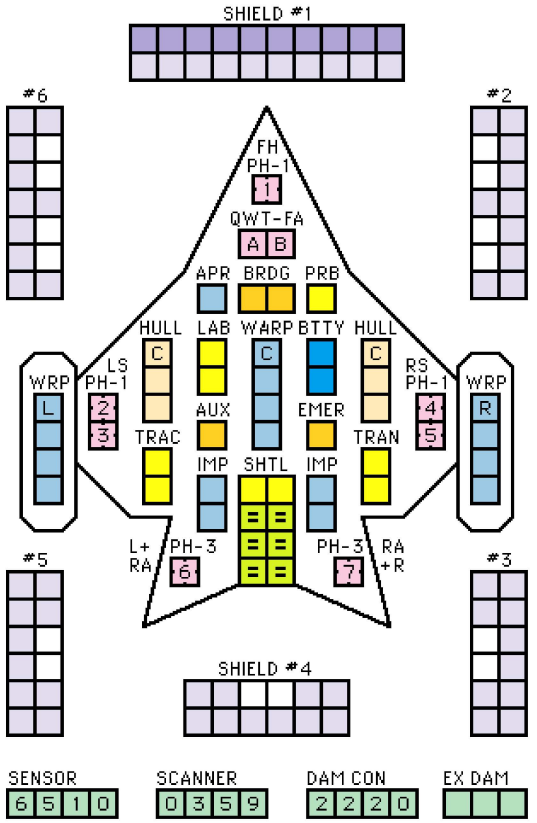


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

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



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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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PARAVIAN ESCORT FRIGATE

CREW UNITS: * 10

BOARDING PARTIES: 10

DECK CREWS: 2

PROBES: 5

ADMINISTRATIVE SHUTTLES

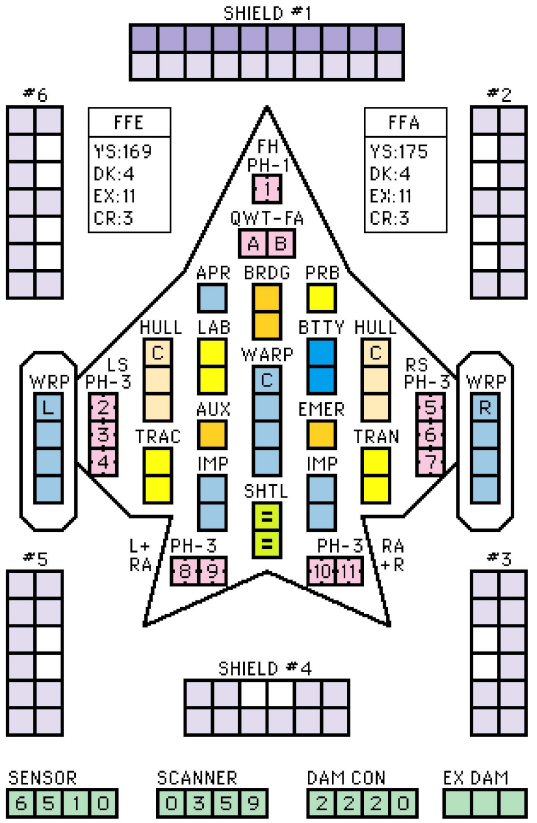
IDENT	HIT POINTS	NOTES
	A A	
	A A	

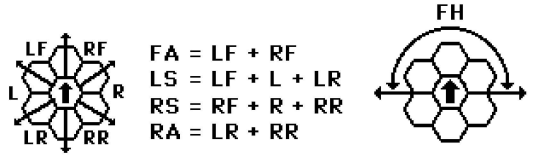
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS: D D

SHIP DATA TABLE	
TYPE	= FFE
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.47
INCLUDES LIMITED AEGIS	

CNTR





SHIP DATA TABLE	
TYPE	= FFA
POINT VALUE	= 87
REFERENCE	= R18.47A
INCLUDES FULL AEGIS	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREW AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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PARAVIAN FAST CARRIER RESUPPLY SHIP

CNTR

YS:170
DK:4
EX:8
CR:3

CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][ ][10][ ][ ]

REPL CREW [ ][ ][ ][ ][ ][6]

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

DECK CREWS [ ][2]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ][A][A]	
	[ ][ ][ ][ ][ ][ ][A][A]	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS [ ][ ] [D][D]

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

SHIP DATA TABLE

TYPE	=	FCR
POINT VALUE	=	77/62
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.48

LIMITED AEGIS

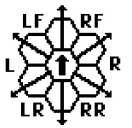
TYPE I OFFENSIVE PHASER TABLE

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

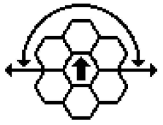
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

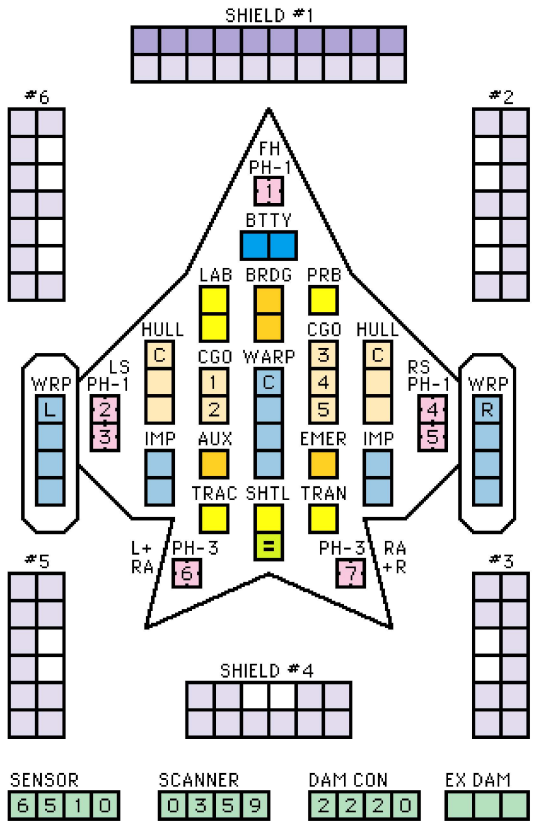
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.



CARGO STORAGE RECORDS

#1	#2	#3	#4	#5

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CREW UNITS 10

BOARDING PARTIES 10

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D

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

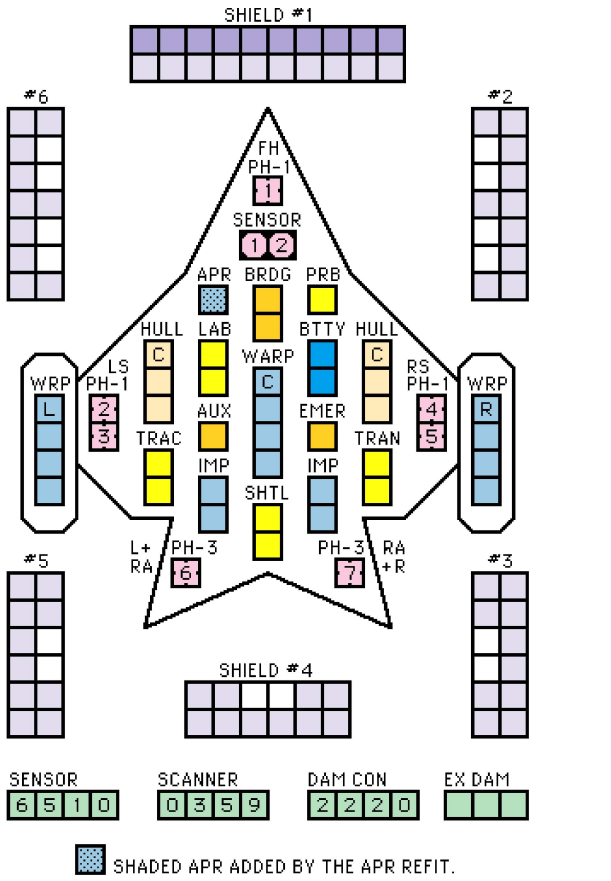
SHIP DATA TABLE

TYPE	=	FFS
POINT VALUE	=	80/60
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.49
APR REFIT (Y168)	=	+1

PARAVIAN FRIGATE SCOUT

CNTR

YS:130
DK:4
EX:9
CR:3



SHADED APR ADDED BY THE APR REFIT.

TYPE I OFFENSIVE PHASER TABLE

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

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

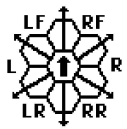
TYPE III DEFENSE PHASER

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

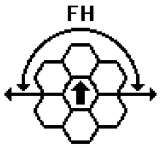
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

PARAVIAN COMMANDO FRIGATE

YS:130
DK:4
EX:8
CR:3

CNTR

CREW UNITS

10
20

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	GAS
	A A	GAS
	A	HTS
	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE	=	FFG
POINT VALUE	=	77/58
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.50

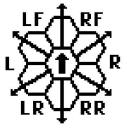
TYPE I OFFENSIVE PHASER TABLE

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

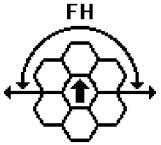
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

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

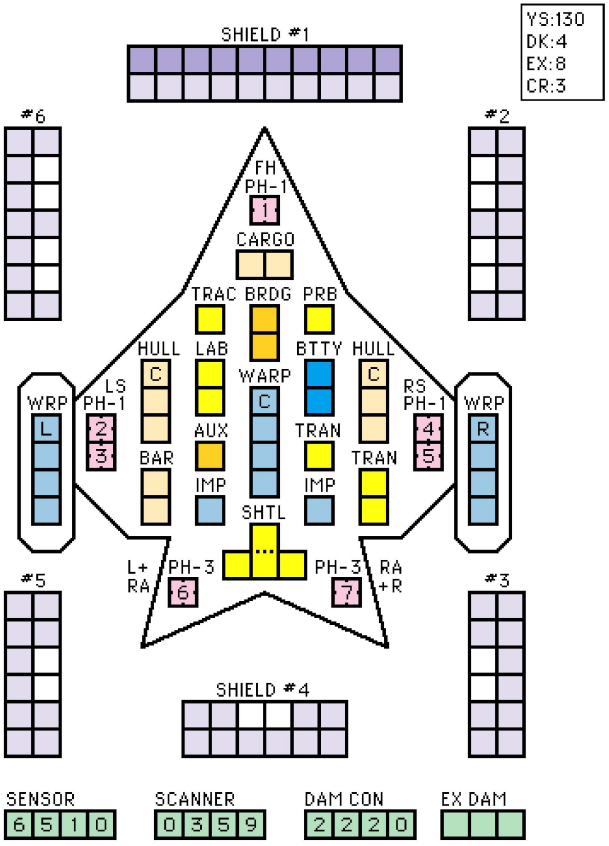


LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



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

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.



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.	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

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PARAVIAN MINEHUNTER FRIGATE

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10]

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][10]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	MSS
	A A	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

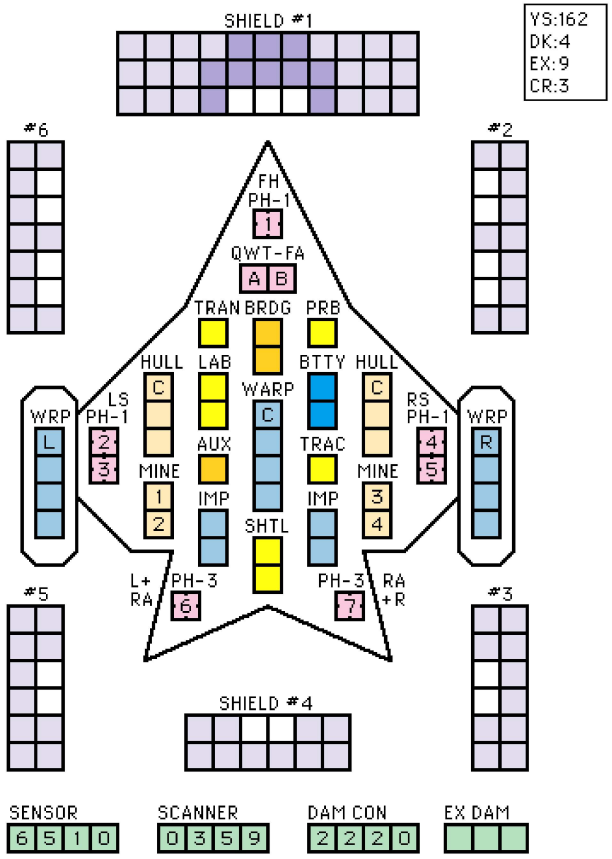
TRANSPORTER BOMBS [ ][ ] [D][D]

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

SHIP DATA TABLE	
TYPE	= FFM
POINT VALUE	= 77/65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.51

CNTR

YS:162
DK:4
EX:9
CR:3



TYPE I OFFENSIVE PHASER TABLE

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

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 PHASER

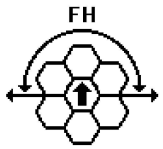
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

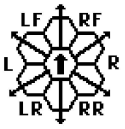
MINE RACKS

1	I	I	I	I
2	I	I	I	I
3	I	I	I	I
4	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.





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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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PARAVIAN THEATER TRANSPORT FRIGATE

CREW UNITS: * 10

BOARDING PARTIES: 6

PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS: D D

CNTR

SHIP DATA TABLE

TYPE	= FFT
POINT VALUE	= 75/54
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.52

TYPE I OFFENSIVE PHASER TABLE

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

HET: BD

NO POD

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

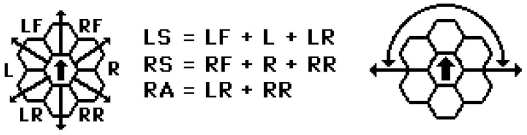
TYPE III DEFENSE PHASER

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

THIS SHIP CAN ONLY CARRY ONE POD, WHICH CAN BE A DOUBLE-WEIGHT POD. PODS CARRIED BY THIS SHIP ARE INACTIVE, I.E., THEIR POWER SYSTEMS PRODUCE NO POWER, THEIR SYSTEMS CANNOT BE OPERATED, AND THEY HAVE NO CREW OR BOARDING PARTIES. THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433) IF NOT CARRYING A POD.

ONE OR TWO PODS

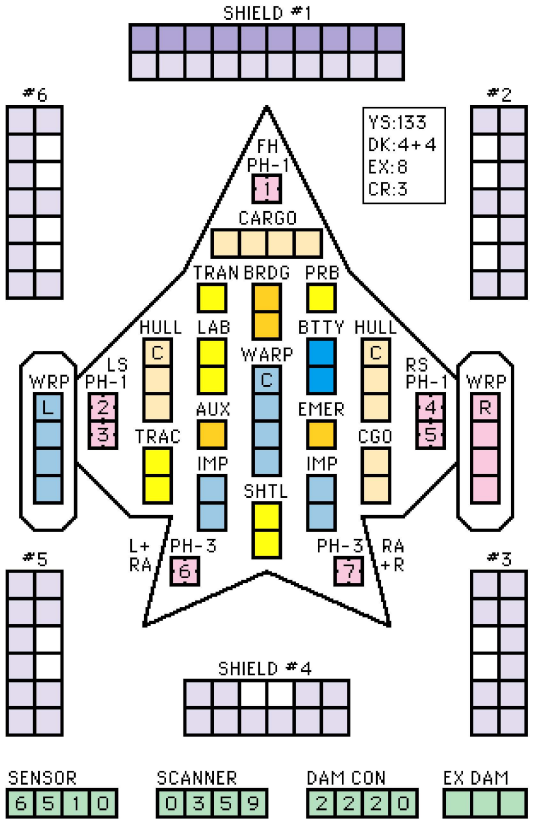
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
	4	13-17
	5	18-24
	6	25+



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

POD WT	MOVE COST	HET COST	EM COST
0	.33	1.67	2
1	.67	3.33	4
2	1	5	6

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



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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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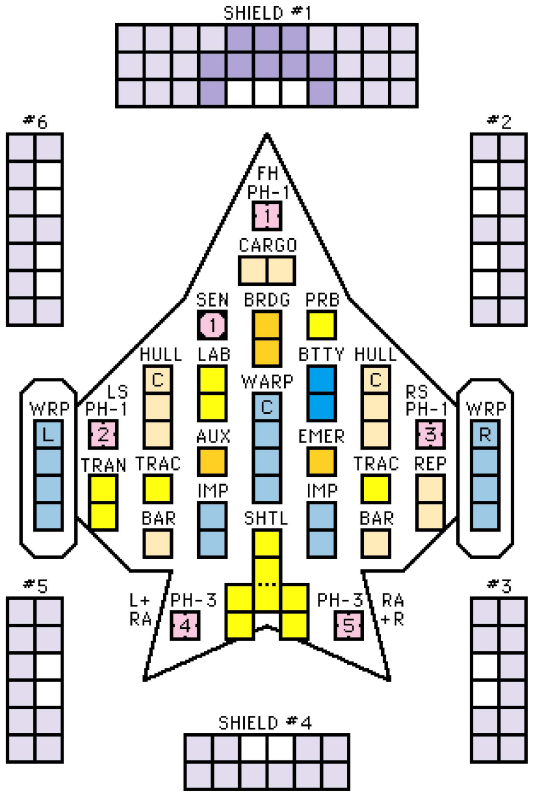
PARAVIAN POLICE FLAGSHIP

CNTR

YS:137
DK:4
EX:8
CR:4



SENSOR 6 5 1 0 | SCANNER 0 3 5 9 | DAM CON 2 2 2 0 | EX DAM

CREW UNITS

10 20

BOARDING PARTIES

10

PROBES

5

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	MSS
	A A	GAS
	A A	HTS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE	=	FLG
POINT VALUE	=	65/30
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.53

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

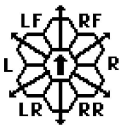
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

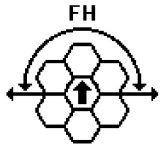
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSOR IS DESTROYED ON "TORPEDO" DAMAGE POINTS.

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



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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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PARAVIAN POLICE CORVETTE

CNTR

YS:124
DK:3
EX:7
CR:3

CREW UNITS

			✱							10

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

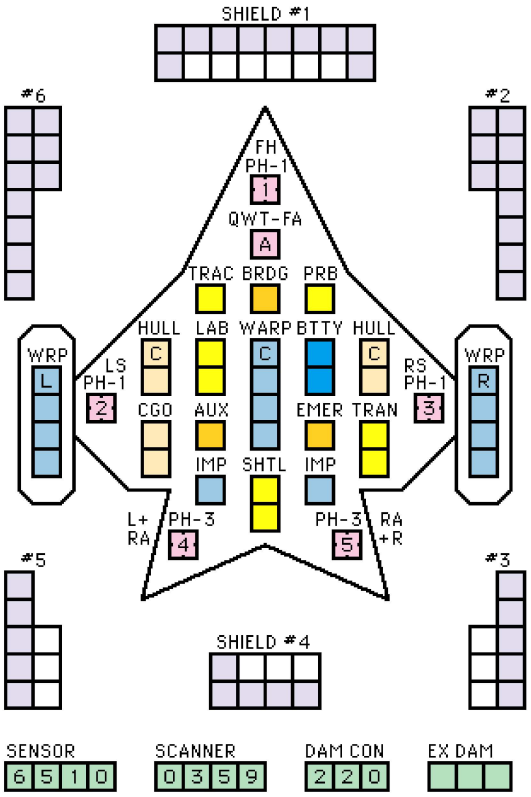
TRANSPORTER BOMBS

	D	D

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

SHIP DATA TABLE

TYPE	=	POL
POINT VALUE	=	60
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.54



TURN MODE

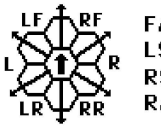
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

TYPE I OFFENSIVE PHASER TABLE

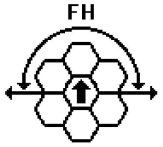
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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



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



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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PARAVIAN POLICE CARRIER

YS:168
DK:3
EX:7
CR:3

CNTR

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10]

BOARDING PARTIES [ ][ ][ ][4]

DECK CREWS [ ][ ][ ][ ][ ][6]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ][A][A]	
	[ ][ ][ ][ ][ ][ ][A][A]	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS [ ][ ] [D][D]

SHIP DATA TABLE

TYPE	=	PLV
POINT VALUE	=	65
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R18.55

TURN MODE

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

TYPE I OFFENSIVE PHASER TABLE

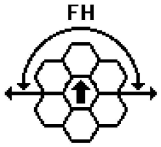
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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



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

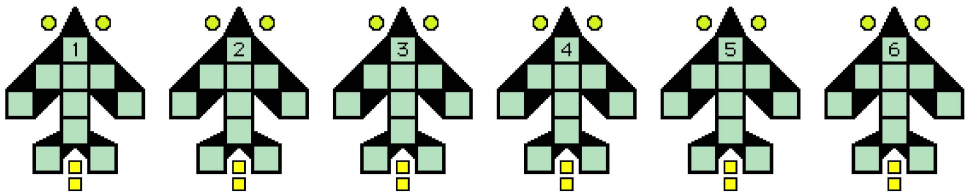


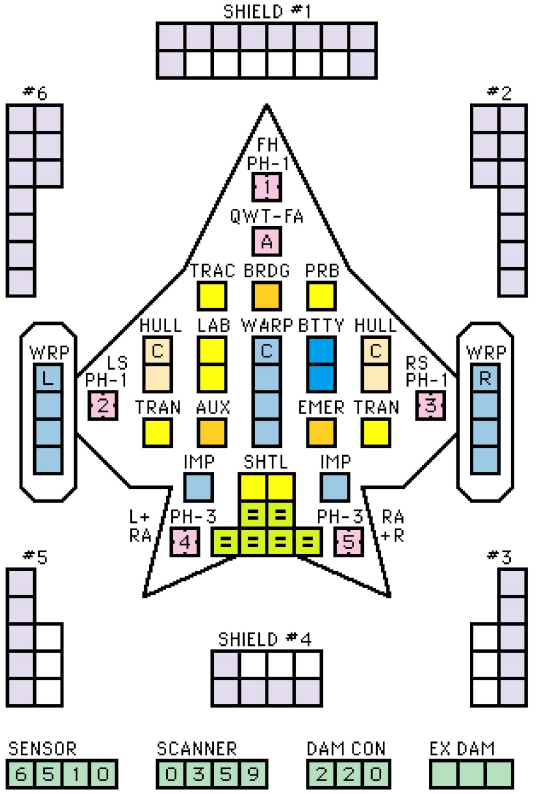
THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9





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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

PARAVIAN TUG

YS:130
DK:9+4
EX:18
CR:8

CNTR

SHIP DATA TABLE

TYPE	=	TUG
POINT VALUE	=	130/110
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.56

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

HET
BD

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433) WHEN NOT CARRYING A POD OR PODS.



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

WITH 0 OR 1 POD WEIGHT

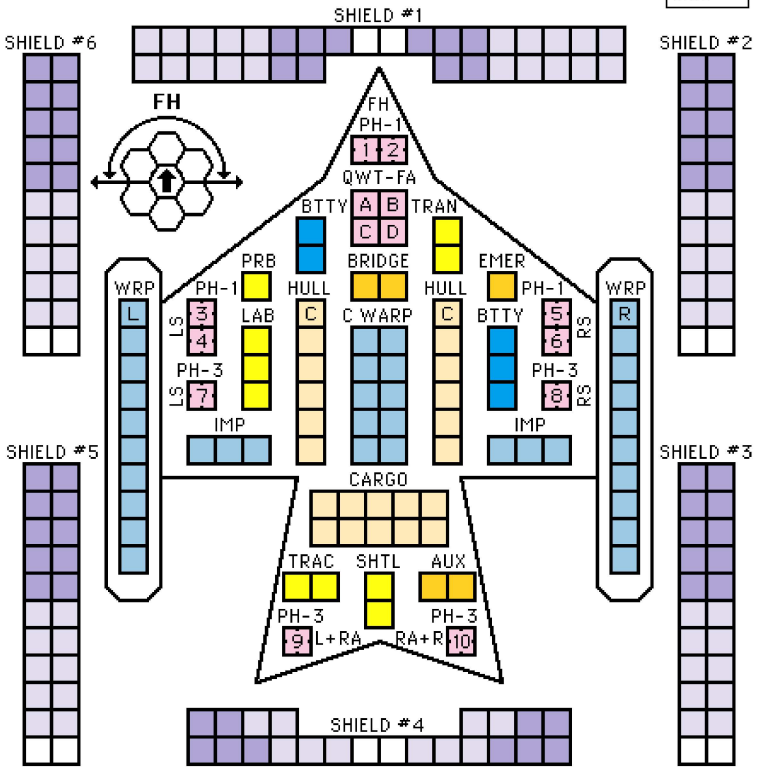
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
	4	16-21
	5	22-28
	6	29+

WITH 2 POD WEIGHTS

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

WITH 3 POD WEIGHTS

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



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

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

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

WARP ENERGY MOVEMENT COST = 2

[5] = HET COST

⑥ = EM WARP COST

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

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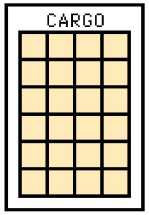
PARAVIAN PODS SHEET #1

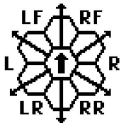
PARAVIAN CARGO POD



POD DATA TABLE		
TYPE	=	P-C
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4°
REF	=	R18.57

CNTR

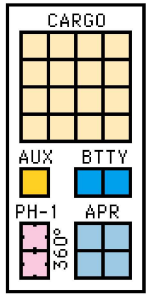
YS:130
DK:3
EX:+0
CR:—



CARGO PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

CARGO PODS ARE SINGLE-WEIGHT PODS.

PARAVIAN SELF-DEFENSE POD



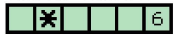
POD DATA TABLE		
TYPE	=	P-SD
BPV	=	28/14
SIZE	=	4°
REF	=	R18.61

CNTR



YS:134
DK:3
EX:+2
CR:+0

CREW UNITS



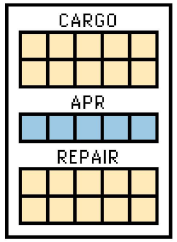
BRDING PARTIES



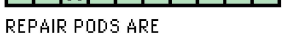
SELF-DEFENSE PODS ARE SINGLE-WEIGHT PODS.

SELF-DEFENSE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

PARAVIAN REPAIR POD



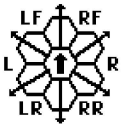
CREW UNITS



REPAIR PODS ARE SINGLE-WEIGHT PODS.

YS:155
DK:3
EX:+2
CR:+0

POD DATA TABLE		
TYPE	=	P-R
BPV	=	34/18
SIZE	=	4°
REF	=	R18.63

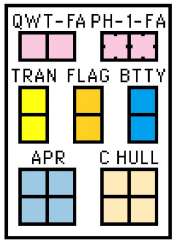


REPAIR PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

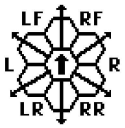
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

CNTR

PARAVIAN BATTLE POD



POD DATA TABLE		
TYPE	=	P-B
BPV	=	34
SIZE	=	4°
REF	=	R18.58



FA = LF + RF

CNTR

YS:150
DK:3
EX:+3
CR:+2

CREW UNITS



BRDING PARTIES



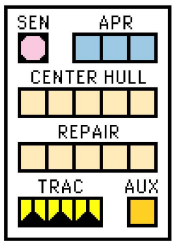
QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

BATTLE PODS ARE SINGLE-WEIGHT PODS.

BATTLE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

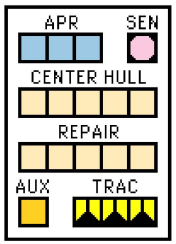
PARAVIAN FAST PATROL SHIP TENDER PODS



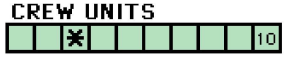
POD DATA TABLE		
TYPE	=	P-PF
BPV	=	18/11
SIZE	=	4°
REF	=	R18.62



YS:180
DK:3
EX:+1
CR:+0

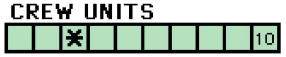


LEFT POD
CREW UNITS



CNTR

RIGHT POD
CREW UNITS



CNTR

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

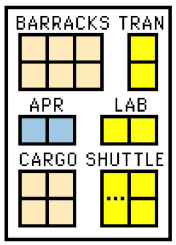
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PF TENDER PODS ARE SINGLE-WEIGHT PODS.

PF TENDER PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

PARAVIAN BARRACKS POD

BARRACKS PODS ARE SINGLE-WEIGHT PODS.

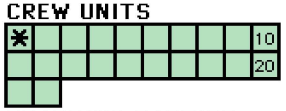


ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	GAS
	A A	GAS
	A A	HTS

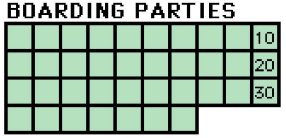
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

CREW UNITS



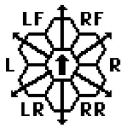
CNTR

BOARDING PARTIES



YS:130
DK:3
EX:+1
CR:+0

POD DATA TABLE		
TYPE	=	P-T
BPV	=	55/10
SIZE	=	4°
REF	=	R18.60



BARRACKS PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

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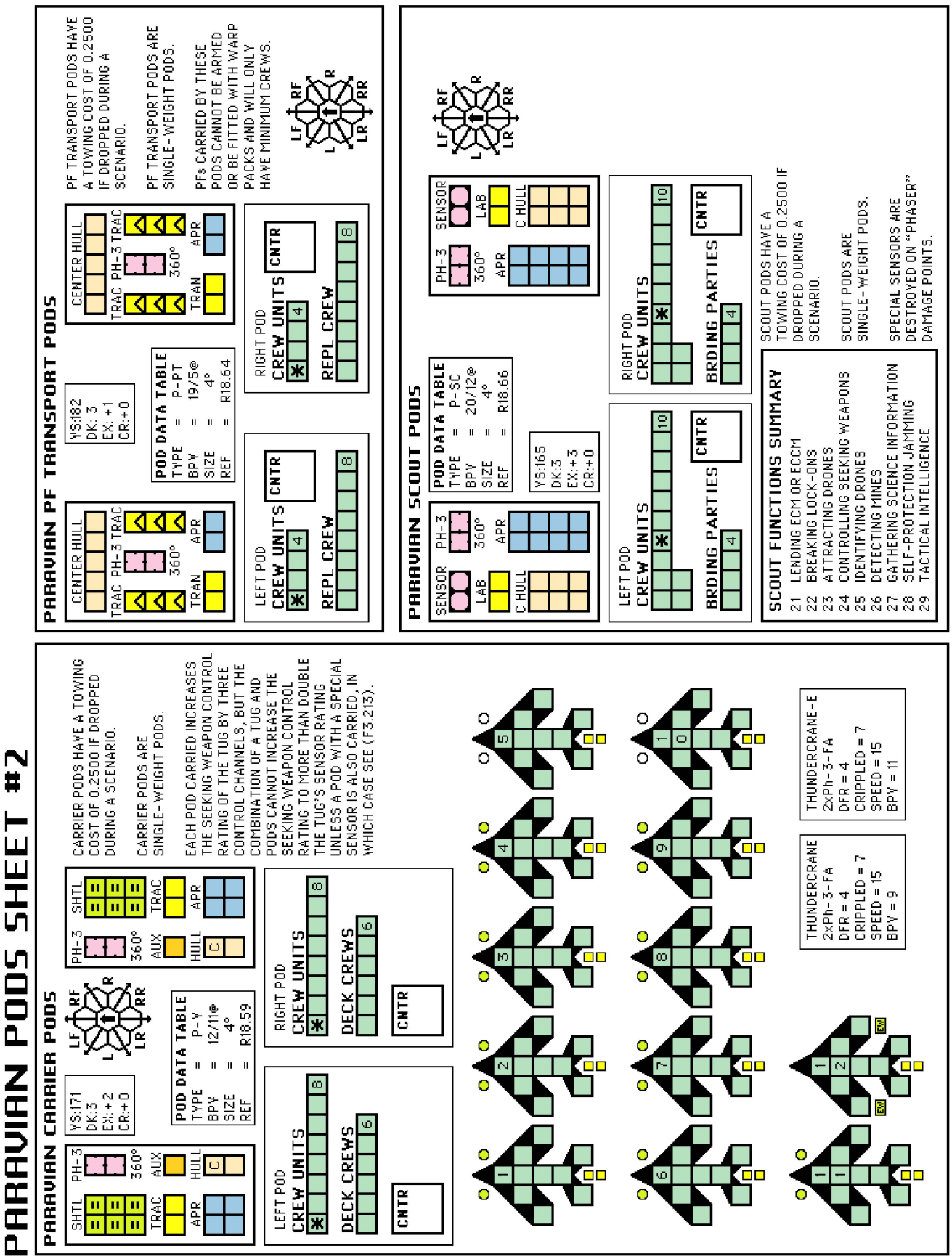

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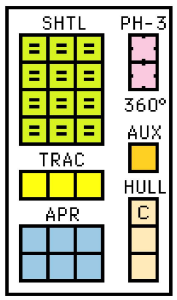
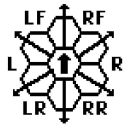
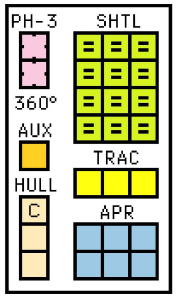
PARAVIAN PODS SHEET #3

PARAVIAN HEAVY CARRIER PODS



YS:173
DK: 4
EX: +3
CR:+0





POD DATA TABLE		
TYPE	=	P-VA
BPV	=	25@
SIZE	=	4°
REF	=	R18.68

LEFT POD
CREW UNITS 10
BRDING PARTIES 4
DECK CREWS 10
CNTR

RIGHT POD
CREW UNITS 10
BRDING PARTIES 4
DECK CREWS 10
CNTR

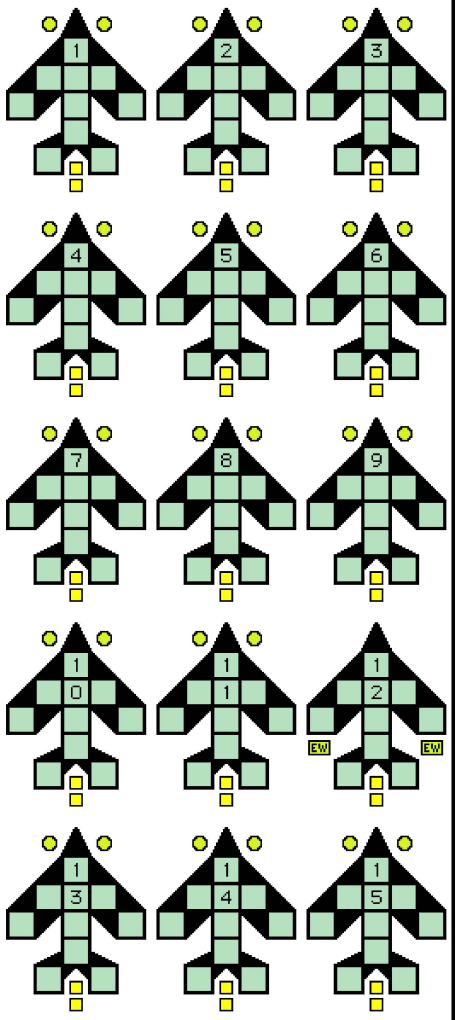
EACH POD CARRIED INCREASES THE SEEKING WEAPON CONTROL RATING OF THE TUG BY THREE CONTROL CHANNELS, BUT THE COMBINATION OF A TUG AND PODS CANNOT INCREASE THE SEEKING WEAPON CONTROL RATING TO MORE THAN DOUBLE THE TUG'S SENSOR RATING UNLESS A POD WITH A SPECIAL SENSOR IS ALSO CARRIED, IN WHICH CASE SEE (F3.213).

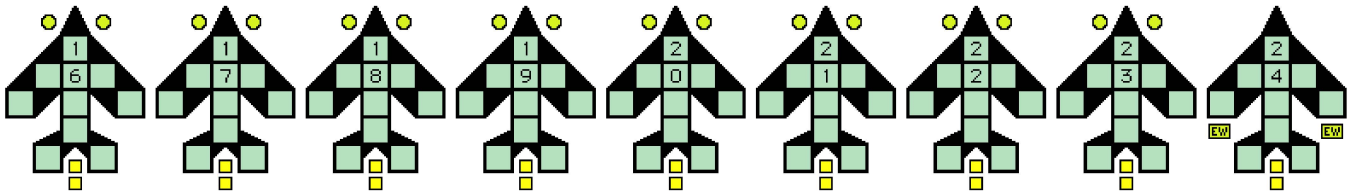
THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

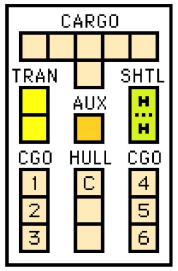
HEAVY CARRIER PODS HAVE A TOWING COST OF 0.3333 IF DROPPED DURING A SCENARIO.

HEAVY CARRIER PODS ARE DOUBLE-WEIGHT PODS.





PARAVIAN HEAVY FIGHTER FCR POD



YS:177
DK: 3
EX: +0
CR:+0

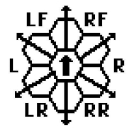
CNTR

CREW UNITS 4
REPL CREW 4
DECK CREWS 2

POD DATA TABLE		
TYPE	=	P-HT
BPV	=	30/10
SIZE	=	4°
REF	=	R18.65

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	HTS



HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

CARGO STORAGE RECORDS

#1	#2	#3
#4	**#5**	**#6**

AS A CARRIER RESUPPLY POD, THIS POD INCLUDES READY RACKS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. PODS OF THIS TYPE DO NOT NORMALLY OPERATE FIGHTERS OF THEIR OWN.

HEAVY FIGHTER FCR PODS HAVE A TOWING COST 0.2500 IF DROPPED DURING A SCENARIO.

HEAVY FIGHTER FCR PODS ARE SINGLE-WEIGHT PODS.

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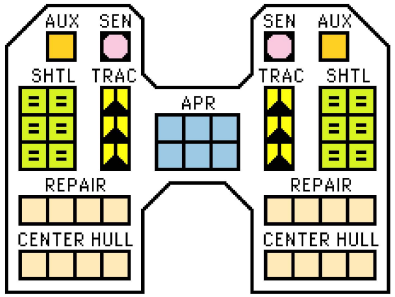
PARAVIAN PODS SHEET #4

PARAVIAN SPACE CONTROL SHIP POD



YS:182
DK:5
EX:+2
CR:+0

CNTR

POD DATA TABLE

TYPE	=	P-SCS
BPV	=	70/50
SIZE	=	4*
REF	=	R18.67

CREW UNITS



BRDING PARTIES



DECK CREWS



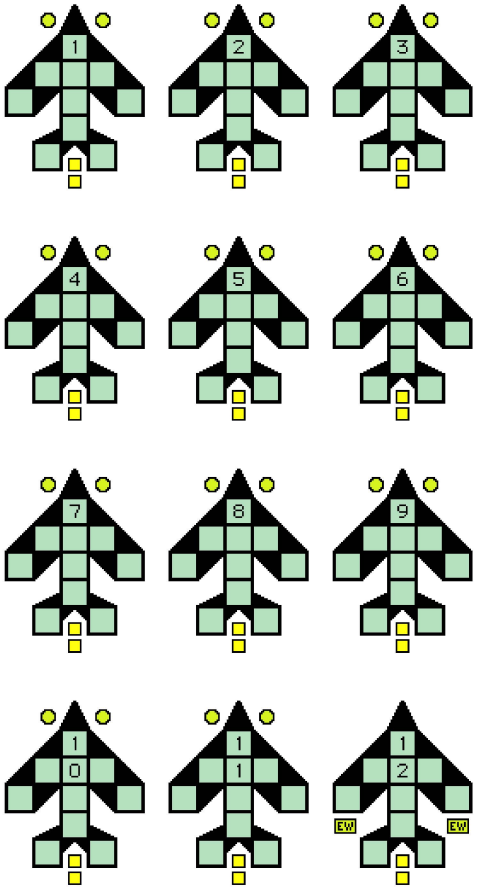
CNTR

SPACE CONTROL PODS HAVE A TOWING COST OF 0.6667 IF DROPPED DURING A SCENARIO.

SPACE CONTROL PODS ARE TRIPLE-WEIGHT PODS.

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11



A TUG WITH A SPACE CONTROL POD CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. A SPECIAL SENSOR CAN BE USED TO FURTHER INCREASE THE TUG'S SEEKING WEAPON CONTROL RATING; SEE (F3.213).

SCOUT FUNCTIONS SUMMARY

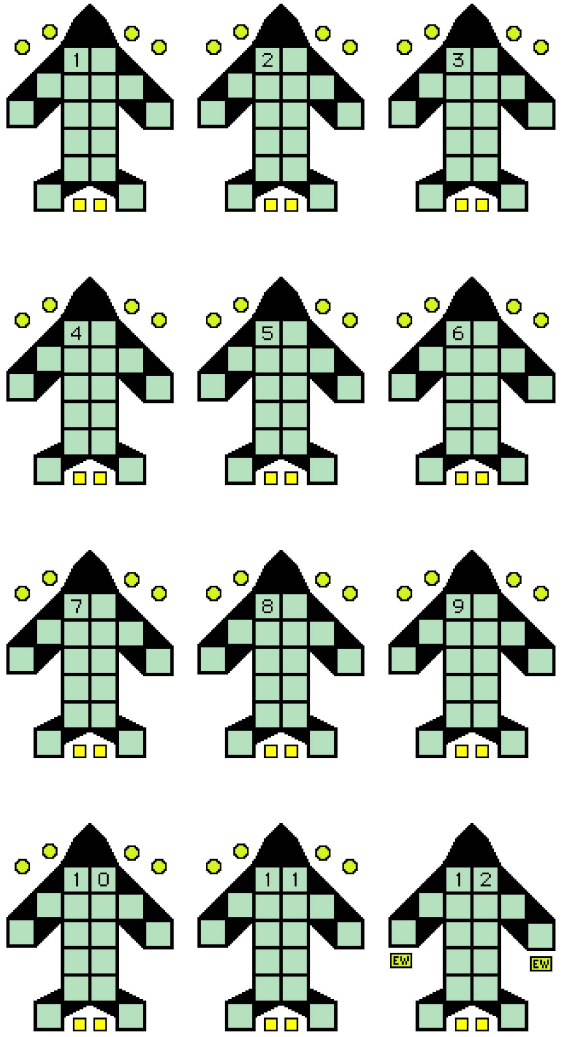
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PARAVIAN THUNDERDUCK ASSAULT FIGHTERS



THUNDERDUCK
txPh-3-FA
DFR = 1
CRIPPLED =11
SPEED = 14
BPV = 15

THUNDERDUCK-E
txPh-3-FA
DFR = 1
CRIPPLED = 11
SPEED = 14
BPV = 17

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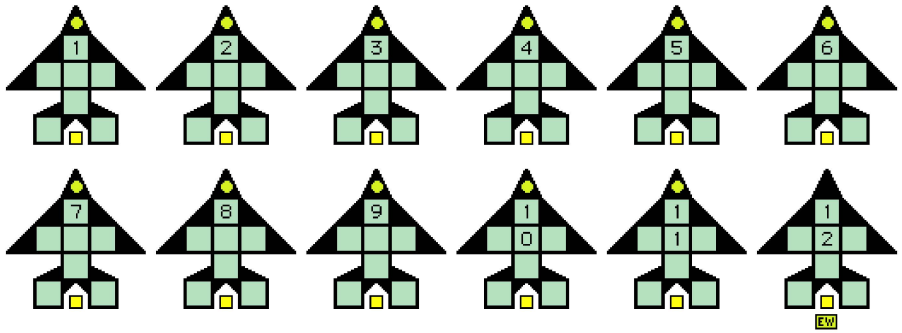
PARAVIAN FIGHTERS

PARAVIAN THUNDERFINCH FIGHTERS

THUNDERFINCH
1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 5

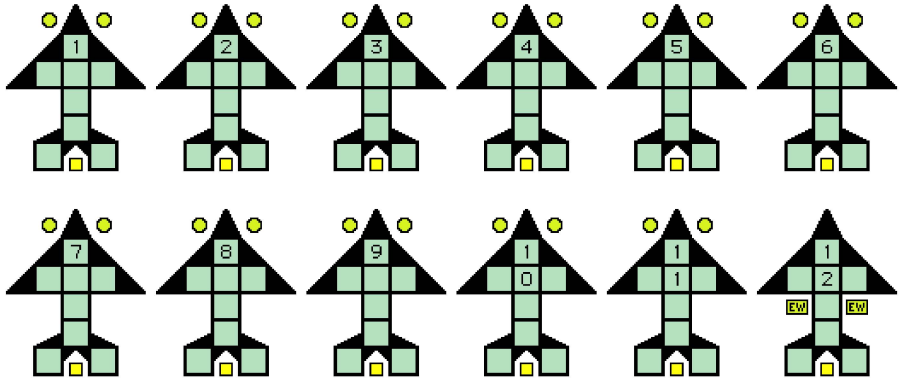
THUNDERFINCH-E
1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 7



PARAVIAN THUNDERQUAIL FIGHTERS

THUNDERQUAIL
1xPh-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8
BPV = 7

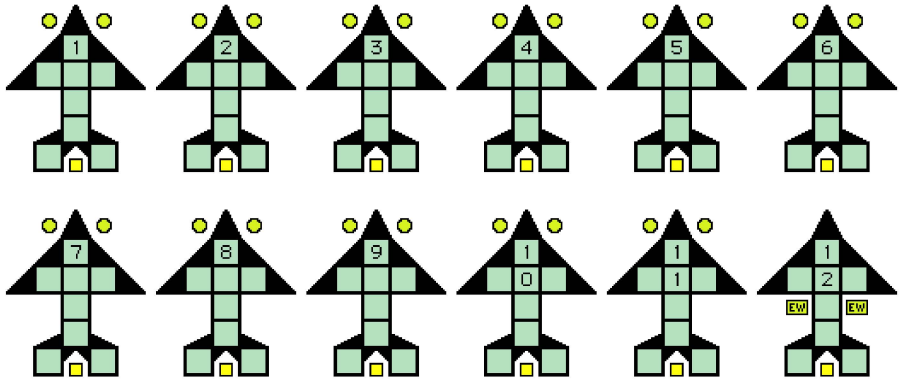
THUNDERQUAIL-E
1xPh-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8
BPV = 9



PARAVIAN THUNDERRAVEN FIGHTERS

THUNDERRAVEN
1xPh-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12
BPV = 8

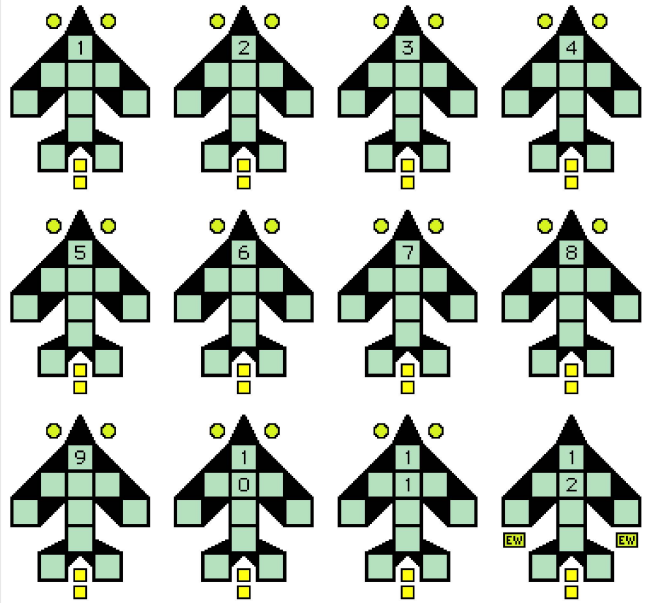
THUNDERRAVEN-E
1xPh-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12
BPV = 10



PARAVIAN THUNDERCRANE FIGHTERS

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11



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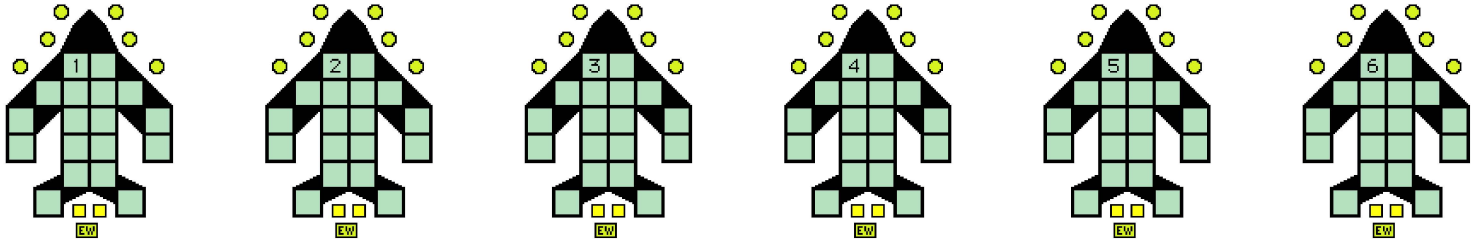
PARAVIAN THUNDERSWAN HEAVY FIGHTERS

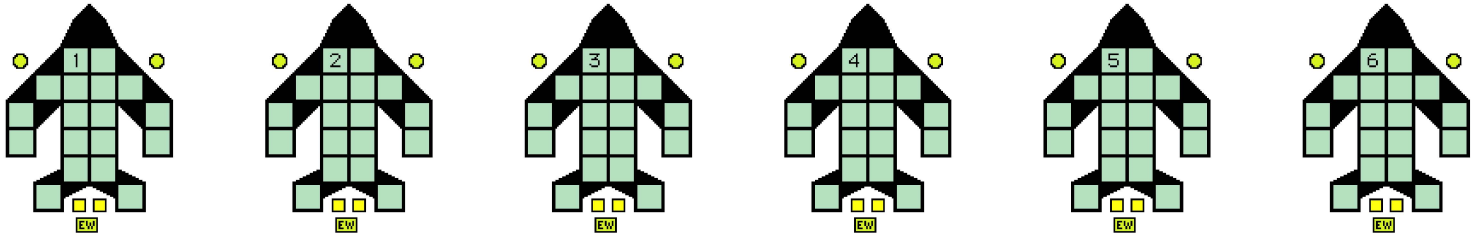
PARAVIAN THUNDERSWAN HEAVY FIGHTERS

THUNDERSWAN
HEAVY FIGHTERS
2xPh-2-FA
1xPh-3-RA
DFR = 0
CRIPPLED = 12
SPEED = 12
BPY = 18



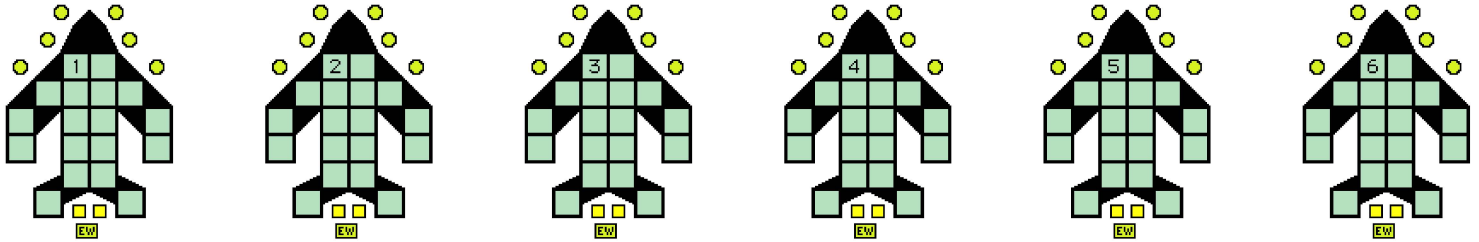
PARAVIAN THUNDERSWAN-I INTERCEPTOR HEAVY FIGHTERS

THUNDERSWAN-I
HEAVY FIGHTERS
2xPh-2-FA
2xPh-3-FA
2xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 12
BPY = 18



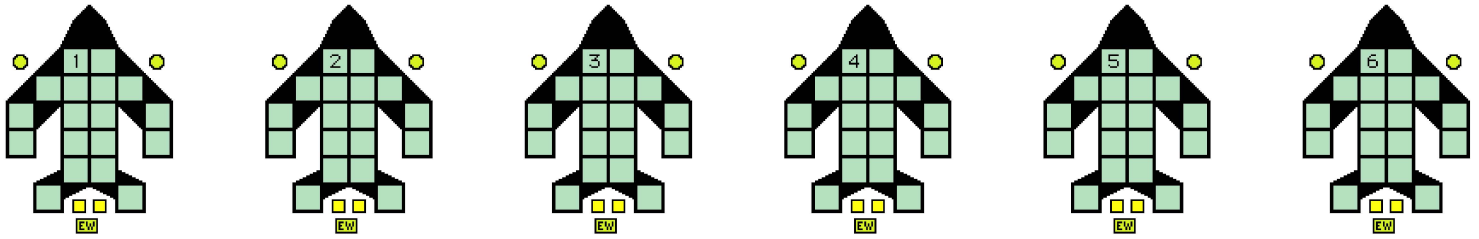
PARAVIAN THUNDERSWAN-F FAST HEAVY FIGHTERS

THUNDERSWAN-F
HEAVY FIGHTERS
2xPh-2-FA
1xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPY = 20



PARAVIAN THUNDERSWAN-FI FAST INTERCEPTOR HEAVY FIGHTERS

THUNDERSWAN-FI
HEAVY FIGHTERS
2xPh-2-FH
2xPh-3-FX
2xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPY = 20



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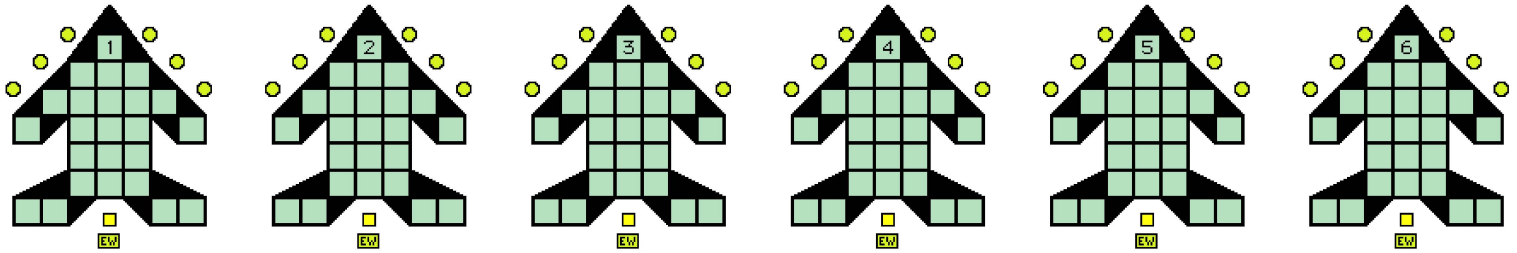
PARAVIAN BOMBER SQUADRONS

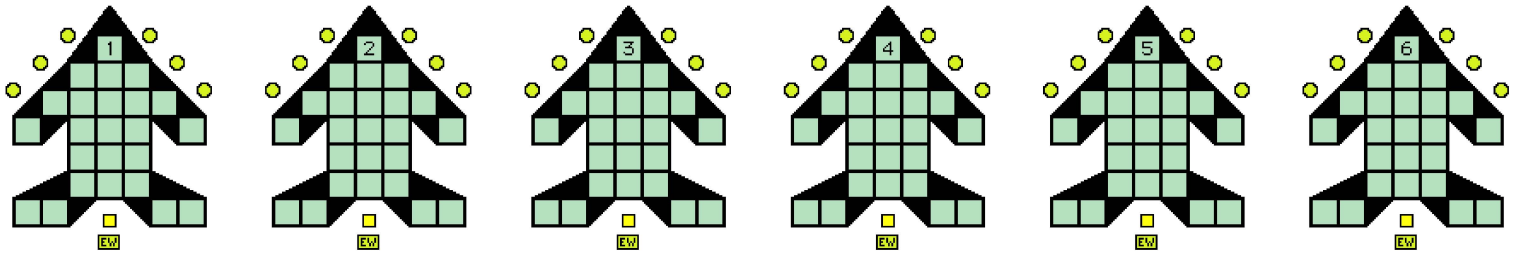
PARAVIAN THUNDERGOOSE-A MEDIUM BOMBER SQUADRON

THUNDERGOOSE-A
MEDIUM BOMBERS
1xPh-2-FA
1xPh-2-LS
1xPh-2-RS
1xPh-3-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 27



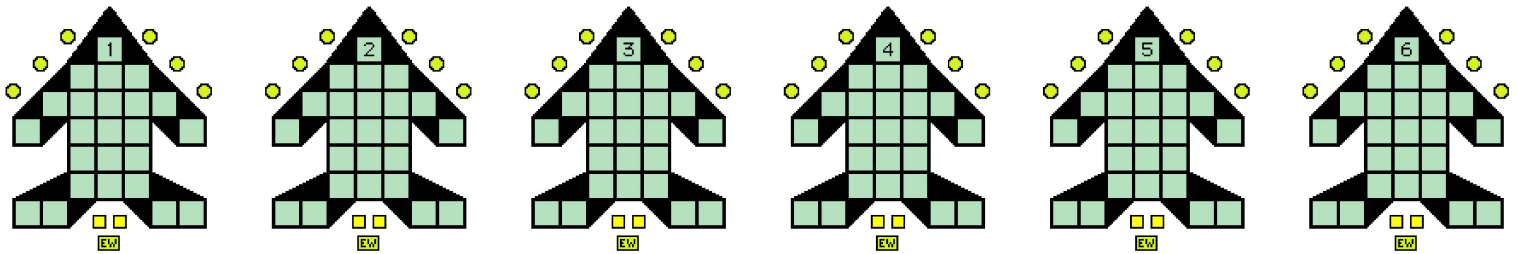
PARAVIAN THUNDERGOOSE-B MEDIUM BOMBER SQUADRON

THUNDERGOOSE-B
MEDIUM BOMBERS
1xPh-2-FH
1xPh-2-LS
1xPh-2-RS
1xPh-3-RH
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 29



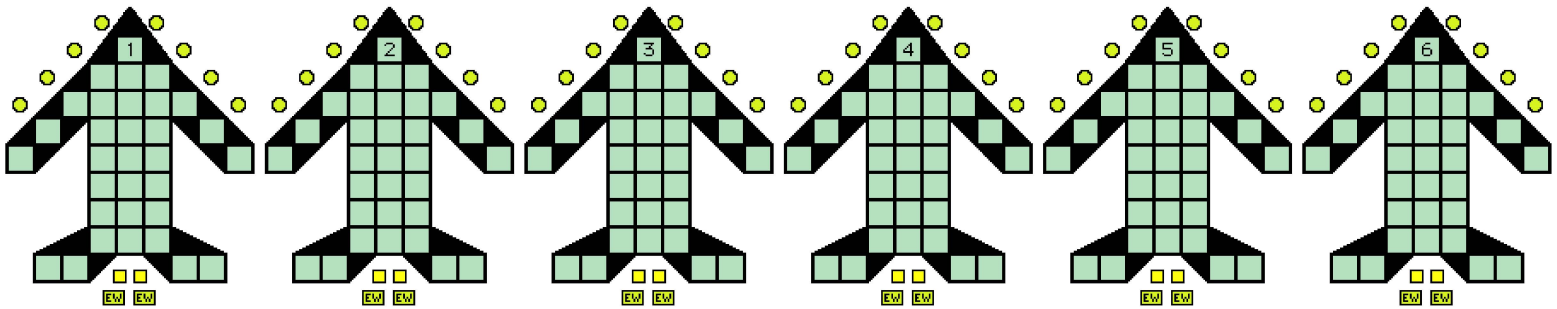
PARAVIAN THUNDERGOOSE-C MEDIUM BOMBER SQUADRON

THUNDERGOOSE-C
MEDIUM BOMBERS
1xPh-2-FX
1xPh-2-LS
1xPh-2-RS
1xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 31



PARAVIAN THUNDERGANDER HEAVY BOMBER SQUADRON

THUNDERGANDER
HEAVY BOMBERS
2xPh-2-FX
1xPh-2-LS
1xPh-2-RS
2xPh-3-RX
DFR = -2
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 38



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PARAVIAN HUMMINGBIRD PF FLOTILLA

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS							NOTE
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

PF	CREW			BP	
L-1					
2					
3					
S-4					
5					
6					

CNTR	HET		BD
1			
2			
3			
4			
5			
6			

PF DATA TABLE		
TYPE	=	HBD
POINT VALUE	=	20/40
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R18.PF1
LEADER BPV	=	40/50
SCOUT BPV	=	100/50
SHIELD REFIT (Y182)	=	+3

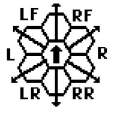
AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE 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

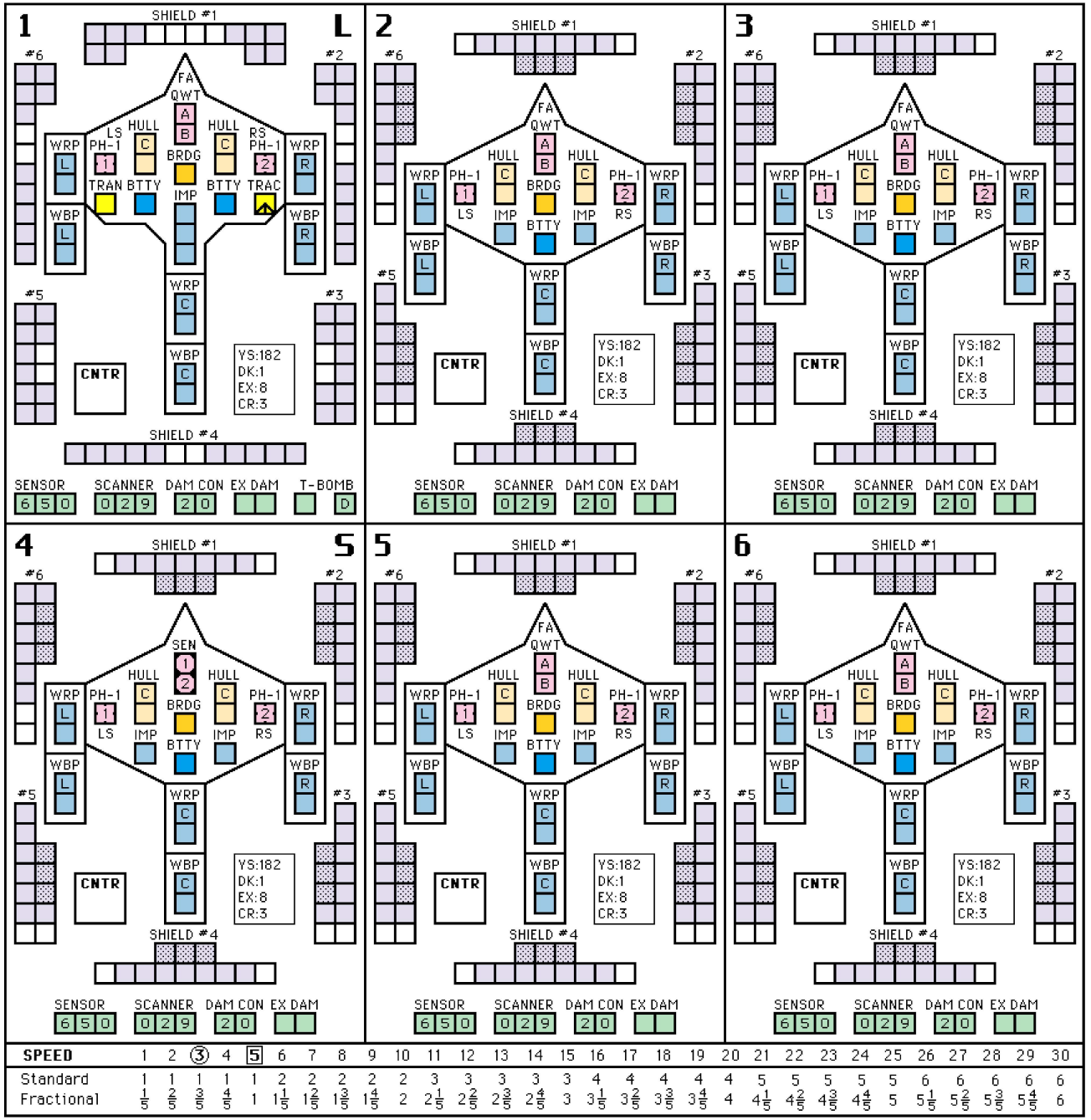


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

③ = EM COST
[5] = HET COST

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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



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

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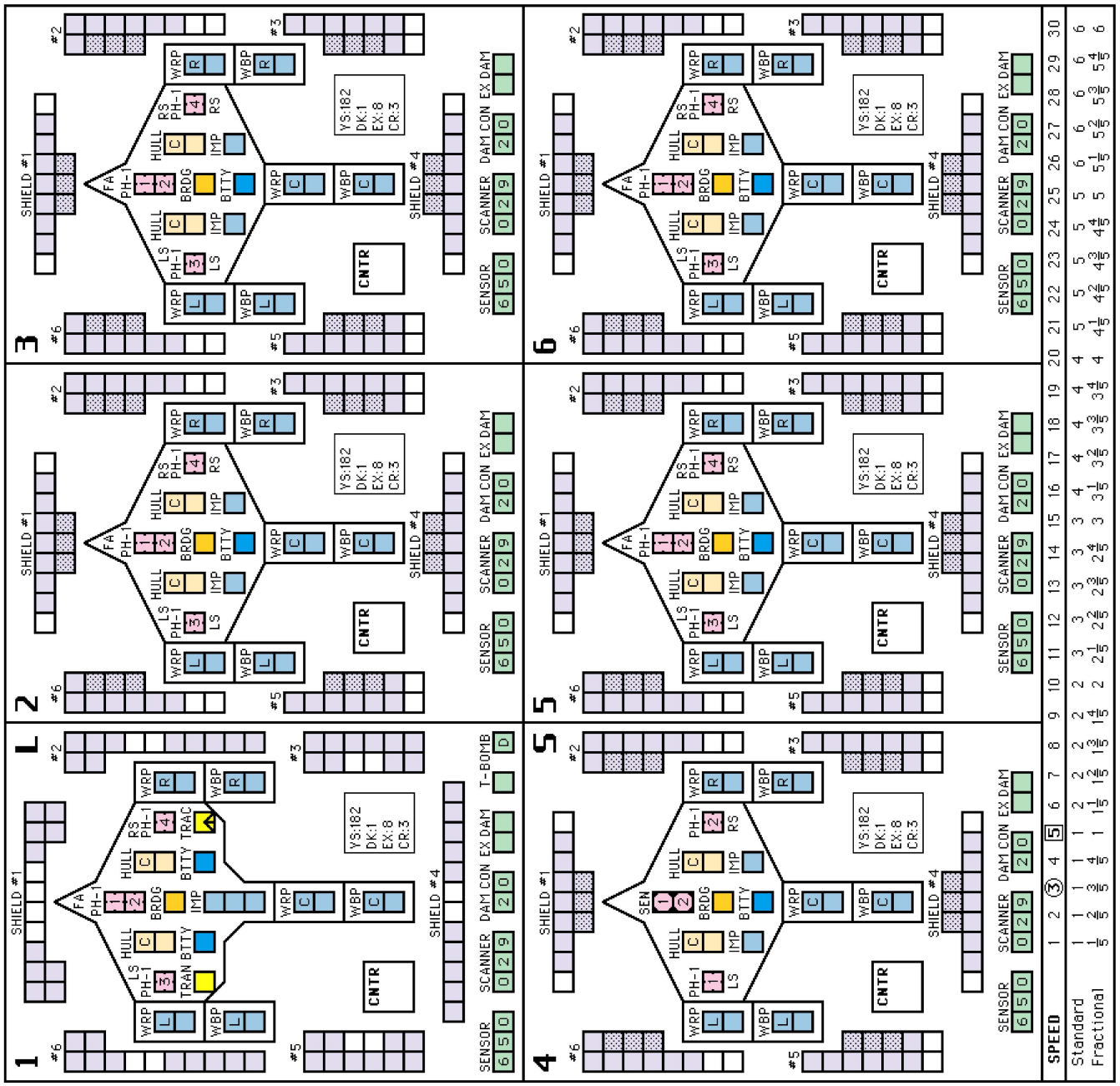
PARAVIAN HUMMINGBIRD-P PHASER PF FLOTILLA



ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS				NOTE
				A	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

PF DATA TABLE

TYPE	= HBP
POINT VALUE	= 20/40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R18.PF2
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT (Y182)	= +3

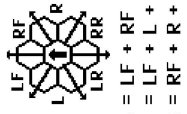
AA MODE	TURN SPEED
1	2-8
2	9-16
3	17-24
4	25+
NIMBLE SHIPS	

TYPE I OFFENSIVE PHASER TABLE

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

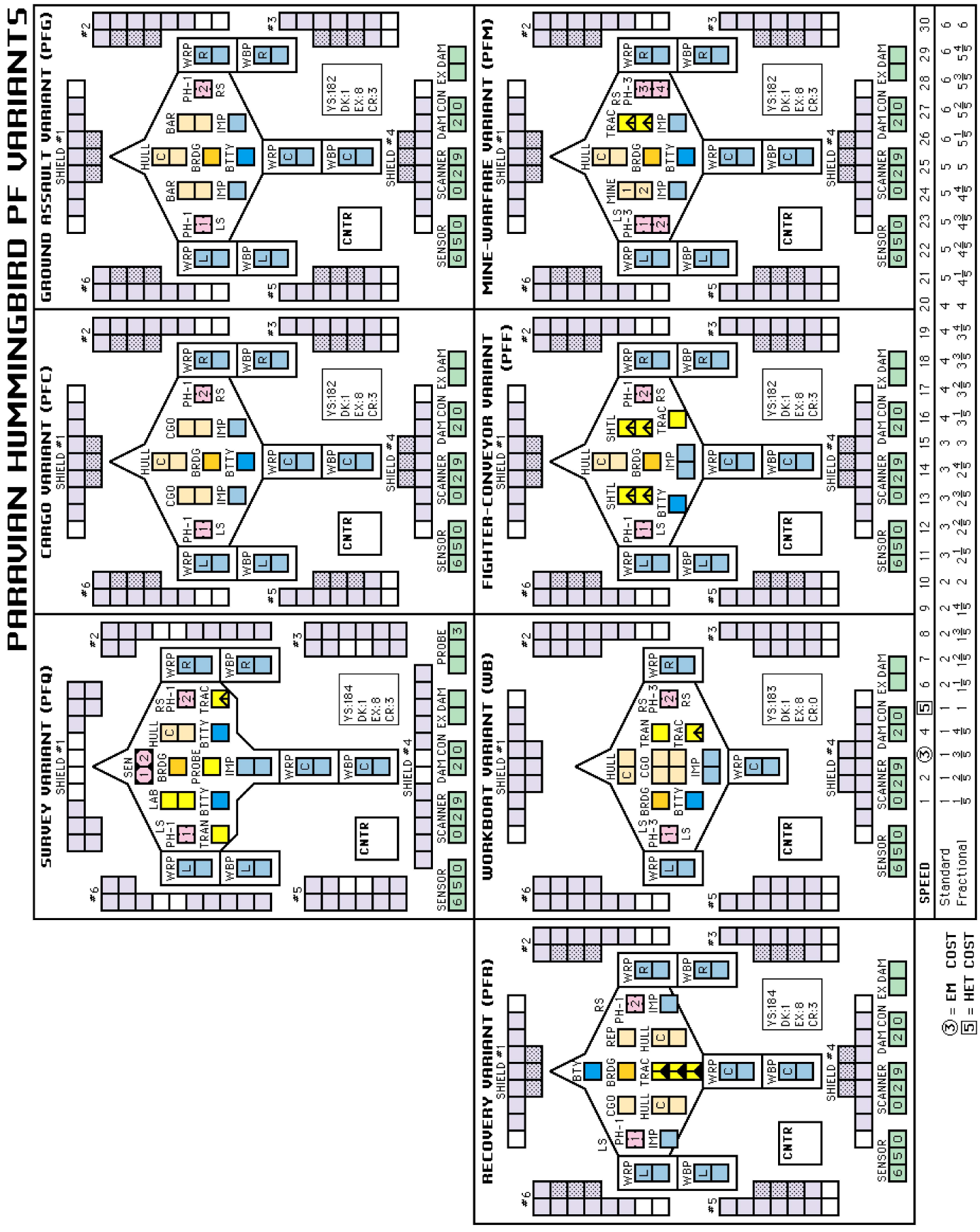
TYPE III DEFENSE PHASER

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



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

③ = EM COST
5 = HET COST



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PARAVIAN SONGBIRD INTERCEPTOR SQUADRON

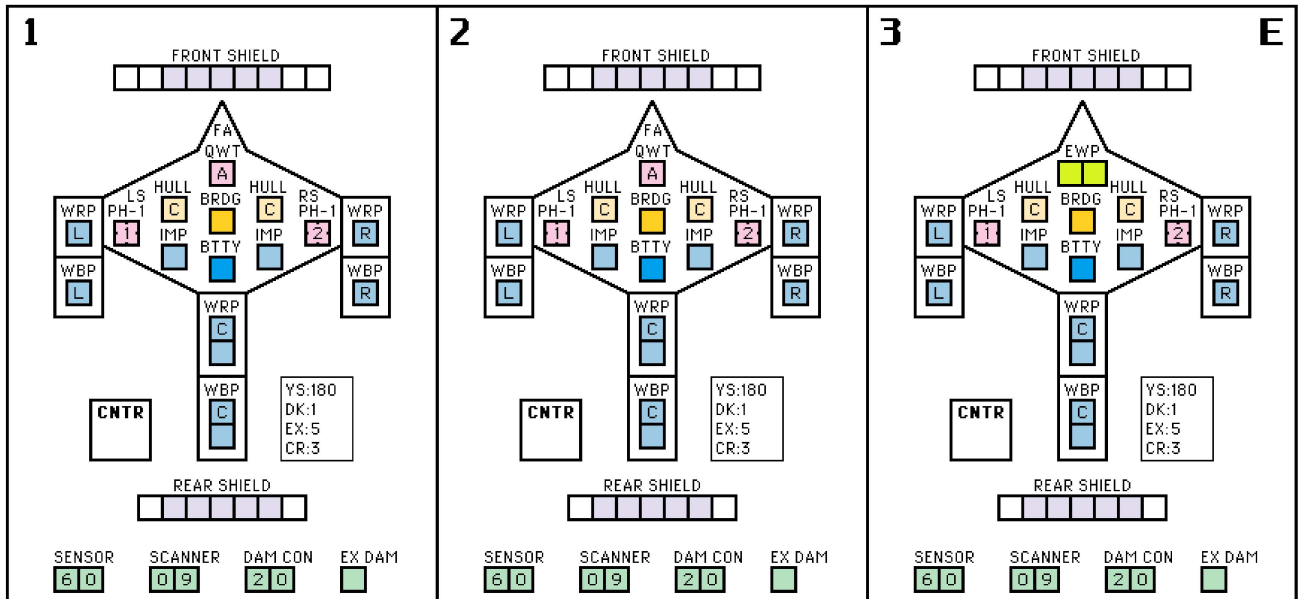
PF DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R18.PF0
INT-E BPV	=	18
INT-F BPV	=	20

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

CREW	BP	CNTR	HET	BD
1		1		
2		2		
3		3		
4		4		
5		5		
6		6		

LF RF L 1 R LR RR

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



TYPE I OFFENSIVE PHASER TABLE

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

TYPE 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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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

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

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

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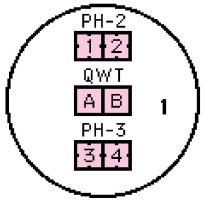
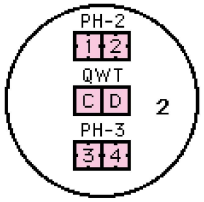
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (QWT)

HIGH ORBIT

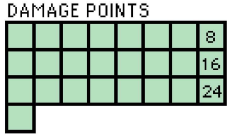
ALL WEAPONS ARE 360°.



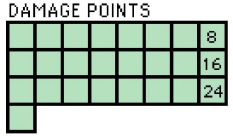


DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

DAMAGE POINTS

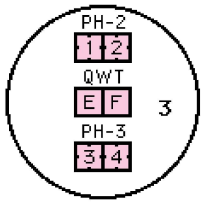


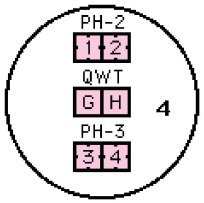
DAMAGE POINTS

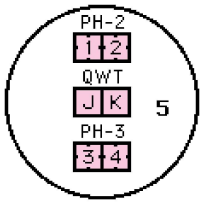


DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE PARAVIANS.

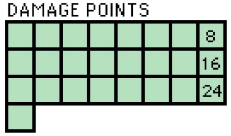
LOW ORBIT



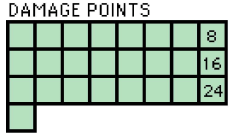




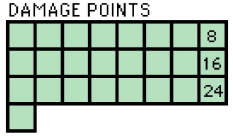
DAMAGE POINTS



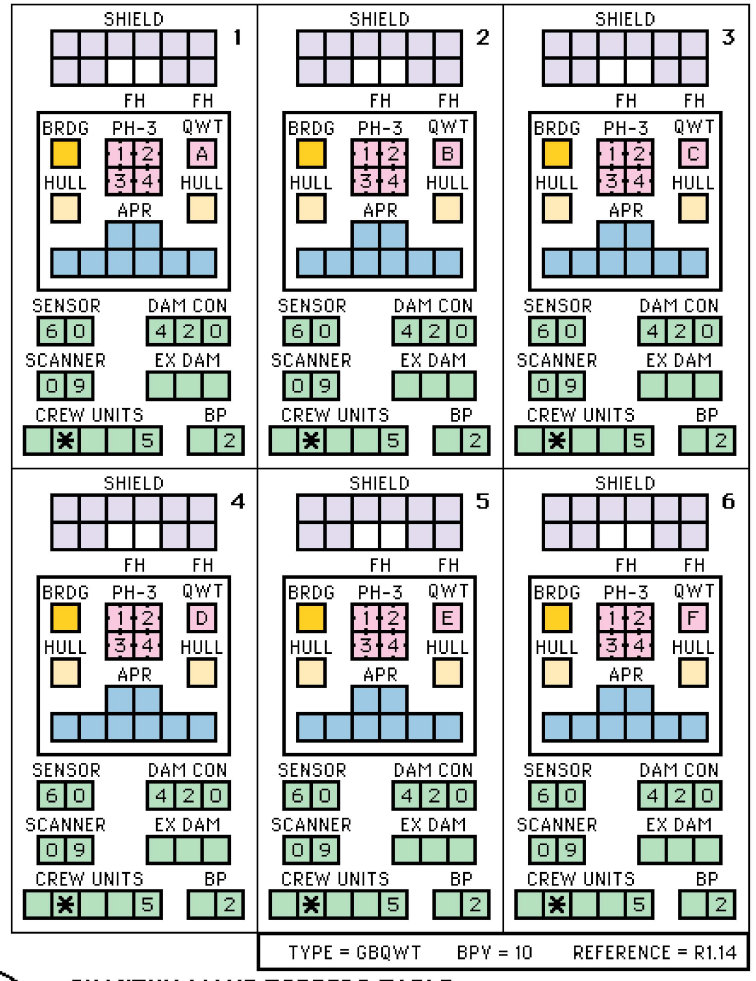
DAMAGE POINTS



DAMAGE POINTS



GROUND-BASED QUATUM WAVE TORPEDO



TYPE = GBQWT BPV = 10 REFERENCE = R1.14

TYPE II PHASER TABLE

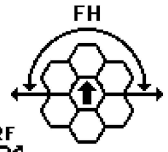
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

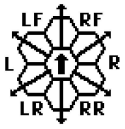
TYPE III DEFENSE PHASER

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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





QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
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
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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CARNIVON BATTLESHIP

CNTR

YS:175
DK:34
EX:43
CR:10

CREW UNITS

10 20 30 40 50 60 70

BOARDING PARTIES

10 20 30

DECK CREWS

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D D D

DEATH BOLT RACKS

1 2 3 4

DEATH BOLT RACKS ALWAYS HAD SIX SPACES AND TWO RELOADS.

SHIP DATA TABLE

TYPE	=	BB
POINT VALUE	=	280
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R19.2

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+

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

H&R DERFACS

SENSOR 6 6 6 5 4 3 2 0

SCANNER 0 0 0 1 2 3 4 5 9

DAM CON 8 8 6 6 4 4 2 2 2 0

EX DAM

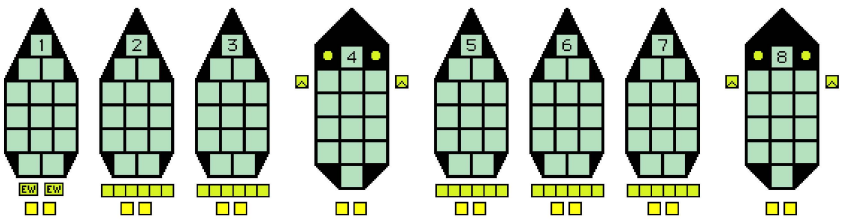
SHIELD #1 · #2 · #3 · #4 · #5 · #6

FA · DC · E F G H · HN-FA A B C D · BRIDGE · DC · J K L M · PH-1 1 2 3 4 · PH-1 5 6 7 8 · L+FA · FA+R

LAB · AUX · PRB · FLAG · LAB · TRAN · F HULL · C HULL · R HULL · TRAN · BTTY · EMER · BTTY

DB 1 2 · TRAC · APR · TRAC · DB 3 4 · SHTL · IMPULSE · PH-1-RX 9 10 11 · IMPULSE · SHTL · PH-3-RX 12 13 14 15 16 17 18 19 · L WARP · R WARP · DC-RA N P

JK-4 FIGHTERS	JK-4E FIGHTER	HY-3 FIGHTERS
2xPh-3-FA	2xPh-3-FA	2xPh-3-FA
DFR = 3	DFR = 3	DFR = 2
CRIPPLED = 10	CRIPPLED = 10	CRIPPLED = 11
SPEED = 15	SPEED = 15	SPEED = 15
BPV = 11	BPV = 13	BPV = 12



5 = HET COST ⑥ = EM WARP COST



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

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

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CARNIVON STELLAR DOMINATION SHIP

YS:182
DK:34
EX:41
CR:10

CREW UNITS

10 20 30 40 50 60 70

BOARDING PARTIES

10 20 30

DECK CREWS

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

BOTH BAYS ARE TUNNEL DECKS (J1.58).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D D D

SHIP DATA TABLE

TYPE	= SDS
POINT VALUE	= 290/275
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R19.3

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

ANTI-DRONE TABLE (FTR)

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

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+

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

H&R
DERFACS

SENSOR 6 6 6 5 4 3 2 0

SCANNER 0 0 0 1 2 3 4 5 9

DAM CON 8 8 6 6 4 4 2 2 2 0

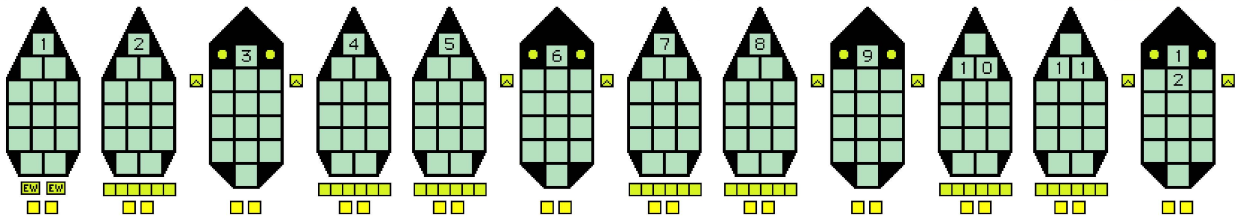
EX DAM

CNTR

#6 #5 #2 #3

SHIELD #1 SHIELD #4

FA DC E F G H HN-FA A B C D BRIDGE DC J K L M PH-1 1 2 3 4 PH-1 5 6 7 8 L+FA FA+R LAB AUX PRB FLAG LAB TRAN F HULL C HULL R HULL TRAN BTTY EMER BTTY SHTL TRAC REPAIR TRAC SHTL IMPULSE APR IMPULSE PH-1-RX 9 10 11 L WARP PH-3-RX 12 13 14 15 16 17 R WARP



5 = HET COST ⑥ = EM WARP COST

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

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

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPY = 11

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPY = 13

HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPY = 12



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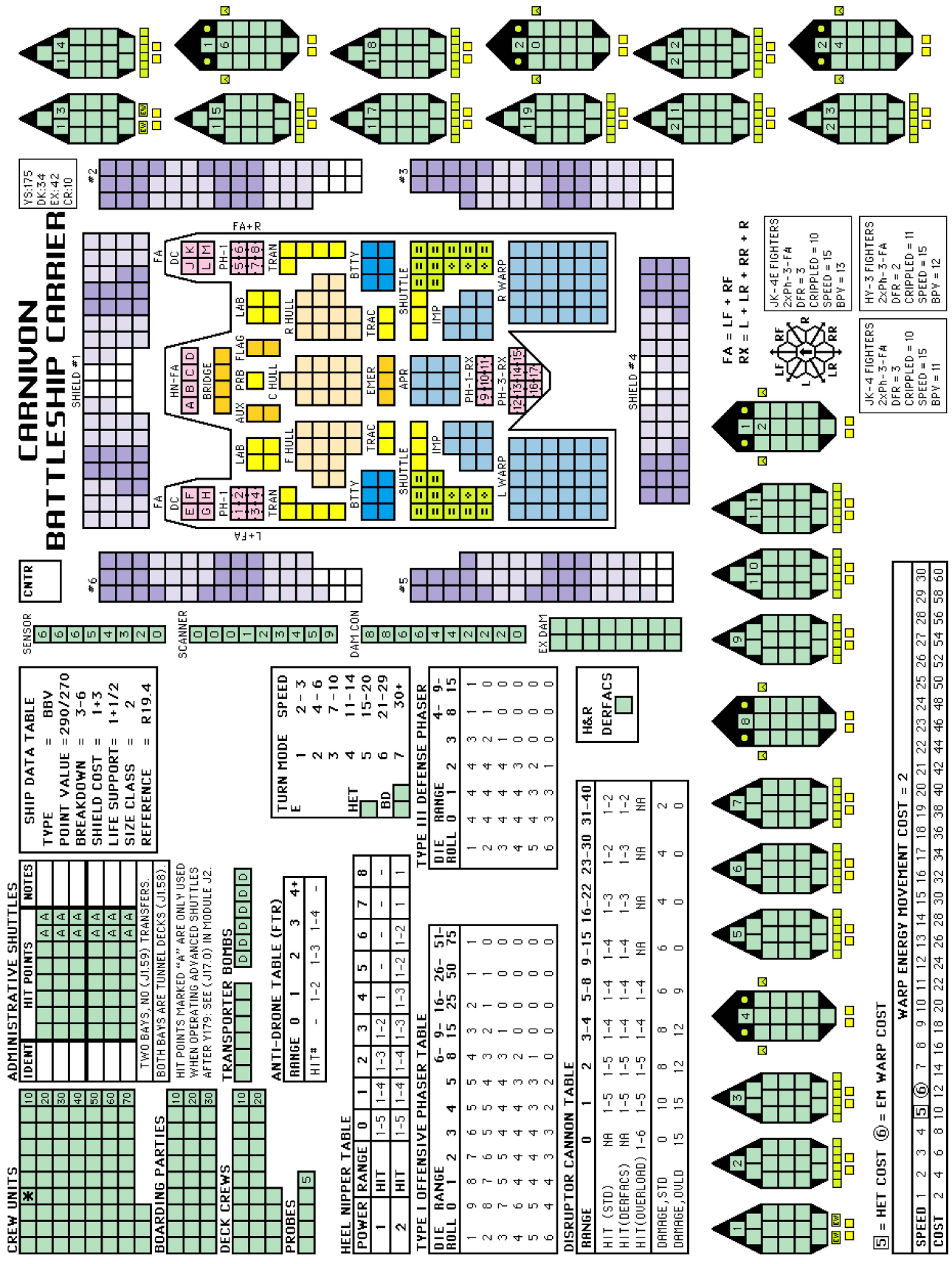
CARNIVON
BATTLESHIP CARRIER
SHIP DATA TABLE
TYPE = BBV
POINT VALUE = 290/270
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R19.4
ADMINISTRATIVE SHUTTLES
IDENT
HIT POINTS
NOTES
TWO BAYS, NO (J1.59) TRANSFERS.
BOTH BAYS ARE TUNNEL DECKS (J1.58).
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.
CREW UNITS
BOARDING PARTIES
DECK CREWS
PROBES
TRANSPORTER BOMBS
ANTI-DRONE TABLE (FTR)
RANGE 0 1 2 3 4+
HIT# - 1-2 1-3 1-4 -
HEEL NIPPER TABLE
POWER RANGE 0 1 2 3 4 5 6 7 8
1 HIT 1-5 1-4 1-3 1-2 1 - - - -
2 HIT 1-5 1-4 1-4 1-3 1-3 1-2 1-2 1 1
TYPE I OFFENSIVE PHASER TABLE
DIE ROLL
RANGE 0 1 2 3 4 5 6- 8 9- 15 16- 25 26- 50 51- 75
1 9 8 7 6 5 5 4 3 2 1 1
2 8 7 6 5 5 4 3 2 1 1 0
3 7 5 5 4 4 4 3 1 0 0 0
4 6 4 4 4 4 3 2 0 0 0 0
5 5 4 4 3 3 1 0 0 0 0 0
6 4 4 3 3 2 2 0 0 0 0 0
SENSOR
SCANNER
DAM CON
EX DAM
CNTR
#2
#3
#5
#6
SHIELD #1
SHIELD #4
FA
FA+R
L+FA
DC
PH-1
HN-FA
BRIDGE
LAB
AUX
PRB
FLAG
C HULL
F HULL
L HULL
R HULL
TRAC
EMER
APR
IMP
SHUTTLE
BTTY
TRAN
L WARP
R WARP
PH-1-RX
PH-3-RX
TURN MODE SPEED
E 1 2 - 3
2 4 - 6
3 7 - 10
HET 4 11 - 14
5 15 - 20
BD 6 21 - 29
7 30+
TYPE III DEFENSE PHASER
DIE ROLL
RANGE 0 1 2 3 4- 8 9- 15
1 4 4 4 3 1 1
2 4 4 4 2 1 0
3 4 4 4 1 0 0
4 4 4 3 0 0 0
5 4 3 2 0 0 0
6 3 3 1 0 0 0
H&R
DERFACS
DISRUPTOR CANNON TABLE
RANGE 0 1 2 3-4 5-8 9-15 16-22 23-30 31-40
HIT (STD) NA 1-5 1-5 1-5 1-4 1-4 1-4 1-3 1-2 1-2
HIT(DERFACS) NA 1-5 1-5 1-5 1-4 1-4 1-4 1-3 1-3 1-2
HIT(OVERLOAD) 1-6 1-5 1-5 1-5 1-4 1-4 NA NA NA NA
DAMAGE,STD 0 10 8 8 6 6 6 4 4 2
DAMAGE,OVLD 15 15 12 12 9 0 0 0 0 0
FA = LF + RF
RX = L + LR + RR + R
LF
RF
L
R
LR
RR
JK-4E FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13
JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11
HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12
5 = HET COST ⑥ = EM WARP COST
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

CARNIVON DREADNOUGHT

YS:162
DK:17
EX:30
CR:10

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10

DECK CREWS

2

PROBES

5

LF RF L R LR RR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D D D

DEATH BOLT RACKS

1 2

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	215
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R19.5
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

CNTR

SENSOR: 6 6 6 5 3 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM

H&R DERFACS

TURN MODE

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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CARNIVON HEAVY DREADNOUGHT

YS:179
DK:18
EX:34
CR:10

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D D D D D

DEATHBOLT RACKS

DEATHBOLT RACKS ALWAYS HAD SIX SPACES AND TWO RELOADS.

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	235
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R19.6

CNTR

SENSOR 6 6 6 5 3 0

SCANNER 0 0 0 1 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

TURN MODE SPEED

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

H&R DERFACS

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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CARNIVON SPACE CONTROL SHIP

YS:182
DK:17
EX:29
CR:10

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

BOTH BAYS ARE TUNNEL DECKS (J1.58).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

DECK CREWS

PROBES

H&R
DERFACS

TRANSPORTER BOMBS

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 240/210
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R19.7

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

CNTR

SENSOR 6 6 6 5 3 0

SCANNER 0 0 0 1 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

ANTI-DRONE TABLE (FTR)

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

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

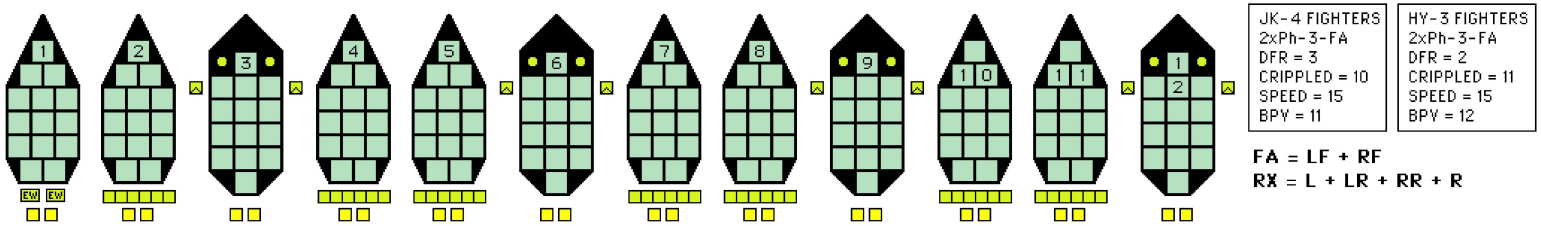
TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13



JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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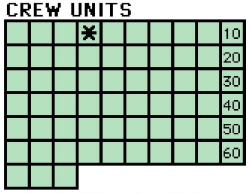
CARNIVON HEAVY CARRIER

YS:172
DK:17
EX:29
CR:10



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	
						A	A	

TWO BAYS, NO (J1.59) TRANSFERS.
BOTH BAYS ARE TUNNEL DECKS (J1.58).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



SHIP DATA TABLE

TYPE	=	CVA
POINT VALUE	=	240/210
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R19.8

CNTR

SENSOR: 6 6 6 5 3 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM

H&R
DERFACS



ANTI-DRONE TABLE (FTR)

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

TURN MODE SPEED

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

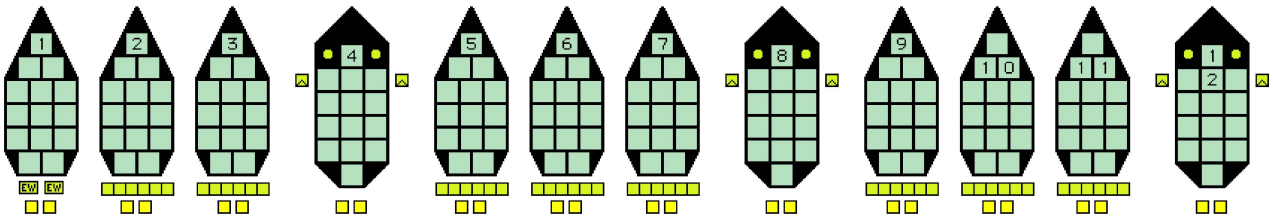
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0



JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

JK-4E FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13

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

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CARNIVON LIGHT DREADNOUGHT

CREW UNITS

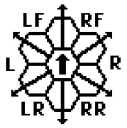
			✱						10
									20
									30
									40
									50

BOARDING PARTIES

									10

DECK CREWS

	2



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	
							A	A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

						D	D	D	D	D	D

DEATH BOLT RACKS

1								
2								

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	222
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R19.9
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

CNTR

SENSOR: 6 6 6 5 3 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM

H&R DERFACS

TURN MODE SPEED

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

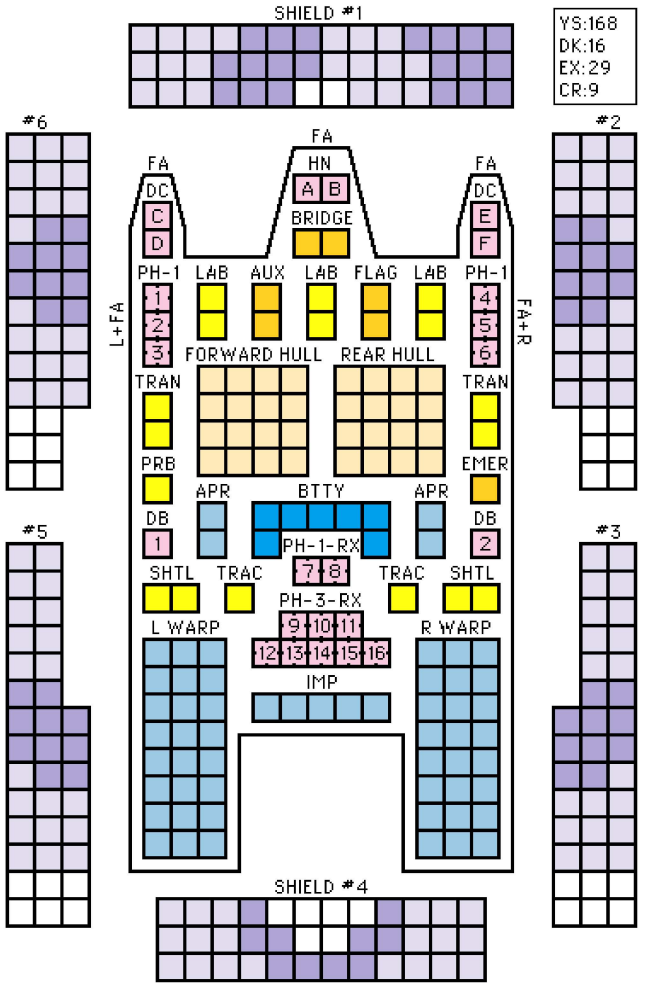
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0



WARP ENERGY MOVEMENT COST = 1 + 1/4 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	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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CARNIVON HEAVY BATTLECRUISER

CNTR

YS:180
DK:12
EX:23
CR:10

CREW UNITS

		✱						10
								20
								30
								40
								50

BOARDING PARTIES

								10

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.10

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

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE 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



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

DEATH BOLT RACKS

1								
2								

DEATH BOLT RACKS ALWAYS HAD SIX SPACES AND TWO RELOADS.

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

H&R
DERFACS

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

#6 #5 #2 #3

SHIELD #1
SHIELD #4

FA FA FA HN A B DC C D DC E F BRIDGE
PH-1 1 2 3 APR PRB FLAG LAB PH-1 4 5 6
L+FA FA+R
AUX CENTER HULL EMER
BTTY BTTY BTTY
TRAC TRAN TRAC
DB 1 DB 2
SHTL PH-2-RX 7 8 9 10 11 SHTL
L WARP IMPULSE R WARP

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

CARNIVON BATTLE CONTROL SHIP

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10

DECK CREWS

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	

TWO BAYS, NO (J1.59) TRANSFERS.

BOTH BAYS ARE TUNNEL DECKS (J1.58).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	BCS
POINT VALUE	=	192
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.11

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

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE 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



FA = LF + RF

RX = L + LR + RR + R

ANTI-DRONE TABLE (FTR)

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

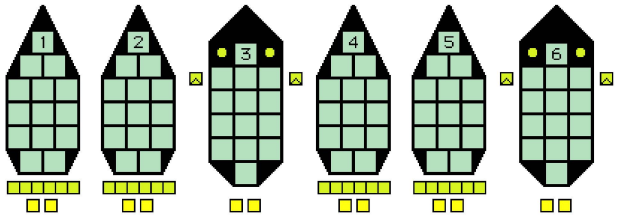
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

DISRUPTOR CANNON TABLE

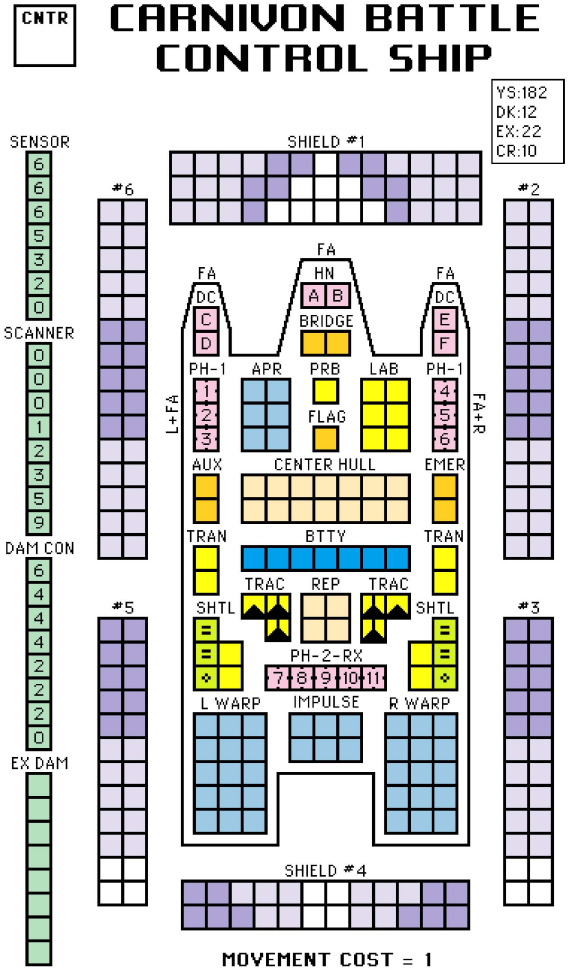
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

H&R DERFACS



JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12



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

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CARNIVON BATTLE CARRIER

CREW UNITS (10 / 20 / 30 / 40 / 50)

BOARDING PARTIES 10

DECK CREWS 10

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

BOTH BAYS ARE TUNNEL DECKS (J1.58).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	BCV
POINT VALUE	=	188
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.12

CNTR

YS:181
DK:12
EX:22
CR:10

SENSOR 6 6 6 5 3 2 0

SCANNER 0 0 0 1 2 3 5 9

DAM CON 6 4 4 4 2 2 2 0

EX DAM

SHIELD #1 · #2 · #3 · #4 · #5 · #6

FA · HN (A B) · FA · DC (C D) · BRIDGE · DC (E F) · PH-1 (1 2 3) · APR · PRB · FLAG · LAB · PH-1 (4 5 6) · L+FA · FA+R · AUX · CENTER HULL · EMER · TRAN · TRAC · BTTY · TRAC · TRAN · SHTL · SHTL · PH-2-RX (7 8 9 10 11) · L WARP · IMPULSE · R WARP

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE 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

LF · RF · L · R · LR · RR

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

ANTI-DRONE TABLE (FTR)

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

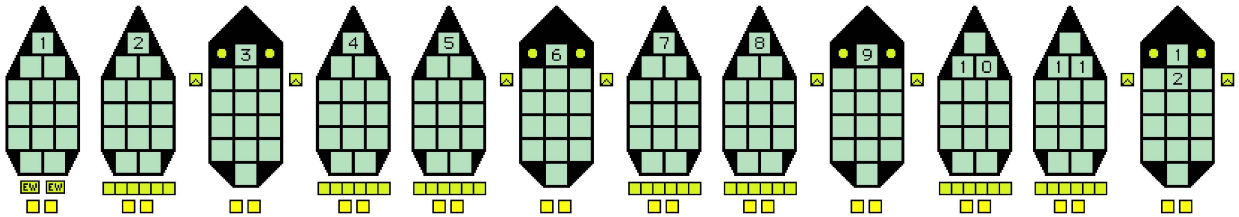
H&R DERFACS ☐

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13



HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

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CARNIVON COMMAND CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	144
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.13
PLUS REFIT (Y166)	=	+3
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

CNTR

YS:129
DK:10
EX:21
CR:9

SENSOR

6
6
6
5
3
0

SCANNER

0
0
0
1
3
5
9

DAM CON

4
4
2
2
2
0

EX DAM

SHIELD #1

#6 #2 #5 #3 #4

FA DC C D HN A B BRIDGE FA DC E F

PH-1 1 2 APR LAB APR PH-1 3 4

L+FA FA+R

AUX TRAN PRB FLAG TRAN EMER

CENTER HULL

BTTY BTTY

DB 1 TRAC PH-2-RX 5 6 APR DB 2

SHTL PH-3-RX 7 8 9 10 11 SHTL

L WARP IMPULSE R WARP

SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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

DEATH BOLT RACKS

1																				
2																				

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

H&R DERFACS

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

LF RF L R LR RR

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

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

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CARNIVON HEAVY CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

2

PROBES

5

LF RF L R LR RR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

DEATH BOLT RACKS

1
2

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.14
PLUS REFIT (Y166)	=	+3
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

H&R DERFACS

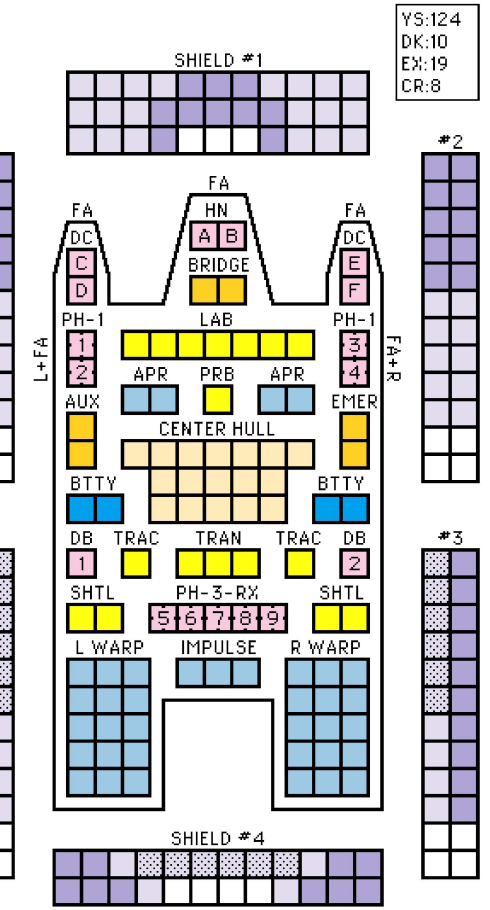
CNTR

SENSOR 6 6 6 5 3 0

SCANNER 0 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM



SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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

CARNIVON STRIKE CARRIER

YS:168
DK:10
EX:19
CR:9

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.
BOTH BAYS ARE TUNNEL DECKS (J1.58).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D D D

ANTI-DRONE TABLE (FTR)

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

SHIP DATA TABLE

TYPE	=	CVS
POINT VALUE	=	148/133
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.15
DERFACS REFIT (Y169)	=	+0

CNTR

SENSOR 6 6 6 5 3 0

SCANNER 0 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #1 #2 #3 #4 #5 #6

FA HN DC A B C D E F BRIDGE PH-1 APR LAB APR PH-1 1 2 3 4 L+FA FA+R AUX TRAN PRB FLAG TRAN EMER CENTER HULL BTTY BTTY SHTL TRAC SHTL PH-3-RX 5 6 7 8 9 L WARP IMPULSE R WARP

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

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	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	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

H&R DERFACS

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

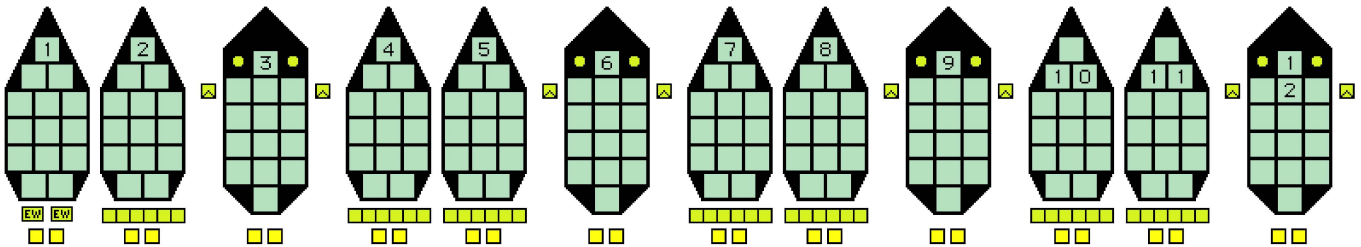
FA = LF + RF
RX = L + LR + RR + R

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13

HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

LF RF L R LR RR



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CARNIVON SURVEY CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

BOTH BAYS ARE TUNNEL DECKS (J1.58).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	140/109
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.16
PLUS REFIT (Y166)	=	+3

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	0	0

TURN MODE / SPEED

HET BD

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

TYPE II PHASER TABLE

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

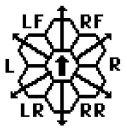
TYPE III DEFENSE PHASER

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

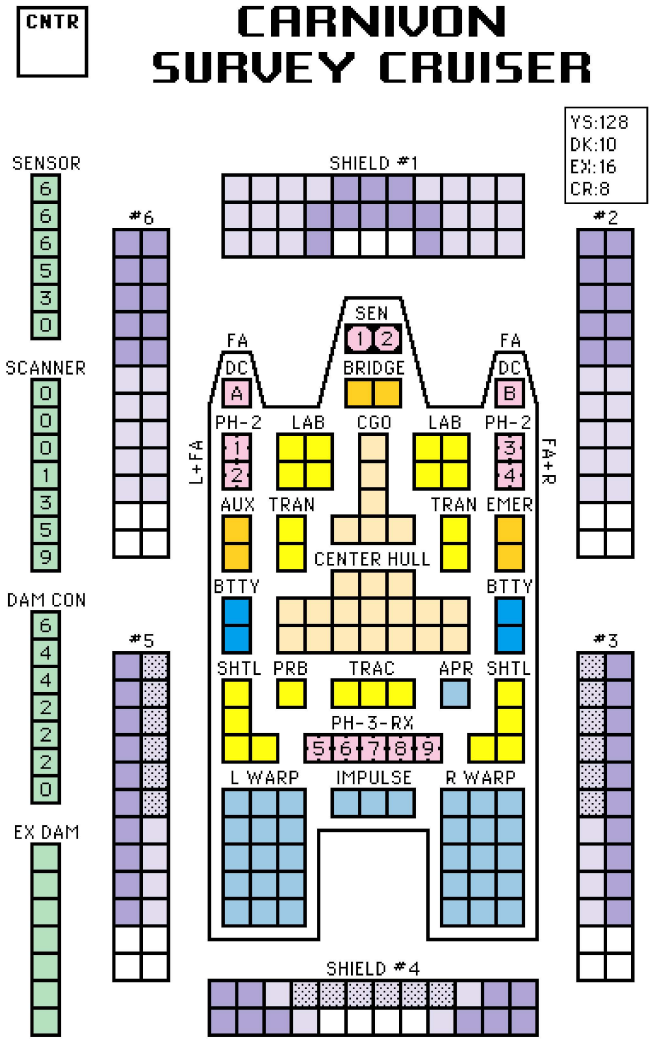
SCOUT FUNCTIONS SUMMARY

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 "DRONE" DAMAGE POINTS.



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



SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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

CARNIVON DEATH BOLT CRUISER

CREW UNITS

		*						10
								20
								30
								40

BOARDING PARTIES

							8

DECK CREWS

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE		
TYPE	=	CB
POINT VALUE	=	144/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.17
PLUS REFIT (Y166)	=	+3
Y175 REFIT	=	+6

CNTR

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

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE

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

CARGO BOXES HOLD 200 SPACES OF SPARE DEATH BOLTS.

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

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

DEATH BOLT RACKS

1							
2							
3							
4							
5							
6							

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.



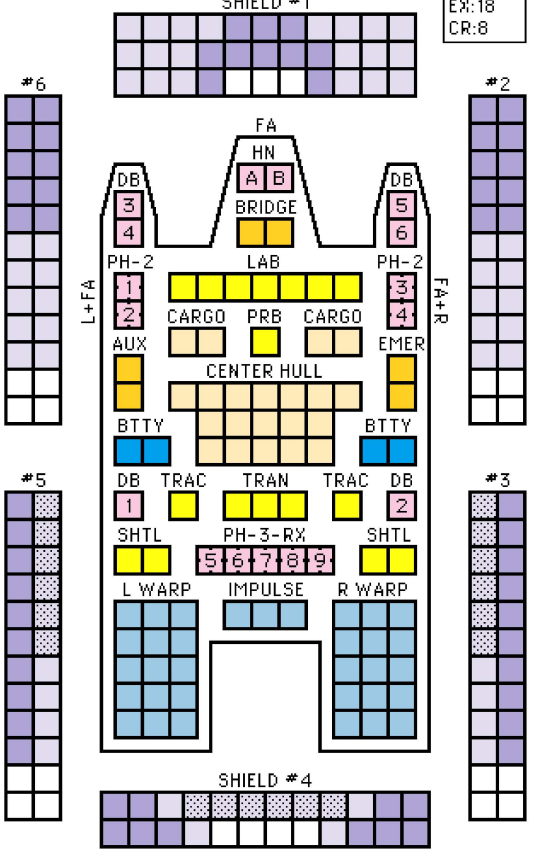
FA = LF + RF
RX = L + LR + RR + R

SENSOR 6 6 6 5 3 0

SCANNER 0 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM



SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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

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CARNIVON FAST CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

2

PROBES

5

LF RF L R LR RR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

DEATH BOLT RACKS

1
2

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	CF
POINT VALUE	=	149
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.18
PLUS REFIT (Y166)	=	+3
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

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

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

H&R DERFACS

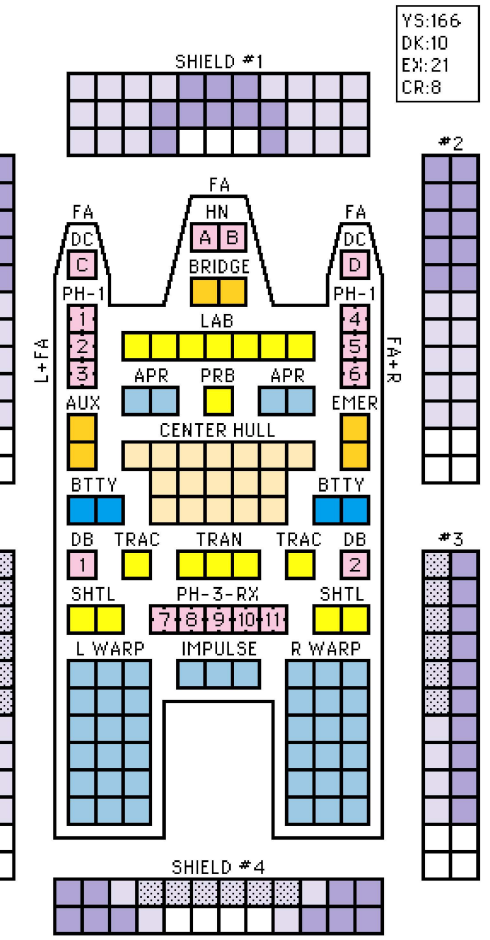
CNTR

SENSOR 6 6 6 5 3 0

SCANNER 0 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM



SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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

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CARNIVON LIGHT CRUISER LEADER

CREW UNITS

10 / 20 / 30

BOARDING PARTIES: 10

DECK CREWS: 2

PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS: D D D D

DEATH BOLT RACKS

1 / 2

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	CLL
POINT VALUE	=	110
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.19
PLUS REFIT (Y166)	=	+2
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

CNTR

SHIELD #1

YS:130
DK:8
EX:15
CR:7

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

#6 #5 #2 #3

FA DC C PH-1 1 2 AUX BTTY DB 1 SHTL

HN A B BRIDGE PRB TRAN IMP

FA DC D PH-1 3 4 LAB C HULL TRAC PH-3-RX 5 6

FLAG APR TRAN IMP

EMER BTTY DB 2 SHTL

L+FA FA+R

L WARP R WARP

SHIELD #4

SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

LF RF L R LR RR

H&R DERFACS

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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CARNIVON LIGHT CRUISER

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D	

DEATH BOLT RACKS

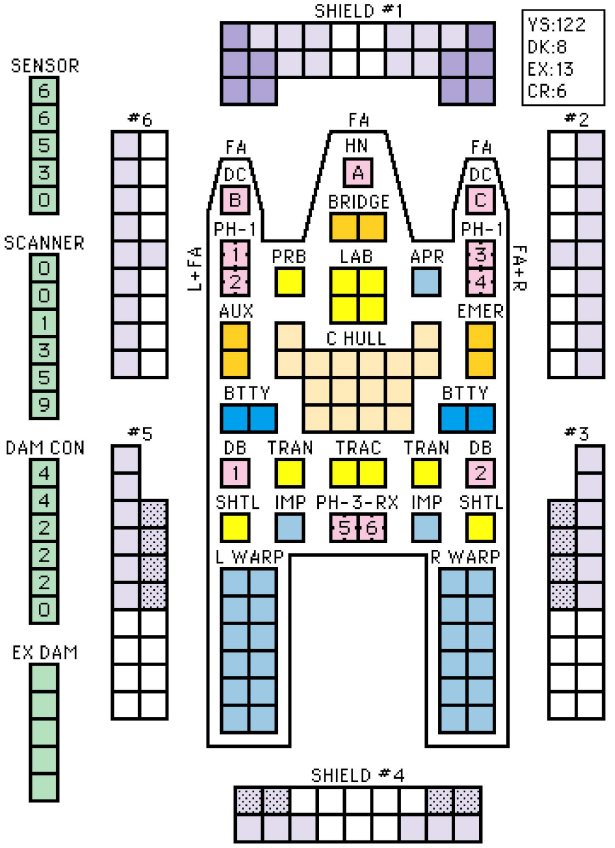
1						▨	▨	
2						▨	▨	

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	97
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.20
PLUS REFIT (Y166)	=	+2
Y175 REFIT	=	+2

CNTR



SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

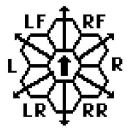
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	0	0



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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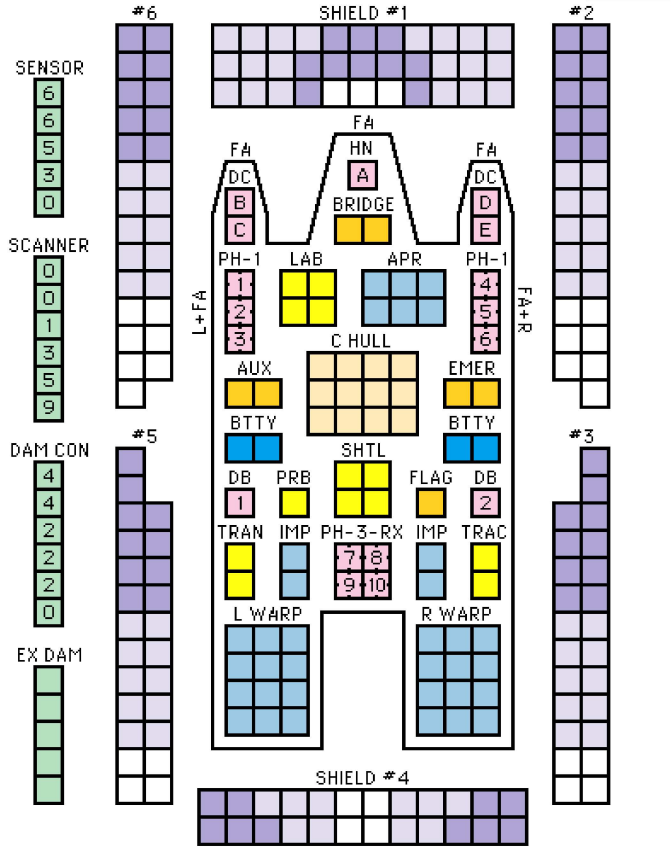
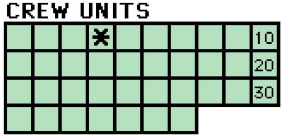
CARNIVON WAR CRUISER LEADER

CNTR

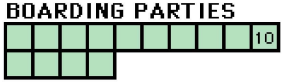
YS:169
DK:7
EX:18
CR:7



CREW UNITS



BOARDING PARTIES



DECK CREWS



PROBES



ADMINISTRATIVE SHUTTLES

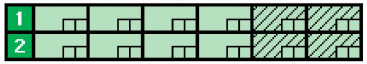
IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

DEATH BOLT RACKS



DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	CWL
POINT VALUE	=	124
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.21
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

TURN MODE / SPEED

HET

BD

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

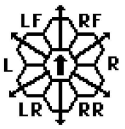
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0



H&R DERFACS

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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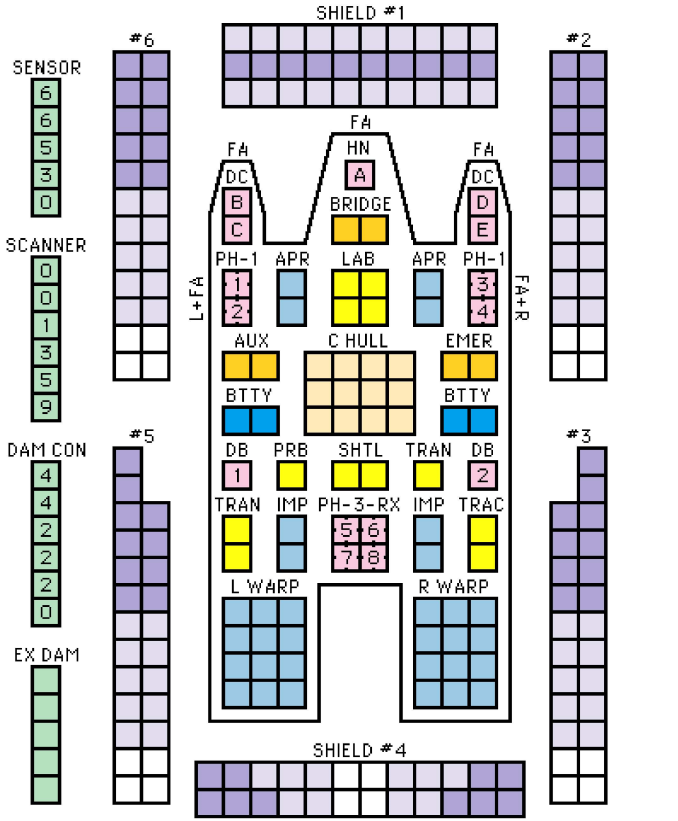
CARNIVON WAR CRUISER

YS:166
DK:7
EX:17
CR:6

CNTR



CREW UNITS

10 20 30

BOARDING PARTIES

10

DECK CREWS

2

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
						A A	
						A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

DEATH BOLT RACKS

1
2

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.22
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

TURN MODE

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

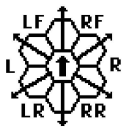
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0



H&R DERFACS

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CARNIVON WAR CRUISER CARRIER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	
						A	A	
						A	A	

BAY IS A TUNNEL DECK (J1.58).

BAY HAS THREE HATCHES.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D		

SHIP DATA TABLE

TYPE	=	CWV
POINT VALUE	=	130/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.23

ANTI-DRONE TABLE (FTR)

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

LF RF L R LR RR

H&R DERFACS

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

CNTR

SENSOR 6 6 5 3 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

#6 #5 #2 #3

SHIELD #1 SHIELD #4

FA HN A BRIDGE FA DC B C D E

PH-1 LAB BTTY APR PH-1 AUX EMER PRB FLAG

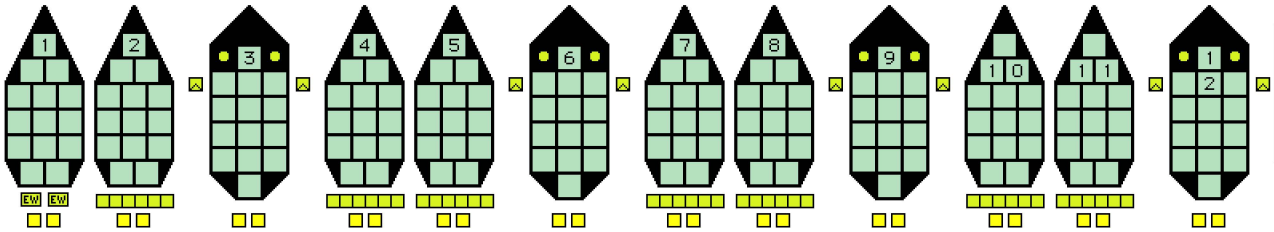
L+FA FA+R

C HULL SHUTTLE

TRAN IMP PH-3-RX IMP TRAC

L WARP R WARP

YS:170
DK:7
EX:17
CR:7



HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CARNIVON ESCORT WAR CRUISER

CNTR

CREW UNITS

10 20 30

BOARDING PARTIES

10

DECK CREWS

4

PROBES

5

LF RF L R LR RR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D D D

DEATH BOLT RACKS

1
2

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

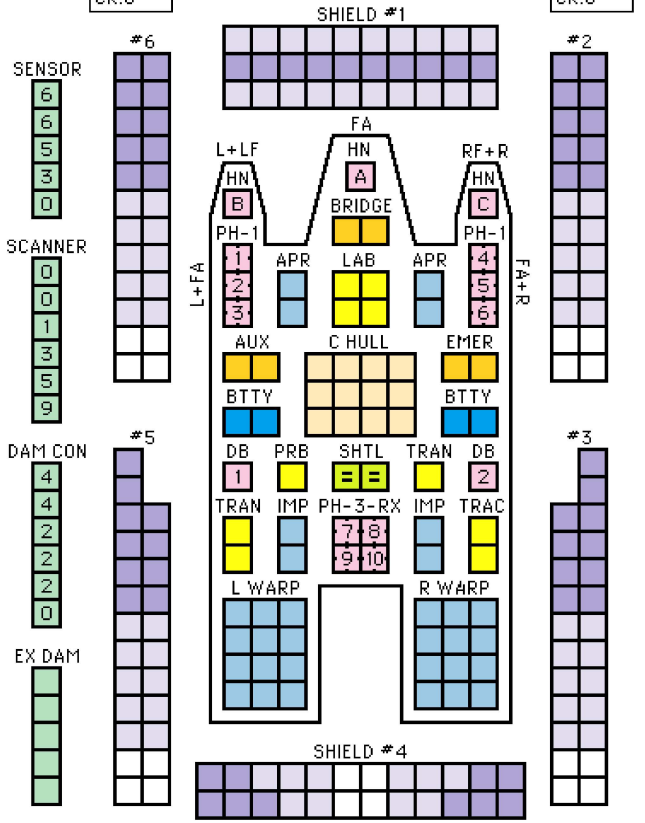
AS A CARRIER ESCORT, THIS SHIP INCLUDES READY RACKS AND TWO ADDITIONAL DECK CREWS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

SHIP DATA TABLE		
TYPE	=	CWE
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.24
Y175 REFIT	=	+2
INCLUDES LIMITED AEGIS		

SHIP DATA TABLE		
TYPE	=	CWA
POINT VALUE	=	130
REFERENCE	=	R19.24A
INCLUDES Y175 REFIT		
INCLUDES FULL AEGIS		

CWE
YS:168
DK:7
EX:17
CR:6

CWA
YS:175
DK:7
EX:17
CR:6



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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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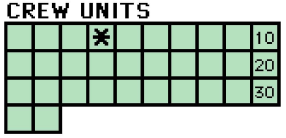
CARNIVON WAR BOMBARDMENT CRUISER

CREW UNITS



BOARDING PARTIES



DECK CREWS



PROBES





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

ADMINISTRATIVE SHUTTLES

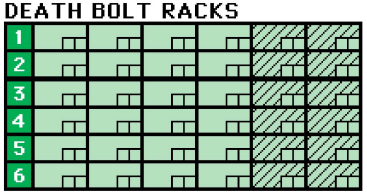
IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



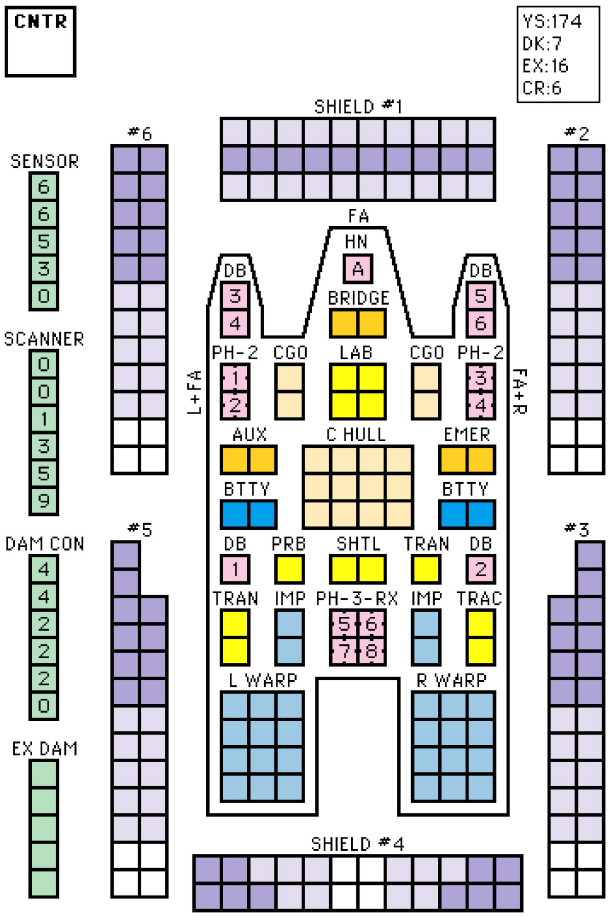
DEATH BOLT RACKS



DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	CWB
POINT VALUE	=	126/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.25
Y175 REFIT	=	+6



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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE

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

CARGO BOXES HOLD 200 SPACES OF SPARE DEATH BOLTS.

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

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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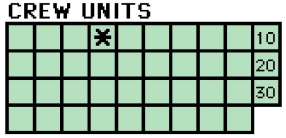
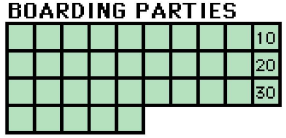
CARNIVON COMMANDO WAR CRUISER

CREW UNITS



BOARDING PARTIES



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	GAS
	A A	GAS
	A	HTS
	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



SHIP DATA TABLE

TYPE	=	CWG
POINT VALUE	=	120/98
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.26

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE

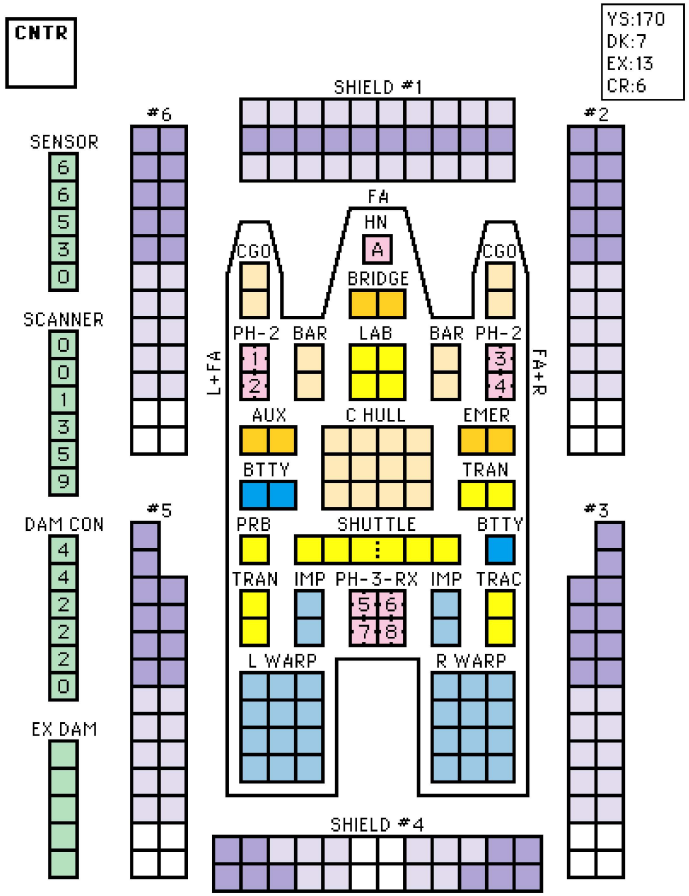
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



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

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



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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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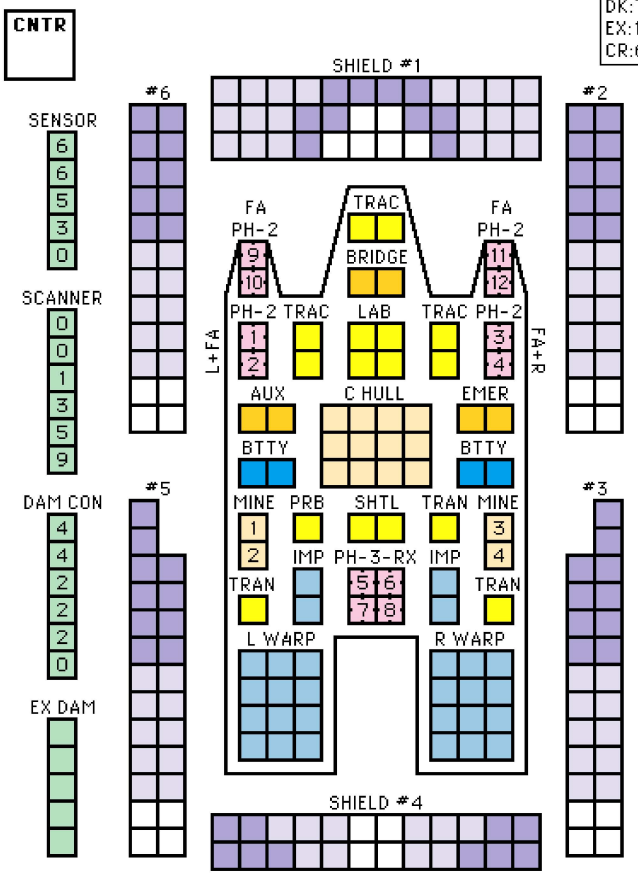
CARNIVON WAR CRUISER MINESWEEPER

YS:170
DK:7
EX:15
CR:6



CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

						8

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	MSS
						A	A	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWM
POINT VALUE	=	122/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.27

MINE RACKS

1	I	I	I	I
2	I	I	I	I
3	I	I	I	I
4	I	I	I	I

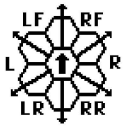
RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

TYPE II PHASER TABLE

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



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

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CARNIVON
WAR CRUISER PF TENDER

YS:182
DK:7
EX:14
CR:6

CNTR

CREW UNITS (10 / 20 / 30)

BOARDING PARTIES (10)

PROBES (5)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS (D D D D)

SHIP DATA TABLE

TYPE	= CWP
POINT VALUE	=125/105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.28

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

HET

BD

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

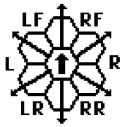
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

H&R
DERFACS

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 "DRONE" DAMAGE POINTS.



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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

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

SHIELD #1
#6
#2
#5
#3
SHIELD #4
FA
DC-FA B
HN A
DC-FA C
SEN 1
BRIDGE
SEN 2
PH-1 1 2
TRAC
REPAIR
TRAC
PH-1 3 4
L+FA
FA+R
AUX
C HULL
EMER
BTTY
BTTY
TRAC
PRB
SHTL
TRAN
TRAC
TRAN
IMP
PH-3-RX 5 6 7 8
IMP
LAB
L WARP
R WARP

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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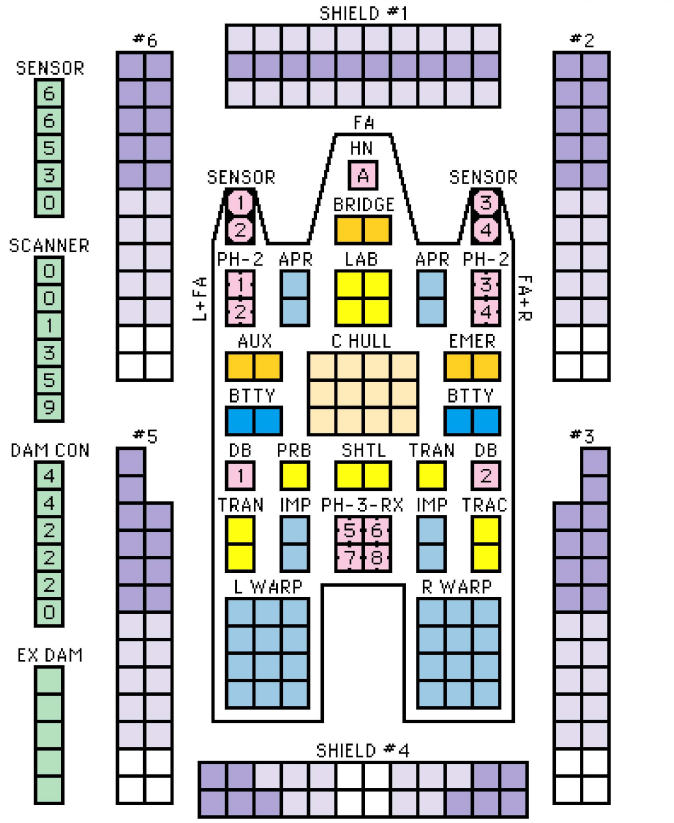
CARNIVON WAR CRUISER SCOUT

CNTR

YS:169
DK:7
EX:16
CR:6



CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

							8

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
						A A	
						A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	125/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.29
Y175 REFIT	=	+2

TURN MODE / SPEED

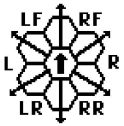
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE

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



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

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

DEATH BOLT RACKS

1							
2							

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CARNIVON LIGHT TACTICAL TRANSPORT

CREW UNITS

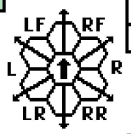
			*						10
									20
									30

BOARDING PARTIES

					6

PROBES

				5



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	
							A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

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

TRANSPORTER BOMBS

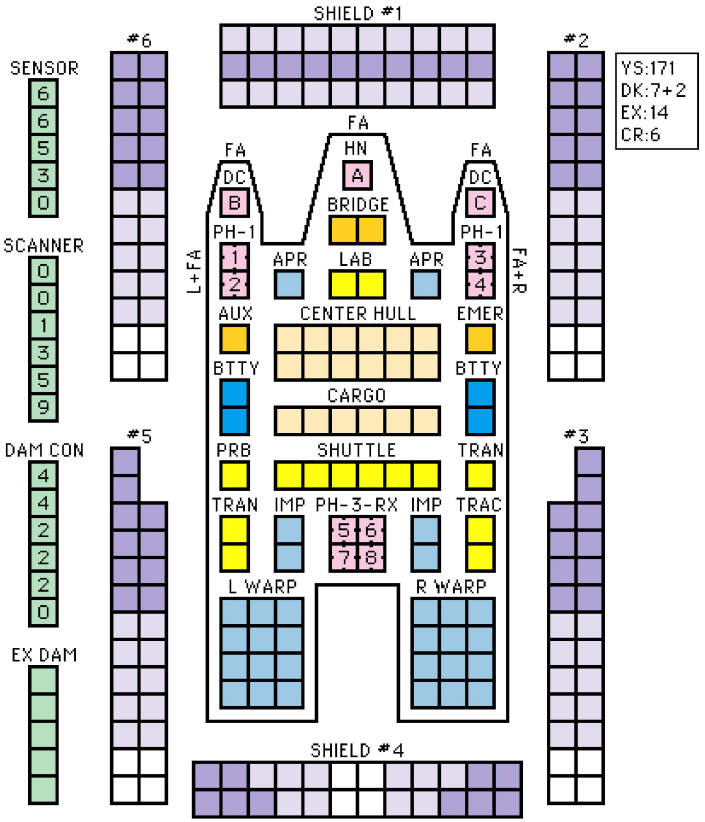
				D	D	D	D

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	124/96
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.30

CNTR

YS:171
DK:7+2
EX:14
CR:6



TYPE I OFFENSIVE PHASER TABLE

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

HET
BD

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

H&R
DERFACS

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

WITH NO PODS

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

SINGLE WEIGHT POD

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

DOUBLE WEIGHT POD

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

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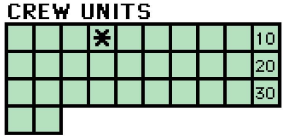
CARNIVON FAST WAR CRUISER

CREW UNITS



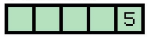
BOARDING PARTIES



DECK CREWS



PROBES



ADMINISTRATIVE SHUTTLES

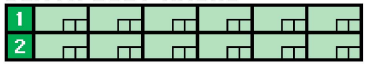
IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



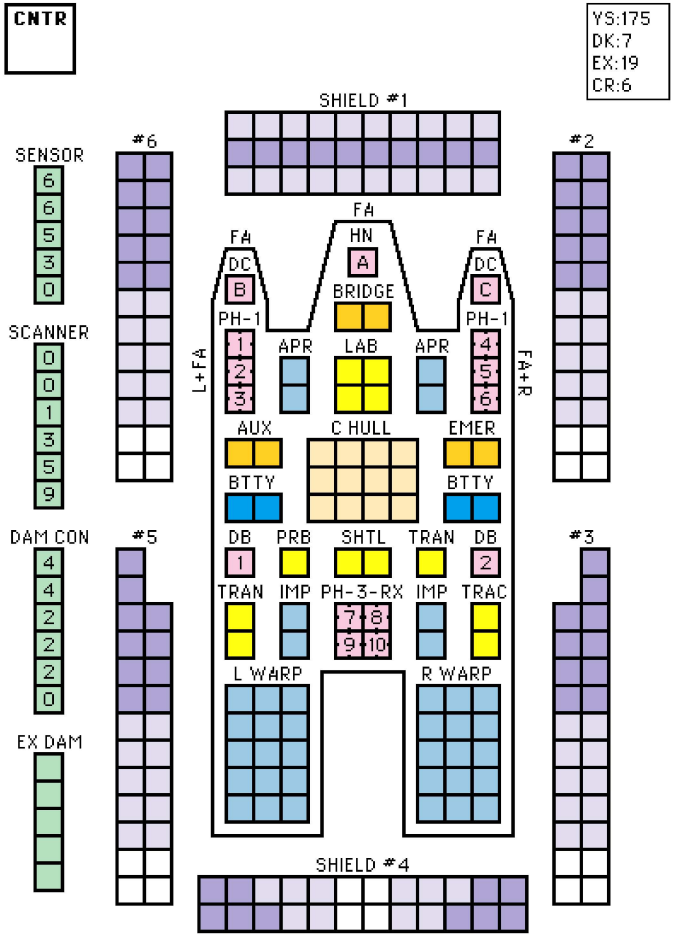
DEATH BOLT RACKS



DEATH BOLT RACKS ALWAYS HAD SIX SPACES AND TWO RELOADS.

SHIP DATA TABLE

TYPE	=	CWF
POINT VALUE	=	139
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.31



TURN MODE SPEED

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

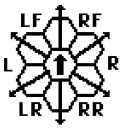
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0



H&R DERFACS

FA = LF + RF

RX = L + LR + RR + R

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CARNIVON DESTROYER LEADER

YS:130
DK:6
EX:10
CR:5

CNTR

CREW UNITS

10
20

BOARDING PARTIES

10

DECK CREWS

2

PROBES

5

LF RF L R LR RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

DEATH BOLT RACK

1

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

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

SHIP DATA TABLE

TYPE	=	DDL
POINT VALUE	=	82
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.32
PLUS REFIT (Y166)	=	+2
Y175 REFIT	=	+1

TURN MODE

B
HET
BD

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE 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

DISRUPTOR CANNON TABLE

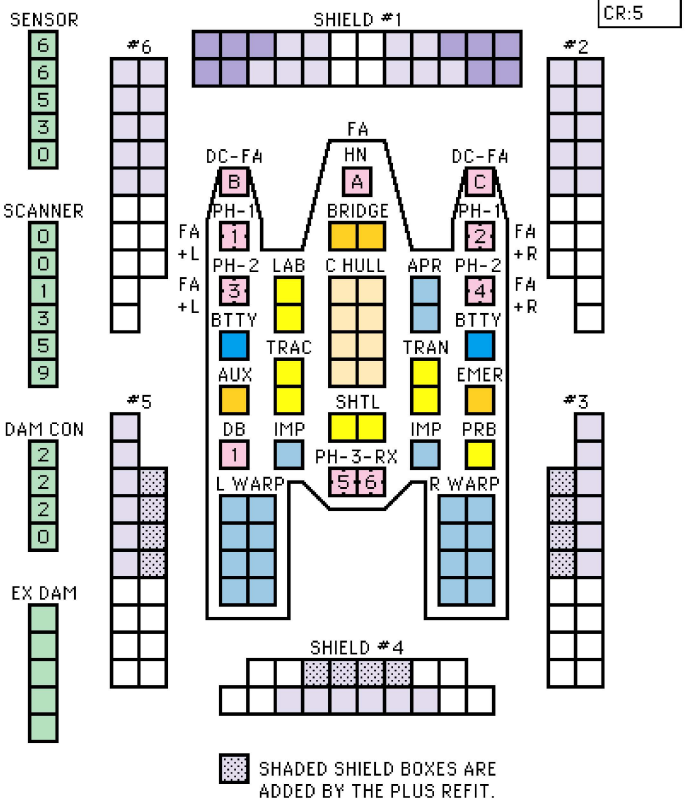
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	0	0

SENSOR 6 6 5 3 0

SCANNER 0 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM



SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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.	½	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

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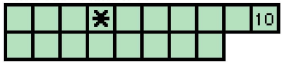
CARNIVON DESTROYER

CNTR

YS:124
DK:6
EX:10
CR:4

CREW UNITS



BOARDING PARTIES



DECK CREWS



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



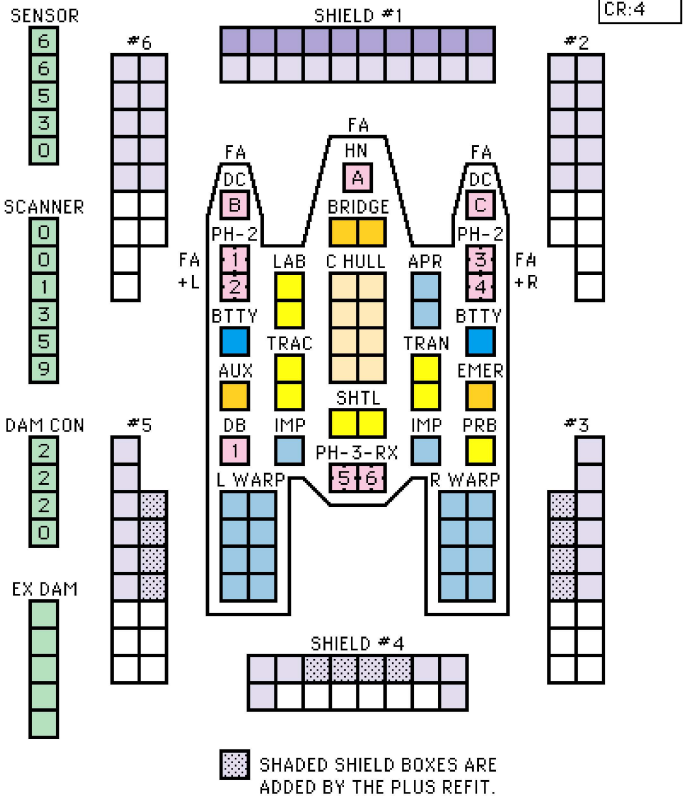
DEATH BOLT RACK



DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.33
PLUS REFIT (Y166)	=	+2
Y175 REFIT	=	+1



HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

TYPE II PHASER TABLE

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



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

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	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	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	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

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CARNIVON HEAVY WAR DESTROYER

YS:180
DK:7
EX:16
CR:6

CNTR

CREW UNITS

10 / 20 / 30

BOARDING PARTIES 8

DECK CREWS 10

HAS FOUR DECK CREWS, EACH ADDED FIGHTER OR DEATHBOLT RACK COMES WITH ONE DECK CREW.

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D

DEATHBOLT RACK 1

DEATH BOLT RACK ALWAYS HAD SIX SPACES AND TWO RELOADS.

SHIP DATA TABLE

TYPE	= HDW
POINT VALUE	= 115
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.34

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	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

WEAPON OPTIONS

D
E

APR REPLACEMENT

CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.

NON-WEAPON OPTIONS

1
2
3
4

CANNOT BE WEAPON OR POWER.

LF RF L R LR RR

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

ANTI-DRONE TABLE (FTR)

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

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

SENSOR 6 6 5 3 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

SHIELD #1 / #2 / #3 / #4 / #5 / #6

FA HN A BRIDGE
FA DC B PH-1 1 PH-2 3 TRAC
FA DC C PH-1 2 PH-2 4 BTTY
FA +L
FA +L
FA +R
FA +R
LAB AUX NWO 1 2 3 4 DB 1
C HULL PH-3-RX 5 6 7 8 OPT-RA D E
TRAN EMER APR* PRB
SHTL = IMP
SHTL = IMP
L WARP
C WARP
R WARP

*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE TWO SHUTTLE BOXES ON THE RIGHT SIDE OF THE SSD. IF THE NON-WEAPON OPTIONS ARE CONFIGURED AS SHUTTLES, THEY FORM ONE CONTIGUOUS BAY WITH THE SHUTTLE BOXES ON THE LEFT SIDE OF THE SHIP. IF THE WEAPON OPTIONS ARE CONFIGURED AS SHUTTLES, THE TWO BAYS ARE CONNECTED AS A TUNNEL DECK (J1.58) WITH TWO HATCHES.

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CARNIVON WAR DESTROYER LEADER

YS:169
DK:6
EX:13
CR:5

CNTR

CREW UNITS

10 20

BOARDING PARTIES

10

DECK CREWS

2

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

DEATH BOLT RACK

1

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	99
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.35
Y175 REFIT	=	+1

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

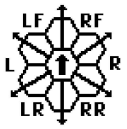
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

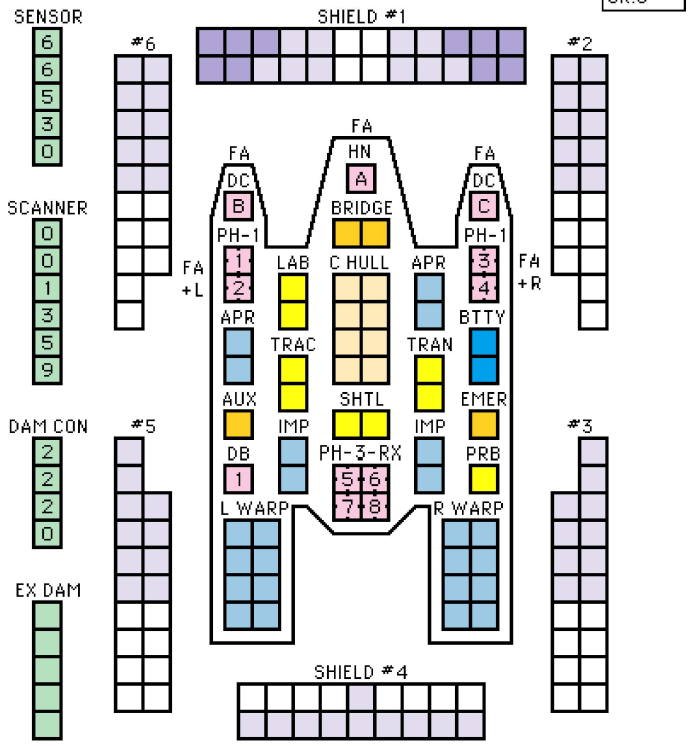
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	0	0



FA = LF + RF
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.	½	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

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CARNIVON WAR DESTROYER

YS:167
DK:6
EX:12
CR:4

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

DECK CREWS

TRANSPORTER BOMBS

PROBES

DEATH BOLT RACK

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

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

SHIP DATA TABLE		
TYPE	=	DW
POINT VALUE	=	92
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.36
Y175 REFIT	=	+1

CNTR

SENSOR 6 6 5 3 0

SCANNER 0 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

FA DC B PH-1 1 PH-2 3 BTTY AUX DB 1 L WARP

FA HN A BRIDGE LAB C HULL TRAC IMP SHTL PH-3-RX 5 6 7 8

FA DC C PH-1 2 PH-2 4 BTTY TRAN IMP EMER PRB R WARP

FA +L FA +L FA +R FA +R

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE 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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	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	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	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

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CARNIVON MOBILE CARRIER

YS:174
DK:6
EX:12
CR:5

CNTR

CREW UNITS

10
20

BOARDING PARTIES 8

DECK CREWS 8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D

SHIP DATA TABLE

TYPE	=	DWV
POINT VALUE	=	98/90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.37

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

ANTI-DRONE TABLE (FTR)

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

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

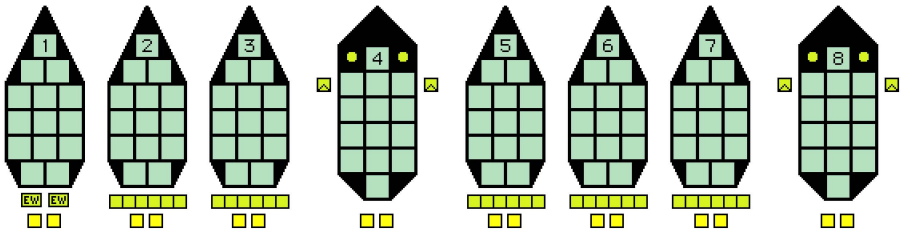
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

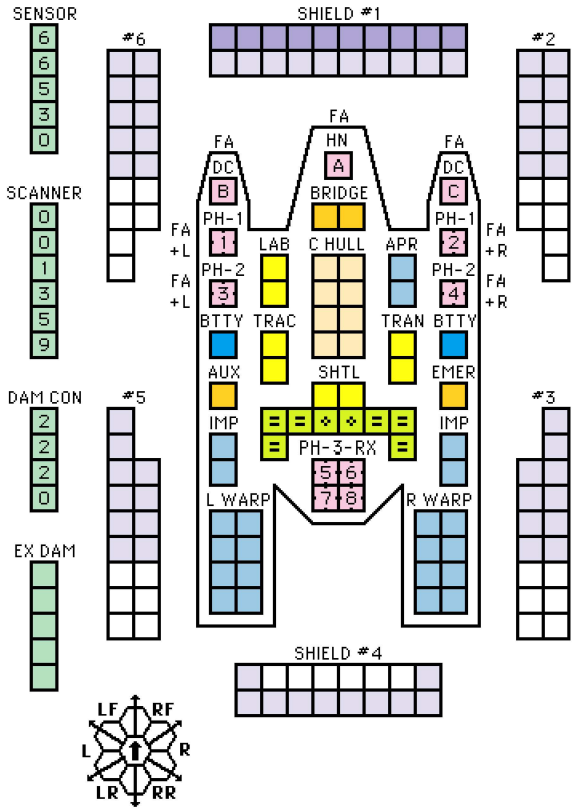
TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4
DAMAGE,OVLD	15	15	12	12	9	0	0





JK-4 FIGHTERS	JK-4E FIGHTER	HY-3 FIGHTERS
2xPh-3-FA	2xPh-3-FA	2xPh-3-FA
DFR = 3	DFR = 3	DFR = 2
CRIPPLED = 10	CRIPPLED = 10	CRIPPLED = 11
SPEED = 15	SPEED = 15	SPEED = 15
BPV = 11	BPV = 13	BPV = 12

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.	½	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

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CARNIVON ESCORT WAR DESTROYER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

DECK CREWS

TRANSPORTER BOMBS

PROBES

DEATH BOLT RACK

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE		
TYPE	=	DWE
POINT VALUE	=	98
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.38
Y175 REFIT	=	+1
INCLUDES LIMITED AEGIS		

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

SHIP DATA TABLE		
TYPE	=	DWA
POINT VALUE	=	107
REFERENCE	=	R19.38A
INCLUDES Y175 REFIT		
INCLUDES FULL AEGIS		

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

LF RF L R LR RR

FA = LF + RF

RX = L + LR + RR + R

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

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.	½	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

CARNIVON WAR DESTROYER SCOUT

CREW UNITS

			✱						10
									20

BOARDING PARTIES

					6

DECK CREWS

	2

PROBES

				5

DEATH BOLT RACK

1									

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DWS
POINT VALUE	=	104/82
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.39
Y175 REFIT	=	+1

TURN MODE

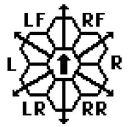
		SPEED
B	1	2 - 5
	2	6 - 10
HET	3	11-15
	4	16-21
	5	22-28
BD	6	29+

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE

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



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

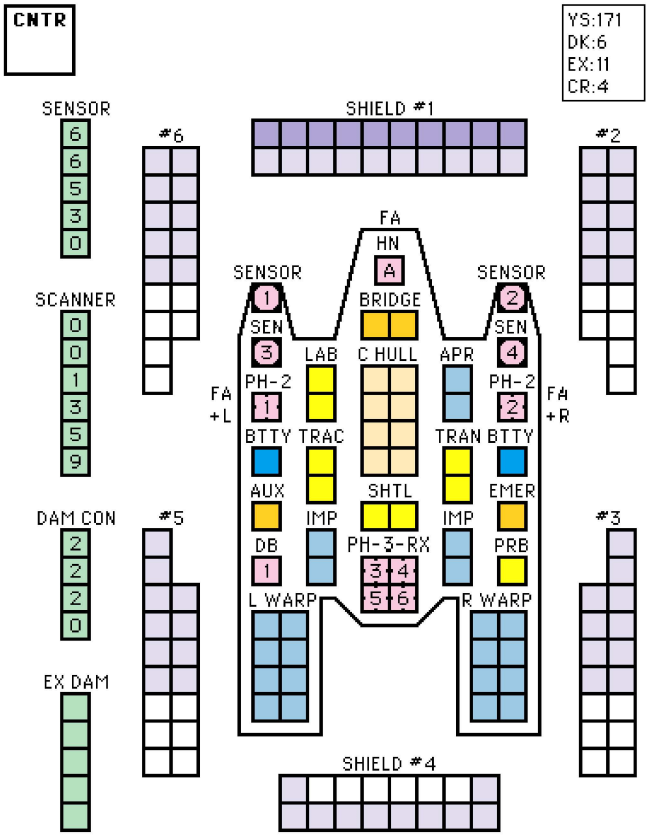
TYPE III DEFENSE PHASER

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

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 #1 AND #2 ARE DESTROYED ON "TORPEDO" DAMAGE POINTS, SPECIAL SENSORS #3 AND #4 ARE DESTROYED ON "PHASER" 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	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.	½	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

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CARNIVON WAR DESTROYER MINESWEEPER

CREW UNITS

			✱						10
									20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
							A	A	MSS
							A	A	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DWM
POINT VALUE	=	98/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.40
Y175 REFIT	=	+1

MINE RACKS

1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I

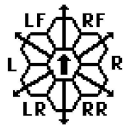
RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

TYPE II PHASER TABLE

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



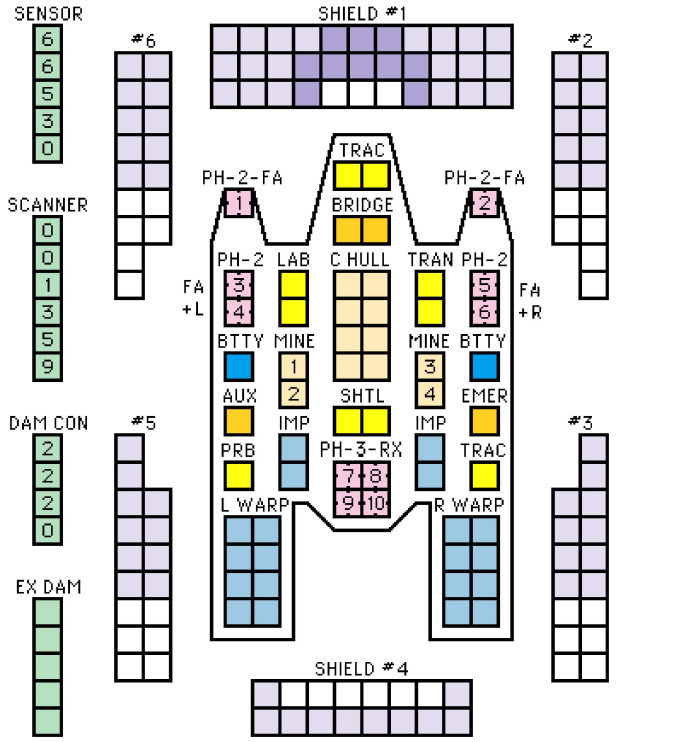
FA = LF + RF
RX = L + LR + RR + R

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

CNTR

YS:170
DK:6
EX:11
CR:4



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.	½	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

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CARNIVON COMMANDO WAR DESTROYER

CNTR

YS:170
DK:6
EX:10
CR:4

CREW UNITS

			*						10
									20

BOARDING PARTIES

									10
									20
									30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS									NOTES
							A	A		
							A	A		
								A	A	GAS
								A	A	GAS
							A			HTS
							A			

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DWG
POINT VALUE	=	98/82
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	19.41

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE

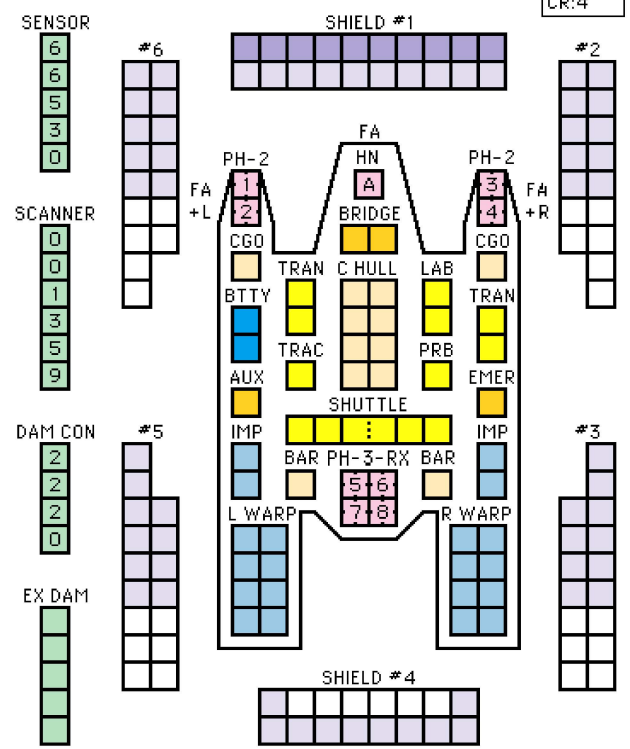
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



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

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



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX $\boxed{5}$ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	$\boxed{5}$	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.	½	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

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CARNIVON WAR DESTROYER PF TENDER

CNTR

YS:182
DK:6
EX:10
CR:4

CREW UNITS

10
20

BOARDING PARTIES

6

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

SHIP DATA TABLE

TYPE	= DWP
POINT VALUE	= 100/82
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.42

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

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

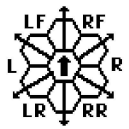
TYPE II PHASER TABLE

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

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

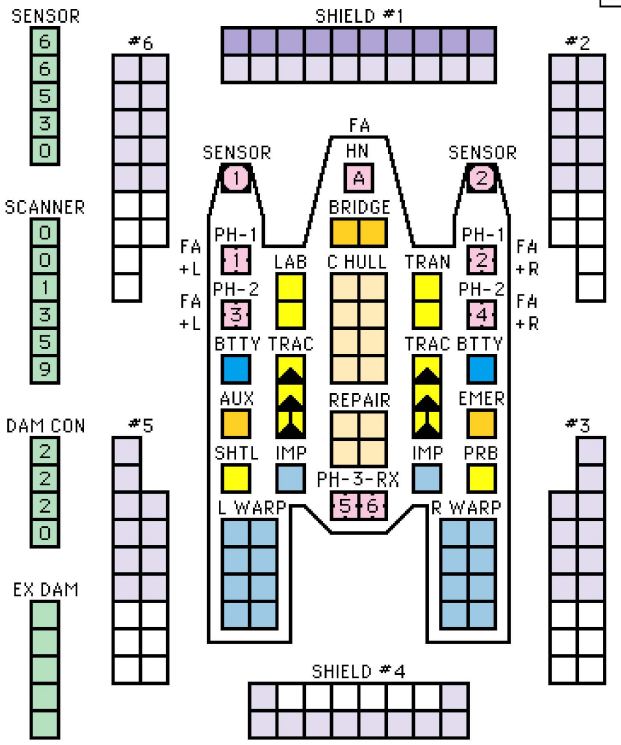
SPECIAL SENSORS ARE DESTROYED ON "DRONE" DAMAGE POINTS.



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

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



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.	½	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

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CARNIVON WAR DESTROYER STRATEGIC TRANSPORT

CREW UNITS

			✱					10
								20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
						A	A	
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DWT
POINT VALUE	=	104/79
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.43

CNTR

YS:171
DK:6+2
EX:10
CR:4

SENSOR 6 6 5 3 0

SCANNER 0 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHIELD #1

#6 #2 #5 #3

SHIELD #4

CGO BRDG CGO

C HULL

PH-1 1 CGO CGO PH-1 2

FA +L FA +L FA +R FA +R

PH-2 3 PH-2 4

LAB TRAC BTTY TRAN LAB

AUX SHTL EMER

IMP IMP

TRAN PH-3-RX PRB

5 6 7 8

L WARP R WARP

TYPE I OFFENSIVE PHASER TABLE

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

HET

BD

NO POD

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

TYPE II PHASER TABLE

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

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

ONE OR TWO PODS

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

LF RF L R LR RR

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

THIS SHIP CAN ONLY CARRY ONE POD, WHICH CAN BE A DOUBLE-WEIGHT POD. PODS CARRIED BY THIS SHIP ARE INACTIVE, I.E., THEIR POWER SYSTEMS PRODUCE NO POWER, THEIR SYSTEMS CANNOT BE OPERATED, AND THEY HAVE NO CREW OR BOARDING PARTIES.

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

POD WT	MOVE COST	HET COST	EM COST
0	.50	2.50	3
1	.75	3.75	4.50
2	1	5	6

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.	½	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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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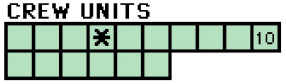
CARNIVON FRIGATE LEADER

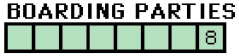
CNTR

YS:130
DK:5
EX:9
CR:4

CREW UNITS



BOARDING PARTIES



DECK CREWS



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



DEATH BOLT RACK



DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

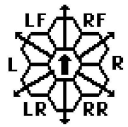
SHIP DATA TABLE

TYPE	=	FFL
POINT VALUE	=	66
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.44
PLUS REFIT (Y166)	=	+6
Y175 REFIT	=	+1

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	10	8	8	6	6
DAMAGE,OVLD	15	15	12	12	9	0

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



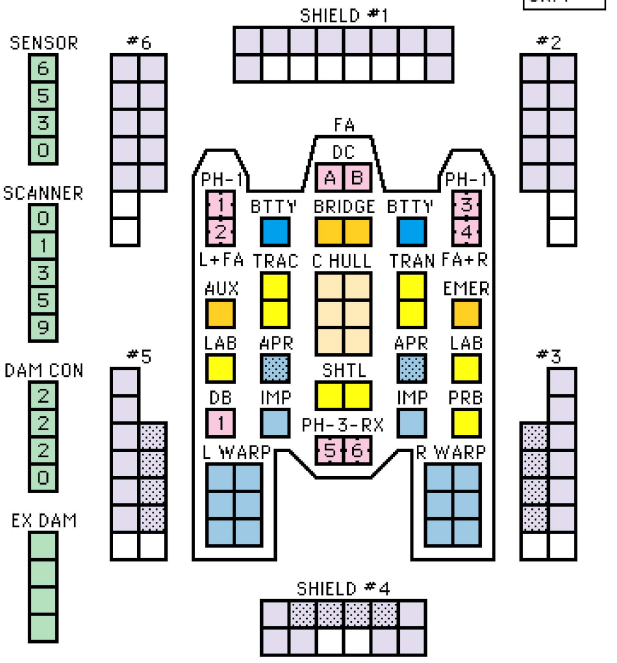
FA = LF + RF
RX = L + LR + RR + R

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

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.	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 FRIGATE

CNTR

CREW UNITS

									10
			✱						

BOARDING PARTIES

					6

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
					A	A	
					A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

DEATH BOLT RACK

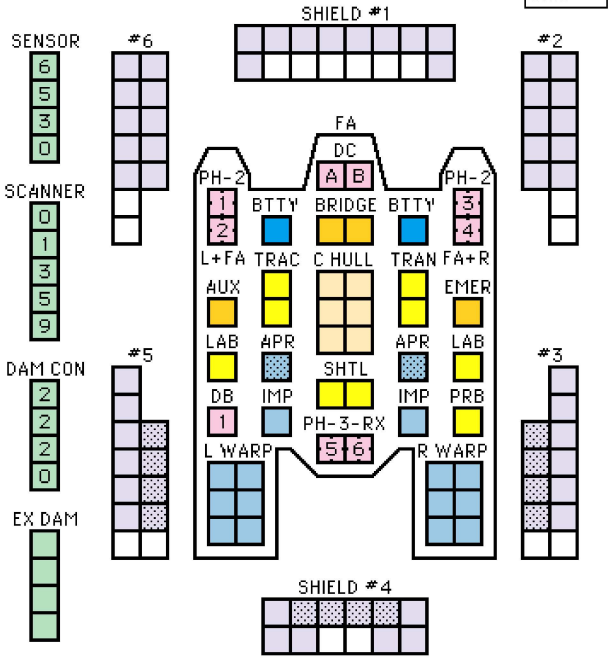
1								

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	60
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.45
PLUS REFIT (Y166)	=	+6
Y175 REFIT	=	+1

YS:124
DK:5
EX:9
CR:3



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

DISRUPTOR CANNON TABLE

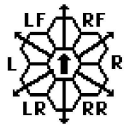
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	10	8	8	6	6
DAMAGE,OVLD	15	15	12	12	9	0

TURN MODE	SPEED
A	1
HET	2
	3
BD	4
	5

SPEED
2 - 6
7 - 12
13 - 19
20 - 26
27+

TYPE II PHASER TABLE

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



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

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

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CARNIVON ESCORT CARRIER

CREW UNITS 10

BOARDING PARTIES 6

DECK CREWS 6

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS D D

ANTI-DRONE TABLE (FTR)

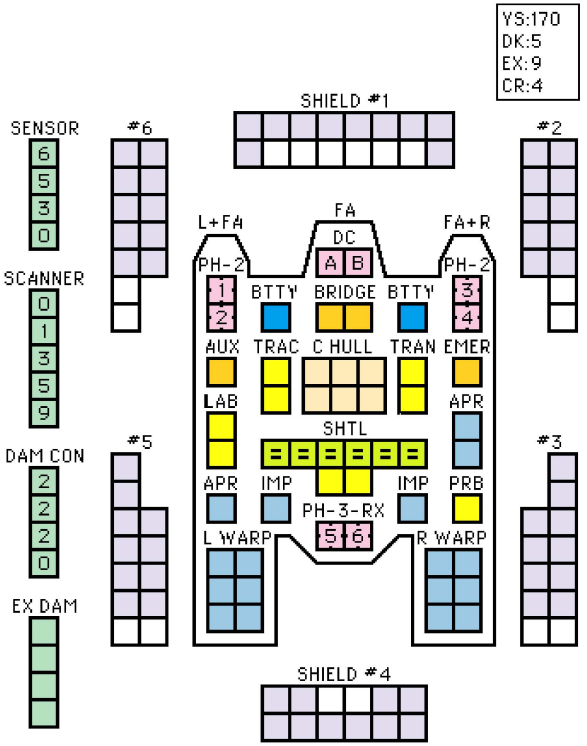
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

SHIP DATA TABLE

TYPE	=	FFV
POINT VALUE	=	70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.46

CNTR

YS:170
DK:5
EX:9
CR:4



DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	10	8	8	6	6
DAMAGE,OVLD	15	15	12	12	9	0

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

TYPE II PHASER TABLE

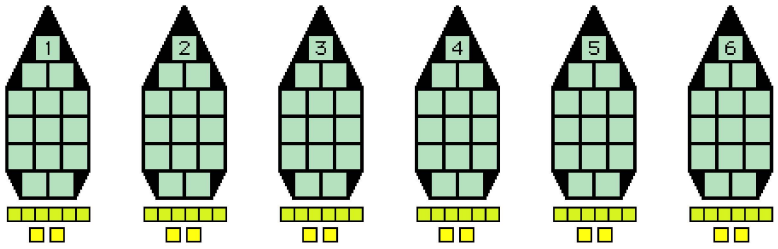
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



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

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



JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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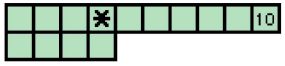
CARNIVON ESCORT FRIGATE

CREW UNITS



BOARDING PARTIES



DECK CREWS



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



DEATH BOLT RACK

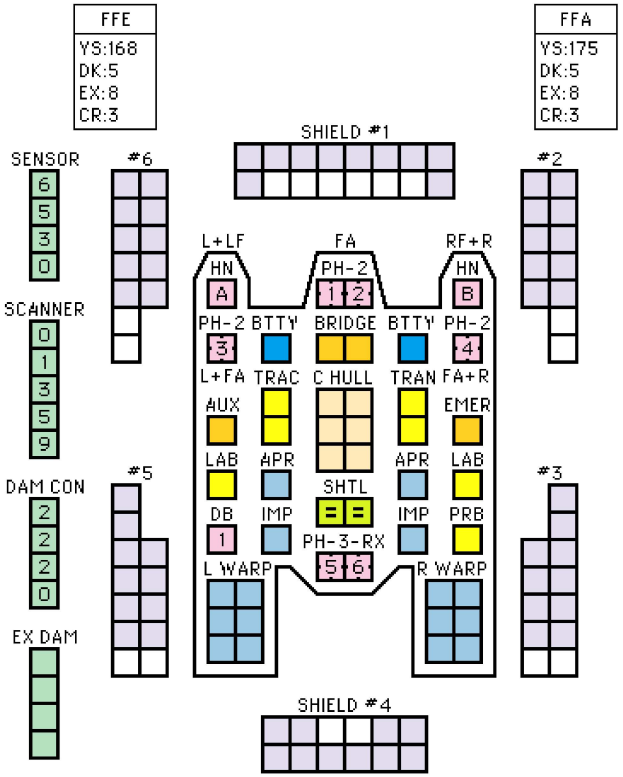


DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE		
TYPE	=	FFE
POINT VALUE	=	69
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.47
Y175 REFIT	=	+1
INCLUDES LIMITED AEGIS		

CNTR





SHIP DATA TABLE		
TYPE	=	FFA
POINT VALUE	=	75
REFERENCE	=	R19.47A
INCLUDES Y175 REFIT		
INCLUDES FULL AEGIS		

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE

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



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

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

TYPE III DEFENSE PHASER

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

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

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CARNIVON FRIGATE SCOUT

YS:129
DK:5
EX:8
CR:3

CNTR

CREW UNITS

										10
			✱							

BOARDING PARTIES

			4

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
					A	A	
					A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

DEATH BOLT RACK

1							

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

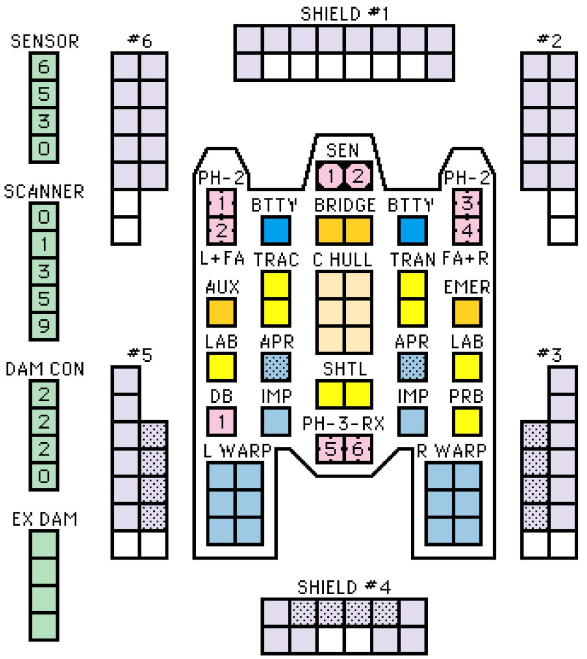
TYPE	=	FFS
POINT VALUE	=	70/53
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.48
PLUS REFIT (Y166)	=	+6
Y175 REFIT	=	+1

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 "DRONE" DAMAGE POINTS.

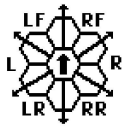
TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

TYPE II PHASER TABLE

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



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

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

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CARNIVON MINEHUNTER FRIGATE

YS:161
DK:5
EX:7
CR:3

CNTR

CREW UNITS

									10
			✱						

BOARDING PARTIES

			4

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
					A	A	MSS
					A	A	MSS

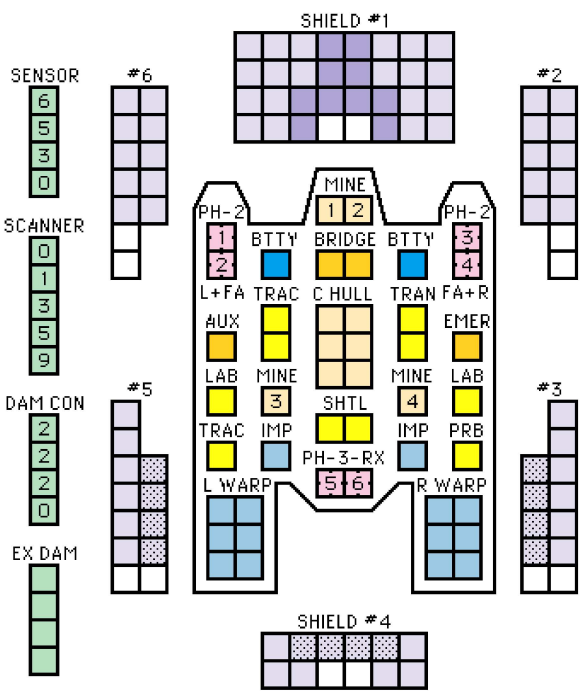
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	FFM
POINT VALUE	=	70/55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.49
PLUS REFIT (Y166)	=	+2
Y175 REFIT	=	+1



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

MINE RACKS

1				
2				
3				
4				

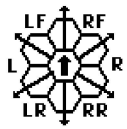
RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

TYPE II PHASER TABLE

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



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

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

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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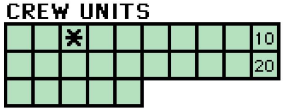
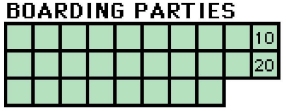
CARNIVON COMMANDO FRIGATE

CREW UNITS



BOARDING PARTIES



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	GAS
	A A	GAS
	A A	HTS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

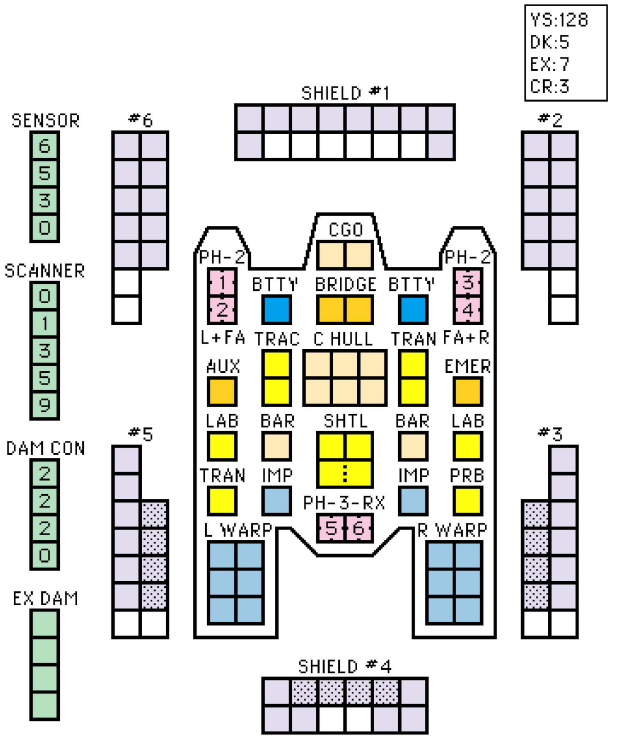
TRANSPORTER BOMBS



SHIP DATA TABLE		
TYPE	=	FFG
POINT VALUE	=	67/50
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.50
PLUS REFIT (Y166)	=	+2

CNTR

YS:128
DK:5
EX:7
CR:3



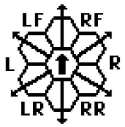
SHADED BOXES ARE ADDED BY THE PLUS REFIT.

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

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

TYPE II PHASER TABLE

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



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

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

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CARNIVON FAST CARRIER RESUPPLY SHIP

CREW UNITS

		*							10

REPL CREW

					6

BOARDING PARTIES

			4

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
					A	A	
					A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

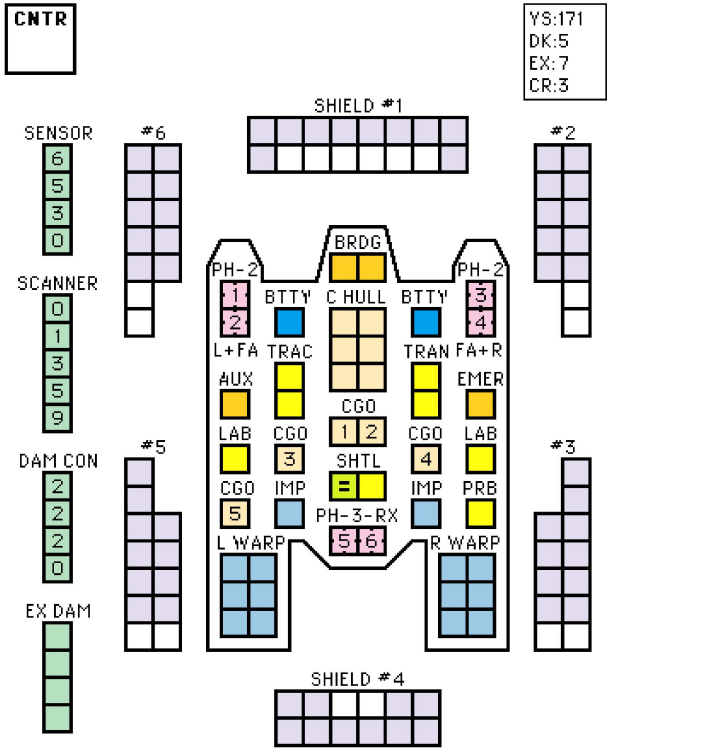
		D	D

SHIP DATA TABLE		
TYPE	=	FCR
POINT VALUE	=	67/50
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.51
LIMITED AEGIS		

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

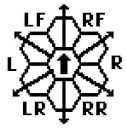
TURN MODE	SPEED
A	1
HET	2
	3
BD	4
	5

SPEED	2 – 6
	7 – 12
	13 – 19
	20 – 26
	27+



TYPE II PHASER TABLE

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



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

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

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CARNIVON THEATER TRANSPORT FRIGATE

CREW UNITS: 10

BOARDING PARTIES: 4

PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

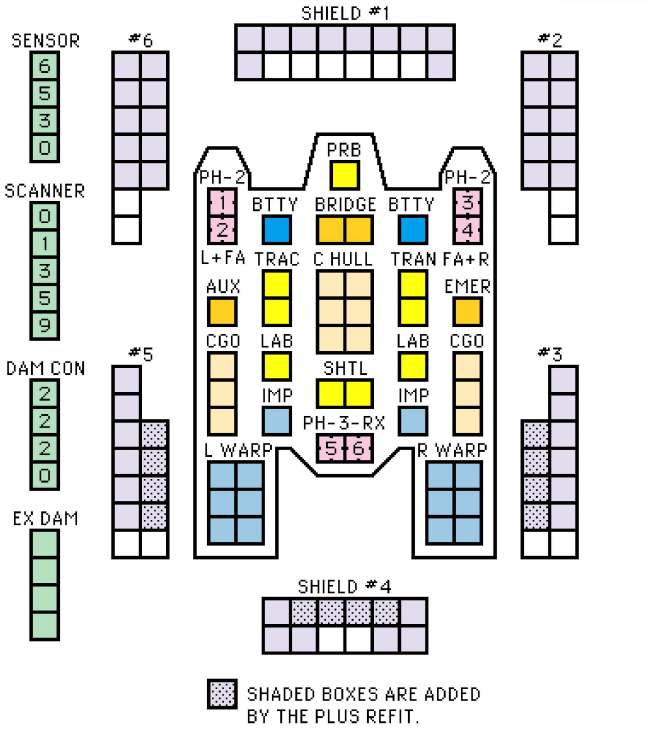
TRANSPORTER BOMBS: D D

SHIP DATA TABLE

TYPE	=	FFT
POINT VALUE	=	67/50
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.52
PLUS REFIT (Y166)	=	+2

CNTR

YS:133
DK:5+4
EX:7
CR:3



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

TYPE II PHASER TABLE

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

POD WT	MOVE COST	HET COST	EM COST
0	.33	1.67	2
1	.67	3.33	4
2	1	5	6

HET
BD

NO POD

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

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ONLY CARRY ONE POD, WHICH CAN BE A DOUBLE-WEIGHT POD. PODS CARRIED BY THIS SHIP ARE INACTIVE, I.E., THEIR POWER SYSTEMS PRODUCE NO POWER, THEIR SYSTEMS CANNOT BE OPERATED, AND THEY HAVE NO CREW OR BOARDING PARTIES.

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

ONE OR TWO PODS

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

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CARNIVON POLICE FLAGSHIP

YS:132
DK:5
EX:7
CR:4

CNTR

CREW UNITS

10

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	MSS
	A A	GAS
	A	HTS
	A	

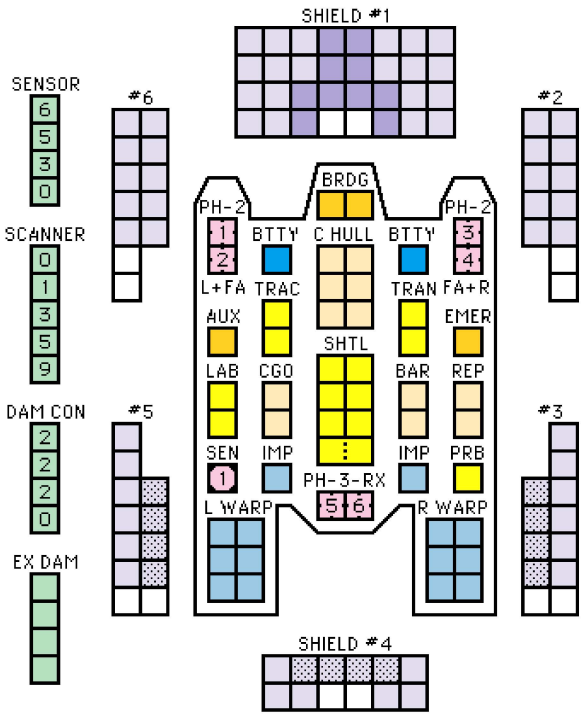
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE	=	FLG
POINT VALUE	=	66/52
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.53
PLUS REFIT (Y166)	=	+2



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

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 SENSOR IS DESTROYED ON "DRONE" DAMAGE POINTS.

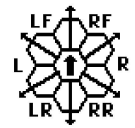
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

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

TYPE II PHASER TABLE

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



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

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

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CARNIVON POLICE CORVETTE

YS:124
DK:4
EX:7
CR:3

CNTR

CREW UNITS



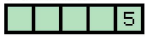
BOARDING PARTIES



DECK CREWS



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



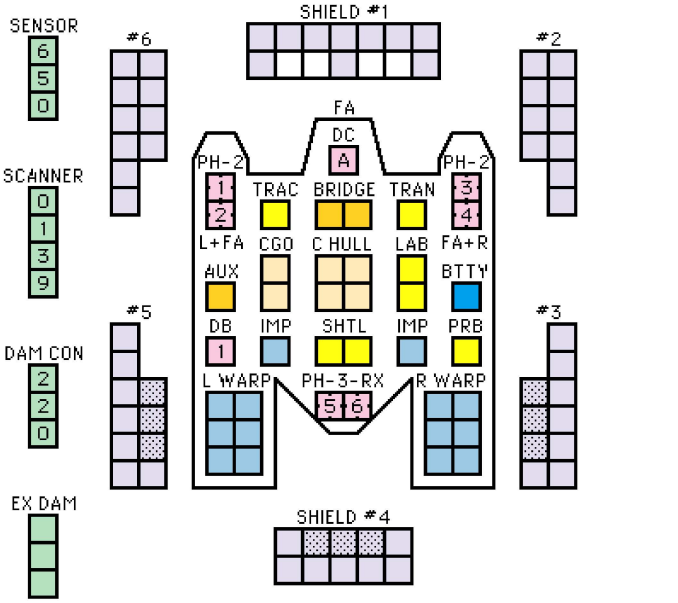
DEATH BOLT RACK



DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

SHIP DATA TABLE

TYPE	=	POL
POINT VALUE	=	48
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.54
PLUS REFIT (Y166)	=	+2
Y175 REFIT	=	+1



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	10	8	8	6	6
DAMAGE,OVLD	15	15	12	12	9	0

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

TYPE II PHASER TABLE

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



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

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

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

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

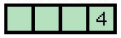
CARNIVON POLICE CARRIER

YS:169
DK:4
EX:7
CR:3

CREW UNITS



BOARDING PARTIES



DECK CREWS



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS



ANTI-DRONE TABLE (FTR)

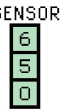
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

SHIP DATA TABLE

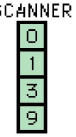
TYPE	=	PV
POINT VALUE	=	54/50
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R19.55

CNTR

SENSOR



SCANNER

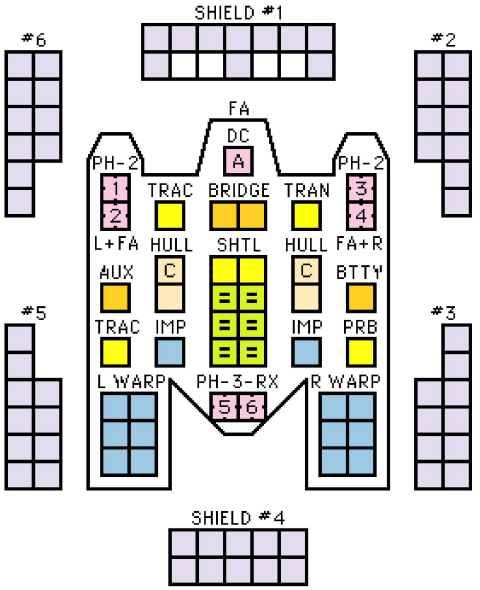


DAM CON



EX DAM





DISRUPTOR CANNON TABLE

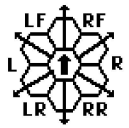
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	10	8	8	6	6
DAMAGE,OVLD	15	15	12	12	9	0

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

NIMBLE SHIP

TYPE II PHASER TABLE

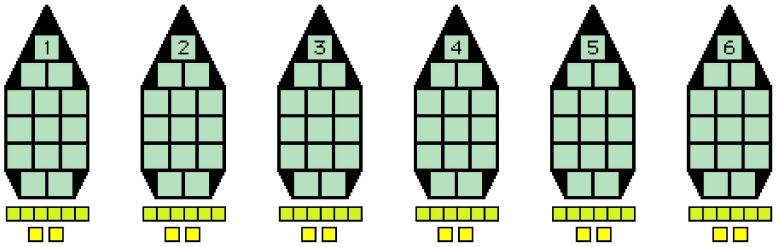
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



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

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



JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

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

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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CARNIVON FLEET TUG

YS:134
DK:10+2
EX:19
CR:8

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

TYPE	=	TG
POINT VALUE	=	140/123
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R19.56
PLUS REFIT (Y166)	=	+3
DERFACS REFIT (Y169)	=	+0
Y175 REFIT	=	+2

CNTR

SENSOR 6 6 6 5 3 0

SCANNER 0 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #1

#6 #2 #5 #3

SHIELD #4

FA HN A B BRIDGE FA DC C D DC E F

PH-1 1 2 LAB PRB APR PH-1 3 4

L+FA FA+R

CENTER HULL

AUX EMER

BTTY TRAC TRAN TRAC BTTY

DB 1 CARGO DB 2

SHTL PH-3-RX 5 6 7 8 9 SHTL

L WARP IMPULSE R WARP

SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

TYPE I OFFENSIVE PHASER TABLE

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

HET BD

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

DEATH BOLT RACKS

1
2

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

WITH 0 OR 1 POD WEIGHT

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

WITH 2 POD WEIGHTS

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

WITH 3 POD WEIGHTS

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4
DAMAGE,OVLD	15	15	12	12	9	0	0	0

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

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

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

WARP ENERGY MOVEMENT COST = 2 [5] = HET COST ⑥ = EM WARP COST

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

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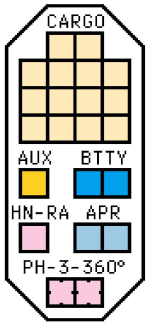
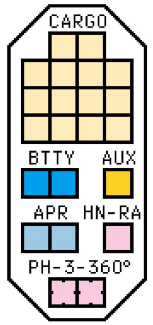
CARNIVON PODS #1

CARNIVON SELF-DEFENSE PODS



POD DATA TABLE		
TYPE	=	P-SD
BPV	=	28/14@
SIZE	=	4°
REF	=	R19.58

YS:134
DK:3
EX:+2
CR:+0



SELF-DEFENSE PODS ARE SINGLE-WEIGHT PODS.



RA = LR + RR

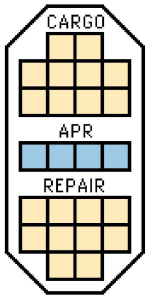
SELF-DEFENSE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

LEFT POD
CREW UNITS [*] 6
CNTR
BRDING PARTIES 2

RIGHT POD
CREW UNITS [*] 6
CNTR
BRDING PARTIES 2

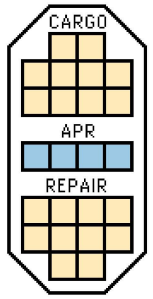
PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS AND HEEL-NIPPER LETTERS FOR RECORD KEEPING.

CARNIVON REPAIR PODS

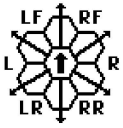


POD DATA TABLE		
TYPE	=	P-R
BPV	=	18/12@
SIZE	=	4°
REF	=	R19.59

YS:155
DK:3
EX:+1
CR:+0



REPAIR PODS ARE SINGLE-WEIGHT PODS.



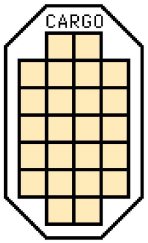
REPAIR PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

LEFT POD
CREW UNITS [*] 9
CNTR
BRDING PARTIES 2

RIGHT POD
CREW UNITS [*] 9
CNTR
BRDING PARTIES 2

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

CARNIVON CARGO PODS



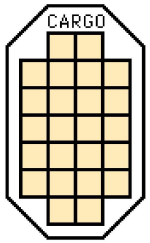
CNTR

POD DATA TABLE		
TYPE	=	P-C
CREW	=	0
BPS	=	0
BPV	=	14/10@
SIZE	=	4°
REF	=	R19.57

YS:134
DK:3
EX:+0
CR:—



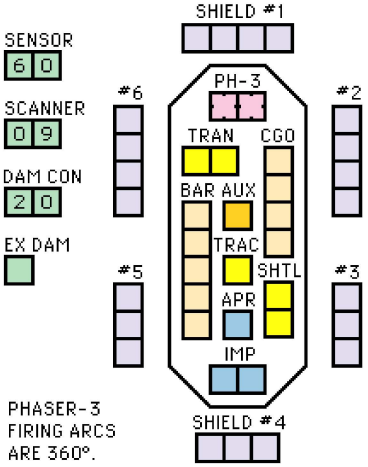
CNTR



CARGO PODS ARE SINGLE-WEIGHT PODS.

CARGO PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

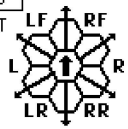
CARNIVON TROOP TRANSPORT PODS



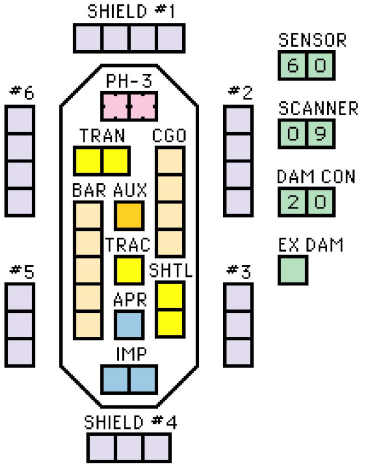
POD DATA TABLE		
TYPE	=	P-T
BPV	=	30/20@
SHIELD	=	1/2+0
LIFE	=	1/2
SIZE	=	4°
REF	=	R19.60

YS:137
DK:3
EX:+1
CR:+0

TROOP TRANSPORT PODS ARE SINGLE-WEIGHT PODS.



TROOP TRANSPORT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.



PHASER-3 FIRING ARCS ARE 360°.

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

LEFT POD
CREW UNITS [*] 10 20
CNTR
BOARDING PARTIES 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	GAS
	A A	GAS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TROOP TRANSPORT PODS CAN LAND ON AND TAKE OFF FROM PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

TRANSFERS BETWEEN THE SHUTTLE BAY OF A TROOP TRANSPORT POD AND THE SHUTTLE BAY OF ANOTHER POD OR THE TUG TO WHICH IT IS ATTACHED BY (J1.59) ARE NOT POSSIBLE.

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.

RIGHT POD
CREW UNITS [*] 10 20
CNTR
BOARDING PARTIES 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	GAS
	A A	GAS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

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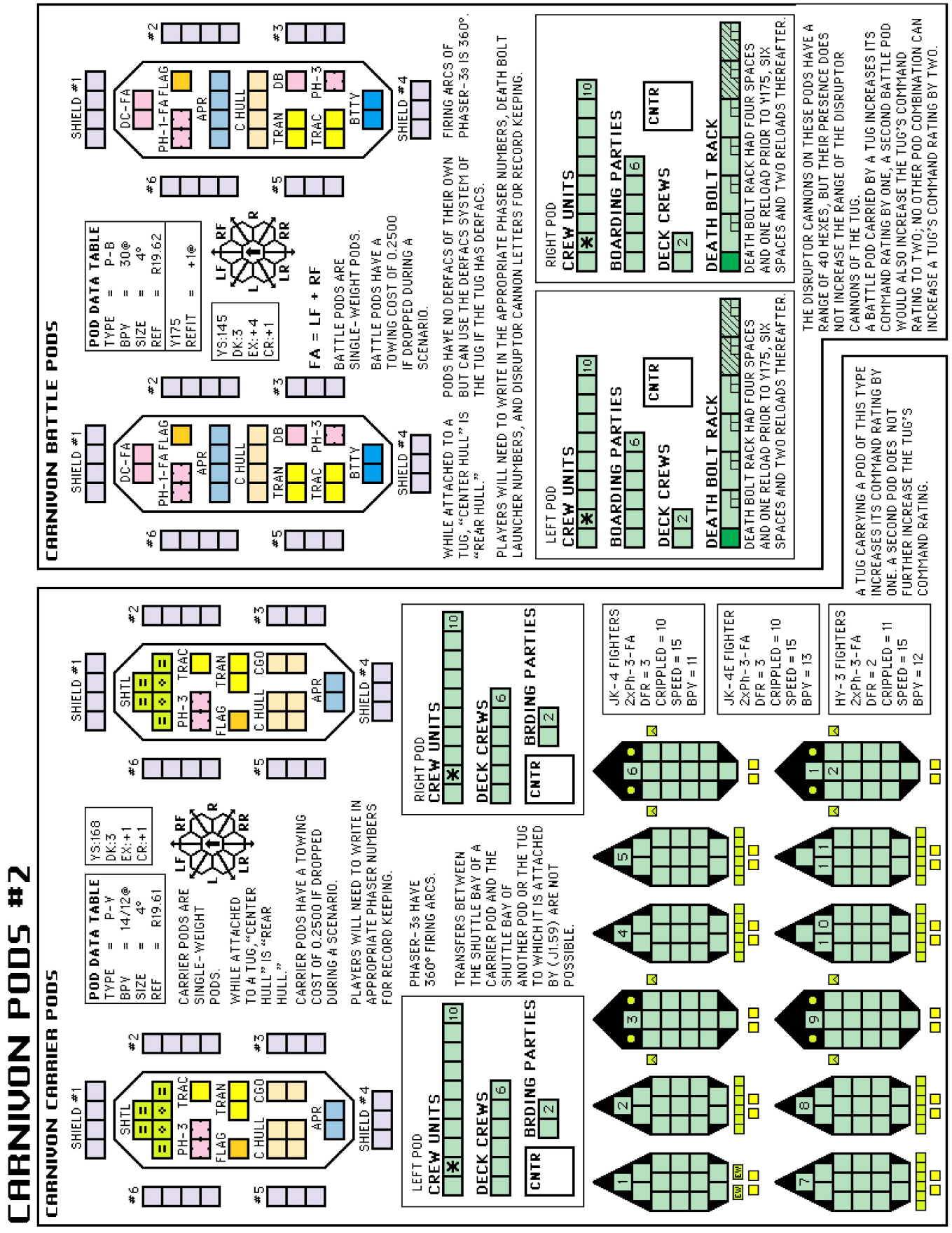
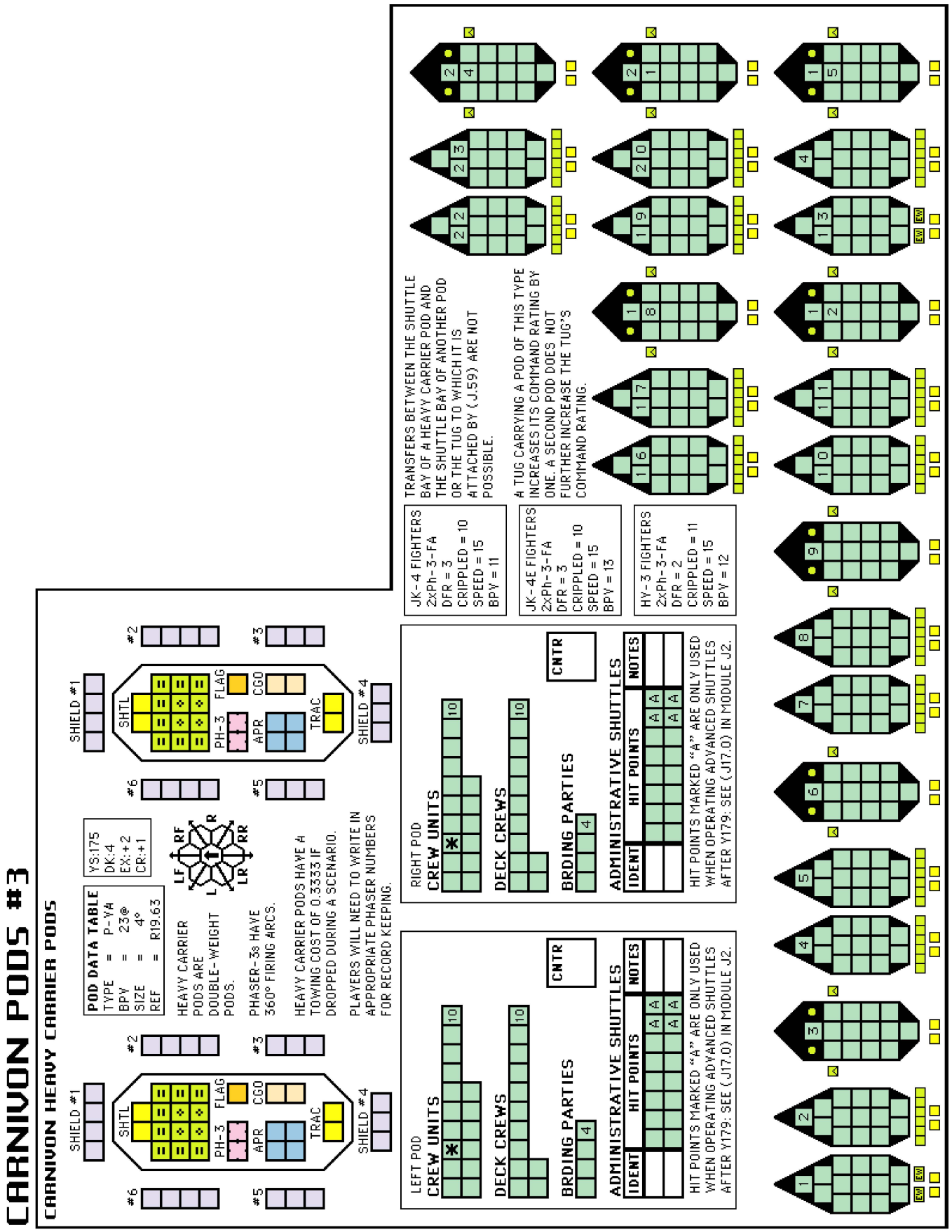

CARNIVON PODS #2
CARNIVON CARRIER PODS
POD DATA TABLE
TYPE = P-Y
BPV = 14/12@
SIZE = 4°
REF = R19.61
YS:168
DK:3
EX:+1
CR:+1
CARRIER PODS ARE SINGLE-WEIGHT PODS.
WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."
CARRIER PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.
PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.
SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
#2
#3
#5
#6
SHTL
PH-3
TRAC
FLAG
TRAN
C HULL
CGO
APR
LF
RF
LR
RR
LEFT POD
CREW UNITS
DECK CREWS
CNTR
BRDING PARTIES
RIGHT POD
PHASER-3s HAVE 360° FIRING ARCS.
TRANSFERS BETWEEN THE SHUTTLE BAY OF A CARRIER POD AND THE SHUTTLE BAY OF ANOTHER POD OR THE TUG TO WHICH IT IS ATTACHED BY (J1.59) ARE NOT POSSIBLE.
PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.
JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11
JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13
HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12
A TUG CARRYING A POD OF THIS TYPE INCREASES ITS COMMAND RATING BY ONE. A SECOND POD DOES NOT FURTHER INCREASE THE TUG'S COMMAND RATING.
CARNIVON BATTLE PODS
POD DATA TABLE
TYPE = P-B
BPV = 30@
SIZE = 4°
REF = R19.62
Y175 = +1@
REFIT = +1@
YS:145
DK:3
EX:+4
CR:+1
FA = LF + RF
BATTLE PODS ARE SINGLE-WEIGHT PODS.
BATTLE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.
WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."
PODS HAVE NO DERFACS OF THEIR OWN BUT CAN USE THE DERFACS SYSTEM OF THE TUG IF THE TUG HAS DERFACS.
FIRING ARCS OF PHASER-3s IS 360°.
PLAYERS WILL NEED TO WRITE IN THE APPROPRIATE PHASER NUMBERS, DEATH BOLT LAUNCHER NUMBERS, AND DISRUPTOR CANNON LETTERS FOR RECORD KEEPING.
DC-FA
PH-1-FA FLAG
APR
C HULL
TRAN
DB
TRAC
PH-3
BTTY
LEFT POD
CREW UNITS
BOARDING PARTIES
DECK CREWS
CNTR
DEATH BOLT RACK
DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.
RIGHT POD
THE DISRUPTOR CANNONS ON THESE PODS HAVE A RANGE OF 40 HEXES, BUT THEIR PRESENCE DOES NOT INCREASE THE RANGE OF THE DISRUPTOR CANNONS OF THE TUG.
A BATTLE POD CARRIED BY A TUG INCREASES ITS COMMAND RATING BY ONE, A SECOND BATTLE POD WOULD ALSO INCREASE THE TUG'S COMMAND RATING TO TWO; NO OTHER POD COMBINATION CAN INCREASE A TUG'S COMMAND RATING BY TWO.



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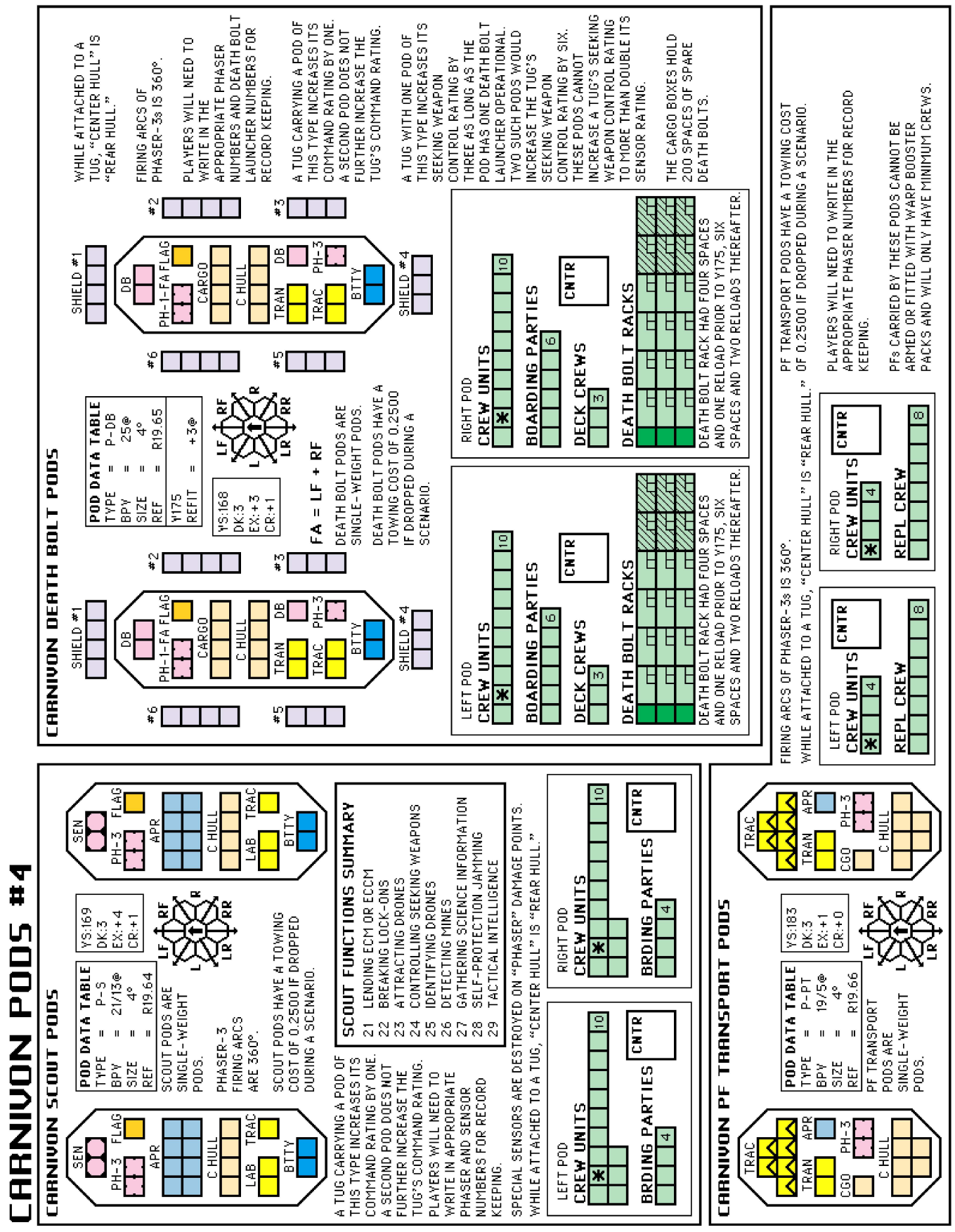
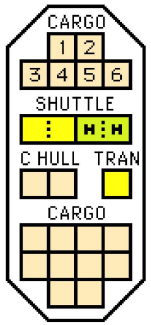

CARNIVON PODS #4
CARNIVON SCOUT PODS
POD DATA TABLE
TYPE = P-S
BPV = 21/13@
SIZE = 4°
REF = R19.64
YS:169
DK:3
EX:+4
CR:+1
SCOUT PODS ARE SINGLE-WEIGHT PODS.
PHASER-3 FIRING ARCS ARE 360°.
SCOUT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.
A TUG CARRYING A POD OF THIS TYPE INCREASES ITS COMMAND RATING BY ONE. A SECOND POD DOES NOT FURTHER INCREASE THE TUG'S COMMAND RATING. PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER AND SENSOR NUMBERS FOR RECORD KEEPING.
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. WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."
LEFT POD
CREW UNITS
BRDING PARTIES
RIGHT POD
CREW UNITS
BRDING PARTIES
CARNIVON PF TRANSPORT PODS
POD DATA TABLE
TYPE = P-PT
BPV = 19/5@
SIZE = 4°
REF = R19.66
YS:183
DK:3
EX:+1
CR:+0
PF TRANSPORT PODS ARE SINGLE-WEIGHT PODS.
FIRING ARCS OF PHASER-3s IS 360°.
WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."
PF TRANSPORT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.
PLAYERS WILL NEED TO WRITE IN THE APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.
PFs CARRIED BY THESE PODS CANNOT BE ARMED OR FITTED WITH WARP BOOSTER PACKS AND WILL ONLY HAVE MINIMUM CREWS.
CARNIVON DEATH BOLT PODS
POD DATA TABLE
TYPE = P-DB
BPV = 25@
SIZE = 4°
REF = R19.65
Y175
REFIT = +3@
YS:168
DK:3
EX:+3
CR:+1
FA = LF + RF
DEATH BOLT PODS ARE SINGLE-WEIGHT PODS.
DEATH BOLT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.
WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."
FIRING ARCS OF PHASER-3s IS 360°.
PLAYERS WILL NEED TO WRITE IN THE APPROPRIATE PHASER NUMBERS AND DEATH BOLT LAUNCHER NUMBERS FOR RECORD KEEPING.
A TUG CARRYING A POD OF THIS TYPE INCREASES ITS COMMAND RATING BY ONE. A SECOND POD DOES NOT FURTHER INCREASE THE TUG'S COMMAND RATING.
A TUG WITH ONE POD OF THIS TYPE INCREASES ITS SEEKING WEAPON CONTROL RATING BY THREE AS LONG AS THE POD HAS ONE DEATH BOLT LAUNCHER OPERATIONAL. TWO SUCH PODS WOULD INCREASE THE TUG'S SEEKING WEAPON CONTROL RATING BY SIX. THESE PODS CANNOT INCREASE A TUG'S SEEKING WEAPON CONTROL RATING TO MORE THAN DOUBLE ITS SENSOR RATING.
THE CARGO BOXES HOLD 200 SPACES OF SPARE DEATH BOLTS.
LEFT POD
CREW UNITS
BOARDING PARTIES
DECK CREWS
DEATH BOLT RACKS
DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.
RIGHT POD
CREW UNITS
BOARDING PARTIES
DECK CREWS
DEATH BOLT RACKS
DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.
LEFT POD
CREW UNITS
REPL CREW
RIGHT POD
CREW UNITS
REPL CREW

CARNIVON PODS #5

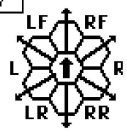
CARNIVON HEAVY FIGHTER FCR PODS



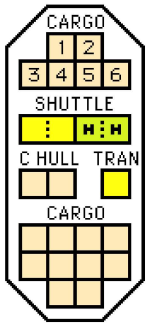
POD DATA TABLE		
TYPE	=	P-HT
BPV	=	19/5@
SIZE	=	4°
REF	=	R19.67

YS:178
DK:3
EX:+0
CR:+0

HEAVY FIGHTER FCR PODS ARE SINGLE-WEIGHT PODS.



HEAVY FIGHTER FCR PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.



WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.

AS CARRIER RESUPPLY PODS, THESE PODS INCLUDE READY RACKS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. PODS OF THIS TYPE DO NOT NORMALLY OPERATE FIGHTERS OF THEIR OWN.

LEFT POD

CREW UNITS: ✱ | | | 4
REPL CREW: | | | 4
DECK CREWS: | 2
CNTR

CARGO STORAGE RECORDS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		HTS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

RIGHT POD

CREW UNITS: ✱ | | | 4
REPL CREW: | | | 4
DECK CREWS: | 2
CNTR

CARGO STORAGE RECORDS

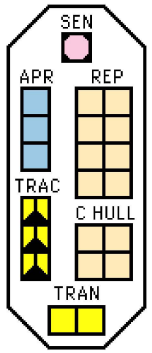
#1	#2	#3
#4	#5	#6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		HTS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

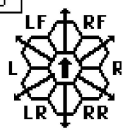
CARNIVON PF TENDER PODS



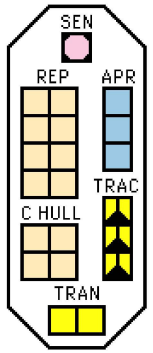
POD DATA TABLE		
TYPE	=	P-PF
BPV	=	20/12@
SIZE	=	4°
REF	=	R19.68

YS:182
DK:3
EX:+1
CR:+0

PF TENDER PODS ARE SINGLE-WEIGHT PODS.



PF TENDER PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.



WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER AND SENSOR NUMBERS FOR RECORD KEEPING.

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.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

LEFT POD

CREW UNITS: ✱ | | | | | | | | 10
BRDING PARTIES: | | | 4
CNTR

RIGHT POD

CREW UNITS: ✱ | | | | | | | | 10
BRDING PARTIES: | | | 4
CNTR

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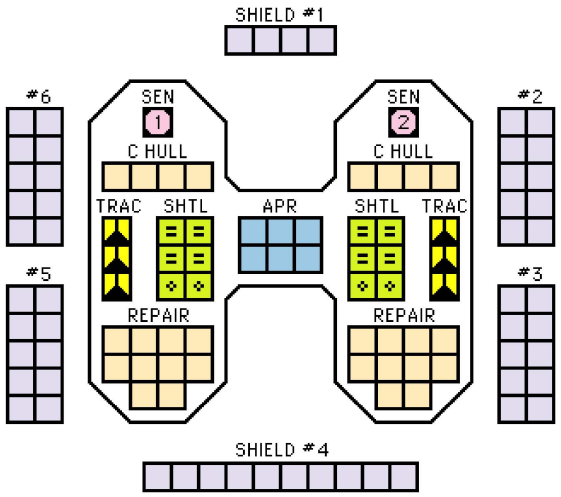
CARNIVON PODS #6

CARNIVON SPACE CONTROL POD

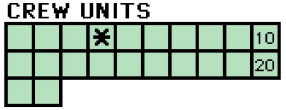


POD DATA TABLE		
TYPE	=	P-SCS
BPV	=	75/55
SIZE	=	4*
REF	=	R19.69

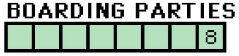
YS:183
DK:5
EX:+2
CR:+1

CNTR

CREW UNITS



BOARDING PARTIES



DECK CREWS



SPACE CONTROL PODS ARE TRIPLE-WEIGHT PODS.

SPACE CONTROL PODS HAVE A TOWING COST OF 0.6667 IF DROPPED DURING A SCENARIO.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

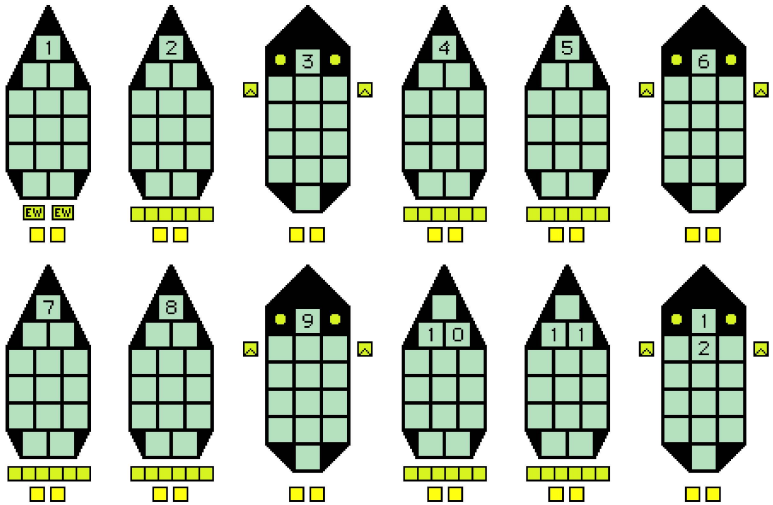
A TUG CARRYING A POD OF THIS TYPE INCREASES ITS COMMAND RATING BY ONE.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

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 BY "PHASER" DAMAGE POINTS.

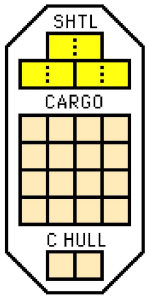


JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13

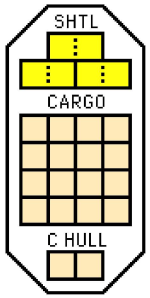
HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

CARNIVON HANGAR PODS



POD DATA TABLE		
TYPE	=	P-H
BPV	=	14/10@
SIZE	=	4*
REF	=	R19.70

YS:135
DK:3
EX:+0
CR:+0



HANGAR PODS ARE SINGLE-WEIGHT PODS.

HANGAR PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

LEFT POD

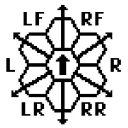
CREW UNITS

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A A A A A	HTS
	A A A A A A	HTS
	A A A A A A	HTS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.



TRANSFERS BETWEEN THE SHUTTLE BAY OF A HANGAR POD AND THE SHUTTLE BAY OF ANOTHER POD OR THE TUG TO WHICH IT IS ATTACHED BY (J1.59) ARE NOT POSSIBLE.

WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

RIGHT POD

CREW UNITS

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A A A A A	HTS
	A A A A A A	HTS
	A A A A A A	HTS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

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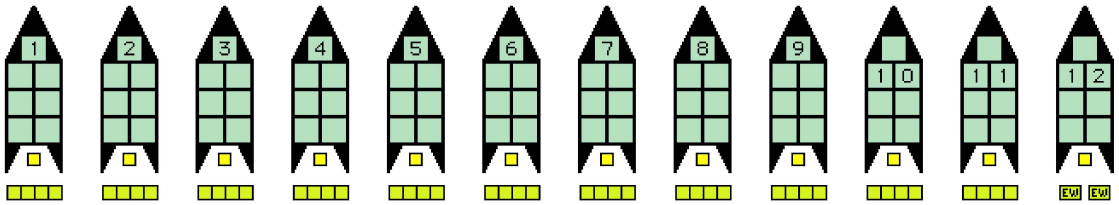
CARNIVON SUPERIORITY FIGHTERS

CARNIVON JACKAL-1 SUPERIORITY FIGHTER SQUADRON

JK-1 FIGHTERS
1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 5

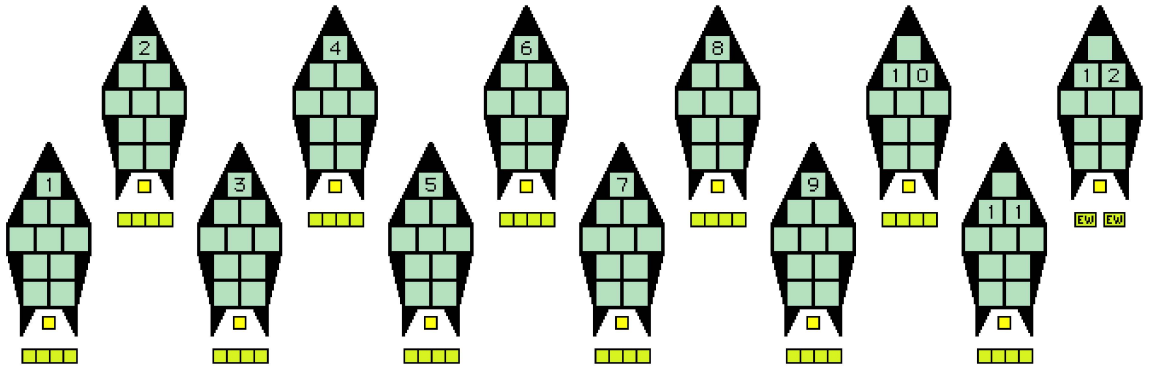
JK-1E FIGHTER
1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 7



CARNIVON JACKAL-2 SUPERIORITY FIGHTER SQUADRON

JK-2 FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLED = 7
SPEED = 10
BPV = 7

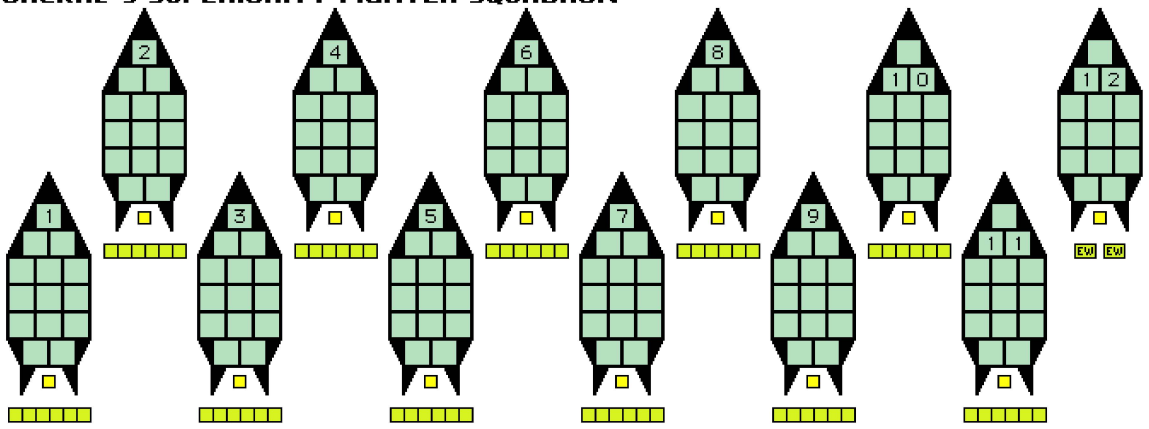
JK-2E FIGHTER
1xPh-3-FA
DFR = 2
CRIPPLED = 7
SPEED = 10
BPV = 9



CARNIVON JACKAL-3 SUPERIORITY FIGHTER SQUADRON

JK-3 FIGHTERS
1xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 12
BPV = 9

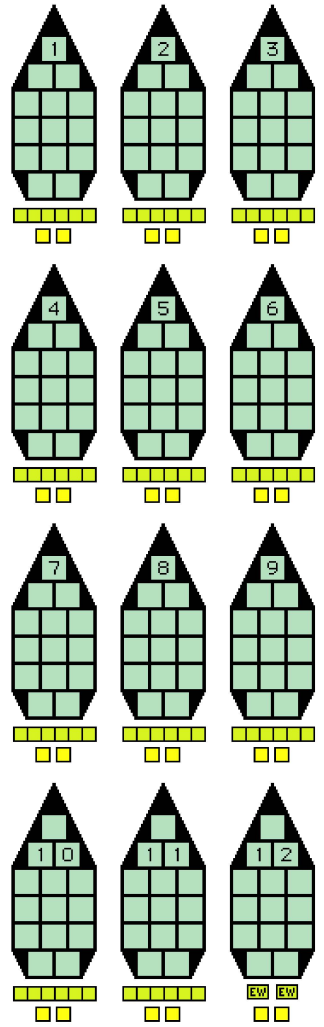
JK-3E FIGHTER
1xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 12
BPV = 11



CARNIVON JACKAL-4 SUPERIORITY FIGHTER SQUADRON

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13



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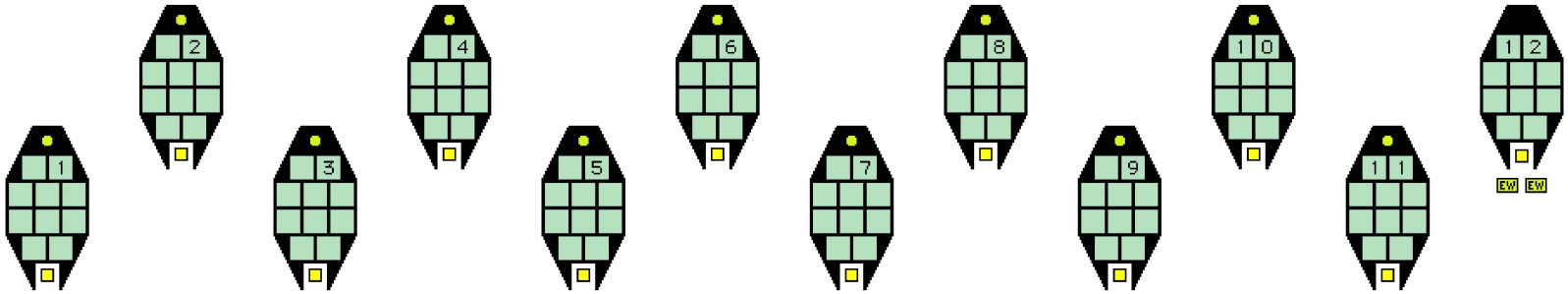
CARNIVON ASSAULT FIGHTERS

CARNIVON HYENA-1 ASSAULT FIGHTER SQUADRON

HY-1 FIGHTERS
1xPh-3-FA
DFR = 1
CRIPPLED = 7
SPEED = 10
BPV = 7

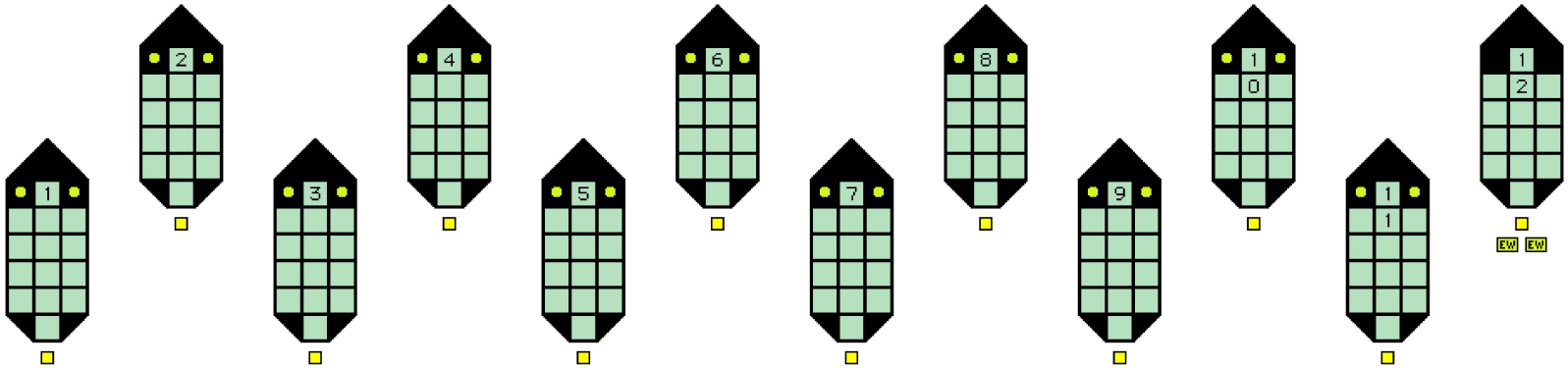
HY-1E FIGHTER
1xPh-3-FA
DFR = 1
CRIPPLED = 7
SPEED = 10
BPV = 9



CARNIVON HYENA-2 ASSAULT FIGHTER SQUADRON

HY-2 FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 12
BPV = 9

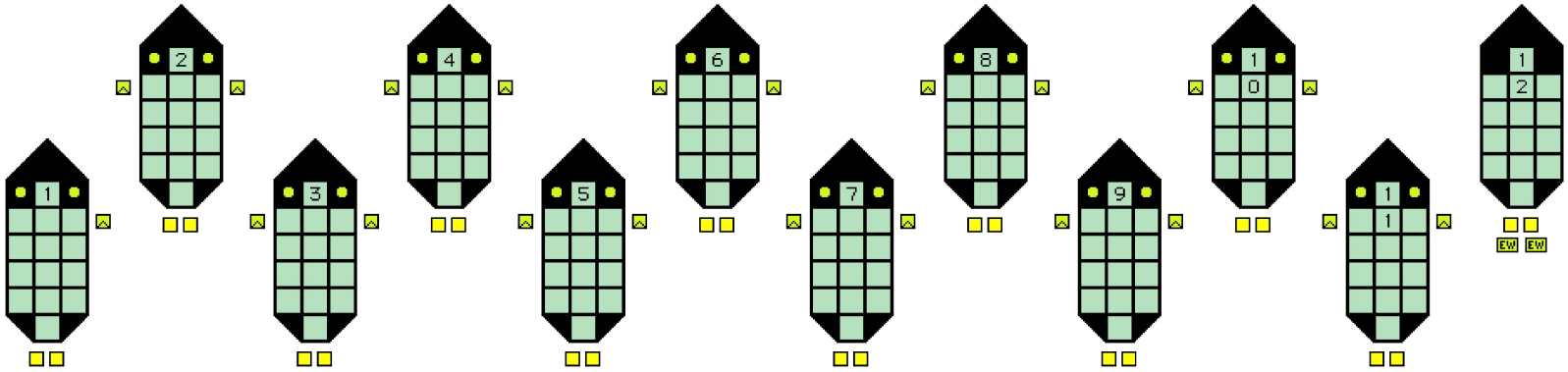
HY-2E FIGHTER
1xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 12
BPV = 11



CARNIVON HYENA-3 ASSAULT FIGHTER SQUADRON

HY-3 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 11
SPEED = 15
BPV = 12

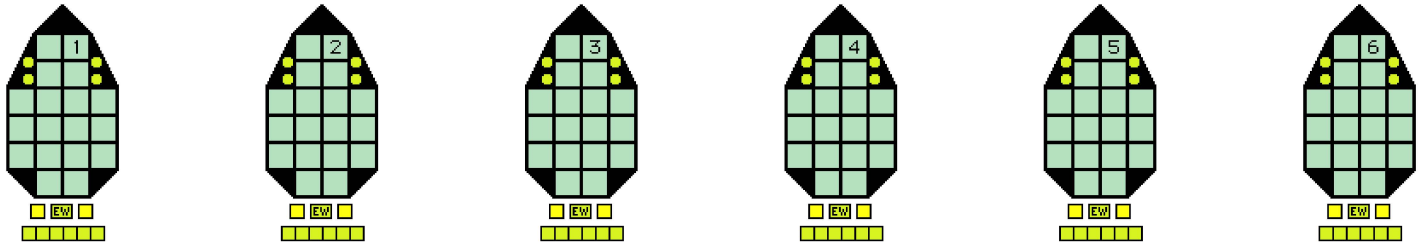
HY-3E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 11
SPEED = 15
BPV = 14



CARNIVON HEAVY FIGHTERS

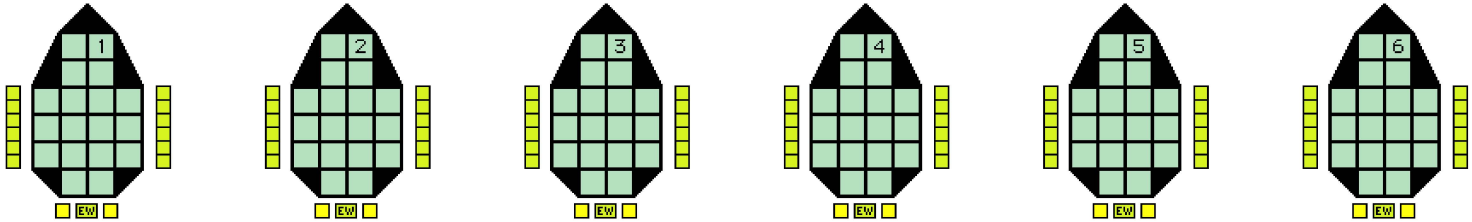
CARNIVON DINGO-1 HEAVY FIGHTER SQUADRON

DG-1 HEAVY FIGHTERS
2xPh-2-FA
1xPh-3-RA
DFR = 1
CRIPPLED = 12
SPEED = 12
BPV = 18



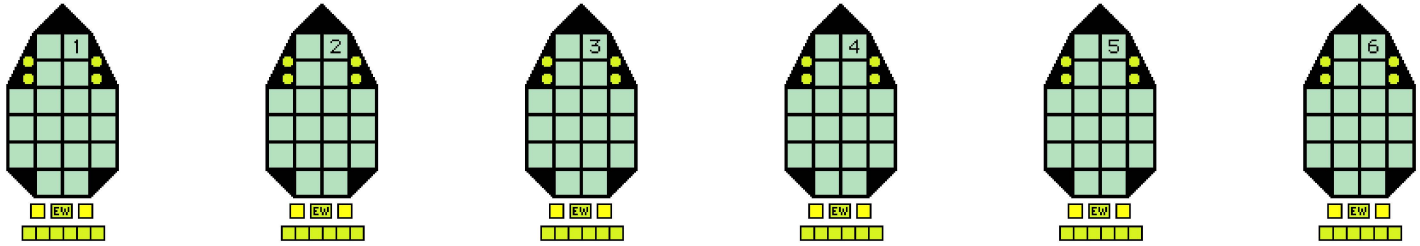
CARNIVON DINGO-1i HEAVY INTERCEPTOR FIGHTER SQUADRON

DG-1i HEAVY FIGHTERS
2xPh-2-FA
2xPh-3-FA
2xPh-3-RX
DFR = 1
CRIPPLED = 12
SPEED = 12
BPV = 18



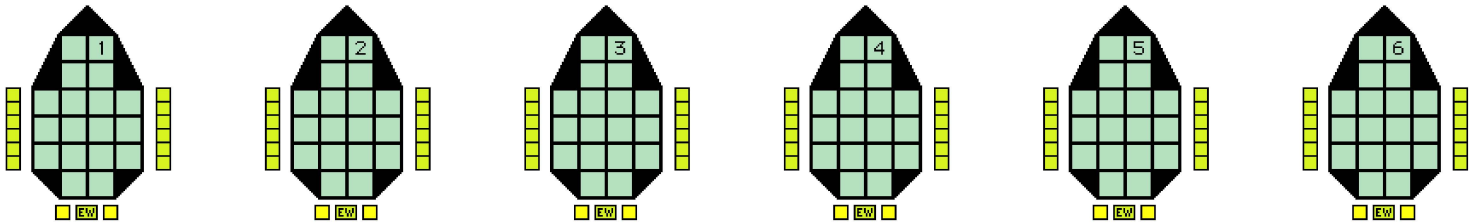
CARNIVON DINGO-2 FAST HEAVY FIGHTER SQUADRON

DG-2 HEAVY FIGHTERS
2xPh-2-FA
1xPh-3-RX
DFR = 1
CRIPPLED = 12
SPEED = 15
BPV = 20



CARNIVON DINGO-2i FAST INTERCEPTOR HEAVY FIGHTER SQUADRON

DG-2i HEAVY FIGHTERS
2xPh-2-FH
2xPh-3-FX
2xPh-3-RX
DFR = 1
CRIPPLED = 12
SPEED = 15
BPV = 20



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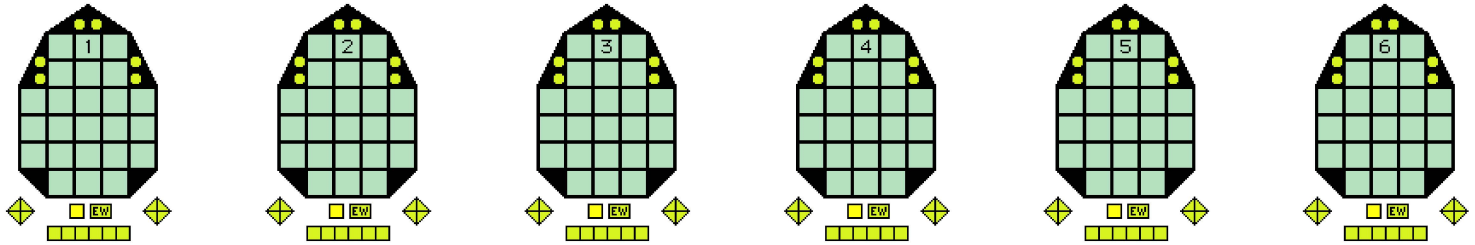
CARNIVON BOMBER SQUADRONS

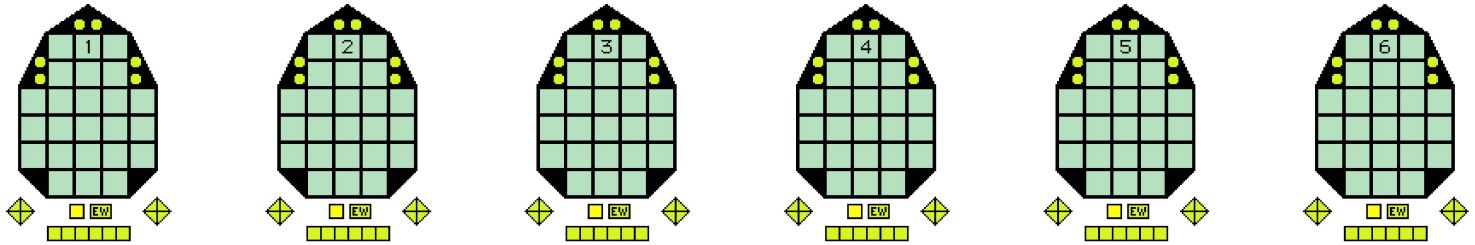
CARNIVON BEAR-1 MEDIUM BOMBER SQUADRON

BR-1 MEDIUM BOMBERS
1xPh-2-FA
1xPh-2-LS
1xPh-2-RS
1xPh-3-RA
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 27



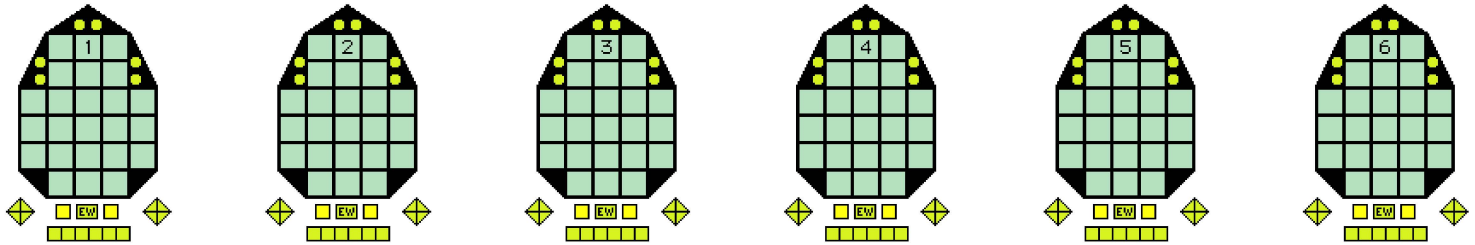
CARNIVON BEAR-2 MEDIUM BOMBER SQUADRON

BR-2 MEDIUM BOMBERS
1xPh-2-FH
1xPh-2-LS
1xPh-2-RS
1xPh-3-RH
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 29



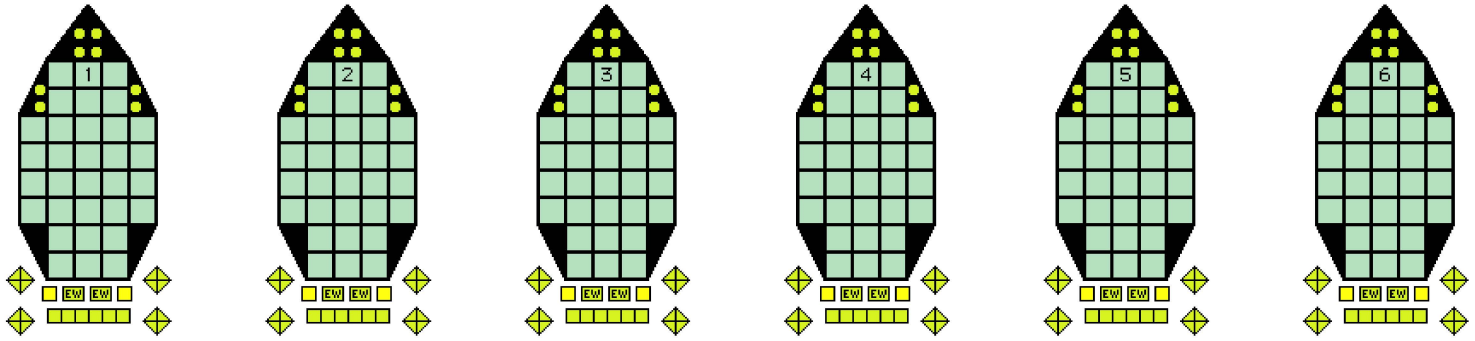
CARNIVON BEAR-3 MEDIUM BOMBER SQUADRON

BR-3 MEDIUM BOMBERS
1xPh-2-FX
1xPh-2-LS
1xPh-2-RS
1xPh-3-RX
DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 31



CARNIVON KODIAK HEAVY BOMBER SQUADRON

KO HEAVY BOMBERS
2xPh-2-FX
1xPh-2-LS
1xPh-2-RS
2xPh-3-RX
DFR = -2
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 38



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CARNIVON INTERCEPTOR SQUADRON

PF DATA TABLE		
TYPE	=	INT
POINT VALUE	=	15/22
BREAKDOWN	=	6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R19.PF0
INT-E BPV	=	18
INT-F BPV	=	20

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

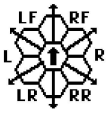
NIMBLE SHIPS

	CREW	BP
1		
2		
3		
4		
5		
6		

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

TYPE II PHASER TABLE

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



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

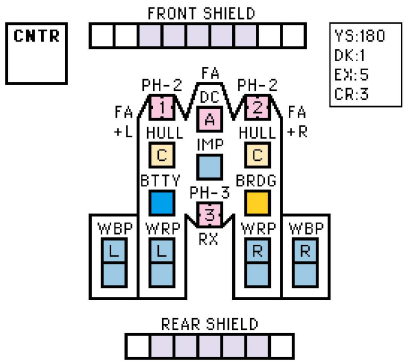
TYPE III DEFENSE PHASER

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

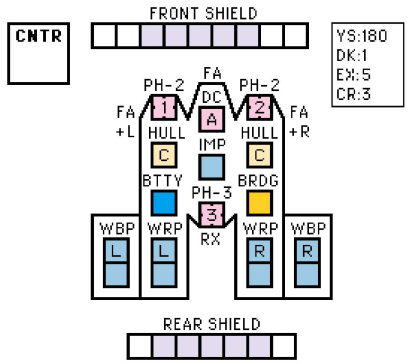
DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	10	8	8	6	6
DAMAGE,OVLD	15	15	12	12	9	0

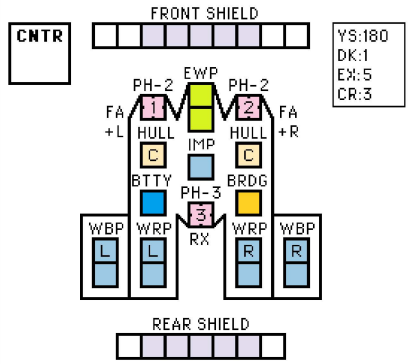
1



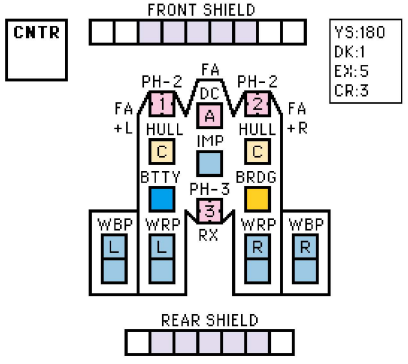
2



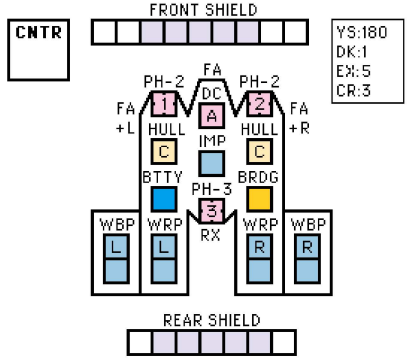
3 E



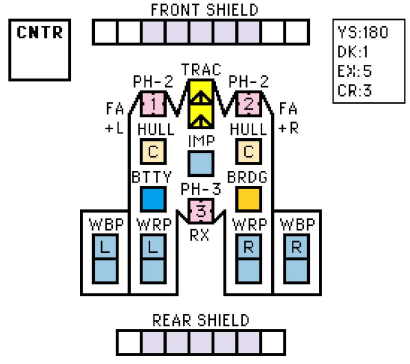
4



5



6 F



WARP ENERGY MOVEMENT COST = 1/6
③ = ERRATIC MANEUVER WARP COST
5 = HET COST

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

CARNIVON FAST PATROL SHIP FLOTILLA

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS						NOTE
					A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

PF	CREW			BP	
L-1					
2					
3					
S-4					
5					
6					

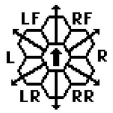
CNTR	HET		BD
1			
2			
3			
4			
5			
6			

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

PF DATA TABLE		
TYPE	=	PF
POINT VALUE	=	20/37
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R19.PF1
LEADER BPV	=	40/50
SCOUT BPV	=	100/50
SHIELD REFIT (Y182)	=	+5

TYPE II PHASER TABLE

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



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

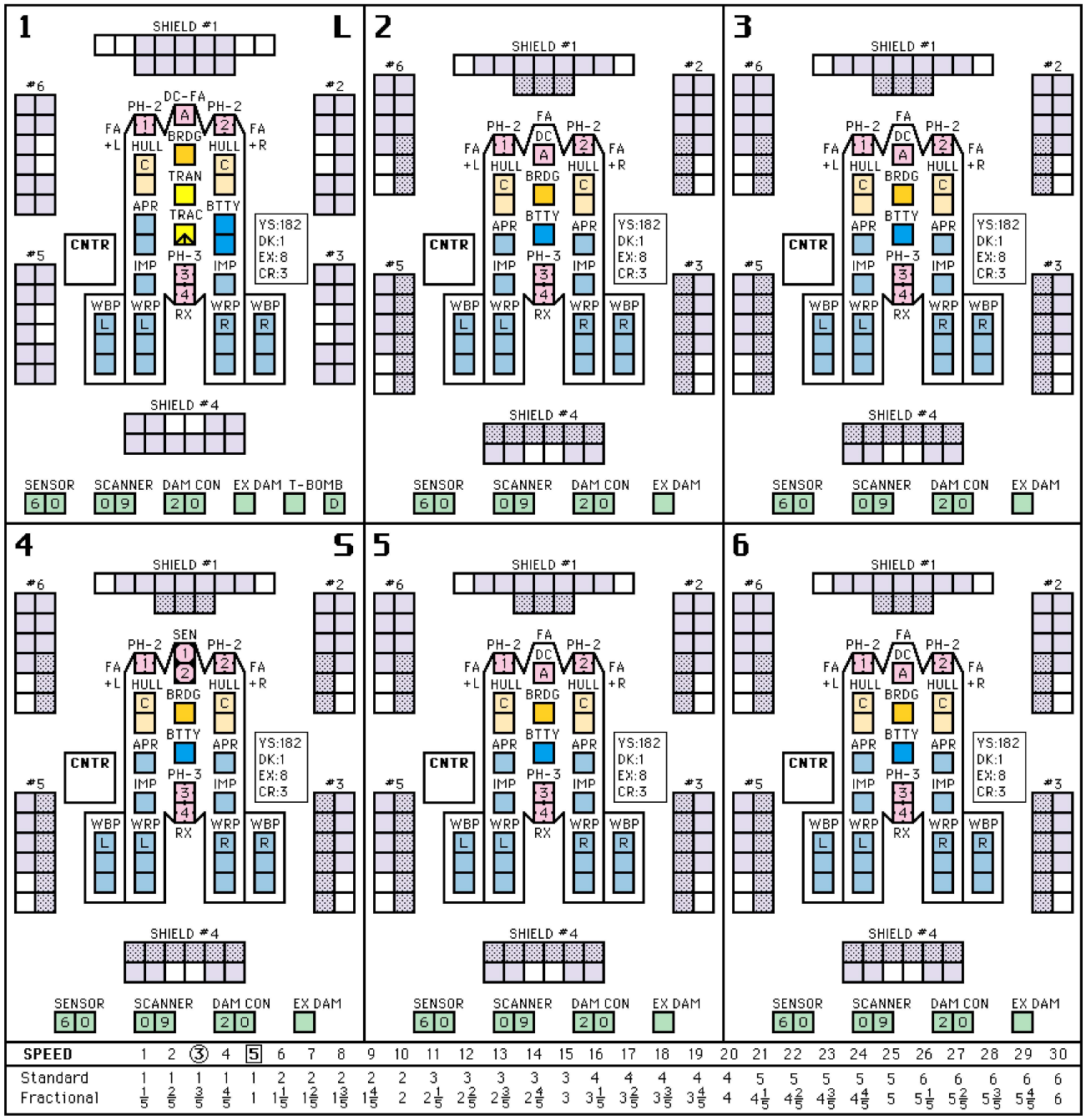
TYPE III DEFENSE PHASER

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

③ = EM COST
5 = HET COST

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	10	8	8	6	6
DAMAGE,OVLD	15	15	12	12	9	0



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CARNIVON PHASER FAST PATROL SHIP FLOTILLA

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS							NOTE
						A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

PF	CREW			BP		
L-1						
2						
3						
S-4						
5						
6						

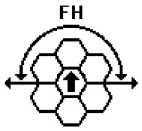
	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

PF DATA TABLE		
TYPE	=	PFP
POINT VALUE	=	20/35
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R19.PF2
LEADER BPV	=	40/50
SCOUT BPV	=	100/50
SHIELD REFIT (Y182)	=	+5

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

TYPE I OFFENSIVE PHASER TABLE

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



TYPE II PHASER TABLE

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

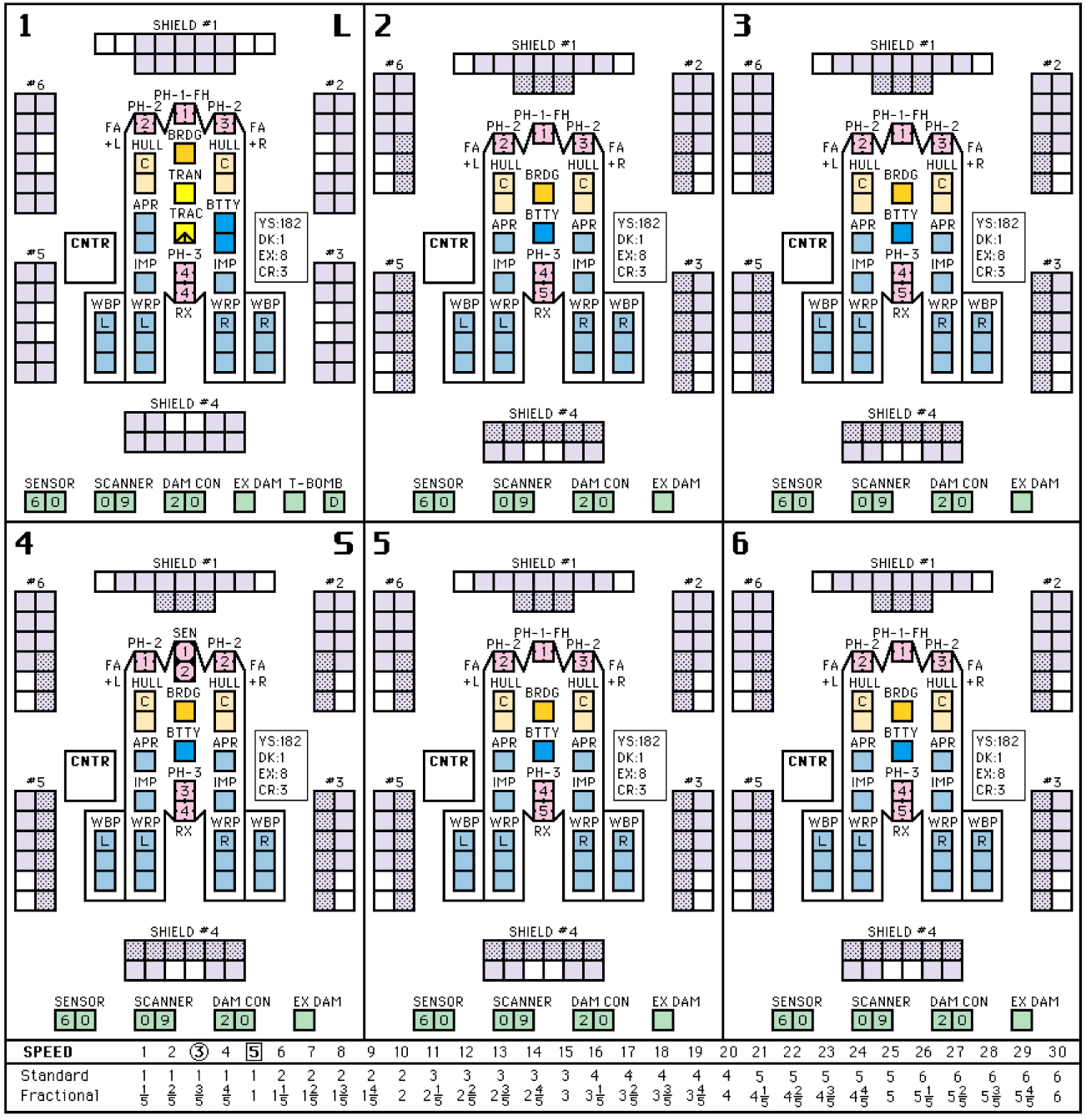


FA = LF + RF
RX = L + LR + RR + R

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

③ = EM COST
[5] = HET COST



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

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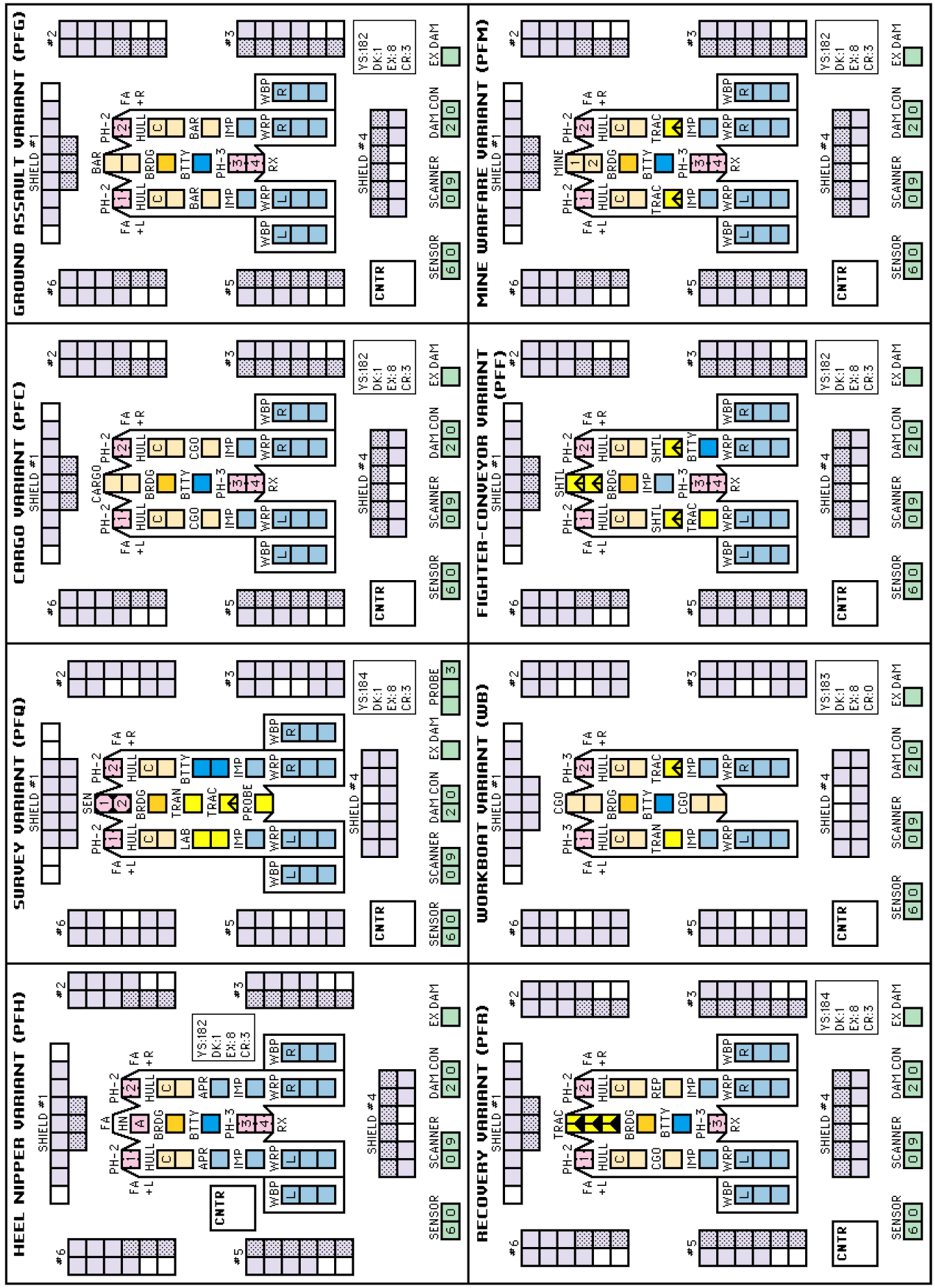
CARNIVON FAST PATROL SHIP VARIANTS

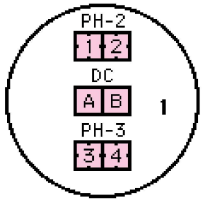


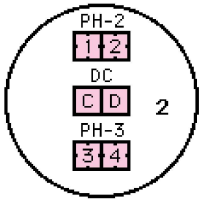
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (DC)

HIGH ORBIT

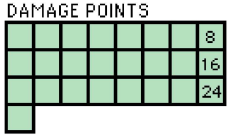
ALL WEAPONS ARE 360°.



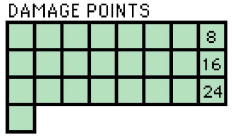


DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

DAMAGE POINTS

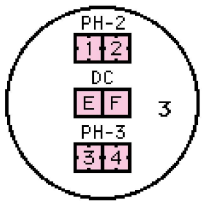


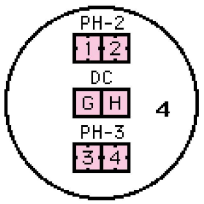
DAMAGE POINTS

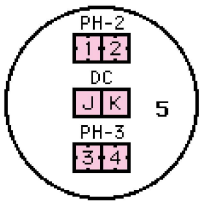


DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE CARNIVONS.

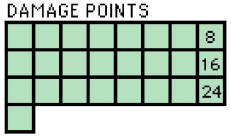
LOW ORBIT



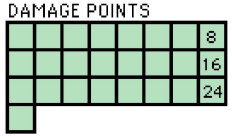




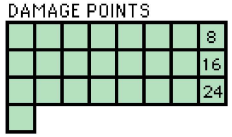
DAMAGE POINTS



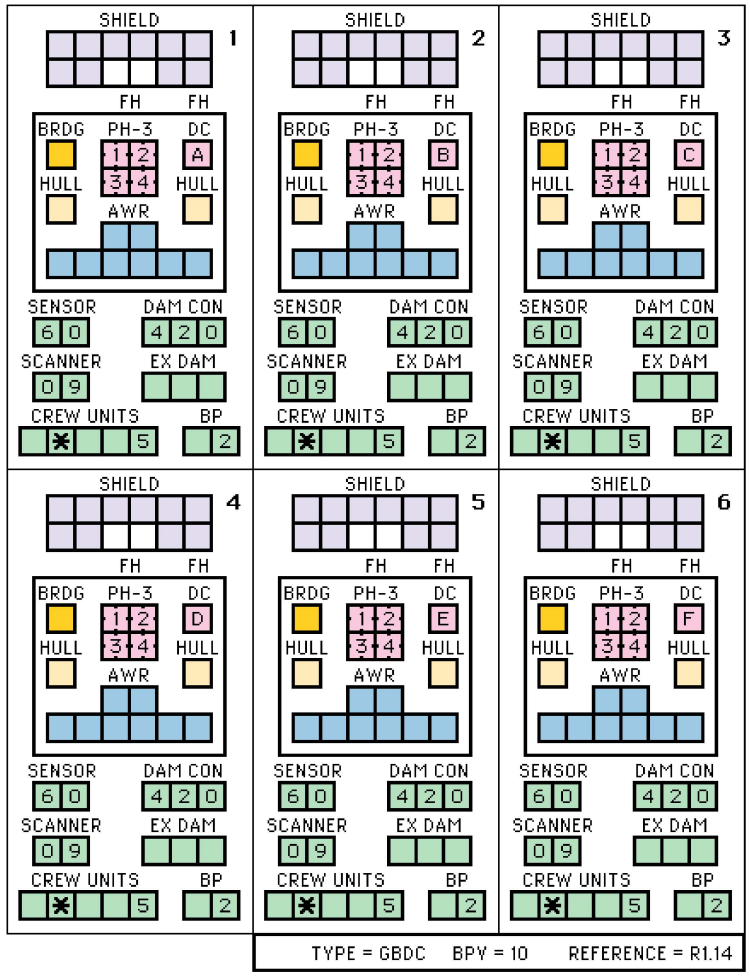
DAMAGE POINTS



DAMAGE POINTS



GROUND-BASED DISRUPTOR CANNONS



TYPE = GBDC BPV = 10 REFERENCE = R1.14

TYPE II PHASER TABLE

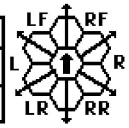
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

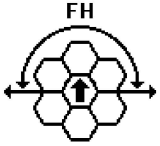
TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON 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	10	8	8	6	6





DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	10	8	8	6	6	4	4	2
DAMAGE,OVLD	15	15	12	12	9	0	0	0	0

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