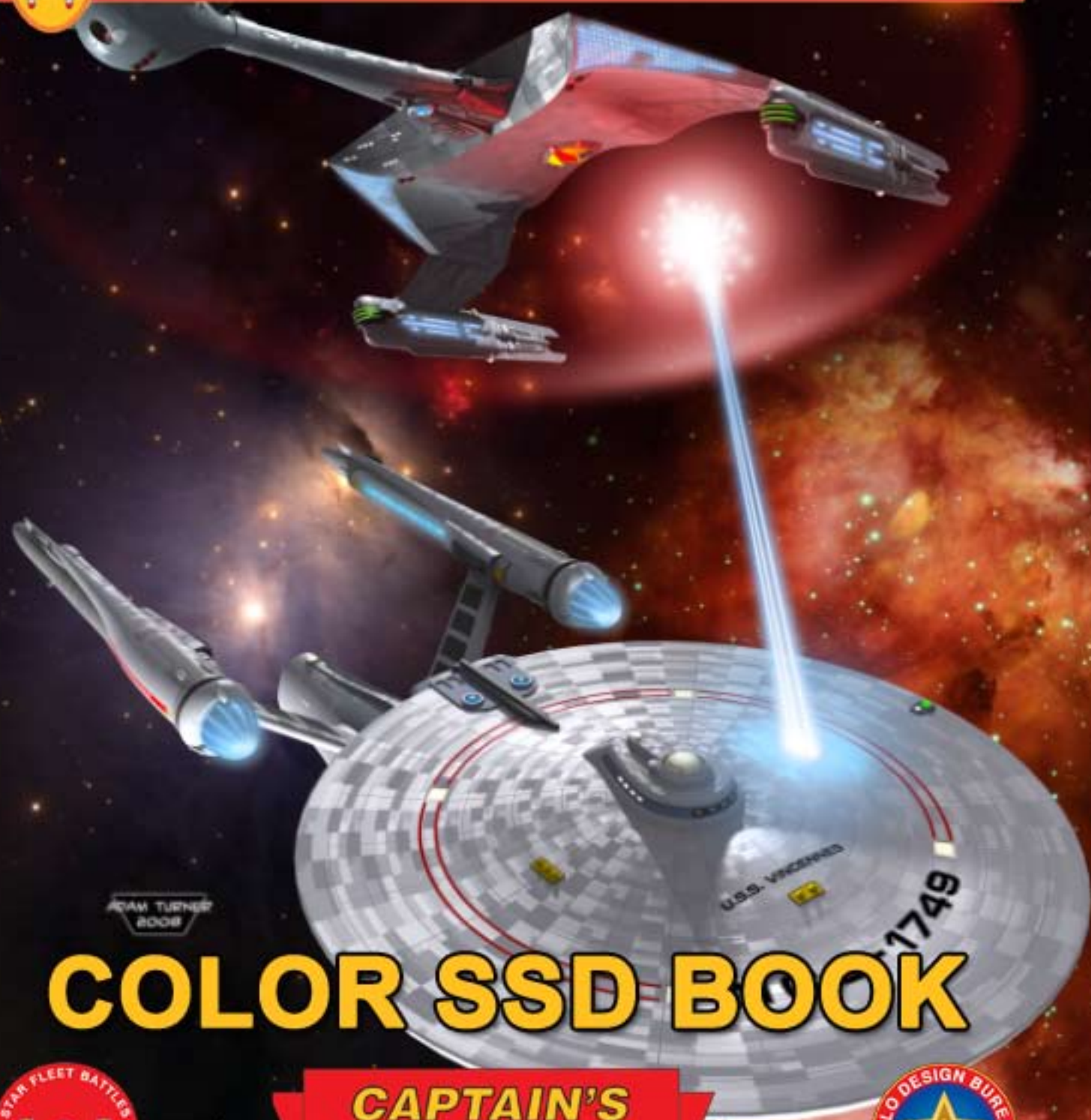


STAR FLEET BATTLES



X-SHIP REINFORCEMENTS



ADAM TURNER
2008

COLOR SSD BOOK



**CAPTAIN'S
MODULE X1R**



★ STAR FLEET BATTLES ★ X-SHIP REINFORCEMENTS MODULE X1R – SSD BOOK

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ADVANCED TECHNOLOGY GROUND BASES

ADVANCED TECHNOLOGY
SMALL GROUND BASED
DEFENSE STATION

CNTR

SHIELD

VS: XSID*
DK: 4
EX: 0
CR: 0

PH-1

BRDG

APR

BTY

C HULL

1

2

3

4

1

2

3

4

TYPE = GBDX-

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = R1.208

BRDG

APR

BTY

C HULL

SEE RULE FOR
WEAPONS, BPV, AND
FIRING ARCS.

SENSOR

6

0

SCANNER

0

9

EX DAM

CREW UNITS

BRDG PRTS

1

2

3

4

1

2

3

4

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

VS: XSID*

DK: 4

EX: 0

CR: 0

BRDG

APR

BTY

C HULL

ADVANCED TECHNOLOGY
GROUND MISSILE BASE

CNTR

SHIELD

VS: XSID*
DK: 4
EX: 0
CR: 0

PH-1

DRONE

BRDG

APR

C HULL

1

2

3

4

1

2

3

4

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

*SEE RULE FOR YEAR
OF INTRODUCTION.

BRDG PRTS

CREW UNITS

2

3

4

5

1

2

3

4

TYPE = GMBX-

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = R1.209

BRDG

APR

BTY

C HULL

SEE RULE FOR
WEAPONS, BPV, AND
FIRING ARCS.

SENSOR

6

0

SCANNER

0

9

EX DAM

DRONE RACKS

ADMINISTRATIVE SHUTTLES

1

2

3

4

1

2

3

4

ADVANCED TECHNOLOGY
SMALL POWER STATION

CNTR

SHIELD

VS: XSID*
DK: 4
EX: 0
CR: 0

PH-1

BRDG

APR

BTY

C HULL

1

2

3

4

1

2

3

4

BASE DATA TABLE

TYPE = GPSX

BPV = 22

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = R1.210

BRDG

APR

BTY

C HULL

SEE RULE FOR
WEAPONS, BPV, AND
FIRING ARCS.

SENSOR

6

0

SCANNER

0

9

EX DAM

BRDG PRTS

CREW UNITS

2

3

4

5

1

2

3

4

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

VS: XSID*

DK: 4

EX: 0

CR: 0

BRDG

APR

BTY

C HULL

ADVANCED TECHNOLOGY
SMALL MILITARY GARRISON

CNTR

SHIELD

VS: XSID*
DK: 6
EX: 0
CR: 0

PH-1

BRDG

APR

BTY

C HULL

1

2

3

4

1

2

3

4

SEE RULE FOR
WEAPONS, BPV, AND
FIRING ARCS.

SENSOR

6

0

SCANNER

0

9

EX DAM

CREW UNITS

BRDG PRTS

1

2

3

4

1

2

3

4

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

VS: XSID*

DK: 6

EX: 0

CR: 0

BRDG

APR

BTY

C HULL

ADVANCED TECHNOLOGY
PLANETARY CONTROL BASE

CNTR

SHIELD

VS: XSID*
DK: 6
EX: 0
CR: 0

PH-1

BRDG

APR

BTY

C HULL

1

2

3

4

1

2

3

4

BASE DATA TABLE

TYPE = GPCX

BPV = 38

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = R1.212

BRDG

APR

BTY

C HULL

SEE RULE FOR
WEAPONS, BPV, AND
FIRING ARCS.

SENSOR

6

0

SCANNER

0

9

EX DAM

BRDG PRTS

CREW UNITS

2

3

4

5

1

2

3

4

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

VS: XSID*

DK: 6

EX: 0

CR: 0

BRDG

APR

BTY

C HULL

Page 2

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SHIELD #1

CNTR	
------	--

[illegible]

SHIP DATA TABLE	
TYPE	= STX
POINT VALUE	= 430
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R1.206
FIRST GENERATION X-BASE	
HANGAR MODULE +10	

TRANSPORTER BOMBS					
				D	D
				D	D
				D	D
				D	D
				D	D

PROBES						
				1		5
				2		5

PF MODULE	+12
CLOAK = 24/12 BPV +40 ROM/ORION ONLY	
IONIZATION COST = 2 BPV +0 YUDAR ONLY	

SCOUT FUNCTIONS SUMMARY

21	ENDING ECM OR ECM
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

CREW UNITS

10
20
30
40
50
60
70
80
90
100
110
120
130
140

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

HOURS

[illegible]

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

[illegible]

HIT & RUN
(IF INSTALLED)

CLOCK 

DERFACS 

UIM 

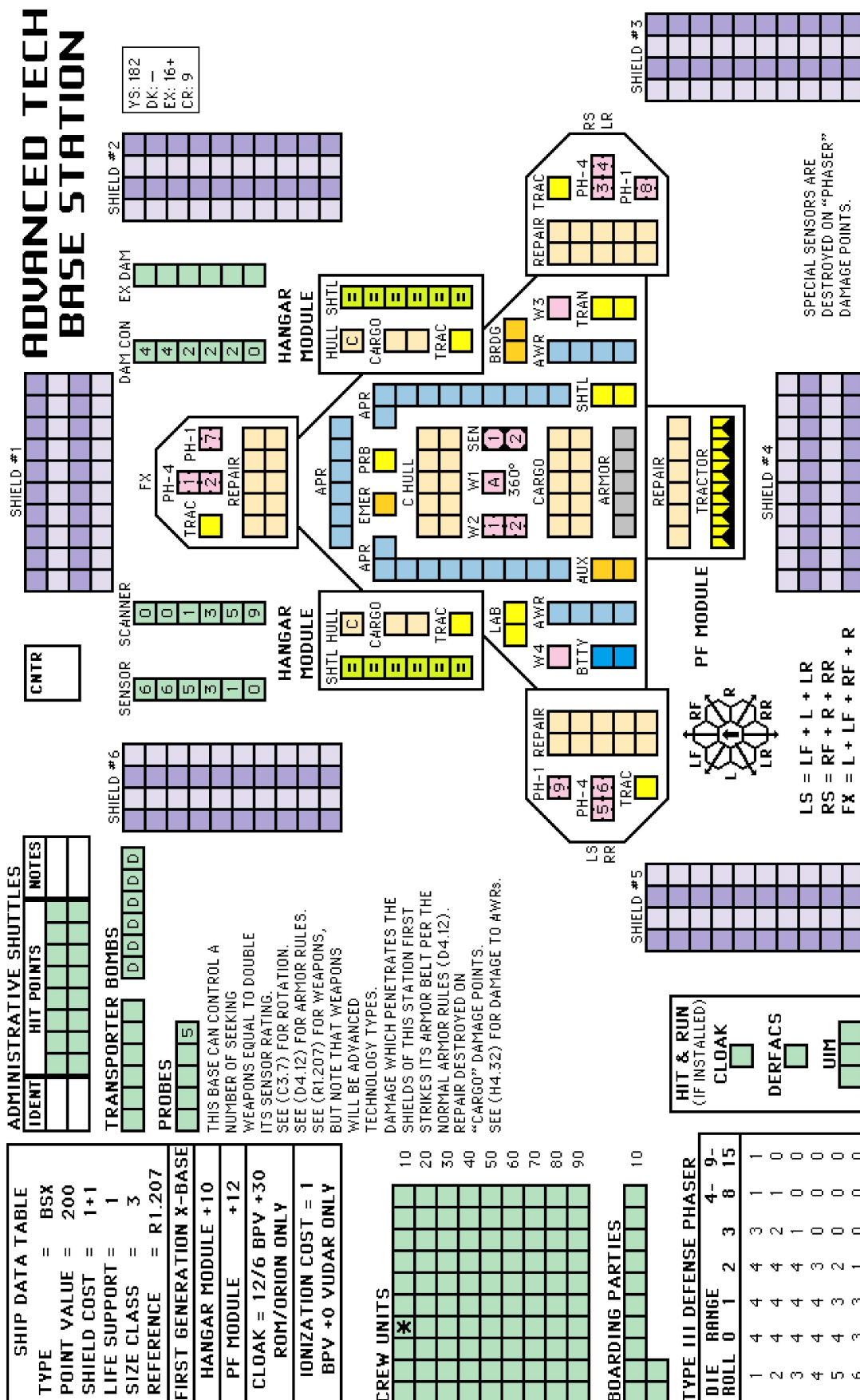
TYPE IV PHASER TABLE																			
DIE ROLL	RANGE 0-3							11-14-						18-26-41-71-					
		4-5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1	20	20	15	12	10	8	6	5	4	3	2	1							
2	20	20	15	11	9	8	6	4	3	2	1	0							
3	20	15	12	11	10	8	7	5	4	2	1	0	0						
4	20	15	11	10	9	8	6	4	3	1	0	0	0	0					
5	15	12	10	9	8	7	5	3	2	0	0	0	0	0	0				
6	15	10	9	8	7	6	5	3	1	0	0	0	0	0	0				

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

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
FABRICATION DESTROYED ON
"CARGO" DAMAGE POINTS.
REPAIR DESTROYED ON
"CARGO" DAMAGE POINTS.
SEE (H4.32) FOR DAMAGE TO AWE.

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

ADVANCED TECH BASE STATION



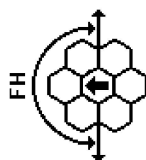
YS: 184
DK: 8
EX: 24
CR: 9

CNTR

SHIP DATA TABLE		CSX
TYPE	=	250
POINT VALUE	=	5-6
BREAKDOWN	=	1+1
SHIELD COST	=	1
LIFE SUPPORT	=	3
SIZE CLASS	=	R2.207
REFERENCE	=	
FIRST GENERATION		X-SHIP

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

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

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

	RANGE			
	0-1	2	3	
HIT, STD	NA	1-5	1	
HIT, PROX	NA	NA	NA	
HIT, OVERLOAD	1-6	1-5	1	
DAMAGE, STD	NA	8	6	
DAMAGE, PROX	NA	NA	NA	
DMG, OVERLOAD	-----	VARIE		

[illegible]

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING

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

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

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

FEDERATION GVX ADVANCED TECHNOLOGY MEDIUM CARRIER

CNTR

SENSOR

SCANNER

DAT CON

EX DAM

SHIP DATA TABLE	
TYPE	= GVX
POINT VALUE	= 295/215
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.208
FIRST GENERATION X-SHIP	

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
20	30
30	40
40	50
50	60
60	70
70	80
80	90
90	100

TRANSPORTER BOMBS	
IDENT	HIT POINTS
10	20
20	30
30	40
40	50
50	60
60	70
70	80
80	90
90	100

PROBES

THIS SHIP CAN USE (R2.R5) TO LOAD FOUR OF ITS CARGO BOXES.

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-ROLL 0 1 2 3 4 5 6 7 8 15 25 30 75
1	9 8 7 6 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 1 0
3	7 5 4 4 4 3 1 0 0 0
4	6 4 4 4 4 3 2 0 0 0
5	5 4 4 4 3 1 0 0 0 0
6	4 4 3 3 2 0 0 0 0 0

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

X-PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-40
HIT, STD	NR 1-5 1-4 1-3 1-2 1
HIT, PROX	NR NR 1-4 1-3 NR 1-3
HIT, OVERLOAD	1-6 1-5 1-4 1-3 NR NR
DAMAGE, STD	NR 8 8 8 8 8
DAMAGE, PROX	NR NR NR NR 4 4
DNGE, OVERLOAD	-----VARIES----- NR NR

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.

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

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HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

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1xPH-2-FA

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CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

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MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

1xPH-G-FX

1xPH-2-FA

1xPH-3-RA

DOG FIGHT RATING = 0

CRIPPLED RATING = 12

SPEED = 15

BPY = 19

DRONE RACKS

1 2 3 4

6X 6X 6X 6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

HET COST = 5 EM COST = 6

F-111 FIGHTER DATA

FEDERATION DWX ADVANCED TECHNOLOGY WAR DESTROYER

YS: 183
DK: 6
EX: 16
CR: 6

CNTR

SHIELD #1

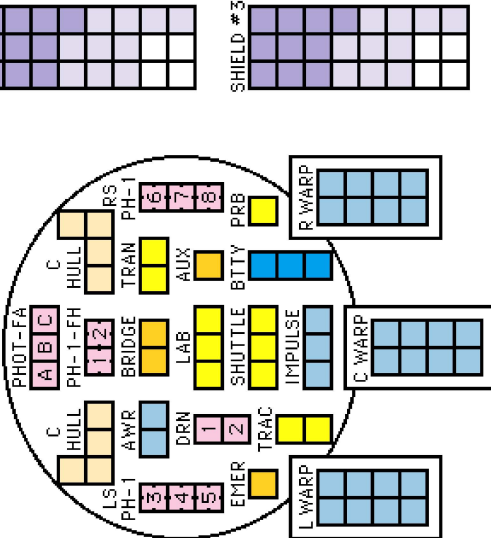
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6



SHIP DATA TABLE	
TYPE	= DWX
POINT VALUE	= 150
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.209
FIRST GENERATION X-SHIP	

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

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES

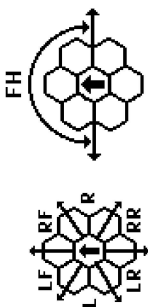
TYPE I OFFENSIVE PHASER TABLE	
DIE ROLL	6- 9- 16- 26- 51- ROLL 0 1 2 3 4 5 6 7 8 15 25 50 75
1	9 8 7 6 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 0 0
3	7 5 4 4 3 1 0 0 0 0
4	6 4 4 4 3 2 0 0 0 0
5	5 4 4 4 3 1 0 0 0 0
6	4 4 3 3 2 0 0 0 0 0

X-PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-40
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

TYPE III DEFENSE PHASER

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



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

DRONE RACKS

1	10	20
2	10	20

ANTI-DRONE TABLE

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

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

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

YS: 183
DK: 9
EX: 23
CR: 9

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SENSOR

DAM CON

EX DAM

PHOTON-FA

PH-1

TRAN

AWR

PH-1

F HULL

R WARP

L WARP

IMPULSE

SHUTTLE

BTTY

PRB

EMER

TRAN

F HULL

PH-1

LAB

BRIDGE

PH-1-FH

PH-1

AUX

PH-1

BTTY

HULL

DRN

HULL

R

2

1

10

11

12

13

14

15

16

17

18

19

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100

SHIP DATA TABLE	
TYPE	= NAX
POINT VALUE	= 225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.210

FIRST GENERATION X-SHIP

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D D D D

PROBES
5

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.

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

X-PHOTON TORPEDO TABLE									
RANGE	0-1	2	3-4	5-8	9-12	13-40			
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			
DMG, OVERLOAD	-----	VARIES	-----	-----	NA	NA			

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


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

DRONE RACKS										GX
1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

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

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

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

YS: 185
DK: 9
EX: 22
CR: 9

SHIP DATA TABLE	
TYPE	= NASX
POINT VALUE	= 250/180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.211
FIRST GENERATION X-SHIP	

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D D D D

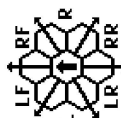
PROBES
5

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

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 EQUIP
TO DOUBLE ITS
SENSOR RATING

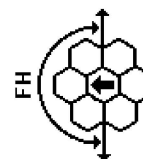
TYPE III DEFENSE PHASE		DIE RANGE				
ROLL	0	1	2	3	8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0


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

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

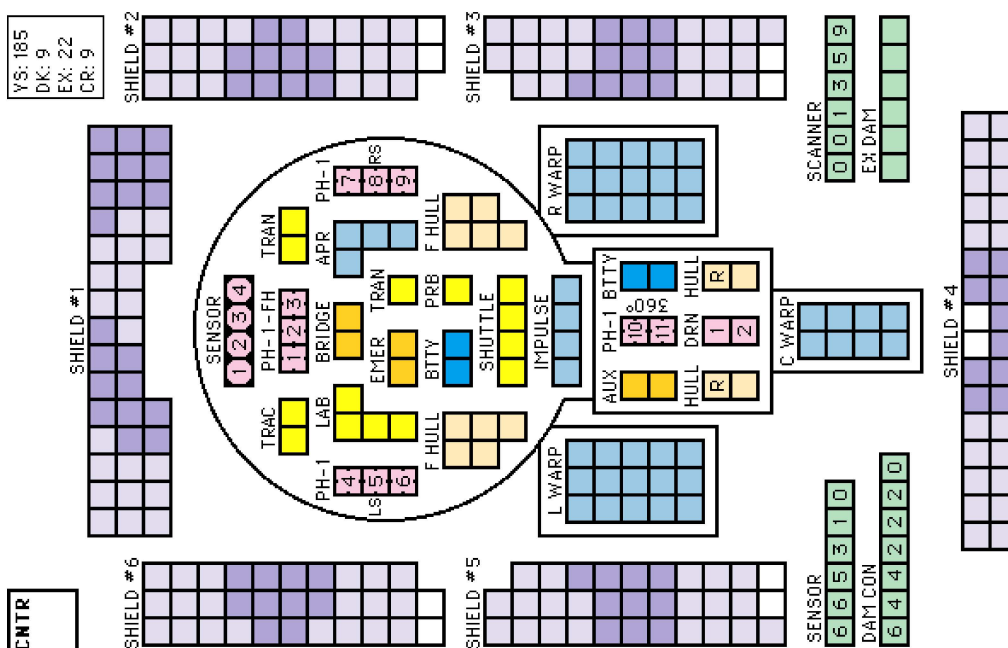
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

MOVEMENT COST = 1
HET COST = 5
FM COST = 6



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

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



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

EX DAM

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

DRONE RACKS

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

THREE RELOADS; THE ANT

LF RF R LR RR L

TYPE II PHASES (FTR)	DIE RANGE					
	4-9		9-15			
ROLL	0	1	2	3	8	15
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

A-20F FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 18

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

$$EX = I + E + EF + R$$

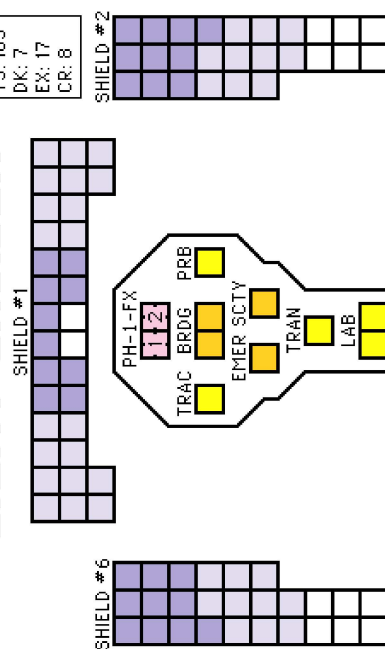
THIS SHIP HAS 200
SPACES OF EXTRA
DRONES IN ITS CARGO
BOXES (50/BOX)

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

WILKINSON D5X ADVANCED TECHNOLOGY SCOUT LIGHT CRUISER

CNTR	
------	--

YS: 183
DK: 7
EX: 17
CR: 8



SENSOR

SCANNER

The diagram illustrates the bridge layout of the USS Enterprise-D. The central area contains the main tactical console (PH-1) and the engineering console (PH-2). To the left are the command and navigation consoles (LF, L, RR, PH-1, PH-2, PH-3, PH-4, PH-5, PH-6, PH-7, PH-8, PH-9, PH-10, PH-11, PH-12, PH-13, PH-14, PH-15, PH-16, PH-17, PH-18, PH-19, PH-20, PH-21, PH-22, PH-23, PH-24, PH-25, PH-26, PH-27, PH-28, PH-29, PH-30, PH-31, PH-32, PH-33, PH-34, PH-35, PH-36, PH-37, PH-38, PH-39, PH-40, PH-41, PH-42, PH-43, PH-44, PH-45, PH-46, PH-47, PH-48, PH-49, PH-50, PH-51, PH-52, PH-53, PH-54, PH-55, PH-56, PH-57, PH-58, PH-59, PH-60, PH-61, PH-62, PH-63, PH-64, PH-65, PH-66, PH-67, PH-68, PH-69, PH-70, PH-71, PH-72, PH-73, PH-74, PH-75, PH-76, PH-77, PH-78, PH-79, PH-80, PH-81, PH-82, PH-83, PH-84, PH-85, PH-86, PH-87, PH-88, PH-89, PH-90, PH-91, PH-92, PH-93, PH-94, PH-95, PH-96, PH-97, PH-98, PH-99, PH-100). To the right are the engineering consoles (PH-1, PH-2, PH-3, PH-4, PH-5, PH-6, PH-7, PH-8, PH-9, PH-10, PH-11, PH-12, PH-13, PH-14, PH-15, PH-16, PH-17, PH-18, PH-19, PH-20, PH-21, PH-22, PH-23, PH-24, PH-25, PH-26, PH-27, PH-28, PH-29, PH-30, PH-31, PH-32, PH-33, PH-34, PH-35, PH-36, PH-37, PH-38, PH-39, PH-40, PH-41, PH-42, PH-43, PH-44, PH-45, PH-46, PH-47, PH-48, PH-49, PH-50, PH-51, PH-52, PH-53, PH-54, PH-55, PH-56, PH-57, PH-58, PH-59, PH-60, PH-61, PH-62, PH-63, PH-64, PH-65, PH-66, PH-67, PH-68, PH-69, PH-70, PH-71, PH-72, PH-73, PH-74, PH-75, PH-76, PH-77, PH-78, PH-79, PH-80, PH-81, PH-82, PH-83, PH-84, PH-85, PH-86, PH-87, PH-88, PH-89, PH-90, PH-91, PH-92, PH-93, PH-94, PH-95, PH-96, PH-97, PH-98, PH-99, PH-100). The bottom section shows the shield consoles (SHIELD #1 through SHIELD #5) and the emergency console (EMER IMP). The top section shows the command and navigation consoles (LF, L, RR, PH-1, PH-2, PH-3, PH-4, PH-5, PH-6, PH-7, PH-8, PH-9, PH-10, PH-11, PH-12, PH-13, PH-14, PH-15, PH-16, PH-17, PH-18, PH-19, PH-20, PH-21, PH-22, PH-23, PH-24, PH-25, PH-26, PH-27, PH-28, PH-29, PH-30, PH-31, PH-32, PH-33, PH-34, PH-35, PH-36, PH-37, PH-38, PH-39, PH-40, PH-41, PH-42, PH-43, PH-44, PH-45, PH-46, PH-47, PH-48, PH-49, PH-50, PH-51, PH-52, PH-53, PH-54, PH-55, PH-56, PH-57, PH-58, PH-59, PH-60, PH-61, PH-62, PH-63, PH-64, PH-65, PH-66, PH-67, PH-68, PH-69, PH-70, PH-71, PH-72, PH-73, PH-74, PH-75, PH-76, PH-77, PH-78, PH-79, PH-80, PH-81, PH-82, PH-83, PH-84, PH-85, PH-86, PH-87, PH-88, PH-89, PH-90, PH-91, PH-92, PH-93, PH-94, PH-95, PH-96, PH-97, PH-98, PH-99, PH-100).

SHIP DATA TABLE
TYPE = D5SX
POINT VALUE = 213/183
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R3.207
FIRST GENERATION X-SHIP

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

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

[illegible]

TRANSPORTER BOMBS

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

THE BOOM IMPULSE ENGINE CAN BE USED FOR POWER, BUT NOT MOVEMENT WHILE THE BOOM IS ATTACHED. IT CAN USE THE KLINGON CIRCUIT BREAKER RULE (G12.71)

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

[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

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

$$EX = I + IF + RF + R$$

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.

9FF (D2.33)

SEE (D2.32).
SEE (D2.33).

BCOUT FUNCTIONS SUMMARY

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	5	6	5	6	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.	1½	2	2½	3½	4	4½	5½	6	6½	7½	8	8½	9½	10	10½	11½	12	12½	13½	14	14½	15½	16	16½	17½	18	18½	19½	20															

⑥ = ERRATIC MANEUVER WARP COST

YS: 184
DK: 7
EX: 19
CR: 7

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

TYPE III DEFENSE PHASE		DIE RANGE				
ROLL	0	1	2	3	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
DERFACS

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(DEFACS)	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_OLUD	10	10	8	8	6	0	0	0	0

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.
SEE THIS SHIP'S SHIP DESCRIPTION FOR SOME EXCEPTIONS.

THE FORWARD PHASERS CAN FIRE INTO THE ROW WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

SEE (D2.33).

⑥ = ERRATIC MANEUVER WARP COST

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

**KLINGON DSPX
ADVANCED TECHNOLOGY
FAST PATROL SHIP TENDER**

CREW UNITS						ADMINISTRATIVE SHUTTLES			
				*		IDENT	HIT POINTS	NOTES	

[illegible]

THE BOOM IMPULSE ENGINE CAN BE USED FOR POWER, BUT NOT MOVEMENT WHILE THE BOOM IS ATTACHED. IT CAN USE THE KLINGON CIRCUIT BREAKER RULE (G12.71).

[illegible]

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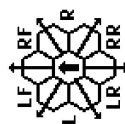
DIE ROLL	RANGE 0 1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

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+

SCOUT FUNCTIONS SUMMARY

21	LENDING ECM OR ECCM	SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.
22	BREAKING LOCK-ONS	


$$EX = L + LF + RF + R$$

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

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(OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2	1
DAMAGE OULD	10	10	8	8	6	0	0	0	0

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS. SEE (D2.33).

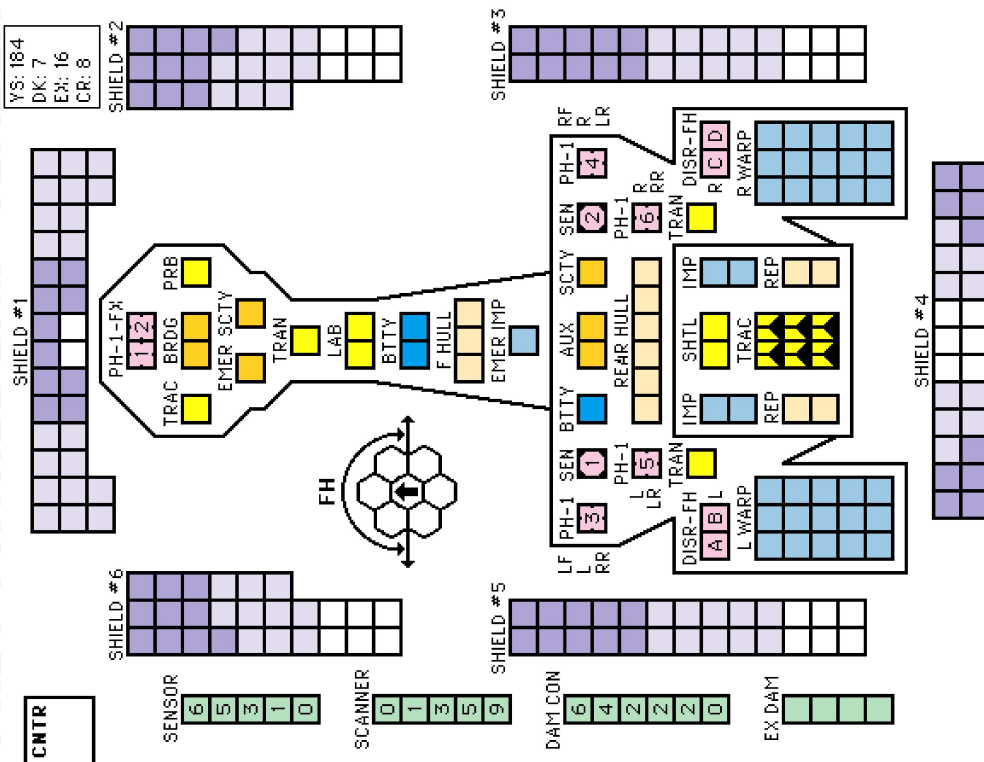
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX													⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Standard 1	2	2	3	4	5	6	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20			
Fract.	¾	1½	2	2½	3¼	4	4½	5¼	6	6¾	7½	8	8¾	9½	10	10¾	11½	12	12¾	13½	14	14¾	15½	16	16¾	17½	18	18¾	19½	20		

SHIP DATA TABLE	
TYPE	= D5PX
POINT VALUE	=208/183
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3:209
3 UIM STANDARD	
FIRST GENERATION X-SHIP	

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

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

HIT & RUN
DERFACS



KLINGON DVHX ADVANCED TECHNOLOGY HEAVY FIGHTER CARRIER

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

TRANSPORTER BOMBS	
D	D
D	D
D	D
D	D

BOARDING PARTIES	
10	
20	
30	
40	

DECK CREWS	
10	
20	
30	
40	

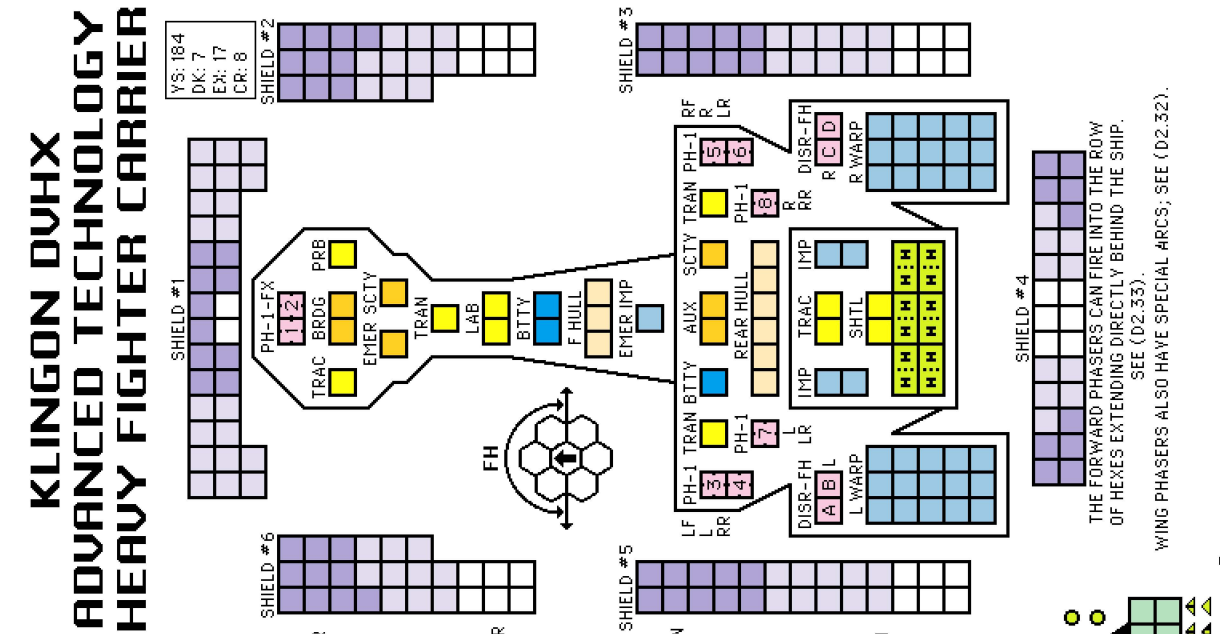
TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75	
1	9
2	8
3	7
4	6
5	5
6	4
7	3
8	2
9	1
10	0
11	0
12	0
13	0
14	0
15	0
16	0
17	0
18	0
19	0
20	0
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0
29	0
30	0
31	0
32	0
33	0
34	0
35	0
36	0
37	0
38	0
39	0
40	0
41	0
42	0
43	0
44	0
45	0
46	0
47	0
48	0
49	0
50	0
51	0
52	0
53	0
54	0
55	0
56	0
57	0
58	0
59	0
60	0
61	0
62	0
63	0
64	0
65	0
66	0
67	0
68	0
69	0
70	0
71	0
72	0
73	0
74	0
75	0

DISRUPTOR TABLE	
RANGE	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75
HIT (STD)	NA
HIT (UIN)	NA
HIT (DERFACS)	NA
HIT (OVERLOAD)	1-6
HIT (OL/UIN)	1-6
DAMAGE, STD	0
DAMAGE, QULD	10

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

TYPE II PHASER (FTR)	
DIE RANGE	4-9-15
ROLL 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	
1	6
2	6
3	6
4	5
5	5
6	5
7	5
8	5
9	5
10	5
11	5
12	5
13	5
14	5
15	5

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



SHIP DATA TABLE	
TYPE	DVHX
POINT VALUE	198/186
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R3.210

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

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

KLINGON D7AX

ADVANCED TECHNOLOGY

STASIS CRUISER

CREW UNITS

10	20	30	40	50
10	20	30	40	50
10	20	30	40	50
10	20	30	40	50
10	20	30	40	50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

PROBES

5

BOARDING PARTIES

10	20
10	20
10	20
10	20
10	20

SHIP DATA TABLE

TYPE	=	D7AX
POINT VALUE	=	270
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.211

3 UIM STANDARD

FIRST GENERATION X-SHIP

TURN MODE SPEED

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

DRONE RACKS

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

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

ANTI-DRONE TABLE

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

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

HIT & RUN

UIM	1
DERFACS	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

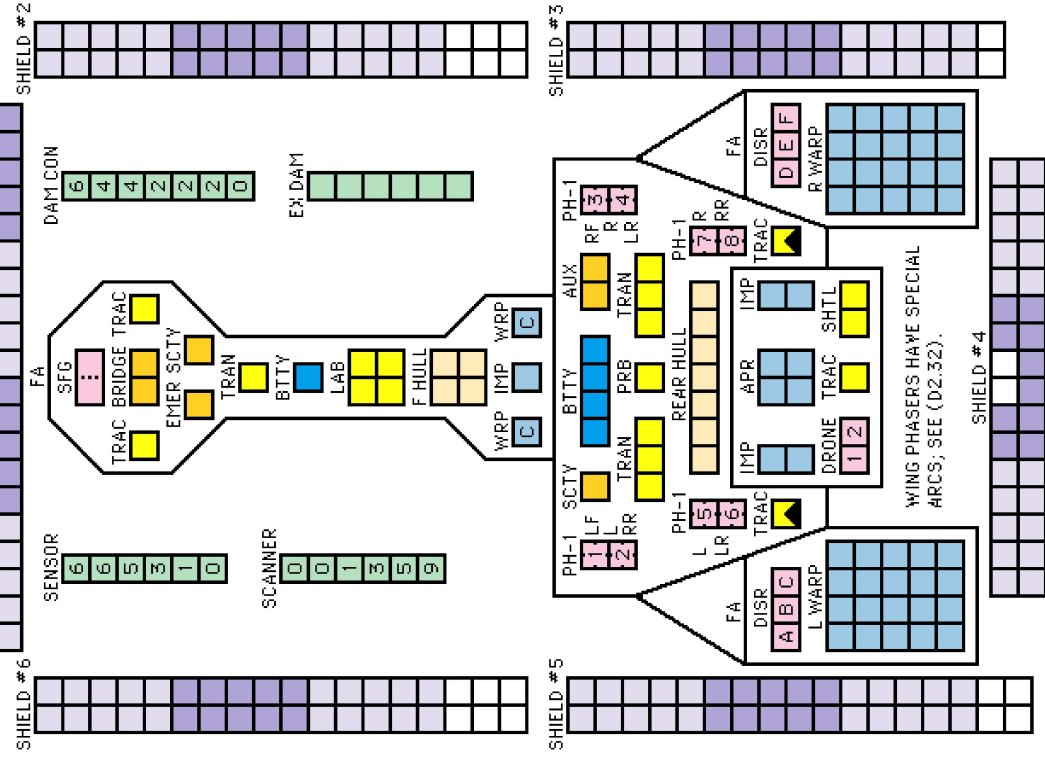
DIE RANGE	0	1	2	3	8	15
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

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

YS: 183
DK: 8
EX: 24
CR: 10

CNTR



YS: 183
DK: 5
EX: 15
CR: 7

A diagram showing a central site labeled 'FH' within a hexagonal lattice. A double-headed arrow is positioned above the central site, indicating a transition or interaction.

TRANSPORTER BOMBS

PROBES																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											</
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[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

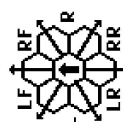
DIE ROLL	RANGE			6-9-16-26-51-											
	0	1	2	3	4	5	8	15	25	50	75				
1	9	8	7	6	5	5	4	3	2	1	1				
2	8	7	6	5	5	4	3	2	1	1	0				
3	7	5	5	4	4	4	3	1	0	0	0				
4	6	4	4	4	4	3	2	0	0	0	0				
5	5	4	4	4	3	3	1	0	0	0	0				
6	4	4	3	3	2	2	0	0	0	0	0				

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+

TYPE III DEFENSE PHASE

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


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

ANTI-DRONE TABLE

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

THE BOOM IMPULSE ENGINE CAN BE USED FOR POWER, BUT NOT MOVEMENT WHILE THE BOOM IS ATTACHED. IT CAN USE THE KLINGON CIRCUIT BREAKER RUILE (G12 71)

DISRIPTOR TABLE

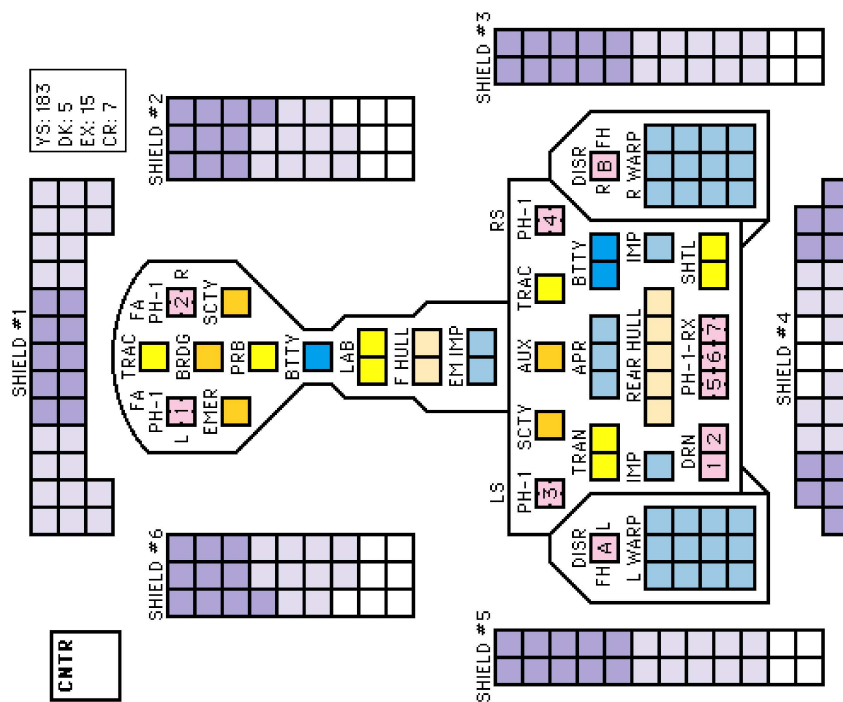
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(COVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, COLD	10	10	8	8	6	0	0	0

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

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

⑥ = ERRATIC MANEUVER WARP COST

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES
EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE THE (D2.32) CROSS DECK ARCS.

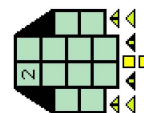
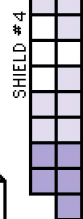
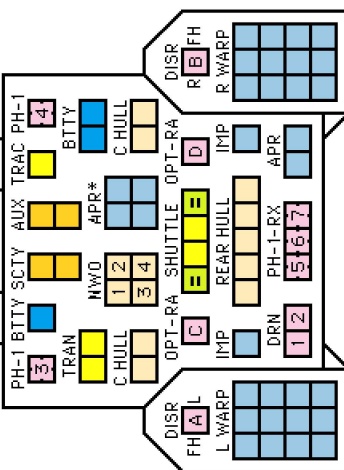
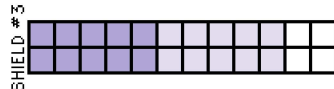
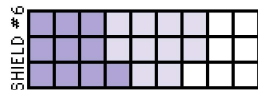
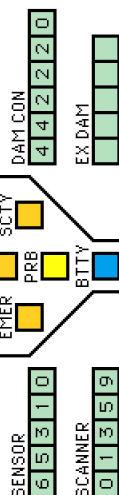
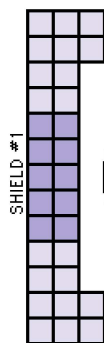


DIFFERENTIALS



**KLINGON HF5X
ADVANCED TECHNOLOGY
HEAVY WAR DESTROYER**

YS: 182
DK: 6
EX: 20
CR: 7



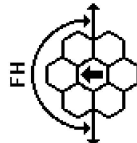
*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, BATTERY, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE EXISTING SHUTTLE BAYS.

CNTR

SHIP DATA TABLE	
TYPE	= HF5X
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.213

FIRST GENERATION X-SHIP
2 UIM STANDARD

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



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

HIT & RUN
DERFACS

THE BOOM IMPULSE ENGINE CAN BE USED FOR POWER, BUT NOT FOR MOVEMENT WHILE THE BOOM IS ATTACHED. IT CAN USE THE KLINGON CIRCUIT BREAKER RULE (G12.71).

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

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

WEAPON OPTIONS	Z - YC FIGHTERS 2xPh - 3 - FA DFR = 4 CRIPPLED = 8 SPEED = 15 BPV = 12
C	
D	

NON-WEAPON OPTIONS	1
	2
	3
	4

CANNOT BE WEAPON OR POWER.

APR REPLACEMENT

	CAN BE DECADAID, C4000, SUITLITE
--	----------------------------------

APTAIN'S MODULE

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

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

YS: 183
DK: 8
EX: 23
CR: 9

SHIELD #2

SHIELD #1

PH-1-FX
1 2
TRAC
BRDG
PRB
EMER SCTY
TRAN
LAB
BTTY
WRP
F HULL
IMP

SHIELD #6

SENSORS
6 6 6 5 3 1 0

CANNON
0 0 0 1 3 5 9

SHIELD #3

SHIELD #4

SHIELD #5

DAM CON
6 4 4 4 2 2 2 0

EX DAM
6 6 6 6 6 6 6 6

PH-1
3 4
LF
TRAN
BTTY
SCITY
AUX
PH-1
5 6
PH-1
9 10
DISR-FH
A B
L WARP
IMP
APR
DRONE
SHTL
TRAC
1 2
3 4
DISR-FH
C D
R WARP
R R

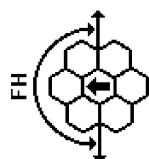
MOVEMENT COST = 1
HEAT COST = 5
EM COST = 6

CINTR

SHIP DATA TABLE	
TYPE	= D5WX
POINT VALUE	= 225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.215

3 UM STANDARD
FIRST GENERATION X-SHIP

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	✓	✓	✓	✓	✓	✓	✓	✓	6X
2	✓	✓	✓	✓	✓	✓	✓	✓	6X
3	✓	✓	✓	✓	✓	✓	✓	✓	6X
4	✓	✓	✓	✓	✓	✓	✓	✓	6X

THREE RELOADS, THIRD RELOAD IS ENTIRELY ADDS

THE BOOM IMPULSE ENGINE CAN BE USED FOR POWER, BUT NOT MOVEMENT WHILE THE BOOM IS ATTACHED. IT CAN USE THE KLINGON CIRCUIT BREAKER RULE (G12.71).

Category	Count
HIT & RUN	3
DERFACS	1

[illegible]

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

PROBES

BOARDING PARTIES	
10	
20	

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

$$E_X = L + LF + RF + R$$

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

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

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	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(OERFACS)	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/YUM)	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, QULD	10	10	8	8	6	0	0	0	0	

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

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

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

YS: 186
DK: 6
EX: 11
CR: 7

PROBES	NSM
5	

**HIT & RUN
CLOAK** 

TYPE III DEFENSE PHASE

A diagram of a hexagonal lattice structure. An arrow points upwards from the center. The lattice is labeled with RF (top-left), RR (top-right), LR (bottom-right), and LF (bottom-left).

SEE (D4.12) FOR ARMOR RULES.

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

PSEUDO
PLASMA
TORPS

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	15	15	15	15	10	5	1
TYPE GL	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
ROLL	1-4	1-3	1-2					1			

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

ROMULAN SPARROWHAWK-EX ADVANCED PF TENDER

CNTR

Y: 184

DK: 8

EX: 16

CR: 7

SCANNER

6

0

0

1

3

5

9

DAMCON

6

4

4

2

2

0

EX DAM

6

4

4

2

2

0

SHIP DATA TABLE

TYPE

=

SPEX

POINT VALUE

=

210

BREAKDOWN

=

5-6

SHIELD COST

=

1+1

LIFE SUPPORT

=

1

SIZE CLASS

=

3

CLOAK COST

=

18/4

REFERENCE

=

R4.211

FIRST GENERATION

X-SHIP

BPV INCLUDES CLOAK

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

TRANSPORTER BOMBS

10

20

30

40

50

BOARDING PARTIES

10

20

30

40

50

PROBES

5

10

15

20

25

30

RA = LR + RR

LS = LF + L + LR

RS = RF + R + RR

FX = L + LF + RF + R

RX = L + LR + RR + R

HIT & RUN CLOAK

1

2

3

4

5

6

THIS SHIP CAN CONTROL A NUMBER OF

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

WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SCOUT FUNCTIONS SUMMARY

21	LENDING ECM OR ECM
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 STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	10	5	1	
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	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
BOLT	1-4	1-3				1-2								

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

[illegible]

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

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

PLASMA-K COMBAT TABLE					
RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

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

PLASMA-F OR PLASMA-L
TORPEDOES IN WEAPON
OPTIONS C AND D WILL HAVE
AFT PLASMA (AP) LAUNCHING
ARCS. SEE (G33.123) FOR
PLASMA-D LAUNCHING ARCS.

[illegible]

DECK CREWS HAS TWO DECK CREWS.

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

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

PROBES

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

ACH ADDED FIGHTER COMES
WITH ONE DECK CREW.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE			6-9-16-26-51-			GLADIATOR- 2xPh-3-FA DFR = 3 CRIPPLED = 7 SPEED = 15 BPV = 12
	0	1	2	3	4	5	
1	9	8	7	6	5	5	1
2	8	7	6	5	5	4	1
3	7	5	5	4	4	3	0
4	6	4	4	4	4	3	0
5	5	4	4	4	3	3	0
6	4	4	3	3	2	2	0

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

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

[illegible]

PLASMA TORPEDO WARHEAD STRENGTH TABLE										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	
TYPE S	30	30	22	22	22	15	15	15	10	
TYPE GL	20	20	15	15	15	10	5	1	0	
TYPE F	20	15	10	5	1	0	0	0	0	
TYPE D	10	8	5	2	1	0	0	0	0	
BOLT	1-4	1-3	1-2							

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	2	3	4	4	5	6	6	7	8	8
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8

⑥ = ERRATIC MANEUVER WARP COST

**ROMULAN SPARROWHAWK-UX
ADVANCED TECHNOLOGY
SCOUT CARRIER**

CNTR	
------	--

SENSOR

6 6 5 3 1 0

CANNER

HAM CON

228

SHIP DATA TABLE
TYPE = SPURX
POINT VALUE = 228/205
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
CLOCK COST = 18/4
REFERENCE = R.4.213
FIRST GENERATION
X-SHIP
BPV INCLUDES CLOCK

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

TYPE II PHASER (FTR)	
DIE	RANGE
ROLL	0 1 2 3 4 5
1	6 5 5 4 3 2
2	6 5 4 4 2 1
3	6 4 4 4 1 1
4	5 4 4 4 3 1
5	5 4 3 3 0 0
6	5 3 3 3 0 0

[illegible][illegible]

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

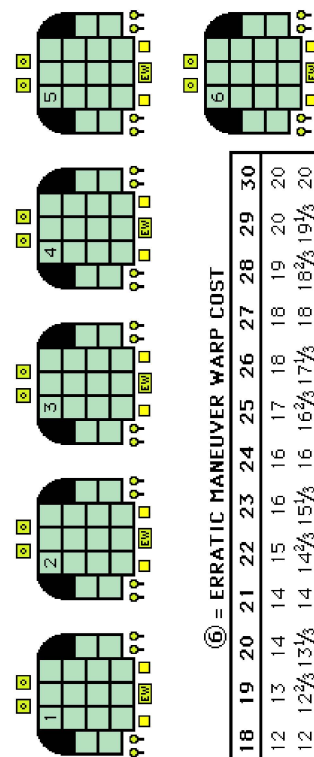
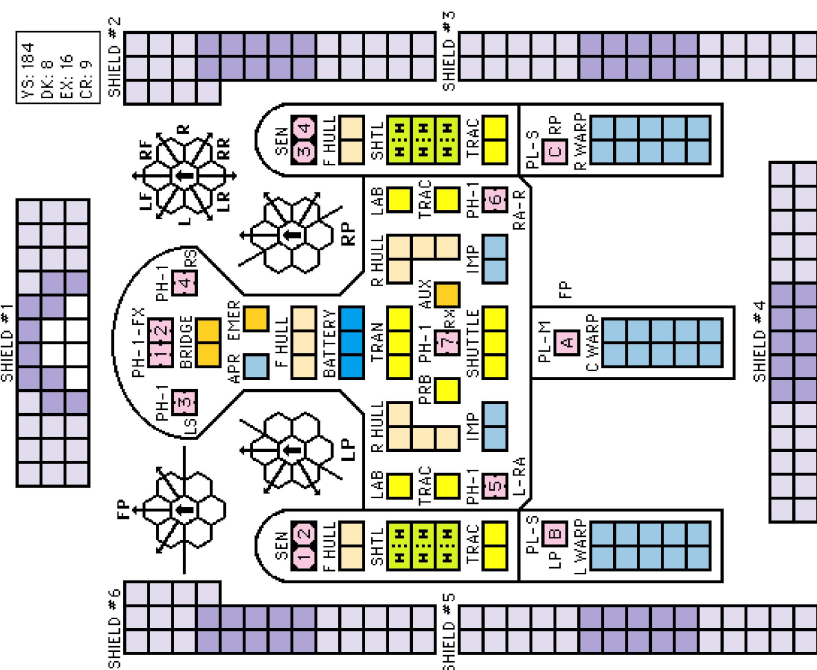
TYPE III DEFENSE PHASE					PSEUDO-PLASMA TORPEDOES	
DIE ROLL	RANGE	1	2	3	4	5
1	4	4	4	3	1	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	3	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE H	40	40	30	30	30	20	20		
TYPE S	30	30	22	22	22	15	15		
TYPE GL	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
TYPE D	10	8	5	2	1	0	0		
BOLT	1-4	1-3			1-2				

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	 CLOAK OF LOCAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.
29	TACTICAL INTELLIGENCE	

WARP ENERGY MOVEMENT COST = 2/3 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
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12
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



CAPTAIN'S MODULE X1R SSD BOOK — Copyright © 2008 ADB, Inc. Page 27

SHIP DATA TABLE	
TYPE	= FHEX
POINT VALUE	= 258
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 22/4
REFERENCE	= R4.215
FIRST GENERATION X-SHIP	
BPV INCLUDES CLOAK	

[illegible]

BOARDING PARTIES

$$F_X = L + LF + RF$$

EQUAL TO DOUBLE ITS SENS

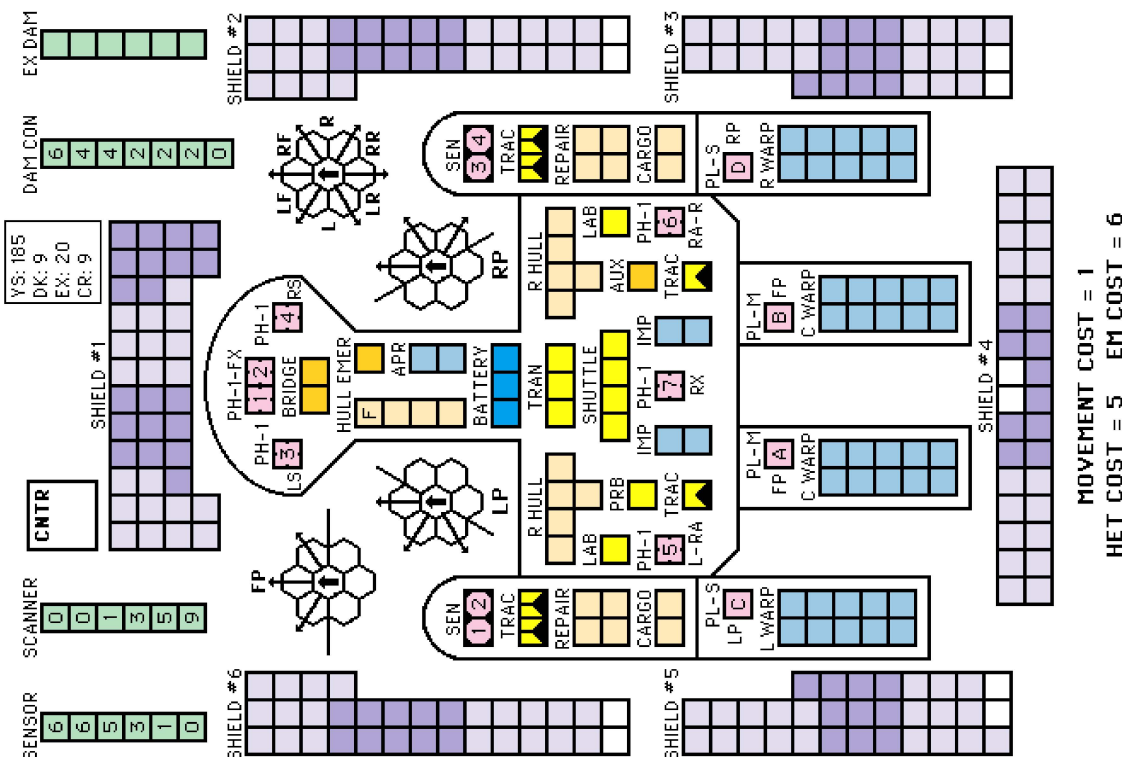
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

SCOUT FUNCTIONS SUMMARY

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

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2			1								



CREW UNITS

[illegible]

SHIP DATA TABLE	
TYPE	= NHX
POINT VALUE	= 297
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 24/4
REFERENCE	= R4.216
FIRST GENERATION X-SHIP	
BPV INCLUDES CLOAK	

[illegible][illegible]

TRANSPORTER BOMBS

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

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+

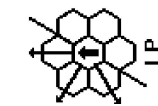
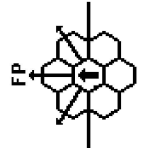
TYPE III DEFENSE PHASER

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

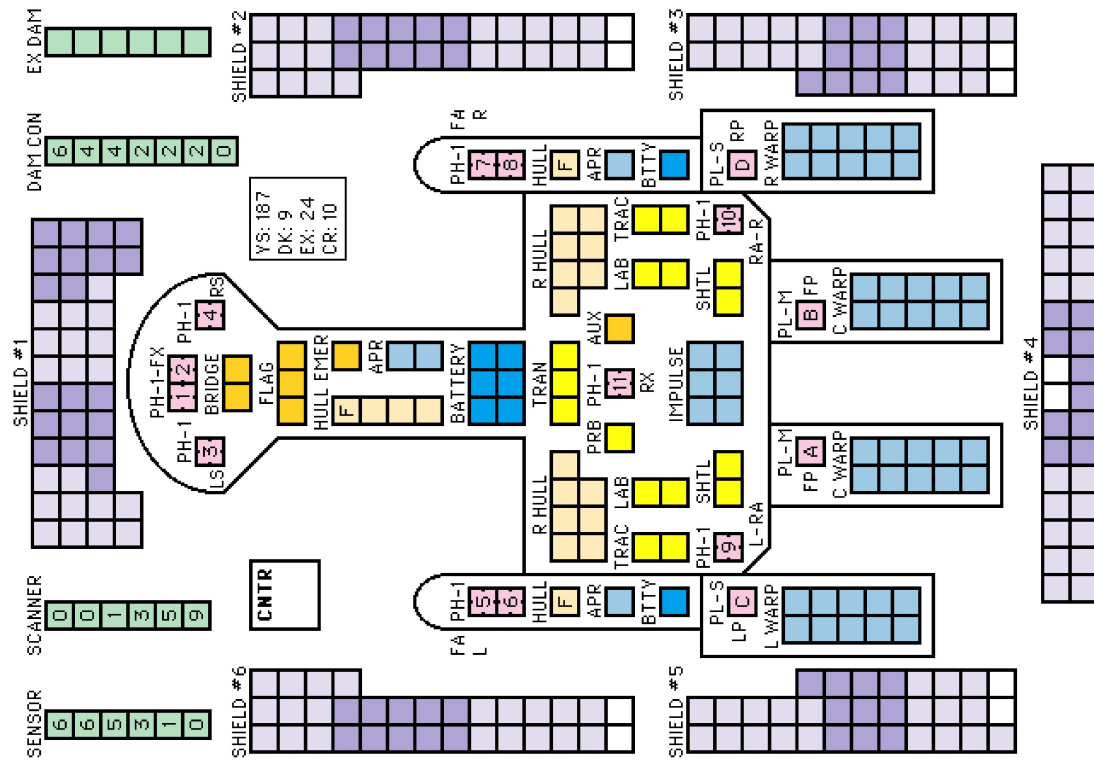
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R}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

HIT & RUN
CLOAK



PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2		1										



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

CNTR

SHIP DATA TABLE	
TYPE	= FALX
POINT VALUE	= 210
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 14/4
REFERENCE	= R4.217
BPV INCLUDES CLOAK	
FIRST GENERATION X-SHIP	

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

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D3.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

[illegible]

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

Crew Units	Boarding Parties
	2
*	10

PROBES	TRANSPORTER BOMBS
5	DDDDDD

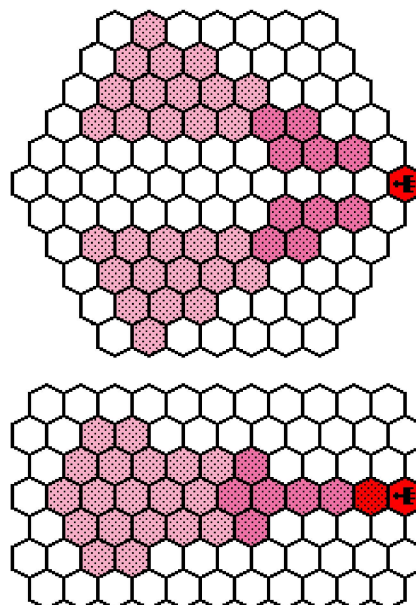
[illegible]

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

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

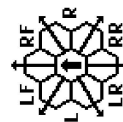
MAULER RANGE ADJUSTMENT CHART

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



TYPE III DEFENSE PHASER							THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.
DIE ROLL	RANGE		1	2	3	4- 8	
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	1	0	0	0	0

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


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

YS: 186
DK: 8
EX: 27
CR: 8

SHIP DATA TABLE	
TYPE	= KRMX
POINT VALUE	= 290
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 25/4
REFERENCE	= R4.218
FIRST GENERATION X-SHIP	
BPV INCLUDES CLOAK	

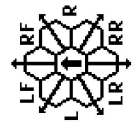
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
	4 16-21
	5 22-28
	6 29+

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.

WELFON III.
SEE (D23.0) FOR SHOCK DAMAGE.

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

[illegible]

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

[illegible]

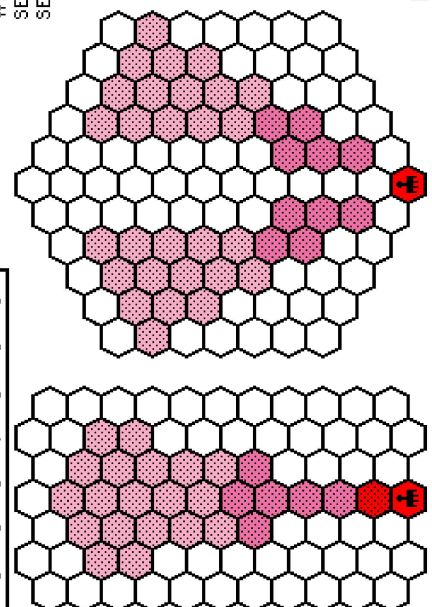
	TRANSPORTER BOMBS
	D D D D D D

PROBES

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

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

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



Advanced MAULER

SHIELD #1

SHIELD #2

PH-I-FX

TRAC BRIDGE TRAC

TRAC

EMER HULL

TRAN

BTTY

LAB

F HULL

EX DAM

SENSOR

SCANNER

SHIELD #6

CNTR

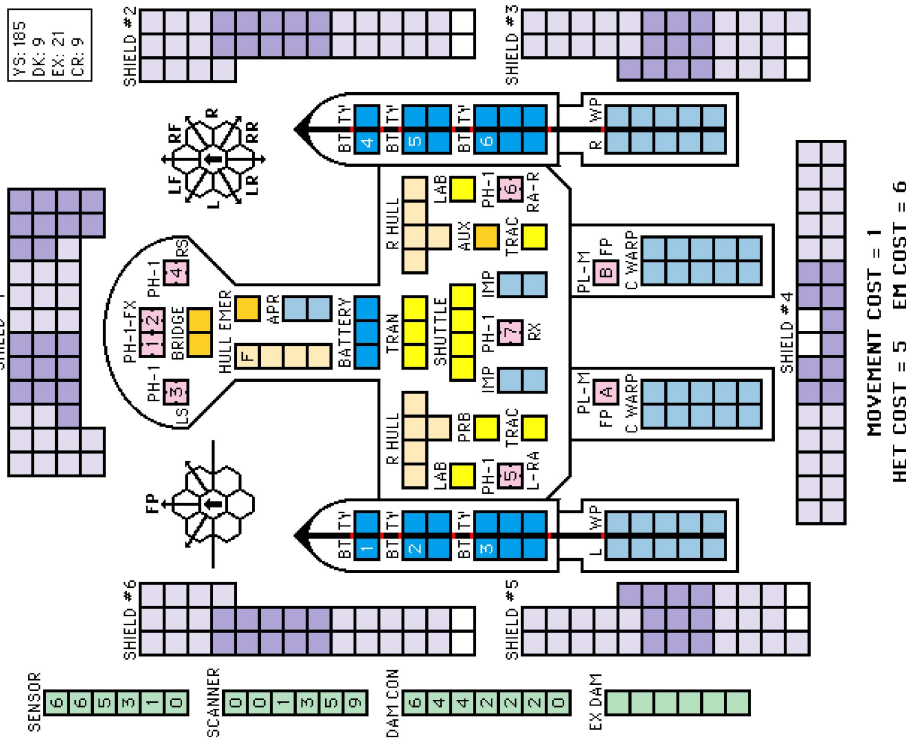
Diagram of a Star Wars ship layout for a game. The ship is oriented vertically with the nose at the top. Shields are represented by 10x10 grids: SHIELD #3 at the top, SHIELD #5 at the bottom, and SHIELD #4 on the right. The layout includes various components: PH-1 (4), BATTERY (2), PROBE (yellow), BATTERY (3), PH-1 (5), HULL (R), PH-1 (8), BATTERY (6), R, RR, BTY (4), R WARP, PH-1 (4), IMP BTY (7), BTY IMP (8), SHTL (yellow), APR TRAC (yellow), L, LR, BTY (1), L WARP, PH-1 (6), R HULL, and PH-1 (7). Movement cost is 1, HET cost is 5, and EM cost is 6.

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

ROMULAN FLAMEHAWK-X ADVANCED TECHNOLOGY MAULER CRUISER

CNTR



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.

CREW UNITS									
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							

BOARDING PARTIES									
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					

TRANSPORTER BOMBS									
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					

PROBES									
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					
10	20	30	40	50					

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

THIS SHIP CAN		TURN MODE		SPEED	
CONTROL A		C			
NUMBER OF		1		2-4	
WEAPONS		2		5-9	
EQUAL		3		10-14	
TO DOUBLE ITS		HET		15-20	
SENSOR RATING.				21-27	
		BD		28+	

BPV INCLUDES CLOAK

CNTR

SHIP DATA TABLE	
TYPE	= CMDX
POINT VALUE	= 243/180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.206

FIRST GENERATION X-SHIP

CREW UNITS			ADMINISTRATIVE SHUTTLES		
			IDENT	HIT POINTS	NOT
		10			
		*			
		20			
		30			

[illegible][illegible]

PROBES	5

TYPE I OFFENSIVE PHASER TABLE

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

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

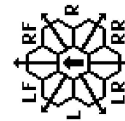
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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



+	L	+	LR
+	R	+	RR

ANTI-DRONE TABLE

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

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS.

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

⑥ = ERRATIC MANEUVER WARP COST

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

Y'S: 186
DK: 7
EX: 16
CR: 7

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

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

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

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

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

[illegible]

PROBES

TYPE I OFFENSIVE PHASER TARIFF

[illegible]

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

DRONE RACKS					
1					
2					

**RACKS HAD THREE RELOADS; THIRD RELOAD FOR
GX RACKS IS ENTIRELY ADDS.**


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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

KZINTI CMVX ADVANCED TECHNOLOGY HEAVY FIGHTER CARRIER

YS: 184
DK: 7
EX: 17
CR: 7

CNTR

SHIP DATA TABLE	
TYPE	CMVX
POINT VALUE	175
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R5.209

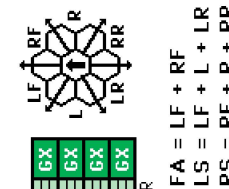
ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
20	30
30	40

TRANSPORTER BOMBS	
BAY IS A TUNNEL DECK (J158).	
TRANSPORTER BOMBS	
PROBES	
BOARDING PARTIES	
DECK CREWS	

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

HIT & RUN	
DERFACS	
UIM	

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



TYPE III DEFENSE PHASER	
DIE RANGE	4- 9- ROLL 0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 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)	NR 1-5 1-4 1-4 1-4 1-4 1-2 1-2
HIT (UIM)	NR 1-5 1-4 1-4 1-4 1-4 1-2 1-2
HIT (DERFACS)	NR 1-5 1-4 1-4 1-4 1-4 1-3 1-3
HIT (OVERLOAD)	1-6 1-5 1-4 1-4 1-4 1-4 1-4 1-4
HIT (OL/UIM)	1-6 1-5 1-5 1-5 1-5 1-5 1-5 1-5
DAMAGE, STD	0 5 4 4 3 3 2 2 1
DAMAGE, OULD	10 10 8 8 6 6 0 0 0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. RS = RF + R + RR

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

DRONE RACKS	
1	1 2 3 4
2	1 2 3 4
3	1 2 3 4
4	1 2 3 4

RACKS HAD THREE RELOADS, THIRD RELOAD FOR GX RACKS IS ENTIRELY ADDS.

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

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

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

⑤ = HET COST
⑥ = ERRATIC MANEUVER WARP COST

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

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

KZINTI NAX

YS: 184
DK: 8
EX: 24
CR: 9

④

寸2

CANNER



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④

7

2[illegible]

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11

SHIP DATA TABLE	
TYPE	= NAX
POINT VALUE	= 235
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.210

3 UIM STANDARD
FIRST GENERATION X-SHIP

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



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

HIT & RUN
DERFACS

[illegible]

	TRANSPORTER BOMBS	

BOARDING PARTIES					
					10
					20

PROBES	5
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ANTI-DRONE TABLE		
RANGE	0	1 2
HIT#	-	1-2 1-3

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

TYPE III DEFENSE PHASE							DRONE RACKS																			
DIE ROLL	RANGE	1	2	3	8	9-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	4	4	4	4	3	1	1																			
2	4	4	4	4	2	1	0																			
3	4	4	4	4	1	0	0																			
4	4	4	4	3	0	0	0																			
5	4	3	2	0	0	0	0																			
6	3	3	1	0	0	0	0																			

DRONE RACKS

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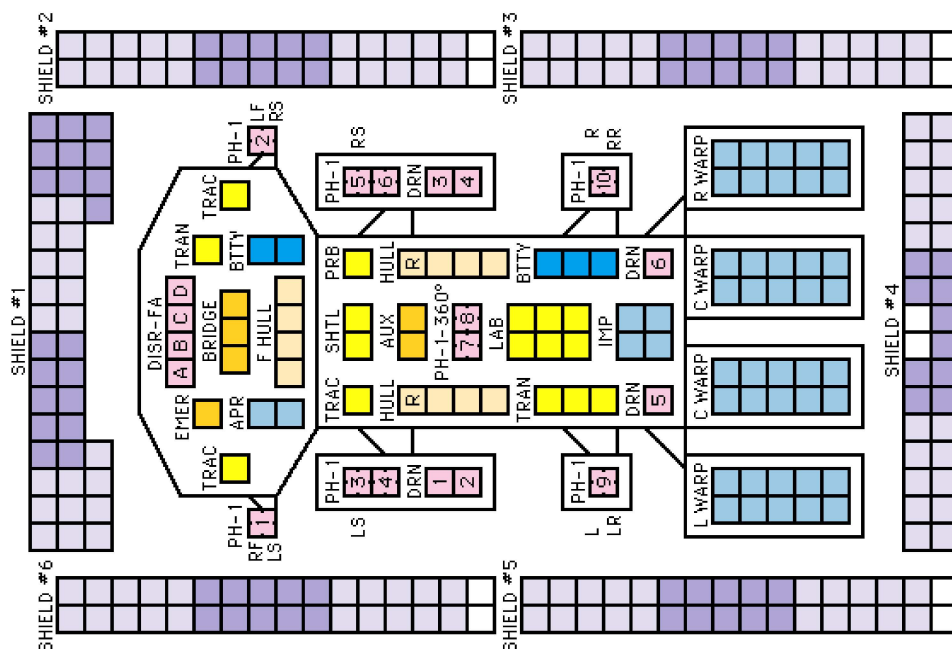
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2</

DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	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_COLD	10	10	8	8	6	0	0	0	0



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

CNTR

TYPE	=	DWX
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2

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

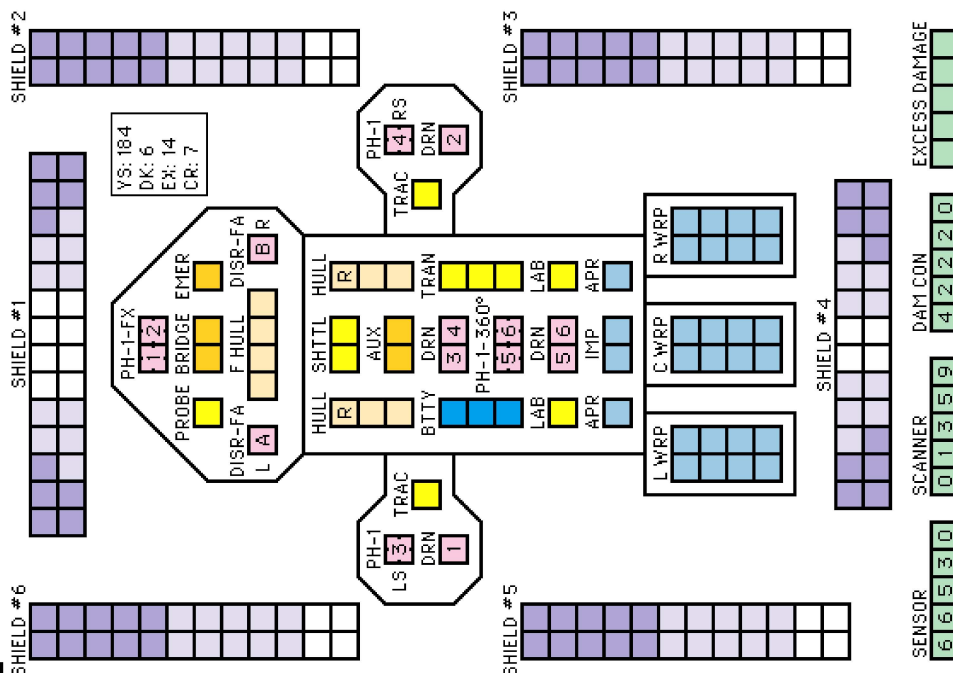
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+

DIE ROLL		THE PORTER NUMBER TABLE										THIS SHIP CAN
0	1	2	3	4	5	6	7	8	9	10	11	CONTROL A
ROLL	0	1	2	3	4	5	6	7	8	9	10	NUMBER OF
1	9	8	7	6	5	5	4	3	2	1	1	SEEKING
2	8	7	6	5	5	4	3	2	1	1	0	WEAPONS EQUIP
3	7	5	4	4	4	4	3	1	0	0	0	TO DOUBLE ITS
4	6	4	4	4	4	3	2	0	0	0	0	SENSOR RATING
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	1	2	3	4-8 15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

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

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



[illegible]

SHIP DATA TABLE	
TYPE	= HDWX
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.2.12
2 UIM STANDARD	
FIRST GENERATION	
X-SHIP	

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

DAM CON

4

HIT & RUN DERFACS

UIM

EX DAM

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

WEAPON REPLACEMENT

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

NON-WEAPON OPTIONS

1
2
3
4

5. WEAPON CANNOT BE WEAPON OR POWER.

[illegible]

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

TRANSPORTER BOMBS

[illegible]

EACH ADDED FIGHTER COMES WITH ONE DECK CREW

TYPE I OFFENSIVE PHASER TABLE											T4DSC FIGHTERS				
DIE ROLL	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75	2xPH-3-FA	DFR = 4	CRIPPLED = 8	SPEED = 15	BPV = 12
1	9	8	7	6	5	5	4	3	2	1					
2	8	7	6	5	4	3	2	1	1	0					
3	7	5	4	4	4	3	1	0	0	0					
4	6	4	4	4	4	3	2	0	0	0					
5	5	4	4	4	3	3	1	0	0	0					
6	4	4	3	3	2	2	0	0	0	0					

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

RACKS HAD THREE RELOADS; THIRD RELOADS IN GX RACKS IS ENTIRELY ADDS.

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

WEAPON OPTIONS		ANTI-DRONE TABLE					
C		RANGE	0	1	2	3	4+
D		HIT#	-	1-2	1-3	14	-

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

TOW-ROPE ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
TOW-ROPE ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard 1	2	2	3	4	4	5	6	6	7	8	8	8
Fract. 2 1/2	1 1/2	2	2 1/2	3 1/2	4	4 1/2	5 1/2	6	6 1/2	7 1/2	8	8

**KZINTI FEX
ADVANCED TECHNOLOGY
ESCORT FRIGATE**

YS: 196
DK: 5
EX: 12
CR: 5

[illegible]

SCANNER

0	1	4	9
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DAM CON

[illegible]

PH-1 ON REAR HULL IS 360°.

SHIP DATA TABLE	
TYPE	= FEX
POINT VALUE	= 140
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.213
INCLUDES FULL AEGIS	
FIRST GENERATION X-SHIP	

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

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.

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

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

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

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

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

DECK CREWS	PROBES
2	5

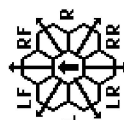
DROPPED RACKS

1	✓	✓	✓	✓	✓	✓	✓	6X
2	✓	✓	✓	✓	✓	✓	✓	6X
3	✓	✓	✓	✓	✓	✓	✓	6X
4	✓	✓	✓	✓	✓	✓	✓	6X

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

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

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.



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

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

TYPE I OFFENSIVE PHASER TABLE

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	1	1	2	2	2	3	3	3	4	4	4
Fract	$\frac{1}{4}$	$\frac{2}{4}$	$\frac{1}{2}$	$1\frac{1}{4}$	$1\frac{3}{4}$	2	$2\frac{1}{4}$	$2\frac{3}{4}$	3	$3\frac{1}{4}$	$3\frac{3}{4}$	4

GORN CLX ADVANCED TECHNOLOGY LIGHT CRUISER

VS: 183
DK: 7
EX: 18
CR: 7

CNTR



SHIELD #2



SHIELD #6



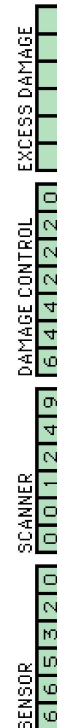
SHIELD #3



SHIELD #5



SHIELD #4

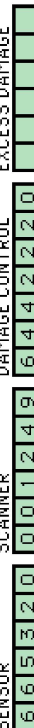


SENSOR

SCANNER

DAMAGE CONTROL

EXCESS DAMAGE



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	
8	80	
9	90	
10	100	

TRANSPORTER BOMBS

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

CAN TRANSFER BY (J159).

PROBES

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

BOARDING PARTIES

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

SHIP DATA TABLE	
TYPE	= CLX
POINT VALUE	= 215
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.207
FIRST GENERATION X-SHIP	

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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



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

PSEUDO-PLASMA TORPEDOES	
A	M
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	26-28	29	30
TYPE M	40	30	30	30	20	20	20	20	15	15	10	5	1	
TYPE S	30	30	22	22	15	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	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
BOLT	1-4	1-3	1-2											

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

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

CNTR

SHIP DATA TABLE	
TYPE	= HCDX
POINT VALUE	= 205/175
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.208

FIRST GENERATION X-SHIP

ADMINISTRATIVE SHUTTLES

10	*				
20					
30					
40					

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			GAS
			GAS
			GAS
			HTS
THIS SHIP HAS TWO SHUTTLE BAYS.			
CAN TRANSFER BY (JL59).			

[illegible]

PROBES				
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TRANSPORTER BOMBS

YS: 186
DK: 7
EX: 16
CR: 7

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

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+

TYPE III DEFENSE PHASER

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

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

**PSEUDO-PLASMA
TORPEDOES**

PI ASMA TORPEDO WARHEAD STRENGTH TABLE

PLASITA TURKEDU WAKHEAD 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	15	15	15	15	10	5	1
TYPE GL	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
ROLL	1-4	1-3	1-2					1			

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

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

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

	WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER MEA															J = REL COST										U = EKRATIC HANEUVER 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	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20			
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20	20				

GORN HSVX ADVANCED TECHNOLOGY SCOUT CARRIER

SHIP DATA TABLE

TYPE = HSVX
POINT VALUE = 223/150
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R6.209
FIRST GENERATION X-SHIP

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
BAY IS A TUNNEL DECK (J158).		

TRANSPORTER BOMBS

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

DECK CREWS

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

BOARDING PARTIES

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

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4	5	6	7	8	9	10
1	4	4	4	3	1	1	1	1	1	1	1
2	4	4	4	4	2	1	0	0	0	0	0
3	4	4	4	4	1	0	0	0	0	0	0
4	4	4	4	3	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER (FTR)

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

TURN MODE SPEED

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

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

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

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 F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-DX RACKS

SPECIAL SENSORS ARE DESTROYED ON "PHASER" AND "TORPEDO" DAMAGE POINTS.

RACKS HAD TWO RELOADS.

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

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

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

5 = HET COST

ERRATIC MANEUVER WARP COST

6 = ERRATIC MANEUVER WARP COST

SHIP DATA TABLE

TYPE = HSVX
POINT VALUE = 223/150
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R6.209
FIRST GENERATION X-SHIP

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
BAY IS A TUNNEL DECK (J158).		

TRANSPORTER BOMBS

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

DECK CREWS

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

BOARDING PARTIES

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

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4	5	6	7	8	9	10
1	4	4	4	3	1	1	1	1	1	1	1
2	4	4	4	4	2	1	0	0	0	0	0
3	4	4	4	4	1	0	0	0	0	0	0
4	4	4	4	3	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER (FTR)

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

TURN MODE SPEED

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

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

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

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 F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-DX RACKS

SPECIAL SENSORS ARE DESTROYED ON "PHASER" AND "TORPEDO" DAMAGE POINTS.

RACKS HAD TWO RELOADS.

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

5 = HET COST

ERRATIC MANEUVER WARP COST

6 = ERRATIC MANEUVER WARP COST

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YS: 188
DK: 7
EX: 17
CR: 7

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

[illegible][illegible]REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.

SHIP DATA TABLE	
TYPE	= HDPX
POINT VALUE	= 223/190
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.210

FIRST GENERATION

FIRST GENERATION

CNTR	
------	--

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

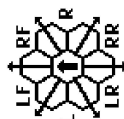
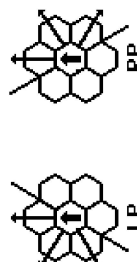
SCANNER

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

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

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

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


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


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	15	15	15	15	10	5	1
TYPE GL	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BLT	1-4	1-3	1-2					1			

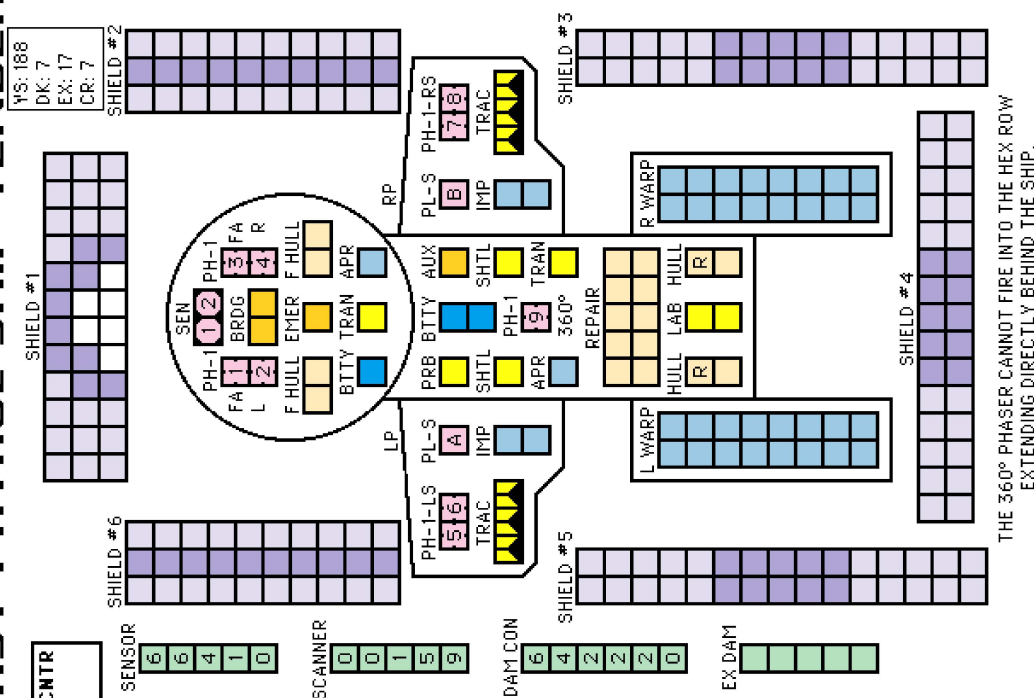
PSEUDO	A	S	B	S
PLASMA				
TORPS	A	S	B	S

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

5 = HET COST

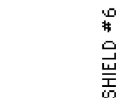
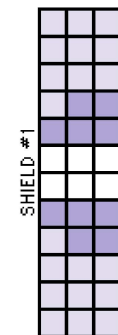
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{3}{4}$	$\frac{1}{2}$	2	$2\frac{2}{3}$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

⑥ = ERRATIC MANEUVER WARP COST



GORN HDSX ADVANCED TECHNOLOGY HEAVY SCOUT DESTROYER

YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 186
DK: 7
EX: 21
CR: 7



YS: 183
DK: 8
EX: 22
CR: 10

CNTR

SHIP DATA TABLE
TYPE = CAX
POINT VALUE= 210
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SPT = 1
SIZE CLASS = 3
REFERENCE = R7.208
3 UIM STANDARD
FIRST GENERATION X-SHIP

Category	HIT	RUN
UIM	3	3
DERFACS	1	1

							*	10
								20
								30
								40
								50

BOARDING PARTIES

[illegible][illegible]

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

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	1	2	3	4	5	6
B						
HET						
BD						

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

[illegible]TRANSPORTER ROMBS

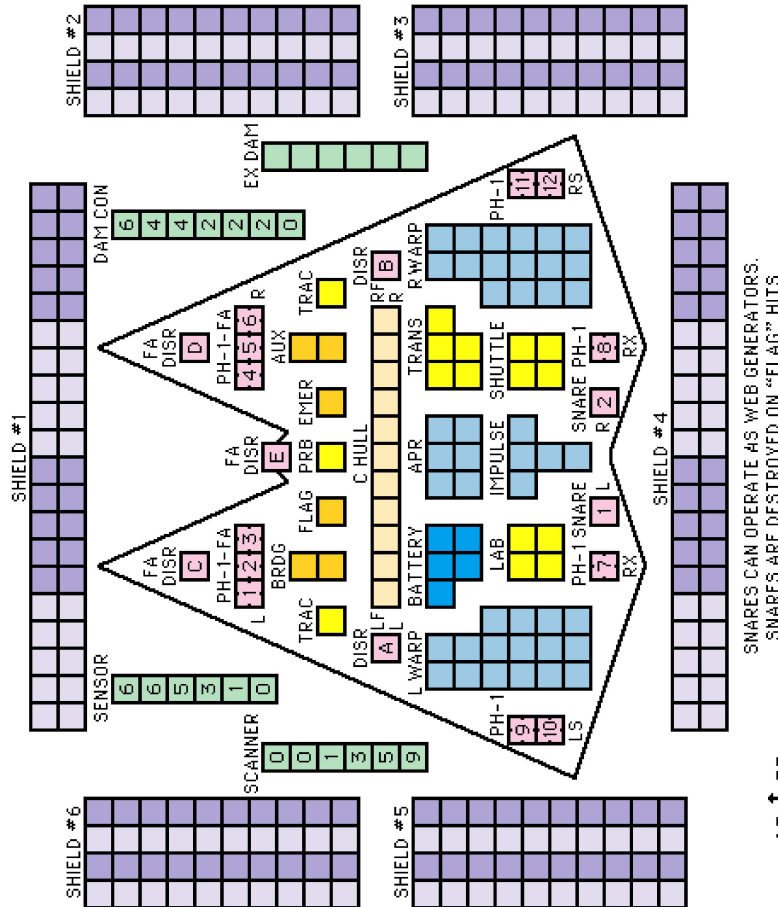
	D	D	D	D	D
CALCULATED					

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 (UM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	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(COL/UM)	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, CULD	10	10	8	8	6	0	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															
		SHIP ENERGY MOVEMENT COST = 27¢ PER TON PER HOUR															COST = 1¢ PER TON PER HOUR															ENERGETIC TIME/COVER TRIP COST														
Standard	1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30									
Frac.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20																



SNARES CAN OPERATE AS WEB GENERATORS.
SNARES ARE DESTROYED ON "FLAG" HITS


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

**THOLIAN PAX
ADVANCED TECHNOLOGY
PHOTON HEAVY CRUISER**

YS: 184
DK: 8
EX: 22
CR: 10

CNTR

SHIP DATA TABLE
TYPE = PAX
POINT VALUE= 215
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SPT = 1
SIZE CLASS = 3
REFERENCE = R7.209
FIRST GENERATION X-SHIP

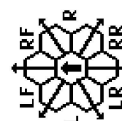
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TYPE I OFFENSIVE PHASER TABLE

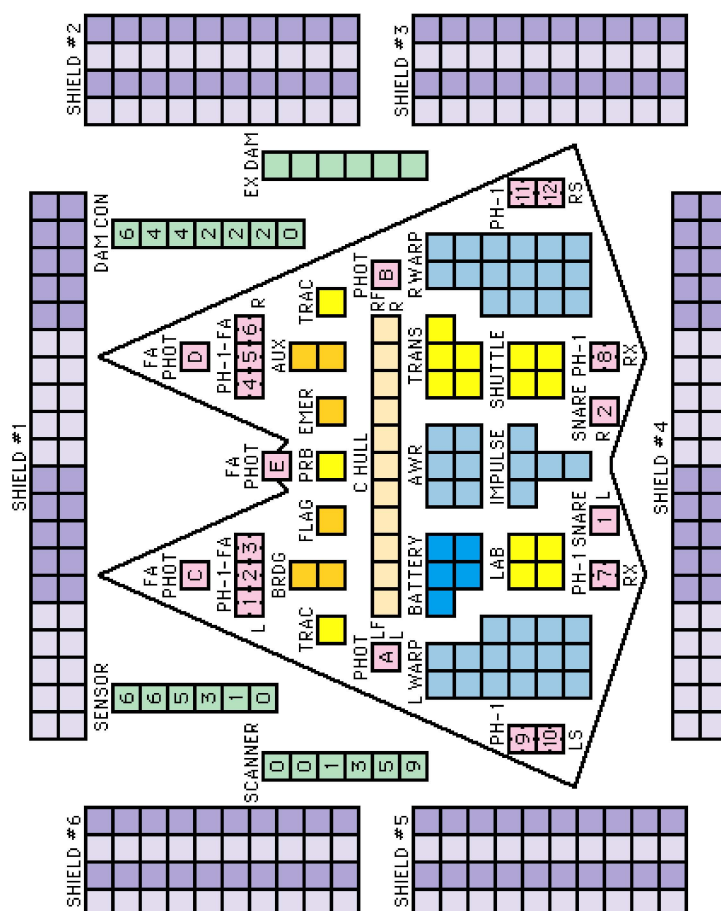
DIE ROLL	RANGE										TURN MODE	SPEED
	0	1	2	3	4	5	6-8	9-15	16-25	26-50		
1	9	8	7	6	5	5	4	3	2	1	1	2-5
2	8	7	6	5	5	4	3	2	1	1	0	6-10
3	7	5	5	4	4	3	1	0	0	0	0	11-15
4	6	4	4	4	4	3	2	0	0	0	0	16-21
5	5	4	4	4	3	3	1	0	0	0	0	22-28
6	4	4	3	3	2	2	0	0	0	0	0	29+

TYPE III DEFENSE PHASER						ADMINISTRATIVE SHUTTLES			
DIE ROLL	RANGE			4- 9- 15	IDENT	HIT POINTS	NOTES		
	1	2	3						
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			

TRANSPORTER BOMBS


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

X-PHONON TORPEDO TABLE									
RANGE	0-1	2	3-4	5-8	9-12	13-40			
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			
DAMAGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA			

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX[illegible]

SNARES CAN OPERATE AS WEB GENERATORS. SNARES ARE DESTROYED ON "FLAG" HITS.

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

**THOLIAN CWPX
ADVANCED TECHNOLOGY
FAST PATROL SHIP TENDER**

YS: 187
DK: 7
EX: 16
CR: 7

[illegible][illegible][illegible][illegible][illegible]

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[illegible][illegible]

SENSOR

CANNER

AM CON

EX DAM

SHIP DATA TABLE	
TYPE	= CWPX
POINT VALUE	= 191/161
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.2.11
FIRST GENERATION X-SHIP	

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOT

THIS SHIP HAS ONE SHUTTLE BAY.

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

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

Diagram illustrating the movement codes for the Type III Defense Phaser. The codes are arranged around a central point, with arrows indicating the direction of movement:

- LF (Left Forward)
- RF (Right Forward)
- LR (Left Rear)
- RR (Right Rear)
- RL (Left Rear)
- RL (Right Rear)

Below the diagram is a table for the Type III Defense Phaser:

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

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS

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

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

YS: 188
DK: 6
EX: 17
CR: 6

SENSOR

SCANNER

DAM CON

3: DAM

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

NON-WEAPON OPTIONS	1
	2
	3
	4

CANNOT BE WEAPON OR POWER.
APR REPLACEMENT

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

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

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

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

██ **DECK CREWS** ██ **PROBES** ██ ██ ██ 5 **THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.**

Metric	Value
HIT & RUN	100
UIM	20
DERFACS	10

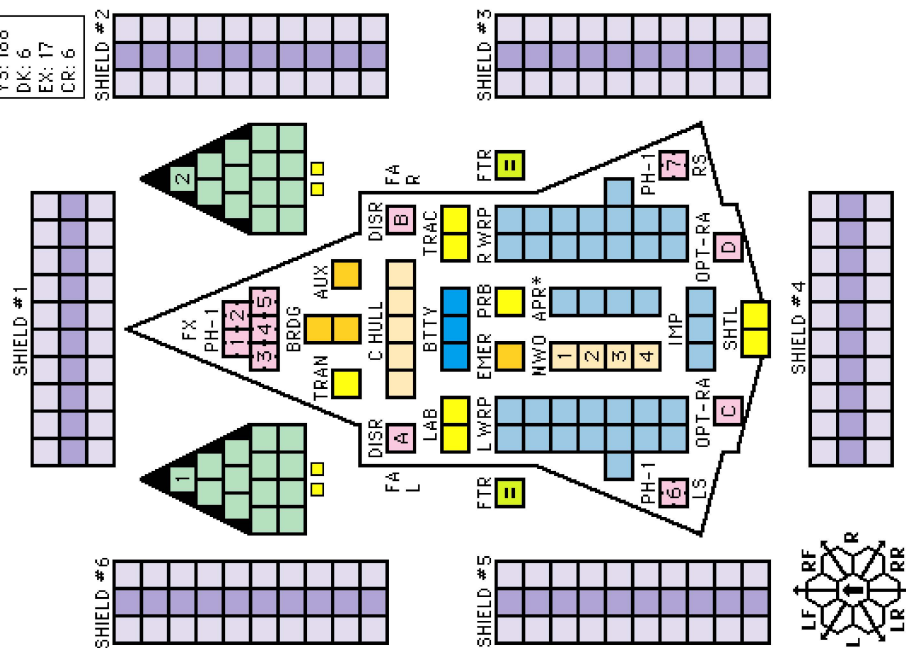
TYPE I OFFENSIVE PHASE TABLE													
DIE ROLL	RANGE			1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	0	8	7	6	5	5	4	3	2	1	1	1	0
2	8	7	6	5	5	4	3	1	0	0	0	0	0
3	7	5	4	4	4	3	2	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0
5	4	4	4	4	3	3	2	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0

TYPE III DEFENSE PHASE				WEAPON OPTIONS			
DIE RANGE		4- 9- ROLL 0 1 2 3 8 15		C	D		
1	4	4	4	3	1	1	SPIDER-III FIGHTERS 2XPh-S-FA DFR = 4 CRIPPLED = 10 SPEED = 15 BPV = 6
2	4	4	4	2	1	0	
3	4	4	4	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 (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2		
HIT(OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA		
DAMAGE, STD	0	5	4	4	3	3	2	2		
DAMAGE, OULD	10	10	8	8	6	0	0	0		

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

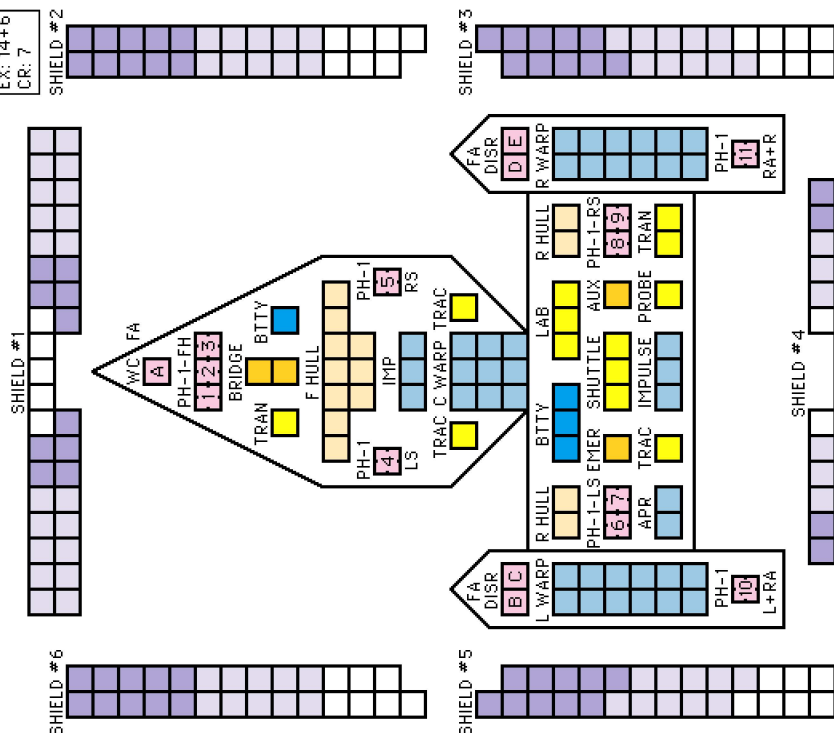
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$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



THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY' LANDING SYSTEM (P2.432).

**NEO-THOLIAN NLX
ADVANCED TECHNOLOGY
LIGHT CRUISER**

YS: 187
DK: 4+2
EX: 14+6
CR: 7



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

⑥ = ERRATIC MANEUVER WARP COST

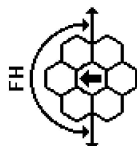
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1		2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$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

CNTR

SHIP DATA TABLE	
TYPE	= NLX
POINT VALUE	= 206
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.213
3 UIM STANDARD	
FIRST GENERATION X-SHIP	

THIS SHIP CAN CONTROL
A NUMBER OF SEEKING
WEAPONS EQUAL TO 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+



WEB FIST CHART						
RANGE	1-10	11-20	21-30			
HIT	1-4	1-3	1-2			
MISS	5-6	4-6	3-6			
ENERGY	DAMAGE					
1	2	0	0			
2	4	2	0			
3	6	4	2			
4	8	6	4			
5	10	8	6			
6	12	10	8			

HIT & RUN
DERFACS

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

BOARDING PARTIES	TRANSPORTER BOMBS	PROBES
10		5

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

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

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

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 (DEAFACS)	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	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OULD	10	10	8	8	6	0	0	0	0

5 = HET COST

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

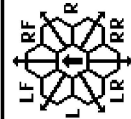
YS: 186
DK: 7
EX: 26
CR: 7

[illegible][illegible]

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

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

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



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

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS.
SEE ANNEXES #8A AND #8B.

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

DRION PFX

SHIP DATA TABLE	
TYPE	= PFX
POINT VALUE	=272/225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 20/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.207
STEALTH +2 ECM	
BPV INCLUDES CLOAK	
BPV WITHOUT CLOAK	=242/185
BPV INCLUDES OAKDISC	
FIRST GENERATION X-SHIP	

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

Diagram illustrating a hexagonal lattice structure with an arrow pointing upwards. The lattice is labeled with LF, RF, LR, RR, and R.

FA = LF + RF
RA = LR + RR

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																5 = HET COS	
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	11

[illegible]

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

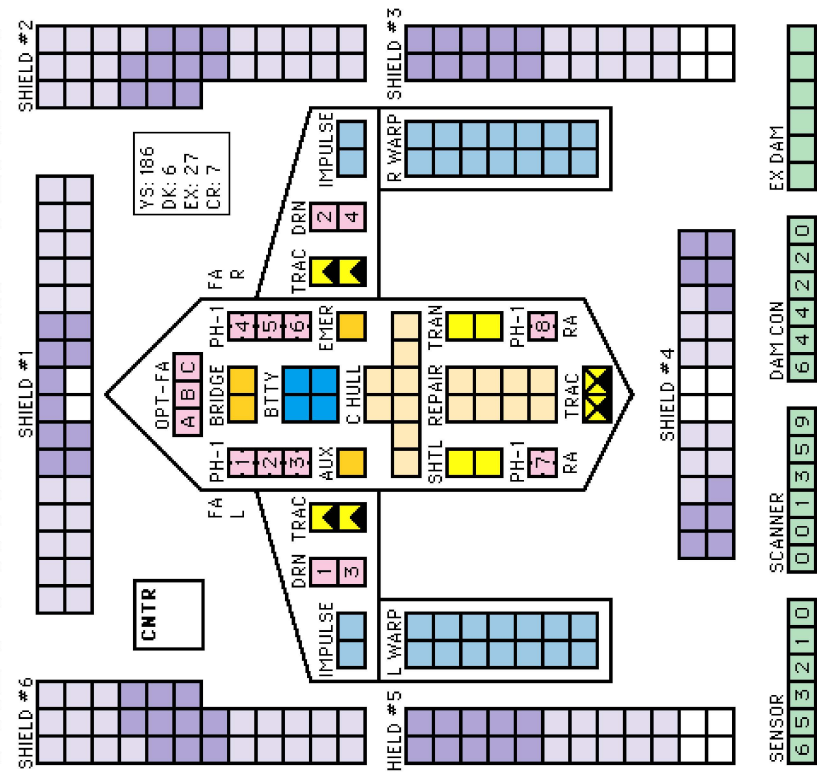
TYPE III DEFENSE PHASER					HIT & RUN CLOAK
DIE ROLL	RANGE	4- 2	9- 3	15- 8	
1	4	4	3	1	
2	4	4	3	1	
3	4	4	2	1	
4	4	4	2	0	

0	0	0	0
0	0	0	0
1	0	0	0
4	0	2	1
4	4	0	0
4	4	4	0
0	4	5	0

[illegible]

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B

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



SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. FREE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.2) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

YS: 186
DK: 5
EX: 23
CR: 6

IDENT	HIT POINTS	NOTES

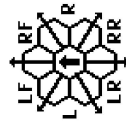
	BOARDING PARTIES						TRANSPORTER BOMBS						
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													

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

HIT & RUN CLOAK 

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

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


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

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

NIMBLE SHIP

INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.
MOUNTS "C" AND "D" ARE
WING MOUNTS.

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

**ORION HOWX ADVANCED
HEAVY WAR DESTROYER**

CREW UNITS						ADMINISTRATIVE SHUTTLES						
						IDENIT	HIT POINTS	NOTES				
				*	10							
					20							

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

[illegible]

HIT & RUN CLOAK	☐	Z-YC FIGHTERS 2xPh-3 -FA DFR = 4 CRIPPLED = 8 SPEED = 15 BPV = 12
TYPE III DEFENSE PHASER		
DIF. RANGE	4- 9-	

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

FA = LF + RF

RA = LR + RR

LS = LF + L + LR

RS = RF + R + RR

FX = L + LF + RF + R

RX = L + LR + RR + R

TYPE I OFFENSIVE PHASER TABLE												SHIP CATEGORY
DIE ROLL	RANGE	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75	GRAVITY CARGO BEE SEE (G15) AND RESISTANCE (G15) USES THE RULES OF THE
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	4	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

INSERT OPTIONAL WEAPON MOUNTS "C" AND "D" AND WING MOUNTS.
SEE ANNEXES #8A AND #8B FOR RA OPTION MOUNT

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT											
SPEED	1	2	3	4	5	6	7	8	9	10	
Standard	1	2	2	3	4	4	4	5	6	6	7
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	

SHIP DATA TABLE	
TYPE	= HDWX
POINT VALUE	= 240
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 19/4
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.209
STEALTH +2 ECM	
BPV INCLUDES CLOAK	
BPV WITHOUT CLOAK	= 210
BPV INCLUDES OAKDISC	
FIRST GENERATION X-SHIP	

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

ND ON PLANETS BY AERODYNAMIC,
POWERED LANDINGS (P.2.43).
S HAVE 25 CARGO POINTS EACH.
FOR RULES ON OPTION MOUNTS.
) FOR DOUBLING OF ENGINE POWER
ING DAMAGE TO ENGINES. THIS SHIP
(15,212) SIZE CLASS 3 DOUBLING
TE ITS BEING A SIZE CLASS 4 UNIT.
THIS SHIP CAN CONTROL A NUMBER
OF SEEKING WEAPONS EQUAL TO
DOUBLE ITS SENSOR RATING.

[illegible]

HER HEX	5 = HET COST
1 12 13 14 15 16 1	
8 9 10 11 1	
8 8 8 ^{2/3} 9 ^{1/3} 10 10 ^{2/3} 11	

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

15	1	$FA = LF + RF$	
	0	$RA = LR + RR$	
	0	$LS = LF + L + LR$	
	0	$RS = RF + R + RR$	
	0	$FX = L + LF + RF + R$	
	0	$RX = L + LR + RR + R$	

SHIP CANT					
GRAVITY, 0					
CARGO BOX					
SEE (G15.4)					
SEE (G15.2)					
AND RESULT					
USES THE (					
RULES DESI					
	6-9-8	16-25	26-50	51-75	
	6	4	3	2	1
	3	3	2	1	1
	3	1	0	0	0
	2	0	0	0	0
	1	0	0	0	0
	0	0	0	0	0

INSERT OPTIONAL WEAPON
SEE ANNEXES #8A AND #8B
MOUNTS "C" AND "D" ARE
WING MOUNTS.
SEE (G33.0) AND ANNEX #8
FOR RA OPTION MOUNTS

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

BOARDING PARTIES

DECK CREWS

HIT & RUN CLOAK

TYPE III DEFENSE PHASES

DIE RANGE

4-

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

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

2

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

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...p, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673

YS: 187
DK: 10
EX: 22
CR: 9

CNTR	
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SHIP DATA TABLE	
TYPE	= CAVX
POINT VALUE	= 188/153
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.207

FIRST GENERATION X-SHIP

[illegible][illegible][illegible]

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

STINGER-X
1xPH-2-FA
1xPH-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 20
BPV = 14

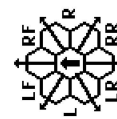
DIE ROLL	TYPE II PHASER (FTR)						4-9- 15					
	RANGE						RANGE					
	0	1	2	3	8	15	0	1	2	3	8	15
1	6	5	5	4	3	2						
2	6	5	4	4	2	1						
3	6	4	4	4	1	1						
4	5	4	4	3	1	0						
5	5	4	3	3	0	0						
6	5	3	3	3	0	0						

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

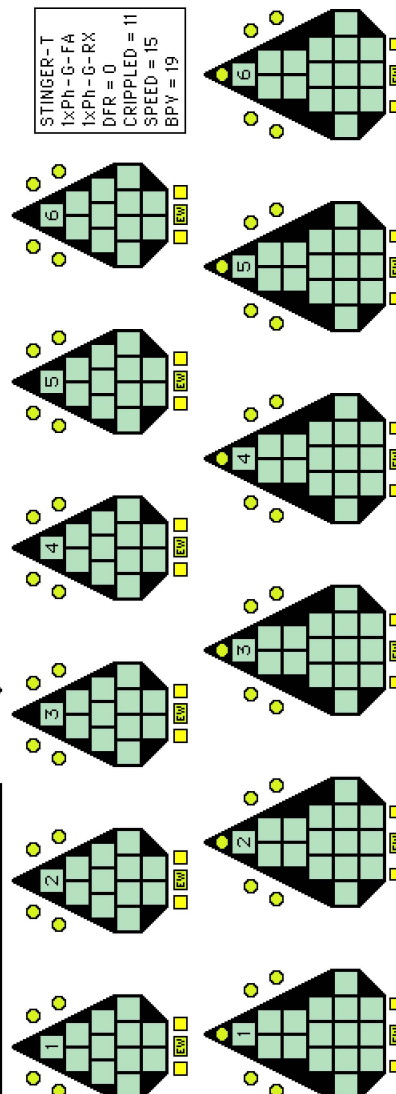
TYPE III DEFENSE PHASER		4-9-15			
DIE RANGE	ROLL	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

FIGHTER HELLBORE TABLE								
RANGE	0-1	2	3-4	5-8	9-10			
HIT*	11	10	9	8	7			
DAMAGE	20	17	15	13	10			

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



STINGER-T
1xPh-G-FA
1xPh-G-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 19



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

HYDRAN VDX ADVANCED TECHNOLOGY MEDIUM SCOUT CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= VDX
POINT VALUE	= 180/145
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.208
FIRST GENERATION X-SHIP	

CREW UNITS		ADMINISTRATIVE SHUTTLES	
		IDENT	HIT POINTS
	10		
	20		
	30		
	40		

TWO DAYS, TRANSFERS BY (J159).

	BOARDING PARTIES	DECK CREWS
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
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88		
89		
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92		
93		
94		
95		
96		
97		
98		
99		
100		

BPV DOES NOT INCLUDE THE COST OF THE FIGHTERS.

							D	D	D	
								TRANSPORTER BOMBS		

TYPE I OFFENSIVE PHASER TABLE

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

STINGER-T
1xPh-G-FA
1xPh-G-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 19

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

ETP FISSION TABLE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.	SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.
--	--

REFRUSION TABLE

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

SPECIAL SENSORS
WERE DESTROYED ON
"TORPEDO"
DAMAGE POINTS.

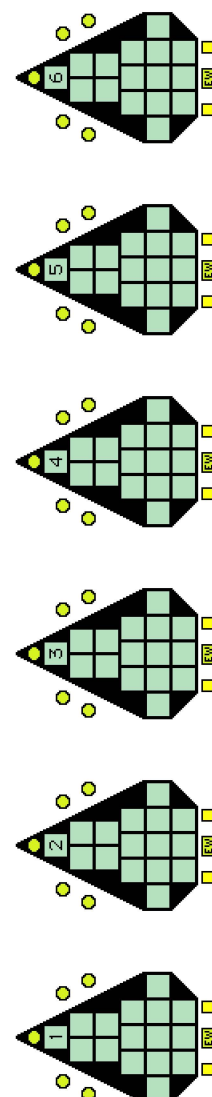
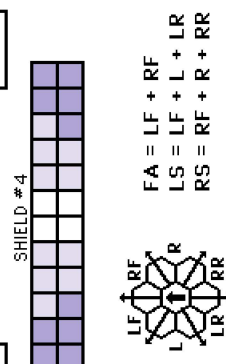
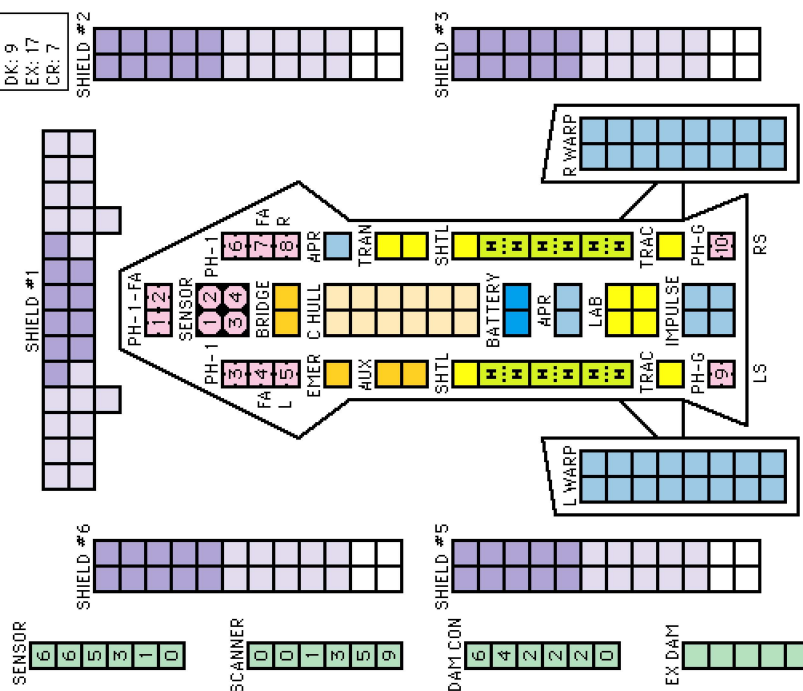
TYPE III DEFENSE PHASE

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

EIGHTER HEILROF TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

YS: 187
DK: 9
EX: 17
CR: 7



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

WARP ENERGY INCREMENT				COST = 2/3 ENERGY POINT PER REA										COST = NET COST										COST = KRATILC HANDEVER 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	4	5	6	6	7	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20			
Fract.	$\frac{1}{2}$	$\frac{1}{4}$	2	$2\frac{1}{4}$	$3\frac{1}{4}$	4	$4\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8	$8\frac{3}{4}$	$9\frac{1}{4}$	10	$10\frac{3}{4}$	$11\frac{1}{4}$	12	$12\frac{1}{4}$	$13\frac{1}{4}$	14	$14\frac{1}{2}$	$15\frac{1}{4}$	16	$16\frac{3}{4}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{4}$	20			

HYDRAN DEMON HUNTER-X ADVANCED TECHNOLOGY HEAVY WAR DESTROYER

CREW UNITS			ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES	IDENT	HIT POINTS	NOTES
1	10				
2	20				
3	30				
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					

BOARDING PARTIES			TRANSPORTER BOMBS		
IDENT	HIT POINTS	NOTES	IDENT	HIT POINTS	NOTES
1	10				
2	20				
3	30				
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					

DECK CREWS			PROBES		
IDENT	HIT POINTS	NOTES	IDENT	HIT POINTS	NOTES
1	10				
2	20				
3	30				
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					

TYPE I OFFENSIVE PHASER TABLE			TYPE II PHASER (FTR)		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	9	8	1	6	5
2	8	7	2	5	4
3	7	6	3	4	3
4	6	5	4	3	2
5	5	4	5	2	1
6	4	3	6	1	0

TYPE III DEFENSE PHASER			APR REPLACEMENT		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	4	3	1	19	18
2	3	2	2	17	16
3	2	1	3	15	14
4	1	0	4	13	12
5	0	0	5	11	10
6	0	0	6	9	8

TYPE IV DEFENSE PHASER			FUSION OVERLOAD		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	4	3	1	19	18
2	3	2	2	17	16
3	2	1	3	15	14
4	1	0	4	13	12
5	0	0	5	11	10
6	0	0	6	9	8

SHIP DATA TABLE			FIRST GENERATION X-SHIP		
TYPE	POINT VALUE	SHIELD COST	TYPE	POINT VALUE	SHIELD COST
HDWX	240	1/2+1/2	HDWX	240	1/2+1/2
5-6	1/2	4	5-6	1/2	4
1/2	4	R9.209	1/2	4	R9.209
4	R9.209		4	R9.209	

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

NON-WEAPON OPTIONS			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

WARP ENERGY POINT PER HEX			WARP ENERGY POINT PER HEX		
DIE RANGE	ROLL 0	ROLL 1	DIE RANGE	ROLL 0	ROLL 1
1	19	18	1	19	18
2	17	16	2	17	16
3	15	14	3	15	14
4	13	12	4	13	12
5	11	10	5	11	10
6	9	8	6	9	8

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

BOARDING PARTIES					
					10
					20

	TRANSPORTER BOMBS
	D D D D D D D

DECK CREWS	PROBES
2	

PROBES

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

SPY INCLUDES THE COST OF THE FIGHTERS.

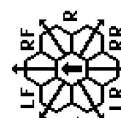
	TURN MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE II PHASER (FTR)	DIE RANGE		4-9-	
	ROLL	0 1 2 3 4 5	6 7 8 9	10 11 12
1	6	5	5	4 3 2
2	6	5	4	4 2 1
3	6	4	4	4 1 1
4	5	4	4	3 1 0
5	5	4	3	3 0 0
6	5	3	3	3 0 0

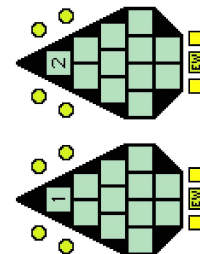
FTR FUSION TABLE	
DIE ROLL	RANGE
1	13 8 6 4
2	11 8 5 3
3	10 7 4 2
4	9 6 3 1
5	8 5 3 1
6	8 4 2 0

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

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

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


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



CNTR	
------	--

SHIP DATA TABLE	
TYPE	= IRX
POINT VALUE	= 275
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.210

FIRST GENERATION X-SHIP

SENSOR

SCANNER 001350

DAM.COM

6	4	4	2	2	0
---	---	---	---	---	---

EX D&M

VS: 186
DK: 10
EX: 24
CR: 9

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

PH-1-FA
HELLCORE-FA
PH-1
FA
L
TRAN
AUX
EMER
SHTL
C HULL
LAB
BTTY
PH-G
PH-G
IMPULSE
C WARP
RS

R WARP
L WARP

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

Page 61

YS: 187
DK: 9
EX: 19
CR: 7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS.

SHIP DATA TABLE	
TYPE	= MNX
POINT VALUE	= 234
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.213

FIRST GENERATION X-SHIP

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS.

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS	PROBES	BPV INCLUDES THE COST OF
10	D D D D D D	5	

[illegible]

BOARDING PARTIES	DECK CREWS
10	

FUSION BEAM TABLE							FUSION OVERLOAD					
DIE ROLL	RANGE		1	2	3-10	11-15	16-24	DIE ROLL	RANGE		1	2
1	13	8	6	4	3	2		1	19	12	9	
2	11	8	5	3	2	1		2	16	12	7	
3	10	7	4	2	1	0		3	15	10	6	
4	9	6	3	1	1	0		4	13	9	4	
5	8	5	3	1	0	0		5	12	7	4	
6	8	4	2	0	0	0		6	12	6	3	

	-15	16-24
3	2	
2	1	
1	0	
1	0	
0	0	
0	0	

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

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

FUSION OVERLOAD		
DIE ROLL	RANGE	
1	19	12 9
2	16	12 7
3	15	10 6
4	13	9 4
5	12	7 4
6	12	6 3

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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

	6-8	9-15	16-25
4	3	2	2
3	2	1	1
3	1	0	0
2	0	0	0
1	0	0	0
0	0	0	0

DIE RANGE		THE PORTERETTE PRINTS									
ROLL	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	5					
2	8	7	6	5	5	4					
3	7	5	5	4	4	4					
4	6	4	4	4	4	3					
5	5	4	4	4	4	3					
6	4	4	4	3	2	2					

E RANGE		4- 9- LL 0 1 2 3 8 15					
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

26-51-	1
50 75	1 0 0 0 0 0

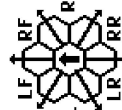
DIE RANGE		6-9-16									
ROLL	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	5	4	3	2		
2	8	7	6	5	5	4	3	2	1		
3	7	5	5	4	4	4	3	1	0		
4	6	4	4	4	4	3	2	0	0		
5	5	4	4	4	3	3	1	0	0		
6	4	4	3	3	2	2	0	0	0		

TYPE II PHASER (FTR)				
DIE	RANGE	4-9-		
ROLL	0	1	2	3
1	6	5	4	3
2	6	5	4	2
3	6	4	4	1
4	5	4	4	1
5	5	4	3	0
6	5	3	3	0

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

Diagram of a Stingray ship. The ship is black with a white hull. It has a 2x2 grid of green squares on its deck and a yellow square on its side. The number 2 is written in the top left corner of the deck grid.

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


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

STINGER-X
1xPH-2-FA
1xPH-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 20
BPV = 14

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

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

HYDRAN PEGASUS-X ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER

YS: 190
DK: 9
EX: 15
CR: 7

CINTR

SHIP DATA TABLE	
TYPE	= PGX
POINT VALUE	= 160/130
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.214

FIRST GENERATION X-SHIP

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

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

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

CREW UNITS						ADMINISTRATIVE SHUTTLES							
						IDENT	HIT POINTS	NOTES					
				*	10								
					20								

TWO BAYS — NO TRANSFERS.

[illegible]

PROBES
5

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

SPECIAL SENSORS
ARE DESTROYED ON
"TORPEDO"
DAMAGE POINTS.

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

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

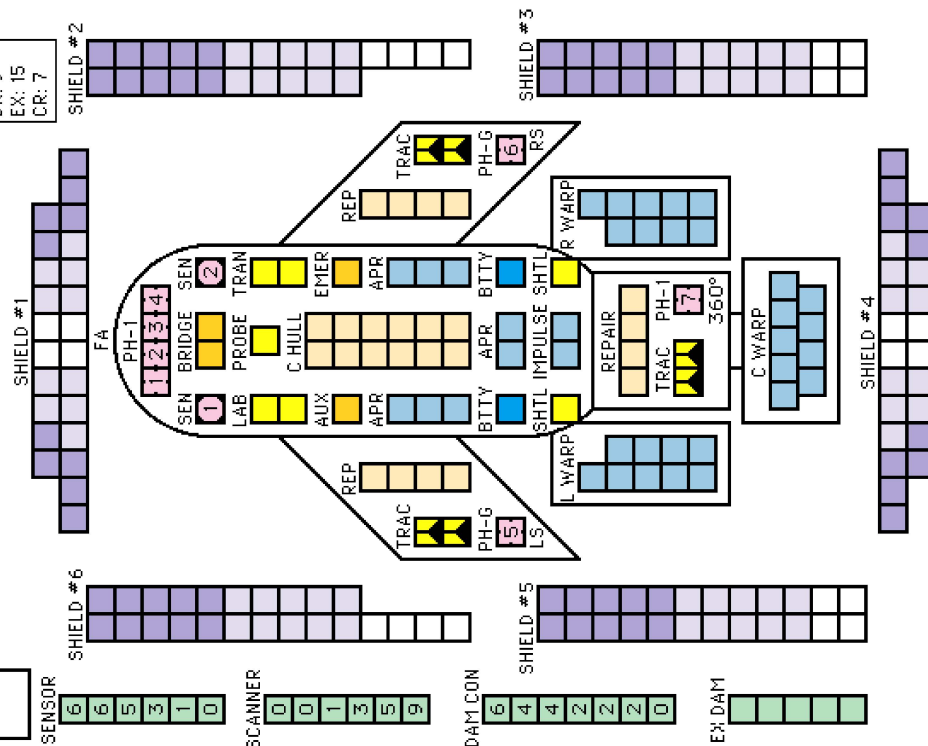
REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.

CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.



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



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

HYDRAN TARTAR-X ADVANCED TECHNOLOGY MEDIUM CRUISER

CREW UNITS			
IDENT	HIT POINTS	NOTES	
	10		
	20		
	30		
	40		

ADMINISTRATIVE SHUTTLES

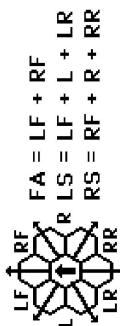
BOARDING PARTIES			
IDENT	HIT POINTS	NOTES	
	10		
	20		
	30		
	40		

TRANSPORTER BOMBS

PROBES

5

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



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

SHIP DATA TABLE	
TYPE	= TRX
POINT VALUE	= 230
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.216
FIRST GENERATION X-SHIP	

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

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

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

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

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

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

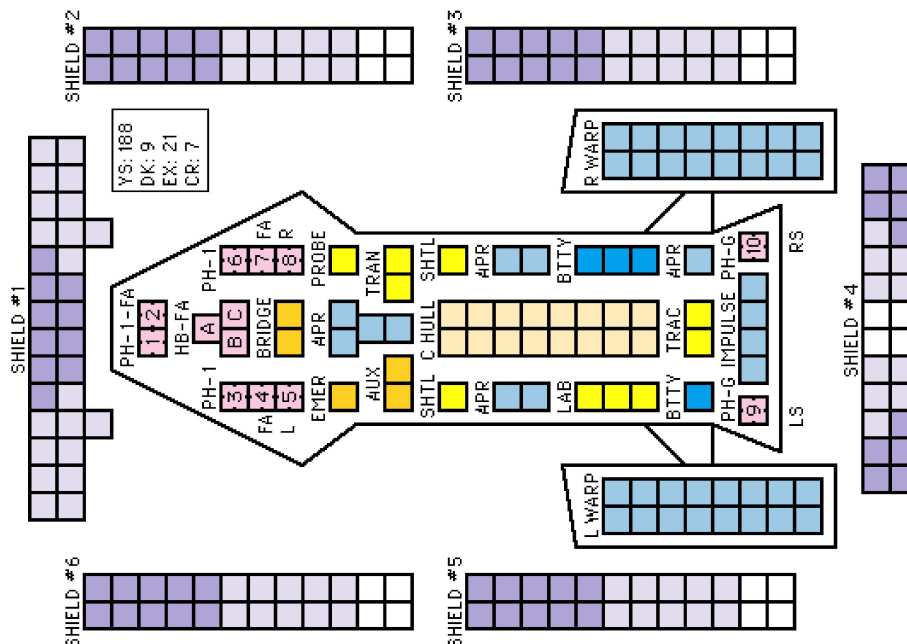
CNTR

SENSOR

SCANNER

DAM CON

EX DAM



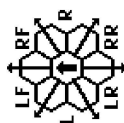
YS: 187
DK: 12
EX: 27
CR: 10

CNTR

HIT & RUN
DERFACS

[illegible][illegible]

PROBES					
5					



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER	EXPANDING SPHERE TABLE
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
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55
56	56
57	57
58	58
59	59
60	60
61	61
62	62
63	63
64	64
65	65
66	66
67	67
68	68
69	69
70	70
71	71
72	72
73	73
74	74
75	75
76	76
77	77
78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

DIE RANGE							4- 9-							RADIUS		ENERGY							LOADING SPHERE TABLE								
ROLL		0		1		2		3		8		15						1		2		3		4		5		6		7	
1		4		4		4		4		3		1		1		0		4		8		12		16		20		24		28	
2		4		4		4		4		2		1		0		1		4		7		11		15		18		22		26	
3		4		4		4		4		1		0		0		2		3		7		10		13		17		20		23	
4		4		4		4		4		3		0		0		3		3		6		9		12		15		18		21	

REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

DISPERSED FOR TABLE		EXCESS DAMAGE MILS.									
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(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA		
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA		
DAMAGE STD	0	5	4	4	3	3	2	2	1		
DAMAGE,OULD	10	10	8	8	6	0	0	0	0		

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

SHIP DATA TABLE	
TYPE	= BCX
POINT VALUE	= 260
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.206

3 UIM STANDARD
FIRST GENERATION X-SHIP

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

The diagram illustrates the internal structure of the USS Voyager, divided into several functional sections:

- Shields:** Six sets of shields (#1-#6) are positioned around the perimeter.
- Forward Area (FA):** Contains Disruptors (DISR), Photon Torpedoes (PH-1), and Transporters (TRAN).
- Engineering Section (ESG):** Includes the Main Corridor (C HULL), Bridge, and various support systems like Auxiliaries (AUX), Bitty, and Shtl.
- Transportation & Maintenance:** Features the Transporter Room (TRAN), Sickbay (SHTL), Armory (APR), and Repair Shop (REPAIR).
- Warp Engines:** Located at the bottom, including L WARP, C WARP, and R WARP.
- Sensors & Damage Control:** A Sensor array is shown on the right, along with Damage Control and Excess Damage indicators.

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

**LYRAN JAGUAR-VX
ADVANCED TECHNOLOGY
WAR CRUISER CARRIER**

CNTR

YS: 185
DK: 8
EX: 18
CR: 7

SHIP DATA TABLE	
TYPE	= CWVX
POINT VALUE	= 170/150
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.207

FIRST GENERATION X-SHIP

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

Z-HB FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 15
BPV = 18

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

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

EXPANDING SPHERE TABLE								
	RADIUS			ENERGY			6	7
	1	2	3	3	4	5		
0	4	8	12	16	20	24	28	
1	4	7	11	15	18	22	26	
2	3	7	10	13	17	20	23	
3	3	6	9	12	15	18	21	

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

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

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


Figure 1 shows five diagrams illustrating the evolution of a 4x4 grid. Each diagram consists of a 4x4 grid of green squares. A black shape is on the left, and a yellow square is on the right. The black shape grows from 1 to 5 squares, and the yellow square moves from the bottom to the top. The diagrams are labeled 1, 2, 3, 4, and 5 from bottom to top.

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX										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.	1½	2	2½	3½	4	4½	5½	6	6½	7½	8	8½	9½	10	10½	11½	12	12½	13½	14	14½	15½	16	16½	17½	18	18½	19½	20	20

CMTR

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

YS: 189
DK: 8
EX: 29
CR: 9

CNTR

SHIP DATA TABLE	
TYPE	= STX
POINT VALUE	= 280
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.210

FIRST GENERATION X-SHIP

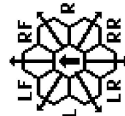
CREW UNITS						ADMINISTRATIVE SHUTTLES					
					*	IDENT	HIT POINTS				NOTES
						TWO BAYS — NO TRANSFERS.					

	TRANSPORTER BOMBS
	10
	D D D D D D

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

TYPE I OFFENSIVE PHASE TABLE

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



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

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

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

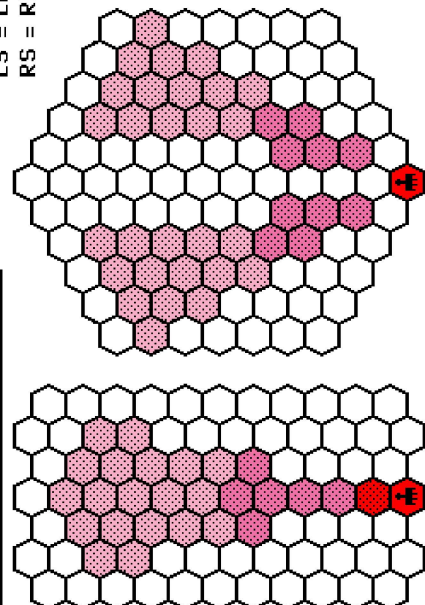
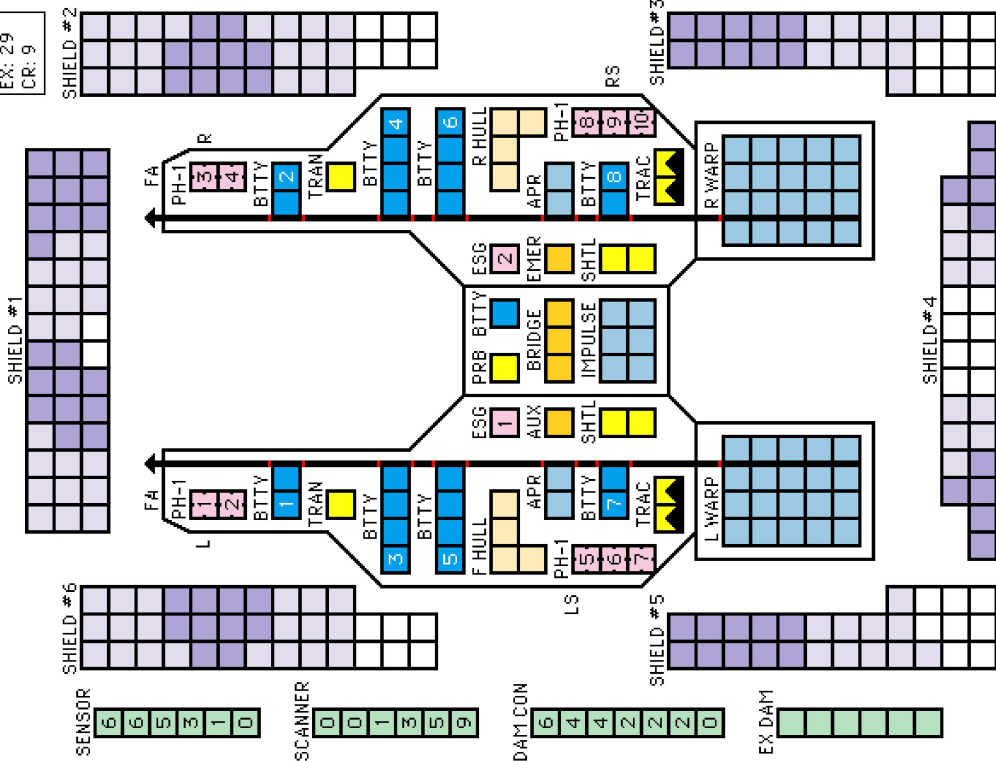
FREE (D23.0) FOR SHOCK DAMAGE.
FREE (E8.27) FOR ALTERNATIVE FIRING ARCS.

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

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5 6 7
0	4 8 12 16 20 24 28
1	4 7 11 15 18 22 26
2	3 7 10 13 17 20 23
3	3 6 9 12 15 18 21

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

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



LYRAN SINGLE-TOOTH JAGUAR-X ADVANCED TECHNOLOGY WAR CRUISER MAULER

YS: 189
DK: 8
EX: 23
CR: 7

CNTR

SHIP DATA TABLE	
TYPE	= SJX
POINT VALUE	= 210
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.211
FIRST GENERATION X-SHIP	

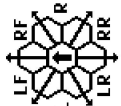
CREW UNITS	
IDENT	HIT POINTS
10	20
30	40

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
30	40

BOARDING PARTIES	
IDENT	HIT POINTS
10	20
30	40

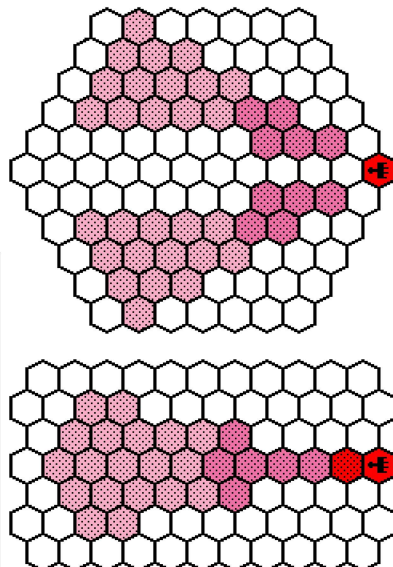
TYPE I OFFENSIVE PHASER TABLE	
DIE ROLL	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
1	9 8 7 6 5 4 3 2 1 0
2	8 7 6 5 4 3 2 1 0
3	7 6 5 4 3 2 1 0
4	6 5 4 3 2 1 0
5	5 4 3 2 1 0
6	4 3 2 1 0

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



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

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

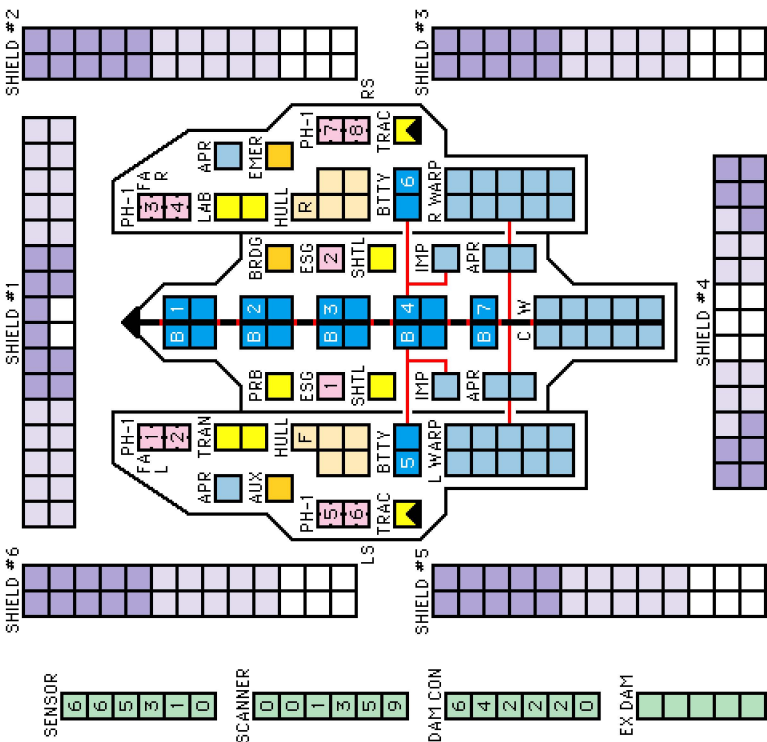


EXPANDING SPHERE TABLE	
RADIUS	ENERGY
1	2 3 4 5 6 7
0	4 8 12 16 20 24 28
1	4 7 11 15 18 22 26
2	3 7 10 13 17 20 23
3	3 6 9 12 15 18 21

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

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

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



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

CNTR

SHIP DATA TABLE	
TYPE	= MAX
POINT VALUE	= 225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.2
3 UIM STANDARD	
FIRST GENERATION	
X-SHIP	

CREW UNITS						ADMINISTRATIVE SHUTTLES		
				*		IDENIT	HIT POINTS	NOTES
						TWO BAYS — NO TRANSFERS.		

[illegible]

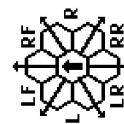
BOARDING PARTIES										PROBES				
														5

THIS SHIP CAN CONTROL
A NUMBER OF SEEKING

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

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

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

EXPANDING SPHERE TABLE									
	RADIUS		ENERGY						
	1	2	3	4	5	6	7		
0	4	8	12	16	20	24	28		
1	4	7	11	15	18	22	26		
2	3	7	10	13	17	20	23		
3	3	6	9	12	15	18	21		

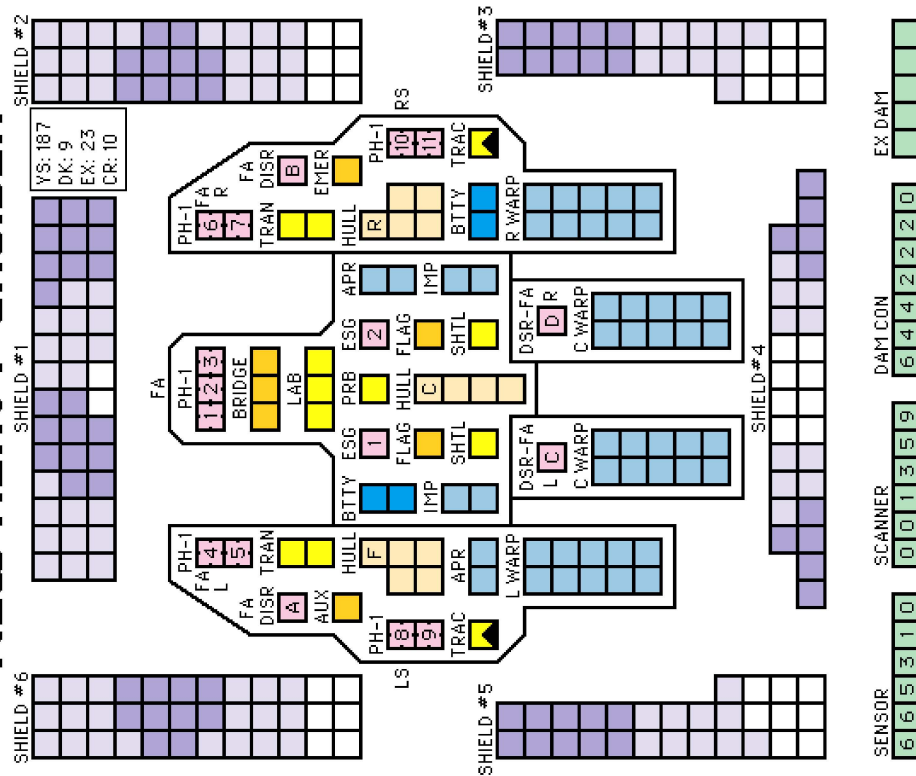
DISRUPTOR TABLE											
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2		
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2		
HIT (DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2		
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA		
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA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

HIT & RUN

UIM

DERFACS

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



ADMINISTRATIVE SHOOTLES

[illegible]

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
TWO BAYS — NO TRANSFERS					

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES
5

TYPE I OFFENSIVE PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$

EXPANDING SPHERE TABLE									
	RADIUS		ENERGY						
	1	2	3	4	5	6	7		
0	4	8	12	16	20	24	28		
1	4	7	11	15	18	22	26		
2	3	7	10	13	17	20	23		
3	3	6	9	12	15	18	21		

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

[illegible]

SHIP DATA TABLE	
TYPE	= CWPX
POINT VALUE	= 191/161
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.213

FIRST GENERATION X-SHIP

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

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.

EX DAM 

⑥ = ERRATIC MANEUVER WARP COST

[illegible]

WYN ABX

IDENT	HIT POINTS	NOTES

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D D D D

THIS SHIP CAN ACCELERATE BY NO MORE THAN TEN MOVEMENT POINTS, OR DOUBLE ITS CURRENT SPEED. THIS SHIP CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

HIT & RUN IF INSTALLED		TURN MODE	SPEED
DERFACS		1	2-4
		2	5-8
		3	9-12
UIM		4	13-17
		5	18-24
		6	25+

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

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

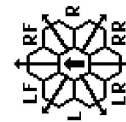
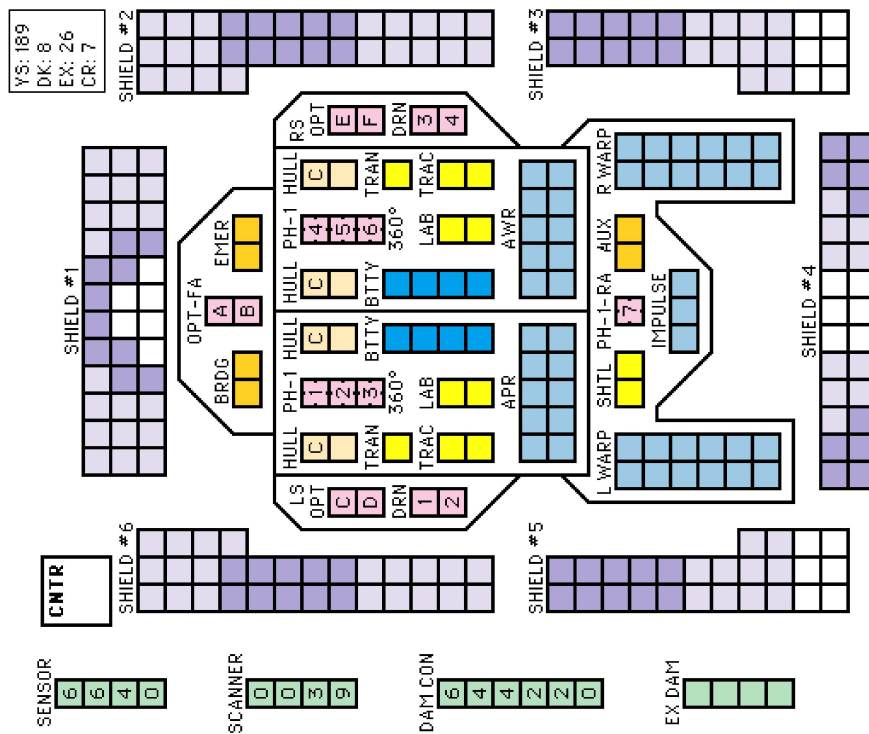
INSERT OPTIONAL WEAPONS									
A									BX
B									BX
C									BX
D									BX
E									BX
F									BX

THREE RELOADS

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

WARP ENERGY MOVEMENT COST = 2/3 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
Standard	1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	

⑥ = ERRATIC MANEUVER WARP COST												
0	1	2	3	4	5	6	7	8	9	10	11	12
0	1	2	3	4	5	6	7	8	9	10	11	12
4	14	15	16	16	17	18	18	19	20	20		
$\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20		


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

**WYN ORCA-X
ADVANCED TECHNOLOGY
WAR CRUISER**

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

BOARDING PARTIES

[illegible]

TRANSPORTER BOMBS

PROFES

5			
---	--	--	--

$$\overline{FA} = LF + RF$$
$$LS = LF + L + LR$$
$$S_{\text{RF}} = S_{\text{RF}} + S_{\text{RF}} + S_{\text{RF}}$$
$$EX = I + IF + RF +$$
$$P_X = I + IR + PR$$

→

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

ANTI-DRONE TABLE

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

DRONE RACKS

CROONE RAGERS		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820	821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880	881	882	883	884	885	886	887	888	889	890	891	892	893	894	895	896	897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912	913	914	915	916	917	918	919	920	921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940	941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960	961	962	963	964	965	966	967	968	969	970	971	972	973	974	975	976	977	978	979	980	981	982	983	984	985	986	987	988	989	990	991	992	993	994	995	996	997	998	999	1000	1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	1219	1220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THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE

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

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(DEFACS)	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/VIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2	1
DAMAGE_OULD	10	10	8	8	6	0	0	0	0

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

	TYPICAL ENERGY REQUIREMENT COST = 27¢ ENERGY POINT PER THER												
	SPEED												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Standard 1	2	2	3	4	4	4	5	6	6	7	8	8	9
Frac.	$\frac{3}{4}$	$1\frac{1}{4}$	2	$2\frac{3}{4}$	$3\frac{1}{4}$	4	$4\frac{3}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8	$8\frac{3}{4}$

5 = HFT COST

β	4	5	6	7
0	10	11	12	
t_3	10	$10^{2/3}$	$11^{1/4}$	

HIT & RUN
DERFACS

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

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

DAMCON	6	4	2
EX DAMAC			

EX DAMAGE					
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CNTR	
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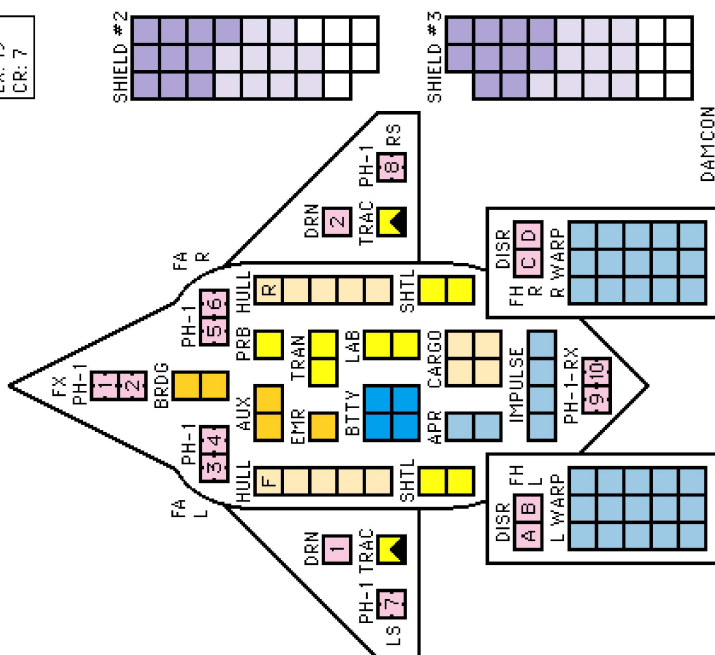
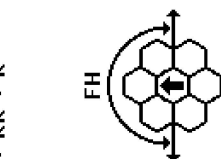
[illegible]

YS: 185
DK: 8
EX: 19
CR: 7

SHIP DATA TABLE	
TYPE	= CWX
POINT VALUE	= 200
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.206

3 UIM STANDARD
FIRST GENERATION X-SHIP

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



CARGO BOXES HAVE 25 CARGO POINTS EACH.
THIS SHIP CAN CONTROL A NUMBER OF SEEKING
WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING

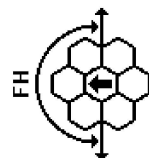
YS: 182
DK: 4
EX: 11
CR: 4

CREW UNITS						ADMINISTRATIVE SHUTTLES						
						IDENT	HIT POINTS	NOTES				
				*	10							
					20							

ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD


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

SHIP DATA TABLE	
TYPE	= FFX
POINT VALUE	= 120
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R12.207

2 UIM STANDARD
FIRST GENERATION X-SHIP

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

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

NIMBLE SHIP

TYPE I OFFENSIVE PHASER TABLE

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

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

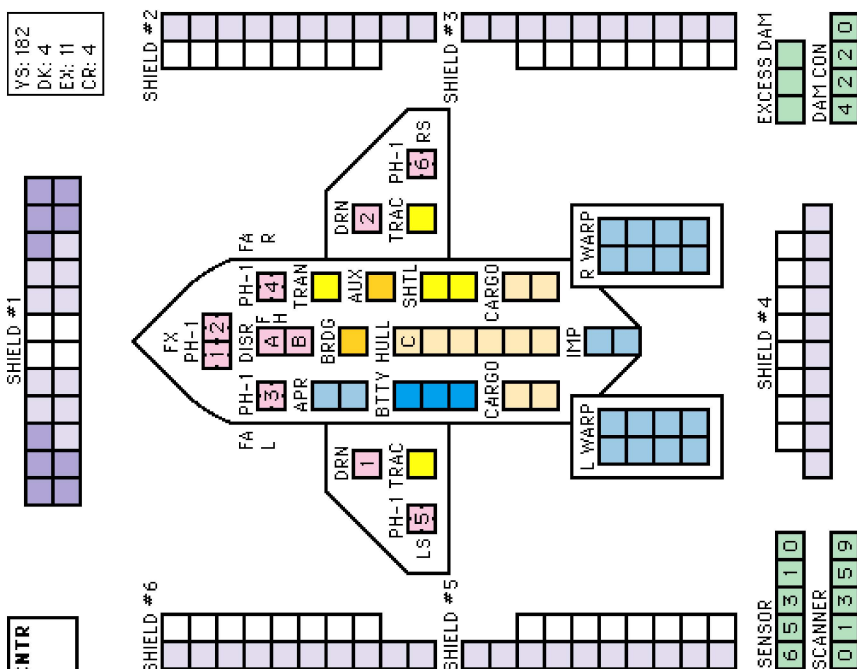
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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

DRONE RACKS

[illegible]

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.



CARGO BOXES HAVE 25 CARGO POINTS EACH.
THIS SHIP CAN CONTROL A NUMBER OF SEEKING
WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

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

YS: 189
DK: 7
EX: 17
CR: 7

STEALTH +2 ECM
BPV INCLUDES OAKDISC
FIRST GENERATION X-SHIP

[illegible]

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

TYPE III DEFENSE PHASER

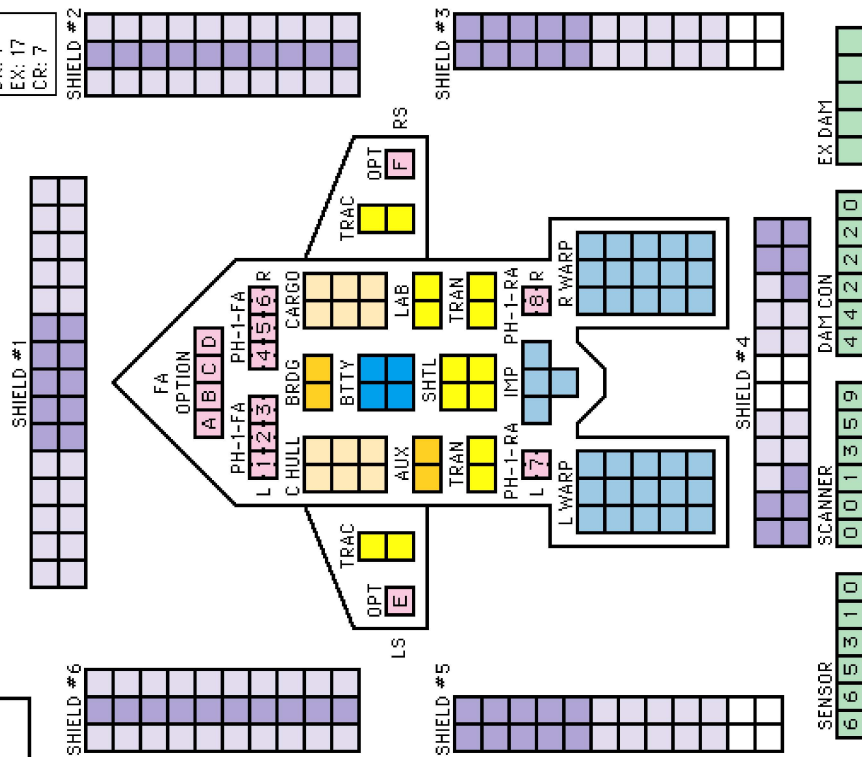
DIE ROLL	RANGE			4-9-15				
	0	1	2	3	8	1	0	0
1	4	4	4	3	1	1		
2	4	4	4	2	1	0		
3	4	4	4	1	0	0		
4	4	4	3	0	0	0		
5	4	3	2	0	0	0		
6	3	3	1	0	0	0		

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

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

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS.
SEE ANNEXES #8A AND #8B.

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



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

**WYN ORCA-PX
ADVANCED TECHNOLOGY
FAST PATROL SHIP TENDER**

SHIP DATA TABLE	
TYPE	= CWPX
POINT VALUE	= 200/170
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.210

FIRST GENERATION X-SHIP

[illegible]

BOARDING PARTIES

PROBES	5
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TRANSPORTER BOMBS

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

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

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

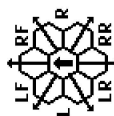
TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6-9-16-26-51-ROLL		0 1		2 3 4 5		6 7 8 9 10 11 12	
1	9	8	7	6	5	4	3	2	1
2	8	7	6	5	4	3	2	1	0
3	7	5	4	3	2	1	0	0	0
4	6	4	4	4	3	2	0	0	0
5	4	4	4	3	2	0	0	0	0
6	4	3	3	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+

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



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

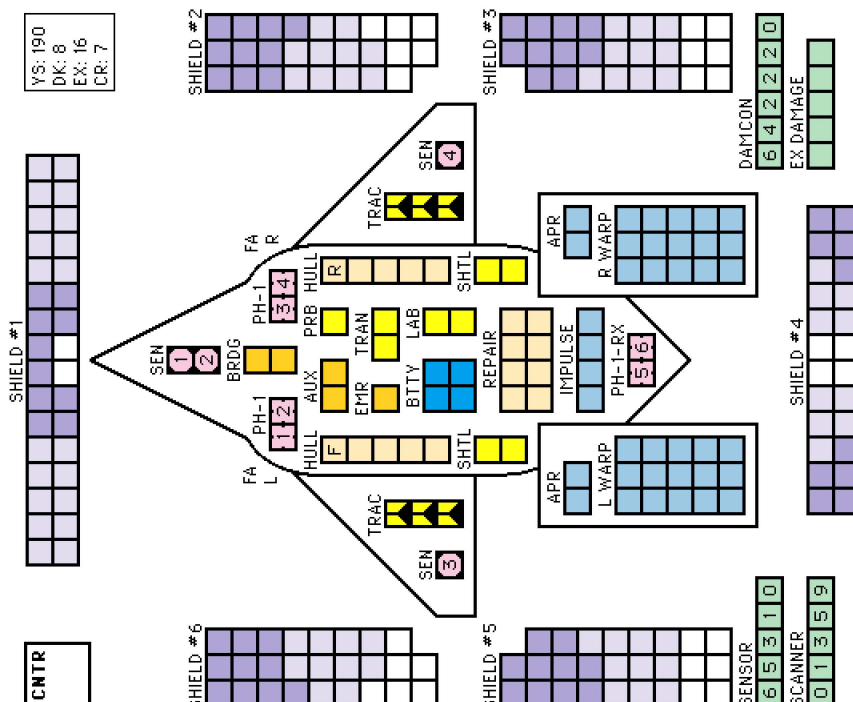
**SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.**

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON "CARGO"
DAMAGE POINTS.

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

[illegible][illegible]

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

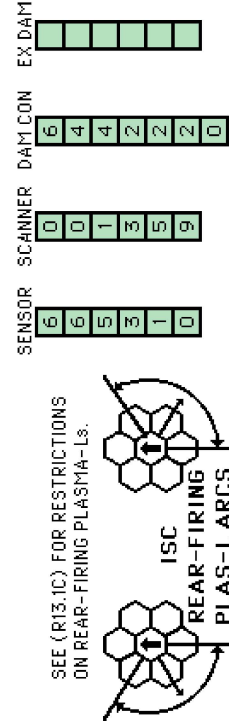
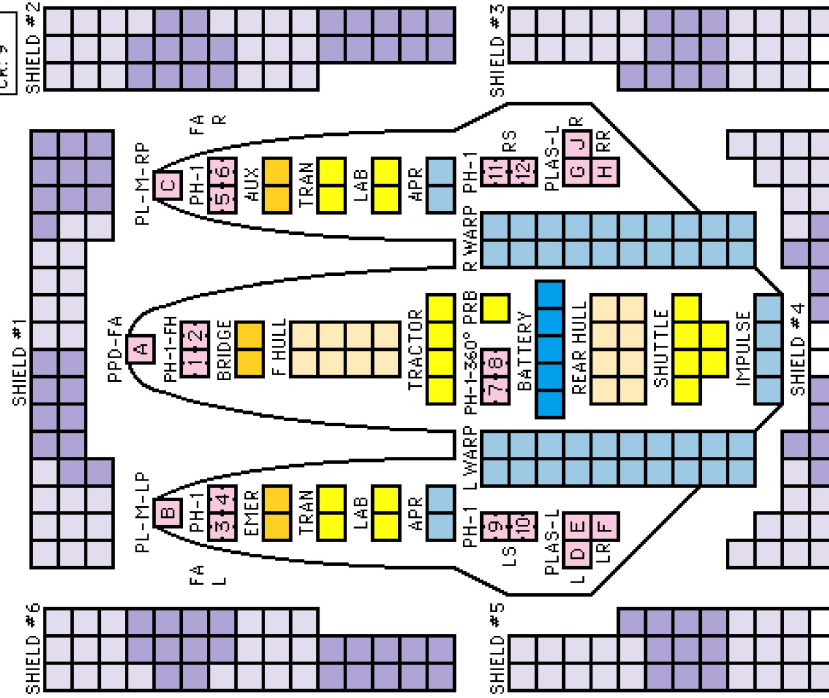
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Fract	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{2}{3}$	$\frac{3}{4}$	$\frac{4}{5}$	$\frac{5}{6}$	$\frac{6}{7}$	$\frac{7}{8}$	$\frac{8}{9}$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

⑥ = ERRATIC MANEUVER WARP COST

ISC CAX ADVANCED TECHNOLOGY HEAVY CRUISER

CNTR

VS: 190
DK: 11
EX: 25
CR: 9



SHIP DATA TABLE	
TYPE	CAX
POINT VALUE	= 280
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.206
FIRST GENERATION X-SHIP	

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

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	*
20	
30	
40	
50	

BOARDING PARTIES	
IDENT	HIT POINTS
10	
20	

TRANSPORTER BOMBS	
IDENT	HIT POINTS
10	
20	

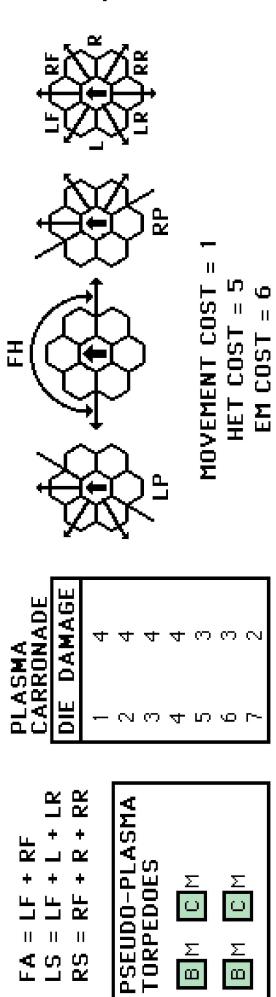
PROBES

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE	
RANGE	0-3 4-10 11-15 16-20 21-25 26-30 31-40
HIT*	0 6 5 4 3 2 1
DAMAGE	0 1+4+1 1+3+1 1+2+1 1+1+1 1+1+0 0+1+0
SPLASH	0 3+3 3+2 2+2 2+1 1+1 1+0
ALT	0 3+3 3+2 2+2 2+1 1+1 1+0

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE	
RANGE	0-5 6-10 11-12 13-14 15 16-18 19 20 21-23 24 25 26-28 29 30
TYPE H	40 30 30 30 20 20 20 15 15 10 5 1
TYPE S	30 22 22 22 15 15 15 10 5 1 0 0 0
TYPE GL	20 15 15 15 10 5 1 0 0 0 0 0
TYPE F	20 15 10 5 1 0 0 0 0 0 0 0
BOLT	1-4 1-3 1-2 1



YS: 183
DK: 5
EX: 9
CR: 4

CNTR	
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TRANSPORTER BOMBS

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

NIMBLE SHIP

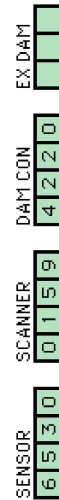
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

PLASMA CARRONADE

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

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

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



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

YS: 192
DK: 6
EX: 19
CR: 6

[illegible]

EACH ADDITIONAL COPY
 WITH ONE DECK CREW.

REBOXES MARKED WITH AN ASTERISK ARE SHOWN AS APRS, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, BATTERY, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE EXISTING SHUTTLE BAY.

PLASMA CARRONADE	
DIE DAMAGE	
1	4
2	4

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

[illegible]

DIE RANGE	ROLL	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

NON-WEAPON OPTIONS		APR REPLACEMENT
1		CAN BE REPAIR, CARGO, SHUTTLE OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.
2		
3		
4		

PLASMA TORPEDO WARHEAD STRENGTH TABLE											
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20			
TYPE G L	20	20	15	15	15	10	5	1			
TYPE F	20	15	10	5	1	0	0	0			
TYPE D	10	8	5	2	1	0	0	0			
BOLT	1-4	1-3						1-2			

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINTS									
SPEED	1	2	3	4	5	6	7	8	9
Standard	1	2	2	3	4	4	5	6	6
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6

CNTR	
------	--

SENSOR

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

SHIP DATA TABLE		FIRST GENERATION X-SHIP
TYPE	= HDDX	
POINT VALUE	= 165	
BREAKDOWN	= 5-6	
SHIELD COST	= 1/2+1/2	
LIFE SUPPORT	= 1/2	
SIZE CLASS	= 4	
REFERENCE	= R13.210	

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

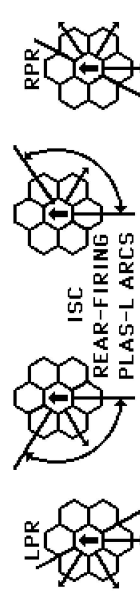
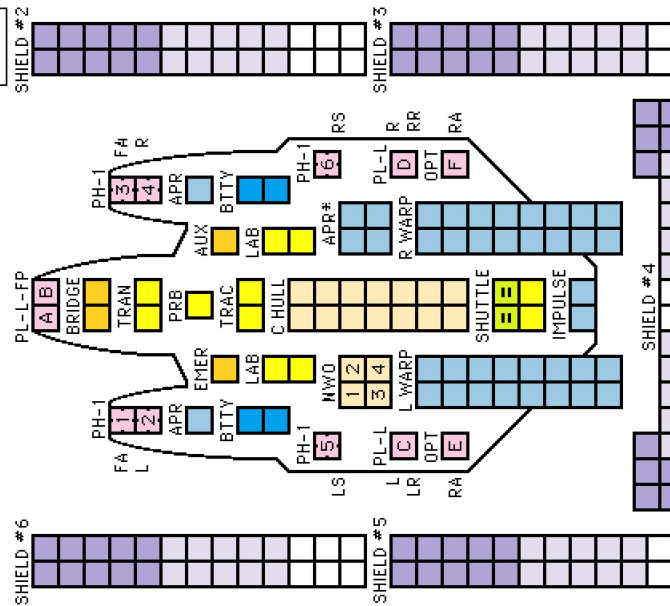
TYPE III DEFENSE PHASER	E RANGE		4- 9- 8 15			
	0	1	2	3	8	15
1	4	4	4	4	3	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	1	0	0	0

-K COMBAT TABLE					
	0-5	6-7	8-9	10	11+
5	4	2	1	0	
1-4	1-3	1-3	1-3	1-3	NA
10	8	4	2	0	

WEAPON OPTIONS	
E	
F	

PSEUDO-PLASMA DRP DOES		IF INSTALLED	
A L	B L	E L	F F
A L	B L	E L	F F

R	HEX	5 = HET COST
1	12 13 14 15 16 1	
8	9 10 11 1	
3	8 $8\frac{2}{3}$ $9\frac{1}{3}$ $10\frac{2}{3}$ 11	



SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Ls.

CNTR

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

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE M	40	40	30	30	30	20	20		
TYPE S	30	30	22	22	22	15	15		
TYPE GL	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
ROI T	1-4	1-3			1-2				

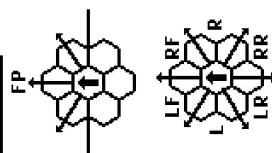
PSEUDO-PLASMA TORPEDOES		PLASMA CARRONADE
A M	B M	DIE DAMAGE
		1 4
		2 4
		3 4
		4 4
		5 3
		6 3
		7 2

OPERATES AS ONE
INTEGRATED UNIT.
SECTIONS CANNOT
SEPARATE BY ANY

SEE (P131C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Ls.

ISC
REAR-FIRING
PLAS-L ARCS

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

[illegible]

SENSOR		SCANNER					IF-A		HULL		PH-1		PI-1		DAM CON		EX DAM	
6	6	0	0	1	3	5	9	C	C	C	C	14	13	1	1	6	4	2

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

PHASER-1s #7 AND #8
HAVE 360° FIRING ARCS

MOVEMENT COST = 1 HET COST = 5 FM COST = 6

ISC PFTX ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER

CREW UNITS			
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

ADMINISTRATIVE SHUTTLES

BOARDING PARTIES			
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

TRANSPORTER BOMBS

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

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

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

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 CARRONADE

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

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	10	5	1	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2											

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

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

SHIP DATA TABLE	
TYPE	= PFTX
POINT VALUE	= 240/180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.213
FIRST GENERATION X-SHIP	

TURN MODE	1	2	3	4	5	6
C	1	2	3	4	5	6
HET	1	2	3	4	5	6
BD	1	2	3	4	5	6

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A	M	B	M
A	M	B	M

SHIELD #1			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32

YS: 193
DK: 7
EX: 18
CR: 7

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SHIELD #7

SHIELD #8

SHIELD #9

SHIELD #10

SHIELD #11

SHIELD #12

SHIELD #13

SHIELD #14

SHIELD #15

SHIELD #16

SHIELD #17

SHIELD #18

SHIELD #19

SHIELD #20

SHIELD #21

SHIELD #22

SHIELD #23

SHIELD #24

SHIELD #25

SHIELD #26

SHIELD #27

SHIELD #28

SHIELD #29

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SHIELD #31

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SHIELD #141

SHIELD #142

SHIELD #143

SHIELD #144

SHIELD #145

SHIELD #146

SHIELD #147

SHIELD #148

SHIELD #149

SHIELD #150

SHIELD #151

SHIELD #152

SHIELD #153

SHIELD #

YS: 183
DK: 8
EX: 19
CR: 7

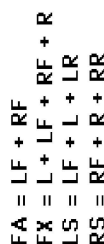
SHIP DATA TABLE	
TYPE	= CWX
POINT VALUE	= 190
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R14.204

IDENT	HIT POINTS	NOTES
TWO BAYS – NO TRANSFERS.		

PROBES				

TYPE I OFFENSIVE PHASER TABLE

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



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

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(DEFACS)	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(COL/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, CULD	10	10	8	8	6	0	0	0	0

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

SHIP DATA TABLE	
TYPE	= CWX
POINT VALUE	= 190
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R14.22
3 UIM STANDARD	
FIRST GENERATION	
X-SHIP	

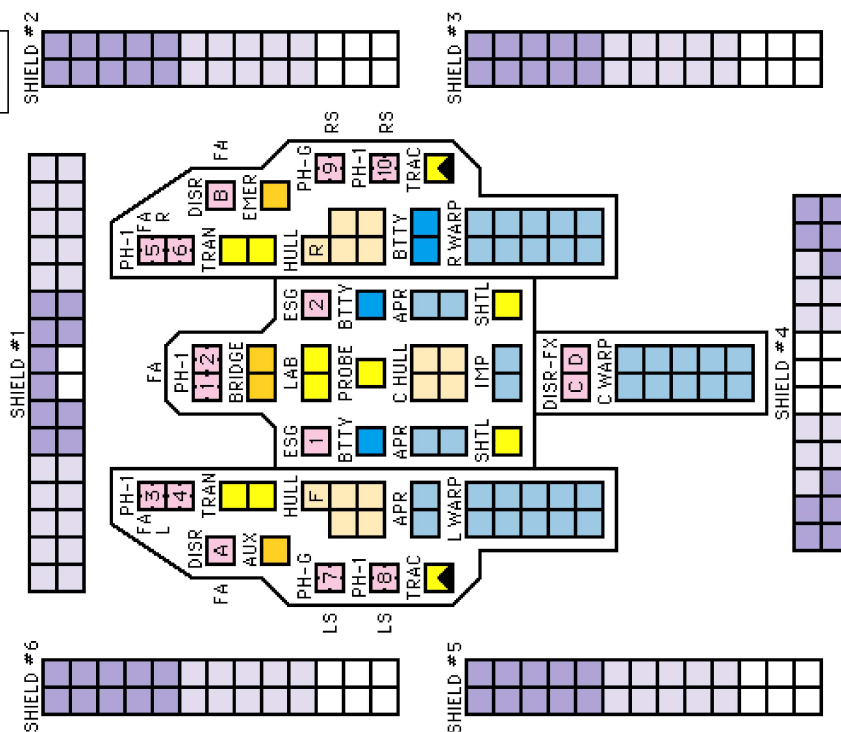
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

	EXPANDING SPHERE TABLE						
	RADIUS			ENERGY			
	1	2	3	4	5	6	7
0	4	8	12	16	20	24	28
1	4	7	11	15	18	22	26
2	3	7	10	13	17	20	23
3	3	6	9	12	15	18	21

HIT & RUN

UIM

DERFACS



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

⑥ = ERRATIC MANEUVER WARP COST

LYRAN DEMOCRATIC REPUBLIC MPX ADVANCED TECHNOLOGY MILITARY POLICE CORVETTE

 YS: 183
 DK: 5
 EX: 13
 CR: 4

CNTR

SHIP DATA TABLE	
TYPE	MPX
POINT VALUE	= 108
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R14.205

2 UIM STANDARD

FIRST GENERATION
X-SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20

BOARDING PARTIES

TRANSPORTER BOMBS	
IDENT	HIT POINTS
10	20

PROBES

IDENT	HIT POINTS
5	10

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

EXPANDING SPHERE TABLE

RADIUS	1	2	3	4	5	6	7
0	4	8	12	16	20	24	28
1	4	7	11	15	18	22	26
2	3	7	10	13	17	20	23
3	3	6	9	12	15	18	21


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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

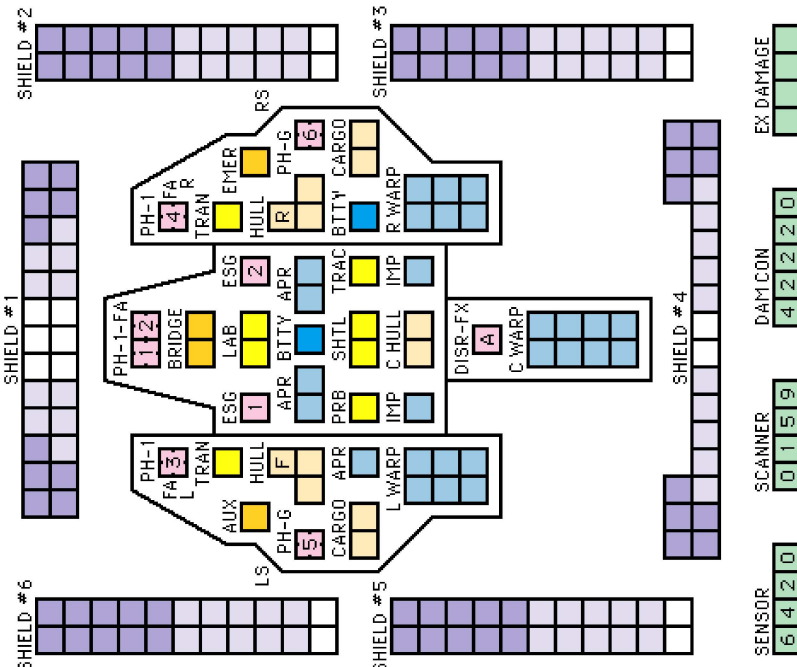
HIT & RUN
DERFACS

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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



YS: 186
DK: 9
EX: 24
CR: 9

CNTR	
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The diagram illustrates the bridge layout of the USS Voyager. The main console area is divided into several sections:

- PH-1 (Pilot House):** Located at the front, it includes the Captain's seat (1), the First Officer's seat (2), and the helm station (3, 4).
- PH-2 (Pilot House):** Located at the rear, it includes the Captain's seat (5), the First Officer's seat (6), and the helm station (7, 8).
- LS (Lower Station):** Located on the left side, it includes the Engineering Officer's seat (A), the Communications Officer's seat (B), the Medical Officer's seat (C), and the Transporter Officer's seat (D).
- RS (Right Station):** Located on the right side, it includes the Engineering Officer's seat (A), the Communications Officer's seat (B), the Medical Officer's seat (C), and the Transporter Officer's seat (D).
- Other Stations:** The diagram also shows the positions of the helm station (R HULL), the transporter (IMP), the warp core (R WARP), the transporter (L WARP), the transporter (TRAN), the transporter (SHTL), the transporter (TRAC), the transporter (TRN), the transporter (BTY), the transporter (BRDG), the transporter (LAB), the transporter (WB-FA), the transporter (PC-FA), the transporter (EMER), and the transporter (R HULL).

[illegible]

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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

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

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

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

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

TRANSPORTER BOMBS

Probe Type	Probes
Probe 1	1
Probe 2	2
Probe 3	3
Probe 4	4
Probe 5	5

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

WEB BREAKER TABLE											
DIE ROLL	RANGE										
	0-1	2	3	4	5	6	7	8	9	10	
1	20	19	18	17	15	13	11	9	7	5	
2	18	17	16	15	13	11	9	7	5	3	
3	16	15	14	13	11	9	7	5	3	1	
4	14	13	12	11	9	7	5	3	1	0	
5	12	11	10	9	7	5	3	1	0	0	
6	10	9	8	7	5	3	1	0	0	0	

SHIELD CRACKER TABLE				
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2		
DAMAGE	NA	4	4	3	3	3	2	1		
OL DMG	8	8	8	6	6	NA	NA	NA		

YS: 183
DK: 11
EX: 23
CR: 9

[illegible]

CNTR

[illegible][illegible]

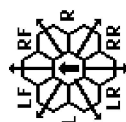
SENSOR	SCANNER	DAM CON	EX DAM
66530	00159	644220	

SHIP DATA TABLE	
TYPE	= HCX
POINT VALUE	= 240
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R16.46

**FIRST GENERATION
X-SHIP**

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

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

[illegible]

TRANSPORTER BOMBS

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

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

UNLABELED BOXES MAY BE ASSIGNED AS CARGO, BARRACKS, FABRICATION, OR LABS. ALL BOXES IN A GIVEN GROUP MUST BE THE SAME. SELECTION ADJUSTS BPV BY ANNE# *88.

21

MEDIUM RAILGUN TABLE						
RANGE	0	1-5	6-10	11-15	16-20	21-25
HIT#	1-6	1-5	1-5	1-4	1-4	1-3
DAMAGE	14	12	10	7	5	3

MRG DEFENSIVE MODE AMMUNITION

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

USS Enterprise-D Bridge Layout

Central Console Area:

- PH-1 MRG, PRB, MRG PH-1
- F HULL, BRIDGE, R HULL
- TRAN, LAB, TRAC, APR, EMER
- SHTTL, IMP, C WARP
- L WARP, R WARP

Perimeter Shields:

- SHIELD #1 (Top)
- SHIELD #2 (Right)
- SHIELD #3 (Bottom Right)
- SHIELD #4 (Bottom Left)
- SHIELD #5 (Left)

Status Bars (Right Side):

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

TYPE I OFFENSE PHASER TABLE

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

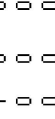


TYPE III DEFENSE PHASER

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

TYPE I OFFENSE PHASER TABLE

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

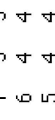


TYPE III DEFENSE PHASER

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

TYPE I OFFENSE PHASER TABLE

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



TYPE III DEFENSE PHASER

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

MEDIUM RAILGUN TABLE									
RANGE	0	1-5	6-10	11-15	16-20	21-25			
HIT#	1-6	1-5	1-5	1-4	1-4	1-3			
DAMAGE	14	12	10	7	5	3			

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																		
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
Standard	1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12
Frac.	$\frac{3}{4}$	$1\frac{1}{4}$	2	$2\frac{1}{4}$	$3\frac{1}{4}$	4	$4\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{1}{4}$	$7\frac{1}{4}$	8	$8\frac{3}{4}$	$9\frac{1}{4}$	10	$10\frac{3}{4}$	$11\frac{1}{4}$	

MRG DEFENSIVE MODE AMMUNITION

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

ANY OF THE SHIP'S MRGs CAN USE THIS AMMO.

[5] = HET COST

**VUDAR SCX
ADVANCED TECHNOLOGY
WAR DESTROYER SCOUT**

CNTR
YS: 184 DK: 5 EX: 15 CR: 5

[illegible]

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

⑥ = ERRATIC MANEUVER WARP COST

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

CREW UNITS						ADMINISTRATIVE SHUTTLES						
				*		IDEN	HIT	PNTS	NOTES			
					10							
					20							
					30							

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

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

PROBES	5
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TYPE I OFFENSIVE PHASER TABLE

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

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

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


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

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.**

5 = HET COST