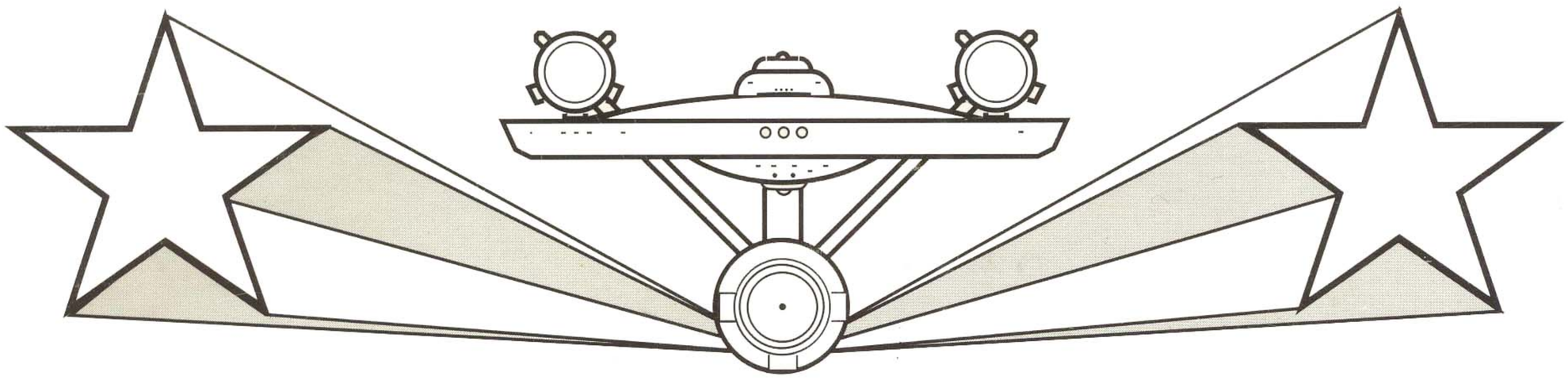
STAR FLEET BATTLES



FLEET TRAINING CENTERS

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

CNTR

ANTI-DRONES

1																							
2																							

ADD SYSTEMS HAD ONLY SIX SHOTS PRIOR TO THE Y175 REFIT WHICH INCREASED THEM TO TWELVE SHOTS

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

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

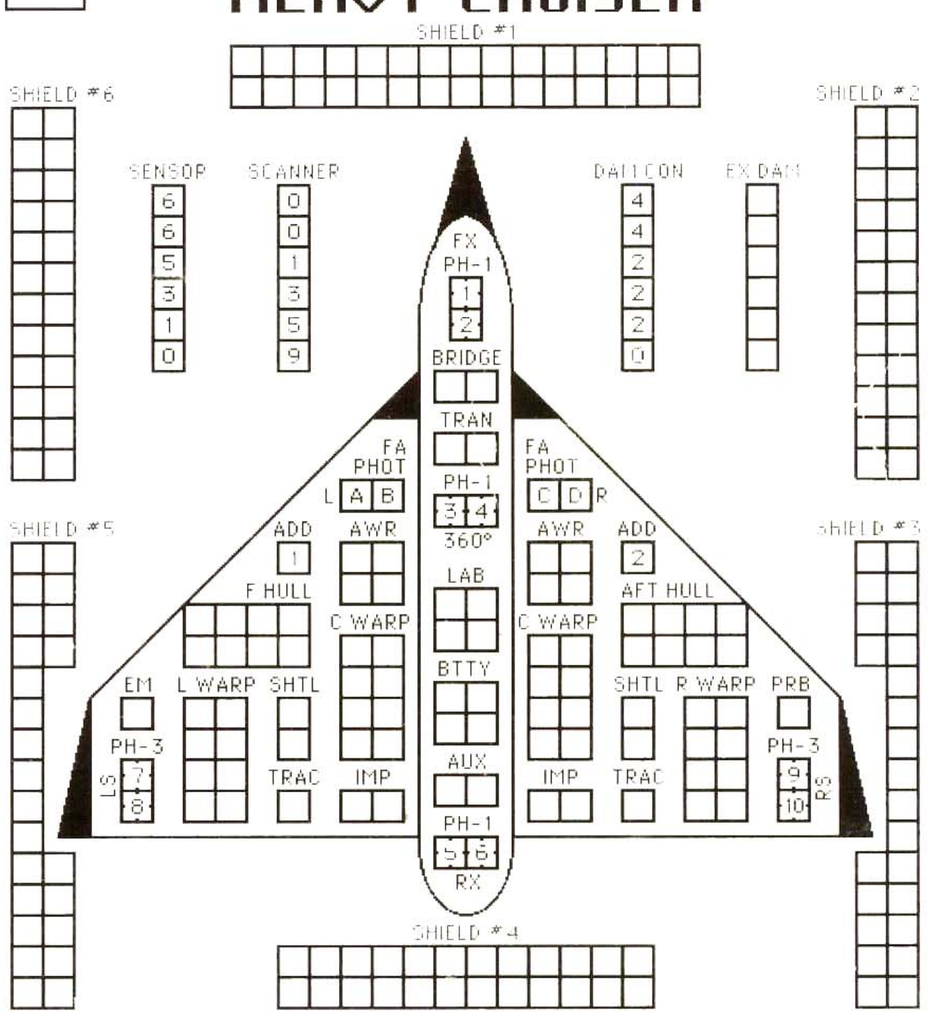
PHOTON TORPEDO TABLE

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
DMGE,OVERLOAD	------VARIES------				NA	NA

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	160
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R57.2
Y175 REFIT	=	+3

DELTAN HUSTLER HEAVY CRUISER



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

STAR FLEET BATTLES CAPTAIN'S EDITION

CAPTAIN'S MODULE C4

SSD BOOK

TASK FORCE GAMES™

STAR FLEET BATTLES

MODULE C4 — SSD BOOK

TABLE OF CONTENTS

FRAX BATTLE LINE FLEET

R51.2 .....Dreadnought 2
R51.3 .....Heavy Cruiser 3
R51.4 .....War Cruiser 4
R51.5 .....War Carrier 5
R51.6 .....PF Tender 6
R51.7 .....War Cruiser Escort & Aegis Escort 7
R51.8 .....Battleship 8
R51.9 .....Command Cruiser 9
R51.10 .....War Destroyer 10
R51.11 .....War Drone Destroyer 11
R51.12 .....War Destroyer Scout 12
R51.13 .....War Destroyer Minehunter 13
R51.14 .....War Destroyer Escort & Aegis Escort 14
R51.15 .....Missile Destroyer 15
R51.16 .....War Destroyer Leader 16
R51.17 .....Commando War Destroyer 17
R51.18 .....Carrier 18
R51.19 .....Tug 19
R51.20 .....Frigate 20
R51.21 .....Submarine Frigate 21
R51.22 .....Submarine Destroyer 22
R51.23 .....Submarine War Cruiser 23
R51.24 .....Submarine Missile Cruiser 24
R51.25 .....Submarine Light Cruiser 25
R51.26 .....Heavy Carrier 26
R51.27 .....Space Control Ship 27
R51.28 .....Heavy Battle Cruiser 28
R51.29 .....Battle Carrier 29
R51.30 .....Battle Control Ship 30
R51.31 .....Survey Cruiser 31
R51.32 .....Stasis War Cruiser 32
R51.33 .....Commando War Cruiser 33
R51.34 .....Light Tactical Transport 34
R51.35 .....War Cruiser Minesweeper 35
R51.36 .....War Cruiser Mauler 36
R51.37 .....Drone War Cruiser 37
R51.38 .....War Cruiser Scout 38
R51.39 .....War Cruiser Leader 39
R51.40 .....War Destroyer Carrier 40
R51.41 .....Police Corvette 41
R51.42 .....Drone Frigate 42
R51.43 .....Escort Frigate & Aegis Frigate 43
R51.44 .....Fast Carrier Resupply Ship 44
R51.45 .....Frigate Leader 45
R51.PF .....PF Flotilla 46

QARI MOBILE COMBAT FORCES

R52.2 .....T10 Dreadnought 47
R52.3 .....T90 Heavy Battlecruiser 48
R52.4 .....T80 Command Cruiser 49
R52.5 .....T64 Heavy Cruiser 50
R52.6 .....T83 Heavy Scud Carrier 51
R52.7 .....T72 War Cruiser 52
R52.8 .....T70 War Cruiser Scout 53
R52.9 .....T73 Light Scud Carrier 54
R52.10 .....T55 Light Cruiser 55
R52.11 .....BM3 War Destroyer 56
R52.12 .....BMS War Destroyer Scout 57
R52.13 .....BM2 Destroyer Leader 58
R52.14 .....BM1 Destroyer 59
R52.15 .....BMD Trans-Mortar Destroyer 60
R52.16 .....BR8 Frigate Leader 61
R52.17 .....BR6 Frigate 62
R52.18 .....BR7 Drone Frigate 63
R52.19 .....T87 Carrier 64
R52.20 .....T78 Escort War Cruiser 64
R52.21 .....BME Escort War Destroyer 64
R52.22 .....T79 PF Tender 65
R52.PF1 ....P76 Fast Patrol Ship Flotilla 66

TRIAXIAN ALLIANCE THREAT FORCES

R53.2 .....Dreadnought 67
R53.3 .....Heavy Cruiser 68
R53.4 .....Destroyer 69
R53.5 .....Scout 70
R53.6 .....PF Tender 71
R53.7 .....War Cruiser 74
R53.8 .....Strike Carrier 73
R53.9 .....Escort Cruiser & Aegis Cruiser 73
R53.10 .....Destroyer Escort & Aegis Destroyer 73
R53.PF1 ....Fast Patrol Ship Flotilla 72

SHARKHUNTER PURSUIT SQUADRON

R54.2 .....Heavy Cruiser 77
R54.3 .....War Cruiser 78
R54.4 .....War Destroyer 79
R54.5 .....Frigate 80
R54.6 .....War Cruiser Scout 81
R54.7 .....Strike Carrier 82
R54.8 .....War Cruiser Escort & Aegis Cruiser 82
R54.9 .....Destroyer Escort & Aegis Destroyer 82
R54.10 .....Dreadnought 75
R54.11 .....Heavy Battlecruiser 76

BARBARIAN HORDE

R55.2 .....Dreadnought 83
R55.3 .....Heavy Battlecruiser 84
R55.4 .....Heavy Cruiser 85
R55.5 .....Light Cruiser 86
R55.6 .....Destroyer 87
R55.7 .....Frigate 88

MINOR RACES

R56.2 .....Flivver Heavy Cruiser 89
R56.3 .....Flivver War Destroyer 90
R57.2 .....Deltan B58 Hustler Heavy Cruiser 91
R57.3 .....Deltan B66 Hellhound War Cruiser 92
R58.2 .....Britanian Heavy Cruiser 93
R58.3 .....Britanian Dreadnought 94
R59.2 .....Canadi'en Maple Leaf Mauler 95
R59.3 .....Canadi'en Oak Leaf War Mauler 96

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FRAX DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	210
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R51.2
Y175 REFIT	=	+0
AFD REFIT	=	+16

CNTR

SENSOR

6	6	6	5	4	3	1	0

SCANNER

0	0	0	1	2	3	5	9

DAM CON

6	6	4	4	2	2	2	0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

DISR-FX A B C

PH-1-FX 1 2 3 / 4 5 6

PRB

EM

AFD 7 8

BRIDGE

AFD 9 10

FA L

FA R

LAB

C HULL

BTTY

DRN 1 2

DRN 3 4

TRAN

APR

TRAC

TRAC

FLAG

AUX

SHTL

PH-1-RX 11 12 13

SHTL

AFD 14 15

DISR-RX D E F

AFD 16 17

L+RA

RA+R

L WARP

IMP

C WARP

IMP

R WARP

TYPE I OFFENSIVE PHASER TABLE

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

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

ANTI-DRONES (AFD)

| | | | | | | | | | | |

FRAX
HEAVY CRUISER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.3
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS ☐

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 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

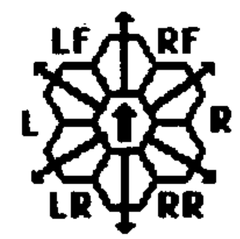
DRONE RACKS

								B
1								B
2								

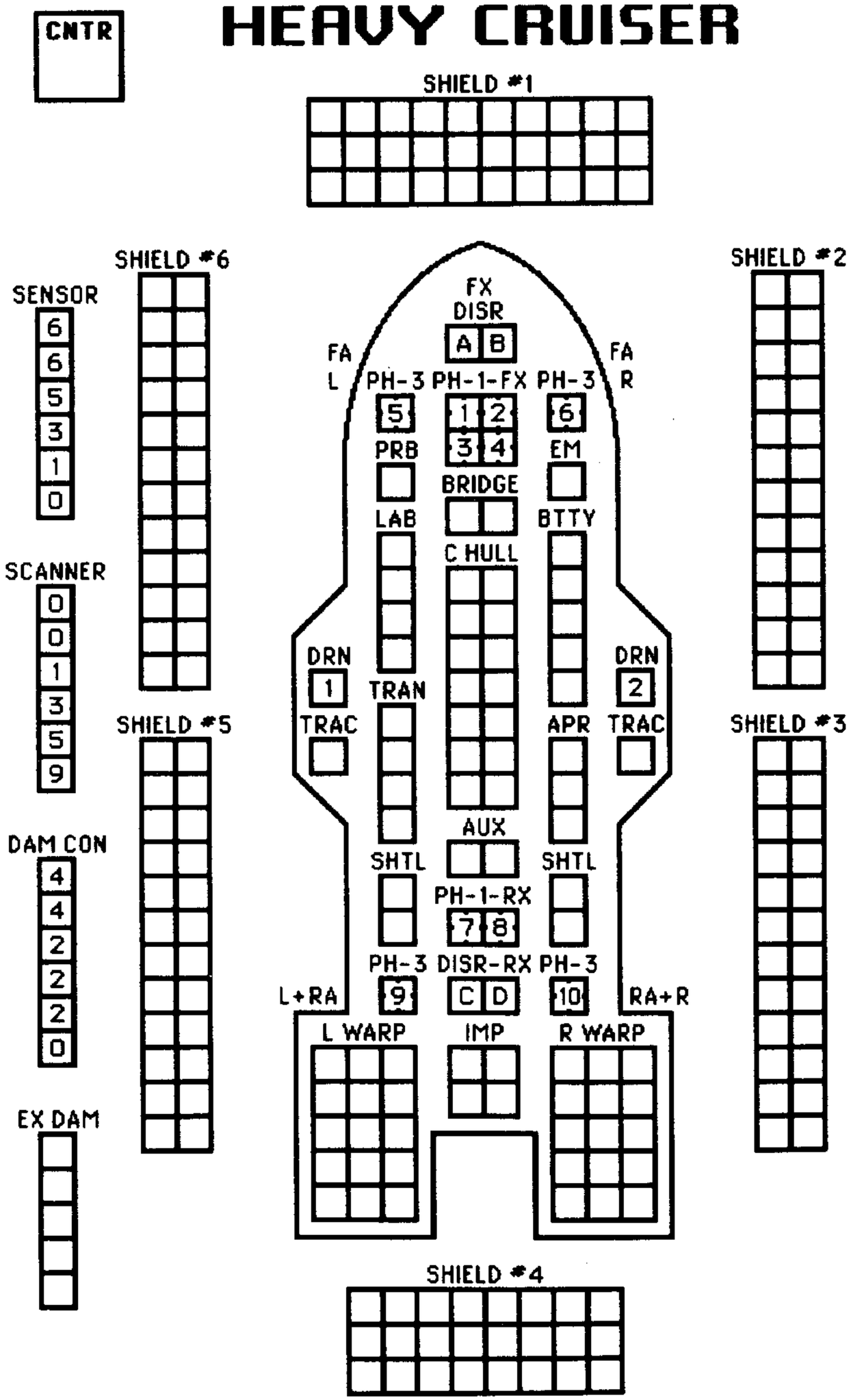
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



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



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

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FRAX WAR CRUISER

CNTR

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.4
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS ☐

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

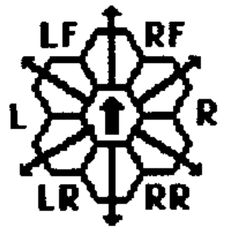
TYPE III DEFENSE PHASER

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

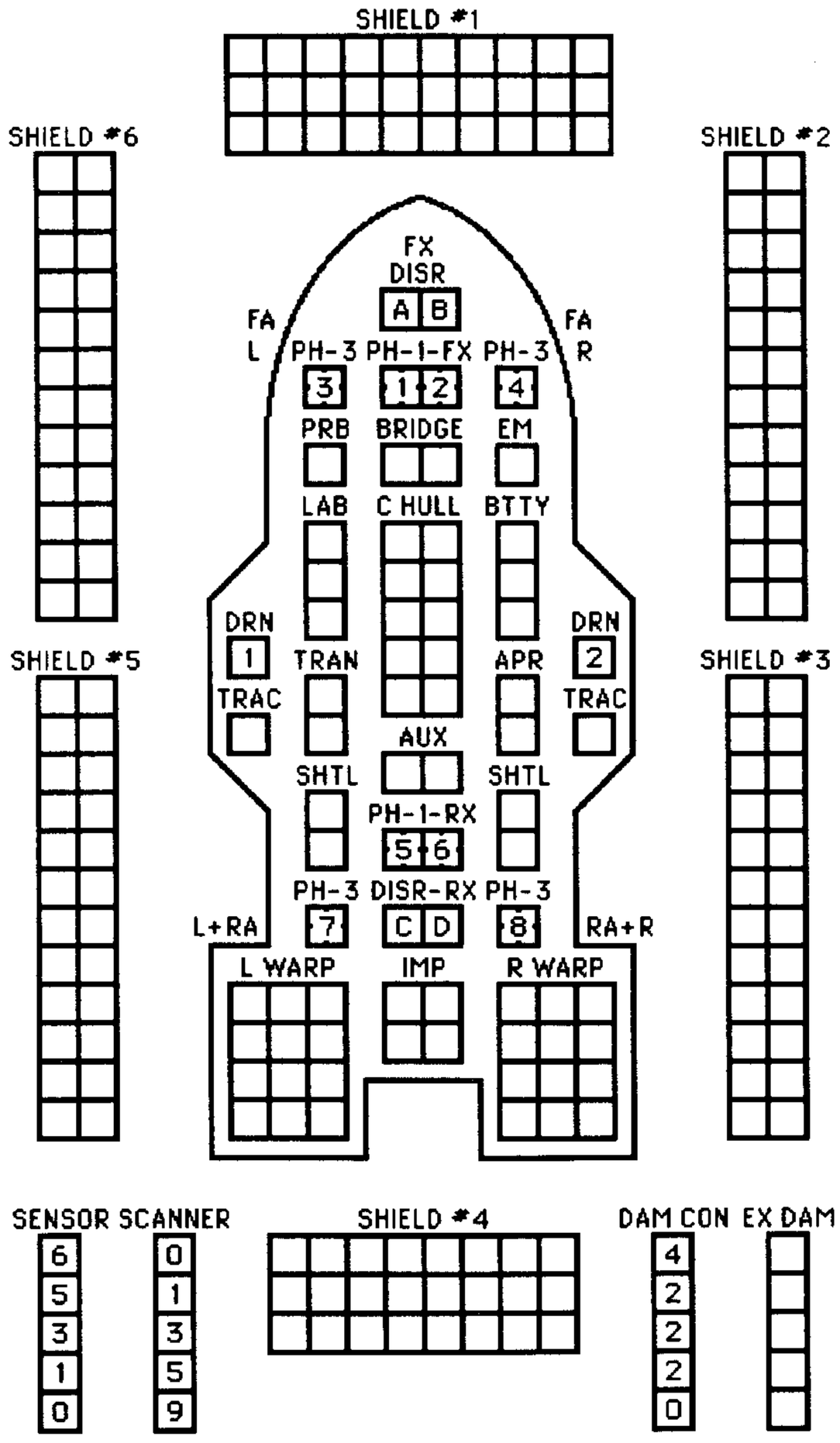
DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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



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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX **[5] = HET COST** **⑥ = ERRATIC MANEUVER WARP COST**

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FRAX WAR CARRIER

CNTR

CREW UNITS

			*						
									10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HAS TUNNEL BAY (J1.58).

TRANSPORTER BOMBS

				D	D	D	D

PROBES

					5

SHIP DATA TABLE

TYPE	=	CWV
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.5
Y175 REFIT	=	+0
AFD REFIT	=	+8

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

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

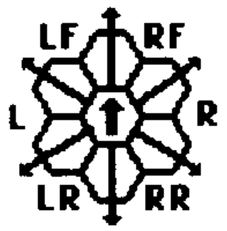
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

DRONE RACKS

1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15



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

TYPE III DEFENSE PHASER

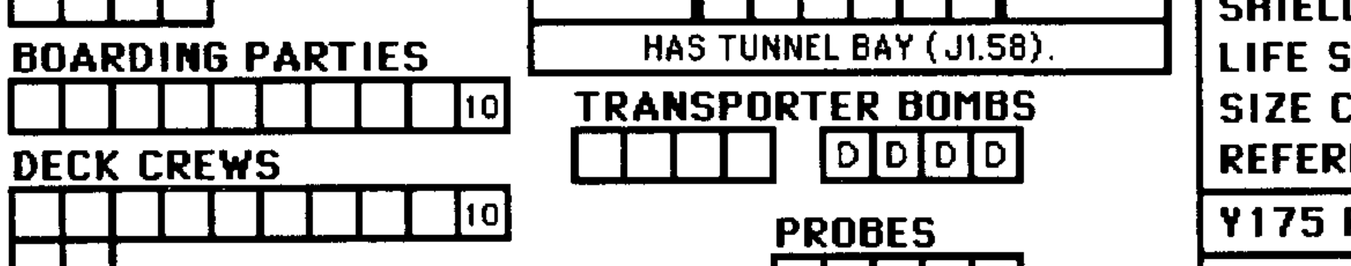
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

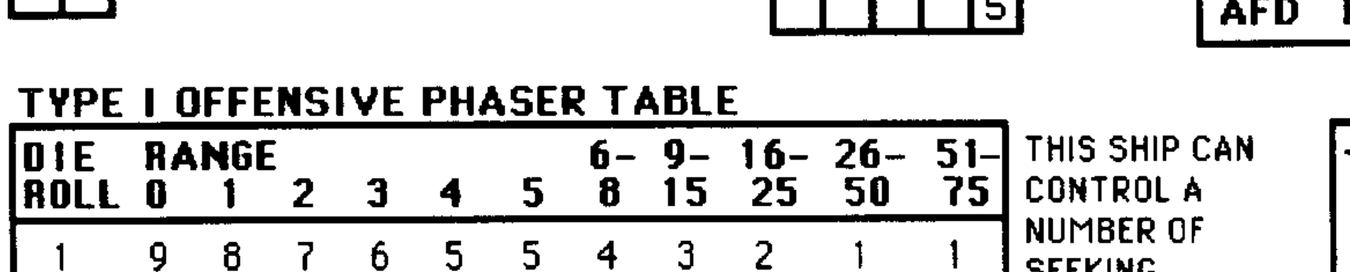
SENSOR
6 5 3 1 0

SCANNER
0 1 3 5 9

DAM CON
4 2 2 2 0

EX DAM



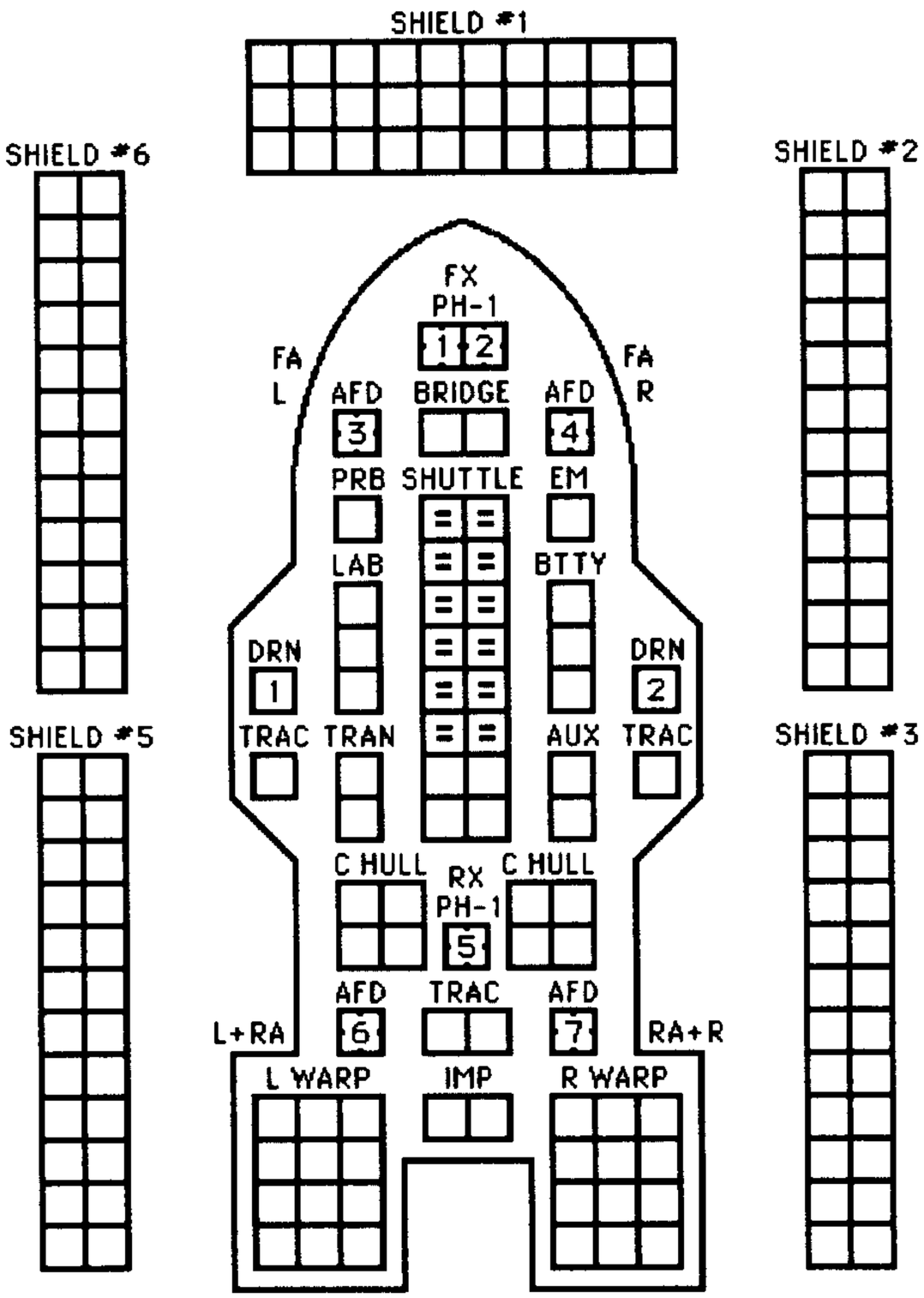


ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)

3																														
4																														
6																														
7																														



THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FRAX PF TENDER

CREW UNITS

			✱					
								10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	120/80
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.6

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

HET

BD

TYPE III DEFENSE PHASER

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

DRONE RACKS

1								B
2								B

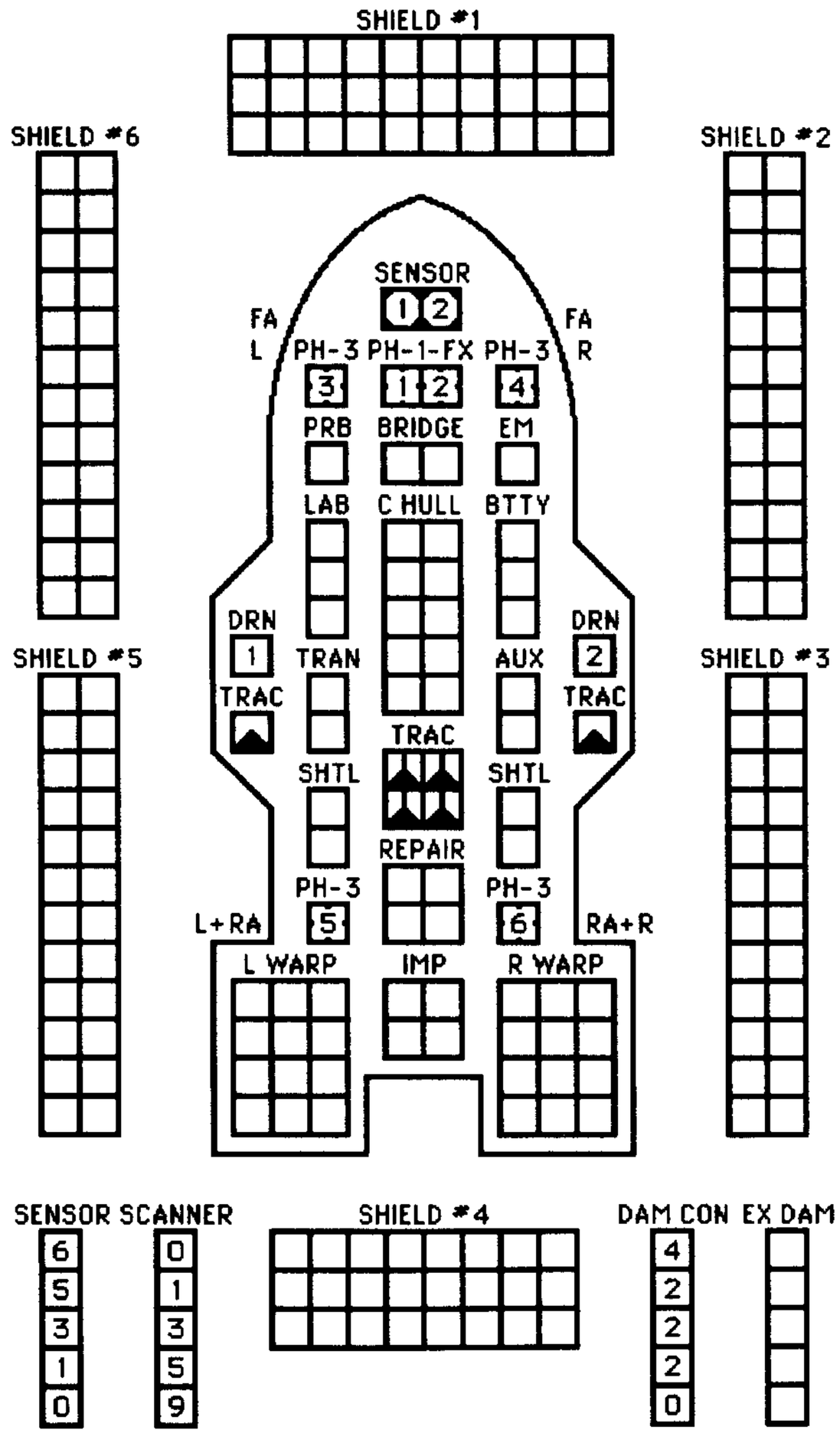
THIS SHIP ALWAYS HAD TWO RELOADS.

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.

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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FRAX ESCORT CRUISER

CNTR

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

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

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

DECK CREWS [ ][2]

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

SHIP DATA TABLE

TYPE	=	CWE
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.7

INCLUDES LIMITED AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

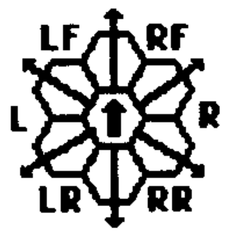
TYPE	=	CWA
POINT VALUE	=	152
REFERENCE	=	R51.7A

INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

TYPE III DEFENSE PHASER

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



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

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

DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

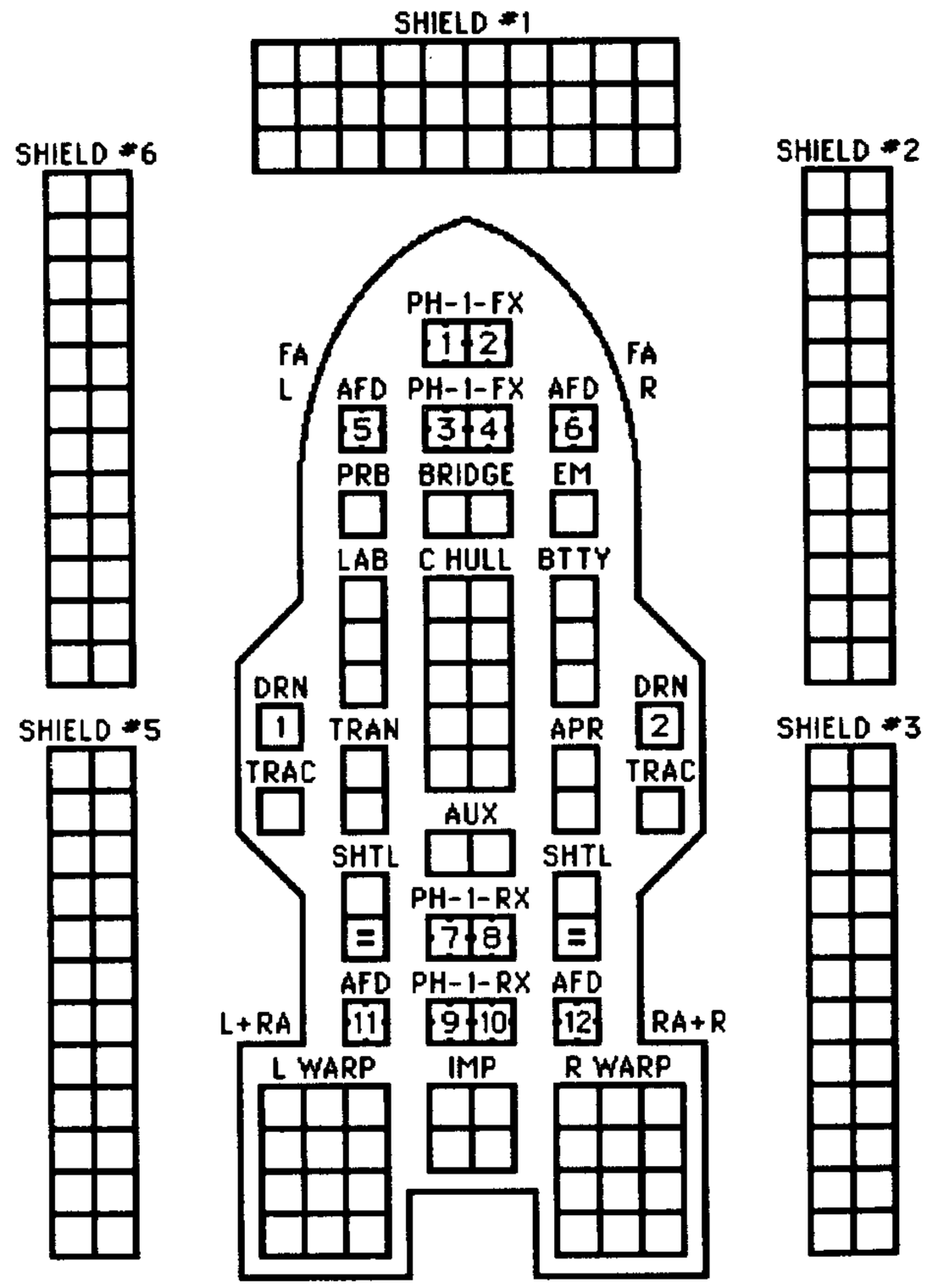
AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)

5											
6											
11											
12											



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FRAX BATTLESHIP

CREW UNITS

			*					
								10
								20
								30
								40
								50
								60

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

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

DECK CREWS [ ][ ][ ][ ][ ][ ][ ] 8

SHIP DATA TABLE

TYPE	=	BB
POINT VALUE	=	350
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R51.8
Y175 REFIT	=	+0
AFD REFIT	=	+16

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

HIT & RUN DERFACS [ ]

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

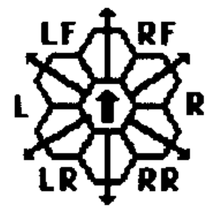
TYPE III DEFENSE PHASER

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

DRONE RACKS

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

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

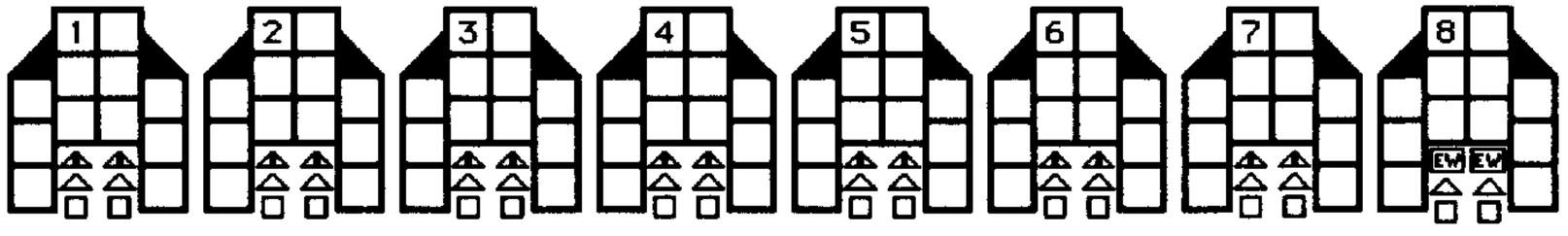


FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

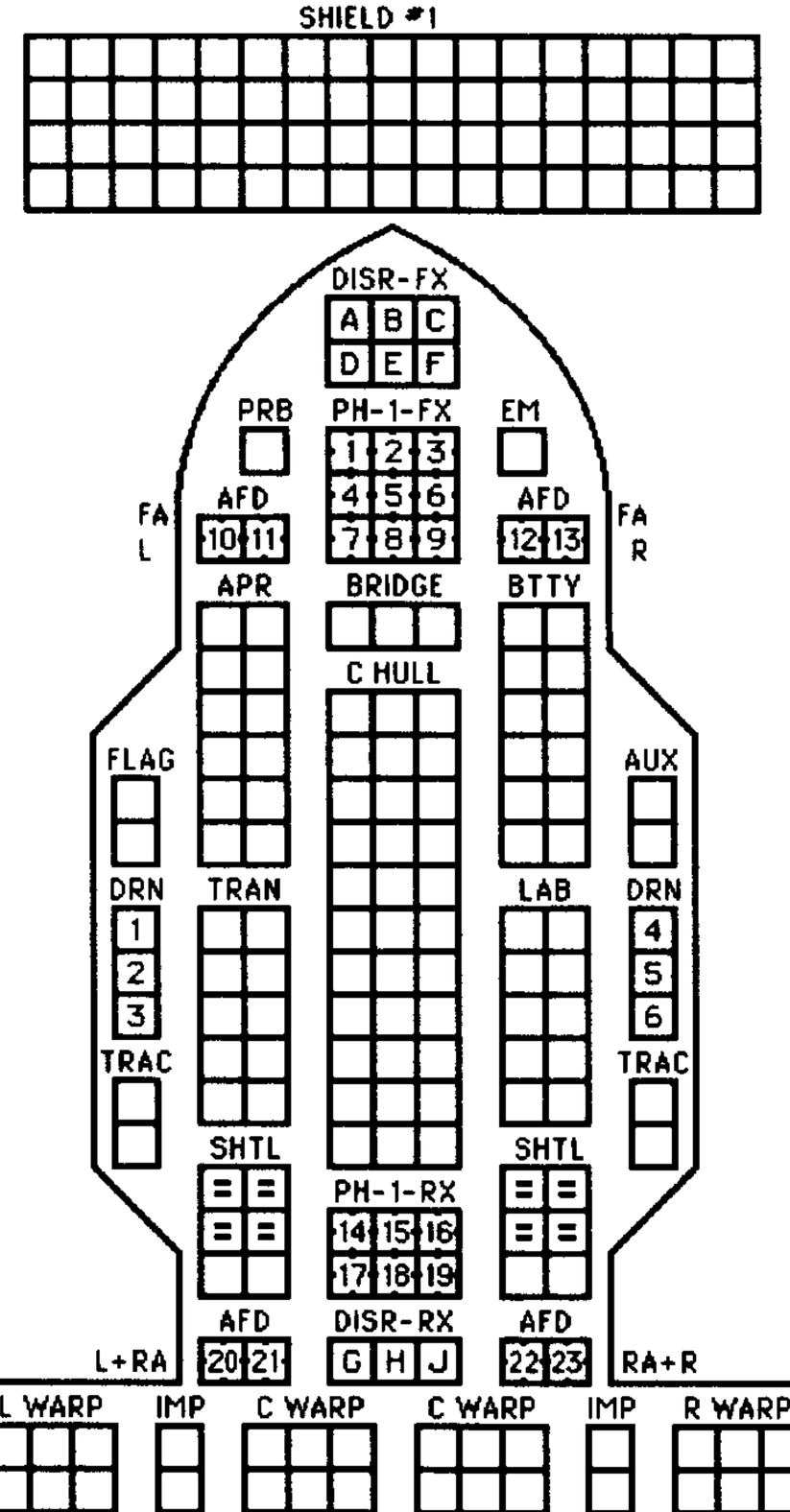
DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15



THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH PAIR OF AFDS IS A PAIR OF PHASER-3S WITH THE SAME FIRING ARCS.

5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2																														
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

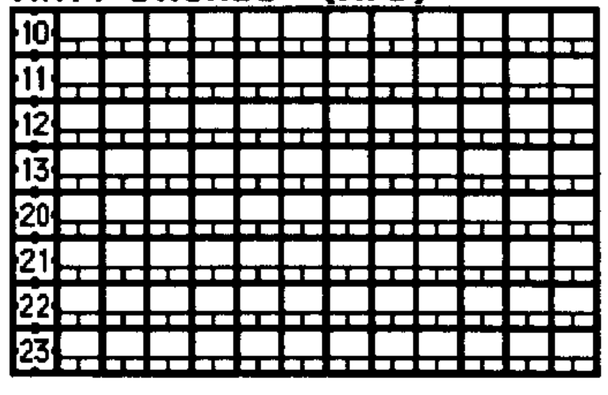


ANTI-DRONE TABLE

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

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

ANTI-DRONES (AFD)



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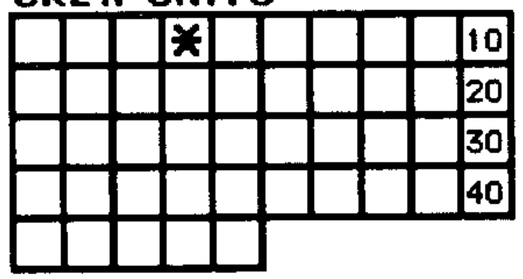
FRAX COMMAND CRUISER

CREW UNITS

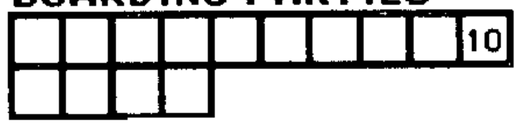


ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

BOARDING PARTIES



TRANSPORTER BOMBS

PROBES

SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	153
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.9
Y175 REFIT	=	+0
AFD REFIT	=	+8

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

HIT & RUN DERFACS

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

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

ANTI-DRONES (AFD)

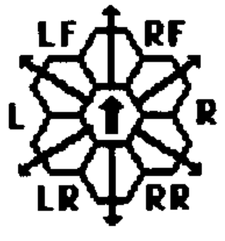
THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.

TYPE III DEFENSE PHASER

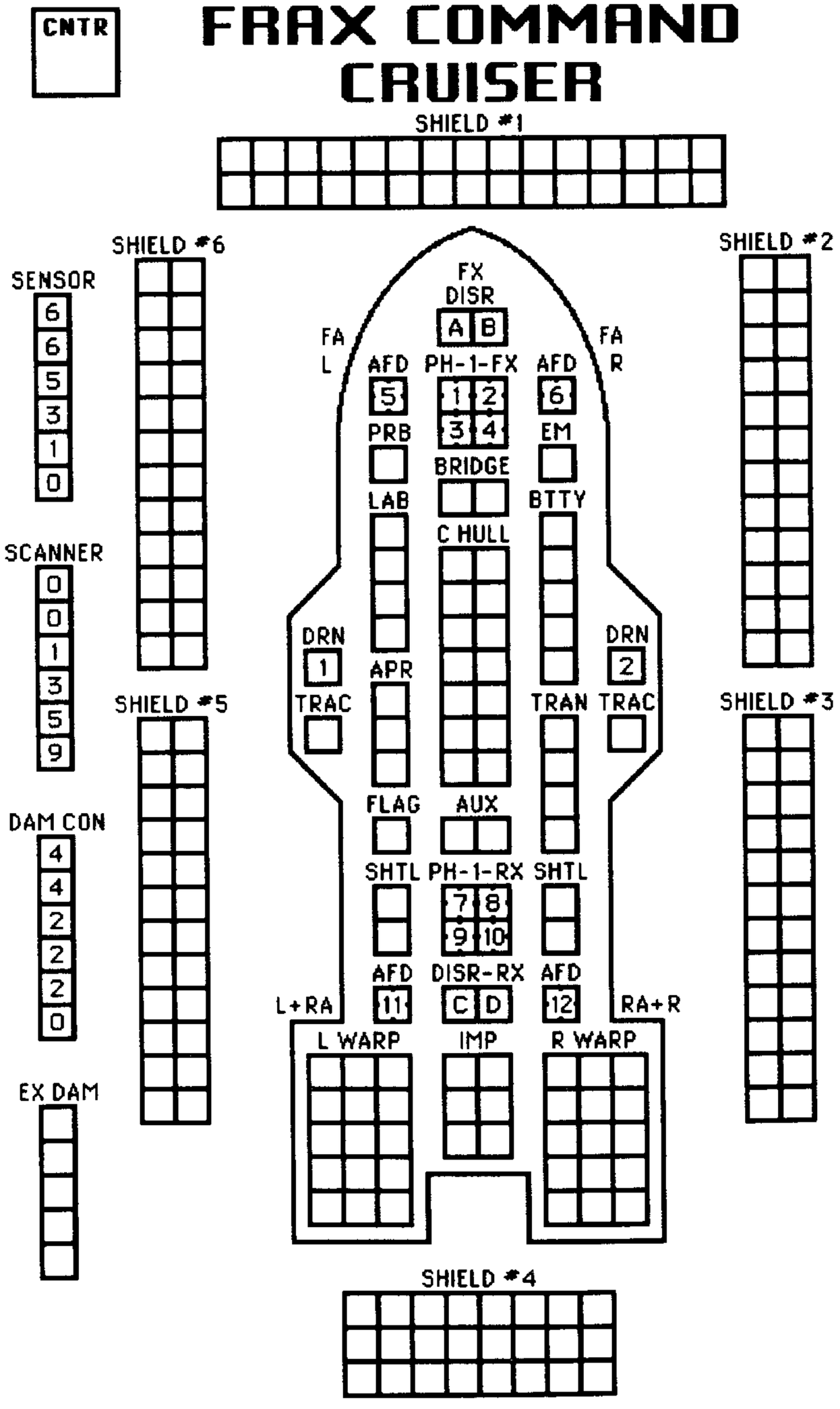
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

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



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



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

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FRAX
WAR DESTROYER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.10
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

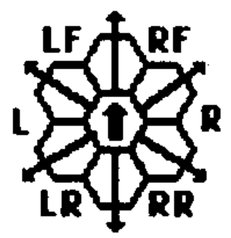
TYPE III DEFENSE PHASER

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

DRONE RACKS

1								8
2								8

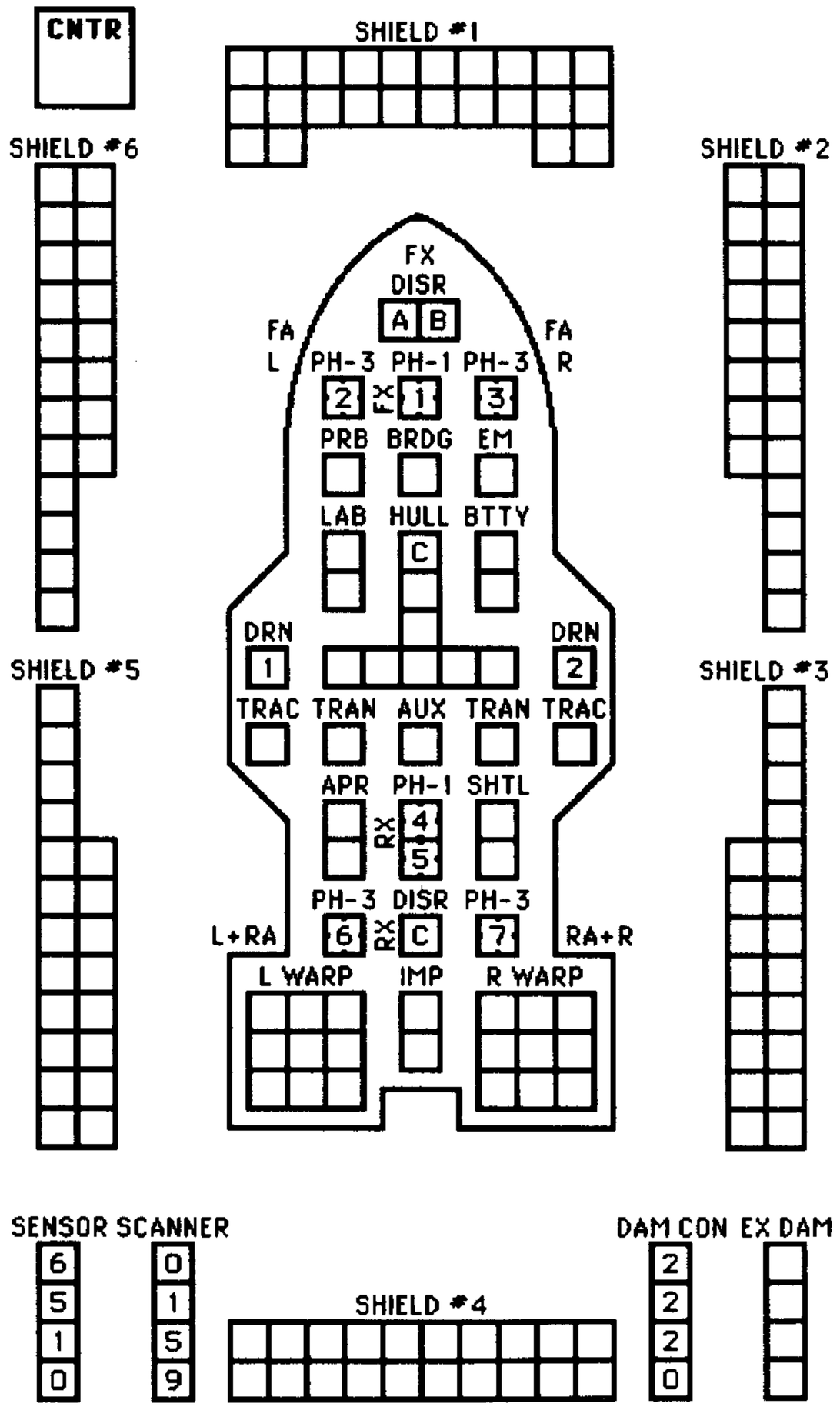
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

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,OVLD	10	10	8	8	6	0	0



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX DRONE WAR DESTROYER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	DWD
POINT VALUE	=	93
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.11
Y175 REFIT	=	+0

BOARDING PARTIES

							B

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

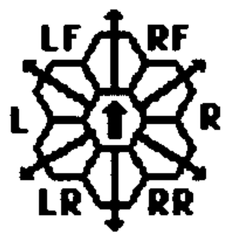
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

DRONE RACKS

1									B
2									B
3									B
4									B
5									B

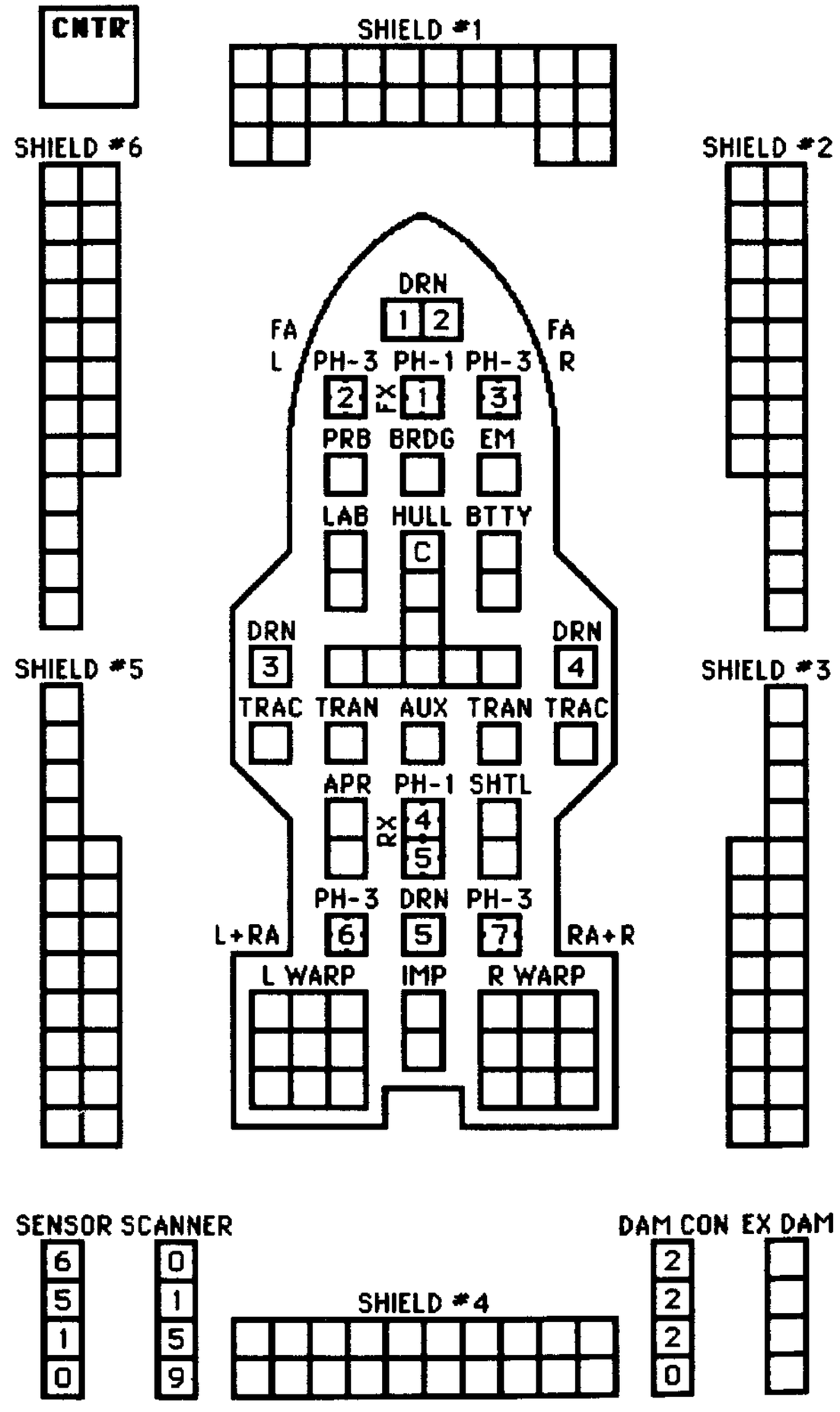
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

TYPE III DEFENSE PHASER

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR DESTROYER SCOUT

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DWS
POINT VALUE	=	100/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.12
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

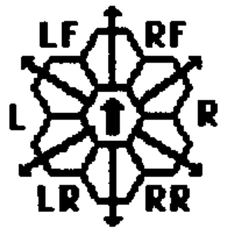
1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

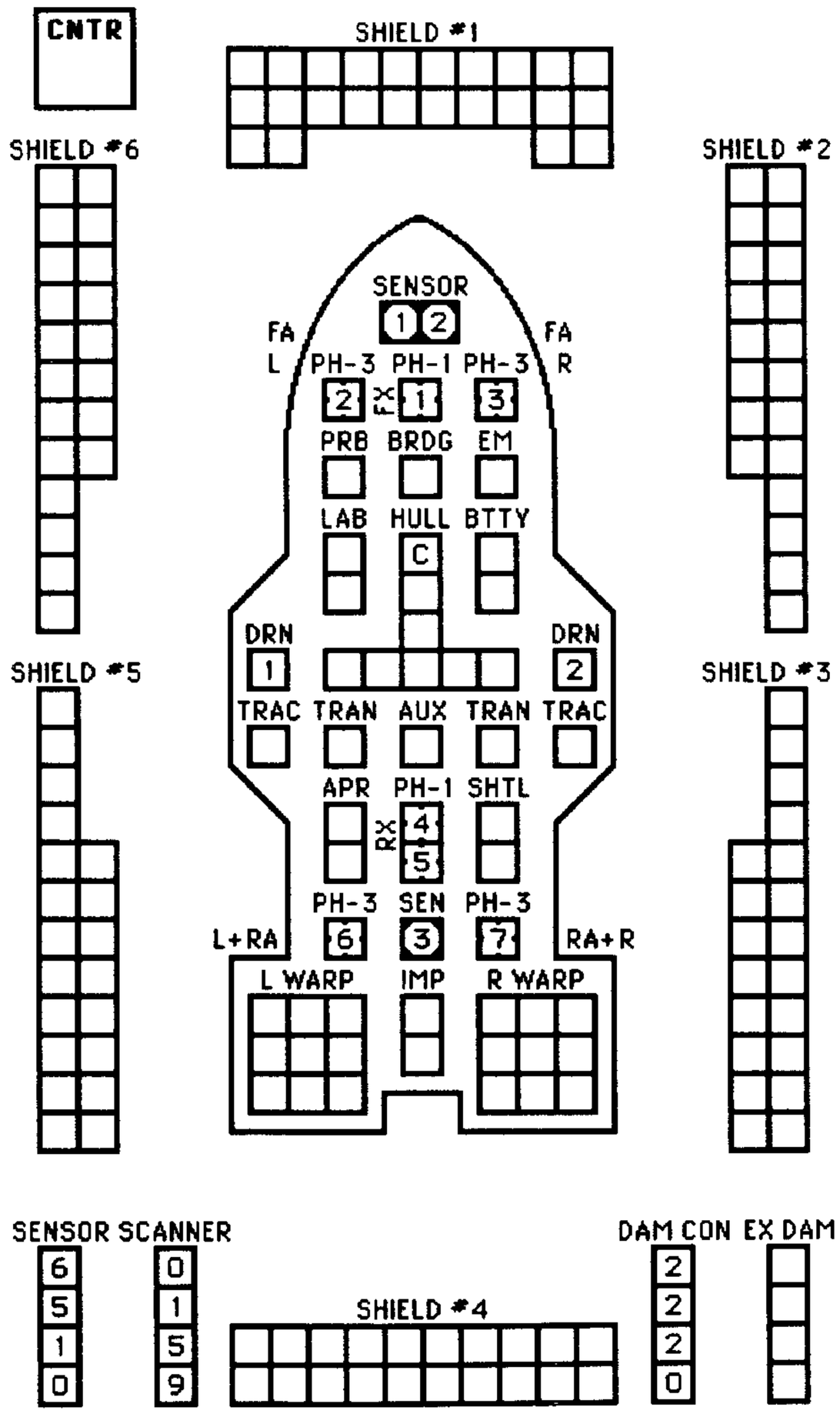
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR DESTROYER MINEHUNTER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DWM
POINT VALUE	=	100/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.13
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

B

HET

BD

TYPE III DEFENSE PHASER

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

DRONE RACKS

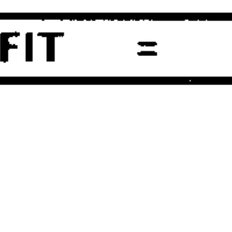
1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

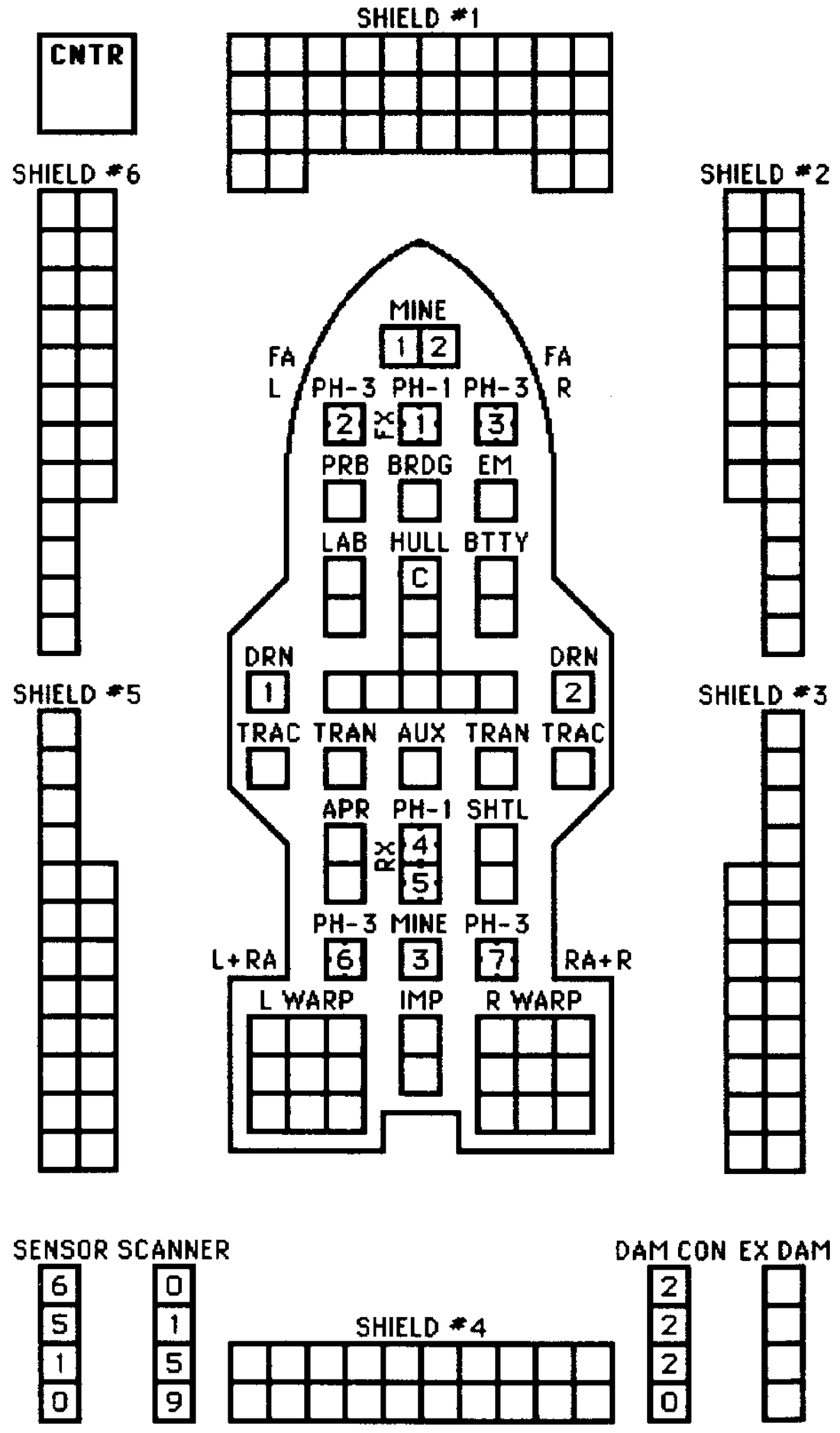
MINE RACKS

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

MINE RACKS ARE SHOWN FOR LARGE MINES. FOR SMALL MINES, WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR. MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR DESTROYER ESCORT

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

SHIP DATA TABLE

TYPE	=	DWE
POINT VALUE	=	97
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.14

INCLUDES LIMITED AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	DWA
POINT VALUE	=	102
REFERENCE	=	R51.14A

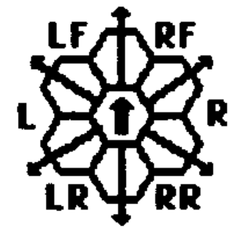
INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

DRONE RACKS

1								8
2								8

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

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

HET

BD

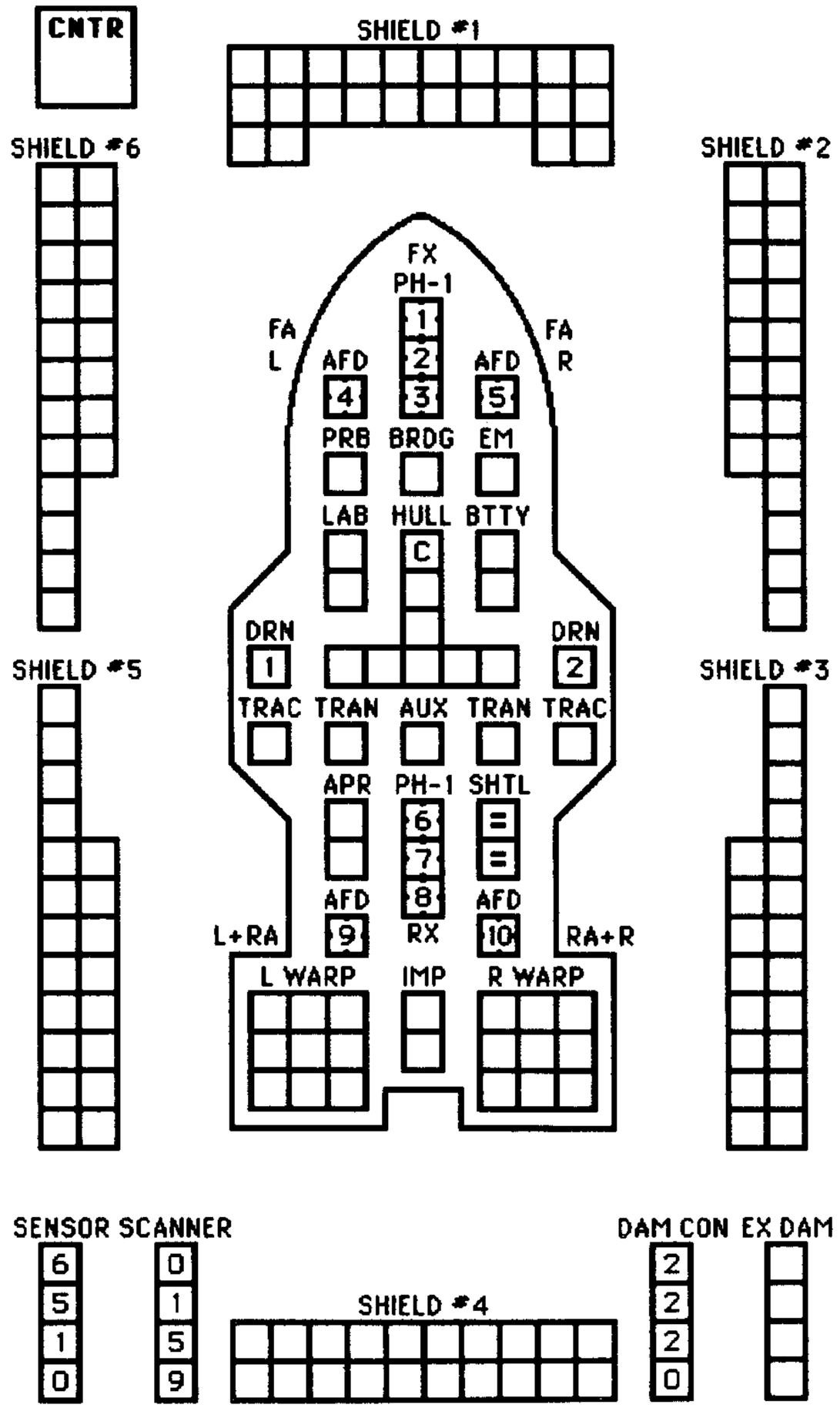
ANTI-DRONES (AFD)

4											
5											
9											
10											

TYPE III DEFENSE PHASER

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

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.



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX MISSILE DESTROYER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	MDW
POINT VALUE	=	93
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.15
Y175 REFIT	=	+0

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

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

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

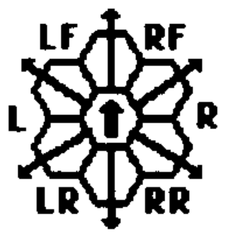
DRONE RACKS

1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

MISSILE RACKS

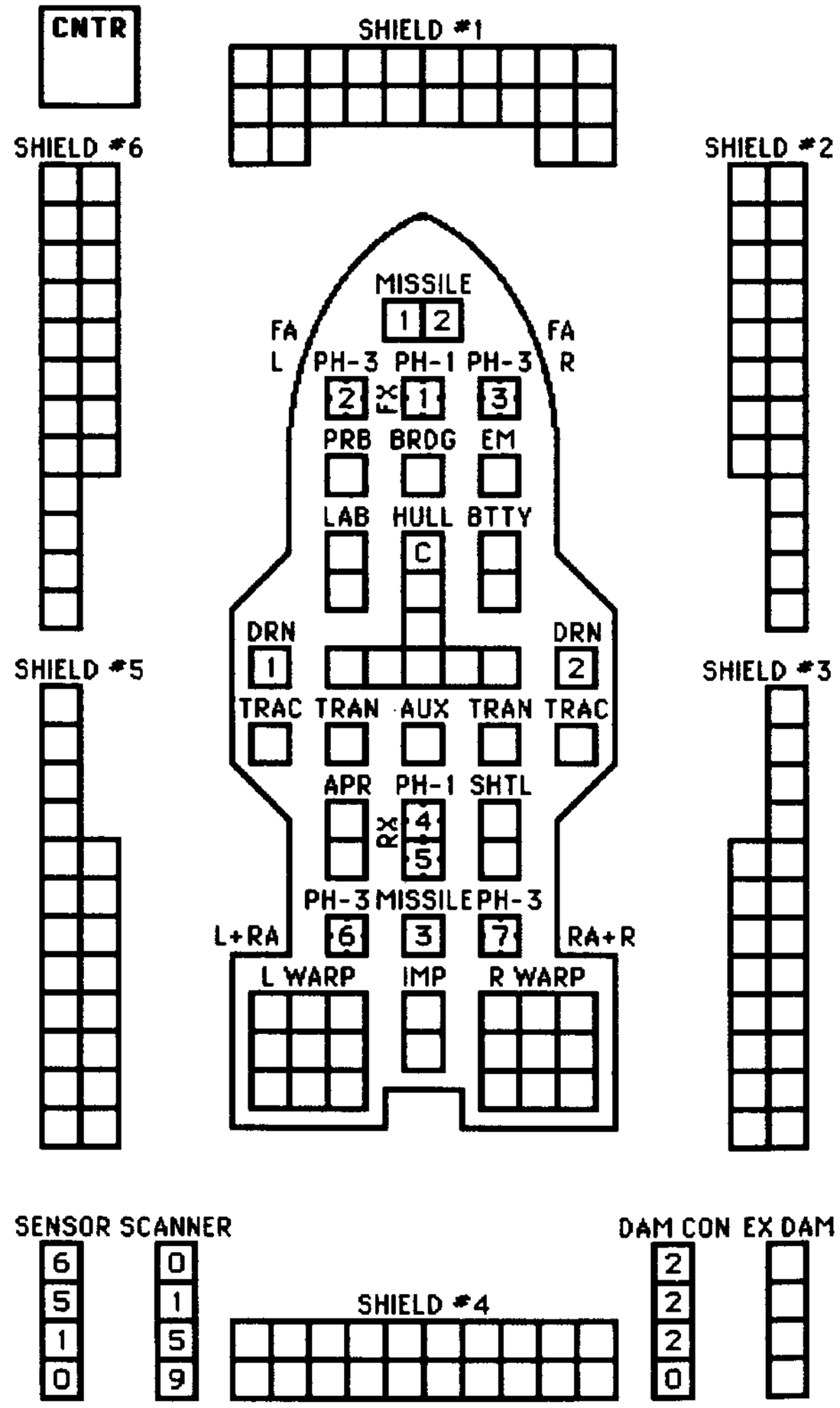
1				
2				
3				



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

TYPE III DEFENSE PHASER

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR DESTROYER LEADER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.16
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

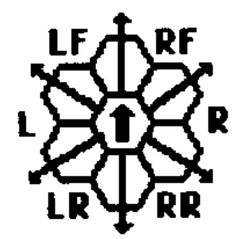
TYPE III DEFENSE PHASER

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

DRONE RACKS

1								B
2								B

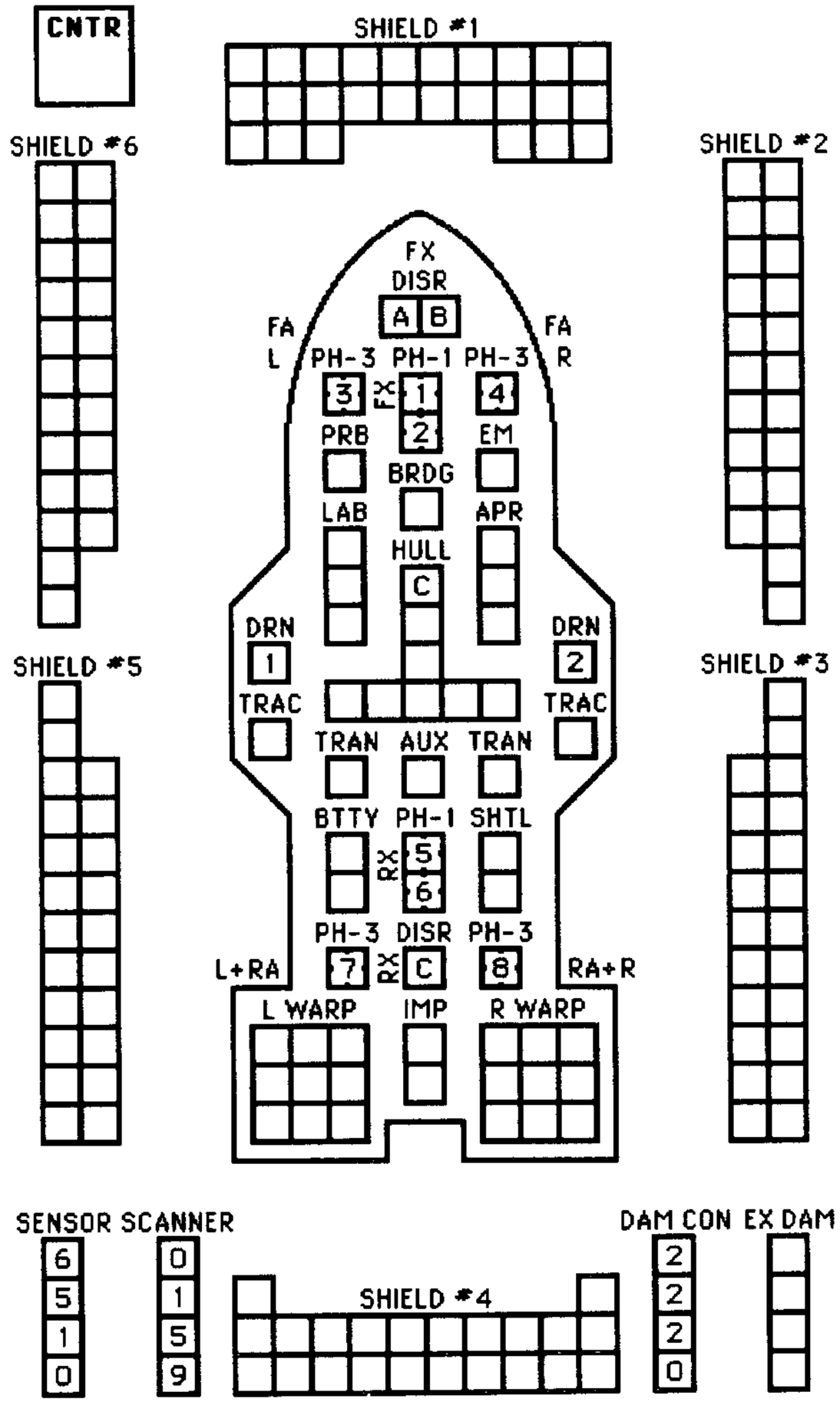
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

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,OVLD	10	10	8	8	6	0	0



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

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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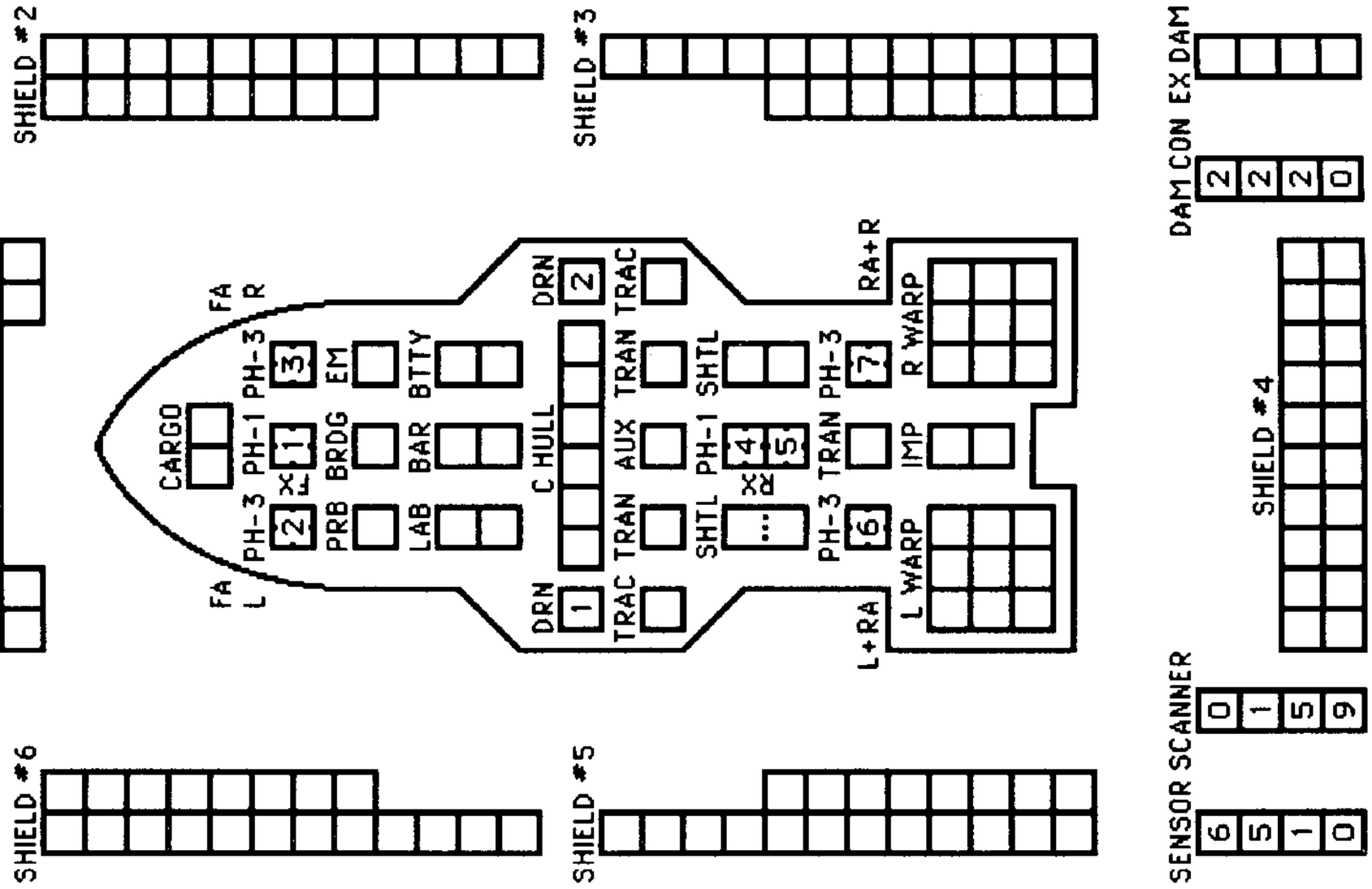
FRAX COMMANDO
WAR DESTROYER



SHIP DATA TABLE	
TYPE	DWG
POINT VALUE	109/79
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R51.17
Y175 REFIT	+0

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

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

⑥ = ERRATIC MANEUVER WARP COST																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS
TUNNEL BAY (J1.58), TWO HATCHES.		

CREW UNITS: 10 20 30 (*)

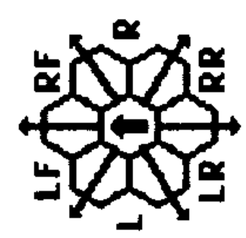
BOARDING PARTIES: 10 20

TRANSPORTER BOMBS: D D

PROBES: 5

TYPE I OFFENSIVE PHASER TABLE									
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	
1	9	8	7	6	5	5	4	3	
2	8	7	6	5	5	4	3	2	
3	7	5	5	4	4	4	3	1	
4	6	4	4	4	4	3	2	0	
5	5	4	4	4	3	3	1	0	
6	4	4	3	3	2	2	0	0	

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



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

DRONE RACKS: 1 2 (B B)

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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

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FRAX CARRIER

CREW UNITS

10 / 20 / 30 / 40

BOARDING PARTIES

10

DECK CREWS

10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SINGLE BAY; HAS FOUR HATCHES.

TRANSPORTER BOMBS

D D D D

ANTI-DRONE TABLE

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

SHIP DATA TABLE

TYPE	=	CV
POINT VALUE	=	140/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.18
Y175 REFIT	=	+0
AFD REFIT	=	+8

CNTR

SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS A PHASER-3 WITH THE SAME FIRING ARC.

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

TURN MODE SPEED

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

HET

BD

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

PROBES

5

LF RF L R LR RR

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

DEMON-III FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

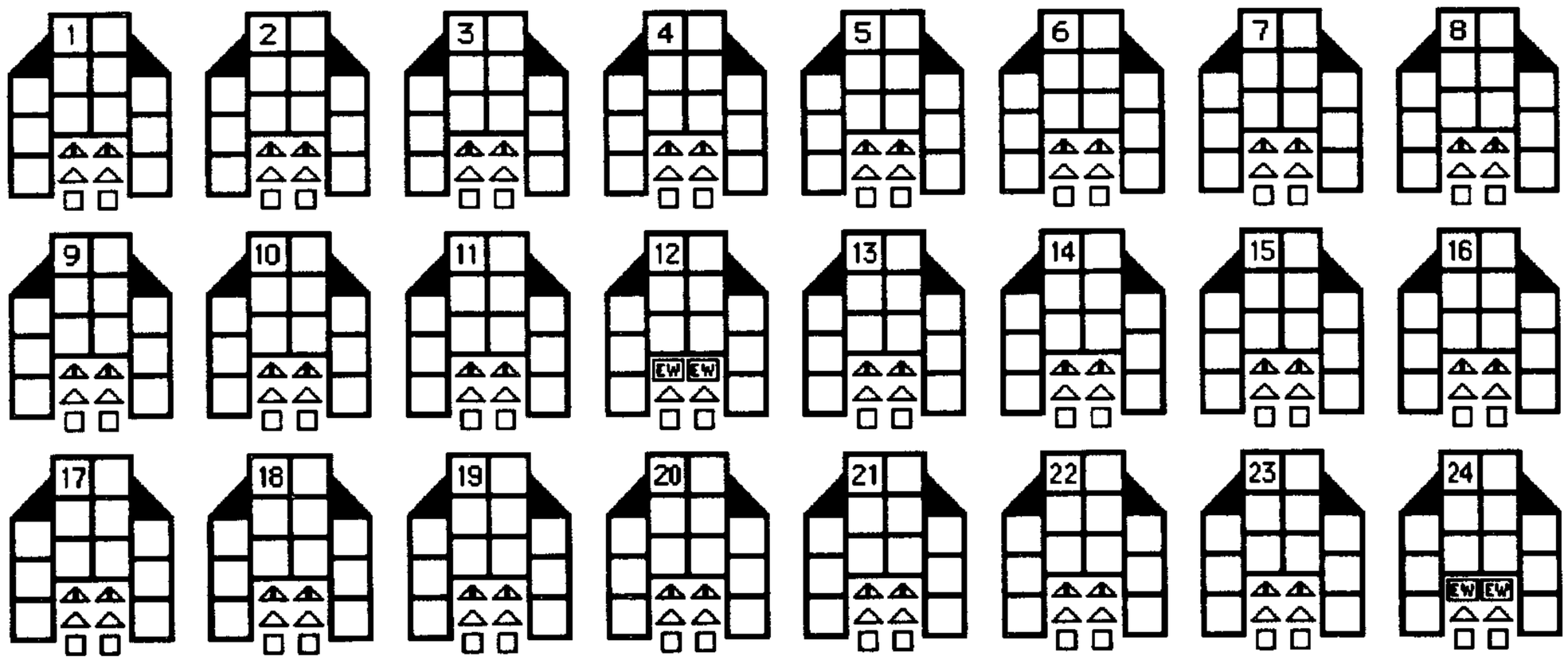
DRONE RACKS

1 B

2 B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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

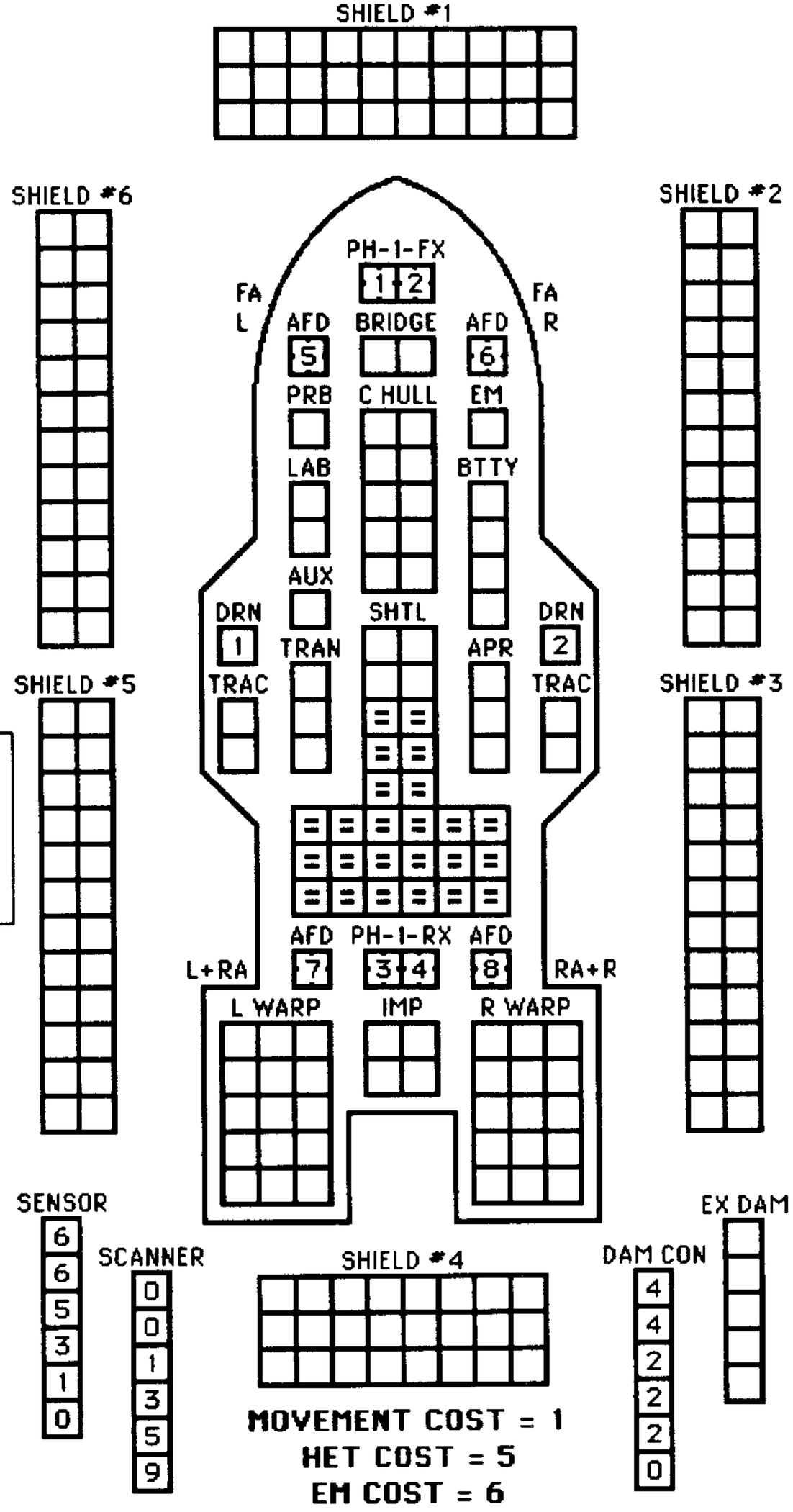


ANTI-DRONES (AFD) 5

ANTI-DRONES (AFD) 6

ANTI-DRONES (AFD) 7

ANTI-DRONES (AFD) 8



FRAX TUG

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

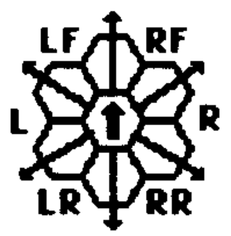
TYPE	=	TUG
POINT VALUE	=	140/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.19
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

MOVEMENT COST WITH 0, 1, OR TWO POD WEIGHTS = 1
HET COST = 5
EM COST = 6

MOVEMENT COST WITH THREE (EQUIVALENT) POD WEIGHTS = 1.5
HET COST = 7.5
EM COST = 9

0 OR 1 POD

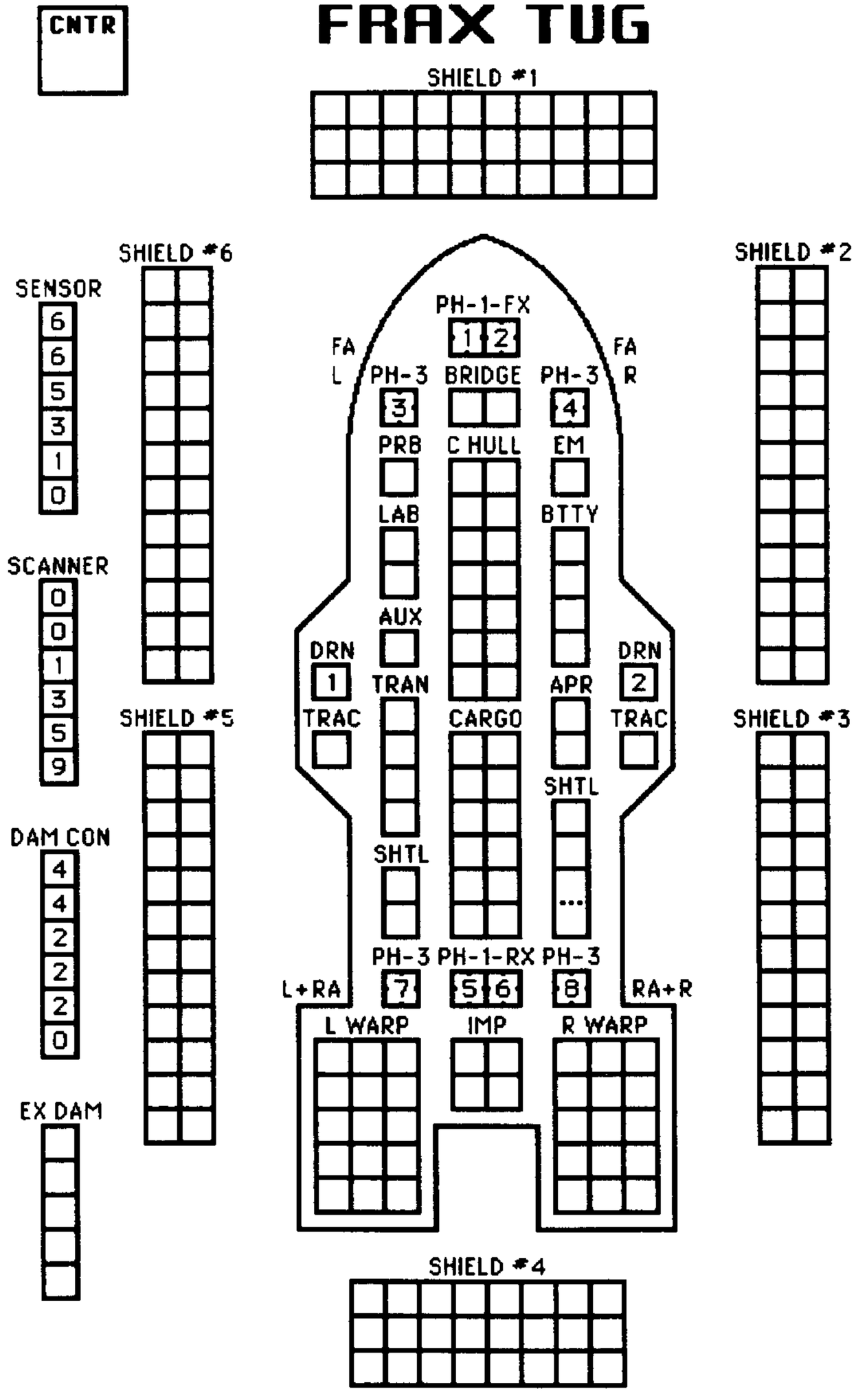
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

2 PODS

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

3 POD EQUIVALENTS

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



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

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

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CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.20
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

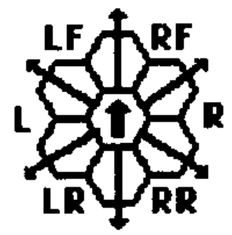
TYPE III DEFENSE PHASER

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

DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



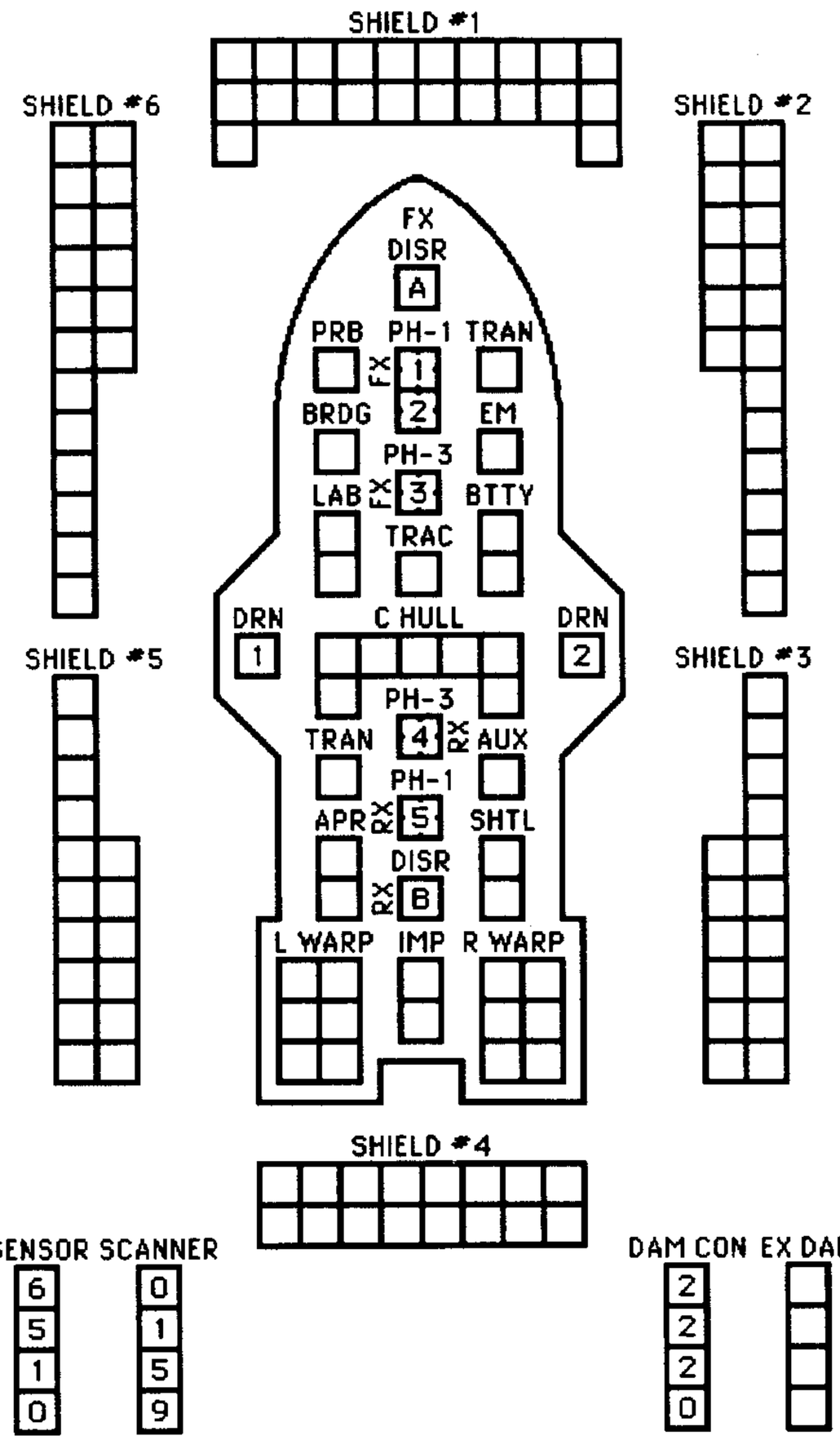
FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

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,OVLD	10	10	8	8	6	0

CNTR

FRAX FRIGATE



SENSOR SCANNER

6	0
5	1
1	5
0	9

DAM CON EX DAM

2	
2	
2	
0	

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

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

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FRAX FRIGATE SUB

CNTR

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

BOARDING PARTIES [ ] [ ] [ ] [4]

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

DRONE RACK [1] [ ] [ ] [ ] [ ] [ ] [A]

RACK ALWAYS HAD DOUBLE RELOADS. NO REFIT

ADMINISTRATIVE SHUTTLES

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

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

HIT & RUN CLOAK [ ]

SHIP DATA TABLE

TYPE	=	SFF
POINT VALUE	=	60
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/1
REFERENCE	=	R51.21

BPV INCLUDES CLOAK

AXION TORPEDO FIRING TABLE

RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE ADJUSTMENT	0-1 +1		2-4 0	5 -1	6 -2	7 -3

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

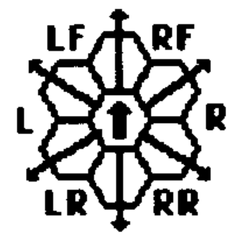
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

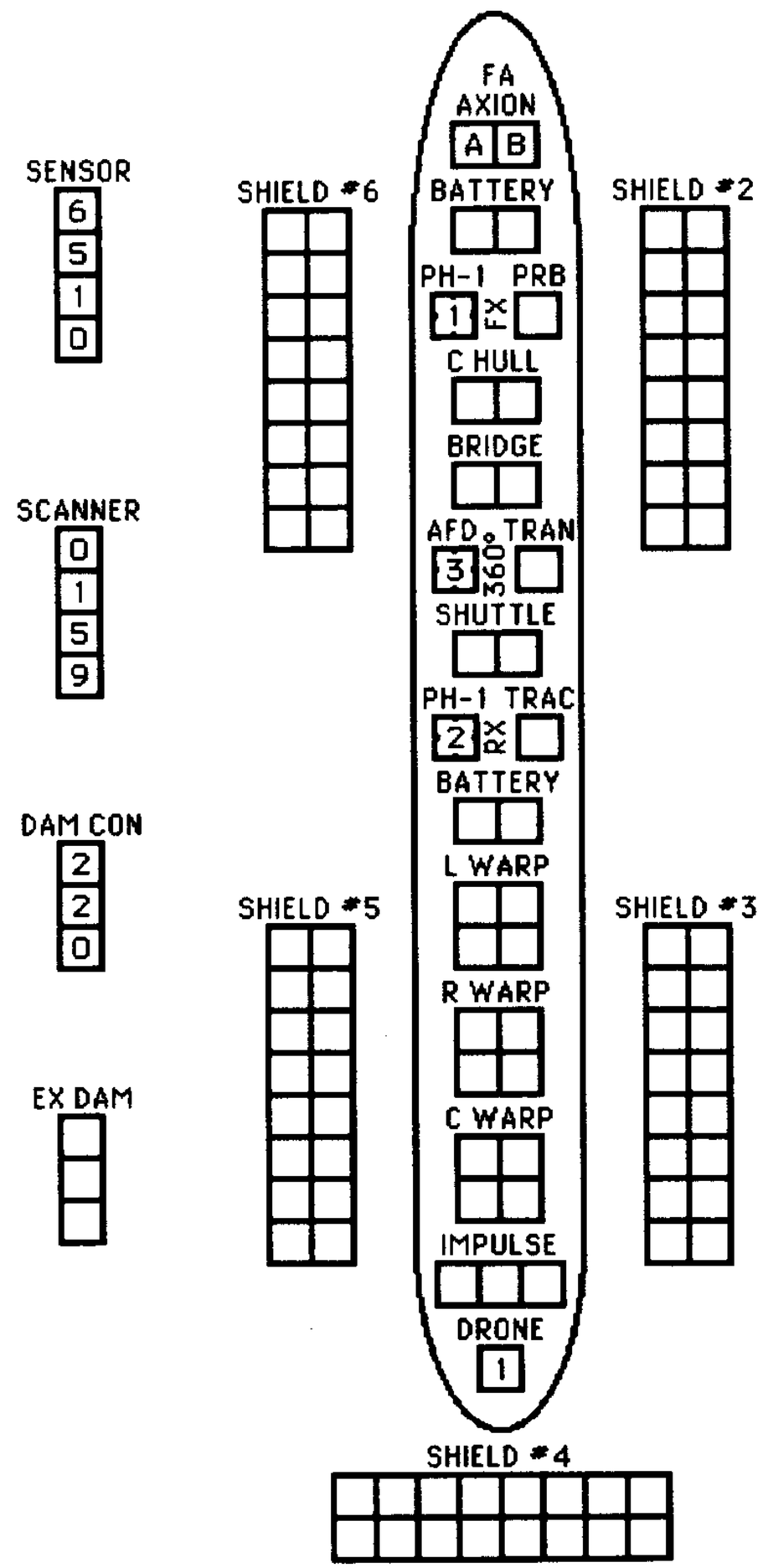
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

ANTI-DRONES (AFD) [3] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.



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



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

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

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FRAX DESTROYER SUB

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

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

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

DRONE RACK [1][ ][ ][ ][ ][ ][A]

RACK ALWAYS HAD DOUBLE RELOADS. NO REFIT.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

HIT & RUN CLOAK [ ]

SHIP DATA TABLE		
TYPE	=	SDD
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/1
REFERENCE	=	R51.22

BPV INCLUDES CLOAK

AXION TORPEDO FIRING TABLE

RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE ADJUSTMENT	0-1 +1		2-4 0	5 -1	6 -2	7 -3

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

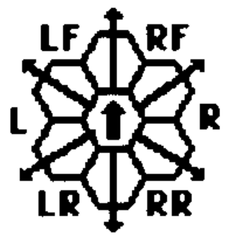
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

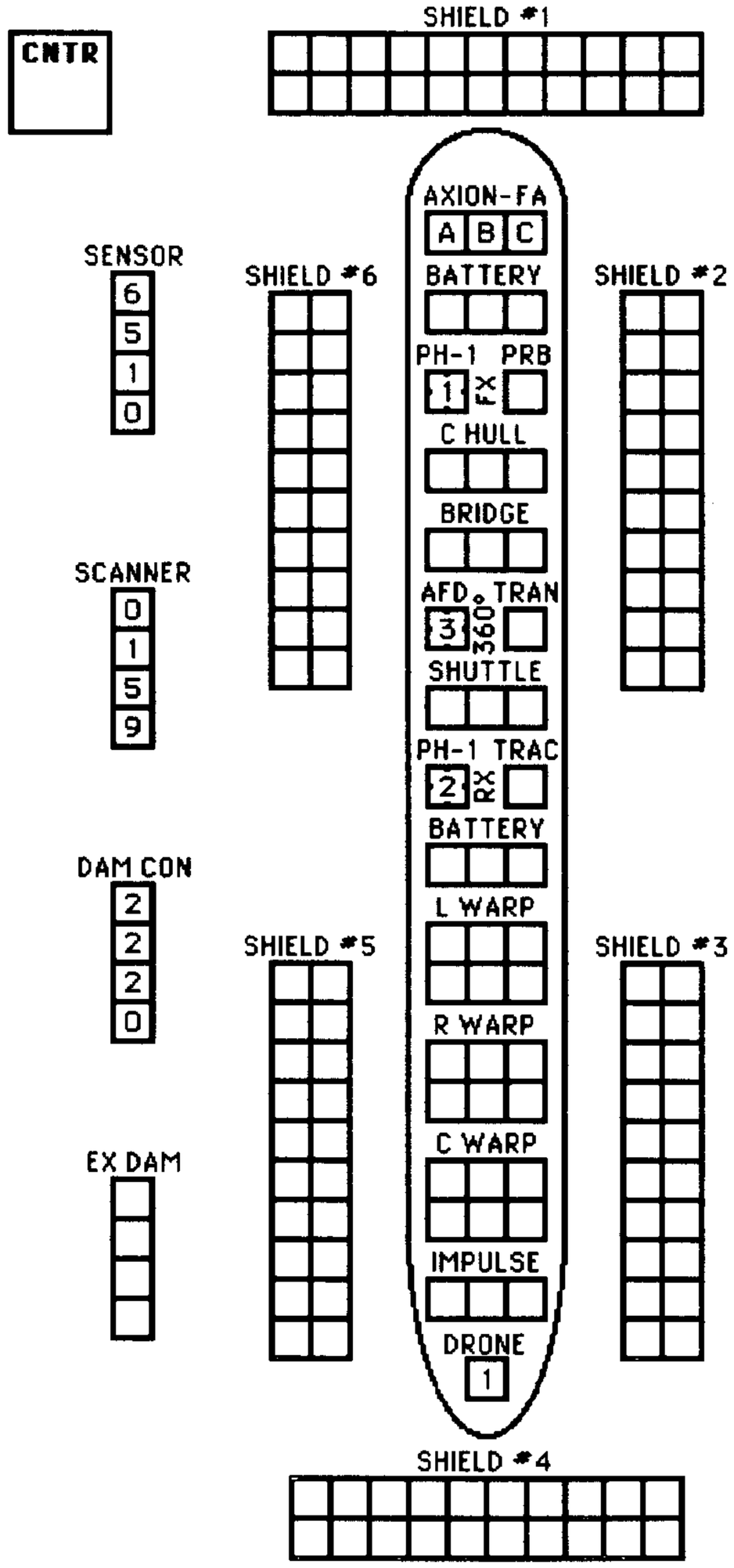
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

ANTI-DRONES (AFD) [3][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.



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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR CRUISER SUB

CREW UNITS

			*					10

BOARDING PARTIES

								10

PROBES

				5

DRONE RACKS

1								B
2								B

RACKS ALWAYS HAD DOUBLE RELOADS.
NO REFIT.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	SCW
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	13/2
REFERENCE	=	R51.23

BPV INCLUDES CLOAK

AXION TORPEDO FIRING TABLE

RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE ADJUSTMENT		0-1 +1	2-4 0	5 -1	6 -2	7 -3

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

HIT & RUN CLOAK ☐

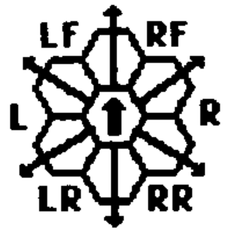
MISSILE RACKS

1				
2				

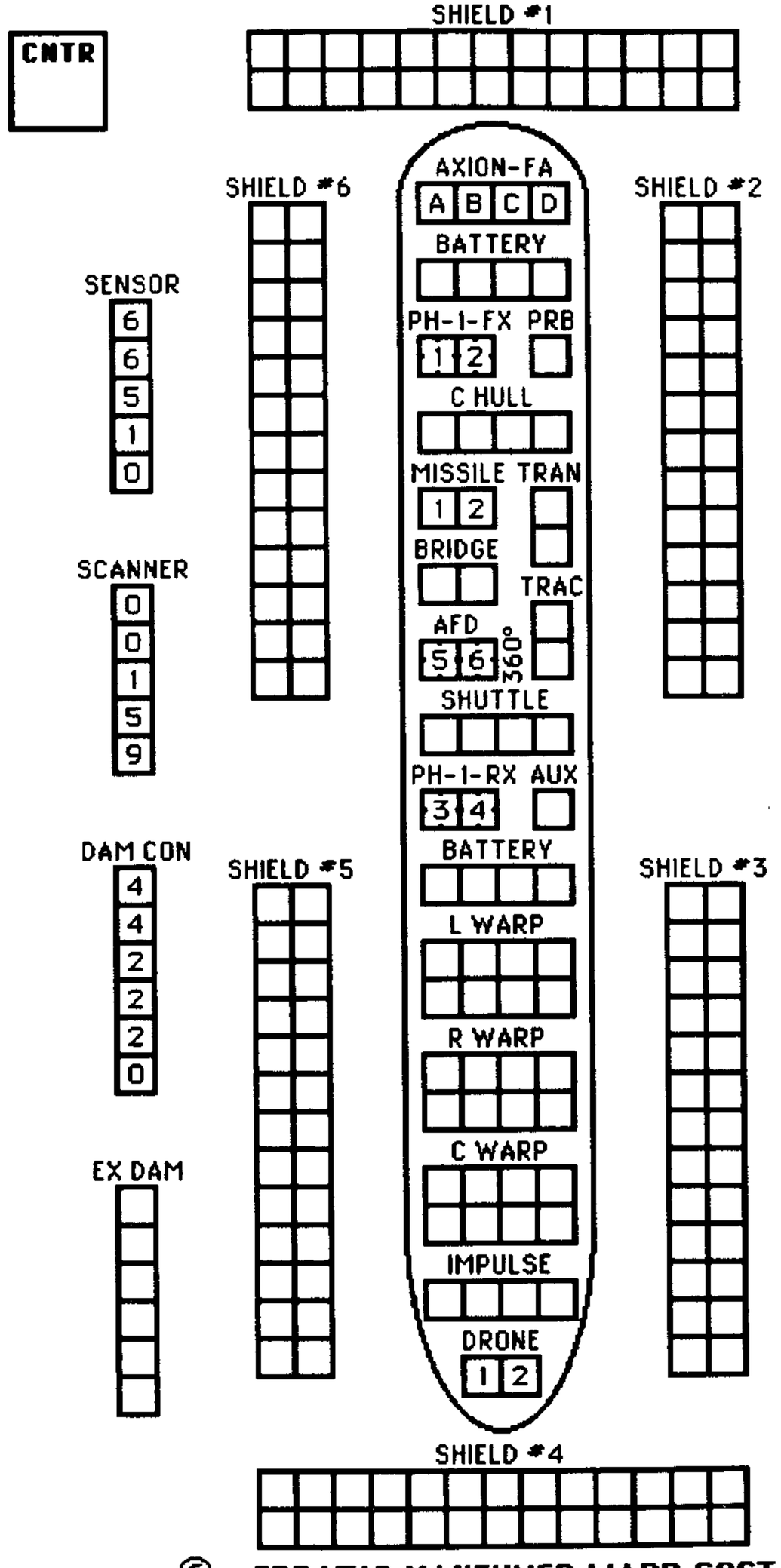
ANTI-DRONES (AFD)

5											
6											

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.



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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FRAX SUBMARINE MISSILE CRUISER

CREW UNITS — * — 10 — 20

BOARDING PARTIES — 10

PROBES — 5

DRONE RACKS

1								B
2								B

RACKS ALWAYS HAD DOUBLE RELOADS.
NO REFIT.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS — D D D D

SHIP DATA TABLE

TYPE	=	SCG
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	16/4
REFERENCE	=	R51.24

BPV INCLUDES CLOAK

CNTR

SENSOR — 6 6 5 3 1 0

SCANNER — 0 0 1 3 5 9

DAM CON — 4 4 2 2 2 0

EX DAM

AXION TORPEDO FIRING TABLE

RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE	0-1	2-4	5	6	7	
ADJUSTMENT	+1	0	-1	-2	-3	

TURN MODE / SPEED

C
HET
BD

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE 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

ANTI-DRONE TABLE

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

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

ANTI-DRONES (AFD) — 5 6

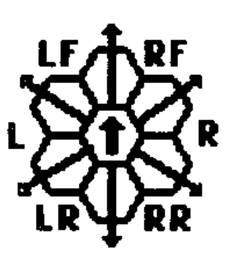
HIT & RUN CLOAK ☐

MISSILE RACKS

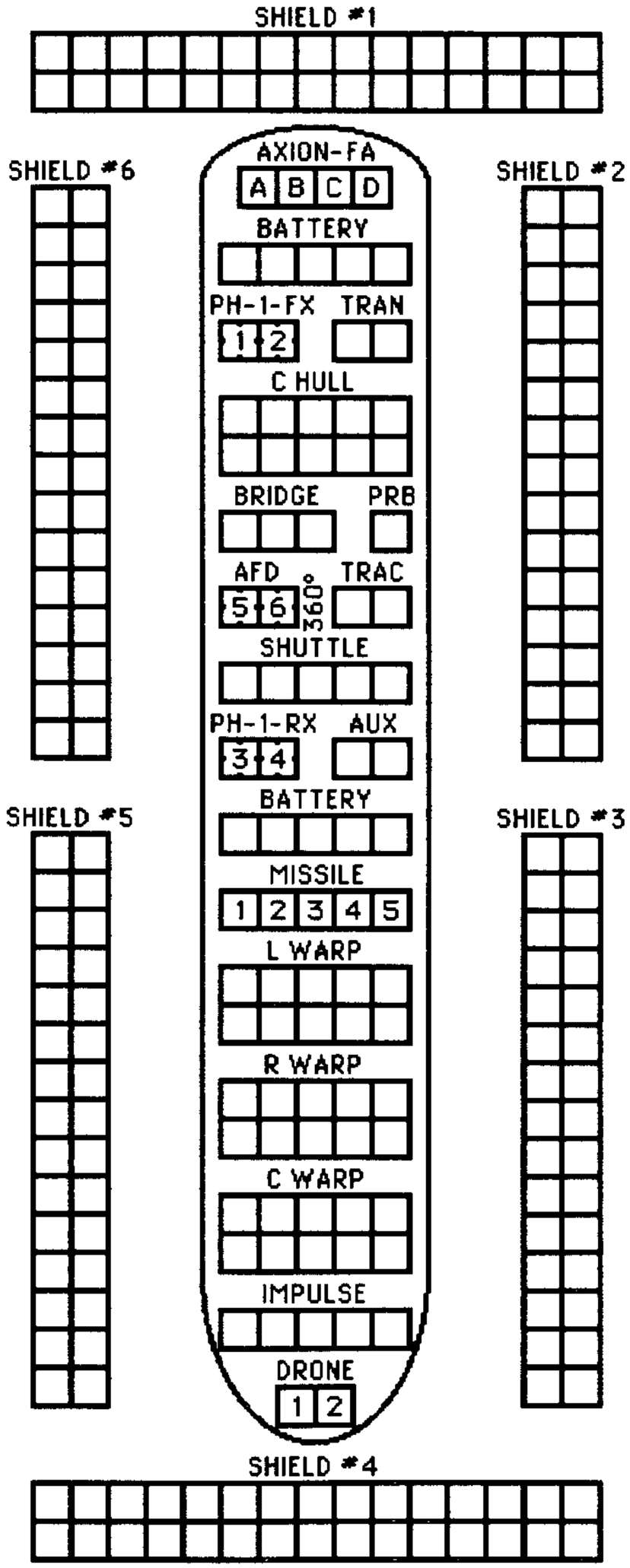
1				
2				
3				
4				
5				

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

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



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



FRAX LIGHT CRUISER SUB

CREW UNITS [10]

BOARDING PARTIES [10]

PROBES [5]

DRONE RACKS
1 [8]
2 [8]
RACKS ALWAYS HAD DOUBLE RELOADS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

HIT & RUN CLOAK ☐

HIT & RUN DERFACS ☐

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

SHIP DATA TABLE

TYPE	=	SCL
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	13/2
REFERENCE	=	R51.25

BPV INCLUDES CLOAK

ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)
5 [ ][ ][ ][

FRAX HEAVY CARRIER

CREW UNITS

10 20 30 40 50 60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SINGLE BAY; HAS FOUR HATCHES.

TRANSPORTER BOMBS

D D D D D D

BOARDING PARTIES 10

DECK CREWS 10 20

PROBES 5

ANTI-DRONES (AFD)

7 8 9 10 14 15 16 17

SHIP DATA TABLE

TYPE	=	CVA
POINT VALUE	=	229/219
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R51.26
Y175 REFIT	=	+0
AFD REFIT	=	+16

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

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

ANTI-DRONE TABLE

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

DRONE RACKS

1 2 3 4 — B B B B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

CNTR

SENSOR 6 6 6 5 4 3 1 0

SCANNER 0 0 0 1 2 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

DISR-FX A B C

PH-1-FX 1 2 3 4 5 6

PRB EM

AFD 7 8 BRIDGE AFD 9 10

FA L FA R

LAB C HULL BTTY

DRN 1 2 TRAC TRAN APR DRN 3 4 TRAC

FLAG AUX

PH-1-RX 11 12 13

SHUTTLE

AFD 14 15 DISR-RX D E F AFD 16 17

L+RA RA+R

L WARP IMP C WARP IMP R WARP

13 14 15 16 17 18 19 20 21 22 23 24 (EW EW)

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

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

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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN DERFACS ☐

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

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

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

DEMON-III FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH PAIR OF AFDS IS REPLACED WITH A PAIR OF PHASER-3S WITH THE SAME FIRING ARC.

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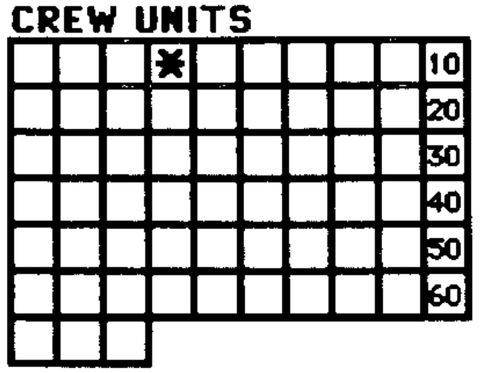
FRAX SPACE CONTROL SHIP

CREW UNITS



BOARDING PARTIES 10

DECK CREWS 10

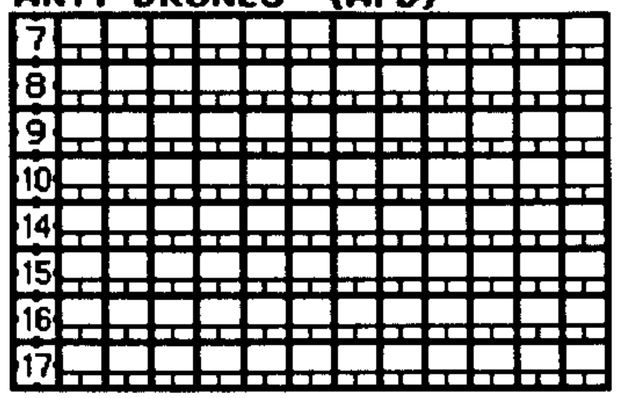
PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SINGLE BAY; HAS FOUR HATCHES.

ANTI-DRONES (AFD)



SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	247/227
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R51.27
AFD REFIT	=	+16

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

D · HET · BD

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH PAIR OF AFDS IS REPLACED WITH A PAIR OF PHASER-3S WITH THE SAME FIRING ARCS.

TYPE I OFFENSIVE PHASER TABLE

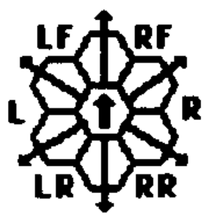
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

ANTI-DRONE TABLE

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

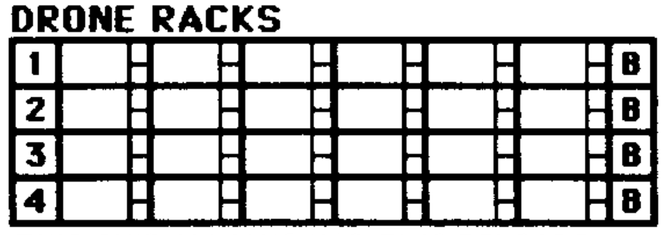
TYPE III DEFENSE PHASER

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



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

DRONE RACKS



THIS SHIP ALWAYS HAD TWO RELOADS.

TRANSPORTER BOMBS D D D D D D

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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

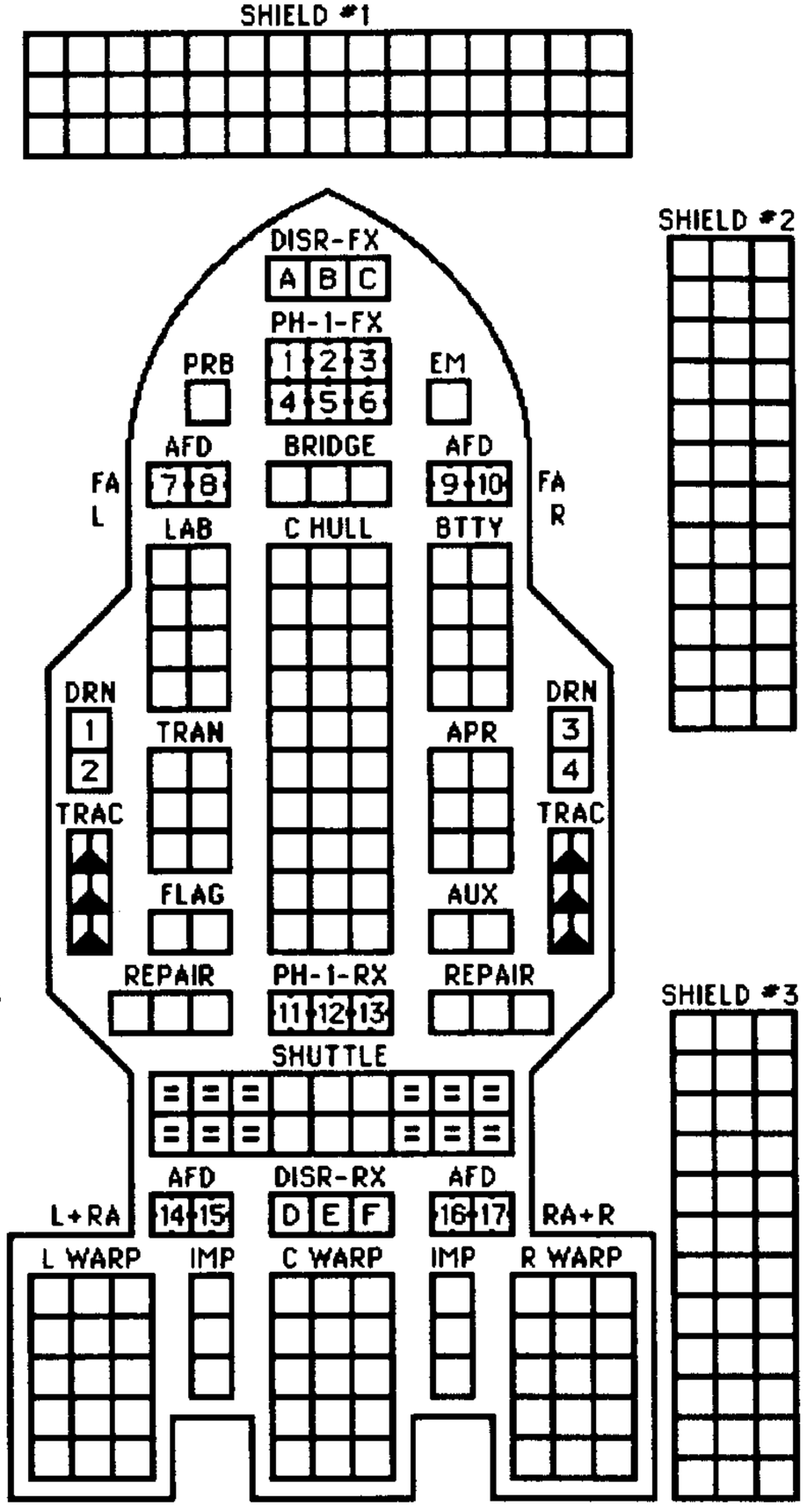
HIT & RUN DERFACS ☐

SENSOR 6 6 6 5 4 3 1 0

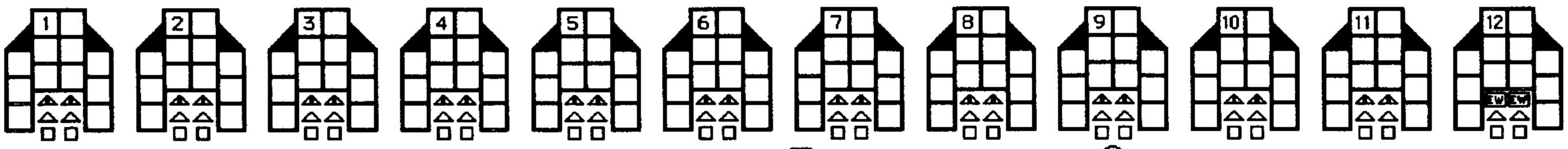
SCANNER 0 0 0 1 2 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM



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



DEMON-III FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

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

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

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FRAX HEAVY BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.28
AFD REFIT	=	+8

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS ☐

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

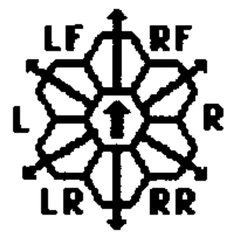
1												B
2												B
3												B
4												B

RACKS ALWAYS HAD TWO RELOADS.

ANTI-DRONES (AFD)

5											
6											
11											
12											

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.



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

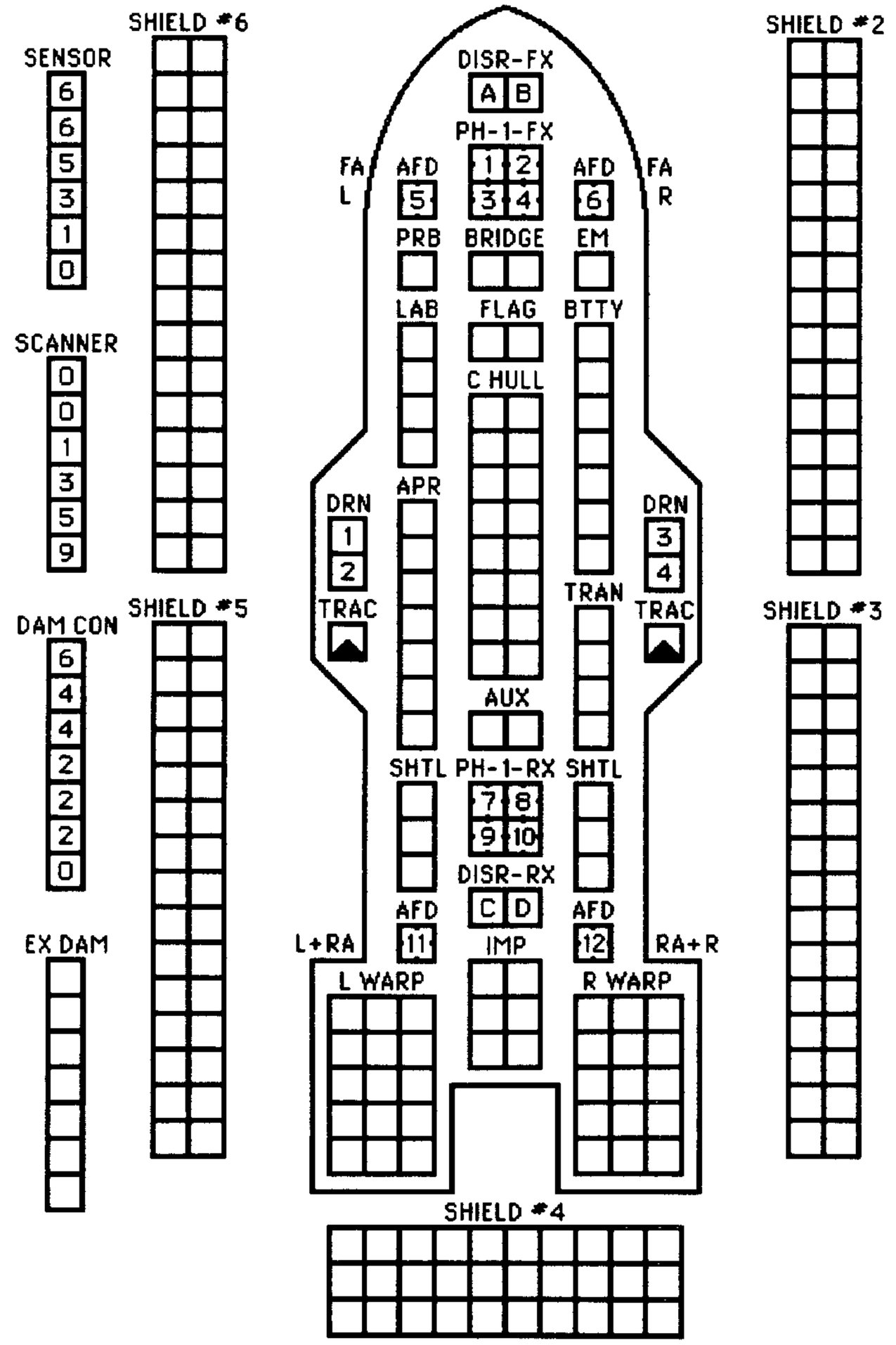
TYPE III DEFENSE PHASER

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

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

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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0



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FRAX BATTLE CARRIER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

TRANSPORTER BOMBS

[ ] [ ] [ ] [ ] D D D D

SHIP DATA TABLE

TYPE	=	BCV
POINT VALUE	=	200
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.29
AFD REFIT	=	+8

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

PROBES

[ ] [ ] [ ] [ ] 5

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

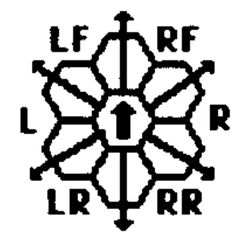
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET [ ]	4	15-20
	5	21-27
BD [ ] [ ]	6	28+

DRONE RACKS

1									B
2									B
3									B
4									B

RACKS ALWAYS HAD TWO RELOADS.

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.



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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

HIT & RUN DERFACS [ ]

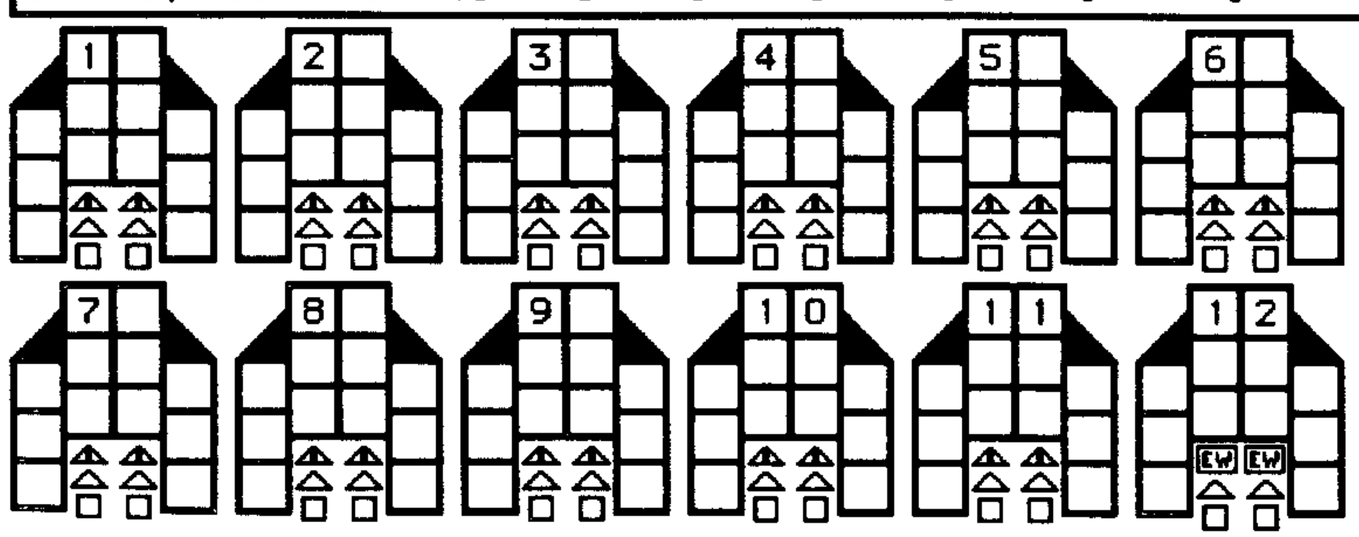
DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)

5												
6												
11												
12												



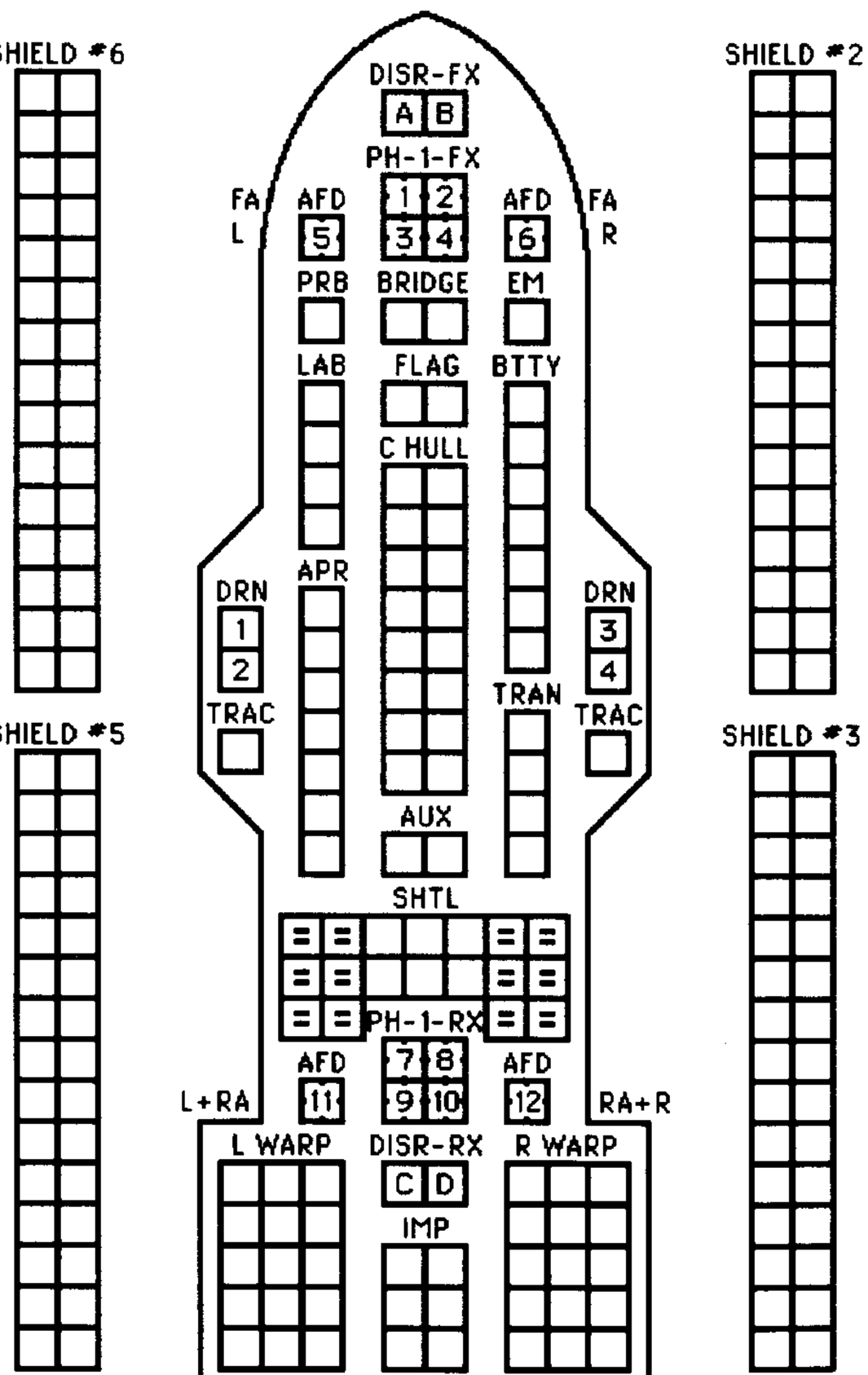
CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM



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

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FRAX BATTLE CONTROL SHIP

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	BCS
POINT VALUE	=	200
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.30
AFD REFIT	=	+8

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

PROBES

				5

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

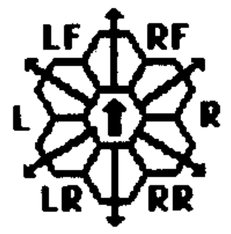
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

DRONE RACKS

1									B
2									B
3									B
4									B

RACKS ALWAYS HAD TWO RELOADS.

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.



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

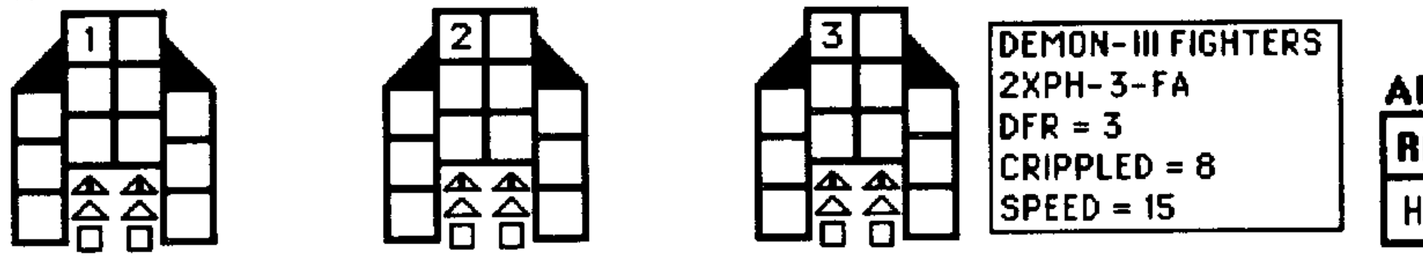
TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

HIT & RUN DERFACS ☐



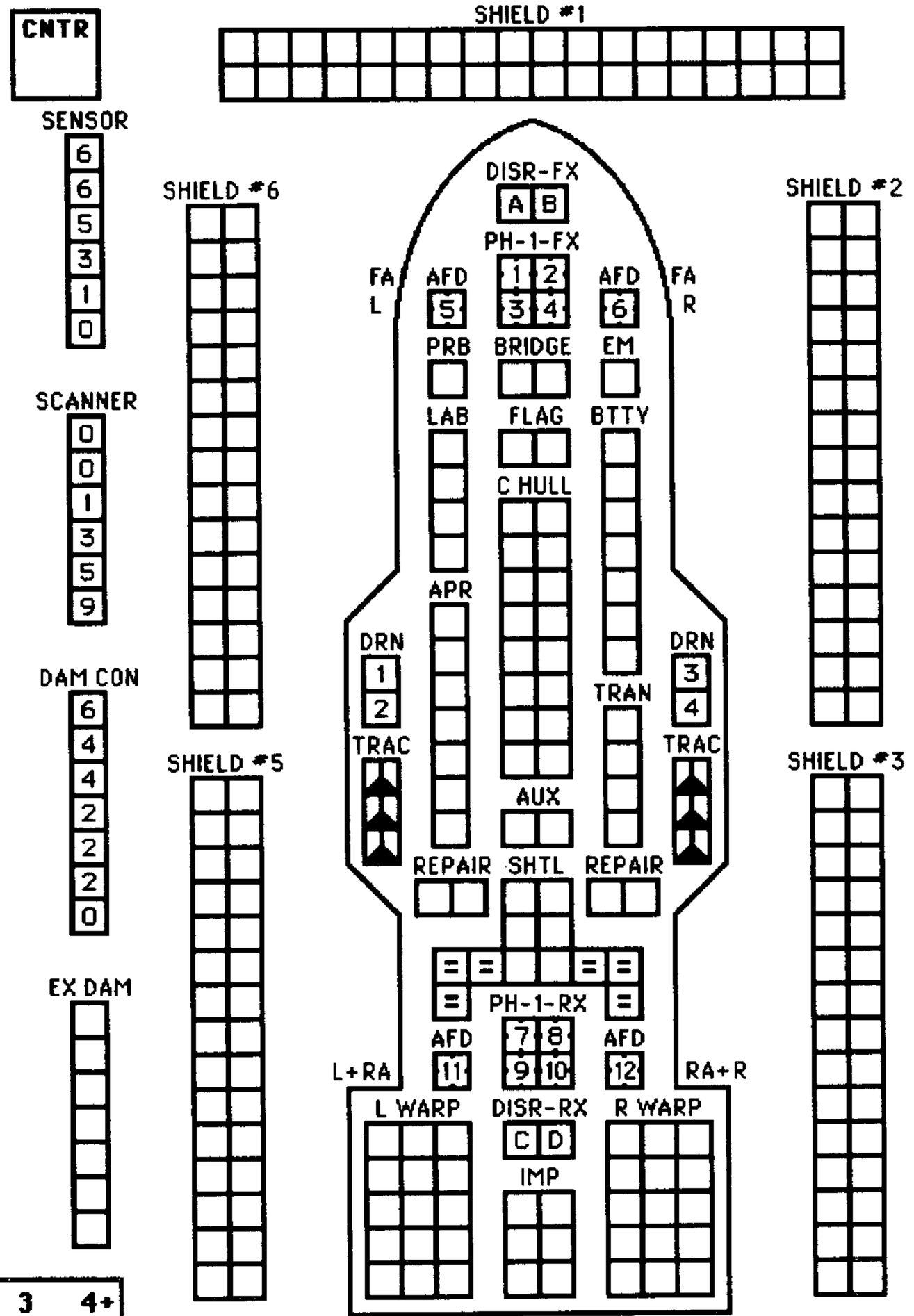
DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)

5												
6												
11												
12												



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

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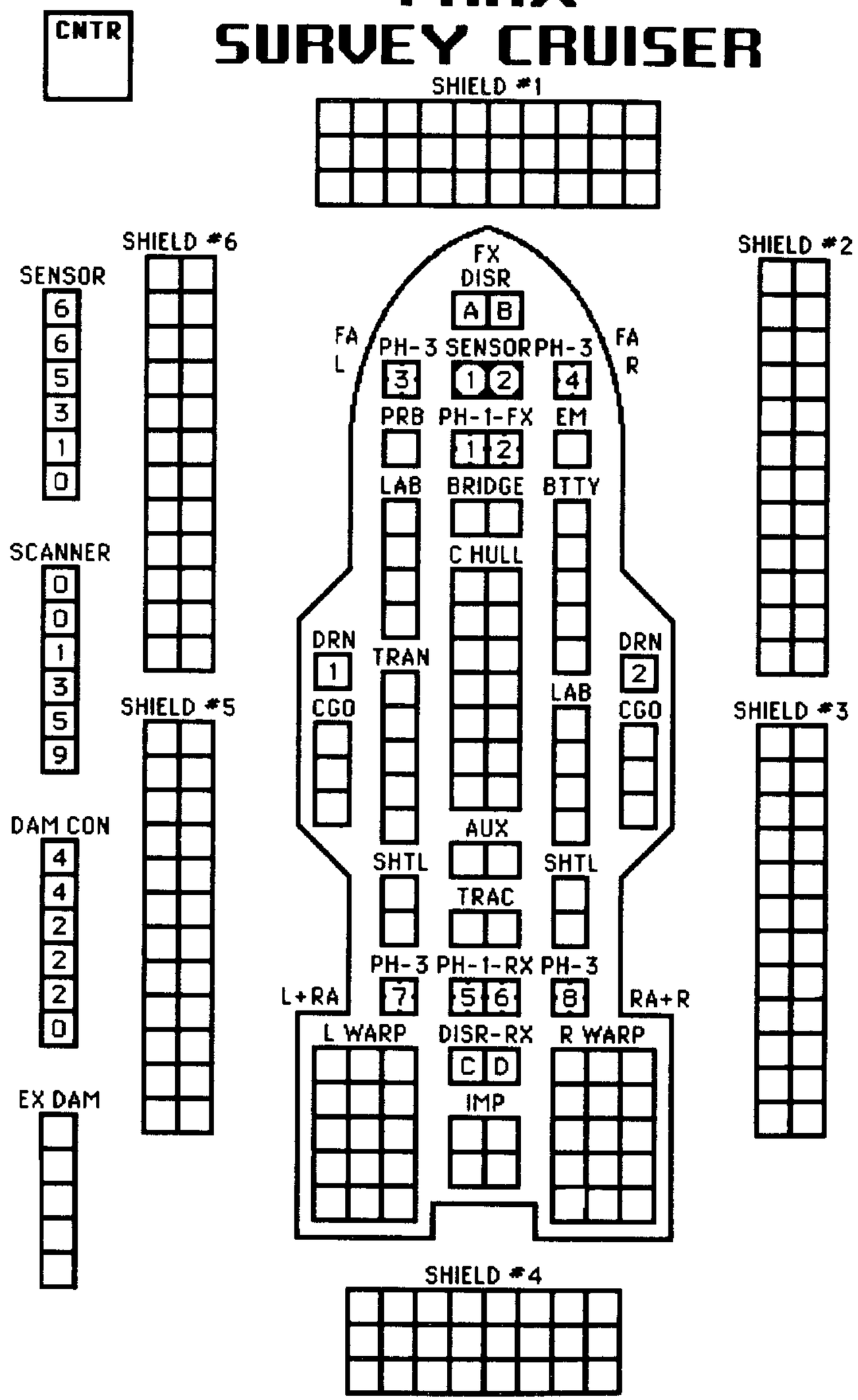
FRAX
SURVEY CRUISER



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

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	160/140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.31
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS ☐

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 PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

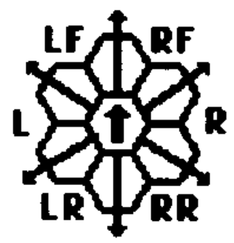
DRONE RACKS

1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



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

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FRAX STASIS WAR CRUISER

CNTR

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

BOARDING PARTIES

								10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SEE (G16.52) FOR DAMAGE TO SFG.

SHIP DATA TABLE

TYPE	=	ACW
POINT VALUE	=	128
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.32
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

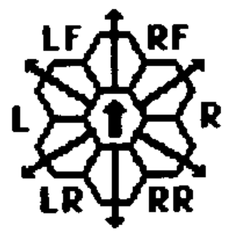
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

DRONE RACKS

1									B
2									B
3									B
4									B

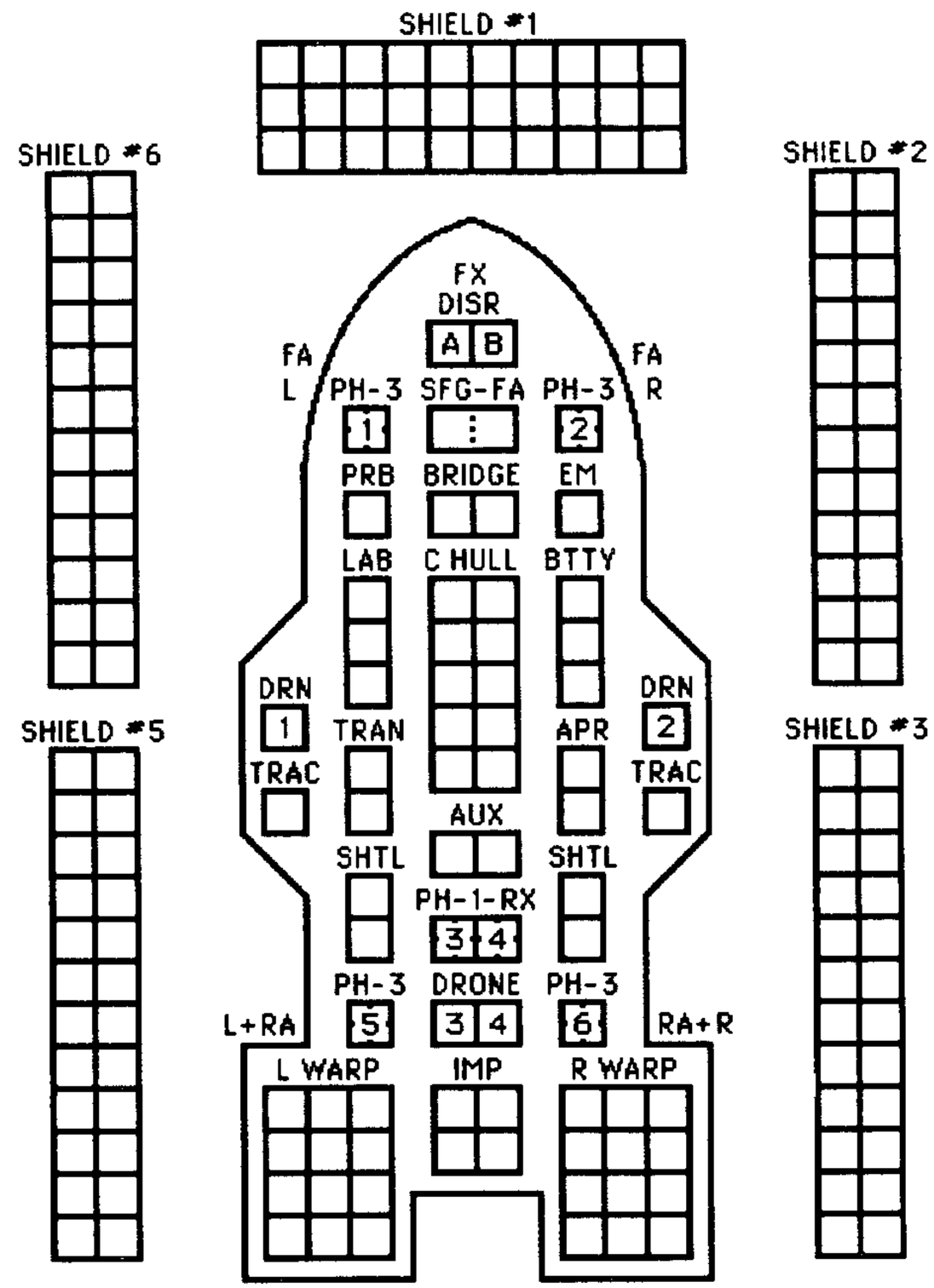
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

TYPE III DEFENSE PHASER

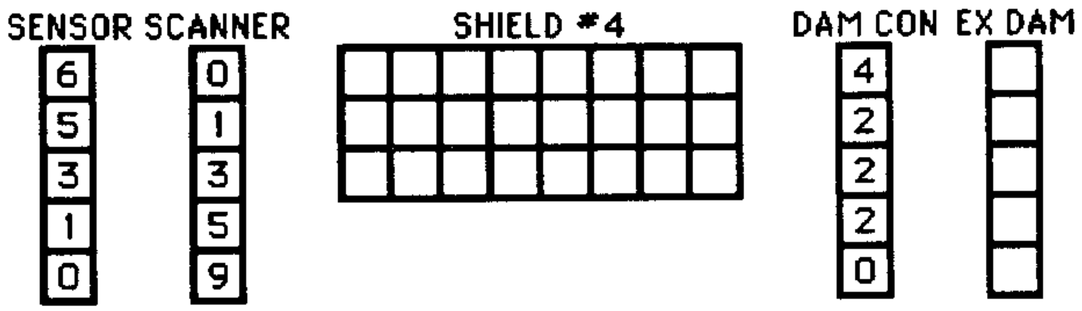
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



DISRUPTOR TABLE

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

HIT & RUN DERFACS



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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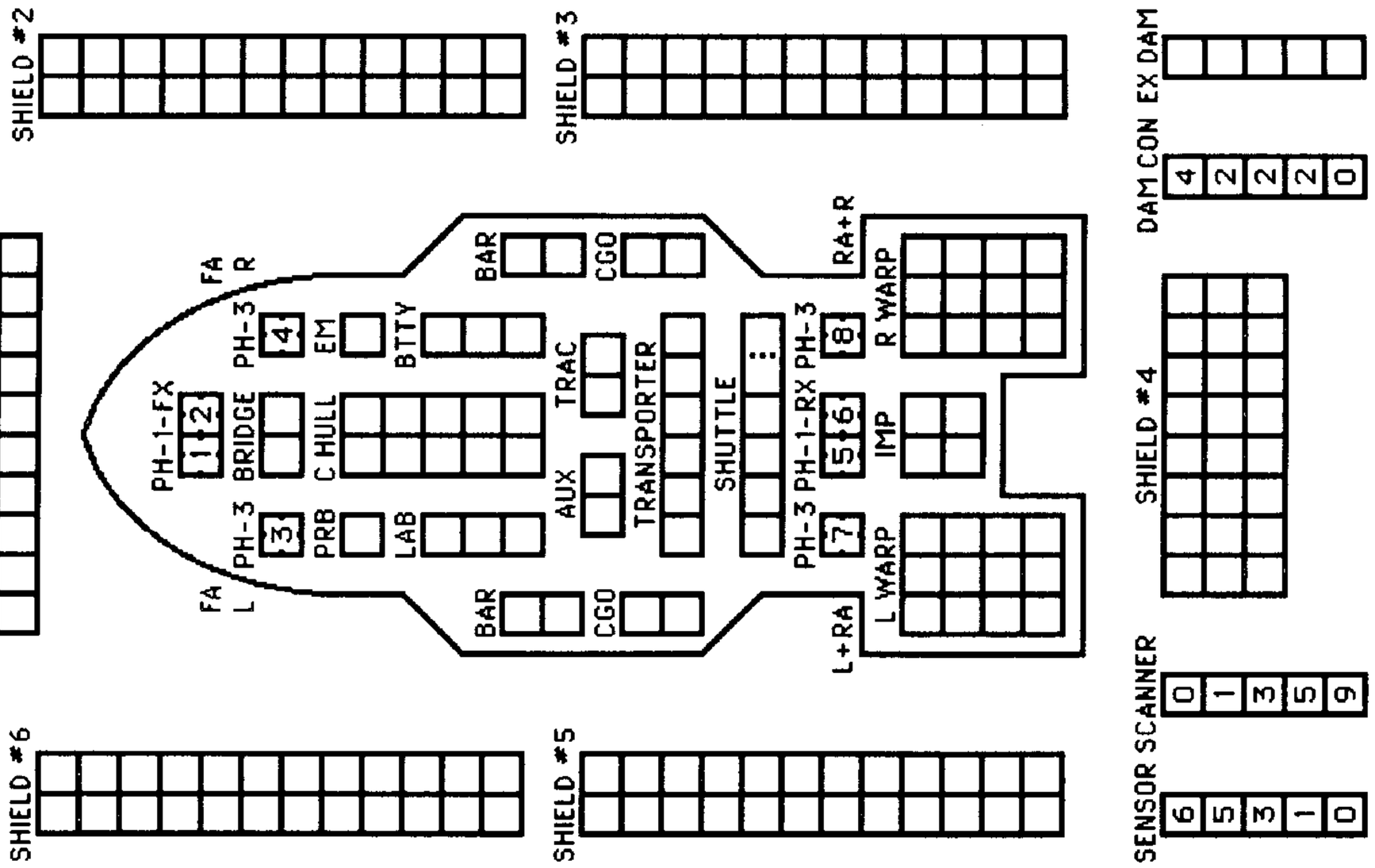
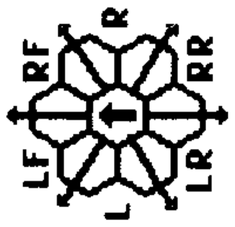
FRAX COMMANDO WAR CRUISER



SHIP DATA TABLE	
TYPE	= CWG
POINT VALUE	= 120/105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R51.33

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



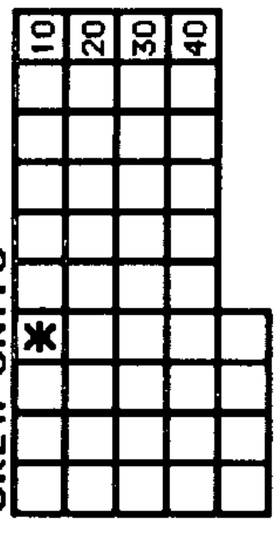
FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

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

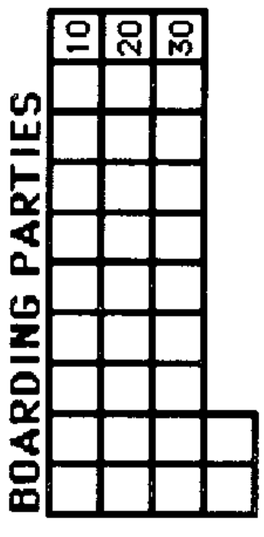
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS
TUNNEL BAY (J1.58)		HTS

CREW UNITS



BOARDING PARTIES



TRANSPORTER BOMBS

D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	5	4	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

FRAX LIGHT TACTICAL TRANSPORT

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

TWO SHUTTLE BAYS - NO TRANSFERS.

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

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	120/79
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.34
Y175 REFIT	=	+0

NO POD

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

SINGLE WEIGHT POD

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

DOUBLE WEIGHT POD

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

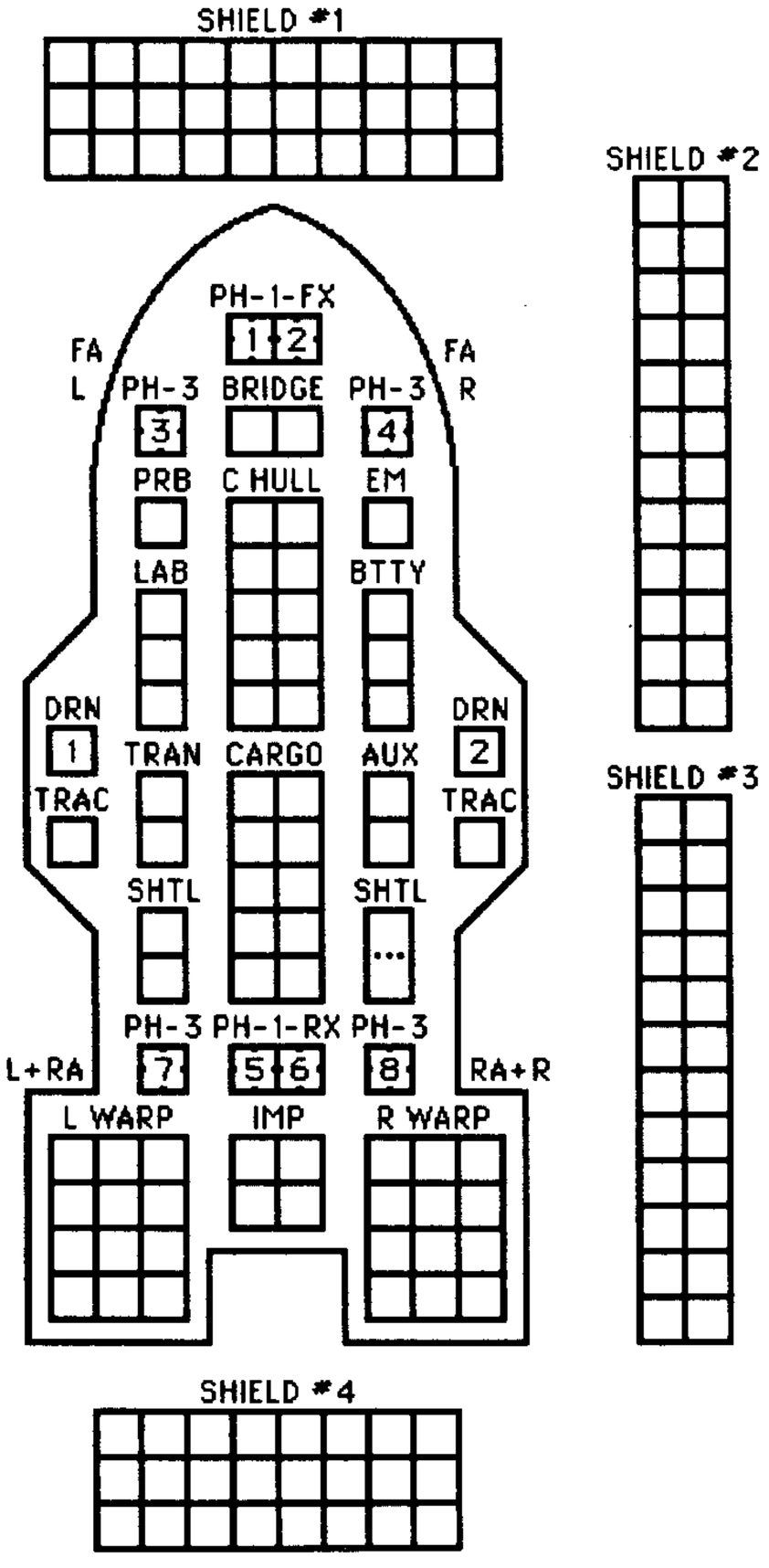
CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 4 2 2 2 2 0

EX DAM

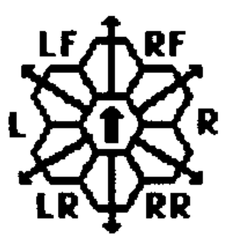


TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

THIS SHIP CAN ONLY CARRY ONE POD AT A TIME, BUT MIGHT CARRY A SINGLE DOUBLE WEIGHT POD.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

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FRAX WAR CRUISER MINESWEEPER

CNTR

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

TWO SHUTTLE BAYS - NO TRANSFERS.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWM
POINT VALUE	=	135/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.35
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

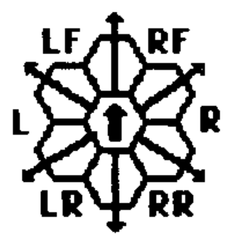
1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

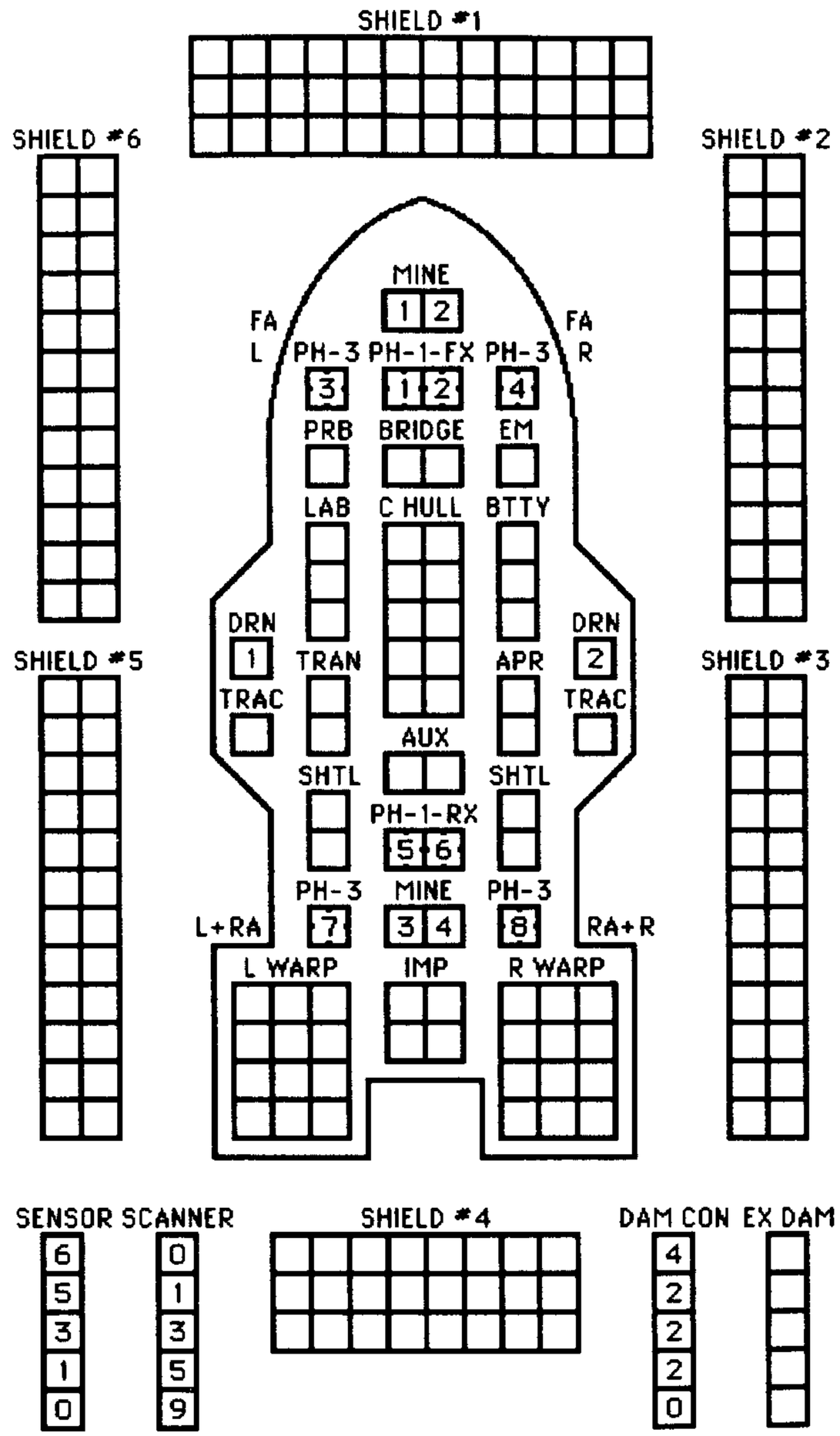
MINE RACKS

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

MINE RACKS ARE SHOWN FOR LARGE MINES. FOR SMALL MINES, WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR. MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

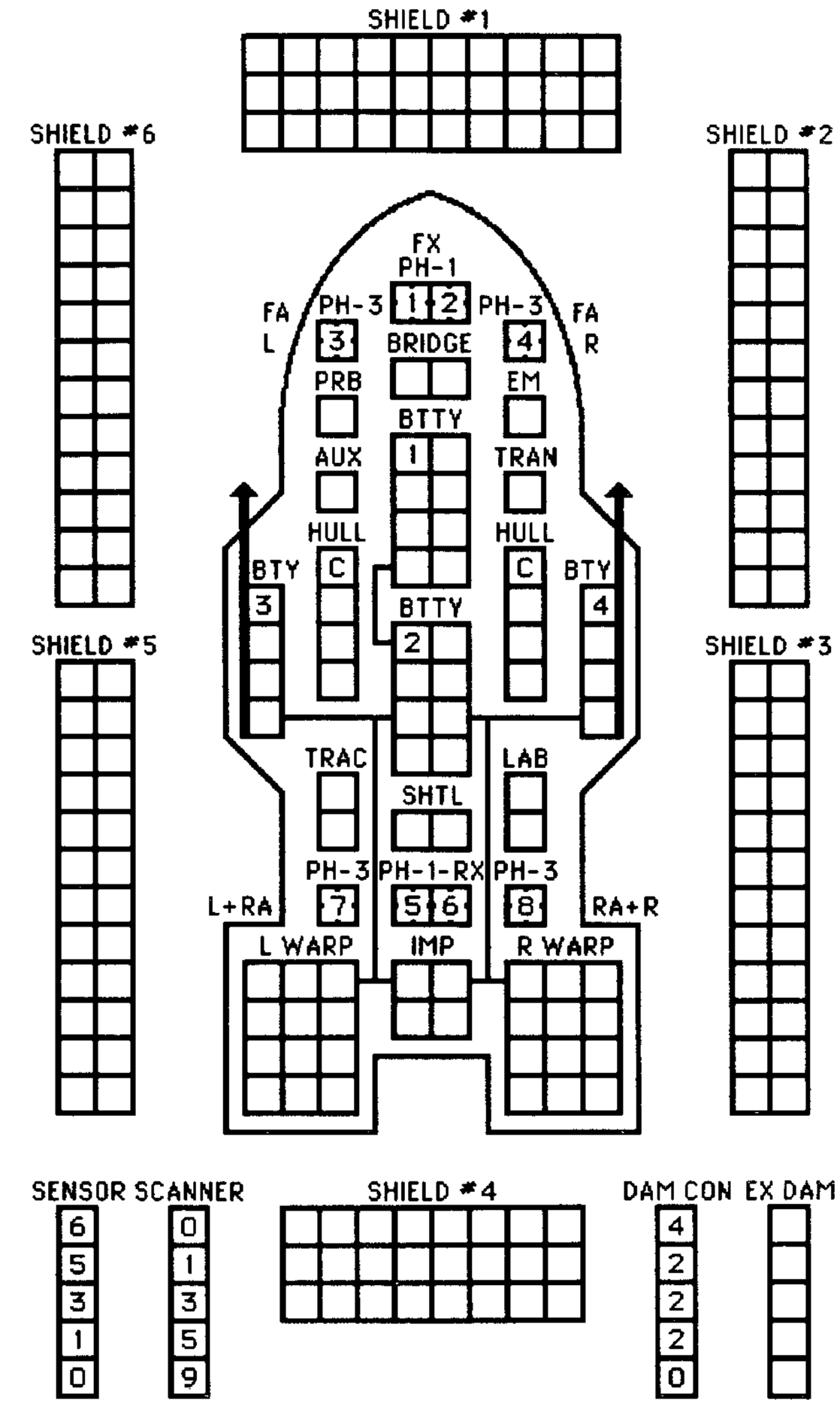
				5

SHIP DATA TABLE

TYPE	=	MCW
POINT VALUE	=	128
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.36

CNTR

FRAX WAR CRUISER MAULER



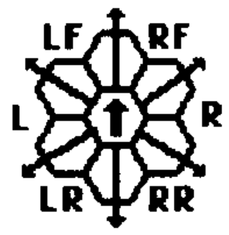
TYPE I OFFENSIVE PHASER TABLE

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

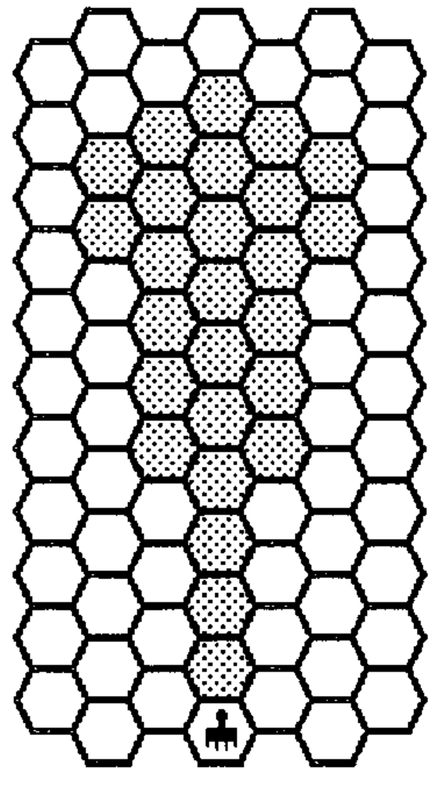
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE III DEFENSE PHASER

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



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



MAULER RANGE ADJUSTMENT CHART

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

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FRAX DRONE WAR CRUISER

CNTR

CREW UNITS

		*						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

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

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

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

SHIP DATA TABLE

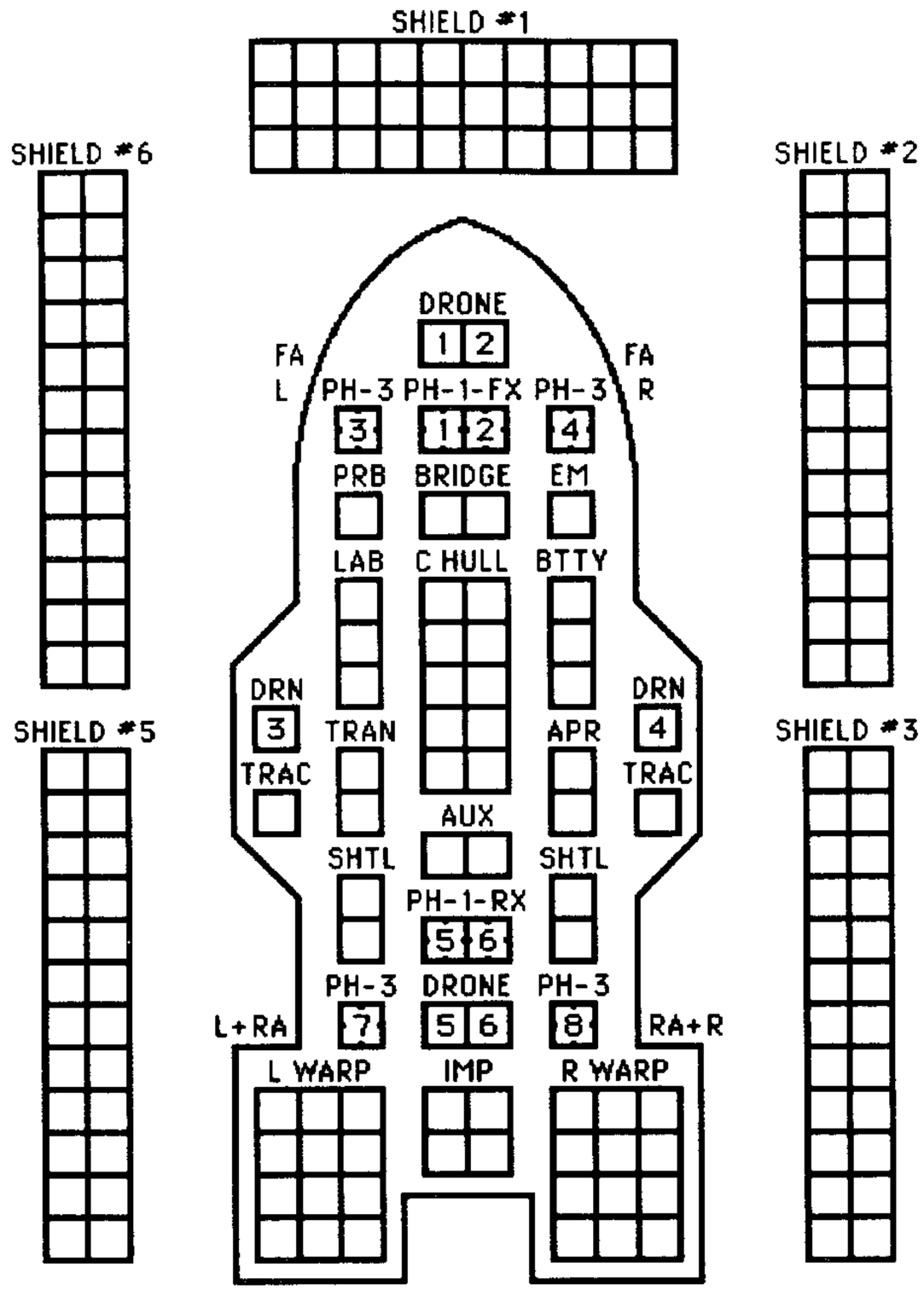
TYPE	=	CWD
POINT VALUE	=	121
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.37
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

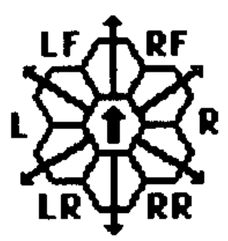
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+



DRONE RACKS

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

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CNTR

FRAX WAR CRUISER SCOUT

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	110/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.38
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

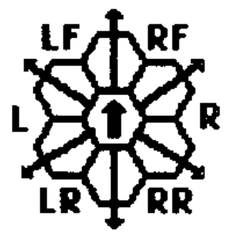
1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

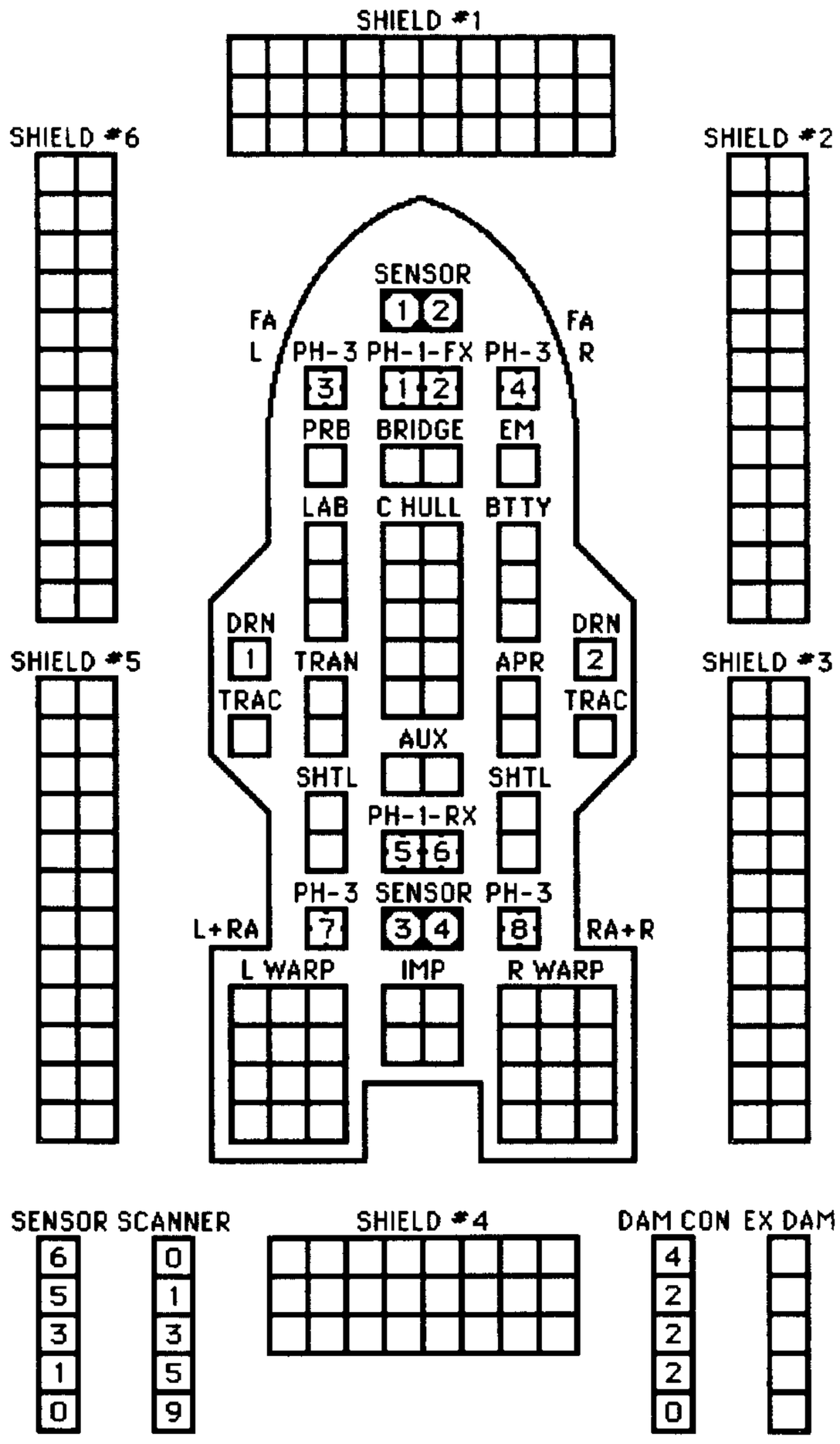
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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FRAX WAR CRUISER LEADER

CNTR

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWL
POINT VALUE	=	136
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.39
Y175 REFIT	=	+0
AFD REFIT	=	+8

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

HIT & RUN DERFACS ☐

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

DRONE RACKS

1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

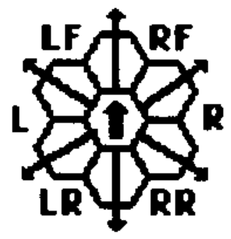
ANTI-DRONES (AFD)

5											
6											
9											
10											

TYPE III DEFENSE PHASER

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

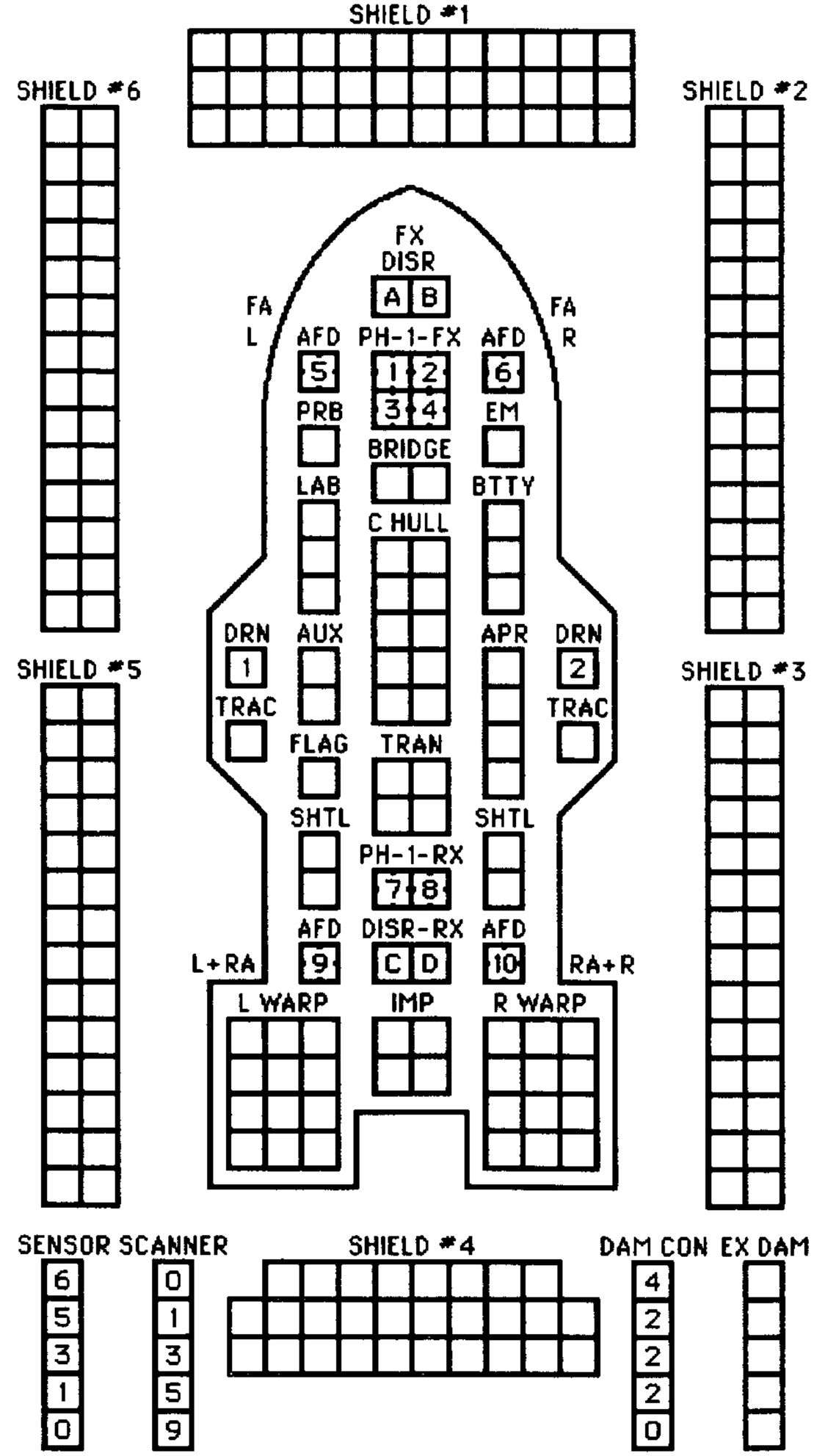
THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.



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(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

FRAX WAR DESTROYER CARRIER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

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

DECK CREWS [ ][ ][ ][ ][ ][ ][ ][8]

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

SHIP DATA TABLE

TYPE	=	DWV
POINT VALUE	=	90/75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.40
Y175 REFIT	=	+0
AFD REFIT	=	+8

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

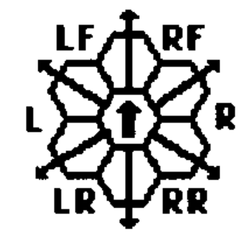
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



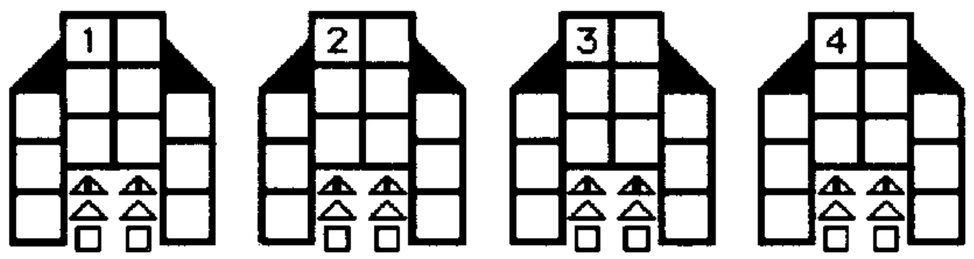
FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

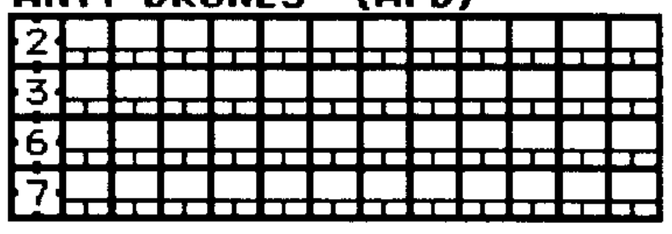
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

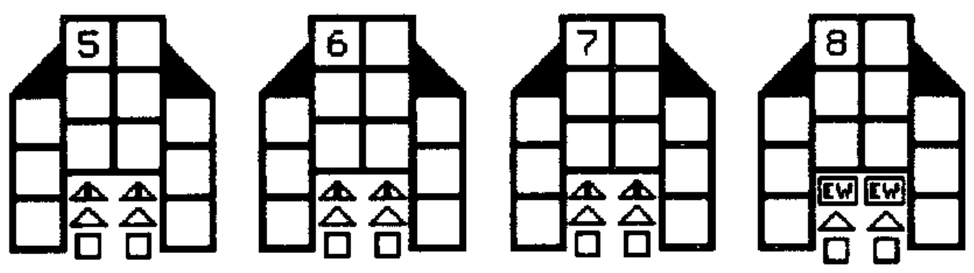
ANTI-DRONE TABLE

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

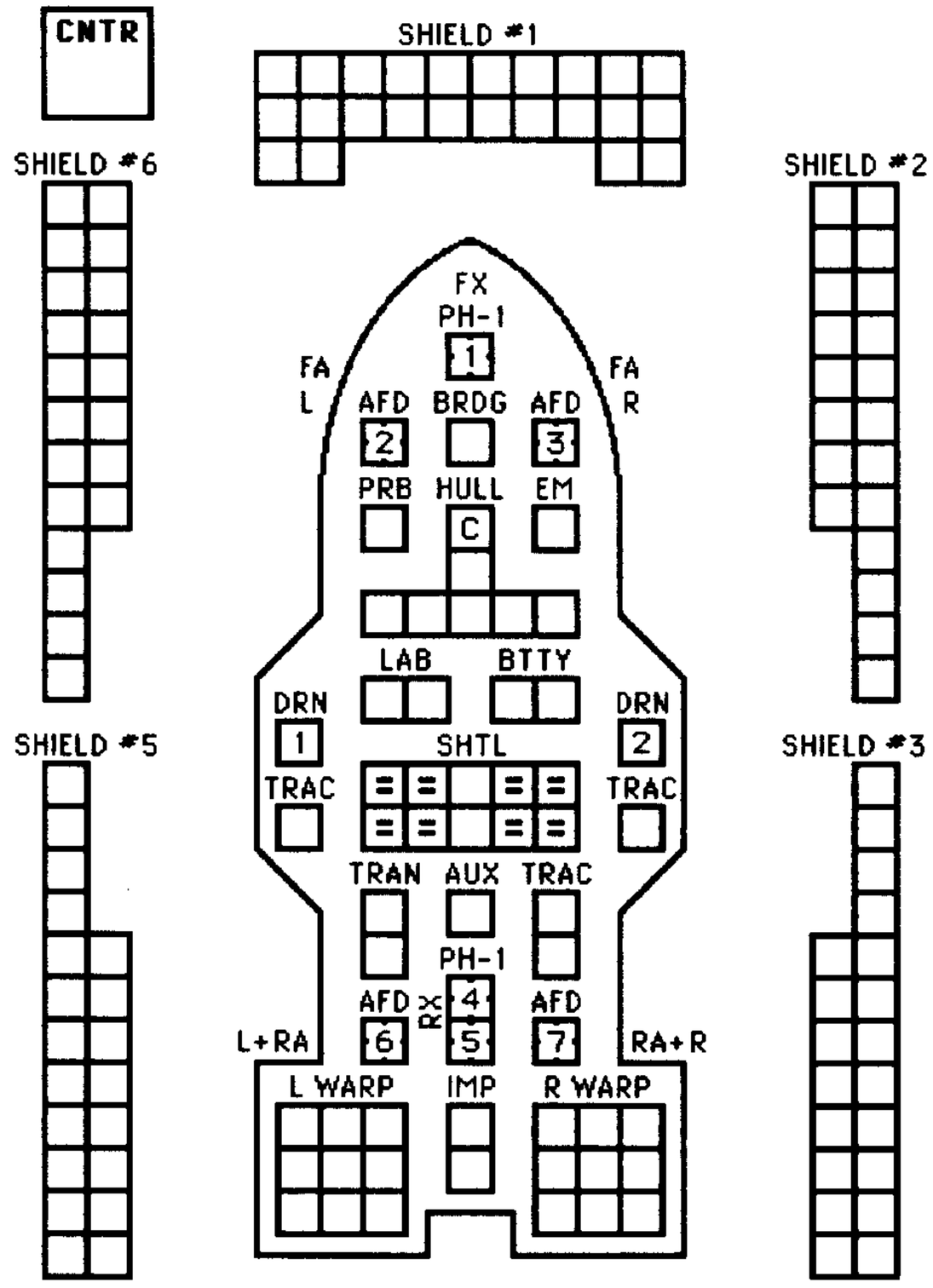


ANTI-DRONES (AFD)





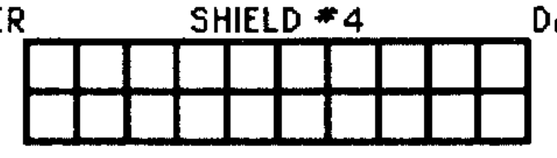
DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15



SENSOR SCANNER

6	0
5	1
1	5
0	9

SHIELD #4



DAM CON EX DAM

2	
2	
2	
0	

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX POLICE CORVETTE

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

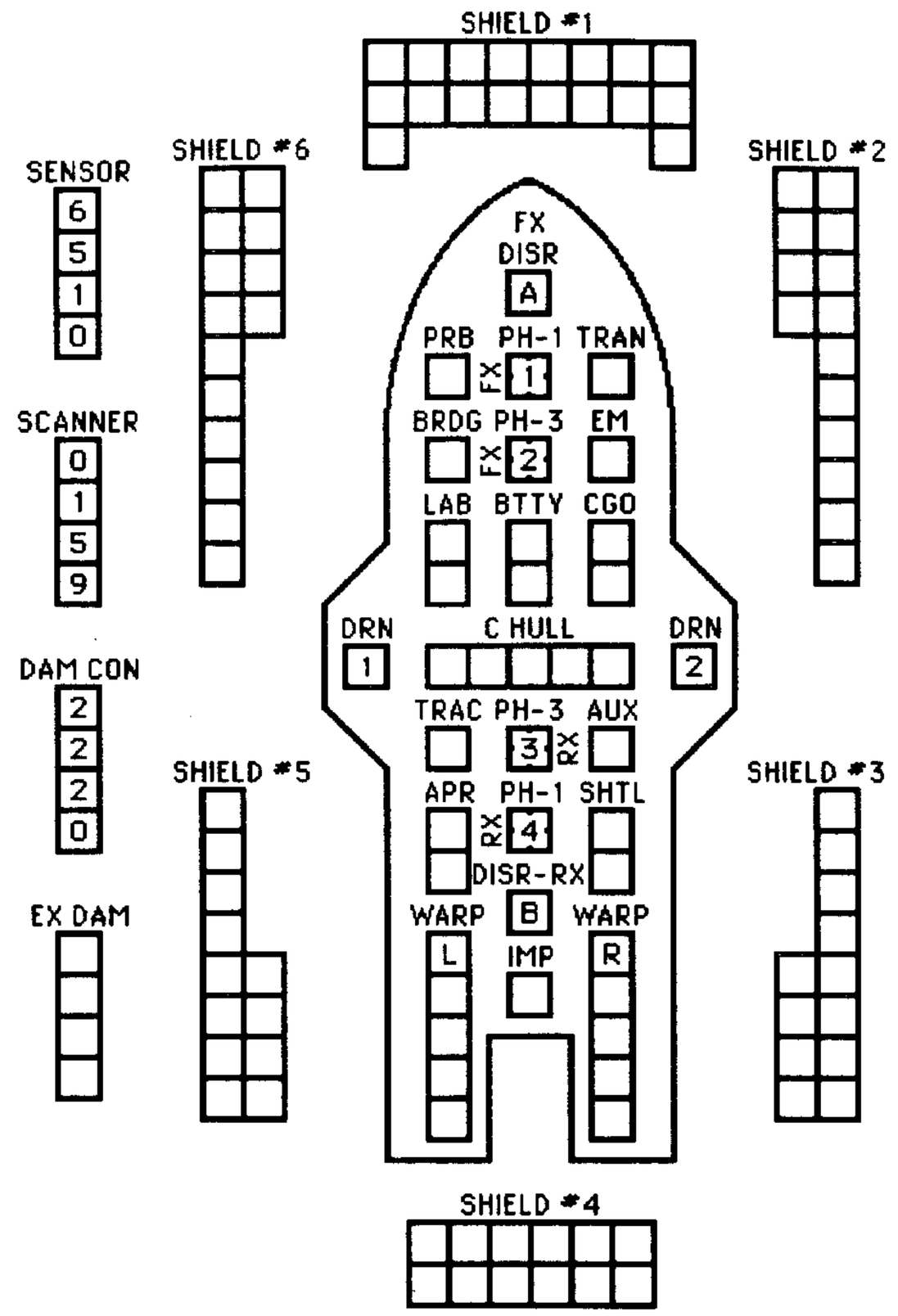
PROBES

				5

SHIP DATA TABLE

TYPE	=	POL
POINT VALUE	=	55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.41
Y175 REFIT	=	+0

CNTR



TYPE I OFFENSIVE PHASER TABLE

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

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

DRONE RACKS

1									B
2									B

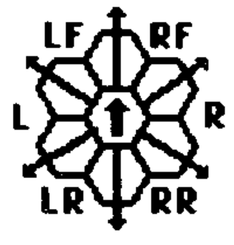
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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



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

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

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

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CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

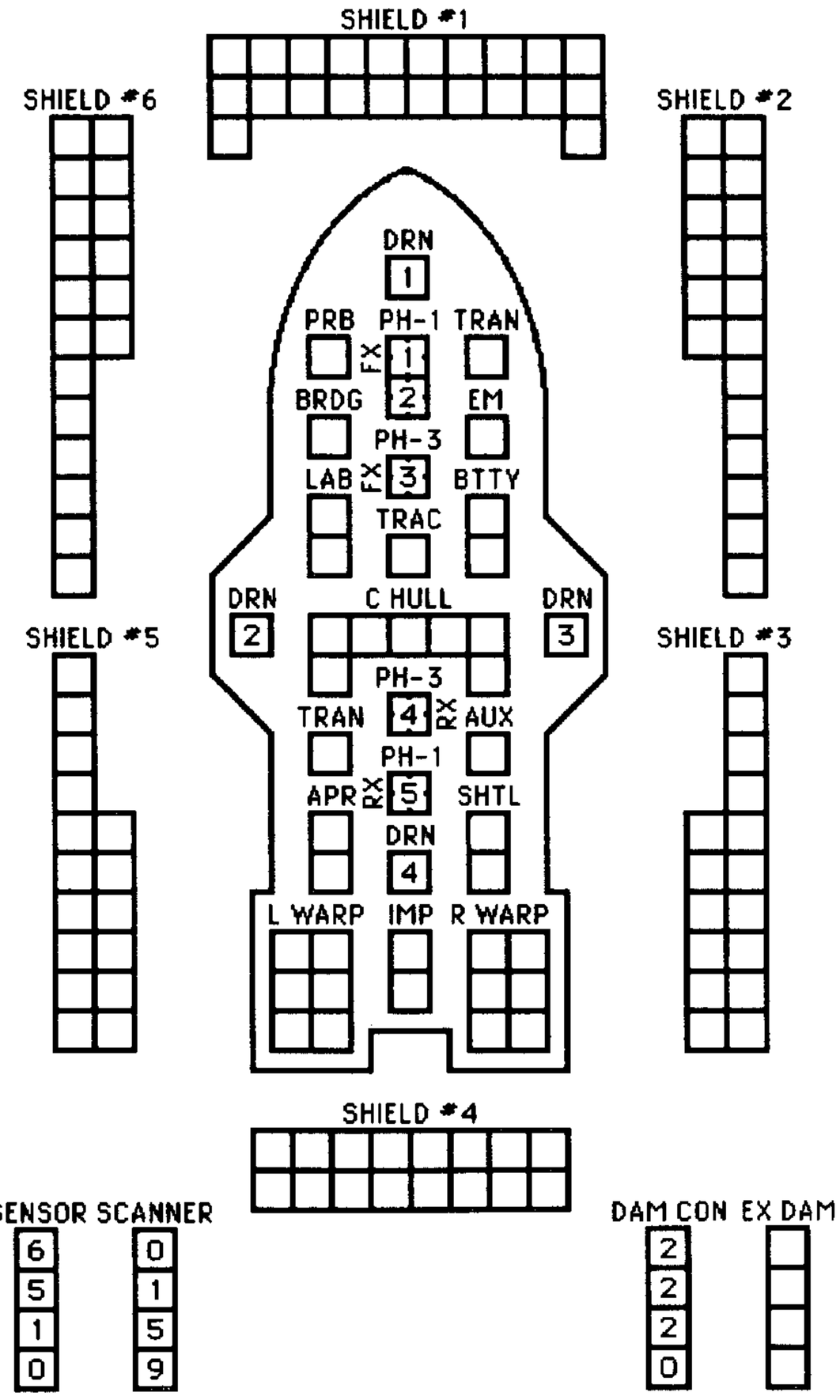
				5

SHIP DATA TABLE

TYPE	=	FFD
POINT VALUE	=	83
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.42
Y175 REFIT	=	+0

CNTR

FRAX DRONE FRIGATE



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

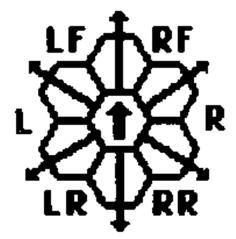
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

DRONE RACKS

1									B
2									B
3									B
4									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

TYPE III DEFENSE PHASER

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

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

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

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FRAX ESCORT FRIGATE

CNTR

CREW UNITS

			X						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

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.

SHIP DATA TABLE

TYPE	=	FFE
POINT VALUE	=	70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.43

INCLUDES LIMITED AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	FFA
POINT VALUE	=	80
REFERENCE	=	R51.43A

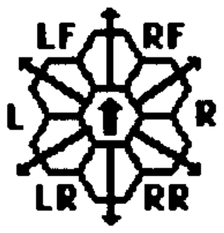
INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

DRONE RACKS

1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

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

ANTI-DRONES (AFD)

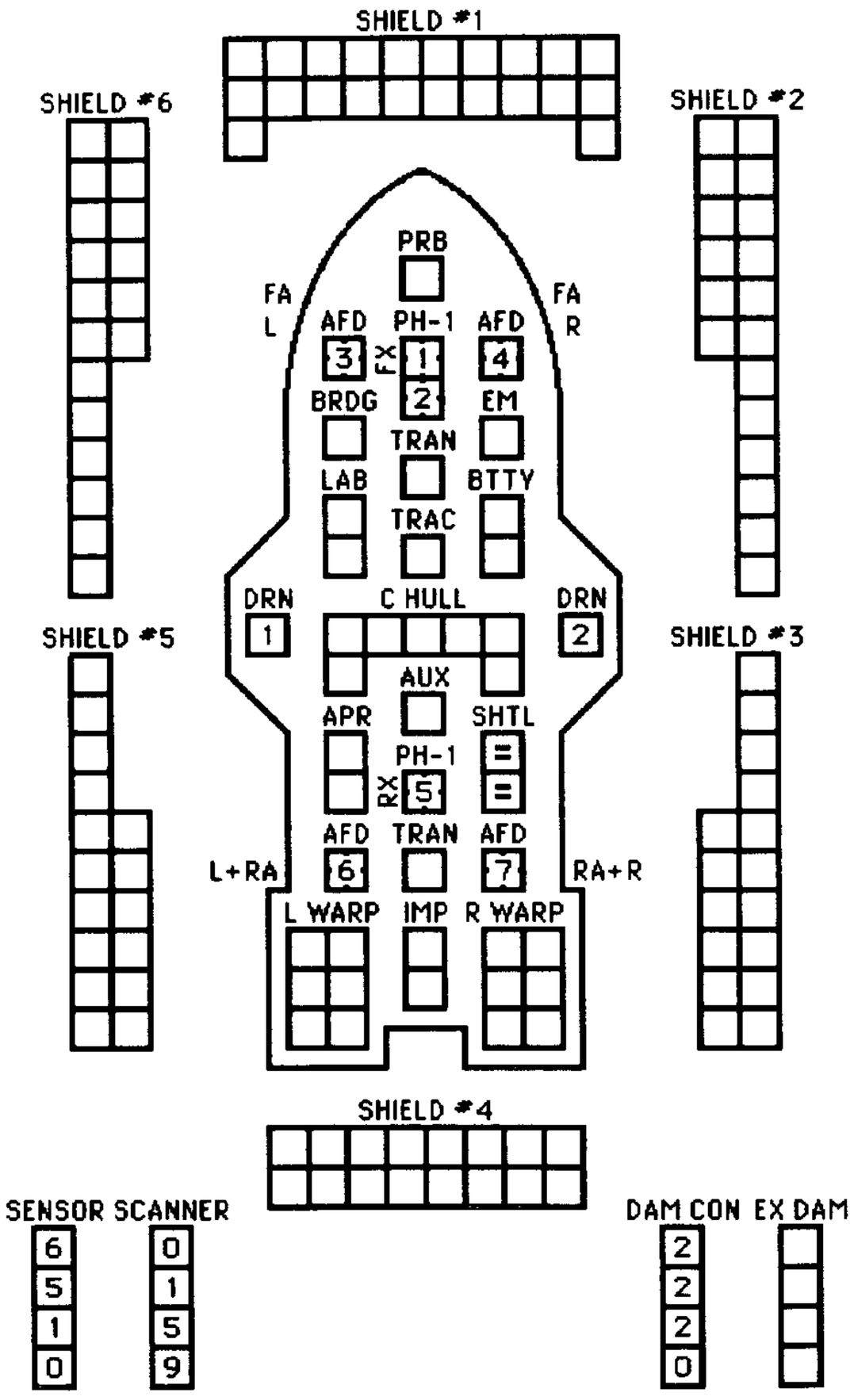
3												
4												
6												
7												

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

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



SENSOR SCANNER

6	0
5	1
1	5
0	9

DAM CON EX DAM

2	
2	
2	
0	

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

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

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

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

DECK CREWS [ ][2]

BOARDING PARTIES [ ][2]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

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

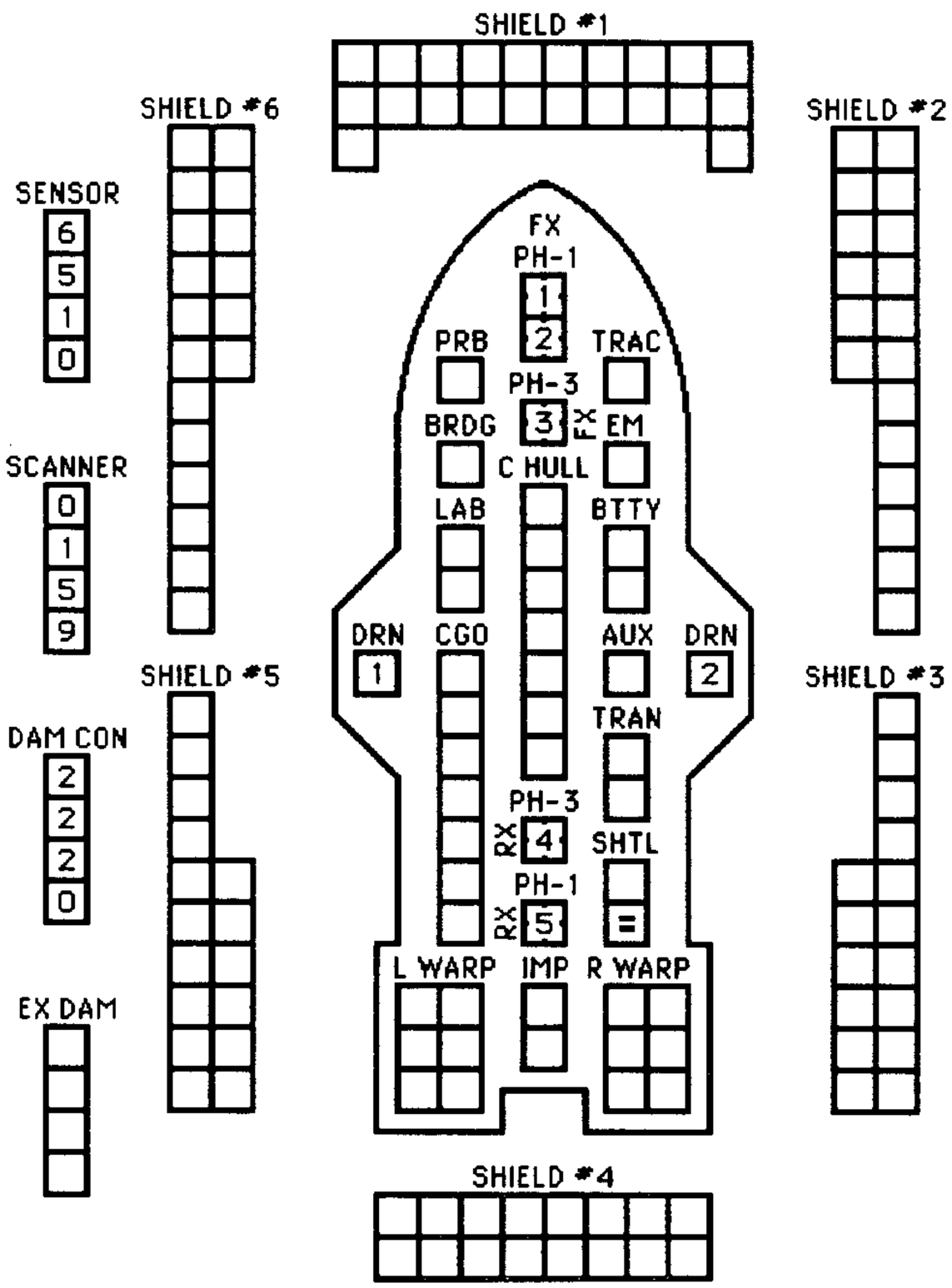
PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	FCR
POINT VALUE	=	73/63
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.44
Y175 REFIT	=	+0
LIMITED AEGIS		

CNTR

FRAX FAST CARRIER RESUPPLY SHIP



TURN MODE SPEED

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

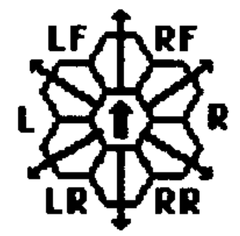
TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1									B
2									B

RACKS ALWAYS HAD TWO RELOADS.



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

TYPE III DEFENSE PHASER

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

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

CARGO STORAGE RECORDS

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

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

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

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FRAX FRIGATE LEADER

CNTR

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FFL
POINT VALUE	=	85
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.45
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

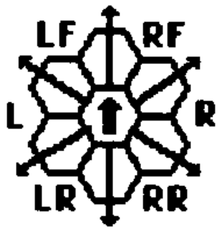
TYPE III DEFENSE PHASER

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

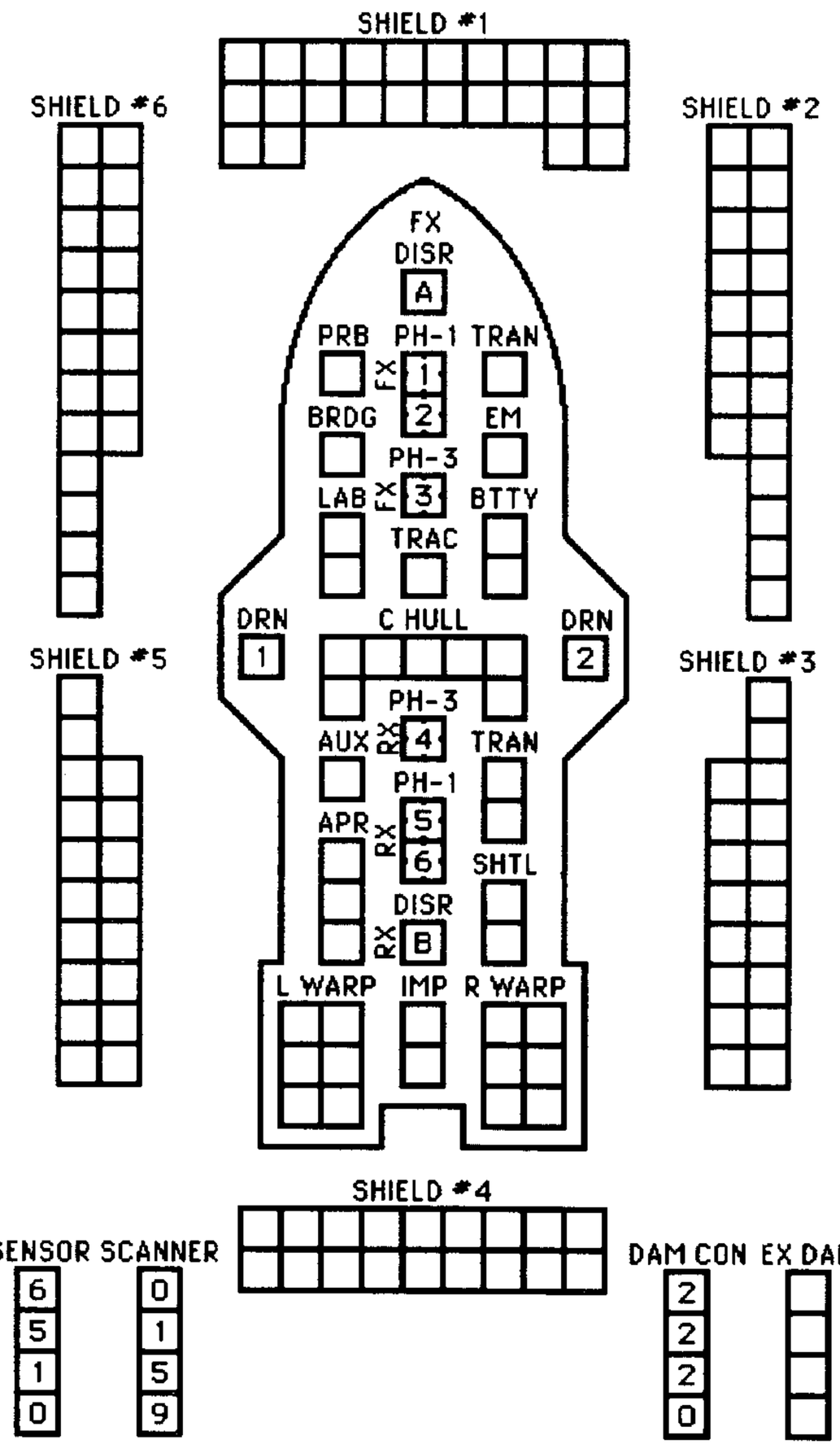
DRONE RACKS

									B
1									B
2									

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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



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,OVLD	10	10	8	8	6	0

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

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

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FRAX PF FLOTILLA

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

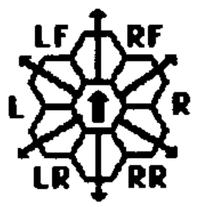
AA MODE	TURN	SPEED
HET	1	2-8
	2	9-16
BD	3	17-24
	4	25+

NIMBLE SHIPS

PF DATA TABLE

TYPE	= PF
POINT VALUE	= 20/30
BREAKDOWN	= 6
SHIELD COST	= 1
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R51.PF1
DRONE PF BPV	= 20/30
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +4

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



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

③ = EM COST
5 = HET COST

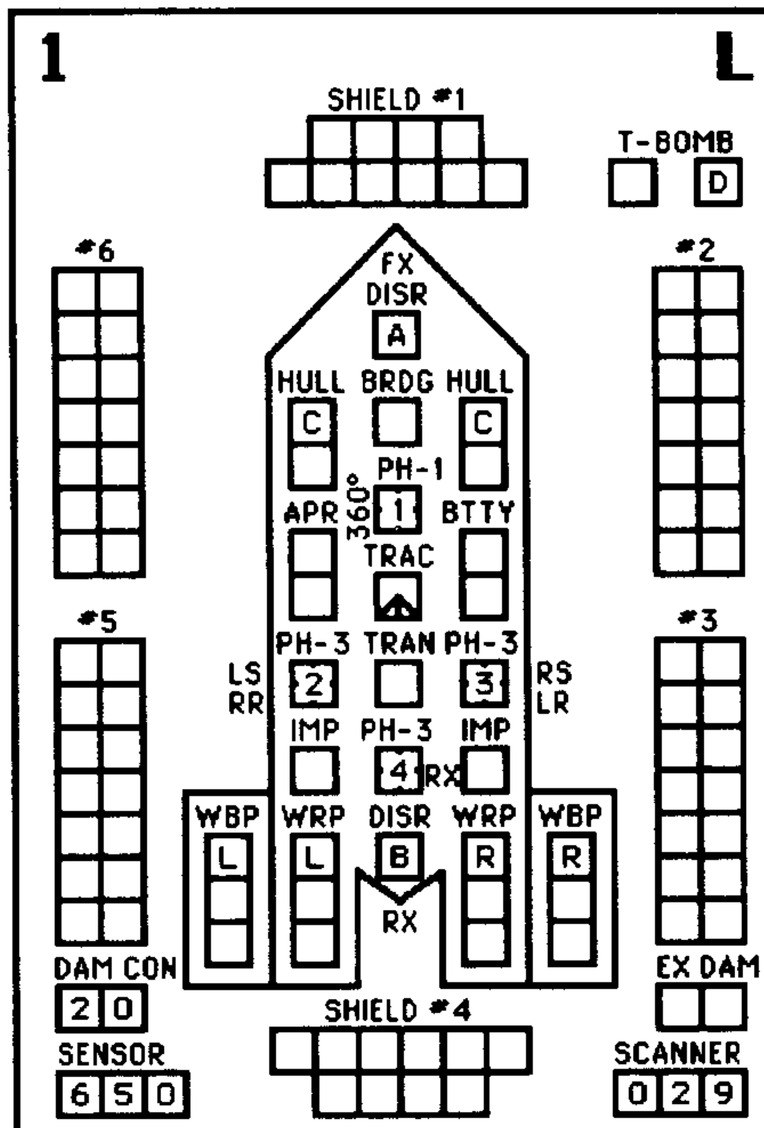
DRONE RACKS

3	1									B
	2									B
6	1									B
	2									B

DISRUPTOR TABLE

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

1 L



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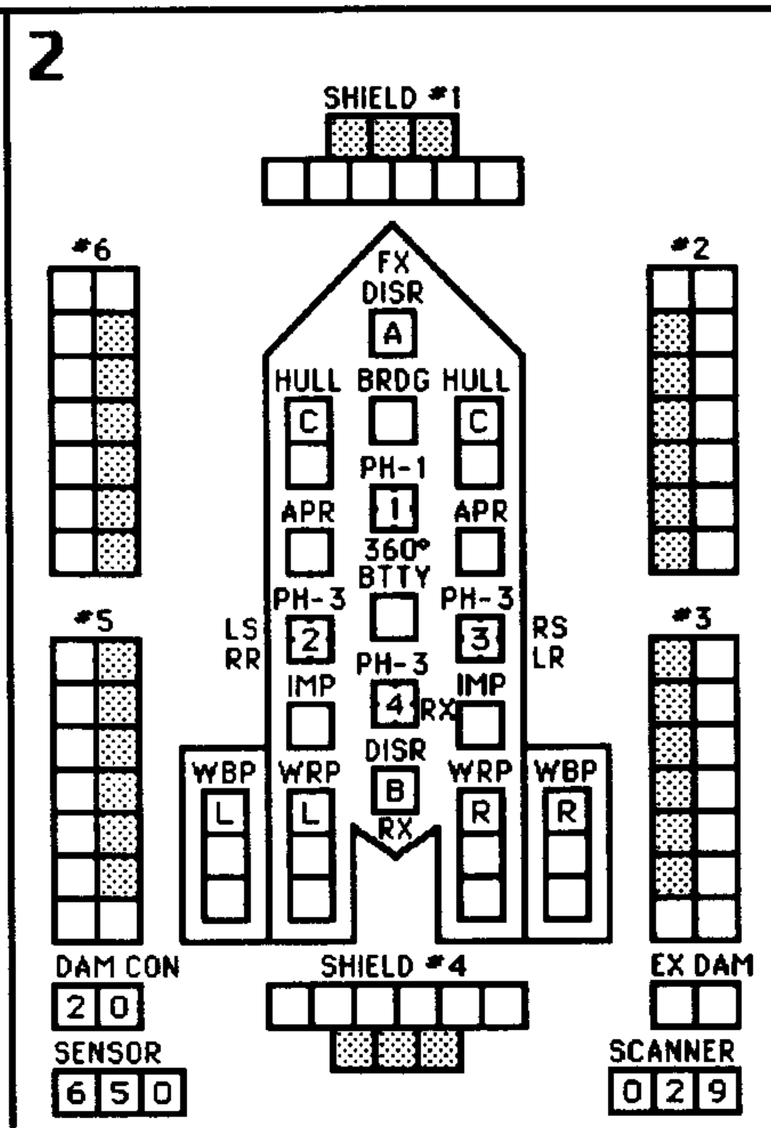
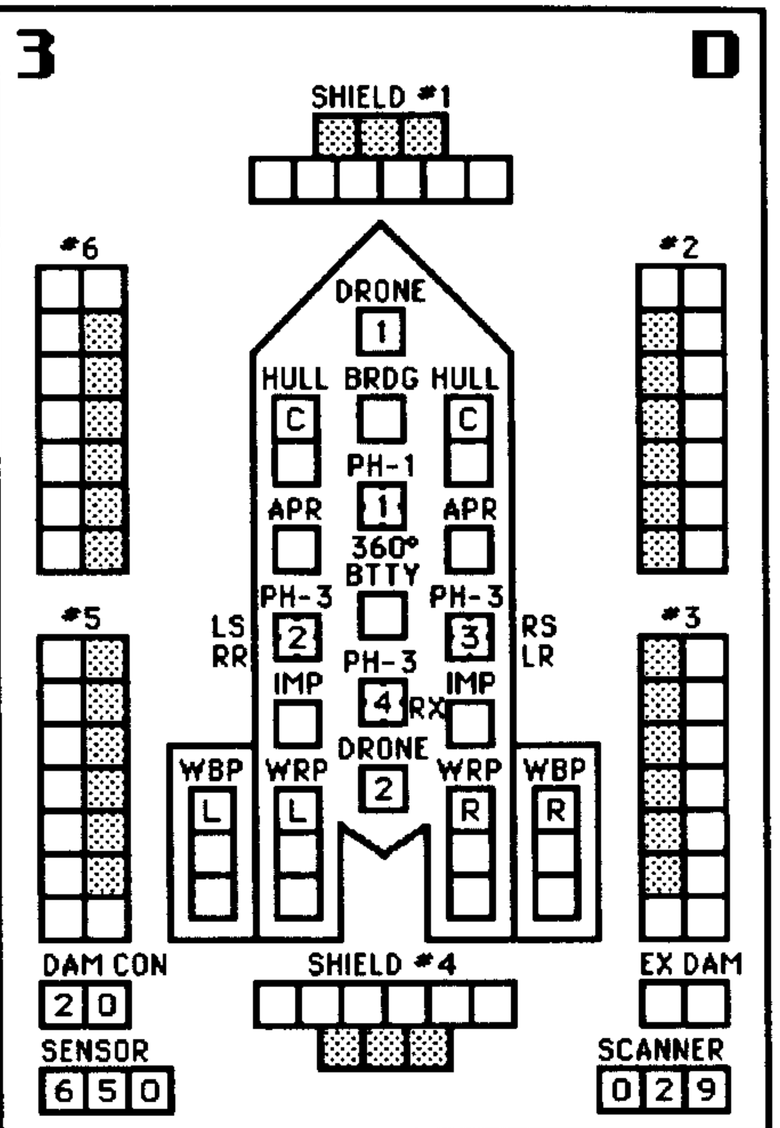


3 D



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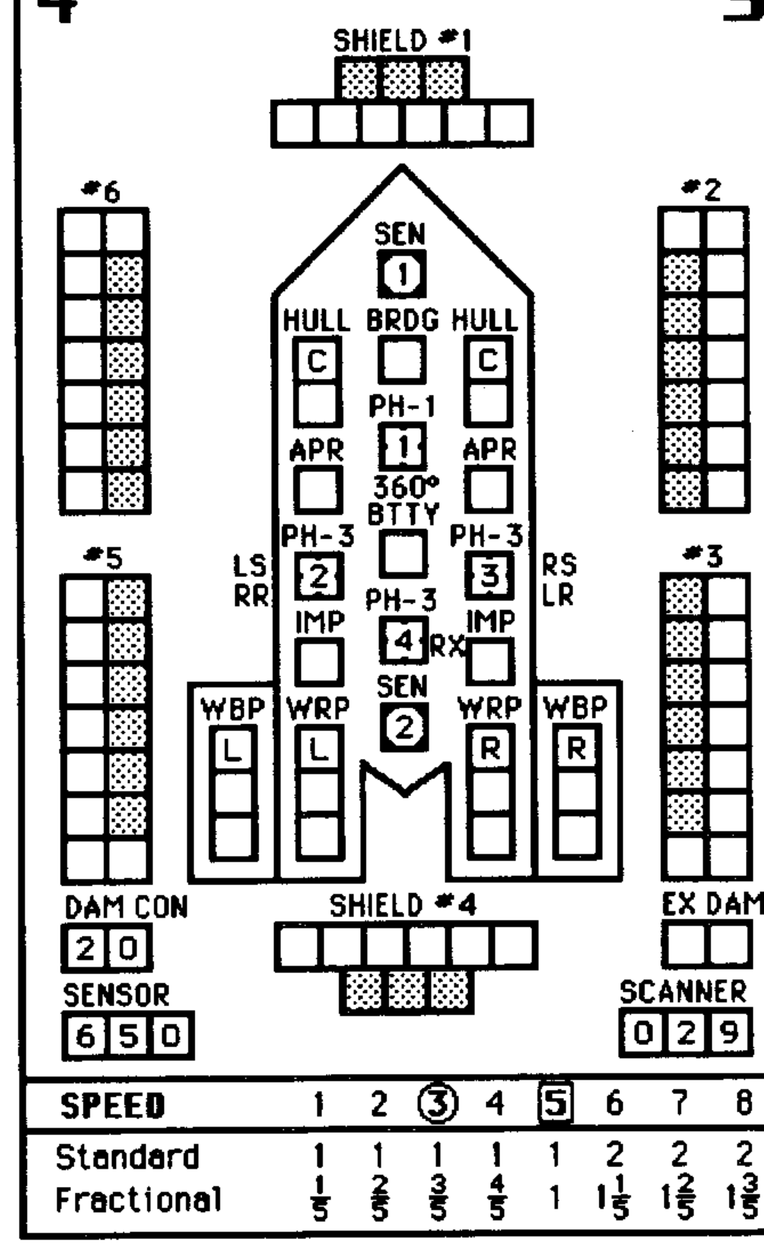

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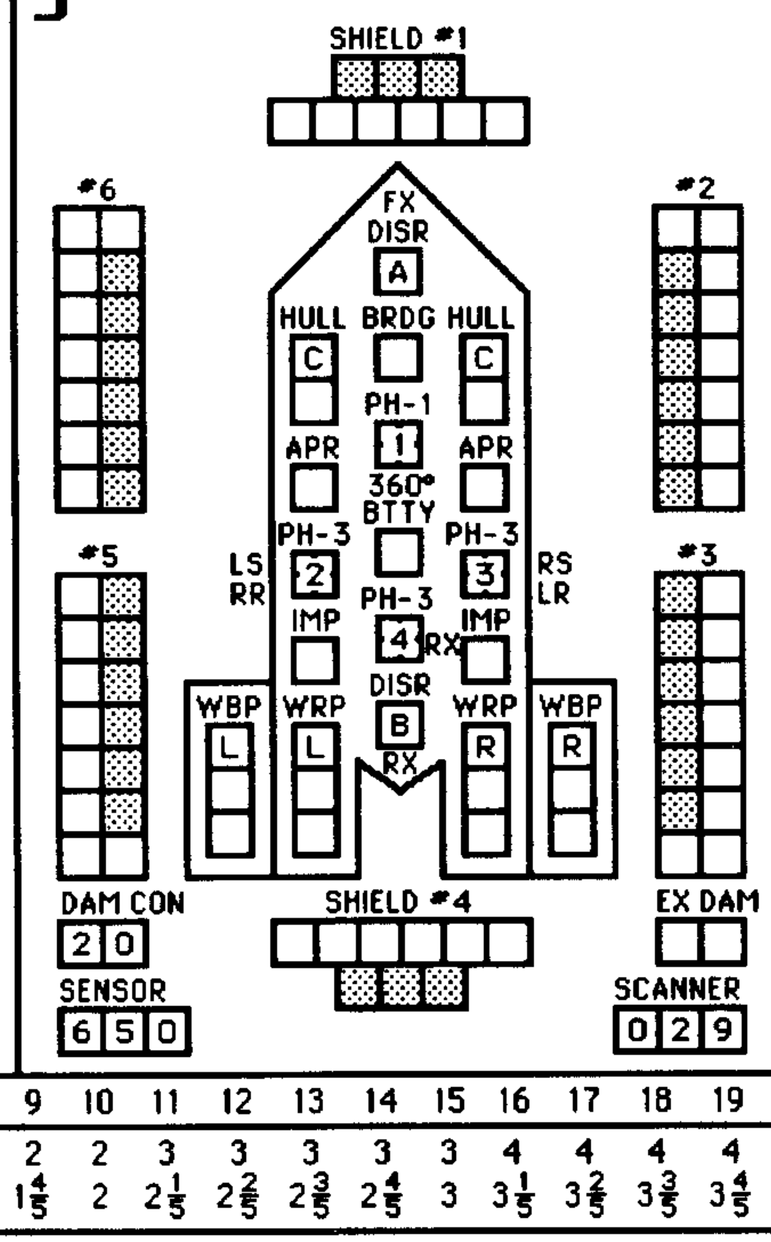
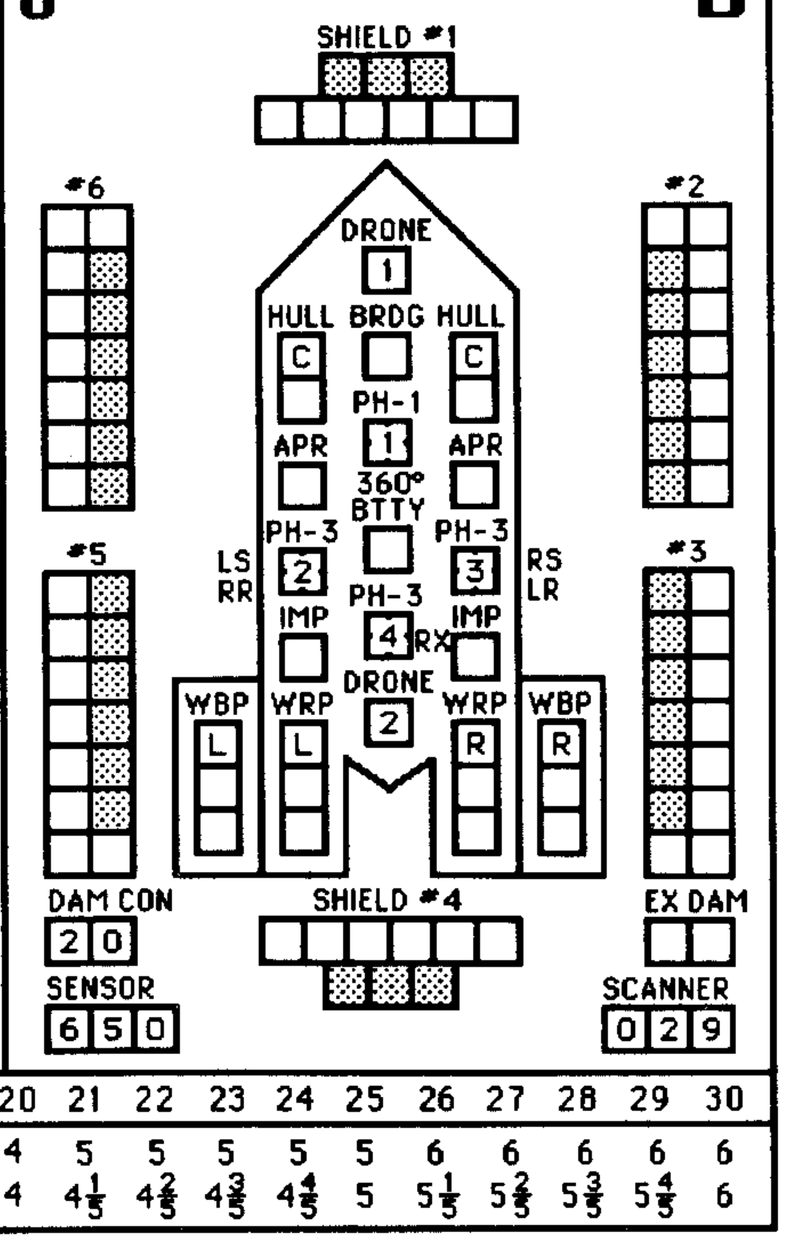


6 D



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

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QARI T10 DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

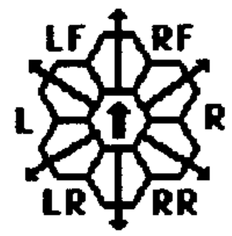
						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	T10
POINT VALUE	=	234
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R52.2

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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 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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

THE KKH AND KKM CANNOT BE FIRED ON THE SAME IMPULSE (E23.12).

HEAVY KINETIC CANNON TABLE

RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

MEDIUM KINETIC CANNON TABLE

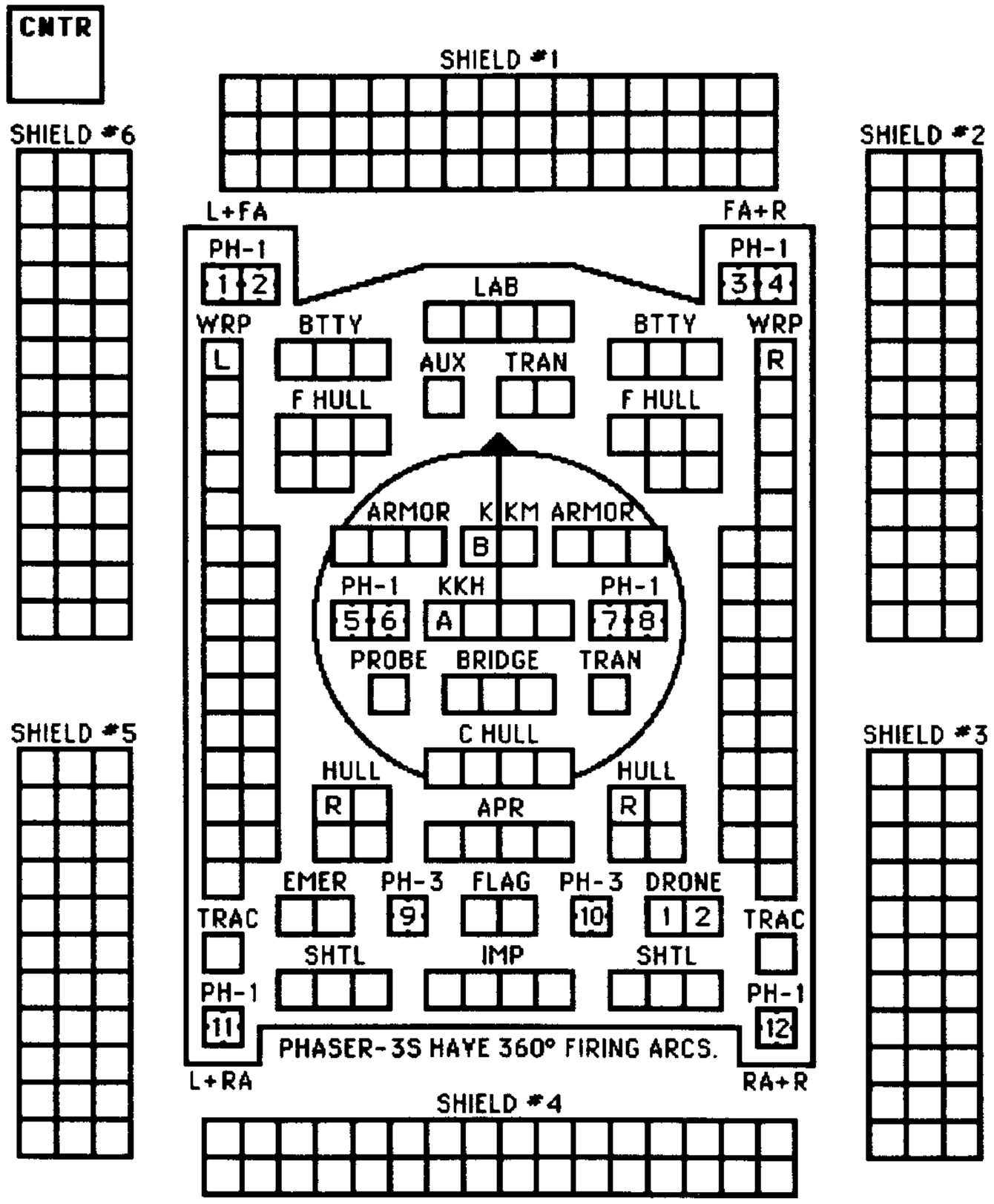
RANGE	0-3	4-6	7-12	13-18	19-23	24-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	5	5	4	3	2	1
DAMAGE (EXP)	6	6	6	0	0	0

HEAVY CANNON FIRING

MEDIUM CANNON FIRING

TURRET FACING

/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/



SENSOR								DAM CON							
6	6	6	5	3	2	1	0	6	6	4	4	2	2	2	0

SCANNER								EXCESS DAMAGE							
0	0	0	1	2	3	5	9								

DRONE RACKS

1										B
2										B

RACKS ALWAYS HAD DOUBLE RELOADS.

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

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

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QARI T90 HEAVY BATTLECRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

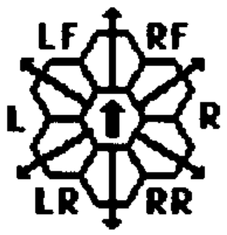
SHIP DATA TABLE

TYPE	=	T90
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.3

CNTR

TYPE I OFFENSIVE PHASER TABLE

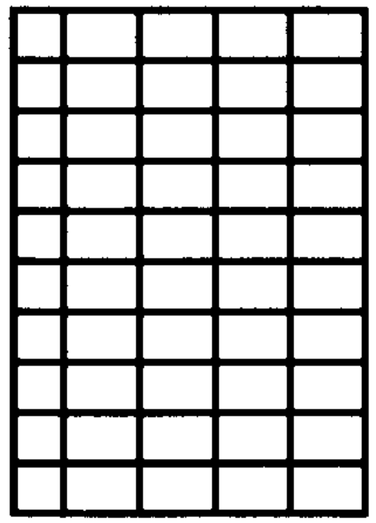
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



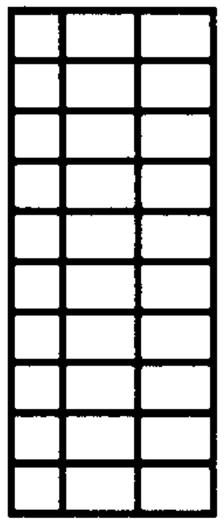
FA = LF + RF
RA = LR + RR

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

HEAVY CANNON FIRING



LIGHT CANNON FIRING



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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

THE KKH AND KKL CANNOT BE FIRED ON THE SAME IMPULSE (E23.12).

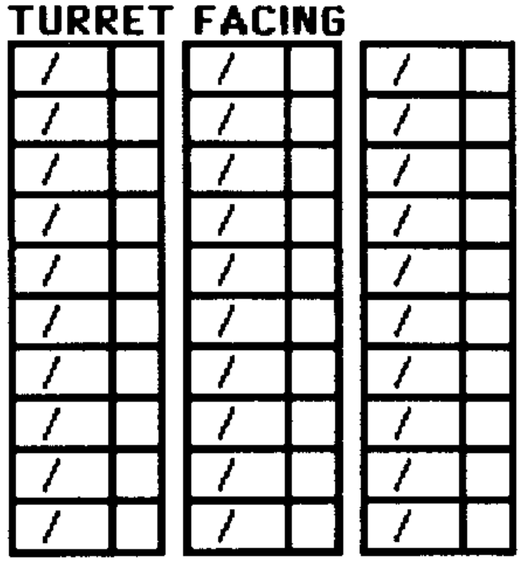
HEAVY KINETIC CANNON TABLE

RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

TURRET FACING



SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4

L+FA PH-1 1

FA+R PH-1 2

LAB

LW

BTTY

AUX

TRAN

BTTY

RW

F HULL

F HULL

ARMOR K KL ARMOR

B

PH-1 KKH PH-1

3 4 A 5 6

PROBE BRIDGE TRAN

C HULL

HULL R

APR

HULL R

EMER PH-3 FLAG PH-3 DRONE

7 8 1

TRAC

TRAC

SHTL IMP SHTL

PH-1 9

PH-1 10

THE PHASER-3S HAVE 360° FIRING ARCS.

L+RA

RA+R

DRONE RACK

1								8

RACK ALWAYS HAD DOUBLE RELOADS.

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

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QARI T80 COMMAND CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

SHIP DATA TABLE

TYPE	=	T80
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.4

CNTR

SENSOR: 6 6 5 3 1 0

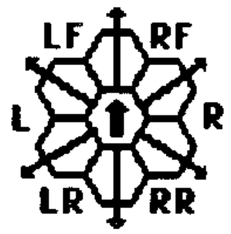
SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

CANNON FIRING

TURRET FACING

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

DRONE RACK

1							B

RACK ALWAYS HAD DOUBLE RELOADS.

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

HEAVY KINETIC CANNON TABLE

RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA PH-1 [1]

FA+R PH-1 [2]

LW

RW

LAB

BTTY

BTTY

AUX

TRAN

F HULL

F HULL

ARMOR

ARMOR

PH-1 [3]

KKH

A

PH-1 [4]

PROBE

BRIDGE

TRAN

C HULL

HULL R

HULL R

APR

EMER

PH-3 [5]

DRN 1

PH-3 [6]

FLAG

TRAC

TRAC

SHTL

IMP

SHTL

PH-1 [7]

PH-1 [8]

THE PHASER-3S HAVE 360° FIRING ARCS.

L+RA

RA+R

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

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QARI T64 HEAVY CRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	T64
POINT VALUE	=	135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.5

CNTR

BOARDING PARTIES

									10

PROBES

				5

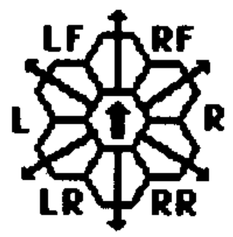
TRANSPORTER BOMBS

				D	D	D	D

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

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

DRONE RACK

1								B

RACK ALWAYS HAD DOUBLE RELOADS.

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

CANNON FIRING

TURRET FACING

/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/

HEAVY KINETIC CANNON TABLE

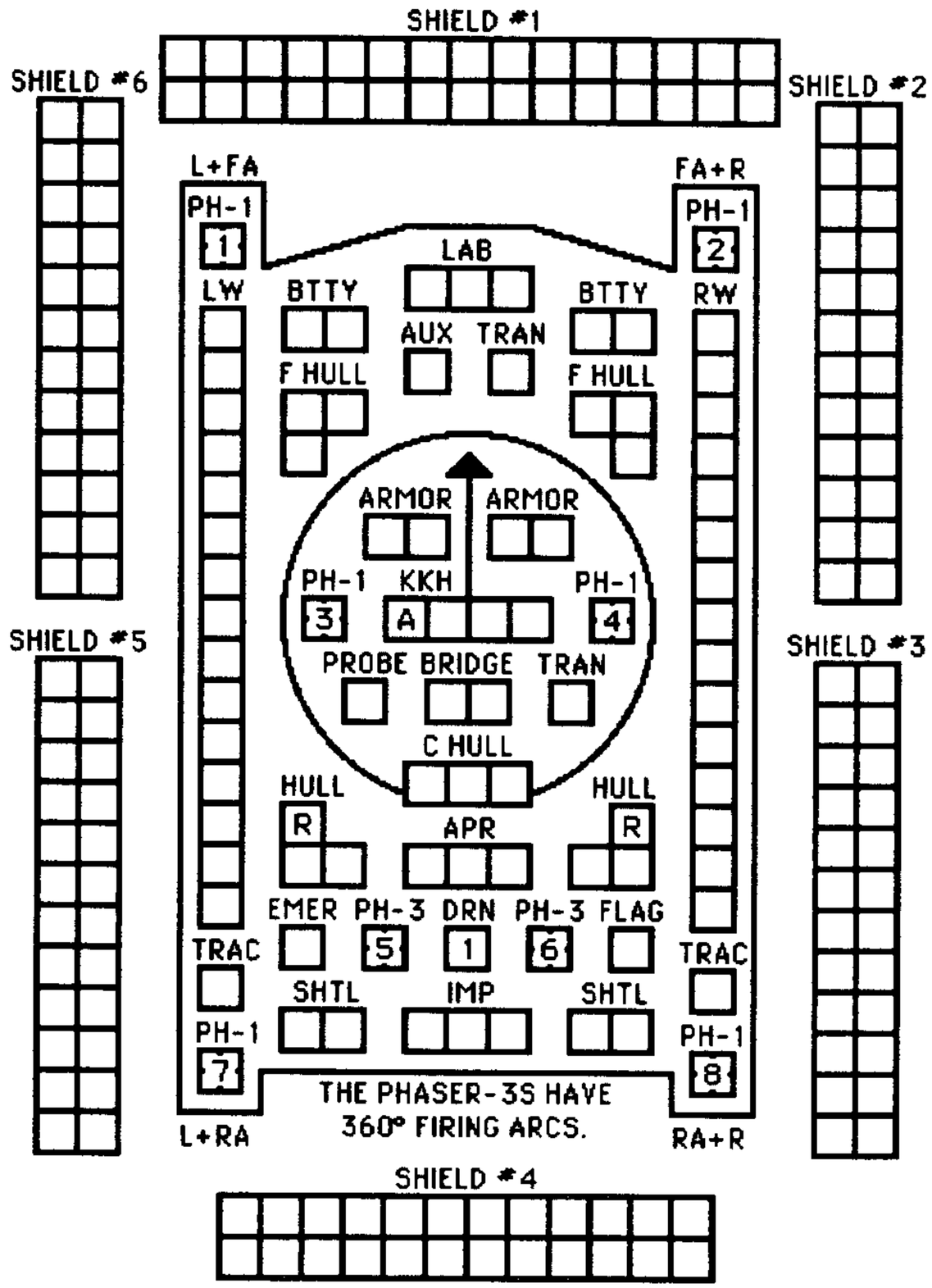
RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

SENSOR
6 6 5 3 1 0

SCANNER
0 0 1 3 5 9

DAM CON
4 4 2 2 2 0

EX DAM



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

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QARI T83 SCUD CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

SHIP DATA TABLE

TYPE	=	T83
POINT VALUE	=	135/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.6

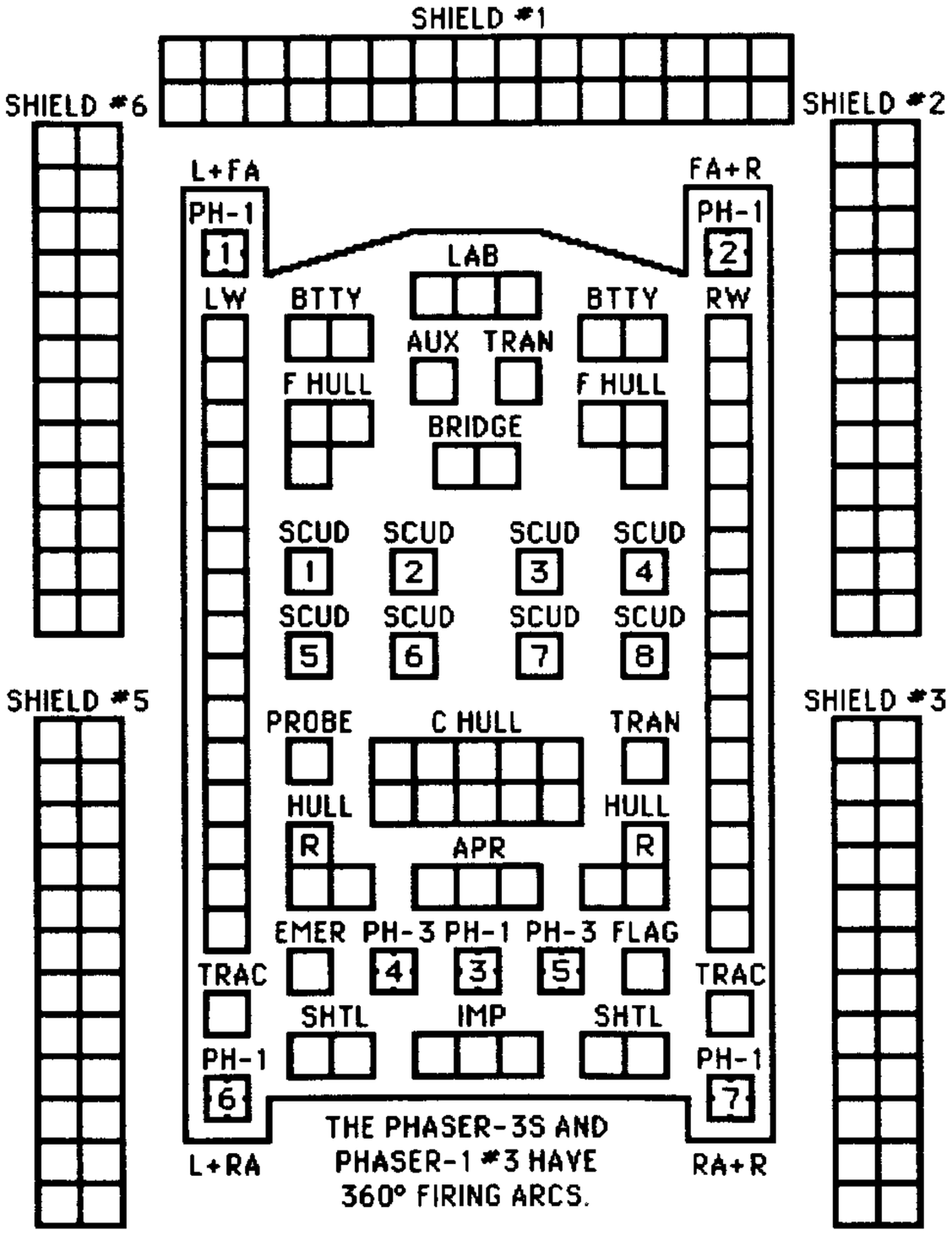
CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

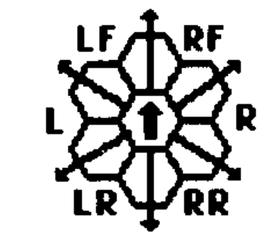
DAM CON 4 4 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

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

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

SCUD RECORD TRACK

WH	END	TRAC	LNCR	CNTR	TARGET	DAMAGE	
			1				
			2				
			3				
			4				
			5				
			6				
			7				
			8				

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

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QARI T72 WAR CRUISER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	T72
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.7

CNTR

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

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

PROBES [| | | | 5]

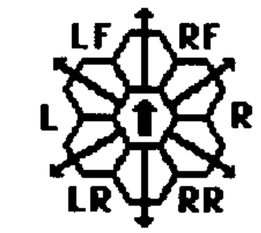
DRONE RACK [1 | | | | | | | | B]

RACK ALWAYS HAD DOUBLE RELOADS.

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

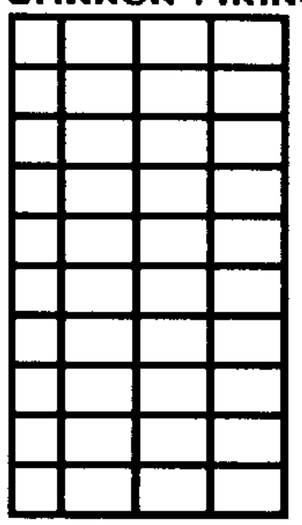
TYPE I OFFENSIVE PHASER TABLE

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

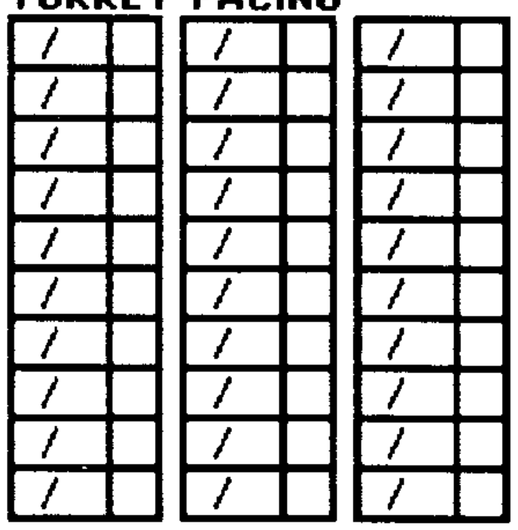


FA = LF + RF
RA = LR + RR

CANNON FIRING



TURRET FACING



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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

HEAVY KINETIC CANNON TABLE

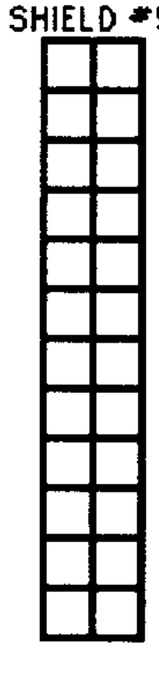
RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

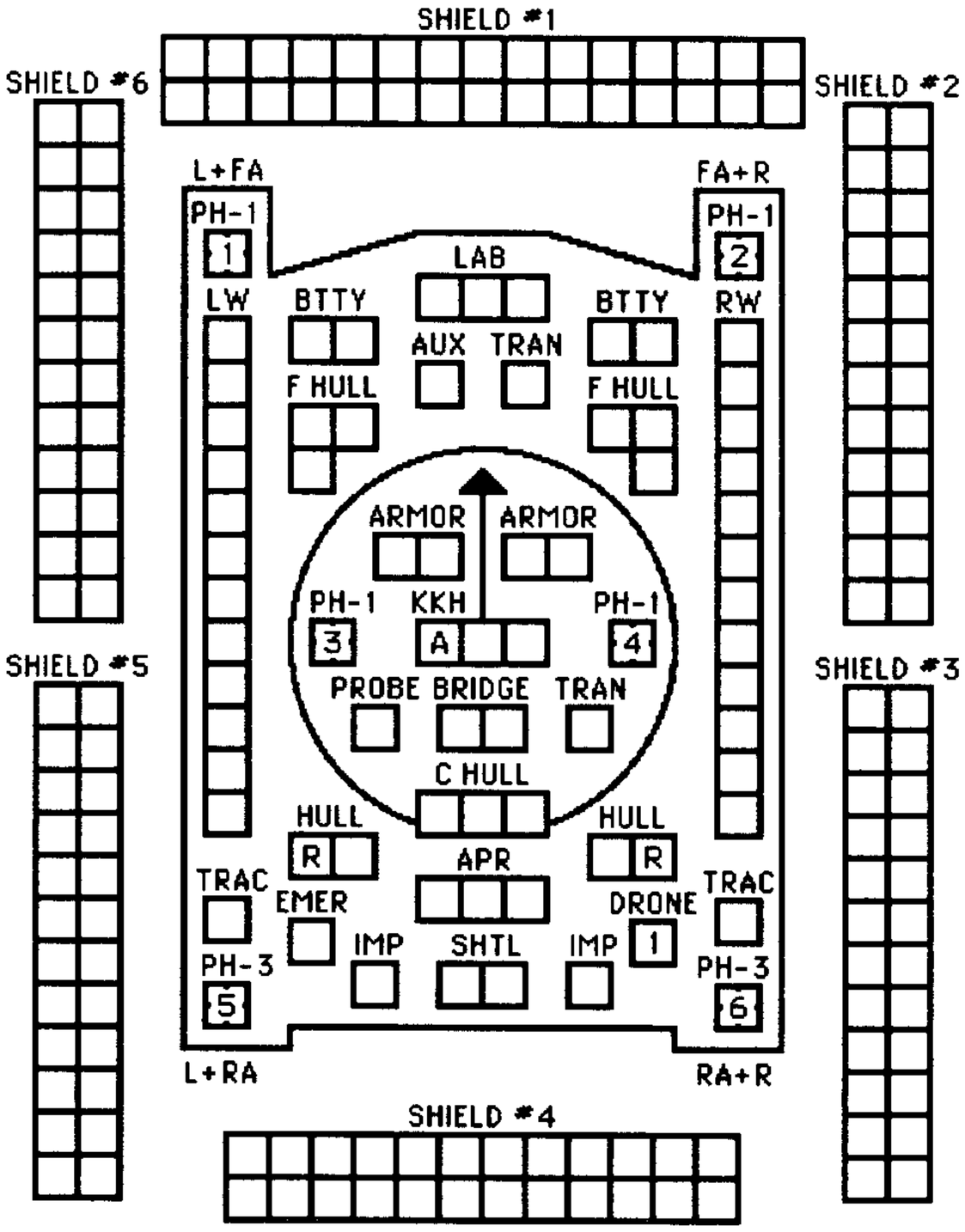
SENSOR [6 | 6 | 5 | 3 | 1 | 0]

SCANNER [0 | 0 | 1 | 3 | 5 | 9]

DAM CON [4 | 4 | 2 | 2 | 2 | 0]

EX DAM





WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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QARI T70 WAR CRUISER SCOUT

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	T70
POINT VALUE	=	140/80
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.8

CNTR

BOARDING PARTIES | 10 |

TRANSPORTER BOMBS | | | | | D | D | D | D |

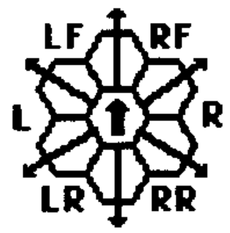
PROBES | | | | | 5 |

DRONE RACK | 1 | | | | | | | B |

RACK ALWAYS HAD DOUBLE RELOADS.

TYPE I OFFENSIVE PHASER TABLE

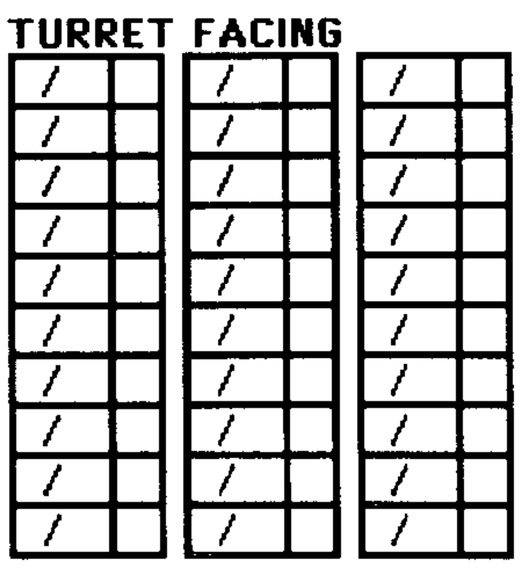
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



FA = LF + RF
RA = LR + RR

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

TURRET FACING



TYPE III DEFENSE PHASER

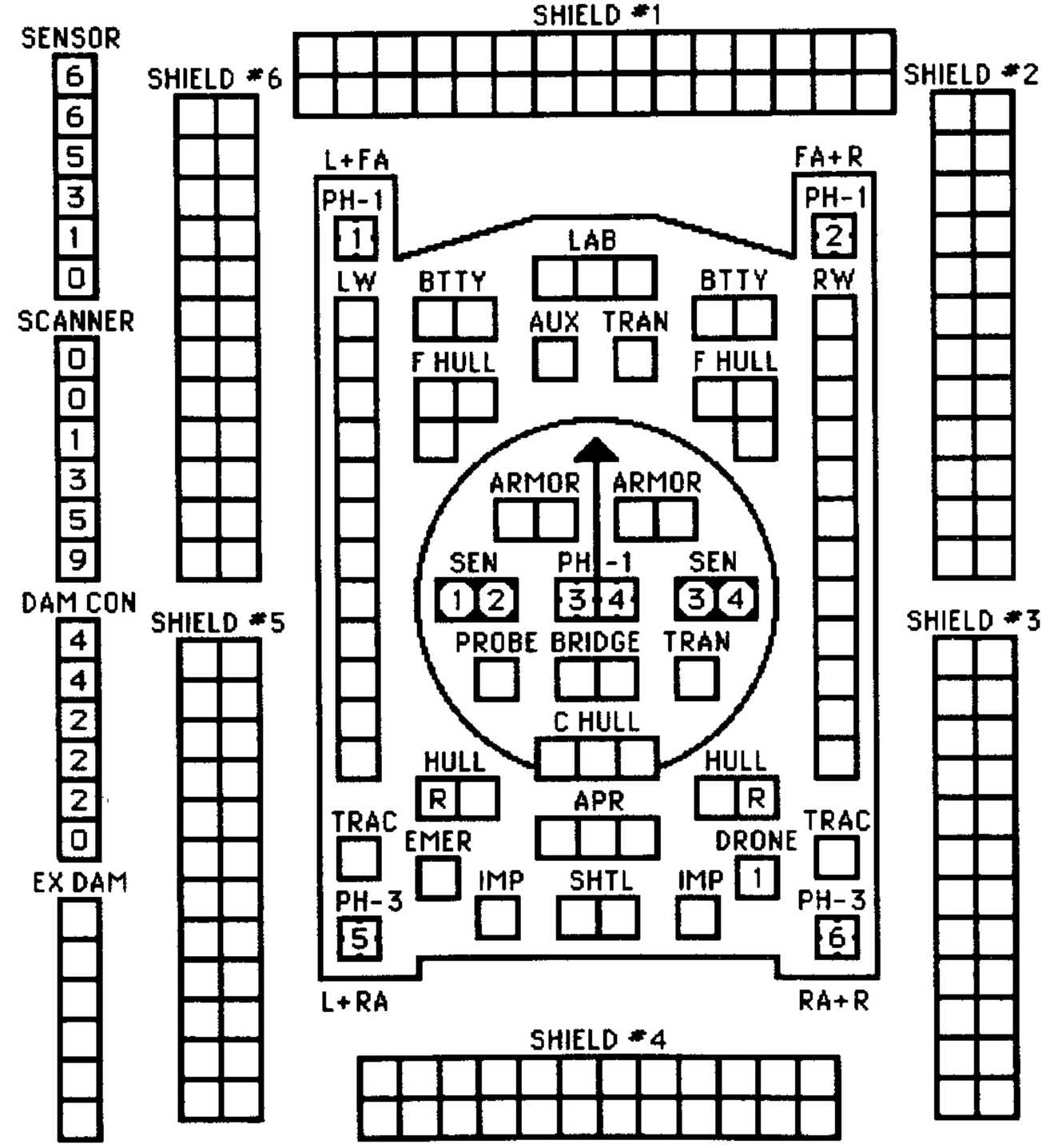
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21). NOTE THAT THIS DOES NOT AFFECT THE SPECIAL SENSORS WHICH ARE NOT RESTRICTED.

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

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QARI T73 LIGHT SCUD CARRIER

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

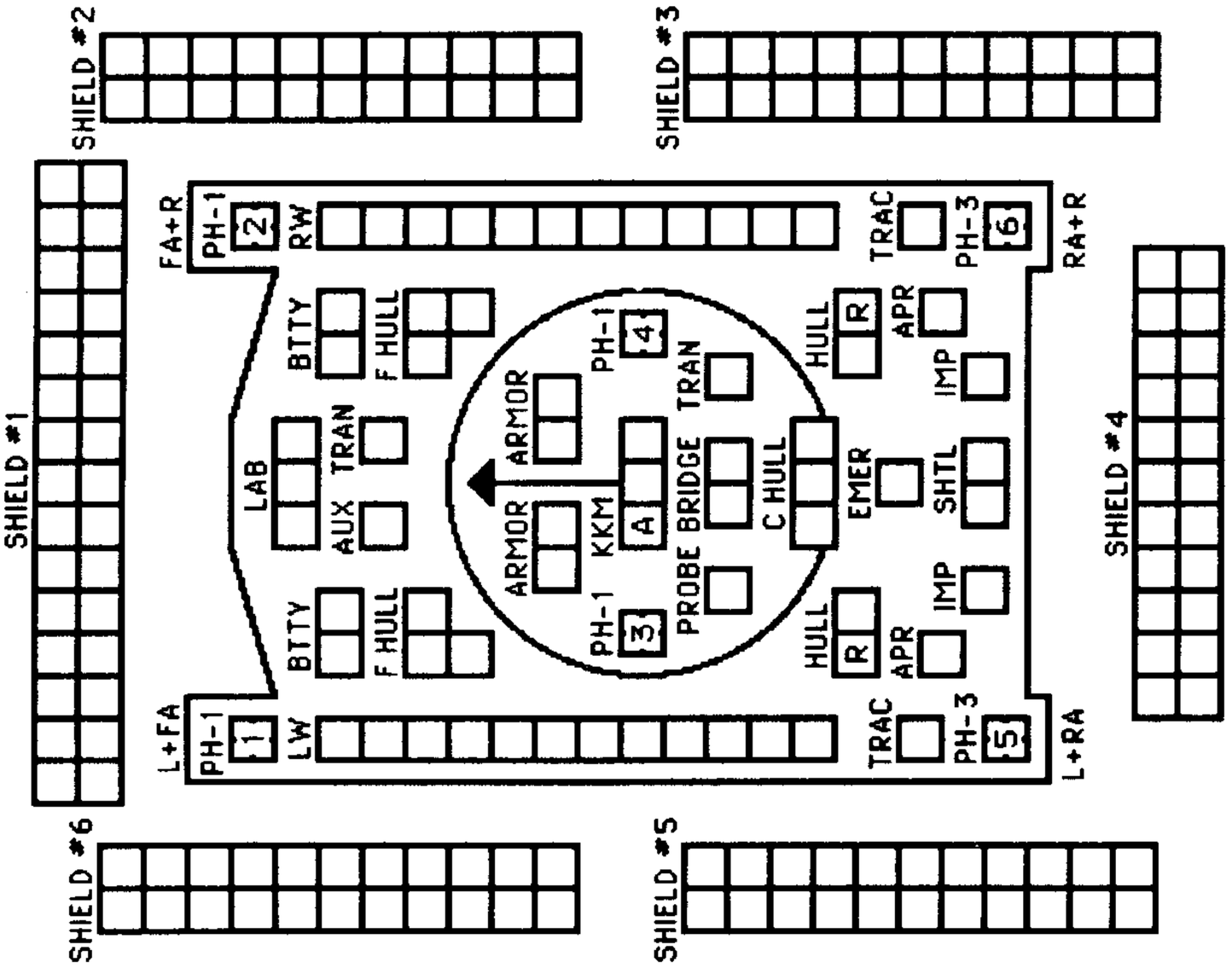
PROBES

				5

DRONE RACK

| 1 | | | | | | | | |

QARI T55
LIGHT CRUISER



SHIP DATA TABLE	
TYPE	= T55
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R52.10

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

HET BD

CANNON FIRING

TURRET FACING

FA = LF + RF
RA = LR + RR

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

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

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

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

MEDIUM KINETIC CANNON TABLE					
RANGE	0-3	4-6	7-12	13-18	19-23	24-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	5	5	4	3	2	1
DAMAGE (EXP)	6	6	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	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.	⅔	1⅓	2	2⅔	3⅓	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20	20⅔

CREW UNITS

			10
	*		20
			30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 10

TRANSPORTERS

PROBES 5

BOMBS D D D D

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QARI BM3 WAR DESTROYER

CREW UNITS — 10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES — 8

TRANSPORTER BOMBS — D D

PROBES — 5

DRONE RACK — 1 … B

RACK ALWAYS HAD DOUBLE RELOADS.

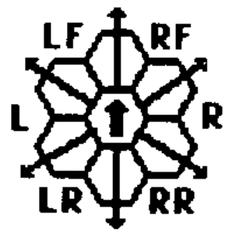
SHIP DATA TABLE

TYPE	=	BM3
POINT VALUE	=	82
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.11

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

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

MEDIUM KINETIC CANNON TABLE

RANGE	0-3	4-6	7-12	13-18	19-23	24-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	5	5	4	3	2	1
DAMAGE (EXP)	6	6	6	0	0	0

CANNON FIRING

TURRET FACING

CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA PH-1 1 — FA+R PH-1 2

LW BTTY AUX LAB TRAN BTTY RW

F HULL — F HULL

ARMOR ARMOR

BRIDGE KKM EMER

A

C HULL PH-1 C HULL 3

PROBE — DRN 1

TRAC — TRAC

R HULL APR R HULL

IMP SHTL IMP

PH-3 4 — PH-3 5

L+RA — RA+R

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

QARI BMS WAR DESTROYER SCOUT

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	BMS
POINT VALUE	=	100/70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.12

CNTR

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

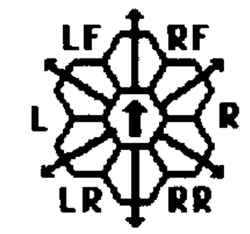
DRONE RACK

1							8

RACK ALWAYS HAD DOUBLE RELOADS.

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



FA = LF + RF
RA = LR + RR

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	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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21). NOTE THAT THIS DOES NOT AFFECT THE SPECIAL SENSORS WHICH ARE NOT RESTRICTED.

TURRET FACING

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SENSOR

6
5
3
1
0

SCANNER

0
1
3
5
9

DAM CON

2
2
2
0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA PH-1 [1] — FA+R PH-1 [2]

LW — BTTY — AUX — LAB — TRAN BTTY — RW

F HULL — F HULL

ARMOR — ARMOR — BRIDGE — SEN [1 2 3] — EMER — C HULL — PH-1 [3] — C HULL

PROBE — DRN [1]

TRAC — R HULL — APR — R HULL — TRAC

IMP — SHTL — IMP

PH-3 [4] — PH-3 [5]

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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QARI BM2 DESTROYER LEADER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

DRONE RACK

1								B

RACK ALWAYS HAD DOUBLE RELOADS.

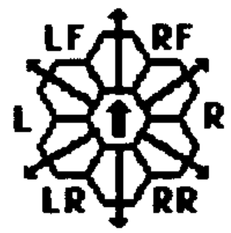
SHIP DATA TABLE

TYPE	=	BM2
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.13

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

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

CANNON FIRING

TURRET FACING

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA PH-1 1 — FA+R PH-1 2

LAB

BTTY AUX — TRAN BTTY

LW — RW

F HULL — F HULL

ARMOR ARMOR

BRIDGE KKL EMER

A

C HULL PH-1 C HULL

3

PROBE — DRN 1

TRAC — TRAC

R HULL APR R HULL

IMP SHTL IMP

PH-3 4 — PH-3 5

L+RA — RA+R

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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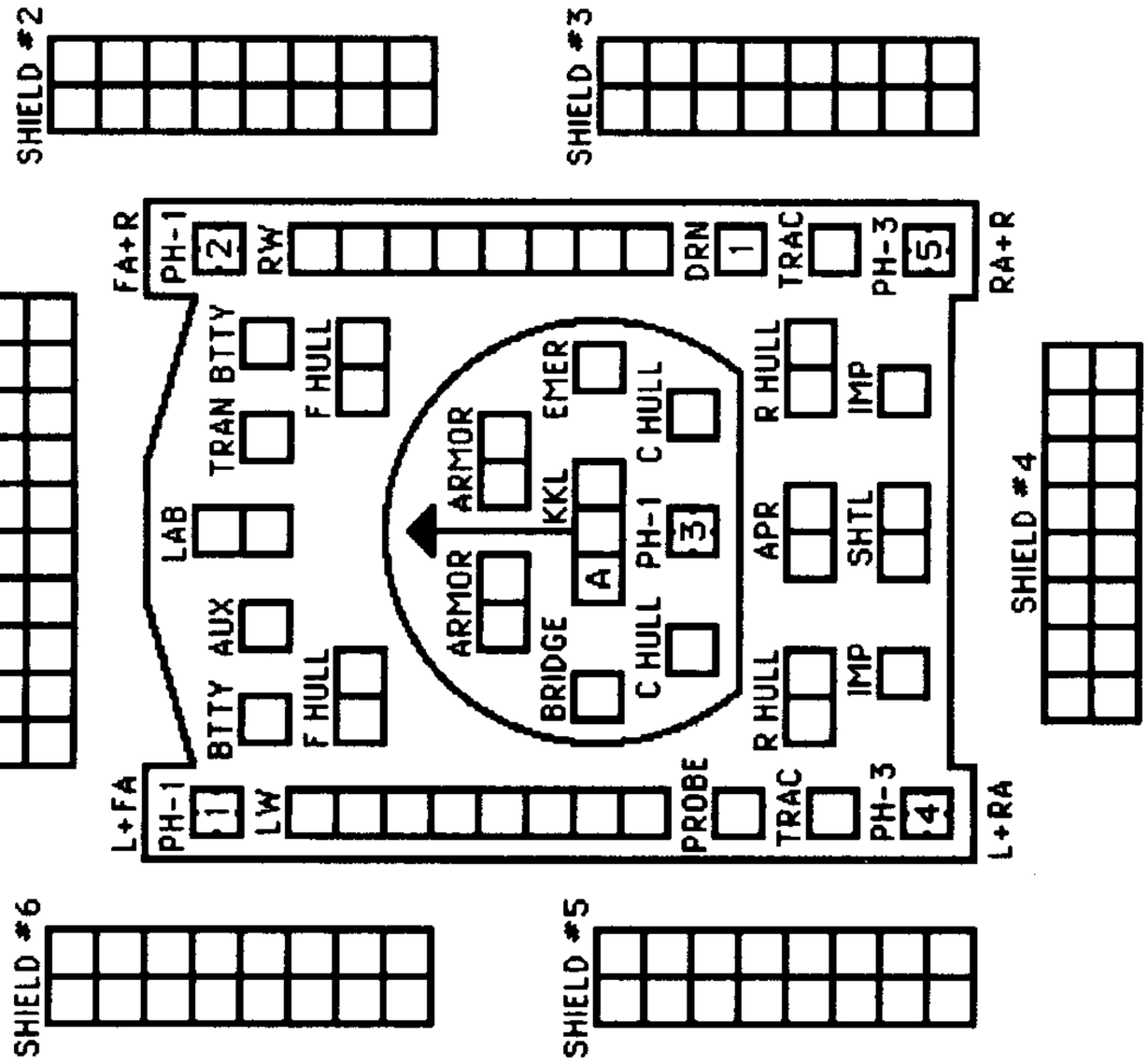
QARI BM1
DESTROYER



CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	= BM1
POINT VALUE	= 68
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R52.14

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

CREW UNITS

BOARDING PARTIES 8

PROBES 5

DRONE RACK 1 H H H B
RACK ALWAYS HAD DOUBLE RELOADS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D

FA = LF + RF
RA = LR + RR

CANNON FIRING

TURRET FACING

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

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	2	3	4	5	6	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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

⑥ = ERRATIC MANEUVER WARP COST

⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

5 = HET COST

5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

QARI BMD TRANS-MORTAR DESTROYER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	BMD
POINT VALUE	=	100/85
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.15

CNTR

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][ ][8]

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

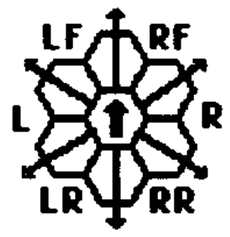
PROBES: [ ][ ][ ][ ][5]

DRONE RACK: [1][ ][ ][ ][ ][ ][ ][8]

RACK ALWAYS HAD DOUBLE RELOADS.

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



FA = LF + RF
RA = LR + RR

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

SENSOR: [6][5][3][1][0]

SCANNER: [0][1][3][5][9]

DAM CON: [2][2][2][0]

EX DAM: [ ][ ][ ][ ]

SHIELD #1: [ ][ ][ ][ ][ ][ ][ ][ ][ ]

SHIELD #2: [ ][ ][ ][ ][ ][ ]

SHIELD #3: [ ][ ][ ][ ][ ][ ]

SHIELD #4: [ ][ ][ ][ ][ ][ ][ ][ ]

SHIELD #5: [ ][ ][ ][ ][ ][ ]

SHIELD #6: [ ][ ][ ][ ][ ][ ]

L+FA PH-1 [1] — BTTY AUX — LAB — TRAN BTTY — FA+R PH-1 [2]

LW — F HULL — F HULL — RW

ARMOR ARMOR

BRIDGE — TM — EMER — [A][B][C][D]

C HULL — PH-1 [3] — C HULL

PROBE — DRN [1]

TRAC — R HULL — APR — R HULL — TRAC

IMP — SHTL — IMP

PH-3 [4] — PH-3 [5]

L+RA — RA+R

TYPE III DEFENSE PHASER

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

M-BOMBS

A	B	C	D

TURRET FACING

/		/		/	
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THE FIRING ARC OF THE TURRET PHASER WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO IS NOT PROVIDED ON THIS SSD. SEE (G33.21). NOTE THAT THE TRANS-MORTARS HAVE A 360° FIRING ARC REGARDLESS OF THE TURRET'S FACING (G51.17).

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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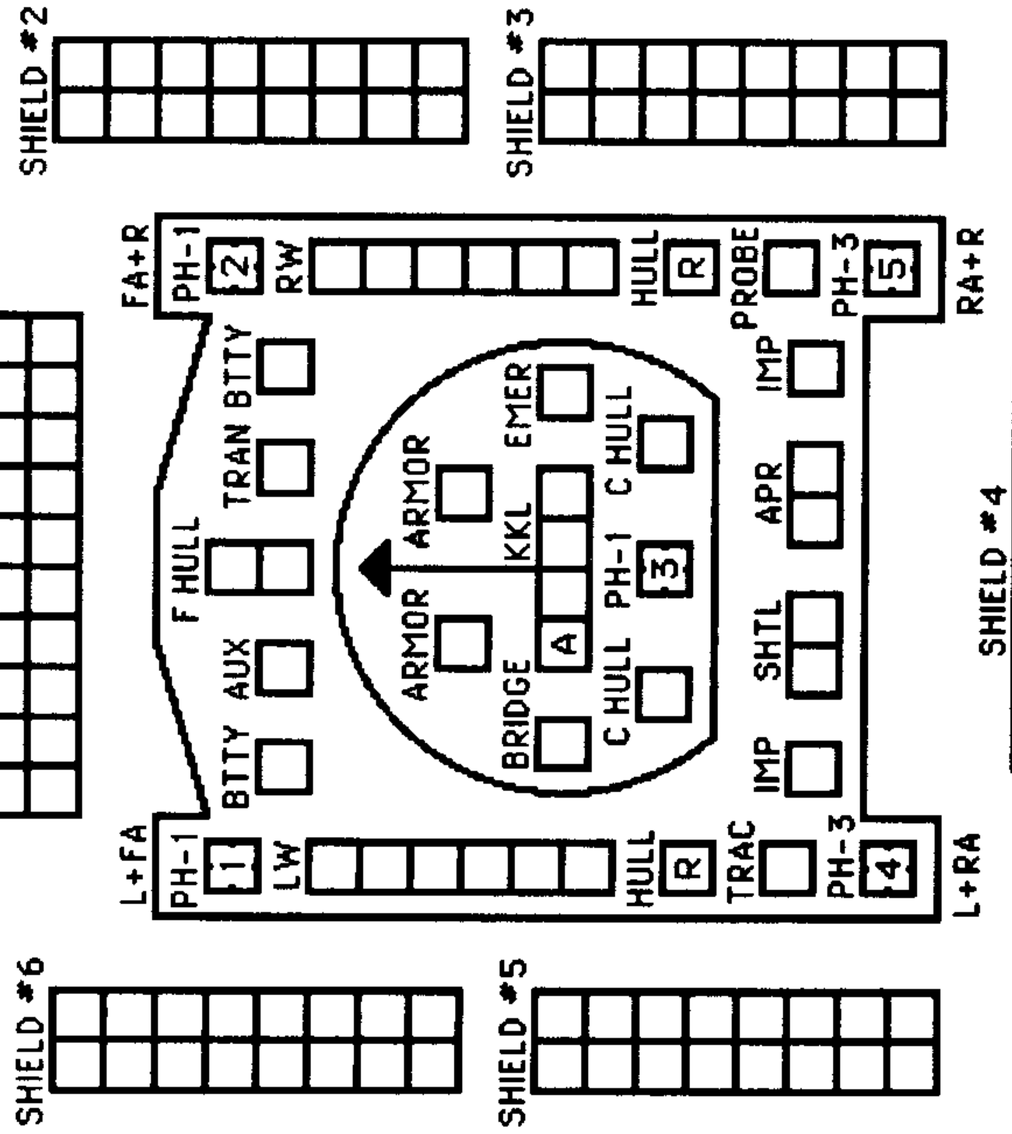
QARI BR8
FRIGATE LEADER



CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE = BR8
POINT VALUE = 63
BREAKDOWN = 6
SHIELD COST = 1/2+1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R52.16

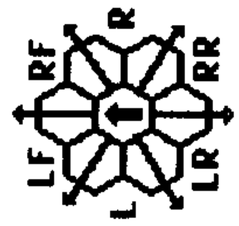
TURN MODE	SPEED
A	2 – 6
1	7 – 12
2	13 – 19
3	20 – 26
4	27+
5	

HET ☐ BD ☐

CANNON FIRING

TURRET FACING

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).



FA = LF + RF
RA = LR + RR

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

LIGHT KINETIC CANNON TABLE

RANGE	0–2	3–4	5–8	9–12	13–15	16–20
HIT	1–6	1–5	1–4	1–3	1–2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	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	2	2	2	3	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

⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

CREW UNITS

									10										20
			✱																

BOARDING PARTIES

							8

PROBES

			5

TRANSPORTER BOMBS

D D

TRANSPORTERS

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QARI BR6 FRIGATE

CREW UNITS 10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 8

TRANSPORTER BOMBS D D

PROBES 5

SHIP DATA TABLE

TYPE	=	BR6
POINT VALUE	=	58
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.17

CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

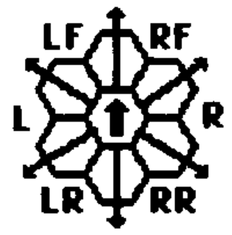
DAM CON 2 2 2 0

EX DAM

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

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

CANNON FIRING

TURRET FACING

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA PH-1 1 — F HULL — FA+R PH-1 2

BTTY AUX TRAN BTTY

LW RW

ARMOR ARMOR

BRIDGE KKL EMER

A

C HULL PH-1 C HULL

3

HULL R — HULL R

TRAC IMP SHTL APR IMP PROBE

PH-3 4 — PH-3 5

L+RA — RA+R

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

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

QARI BR7 DRONE FRIGATE

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	BR7
POINT VALUE	=	58
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.18

CNTR

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

DRONE RACKS

1								B
2								B
3								B

RACKS ALWAYS HAD TWO RELOADS.

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 2 0

EX DAM: 4

SHIELD #1: 8

SHIELD #2: 6

SHIELD #3: 6

SHIELD #4: 8

SHIELD #5: 6

SHIELD #6: 6

L+FA PH-1 [1] — F HULL — FA+R PH-1 [2]

BTTY AUX TRAN BTTY

LW RW

ARMOR ARMOR

BRIDGE DRN [1 2 3] EMER

C HULL PH-1 [3] C HULL

HULL R — HULL R

TRAC IMP SHTL APR IMP PROBE

PH-3 [4] — PH-3 [5]

L+RA — RA+R

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

FA = LF + RF

RA = LR + RR

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	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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G23.21). NOTE THAT DRONE RACKS ARE NOT AFFECTED BY TURRET FACING AND CAN LAUNCH DRONES IN ANY DIRECTION.

TURRET FACING

/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	

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

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

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QARI CARRIER GROUP

TYPE I OFFENSIVE PHASER TABLE

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

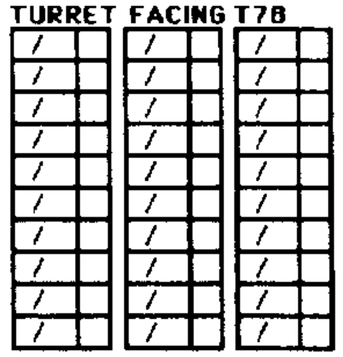
TYPE III DEFENSE PHASER

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

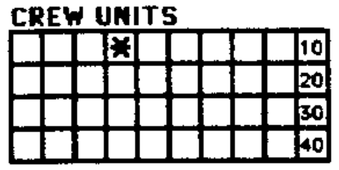
ANTI-DRONE TABLE

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

TURRET FACING T78



CREW UNITS



ADMINISTRATIVE SHUTTLES

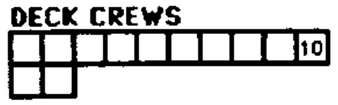
IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

TRANSPORTER BOMBS

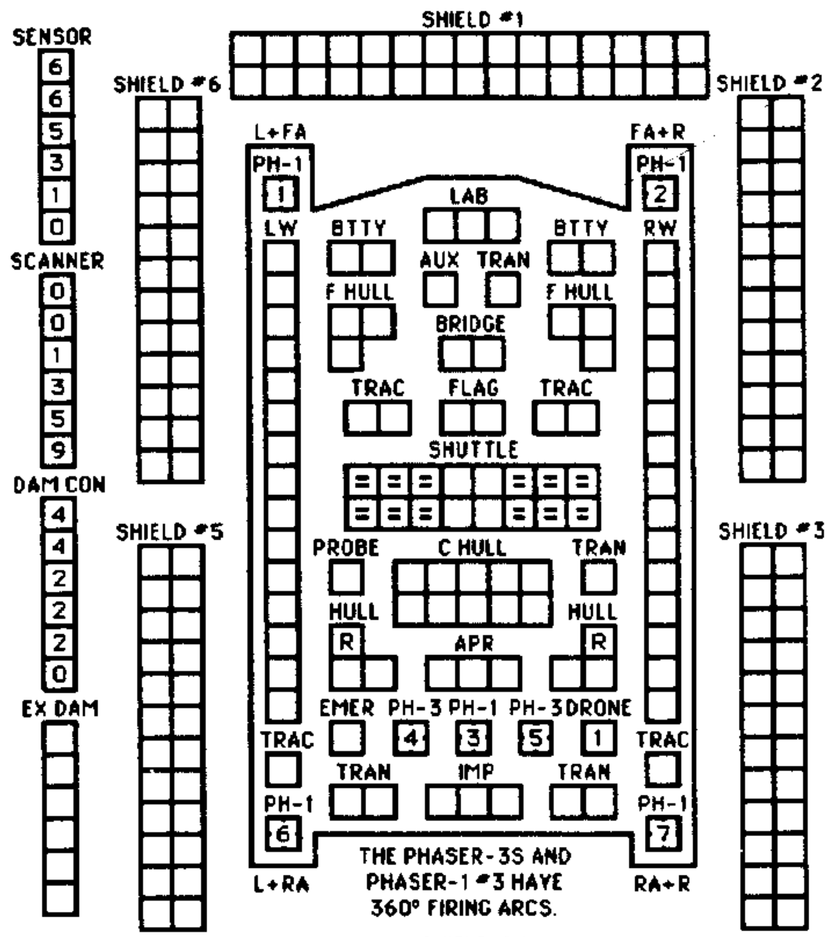
DECK CREWS



PROBES

CNTR

QARI T87 FIGHTER CARRIER



SHIP DATA TABLE		
TYPE	=	T87
POINT VALUE	=	115/90
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.19

SHIP DATA TABLE		
TYPE	=	T78
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.20
LIMITED AEGIS		

SHIP DATA TABLE		
TYPE	=	T78A
POINT VALUE	=	118
REFERENCE	=	R52.20A
FULL AEGIS		

TURN MODE TABLE FOR CV AND CWE

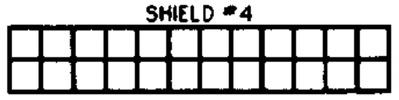
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET & BREAKDOWN RECORD

CV	CWE
HET	HET
BD	BD

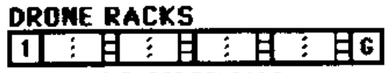
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIELD #4



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

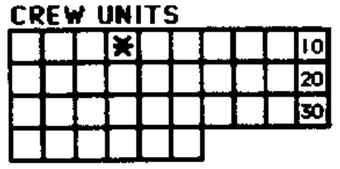
DRONE RACKS



RACK HAS THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

FA = LF + RF
RA = LR + RR

CREW UNITS



ADMINISTRATIVE SHUTTLES

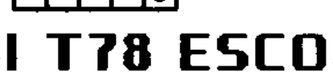
IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

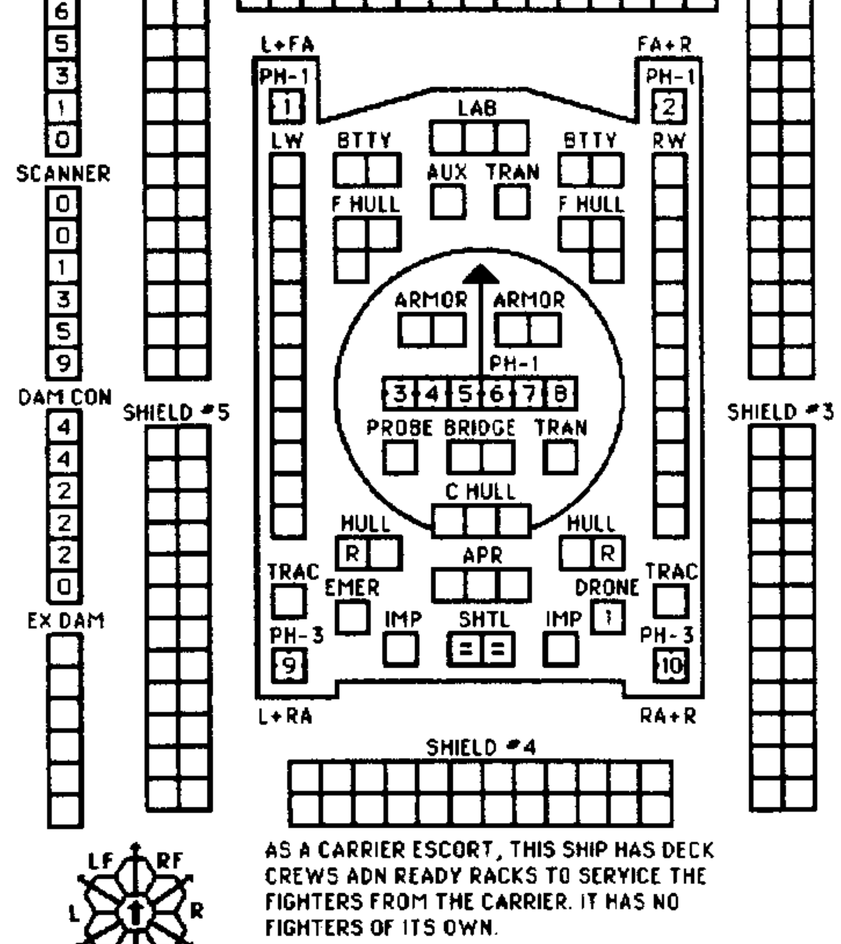
DECK CREWS

PROBES



CNTR

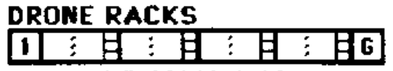
QARI T78 ESCORT WAR CRUISER



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

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

DRONE RACKS



RACK HAS THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

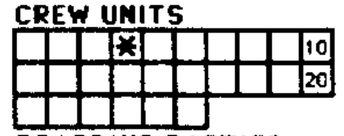
SHIP DATA TABLE		
TYPE	=	BME
POINT VALUE	=	95
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.21
LIMITED AEGIS		

SHIP DATA TABLE		
TYPE	=	BMA
POINT VALUE	=	100
REFERENCE	=	R52.21A
FULL AEGIS		

DRONE RACKS

RACK HAS THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDs.

CREW UNITS



ADMINISTRATIVE SHUTTLES

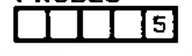
IDENT	HIT POINTS	NOTES

THIS SHIP HAS THE ABILITY TO CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

BOARDING PARTIES

DECK CREWS

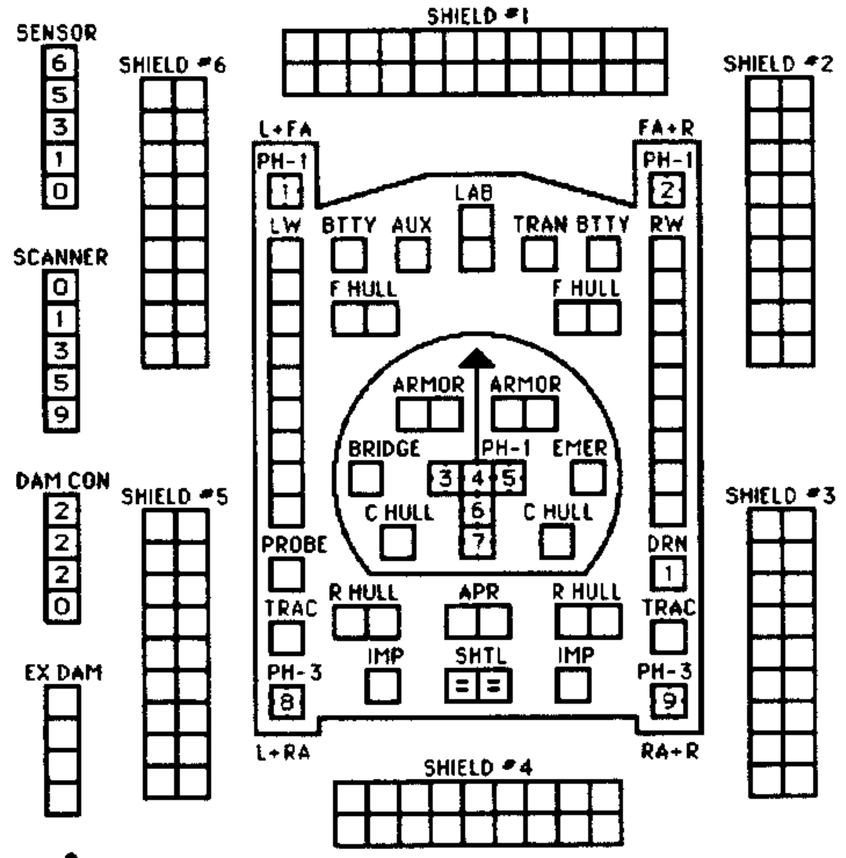
PROBES



TRANSPORTER BOMBS

CNTR

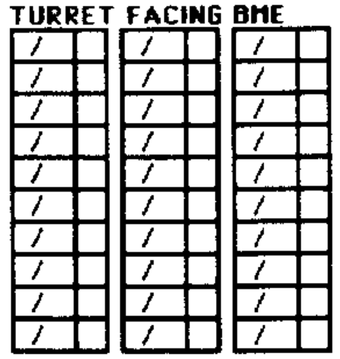
QARI BME ESCORT WAR DESTROYER



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.

FA = LF + RF
RA = LR + RR

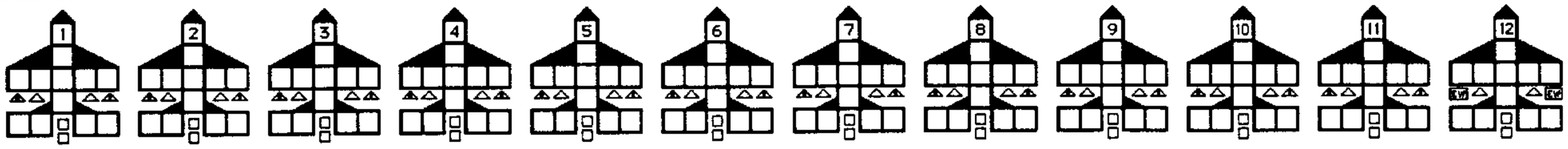
TURRET FACING BME



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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

MIG-23 FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



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	
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	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	[5] = HET COST
	Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20	⑥ = ERRATIC MANEUVER WARP COST
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	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	[5] = HET COST
	Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15	⑥ = ERRATIC MANEUVER WARP COST

QARI T79
PF TENDER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	T79
POINT VALUE	=	120/95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.22

CNTR

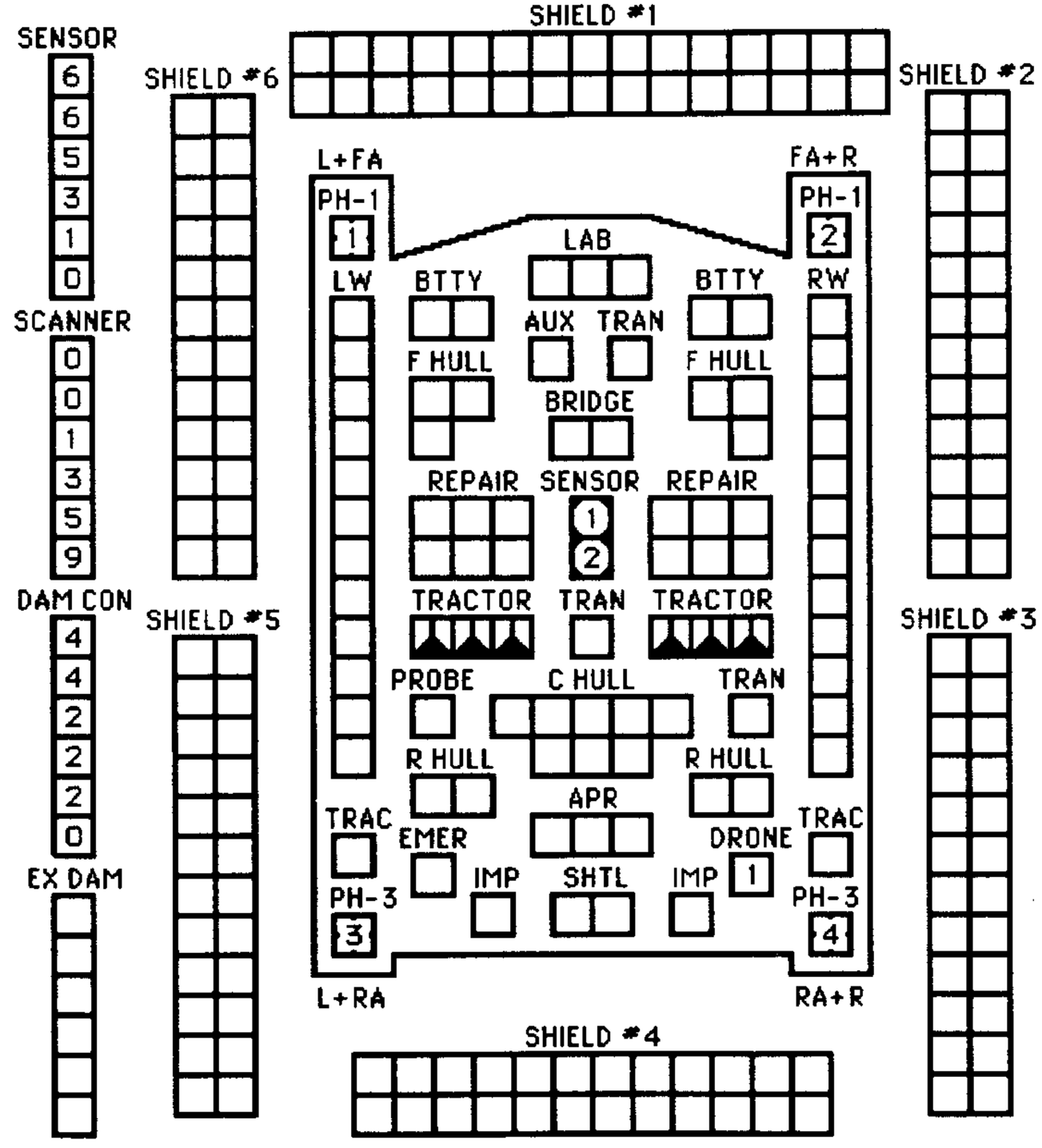
BOARDING PARTIES | 10 |

TRANSPORTER BOMBS | | | | | D | D | D | D |

PROBES | | | | | 5 |

DRONE RACK | 1 | | | | | | | | B |

RACK ALWAYS HAD DOUBLE RELOADS.



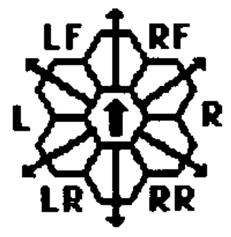
TYPE I OFFENSIVE PHASER TABLE

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

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

SCOUT FUNCTIONS SUMMARY

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



FA = LF + RF
RA = LR + RR

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" 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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX **[5] = HET COST** **⑥ = ERRATIC MANEUVER WARP COST**

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

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

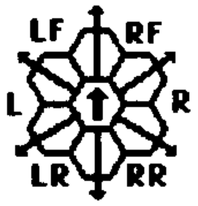
NIMBLE SHIPS

PF DATA TABLE

TYPE	= P76
POINT VALUE	= 20/35
BREAKDOWN	= 6
SHIELD COST	= 1
LIFE SUPPORT	= 1/2+1/2
SIZE CLASS	= 5
REFERENCE	= R52.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +4

TYPE I OFFENSIVE PHASER TABLE

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



③ = EM COST
5 = HET COST

TYPE III DEFENSE PHASER

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-10
HIT	1-6	1-5	1-4	1-3
DAMAGE (PEN)	4	4	3	3
DAMAGE (EXP)	4	4	4	4

TURRET FACING

/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/

RECORD THE COUNTER NUMBER OF THE SPECIFC PF WHOSE TURRET FACING IS BEING TRACKED AT THE TOP OF THE COLUMN IN THE BLANK BOX PROVIDED. ALL NON-DRONE WEAPONS HAVE A 120° FIRING ARC BASED ON THE TURRET FACING. SPECIAL SENSORS ARE UNAFFECTED BY TURRET FACING IN ANY WAY.

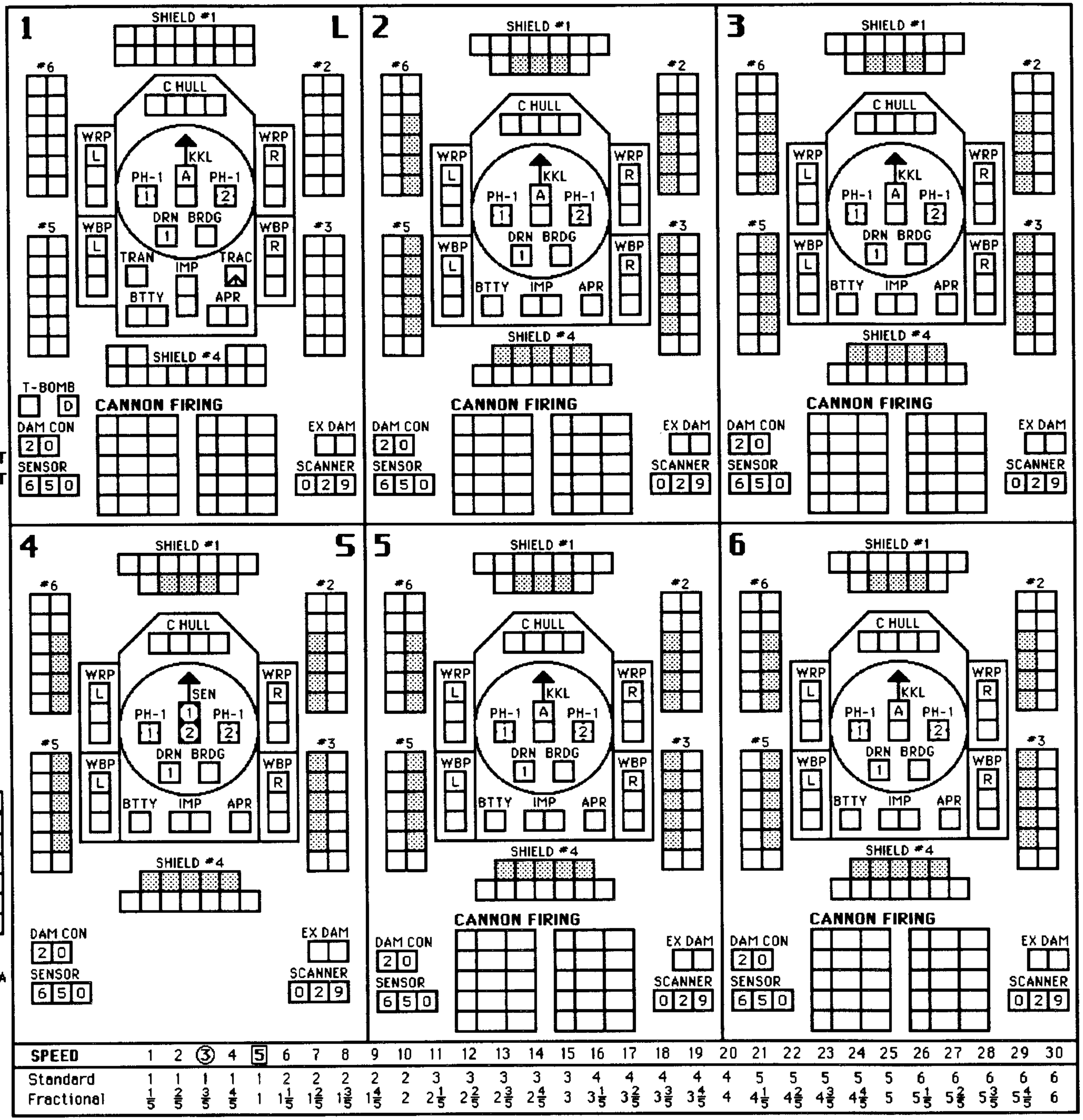
DRONE RACKS

1					A
2					A
3					A

DRONE RACKS

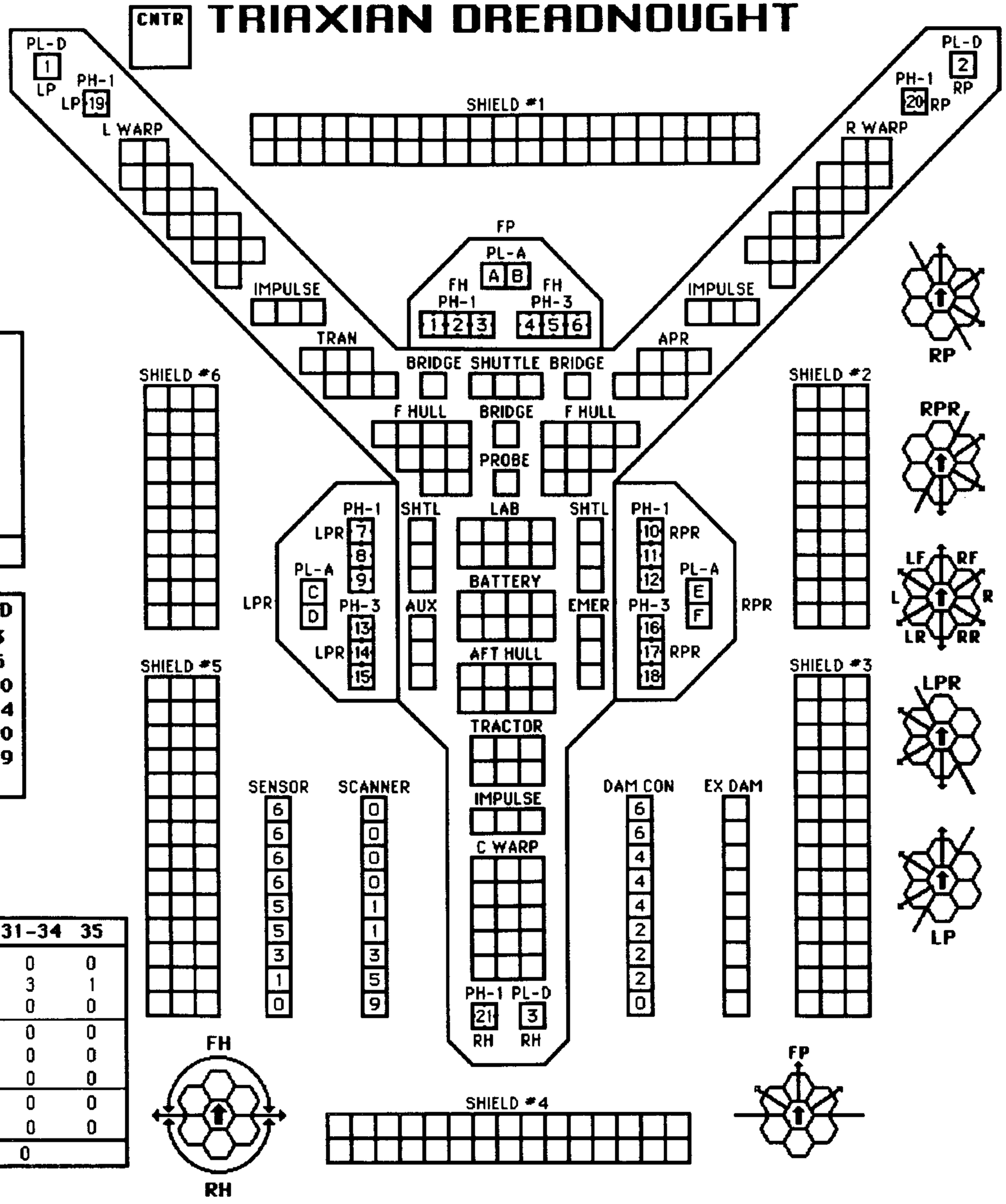
4					A
5					A
6					A

DRONE RACK NUMBERS ARE THE PF THE DRONE RACK IS ON.



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

TRIAXIAN DREADNOUGHT



CREW UNITS

		*						10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

PROBES 5

TRANSPORTER BOMBS D D D D D D

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	280
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R53.2
Y175 REFIT	=	+0

TYPE III DEFENSE PHASER

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

PLASMA-D RACKS

1						
2						
3						

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

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

PSEUDO-PLASMA TORPEDOES

A B C D E F

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-30	31-34	35
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE SL	16	16	16	16	16	16	16	16	12	12	12	6	3	1
TYPE SS	48	24	12	12	12	6	3	1	0	0	0	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE GL	10	10	10	10	10	8	8	8	4	2	1	0	0	0
TYPE GS	32	16	8	4	1	0	0	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1			0		

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

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

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TRIAXIAN HEAVY CRUISER

CNTR

SHIELD #1

PL-D 1 LP

L WARP

PL-D RP 2

R WARP

FP

PL-A A

FH FH

PH-1 1 2

PH-3 3 4

IMP

IMP

SHIELD #6

TRAN BRDG SHTL BRDG APR

SHIELD #2

F HULL

F-HULL

PROBE

LAB

PH-1 LPR 5 6 PL-A B PH-3 LPR 9 10

SHTL

BATTERY

SHTL

PH-1 7 8 RPR PL-A C PH-3 11 12 RPR

LPR

AUX

AFT HULL

EMER

RPR

TRACTOR

SHIELD #5

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

IMPULSE

C WARP

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #3

PL-D 3 RH

SHIELD #4

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

HEDC COST = 5

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

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

HEDC

HET

BD

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R53.3
Y175 REFIT	=	+0
PRE-Y165 BPV	=	120

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA-D RACKS

1								
2								
3								

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

PSEUDO-PLASMA TORPEDOES

A		B		C	

FP

FH

RH

LP

LPR

LF RF L R LR RR

RPR

RP

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-30	31-34	35
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE SL	16	16	16	16	16	16	16	16	12	12	12	6	3	1
TYPE SS	48	24	12	12	12	6	3	1	0	0	0	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE GL	10	10	10	10	10	8	8	8	4	2	1	0	0	0
TYPE GS	32	16	8	4	1	0	0	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1			0		

BEFORE Y165 THE PLASMA-A LAUNCHERS CANNOT LAUNCH TYPE-S TORPEDOES OF ANY TYPE AND THE PLASMA-D RACKS ARE DELETED.

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TRIAXIAN DESTROYER

CREW UNITS

			*					10
								20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

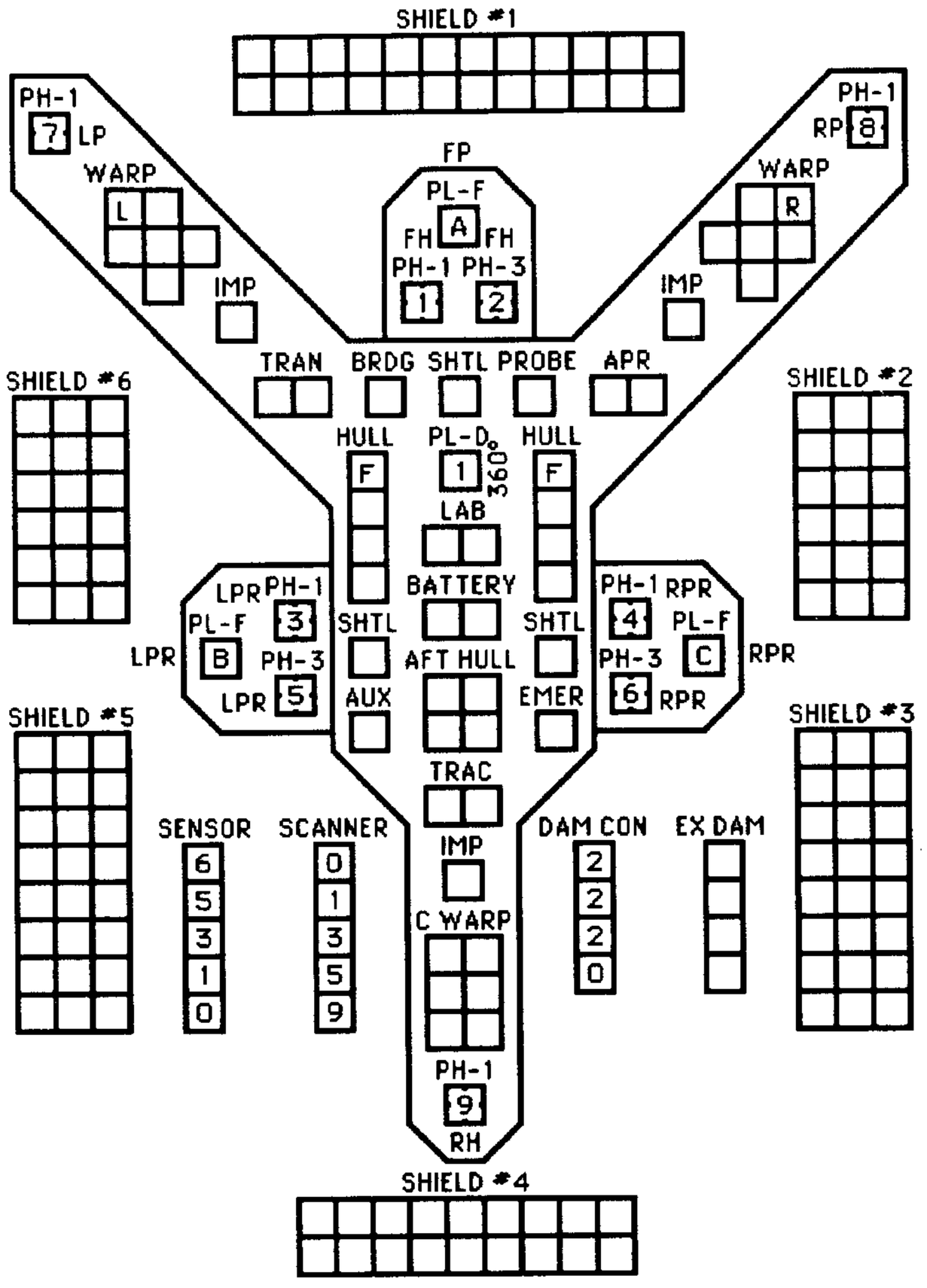
TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R53.4
Y175 REFIT	=	+0
PRE-Y165 BPV	=	100

CNTR



TYPE I OFFENSIVE PHASER TABLE

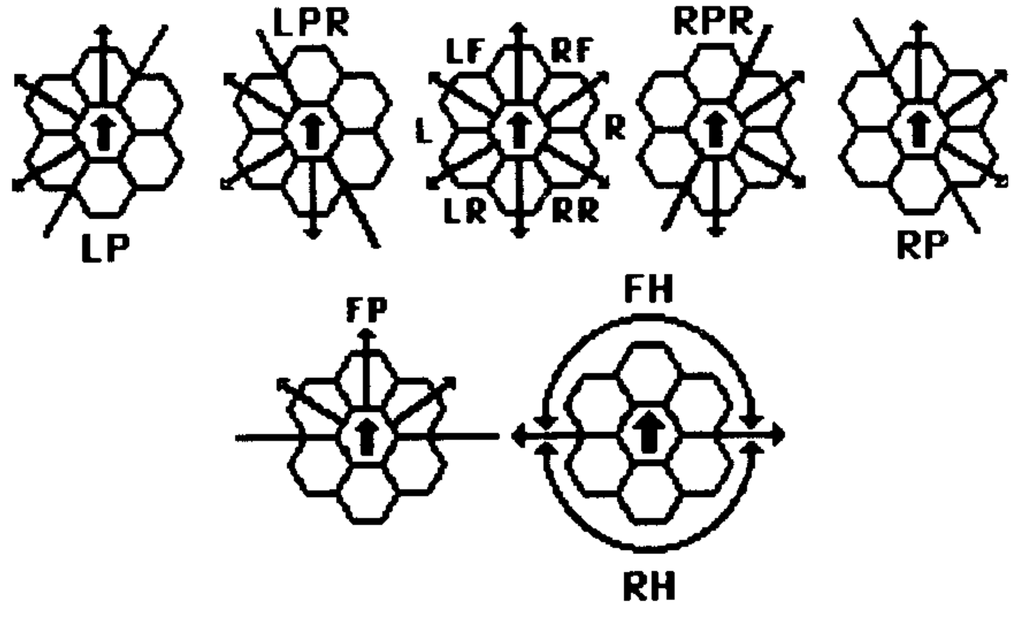
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

PRIOR TO Y165 THE PLASMA-D TORPEDO IS DELETED.

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

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



PSEUDO-PLASMA TORPEDOES

A	F	B	F	C	F

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		

PLASMA-D RACK

1					

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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TRIAXIAN SCOUT

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

PROBES

				5

PLASMA-D RACK

1					

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	150/90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R53.5
Y175 REFIT	=	+0
PRE-Y165 BPV	=	140/80

CNTR

TYPE I OFFENSIVE PHASER TABLE

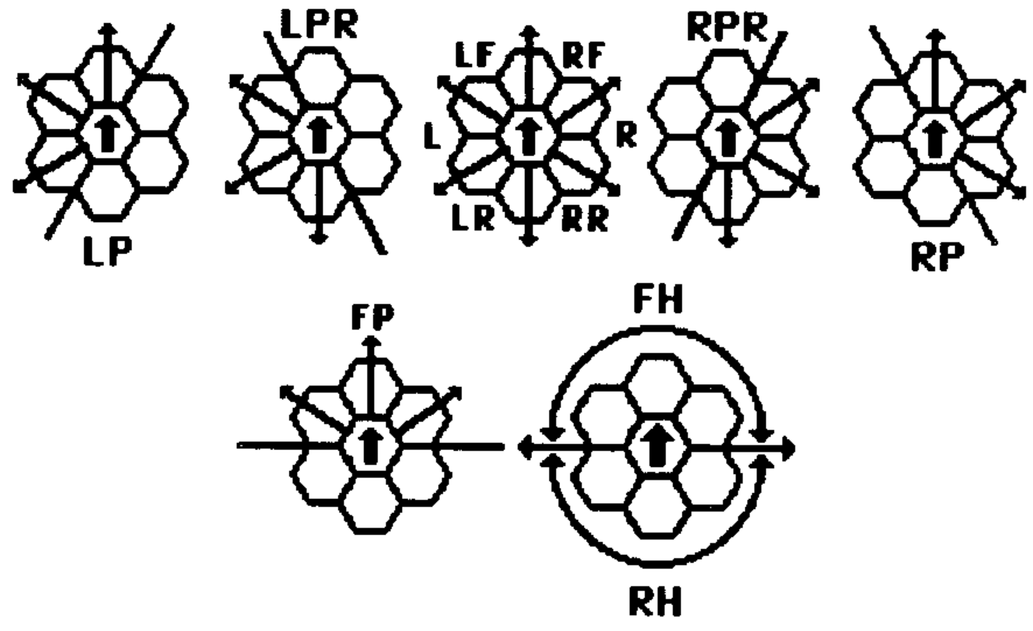
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

PRIOR TO Y165 THE PLASMA-D TORPEDO IS DELETED.

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

TYPE III DEFENSE PHASER

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

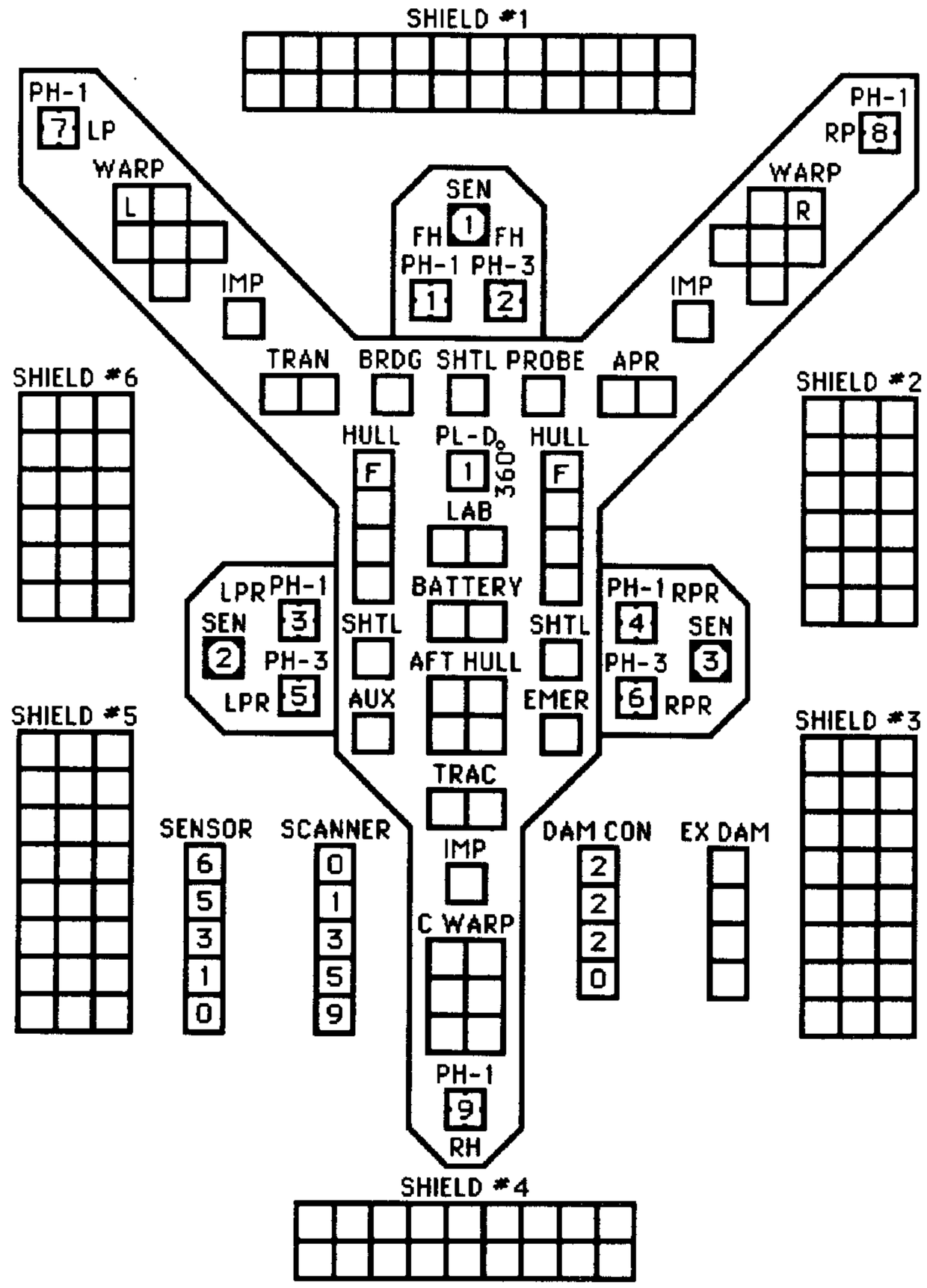


SCOUT FUNCTIONS SUMMARY

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

PLASMA TORPEDO WARHEAD TABLE

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



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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TRIAXIAN PF TENDER

CREW UNITS

			*					10
								20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

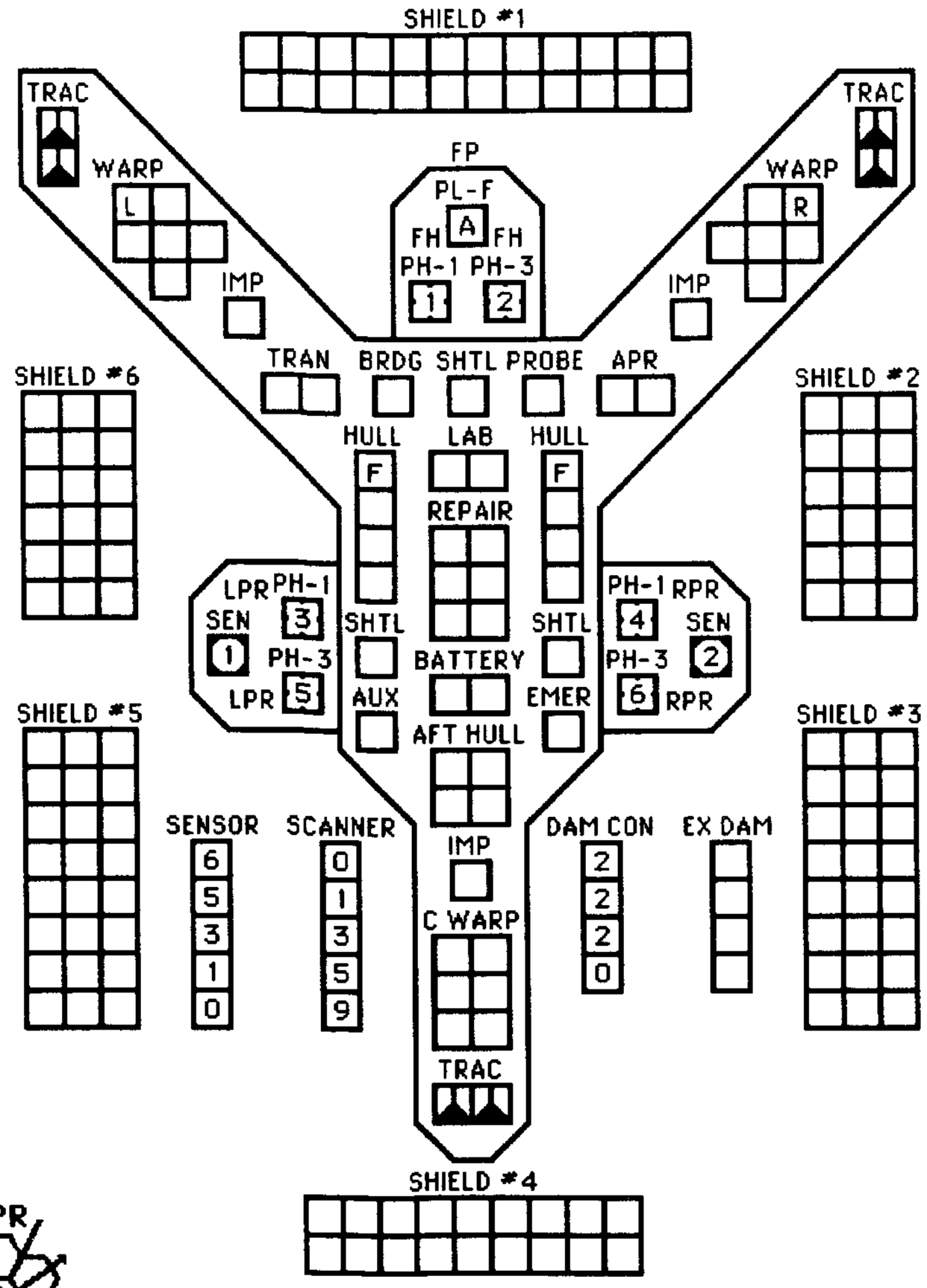
TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	130/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R53.6

CNTR



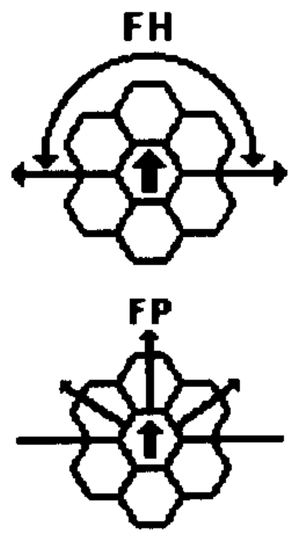
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



SCOUT FUNCTIONS SUMMARY

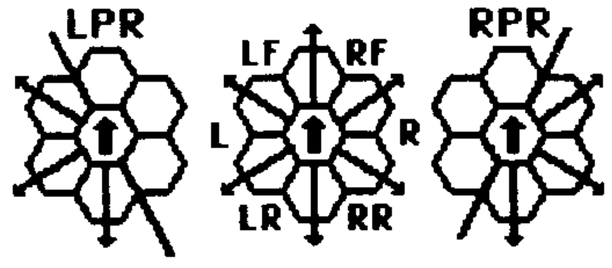
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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		

PPT
A F



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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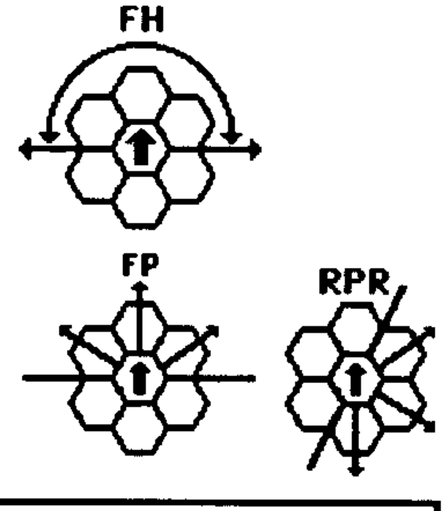
TRIAXIAN TRICORN PF FLOTILLA

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

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTE



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

PF DATA TABLE	
TYPE	= PF
POINT VALUE	= 20/40
BREAKDOWN	= 6
SHIELD COST	= 1
LIFE SUPPORT	= 1/2+1/2
SIZE CLASS	= 5
REFERENCE	= R53.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

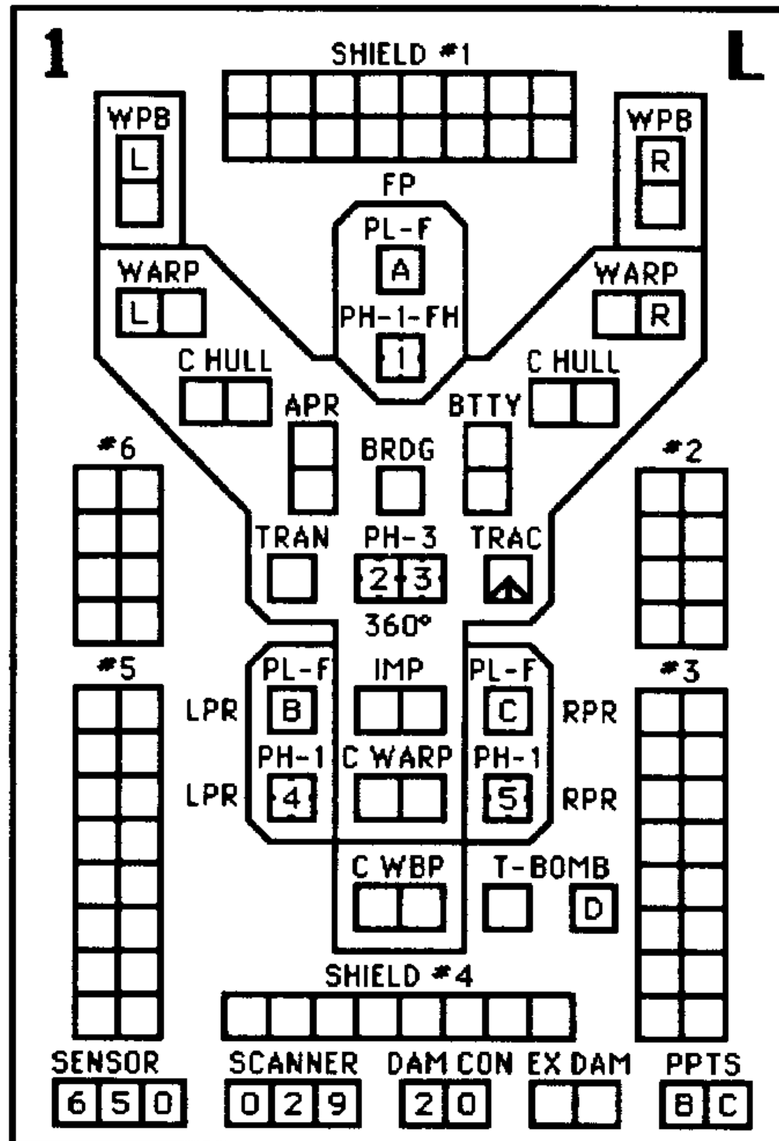
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

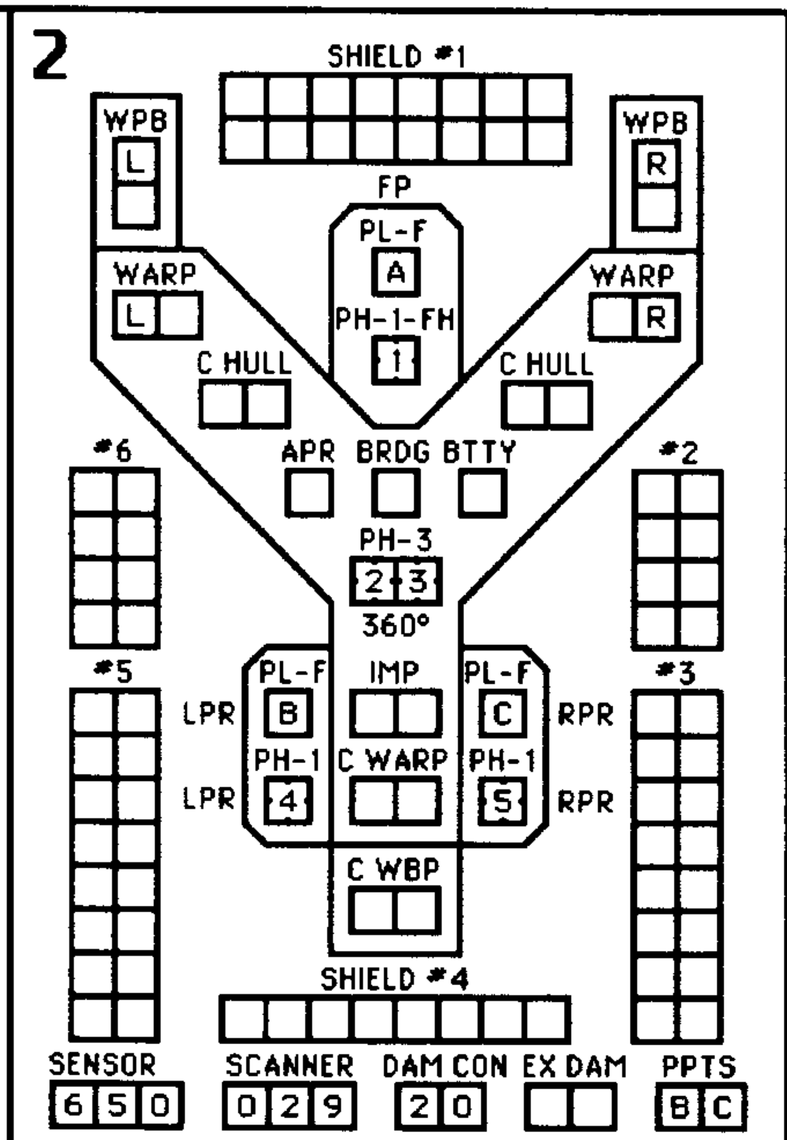
CNTR	HET	HEDC	BD
1			
2			
3			
4			
5			
6			

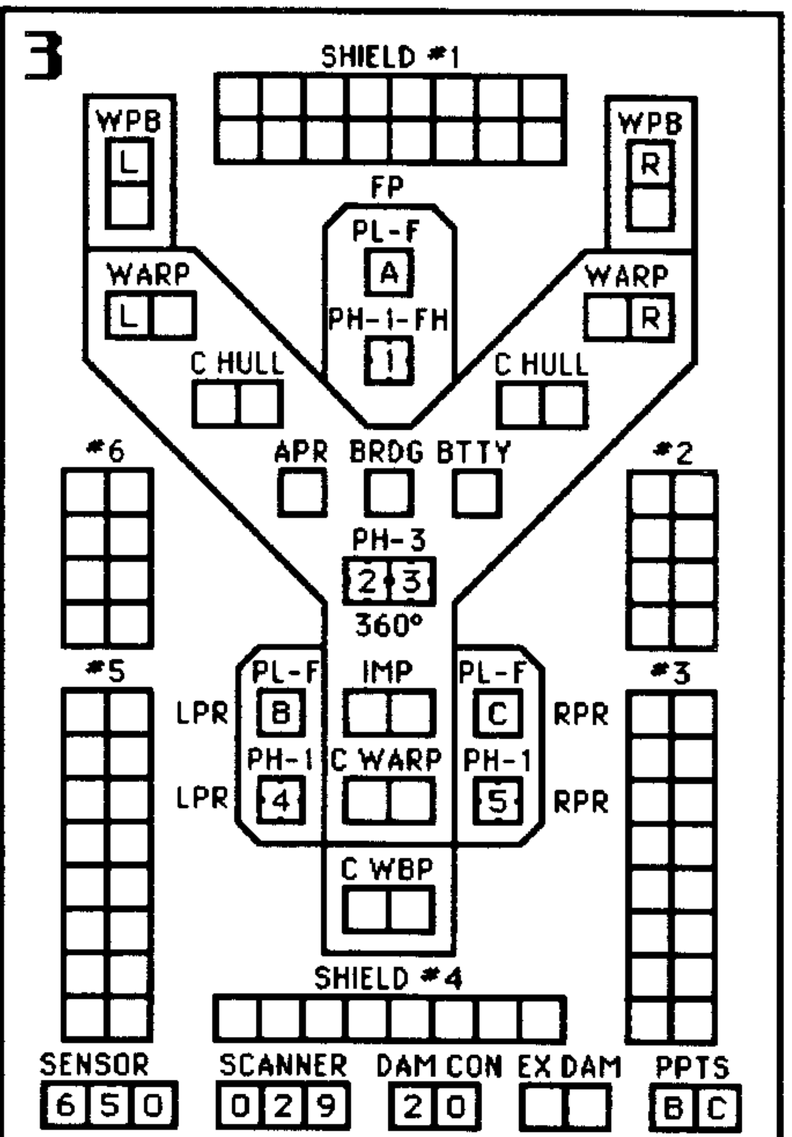
③ = EM COST
[5] = HET/HEDC COST

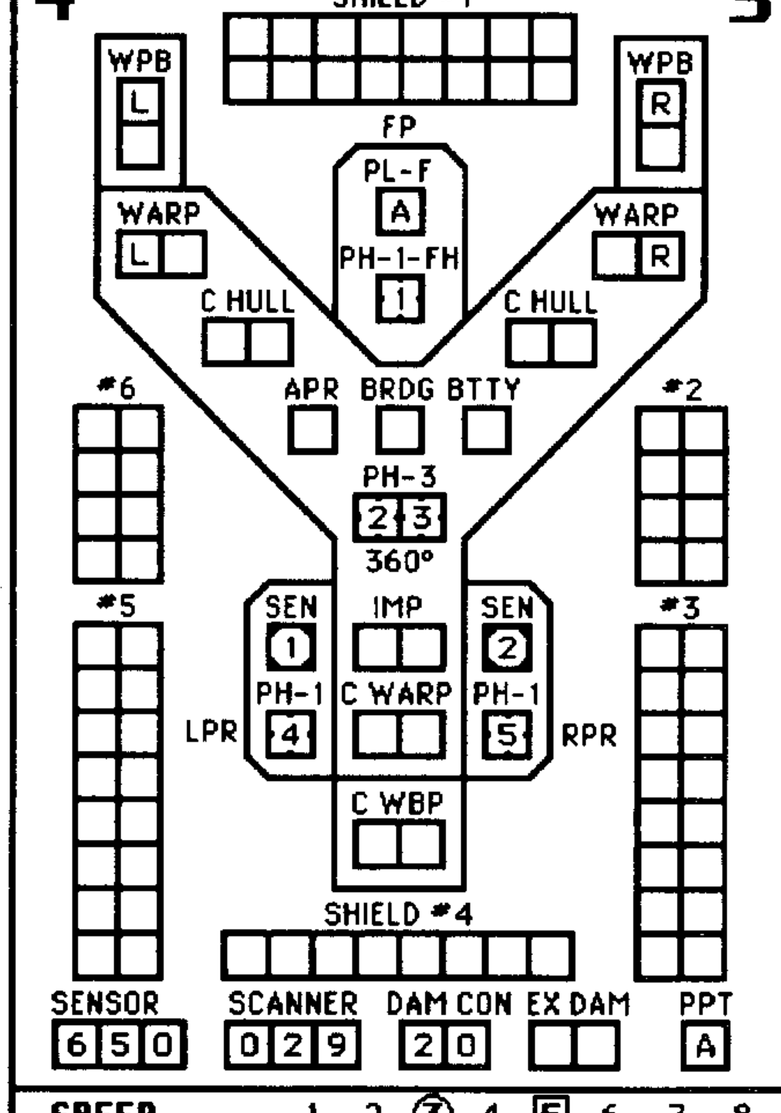
PLASMA TORPEDO WARHEAD TABLE

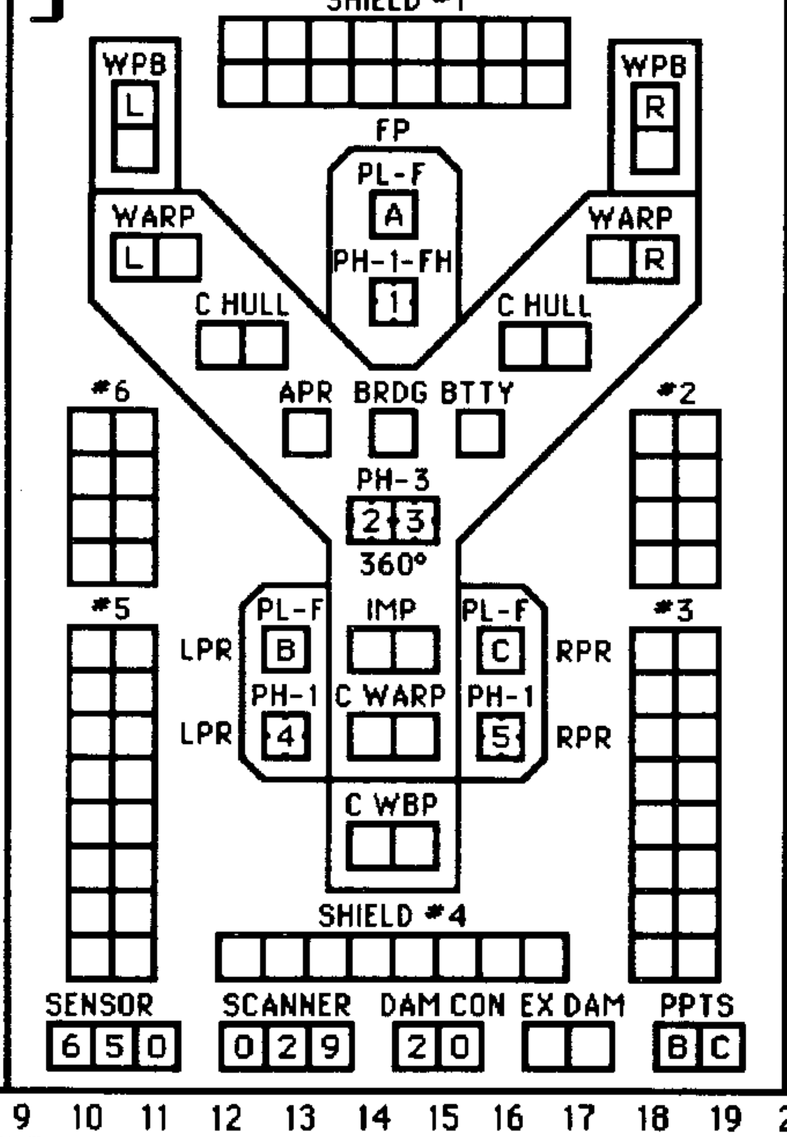
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

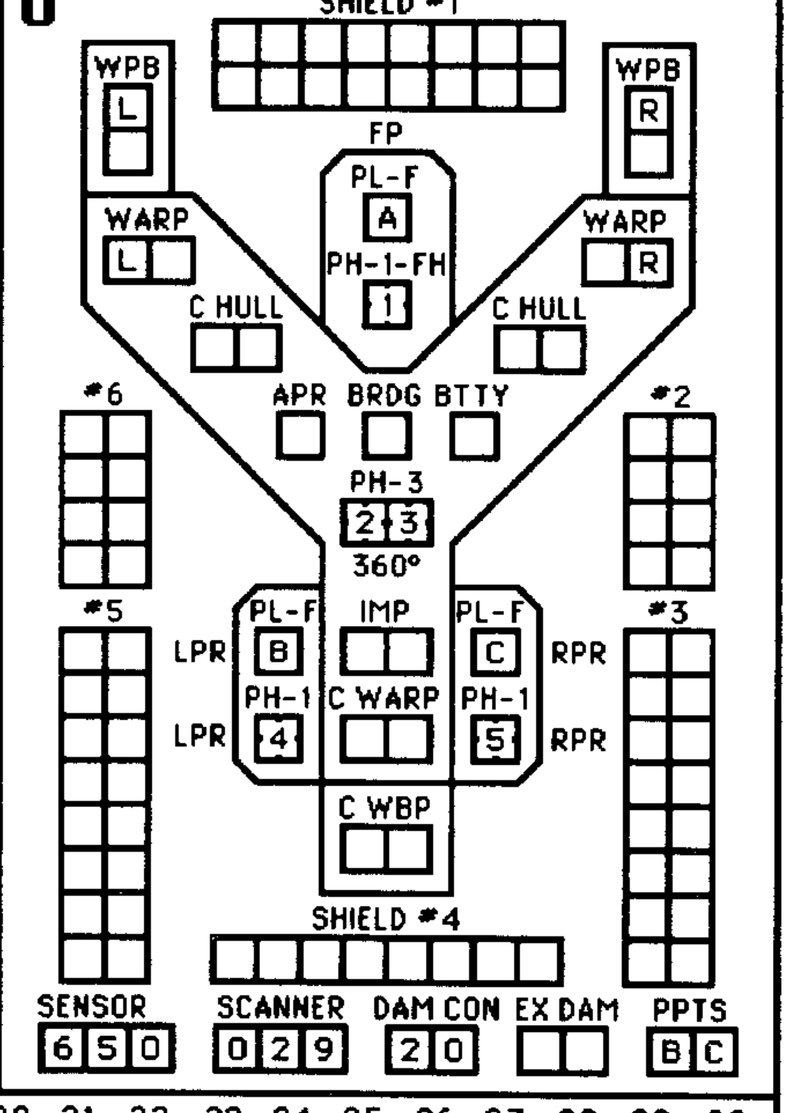












SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5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

TRIAXIAN STRIKE CARRIER GROUP

PLASMA TORPEDO WARHEAD STRENGTH TABLE

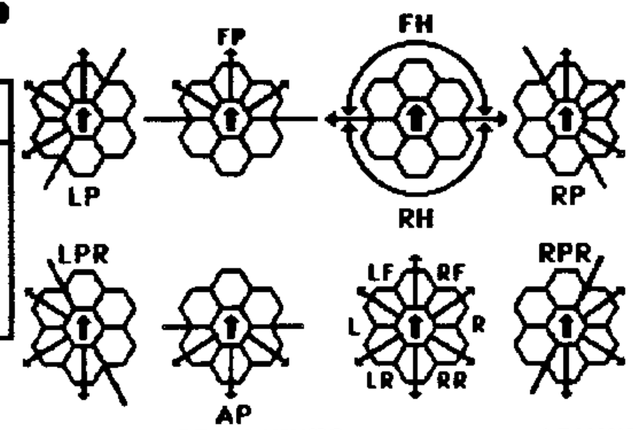
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-30	31-34	35
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE SL	16	16	16	16	16	16	16	16	12	12	12	6	3	1
TYPE SS	48	24	12	12	12	6	3	1	0	0	0	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE GL	10	10	10	10	10	8	8	8	4	2	1	0	0	0
TYPE GS	32	16	8	4	1	0	0	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1			0		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



TURN MODE TABLE FOR DE

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

TRIAXIAN STRIKE CARRIER

CREW UNITS: 10 20 30 40

BOARDING PARTIES: 10

DECK CREWS: 12

ADMINISTRATIVE SHUTTLES

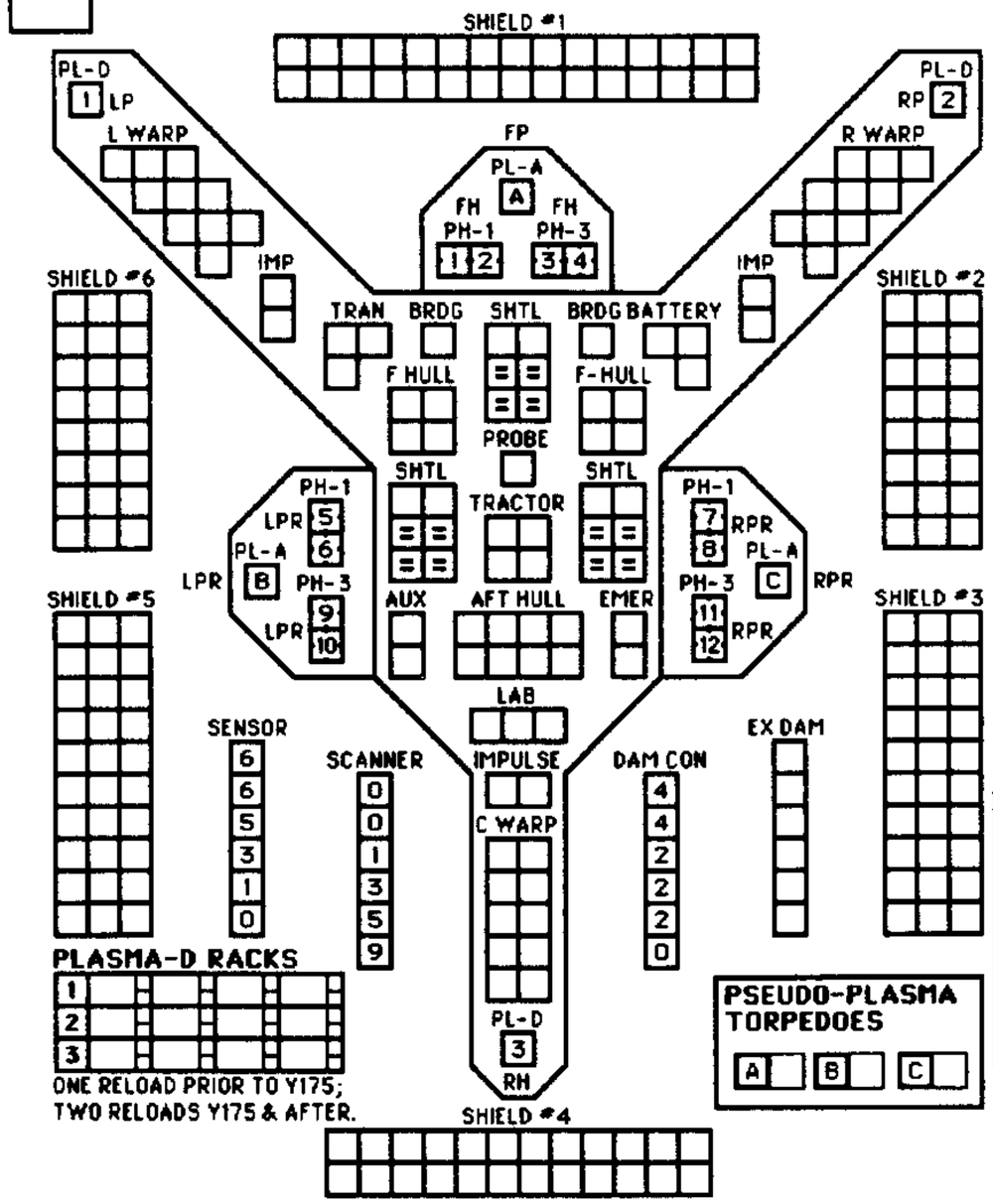
IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

T BOMBS: D D D D

PROBES: 5

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



PLASMA-D RACKS: 1 2 3

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

PSEUDO-PLASMA TORPEDOES: A B C

SHIP DATA TABLE

TYPE	=	CVS
POINT VALUE	=	170
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R53.8
Y175 REFIT	=	+0

SHIP DATA TABLE

TYPE	=	CWE
POINT VALUE	=	148
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R53.9
LIMITED AEGIS		

SHIP DATA TABLE

TYPE	=	CWA
POINT VALUE	=	160
REFERENCE	=	R53.9A
FULL AEGIS		
INCLUDES Y175 REFIT		

TURN MODE TABLE FOR CVS AND CWE

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

HET & BREAKDOWN RECORD

CVS	CWE
HEDC	HEDC
HET	HET
BD	BD

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

TRIAXIAN ESCORT WAR CRUISER

CREW UNITS: 10 20 30 40

BOARDING PARTIES: 10

DECK CREWS: 2

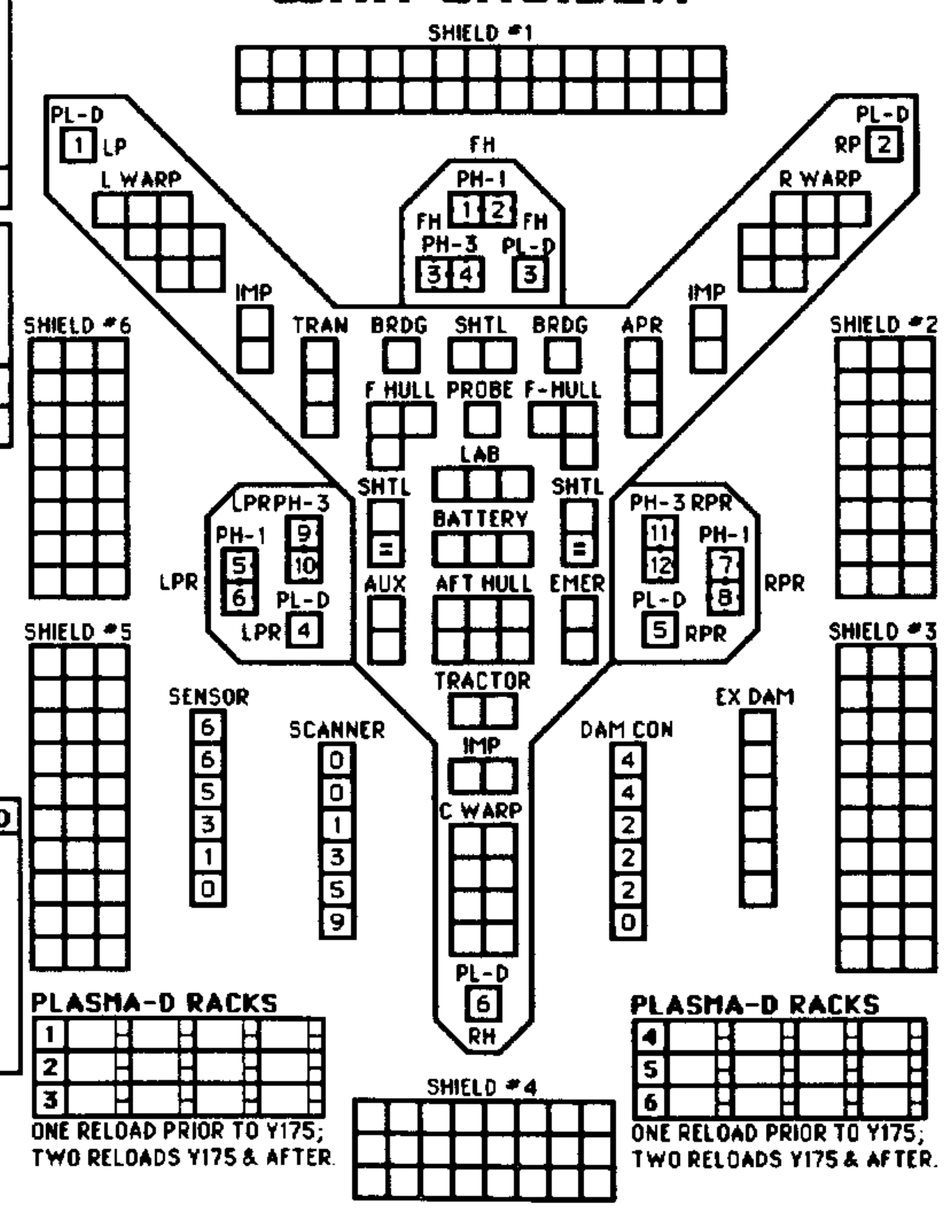
PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS: D D D D



PLASMA-D RACKS: 1 2 3

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

PLASMA-D RACKS: 4 5 6

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

TRIAXIAN DESTROYER ESCORT

CREW UNITS: 10 20

BOARDING PARTIES: 6

DECK CREWS: 2

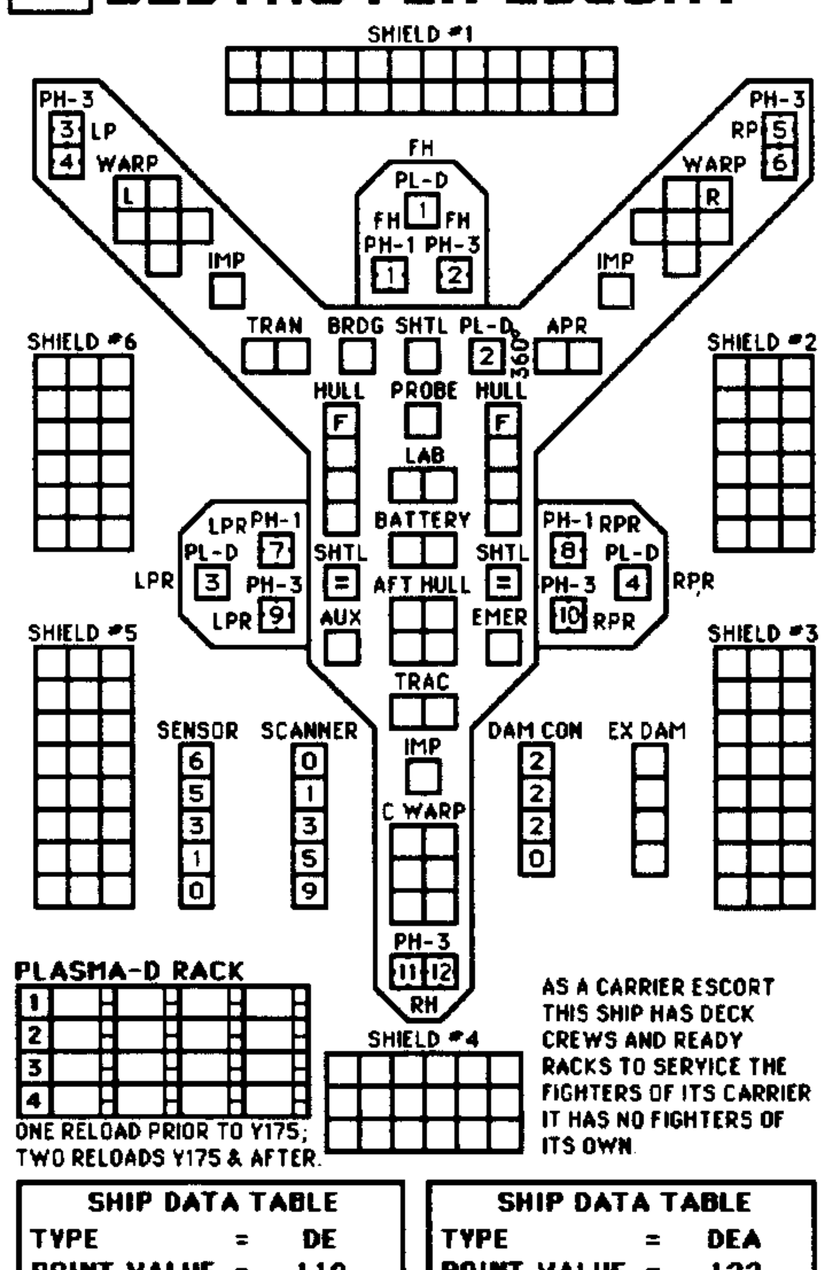
PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

T BOMBS: D D



PLASMA-D RACK: 1 2 3 4

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

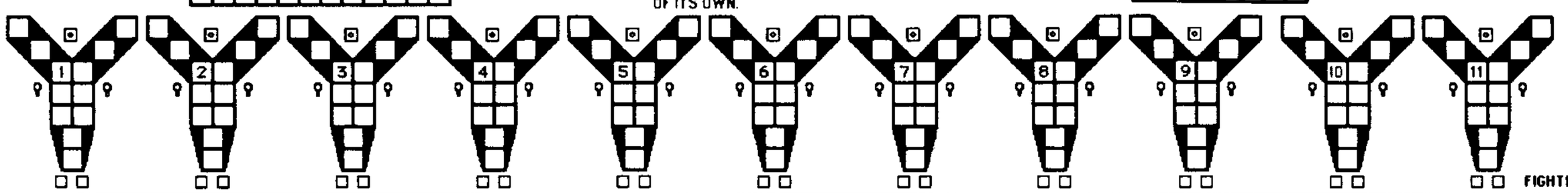
AS A CARRIER ESCORT THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF ITS CARRIER IT HAS NO FIGHTERS OF ITS OWN.

SHIP DATA TABLE

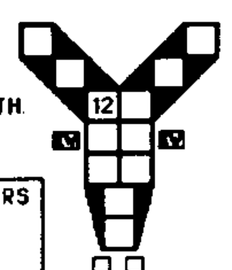
TYPE	=	DE
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R53.10
LIMITED AEGIS		

SHIP DATA TABLE

TYPE	=	DEA
POINT VALUE	=	122
REFERENCE	=	R53.10A
FULL AEGIS		
INCLUDES Y175 REFIT		



FIGHTERS CARRY ONE PLASMA-F OR TWO PLASMA-Ds, NOT BOTH.



CALTROP FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

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
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
	Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
	Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

5 = HET COST
6 = E M WARP COST

TRIAXIAN WAR CRUISER

CNTR

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

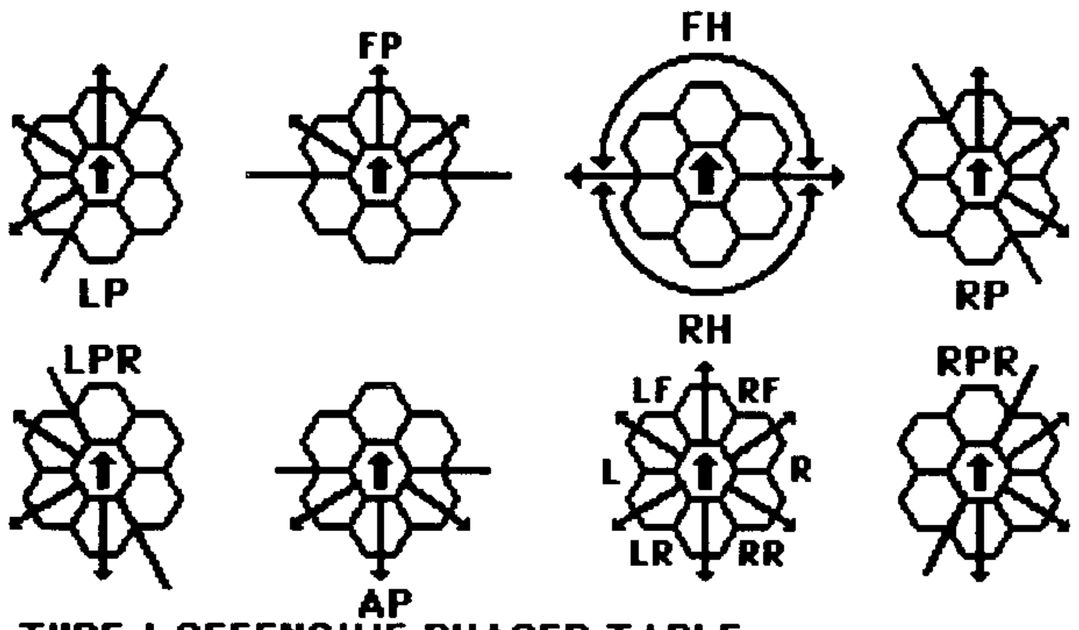
IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

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



SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R53.7
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

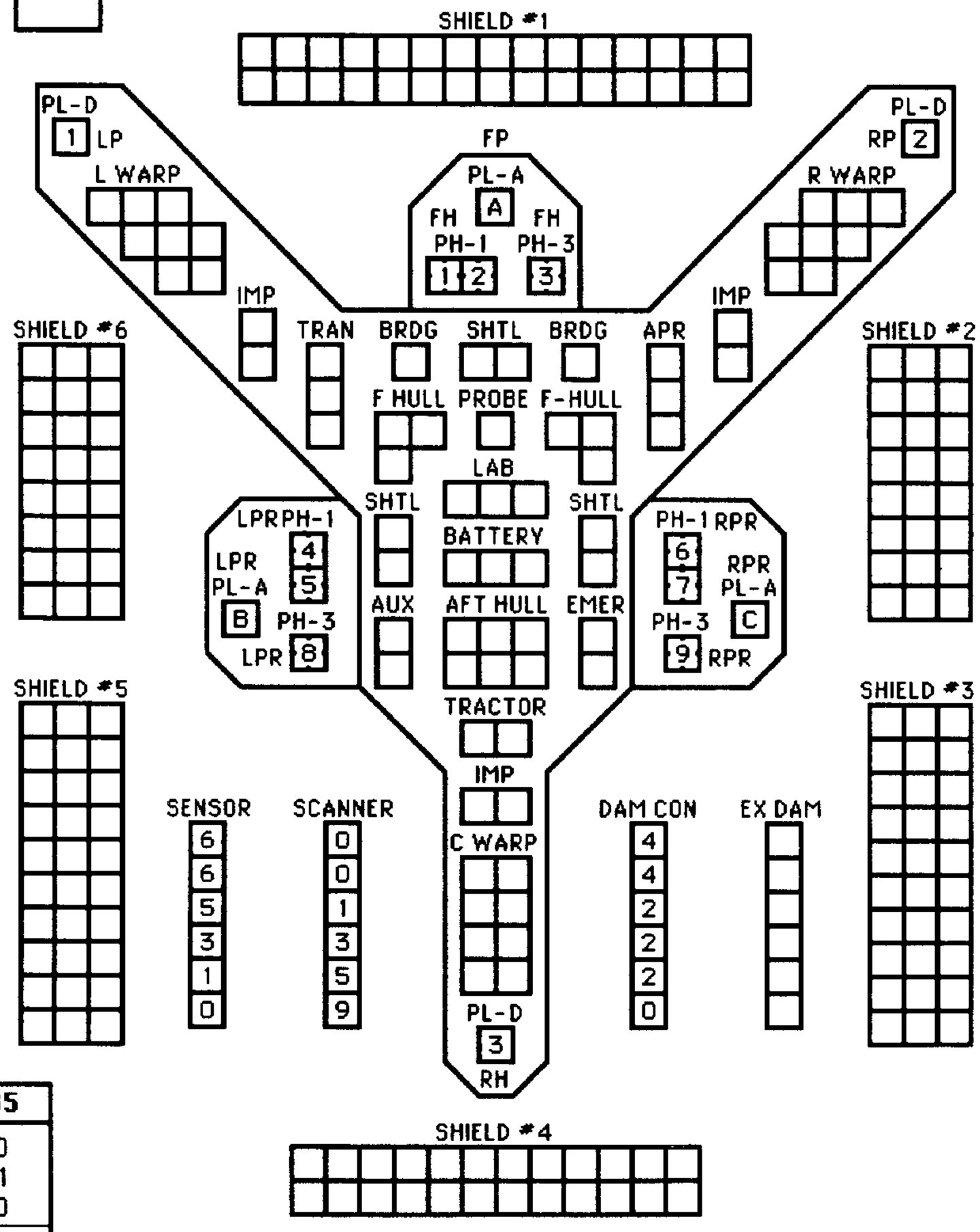
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-30	31-34	35
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE SL	16	16	16	16	16	16	16	16	12	12	12	6	3	1
TYPE SS	48	24	12	12	12	6	3	1	0	0	0	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE GL	10	10	10	10	10	8	8	8	4	2	1	0	0	0
TYPE GS	32	16	8	4	1	0	0	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1			0		



PLASMA-D RACKS

1					
2					
3					

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

PSEUDO-PLASMA TORPEDOES

A		B		C	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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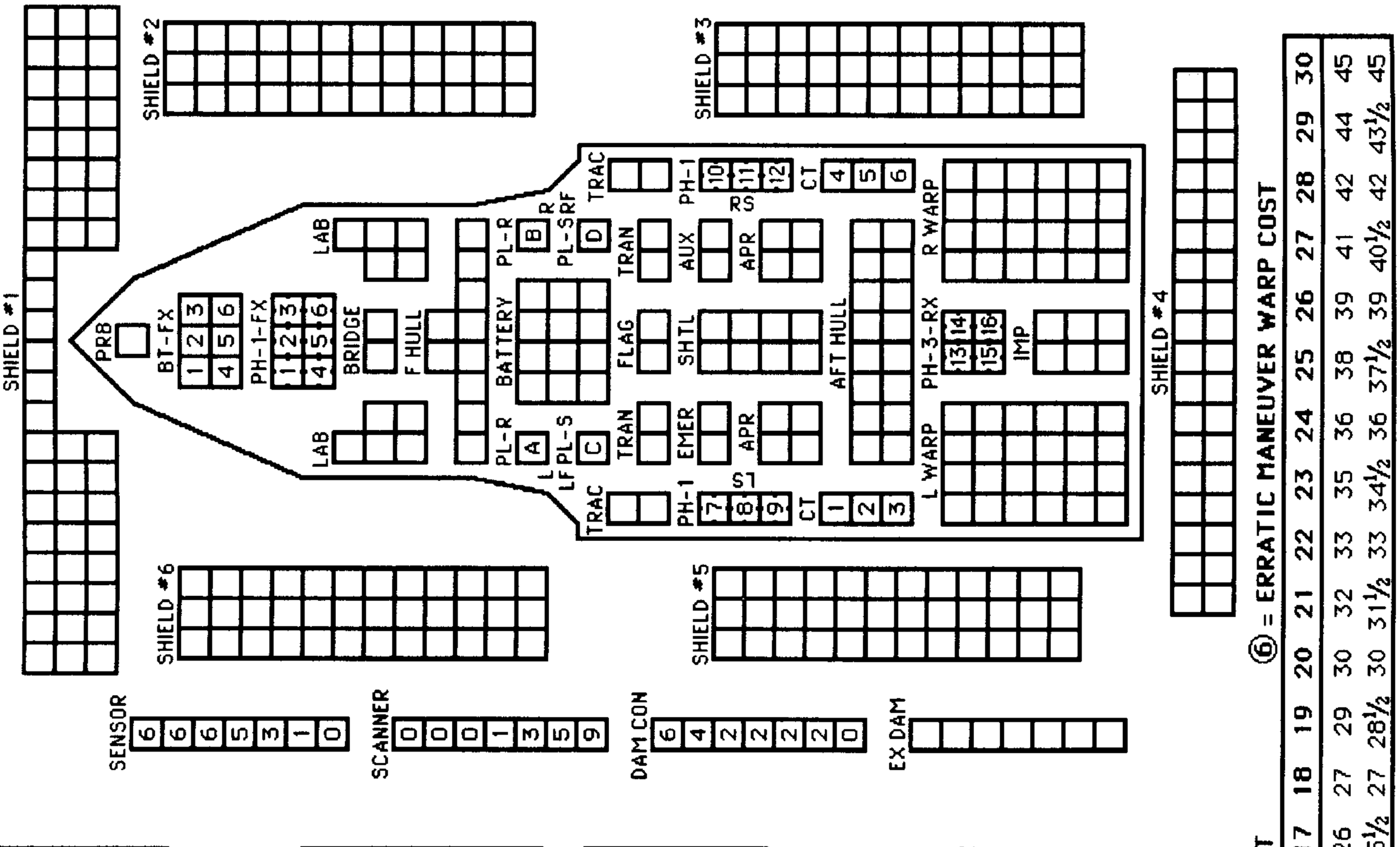
SHARKHUNTER DREADNOUGHT

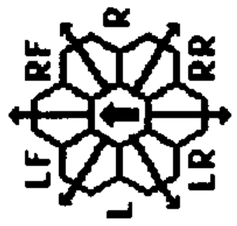


SHIP DATA TABLE	
TYPE	= DN
POINT VALUE	= 240
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R54.10

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

CHAFF CHARGES: 1 2 3 4 5 6

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: 10 20 30 40 *

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER

PSEUDO-PLASMA TORPEDOES: A R B R C S D S

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16	17	18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	10	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	0	0
BOLT	1-4	1-3		1-2								1				

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

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

⑥ = ERRATIC MANEUVER WARP COST

SHARKHUNTER HEAVY BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	200
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.11

CNTR

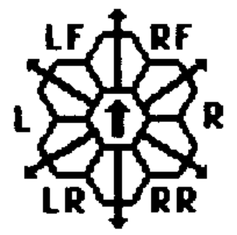
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

CHAFF CHARGES

1										
2										
3										
4										
5										
6										

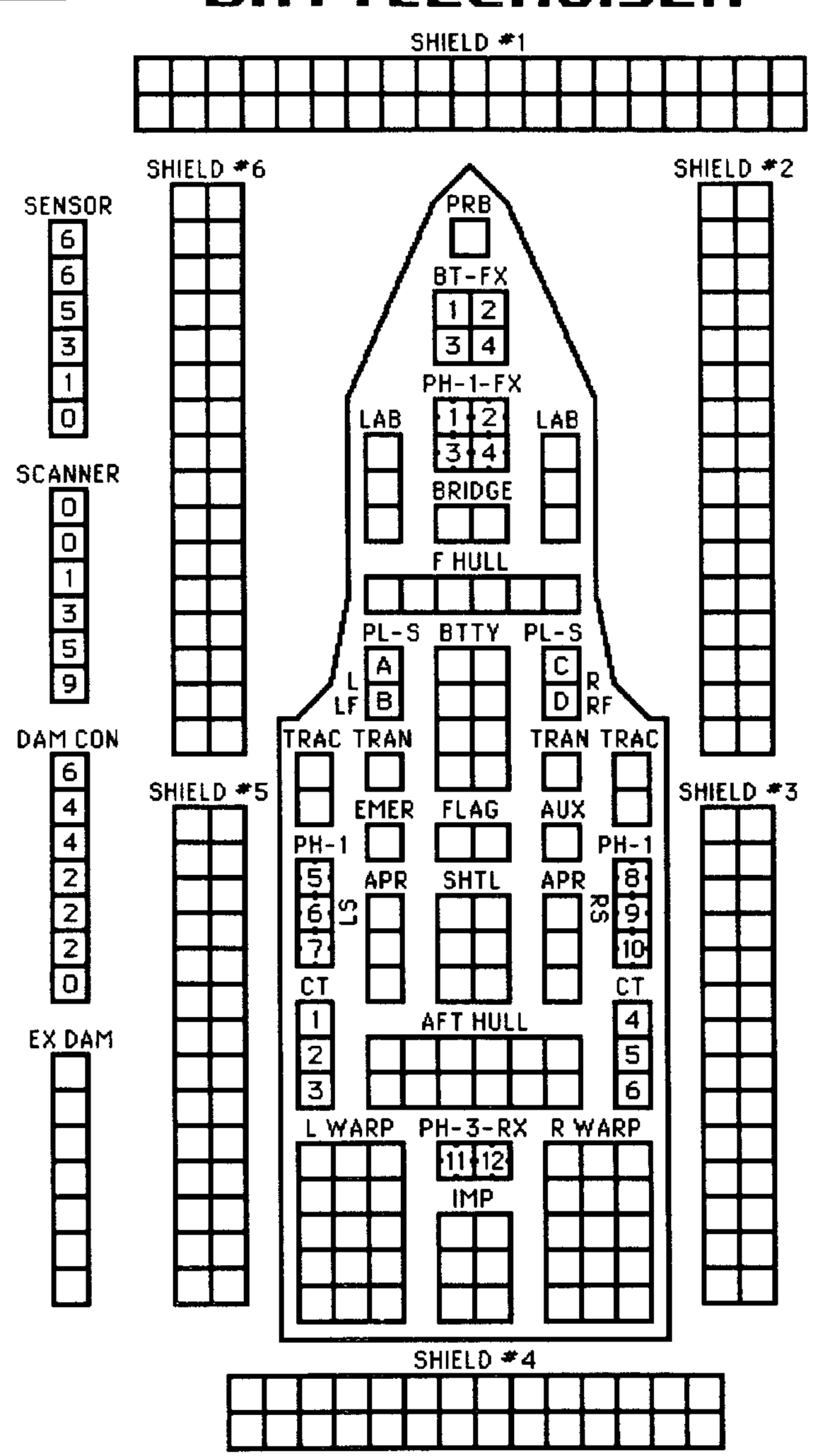
WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

PSEUDO-PLASMA TORPEDOES

A S B S C S D S

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
BOLT	1-4	1-3	1-2						1		



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

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SHARKHUNTER HEAVY CRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	179
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE / SPEED

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

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

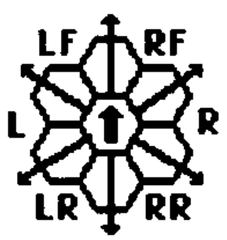
CHAFF CHARGES

1										
2										
3										
4										

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

PSEUDO-PLASMA TORPEDOES

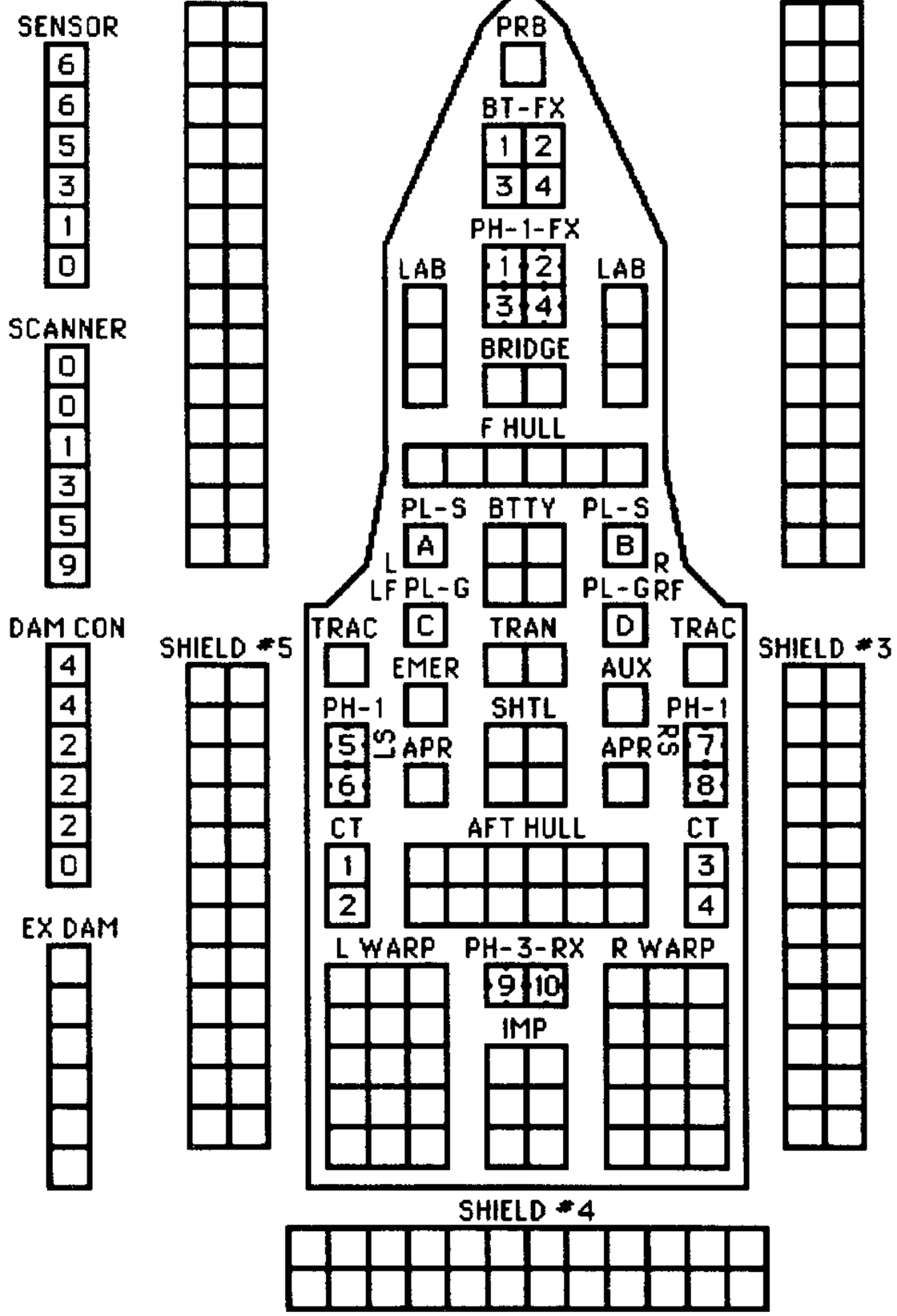
A S B S C G D G



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

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
BOLT	1-4	1-3	1-2						1		



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

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SHARKHUNTER WAR CRUISER

CREW UNITS

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.3

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

HET

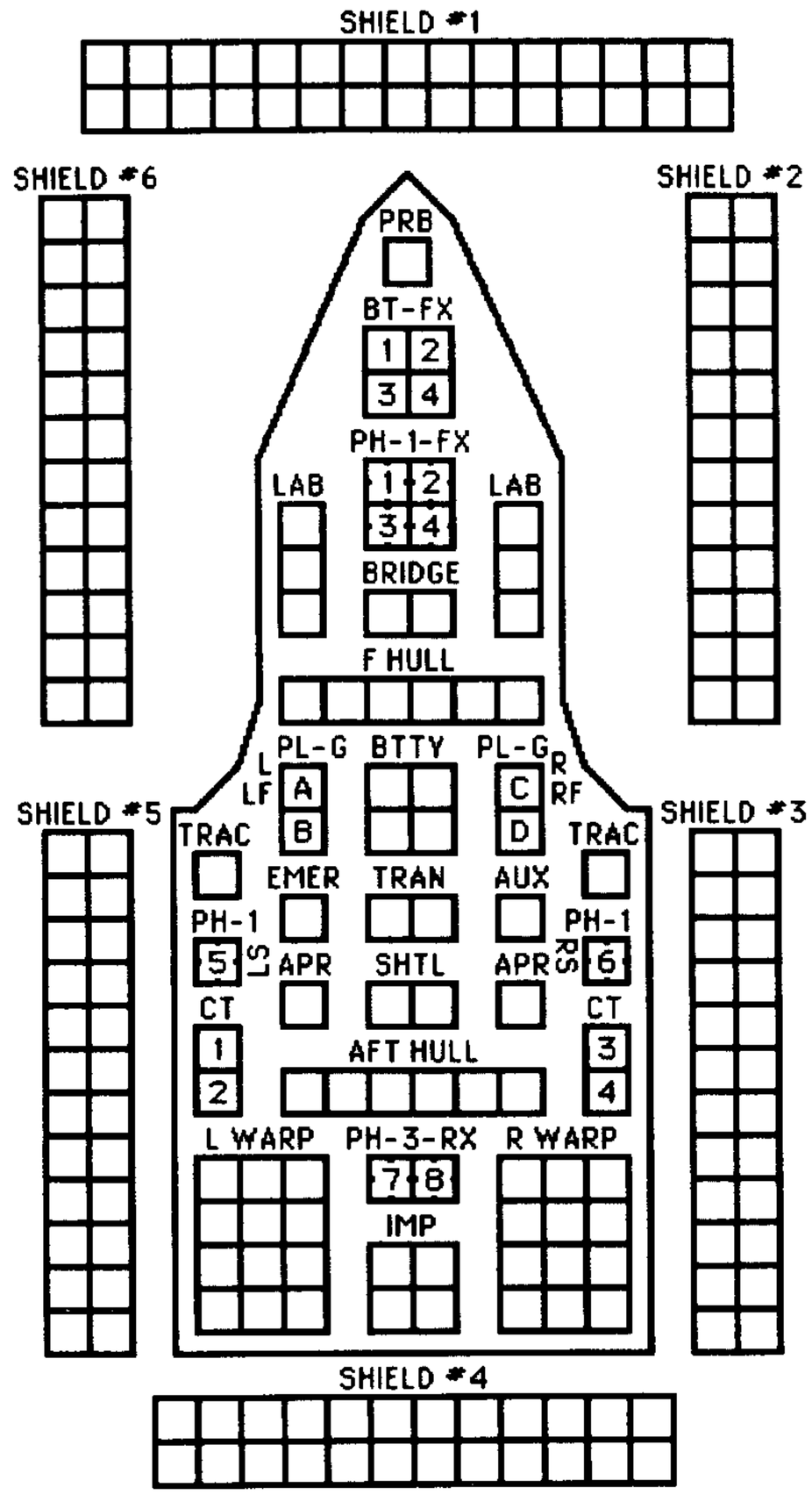
BD

SENSOR 6 6 4 1 0

SCANNER 0 0 1 5 9

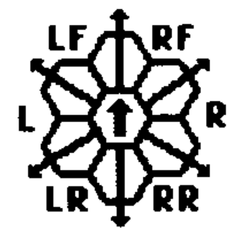
DAM CON 4 2 2 2 0

EX DAM



TYPE III DEFENSE PHASER

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



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

CHAFF CHARGES

1										
2										
3										
4										

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

PSEUDO-PLASMA TORPEDOES

A G B G C G D G

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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SHARKHUNTER WAR DESTROYER

CREW UNITS 10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 10

TRANSPORTER BOMBS D D

PROBES 5

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	102
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R54.4

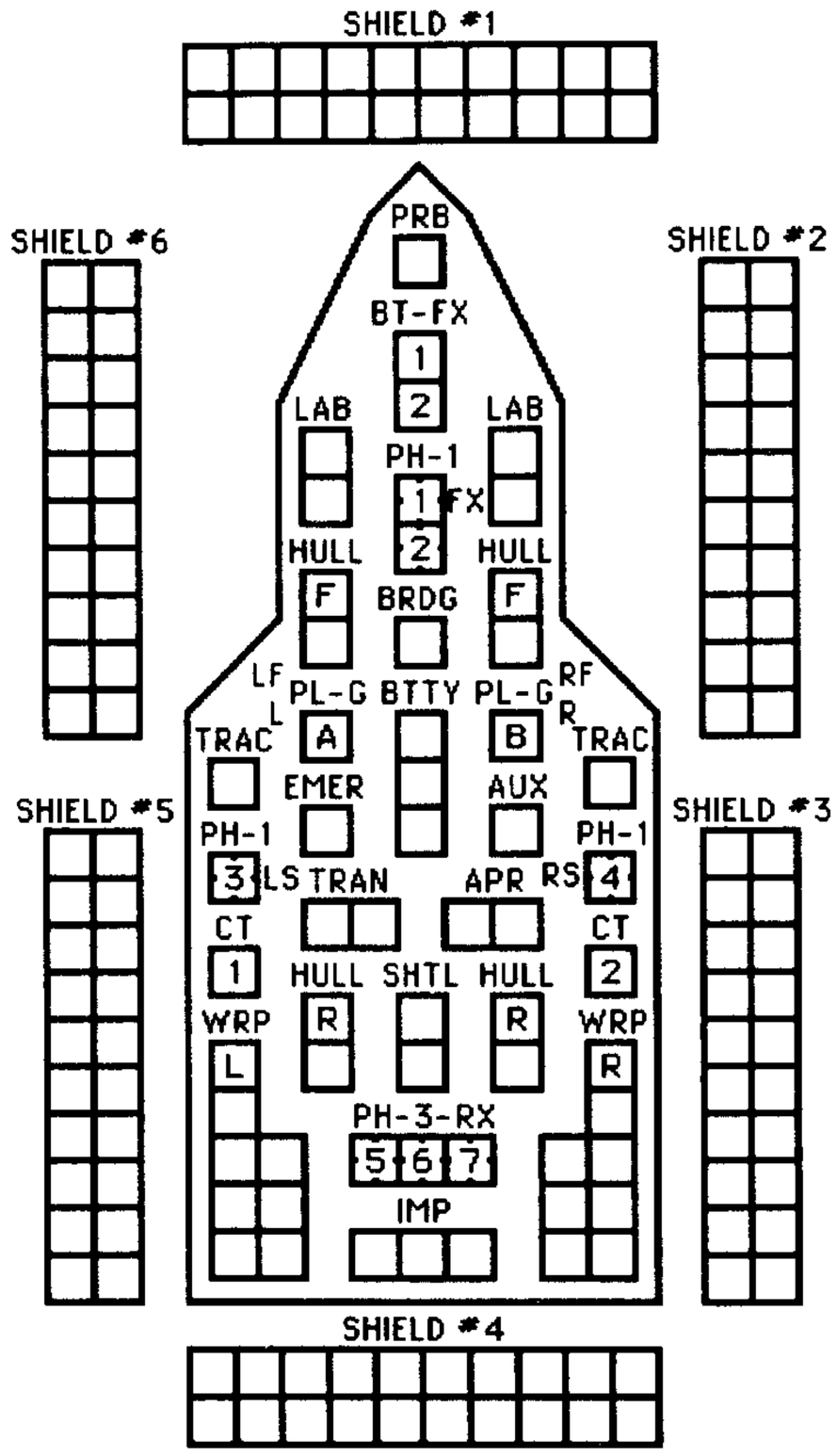
CNTR

SENSOR 6 6 4 1 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 0

EX DAM



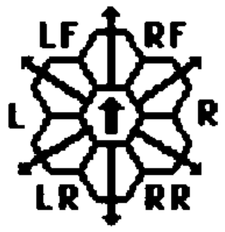
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

CHAFF CHARGES

1 2

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

PSEUDO-PLASMA TORPEDOES

A G B G

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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SHARKHUNTER FRIGATE

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

ADMINISTRATIVE SHUTTLES

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

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

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

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

SHIP DATA TABLE		
TYPE	=	FF
POINT VALUE	=	80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R54.5

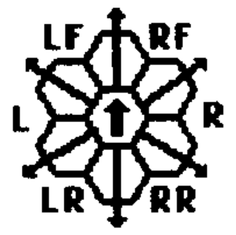
TYPE I OFFENSIVE PHASER TABLE

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

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

CHAFF CHARGES

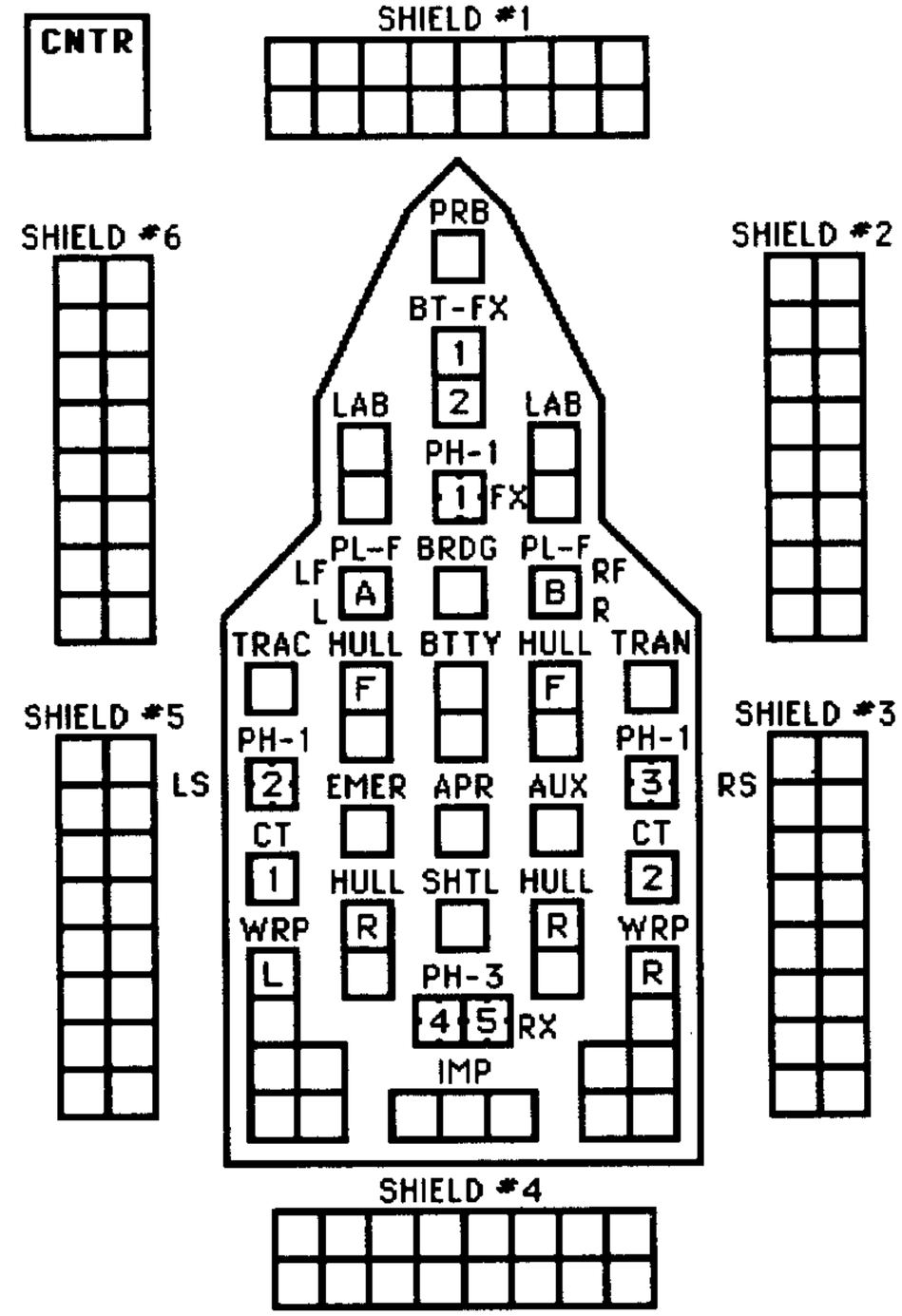
1										
2										

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

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		

PSEUDO-PLASMA TORPEDOES
[A] F [B] F



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

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

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

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SHARKHUNTER WAR CRUISER SCOUT

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	155/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.6

CNTR

BOARDING PARTIES

										10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE / SPEED

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

B

HET

BD

TYPE III DEFENSE PHASER

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

CHAFF CHARGES

1										
2										
3										
4										

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

SENSOR

6
6
4
1
0

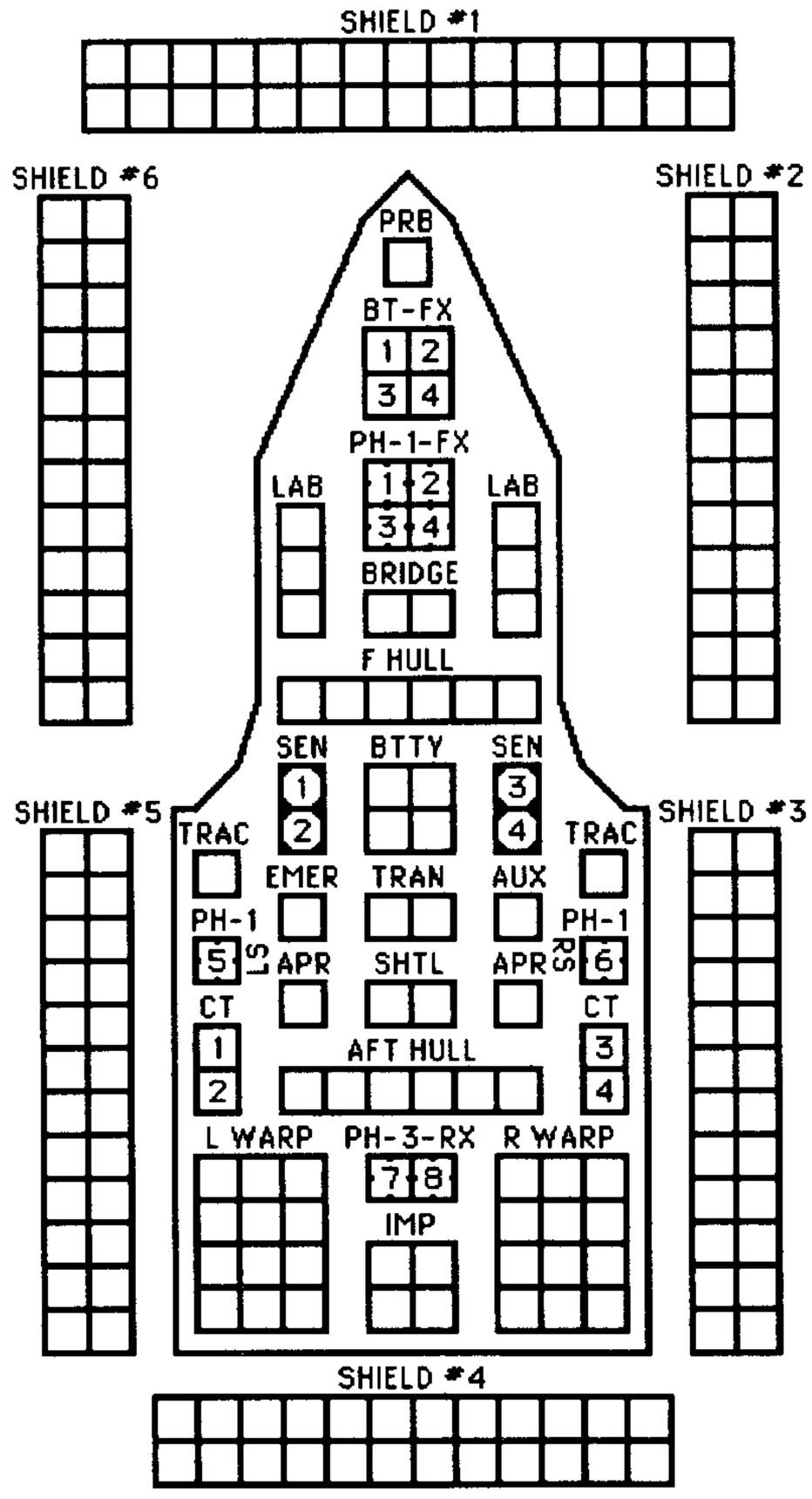
SCANNER

0
0
1
5
9

DAM CON

4
2
2
2
0

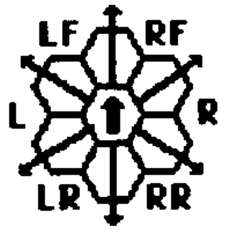
EX DAM



SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX **[5] = HET COST** **⑥ = ERRATIC MANEUVER WARP COST**

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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SHARKHUNTER STRIKE CARRIER GROUP

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
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

CREW UNITS 10 20 30 40

ADMINISTRATIVE SHUTTLES: IDENT | HIT POINTS | NOTES

BOARDING PARTIES 10

DECK CREWS 10

PROBES 5

TRANSPORTER BOMBS D D D D

CNTR

SHARKHUNTER STRIKE CARRIER

SHIELD #1

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

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

PRB BT-FX 1 2 3 4 PH-1-FX 1 2 3 4 LAB LAB BRIDGE F HULL

PL-S A L LF PL-G PL-S B R PL-GRF

TRAC C EMER TRAN D AUX TRAC SHTL

PH-1 5 6 LS SHTL PH-1 7 8 RS

CT 1 2 AFT HULL CT 3 4

L WARP PH-3-RX 9 10 R WARP IMP

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

SHIP DATA TABLE

TYPE	=	CVS
POINT VALUE	=	189
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.7

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

CHAFF CHARGES 1 2 3 4

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

PSEUDO-PLASMA TORPEDOES: A S B S C G D G

LF RF L R LR RR

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

SHIP DATA TABLE

TYPE	=	CWE
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.8
LIMITED AEGIS		

SHIP DATA TABLE

TYPE	=	CWA
POINT VALUE	=	150
REFERENCE	=	R54.8A
FULL AEGIS		
INCLUDES Y175 REFIT		

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

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

CREW UNITS 10 20 30

ADMINISTRATIVE SHUTTLES: IDENT | HIT POINTS | NOTES

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

DECK CREWS 2

PROBES 5

CNTR

SHARKHUNTER ESCORT WAR CRUISER

SHIELD #1

SENSOR 6 6 4 1 0

SCANNER 0 0 1 5 9

DAM CON 4 2 2 2 0

EX DAM

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

PRB PH-3-FX 1 2 3 4 PH-1-FX 5 6 7 8 LAB LAB BRIDGE F HULL

PL-D 1 2 LS PL-D BTTY PL-D 3 4 RS

TRAC EMER TRAN AUX TRAC PH-1 9 LS APR SHTL APR RS 10 PH-1

CT 1 2 AFT HULL CT 3 4

L WARP PH-3-RX 11 12 R WARP IMP

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

PLASMA-D RACKS 1 2 3 4

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER

CHAFF CHARGES 1 2 3 4

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT

SHIP DATA TABLE

TYPE	=	DWE
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R54.9
LIMITED AEGIS		

SHIP DATA TABLE

TYPE	=	DWA
POINT VALUE	=	118
REFERENCE	=	R54.9A
FULL AEGIS		
INCLUDES Y175 REFIT		

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

PLASMA-D RACKS 1 2

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER

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

CREW UNITS 10 20

ADMINISTRATIVE SHUTTLES: IDENT | HIT POINTS | NOTES

BOARDING PARTIES 10

TRANSPORTER BOMBS D D

DECK CREWS 2

PROBES 5

CNTR

SHARKHUNTER ESCORT WAR DESTROYER

SHIELD #1

SENSOR 6 6 4 1 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 2 0

EX DAM

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

PRB PH-3-FX 1 2 3 4 LAB LAB PH-1 FX HULL F BRDG HULL F

LS PL-D BTTY PL-D RS

TRAC 1 EMER AUX 2 TRAC PH-1 5 LS TRAN APR RS 6 PH-1

CT 1 HULL SHTL HULL 2 CT

WRP L R = = R WRP R

PH-3-RX 7 8 9 IMP

CHAFF CHARGES 1 2

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

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

HARPOON FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

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

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
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	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
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	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

5 = HET COST
⑥ = ERRATIC MANEUVER WARP COST

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BARBARIAN DREADNOUGHT

CREW UNITS

			*					
								10
								20
								30
								40
								50

BOARDING PARTIES

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	220
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R55.2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

H&R

TYPE III DEFENSE PHASER

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

NON-WEAPON OPTIONS

1	
2	
3	
4	

POWER OPTIONS

1	
2	
3	
4	

WEAPON OPTIONS

A	
B	
C	
D	
E	
F	
G	
H	
J	
K	
L	
M	
N	
P	

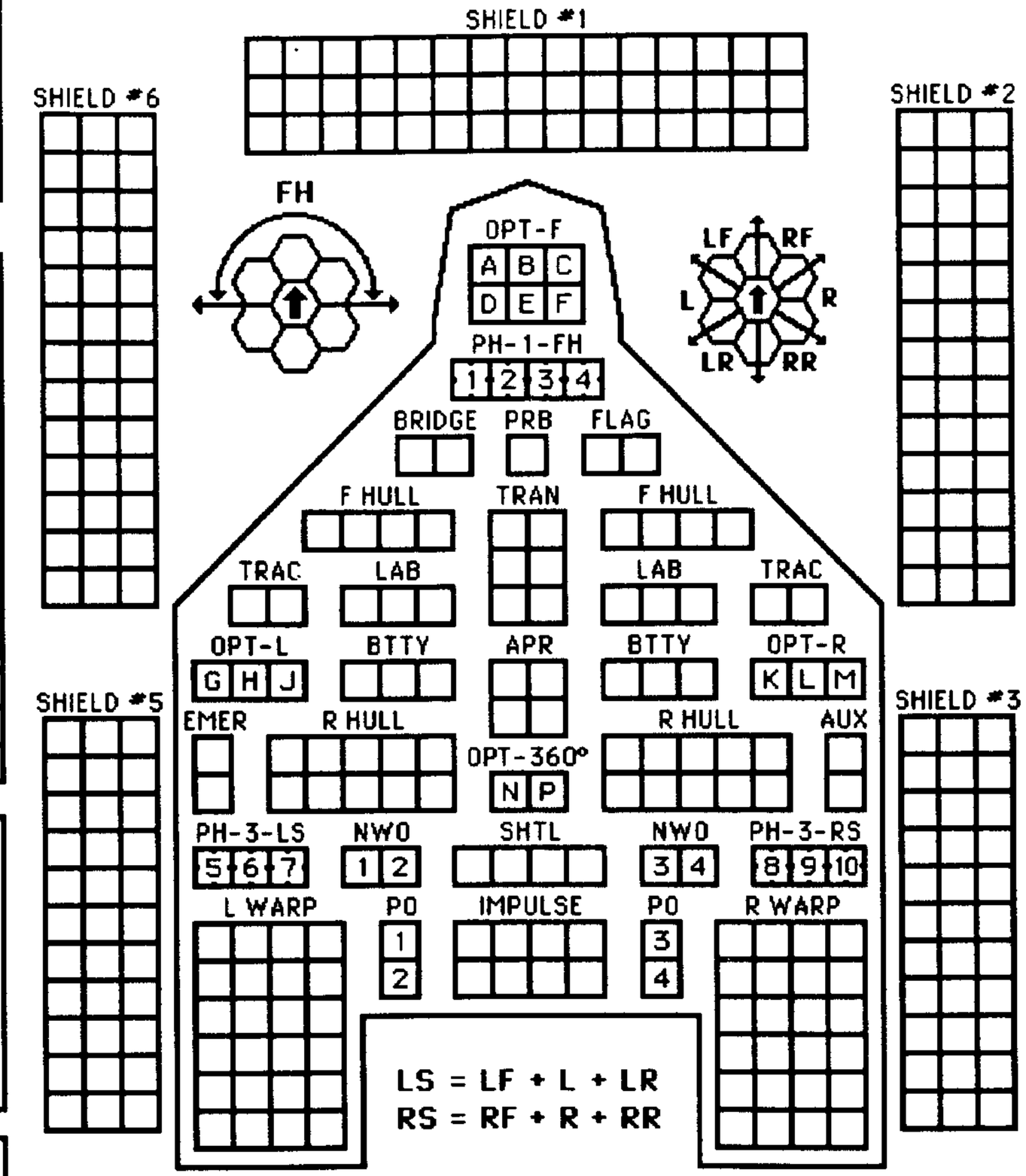
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.



SENSOR								
	6	6	6	5	3	2	1	0

DAM CON								
	6	6	4	4	2	2	2	0

SCANNER								
	0	0	0	1	2	3	5	9

EXCESS DAMAGE

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

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

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BARBARIAN HEAVY BATTLECRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

								10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				S

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R55.3

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

H&R

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 PHASER

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

WEAPON OPTIONS

A	
B	
C	
D	
E	
F	
G	
H	
J	
K	

NON-WEAPON OPTIONS

1	
2	
3	
4	

POWER OPTIONS

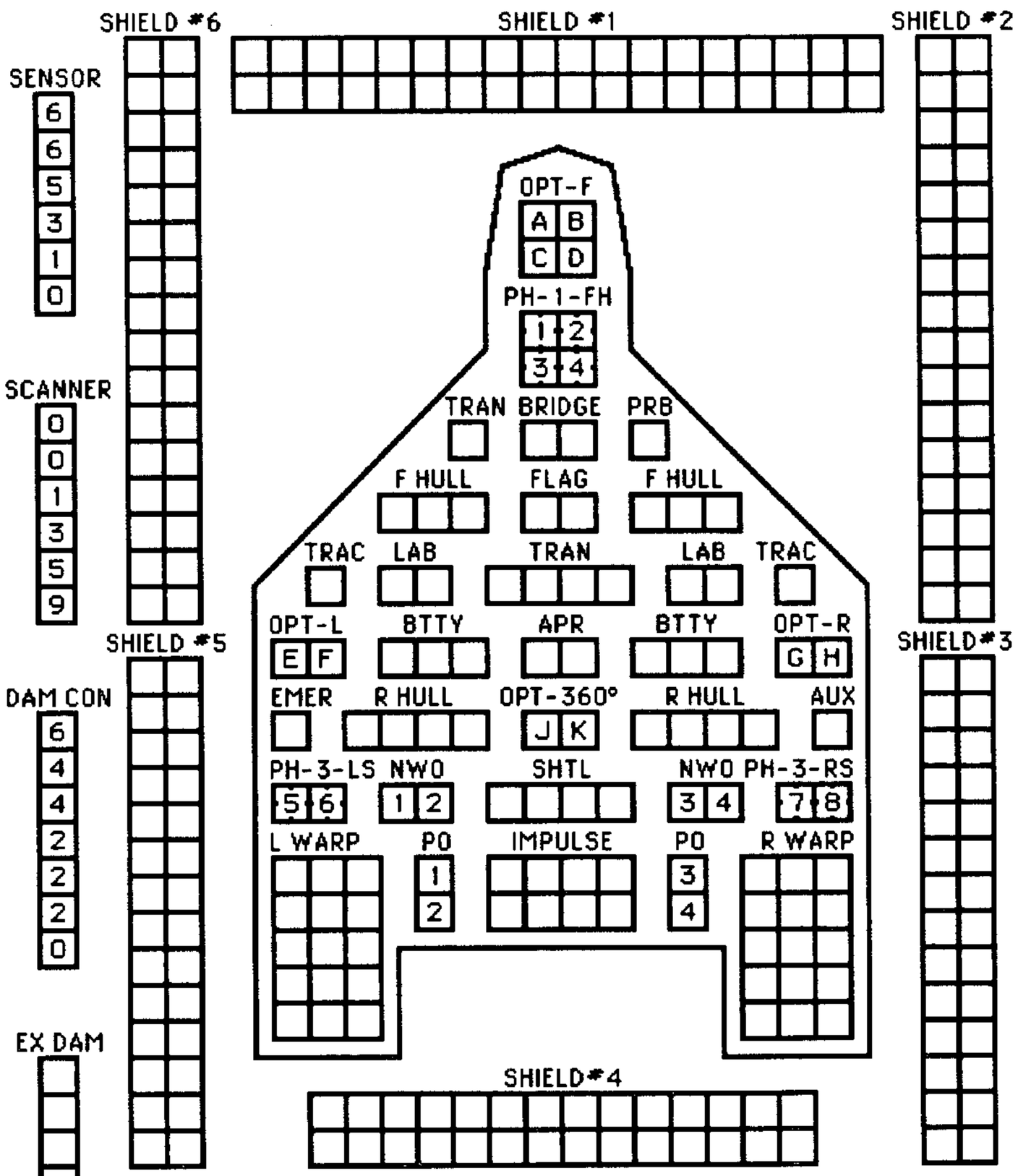
1	
2	
3	
4	

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.



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BARBARIAN HEAVY CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

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

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

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R55.4

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

H&R

[ ]
[ ]
[ ]

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

TYPE III DEFENSE PHASER

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

WEAPON OPTIONS

A	
B	
C	
D	
E	
F	
G	
H	
J	
K	

NON-WEAPON OPTIONS

1	
2	
3	
4	

POWER OPTIONS

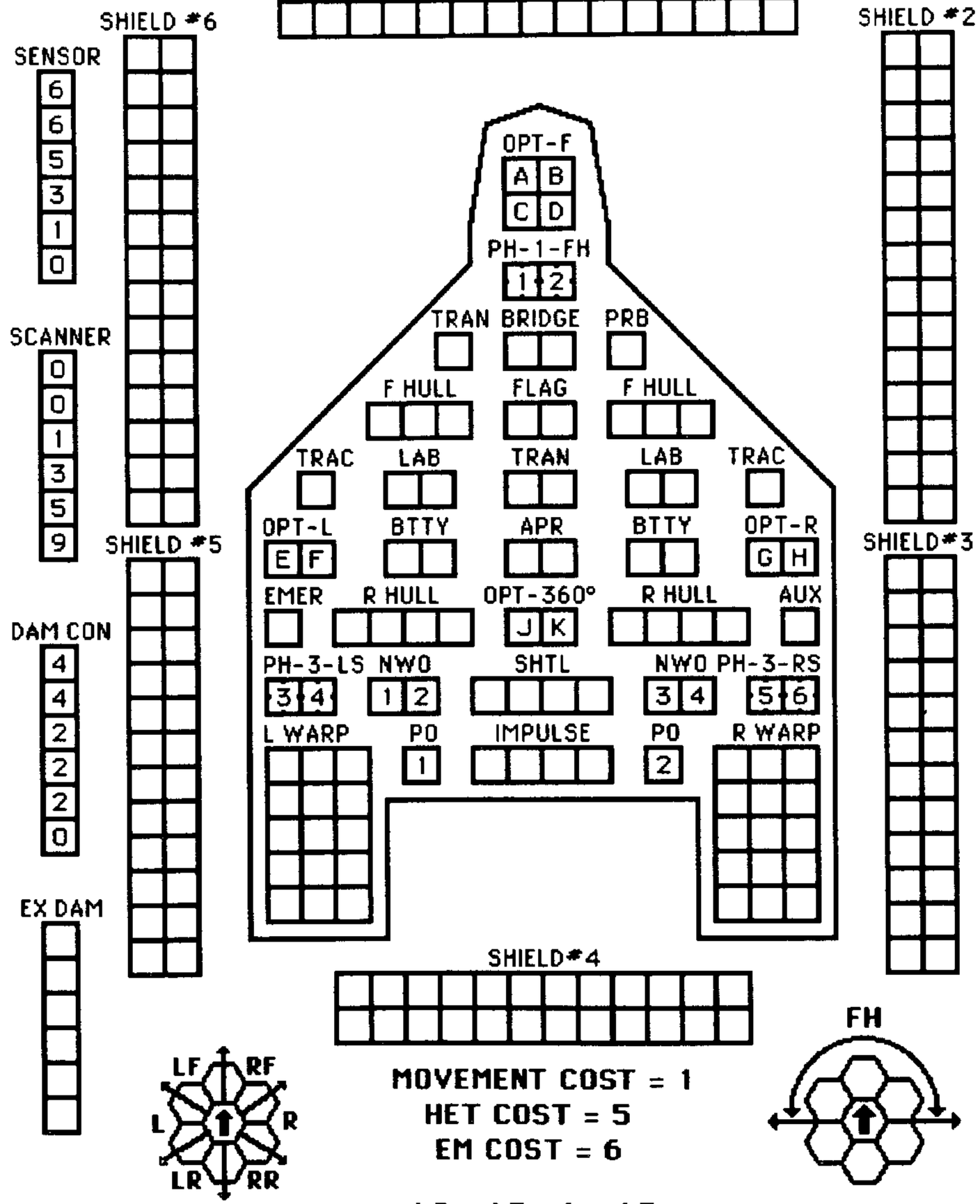
1	
2	

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.



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

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

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BARBARIAN LIGHT CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R55.5

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

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

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

TYPE I OFFENSIVE PHASER TABLE

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

H&R

[ ]
[ ]
[ ]

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

TYPE III DEFENSE PHASER

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

WEAPON OPTIONS

A	
B	
C	
D	
E	
F	
G	
H	
J	
K	

NON-WEAPON OPTIONS

1	
2	
3	
4	

POWER OPTIONS

1	
2	

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.

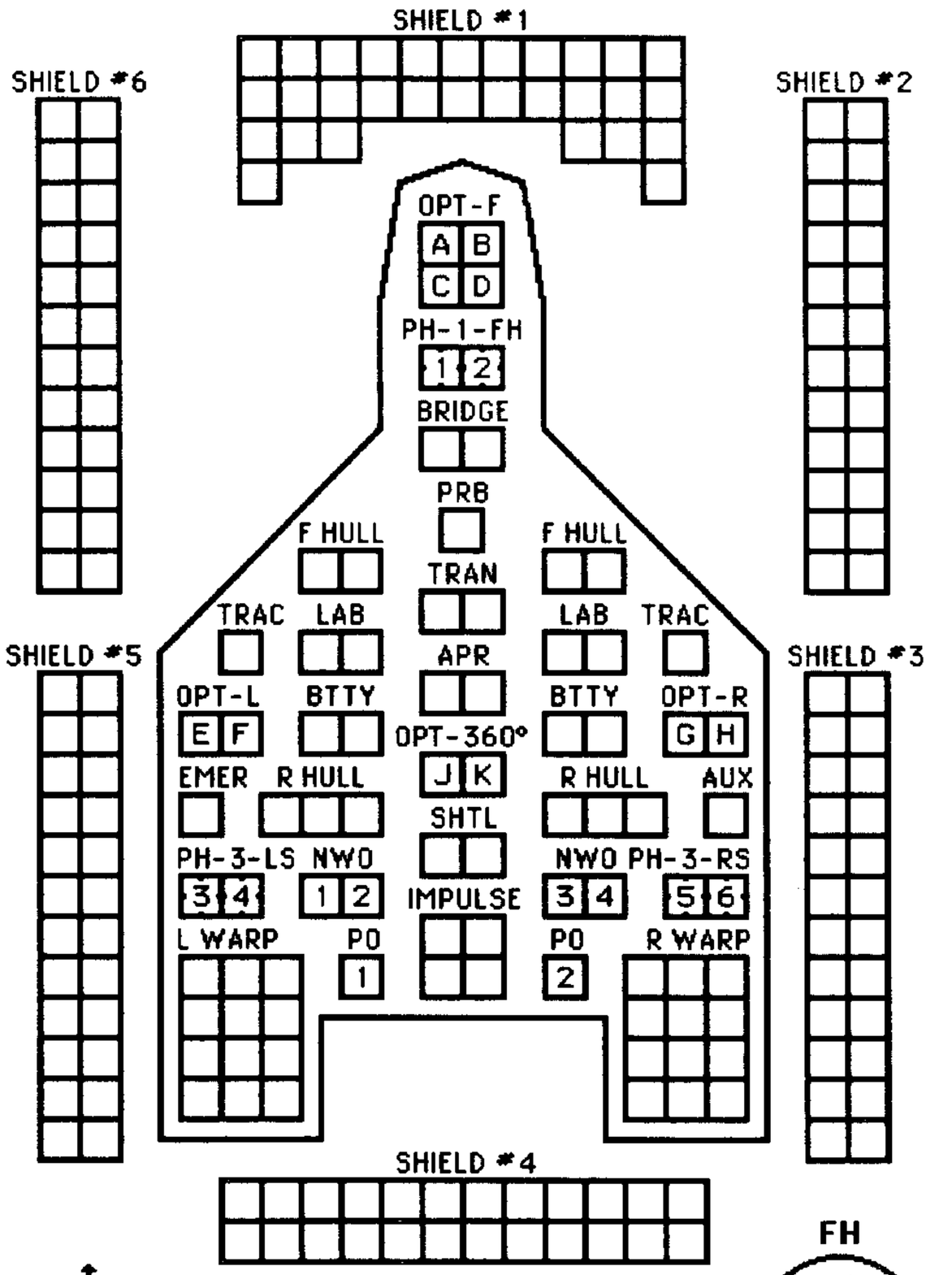
CNTR

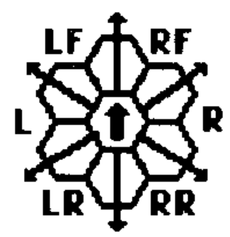
SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

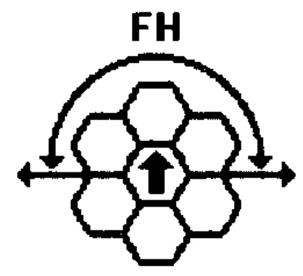
DAM CON 4 4 2 2 2 0

EX DAM





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



SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

BARBARIAN DESTROYER

CREW UNITS: * 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D

PROBES: 5

SHIP DATA TABLE		
TYPE	=	DD
POINT VALUE	=	90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R55.6

CNTR

SENSOR: 6 5 1 0

SCANNER: 0 1 5 9

DAM CON: 2 2 2 0

EX DAM

H&R

TURN MODE / SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEAPON OPTIONS

A	
B	
C	
D	
E	
F	

NON-WEAPON OPTIONS

1	
2	
3	
4	

POWER OPTIONS

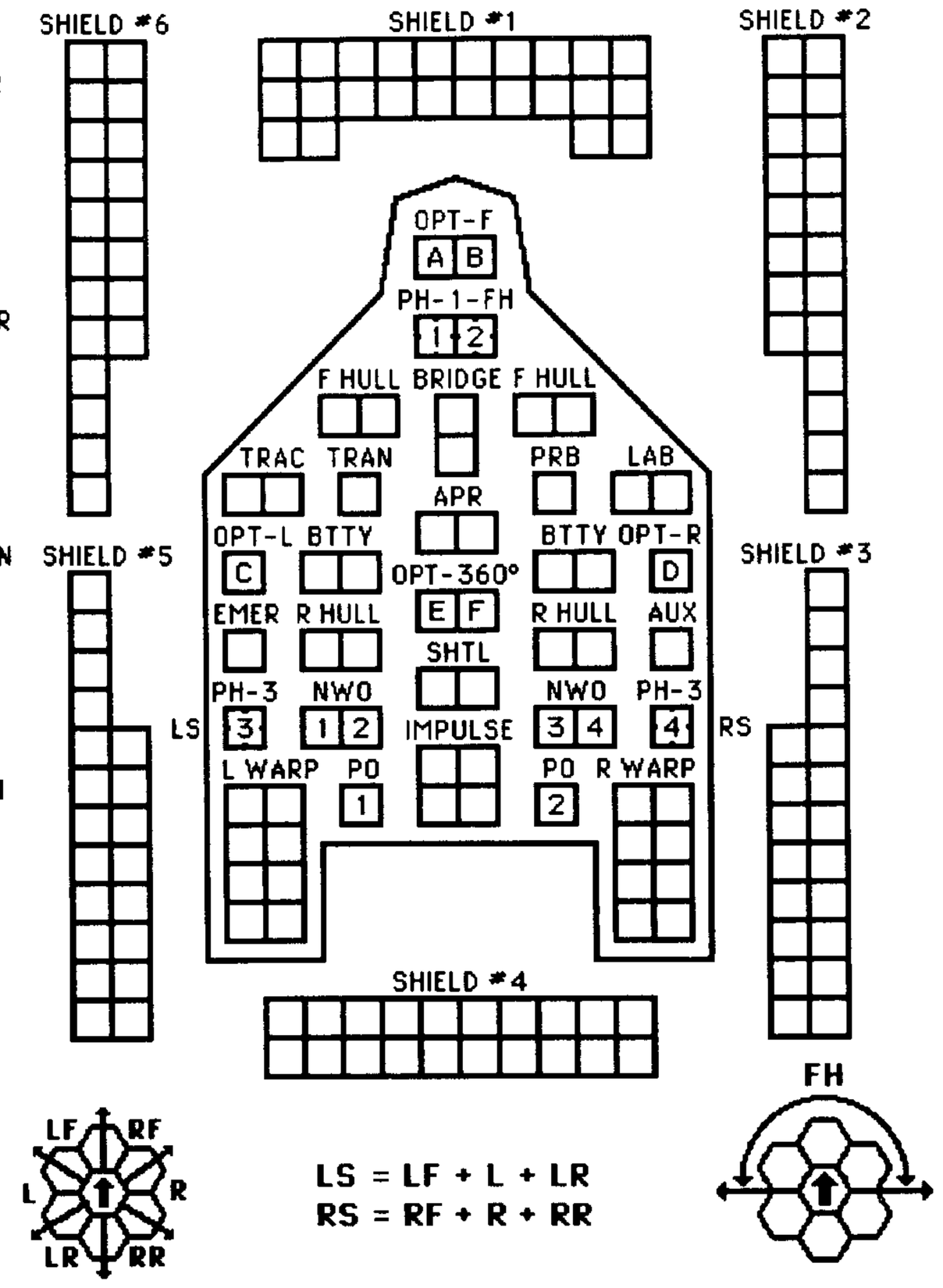
1	
2	

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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BARBARIAN FRIGATE

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

				5

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R55.7

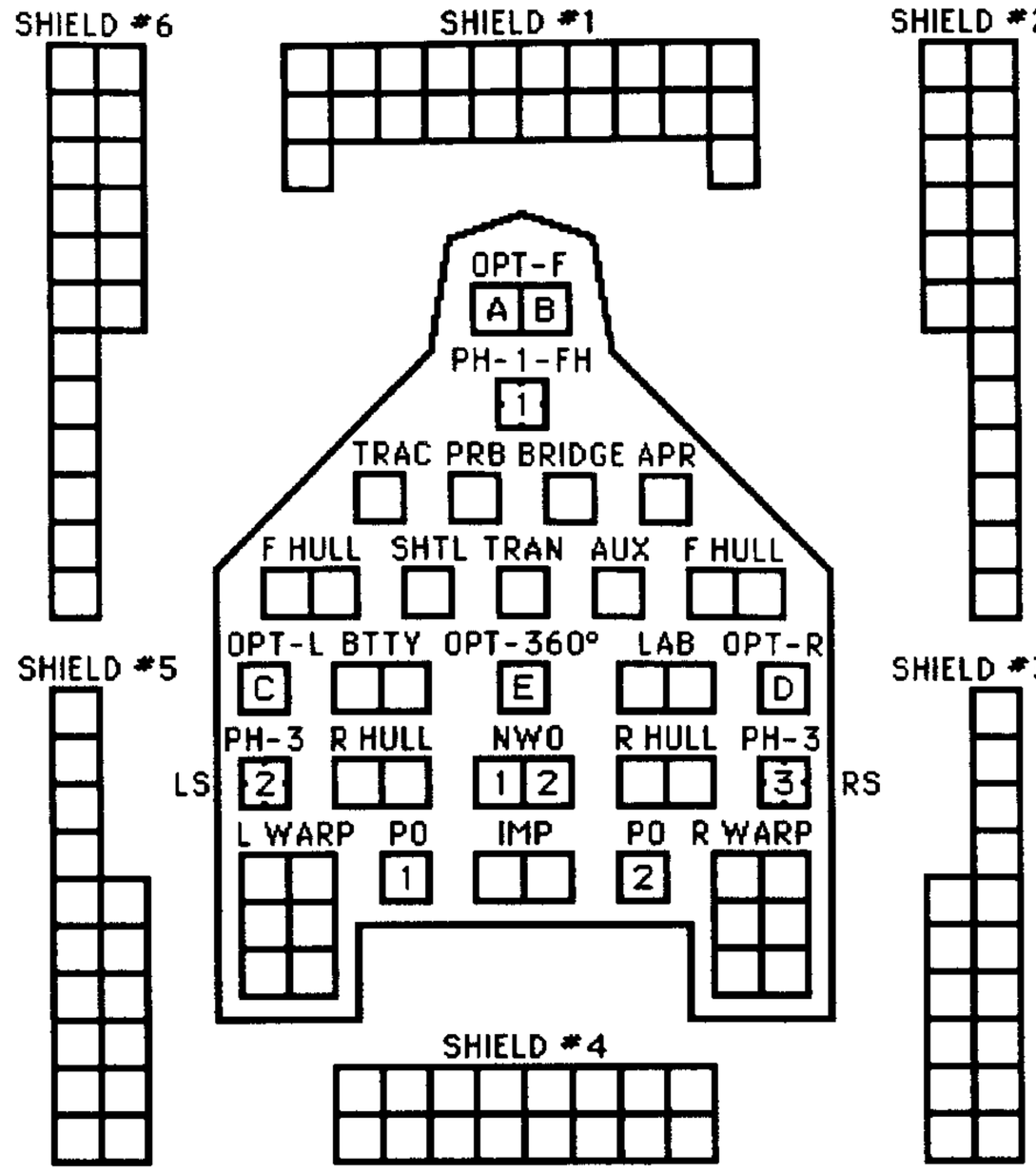
CNTR

SENSOR: 6 5 1 0

SCANNER: 0 1 5 9

DAM CON: 2 2 2 2 0

EX DAM



H&R

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEAPON OPTIONS

A	
B	
C	
D	
E	

NON-WEAPON OPTIONS

1	
2	

POWER OPTIONS

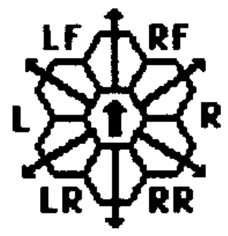
1	
2	

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

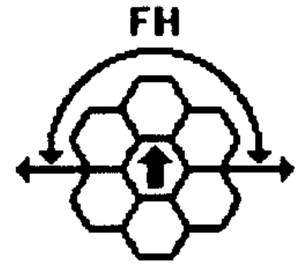
INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.



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



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

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

FLIVVER HEAVY CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	175
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R56.2

CNTR

BOARDING PARTIES

									10

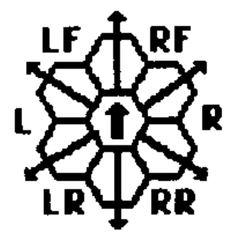
PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

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



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

HYPERDRONE RACKS

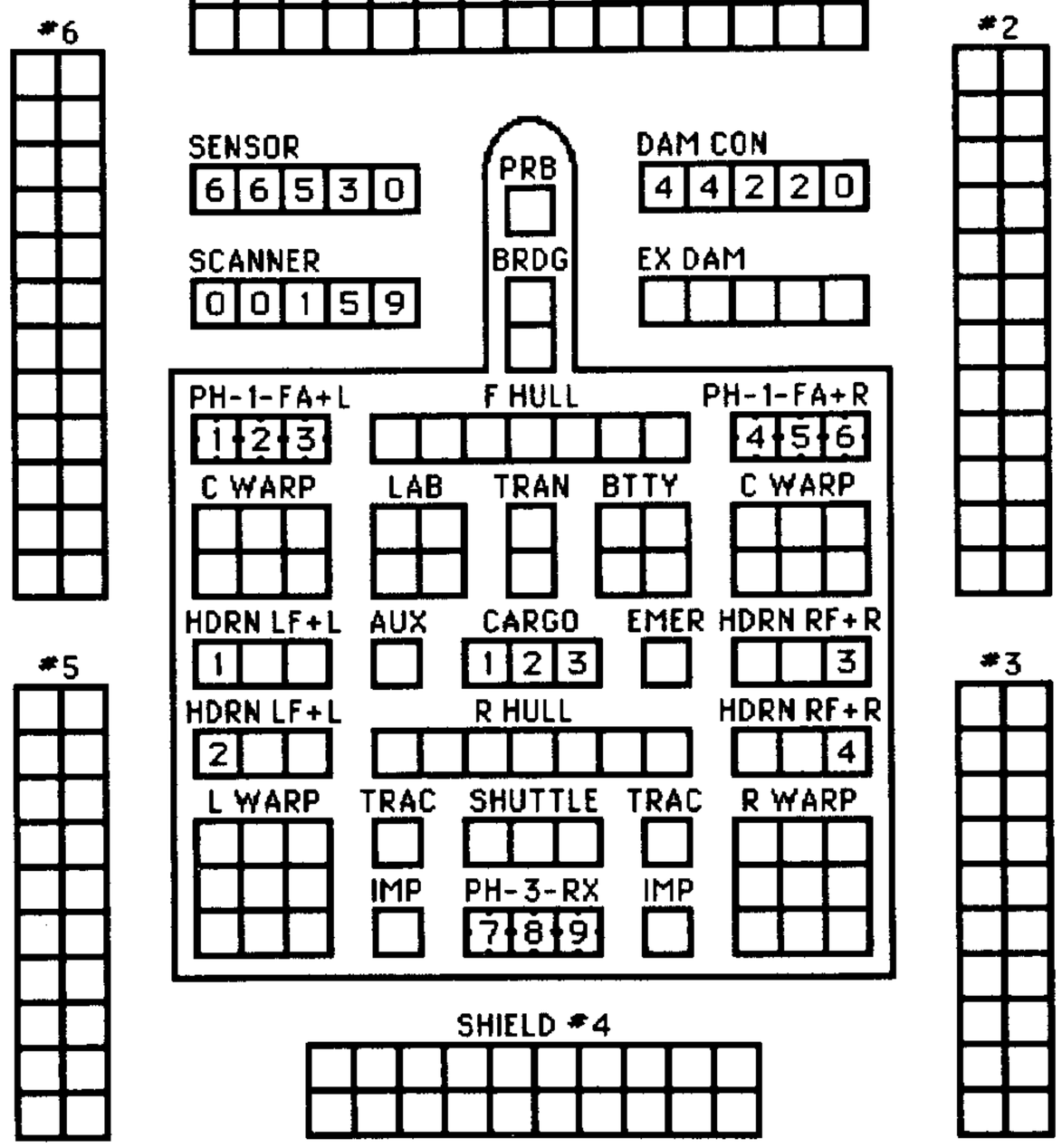
1						
2						
3						
4						

HYPERDRONE RELOADS ARE STORED IN THE CARGO BOXES (E55.22).

CARGO STORAGE

1										
2										
3										

"CARGO" IS DESTROYED ON "FLAG" HITS.



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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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FLIVVER WAR DESTROYER

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	115
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R56.3

CNTR

BOARDING PARTIES

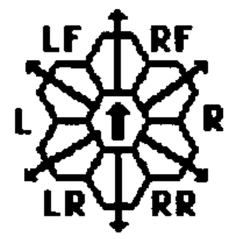
							8

PROBES

				5

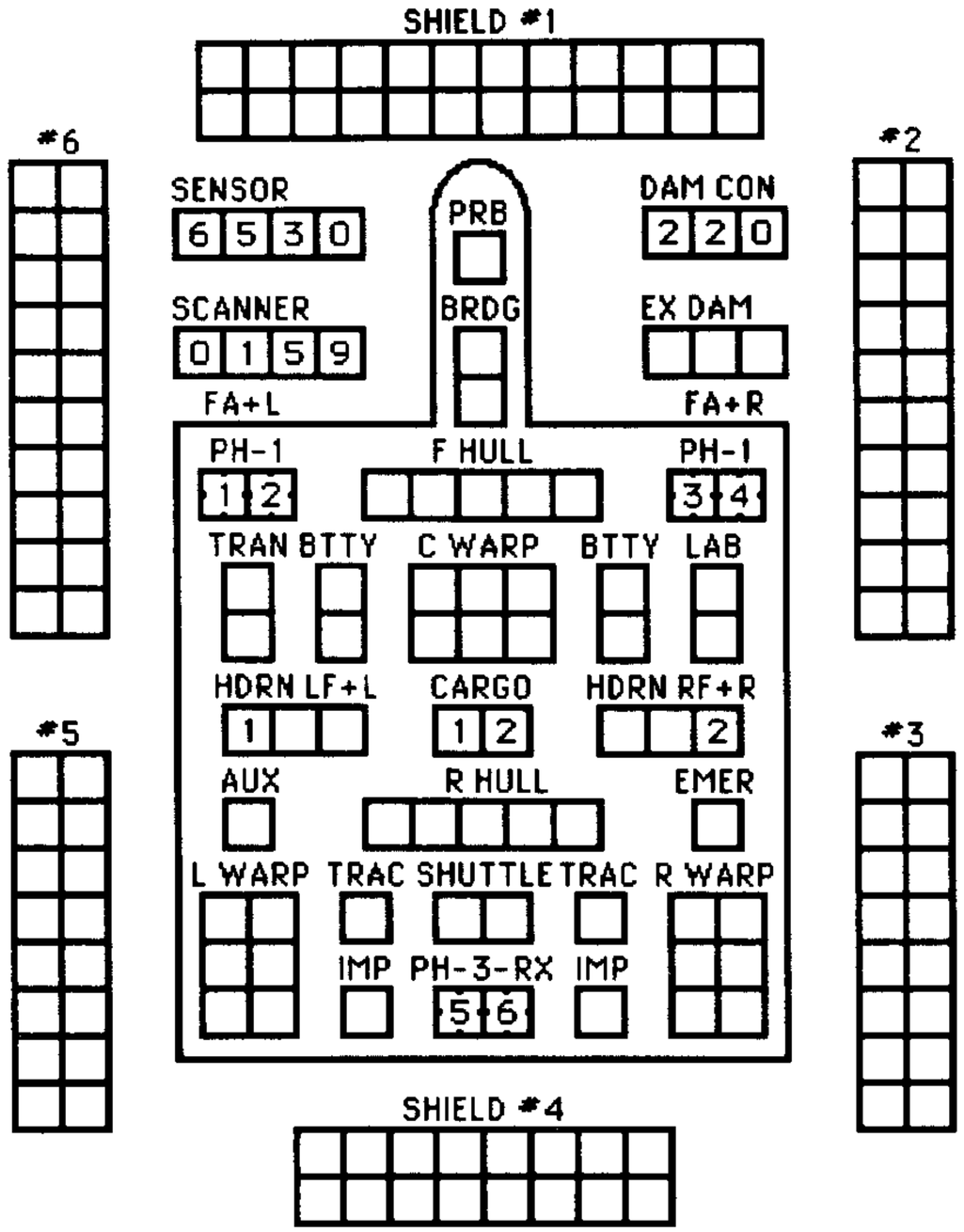
TRANSPORTER BOMBS

		D	D



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

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



HYPERDRONE RACKS

1						
2						

HYPERDRONE RELOADS ARE STORED IN THE CARGO BOXES (E55.22).

CARGO STORAGE

1										
2										

"CARGO" IS DESTROYED ON "FLAG" HITS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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DELTAN HUSTLER HEAVY CRUISER

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

								10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES
TWO BAYS, NO (J1.59) TRANSFERS.		

CNTR

ANTI-DRONES

1																								
2																								

ADD SYSTEMS HAD ONLY SIX SHOTS PRIOR TO THE Y175 REFIT WHICH INCREASED THEM TO TWELVE SHOTS.

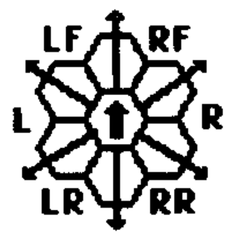
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



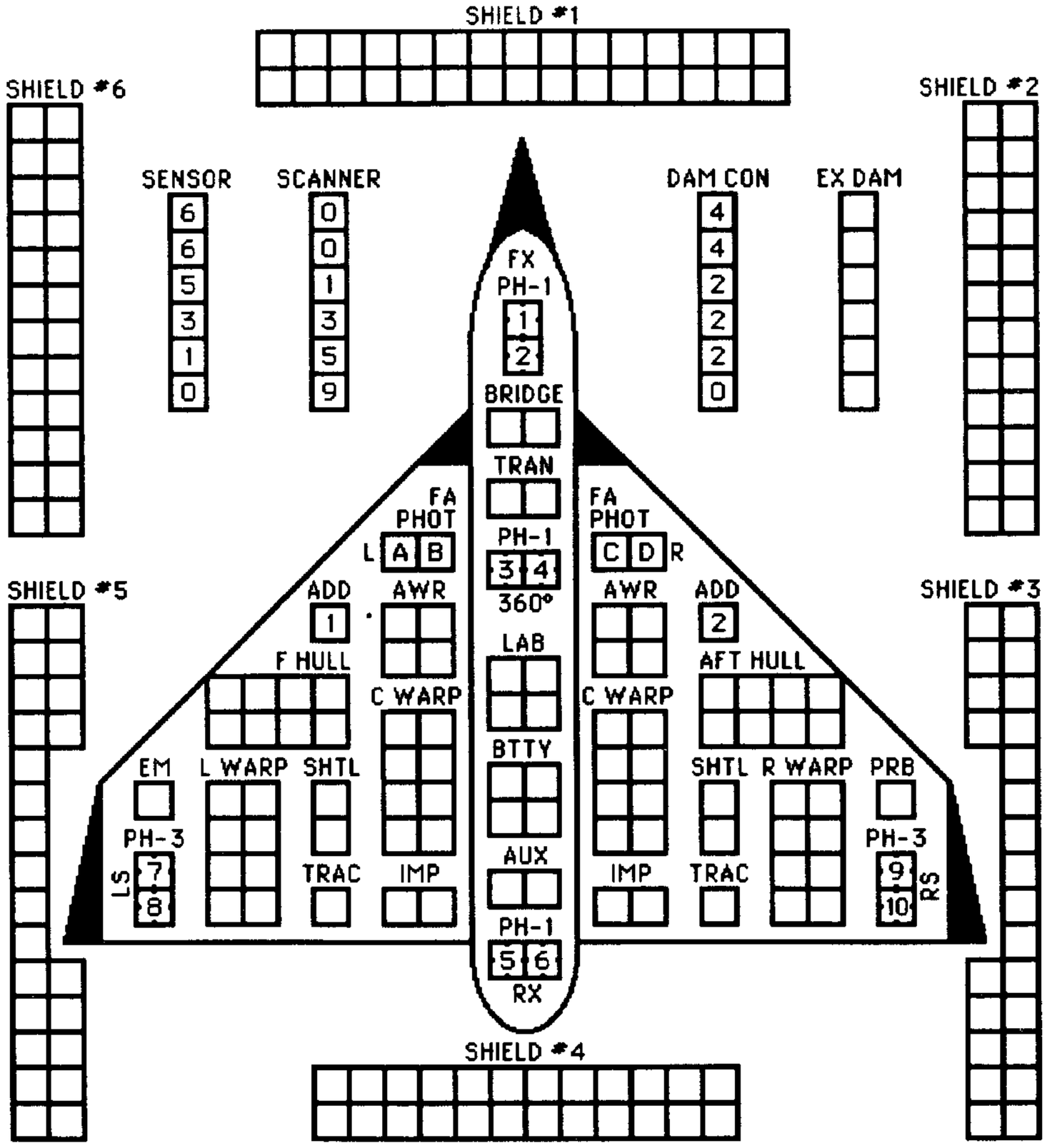
ANTI-DRONE TABLE

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

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

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
DMGE, OVERLOAD	------VARIES------				NA	NA



SHIP DATA TABLE		
TYPE	=	CA
POINT VALUE	=	160
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R57.2
Y175 REFIT	=	+3

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

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DELTAN HELLHOUND WAR CRUISER

CREW UNITS

TRANSPORTER BOMBS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

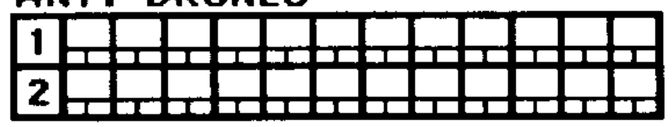
TWO BAYS, NO TRANSFERS POSSIBLE.

CNTR

BOARDING PARTIES

PROBES

ANTI-DRONES



ADD SYSTEMS HAD ONLY SIX SHOTS PRIOR TO THE Y175 REFIT WHICH INCREASED THEM TO TWELVE SHOTS.

TYPE I OFFENSIVE PHASER TABLE

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

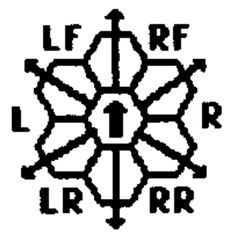
TURN MODE	SPEED
4	2-4
4	5-8
4	9-12
4	13-17
4	18-24
4	25+

HET

BD

TYPE III DEFENSE PHASER

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



ANTI-DRONE TABLE

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

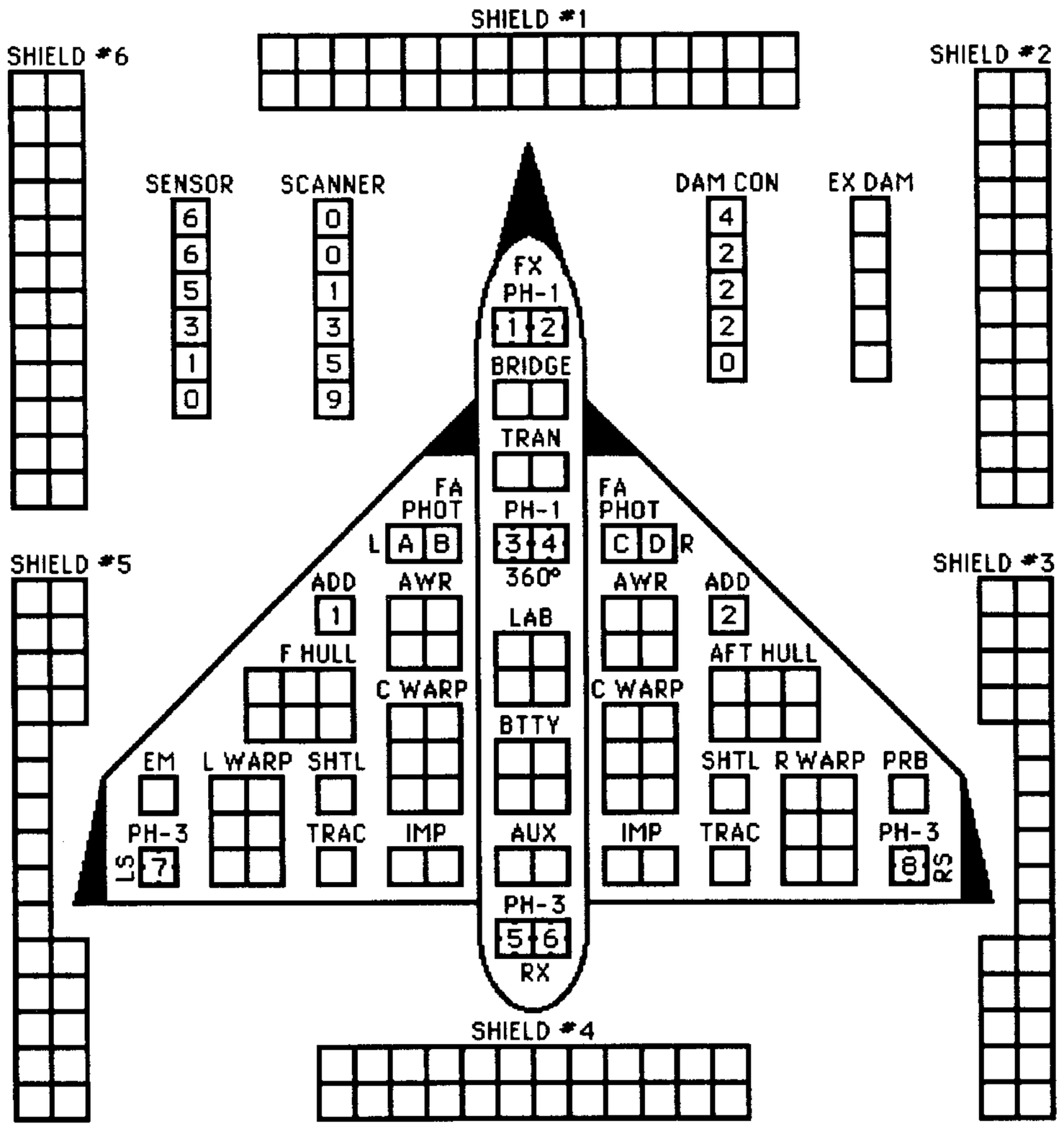
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

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
DMGE, OVERLOAD	------VARIES------				NA	NA

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	130
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R57.3
Y175 REFIT	=	+3



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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BRITANIAN HEAVY CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TWO BAYS, CAN TRANSFER BY (J1.59).

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

NOTE: BRITANIAN SHIPS CANNOT HET. A BREAKDOWN COST, HET CHECK OFF BOX, AND A HET WARP COST ARE PROVIDED TO ALLOW THE PLAYERS TO EXPERIMENT WITH ALLOWING BRITANIAN HETS.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	155
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R58.2

1 UIM STANDARD

CNTR

TYPE I OFFENSIVE PHASER TABLE

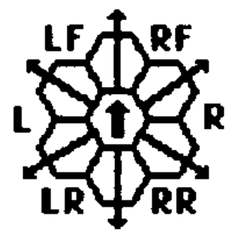
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
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	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

HIT & RUN
UIM ☐
DERFACS ☐



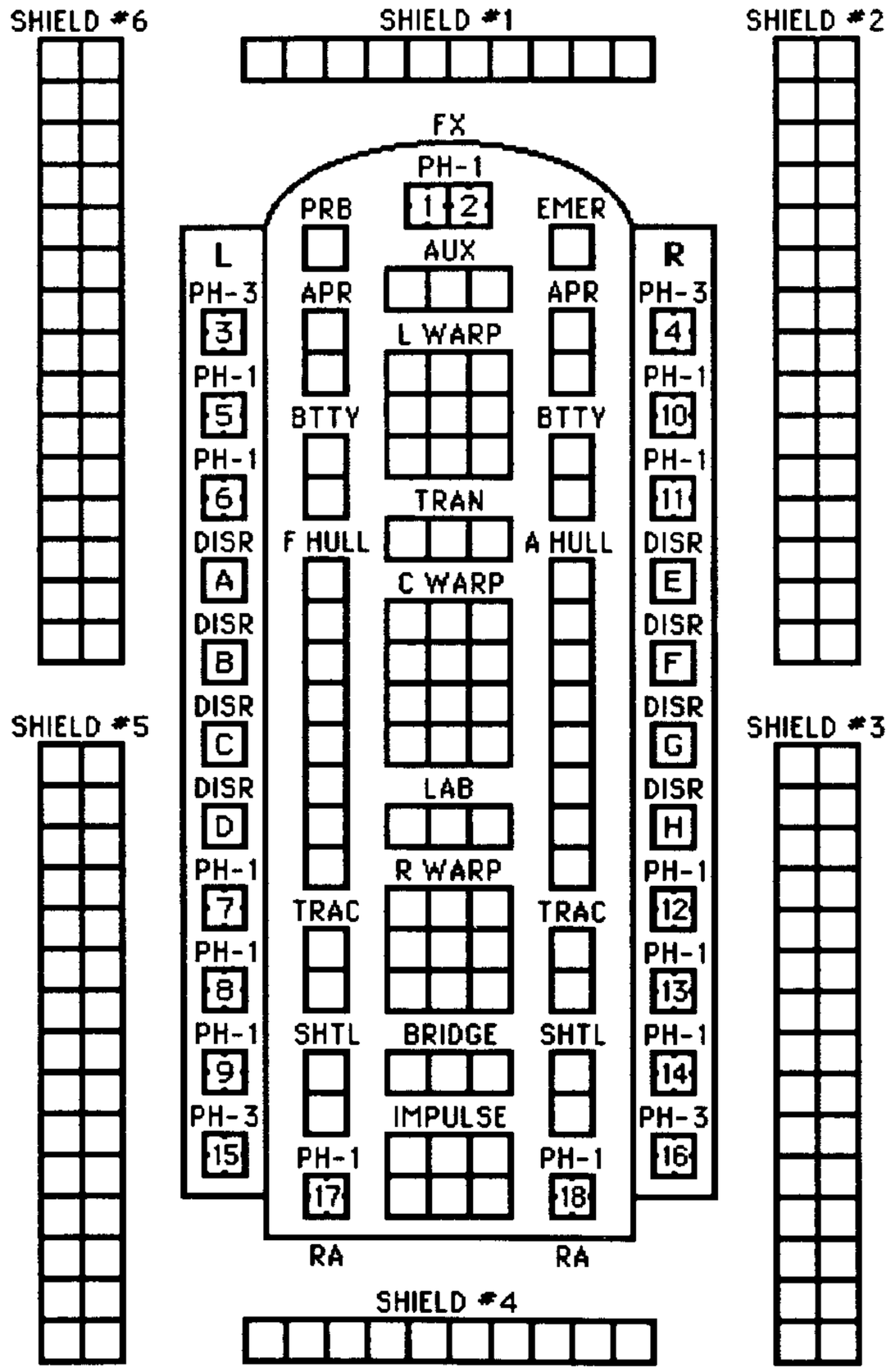
FX = L + LF + RF + R
RA = LR + RR

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,OVLD	10	10	8	8	6	0	0	0	0

THE UIM ON THIS SHIP NEVER BURNS OUT. NON-UIM DATA IS PROVIDED BECAUSE THE UIM MIGHT BE DESTROYED BY A HIT-AND-RUN RAID.

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



ALL WEAPONS ON THE LEFT SIDE OF THE SSD HAVE AN "L" FIRING ARC. ALL WEAPONS ON THE RIGHT SIDE OF THE SSD HAVE AN "R" FIRING ARC. WEAPONS IN THE CENTER SECTION OF THE SSD HAVE EITHER "FX" OR "RA" FIRING ARCS, AND ARE SO NOTED.

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BRITANIAN DREADNOUGHT

CREW UNITS

			*					
								10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	215
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R58.3

1 UIM STANDARD

TYPE I OFFENSIVE PHASER TABLE

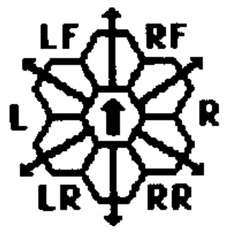
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

BRITANIAN SHIPS CANNOT HET. A BREAKDOWN RATING, HET WARP COST, AND HET CHECKOFF BOXES ARE PROVIDED TO ALLOW PLAYERS TO EXPERIMENT WITH ALLOWING BRITANIAN SHIPS TO HET.

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



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

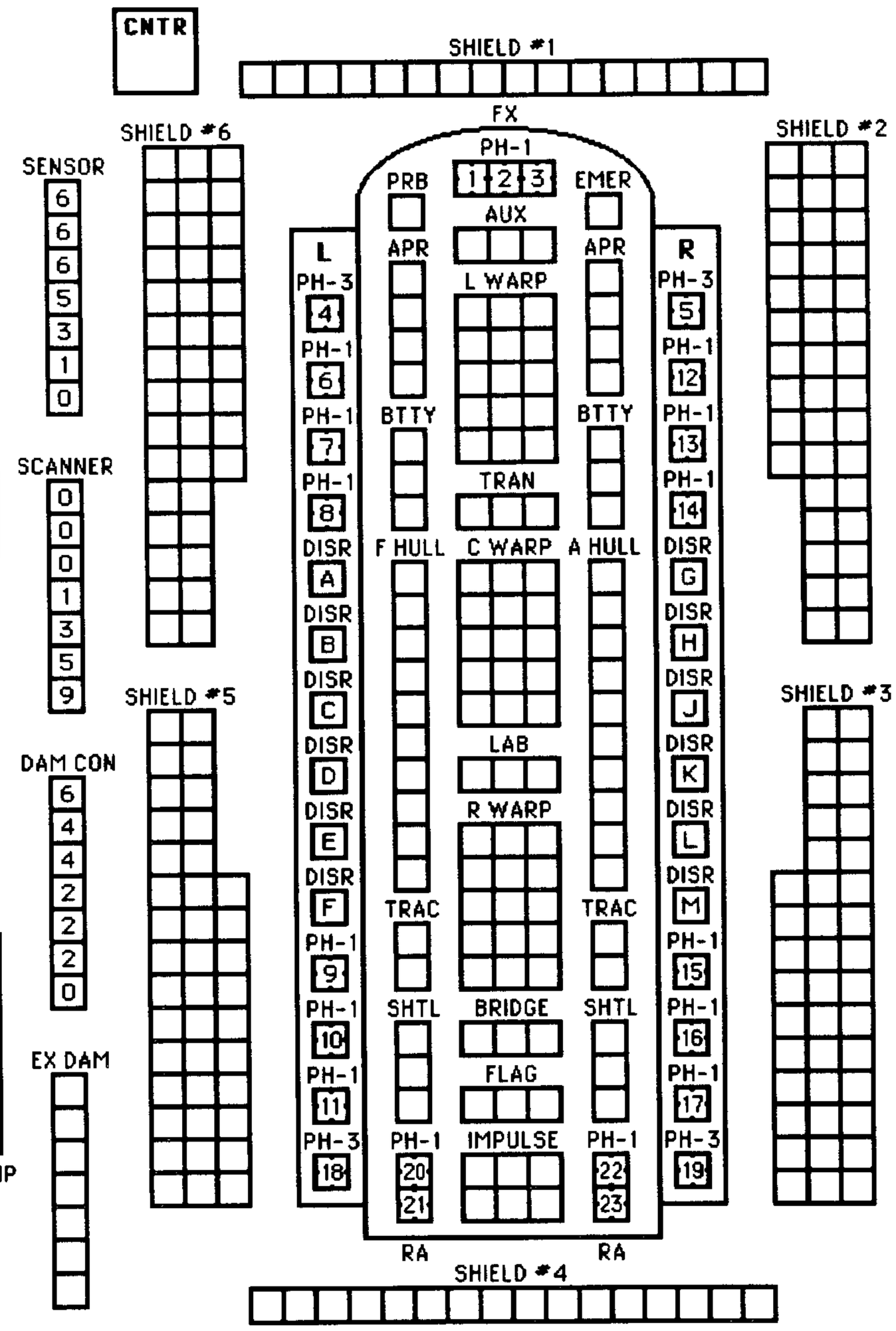
DISRUPTOR TABLE

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,OVLD	10	10	8	8	6	0	0	0	0

ALL WEAPONS ON THE LEFT SIDE OF THE SSD HAVE AN "L" FIRING ARC. ALL WEAPONS ON THE RIGHT SIDE OF THE SSD HAVE AN "R" FIRING ARC. WEAPONS IN THE CENTER SECTION OF THE SSD HAVE EITHER "FX" OR "RA" FIRING ARCS, AND ARE SO NOTED.

HIT & RUN
UIM ☐
DERFACS ☐

THE UIM ON THIS SHIP NEVER BURNS OUT. NON-UIM DATA IS PROVIDED BECAUSE THE UIM MIGHT BE DESTROYED BY A HIT-AND-RUN RAID.



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

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

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CANADI'EN MAPLE LEAF MAULER CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS: [ ] [ ] [ ] [ ]

[D] [D] [D] [D]

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

TYPE I OFFENSIVE PHASER TABLE

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

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

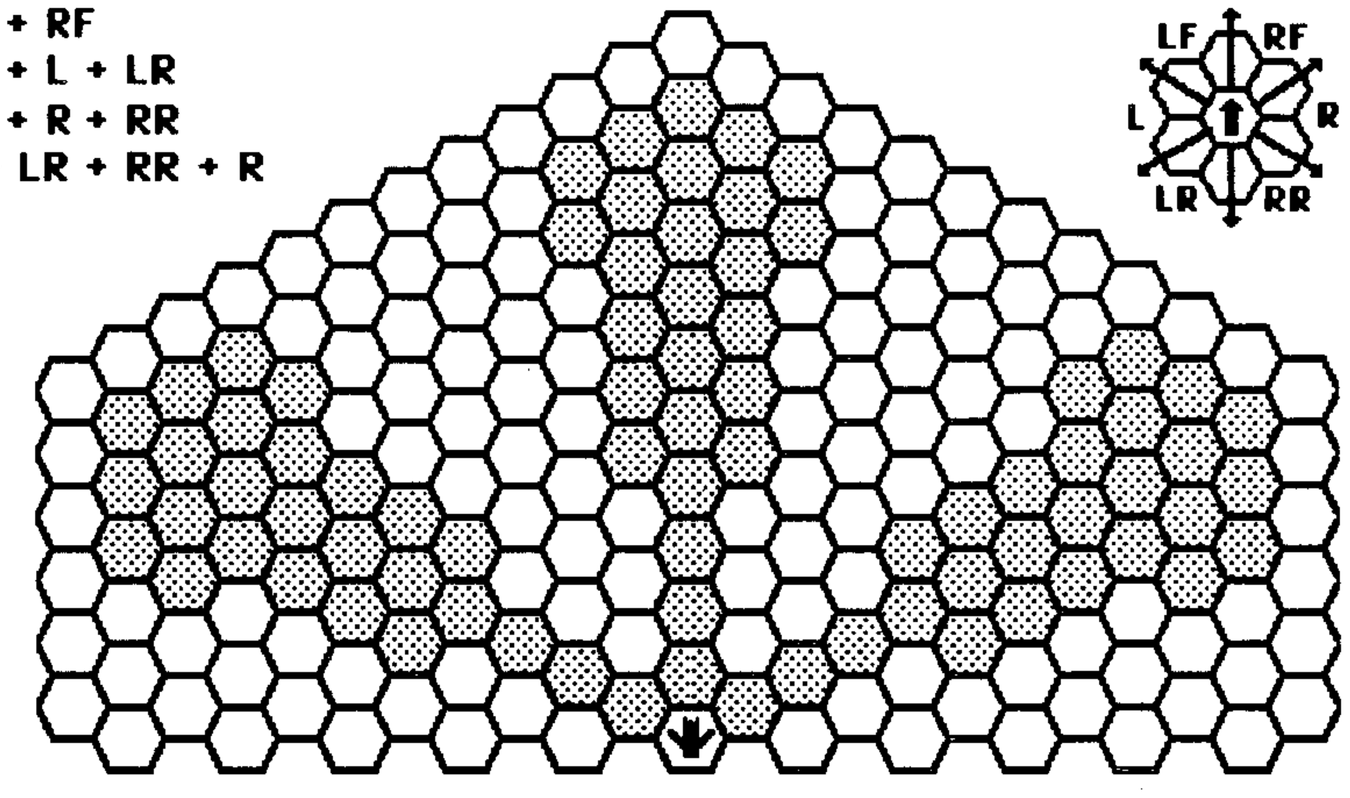
TYPE III DEFENSE PHASER

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

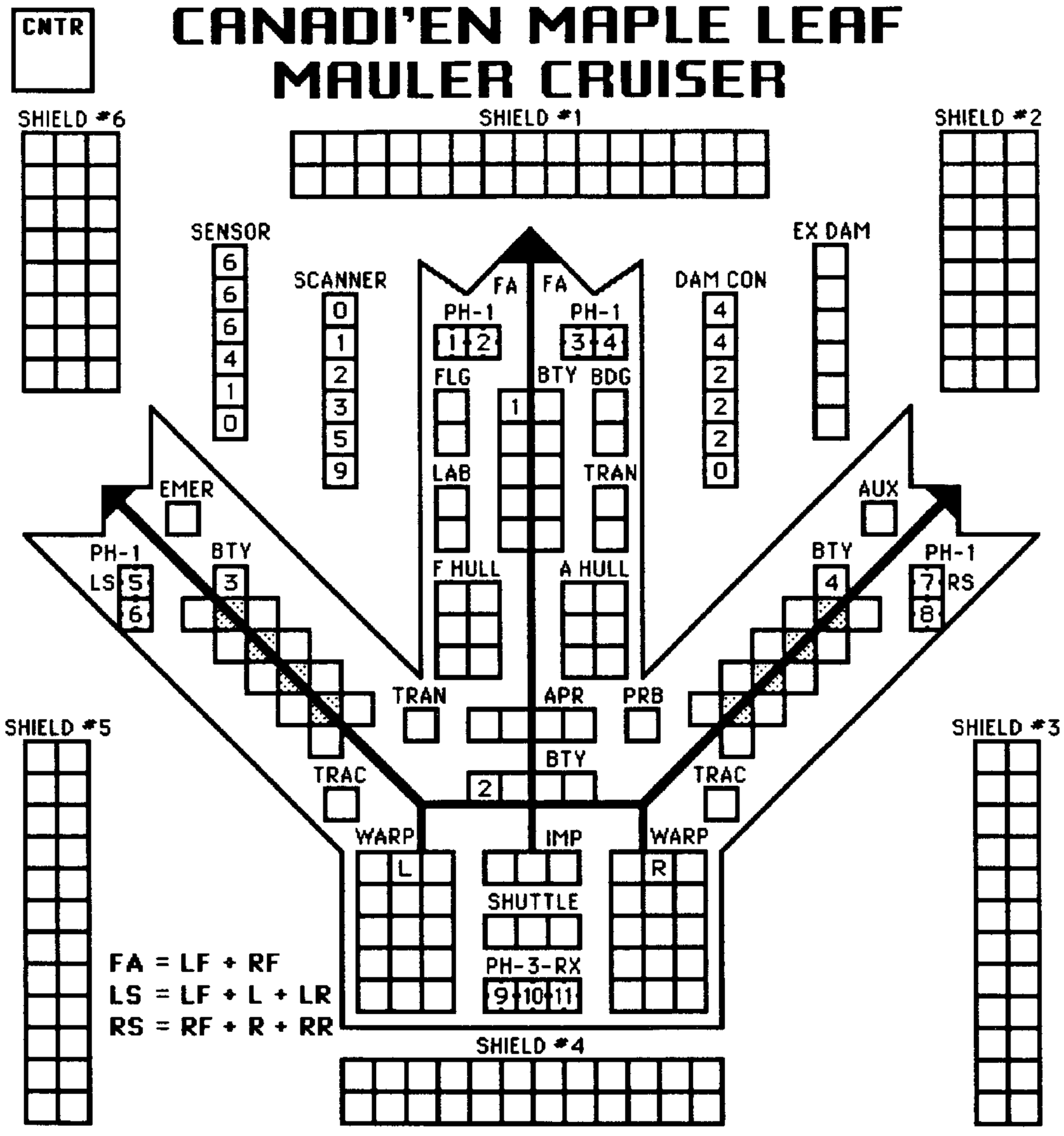
SHIP DATA TABLE

TYPE	=	MAP
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R59.2

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



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



ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

MAULER RANGE ADJUSTMENT CHART

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

SHADED AREAS ARE NOT BATTERIES OR PRESENT IN ANY MANNER EXCEPT TO NOTE MAULER CONNECTION.

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CANADI'EN OAK LEAF WAR CRUISER MAULER

CREW UNITS

			*							10
										20
										30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES □□□□□□□□□□ 10

TRANSPORTER BOMBS □□□□

PROBES □□□□□ 5

TYPE I OFFENSIVE PHASER TABLE

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

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

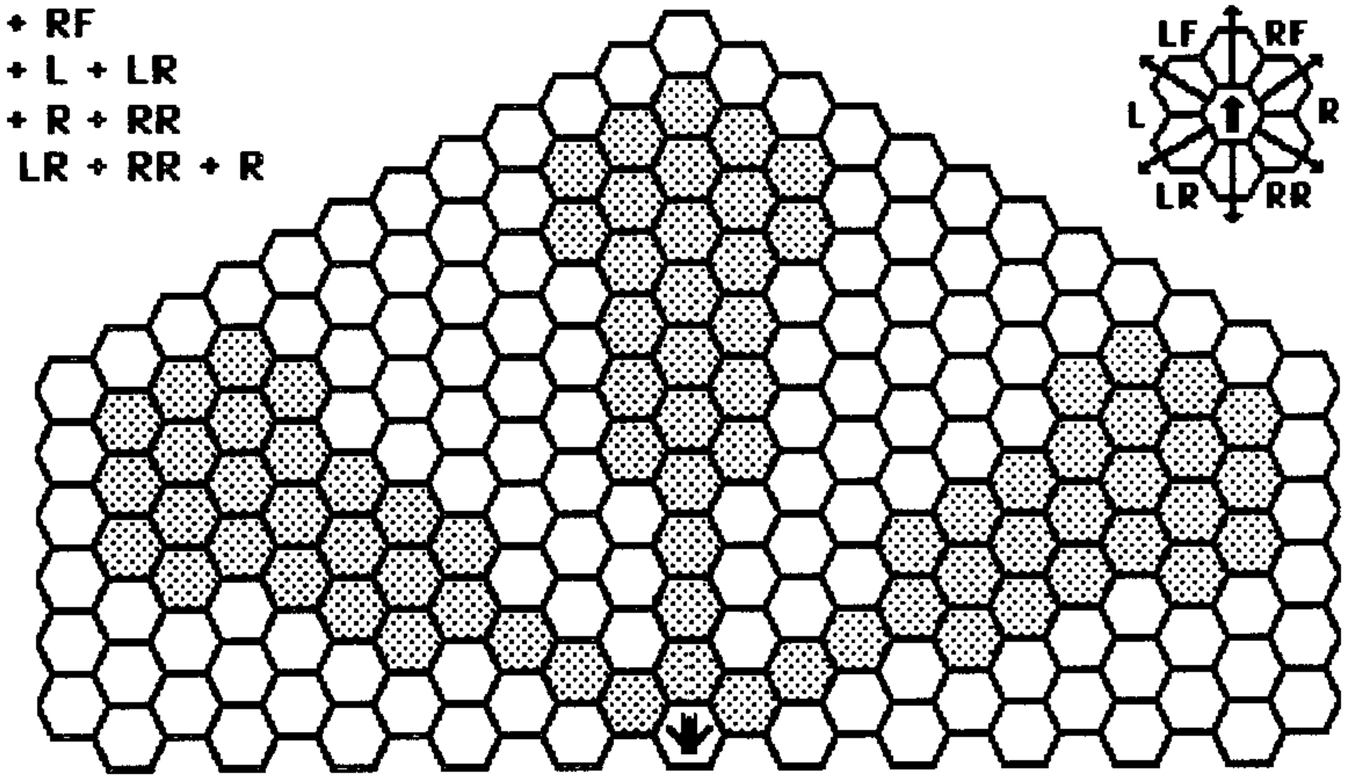
TYPE III DEFENSE PHASER

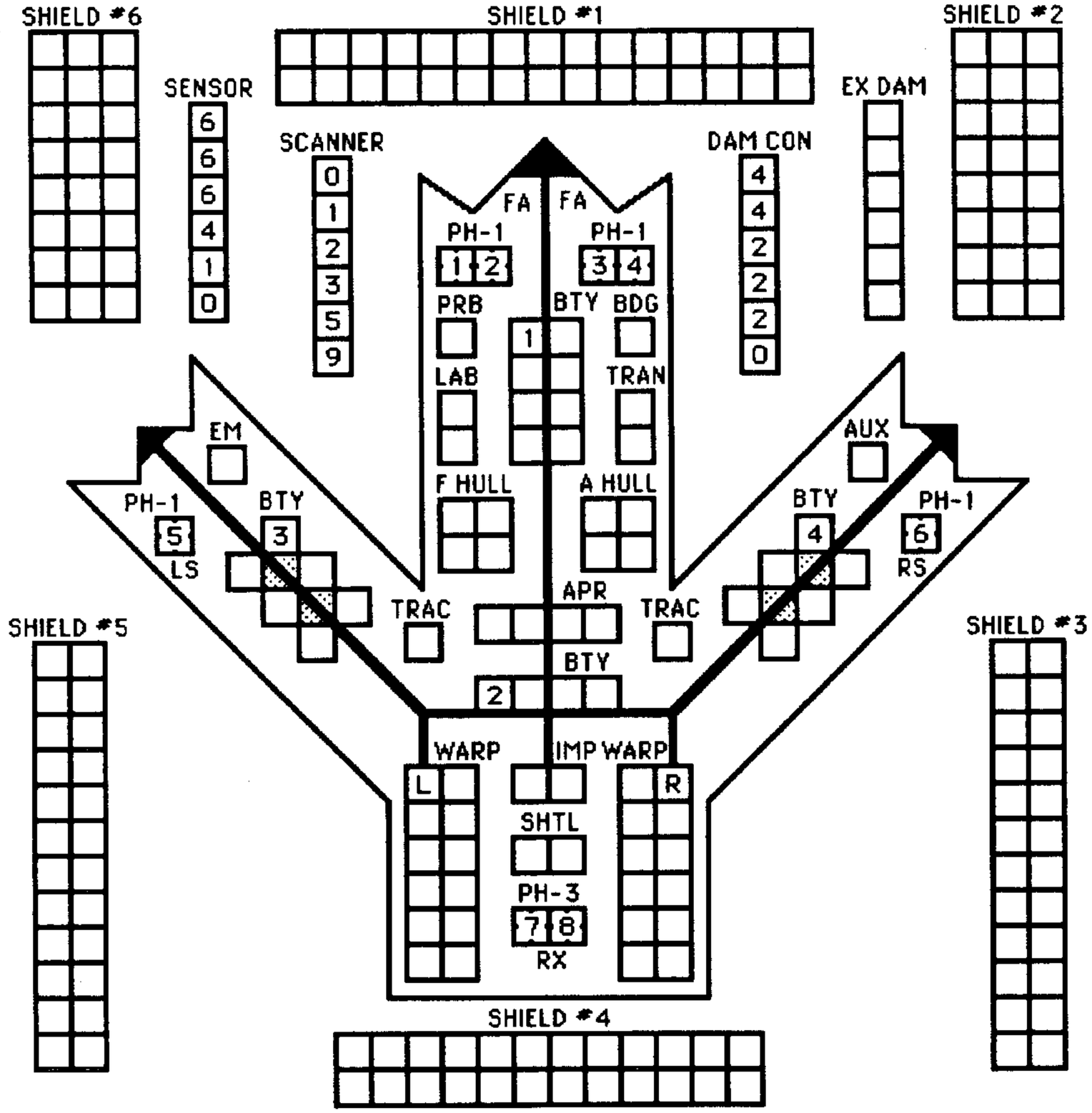
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIP DATA TABLE

TYPE	=	OAK
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R59.3

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





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WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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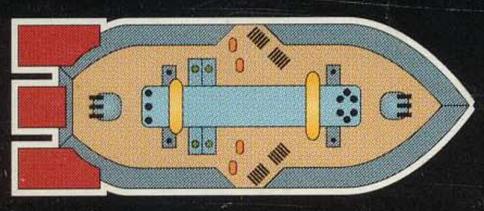
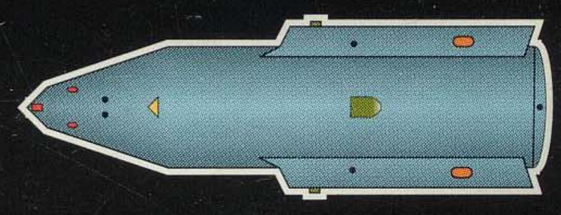
NINE NEW RACES!

FROM THE FLEET TRAINING SIMULATORS ACROSS THE GALAXY:

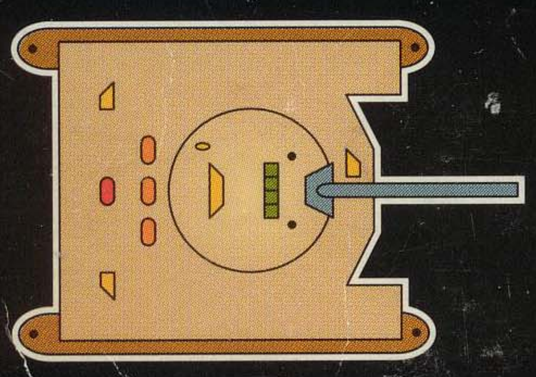


THE FRAX
Based on "wet navy" warships with FX and RX firing arcs. Their subs use the gravitic Axion Torpedo.

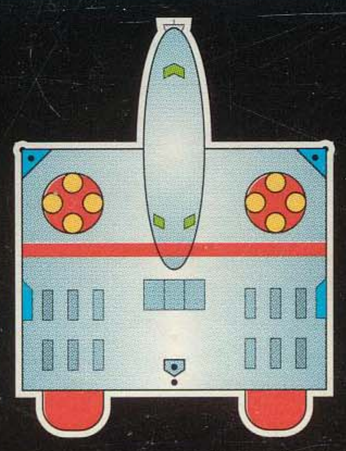
THE BRITANIANS
Their cruiser mounts no less than eight disruptors — four on each side! Cross the T to victory.



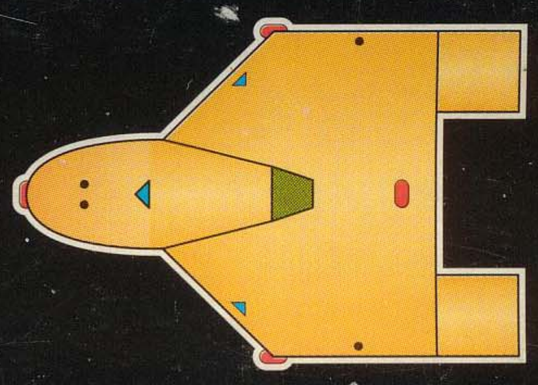
THE SHARKHUNTERS
A cloaked ship's nightmare, they use flashbombs for lock-on and wire-guided plasmas for the kill!



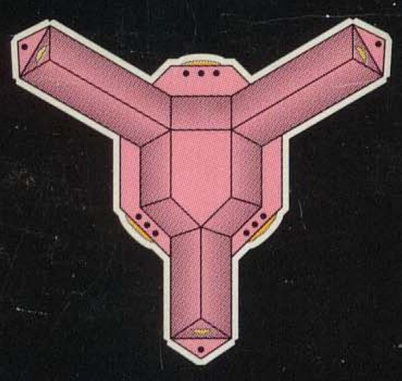
THE QARIS
Their ships mount rapid-fire kinetic cannons in rotating turrets. Their gigantic Scud missiles kill bases.



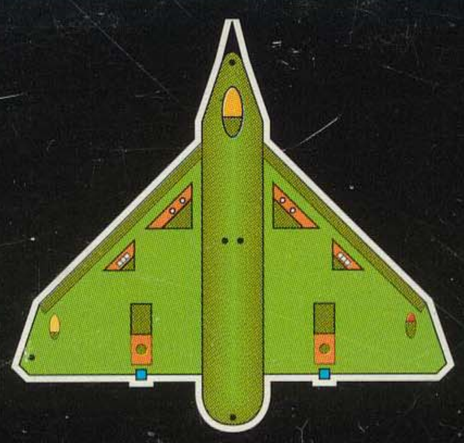
THE FLIVVERS
Float like a butterfly — and kick like a mule! Speed-640 Hyperdrones cannot be stopped easily.



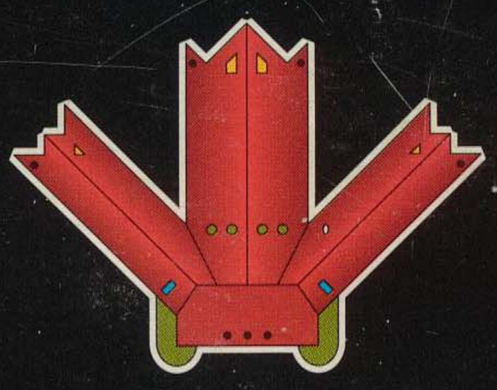
THE BARBARIANS
Their ships have option mounts able to hold weapons and other systems to simulate any enemy.



THE TRIAXIANS
Their ships move in three directions (rather than two) and mount the versatile Type–A Plasma Torpedo.



THE DELTANS
Designed for ONE mission — base busting! They are the fastest ships able to hold overloaded photons.



THE CANADI'ENS
Their Maple Leaf Maulers will hit you coming and going, right and left, up and down, in and out.

12 NEW WEAPONS, 5 NEW SYSTEMS, 95 NEW SHIPS, 11 NEW SCENARIOS!

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