

STAR FLEET BATTLES



UNUSUAL SHIPS

COLOR SSD BOOK



**CAPTAIN'S
MODULE R12**



★ STAR FLEET BATTLES ★

UNUSUAL SHIPS

MODULE R12 – SSD BOOK

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UNITED FEDERATION OF PLANETS

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ORION BUSINESSMEN'S ASSOCIATION

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CREW UNITS

					10
					20
		*			30
					40
					50
					60
					70
					80
					90
					100
					110
					120
					130
					140
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					180
					190
					200
					210
					220
					230
					240
					250
					260
					270
					280
					290
					300

[illegible]

1									10
2									10
3									10
4									10

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

0	0	0	0	1	1	2	3	3	5	7	9
---	---	---	---	---	---	---	---	---	---	---	---

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

ID#	HIT POINTS	NOTES
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	
	A A	

BASE HAS SIX BAYS; NO TRANSFERS.

[illegible][illegible]

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89

PE MODULE	+12
-----------	-----

CLOCK = 52/30 BPM +

CLOAK = 52/30 BPV +90
ROMULANS ONLY

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

SHTL	TRAC
CARGO	
HULL	
	C

[illegible]

APR

ARMOR

SHUTTLE
TRAC CARGO HULL
C

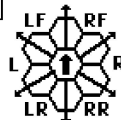
The diagram shows the ship's deck layout with various compartments and their status. The layout includes sections for W1, AWR, REPAIR, W2, HULL, AUX, SHTL, SEN, BTTY, PH-4, BRDG, TRAN, and APR. Compartments are marked with numbers 5, 11, 13, 14, and 15, indicating damage levels.

PF MODULE



YS:179
DK:—
EX:69+
CR:10

CNTR

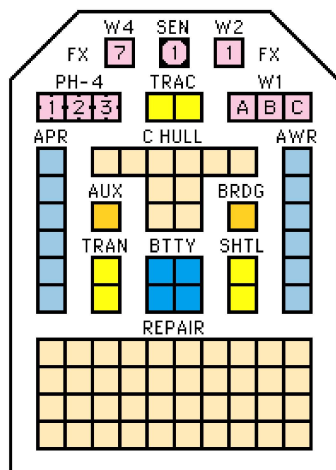


SCOUT FUNCTIONS SUMMARY

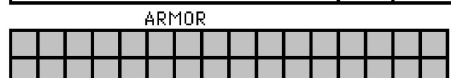
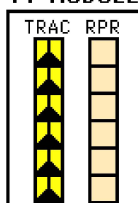
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENTIFIC INFORMATION
- 28 SELF-PROTECTION
- 29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

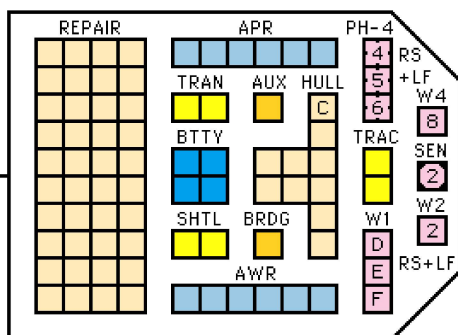
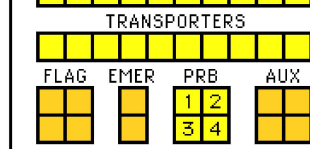
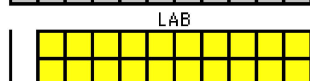
TRANSPORTER BOMBS



PF MODULE



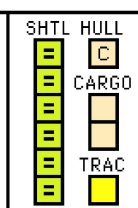
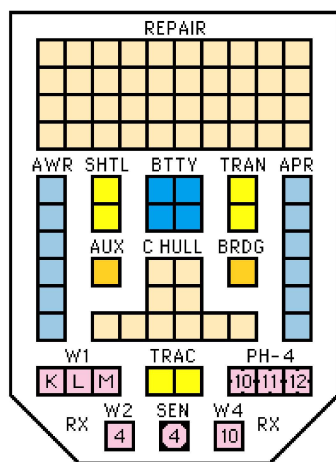
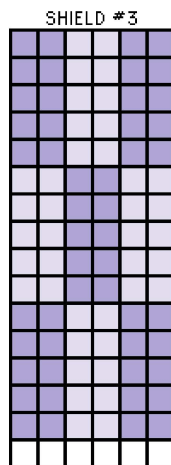
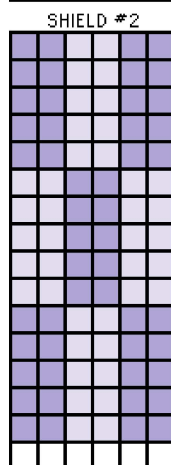
CARGO



W3
1
2
3



HANGAR MODULE

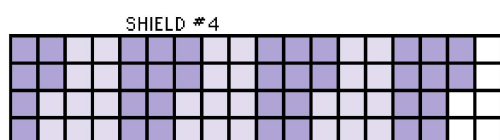


HANGAR MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (R1.10) FOR SPECIAL DAMAGE RULES.
SEE (C3.7) FOR ROTATION RULES.
SEE (R1.1A) FOR RACE SPECIFIC WEAPONS.
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.
AWRs ARE DESTROYED ON "APR" DAMAGE POINTS.

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



ARMED RECOVERY TRANSPORT

YS:160
DK:1
EX:4
CR:1

CNTR

SHIP DATA TABLE	
TYPE	= ART
POINT VALUE	= 80/18
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.90
PHASER REFIT (Y171)	= +2

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.

CREW UNITS
✱ 5

BOARDING PARTIES
2

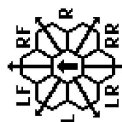
TRANSPORTER BOMBS
D D

TYPE II PHASER TABLE

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

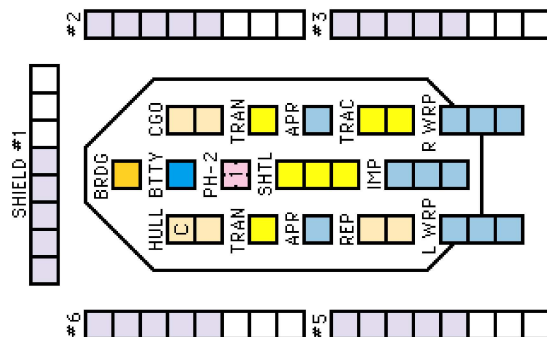
TYPE III DEFENSE PHASER

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



REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

SENSOR 6 0
SCANNER 0 9
DAM CON 2 0
EX DAM



SHIELD #4
THE FIRING ARC OF THE PH-2 IS 360°.
THE SSD SHOWS THE REFITTED SHIP. WITHOUT THE PHASER REFIT THE PHASER-2 IS A PHASER-3.

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

[6] = ERRATIC MANEUVER WARP COST

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

SMALL FLEET OILER

YS:120
DK:3
EX:10
CR:0

CNTR

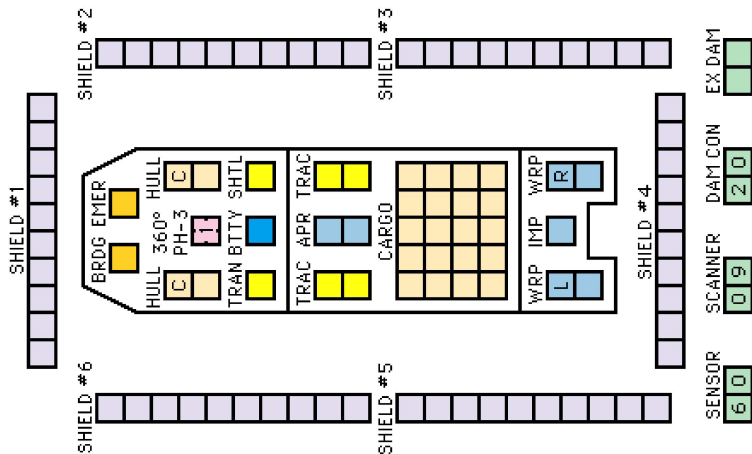
SHIP DATA TABLE	
TYPE	= SAO
POINT VALUE	= 90/15
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.91

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A

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

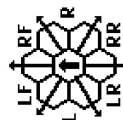
BOARDING PARTIES	
2	

TRANSPORTER BOMBS	
D D	



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

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



THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

KLINGON ONLY	SCTY

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

LARGE FLEET OILER

YS:120
DK:6
EX:19
CR:0

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= LA0
POINT VALUE	= 120/24
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.92

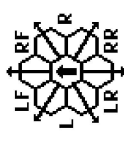
CREW UNITS					ADMINISTRATIVE SHUTTLES				
					IDENT	HIT POINTS			NOTES
			*	10					
								A	A

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

BOARDING PARTIES	4
------------------	---

TRANSPORTER BOMBS

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


$$RA = LR + RR$$

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

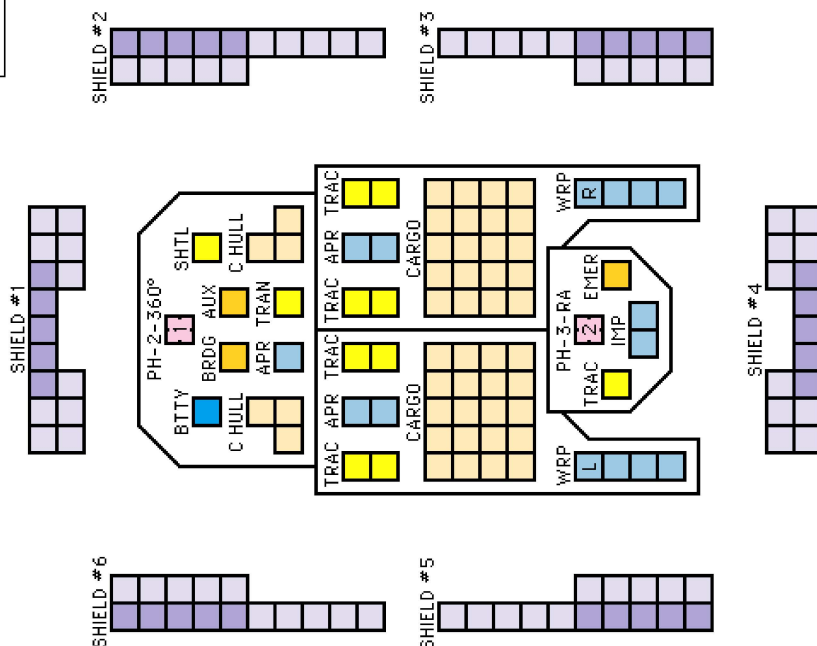
TYPE III DEFENSE PHASER

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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

KLINGON ONLY
SCTY  SCTY 



SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
630	029	220	

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

	PIRANT ENERGY MOVEMENT COST = 172 ENERGY POINT PER THER															⑤ = NET COST															⑥ = ENANTIC TIME/COVER MARK COST														
	SPEED	1	2	3	4	⑤	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30														
Standard	1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15														
Fract.	$\frac{1}{2}$	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15														

YS:125
DK:3
EX:2
CR:0

ADMINISTRATIVE SHUTTLES

[illegible]

GUARDS	*				6
--------	---	--	--	--	---

PRISONERS	10								
	20								
	30								

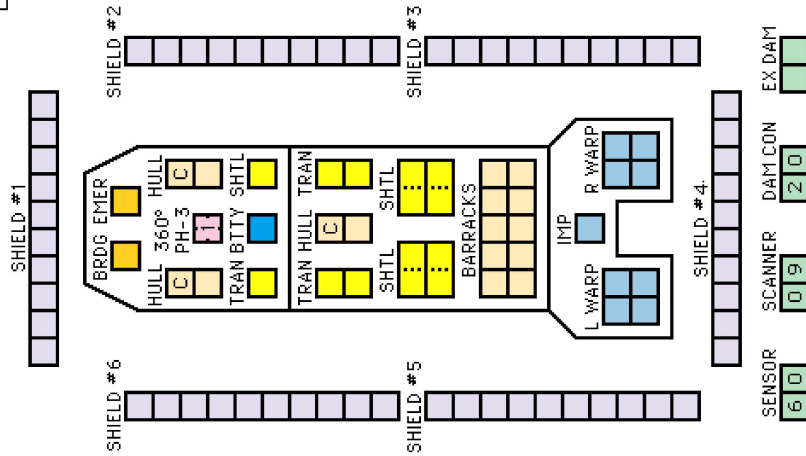
**KLINGON
ONLY**

SHIP DATA TABLE	
TYPE	= SAJ
POINT VALUE	= 100/14
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.93

THREE BAYS. NO TRANSFERS.

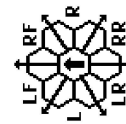
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

THIS SHIP DOES NOT CARRY T-BOMBS.



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

THIS SHIP CAN ACCELERATE NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.



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

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

5 = HET COST **6** = ERRATIC MANEUVER WARP COST

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

CNTR

SHIP DATA TABLE	
TYPE	= SAL
POINT VALUE	= 50/13
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.94

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A

TWO BAYS, NO TRANSFERS

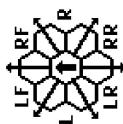
BOARDING PARTIES

2	
---	--

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

THIS SHIP DOES NOT CARRY T-BOMBS.

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



FABRICATION IS DESTROYED ON
"LAB" DAMAGE POINTS.

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

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

SENSOR	SCANNER	DAM CON	EX DAM
60	09	20	

⑥ = ERRATIC MANEUVER WARP COST

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

YS:175
DK:4
EX:7
CR:0

CNTR

SHIP DATA TABLE	
TYPE	= FNT
POINT VALUE	= 80/40
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.95

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.

**KLINGON
ONLY** SCTY

FAST NAVAL TRANSPORTS CAN ACCELERATE BY FIVE MOVEMENT POINTS PER TURN AND CAN DISENGAGE BY ACCELERATION.

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

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

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

PHASER-Xs ARE PHASER-2s ON KLINGON, LYRAN, AND YUDAR SHIPS. REDUCE BPV BY THREE POINTS.

PHASER-X3 ARE PHASER-23 ON HYDRAN SHIPS, BUT THE LS AND RS PHASER-33S ARE EACH REPLACED WITH A PHASER-G. PHASER-3 #5 IS DELETED, AND THE BPV IS INCREASED BY FOUR POINTS.

PHASER-X'S ARE PHASER-1'S ON FAST NAVAL TRANSPORTS USED BY ALL OTHER EMPIRES.

TYPE I OFFENSIVE PHASER TABLE

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

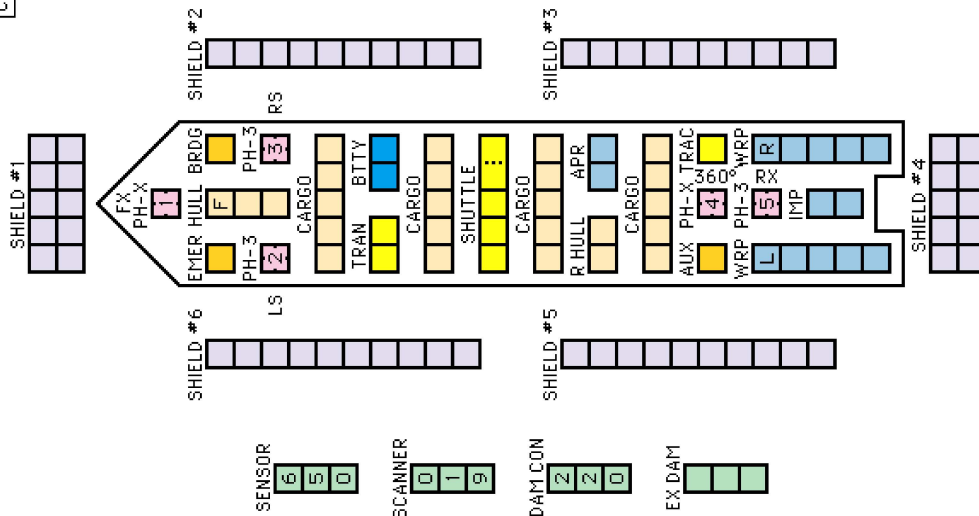
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

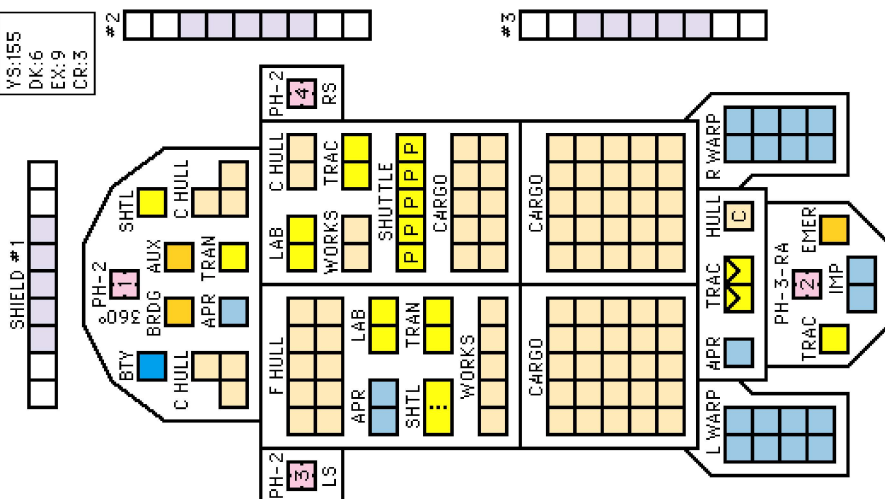
5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST

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



YS:155
DK:6
EX:9
CR:3



SHIELD #4

MOVEMENT COST = 1

NET COST = 5

EM COST = 6

CNTR

SCANNER



EX DAM

DAM CON

SHIP DATA TABLE	
TYPE	= HAM
POINT VALUE	= 135/59
BREAKDOWN	= 1-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.96
BPV INCLUDES DUCKTAIL	
REDUCE BPV BY 10/4	
WITHOUT THE DUCKTAIL	

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

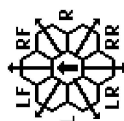
ADMINISTRATIVE SHUILES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A HTS
		A A P
		A A P
		A A P
		A A P

THREE BAYS, NO TRANSFERS.

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

THIS SHIP DOES NOT USE T-BOMBS.


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

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

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

WORKS ARE DESTROYED ON
"CARGO" DAMAGE POINTS.
THIS SHIP CAN ACCELERATE BY NO MORE THAN
3 MOVEMENT POINTS PER TURN.
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

YS:177
DK:7
EX:18
CR:6

SHIP DATA TABLE	
TYPE	= CM
POINT VALUE	= 135
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.14

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

ANTI-DRONE TABLE

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

DRONE RACKS

6
1


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

PHOTON TORPEDO TABLE

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

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

BOARDING PARTIES

[illegible]

PROBES

5

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE

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

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

CHTR

Shield #1

SHIELD #6							

SHIELD #2	■	■	■	■	■	■	■	■
	■	■	■	■	■	■	■	■
	■	■	■	■	■	■	■	■

SHIELD #5

SHIELD #3							

[illegible]

ENIGMA	SCANNED
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EN50K	5	6	5	3	1	0
-------	---	---	---	---	---	---

2	2
4	0
2	0
1	2
1	4

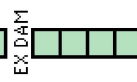
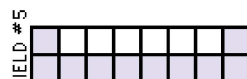
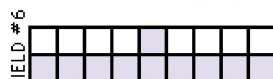
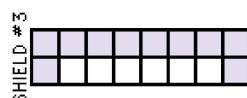
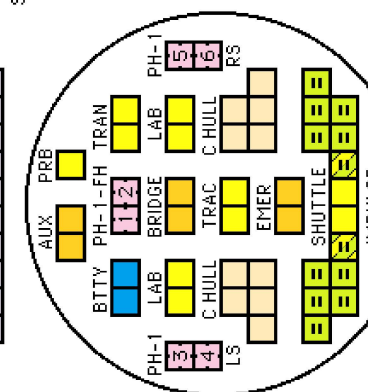
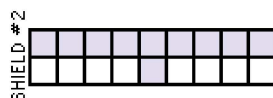
4	4	2	2	2	0
---	---	---	---	---	---

The diagram shows a central hexagonal lattice with a central spin (upward arrow). A curved arrow labeled 'FH' indicates a ferromagnetic interaction between the central spin and a spin in a neighboring hexagon. Several straight arrows radiate from the central spin to other spins in the lattice, labeled 'LF', 'RF', 'R', 'DD', and 'D', representing different types of interactions.

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

YS:172
DK:6
EX:9
CR:6

YS:172
DK:6
EX:9
CR:6


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

F-18C FIGHTERS
2xPH-3-FA
DPR = 3
CRIPPLED = 7
SPEED = 15
BPY = 12

F-18BE FIGHTER
2xPH-3-FA
DPR = 3
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	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			
Fractions	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15 1/2				

THE FIGHTER REFIT IN Y178 CONVERTS THE TWO SHADED SHUTTLES BOXES TO FIGHTER BOXES WITH READY RACKS AND ADDS TO DECK CREWS. PRIOR TO Y178 THE SHIP NORMALLY OPERATES TEN FIGHTERS AND FOUR SHUTTLES, FROM Y178 IT NORMALLY OPERATES TWELVE FIGHTERS AND TWO SHUTTLES.

CREW UNITS					ADMINISTRATIVE SHUTTLES				
					IDENT	HIT POINTS			NOTES
			*						A A
									A A
									A A
									A A
BOARDING PARTIES									
				6					

[illegible]

PROBES

				5
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TRANSPORTER BOMBS

D	D

TYPE I OFFENSIVE PHASER TABLE												THIS SHIP CONTROL A NUMBER OF SEEKING WEAPONS TO DOUBLE SENSOR R/A		
DIE ROLL	RANGE 0			1	2	3	4	5	6- 8	9- 15	16- 25		26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1		1	1
2	8	7	6	5	5	4	3	2	1	1	1		0	0
3	7	5	5	4	4	4	3	1	0	0	0		0	0
4	6	4	4	4	4	3	2	0	0	0	0		0	0
5	5	4	4	4	3	3	1	0	0	0	0		0	0
6	4	4	3	3	2	2	0	0	0	0	0		0	0

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER											
SPEED	1	2	3	4	5	6	7	8	9	10	11
Standard	1	1	2	2	3	3	4	4	5	5	6
Frcat.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$

YS:176
DK:8
EX:19
CR:8

CNTR

SHIP DATA TABLE	
TYPE	= CFS
POINT VALUE	= 180/145
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.145

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.

[illegible]

CREW UNITS

*				

[illegible]

PROBES
5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE

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

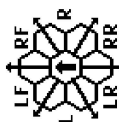
ANTI-DRONE TABLE

UNIT - SKRONE TYPE					
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DRONE RACKS

[illegible]

3 RACKS ALWAYS HAD THREE
RELOADS. ONE RELOAD IS ENTIRELY
HDDs.



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

SCOUT FUNCTIONS SUMMARY

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

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

SENSOR

SHIELD #6

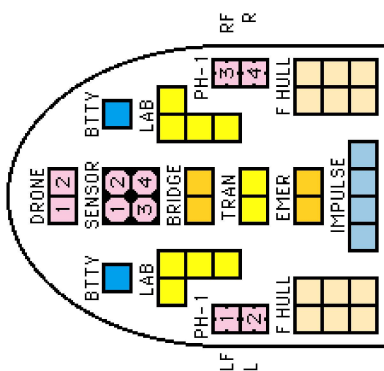
CANNER

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

NAME _____

[illegible]

EX DAM



NAME _____

[illegible]

EX DAM

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. THE PHASER-3s HAVE 360° FIRING ARCS.

CMTB

BOARDING PARTIES

WHEN
AFTER

[illegible]

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

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

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

SHIP DATA TABLE	
TYPE	= FBD
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.147

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

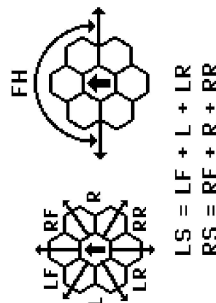
DRONE RACKS

1									B
2									B
3									B

RACKS WERE ALWAYS TYPE-B WITH TWO RELOADS.

4									G
---	--	--	--	--	--	--	--	--	---

THIRD RELOAD MUST BE ADDS.



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

CNTR

[illegible]

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

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

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

[illegible]

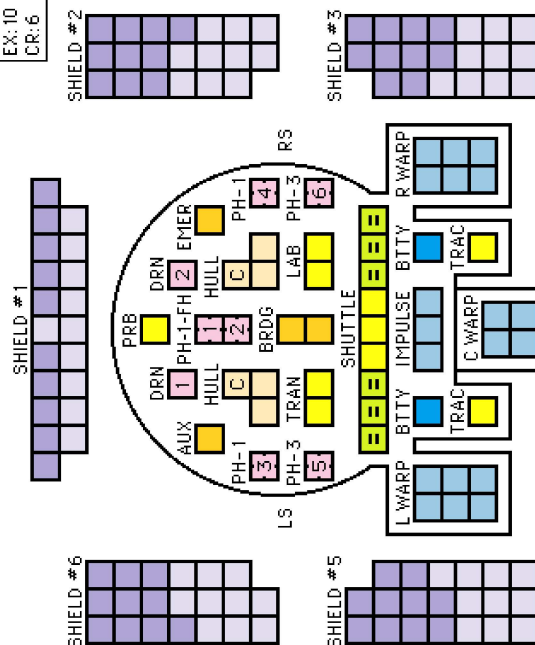
CRACKS ALWAYS HAD THREE
RELOADS. ONE RELOAD IS
COMPOSED ENTIRELY OF ADDS.

F-18C FIGHTERS
 2XPH-3-FA
 DFR = 3
 CRIPPLED = 7
 SPEED = 15
 BPV = 12

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

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

CNTR **FEDERATION BATTLE**
FRIGATE CARRIER

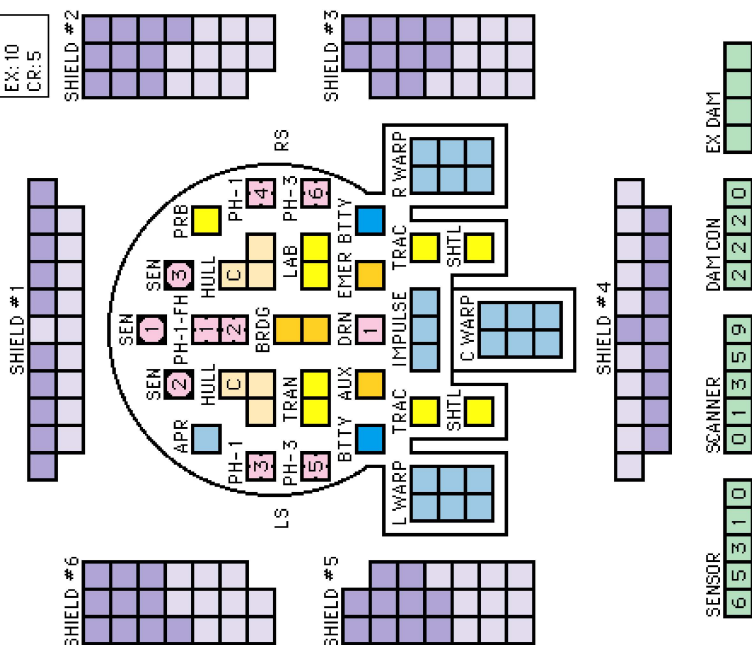


SENSOR	SCANNER	DAM CON	EX DAM
6	0	2	
5	1	2	
3	3	2	
1	5	0	
0	9		


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

CNTR	
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YS:175↑
DK:5
EX:10
CR:5



SHIP DATA TABLE	
TYPE	= FBS
POINT VALUE	= 100/80
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.150

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

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.**


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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A

THIS SHIP HAS ONE SHUTTLE BAY.

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

TRANSPORTER BOMBS

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

DRONE RACK

[illegible]

THIRD RELOAD MUST BE ADDS.

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

[5] = HET COST [6] = ERRATIC MANEUVER WARP COST

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

YS:175↑
DK:5+2
EX:10
CR:5

SHIP DATA TABLE	
TYPE	= FBT
POINT VALUE	= 87/65
BREAKDOWN	= 4-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.151

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

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

THIS SHIP CAN ONLY CARRY ONE POD, BUT CAN CARRY TWO POD WEIGHTS, I.E., THE ONE POD MIGHT BE A DOUBLE WEIGHT POD.

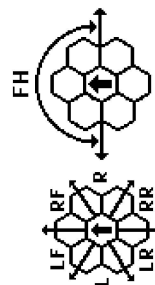
[illegible]

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

TRANSPORTER BOMBS TYPE I OFFENSIVE PHASER TABLE

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

HET  BD 


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

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

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

DRONE RACK

1 2 3 4 5 6

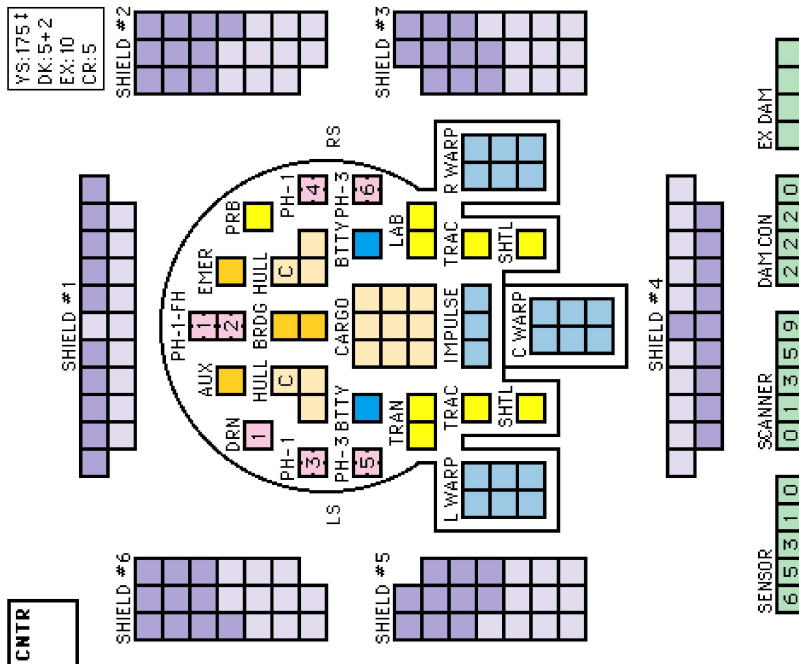
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

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

	⑤ = 172 ENERGY POINT PER HOUR										⑥ = 172 ENERGY POINT PER HOUR										⑦ = 172 ENERGY POINT PER HOUR									
	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$2\frac{1}{2}$	$3\frac{1}{2}$	$3\frac{1}{2}$	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

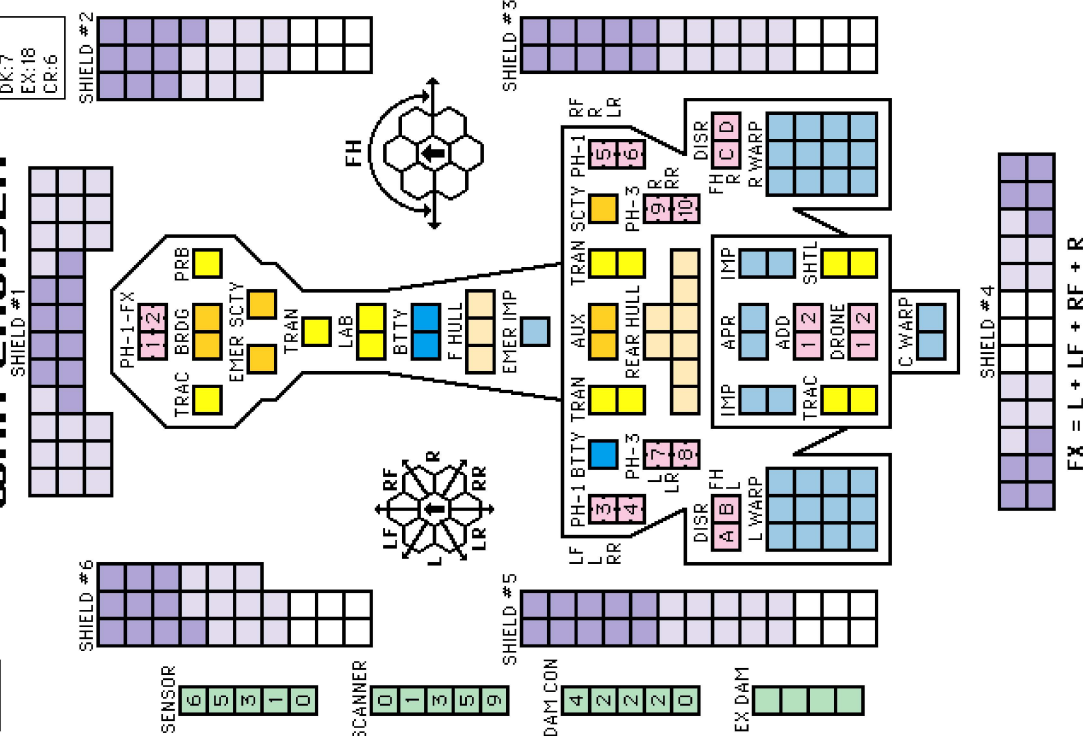
WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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



CNTR	
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YS:177
DK:7
EX:18
CR:6



SHIP DATA TABLE	
TYPE	= HD5
POINT VALUE	= 128
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.162

1 UIM STANDARD

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

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

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

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS			NOT
				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

1

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

TYPE I OFFENSIVE PHASE TABLE												
DIE ROLL	RANGE											
	1	2	3	4	5	6	7	8	9	10	11	12
1	0	8	7	6	5	5	4	3	2	1	1	0
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	3	2	0	0	0	0	0	0
5	5	4	4	4	3	3	2	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

DROUNE RACKS

B.														HIT & RUN UIM
B.														DERFACS

SHP ALWAYS HAD TYPE-B DROUNE RACKS WITH TWO RELOADS.

[illegible]

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

LIMITED AEGIS SYSTEM
CONTROLS PH-3s AND ADDs.

THE FORWARD PHASERS CAN FIRE INTO THE ROW
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D2.33).

SEE (D2.33).

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		A A
20		A A
30		A A
40		

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

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

PROBES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

DRONE RACKS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

SHIP HAD TYPE-E DRONE RACKS ABLE TO LAUNCH DRONES AT THEIR MAXIMUM RATE IRRESPECTIVE OF THE TYPE-A DRONE RACKS UNTIL THE D6L REFIT WHICH REPLACED THEM WITH ADDS.

ANTI-DRONES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

ADDS HAD SIX ROUNDS EACH UNTIL THE Y175 REFIT WHICH INCREASED THEM TO TWELVE ROUNDS EACH.

KLINGON D6C COMMAND CRUISER

SHIP DATA TABLE

TYPE	= D6C
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.164

D6L REFIT (Y146) = +11

1 UIM STANDARD FROM Y165 = +5

DERFACS FROM Y165

Y175 REFIT = +3

MECH-TRACTOR REFIT (Y179) = +3

SHIP DATA TABLE

TYPE	= D6C
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.164

D6L REFIT (Y146) = +11

1 UIM STANDARD FROM Y165 = +5

DERFACS FROM Y165

Y175 REFIT = +3

MECH-TRACTOR REFIT (Y179) = +3

SHIP DATA TABLE

TYPE	= D6C
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.164

D6L REFIT (Y146) = +11

1 UIM STANDARD FROM Y165 = +5

DERFACS FROM Y165

Y175 REFIT = +3

MECH-TRACTOR REFIT (Y179) = +3

ANTI-DRONE TABLE

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

DRONE RACKS

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

SHIP HAD TYPE-A DRONE RACKS WITH ONE RELOAD UNTIL THE D6L REFIT WHICH CONVERTED THE DRONE RACKS TO TYPE-B WITH ONE RELOAD. THE Y175 REFIT ADDED A SECOND RELOAD.

CAN ALWAYS LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

TYPE III DEFENSE PHASER

DIE RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ROLL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

TYPE II PHASER TABLE

DIE RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ROLL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

TURN MODE

TURN MODE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ROLL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

DISRUPTOR TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
HIT (OL/UIM)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3	3	3	3	3	3	3	3	3	3	3
DAMAGE, OUL	10	10	8	8	6	6	6	6	6	6	6	6	6	6	6	6

KLINGON D6N DIPLOMATIC CRUISER

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

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

[illegible][illegible]

PRIOR TO THE Y146
REFIT THE DISRUPTORS
HAVE A MAXIMUM
RANGE OF 22 HEXES.

TRANSPORTER BOMBS

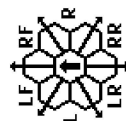
THIS SHIP IS EXEMPT FROM
MUTINY AS A DIPLOMATIC
SHIP (G6.14).

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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



$$F_A = L_F + R_F$$

DISRIPTOR 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 (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OE/FC)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

THIS SHIP CAN CONTROL A NUMBER WHEN EQUIPPED WITH A FIGHTER, THIS SHIP IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4 6). HALF ITS SENSOR RATING.

SHIP DATA TABLE	
TYPE	= D6N
POINT VALUE	= 141/106
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.165
Y146 REFIT	= +3
1 UIM STANDARD FROM	
Y165	= +5
DERFACS FROM Y165	
K REFIT	
(Y175)	= +3
NO MUTINY	

UIM	☐
DERFACS	☐
H&R	☐

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

TYPE III DEFENSE PHASE

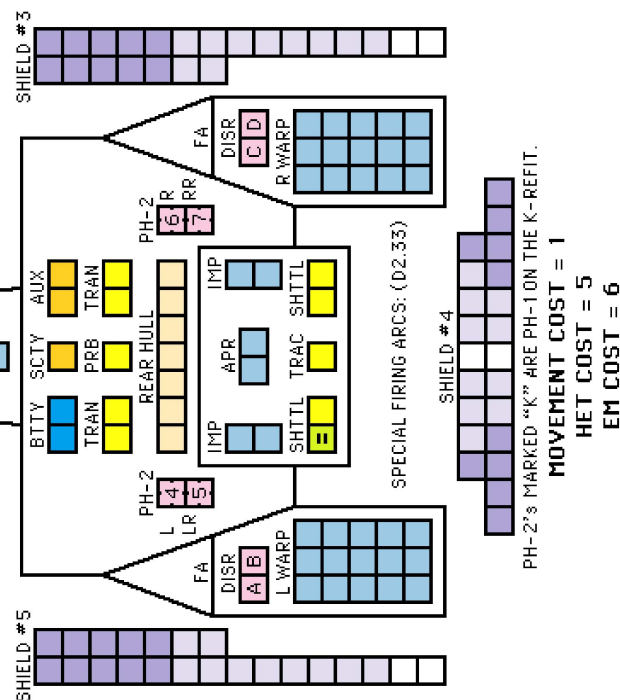
DIE	RANGE	4-	4-	9-
ROLL	0	1	2	3 8 15
1	4	4	4	3 1 1
2	4	4	4	2 1 0
3	4	4	4	1 0 0
4	4	4	3	0 0 0
5	4	3	2	0 0 0
6	3	3	1	0 0 0

POST Y167

BEST AVAILABLE FIGHTER FOR YEAR OF SCENARIO.

1
Z-YC FIGHTER
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

DECK CREW



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

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

KLINGON E7D DRONE HEAVY CRUISER

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS			NOTES
				A A
				A A

[illegible]

BOARDING PARTIES

၁

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	= E7D
POINT VALUE	= 117
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.166

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

SHIP CAN LAUNCH ONE DRONE
FROM EACH RACK EACH TURN.
SHIP CAN CONTROL A NUMBER
OF SEEKING WEAPONS EQUAL
TO DOUBLE THE SENSOR RATING.
SHIP HAS 150 SPACES OF EXTRA
DRONES IN ITS CARGO BOXES
(50/BOX).

DRONE RACKS

[illegible]

SHIP ALWAYS HAD TYPE-B DRONE RACKS WITH TWO RELOADS (PLUS CARGO STORAGE).

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

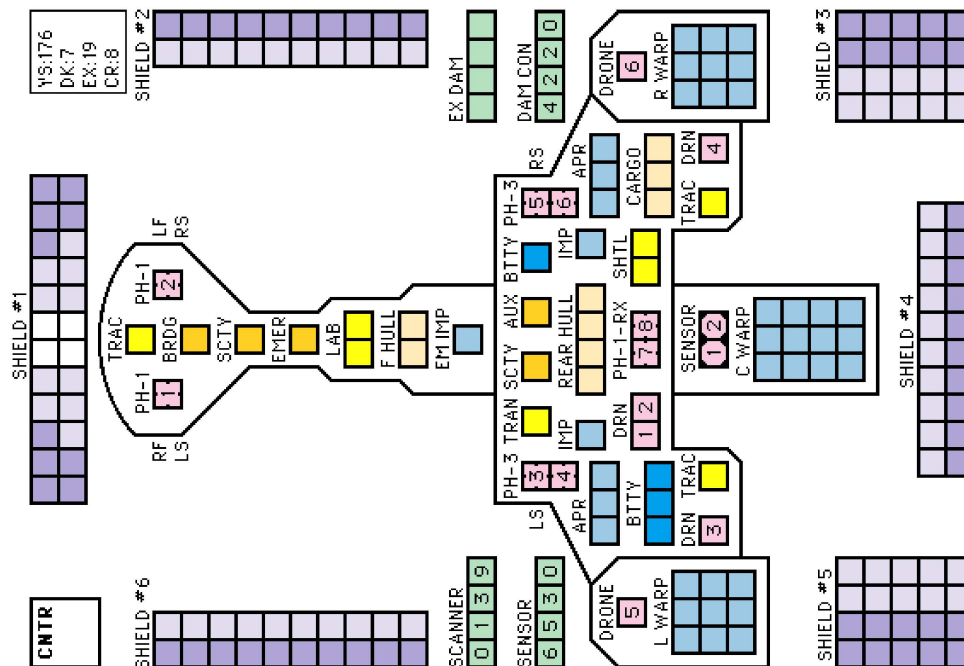
DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 15		
1	4 4	3	1
2	4 4	4	1
3	4 4	4	1
4	4 4	3	0
5	4 3	2	0
6	3 3	1	0


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

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 SCIENTIFIC INFORMATION |
| 28 | SELF-PROTECTION |
| 29 | TACTICAL INTELLIGENCE |

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



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

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= E7J
POINT VALUE	= 135/110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.167

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

ID	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

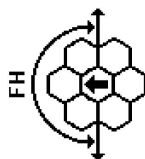
				D	D	D	D
--	--	--	--	---	---	---	---

TRANSPORTER BOMBS

DRONE RACK					
1					B
2					B

SHIP WAS BUILT WITH TYPE-B DRONE RACKS AND INCORPORATES THE B AND Y175 REFFITS.

TYPE II PHASER TABLE									
DIE	RANGE			4-9-16-31-			8-15-30-50		
ROLL	0	1	2	3	4	5	6	7	8
1	6	5	5	4	3	2	1	1	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	1	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	4	4	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0



ANTI-DRONES

ADDS ALWAYS HAD TWELVE ROUNDS.

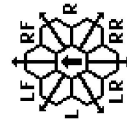
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

DISRUPTOR TABLE

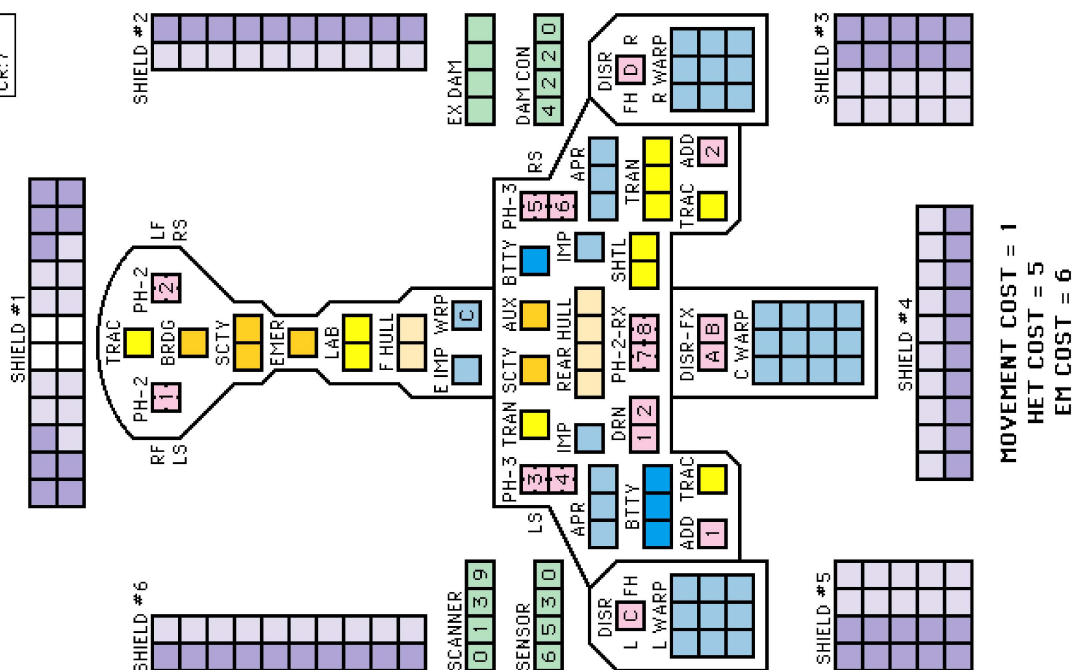
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

DERFACS  H&R

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

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


YS:176
DK:7
EX:20
CR:7



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

KLINGON F6B DRONE BATTLE FRIGATE

CNTR

VS: 176+
DK: 5
EX: 15
CR: 5

SHIELD #1

SHIELD #2

SHIELD #6

SHIELD #5

SHIELD #4

SHIELD #3

SHIP DATA TABLE

TYPE	= F6B
POINT VALUE	= 100
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.168

1 UIM STANDARD

UIM	1
-----	---

TURN MODE SPEED

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

DRONE RACKS

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

THIS SHIP ALWAYS HAD TYPE-B DRONE RACKS WITH TWO RELOADS.

ANTI-DRONES

1

ANTI-DRONE ALWAYS HAD 12 ROUNDS.

HIT & RUN

UIM	1
DERFACS	1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	A
2	20	A

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

TRANSPORTER BOMBS

1	2	3	4
1	2	3	4

ANTI-DRONE TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

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

CNR

SHIP DATA TABLE	
TYPE	= F6E
POINT VALUE	= 120
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.169

INCLUDES FULL AEGIS

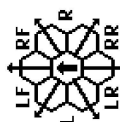
TURN MODE	SPEED
A	1 2-6
HET	2 7-12
	3 13-19
BD	4 20-26
	5 27+

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

ANTI-DRONES

ANTI-DRONE ALWAYS HAD 12 ROUNDS.

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



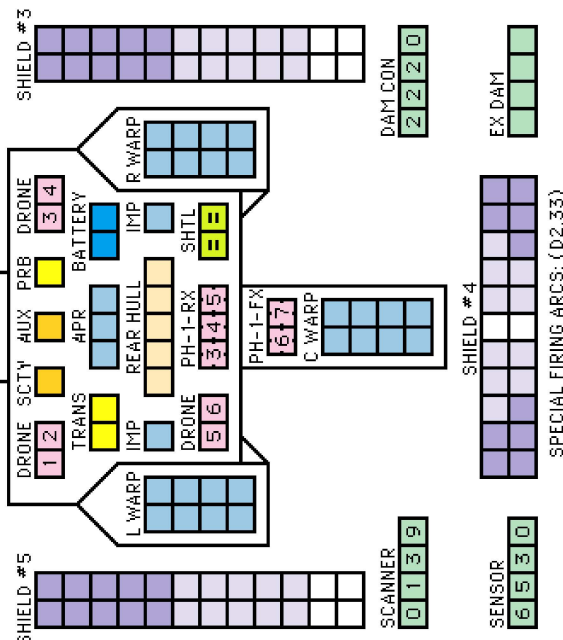
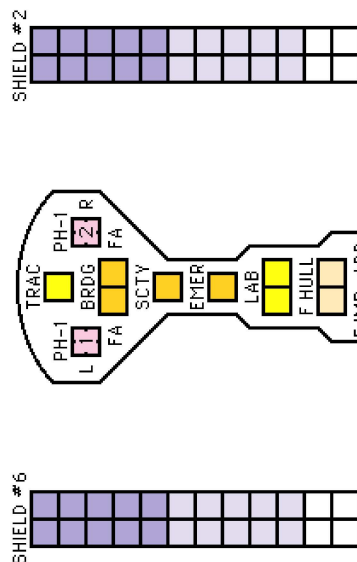
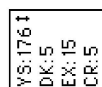
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

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

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

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

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



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

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

Category	Count
DECK CREWS	2
TRANSPORTER BOMBS	2
PROBES	5

TYPE I OFFENSIVE PHASER TABLE

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

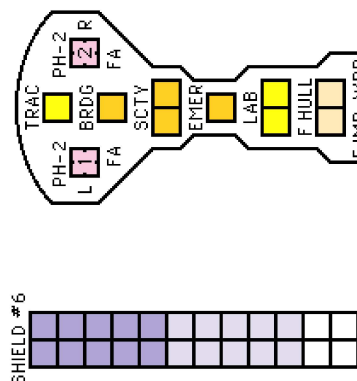
TYPE III DEFENSE PHASE		4-9-15		3-8-15		2-3-8-15		1-2-3-8-15	
DIE	RANGE								
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

[illegible]

CRACKS ALWAYS HAD THREE
RELOADS. ONE RELOAD IS ENTIRELY
ADDS.

CNTR

YS:176↑
DK:5
EX:15
CR:4

[illegible]SHIELD #2

The diagram illustrates the layout of the Star Trek: Voyager ship, oriented vertically. At the top is the **SHIELD #3** section, represented by a grid of purple and white squares. Below this is the **FA** (Forward Access) section, which includes the **DISR** (Disruptor Room) with a pink box labeled **A**, the **SCTY** (Science Control Tower) with two yellow boxes, the **PRB** (Propulsion Room) with two yellow boxes, the **AUX** (Auxiliary) room with two yellow boxes, and the **DISR** (Disruptor Room) with a pink box labeled **B**. The **BATTERY** room is shown with two blue boxes. The **TRANS** (Transporter) room has two yellow boxes. The **4PR** (4th Port Room) has two blue boxes. The **IMP** (Impulse Engine) room has one blue box. The **REAR HULL** room has two orange boxes. The **DRONE** room has two pink boxes labeled **1** and **2**. The **PH-2-RX** (Phaser 2 - Remote Control) room has three orange boxes labeled **3**, **4**, and **5**. The **SHTL** (Shuttle) room has two yellow boxes. The **L WARP** (Longitudinal Warp) room is a large blue grid. The **R WARP** (Radial Warp) room is a large blue grid. The **DISR-FX** (Disruptor - Forward) room has two orange boxes labeled **C** and **D**. The **C WARP** (Circumferential Warp) room is a large blue grid. At the bottom is the **SHIELD #5** section, represented by a grid of purple and white squares.

DAM CON	2	2	2	0
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EX DAM

[illegible]

SPECIAL FIRING ARCS: (D2 33)

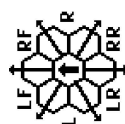
SENSOR	6	5	3	0
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SEE (D23.0) FOR
SHOCK DAMAGE

⑥ = ERRATIC MANEUVER WARP COST

SHIP DATA TABLE	
TYPE	= F6J
POINT VALUE	= 110/90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.170

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


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

DRONE RACKS	
1	B
2	B

THIS SHIP ALWAYS HAD TYPE-B DRONE
RACKS WITH TWO RELOADS.

SEE (R3.R5) FOR SPECIAL RULES
PERTAINING TO THIS SHIP.

HIT & RUN
DERFACS 

SEE (D23.0) FOR SHOCK DAMAGE

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

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

TRANSPORTER BOMBS                              

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

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

[illegible]

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

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

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

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

CINTR

YS:176†
DK:5
EX:13
CR:5

The diagram shows the layout of the Star Trek: Voyager ship. At the top is the bridge, which includes the Captain's chair (C), First Officer's chair (F), and various consoles (A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z). Below the bridge is the main hull, which includes the Engineering section (E), the Main Hull (M), and the Shields (S). The shields are represented by a grid of 100 squares, with the top 10 squares being red and the bottom 90 squares being blue. The ship is oriented with the bridge at the top and the main hull at the bottom.

SHIP DATA TABLE	
TYPE	= F6S
POINT VALUE	= 120/90
BREAKDOWN	= 4-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.171

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

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

[illegible]

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

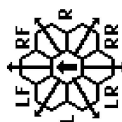
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

PROBES

TRANSPORTER BOMBS

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

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


$$R_X = L + LR + RR + R$$

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

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

KLINGON F6T BATTLE TRANSPORT

CREW UNITS

10	20
8	

BOARDING PARTIES

5

PROBES

THIS SHIP CAN ONLY CARRY ONE POD, BUT CAN CARRY TWO POD WEIGHTS, I.E., THE ONE POD MIGHT BE A DOUBLE WEIGHT POD.

DISRUPTOR TABLE

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

ADMINISTRATIVE SHUTTLES

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

THIS SHIP HAS ONE SHUTTLE BAY.

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	= F6T
POINT VALUE	= 112/84
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.172
1 UIM STANDARD	

NO POD

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

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+

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

ANTI-DRONE TABLE

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

HIT & RUN UIM

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

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

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

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

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

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

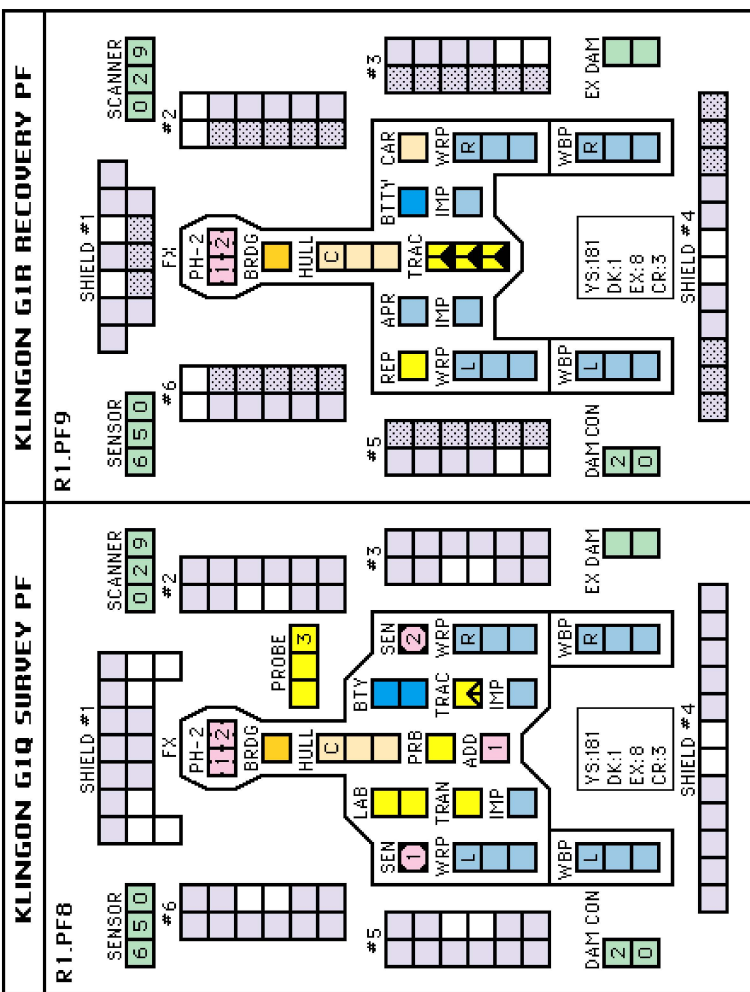
CNTR

YS:1761
DK:5+2
EX:12
CR:5

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

⑥ = ERRATIC MANEUVER WARP COST
⑤ = HET COST
④ = HET COST

KLINGON STELLAR FORTRESS TABLES



DRONE RACK #1 (H)	DRONE RACK #4 (H)	ANTI-DRONE #1
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

DRONE RACK #2 (H)	DRONE RACK #5 (H)	ANTI-DRONE #2
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

DRONE RACK #3 (H)	DRONE RACK #6 (H)	ANTI-DRONE #3
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

TYPE I OFFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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

NUMBERS ARE THE DOCKING MODULE A GIVEN SECURITY STATION IS IN.

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

HIT & RUN DERFACS

--

UIM HIT & RUN

1	2	3
4	5	6

NUMBERS ARE THE DOCKING MODULE A GIVEN UIM IS IN.

SHIP DATA TABLE

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89

EACH SFG = +15

HANGAR MODULE +10

PF MODULE +12

SIX UIMS STANDARD

SFG

1

SFG

2

STASIS FIELD GENERATORS CAN BE ADDED TO THE CORE OF A STELLAR FORTRESS AS A REPT. SEE (G16.52) FOR DAMAGE TO STASIS FIELD GENERATORS. STASIS FIELD GENERATORS HAVE 360° FIRING ARCS.

W1: DISRUPTORS (TOTAL OF EIGHTEEN).

W2: PHASER-3s (TOTAL OF SIX).

W3: ADD-30s (FD3.86).

W4: TYPE-H DRONE RACKS (FD3.8).

YS:176
DK:7
EX:18
CR:6

SHIP DATA TABLE	
TYPE	= GHA
POINT VALUE	= 143
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 17/4
REFERENCE	= R4.135
SABOT REFIT	
(Y180)	= +4
BPV INCLUDES CLOAK	

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

THIS SHIP HAS ONE SHUTTLE BAY.

[illegible]

BOARDING PARTIES

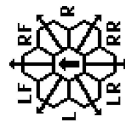
PROBES

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES:
SEE (FP11.0) IN MODULE R10.

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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



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

TYPE III DEFENSE PHASER	SEE (FP8.35) FOR PLASMA FP	⚡
DIE PONGE	4- 0-	BOLT FIRING ARCS.

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


PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	
TYPE S	30	30	22	22	22	15	15	15	10	5	1		
TYPE G	20	20	15	15	15	10	5	1	0	0	0		
TYPE F	20	15	10	5	1	0	0	0	0	0	0		
ROLL	1-4	1-3	1-2									1	

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST

CNTR	
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SENSOR: 6 5 4 3 2 1 0
SCANNER: 0 0 1 3 5 9

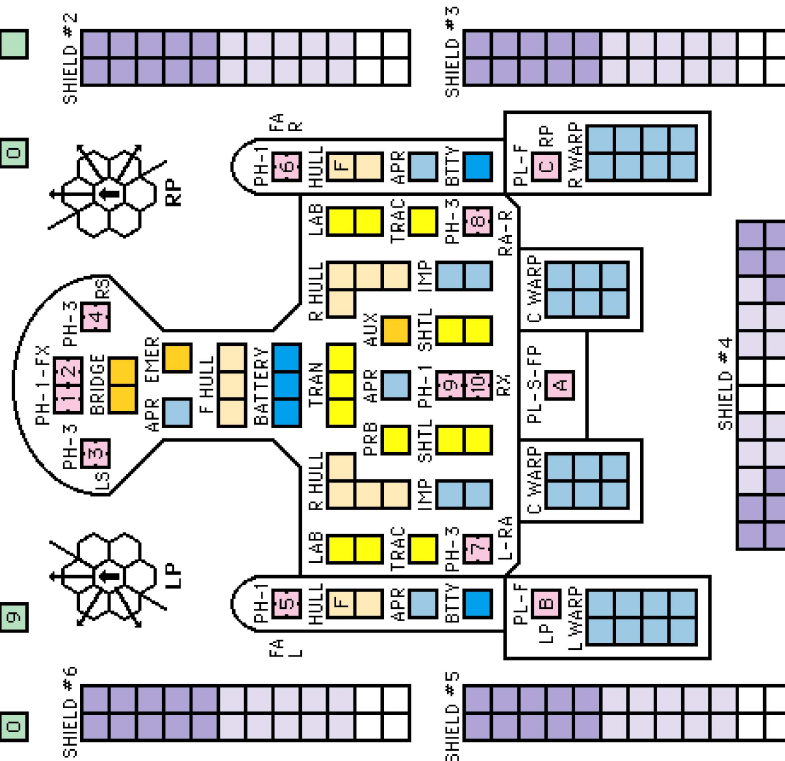
DAM CON

EX-DAM

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

**PSEUDO-PLASMA
TORPEDOES**

**HIT & RUN
CLOAK**



ADMINISTRATIVE SHUTTLES

CREW UNITS	HIT POINTS	NOTES
10	A	A
20	A	A
30	A	A

THREE BAYS — NO TRANSFERS.

BOARDING PARTIES

10	
----	--

DECK CREWS

10	
----	--

TRANSPORTER BOMBS

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

PROBES

5	
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THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES; SEE (FP11.0) IN MODULE R10.

TYPE I OFFENSIVE PHASER TABLE

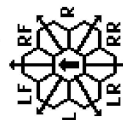
DIE RANGE	1	2	3	4	5	6	9	16	26	51
ROLL 0	1	2	3	4	5	6	9	16	26	51
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

TYPE III DEFENSE PHASER

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



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

MINES CANNOT BE LAID SEE (FP8.35) FOR PLASMA TORPEDOES SEE (FP13.0) IN SHUTTLE BAY; (M2.113).

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

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

ROMULAN VIPERHAWK INTERDICTION CARRIER

CARRIER

VS:175+
DK:8
EX:16
CR:8

EX DAM

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

DAM CON

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

SCANNER

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

CNTR

6	6	5	5	3	1	0
---	---	---	---	---	---	---

SENSOR

6	6	5	5	3	1	0
---	---	---	---	---	---	---

SHIELD #1

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

SHIELD #2

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

SHIELD #3

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

SHIELD #4

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

SHIELD #5

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

SHIELD #6

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

SHIELD #7

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

SHIELD #8

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

SHIELD #9

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

SHIELD #10

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

SHIELD #11

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

SHIELD #12

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

SHIELD #13

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

SHIELD #14

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

SHIELD #15

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

SHIELD #16

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

SHIELD #17

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

SHIELD #18

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

SHIELD #19

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

SHIELD #20

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

SHIELD #21

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

SHIELD #22

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

SHIELD #23

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

SHIELD #24

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

SHIELD #25

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

SHIELD #26

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

SHIELD #27

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

SHIELD #28

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

SHIELD #29

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

SHIELD #30

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

SHIELD #31

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

SHIELD #32

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

SHIELD #33

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

SHIELD #34

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

SHIELD #35

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

SHIELD #36

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

SHIELD #37

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

SHIELD #38

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

SHIELD #39

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

SHIELD #40

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

SHIELD #41

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

SHIELD #42

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

SHIELD #43

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

SHIELD #44

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

SHIELD #45

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

SHIELD #46

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

SHIELD #47

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

SHIELD #48

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

SHIELD #49

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

SHIELD #50

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

SHIELD #51

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

SHIELD #52

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

SHIELD #53

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

SHIELD #54

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

SHIELD #55

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

SHIELD #56

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

SHIELD #57

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

SHIELD #58

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

SHIELD #59

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

SHIELD #60

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

SHIELD #61

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

SHIELD #62

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

SHIELD #63

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

SHIELD #64

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

SHIELD #65

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

SHIELD #66

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

SHIELD #67

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

SHIELD #68

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

SHIELD #69

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

SHIELD #70

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

SHIELD #71

ROMULAN SKYHAWK-R FAST CARRIER RESUPPLY SHIP

CREW UNITS

IDENT	HIT POINTS	NOTES
10		A
20		A

BOARDING PARTIES

8	
---	--

REPL CREW

6	
---	--

DECK CREWS

2	
---	--

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.

T-BOMBS

D	
---	--

THE SABOT REFIT

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.

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.

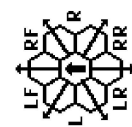
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SEE (FP8.35) FOR PLASMA BOLT FIRING ARCS.



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

PLASMA TORPEDO WARHEAD TABLE

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

CARGO STORAGE RECORDS

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

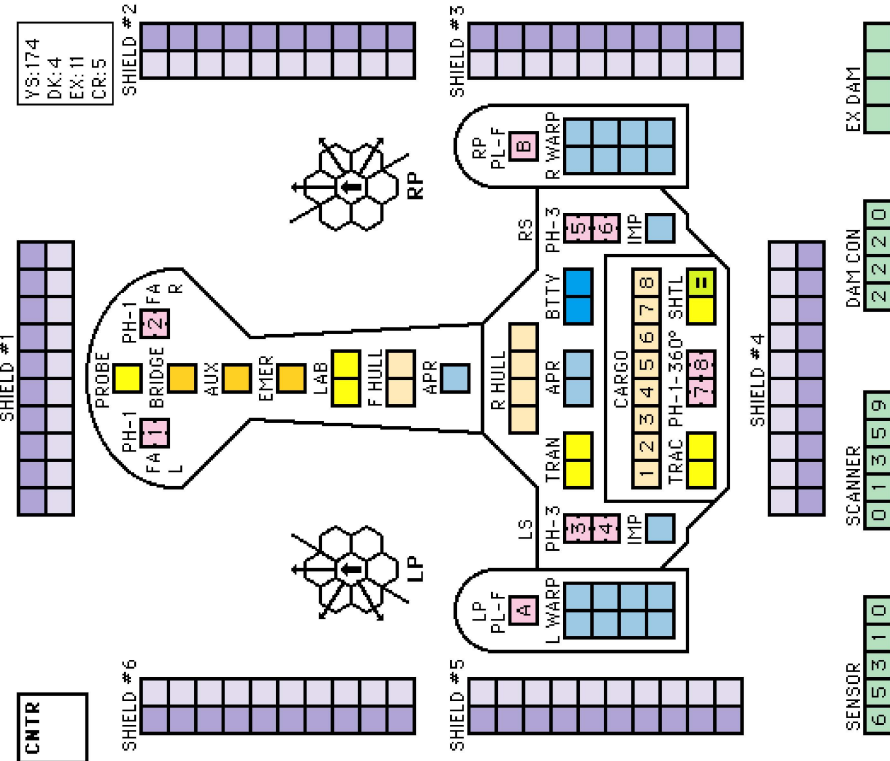
SHIP DATA TABLE	
TYPE	= SKR
POINT VALUE	= 105/90
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 6/2
REFERENCE	= R4.137
SABOT REFIT (Y180)	= +2.25
LIMITED AEGIS	
BPV INCLUDES CLOAK	

SHIP DATA TABLE	
TYPE	= SKRA
POINT VALUE	= 105/90
REFERENCE	= R4.137A
SABOT REFIT (Y180)	= +2.25
FULL AEGIS	
BPV INCLUDES CLOAK	

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

PSEUDO-PLASMA TORPEDOES	
A	F
B	F

HIT & RUN CLOAK	



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

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

ROMULAN JAYHAWK BATTLE FRIGATE

YS:176
DK:5
EX:11
CR:4

CNTR

SHIP DATA TABLE	
TYPE	= JH
POINT VALUE	= 95
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 8/2
REFERENCE	= R4.138
SABOT REFIT (Y180)	= +3
BPV INCLUDES CLOAK	

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

**PSEUDO-PLASMA
TORPEDOES**

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

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

DIE RANGE		6-9		16-26		51-75	
ROLL	0	1	2	3	4	5	6
1	9	8	7	6	5	5	4
2	8	7	6	5	5	4	3
3	7	5	5	4	4	3	1
4	6	4	4	4	4	3	0
5	5	4	4	4	3	3	0
6	4	4	3	3	2	2	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. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15															

ADMINISTRATIVE SHUTTLES

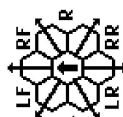
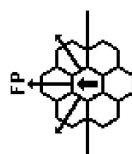
10		
*		

-I
-I

BOARDING PARTIES
6

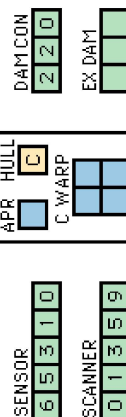
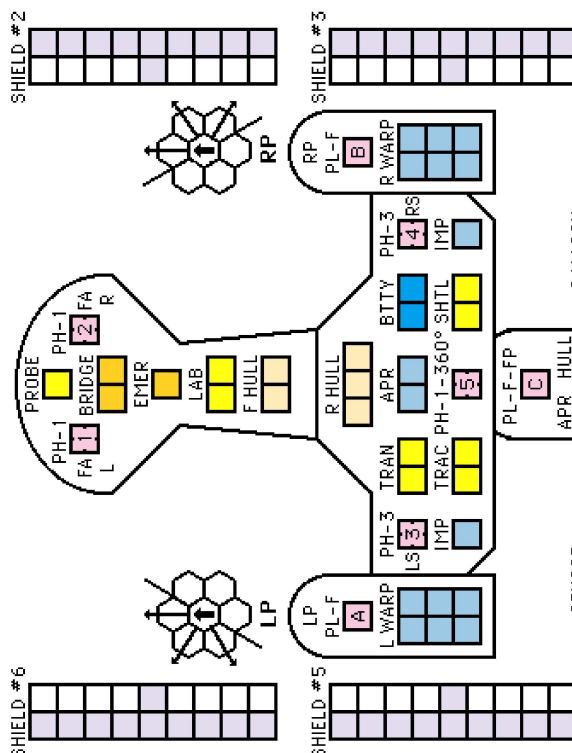
PROBES	5

TRANSPORTER BOMBS



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

SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.



THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES:
SEE {FP11.0} IN MODULE R10.

TYPE I OFFENSIVE PHASE TARIFF

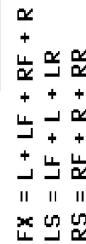
TYPE III DEFENSE PHASE

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

YS:177
DK:7
EX:17
CR:6



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



THE FORWARD PHASERS CAN FIRE INTO THE ROW
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D2.33).

				D	D	D	D
TRANSPORTER BOMBS							

1	0	0	0	0	0	0
1	1	0	0	0	0	0
2	1	0	0	0	0	0
3	2	1	0	0	0	0
4	3	3	2	1	0	0
5	4	4	3	3	2	2
5	5	4	4	3	2	3
6	5	4	4	4	3	3
7	6	5	4	4	4	3
8	7	5	4	4	4	4
9	8	7	6	5	4	4
1	2	3	4	5	6	6

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

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
ROI T	1-4	1-3	1-2						1		

[illegible]

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

ADMINISTRATIVE SHUILES

ROMULAN K4F FAST CARRIER RESUPPLY SHIP

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	A A
	A A
THIS SHIP HAS ONE SHUTTLE BAY.	
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.	
T-BOMBS	
	D D
THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES; SEE (FP11.0) IN MODULE R10.	
SHIP DATA TABLE	
TYPE	= K4F
POINT VALUE	= 68/50
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 5/2
REFERENCE	= R4.141
SABOT REFIT (Y180)	= +0.25
LIMITED AEGIS	
BPV INCLUDES CLOAK	

CREW UNITS	REPL CREW
9	6

BOARDING PARTIES	DECK CREWS
2	2

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

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



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

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

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.

HIT & RUN CLOAK

CARGO STORAGE RECORDS

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

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP (D2.33).

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

ROMULAN STELLAR FORTRESS TABLES

ROMULAN CENTURION-Q PF										ROMULAN CENTURION-R PF									
R1.PF8										R1.PF9									
YS:182 DK:1 EX:8 CR:3										YS:182 DK:1 EX:8 CR:3									
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SHIP DATA TABLE	
TYPE	= STF
POINT VALUE	= 900
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
CLOAK COST	= 52/30
REFERENCE	= R1.89
CLOAK BPV	= +90
HANGAR MODULE	+10
PF MODULE	+12
SABOT REFIT	= +45
(Y180)	

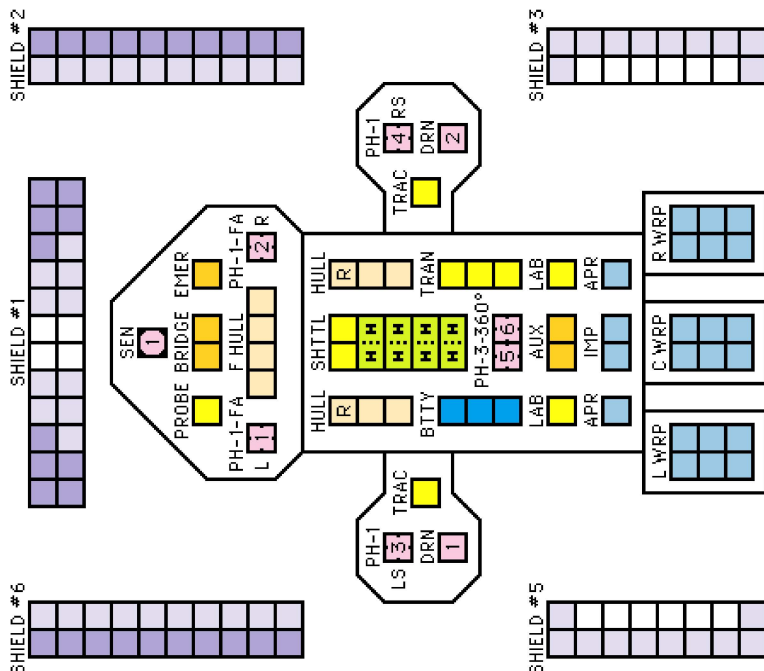
HIT & RUN	CLOAK	IF
☐	☐	INSTALLED

PSEUDO-PLASMA TORPEDOES									
W1	A	R	D	R	G	R	K	R	R
W1	B	S	E	S	H	S	L	S	S
W1	C	F	F	F	J	F	M	F	T

KZINTI LIGHT ATTACK CARRIER

YS:175
DK:5
EX:11
CR:4

CNTR



SHIP DATA TABLE	
TYPE	= ADW
POINT VALUE	= 94/74
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.115

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A
20	A

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

TRANSPORTER BOMBS	
D	D

CREW UNITS	
10	
20	

BOARDING PARTIES	
8	

DECK CREWS	
8	

PROBES	
5	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

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 BY A "TORPEDO" DAMAGE POINT.

FIGHTER DISRUPTOR TABLE

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

DRONE RACKS

1						
2						

DRONE RACKS ALWAYS HAD TWO RELOADS.

LFS FIGHTERS	
2xPh-3-FX	
2xPh-3-RX	
DFR = 1	
CRIPPLED = 11	
SPEED = 12	
BPV = 19	

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

KZINTI IMPROVED SURVEY CRUISER

YS:170
DK:7
EX:16
CR:8

YS:170
DK:7
EX:16
CR:8

CREW UNITS

10	20	30	40
1	2	3	4
5	6	7	8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	A	A
2	A	A
3	A	A
4	A	A
5	A	A
6	A	A
7	A	A
8	A	A

SHIP DATA TABLE

TYPE	= SRI
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.116
WITHOUT THE C-14 (Y166)	= -6
Y175 REFIT	= +3

SENSOR

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

SCANNER

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

SHIELD #1

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

SHIELD #2

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

SHIELD #3

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

SHIELD #4

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

SHIELD #5

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

SHIELD #6

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

DRONE RACKS

1	2	3	4
A	A	A	A
B	B	B	B

ANTI-DRONES

1	2	3	4
1	2	3	4

SHIP DATA TABLE

TYPE	= SRIV
POINT VALUE	= 126/106
REFERENCE	= R5.116A
WITHOUT THE C-14 (Y166)	= -6
Y175 REFIT	= +3

WARTIME FIGHTER DEPLOYMENT (R5.116A)

DURING THE GENERAL WAR, FIGHTERS REPLACED FOUR OF THE ADMIN SHUTTLES. THE DECK CREWS DO NOT INCREASE THE CREW.

SHIP DATA TABLE

TYPE	= SRIV
POINT VALUE	= 126/106
REFERENCE	= R5.116A
WITHOUT THE C-14 (Y166)	= -6
Y175 REFIT	= +3

DECK CREWS

1	2	3	4
1	2	3	4

SCOUT FUNCTIONS SUMMARY

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	10-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60
ROLL 0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	4	3	2	1	0	0
2	8	7	6	5	4	3	2	1	0	0	0
3	7	6	5	4	3	2	1	0	0	0	0
4	6	5	4	3	2	1	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0	0	0
6	4	3	2	1	0	0	0	0	0	0	0

TRANSPORTER BOMBS

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

PROBES

10	20	30	40
1	2	3	4
5	6	7	8

SHIELD #1

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

SHIELD #2

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

SHIELD #3

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

SHIELD #4

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

SHIELD #5

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

SHIELD #6

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

DRONE RACKS

1	2	3	4
A	A	A	A
B	B	B	B

ANTI-DRONES

1	2	3	4
1	2	3	4

SHIP DATA TABLE

TYPE	= SRIV
POINT VALUE	= 126/106
REFERENCE	= R5.116A
WITHOUT THE C-14 (Y166)	= -6
Y175 REFIT	= +3

WARTIME FIGHTER DEPLOYMENT (R5.116A)

DURING THE GENERAL WAR, FIGHTERS REPLACED FOUR OF THE ADMIN SHUTTLES. THE DECK CREWS DO NOT INCREASE THE CREW.

SHIP DATA TABLE

TYPE	= SRIV
POINT VALUE	= 126/106
REFERENCE	= R5.116A
WITHOUT THE C-14 (Y166)	= -6
Y175 REFIT	= +3

DECK CREWS

1	2	3	4
1	2	3	4

SCOUT FUNCTIONS SUMMARY

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	10-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60
ROLL 0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	4	3	2	1	0	0
2	8	7	6	5	4	3	2	1	0	0	0
3	7	6	5	4	3	2	1	0	0	0	0
4	6	5	4	3	2	1	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0	0	0
6	4	3	2	1	0	0	0	0	0	0	0

TRANSPORTER BOMBS

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

PROBES

10	20	30	40
1	2	3	4
5	6	7	8

SHIELD #1

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

SHIELD #2

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

SHIELD #3

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

SHIELD #4

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

SHIELD #5

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

SHIELD #6

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

DRONE RACKS

1	2	3	4
A	A	A	A
B	B	B	B

ANTI-DRONES

1	2	3	4
1	2	3	4

SHIP DATA TABLE

TYPE	= SRIV
POINT VALUE	= 126/106
REFERENCE	= R5.116A
WITHOUT THE C-14 (Y166)	= -6
Y175 REFIT	= +3

WARTIME FIGHTER DEPLOYMENT (R5.116A)

DURING THE GENERAL WAR, FIGHTERS REPLACED FOUR OF THE ADMIN SHUTTLES. THE DECK CREWS DO NOT INCREASE THE CREW.

SHIP DATA TABLE

TYPE	= SRIV
POINT VALUE	= 126/106
REFERENCE	= R5.116A
WITHOUT THE C-14 (Y166)	= -6
Y175 REFIT	= +3

DECK CREWS

1	2	3	4
1	2	3	4

THE SSD SHOWS THE SHIP WITH THE C-14 REFIT. WITHOUT THE REFIT THE SHADED WARP ENGINE BOXES ARE DELETED AND THE FORWARD PHASERS ARE LF+L/RF+R

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

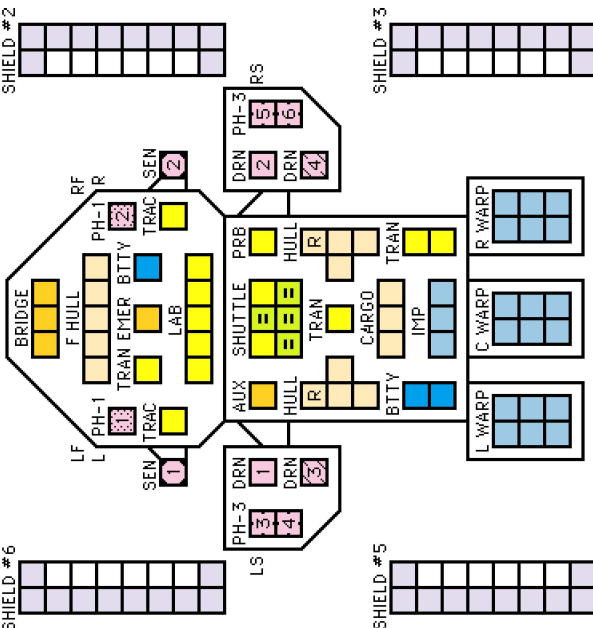
CAPTAIN'S MODULE R12 SSD BOOK — Copyright © 2010 ADB, Inc.

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KZINTI LIGHT SURVEY CRUISER

VS:132
DK:5
EX:11
CR:6

SENSOR
6 6 6 6 4 1 0



SCANNER
0 1 2 3 5 9

DAM CON
4 2 2 2 0

EX DAM
0 0 0 0 0 0 0 0

SHIP DATA TABLE	
TYPE	= SRL
POINT VALUE	= 88/68
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.117
C-12 REFIT (Y166)	= +1
Y175 REFIT	= +4

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

DRONE RACKS	
1	A C
2	A C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD). IF ANY HAD SURVIVED TO Y175, THESE WOULD HAVE BEEN UPGRADED TO TYPE-C DRONE RACKS (TWO RELOADS).

DRONE RACKS	
3	E
4	E

REPLACED BY ADDS IN Y165.

SHIP DATA TABLE	
TYPE	= SRLV
POINT VALUE	= 92/72
REFERENCE	= R5.117A
C-12 REFIT (Y166)	= +1
Y175 REFIT	= +4

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
1	A A
2	A A
3	A A
4	A A
5	A A
6	A A
7	A A
8	A A
9	A A
10	A A

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

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

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

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

ANTI-DRONES	
3	
4	

ADDS HAD SIX ROUNDS BEFORE THE Y175 REFIT; TWELVE ROUNDS AFTER.

WARTIME FIGHTER DEPLOYMENT (R5.117A)

DURING THE GENERAL WAR, FIGHTERS WOULD REPLACE FOUR OF THE ADMIN SHUTTLES. THE DECK CREWS DO NOT INCREASE THE CREW.

TADSC FIGHTERS	
2xPH-3-FA	
DFR = 4	
CRIPPLED = 8	
SPEED = 15	
BPV = 12	

SHIP DATA TABLE	
TYPE	= SRLV
POINT VALUE	= 92/72
REFERENCE	= R5.117A
C-12 REFIT (Y166)	= +1
Y175 REFIT	= +4

REPLACED BY ADDS IN Y165.

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

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

YS:171
DK:4
EX:12
CR:4

10	20
*	

IDENT	HIT POINTS	NOTES
		A A
		A A

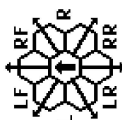
THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

[illegible]

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

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



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

- 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

SHIP DATA TABLE	
TYPE	= DDS
POINT VALUE	= 105/75
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.120
Y175 REFIT	= + 4

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

1							A	C			B
2							A	C			B
3							A				
4							A				

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

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

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

KZINTI STELLAR FORTRESS TABLES

[illegible][illegible][illegible]

DRONE RACK #2 (H)				
1				
2				
3				
4				
5				

DRONE RACK #8 (H)					
1					
2					
3					
4					
5					

[illegible]

DRONE RACK #3 (H)				
1				
2				
3				
4				
5				

DRONE RACK #9 (H)
1
2
3
4
5

[illegible]

1					
2					
3					
4					
5					

DRONE RACK #10 (H)
1
2
3
4
5

C
 C
 F
 H
 C
 C
 L
 L
 F
 F

DRONE RACK #5 (H)				
1				
2				
3				
4				
5				

DRONE RACK #11 (H)
1
2
3
4
5

BOXES ARE TYPE-H
DRONE RACKS, THE THIRD
BOX IS A DISRUPTOR
BOLT FOR A TOTAL OF 12
TYPE-H DRONE RACKS
AND SIX DISRUPTOR
BOLTS (TWELVE
DISRUPTOR BOLTS TOTAL)

[illegible][illegible]

4). SEE (FD3.8) FOR
TYPE-H DRONE RACKS.
2: PHASER-3s (TOTAL
SIX).
3: ADD-30s (FD3.86).
4: DISRUPTOR BOITS

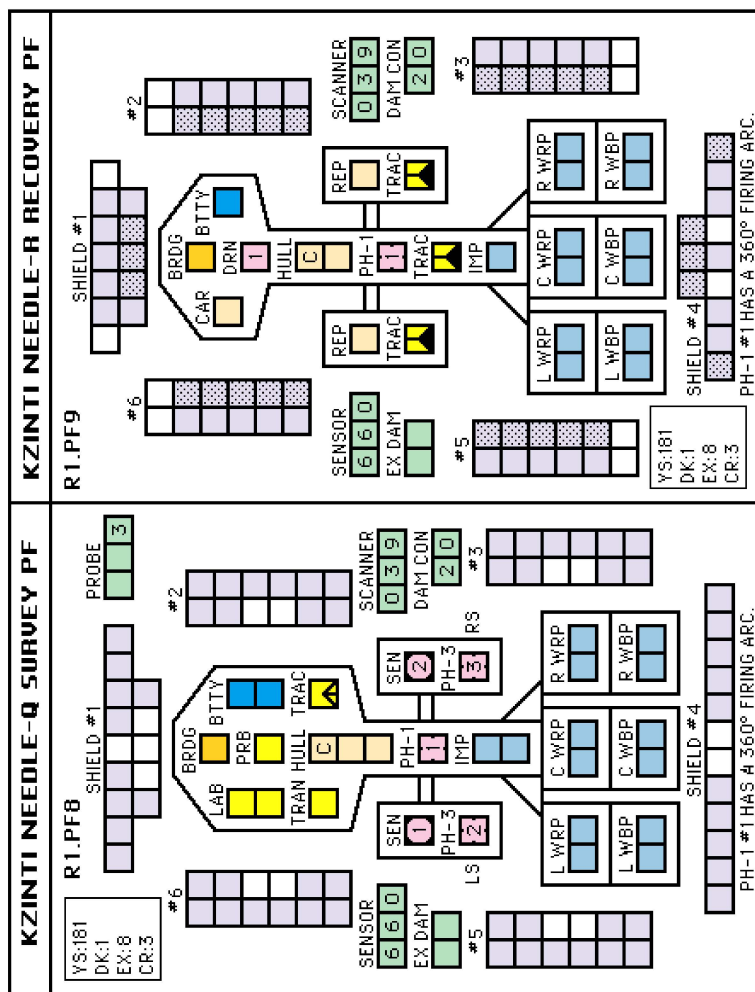
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	RANGE			6- 9- 16- 26- 8 15 25 50			51- 75					
	0	1	2	3	4	5	6	7	8	9	10	
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	4	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	= STF
POINT VALUE	= 900
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.89
HANGAR MODULE +10	
PE MODULE +12	

DISRUPTOR TABLE	
RANGE	0
HIT (STD)	NA
HIT(DEFACS)	NA
HIT(OVERLOAD)	1-6
DAMAGE, STD	0
DAMAGE_OVL0D	10

**HIT & RUN
DERFACS**



W1: THE FIRST TWO
BOXES ARE TYPE-H
DRONE RACKS, THE THIRD
BOX IS A DISRUPTOR
BOLT FOR A TOTAL OF 12
TYPE-H DRONE RACKS
AND SIX DISRUPTOR
BOLTS (TWELVE
DISRUPTOR BOLTS TOTAL
COUNTING THE SIX IN
W4). SEE (FD3.8) FOR
TYPE-H DRONE RACKS.

W2: PHASER-3s (TOTAL OF SIX).

CNTR

SHIP DATA TABLE	
TYPE	= NHD
POINT VALUE	= 128
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.101
SABOT REFIT (Y180)	= +4

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

TWO BAYS, TRANSFERS BY (J1.59).
EACH BAY HAS TWO BALCONY
POSITIONS: TOTAL OF FOUR (J1.53).

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

TRANSPORTER BOMBS	PLASMA C (FP14.0),
□ □ □ □	□ □ □ □

ER TABLE							
	6-9-16-26-51-75	8-15-25-50-75					
1	4	3	2	1	1		
2	3	2	1	1	0		
3	3	1	0	0	0		
4	2	0	0	0	0		
5	1	0	0	0	0		
6	0	0	0	0	0		

SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS

R	FA = LF + RF
9-	LS = LF + L + LR
15	RS = RF + R + RR
1	RX = L + LR + RR + R

0 0 0 0 0 0

**PSEUDO-PLASMA
TORPEDOES**

A S B F C F

HEAD STRENGTH TABLE						
	13-14	15	16-18	19	20	21-22
22	22	22	15	15	15	10
15	15	15	10	5	1	0
5	1	0	0	0	0	0

5	6	7	8	9	10	11
4	5	6	6	7	8	9
3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4

[illegible]

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

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.

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

LASMA CARRONADES CANNOT
BE USED PRIOR TO Y165. FROM

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

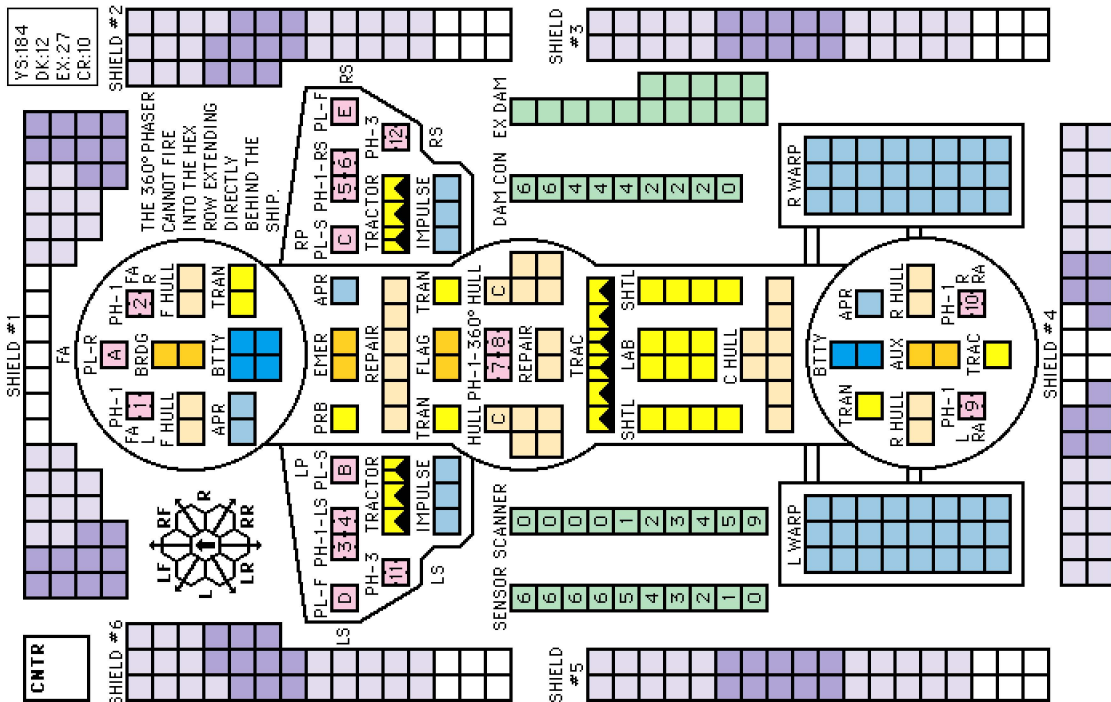
1	0	0	0	0
0	2	1	0	0
1	4	4	0	2
1	4	4	4	0
1	4	4	4	4
1	2	0	4	0

PLASMA TORPEDO WARHEAD				
RANGE	0-5	6-10	11-12	
TYPE S	30	30	22	
TYPE G	20	20	15	
TYPE F	20	15	10	
BOLT	1-4	1-3		

WARP ENERGY MOVEMENT				
SPEED	1	2	3	4
Standard	1	2	3	3
Fract.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3

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GORN SPACE PATROL SHIP



⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A A
20	30	A A
30	40	A A
40	50	A A
50	60	A A
60	70	A A
70		A A

CREW UNITS

10	20	30	40	50	60	70
10	20	30	40	50	60	70

BOARDING PARTIES

10	20	30	40	50	60	70
10	20	30	40	50	60	70

PROBES

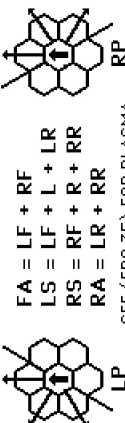
10	20	30	40	50	60	70
10	20	30	40	50	60	70

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

10	20	30	40	50	60	70
10	20	30	40	50	60	70

TRANSPORTER BOMBS

10	20	30	40	50	60	70
10	20	30	40	50	60	70



PLASMA CARRONADE

DIE DAMAGE	1	2	3	4	5	6	7
1	4	4	4	4	4	4	4
2	4	4	4	4	4	4	4
3	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4
5	4	4	4	4	4	4	4
6	4	4	4	4	4	4	4
7	4	4	4	4	4	4	4

SEE (FP8.35) FOR PLASMA BOLT FIRING ARCS.

PLASMA CARRONADES CANNOT BE USED PRIOR TO Y165, FROM Y165 THEY ARE AVAILABLE AT NO INCREASE IN BPV COST. PLASMA CARRONADES ARE IN MODULE RIO: SEE (FP14.0), SEE (FP14.37) FOR FIRING ARCS.

PSEUDO-PLASMA TORPEDOES

A	R	B	S	C	D	E	F
---	---	---	---	---	---	---	---

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE RIO.

TYPE III DEFENSE PHASER

THE HIT DENSE THIRDS												
DIE RANGE	4-	9-										
ROLL	0	1	2	3	8	15						
1	4	4	4	4	3	1						
2	4	4	4	4	2	1						
3	4	4	4	4	1	0						
4	4	4	4	3	0	0						
5	4	4	3	2	0	0						
6	3	3	1	0	0	0						

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

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

GORN DREADNOUGHT-CRUISER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A A
20	30	A A
30	40	A A GAS
40	50	A A
50	60	A A
60		A A GAS

BOARDING PARTIES

10	20
20	

PROBES

5

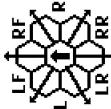
THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.

PLASMA CARRONADE

DIE DAMAGE	1	2	3	4	5	6	7
1	4	4	4	4	4	4	4
2	4	4	4	4	4	4	4
3	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4
5	3	3	3	3	3	3	3
6	3	3	3	3	3	3	3
7	2	2	2	2	2	2	2

PLASMA CARRONADES CANNOT BE USED PRIOR TO Y165, FROM Y165 THEY ARE AVAILABLE AT NO INCREASE IN BPV COST.

PLASMA CARRONADES ARE IN MODULE R10: SEE (FP14.0), SEE (FP14.37) FOR FIRING ARCS.



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

SEE (FP8.35) FOR PLASMA BOLT FIRING ARCS.

TRANSPORTER BOMBS

10	20	30	40	50	60
----	----	----	----	----	----

EACH BAY HAS THREE BALCONY POSITIONS: TOTAL OF SIX (J153). HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

SHIP DATA TABLE	
TYPE	= DNC
POINT VALUE	= 200
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.104
F REFIT (Y175)	= +14
SABOT REFIT (Y180)	= +10

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+

PSEUDO-PLASMA TORPEDOES					
A	R	B	S	C	S
				D	S
				E	F

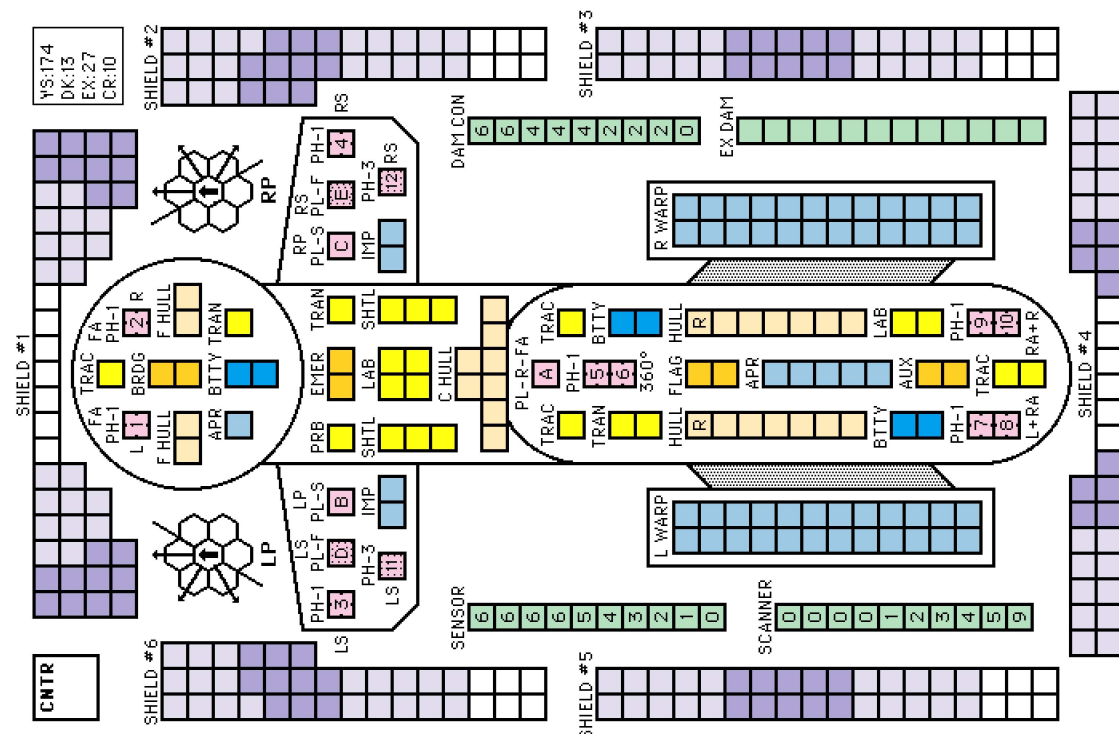
TYPE III DEFENSE PHASER	
DIE RANGE ROLL	0 1 2 3 4 5
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

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

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

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

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



SHADED BOXES ON THE SSD ARE THE F-REFIT. THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

[6] = ERRATIC MANEUVER WARP COST

THE 360° PHASER CANNOT FIRE INTO THE HEX ROW
EXTENDING DIRECTLY BEHIND THE SHIP.

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

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	15	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE T											
ROLL	1-4	1-3	1-2		1						

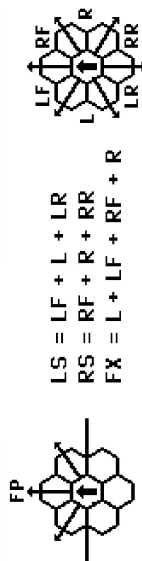
PLASMA CARRONADE	DIE DAMAGE
	1
	2
	3
	4
	5
	6
	7

SHIP DATA TABLE	
TYPE	= DCN
POINT VALUE	= 88
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.107
SABOT REFIT	
(Y180)	= +3

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		
			A	A
			A	A
			A	A
			A	A
			A	A
TWO BAYS, TRANSFERS BY (J159).				
EACH BAY HAS TWO BALCONY				
POSITIONS: TOTAL OF FOUR (J453).				

Crew Units	Boarding Parties	Probes
*	6	5
10		
20		

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



PLASMA CARRONADE	
DIE	DAMAGE
1	4
2	4
3	4
4	4
5	3
6	3
7	2

**PSEUDO-PLASMA
TORPEDOES**

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

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

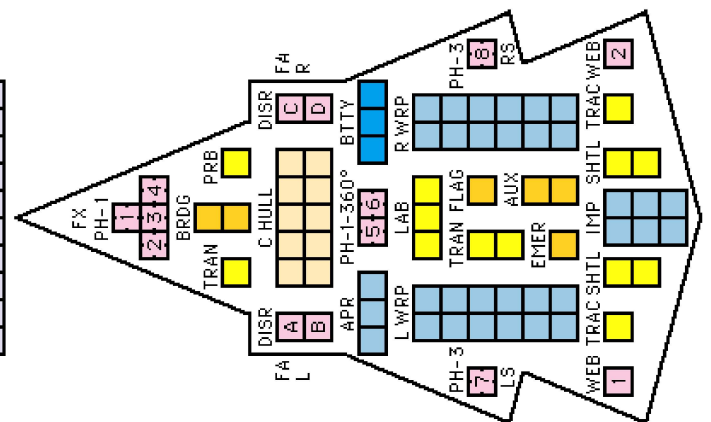
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THOLIAN WAR CRUISER LEADER

YS:180
DK:6
EX:17
CR:7

[illegible]

FIELD #2									

[illegible][illegible][illegible]

SHIELD #5

1

CNTR

SENSOR

SCANNER

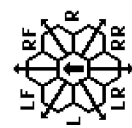
0	0	1	3	5	9
---	---	---	---	---	---

4 2 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	= CWL
POINT VALUE	= 134
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.81
SNARE REFIT (Y183)	= +6

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


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

ADMINISTRATIVE SHUTTLES

ID#	HIT POINTS	NOTES
	☐	A A
	☐	A A
	☐	A A
	☐	A A

THIS SHIP HAS ONE SHUTTLE BAY.

THIS SHIP HAS ONE SHUTTLE BAY.

							D	D	D	D	
								TRANSPORTER BOMBS			

[illegible]

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

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

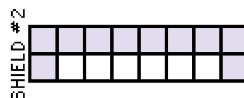
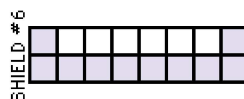
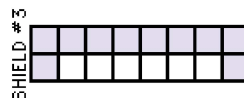
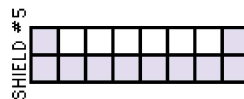
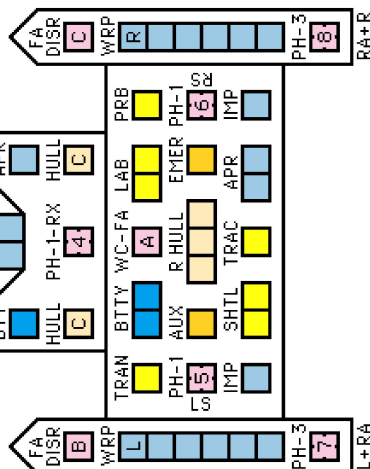
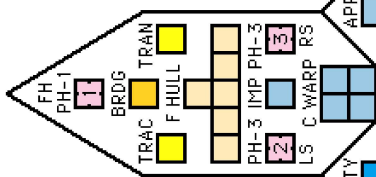
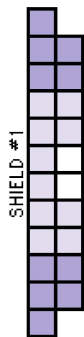
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

DRYING ENERGY INPUT	COOLING ENERGY INPUT	HEATING ENERGY INPUT	NET COST	ENERGATIC TIME/DOY	STAND	DOY																								
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
Fact.	1½	2	2⅔	3½	4	4½	5½	6	6¾	7½	8	8¾	9½	10	10¾	11½	12	12¼	13¼	14	14¾	15½	16	16¾	17½	18	18¾	19½	20	20

YS:180
DK:4+1+1
EX:8+1+3
CR:5



CNTR	
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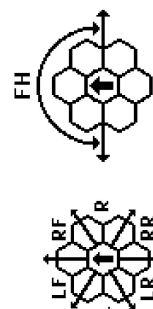
SHIP DATA TABLE	
TYPE	= NDH
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.84

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

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

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

WEB FIST TABLE						
RANGE	1-10	11-20	21-30			
HIT	1-4	1-3	1-2			
MISS	5-6	4-6	3-6			
ENERGY				DAMAGE		
1	2	0	0			
2	4	2	0			
3	6	4	2			
4	8	6	4			
5	10	8	6			


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

ADMINISTRATIVE SHUTTLES

10							
20							
*							

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

PROBES 5

DIE ROLL	RANGE		6-8		9-15		16-25		26-50		51-75	
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

ENERGY * OF WEB HEXES CREATED USED	1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

TYPE III DEFENSE PHASE

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

DISRUPTOR TABLE

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

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

	MINIMUM ENERGY REQUIREMENT COST = 172 ENERGY POINT PER THER															NET COST					ENERGATIC TIME/COVER THERM COST									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	14	14	15	15	15
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

NEO-THOLIAN HEAVY FRIGATE (CONJECTURAL)

CNTR

PATIENT'S NAME						PATIENT'S DATE OF BIRTH									
			*												
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.

BOARDING PARTIES
6

PROBES

5

TRANSPORTER BOMBS

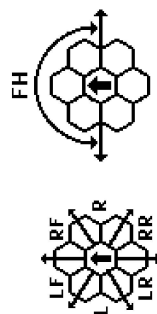
[illegible]

SHIP DATA TABLE	
TYPE	= NFH
POINT VALUE	= 85
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R7.85

DISRUPTOR TABLE

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

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


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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE

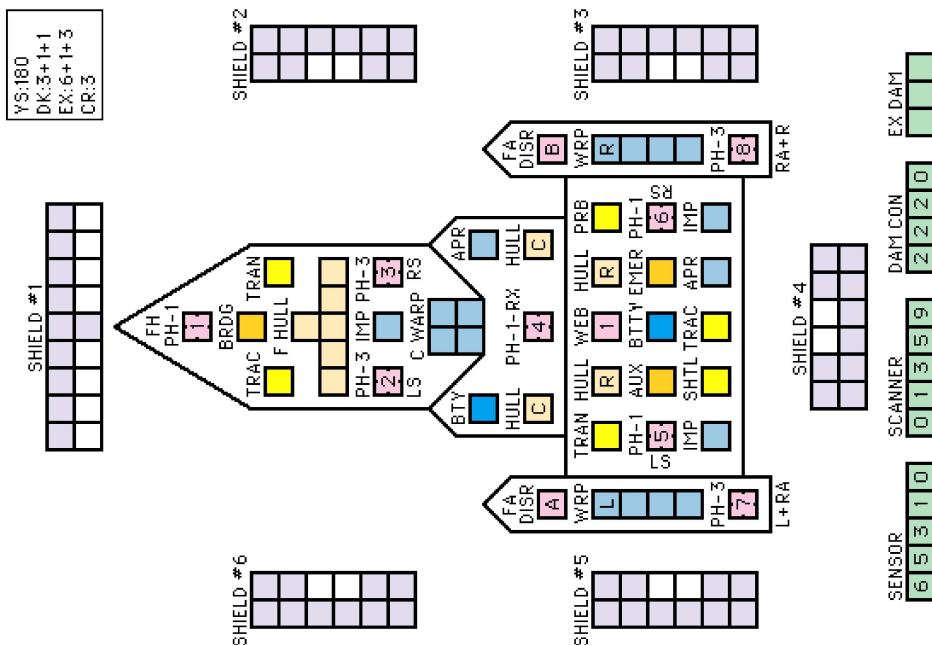
DIE RANGE		4- 9-	
ROLL	0 1 2 3 8 15	4 5 6 7 8 9	10 11 12 13 14 15
1	4 4 4 3 1 1		
2	4 4 4 2 1 0		
3	4 4 4 1 0 0		
4	4 4 3 0 0 0		
5	4 4 3 2 0 0		
6	3 3 1 0 0 0		

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

	⑤ - ELKNET POINT PER HLR										⑥ - ELT COST										⑦ - ENKNETIC EMPLOYER TRANS COST										
	SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	1	1	2	2	2	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10
Frac.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10	

5 = HET COST

WEB GENERATOR IS DESTROYED ON "FLAG" HITS.
THERE IS NO SNARE REFIT FOR THIS SHIP.



THOLIAN STELLAR FORTRESS TABLES

WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED	1	2	3	4	5
1-2-3	10	5	3	2	2	2
2-3-4	20	10	6	5	4	4
3-4-5	30	15	10	7	6	6
4-5-N	35*	20	13	10	8	8
5-N-N	35*	25	16	12	10	10

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE	DAMAGE	DAMAGE
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

TYPE I OFFENSIVE PHASER TABLE

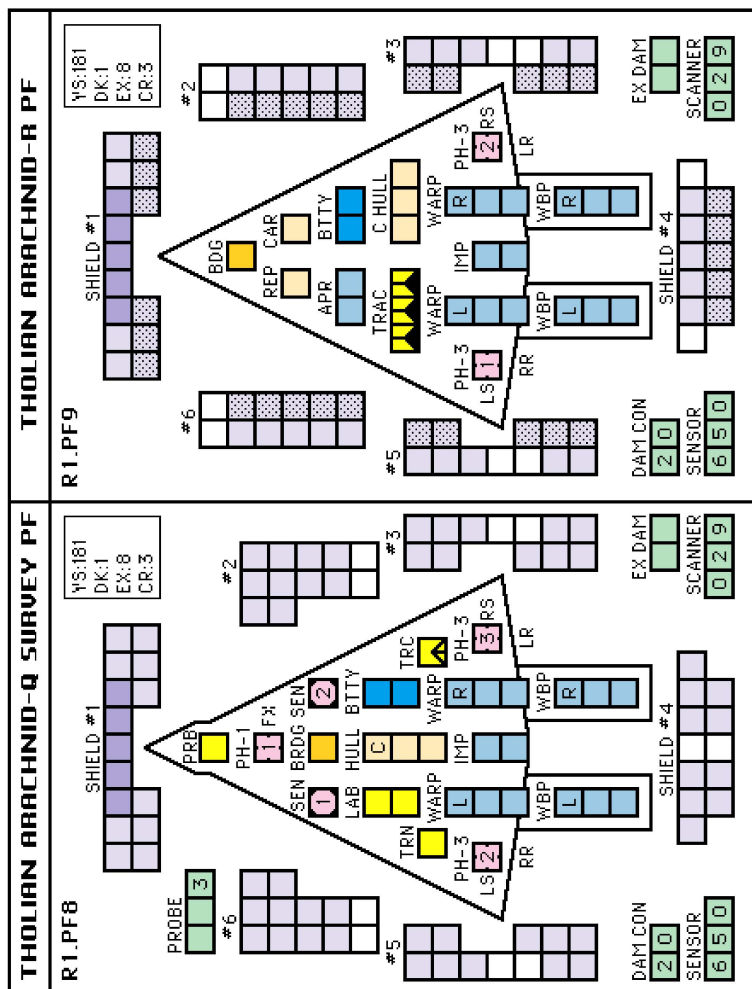
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	9	8	7	6	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0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

W1: PHASER-3s (A TOTAL OF EIGHTEEN PHASER-3s IN THE SIX DOCKING MODULES).

W2: PHASER-4s (A TOTAL OF SIX PHASER-4s IN THE SIX DOCKING MODULES, GIVING THE BASE A TOTAL OF TWENTY-FOUR PHASER-4s). THE WEB CASTER REFIT REPLACES THESE SIX PHASER-4s WITH WEB CASTERS. THESE WEAPONS ARE DESTROYED ON "PHASER" DAMAGE POINTS WITHOUT THE WEB CASTER REFIT, AND ON "DRONE" DAMAGE POINTS WITH THE WEB CASTER REFIT.

W3: PHASER-3s (A TOTAL OF THREE IN THE CORE WITH 360° FIRING ARCS, THESE GIVE THE BASE A TOTAL OF TWENTY-ONE PHASER-3s).

W4: WEB GENERATORS (TOTAL OF SIX). THE SNARE REFIT ALLOWS ALL WEB GENERATORS TO FUNCTION AS SNARES. HOWEVER EACH CAN ONLY CAST A SNARE INTO THE 60° ARC THAT THE MODULE IT IS IN IS FACING. WEB GENERATORS ARE DESTROYED ON "FLAG" DAMAGE POINTS.



SHIP DATA TABLE

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89
HANGAR MODULE	=	+10
PF MODULE	=	+12
SNARE REFIT (Y183)	=	+18
WEB CASTER REFIT (Y184)	=	+18

YS:179
DK:7
EX:25
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= HBR
POINT VALUE	= 128
BREAKDOWN	= 6
SHIELD COST	= 1+1
CLOAK COST	= 18/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.56
CLOAK BPV	= +25
0AKDISC	= +15
STEALTH +2 ECM	

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

FOR PURPOSES OF (G15.21), IF THE SHIP
DOUBLES THE CENTER WARP ENGINE BY ITSELF
THE ENGINE LOSES A SINGLE WARP BOX. IF THE
CENTER WARP ENGINE IS DOUBLED AT THE
SAME TIME AS EITHER OR BOTH THE LEFT AND
RIGHT ENGINES, IT SUFFERS NO LOSS UNLESS
AT THE END OF THE TURN ONLY CENTER WARP
REMAINS ON THE SHIP. IF ONLY THE CENTER
WARP ENGINE AND THE IMPULSE ENGINE IS
DOUBLED THE PLAYER MAY CHOOSE TO LOSE
EITHER A CENTER WARP BOX OR AN IMPULSE
BOX.

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

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

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

INSERT OPTIONAL WEAPONS:
NO HELLBORES IN WING MOUNTS:

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

	ENTIRE ENERGY POTENTIAL COST OF TENERGY POINT PER YEAR										NET COST										CUMULATIVE TENERGY POINT PER YEAR									
	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	3	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
Frac.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$

CREW UNITS

[illegible]

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

				D	D	D	D
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**HIT & RUN
CLOAK**  IF INSTALLED

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P.2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

	UNITARY ENERGY POTENTIAL COST OF ENERGY POINT PER HOUR												
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard 1	1	2	3	3	4	5	6	6	7	8	9	9	9
Fract.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{1}{4}$

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.

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

**HIT & RUN
CLOAK**  IF INSTALLED

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P.2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

	UNITARY ENERGY POTENTIAL COST OF ENERGY POINT PER HOUR												
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard 1	1	2	3	3	4	5	6	6	7	8	9	9	9
Frac.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{1}{4}$

DRION WAR RAIDER

YS:168
DK:3
EX:18
CR:3

SHIELD #1

SHIELD #2SHIELD #6

SENSOR

SCANNER

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

DAM CON

EX DAM

[illegible]

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PIASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

CMTR

SHIP DATA TABLE	
TYPE	= WR
POINT VALUE	= 82
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 7/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.57
CLOAK BPV	= +16
0AKDISC	= +10
STEALTH +2 ECM	

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

NIMBLE SHIP

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

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

INSERT OPTIONAL WEAPONS
SEE ANNEXES *8A AND *8B.

ADMINISTRATIVE SHUTTLES				
ID#	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 DD DD

BOARDING PARTIES
8

**HIT & RUN
CLOAK**  IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

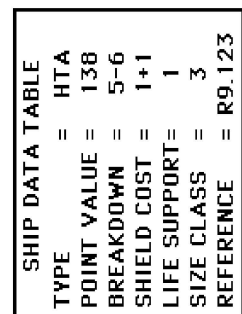
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

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

YS:178
DK:9
EX:18
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+

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


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

CREW UNITS						ADMINISTRATIVE SHUTTLES					
	*					IDENT	HIT POINTS			MOTIV.	
					10				A	A	
					20						
					30						
TWO BAYS — NO TRANSFERS.											

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

	D	D	D	D
TRANSPORTER BOMBS				

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

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

HELLBORE COMBAT RESOLUTION TABLE										
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40			
HIT #	11	10	9	8	7	6	5			
BASE DAMAGE	20	17	15	13	10	8	4			
O/L DAMAGE	30	25	22	19	0	0	0			

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

YS:173
DK:8
EX:15
CR:6

SHIP DATA TABLE	
TYPE	= PGC
POINT VALUE	= 100
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.125

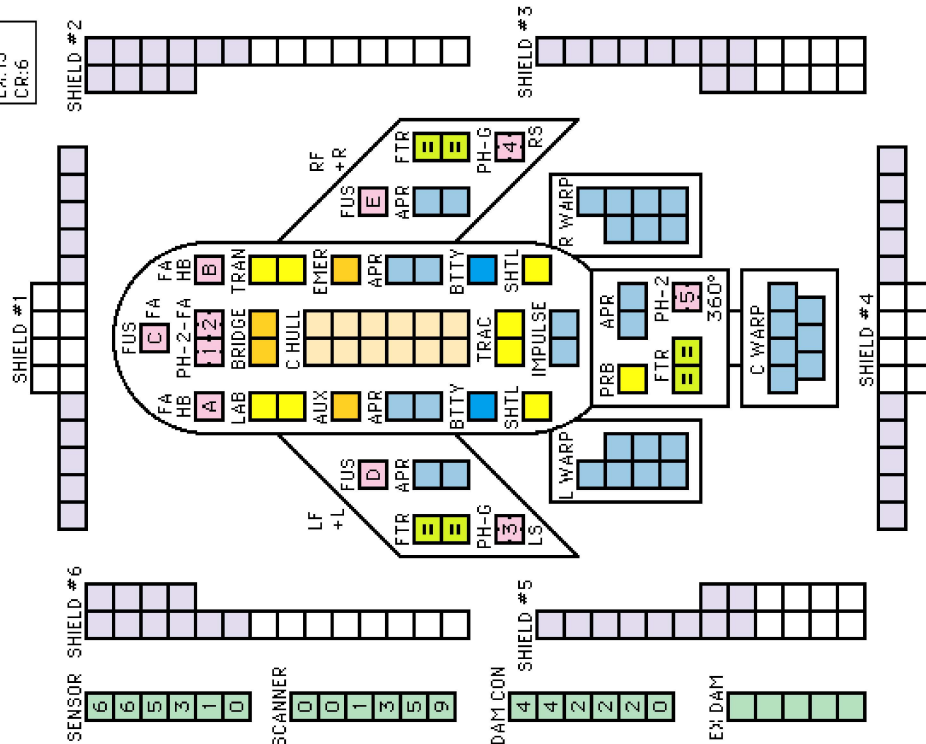
TURN MODE	SPEED
D	1 2-4
	2 5-8
	3 9-12
HET	4 13-17
	5 18-24
BD	6 25+

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

MINES CANNOT BE LAID
FROM A FIGHTER ONLY
SHUTTLE BAY: (M2113).

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

⑥ = ERRATIC MANEUVER WARP COST



CNTR

SHIP DATA TABLE	
TYPE	= PGG
POINT VALUE	= 125/65
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.126

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

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

CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.



STINGER-F
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 7

ID	HIT POINTS	NOTES
		A A
		A A
		A A G
		A A G
		A A G
		A A G
		A A
		A

FIVE BAYS — NO TRANSFERS.

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

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

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

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

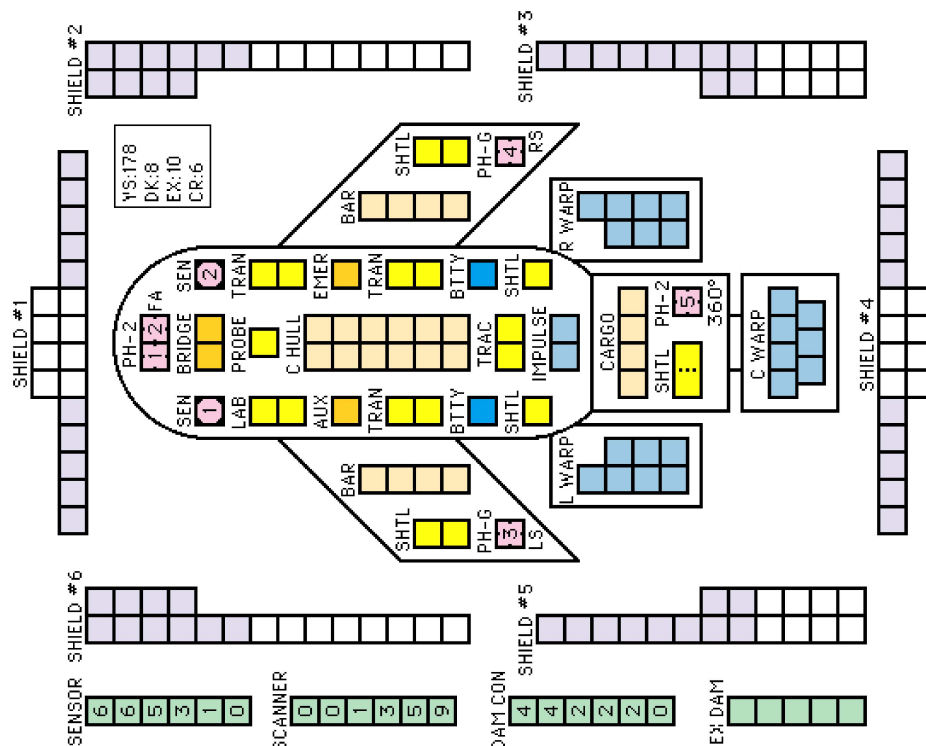
SCOUT FUNCTIONS SUMMARY

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

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



CREW UNITS

SHIP DATA TABLE	
TYPE	= PGF
POINT VALUE	= 90/50
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.127

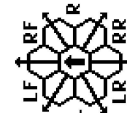
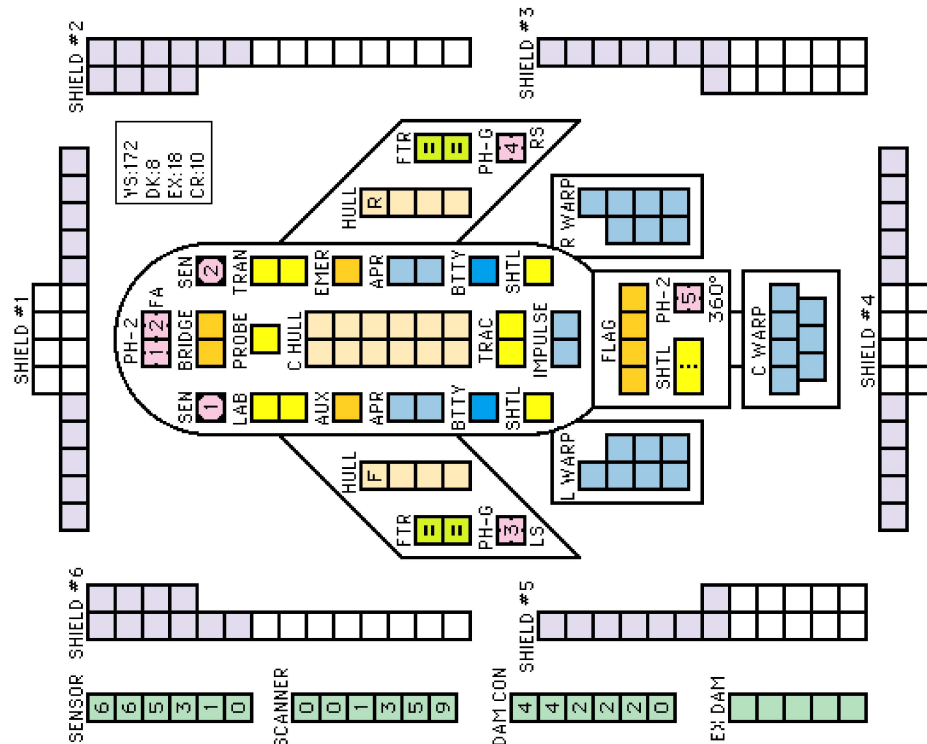
[illegible]

SEE (R9.R2).

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS.

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

FTR FUSION TABLE		
DIE ROLL	RANGE	3- 10
1	13 8	6 4
2	11 8	5 3
3	10 7	4 2
4	9 6	3 1
5	8 5	3 1
6	8 4	2 0


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


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

YS:145
DK:8
EX:11
CR:6

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

YS:173
DK:5
EX:10
CR:5

DECK CREWS 2 TRANSPORTER BOMBS 2 D D BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS. AFTER Y179: SEE (J17.0) IN MODULE J2. SENSORS 6 5 3

TYPE II PHASER TABLE

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

LF RF
L R
LR RR

TYPE III DEFENSE PHASER

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

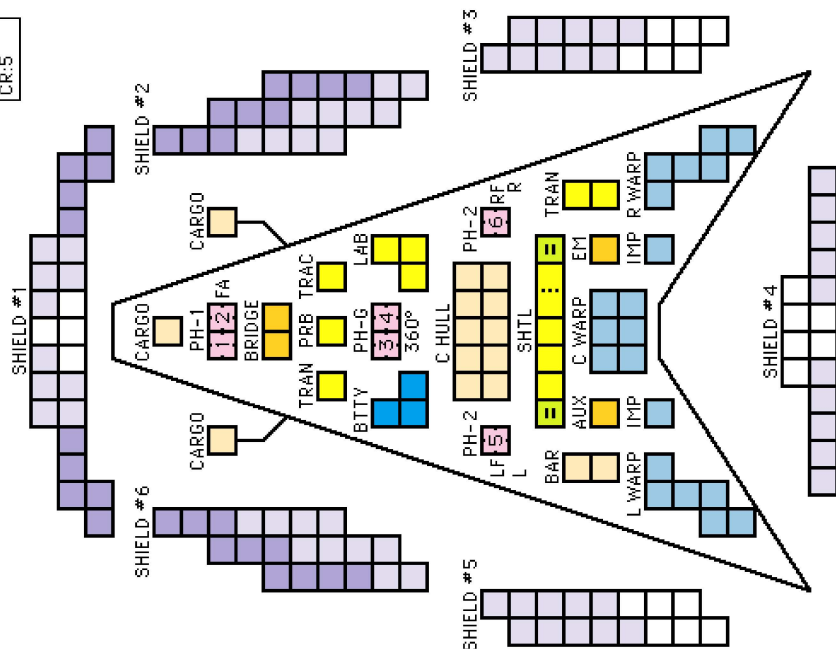
FA = LF + RF

DAM CON

2
2
2
0

EX DAM

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															5 = HET COST			
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Standard 1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2



HYDRAN STELLAR FORTRESS TABLES

FUSION BEAM TABLE										FUSION OVERLOAD									
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8
1	13	8	6	4	3	2				1	19	12	9	6					
2	11	8	5	3	2	1				2	16	12	7	4					
3	10	7	4	2	1	0				3	15	10	6	3					
4	9	6	3	1	1	0				4	13	9	4	1					
5	8	5	3	1	0	0				5	12	7	4	1					
6	8	4	2	0	0	0				6	12	6	3	0					

HELLBORE COMBAT RESOLUTION TABLE														
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40							
HIT*	11	10	9	8	7	6	5							
BASE DAMAGE	20	17	15	13	10	8	4							
O/L DAMAGE	30	25	22	19	0	0	0							

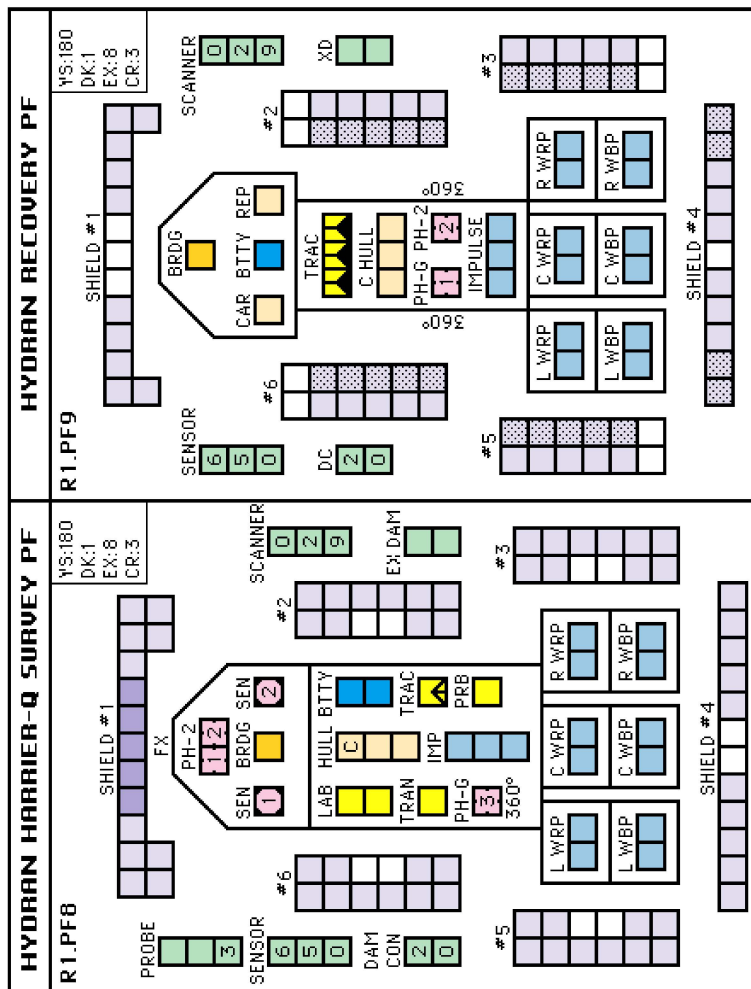
TYPE I OFFENSIVE PHASER TABLE														
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	9	8	7	6	5	5	4	3	2	1	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0

W1: EACH DOCKING MODULE HAS THREE HELLBORES FOR A TOTAL OF EIGHTEEN.

W2: DOCKING MODULES #1, #3, AND #5 EACH HAVE ONE PHASER-G FOR A TOTAL OF THREE. THE W2 BOX IN DOCKING MODULES #2, #4, AND #6 IS VOID.

W3: EACH W3 BOX IS ONE PHASER-G WITH A 360° FIRING ARC.

W4: EACH DOCKING MODULE HAS ONE FUSION BEAM IN THIS POSITION FOR A TOTAL OF SIX.



SHIP DATA TABLE	
TYPE	= STF
POINT VALUE	= 900
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.89
HANGAR MODULE	+10
PF MODULE	+12

YS:173
DK:7
EX:19
CR:6

CNTR

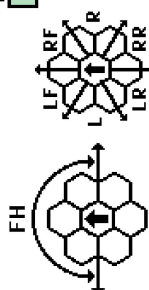
SHIP DATA TABLE	
TYPE	= HCW
POINT VALUE	= 125
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.103
UIM REFIT	
(Y166)	= +5
POWER PACK REFIT	
(Y168)	= +9
MECH-LINK REFIT	
(Y178)	= +2

ADMINISTRATIVE SHUTTLES

IDENT	HIT	POINTS	NOTES
			A A
			A A
			A A
			A A
TWO BAYS — NO TRANSFERS			

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

TRANSPORTER BOMBS

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

10					
20					
30					
*					

BOARDING PARTIES

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

SENSOR

CANNER
0 0 1 3 5 9

EXPANDING SPHERE TABLE						
	RADIUS		ENERGY			
	1	2	3	4	5	
0	(4.00)	4	8	12	16	20
1	(3.67)	4	7	11	15	18
2	(3.33)	3	7	10	13	17
3	(3.00)	3	6	9	12	15

TURN MODE	SPEED	DAM CON
B 1	2-5	4
2	6-10	2
3	11-15	2
4	16-21	2
5	22-28	0
6	29+	

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

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

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	
DAMAGE_STO	0	5	4	4	3	3	2	2	
DAMAGE_COLD	10	10	8	8	6	0	0	0	

5 - HET COST

WARP ENERGY MOVEMENT COST - 3/4 ENERGY POINT PER HEX

	PRINT ENERGY COST = 3¢ PER TONNAGE PER HLR															$\frac{P}{V}$ = NET COST															$\frac{P}{V}$ = KINETIC THROUGH-PUT PRINT COST														
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30														
Standard 1	2	3	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23															
Fract.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$															

LYRAN SIBERIAN LION-P SPACE PATROL SHIP

CREW UNITS		ADMINISTRATIVE SHUTTLES	
%		IDENT	HIT POINTS
10			
20			A A
30			A A
40			A A
50			A A
60			A A
		TWO BAYS — NO TRANSFERS	

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

TRANSPORTER BOMBS

PROBES	1	2	3	4	5
1					
2					
3					
4					
5					

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

TYPE III DEFENSE PHASER					
DIE RANGE		4- 9-		15	
ROLL	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	3	1
3	4	4	4	3	1
4	4	4	4	3	1
5	4	4	4	3	1
6	4	4	4	3	1
7	4	4	4	3	1
8	4	4	4	3	1
9	4	4	4	3	1
10	4	4	4	3	1
11	4	4	4	3	1
12	4	4	4	3	1
13	4	4	4	3	1
14	4	4	4	3	1
15	4	4	4	3	1

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

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

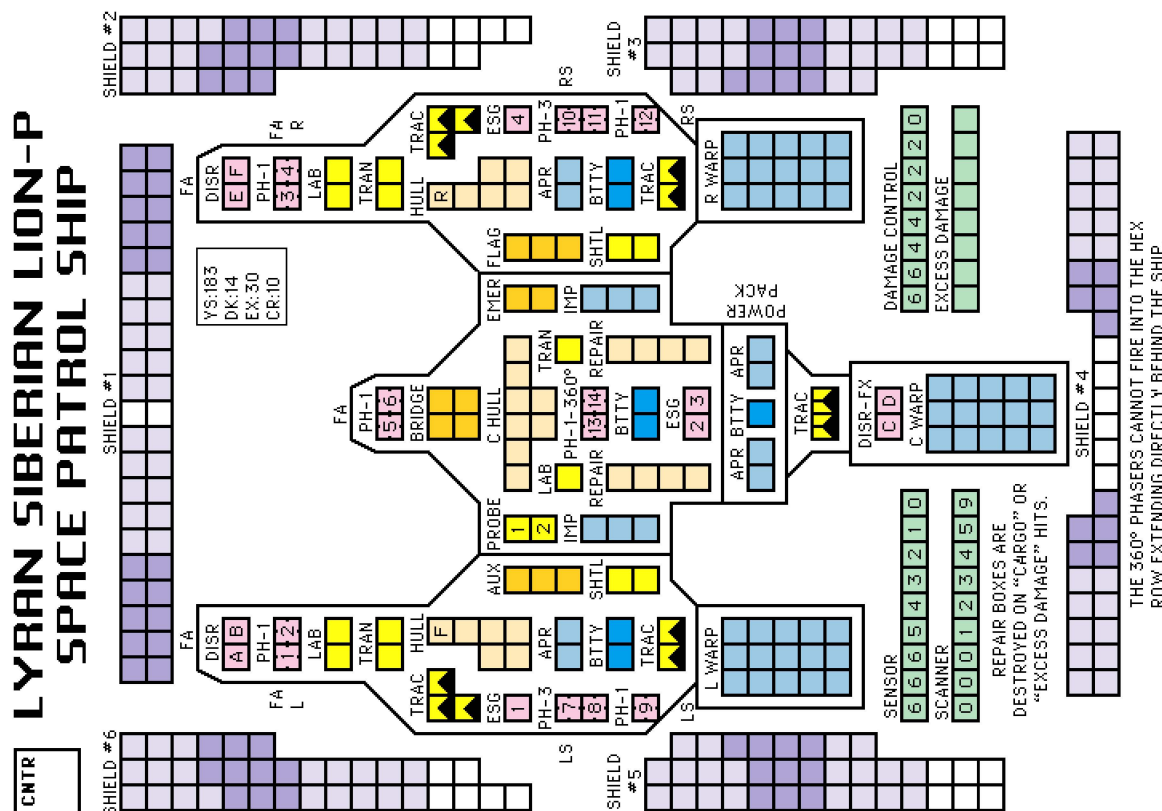
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½

SHIP DATA TABLE	
TYPE	= SPS
POINT VALUE	= 245
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R11.104
INCLUDES 2x UIM	
INCLUDES POWER PACK	

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

EXPANDING SPHERE TABLE	RADIUS		ENERGY				
	1	2	3	4	5		
0 (4.00)	4	8	12	16	20		
1 (3.67)	4	7	11	15	18		
2 (3.33)	3	7	10	13	17		
3 (3.00)	3	6	9	12	15		

HIT & RUN
UIM
DERFACS



THE 360° PHASERS CANNOT FIRE INTO THE HEX
ROW EXTENDING DIRECTLY BEHIND THE SHIP

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

⑥ = ERRATIC MANEUVER WARP COST

**LYRAN ALLEYCAT-G
COMMANDO
WAR DESTROYER**

CNTR

YS:172
DK:5
EX:10
CR:5

SHIP DATA TABLE	
TYPE	= DWG
POINT VALUE	= 100/85
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.105
PLUS REFIT	
(Y174)	= +2
MECH-LINK REFIT	
(Y178)	= +2

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
		A	GAS
		A	GAS
		A	HTS
		A	

TWO BAYS — NO TRANSFERS

[illegible]

BOARDING PARTIES	
10	
20	

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

TRANSPORTER BOMBS

DIE ROLL	RANGE		6-8		9-15		16-25		26-50		51-75	
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

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

EXPANDING SPHERE TABLE						
	RADIUS		ENERGY			
	1	2	3	4	5	
0	(4.00)	4	8	12	16	20
1	(3.67)	4	7	11	15	18
2	(3.33)	3	7	10	13	17
3	(3.00)	3	6	9	12	15

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

BARRACKS ARE DESTROYED
ON "FORWARD HULL" OR "AFT
HULL" DAMAGE POINTS.

TYPE III DEFENSE PHASE									
DIE ROLL	RANGE			4- 9-			8- 15		
	0	1	2	3	8	9	10	11	12
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

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

SHADED BOXES ARE THE PLUS REFIT.

⑥ = ERRATIC MANEIVER WARP COST

5 = HET COST

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

	NET ENERGY POINT PER HOUR										NET COST										ENERGY TO PRODUCE PER HOUR										
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Frac.	$\frac{1}{4}$	1	$\frac{1}{4}$	2	$2\frac{1}{4}$	3	$3\frac{1}{4}$	4	$4\frac{1}{4}$	5	$5\frac{1}{4}$	6	$6\frac{1}{4}$	7	$7\frac{1}{4}$	8	$8\frac{1}{4}$	9	$9\frac{1}{4}$	10	$10\frac{1}{4}$	11	$11\frac{1}{4}$	12	$12\frac{1}{4}$	13	$13\frac{1}{4}$	14	$14\frac{1}{4}$	15	

LYRAN ABYSSINIAN-H HEAVY POLICE FLAGSHIP

CREW UNITS										ADMINISTRATIVE SHUTTLES									
PROBES										NOTES									
BOARDING PARTIES										HIT POINTS									
IDENT										MSS									
GAS										HTS									
TWO BAYS — NO TRANSFERS.																			

					5
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HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BARRACKS ARE DESTROYED

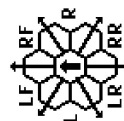
ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

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

TYPE II PHASER TABLE										EXPANDING SPHERE TABLE					
DIE RANGE		4-9		16-31-				RADIUS		ENERGY					
ROLL	0	1	2	3	8	15	30	50	1	2	3	4	5		
1	6	5	5	4	3	2	1	1	0	(4.00)	4	8	12	16	20
2	6	5	4	4	2	1	1	0	1	(3.67)	4	7	11	15	18
3	6	4	4	4	1	1	0	0	2	(3.33)	3	7	10	13	17
4	5	4	4	3	1	0	0	0	3	(3.00)	3	6	9	12	15

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

SCOUT FUNCTIONS SUMMARY

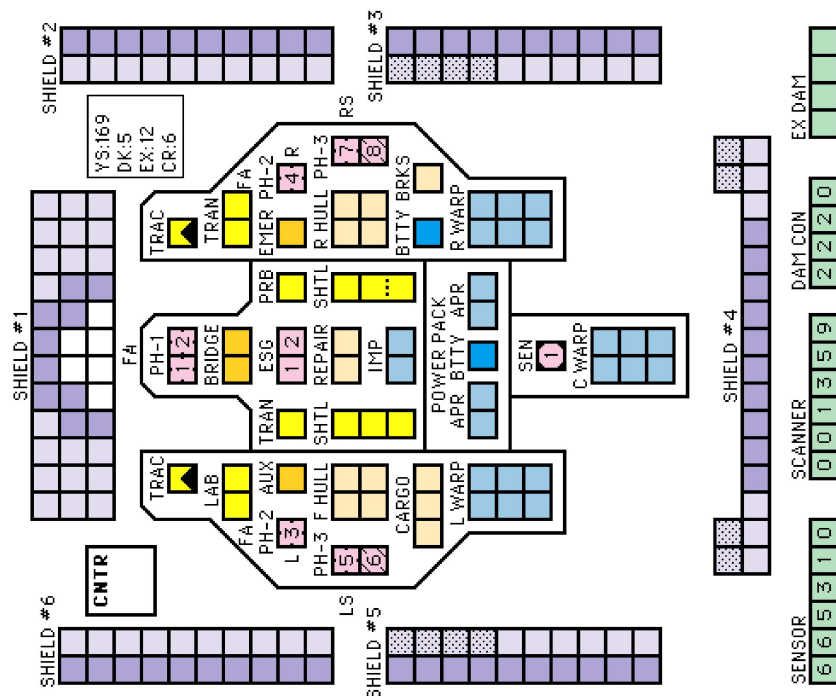

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

SPECIAL SENSOR IS DESTROYED ON
"TORPEDO" DAMAGE POINTS.

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

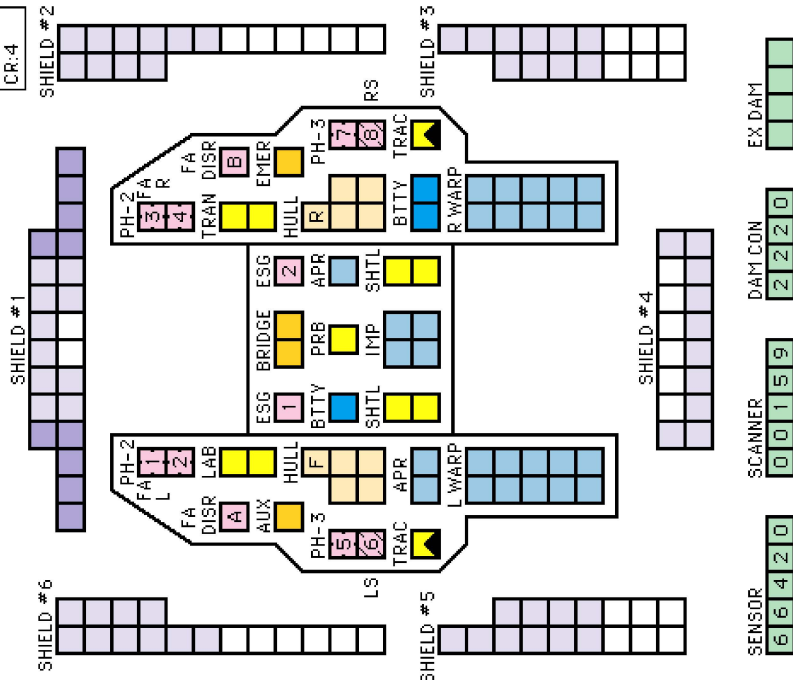
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Frac.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	2	$2\frac{1}{2}$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

 SHADED SHIELD BOXES ARE THE PLUS REFIT.

6. SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

CNTR

YS:161
DK:4
EX:14
CR:4



SHIP DATA TABLE	
TYPE	= HDD
POINT VALUE	= 95
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.107
UIM REFIT	
(Y166)	= +5
ES6 CAPACITOR REFIT	
(Y167)	= +2
PHASER REFIT	
(Y168)	= +2
MECH-LINK REFIT	
(Y178)	= +2

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

EXPANDING SPHERE TABLE							
	RADIUS		ENERGY				
	1	2	3	4	5		
0	(4.00)	4	8	12	16	20	
1	(3.67)	4	7	11	15	18	
2	(3.33)	3	7	10	13	17	
3	(3.00)	3	6	9	12	15	


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

⑥ = ERRATIC MANEUVER WARP COST

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

CREW UNITS

BOARDING PARTIES										NOTES					
										IDENT	HIT POINTS				
				*					10				A	A	
									20				A	A	
									30				A	A	

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

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

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

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
Standard	1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12
Frac	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	2	$2\frac{1}{4}$	$3\frac{1}{4}$	4	$4\frac{3}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8	$8\frac{3}{4}$	$9\frac{1}{4}$	10	$10\frac{3}{4}$	$11\frac{1}{4}$

LYRAN CHEETAH-H HEAVY FRIGATE

CNTR

VS:160
DK:4
EX:11
CR:3

SHIP DATA TABLE	
TYPE	HFF
POINT VALUE	74
BREAKDOWN	6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R11.108
ESG CAPACITOR REFIT (Y167)	= +2
PHASER REFIT (Y168)	= +2
MECH-LINK REFIT (Y178)	= +2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		A A
20		A A
		A A
		A A
		A A

BOARDING PARTIES

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

PROBES

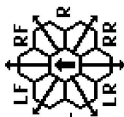
5

TRANSPORTER BOMBS

D D

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

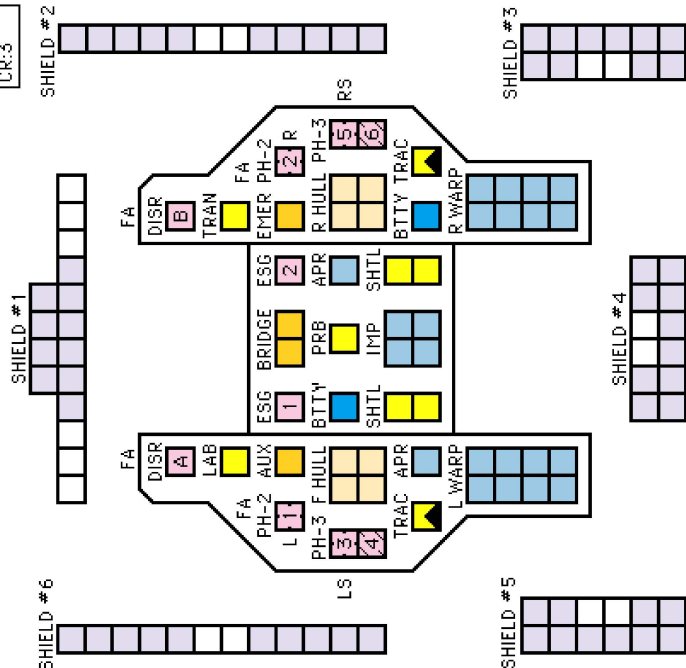
DIE RANGE	4-9
ROLL	0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

DISRUPTOR TABLE

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

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

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



SENSOR 6 4 2 0
SCANNER 0 1 5 9
DAMCON 2 2 0
EX DAM 2 2

4 SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

EXPANDING SPHERE TABLE

RADIUS	1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

CNTR

SHIP DATA TABLE	
TYPE	= DDV
POINT VALUE	= 88/68
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.109
PLUS REFIT (Y170)	= +2
MECH-LINK REFIT (Y178)	= +2

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

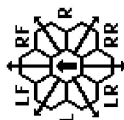
EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS				NOTES
				A	A
				A	A
				A	A
				A	A

TWO BAYS — NO TRANSFERS

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

TRANSPORTER BOMBS


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

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

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

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

Z-VC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

 SHADED BOXES ARE THE PLUS REFIT.

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

LYRAN STELLAR FORTRESS TABLES

EXPANDING SPHERE TABLE

RADIUS	ENERGY				
	1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

- W1: DISRUPTOR BOLTS (TOTAL OF EIGHTEEN).
- W2: PHASER-3s (TOTAL OF SIX).
- W3: PHASER-3s WITH 360° FIRING ARCS (TOTAL OF THREE).
- W4: EXPANDING SPHERE GENERATOR SYSTEM, ONE IN EACH DOCKING MODULE (A TOTAL OF SIX).

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	1-5		6-10		11-15		16-20		21-25		26-30		31-40	
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0

DISRUPTOR TABLE

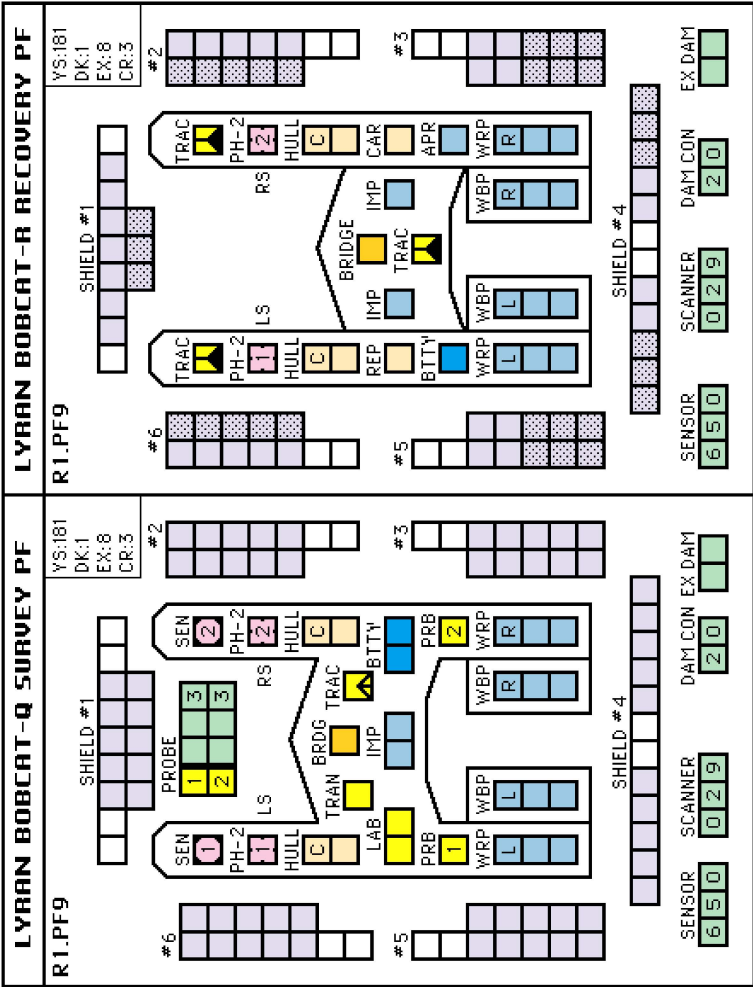
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2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

UIM HIT & RUN	HIT & RUN DERFACS
1 2 3	
4 5 6	

NUMBERS ARE THE DOCKING MODULE A GIVEN UIM IS IN.

SHIP DATA TABLE

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89
HANGAR MODULE	+10	
PF MODULE	+12	
SIX UIMS STANDARD		



WYN ORCA-H HEAVY WAR CRUISER

YS:186
DK:8
EX:17
CR:6

SHIP DATA TABLE	
TYPE	= HCW
POINT VALUE	= 138
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.5

ADMINISTRATIVE SHUTTLES

BOARDING PARTIES										HIT POINTS		NOTES	
												A	A
												A	A
												A	A
												A	A
												A	A
										TWO BAYS — NO TRANSFERS			

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

TRANSPORTER BOMBS

DISRUPTOR TABLE

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

TYPE I OFFENSIVE PHASER TABLE

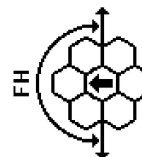
DIE ROLL	RANGE		6-8		9-15		16-25		26-50		51-75	
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

CARGO BOXES HAVE 25 CARGO POINTS EACH.

DRONE RACKS

[illegible]

SHIP ALWAYS HAD TWO RELOADS.


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

INSERT SELECTED OPTIONAL WEAPONS

BPV IS INCREASED UNDER ANNEX #8A.

OPTION MOUNTS LIMITED TO:

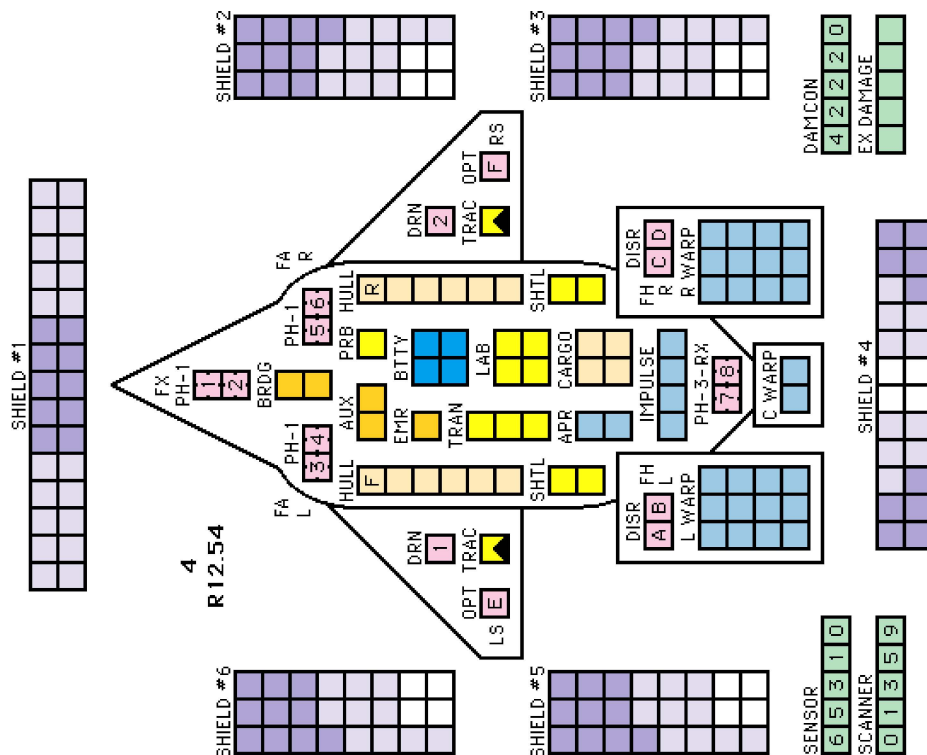
PHASER-1/2/3

DRONE RACK A/B/C/E/G

ADD RACK 6 SHOT OR 12 SHOT

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

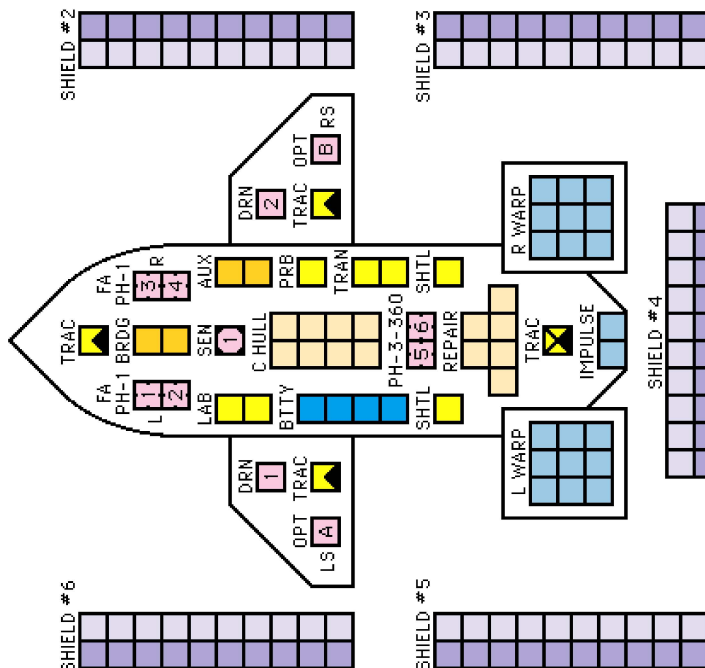
WIND ENERGY POTENTIAL OF 10-METER WIND SPEED										WIND ENERGY POTENTIAL OF 10-METER WIND SPEED																				
WIND ENERGY POTENTIAL OF 10-METER WIND SPEED										WIND ENERGY POTENTIAL OF 10-METER WIND SPEED																				
WIND ENERGY POTENTIAL OF 10-METER WIND SPEED										WIND ENERGY POTENTIAL OF 10-METER WIND SPEED																				
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	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Frac.	$\frac{3}{4}$	$\frac{1}{4}$	$\frac{2}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{4}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$

SHIP CAN LAND ON PLANETS BY THE AERODYNAMIC
OR POWERED LANDING METHODS (P2.43).

WYN MAKO-P LIGHT PF TENDER

YS:160
DK:5
EX:11
CR:4

CNTR



SHIP CAN LAND ON PLANETS BY THE AERODYNAMIC OR POWERED LANDING METHODS (P2.43).

SHIP DATA TABLE	
TYPE	= DDP
POINT VALUE	= 110/90
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12.54

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

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

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS COMPOSED ENTIRELY OF ADDS.

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

CREW UNITS	
IDENT	HIT POINTS
10	20
8	20

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
8	20

BOARDING PARTIES	
IDENT	HIT POINTS
10	20
8	20

PROBES	
IDENT	HIT POINTS
10	20
8	20

TRANSPORTER BOMBS	
IDENT	HIT POINTS
10	20
8	20

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.	
10	20
8	20

INSERT SELECTED OPTIONAL WEAPONS. BPV IS INCREASED UNDER ANNEX #8A. OPTION MOUNTS LIMITED TO: PHASER-1/2/3 DRONE RACK A/B/C/E/G ADD RACK 6 SHOT OR 12 SHOT	
10	20
8	20

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

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

SPECIAL SENSOR IS DESTROYED BY A "TORPEDO" DAMAGE POINT.

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

INTER-STELLAR
CONCORDIUM
HEAVY WAR CRUISER

YS:177†
DK:8
EX:21
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= HCW
POINT VALUE	= 163
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.95
WITHOUT PL-F REFIT	
(PRE Y179)	= -8
SABOT REFIT	
(Y180)	= +10

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

**PSEUDO-PLASMA
TORPEDOES**

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES;
SEE (FP11.0) IN MODULE R10.
SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.

ADMINISTRATIVE SHIFTS

		IDENT		HIT POINTS		NOTES	
		10	*				A A
		20					A A
		30					A A
		40					A A

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

				D	D	D	D
TRANSPORTER BOMBS							

PROBES	5
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[illegible]

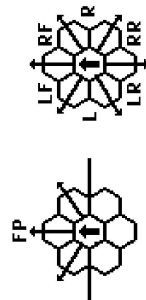
PROBES					
1					
2					
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4					
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8					
9					
10					
11					
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16					
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99					
100					

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$
PI ASMA TORPEDO WARHEAD STRENGTH TABLE

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

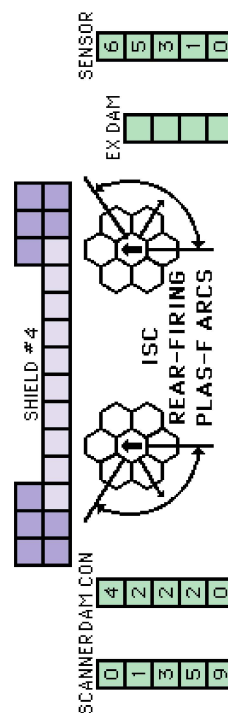
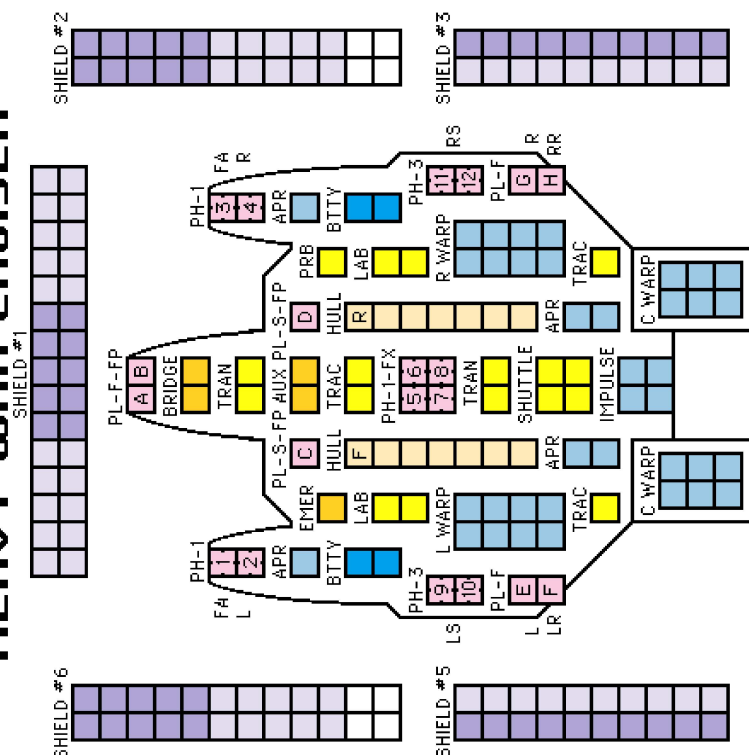
WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

UNIT ENERGY COSTS OF ENERGY POINT PER HOUR												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard 1	2	3	3	4	5	6	6	7	8	9	9	
Frac.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9

5 = HFT COST

4	15	16	17
1	12	12	13
$1/2$	$11\frac{1}{4}$	12	$12\frac{3}{4}$

⑥ - ERRATIC MANEUVRER WARP COST

[illegible]

SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-F8.

INTER-STELLAR CONCORDIUM STELLAR FORTRESS TABLES

PLASMA-D RACK #1

1					
2					
3					
4					
5					

PLASMA-D RACK #2

1					
2					
3					
4					
5					

PLASMA-D RACK #3

1					
2					
3					
4					
5					

PLASMA-D RACK #4

1					
2					
3					
4					
5					

PLASMA-D RACK #5

1					
2					
3					
4					
5					

PLASMA-D RACK #6

1					
2					
3					
4					
5					

PLASMA-D RACK #7

1					
2					
3					
4					
5					

PLASMA-D RACK #8

1					
2					
3					
4					
5					

PLASMA-D RACK #9

1					
2					
3					
4					
5					

PLASMA-D RACK #10

1					
2					
3					
4					
5					

PLASMA-D RACK #11

1					
2					
3					
4					
5					

PLASMA-D RACK #12

1					
2					
3					
4					
5					

PLASMA-D RACK #13

1					
2					
3					
4					
5					

PLASMA-D RACK #14

1					
2					
3					
4					
5					

PLASMA-D RACK #15

1					
2					
3					
4					
5					

PLASMA-D RACK #16

1					
2					
3					
4					
5					

PLASMA-D RACK #17

1					
2					
3					
4					
5					

PLASMA-D RACK #18

1					
2					
3					
4					
5					

PLASMA-D RACK #19

1					
2					
3					
4					
5					

PLASMA-D RACK #20

1					
2					
3					
4					
5					

PLASMA-D RACK #21

1					
2					
3					
4					
5					

PLASMA-D RACK #22

1					
2					
3					
4					
5					

PLASMA-D RACK #23

1					
2					
3					
4					
5					

PLASMA-D RACK #24

1					
2					
3					
4					
5					

PLASMA-D RACK #25

1					
2					
3					
4					
5					

PLASMA-D RACK #26

1					
2					
3					
4					
5					

PLASMA-D RACK #27

1					
2					
3					
4					
5					

PLASMA-D RACK #28

1					
2					
3					
4					
5					

PLASMA-D RACK #29

1					
2					
3					
4					
5					

PLASMA-D RACK #30

1					
2					
3					
4					
5					

PLASMA-D RACK #31

1					
2					
3					
4					
5					

PLASMA-D RACK #32

1					
2					
3					
4					
5					

PLASMA-D RACK #33

1					
2					
3					
4					
5					

PLASMA-D RACK #34

1					
2					
3					
4					
5					

PLASMA-D RACK #35

1					
2					
3					
4					
5					

PLASMA-D RACK #36

1					
2					
3					
4					
5					

PLASMA-D RACK #37

1					
2					
3					
4					
5					

PLASMA-D RACK #38

1					
2					
3					
4					
5					

PLASMA-D RACK #39

1					
2					
3					
4					
5					

PLASMA-D RACK #40

1					
2					
3					
4					
5					

PLASMA-D RACK #41

1					
2					
3					
4					
5					

PLASMA-D RACK #42

1					
2					
3					
4					
5					

PLASMA-D RACK #43

1					
2					
3					
4					
5					

PLASMA-D RACK #44

1					
2					
3					
4					
5					

PLASMA-D RACK #45

1					
2					
3					
4					
5					

PLASMA-D RACK #46

1					
2					
3					
4					
5					

PLASMA-D RACK #47

1					
2					
3					
4					
5					

PLASMA-D RACK #48

1					
2					
3					
4					
5					

PLASMA-D RACK #49

1					
2					
3					
4					
5					

PLASMA-D RACK #50

1					
2					
3					
4					
5					

PLASMA-D RACK #51

1					
2					
3					
4					
5					

PLASMA-D RACK #52

1					
2					
3					
4					
5					

PLASMA-D RACK #53

1					
2					
3					
4					
5					

PLASMA-D RACK #54

1					
2					
3					
4					
5					

PLASMA-D RACK #55

1					
2					
3					
4					
5					

PLASMA-D RACK #56

1					
2					
3					
4					
5					

PLASMA-D RACK #57

1					
2					
3					
4					
5					

PLASMA-D RACK #58

1					
2					
3					
4					
5					

PLASMA-D RACK #59

1					
2					
3					
4					
5					

PLASMA-D RACK #60

1					
2					
3					
4					
5					

PLASMA-D RACK #61

1					
2					
3					
4					
5					

PLASMA-D RACK #62

1					
2					
3					
4					
5					

PLASMA-D RACK #63

1					
2					
3					
4					
5					

PLASMA-D RACK #64

1					
2					
3					
4					
5					

PLASMA-D RACK #65

1					
2					
3					
4					
5					

PLASMA-D RACK #66

1					
2					
3					
4					
5					

PLASMA-D RACK #67

1					
2					

SELTORIAN FAST LIGHT CRUISER

[illegible][illegible][illegible]

CNTR

SENSOR

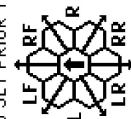
CANNER

AM CON

SHIP DATA TABLE	
TYPE	= CLF
POINT VALUE	= 139
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R15.42

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

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


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

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
		A	A
		A	A
		A	GAS
		A	GAS
		A	GAS
		A	GAS
THIS SHIP HAS ONE SHUTTLE BAY.			

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

				D	D	D	D
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TRANSPORTER BOMBS

Y184 AND AFTER.

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

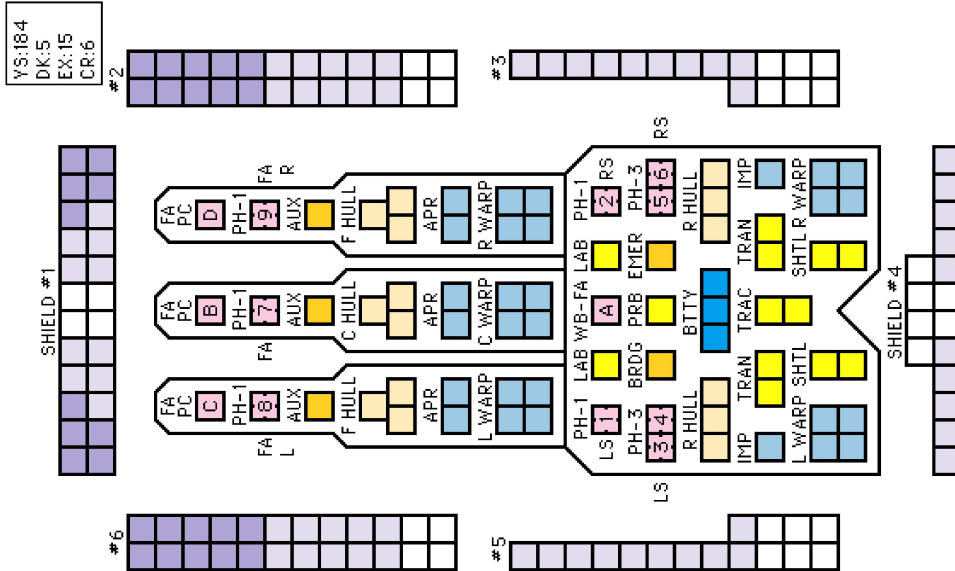
WEB BREAKER TABLE												
DIE ROLL	RANGE		0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5		
2	18	17	16	15	13	11	9	7	5	3		
3	16	15	14	13	11	9	7	5	3	1		
4	14	13	12	11	9	7	5	3	1	0		
5	12	11	10	9	7	5	3	1	0	0		
6	10	9	8	7	5	3	1	0	0	0		

SHIELD CRACKER TABLE				
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

ARTICLE CANNON TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2	
DAMAGE	NA	4	4	3	3	3	2	1	
OL DMG	8	8	8	6	6	NA	NA	NA	

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

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



CNTR	
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SENSOR

SCANNER 000159

DAM CON

SHIP DATA TABLE	
TYPE	= NCL
POINT VALUE	= 116
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R15.43

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

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

ADMINISTRATIVE SHUTTLES						
IDENT	HIT POINTS					
						NOTES
					A	A
						A
					A	A GAS
					A	A GAS
					A	A GAS

THIS SHIP HAS ONE SHUTTLE BAY.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER V179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

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

WEB BREAKER TABLE											
DIE ROLL	RANGE		2	3	4	5	6	7	8	9	10
	0-1										
1	20	19	18	17	15	13	11	9	7	5	
2	18	17	16	15	13	11	9	7	5	3	
3	16	15	14	13	11	9	7	5	3	1	
4	14	13	12	11	9	7	5	3	1	0	
5	12	11	10	9	7	5	3	1	0	0	
6	10	9	8	7	5	3	1	0	0	0	

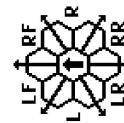
SHIELD CRACKER TABLE				
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2	
DAMAGE	NA	4	4	3	3	3	2	1	
OIL DMG	8	8	8	6	6	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	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20				

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

⑥ = ERRATIC MANEUVER WARP COST


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

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184

YS:179
DK:8
EX:18
CR:6

[W](#)
[D](#)
[U](#)
[M](#)
[←](#)
[O](#)

SCANNEDDAM CON

MXE

ID#	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.

				D	D	D	D
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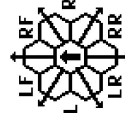
	PROBES
--	--------

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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


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

RANGE	ON CARRON TABLE							DAMAGE
	0-1	2-3	4-5	6-8	9-15	16-23	24-30	
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

	FURNACE FUEL COST = 37¢ PER THERMAL UNIT PER HOUR										ELECTRICITY COST = 1.5¢ PER KWH																			
	FURNACE FUEL COST					ELECTRICITY COST					FURNACE FUEL COST					ELECTRICITY COST														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	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.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$

**VUDAR FAST
WAR CRUISER**

CNTR

YS:187
DK:7
EX:19

[illegible]

The diagram illustrates the layout of the Star Trek: Voyager ship, oriented vertically. At the top is the **SHIELD #5** section, followed by a grid of 10 purple and white squares. Below this is the **SHIELD #3** section, followed by a grid of 10 purple and white squares. The main hull is divided into several sections: **PRB** (yellow), **HULL** (yellow), **IPG** (blue), **1 2** (pink), **SHTL** (yellow), **EMER** (yellow), **TRAC** (yellow), **IMPULSE** (blue), **TRAC** (yellow), **PH-2-RA** (yellow), **ION-FX** (yellow), **A B** (pink), **PH-2-RA** (yellow), **9** (yellow), **10** (yellow), **L WARP** (blue), **C WARP** (blue), and **R WARP** (blue). The ship is flanked by two **SHIELD #5** sections, each followed by a grid of 10 purple and white squares.

[illegible]

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

⑥ = ERRATIC MANEUVER WARP COST

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

SHIP DATA TABLE	
TYPE	= CWF
POINT VALUE	= 143
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.44

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

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

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.

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

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

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

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

ON CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

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

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

YS:178
DK:7
EX:13
CR:6

SENSOR

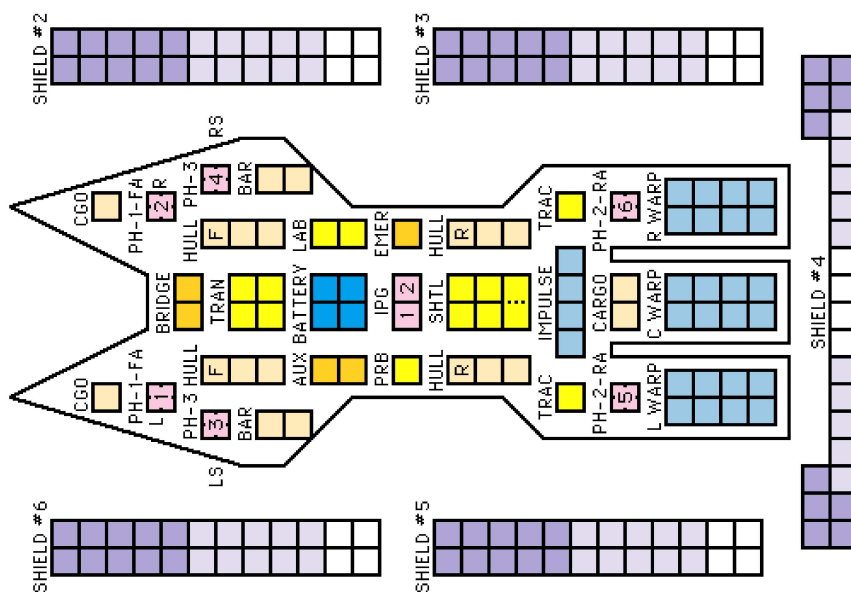
SCANNER

DAM CON

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

1

18	1
24	2
24	25



**VUDAR WAR
CRUISER SCOUT**

CNTR

WS:178
DK:7
EX:15
CD:6[illegible][illegible]

⑥ = ERRATIC MANEUVER WARP COST

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

SHIP DATA TABLE	
TYPE	= CWS
POINT VALUE	= 135/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.46

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

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

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

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

SCOUT FUNCTIONS SUMMARY	
121	ENDING ECM OR ECCM
222	BREAKING LOCK-ONS
223	ATTRACTING DRONES
224	CONTROLLING SEEKING WEAPONS
225	IDENTIFYING DRONES
226	DETECTING MINES
227	GATHERING SCIENCE INFORMATION
228	SELF-PROTECTION JAMMING
229	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.

[illegible]

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

TYPE II PHASER TABLE

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

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

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

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

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

SCOUT FUNCTIONS SUMMARY	
121	ENDING ECM OR ECCM
222	BREAKING LOCK-ONS
223	ATTRACTING DRONES
224	CONTROLLING SEEKING WEAPONS
225	IDENTIFYING DRONES
226	DETECTING MINES
227	GATHERING SCIENCE INFORMATION
228	SELF-PROTECTION JAMMING
229	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.

5 = HET COST

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

VUDAR HEAVY WAR DESTROYER

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		

BOARDING PARTIES

8

DECK CREWS

HAS TWO DECK CREWS.

10

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
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

PROBES

5

SHIP DATA TABLE

TYPE = HDW
POINT VALUE = 113
BREAKDOWN = 5-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
IONIZATION = 2/3
SIZE CLASS = 4
REFERENCE = R17.47

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-25	51-75
1	9	8	7
2	8	7	6
3	7	5	4
4	6	4	3
5	5	4	2
6	4	3	1

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	15
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	3	3

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

NON-WEAPON OPTIONS

CANNOT BE WEAPON OR POWER.

WEAPON OPTIONS

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

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
A		
A		
A		

TRANSPORTER BOMBS

D
D

PROBES

5

SHIP DATA TABLE

TYPE = HDW
POINT VALUE = 113
BREAKDOWN = 5-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
IONIZATION = 2/3
SIZE CLASS = 4
REFERENCE = R17.47

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-25	51-75
1	9	8	7
2	8	7	6
3	7	5	4
4	6	4	3
5	5	4	2
6	4	3	1

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	15
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	3	3

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

NON-WEAPON OPTIONS

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WEAPON OPTIONS

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

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
A		
A		
A		

TRANSPORTER BOMBS

D
D

PROBES

5

SHIP DATA TABLE

TYPE = HDW
POINT VALUE = 113
BREAKDOWN = 5-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
IONIZATION = 2/3
SIZE CLASS = 4
REFERENCE = R17.47

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-25	51-75
1	9	8	7
2	8	7	6
3	7	5	4
4	6	4	3
5	5	4	2
6	4	3	1

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	15
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	3	3

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

NON-WEAPON OPTIONS

CANNOT BE WEAPON OR POWER.

WEAPON OPTIONS

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

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
A		
A		
A		

TRANSPORTER BOMBS

D
D

PROBES

5

SHIP DATA TABLE

TYPE = HDW
POINT VALUE = 113
BREAKDOWN = 5-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
IONIZATION = 2/3
SIZE CLASS = 4
REFERENCE = R17.47

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-25	51-75
1	9	8	7
2	8	7	6
3	7	5	4
4	6	4	3
5	5	4	2
6	4	3	1

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	15
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	3	3

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

NON-WEAPON OPTIONS

CANNOT BE WEAPON OR POWER.

WEAPON OPTIONS

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

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

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

*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.

⑤ = HET COST
⑥ = ERRATIC MANEUVER WARP COST

VUDAR FAST CARRIER RESUPPLY FRIGATE

YS:175
DK:3
EX:7
CR:3

SHIELD #1

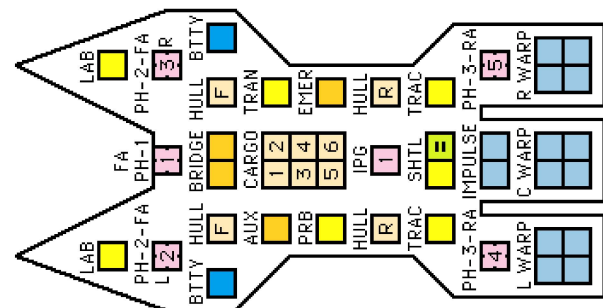
SHIELD #2

SHIELD #6

SHIELD #3

SHIELD #5

SHIELD #4



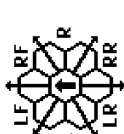
SENSOR
6 5 3 1 0
SCANNER
0 1 3 5 9
DAM CON
2 2 2 0
EX DAM
2 2 2 0

CNTR

SHIP DATA TABLE	
TYPE	= FCR
POINT VALUE	= 67/50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R17.48
LIMITED AEGIS	

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

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



FA = LF + RF
RA = LR + RR

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	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

PROBES
S

CREW UNITS	
	10

REPL CREW
6

BOARDING PARTIES
2

DECK CREWS
2

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

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

ION PULSE CANNON FIRING TABLE (FTRS)	
RANGE	0-1 2-3 4-5 6-8 9-10
HIT * (2D6)	10 9 8 7 6
DAMAGE	10 8 6 4 2

CARGO STORAGE RECORDS

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

CREW UNITS

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

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