

STAR FLEET BATTLES



THE EARLY YEARS II



ADAM TURNER
2008

COLOR SSD BOOK



CAPTAIN'S
MODULE Y2



★ STAR FLEET BATTLES ★

MODULE Y2 – SSD BOOK

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TYPE I OFFENSIVE PHASER TABLE

[illegible]

SHIP DATA TABLE	
TYPE	= YCBS
POINT VALUE	= 71
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3A
PHASER-1 REFIT +7	
HANGAR MODULE +7	
CARGO MODULE +5	

TYPE I OFFENSIVE PHASER TABLE													
DIE ROLL	RANGE	1	2	3	4	5	6	7	8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0
SEE SHIP DESCRIPTION FOR USE OF THIS TABLE.													

SEE SHIP DESCRIPTION FOR USE OF THIS TABLE.

[illegible]

HANGAR MODULE
CREW UNITS: 5
DECK CREWS: 2

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

TYPE III DEFENSE PHASER						
DIE RANGE	0 1 2			3 8 15		
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

PROBES

BOARDING PARTIES	
	8

KLINGON CIVILIAN BASE STATION SECURITY STATIONS

ON KLINGMAN CIVILIAN BASE STATIONS THE CENTER HULL BOX NEXT TO THE EMERGENCY
AND THE CENTER HULL BOX NEXT TO THE PROBE LAUNCHER ARE SECURITY
AND ARE DESTROYED ON "FLAG BRIDGE" DAMAGE POINTS (G6.12).
THERE IS NO CHANGE IN BPY.

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

ROMULAN CIVILIAN BASE STATION TECHNOLOGY UPGRADE TABLE						
SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR/DEFENSE	BPV	
SCBS	Y66-90	9	0.5+0.5	TYPE-S	NONE	53
WCBS	Y91-120	11	0.5+1	TYPE-W	NONE	55
CBSY	Y121-141	14	1+1	TYPE-W	NONE	58
ECBS	Y142-160	17	1+1	TYPE-W	NONE	61

ROMULAN CIVILIAN BASE STATIONS REPLACE ALL PHASERS WITH WARP- TARGETED PHASERS AND UPGRADE THEIR SHIELDS AT THE SAME LEVELS AS THE ROMULAN YBS, BUT NO SO TWO YEARS AFTER THE DATE FOR THE MILITARY YBS (SEE THE TABLE ABOVE). ALL ROMULAN SHUTTLES WILL BE SUBLIGHT (R4.FO) UNTIL Y160. ROMULAN CIVILIAN BASE STATIONS WERE NEVER EQUIPPED WITH VEILING, MASKING, OR CLOAKING DEVICES.

ECBS	YS: 142 DK: - EX: 10+ CR: 8	WCBS	YS: 161 DK: - EX: 10+ CR: 8	CSBS	YS: 121 DK: - EX: 10+ CR: 8
------	--------------------------------------	------	--------------------------------------	------	--------------------------------------

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	BPV
SCBS	y65-75	9	0.5+0.5	TYPE-W	53
CBSI	y70-89	11	0.5+1	TYPE-W	64
ECBS	y90-119	14	1+1	TYPE-Y	67

THE GORN SCBS WAS THE ORIGINAL WARP UPGRADE OF THEIR SUBLIGHT BASE STATION. ALL PHASERS ARE REPLACED WITH LASERS.

THE GORN CBSI REPLACED ALL LASERS WITH PHASERS AS ON THE SSD, BUT SHIELDS REMAINED WEAKER THAN ON OTHER SUCH BASES.

THE GORN ECBS UPGRADED THE SHIELDS, TRACTORS, AND TRANSPORTERS. AFTER Y119 GORN CIVILIAN BASE STATIONS ARE IDENTICAL TO THE SSD

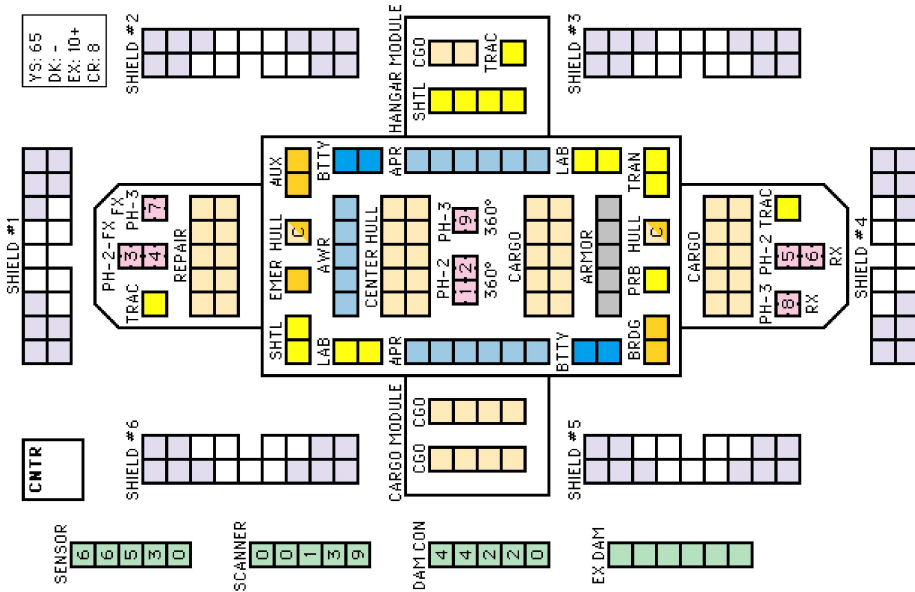
EXCEPT THAT THEY MIGHT RECEIVE THE PHASER-1 REFIT AS NOTED IN THE SHIP DESCRIPTION.

SCBS	CBSI
YS: 65	YS: 68
DK: -	DK: -
EX: 10+	EX: 10+
CR: 8	CR: 8

ECBS	YCBS
YS: 90	YS: 120
DK: -	DK: -
EX: 10+	EX: 10+
CR: 8	CR: 8

THE PHASER-1 REFIT REPLACES THE SIX PHASER-2s WITH PHASER-Is AND IS AVAILABLE ONLY TO BASES OPERATED BY THE FEDERATION, KZINTIS, GORNS, AND ISC AFTER Y130. IT IS AVAILABLE TO THE ROMULANS AFTER Y172.

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



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

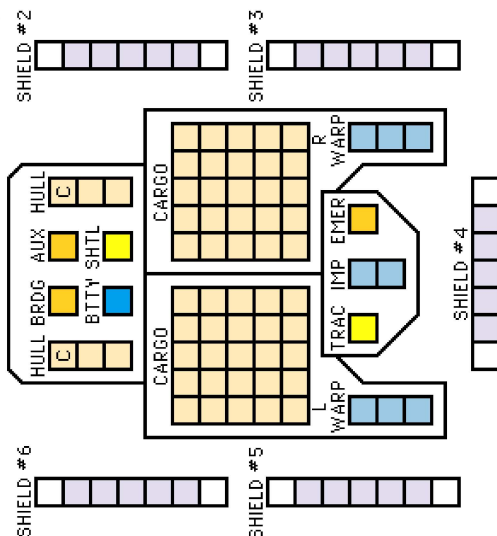
EARLY YEARS LARGE FREIGHTERS

CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES
✱2		

CNTR

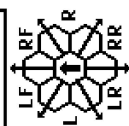
YS:65
DK:6
EX:3
CR:0



SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
6300	029	220	

SHIP DATA TABLE	
TYPE	= UFL
POINT VALUE	= 49/1
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR1.4

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.
THIS SHIP DOES NOT CARRY T-BOMBS.

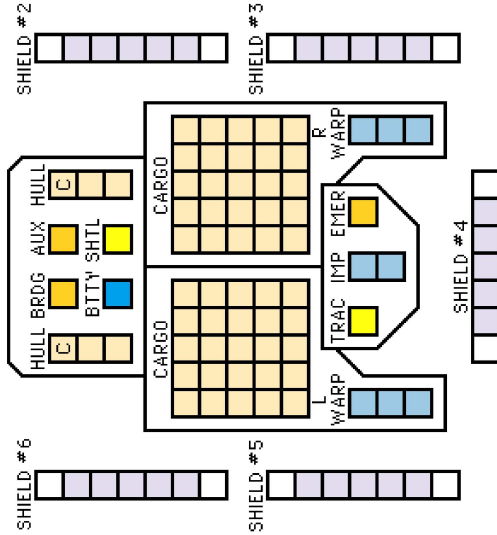


CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES
✱2		

CNTR

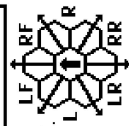
YS:65
DK:6
EX:3
CR:0



SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
6300	029	220	

SHIP DATA TABLE	
TYPE	= UFL
POINT VALUE	= 49/1
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR1.4

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.
THIS SHIP DOES NOT CARRY T-BOMBS.

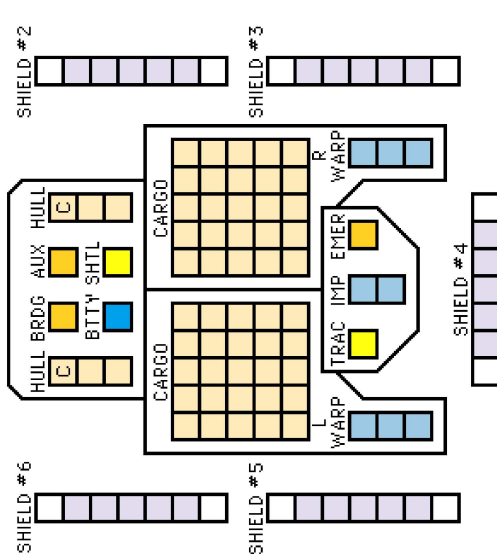


CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES
✱2		

CNTR

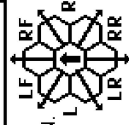
YS:65
DK:6
EX:3
CR:0



SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
6300	029	220	

SHIP DATA TABLE	
TYPE	= UFL
POINT VALUE	= 49/1
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR1.4

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.
THIS SHIP DOES NOT CARRY T-BOMBS.



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

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

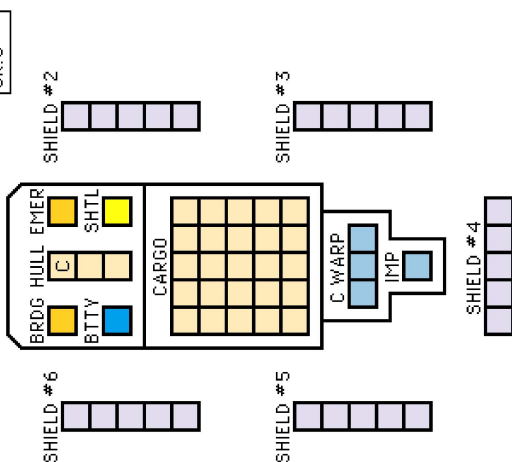
EARLY YEARS SMALL FREIGHTERS

CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES

CNTR

YS:65
DK:3
EX:2
CR:0

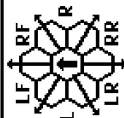


SENSOR SCANNER DAM CONTROL EX DAMAGE

60 09 20

SHIP DATA TABLE			
TYPE	= UFS		
POINT VALUE	= 26/1		
BREAKDOWN	= 1-6		
SHIELD COST	= 1/2+1/2		
LIFE SUPPORT	= 1/2		
SIZE CLASS	= 4		
REFERENCE	= YR1.5		

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.
THIS SHIP DOES NOT CARRY T-BOMBS.

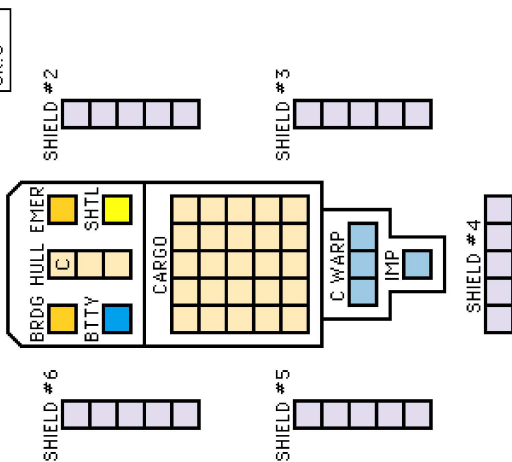


CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES

CNTR

YS:65
DK:3
EX:2
CR:0

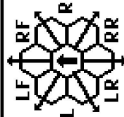


SENSOR SCANNER DAM CONTROL EX DAMAGE

60 09 20

SHIP DATA TABLE			
TYPE	= UFS		
POINT VALUE	= 26/1		
BREAKDOWN	= 1-6		
SHIELD COST	= 1/2+1/2		
LIFE SUPPORT	= 1/2		
SIZE CLASS	= 4		
REFERENCE	= YR1.5		

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.
THIS SHIP DOES NOT CARRY T-BOMBS.

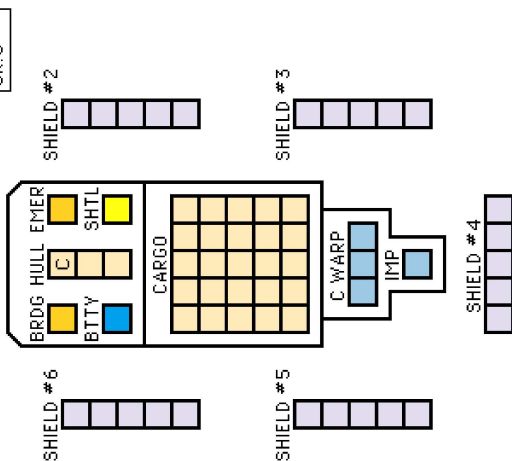


CREW UNITS **ADMINISTRATIVE SHUTTLE**

IDENT	HIT POINTS	NOTES

CNTR

YS:65
DK:3
EX:2
CR:0



SENSOR SCANNER DAM CONTROL EX DAMAGE

60 09 20

SHIP DATA TABLE			
TYPE	= UFS		
POINT VALUE	= 26/1		
BREAKDOWN	= 1-6		
SHIELD COST	= 1/2+1/2		
LIFE SUPPORT	= 1/2		
SIZE CLASS	= 4		
REFERENCE	= YR1.5		

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.
THIS SHIP DOES NOT CARRY T-BOMBS.



⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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

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

STAR FLEET BATTLES

SENSOR	60	09	420	EX DAM
--------	----	----	-----	--------

EARLY SMALL GROUND BASES #2

YS:60
DK:6
EX:0
CR:0

CNTR

SHIELD

FH

BRDG SHUTTLE PH-3 AUX

1 2 3

TRAN C-HULL BARRACKS CARGO

APR LAB

BASE DATA TABLE

TYPE = YGMG

BPV = 20/12

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8B

CREW UNITS

10

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

HIT POINTS

NOTES

GAS-Y

GAS-Y

GAS-Y

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

YS:95
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

APR CARGO C-HULL

BASE DATA TABLE

TYPE = YGME

BPV = 12/5

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8D

CREW UNITS BRDNG PRTS

4 2

ADMINISTRATIVE SHUTTLES

HIT POINTS

NOTES

DRONE RACKS

1 2

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

YS:67
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

APR CARGO C-HULL

BASE DATA TABLE

TYPE = VGMB

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8C1-C4

DECK CREWS

2

CARNIVOR ONLY

2

DRONE RACKS

1 2

CREW UNITS BRDNG PRTS

4 2

ADMINISTRATIVE SHUTTLES

HIT POINTS

NOTES

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 1	2	3	4	5	6	7	8	9	10	11	12	P
1	4	4	4	4	4	4	4	4	4	4	4	4	1
2	4	4	4	4	4	4	4	4	4	4	4	4	1
3	4	4	4	4	4	4	4	4	4	4	4	4	1
4	4	4	4	4	4	4	4	4	4	4	4	4	1
5	4	4	4	4	4	4	4	4	4	4	4	4	1
6	4	4	4	4	4	4	4	4	4	4	4	4	1

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

APR CARGO C-HULL

BASE DATA TABLE

TYPE = YGBO

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8F1-F15

SEE RULES AND MSC.

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

APR CARGO C-HULL

BASE DATA TABLE

TYPE = YGWS

BPV = 22/10

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8A

CREW UNITS BRDNG PRTS

4 2

ADMINISTRATIVE SHUTTLES

HIT POINTS

NOTES

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

APR CARGO C-HULL

BASE DATA TABLE

TYPE = YGBO

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8F1-F15

SEE RULES AND MSC.

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

APR CARGO C-HULL

BASE DATA TABLE

TYPE = YGBO

BPV = VARIES

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8F1-F15

SEE RULES AND MSC.

YS:60
DK:4
EX:0
CR:0

CNTR

SHIELD

FH

PH-3 DRONE SHTL BRDG

1 2

APR CARGO C-HULL

BASE DATA TABLE

TYPE = YGWS

BPV = 22/10

SHIELD = 1/2+1/2

LIFE = 0

SIZE = 5

REF = YR1.8A

CREW UNITS BRDNG PRTS

4 2

ADMINISTRATIVE SHUTTLES

HIT POINTS

NOTES

SENSOR SCAN DAM CON EX DAM

6 0 0 9 4 2 0 0

FEDERATION EARLY COMMAND CRUISER

CNTR

SENSOR
6 5 2 0

SCANNER
0 1 3 5 9

DAM CON
4 2 2 0

EX DAM
4 2 2 0

SHIP DATA TABLE	
TYPE	= YCC
POINT VALUE	= 85
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.18

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	10	
	20	
	30	
	40	

BOARDING PARTIES

	10
--	----

TRANSPORTER BOMBS

	D D
--	-----

PROBES

	3
--	---

TYPE II PHASER TABLE

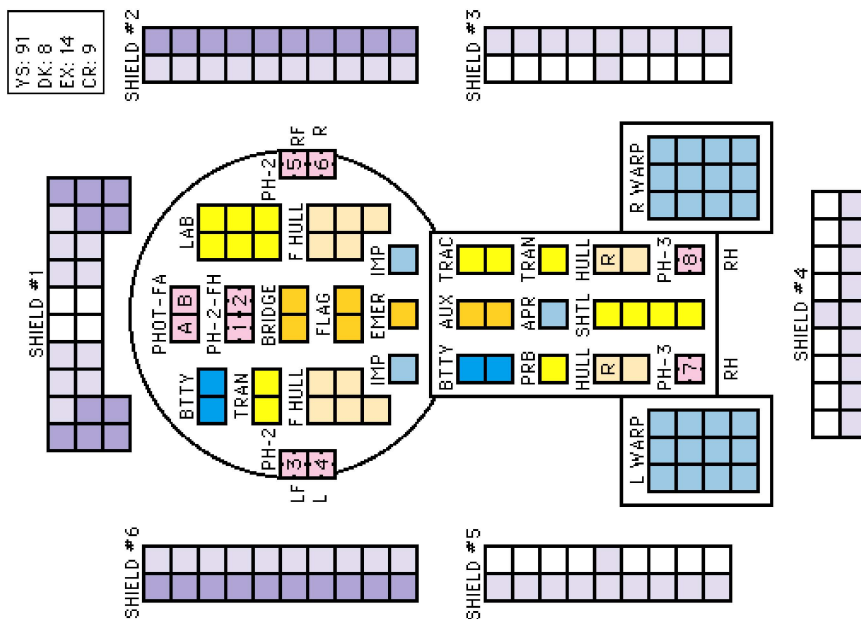
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1				
2	6	5	4	4	2	1	1	0				
3	6	4	4	4	1	1	0	0				
4	5	4	4	3	1	0	0	0				
5	5	4	3	3	0	0	0	0				
6	5	3	3	3	0	0	0	0				

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

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



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

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

CNTR

SHIP DATA TABLE	
TYPE	= WCM
POINT VALUE	= 50/37
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.19

SHIP DATA TABLE	
TYPE	= YCM
POINT VALUE	= 63/51
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.20

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS-Y
		GAS-Y
		GAS-Y
		HTS-Y

TRANSPORTER BOMBS

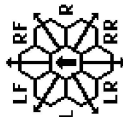
	
	

BOARDING PARTIES

[illegible]

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


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

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

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

THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434). IT CANNOT TAKE OFF DURING THE SCENARIO IN WHICH IT LANDED. SEE (D4.12) FOR ARMOR RULES.

SEE (D4.12) FOR ARMOR RULES.
FOR THE YCM, USE THE SHADED
BOXES

WAPP ENERGY MOVEMENT COST - 3/4 ENERGY POINT PER HEY

	TRANF ENERGY TOYENT COST = 37¢								ENRGOT TOUT PER HXR								$\frac{W}{H}$ - HEL COST								$\frac{W}{H}$ - ENRATIC HARVEY TRAKT COST						
	SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Frac	$\frac{3}{4}$	$\frac{1}{4}$	$\frac{2}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8 $\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{4}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{4}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{4}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{4}$	

SHIELD #6		SHIELD #1		SHIELD #2	
WCM	YCM	WCM	YCM	WCM	YCM
YS: 67	YS: 85				
DK: 6	DK: 6				
EX: 7	EX: 9				
CR: 6	CR: 6				

SENSOR

CANNER

AM CON EX DAM

YCM	YS:85 DK:6 EX:9 CR:6
-----	-------------------------------

SHIELD #2

FIELD #3

SHIELD # 4

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WSR
POINT VALUE	= 58/38
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.21

ADMINISTRATIVE SHUTTLES

[illegible]

CREW UNITS

[illegible]

BOARDING PARTIES 8

PROBES

TRANSPORTER BOMBS

50

YCS	YS:85 DK:6 EX:9 CR:6
-----	-------------------------------

WSR
YS:67
DK:6
EX:7
CR:6

SHIELD #1		

Shield #2

SENSOR

SCANNER

4220

EX DAM

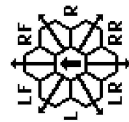
TYPE III DEFENSE PHASE									
DIE RANGE		4-9		4-8		4-7		4-6	
ROLL	0	1	2	3	8	15	1	1	1
1	4	4	4	4	3	1	1	1	1
2	4	4	4	4	2	1	0	1	0
3	4	4	4	4	1	0	0	0	0
4	4	4	4	3	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0

FOR THE YCS, USE THE SHADED BOXES.

SEE (D4.12) FOR ARMOR RULES.

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

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


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

SHIP DATA TABLE	
TYPE	= YCS
POINT VALUE	= 72/52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2:22

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

**TERRAN
WARP-REFITTED
DREADNOUGHT**

YS: 64
DK: 10
EX: 16
CR: 10

CNTR

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 91
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR2.23

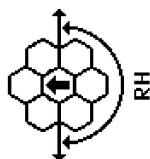
CREW UNITS				ADMINISTRATIVE SHUTTLES			
		*		IDENT	HIT POINTS	NOTES	
			10				
			20				
			30				
			40				
			50				

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D

PROBES	1	2	3
1	0.00	0.00	0.00
2	0.00	0.00	0.00
3	0.00	0.00	0.00

PHOTON TORPEDO TABLE

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



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

SEE (D4.12) FOR ARMOR RULES.

TYPE II PHASER TABLE

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



$$FA = LF + RF$$

TYPE III DEFENSE PHASER

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

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

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

YS: 62
DK: 8
EX: 10
CR: 8

FA PHOT FA PH-2 R
PH-2 A B
L 1 2 BRDG F HULL

LAB ARM TRAN HULL R EMER PH-2 BTTY IMP SHUTTLE C WARP PRB AUX L PH-2 RA+R

LAB WRP L PH-2 L+RA

TRAN ARM HULL R TRAN IMP

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

SHIELD #4

[illegible]

SENSOR

SCANNER

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

DAM CON

EX DAM

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 61
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.24

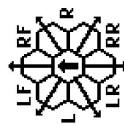
TURN MODE	SPEED
D	1 2-4
	2 5-8
	3 9-12
HET	4 13-17
	5 18-24
BD	6 25+

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

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

[illegible]

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


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

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

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

SEE (D4.12) FOR ARMOR RULES.

TERRAN WARP-REFITTED FRIGATE

YS: 62
DK: 3
EX: 4
CR: 3

CNTR	
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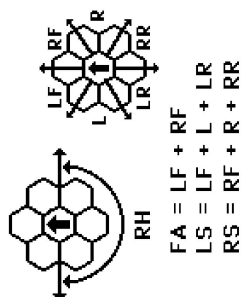
SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 40
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.25

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D[illegible]

BOARDING PARTIES
4

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



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

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

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC,
GRAVITY, OR POWERED LANDINGS (P2.43).

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

CINTR

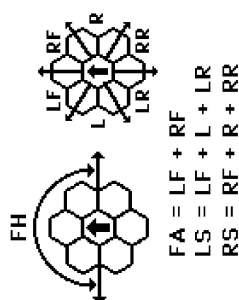
YS: 71
DK: 6
EX: 5
CR: 3

SHIP DATA TABLE	
TYPE	= WAF
POINT VALUE	= 31
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.27

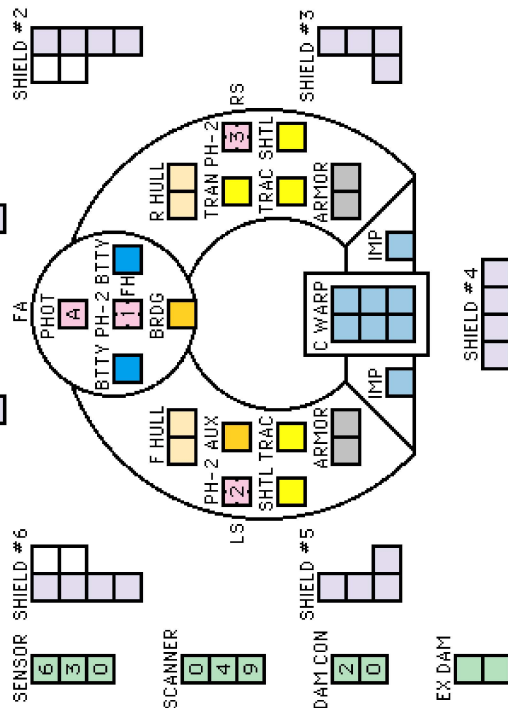
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
TWO BAYS, NO TRANSFERS.			

TRANSPORTER BOMBS D

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



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



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

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

SEE (D4.12) FOR ARMOR RULES.

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

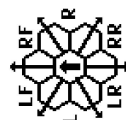
YS: 73
DK: 7
EX: 10
CR: 9

SHIP DATA TABLE	
TYPE	= WAC
POINT VALUE	= 67
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.28

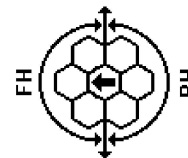
TRANSPORTER BOMBS[illegible]

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


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

TYPE III DEFENSE 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	4	3	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



DRONE RACKS					
1					B
2					B

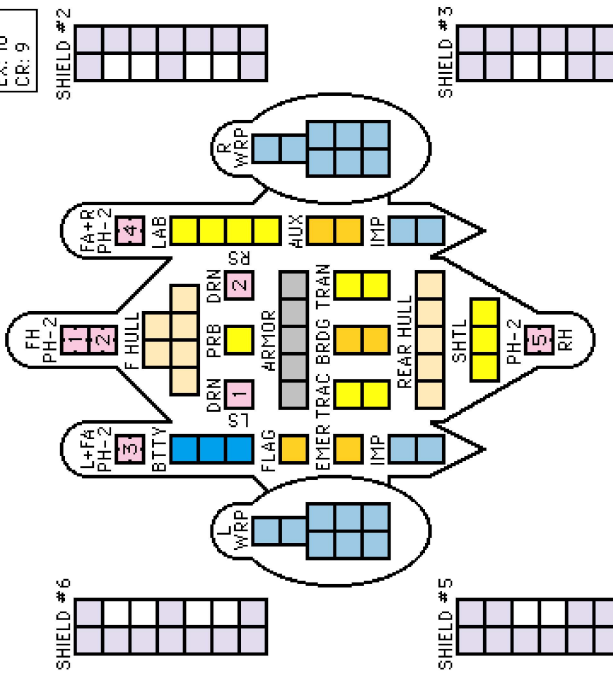
TURN MODE	SPEED	SCANNER
D 1	2-4	0
2	5-8	1
3	9-12	4
4	13-17	5
5	18-24	9
6	25+	

DAM CON

SENSOR

SCANNER

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



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

SEE (D4.12) FOR ARMOR RULES.

ANDORIAN WARP-REFITTED FRIGATE

YS: 71
DK: 4
EX: 5
CR: 3

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WNF
POINT VALUE	= 32
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.29

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS 

BOARDING PARTIES

PROBES	3		
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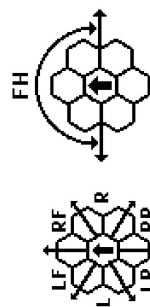
TYPE II PHASER TABLE

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

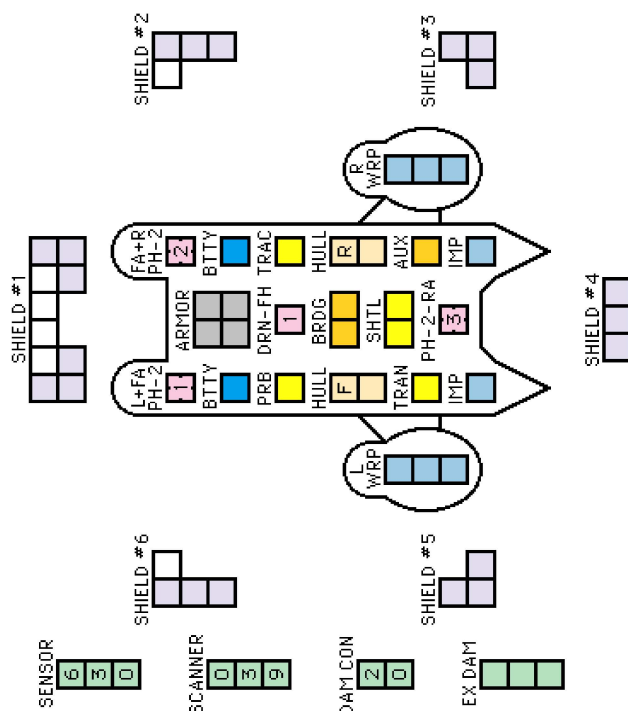
	TURN MODE	SPEED
A	1	2-6
	2	7-12
HET	3	13-19
	4	20-26
BD	5	27+

TYPE III DEFENSE PHASER

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


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

SEE (D4.12) FOR ARMOR RULES.



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

[illegible]

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WRL
POINT VALUE	= 52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.30

ADMINISTRATIVE SHUTTLES

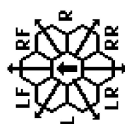
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

BOARDING PARTIES
8

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

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


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

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

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

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

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

RIGELLIAN WARP-REFITTED FRIGATE

YS: 71
DK: 4
EX: 4
CR: 3

SHIELD #1

CNTR

SHIP DATA TABLE

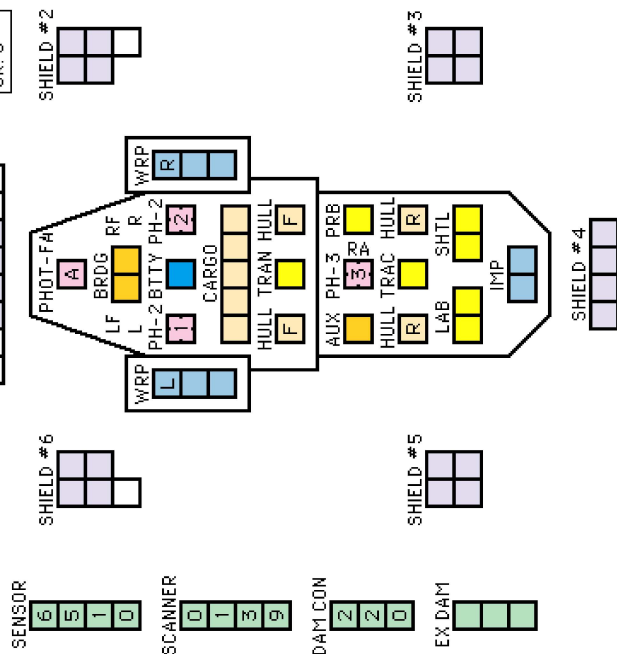
TYPE	= WRF
POINT VALUE	= 31
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.31

ADMINISTRATIVE SHUTTLES

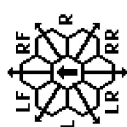
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

PROBES



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



FA = LF + RF
RA = LR + RR

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

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

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

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

YS: 71
DK: 6
EX: 8
CR: 6

10								
20								
*								

CNTR

PROBES	Q1	Q2	Q3
1	1	1	1
2	1	1	1
3	1	1	1
4	1	1	1
5	1	1	1
6	1	1	1
7	1	1	1
8	1	1	1
9	1	1	1
10	1	1	1
11	1	1	1
12	1	1	1
13	1	1	1
14	1	1	1
15	1	1	1
16	1	1	1
17	1	1	1
18	1	1	1
19	1	1	1
20	1	1	1
21	1	1	1
22	1	1	1
23	1	1	1
24	1	1	1
25	1	1	1
26	1	1	1
27	1	1	1
28	1	1	1
29	1	1	1
30	1	1	1
31	1	1	1
32	1	1	1
33	1	1	1
34	1	1	1
35	1	1	1
36	1	1	1
37	1	1	1
38	1	1	1
39	1	1	1
40	1	1	1
41	1	1	1
42	1	1	1
43	1	1	1
44	1	1	1
45	1	1	1
46	1	1	1
47	1	1	1
48	1	1	1
49	1	1	1
50	1	1	1
51	1	1	1
52	1	1	1
53	1	1	1
54	1	1	1
55	1	1	1
56	1	1	1
57	1	1	1
58	1	1	1
59	1	1	1
60	1	1	1
61	1	1	1
62	1	1	1
63	1	1	1
64	1	1	1
65	1	1	1
66	1	1	1
67	1	1	1
68	1	1	1
69	1	1	1
70	1	1	1
71	1	1	1
72	1	1	1
73	1	1	1
74	1	1	1
75	1	1	1
76	1	1	1
77	1	1	1
78	1	1	1
79	1	1	1
80	1	1	1
81	1	1	1
82	1	1	1
83	1	1	1
84	1	1	1
85	1	1	1
86	1	1	1
87	1	1	1
88	1	1	1
89	1	1	1
90	1	1	1
91	1	1	1
92	1	1	1
93	1	1	1
94	1	1	1
95	1	1	1
96	1	1	1
97	1	1	1
98	1	1	1
99	1	1	1
100	1	1	1

SHIELD #1					
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SHIELD #2					

SHIELD #3						

SHIELD #6

SHIELD #5

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

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

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

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

WARP ENERGY MOVEMENT COST = 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.	3/4	1 1/2	2	2 2/3	3 1/4	4	4 1/2	5 1/4	6	6 3/4	7 1/4	8	8 3/4	9 1/4	10	10 3/4	11 1/4	12	12 1/4	13 1/4	14	14 1/4	15 1/4	16	16 3/4	17 1/4	18	18 3/4	19 1/4	20								

VULCAN WARP-REFITTED FRIGATE

YS: 71
DK: 4
EX: 5
CR: 3

CNTR

SHIP DATA TABLE	
TYPE	= WVF
POINT VALUE	= 31
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR2.33

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

TRANSPORTER BOMBS

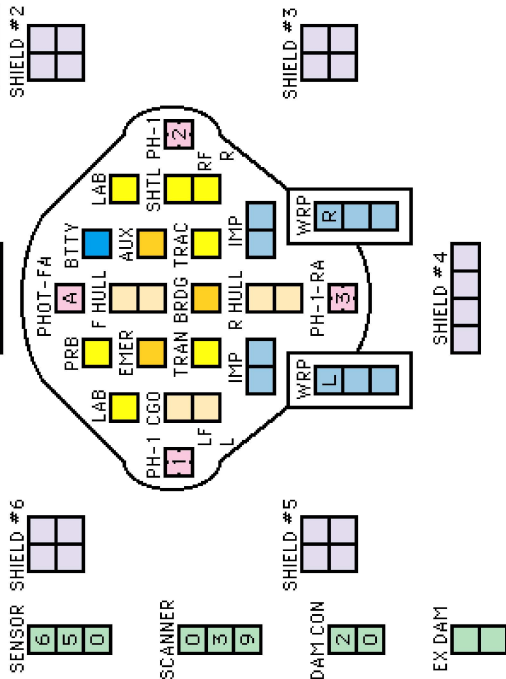
D

BOARDING PARTIES

4

PROBES

3



TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

TURN MODE	
C	1
	2
	3
	4
	5
	6
	28+

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

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

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

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

③ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

ADMINISTRATIVE SHUILES

[illegible][illegible]

SHIP DATA TABLE	
TYPE	= B4
POINT VALUE	= 155
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR3.8

BOARDING PARTIES	
10	
20	
30	

TRANSPORTER BOMBS

PROBES

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

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

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

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

DISRUPTOR TABLE

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

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

DRONE RACKS

1					F
2					F
3					F
4					F
5					F
6					F

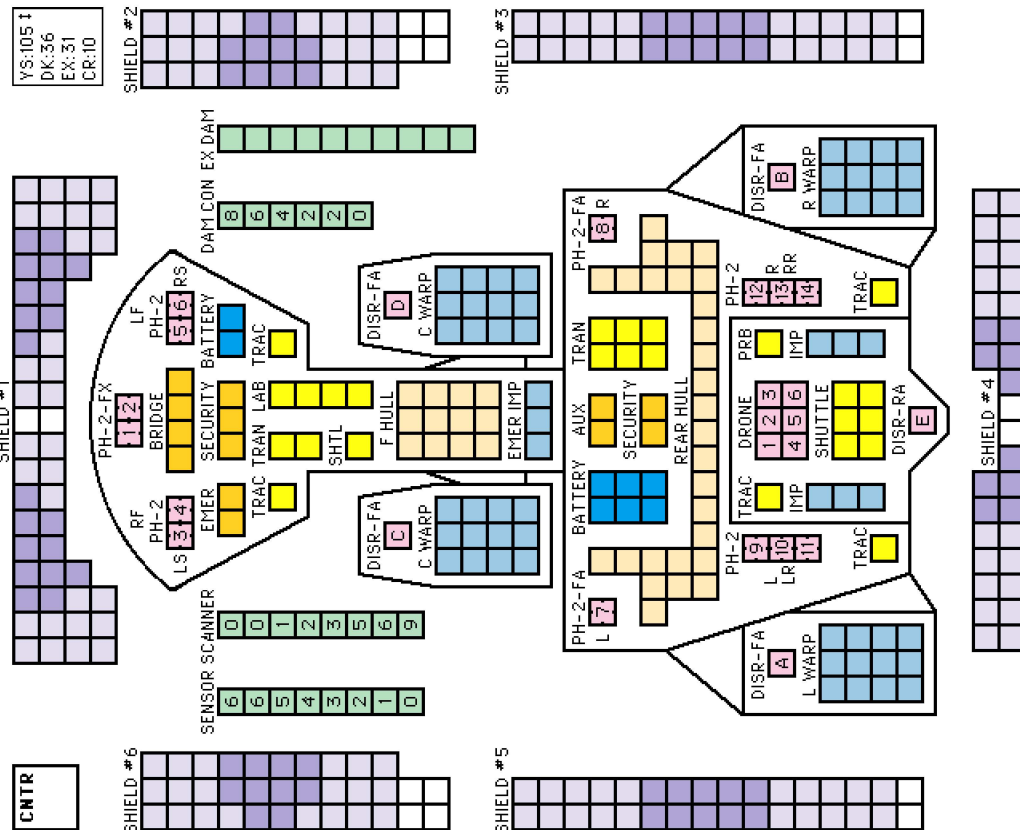
THIS SHIP CAN LAUNCH ONE DRONE FROM EACH PAIR OF DRONE RACKS EACH TURN. NOTE THAT IT CAN LAUNCH DRONES FROM THREE RACKS ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH DRONES FROM THE OTHER THREE RACKS ON IMPULSE #1 OF THE VERY NEXT TURN.

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

5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

	1	2	3	4	5	6	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
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60



CREW UNITS **ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

	*				

	IDENT	HIT POINTS	NOTES

PROBES

D	D	D	D	D

[illegible]

	PROBES
	(5)

SHIP DATA TABLE	
TYPE	= C3
POINT VALUE	= 92
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR3.9

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

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

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

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

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

1					F
2					F
3					F
4					F

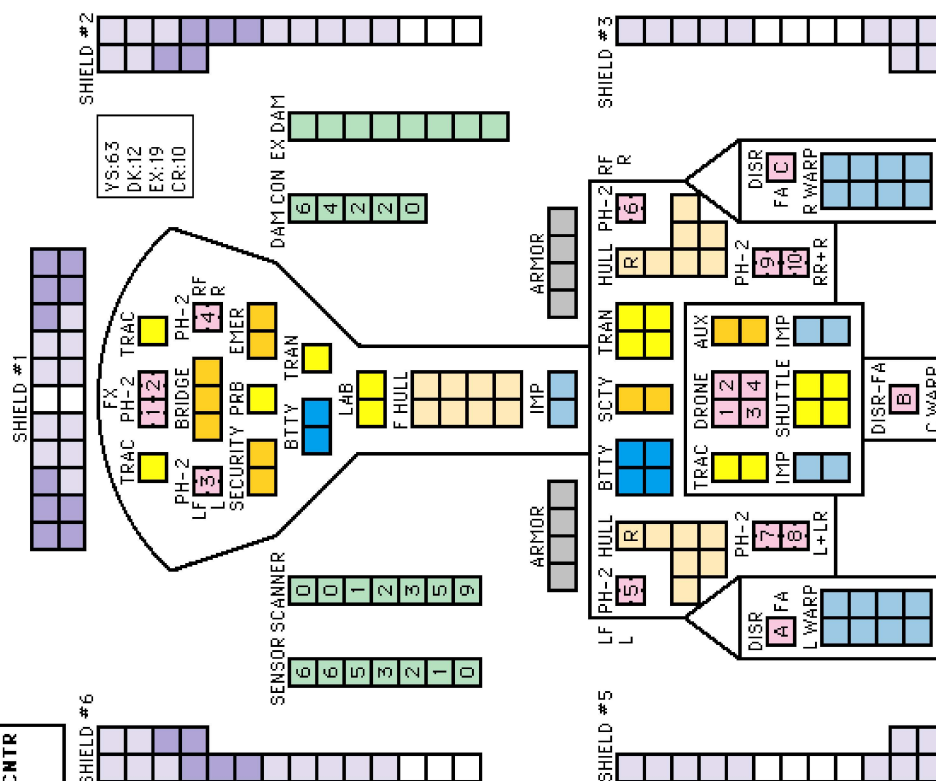
CAN LAUNCH ONE DRONE FROM EACH PAIR OF RACKS EACH TURN. NOTE THAT IT CAN LAUNCH DRONES FROM TWO RACKS ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH TWO MORE FROM THE OTHER RACKS ON IMPULSE #1 OF THE VERY NEXT TURN.

WARP ENERGY MOVEMENT COST = 1 + 1/2 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 2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45		
Fract. 1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45		

⑨

⑥ = ERRATIC MANEUVER WARP COST



YS:67
DK:7
EX:10
CR:8

SHIP DATA TABLE	
TYPE	= D3E
POINT VALUE	= 71/52
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.10

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

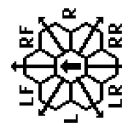
CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDEN	HIT POINTS	NOTES	
					10				
					20				
					30				

Boarding Parties	Transporter Bombs
10	DD

PROBES	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

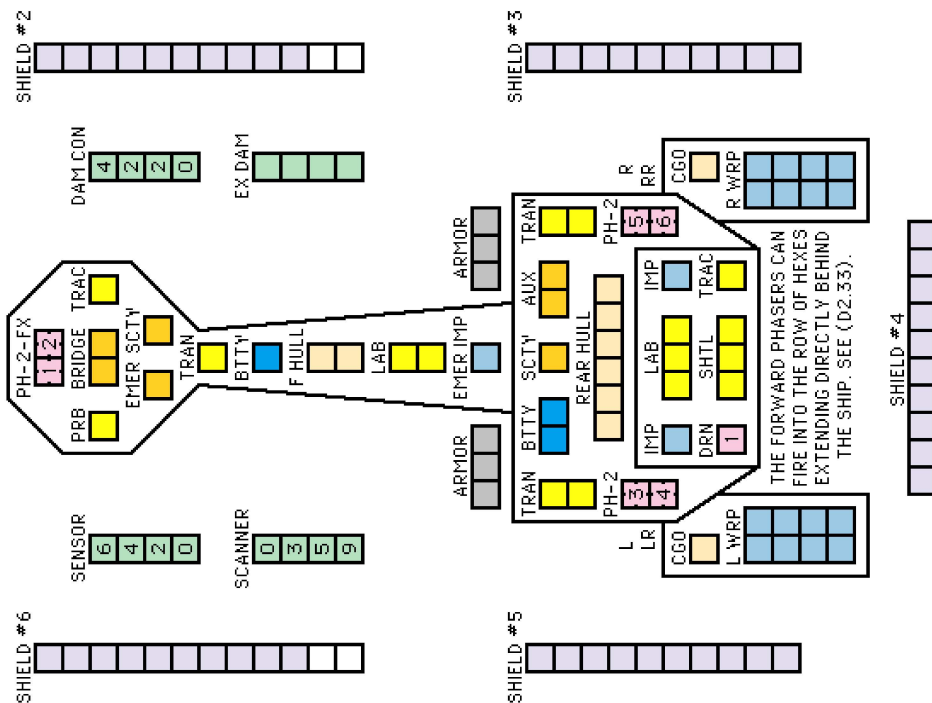
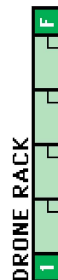
TYPE II PHASER TABLE									
DIE ROLL	RANGE		4-9		16-31		31-50		
	0	1	2	3	8	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

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



$$FX = L + LF + RF + R$$

SEE (D4.12) FOR ARMOR RULES.



KLINGON D3G WARP-REFITTED COMMANDO CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= D3G
POINT VALUE	= 72/40
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.11

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

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

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			GA5-Y
			GA5-Y
			GA5-Y
			GA5-Y
			HT5-Y

TRANSPORTER BOMBS

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

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

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

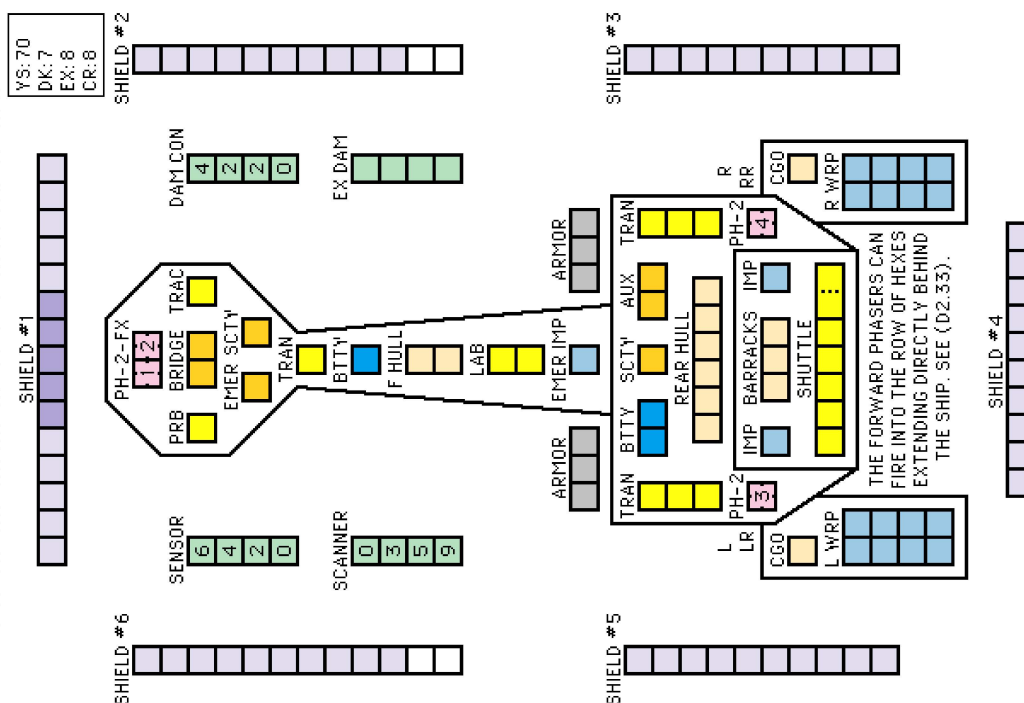
SEE (D4.12) FOR ARMOR RULES.



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

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

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



KLINGON F31 WARP-REFITTED POLICE FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	= F31
POINT VALUE	= 35
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR3.13

CREW UNITS		ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS	NOTES	
10			

BOARDING PARTIES		TRANSPORTER BOMBS	
8		D	

PROBES		DRONE RACK	
3		1	F

DISRUPTOR TABLE

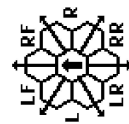
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SEE (D4.12) FOR ARMOR RULES.

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

TYPE II PHASER TABLE

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



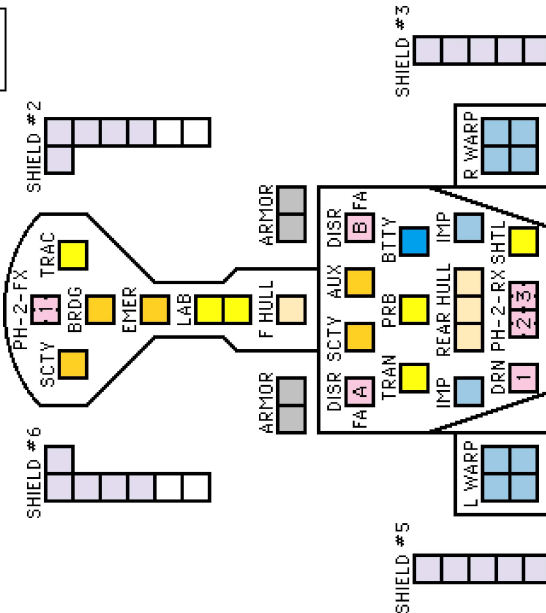
FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

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

YS: 74
DK: 4
EX: 6
CR: 4

SHIELD #1



SHIELD #4

EX DAM

DAM CON

SCANNER

SENSOR

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

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

CNTR

SHIP DATA TABLE	
TYPE	= F3J
POINT VALUE	= 37/29
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= WR3.14

[illegible]

Category	Count
BOARDING PARTIES	8
TRANSPORTER BOMBS	1

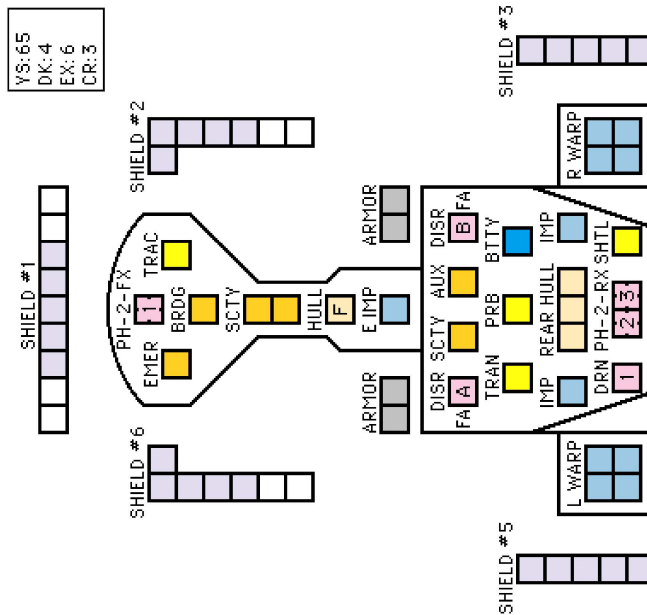
The diagram shows a 2D array structure. The top row is labeled 'PROBES' and contains three cells, with the third cell containing the number '3'. The bottom row is labeled 'DRONE RACK' and contains five cells, with the first cell containing the number '1' and the last cell containing the letter 'F'. The cells in the 'DRONE RACK' row are connected to the cells in the 'PROBES' row by vertical lines.

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

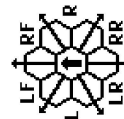
DISRUPTOR TABLE						
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

SEE (D4.12) FOR ARMOR RULES.

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



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



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

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

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

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

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

CNTR

SHIP DATA TABLE	
TYPE	= D4C
POINT VALUE	= 76
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.15

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

[illegible]

TRANSPORTER BOMBS

[illegible]

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

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

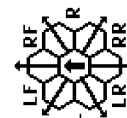
TYPE III DEFENSE PHASER							
DIE ROLL	RANGE			4- 9- 8 15			
	0	1	2	3	8	15	
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	3	2	0	0	0
5	4	4	3	2	0	0	0
6	3	3	1	0	0	0	0

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

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

DRONE RACKS				
1				F
2				F

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


$$FA = LF + RF$$

YS: 86
DK: 7
EX: 14
CR: 9

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-2-FX
112

PRB
BRIDGE
TRAC
EMER SCTY
TRAN
BTTY
F HULL
LAB
EMER IMP

DAM CON
4
2
2
0

EX DAM

SCANNER
0
3
5
9

TRAN
SCTY
AUX
PH-2
REAR HULL
IMP
APR
TRAC
SHTL
DRN
LR
L WARP
DISR-FA
R WARP

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

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

YS: 82
DK: 7
EX: 12
CR: 8

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

[illegible]

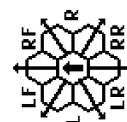
TRANSPORTER BOMBS

[illegible]

PROBES						
6						

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

TYPE III DEFENSE PHASE							
DIE ROLL	DIE RANGE				4-	9-	
	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	

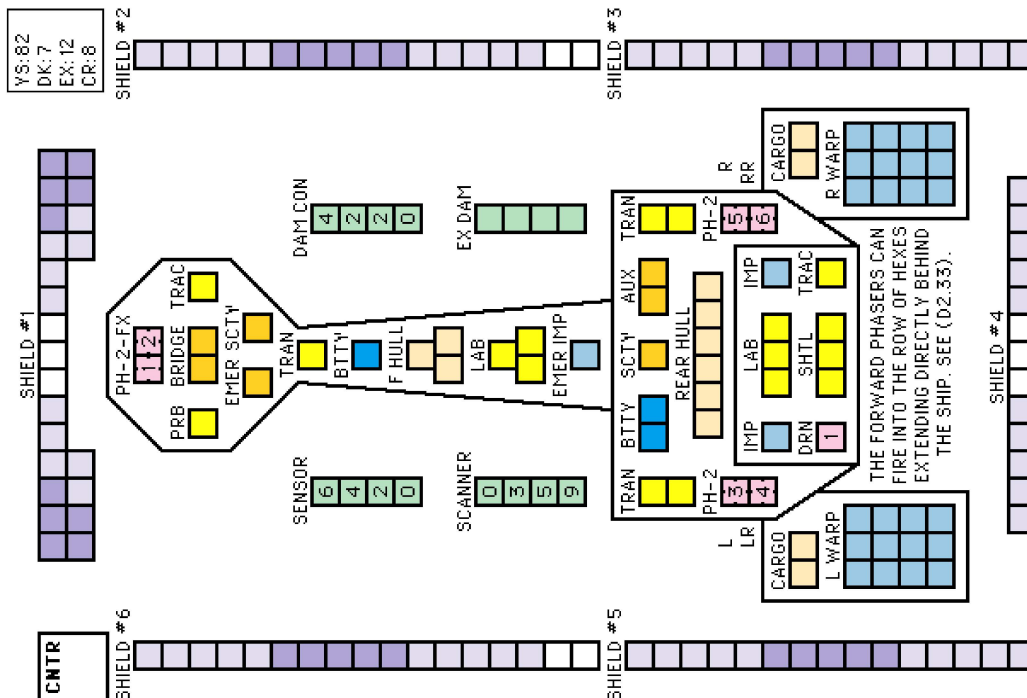


$$F_X = L + LF + RF + R$$

SHIP DATA TABLE	
TYPE	= D4E
POINT VALUE	= 82/61
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.16

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

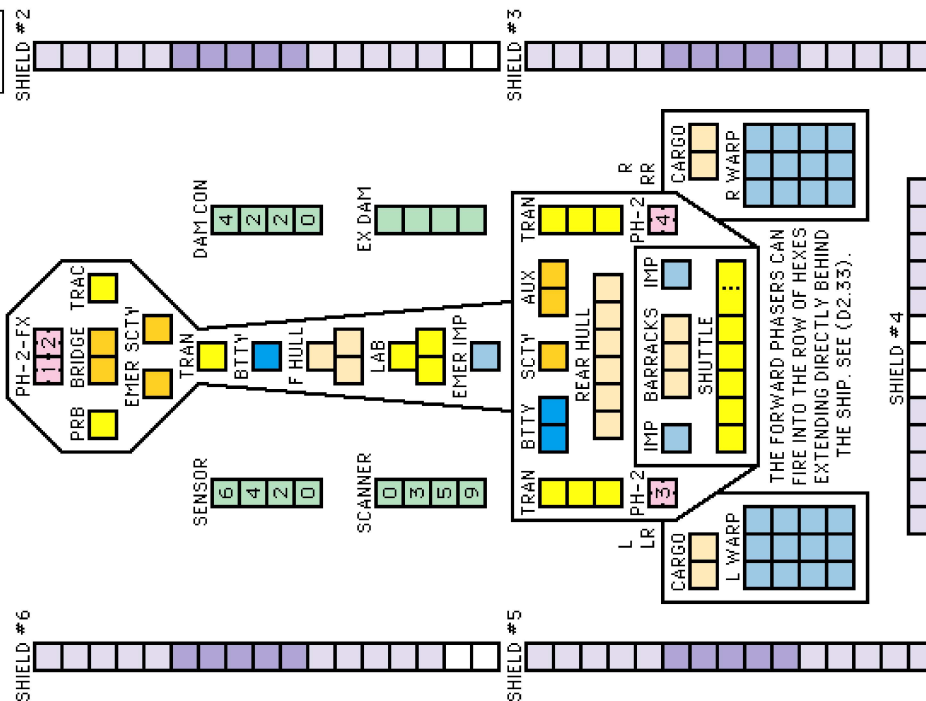
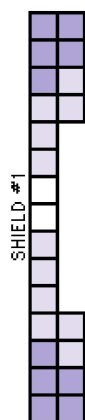
1					F
---	--	--	--	--	---



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

CNTR

YS: 94
DK: 7
EX: 11
CR: 8



SHIP DATA TABLE	
TYPE	= D4G
POINT VALUE	= 78/60
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.17

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

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

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

ADMINISTRATIVE SHUTTLES			NOTES
IDENT	HIT POINTS		
			GAS-Y
			GAS-Y
			GAS-Y
			GAS-Y
			HTS-Y

TRANSPORTER BOMBS[illegible]

PROBES
3

TYPE II PHASER TABLE									
DIE	RANGE			4-8	9-13	16-30	31-50		
ROLL	0	1	2	3	4	5	6	7	8
1	6	5	5	4	3	2	1	1	1
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	



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

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

SHIP DATA TABLE	
TYPE	= D41
POINT VALUE	= 69
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.18

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

DRONE RACKS

1					F
2					F

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

$$FA = LF + RF$$

$$FX = L + LF + RF + R$$

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

TYPE III DEFENSE 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

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

KLINGON D4J EARLY PENAL CRUISER

CINTR

SHIP DATA TABLE	
TYPE	= D4J
POINT VALUE	= 74/59
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.19

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

DRONE RACKS

1			F
2			F

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

A diagram showing a central hexagonal cell with four arrows pointing to its adjacent cells. The arrows are labeled: 'RF' (top-left), 'RR' (top-right), 'LR' (bottom-right), and 'LF' (bottom-left). The central cell has an upward-pointing arrow.

$$FA = LF + RF$$

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

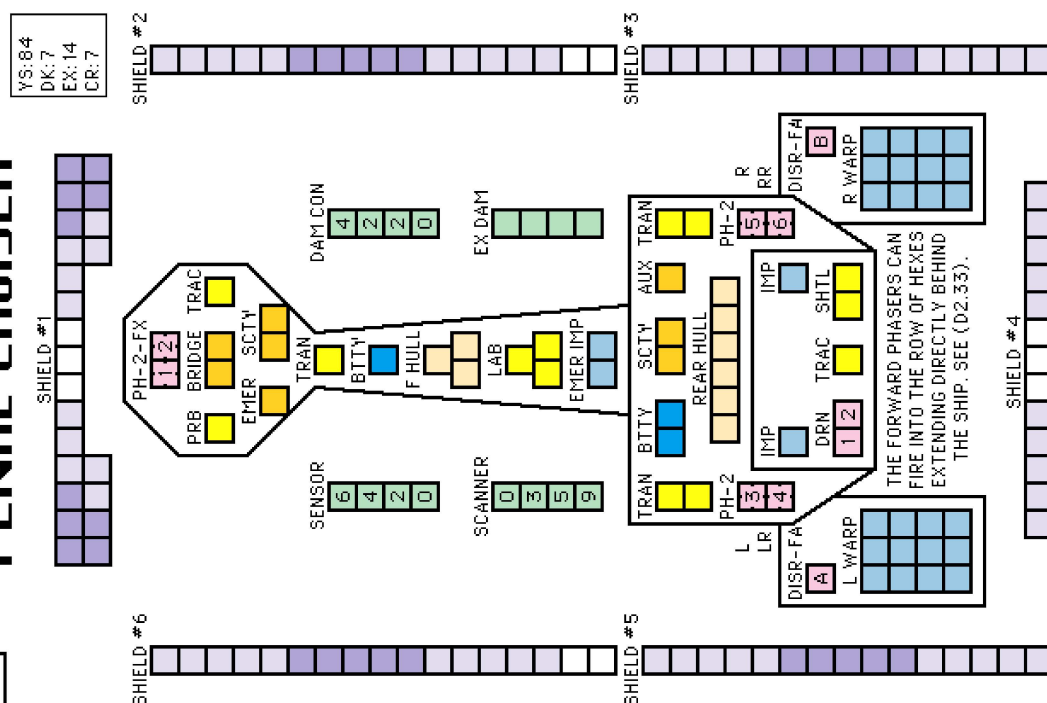
PROBES	3
--------	---

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

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

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

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



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

CNTR

SHIP DATA TABLE	
TYPE	= D4N
POINT VALUE	= 90/73
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR3.20

NO MUTINY

ADMINISTRATIVE SHUTTLES					
ID#	HIT POINTS	NOTES			
					GAS - Y
THIS SHIP HAS ONE SHUTTLE BAY.					

[illegible]

TRANSPORTER BOMBS

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

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

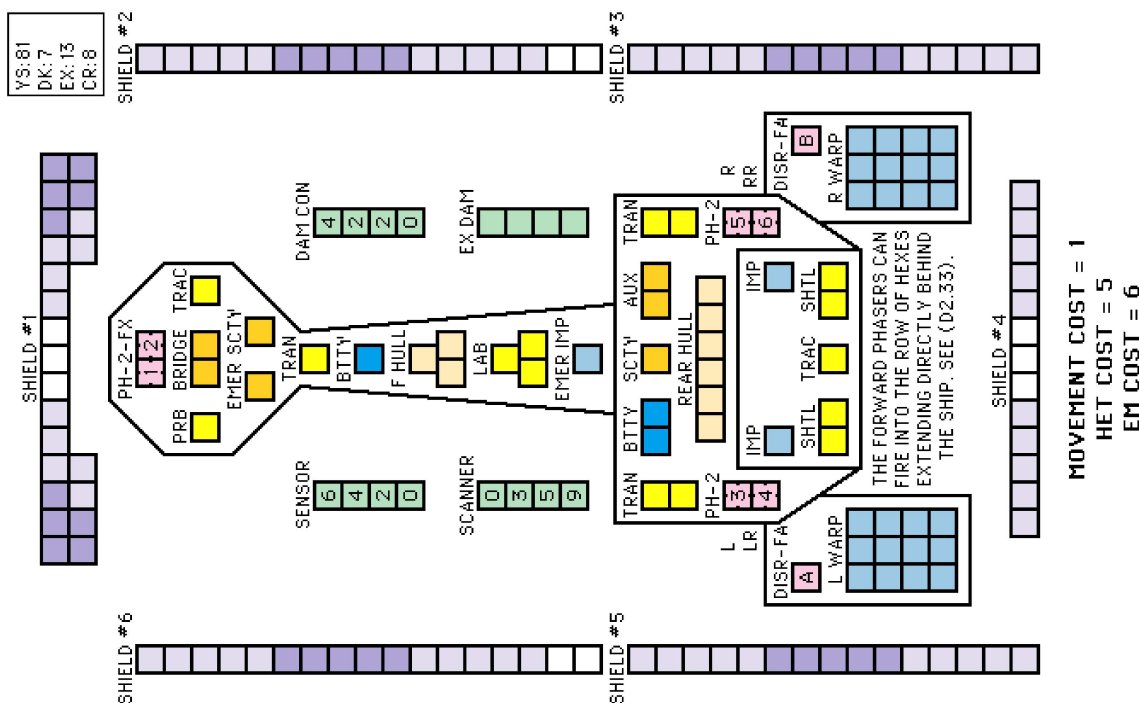
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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

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

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

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


$$FA = LF + RF$$


KLINGON F4J EARLY PENAL FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	= F4J
POINT VALUE	= 45/36
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR3.22

ADMINISTRATIVE SHUTTLE									
IDENT	HIT POINTS	NOTES							
10									

TRANSPORTER BOMBS									

DRONE RACK									
1									

BOARDING PARTIES									

PROBES									
3									

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

DISRUPTOR TABLE

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

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

TYPE II PHASER TABLE

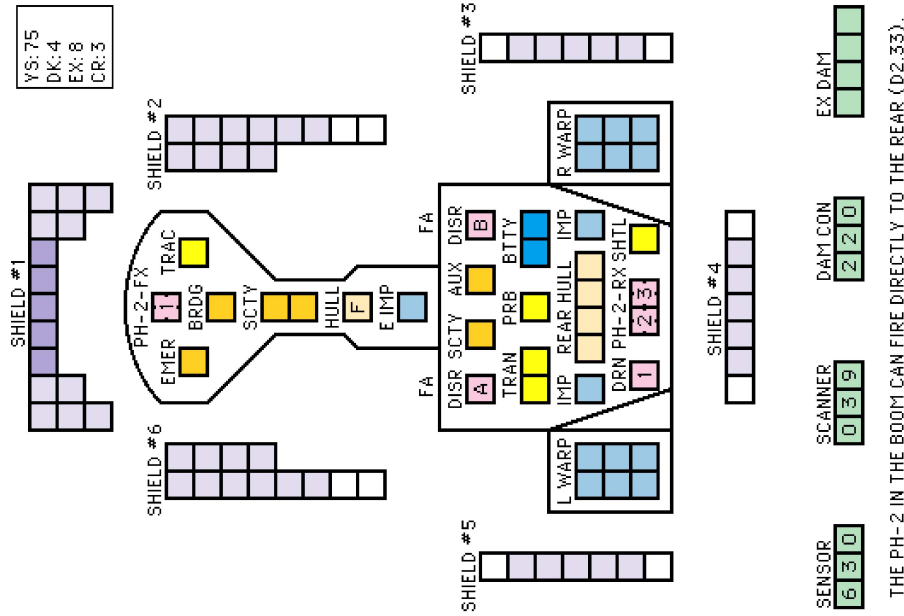
DIE RANGE	4-9	10-15	16-31	32-50
ROLL 0	1	2	3	4
1	6	5	4	3
2	6	5	4	4
3	6	4	4	1
4	5	4	4	3
5	5	4	3	0
6	5	3	3	0



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

TYPE III DEFENSE PHASER

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



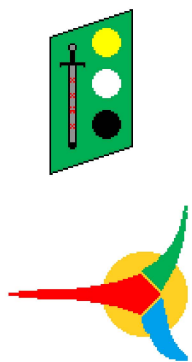
THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

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

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

KLINGON EARLY POWER BOOST AND TROOP TRANSPORT PODS

KLINGON PODS



KLINGON LOGISTICS COMMAND

KLINGON EARLY POWER BOOST POD

VS: 91

DK: 3

EX: + 4

CR: + 0

CNTR

POD DATA TABLE

TYPE	=	P-VP2
BPV	=	28/12
SIZE	=	4
REF	=	YR3.23

CREW UNITS

*

3

BOARDING PARTIES

1

KLINGON EARLY POWER BOOST POD

WS: 91	
DK: 3	
EX: + 4	
CR: + 0	

POD DATA TABLE TYPE = P-YP2 BPV = 28/12 SIZE = 4 REF = YR3.23	
--	--

CNTR	
------	--

CREW UNITS	
*	3

BOARDING PARTIES	
1	

BATTERY	
CARGO	
BATTERY	
PH-3	
IMP	

KLINGON EARLY TROOP TRANSPORT POD

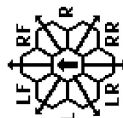
[illegible]

KLINGON EARLY TROOP TRANSPORT POD

[illegible]

TYPE III DEFENSE PHASER

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



CNTR

SHIP DATA TABLE	
TYPE	= SLKB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.8A

SHIP DATA TABLE	
TYPE	= WKB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.8B

SHIP DATA TABLE	
TYPE	= YKB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.8C

SHIP DATA TABLE	
TYPE	= KB
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.8D

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
THIS SHIP HAS ONE SHUTTLE BAY.			
SUBLIGHT SHUTTLES: SEE (R4:F0).			

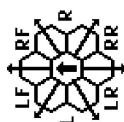
BOARDING PARTIES
8

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

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


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

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

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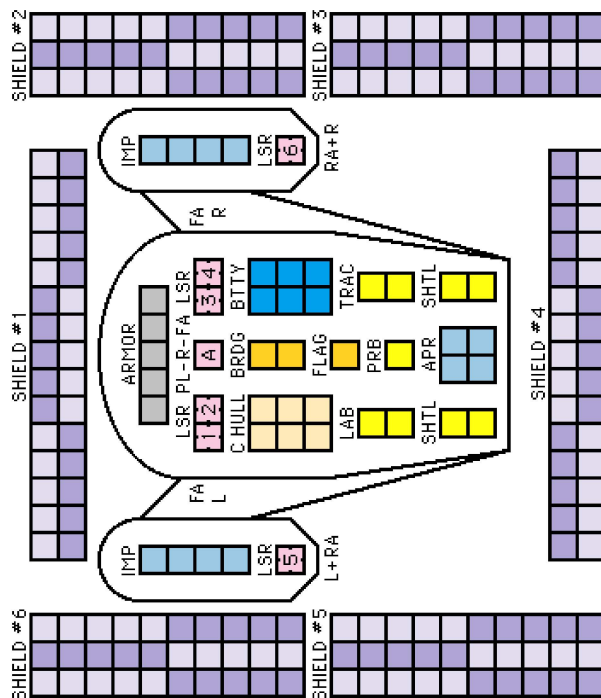
KINGBIRD TECHNOLOGY UPGRADE TABLE

MINIBUILD TECHNOLOGY 101 GRADE TABLE						
SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SLKB	Y66-88	10	0.5+0.5	TYPE-S	NONE	28
WKB	Y89-118	20	0.5+1	TYPE-W	MASK	40
YKB	Y119-139	25	1+1	TYPE-W	VEIL	48
KB	Y140-158	30	1+1	TYPE-W	CLOAK	58

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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



SENSOR

6	6	5	4	2	0
---	---	---	---	---	---

DAM CON

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

SLKB	YS:66 DK:5 EX:8 CP:9
------	-------------------------------

WKB	YS:89 DK:5 EX:8 CP:9
-----	-------------------------------

YKB	YS:119 DK:5 EX:8 CP:9
-----	--------------------------------

KB	YS:140 DK:5 EX:8 CP:9
----	--------------------------------

MOVEMENT COST = 1

EM COST = 6

THIS SHIP IS SUBLIGHT ONLY.

ROMULAN WARBIRD FREIGHT CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= SWBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.9A
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= W'WBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.9B
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= YR4.9C
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WBF
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.9D
CARGO PALLET = +10/+2	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		

THIS SHIP HAS ONE SHUTTLE BAY.
SUBLIGHT SHUTTLES; SEE (R4.F0).

TRANSPORTER BOMBS

--	--

PROBES

--	--

BOARDING PARTIES

--	--

WARP-TARGETED LASER

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

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

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

MASK, VEIL, OR CLOAK H&R

NSM

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
WT	COST	COST	COST
0	1.0	N/A	6
1	1.33	N/A	8

WARP-TARGETED LASER

POD	MOVE	HET	EM
-----	------	-----	----

CNTR

SHIP DATA TABLE	
TYPE	= SWBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR4.10A
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WWBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
MASK COST	= 1
REFERENCE	= YR4.10B
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= YWBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
VEIL COST	= 1
REFERENCE	= VR4.10C
CARGO PALLET = +10/+2	

SHIP DATA TABLE	
TYPE	= WBC
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 1
REFERENCE	= YR4.10D
CARGO PALLET = +10/+2	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS-S
		GAS-S

THIS SHIP HAS ONE SHUTTLE BAY.

SUBLIGHT SHUTTLES: SEE (R4.F0).

TRANSPORTER BOMBS[illegible][illegible][illegible]

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

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

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



$$RA = LR + RR$$

MASK, VEIL, OR CLOAK H&R	☒	NSM	☒
--------------------------------	-------------------------------------	-----	-------------------------------------

SWBC	W/WBC
YS:66	YS:89
DK:5	DK:5
EX:7	EX:7
CR:3	CR:3

YWB	YS:119 DK:5 EX:7 CR:3
-----	--------------------------------

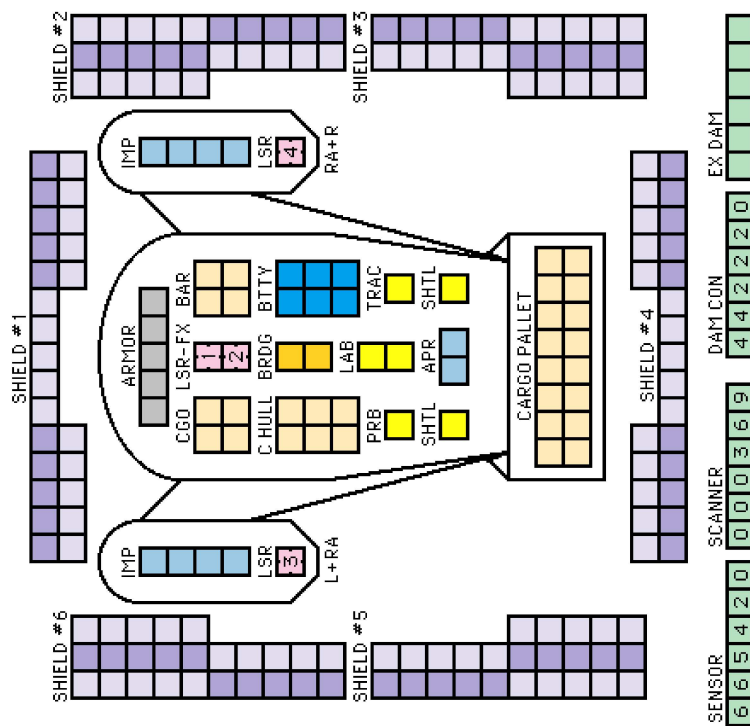
WBC	YS:140 DK:5 EX:7 CR:3
-----	--------------------------------

MOVEMENT COST = 1
EM COST = 6

MOVEMENT COST = 1-1/3 WITH PALLET
EM COST = 8 WITH PALLET
THIS SHIP IS SUBLIGHT ONLY.

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	DEFENSE	BPV
SWBC	Y66-88	10	0.5+0.5	TYPE-S	NONE	31/15
WWBC	Y89-118	15	0.5+1	TYPE-W	MASK	43/23
YWBC	Y119-139	20	1+1	TYPE-W	VEIL	51/29
WBC	Y140-158	25	1+1	TYPE-W	CLOAK	61/36

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC
LANDING SYSTEM (P2.433).
BARRACKS ARE DESTROYED ON
"FORWARD HULL" OR "REAR
HULL" DAMAGE POINTS.
SEE (D4.12) FOR ARMOR RULES.



SENSOR				SCANNER			
6	6	5	4	2	0	0	0

DAM CON	EX DAM
4	
4	
2	
2	
2	
0	

EX-DAM

CREW UNIT ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

THIS SHIP DOES NOT CARRY T-BOMBS.

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

SHIP DATA TABLE

TYPE	FRT
POINT VALUE	18/1
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR4.11

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

MOVEMENT COST = 1/3
EM COST = N/A
HET COST = N/A

THIS SHIP IS SUBLIGHT ONLY.

CREW UNIT ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

THIS SHIP DOES NOT CARRY T-BOMBS.

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

SHIP DATA TABLE

TYPE	FRT
POINT VALUE	18/1
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR4.11

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

MOVEMENT COST = 1/3
EM COST = N/A
HET COST = N/A

THIS SHIP IS SUBLIGHT ONLY.

CREW UNIT ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SUBLIGHT SHUTTLES; SEE (R4.F0).

THIS SHIP DOES NOT CARRY T-BOMBS.

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

SHIP DATA TABLE

TYPE	FRT
POINT VALUE	18/1
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR4.11

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

MOVEMENT COST = 1/3
EM COST = N/A
HET COST = N/A

THIS SHIP IS SUBLIGHT ONLY.

EX DAM

CREW UNITS									

ADMINISTRATIVE SHUTTLES									
IDENT	HIT	POINTS	NOTES						

BOARDING PARTIES									

PROBES									

TRANSPORTER BOMBS									

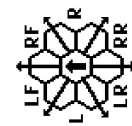
SHIP DATA TABLE									
TYPE	=	YDF							
POINT VALUE	=	48							
BREAKDOWN	=	5-6							
SHIELD COST	=	1/2+1/2							
LIFE SUPPORT	=	1/2							
SIZE CLASS	=	4							
REFERENCE	=	YR5.9							

TYPE II PHASER TABLE									
DIE ROLL	RANGE	4-9	10-15	16-20	21-25	26-30	31-35	36-40	41-45
1	6	5	4	3	2	1	1	1	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	1	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	4	3	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0

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

THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE	4-9	10-15	16-20	21-25	26-30	31-35	36-40	41-45
1	4	4	4	3	1	1	1	1	1
2	4	4	4	2	1	0	0	0	0
3	4	4	4	1	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0



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

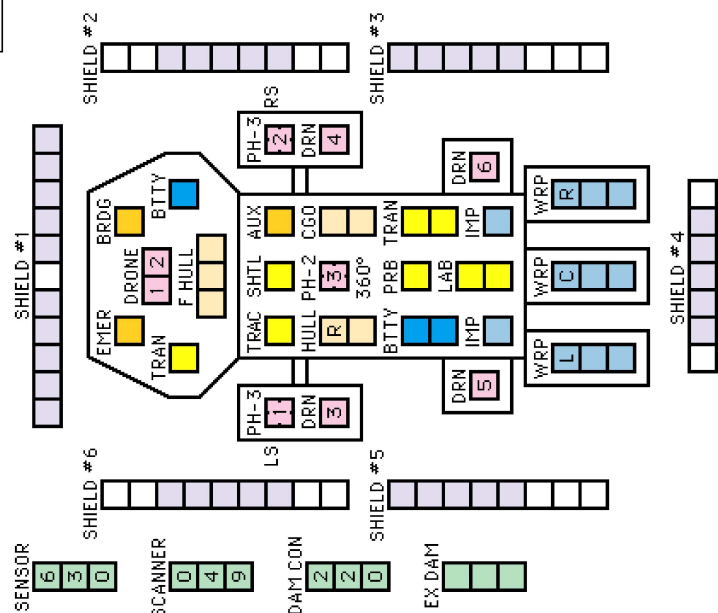
DRONE RACKS									
1									
2									
3									
4									
5									
6									

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

KZINTI EARLY DRONE FRIGATE

YS: 95
DK: 4
EX: 8
CR: 3

CNTR



⑤ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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

YS: 79
DK: 5
EX: 9
CR: 6

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 61
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS

10	20
*	

BOARDING PARTIES

PROBES
3

TRANSPORTER BOMBS

SENSOR

FIELD #6

SCANNER

2

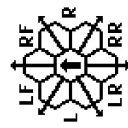
DAM CON

FIELD #5		
----------	--	--

EX D&M

DRONE RACKS

A	A
1	2


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

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

TYPE III DEFENSE PHASE

DIE ROLL	RANGE 0 1 2 3 4 5	4- 9- 8 15
1	4 4 4 3 1 1	1 1
2	4 4 4 2 1 0	1 0
3	4 4 4 1 0 0	0 0
4	4 4 3 0 0 0	0 0
5	4 3 2 0 0 0	0 0
6	3 3 1 0 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
Standard 1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	10	11	12	12	13	14	14	15	16	17	18	19	20	20	20
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

**KZINTI
WARP-REFITTED
DREADNOUGHT**

YS:64
OK:10
EX:17
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 78
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR5.11

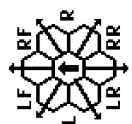
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

BOARDING PARTIES	10
------------------	----

PROBES	1	2	3
1	0.00	0.00	0.00
2	0.00	0.00	0.00
3	0.00	0.00	0.00

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

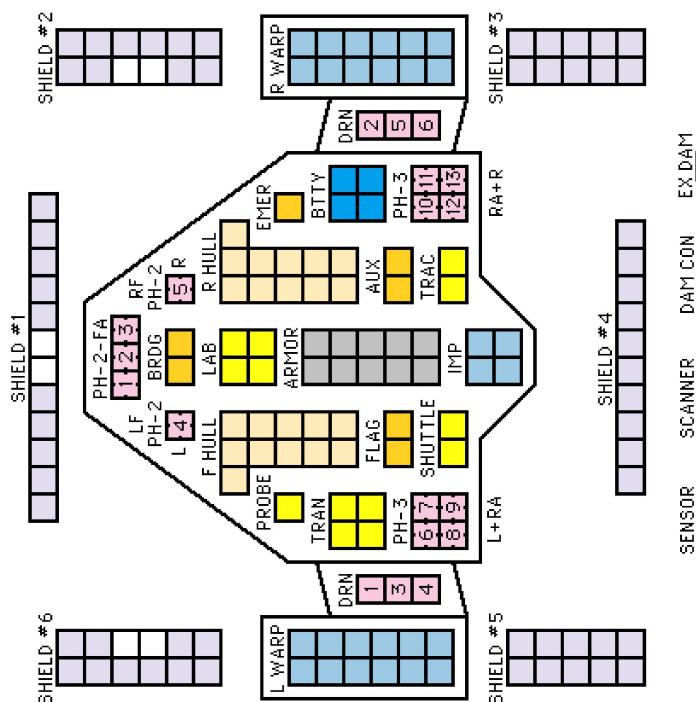

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

SEE (D4.12) FOR ARMOR RULES.

DRONE RACKS							
1							C
2							C
3							
4							B
5							B
6							B

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

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



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

	172 ENERGY POINT PER HOUR															25 ENERGY POINT PER HOUR															33 ENERGY POINT PER HOUR															40 ENERGY POINT PER HOUR														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30																														
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45																														
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45																														

KZINTI WARP-REFITTED COMMAND CRUISER

CNTR

ADMINISTRATIVE SHUTTLES

CREW UNITS	IDENT	HIT POINTS	NOTES
		10	
		20	
		30	

BOARDING PARTIES	10

TRANSPORTER BOMBS	D	D

PROBES	3

SHIP DATA TABLE
TYPE = WCC
POINT VALUE = 55
BREAKDOWN = 4-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = YR5.12

TYPE II PHASER TABLE

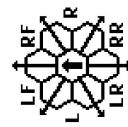
DIE	RANGE	4-9	16-31					
ROLL	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.

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

TYPE III DEFENSE PHASER

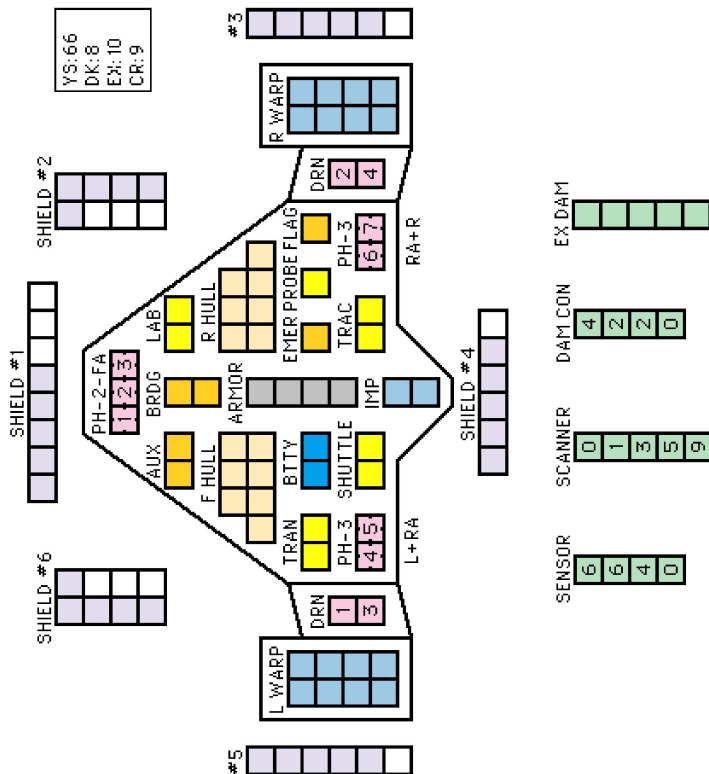
THE 7-GENERATOR						
DIE	RANGE			4- 9- ROLL 0 1 2 3 8 15		
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
RA = LR + RR

DRONE RACKS

1	2	3	4



KZINTI WARP-REFITTED COMMANDO DESTROYER

CNTR

CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDENIT	HIT POINTS	NOTES	
									CAS-Y
									CAS-Y

[illegible]TRANSPORTER BOMBS

PROBES	3
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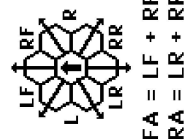
SHIP DATA TABLE	
TYPE	= WDG
POINT VALUE	= 46/25
BREAKDOWN	= 4-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR5.13

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

SEE (D4.12) FOR ARMOR RULES.
BARRACKS ARE DESTROYED ON
"FORWARD HULL" OR "REAR
HULL" DAMAGE POINTS.

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

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



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

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

SHIP DATA TABLE	
TYPE	= YCD
POINT VALUE	= 79/65
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.14

ADMINISTRATIVE SHUTTLES	
	HIT POINTS

THIS SHIP HAS ONE SHUTTLE BAY:

[illegible]

BOARDING PARTIES

PROBES	3		
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TRANSPORTER BOMBS

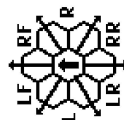
DIE ROLL	RANGE	1	2	3	4	5	6	7-8	9-10	11-12
1	6	5	5	4	3	2	1	1		
2	6	5	4	4	2	1	1	0		
3	6	4	4	4	1	1	0	0		
4	5	4	4	3	1	0	0	0		
5	5	4	3	3	0	0	0	0		
6	5	3	3	3	0	0	0	0		

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+

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

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


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

DRONE RACKS						
1						A
2						A
3						A
4						A
5						A
6						A

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														
Fractions	1½	2	2⅔	3½	4	4⅔	5½	6	6⅔	7½	8	8⅔	9½	10	10⅔	11½	12	12⅔	13½	14	14⅔	15½	16	16⅔	17½	18	18⅔	19½	20	20														

KZINTI EARLY LIGHT COMMANDO CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS	HIT POINTS	NOTES
✱	10	
	20	
	30	

BOARDING PARTIES

	10	
	20	
	30	

PROBES

3

TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE
TYPE = YCG
POINT VALUE = 65/49
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = YR5.15

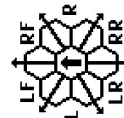
TYPE II PHASER TABLE

DIE RANGE	4-9	10-15	16-21	22-28	29-31
ROLL 0	1	2	3	4	5
1	6	5	4	3	2
2	6	5	4	3	2
3	6	4	4	3	2
4	5	4	4	3	2
5	5	4	3	3	2
6	5	3	3	3	2

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	10-15	16-21	22-28	29-31
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	3	3	2
5	4	3	3	3	2
6	3	3	3	3	2



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

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

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

CNTR

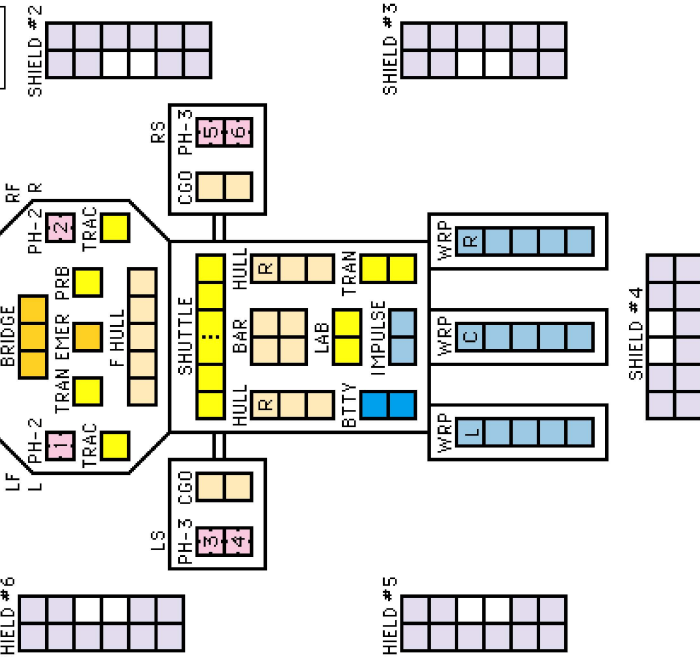
SENSOR
6 6 4 0

SCANNER
0 1 3 5 9

DAM CON
4 2 2 0

EX DAM
0 0 0 0

YS:88
DK:5
EX:8
CR:6



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

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

KZINTI EARLY SELF-DEFENSE AND TROOP TRANSPORT PODS

KZINTI TUG PODS

VS: 91

DK: 3

EX: +3

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YSD4

BPV = 27/16

SIZE = 4

REF = YR5.16

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

BOARDING PARTIES

DRONE RACKS

E-RACKS ALWAYS HAD TWO RELOADS.

VS: 70

DK: 3

EX: +2

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YTS

BPV = 27/14

SIZE = 4

REF = YR5.17

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

BOARDING PARTIES

DRONE RACKS

E-RACKS ALWAYS HAD TWO RELOADS.

VS: 91

DK: 3

EX: +3

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YSD4

BPV = 27/16

SIZE = 4

REF = YR5.16

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

BOARDING PARTIES

DRONE RACKS

E-RACKS ALWAYS HAD TWO RELOADS.

VS: 70

DK: 3

EX: +2

CR: +0

CNTR

POD DATA TABLE

TYPE = P-YTS

BPV = 27/14

SIZE = 4

REF = YR5.17

FA 360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

360°

PH-3 PH-2

CARGO

PH-3 BTTY

DRN IMP

CREW UNITS

BOARDING PARTIES

DRONE RACKS

E-RACKS ALWAYS HAD TWO RELOADS.

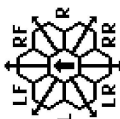
KZINTI EARLY SURVEY CRUISER

WS:90
DK:7
EX:12
CR:8

ENTER

SHIP DATA TABLE	
TYPE	= YSR
POINT VALUE	= 79/50
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.18

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


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

DIE ROLL	RANGE	1	2	3	4-9- 10	16-31- 30	50
1	6	5	4	3	2	1	1
2	6	5	4	4	2	1	0
3	6	4	4	4	1	0	0
4	5	4	4	3	1	0	0
5	5	4	3	3	0	0	0
6	5	3	3	3	0	0	0

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

1				A
2				A
3				
4				

ADMINISTRATIVE SHUTTLES

[illegible]CREW UNITS[illegible]

BOARDING PARTIES
8

PROBES					
					6

TRANSPORTER BOMBS

SENSOR

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

CANNER

AM CON

EX DAM

[illegible]

FIELD #6

[illegible]

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

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

CNTR

IDENT	HIT POINTS	NOTES
		GA3-Y
		GA3-Y
THIS SHIP HAS TWO SHUTTLE BAYS.		
CAN TRANSFER BY (J159).		

[illegible]

16-31-30	50
1	1
1	0
0	0
0	0

D

D

PSEUDO-PLASMA
TORPEDOES

A

G

B

G

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

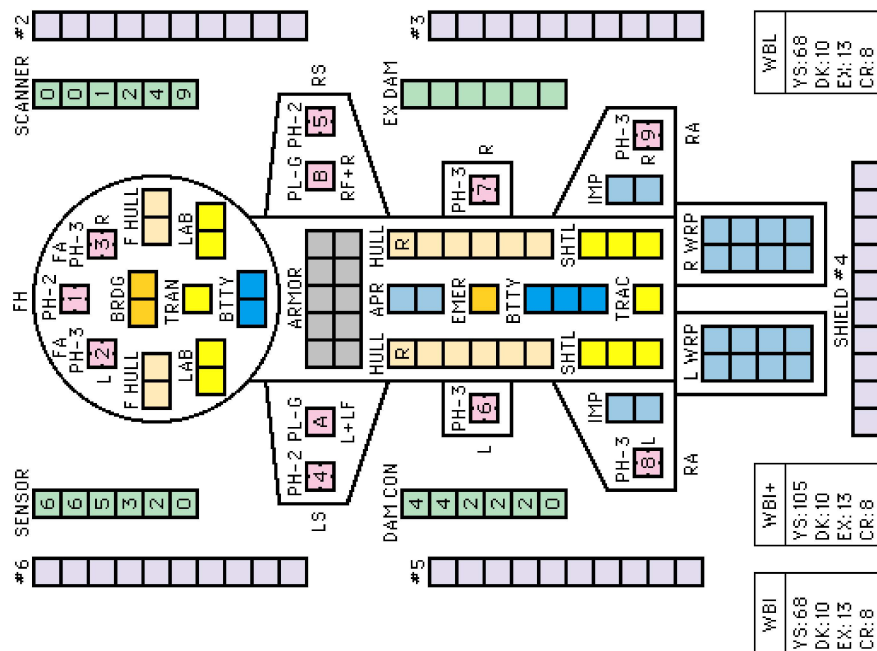
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

THE WBI AND WBL CAN ONLY FIRE PLASMA BOLTS TO A MAXIMUM TRUE RANGE OF FIVE HEXES. THEY CANNOT LAUNCH SEEKING PLASMAS AND DO NOT HAVE ANY PSEUDO PLASMA TORPEDOES (YFP8.O). THE Y105 REFIT ALLOWS THE PLASMA TORPEDOES OF THE WBI TO OPERATE NORMALLY (BOLT TO MAXIMUM RANGE OR LAUNCH IN SEEKING MODE) AND ADDS THE PSEUDO PLASMA TORPEDOES. THE Y105 REFIT IS NOT AVAILABLE TO THE WBL.

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

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

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



THE SSD SHOWS THE FULLY UPGRADED SHIP. SOME SHIPS (WBLS) ONLY RECEIVED THE PLASMA-G BOLTS INITIALLY. TO REFLECT THIS, REPLACE ALL THE PHASERS WITH LASERS.

CNTR

SHIP DATA TABLE	
TYPE	= WDI
POINT VALUE	= 31
BREAKDOWN	= 3-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.12
Y105 REFIT	= +5

SHIP DATA TABLE	
TYPE	= WDL
POINT VALUE	= 28
BREAKDOWN	= 3-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.12A

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

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

CREW UNITS

10

10

*

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

BOARDING PARTIES

4

GAS-Y

GAS-Y

THIS SHIP HAS TWO SHUTTLE BAYS.

CAN TRANSFER BY (J159).

TRANSPORTER BOMBS D

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

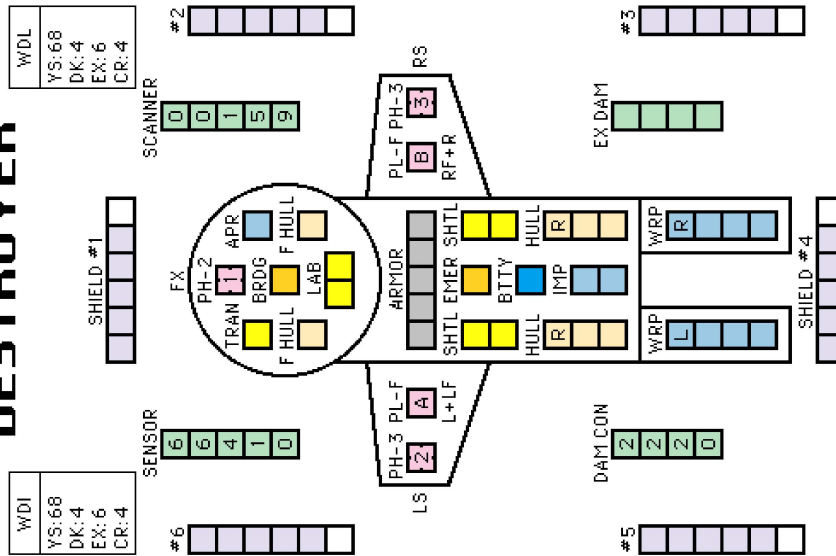
TYPE III DEFENSE PHASER								
DIE ROLL	RANGE			4-8		9-15		
	0	1	2	3	4	5	6	
1	4	4	4	3	1	1		
2	4	4	4	2	1	0		
3	4	4	4	1	0	0		
4	4	4	3	0	0	0		
5	4	3	2	0	0	0		
6	3	2	1	0	0	0		

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

THE WDI AND WDL CAN ONLY FIRE PLASMA BOLTS TO A MAXIMUM TRUE RANGE OF FIVE HEXES. THEY CANNOT LAUNCH SEEKING PLASMAS AND DO NOT HAVE ANY PSEUDO PLASMA TORPEDOES (THE Y105 REFIT ALLOWS THE PLASMA TORPEDOES OF THE WDI TO OPERATE NORMALLY (BOLT TO MAXIMUM RANGE OR LAUNCH IN SEEKING MODE) AND ADDS THE PSEUDO PLASMA TORPEDOES. THE Y105 REFIT IS NOT AVAILABLE TO THE WDL.

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

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



THE SSD SHOWS THE FULLY UPGRADED SHIP. SOME SHIPS (WDL) ONLY RECEIVED THE PLASMA-F BOLTS INITIALLY. TO REFLECT THIS, REPLACE ALL THE PHASERS WITH LASERS.

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

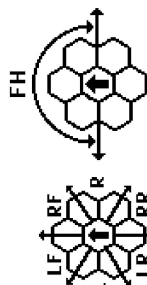
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			HTS-Y
			GAS-Y
			GAS-Y
			GAS-Y
THIS SHIP HAS TWO SHUTTLE BAYS.			
CAN TRANSFER BY (J1)59.			

TRANSPORTER BOMBS  

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

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

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


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

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

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

SHIP DATA TABLE	
TYPE	= WCG
POINT VALUE	= 56/33
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.13
WGL	= 51/28

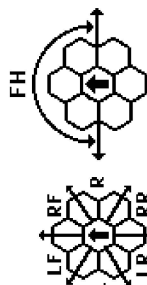
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			HTS-Y
			GAS-Y
			GAS-Y
			GAS-Y
THIS SHIP HAS TWO SHUTTLE BAYS.			
CAN TRANSFER BY (JL59).			

TRANSPORTER BOMBS  

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

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

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


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

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

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

SHIP DATA TABLE	
TYPE	= WCG
POINT VALUE	= 56/33
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.13
WGL	= 51/28

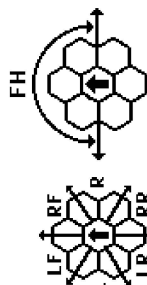
ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			HTS-Y
			GAS-Y
			GAS-Y
			GAS-Y
THIS SHIP HAS TWO SHUTTLE BAYS.			
CAN TRANSFER BY (J1)59.			

TRANSPORTER BOMBS  

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

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

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


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

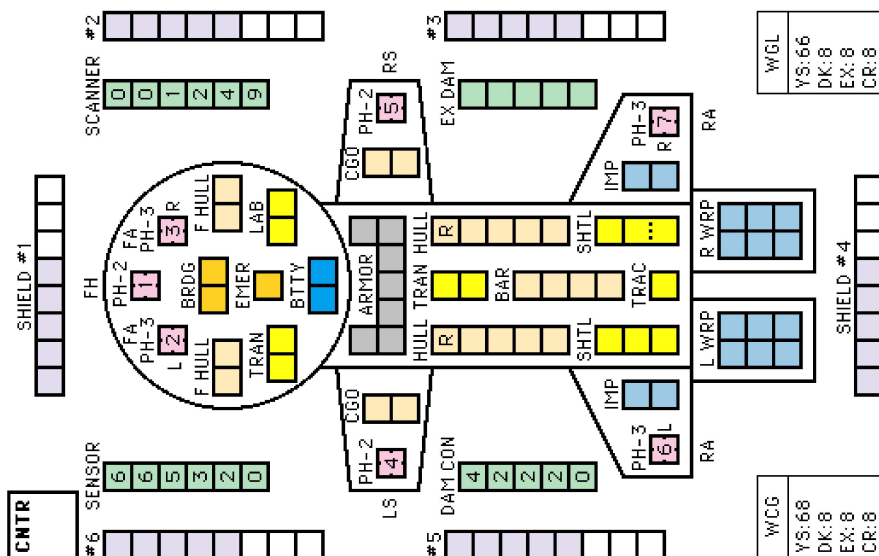
DIE RANGE		P	
ROLL	0	1	2
1	3	2	2
2	3	2	2
3	2	2	1
4	2	2	1
5	2	1	0
6	1	1	0

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

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

	WIND ENERGY TOLERANT						SPEED OF LIGHT TEST						HEAT COOL						ENERGY TO THINTEST						HYPER COOL					
	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Frac.	$\frac{3}{4}$	$\frac{1}{4}$	$\frac{2}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8 $\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{4}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{4}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{4}$

THE SSD SHOWS THE FULLY UPGRADED SHIP. PRIOR TO THE UPGRADE ALL OF THE PHASERS ARE LASERS AND THE ADJUSTED BPV UNDER THE SHIP DATA TABLE IS USED.



[illegible]

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 75
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR6.14
Y105 REFIT	= +15

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

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

CREW UNITS

*

10

20

30

40

50

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

BOARDING PARTIES

10

THIS SHIP HAS TWO SHUTTLE BAYS.

CAN TRANSFER BY (J159).

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

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

THIS SHIP CAN ONLY FIRE ITS PLASMA TORPEDOES AS BOLTS TO A MAXIMUM RANGE OF FIVE HEXES PRIOR TO Y105 (FP8.0). FROM Y105, IT CAN BOLT ITS PLASMA TORPEDOES TO THEIR MAXIMUM RANGE, OR LAUNCH THEM IN SEEKING MODE. PPTS ARE NOT AVAILABLE PRIOR TO Y105.

**PSEUDO-PLASMA
TORPEDOES**

A diagram of a hexagonal lattice structure. A central hexagon has an upward-pointing arrow. Six lines radiate from the center to the vertices of the surrounding hexagons, labeled RF (top-left), RR (top-right), LR (bottom-right), LF (bottom-left), and two unlabeled lines pointing towards the top and bottom.

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

TYPE II PHASER TABLE						
DIE ROLL	RANGE		4-9	10-15	16-30	31-50
1	6	5	4	3	2	1
2	6	5	4	2	1	0
3	6	4	4	1	0	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	0	0	0

THE Y105 REFIT INSTALLS THE PPTs AND ALLOWS THE TORPEDOES TO BE BOLTED TO RANGE 20 OR LAUNCHED IN SEEKING MODE (YFP8.0).

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

YS: 96
DK: 6
EX: 8
CR: 6

SHIELD #1							
-----------	--	--	--	--	--	--	--

CNTR

SHIELD #2

SHIELD #6							

SHIELD #3						

SHIELD #5						

DAMAGE CONTROL		EXCESS DAMAGE	
4	2	2	0

SENSOR		SCANNER	
6	5	2	0

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

[illegible]TRANSPORTER BOMBS  

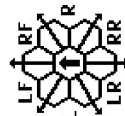
PROBES
3

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

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

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


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

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

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

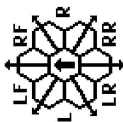
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	19	20	20	20
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$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

SHIELD #6

SCANNERPage 57

**GORN
TUG
PODS**

**GORN
TRANSPORT
COMMAND**



GORN EARLY TROOP TRANSPORT POD

POD DATA TABLE

TYPE	=	P-VT
BPV	=	45/24
SIZE	=	4
REF	=	VR6.17

CAN USE THE GRAVITY LANDING BARACKS ARE DESTROYED ON "FORWARD HULL" OR "REAR HULL" DAMAGE POINTS.

CREW UNITS

*																			
---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

BOARDING PARTIES

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

DAM CON

VS: 99	DK: 3	EX: +3	CR: +0
--------	-------	--------	--------

GROUND ASSAULT SHUTTLES

IDENT	DAMAGE POINTS	NOTES
		GAS-Y
		GAS-Y

GORN EARLY TROOP TRANSPORT POD

[illegible]

GORN EARLY STARLINER POD

[illegible]

GORN EARLY STARLINER POD

[illegible]

GORN CONFEDERATION WARP-REFITTED DOCK

CNTR

SHIP DATA TABLE	
TYPE	= SDK
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6A

SHIP DATA TABLE	
TYPE	= SDL
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6B

SHIP DATA TABLE	
TYPE	= SDI
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6C

SHIP DATA TABLE	
TYPE	= EDK
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR1.1-6D

CARGO MODULE +5	
REPAIR	MODULE +8



FA = LF + RF
RA = LR + RR

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

SDK: ALL PHASERS ARE WARP-TARGETED LASERS, THE PLASMA-G TORPEDOES ARE ATOMIC MISSILE LAUNCHERS.

SDL: ALL PHASERS ARE WARP-TARGETED LASERS, THE PLASMA-G TORPEDOES CAN ONLY BE FIRED IN BOLT MODE WITH A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

SDI: ALL PHASERS ARE AS INDICATED ON THE SSD, THE PLASMA-G TORPEDOES CAN ONLY BE FIRED IN BOLT MODE WITH A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

EDK: USE THE SSD IN MODULE Y1, BUT NOTE THE REDUCED SHIELDS AND BPV INDICATED IN THE SPACE DOCK TECHNOLOGY UPDATE TABLE. THE PLASMA-G TORPEDOES CAN ONLY BE FIRED IN BOLT MODE WITH A MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

ADMINISTRATIVE SHUTTLES

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

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

MISSILE RACKS

PROBES

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE 0-5 6-10 11-12 13-14 15 16-18 19 20

TYPE G 20 20 15 15 10 5 1

TYPE F 20 15 10 5 1 0 0 0

BOLT 1-4 1-3 1-2

TYPE II PHASER TABLE

WARP-TARGETED LASER

DIE RANGE

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

1 6 5 5 4 3 2 1 1

2 6 5 4 4 2 1 1 0

3 6 4 4 4 1 0 0 0

4 5 4 4 3 1 0 0 0

5 5 4 3 3 0 0 0 0

6 5 3 3 3 0 0 0 0

1 3 2 2 2 1

2 2 2 2 2 1

3 2 2 2 1 1

4 2 2 2 1 0

5 2 1 0 0 0

6 1 1 0 0 0

1 3 2 2 2 1

2 2 2 2 2 1

3 2 2 2 1 1

4 2 2 2 1 0

5 2 1 0 0 0

6 1 1 0 0 0

CREW UNITS

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

BOARDING PARTIES

PROBES

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE 0-5 6-10 11-12 13-14 15 16-18 19 20

TYPE G 20 20 15 15 10 5 1

TYPE F 20 15 10 5 1 0 0 0

BOLT 1-4 1-3 1-2

TYPE II PHASER TABLE

WARP-TARGETED LASER

DIE RANGE

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

1 6 5 5 4 3 2 1 1

2 6 5 4 4 2 1 1 0

3 6 4 4 4 1 0 0 0

4 5 4 4 3 1 0 0 0

5 5 4 3 3 0 0 0 0

6 5 3 3 3 0 0 0 0

1 3 2 2 2 1

2 2 2 2 2 1

3 2 2 2 1 1

4 2 2 2 1 0

5 2 1 0 0 0

6 1 1 0 0 0

1 3 2 2 2 1

2 2 2 2 2 1

3 2 2 2 1 1

4 2 2 2 1 0

5 2 1 0 0 0

6 1 1 0 0 0

GORN CONFEDERATION WARP-REFITTED BASE STATION

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

REPAIR MODULE
CREW UNITS: 7

SHIP DATA TABLE	
TYPE	= SBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6A

SHIP DATA TABLE	
TYPE	= BSL
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6B

SHIP DATA TABLE	
TYPE	= BSI
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6C

SHIP DATA TABLE	
TYPE	= EBS
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-6D

CARGO MODULE +5	
REPAIR MODULE +8	

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED
ON "PHASER" DAMAGE POINTS.

PSEUDO-PLASMA TORPEDO	
	1 G

PPTs ARE NOT
AVAILABLE
PRIOR TO Y105.

TRANSPORTER BOMBS

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

BOARDING PARTIES

1	8
---	---

PROBES

1	3
---	---

MISSILE RACKS

1	1
2	2

GORN EARLY BASE STATION TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	BPV
SBS	Y65-67	9	0.5+0.5	TYPE-W	58
BSL	Y68-75	11	0.5+1	TYPE-W	61
BSI	Y68-89	11	0.5+1	TYPE-W	68
EBS	Y90-104	14	1+1	TYPE-Y	77
YBS	Y105-119	17	1+1	TYPE-Y	80

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

SBS: ALL PHASERS ARE WARP-TARGETED LASERS, PLASMA-G IS TWO
ATOMIC MISSILE RACKS, USE THE SHADED BOX.BSL: ALL PHASERS ARE WARP-TARGETED LASERS, THERE IS ONE
PLASMA-G THAT CAN ONLY FIRE IN BOLT MODE TO A MAXIMUM TRUE
RANGE OF FIVE HEXES (YFP8.0), IGNORE THE SHADED BOX.BSI: ALL PHASERS ARE AS INDICATED ON THE SSD. THERE IS ONE
PLASMA-G THAT CAN ONLY FIRE IN BOLT MODE TO A MAXIMUM TRUE
RANGE OF FIVE HEXES (YFP8.0), IGNORE THE SHADED BOX.EBS: USED THE SSD IN MODULE Y1, BUT NOTE THE REDUCED SHIELDS
AND BPV INDICATED IN THE BASE STATION TECHNOLOGY UPGRADE
TABLE. THE PLASMA-G CAN ONLY BE FIRED IN BOLT MODE TO A
MAXIMUM TRUE RANGE OF FIVE HEXES (YFP8.0).

CNTR

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

SENSOR

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

SCANNER

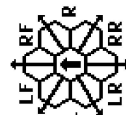
0	0	1	3	9
---	---	---	---	---

DAM CON

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

EX DAM

3	3	3	3	3
---	---	---	---	---



FX = L + LF + RF + R

RX = L + LR + RR + R

SEE (D4.12) FOR ARMOR RULES.

SEE (C3.7) FOR ROTATION.

SEE (H4.32) FOR DAMAGE TO AWRs.

YBS: USE THE SSD IN MODULE Y1, THE PLASMA-GS CAN BE BOLTED, OR LAUNCH
IN SEEKING MODE OUT TO THE TORPEDO'S NORMAL MAXIMUM RANGE.

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

YS:110
DK:7
EX:13
CR:8

CMTB

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 73
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR0.7

[illegible]

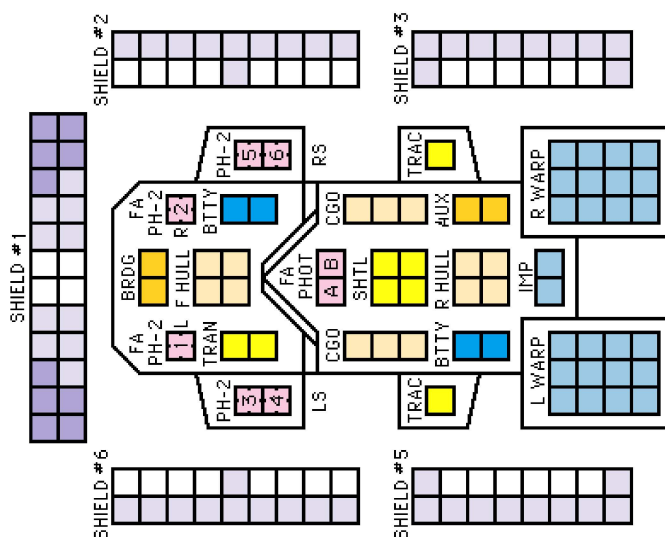
BOARDING PARTIES	TRANSPORTER BOMBS
10	DD

SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43). THIS SHIP HAS NO "STEALTH" BONUS. CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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


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

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



SHIELD #4							

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

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

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

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

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= YSL
POINT VALUE	= 63/43
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR8.8
STEALTH + 1 ECM	

[illegible]

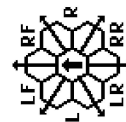
T-BOMBS

DRONE RACKS				
1				A
2				A

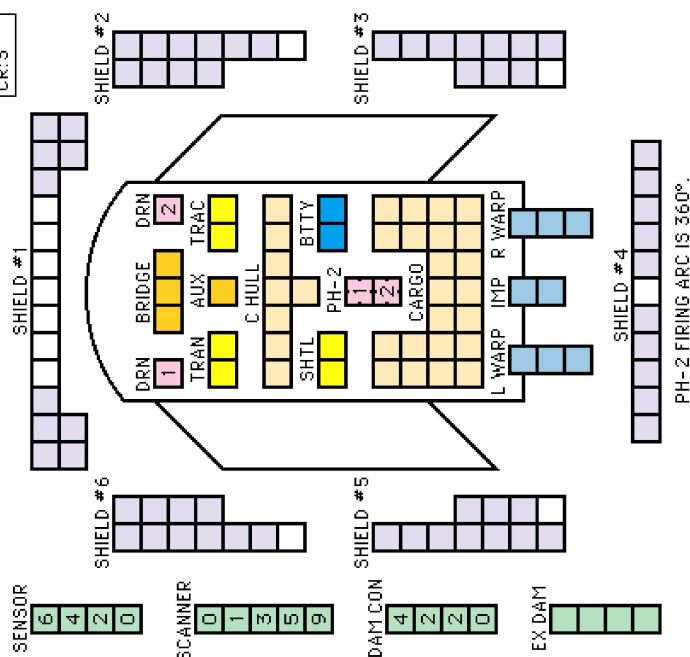
SHIP CAN LAND ON PLANETS BY AERODYNAMIC,
GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
THE EARLY SLAYER CANNOT USE ENGINE
DOUBLING, HAS NO CLOAK, AND HAS ONLY
LIMITED STEALTH

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

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



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



WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX

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

ORION EARLY VIKING COMMANDO SHIP

CINTR

SHIP DATA TABLE	
TYPE	VVK
POINT VALUE	63
BREAKDOWN	3-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	YR8.9
STEALTH +1ECM	

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
					GAS - Y
					GAS - Y
					GAS - Y

T-BOMBS

[illegible]

YS:117
DK:3
EX:15
CR:3

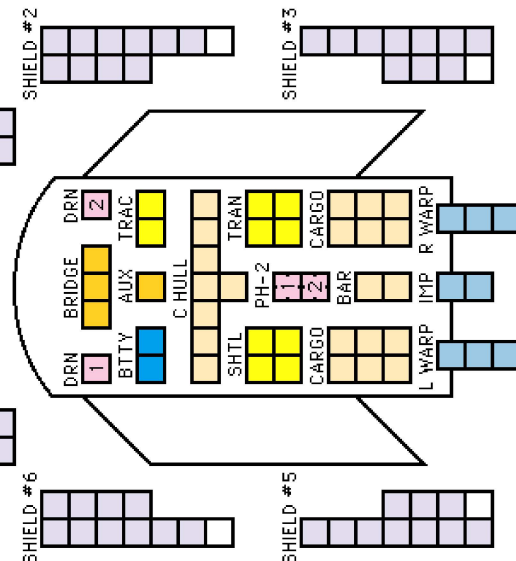
SCANNER

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

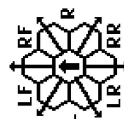
TURN MODE		SPEED	NIMBLE SHIP
D	1	2-4	
	2	5-8	
HET	3	9-12	
	4	13-17	
BD	5	18-24	
	6	25+	

[illegible]

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
THE EARLY VIKING CANNOT USE ENGINE
DOUBLING, HAS NO CLOAK, AND HAS ONLY
LIMITED STEALTH.
BARRACKS ARE DESTROYED BY "FORWARD
HULL" AND "REAR HULL" DAMAGE POINTS.



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



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

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX

5 = HET COST

3 = ERRATIC MANEUVER WARP COST

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

HYDRAN EARLY DREADNOUGHT

YS:80
DK:11
EX:18
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 97
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR9.6

[illegible]

10				
20				
30				
40				
*				

[illegible]

PROBES	5		
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T-BOMBS

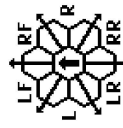
400

HELLGUN COMBAT RESOLUTION TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT#	N/A	11	10	9	8	7	6		
DAMAGE	N/A	10	8	7	6	5	4		

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

TYPE II PHASER TABLE

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


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

TYPE III DEFENSE PHASER

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

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

HYDRAN EARLY COMMAND CRUISER

YS:79
DK:9
EX:13
CR:9

DAM CON

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

EX DAM

[illegible]CNTR

SENSOR

SCANNER

[illegible]

SHIP DATA TABLE	
TYPE	= YCC
POINT VALUE	= 84
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR9.7

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

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

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

T-BOMBS		D	D
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PROBES	5		
--------	---	--	--

HELLGUN COMBAT RESOLUTION TABLE

	RANGE	0	1	2	3	4	5	8	9	15	16	22
HIT#	N/A	N/A	11	10	9	8	7	6				
DAMAGE	N/A	10	8	7	6	5	4					

TYPE II PHASER TABLE

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


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

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

YS: 78
DK: 5
EX: 7
CR: 4

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 55
BREAKDOWN	= 5-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.8

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
TWO BAYS - NO TRANSFERS			

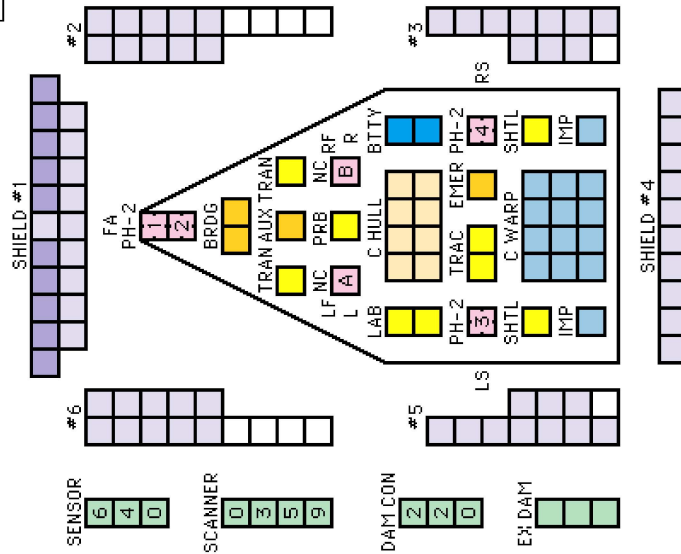
BOARDING PARTIES					
					8

T-BOMBS  

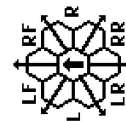
PROBES	3
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NOVA CANNON TABLE									
DIE	RANGE		3-		9-13-				
ROLL	0	1	2	8	12	20			
1	7	6	4	2	2	1			
2	7	6	4	2	1	1			
3	7	6	3	1	1	0			
4	7	5	3	1	1	0			
5	6	5	2	1	0	0			
6	6	4	2	0	0	0			

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



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


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

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

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

HYDRAN EARLY COMMANDO DESTROYER

YS:82
DK:5
EX:7
CR:4

CNTR

SHIP DATA TABLE	
TYPE	= YDG
POINT VALUE	= 60/40
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.9

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS - Y
		GAS - Y
		HTS - Y
TWO BAYS - NO TRANSFERS		

CREW UNITS		10	20	30
	*			

[illegible]

PROBES	5		
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T-BOMBS  

SENSOR

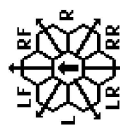
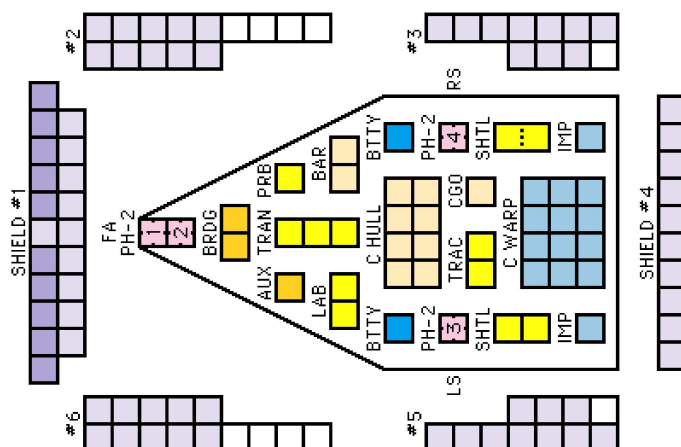
SCANNER

220

EX: DAM

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

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


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

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

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX										⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST										
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	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: 81
DK: 9
EX: 11
CR: 8

CNTR

SHIP DATA TABLE	
TYPE	= YTG
POINT VALUE	= 77/46
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.10
CARGO PALLET = 14/10	

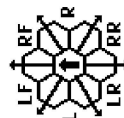
[illegible]

T-BOMBS

The diagram illustrates the layout of the PH-2 FA ship, showing various components and their associated numbers. The ship is oriented horizontally, with the bow on the left and the stern on the right.

- SENSOR:** A vertical stack of four green squares with numbers 6, 5, 2, and 0 from top to bottom.
- SHIELD #1:** A 4x6 grid of purple squares.
- SHIELD #2:** A 4x6 grid of purple squares.
- PH-2 FA:** The central ship body, containing:
 - BRIDGE:** A 2x2 grid of orange squares.
 - TRAC:** A single yellow square.
 - C HULL:** A single light orange square.
 - PRB:** A single yellow square.
 - CARGO:** Two yellow squares, one on each side of the hull.
- DAM CON:** A vertical stack of four green squares with numbers 4, 2, 2, and 0 from top to bottom.
- EX DAM:** A vertical stack of four green squares.
- SCANNER:** A vertical stack of four green squares with numbers 0, 3, 5, and 9 from top to bottom.

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


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

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

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

WT	POD	MOVE	HET	EM
		COST	COST	COST
0	1.0	5	6	
1	15	75	9	

HYDRAN CARGO PALLET

CARGO

POD DATA TABLE

TYPE	=	P-C
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4
REF	=	R9.21

CNTR

YS:65

DK:4

EX: +0

CR:-

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

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

MOVEMENT COST WITH ONE PALLET OR $POD = 1.5$

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

A diagram of a hexagonal lattice structure. An arrow points upwards from the center. Labels are placed around the lattice: 'LF' at the top left, 'RF' at the top right, 'RR' at the right, 'LR' at the bottom right, and 'L' at the bottom left.

TYPE II PHASER TABLE

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

DIE RANGE 4- 9-

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

360°

BTTY

PH-2

5

6

BTTY

PH-2

7

8

BTTY

PH-2

9

10

BTTY

PH-2

11

12

BTTY

PH-2

13

14

BTTY

PH-2

15

16

BTTY

PH-2

17

18

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PH-2

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PH-2

141

142

BTTY

PH-2

143

144

BTTY

PH-2

145

146

BTTY

PH-2

147

148

BTTY

PH-2

149

150

BTTY

PH-2

151

152

BTTY

PH-2

153

154

BTTY

PH-2

155

156

BTTY

PH-2

157

158

BTTY

PH-2

159

160

BTTY

PH-2

161

162

BTTY

PH-2

163

164

BTTY

PH-2

165

166

BTTY

PH-2

167

168

BTTY

PH-2

169

170

BTTY

PH-2

171

172

BTTY

PH-2

173

174

</

SENSOR SCAN

POD DATA TABLE	
TYPE	= P-VTT
BPV	= 30/19
SHIELD	= 1/2+1/2
LIFE	= 1/2
SIZE	= 4
REF	= YR9.11

10			
20			
30			

[illegible]

CAN USE THE GRAVITY LANDING SYSTEM (P.2.432).
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.
PH-2 FIRING ARC IS 360°

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS-V
		GAS-V
		HTS-V

SHIELD #1

POD DATA TABLE	
TYPE	= P-VTT
BPV	= 30/19
SHIELD	= 1/2+1/2
LIFE	= 1/2
SIZE	= 4
REF	= YR9.11

YS: 80
DK: 4
EX: + 2
CR: + 0

[illegible]

CAN USE THE GRAVITY LANDING SYSTEM (P.2.432).
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.
PH-2 FIRING ARC IS 360°

YS:65
DK:5
EX:6
CR:4

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 52
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= WR9.15

ADMINISTRATIVE SHUTTLES			
IDENT	HIT	POINTS	NOTES
TWO BAYS - NO TRANSFERS			

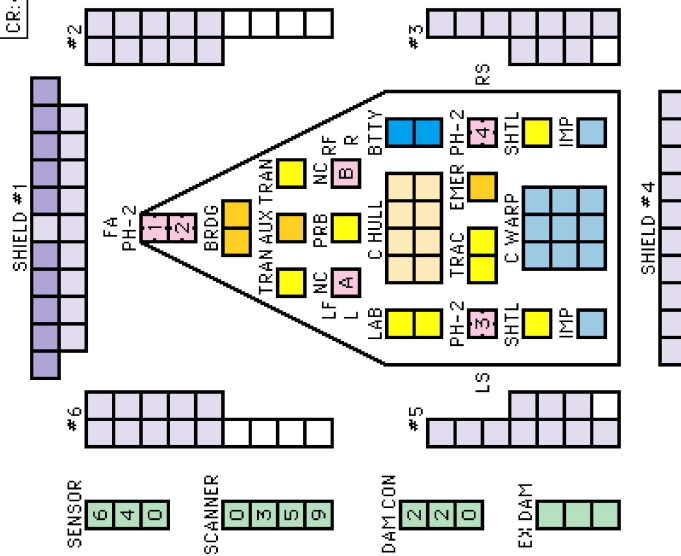
BOARDING PARTIES	
	8

T-BOMBS  

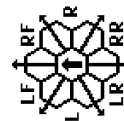
PROBES	3		
--------	---	--	--

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

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



TYPE II PHASER TABLE									
DIE ROLL	RANGE		4-9	10	11-16	17-20	21-24	25-30	31-50
1	6	5	4	3	2	1	1	1	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	1	1	0	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	3	3	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0


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

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

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

HYDRAN WARP COMMANDO DESTROYER

YS: 69
DK: 5
EX: 6
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= WDG
POINT VALUE	= 57/37
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.16

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
			GAS - Y
			GAS - Y
			HTS - Y
TWO BAYS - NO TRANSFERS			

CREW UNITS	10				
	20				
	30				
		*			

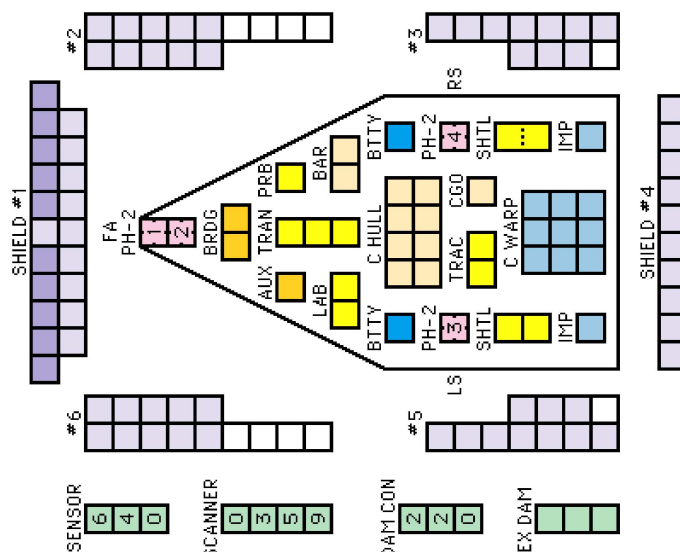
BOARDING PARTIES	
10	
20	

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

T-BOMBS

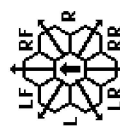
BARRACKS ARE DESTROYED ON
"FORWARD HULL" OR "REAR
HULL" DAMAGE POINTS.

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 TABLE

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


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

TYPE III DEFENSE PHASER

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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

CNTR

SHIP DATA TABLE	
TYPE	= WSR
POINT VALUE	= 63/38
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR9.17

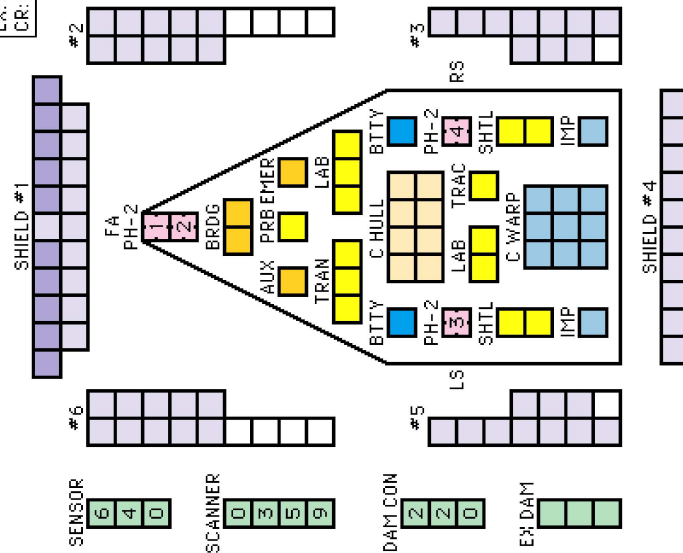
[illegible]

10
*

00

6

YS: 70
DK: 5
EX: 6
CR: 4



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

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


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

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

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

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

ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES
6

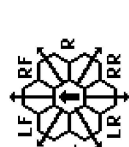
PROBES	5		
--------	---	--	--

[illegible]

T-BOMBS			D	D
---------	--	--	---	---

SHIP DATA TABLE	
TYPE	= WTG
POINT VALUE	= 74/44
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR9.18
CARGO PALLET = 14/10	

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


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

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

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

WT	MOVE COST	HET COST	EM COST
0	1.0	5	6
1	1.5	7.5	9

HYDRAN CARGO PALLET

CARGO

POD DATA TABLE

TYPE = P-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R9.21

CNTR

YS: 65

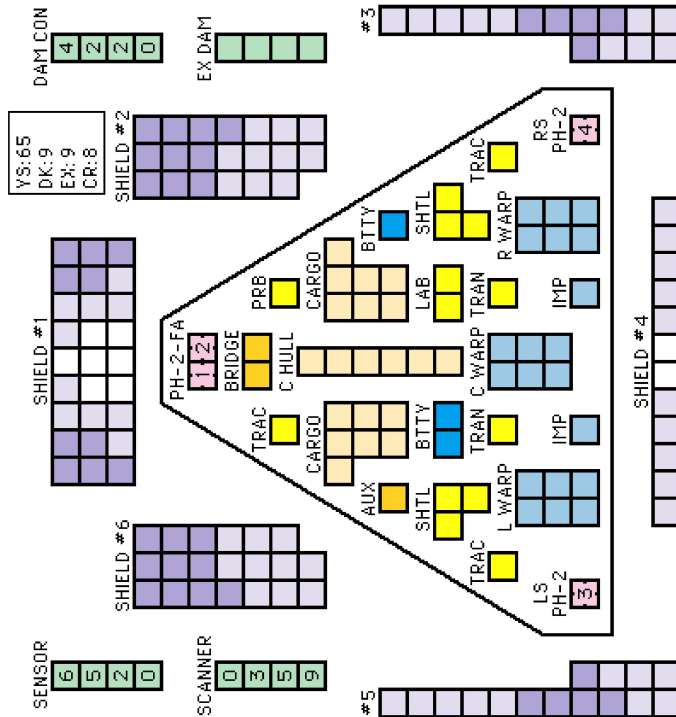
DK: 4

EX: +0

CR: -

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

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

MOVEMENT COST WITH ONE PALLET OR POD = 1.5

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

YS: 82
DK: 6
EX: 10
CR: 6

CNTR

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 57
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR11.8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

CREW UNITS[illegible]

BOARDING PARTIES

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

TRANSPORTER BOMBS

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

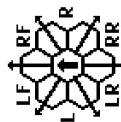
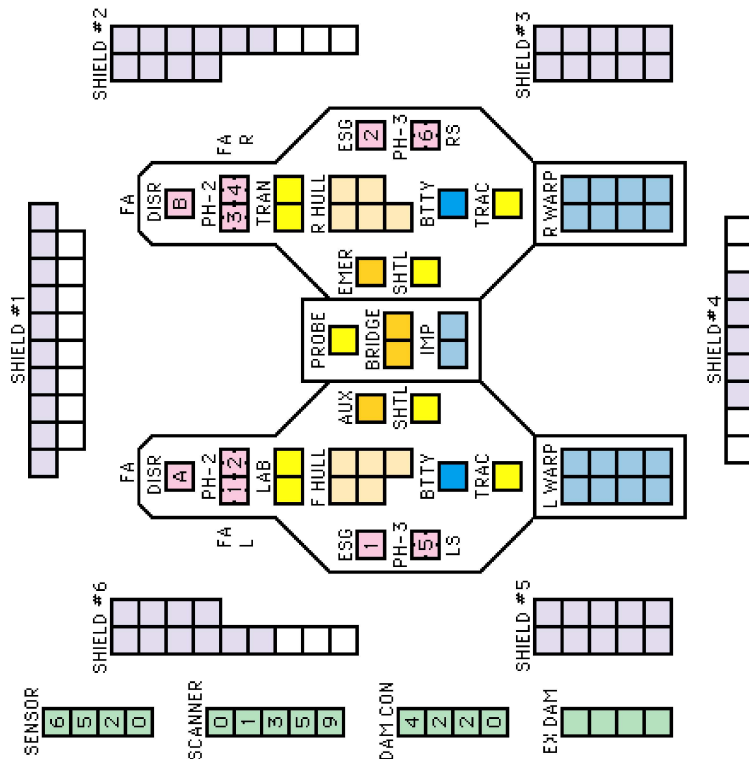
DISCOUNT FOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3		
DAMAGE	0	5	4	4	3	3	2		

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

5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST


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

LYRAN EARLY DESTROYER

YS: 82
DK: 5
EX: 8
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 51
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.9

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
TWO BAYS - NO TRANSFERS			

TRANSPORTER BOMBS D

BOARDING PARTIES

PROBES	1	2	3
1	0	0	0
2	0	0	0
3	0	0	0
4	0	0	0
5	0	0	0
6	0	0	0
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	0
16	0	0	0
17	0	0	0
18	0	0	0
19	0	0	0
20	0	0	0
21	0	0	0
22	0	0	0
23	0	0	0
24	0	0	0
25	0	0	0
26	0	0	0
27	0	0	0
28	0	0	0
29	0	0	0
30	0	0	0
31	0	0	0
32	0	0	0
33	0	0	0
34	0	0	0
35	0	0	0
36	0	0	0
37	0	0	0
38	0	0	0
39	0	0	0
40	0	0	0
41	0	0	0
42	0	0	0
43	0	0	0
44	0	0	0
45	0	0	0
46	0	0	0
47	0	0	0
48	0	0	0
49	0	0	0
50	0	0	0
51	0	0	0
52	0	0	0
53	0	0	0
54	0	0	0
55	0	0	0
56	0	0	0
57	0	0	0
58	0	0	0
59	0	0	0
60	0	0	0
61	0	0	0
62	0	0	0
63	0	0	0
64	0	0	0
65	0	0	0
66	0	0	0
67	0	0	0
68	0	0	0
69	0	0	0
70	0	0	0
71	0	0	0
72	0	0	0
73	0	0	0
74	0	0	0
75	0	0	0
76	0	0	0
77	0	0	0
78	0	0	0
79	0	0	0
80	0	0	0
81	0	0	0
82	0	0	0
83	0	0	0
84	0	0	0
85	0	0	0
86	0	0	0
87	0	0	0
88	0	0	0
89	0	0	0
90	0	0	0
91	0	0	0
92	0	0	0
93	0	0	0
94	0	0	0
95	0	0	0
96	0	0	0
97	0	0	0
98	0	0	0
99	0	0	0
100	0	0	0

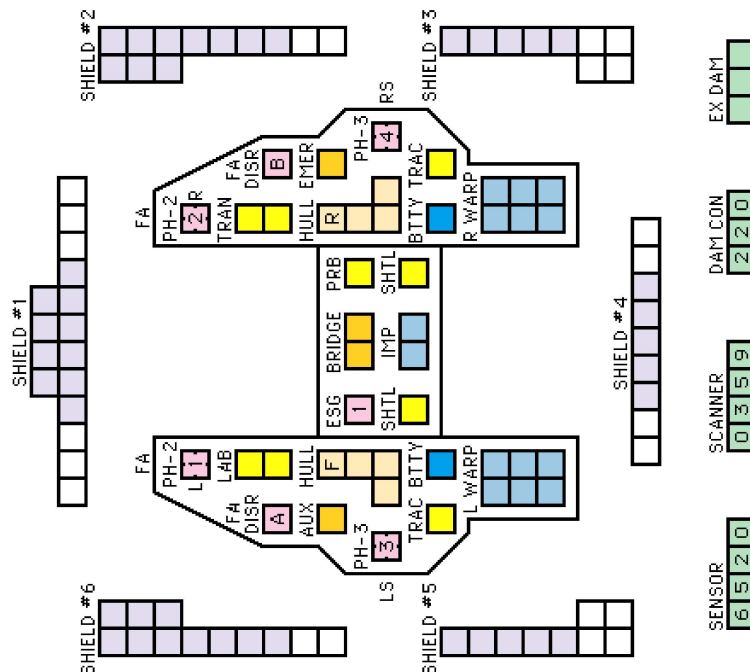
DIE ROLL	RANGE			4-9-16-31- 8-15-30-50					
	0	1	2	3	8	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

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

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

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

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


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


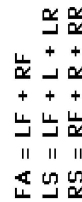
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															[5] = HET COST										[6] = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	[5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14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

CNTR

[illegible]

1		3
2		3

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



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

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

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

SENSOR	6	6	4	2	1	0	DAMAGE CONTROL	6	4	2	2	0
SCANNER	0	0	1	3	5	9	EXCESS DAMAGE					

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

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

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

**LYRAN EARLY
COMMANDO DESTROYER**

ADMINISTRATIVE SHUTTLES

10		20
*		

IDENT	HIT POINTS	NOTES
		GAS-Y
		GAS-Y
		HTS-Y
TWO BAYS - NO TRANSFERS		

BOARDING PARTIES

[illegible]

TRANSPORTER BOMBS



SHIP DATA TABLE	
TYPE	= YDG
POINT VALUE	= 53/38
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.11

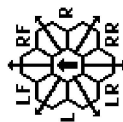
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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


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

ESG TABLE

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

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

SENSOR	
6	52

SCANNER
0359

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

EX	AM			
----	----	--	--	--

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

LYRAN STAR EMPIRE TRANSPORT, SURVEY, AND CARGO PALLETS

LYRAN TUG PALLETS

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

ESG TABLE

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

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

LYRAN EARLY SURVEY PALLET

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

ESG TABLE

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

LYRAN EARLY TROOP TRANSPORT PALLET

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

ESG TABLE

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

LYRAN EARLY TROOP TRANSPORT PALLET

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

LYRAN CARGO PALLET

POD DATA TABLE

TYPE = PAL-C

CREW = 0

BPS = 0

BPV = 14/10

SIZE = 4

REF = R11.18

CNTR

YS: 98

DK: 5

EX: +0

CR: -

ESG TABLE

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

CAPTAIN'S MODULE Y2 SSD BOOK — Copyright © 2008 ADB, Inc.

Page 81

LYRAN WARP-REFITTED DREADNOUGHT

YS: 67
DK: 14
EX: 16
CR: 10

CNTR

[illegible]

SENSOR

SHIELD #6

SHIELD #2

DAM CON1

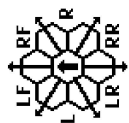
SHIELD #5

SHIELD #3

EX D A M

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 80
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR11.14

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


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

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

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

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

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

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

SEE (D4.12) FOR ARMOR RULES.

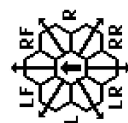
YS: 64
DK: 6
EX: 9
CR: 6

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

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 51
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR11.15

BOARDING PARTIES	TRANSPORTER BOMBS
8	DD

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


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

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

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

DISRUPTOR TABLE	
RANGE	0
HIT (STD)	NA
DAMAGE, STD	0

SEE (D4.12) FOR ARMOR RULES.

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

LYRAN WARP-REFITTED DESTROYER

YS: 64
DK: 5
EX: 6
CR: 5

CNTR

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 41
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR11.16

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
10			
20			

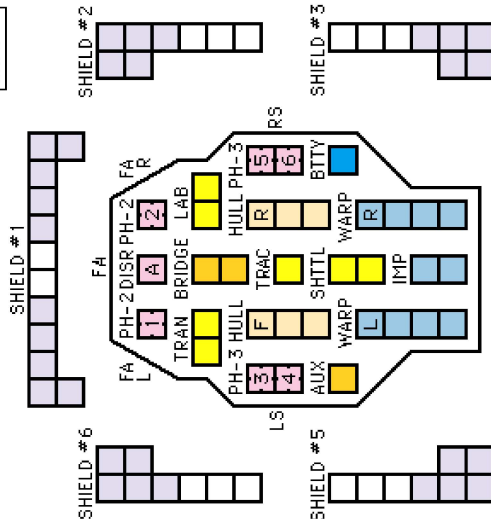
BOARDING PARTIES		T-BOMBS	
6		D	

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



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

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



DISRUPTOR TABLE

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

TYPE III DEFENSE PHASER

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

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

MINIMUM ENERGY REQUIRED TO TURN 1 TON PER HOUR										MINIMUM ENERGY REQUIRED TO TURN 1 TON PER HOUR										MINIMUM ENERGY REQUIRED TO TURN 1 TON PER HOUR										
SPEED										SPEED										SPEED										
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Frac.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

ADMINISTRATIVE SHUTTLES

[illegible]

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	

TRANSPORTER BOMBS

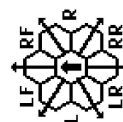
BOARDING PARTIES
6

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

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 82
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.2

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

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


$$FA = IF + RF$$

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

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

**PSEUDO-PLASMA
TORPEDES**

YS: 84
DK: 8
EX: 13
CR: 8

SHIELD #1							
-----------	--	--	--	--	--	--	--

CNTR	
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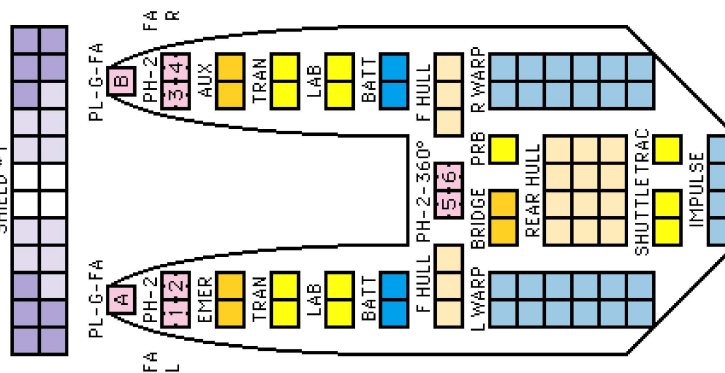
SENSOR

SCANNER

0	1	3	5	7
---	---	---	---	---

SHIELD # 2

SHIELD #3

[illegible]

DAM CON

EX DAM

SHIELD #4

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

**INTER-STELLAR
CONCORDIUM
EARLY LIGHT CRUISER**

CNTR

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 68
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR133

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

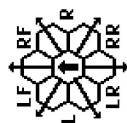
BOARDING PARTIES
TRANSPORTER BOMBS

PROBES
3

SHIELD #6SHIELD #2

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


$$FA = LF + RF$$

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

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

PSEUDO-PLASMA TORPEDOES

SENSOR	6	5	1	0
--------	---	---	---	---

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

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

EX D4M				
--------	--	--	--	--

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

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

YS: 82
DK: 4
EX: 8
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= YDD
POINT VALUE	= 57
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= YR13.4

[illegible]

BOARDING PARTIES
6

Category	Count
PROBES	3
TRANSPORTER BOMBS	0

SENSOR

SCANNER

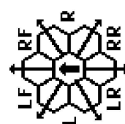
0	1	5	9
---	---	---	---

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

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

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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

Crew Units

10

6

Administrative Shuttles

10

6

Boarding Parties

10

6

SHIP DATA TABLE

TYPE

POINT VALUE

BREAKDOWN

SHIELD COST

LIFE SUPPORT

SIZE CLASS

REFERENCE

YFF

46

6

1/2+1/2

1/2

4

YR13.5

TRANSPORTER BOMBS

10

6

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

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

5

 = HET COST

3

 = ERRATIC MANEUVER WARP COST

INTER-STELLAR CONCORDIUM EARLY FRIGATE

CNTR

SHIELD #1

PH-2

FA

BRDG

TRAC

PH-3

L

PH-2

FA

AUX

TRAN

PH-3

RS

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FA

PL-F

CHULL

BTTY

PH-3

RS

FA

LAB

L WARP

SHTL

IMPULSE

YR13.5

YS: 82

DK: 3

EX: 6

CR: 3

SENSOR

SCANNER

DAM CON

EX DAM

TURN MODE

SPEED

A

1

2-6

HET

2

7-12

BD

3

13-19

BD

4

20-26

BD

5

27+

NIMBLE SHIP

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

LF

RF

L

R

LR

RR

PSEUDO-PLASMA TORPEDO

A

F

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YS: 81
DK: 7
EX: 11
CR: 6

Cntr

TRANSPORTER BOMBS

$$FA = LF + RF$$

THE INTER-STELLAR CONCORDIUM
EARLY TUG CAN OPERATE WITHOUT
PODS, BUT CANNOT OPERATE WITH
ONLY ONE POD.

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

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX																	5 = HET COST					6 = ERRATIC MANEUVER WARP COST								
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Frac.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

INTER-STELLAR CONCORDIUM
EARLY BASE STATION

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= YBS
POINT VALUE	= 80
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR1.3-13
CARGO MODULE +5	
REPAIR MODULE +8	

TRANSPORTER BOMBS	

PROBES	

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



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

BOARDING PARTIES

TYPE I OFFENSIVE PHASER TABLE

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

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

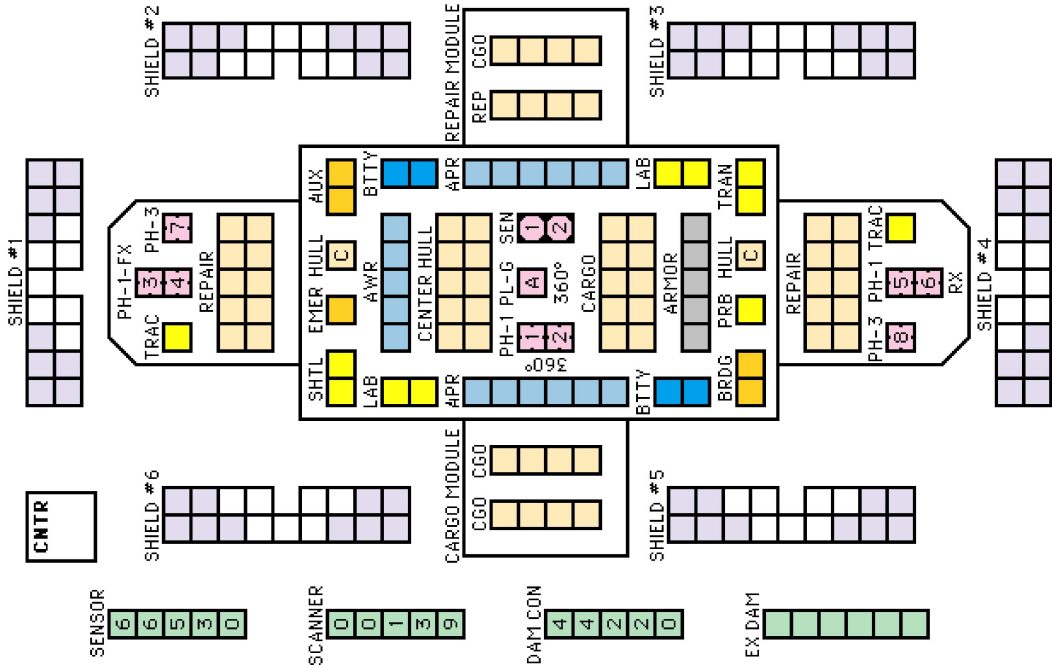
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED
ON "PHASER" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA
TORPEDO
A G



CNTR

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

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 60
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.7

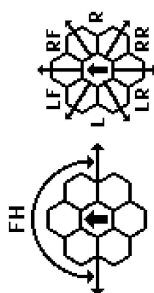
BOARDING PARTIES	10
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TRANSPORTER BOMBS

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

SEE (D4.12) FOR ARMOR RULES.

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


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

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

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

YS:32
DK:8
EX:10
CR:8

SHIELD #1		

Q #

N
#

10

[illegible]

SHIELD #4

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

SCANNER	DAM CON
00359	44220

EXCESS DAMAGE

MOVEMENT COST = 1

NET COST = 5

EM COST = 6

YS: 33
DK: 5
EX: 6
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 43
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR13.9

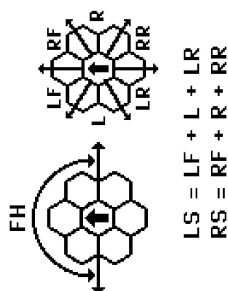
[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	D

PROBES

SEE (D4.12) FOR ARMOR RULES.

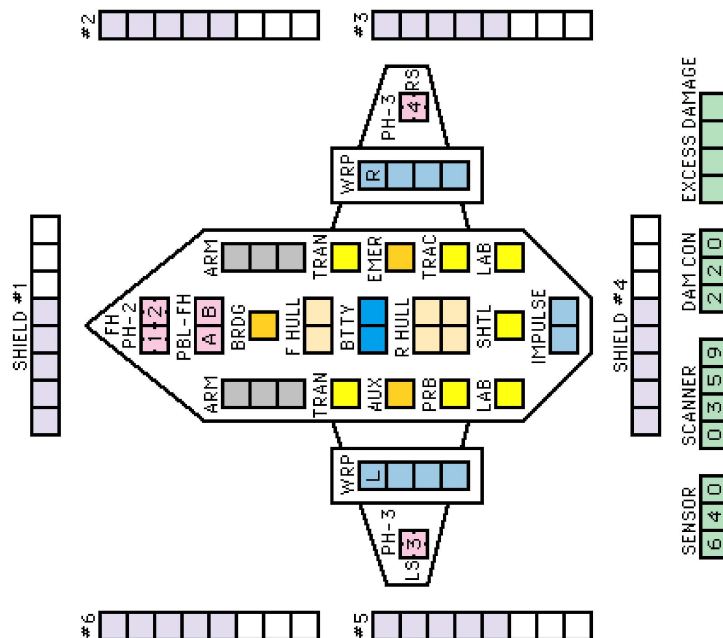
DIE	RANGE		4-9		16-31	
ROLL	0	1	2	3	8	15 30 50
1	6	5	5	4	3	2 1 1
2	6	5	4	4	2	1 1 0
3	6	4	4	4	1	1 0 0
4	5	4	4	3	1	0 0 0
5	5	4	3	3	0	0 0 0
6	5	3	3	3	0	0 0 0



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

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

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



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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

KORLIVILAR WARP-DRIVEN FRIGATE

YS: 33
DK: 3
EX: 5
CR: 3

CNTR

SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 34
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR13.10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

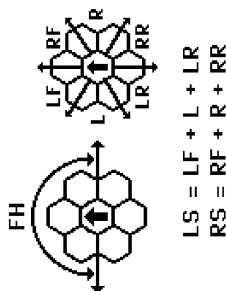


The diagram shows the layout of the Star Trek: Voyager ship, with various rooms and their corresponding status indicators. The ship is oriented vertically, with the bow at the top and the stern at the bottom.

Rooms and Status:

- Top Section (Bow):**
 - PH-2:** 1 (Sensor), 2 (Scanner), 2 (Damage Control)
 - PH-3:** 3 (Sensor), 3 (Scanner), 3 (Damage Control)
 - LS:** 1 (Sensor), 1 (Scanner), 1 (Damage Control)
 - LS:** 2 (Sensor), 2 (Scanner), 2 (Damage Control)
 - PH-2:** 3 (Sensor), 3 (Scanner), 3 (Damage Control)
 - PH-3:** 4 (Sensor), 4 (Scanner), 4 (Damage Control)
 - RS:** 5 (Sensor), 5 (Scanner), 5 (Damage Control)
 - RS:** 6 (Sensor), 6 (Scanner), 6 (Damage Control)
 - PH-2:** 7 (Sensor), 7 (Scanner), 7 (Damage Control)
 - PH-3:** 8 (Sensor), 8 (Scanner), 8 (Damage Control)
 - RS:** 9 (Sensor), 9 (Scanner), 9 (Damage Control)
 - PH-2:** 10 (Sensor), 10 (Scanner), 10 (Damage Control)
 - PH-3:** 11 (Sensor), 11 (Scanner), 11 (Damage Control)
 - RS:** 12 (Sensor), 12 (Scanner), 12 (Damage Control)
 - PH-2:** 13 (Sensor), 13 (Scanner), 13 (Damage Control)
 - PH-3:** 14 (Sensor), 14 (Scanner), 14 (Damage Control)
 - RS:** 15 (Sensor), 15 (Scanner), 15 (Damage Control)
 - PH-2:** 16 (Sensor), 16 (Scanner), 16 (Damage Control)
 - PH-3:** 17 (Sensor), 17 (Scanner), 17 (Damage Control)
 - RS:** 18 (Sensor), 18 (Scanner), 18 (Damage Control)
 - PH-2:** 19 (Sensor), 19 (Scanner), 19 (Damage Control)
 - PH-3:** 20 (Sensor), 20 (Scanner), 20 (Damage Control)
 - RS:** 21 (Sensor), 21 (Scanner), 21 (Damage Control)
 - PH-2:** 22 (Sensor), 22 (Scanner), 22 (Damage Control)
 - PH-3:** 23 (Sensor), 23 (Scanner), 23 (Damage Control)
 - RS:** 24 (Sensor), 24 (Scanner), 24 (Damage Control)
 - PH-2:** 25 (Sensor), 25 (Scanner), 25 (Damage Control)
 - PH-3:** 26 (Sensor), 26 (Scanner), 26 (Damage Control)
 - RS:** 27 (Sensor), 27 (Scanner), 27 (Damage Control)
 - PH-2:** 28 (Sensor), 28 (Scanner), 28 (Damage Control)
 - PH-3:** 29 (Sensor), 29 (Scanner), 29 (Damage Control)
 - RS:** 30 (Sensor), 30 (Scanner), 30 (Damage Control)
 - PH-2:** 31 (Sensor), 31 (Scanner), 31 (Damage Control)
 - PH-3:** 32 (Sensor), 32 (Scanner), 32 (Damage Control)
 - RS:** 33 (Sensor), 33 (Scanner), 33 (Damage Control)
 - PH-2:** 34 (Sensor), 34 (Scanner), 34 (Damage Control)
 - PH-3:** 35 (Sensor), 35 (Scanner), 35 (Damage Control)
 - RS:** 36 (Sensor), 36 (Scanner), 36 (Damage Control)
 - PH-2:** 37 (Sensor), 37 (Scanner), 37 (Damage Control)
 - PH-3:** 38 (Sensor), 38 (Scanner), 38 (Damage Control)
 - RS:** 39 (Sensor), 39 (Scanner), 39 (Damage Control)
 - PH-2:** 40 (Sensor), 40 (Scanner), 40 (Damage Control)
 - PH-3:** 41 (Sensor), 41 (Scanner), 41 (Damage Control)
 - RS:** 42 (Sensor), 42 (Scanner), 42 (Damage Control)
 - PH-2:** 43 (Sensor), 43 (Scanner), 43 (Damage Control)
 - PH-3:** 44 (Sensor), 44 (Scanner), 44 (Damage Control)
 - RS:** 45 (Sensor), 45 (Scanner), 45 (Damage Control)
 - PH-2:** 46 (Sensor), 46 (Scanner), 46 (Damage Control)
 - PH-3:** 47 (Sensor), 47 (Scanner), 47 (Damage Control)
 - RS:** 48 (Sensor), 48 (Scanner), 48 (Damage Control)
 - PH-2:** 49 (Sensor), 49 (Scanner), 49 (Damage Control)
 - PH-3:** 50 (Sensor), 50 (Scanner), 50 (Damage Control)
 - RS:** 51 (Sensor), 51 (Scanner), 51 (Damage Control)
 - PH-2:** 52 (Sensor), 52 (Scanner), 52 (Damage Control)
 - PH-3:** 53 (Sensor), 53 (Scanner), 53 (Damage Control)
 - RS:** 54 (Sensor), 54 (Scanner), 54 (Damage Control)
 - PH-2:** 55 (Sensor), 55 (Scanner), 55 (Damage Control)
 - PH-3:** 56 (Sensor), 56 (Scanner), 56 (Damage Control)
 - RS:** 57 (Sensor), 57 (Scanner), 57 (Damage Control)
 - PH-2:** 58 (Sensor), 58 (Scanner), 58 (Damage Control)
 - PH-3:** 59 (Sensor), 59 (Scanner), 59 (Damage Control)
 - RS:** 60 (Sensor), 60 (Scanner), 60 (Damage Control)
 - PH-2:** 61 (Sensor), 61 (Scanner), 61 (Damage Control)
 - PH-3:** 62 (Sensor), 62 (Scanner), 62 (Damage Control)
 - RS:** 63 (Sensor), 63 (Scanner), 63 (Damage Control)
 - PH-2:** 64 (Sensor), 64 (Scanner), 64 (Damage Control)
 - PH-3:** 65 (Sensor), 65 (Scanner), 65 (Damage Control)
 - RS:** 66 (Sensor), 66 (Scanner), 66 (Damage Control)
 - PH-2:** 67 (Sensor), 67 (Scanner), 67 (Damage Control)
 - PH-3:** 68 (Sensor), 68 (Scanner), 68 (Damage Control)
 - RS:** 69 (Sensor), 69 (Scanner), 69 (Damage Control)
 - PH-2:** 70 (Sensor), 70 (Scanner), 70 (Damage Control)
 - PH-3:** 71 (Sensor), 71 (Scanner), 71 (Damage Control)
 - RS:** 72 (Sensor), 72 (Scanner), 72 (Damage Control)
 - PH-2:** 73 (Sensor), 73 (Scanner), 73 (Damage Control)
 - PH-3:** 74 (Sensor), 74 (Scanner), 74 (Damage Control)
 - RS:** 75 (Sensor), 75 (Scanner), 75 (Damage Control)
 - PH-2:** 76 (Sensor), 76 (Scanner), 76 (Damage Control)
 - PH-3:** 77 (Sensor), 77 (Scanner), 77 (Damage Control)
 - RS:** 78 (Sensor), 78 (Scanner), 78 (Damage Control)
 - PH-2:** 79 (Sensor), 79 (Scanner), 79 (Damage Control)
 - PH-3:** 80 (Sensor), 80 (Scanner), 80 (Damage Control)
 - RS:** 81 (Sensor), 81 (Scanner), 81 (Damage Control)
 - PH-2:** 82 (Sensor), 82 (Scanner), 82 (Damage Control)
 - PH-3:** 83 (Sensor), 83 (Scanner), 83 (Damage Control)
 - RS:** 84 (Sensor), 84 (Scanner), 84 (Damage Control)
 - PH-2:** 85 (Sensor), 85 (Scanner), 85 (Damage Control)
 - PH-3:** 86 (Sensor), 86 (Scanner), 86 (Damage Control)
 - RS:** 87 (Sensor), 87 (Scanner), 87 (Damage Control)
 - PH-2:** 88 (Sensor), 88 (Scanner), 88 (Damage Control)
 - PH-3:** 89 (Sensor), 89 (Scanner), 89 (Damage Control)
 - RS:** 90 (Sensor), 90 (Scanner), 90 (Damage Control)
 - PH-2:** 91 (Sensor), 91 (Scanner), 91 (Damage Control)
 - PH-3:** 92 (Sensor), 92 (Scanner), 92 (Damage Control)
 - RS:** 93 (Sensor), 93 (Scanner), 93 (Damage Control)
 - PH-2:** 94 (Sensor), 94 (Scanner), 94 (Damage Control)
 - PH-3:** 95 (Sensor), 95 (Scanner), 95 (Damage Control)
 - RS:** 96 (Sensor), 96 (Scanner), 96 (Damage Control)
 - PH-2:** 97 (Sensor), 97 (Scanner), 97 (Damage Control)
 - PH-3:** 98 (Sensor), 98 (Scanner), 98 (Damage Control)
 - RS:** 99 (Sensor), 99 (Scanner), 99 (Damage Control)
 - PH-2:** 100 (Sensor), 100 (Scanner), 100 (Damage Control)
 - PH-3:** 101 (Sensor), 101 (Scanner), 101 (Damage Control)
 - RS:** 102 (Sensor), 102 (Scanner), 102 (Damage Control)
 - PH-2:** 103 (Sensor), 103 (Scanner), 103 (Damage Control)
 - PH-3:** 104 (Sensor), 104 (Scanner), 104 (Damage Control)
 - RS:** 105 (Sensor), 105 (Scanner), 105 (Damage Control)
 - PH-2:** 106 (Sensor), 106 (Scanner), 106 (Damage Control)
 - PH-3:** 107 (Sensor), 107 (Scanner), 107 (Damage Control)
 - RS:** 108 (Sensor), 108 (Scanner), 108 (Damage Control)
 - PH-2:** 109 (Sensor), 109 (Scanner), 109 (Damage Control)
 - PH-3:** 110 (Sensor), 110 (Scanner), 110 (Damage Control)
 - RS:** 111 (Sensor), 111 (Scanner), 111 (Damage Control)
 - PH-2:** 112 (Sensor), 112 (Scanner), 112 (Damage Control)
 - PH-3:** 113 (Sensor), 113 (Scanner), 113 (Damage Control)
 - RS:** 114 (Sensor), 114 (Scanner), 114 (Damage Control)
 - PH-2:** 115 (Sensor), 115 (Scanner), 115 (Damage Control)
 - PH-3:** 116 (Sensor), 116 (Scanner), 116 (Damage Control)
 - RS:** 117 (Sensor), 117 (Scanner), 117 (Damage Control)
 - PH-2:** 118 (Sensor), 118 (Scanner), 118 (Damage Control)
 - PH-3:** 119 (Sensor), 119 (Scanner), 119 (Damage Control)
 - RS:** 120 (Sensor), 120 (Scanner), 120 (Damage Control)
 - PH-2:** 121 (Sensor), 121 (Scanner), 121 (Damage Control)
 - PH-3:** 122 (Sensor), 122 (Scanner), 122 (Damage Control)
 - RS:** 123 (Sensor), 123 (Scanner), 123 (Damage Control)
 - PH-2:** 124 (Sensor), 124 (Scanner), 124 (Damage Control)
 - <

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



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

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

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

SEE (D4.12) FOR ARMOR RULES.

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

YS: 33
DK: 8
EX: 10
CR: 8

CNTR

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 56
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=YR13.11

ADMINISTRATIVE SHUTTLES

[illegible]

	10	20	30
*			

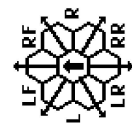
BOARDING PARTIES

TRANSPORTER BOMBS

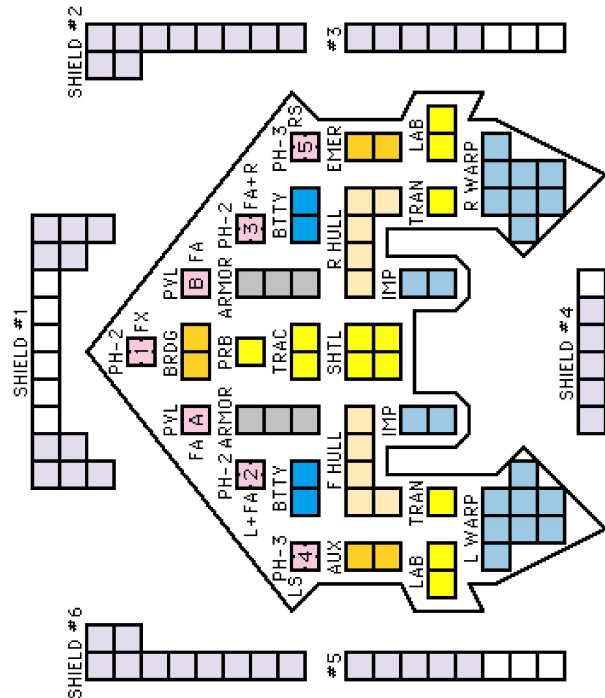
D	D
---	---

PROBES
3

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


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

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



SENSOR	SCANNER	DAM CON	EX DAM
66430	00359	4220	

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

PLASMA-VORTEX LAUNCHER FIRING TABLE									
DIE ROLL	RANGE	1	2	3	8	12	15	4-9-13-15	ARMING
1-2	6	5	4	3	2	1	1		TWO POINTS OF ENERGY
3-4	6	5	4	3	1	1	0		
5-6	5	4	3	2	1	0	0		
1-2	12	10	8	6	4	3	2		FOUR POINTS OF ENERGY
3-4	11	9	7	5	3	2	1		
5-6	10	8	6	4	2	1	0		
1-2	17	15	12	9	6	4	3		SIX POINTS OF ENERGY
3-4	16	14	10	8	4	3	2		
5-6	15	13	9	6	3	2	1		

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

SEE (D4.12) FOR ARMOR RULES.

YS: 34
DK: 5
EX: 6
CR: 4

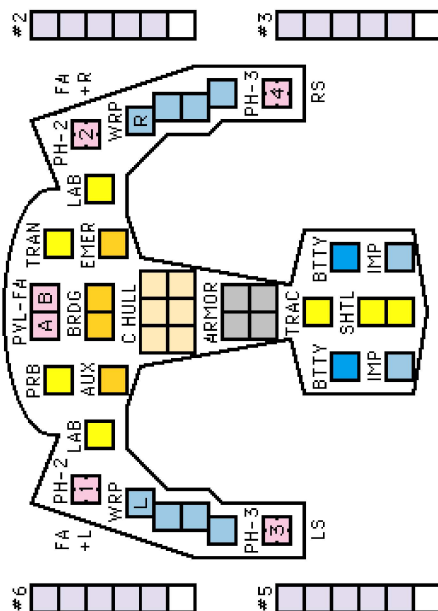
CNTR

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 41
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.13

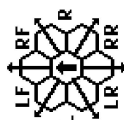
[illegible]

TRANSPORTER BOMBS

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

[illegible]

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


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

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

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			

SEE (D4.12) FOR ARMOR RULES.

PLASMA-VORTEX LAUNCHER FIRING TABLE											
DIE ROLL	RANGE	1	2	3	4	5	6	7	8	9-13-15	ARMING
1-2	6	5	4	3	2	1	1				TWO POINTS OF ENERGY
3-4	6	5	4	3	1	1	0				
5-6	5	4	3	2	1	0	0				
1-2	12	10	8	6	4	3	2				FOUR POINTS OF ENERGY
3-4	11	9	7	5	3	2	1				
5-6	10	8	6	4	2	1	0				
1-2	17	15	12	9	6	4	3				SIX POINTS OF ENERGY
3-4	16	14	10	8	4	3	2				
5-6	15	13	9	6	3	2	1				

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

YS:33
DK:9
EX:10
CR:8

CMTB

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 66
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

10					
20					
30					
*					

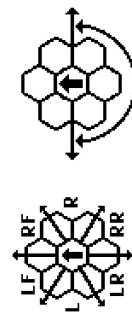
BOARDING PARTIES

TRANSPORTER BOMBS

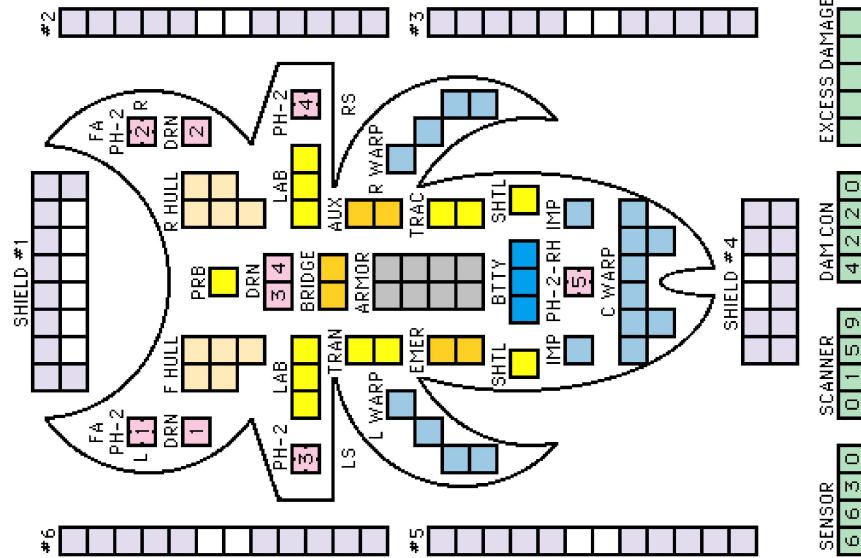
PROBES	5
--------	---

TYPE II PHASER TABLE

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


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

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



TYPE III DEFENSE PHASE

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

PLASMA-DRONE RACKS

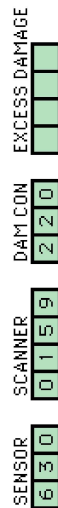
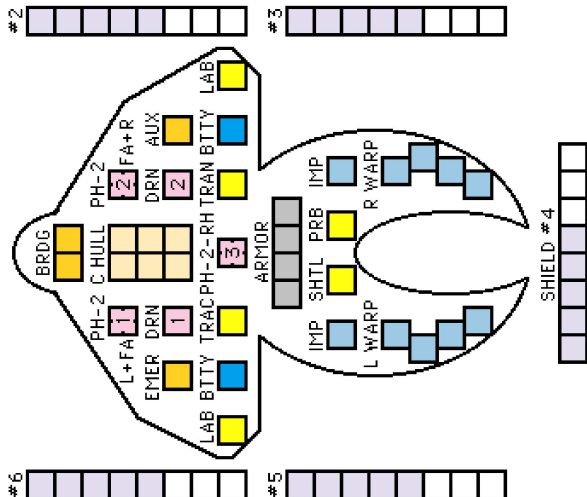
	FLASHTA	KRONE	KACKS
1	☐	☐	☐
2	☐	☐	☒ P
3	☐	☐	☐ P
4	☐	☐	☐ P

SEE (D4.12) FOR ARMOR RULES.

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


YS: 33
DK: 5
EX: 6
CR: 4

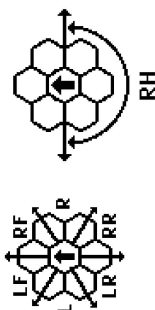
Q'NAABIAN WARP-DRIVEN DESTROYER



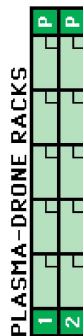
CNTR

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 45
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.17

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



FA = LF + RF



SEE (D4:12) FOR ARMOR RULES.

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20

TRANSPORTER BOMBS	
D	

BOARDING PARTIES	
4	

PROBES	
3	

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

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

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

ROVILLIAN WARP-DRIVEN HEAVY CRUISER

YS: 32
DK: 8
EX: 10
CR: 8

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

VS: 32
DK: 8
EX: 10
CR: 8

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	= WCA
POINT VALUE	= 55
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.19

PROBES

1	3
---	---

BOARDING PARTIES

1	6
---	---

TRANSPORTER BOMBS

1	D
---	---

TURN MODE SPEED

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

SEE (D4.12) FOR ARMOR RULES.

TYPE II PHASER TABLE

DIE RANGE	4-9	10-15	16-20	21-25	26-30	31-35
1	6	5	4	3	2	1
2	6	5	4	3	2	1
3	6	5	4	3	2	1
4	5	4	3	2	1	0
5	5	4	3	2	1	0
6	5	4	3	2	1	0

TYPE III DEFENSE PHASER

DIE RANGE	4-9	10-15	16-20	21-25	26-30	31-35
1	4	4	4	3	2	1
2	4	4	4	3	2	1
3	4	4	4	3	2	1
4	4	4	4	3	2	1
5	4	4	4	3	2	1
6	4	4	4	3	2	1

PLASMA CANNON FIRING TABLE

DIE RANGE	4-9	10-15	16-20	21-25	26-30	31-35
1	12	10	9	8	6	4
2	12	10	9	8	6	4
3	12	10	9	8	6	4
4	12	10	9	8	6	4
5	10	8	6	4	2	0
6	10	8	6	4	2	0

FA = LF + RF
RA = LR + RR

CREW UNITS

1	10
---	----

SCANNER

1	0
---	---

SENSOR

1	6
---	---

EXCESS DAMAGE

1	4
---	---

DAM CON

1	4
---	---

MOVEMENT COST

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

CNTR

SHIP DATA TABLE	
TYPE	= WCL
POINT VALUE	= 47
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.20

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
TWO BAYS, NO TRANSFERS.			

TRANSPORTER BOMBS

[illegible]

BOARDING PARTIES
6

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

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

SEE (D4.12) FOR ARMOR RULES.

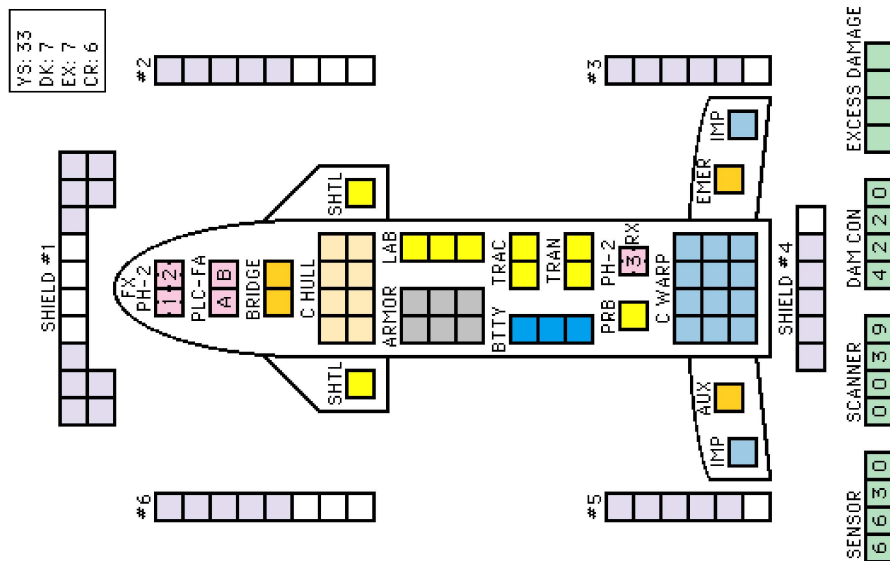
TURN MODE	SPEED
C	1 2-4
	2 5-9
	3 10-14
HET	4 15-20
	5 21-27
BD	6 28+

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



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

PLASMA CANNON FIRING TABLE									
DIE	RANGE		4-		9-		13-		
ROLL	0	1	2	3	8	12	15		
1	12	10	9	8	6	4	3		
2	12	10	8	6	4	3	2		
3	12	10	8	6	4	3	1		
4	12	8	6	4	2	2	0		
5	10	8	6	4	2	0	0		
6	10	8	6	4	0	0	0		



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

	INFLANT ENERGY REQUIREMENT COST = 27¢ PER KWH															2 ND - NET COST					3 RD - KERRATIC TIME/COVER TRANK COST									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	4	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.	$\frac{2}{3}$	$\frac{1}{2}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

YS: 33
DK: 5
EX: 6
CR: 4

CNTR

SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 37
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.21

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
4	D

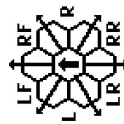
PROBES	3

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

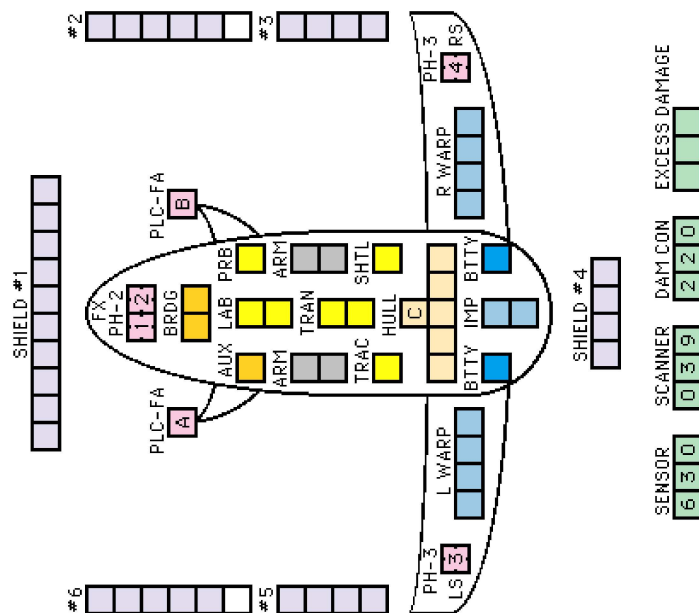
SEE (D4.12) FOR ARMOR RULES.

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

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


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

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



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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

CREW UNITS

10

4

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

BOARDING PARTIES

4

1

TRANSPORTER BOMBS

D

SHIP DATA TABLE

TYPE

POINT VALUE

BREAKDOWN

SHIELD COST

LIFE SUPPORT

SIZE CLASS

REFERENCE

WFF

31

5-6

1/2+1/2

1/2

4

YR13.22

CNTR

YS: 33

DK: 3

EX: 5

CR: 3

ROVILLIAN WARP-DRIVEN FRIGATE

SHIELD #1

SEE (D4.12) FOR ARMOR RULES.

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

LF = LF + RF
 LR = LR + RR
 RS = RF + R + RR

PLASMA CANNON FIRING TABLE

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

③ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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YS: 33
DK: 8
EX: 11
CR: 8

CREW UNITS

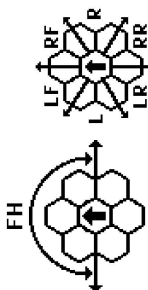
[illegible]

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES
3

DIE	RANGE	4-9-	16-31-
ROLL	0 1 2 3 4 5	6 7 8 9 10 11	12 13 14 15 16 17
1	6 5 5 4 3 2	1 1 1 1 1 1	1 1 1 1 1 1
2	6 5 5 4 4 2	1 1 1 1 1 1	1 1 1 1 1 1
3	6 4 4 4 4 1	1 1 1 1 1 1	1 1 1 1 1 1
4	5 4 4 4 3 1	0 0 0 0 0 0	0 0 0 0 0 0
5	5 4 4 3 3 0	0 0 0 0 0 0	0 0 0 0 0 0
6	5 3 3 3 3 0	0 0 0 0 0 0	0 0 0 0 0 0


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

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

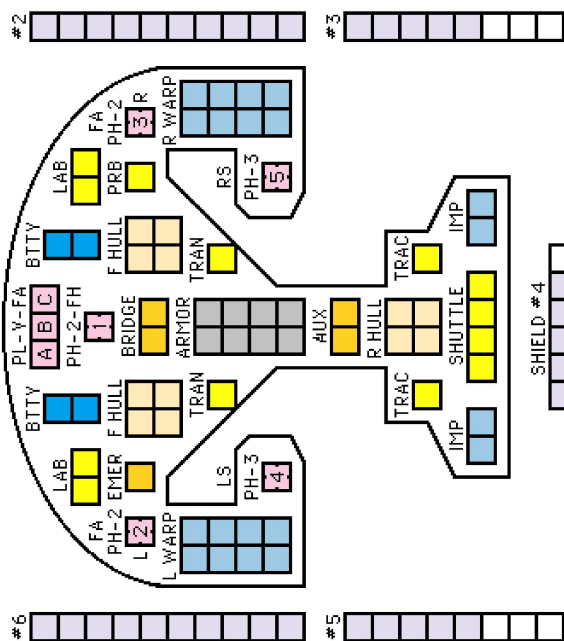
PLASMA-V WARHEAD STRENGTH TABLE						
RANGE	0-4	5-7	8-10	11-12	13-14	15
TYPE V	16	12	8	4	2	1

SEE (D4.12) FOR ARMOR RULES.

SHIP DATA TABLE	
TYPE	= WCA
POINT VALUE	= 57
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR13.23

CNTR

SHIELD #1		



SENSOR	SCANNER	DAM CON	EXCESS DAMAGE
6630	01359	4220	

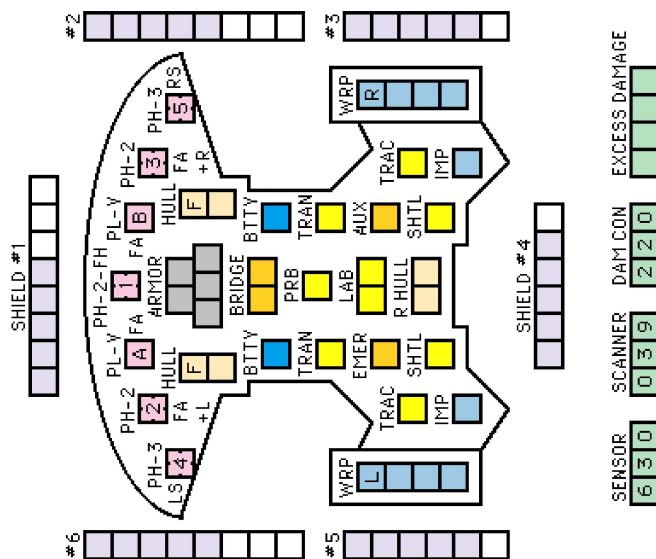
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

YS: 33
DK: 5
EX: 6
CR: 4

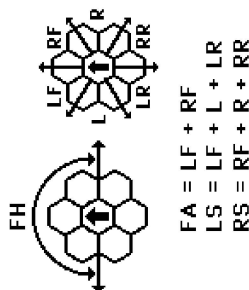
SHIP DATA TABLE	
TYPE	= WDD
POINT VALUE	= 42
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR13.2

[illegible][illegible]CNTRTRANSPORTER BOMBS ☐ ☒ D

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

RANGE	0-4	5-7	8-10	11-12	13-14	15
TYPE V	16	12	8	4	2	1

SEE (D4.12) FOR ARMOR RULES.

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

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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. $\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{4}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

**VELTRESSAI
WARP-DRIVEN
FRIGATE**

YS:	3	3	3
DK:	3	5	3
EX:			
CR:			

CNTR

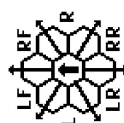
SHIP DATA TABLE	
TYPE	= WFF
POINT VALUE	= 35
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR13.26

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBSTYPE II PHASER TABLE

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


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

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

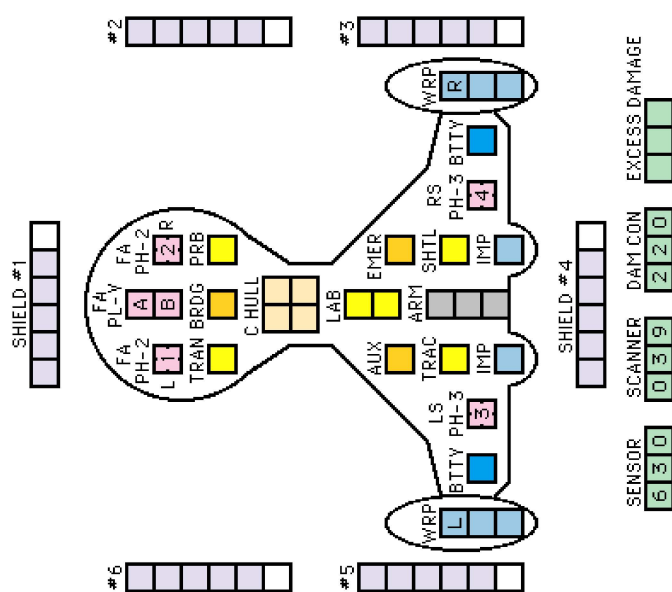
TYPE III DEFENSE PHASER

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

PLASMA-V WARHEAD STRENGTH TABLE

	0-4	5-7	8-10	11-12	13-14	15
RANGE						
TYPE V	16	12	8	4	2	1

SEE (D4.12) FOR ARMOR RULES.



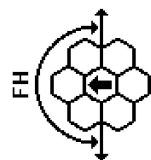
WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

5 = HET COST

③ = ERRATIC MANEUVER WARP COST

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

PARAVIAN GRAY HAWK EARLY DREADNOUGHT



CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
			10				
			20				
			30				
			40				
			50				

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

BOARDING PARTIES		TRANSPORTER BOMBS	
	10		D D D D
	20		

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

SHIP DATA TABLE	
TYPE	= YDN
POINT VALUE	= 109
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR18.6

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

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

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

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

HET BD

OPTION BOXES

	#1	#2	#3	#4	#5	#6
TRACTOR.....						1
TRANSPORTER.....						0
TRUCK.....						0
TRUCK (CARGO).....						0
TRUCK (SHUTTLE).....						0
TRUCK (LAB).....						0
TRUCK (BARRACKS).....						1

[illegible]

SHIELD #4

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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

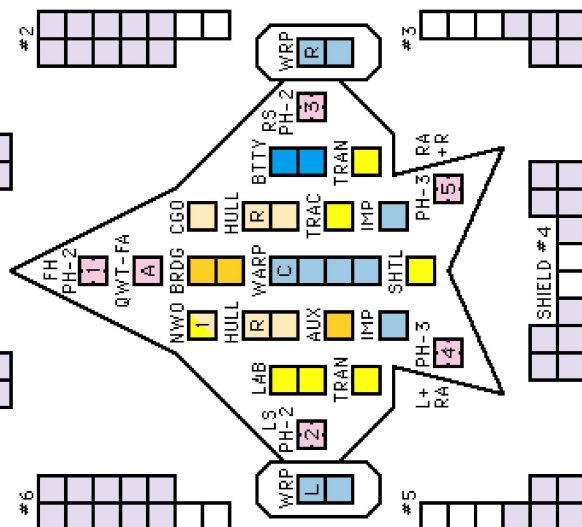
	NET ENERGY POINT PER HEU										NET ENERGY POINT PER HEU										NET ENERGY POINT PER HEU										
	⑤					⑥					⑦					⑧					⑨					⑩					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27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

YS:82
DK:4
EX:6
CR:3

[illegible]

#							

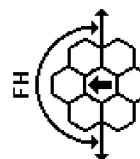
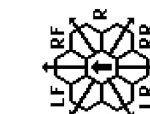
50						
40						



SCANNER 0359

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

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


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

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D

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

TYPE II PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	YFF
POINT VALUE	=	43
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR18.7

TYPE III DEFENSE PHASE

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

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

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

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

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

QUANTUM WAVE TORPEDO TABLE

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

HET BD

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

	WIND ENERGY POTENTIAL (WATTS PER M ²)										WIND ENERGY (WATTS PER M ²)										WIND ENERGY (WATTS PER M ²)																			
	5										6										7										8									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30										
Standard	1	1	2	2	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										
Frac	1/4	1/4	1/4	1/4	1/4	1/4	2/4	2/4	2/4	3/4	3/4	3/4	4/4	4/4	4/4	5/4	5/4	5/4	6/4	6/4	6/4	7/4	7/4	7/4	8/4	8/4	8/4	9/4	9/4	9/4										

CNTR

YS: 86
DK: 8
EX: 16
CR: 9

[illegible][illegible]

SCANNER

0	0	1	3	5	9
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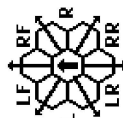
DAM CON

EX DAM

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

DEATH BOLT RACKS	
1	☐
2	☐

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


$$R\% = L + LR + RR + R$$

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

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

SHIP DATA TABLE	
TYPE	= YCC
POINT VALUE	= 92
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.7

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

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

CNTR

SHIP DATA TABLE	
TYPE	= YCN
POINT VALUE	= 72/62
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.8

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

TRANSPORTER BOMBS

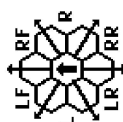
PROBES	5		
--------	---	--	--

CREW UNITS	10					
	20					

BOARDING PARTIES	10
------------------	----

DECK CREWS	PROBES
2	3

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


$$FA = LF + RF$$

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- 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	2	0	0	0
6	3	3	1	0	0	0

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

1				
2				

SENSOR
6 6 3 0

SCANNER
0 0 1 3 9

DAM CON
4 2 2 0

EX DAM
4 2 2 0

SHIELD #4

Ship Layout:

- PH-2 (Forward):** FA, HN, PH-2, EMER, BTTY, DB, TRAN, SHTL, IMP, R WARP, L WARP.
- PH-1 (Aft):** FA, HN, BRIDGE, LAB, APR, EMER, BTTY, DB, TRAN, SHTL, IMP, R WARP, L WARP.
- PH-3 (Midship):** FA, HN, PH-3, EMER, BTTY, DB, TRAN, SHTL, IMP, R WARP, L WARP.
- PH-4 (Starboard):** FA, HN, PH-4, EMER, BTTY, DB, TRAN, SHTL, IMP, R WARP, L WARP.

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

YS:85
DK:7
EX:9
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= YCG
POINT VALUE	= 100/70
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR19.9

[illegible]TRANSPORTER BOMBS

D	D
---	---

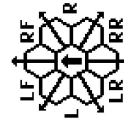
BOARDING PARTIES	10
	20
	30
	40

PROBES	5
	10
	15
	20

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

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

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


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

TYPE III DEFENSE PHASE		4-9-15			
DIE ROLL	RANGE	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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

**CARNIVOR
MOUNTAIN-COYOTE
EARLY LIGHT
SURVEY CRUISER**

CNTR

SHIP DATA TABLE	
TYPE	= YSR
POINT VALUE	= 89/46
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR19.10

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

BOARDING PARTIES

						6
--	--	--	--	--	--	---

PROBES

						6
--	--	--	--	--	--	---

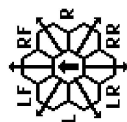
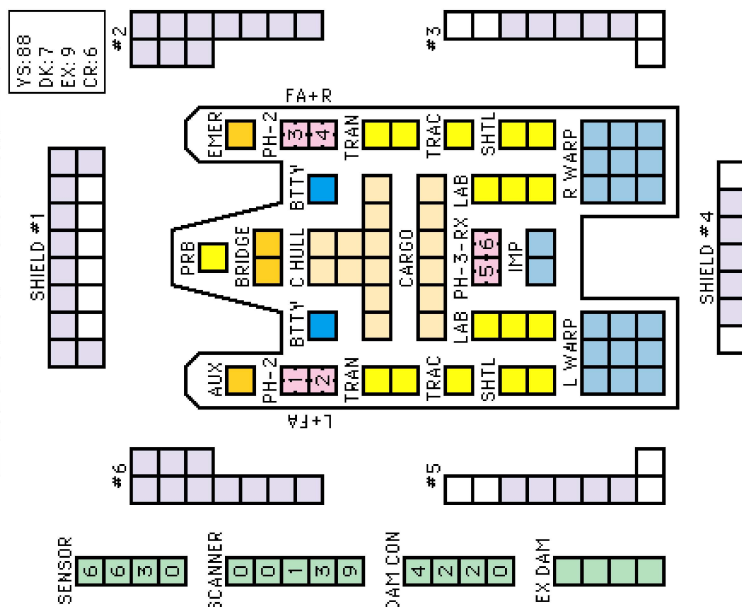
TRANSPORTER BOMBS

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

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

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

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


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


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

	WIND ENERGY POTENTIAL (WATT PER M ²)										WIND SPEED (METER PER SECOND)																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	3	3	4	5	6	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract $\frac{3}{4}$	$\frac{1}{4}$	$\frac{2}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{4}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{4}$	

CNTR

YS: 85
DK: 5
EX: 8
CR: 4

SHIP DATA TABLE	
TYPE	= YDB
POINT VALUE	= 60/55
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR19.12

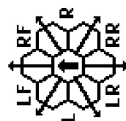
ADMINISTRATIVE SHUTTLES					
IDNT	HIT POINTS	NOTES			
TWO BAYS - NO TRANSFERS					

TRANSPORTER BOMBS [illegible]

BOARDING PARTIES

DECK CREWS
4

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


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

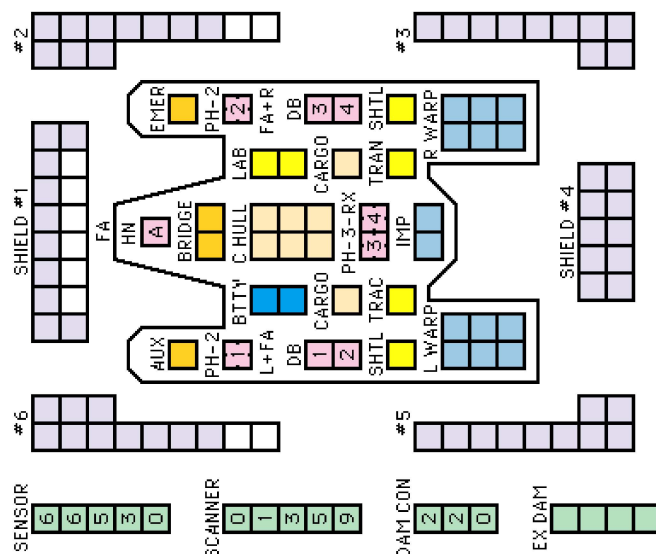
DIE ROLL	RANGE		4-9-16-31- 50		
	0	1	2	3	8 15 30 50
1	6	5	5	4	3 2 1 1
2	6	5	4	4	2 1 1 0
3	6	4	4	4	1 1 0 0
4	5	4	4	3	1 0 0 0
5	5	4	3	3	0 0 0 0
6	5	3	3	3	0 0 0 0

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

1					
2					
3					
4					

THE CARGO BOXES ON THIS SHIP
HOLD 100 SPACES OF SPARE
DEATH BOLTS FOR THE DEATH
BOLT RACKS.

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



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

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

CNTR

SHIP DATA TABLE	
TYPE	= WDN
POINT VALUE	= 78
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= YR19.13

[illegible]

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


$$FA = LF + RF$$

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

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

DEATH BOLT RACKS	
1	☐
2	☐

SCANNERDAM CONEX D&M

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

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

