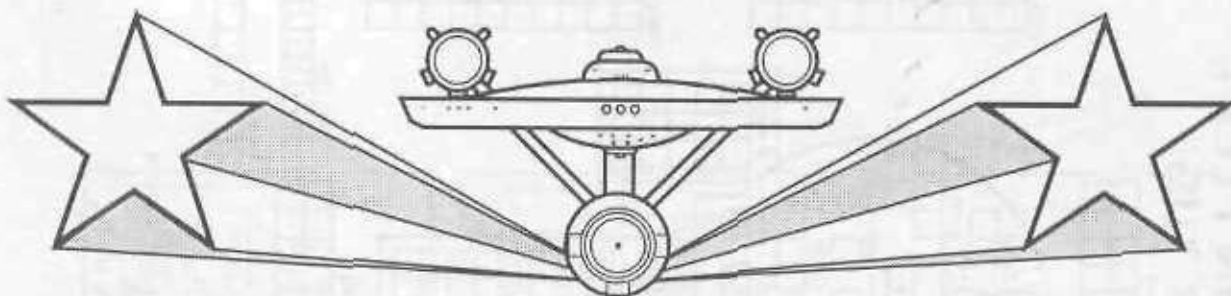


STAR FLEET BATTLES



CAPTAIN'S MODULE R2 SSD BOOK

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FEDERATION FLEET REPAIR TUG

ADMINISTRATIVE SHUTTLES

CREW UNITS	HIT POINTS	NOTES
10		
20		
30		
40		

DRONE RACK

RACK HAD TWO RELOADS PRIOR TO V175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

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

FEDERATION PODS

FED TROOP TRANSPORT POD

POD DATA TABLE
TYPE = P-T
BPV = 40/24
SIZE = 4
REF = R2.53

CREW UNITS

BOARDING PARTIES

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

GAS

GAS

NTS

SHIELD #1

360°

AUX PH-3 TRAC

BARRACKS

TRAN SHTL

CARGO

APR IMP APR

SHIELD #4

SHIELD #5

SHIELD #6

SHIELD #7

SHIELD #8

SHIELD #9

SHIELD #10

SHIELD #11

SHIELD #12

SHIELD #13

SHIELD #14

SHIELD #15

SHIELD #16

SHIELD #17

SHIELD #18

SHIELD #19

SHIELD #20

SHIELD #21

SHIELD #22

SHIELD #23

SHIELD #24

SHIELD #25

SHIELD #26

SHIELD #27

SHIELD #28

SHIELD #29

SHIELD #30

SHIELD #31

SHIELD #32

SHIELD #33

SHIELD #34

SHIELD #35

SHIELD #36

SHIELD #37

SHIELD #38

SHIELD #39

SHIELD #40

SHIELD #41

SHIELD #42

SHIELD #43

SHIELD #44

SHIELD #45

SHIELD #46

SHIELD #47

SHIELD #48

SHIELD #49

SHIELD #50

SHIELD #51

SHIELD #52

SHIELD #53

SHIELD #54

SHIELD #55

SHIELD #56

SHIELD #57

SHIELD #58

SHIELD #59

SHIELD #60

SHIELD #61

SHIELD #62

SHIELD #63

SHIELD #64

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SHIELD #72

SHIELD #73

SHIELD #74

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SHIELD #78

SHIELD #79

SHIELD #80

SHIELD #81

SHIELD #82

SHIELD #83

SHIELD #84

SHIELD #85

SHIELD #86

SHIELD #87

SHIELD #88

SHIELD #89

SHIELD #90

SHIELD #91

SHIELD #92

SHIELD #93

SHIELD #94

SHIELD #95

SHIELD #96

SHIELD #97

SHIELD #98

SHIELD #99

SHIELD #100

FED SELF-DEFENSE POD

POD DATA TABLE
TYPE = P-SD
BPV = 28/10
SIZE = 4
REF = R2.54

CREW UNITS

BOARDING PARTIES

CARGO

PH-3 APR

FED SELF-DEFENSE POD

POD DATA TABLE
TYPE = P-SD
BPV = 28/10
SIZE = 4
REF = R2.54

CREW UNITS

BOARDING PARTIES

CARGO

PH-3 APR

FEDERATION REPAIR POD

POD DATA TABLE
TYPE = P-R
BPV = 44/22
SIZE = 4
REF = R2.52

CREW UNITS

BOARDING PARTIES

TRAC

AUX

APR

REPAIR

CARGO

FED PF TENDER POD (CONJECTURAL)

POD DATA TABLE
TYPE = P-Pf
BPV = 38/24
SIZE = 4
REF = R2.72

CREW UNITS

BOARDING PARTIES

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

SEN

APR

CARGO

TRACTOR

REPAIR

FEDERATION PODS

FED LIGHT CARRIER POD

#6

SHIELD #1

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#2

SHIELD #2

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#5

SHIELD #3

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#1

SHIELD #4

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

POD DATA TABLE

TYPE = P-CVL
BPV = 36
SIZE = 4
REF = R2.57
Y175 REFIT = +0 BPV

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

POD HAS TUNNEL DECK; TWO DOORS (J158).
TWO BAYS; TRANSFERS BY (J159) POSSIBLE.
WHEN ATTACHED, NO (J159) TRANSFERS
TO THE TUG'S BAY.

DRONE RACKS

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FED LIGHT BATTLE POD

#6

SHIELD #1

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#2

SHIELD #2

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#5

SHIELD #3

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#1

SHIELD #4

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

POD DATA TABLE

TYPE = P-LB
BPV = 55/40
SIZE = 4
REF = R2.58
Y175 REFIT = +0 BPV

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FED LIGHT BATTLE POD

#6

SHIELD #1

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#2

SHIELD #2

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#5

SHIELD #3

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

#1

SHIELD #4

SEN 6 0

DAM CON 4 0

SCAN 0 9

X DAM

CREW UNITS

DECK CREWS

BOARDING PARTIES

POD DATA TABLE

TYPE = P-LB
BPV = 55/40
SIZE = 4
REF = R2.58
Y175 REFIT = +0 BPV

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

FEDERATION SCS

CREW UNITS

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	
40	50	

DECK CREWS

10	20	30
20	30	40
30	40	50

PROBES

10	20	30
20	30	40
30	40	50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	
40	50	

SHIP DATA TABLE

TYPE = SCS
POINT VALUE = 193/165
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R2.32

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

TYPE I DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4
HIT*	-	1-2	1-3	1-4	-
FX	L + LF + RF + R				
RX	L + LR + RR + R				

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	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 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

SHIP DATA TABLE

TYPE = SCS
POINT VALUE = 193/165
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R2.32

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

TYPE I DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

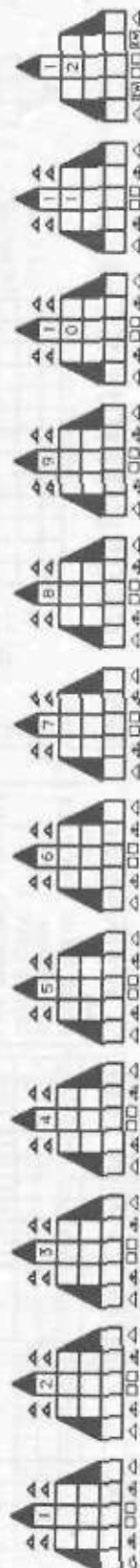
TYPE	RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				

ANTI-DRONE TABLE

RANGE	0	1	2	3	4
HIT*	-	1-2	1-3	1-4	-
FX	L + LF + RF + R				
RX	L + LR + RR + R				

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	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 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



FEDERATION SCSA (CONJECTURAL)

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
1	10		
2	20		
3	30		
4	40		
5	50		

SHIP DATA TABLE	
TYPE	= SCSA
POINT VALUE	= 193/165
BREAKDOWN	= 3-6
SHIELD COST	= 1-3
LIFE SUPPORT	= 1-1/2
SIZE CLASS	= 2
REFERENCE	= R2.32A

DECK CREWS		THREE DAYS, TRANSFER BY (J.I.S.9)	
IDENT	HIT POINTS	IDENT	NOTES
1	10		
2	20		
3	30		
4	40		
5	50		

TRANSPORTER BOMBS	
1	10
2	20
3	30
4	40
5	50

BOARDING PARTIES	
1	10
2	20
3	30
4	40
5	50

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

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

ANTI-DRONE TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT	NR 1-5 NR NR 1-4 1-3 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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

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

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

ORIGINE RACKS	
1	10
2	20
3	30
4	40
5	50

F-18C FIGHTERS	
2XPH-3-FA	DRF = 3
CRIPPLED = 7	SPEED = 15

F-14 FIGHTERS	
1XPH-3-FA	DRF = 4
CRIPPLED = 8	SPEED = 15

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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

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

ORIGINE RACKS	
1	10
2	20
3	30
4	40
5	50

F-18C FIGHTERS	
2XPH-3-FA	DRF = 3
CRIPPLED = 7	SPEED = 15

F-14 FIGHTERS	
1XPH-3-FA	DRF = 4
CRIPPLED = 8	SPEED = 15

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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

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

ORIGINE RACKS	
1	10
2	20
3	30
4	40
5	50

F-18C FIGHTERS	
2XPH-3-FA	DRF = 3
CRIPPLED = 7	SPEED = 15

F-14 FIGHTERS	
1XPH-3-FA	DRF = 4
CRIPPLED = 8	SPEED = 15

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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

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

ORIGINE RACKS	
1	10
2	20
3	30
4	40
5	50

F-18C FIGHTERS	
2XPH-3-FA	DRF = 3
CRIPPLED = 7	SPEED = 15

F-14 FIGHTERS	
1XPH-3-FA	DRF = 4
CRIPPLED = 8	SPEED = 15

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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

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

ORIGINE RACKS	
1	10
2	20
3	30
4	40
5	50

F-18C FIGHTERS	
2XPH-3-FA	DRF = 3
CRIPPLED = 7	SPEED = 15

F-14 FIGHTERS	
1XPH-3-FA	DRF = 4
CRIPPLED = 8	SPEED = 15

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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

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

ORIGINE RACKS	
1	10
2	20
3	30
4	40
5	50

F-18C FIGHTERS	
2XPH-3-FA	DRF = 3
CRIPPLED = 7	SPEED = 15

F-14 FIGHTERS	
1XPH-3-FA	DRF = 4
CRIPPLED = 8	SPEED = 15

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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

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

ORIGINE RACKS	
1	10
2	20
3	30
4	40
5	50

F-18C FIGHTERS	
2XPH-3-FA	DRF = 3
CRIPPLED = 7	SPEED = 15

F-14 FIGHTERS	
1XPH-3-FA	DRF = 4
CRIPPLED = 8	SPEED = 15

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NR 1-5 NR NR 1-4 1-3 1
HIT, PROX	NR NR NR NR 1-4 1-3
HIT, OVERLORD	NR 1-5 NR NR 1-4 1-3 NR
DAMAGE, STD	NR 0 0 0 0 0
DAMAGE, PROX	NR 0 0 0 0 0
DRONE, OVERLORD	NR 0 0 0 0 0

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 2

**FEDERATION KIROV
CLASS BATTLECRUISER**

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

BOARDING PARTIES

[illegible]

PROBES	TRANSPORTER BDMS
S	D D D D

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

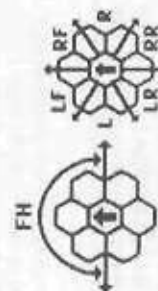
TYPE III DEFENSE PHASE		DIE RANGE			
ROLL	0	1	2	3	4-9-15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	4	0	0
5	4	4	3	0	0
6	3	3	2	0	0
7	3	3	1	0	0
8	3	3	0	0	0
9	3	3	0	0	0
10	3	3	0	0	0
11	3	3	0	0	0
12	3	3	0	0	0
13	3	3	0	0	0
14	3	3	0	0	0
15	3	3	0	0	0

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

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

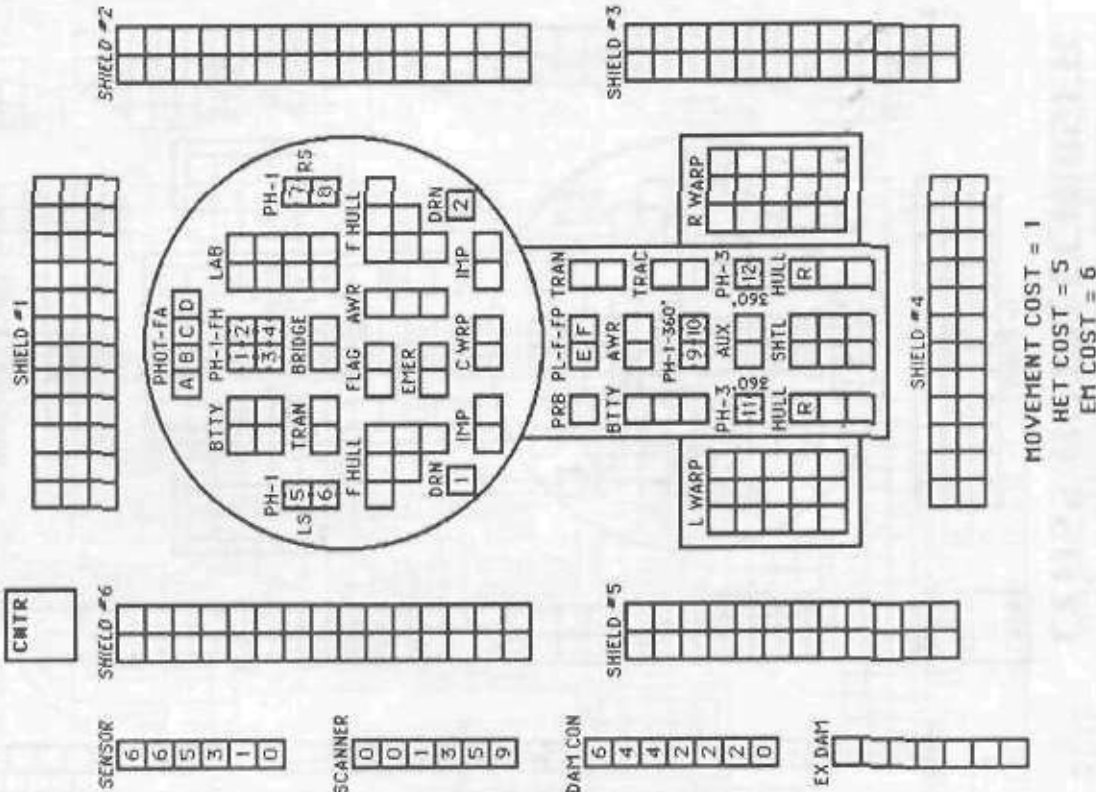
SHIP DATA TABLE	
TYPE	= 8CG
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.33

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

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

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

FEDERATION BISMARCK CLASS BATTLECRUISER



SHIP DATA TABLE	
TYPE	= BCF
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.34

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

DRONE RACKS	
1	2
3	4
5	6
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

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

PSEUDO-PLASMA TORPEDOES	
A	F
B	F

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
1	2
3	4
5	6
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

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

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

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

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

PHOTON TORPEDO TABLE	
RANGE	0-1 2 3-4 5-8 9-12 13-30
HIT, STD	NA 1-5 1-4 1-3 1-2 1
HIT, PROX	NA NA NA NA NA 1-3
HIT, OVERLORD	1-6 1-5 1-4 1-3 NA NA
DAMAGE, STD	NA 8 8 8 8 8
DAMAGE, PROX	NA NA NA NA NA 4
DMG, OVERLORD	-----VARIES----- NA NA

FEDERATION NEW DRONE CRUISER

SHIP DATA TABLE	
TYPE	= MCD
POINT VALUE	= 119
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.36
PLUS REFIT	= +4
V175 REFIT	= +4

ADMINISTRATIVE SHUTTLES

CREW UNITS	HIT POINTS	NOTES
10		
20		
30		

BOARDING PARTIES

8

TRANSPORTER BOMBS

D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

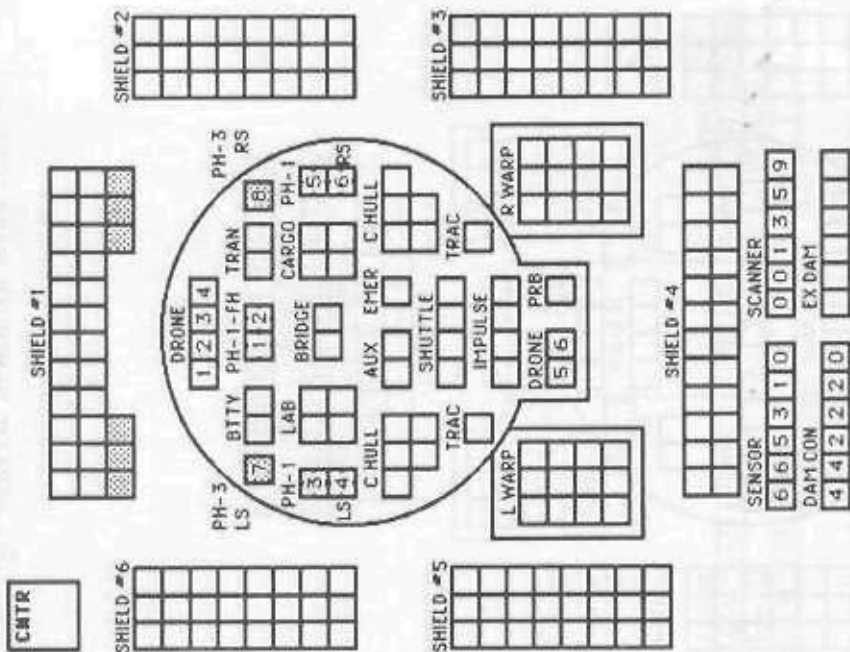


LS = LF + LR
RS = RF + RR

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

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

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



SHADED BOXES ARE THE MCD+ REFIT.

FEDERATION LIGHT
COMMAND CRUISER

CREW UNITS

	10	20	30	40
★				

BOARDING PARTIES

	10

PROBES

	5

TRANSPORTER BOMBS

	1	2	3	4	5	6	7	8	9	10

DRONE RACKS

	1	2	3	4	5	6	7	8	9	10

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
HIT, STD	NA	1-5	1-4	1-3	1-2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
HIT, PROX	NA	NA	NA	NA	NA	1-4	1-3	1-2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	1-2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
DAMAGE, STD	NA	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
DAMAGE, OVERLOAD	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA



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

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

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

**FEDERATION LIGHT
SURVEY CRUISER**

CMTR

ENSOR

CANNERNOJ 144X DAM[illegible]

CHANGED VALUES FOR THE CREDIT OFFIT

⑥ - EPIDATIC MANEUVRED W/000 CUST

$$[5] = \text{HET COST}$$

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

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

**FEDERATION
HOSPITAL SHIP**

[illegible]

BOARDING PARTIES

[illegible]

PROBES	1	5
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DRONE RACK

CRACK HAD TWO RELOADS PRIOR TO
ONE RELOAD IS ENTIRELY ADD-

SHIP DATA TABLE	
TYPE	= CLH
POINT VALUE	= 100/70
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.40
PLUS REFIT	= +13
W175 REFIT	= + 0

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

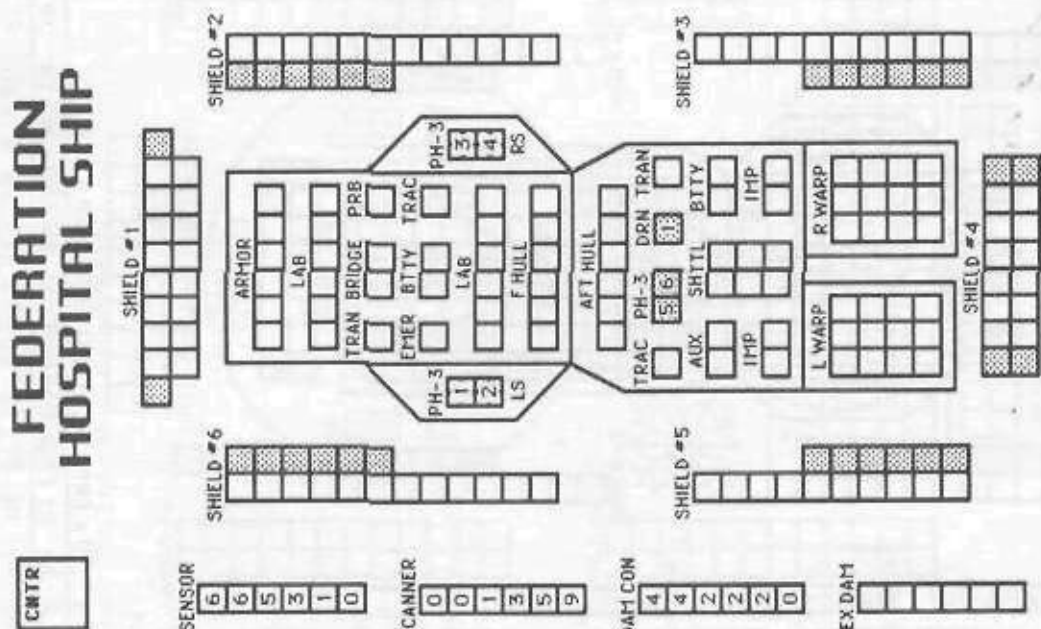
TYPE III DEFENSE PHASE		4- 9-	
DIE RANGE		2	3
ROLL	0	1	2
1	4	4	3
2	4	4	2
3	4	4	1
4	4	3	0
5	4	3	0
6	3	3	0

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

$$S = LF + L + LR$$

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

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



SHADED BOXES ARE THE CLK+ REFIT.
PHASERS ADDED BY THE REFIT HAVE
360° FIRING ARCS.

SEE (D4.12) FOR ARMOR RULES.

**FEDERATION
SCOUT FRIGATE**

[illegible]

BOARDING PARTIES	
	6

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

TRANSPORTER BOMBS

DD

DRONE RACK

ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE	RANGE	4-	9-
ROLL	0	2	3 0 15
1	4	4	3 1 1
2	4	4	2 1 0
3	4	4	1 0 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 ECCH
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.

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

SPEED	⑤ = FUEL COST										⑥ = ENERGY HARVEST PER HOUR										⑦ = ENERGY HARVEST 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	
Standard	1	1	1	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
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10	10	

SHIP DATA TABLE	
TYPE	= FFS
POINT VALUE	= 71/55
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.44
PLUS REFIT	= +4
Y175 REFIT	= +0

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

ANTI-DRONE TABLE

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


$$LS = LF + L + LR$$

SHADED BOXES ARE THE FFS+ REFIT.

SENSOR	SCANNER	DAM CON	EX DAM
65310	01359	2220	

**FEDERATION
DRONE FRIGATE**

CREW UNITS										ADMINISTRATIVE SHUTTLES									
								*											
									10										
										THIS SHIP HAS ONE SHUTTLE BAY									

[illegible]

PROBES					S
--------	--	--	--	--	---

SHIP DATA TABLE	
TYPE	= FFD
POINT VALUE	= 73
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.45
PLUS REFIT	= +4
V175 REFIT	= +0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

[illegible]

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

Y175, TWO THEREAFTER.
G RACK HAD TWO RELOADS PRIOR TO
Y175, THREE THEREAFTER.
ONE RELOAD ON THE G RACK IS
ENTIRELY ADS.

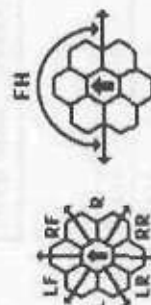
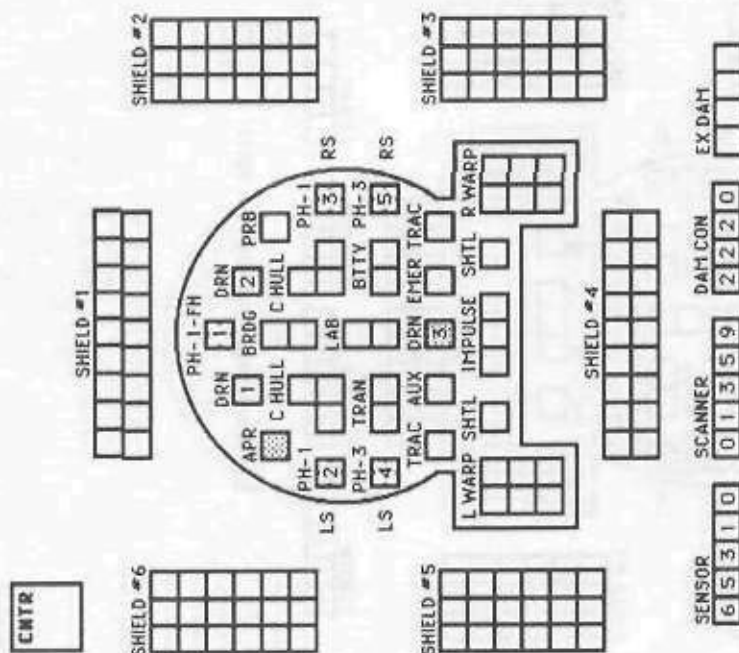
WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

WARRANT ENERGY TO FURNISH COST = 17¢ ENERGY TO FURNISH PER HOUR										⑤ - NET COST										⑥ - EXACTLY HANDED OVER WART 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	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fact.	$\frac{1}{2}$	$\frac{3}{4}$	$1\frac{1}{4}$	$1\frac{1}{2}$	2	$2\frac{1}{4}$	$2\frac{3}{4}$	3	$3\frac{1}{4}$	$3\frac{3}{4}$	4	$4\frac{1}{4}$	$4\frac{3}{4}$	5	$5\frac{1}{4}$	$5\frac{3}{4}$	6	$6\frac{1}{4}$	$6\frac{3}{4}$	7	$7\frac{1}{4}$	$7\frac{3}{4}$	8	$8\frac{1}{4}$	$8\frac{3}{4}$	9	$9\frac{1}{4}$	$9\frac{3}{4}$	

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT ^a	-	1-2	1-3	1-4	-

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-26
Bd	6	29+


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


SHADED BOXES ARE THE FFD+ REFIT.

**FEDERATION
MINE FRIGATE**

[illegible][illegible]

PROBES

1	2	3	4	5
---	---	---	---	---

DRONE RACK

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

CRACK HAD TWO RELOADS PRIOR TO
Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

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

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

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

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

SHIP DATA TABLE	
TYPE	= FFM
POINT VALUE	= 71/60
BREAKDOWN	= 5-6
SHIELD COST	= 1/2-1 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.46
PLUS REFIT	= +4
Y175 REFIT	= +0

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

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

MINE RACKS	1	1	1	1
	2	1	1	1

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

The diagram shows a top-down view of the Star Trek: The Next Generation bridge. The bridge layout includes the following stations and labels:

- Top:** PH-1-FH, TRAC, TRAC, BRDG, PH-1, PH-3, RS, RS
- Left:** SHIELD #1 (4x4 grid), SHIELD #2 (4x4 grid)
- Right:** SHIELD #3 (4x4 grid), SHIELD #4 (4x4 grid)
- Bottom:** SHIELD #5 (4x4 grid), SHIELD #6 (4x4 grid)
- Central Bridge Stations:**
 - Top: PH-1, PH-3, RS, RS
 - Left: PH-1, PH-3, RS, RS
 - Right: PH-1, PH-3, RS, RS
 - Bottom: PH-1, PH-3, RS, RS
 - Center: PH-1, PH-3, RS, RS
 - Far Left: PH-1, PH-3, RS, RS
 - Far Right: PH-1, PH-3, RS, RS
- Far Right Displays:**
 - SENSOR: 6 5 3 1 0
 - SCANNER: 0 1 3 5 9
 - DAM CON: 2 2 2 0
 - EX DATA: 2 2 2 0

SHADED BOXES ARE THE FFM+ REFIT.

⑥ = ERRATIC HANEUVER WARP COST

FEDERATION PRIORITY TRANSPORT

CREW UNITS									

ADMINISTRATIVE SHUTTLES									
IDENT	HIT	POINTS	NOTES						

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES									

TRANSPORTER BOMBS									

PROBES									

DRONE RACK									

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



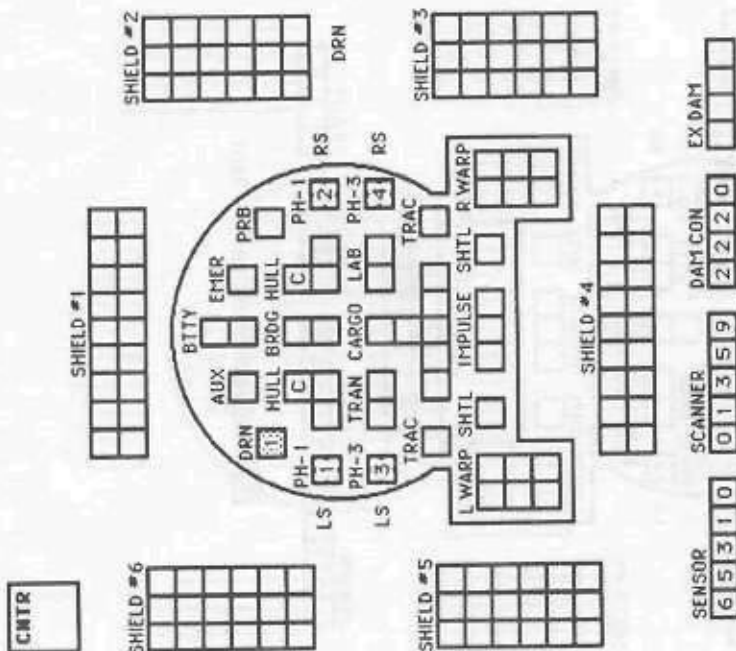
LS = LF + L + LR
RS = RF + R + RR

SHIP DATA TABLE									
TYPE	= FFT								
POINT VALUE	= 68/50								
BREAKDOWN	= 5-6								
SHIELD COST	= 1/2+1/2								
LIFE SUPPORT	= 1/2								
SIZE CLASS	= 4								
REFERENCE	= R2.47								
PLUS REFIT	= +3								
Y175 REFIT	= +0								

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

ANTI-DRONE TABLE

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



SHADED BOXES ARE THE FFT+ REFIT.

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

**FEDERATION
VIP TRANSPORT**

SHIP DATA TABLE	
TYPE	= FFP
POINT VALUE	= 75/50
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.48
PLUS REFIT	= +3
Y175 REFIT	= +0

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

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

⑥ = ERRATIC MANEUVER WARP COST

5] = HET COST

1/3 ENERGY POINT PER HEXWARP ENERGY MOVEMENT COST =

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

CREW UNITS										ADMINISTRATIVE SHUTTLES										
						*				IDENT						HIT POINTS				NOTES
BOARDING PARTIES										THIS SHIP HAS ONE SHUTTLE BAY.										

TRANSPORTER BOMBS

D	D
---	---

DRONE RACK

ONE RELOAD IS ENTIRELY ADDS:

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$
 SHADED BOXES ARE THE FFP+ REFIT.

FEDERATION ESCORT CARRIER

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3		
4		
5		
6		

BOARDING PARTIES

1	4
---	---

PROBES

1	5
---	---

DECK CREWS

1	6
---	---

TRANSPORTER BOMBS

1	D
---	---

DRONE RACK

1	H	H	H	H	H	G
---	---	---	---	---	---	---

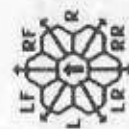
RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

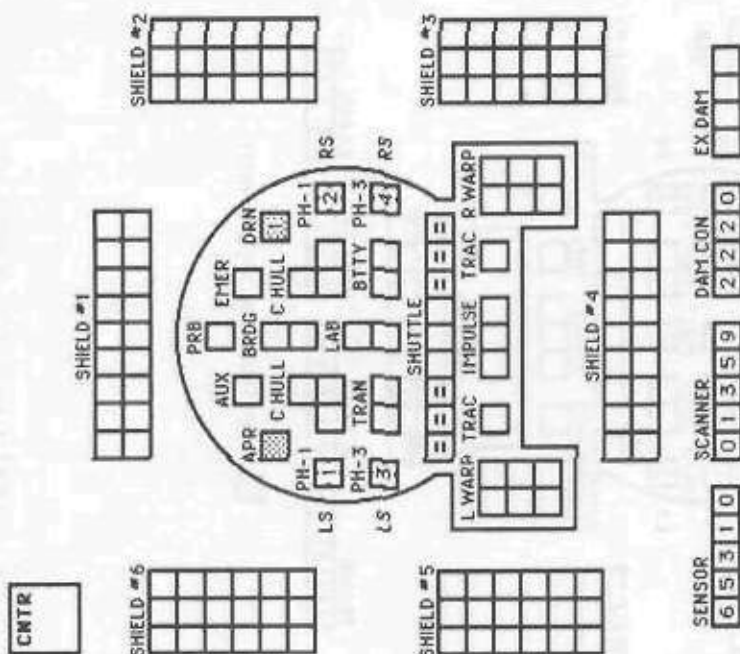
ANTI-DRONE TABLE

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

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13
THIS SHIP CAN
CONTROL A NUMBER
OF SEEKING WEAPONS
EQUAL TO DOUBLE ITS
SENSOR RATING.

SHIP DATA TABLE	
TYPE	= FFV
POINT VALUE	= 75/50
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.49
PLUS REFIT	= +4
Y175 REFIT	= +0

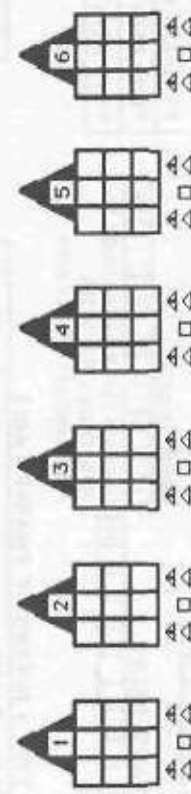
TURN MODE	SPEED
B	1 2-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+



SHADED BOXES ARE THE FFV+ REFIT.

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

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



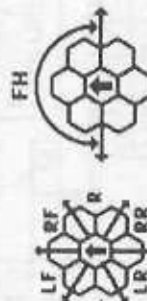
**FEDERATION
BATTLE FRIGATE**

CMYK

SHIP DATA TABLE	
TYPE	= FFB
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2*1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.50

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

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


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

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

[illegible][illegible]

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

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

DRONE RACK

RACK HAD THREE RELOADS.
THIRD RELOAD MUST BE ADDS.

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX														⑤ = 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
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	15

**FEDERATION LIGHT
BATTLE TRANSPORT**

The map shows the following locations and features:

- CNTR**: A small rectangular area at the top left.
- SHIELD #6**: A large rectangular shielded area at the top center.
- PH-3 LS**: A location at the top right.
- PH-1 LS**: A location at the bottom left.
- LS**: A location at the bottom center-left.
- LAB**: A location at the bottom center-right.
- C HULL**: A location at the bottom right.
- BRIDGE**: A central location.
- AUX**: A location at the top center.
- CARGO**: A location at the top center-right.
- TRAN**: A location at the top right.
- PH-3 RS**: A location at the far top right.
- APR PH-1**: A location at the far top right.
- 3**, **4**: Numbers indicating specific points or levels.
- C HULL**: A location at the far top right.
- SHUTTLE**: A location at the bottom center.
- IMPULSE**: A location at the bottom center-right.
- DRONE PRB**: A location at the bottom right.
- I**: A location at the bottom right.
- L WARP**: A location at the bottom left.
- R WARP**: A location at the bottom right.
- FLAG PHOTO-FAC TRAN**: A location at the bottom center.
- AWR**: A location at the bottom center-right.
- AB**, **CD**: Locations at the bottom center-right.
- BTTY**: A location at the bottom right.
- AUX**: A location at the bottom right.
- PH-I-360°HULL**: A location at the bottom right.
- 7**, **8**: Numbers indicating specific points or levels.
- DRONE**: A location at the bottom right.
- 2**, **3**: Numbers indicating specific points or levels.
- PH-3-360°**: A location at the bottom right.
- 9**, **10**: Numbers indicating specific points or levels.
- SMTL IMPULSE TRAC**: A location at the bottom right.
- SHIELD #5**: A large rectangular shielded area at the bottom center.
- SHIELD #4**: A large rectangular shielded area at the bottom right.
- SHIELD #3**: A large rectangular shielded area at the bottom left.
- SHIELD #2**: A large rectangular shielded area at the bottom center.

At the bottom of the page, there are two lines of text:

XES
EFIT.
VES ARE SYSTEMS
E LIGHT BATTLE POD.

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

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

SHIP DATA TABLE	
TYPE	= LBT
POINT VALUE	= 140
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.58
PLUS REFIT	= +3
Y175 REFIT	= +0

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

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4+
HITS	-	1-2	1-3	1-4	-

[illegible]

SHADED BOXES
ARE THE LTT+ REFIT.

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

WHILE A POD IS ATTACHED, THE HULL BOXES ON THE LTT ARE DESTROYED ON "FORWARD HULL" HITS. CARGO AND HULL ON THE POD ARE DESTROYED ON "AFT HULL" HITS. CARGO HITS ARE STILL SCORED NORMALLY.

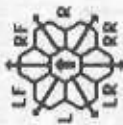
ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES
	TWO BAYS, NO (JL 59) TRANSFERS.

BOARDING PARTIES																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																		
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TRANSPORTER BOMBS	PROBES
	5

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


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

TYPE III DEFENSE PHASE		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	4	3	0	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, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAGE, OVERLOAD	-----	NA	NA	NA	NA	NA

**FEDERATION NEW
AEGIS CRUISER**

ADMINISTRATIVE SHUTTLES

CREW UNITS

[illegible]

SHIP DATA TABLE	
TYPE	= NAC
POINT VALUE	= 128
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.59
INCLUDES FULL AEGIS	
INCLUDES Y175 REFIT	

[illegible]

					D	D	D	D
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DECK CREWS

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

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

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

WIND ENERGY PER HOUR												WIND ENERGY PER HOUR												WIND ENERGY PER HOUR											
SPEED												1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30												31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50											
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					
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30					
Fract	$\frac{1}{3}$	$1\frac{1}{3}$	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					

$$\overline{S} = \text{HET COST}$$

⑥ = ERRATIC MANEUVER WARP COST

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

ANTI-DRONE TABLE

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

DRONE RACKS

1	2	3	4	5	6	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
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CRACKS HAVE THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDITIONAL


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

FEDERATION NEW STRIKE CARRIER

ADMINISTRATIVE SHUTTLES

Crew Units	10	20	30	40

Boarding Parties	8

Probes	5

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

RACKS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDS.

Transporter Bombs	10

ANTI-DRONE TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

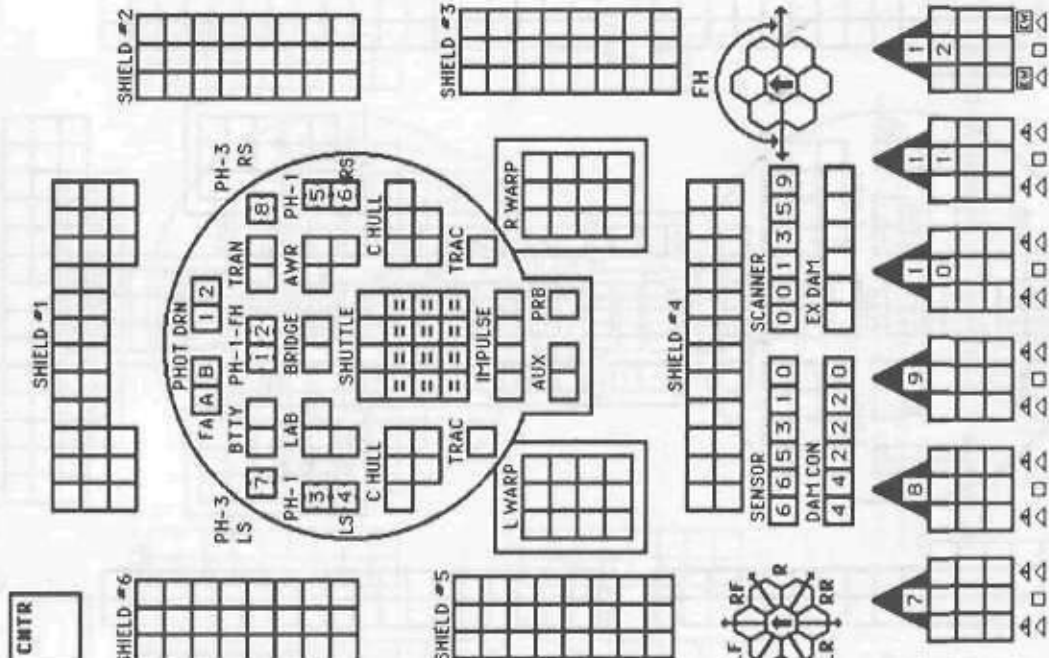
DIE RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
		</														

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-6	7-8	9-12	13-30
HIT, STO	NA	1-5	1-4	1-3	1-2	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA	NA
DAMAGE, STO	NA	8	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	NA	4	4
DAMAGE, OVERLOAD	-----VARIES-----	-----VARIES-----	-----VARIES-----	-----VARIES-----	-----VARIES-----	-----VARIES-----	-----VARIES-----

F-18 FIGHTERS
2xPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

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



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
Frac.	1/3	1/3	2	2 1/3	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

**FEDERATION
DESTROYER ESCORT-R**

ADMINISTRATIVE SHUTTLES

[illegible]

SHIP DATA TABLE	
TYPE	= DER
POINT VALUE	= 90
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.62
INCLUDES LIMITED AEGIS	

[illegible]

BOARDING PARTIES

TRANSPORTER BOMBS

D	D
---	---

DECK CREWS

[illegible]

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

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

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4*
HIT*	-	1-2	1-3	1-4	-

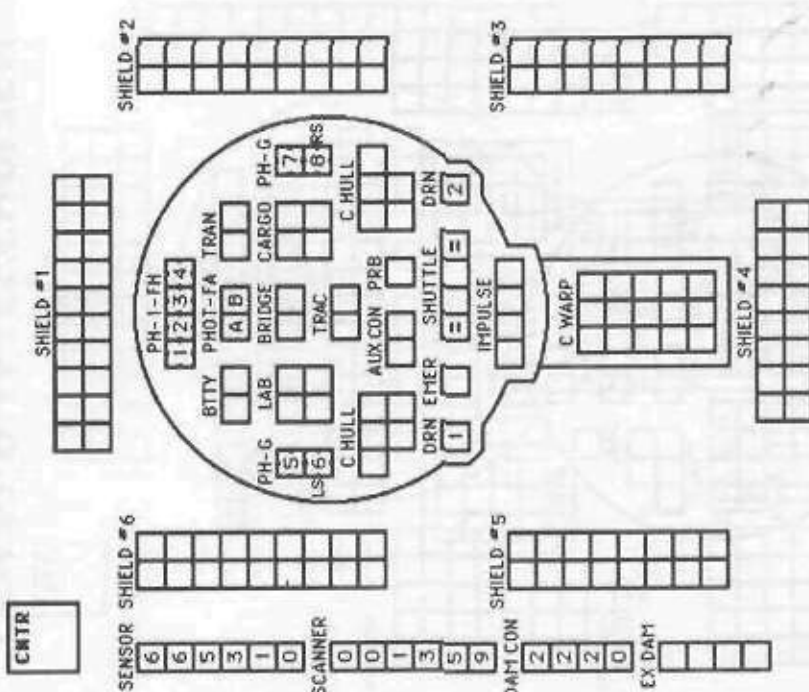
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

PHOTON TORPEDO TABLE

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

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

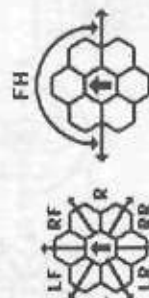
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{3}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$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



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

SEEK (P705) END SPECIAL PHILIPS REGARDING CARGO.

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


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

DRONE RACKS

Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADD.

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

**FEDERATION NEW
ESCORT CRUISER-R**

ADMINISTRATIVE SHUTTLES

CREW UNITS[illegible]

SHIP DATA TABLE	
TYPE	= MER
POINT VALUE	= 116
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.63
INCLUDES FULL AESIS	
INCLUDES V175 REFIT	

BOARDING PARTIES
8

PROBES	TRANSPORTER BOMBS
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
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89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

TRANSPORTATION

SWAB DECK CREWS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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


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

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

SEE (P2.R5) FOR STORAGE DATA.

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

ANTI-DRONE TABLE

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

DRONE RACKS

[illegible]

CRACKS HAVE THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDS.

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

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

**FEDERATION NEW JERSEY
CLASS BATTLECRUISER**

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

BOARDING PARTIES

[illegible]

PROBES					5
TRANSPORTER BOMBS					00000

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

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

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

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

SHIP DATA TABLE	
TYPE	= BCJ
POINT VALUE	= 197
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.64

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

DRONE RACKS

ALL RACKS ALWAYS HAVE THREE
RELOADS. ONE RELOAD IS ENTIRELY
ADDS.
(SEE D23.0) FOR SHOCK EFFECTS.

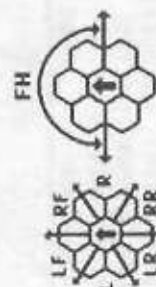

$$\begin{aligned}FA &= LF + RF \\LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$

Diagram illustrating the layout of the USS Enterprise (NCC-1701-A) showing various departments and shields.

Central Area (Bridge/Deck):

- PHOT-FA (Top Left)
- PH-1 (Top Right)
- PH-2 (Middle Left)
- PH-3 (Middle Right)
- PH-4 (Bottom Left)
- PH-5 (Bottom Right)
- PH-6 (Bottom Center)

Shields:

- SHIELD #1 (Left)
- SHIELD #2 (Top)
- SHIELD #3 (Right)
- SHIELD #4 (Bottom Right)
- SHIELD #5 (Bottom)

Other Departments:

- SENSOR (Left)
- SCANNER (Bottom Left)
- EX DAPI (Bottom Right)
- PH-1 (Top Left)
- PH-2 (Top Right)
- PH-3 (Middle Left)
- PH-4 (Middle Right)
- PH-5 (Bottom Left)
- PH-6 (Bottom Center)

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

FEDERATION WAR
DESTROYER ESCORT

CREW UNITS						ADMINISTRATIVE SHUTTLES			
			*			IDENT	HIT POINTS	NOTES	
					10				
					20				

DECK CREWS

DECK CREWS	2
------------	---

	BOARDING PARTIES	TRANSPORTER BOMBS
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
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99		
100		

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

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

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

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

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

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

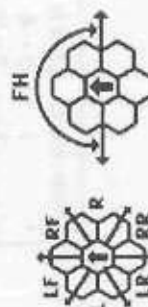
SHIP DATA TABLE	
TYPE	= DWA
POINT VALUE	= 109
BREAKDOWN	= 5-6
SHIELD COST	= 1/2-1 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.68

INCLUDES FULL AEGIS

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

[illegible]

CRACKS HAD THREE RELOADS.
THIRD RELOAD MUST BE ADDS.


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

SEE (R2 R5) FOR SPECIAL RULES REGARDING CARGO.

**FEDERATION WAR
PRIORITY TRANSPORT**

[illegible]

PROBES					5
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[illegible]

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

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

DRONE RACK

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

THE RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

ANTI-DRONE TABLE

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

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

SHIP DATA TABLE	
TYPE	= DWT
POINT VALUE	= 97/65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.69

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


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

SENSOR

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

 SCANNER

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

 DAM CON

2	2	2	0
---	---	---	---

 EX DAM

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

⑥ = ERRATIC HANEUVER WARP COST

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

**KZINTI MEDIUM
COMMAND CRUISER**

[illegible]

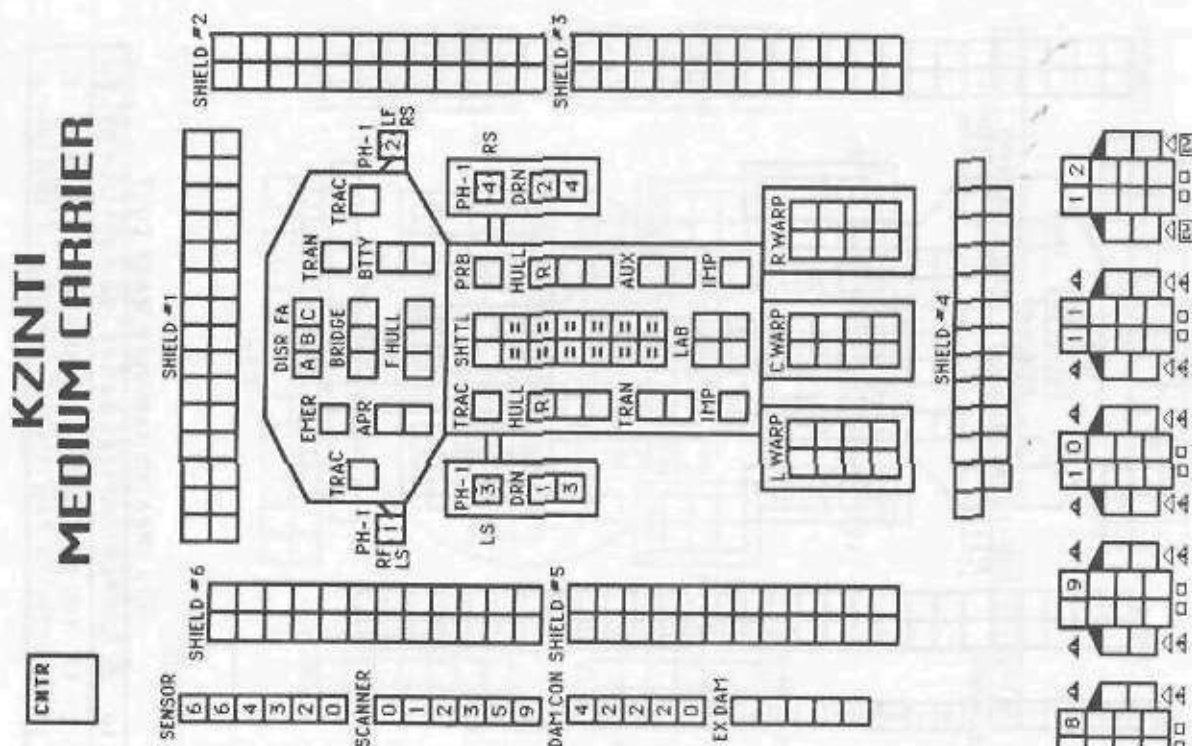
⑥ = ERRATIC MANEUVER WARP COST

5 = NET COST

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

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

**KZINTI
MEDIUM CARRIER**



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

SHIP DATA TABLE	
TYPE	= MCY
POINT VALUE	= 112
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.27
V175 REFIT	= +4

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

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

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

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

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE V17S REFIT, WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS)

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

**KZINTI MEDIUM
DRONE CRUISER**

ADMINISTRATIVE SHUTTLES

CREW UNITS[illegible]

SHIP DATA TABLE	
TYPE	= MOC
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.31
Y175 REFIT	= +10

BOARDING PARTIES

[illegible]

PROBES

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

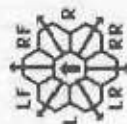
[illegible]

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

200 POINTS OF ADDITIONAL DRONES ARE
STORED IN THE FOUR CARGO BOXES.

ANTI-DRONE TABLE

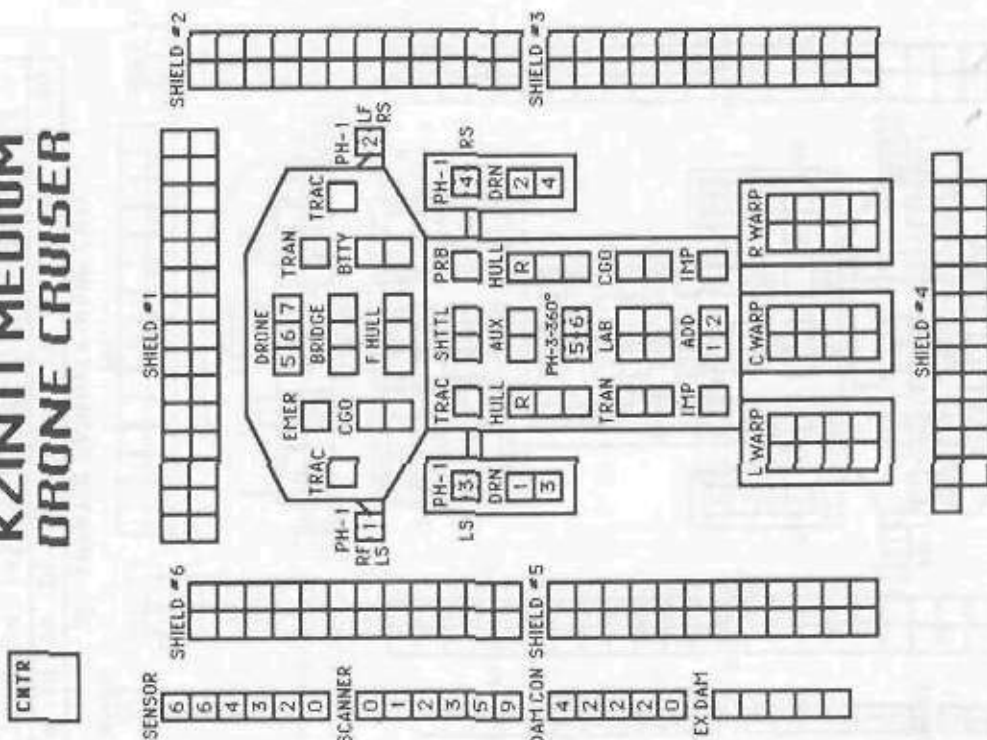
RANGE	0	1	2	3	4*
HIT*	-	1-2	1-3	1-4	-


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

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

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

⑥ = ERRATIC MANUEVER WARP COST



**KZINTI MEDIUM
SCOUT CRUISER**

CREW UNITS					ADMINISTRATIVE SHUTTLES				
	★					HIT POINTS	NOTES		
					10				
					20				
					30				

[illegible]

				S					D	D	D	D
PROBES					TRANSPORTER BOMBS							

SHIP DATA TABLE	
TYPE	= MSC
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.32
V175 REFIT	= +7

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

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

DRONE RACKS

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

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

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

SCOUT FUNCTIONS SUMMARY

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

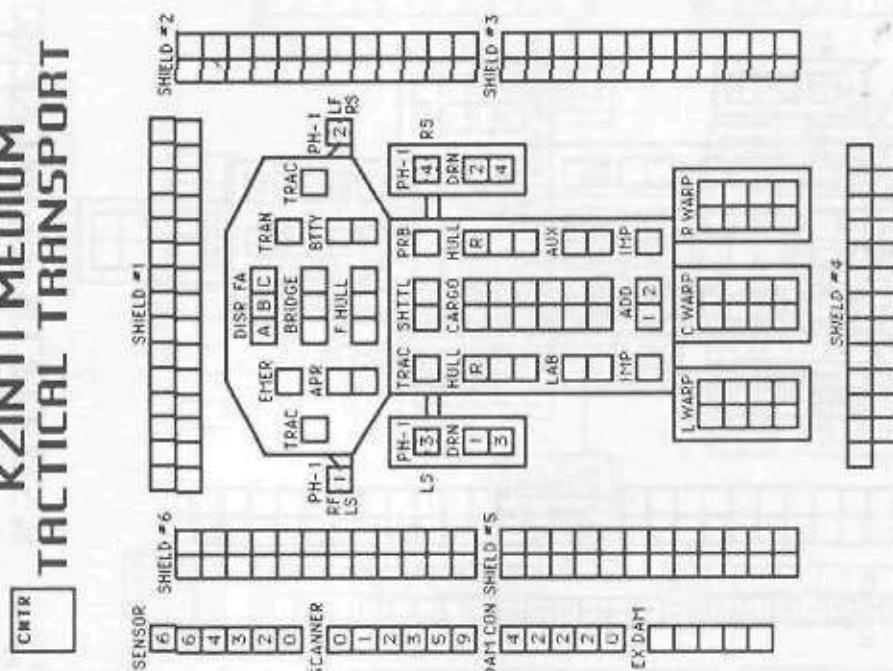
SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.

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

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

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

KZINTI MEDIUM TACTICAL TRANSPORT



SHIP DATA TABLE	
TYPE	= HTT
POINT VALUE	= 120/95
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R534
V175 REFIT	= +2

E III DEFENSE PHASE						
RANGE		4- 9-				
L	O	1	2	3	0	15
4	4	4	4	3	1	1
4	4	4	4	2	1	0
4	4	4	4	1	0	0
4	4	4	3	0	0	0
4	4	3	2	0	0	0
3	3	1	0	0	0	0

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

1-DRONE TABLE				
AGE	0	1	2	3 4+
0	-	1-2	1-3	1-4 -

LF + RF
LF + L + LR
RF + R + RR

SPEED
2-4
5-8
9-12
13-17
18-24
25+

FIVE SHUTTLES	
POINTS	NOTES

[illegible]

58108 0000

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

	9-15	16-22	23-30
1	1-4	1-3	1-2
2	1-4	1-3	1-3
3	NA	NA	NA

HIT & RUN	3	2	2	2	0
DERFACS	0	0	0	0	0
AMT					
RAN					
HIT					

FA	DOUBLE W
LS	TURB W
RS	

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

ADMINISTRATIVE	10	20	30	40	50	60	70	80	90	100
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ANTI-DROPPING
PRIOR TO V175 RE

TRANSPORTE D

PHASE TABLE	6-9-16-25			
	4	5	8	15
5	5	4	3	2
5	5	4	3	2
5	4	3	1	0
4	4	3	1	0
4	4	3	2	0
3	3	1	0	0
2	2	0	0	0

	1	2	3-4	5-
1-5	1-5	1-5	1-4	1-
1-5	1-5	1-5	1-4	1-
1-5	1-5	1-5	1-4	1-

5	4	4	4	3
10	8	8	8	6

[illegible]

TURN NODE	1	2	3	4	5	6
C						
HET						
80						
+						

	*					

CREW UNITS

[illegible]

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

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

DISRUPTOR TABLE	
RANGE	0
HIT (STD)	HAF
HIT (DEAFACS)	HAF
HIT (OVERLOAD)	1-

DAMAGE, STD	0
DAMAGE, OULD	10
DRONE RACKS	
1	
2	
3	

4	SHIP HAD TYPE-A DRUGS UNTIL THE Y175 REFIT, THESE TO TYPE-B OR 1	WITH NO PODS	THROW AWAY - SP
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Turnout	2-6	11-16	22-26
B	1	2	3
HET	4	5	6
BD			

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

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

**KZINTI MEDIUM
BATTLE TRANSPORT**

CMTR[illegible][illegible]

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	4	0
5	4	3	0
6	3	3	0

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

[illegible]

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

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

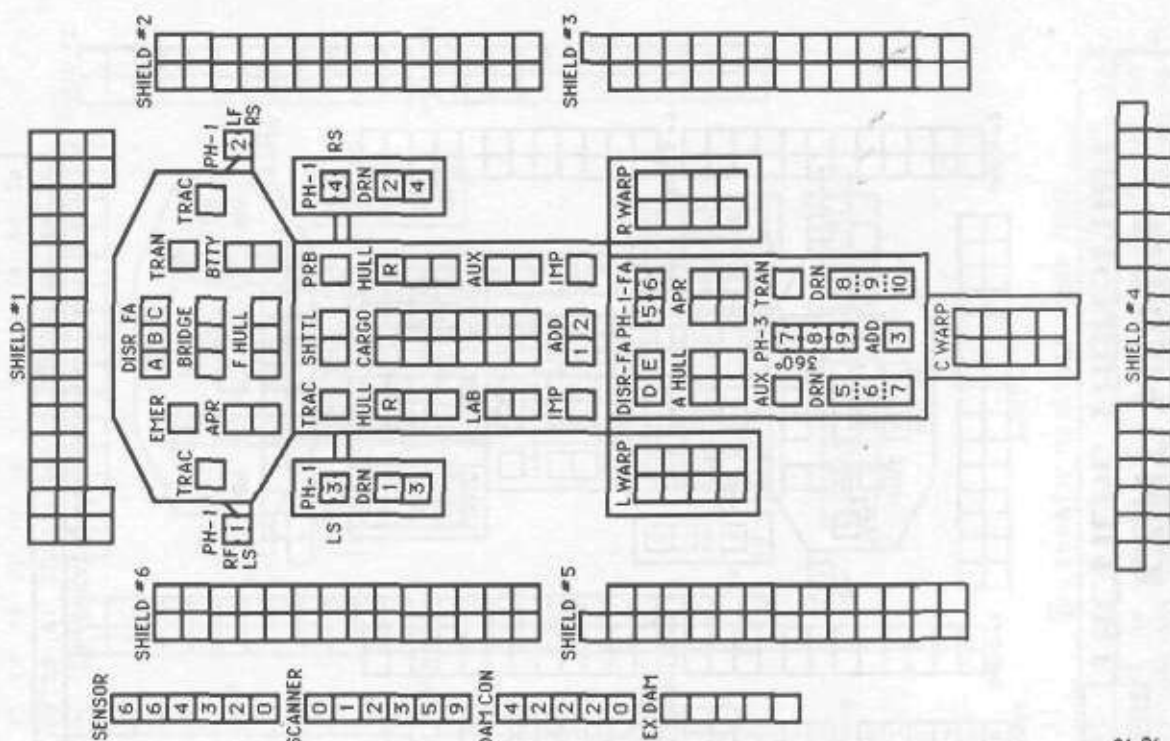
**HIT & RUN
DERFACS**



THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING, PLUS AN ADDITIONAL THREE SEEKING WEAPONS SO LONG AS THERE IS ONE UNDAMAGED DRONE BOX ON THE BATTLE POD.

	D
5	
6	
7	
8	
9	
10	

THE SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE D DRONE MAGAZINES DURING EACH TURN.

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


KZINTI SURVEY CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS

	10	20	30	40
*				

[illegible]

BOARDING PARTIES	8
------------------	---

					D	D	D	D
TRANSPORTER BOMBS								

[illegible]

SHIP DATA TABLE	
TYPE	SR
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.37
C-14 REFIT	= +6
V175 REFIT	= +6
SRV	= +8

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

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

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

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

DRONE RACKS

1						A	C
2						A	C

SHIP HAD TYPE-A DRONE RACKS
(ONE RELOAD) UNTIL THE Y175
REFIT WHICH CONVERTED THEM
TO TYPE-C {2 RELOADS}.

[illegible]

WARTIME FIGHTER DEPLOYMENT (R5.37A)

(REPLACES FOUR ADMIN SHUTTLES.)

TAA'S FIGHTERS	
2X PH-3-FA	
DPR = 4	
CRIPPLED = 8	
SPEED = 15	

TADS ONLY ▲

DECK CREWS

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS.

CMTR

ENSOR

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

CANNER

4 4 2 2 2 0

XDAM					
------	--	--	--	--	--

[illegible][illegible]

FIELD #5



SHIELD #3

[illegible]

SHADED BOXES ARE THE C-14 REFIT, BEFORE THE REFIT, THE FORWARD PHASERS ARE LF+L/RF+R.

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

KZINTI PF TENDER PODS

POD DATA TABLE
 TYPE = P-PF6
 BPV = 20/12
 SIZE = 4
 REF = R5.40

SEN 1 APR AFT HULL TRAC REPAIR

POD DATA TABLE
 TYPE = P-PF6
 BPV = 20/12
 SIZE = 4
 REF = R5.40

SEN 2 APR AFT HULL TRAC REPAIR

LEFT POD

CREW UNITS: 10

BOARDING PARTIES: 4

RIGHT POD

CREW UNITS: 10

BOARDING PARTIES: 4

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

SENSORS ARE DESTROYED ON "PHASER" HITS.

KZINTI V-7 CVA POD

POD DATA TABLE
 TYPE = P-V7
 BPV = 25
 SIZE = 4
 REF = R5.38

SEN 1 APR AFT HULL TRAC REPAIR

POD DATA TABLE
 TYPE = P-V7
 BPV = 25
 SIZE = 4
 REF = R5.38

SEN 2 APR AFT HULL TRAC REPAIR

LEFT POD

CREW UNITS: 10

BOARDING PARTIES: 4

RIGHT POD

CREW UNITS: 10

BOARDING PARTIES: 4

TAAS FIGHTERS
 2X PH-3-FA
 DFR = 4
 CRIPPLED = 8
 SPEED = 15

ADMINISTRATIVE SHUTTLES

HIT POINTS: 10

NOTES:

SHIELD #1

360°

AUX HULL PH-3

CARGO TRAC

SHUTTLE

SHIELD #4

KZINTI REPAIR POD

BOARDING PARTIES

CREW UNITS: 10

POD DATA TABLE
 TYPE = P-R8
 BPV = 34/18
 SIZE = 4
 REF = R5.39

KZINTI REPAIR POD

BOARDING PARTIES

CREW UNITS: 10

POD DATA TABLE
 TYPE = P-R8
 BPV = 34/18
 SIZE = 4
 REF = R5.39

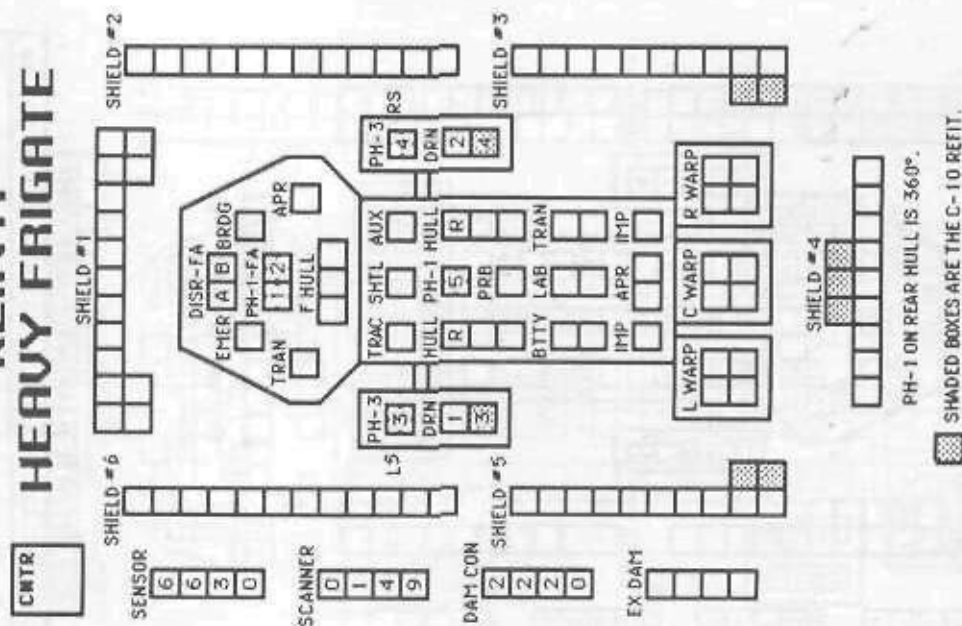
KZINTI REPAIR POD

BOARDING PARTIES

CREW UNITS: 10

POD DATA TABLE
 TYPE = P-R8
 BPV = 34/18
 SIZE = 4
 REF = R5.39

KZINTI HEAVY FRIGATE



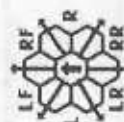
SHIP DATA TABLE	
TYPE	= FH
POINT VALUE	= 70
BREAKDOWN	= 5-6
SHIELD COST	= 1/2-1 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5,41
C-10 REFIT	= +9
Y175 REFIT	= +4

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

DRONE RACKS

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

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y7S REFIT, WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS)


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

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

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

[illegible]

BOARDING PARTIES	PROBES
5	5

TRANSPORTER BOMBS

D	D
---	---

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

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

SEE (D23.0) FOR SHOCK DAMAGE

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

**KZINTI FFK
FRIGATE**

ENTR

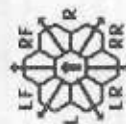
SHIP DATA TABLE	
TYPE	= FFK
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2-1 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.46
W175 REFIT	= +4

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

DRONE RACKS

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

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


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

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

CREW UNITS					ADMINISTRATIVE SHUTTLES				
	*				IDENT	HIT POINTS	MOVES		
				10					
				20					

BOARDING PARTIES					PROBES				
				6					5

TRANSPORTER BOMBS

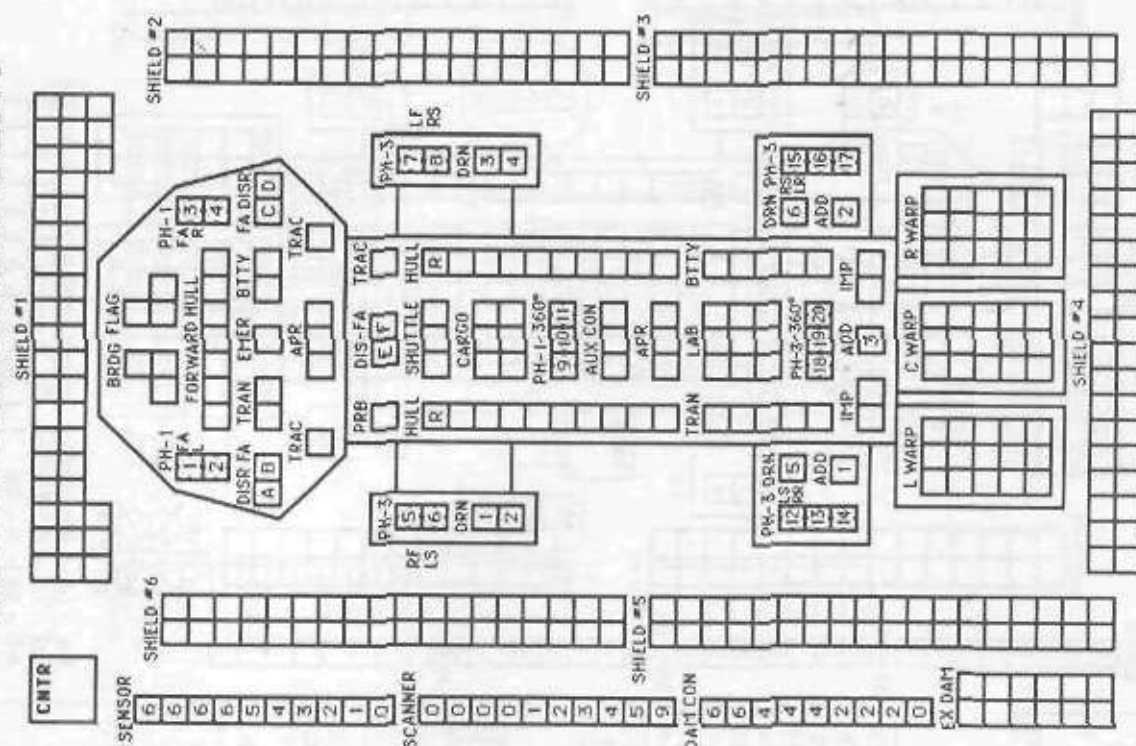
b	b
---	---

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

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

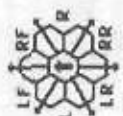
DISRUPTOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15			
WIT (STD)	NA	1-5	1-5	1-4	1-4	1-4			
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA			
DAMAGE, STD	0	5	4	4	3	3			
DAMAGE, OVL	10	10	8	8	6	0			

KZINTI DREADNOUGHT



SHIP DATA TABLE	
TYPE	DM
POINT VALUE	= 225
BREAKDOWN	= 4-6
SHIELD COST	= 1-3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R5.42
V175 REFIT	= +3

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



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

ANTI-DRONES	
RANGE	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31-40
1	1
2	2
3	3

6 ROUNDS BEFORE V175 REFIT, 12 AFTER.

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

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

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

PROBES

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31-40
1	9 8 7 6 5 4 3 2 1 1 1
2	8 7 6 5 4 3 2 1 1 0
3	7 6 5 4 3 2 1 0 0 0
4	6 5 4 3 2 1 0 0 0 0
5	5 4 3 2 1 0 0 0 0 0
6	4 3 2 1 0 0 0 0 0 0

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

HIT & RUN DEFERACS	
RANGE	0 1 2 3 4
1	1
2	2
3	3
4	4
5	5
6	6

RACKS HAD ONE RELOAD PRIOR TO THE V175 REFIT, TWO RELOADS THEREAFTER

CARGO SPACES ARE USED FOR 300 SPARE DRONES.

ANTI-DRONE TABLE	
RANGE	0 1 2 3 4
1	1
2	2
3	3
4	4
5	5
6	6

DISRUPTOR TABLE

RANGE	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31-40
HIT (STD)	HR 1-5 1-4 1-4 1-4 1-3 1-2
HIT (DEFERACS)	HR 1-5 1-4 1-4 1-4 1-3 1-2
HIT (OVERLOAD)	HR 1-6 1-5 1-4 1-4 1-4 1-4
DAMAGE, STD	0 5 4 4 3 3 2 2 1
DAMAGE, OULD	10 10 8 8 6 0 0 0

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

KZINTI HEAVY BATTLECRUISER

CREW UNITS **ADMINISTRATIVE SHUTTLES**

DATE	TIME	LOCATION	MIT POINTS	NOTES
10/10/10	10:00	MIT	10	
10/10/10	10:00	MIT	20	
10/10/10	10:00	MIT	30	
10/10/10	10:00	MIT	40	
10/10/10	10:00	MIT	50	

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

[illegible]TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

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

SHIP DATA TABLE	
TYPE	= BCH
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= RS.43

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

DRONE RACKS

				B	B
C	C				
1	2	3	4		

RACKS HAD TRIPLE RELOADS.

5	6	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
---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----

RACK HAD THREE RELOADS. ONE

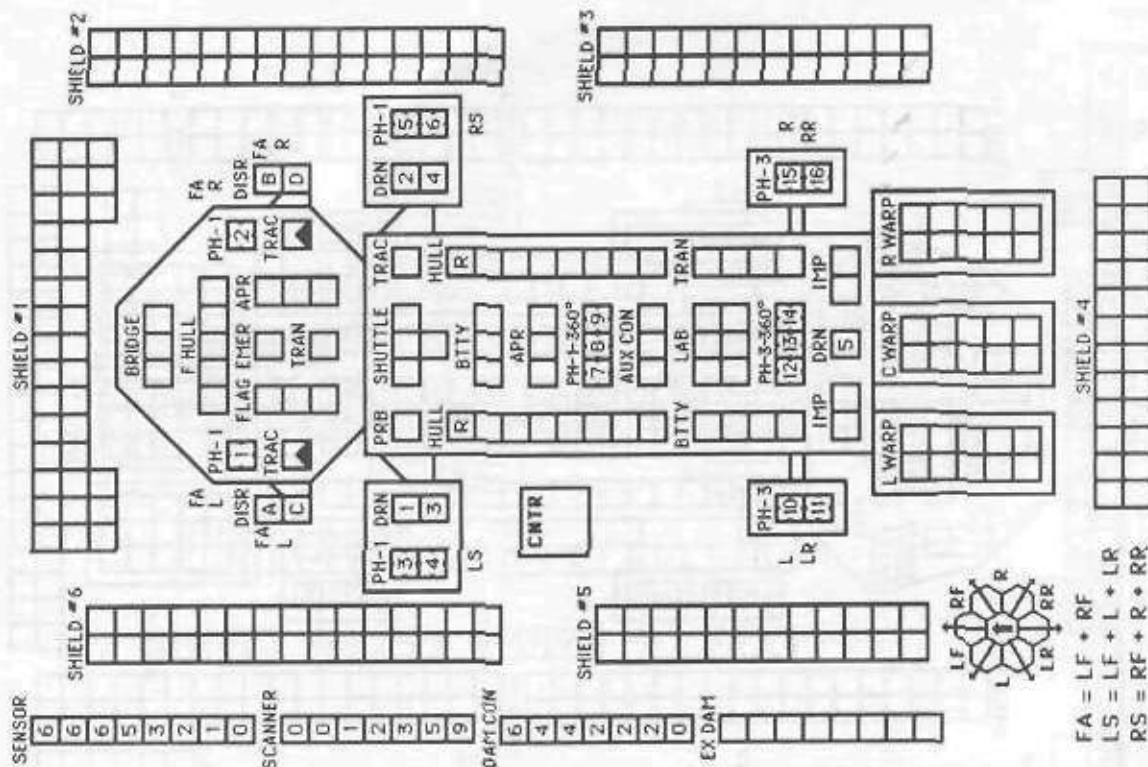
RELOAD IS ENTIRELY ADDS.

MOVEMENT COST = 1

NET COST = 5

EM COST = 6

DERFACS ☐ H&R


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

KZINTI WAR DESTROYER LEADER

CMT2

The diagram shows the PH-1-FX control panel with the following components:

- PH-1-FX** label at the top center.
- 1 2** buttons in the top center.
- PROBE BRIDGE EMER** label on the left side.
- DISR-FA** label on the right side.
- F HULL** label on the right side.
- DISR-FA** label on the right side.
- L A** buttons on the bottom left.
- B R** buttons on the bottom right.
- SHIELD #1** label on the left side, with a shield icon below it.
- SHIELD #2** label on the right side, with a shield icon below it.
- SHIELD #6** label on the far left, with a shield icon below it.

PH-1

LS 3

TRAC

DRN

1

AUX

BTBY

PH-1-560

LAB

ADD

IMP

APR

PH-1

RS

DRN

2

TRAC

LWRP

CWRP

RWRP

SHIELD #3

SHIELD #5

[illegible]

SHIP DATA TABLE	
TYPE	= DWL
POINT VALUE	= 98
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 \div 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.45
Y175 REEIT	= +7

TURN MODE	SPEED
8	2-5
	6-10
	11-15
	16-21
	22-28
	29+

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


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

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

[illegible]

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

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															⑤ = NET 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	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	15	15	15			
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15			

KZINTI DRONE CRUISER

CMTB

SENSOR

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

CANNER

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

AM CON

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

EX DASH						
---------	--	--	--	--	--	--

SHIP DATA TABLE	
TYPE	= CD
POINT VALUE	= 113
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.47
C-14 REFIT	= +15
V175 REFIT	= +0

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

[illegible]

SHIP HAD TYPE-B DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH ADDED A SECOND RELOAD. THIS SHIP HAS 300 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX)

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

THIS SHIP HAS ONE SHUTTLE BAY

ADMINISTRATIVE SHUTTLES									
		HIT POINTS				NOTES			
THIS SHIP HAS ONE SHUTTLE BAY									

	BOARDING PARTIES	PROBES
1		
2		
3		
4		
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11		
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98		
99		
100		

TRANSPORTER BOMBS
[] [] [] [] DDDDD

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

TYPE III DEFENSE PHASER

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

$FA = LF + RF$
 $LS = LF + L + LR$
 $PS = PF + P + PR$

DRONE

1					
2					
3					
4					
5					
6					

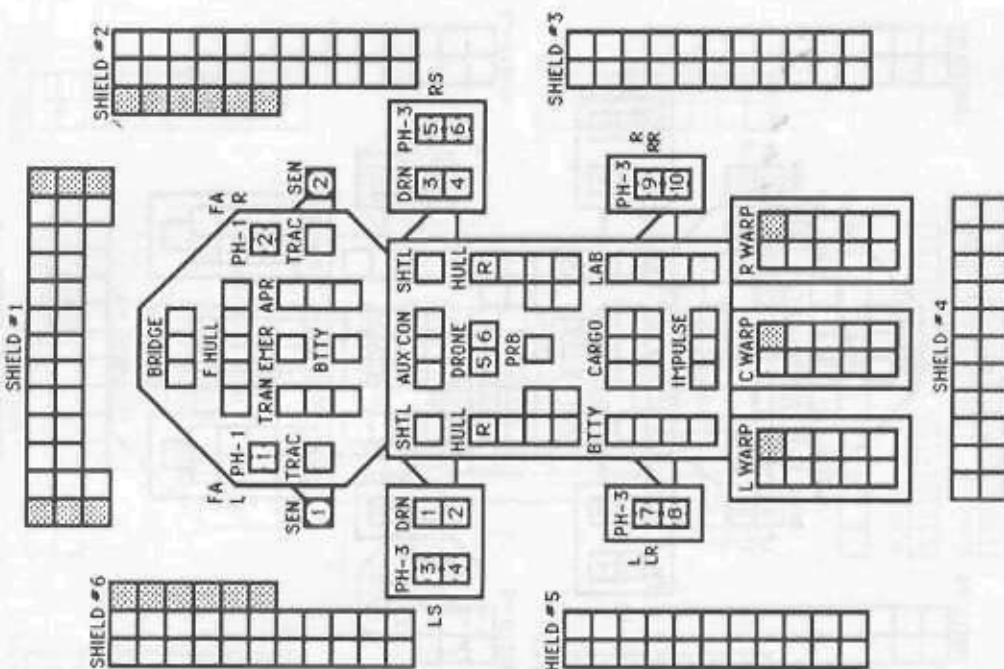
SHIP HAD RELOADED

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS

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



 SHADED BOXES ARE THE C-14 REFIT BEFORE THE REFIT, THE FORWARD PHASERS ARE LF+1/2RF+R.

KZINTI HEAVY CRUISER

CREW UNITS ADMINISTRATIVE SHUTTLES

[illegible][illegible][illegible]

				D	D	D	D
TRANSPORTER BOMBS							

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

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

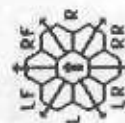
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, GULD	10	10	8	8	6	0	0	0

SHIP DATA TABLE	
TYPE	= CA
POINT VALUE	= 126
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R548

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

1					A
2					A
3					A
4					A

THE INSTALLATION OF THE C-14 REFIT
MAKES THIS SHIP INTO A BC.


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

SENSOR

6	5	0	4	1	0
---	---	---	---	---	---

CANNER

442220

X-DAM					
-------	--	--	--	--	--

[illegible][illegible]

SHIELD #2

DRN	PH-5
3	5
4	5

PH-3 DRN	1	2
	3	4

[illegible]

442220

[illegible]

PH-3

[illegible]

442220

X-DAM					
-------	--	--	--	--	--

[illegible]

MOVEMENT COST = 1
HET COST = 5
EH COST = 6

KZINTI WAR DESTROYER SCOUT

CNTR	
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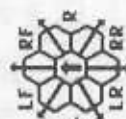
Diagram of the Star Trek: Enterprise bridge layout. The bridge is a hexagonal structure with various stations. At the top is the 'SHIELD #1' console. Below it is the 'SHIELD #2' console. The central area contains the 'SENSOR' (1), 'PROBE BRIDGE EMER', 'SENSOR F HULL' (2), and 'SENSOR' (3) stations. The bottom of the bridge is labeled 'SHIELD #6'.

SHIELD #4	SCANNER	EXCESS DAMAGE
6 8 5 3 0	0 1 3 5 9	2 2 3 0

SHIP DATA TABLE	
TYPE	= DWS
POINT VALUE	= 90/80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.49
¥175 REFIT	= +6

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

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


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

ANTI-DRONES

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

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

[illegible]

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED
ON "TOPPED" DAMAGE POINTS

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

center

SHIP DATA TABLE	
TYPE	= DWE
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 \div 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.50
INCLUDES LIMITED AEGIS	
Y175 REFIT	= +0

SHIP DATA TABLE
TYPE = DWA
POINT VALUE = 90
REFERENCE = R5.51
INCLUDES FULL AEGIS
INCLUDES Y175 REFIT

TURN MODE	SPEED
8	2-5
	6-10
	11-15
	16-21
	22-28
	29+

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

[illegible][illegible]

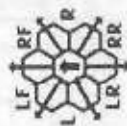
DECK CREWS PROBES

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

[illegible]

CRACKS HAD TWO RELOADS PRIOR TO
YY175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADD:

ANTI-DRONES
SHIP ALWAYS HAD A 12 ROUND ADD.


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

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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

KZINTI WAR DRONE DESTROYER

CMTR

SHIP DATA TABLE	
TYPE	= DWD
POINT VALUE	= 86
BREAKDOWN	= 5-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.52

[illegible]TRANSPORTER BOMBS

ANTI-DRONES

BOARDING PARTIES	8
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PROBES					5
--------	--	--	--	--	---

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
8 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

TYPE III DEFENSE PHASER

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

DRONE RACKS

[illegible]

THIS SHIP ALWAYS HAD DOUBLE RELOADS
FOR ITS DRONE RACKS

A diagram of a hexagonal network with a central node and six surrounding nodes. The nodes are labeled as follows: RF (top), RR (top-right), LR (bottom-right), LF (bottom), and two unlabeled nodes at the top-left and bottom-left positions. Arrows point from the central node to each of the six surrounding nodes.

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

SHIELD #4	SCANNER	EXCESS DAMAGE
6 6 5 3 0	0 1 3 5 9	2 2 2 0

[illegible]

SHIELD #3

LAB ☐ LAB ☐
ADD ☐ IMP ☐
APR ☐ APR ☐

LWRP CWRP RWRP

SHIELD #5

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	15
Fract.	$\frac{1}{2}$	$1\frac{1}{2}$	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	$10\frac{1}{4}$	11	$11\frac{1}{2}$	12	$12\frac{1}{4}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15	15

KZINTI COMBAT BATTLE TUG

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

BOARDING PARTIES				PROBES				TRANSPORTER BOMBERS				
			10						D	D	D	D
			20									

ANTI-DRONES

1												
2												
3												

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

TYPE I OFFENSIVE PHASER TABLE

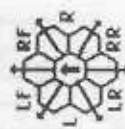
DIE RANGE		6- 9- 16- 26- 51-												HIT & RUN DERFACS
ROLL		0	1	2	3	4	5	8	15	25	50	75		
1	9	8	7	6	5	5	5	4	3	2	1	1		
2	8	7	6	5	5	5	4	3	2	1	1	0		
3	7	5	5	4	4	4	4	3	1	0	0	0		
4	6	4	4	4	4	4	3	2	0	0	0	0		
5	5	4	4	4	4	3	3	1	0	0	0	0		
6	4	4	3	3	2	2	2	0	0	0	0	0		

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

SHIP DATA TABLE	
TYPE	= CBT
POINT VALUE	= 194
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.53
V175 REFIT	= +6

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

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING, PLUS THREE ADDITIONAL SEEKING WEAPONS FOR EACH POD WHICH HAS ONE UNDESTROYED DRONE BOX.

[illegible]
$$FA = LF + RF$$

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

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

[illegible]

KZINTI TRANSPORT REPAIR TUG

CMTR[illegible][illegible]

BOARDING PARTIES ANTI-DRONES 6 ROUNDS BEFORE Y175 REFIT: 12 AFTER.

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

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

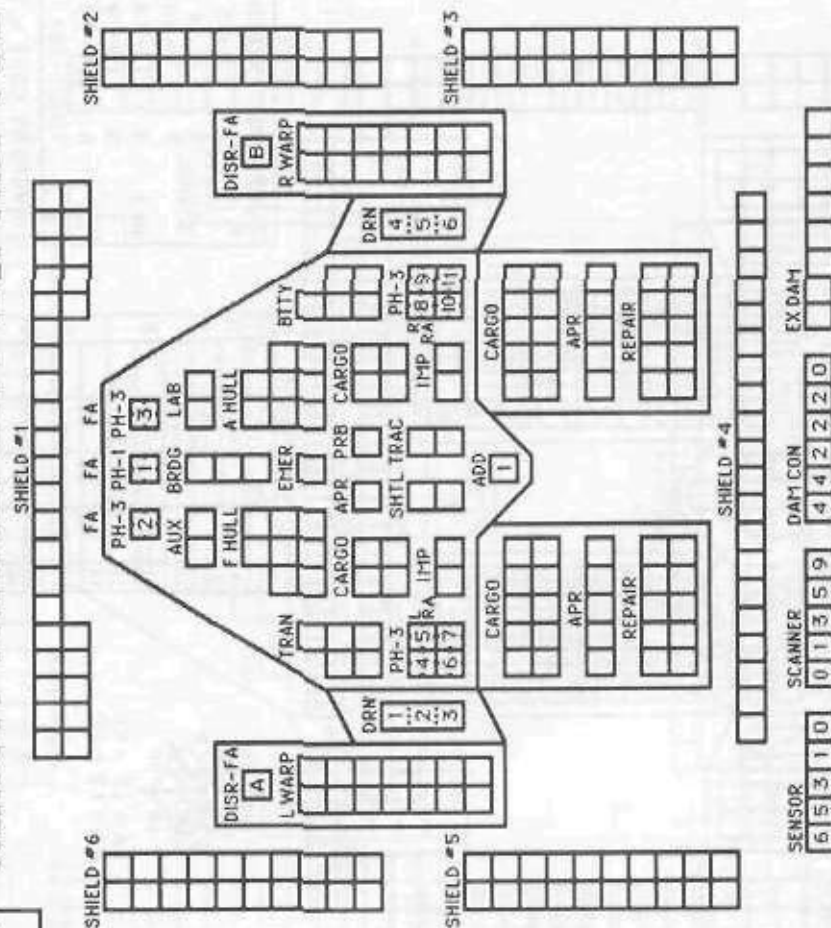
BPS AND CREW
☒ LEFT POD
☒ RIGHT POD

BPS AND CREW
☐ LEFT POD
☐ RIGHT POD

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

TYPE III DEFENSE PHASER					SHIP DATA TABLE	
DIE ROLL	RANGE	4- 0	9- 15		TYPE	POINT VALUE
1	4	4	3	1	1	114/90
2	4	4	2	1	0	4-6
3	4	4	1	0	0	1+1
4	4	4	3	0	0	1
5	4	3	2	0	0	3
6	3	3	1	0	0	R5.12
					V175 REFIT	= +2
					P0D 8PV	= 34/18 EACH.

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

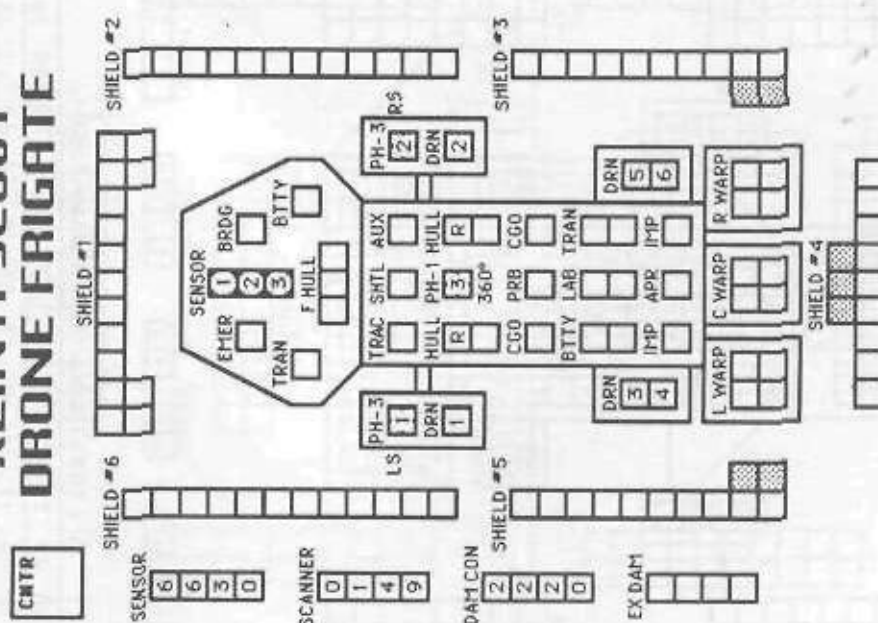

$$FA = LF + RF$$

THIS SHIP CAN LAUNCH ONE
DRONE FROM EACH BANK
OF THREE DRONE MAGAZINES
DURING EACH TURN.

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

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

WITH 0 OR 1 POD		
TURN	MODE	SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

KZINTI SCOUT
DRONE FRIGATE

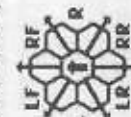
SHADED BOXES ARE THE C-8 REFIT.

SHIP DATA TABLE	
TYPE	= SDF
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.55
C-8 REFIT	= +1
Y175 REFIT	= +6

TURN MODE	
A	1
HET	2
BD	3
20-25	4
27+	5

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

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).



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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

CREW UNITS	
10	20

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
NOTES	

BOARDING PARTIES	
4	5

TRANSPORTER BOMBS	
D	D

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

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

SCOUT FUNCTIONS SUMMARY	
21	LENDING ECH 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

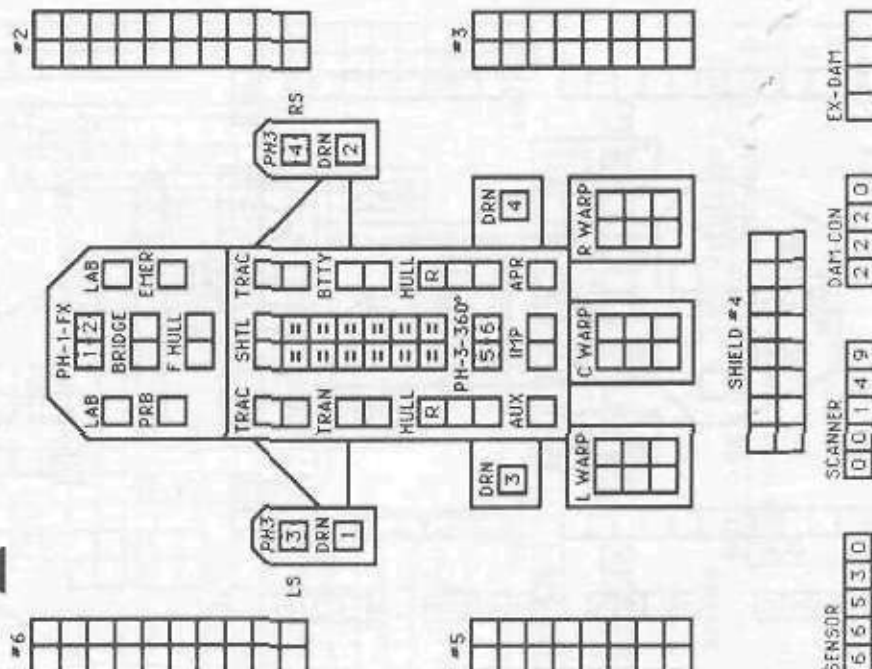
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

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

KZINTI FIRST CARRIER

K.H.S. LONG-LEAN

CNTR



SHIP DATA TABLE	
TYPE	= DDV
POINT VALUE	= 80/65
BREAKDOWN	= 5-6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R5.56
SHIP NEVER REFITTED	

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

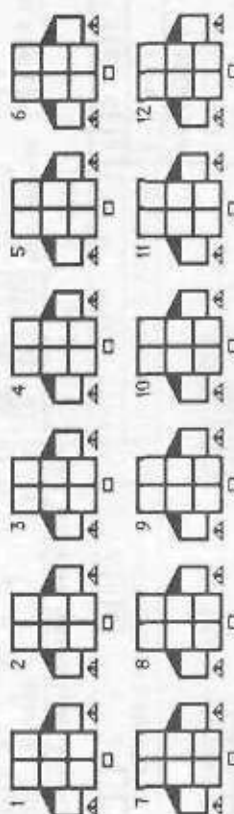


$$LS = LF + L + LR$$

$$RS = RF + R + RR$$

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

AAS FIGHTERS
1 x Ph-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8



CREW UNITS	
1	10
2	20
3	30

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
1	10
2	20
3	30

BOARDING PARTIES	
1	10
2	20
3	30

DECK CREWS	
1	10
2	20
3	30

TRANSPORTER BOMBS	
1	10
2	20
3	30

PROBES	
1	10
2	20
3	30

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

ORION OK6 CRUISER

OPC CONQUEST

CMTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS

	10	20	30	40

BOARDING PARTIES

	10	20	30	40

TRANSPORTER BOMBS

	10	20	30	40

CLOAK
☐ H&R
IF INSTALLED

HIT & RUN
DERFACS
☐

SHIP DATA TABLE	
TYPE	= OK6
POINT VALUE	= 130
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 20/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.15
CLOAK BPV	= +20
NO ECM BONUS	

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CANNOT LAND ON PLANETS BY ANY MEANS OTHER THAN CRASH LANDING (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. THIS SHIP CANNOT DOUBLE ANY OF ITS POWER SYSTEMS. THIS SHIP CANNOT SEPARATE ITS SECTIONS. THIS SHIP CAN CONTROL SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.



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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

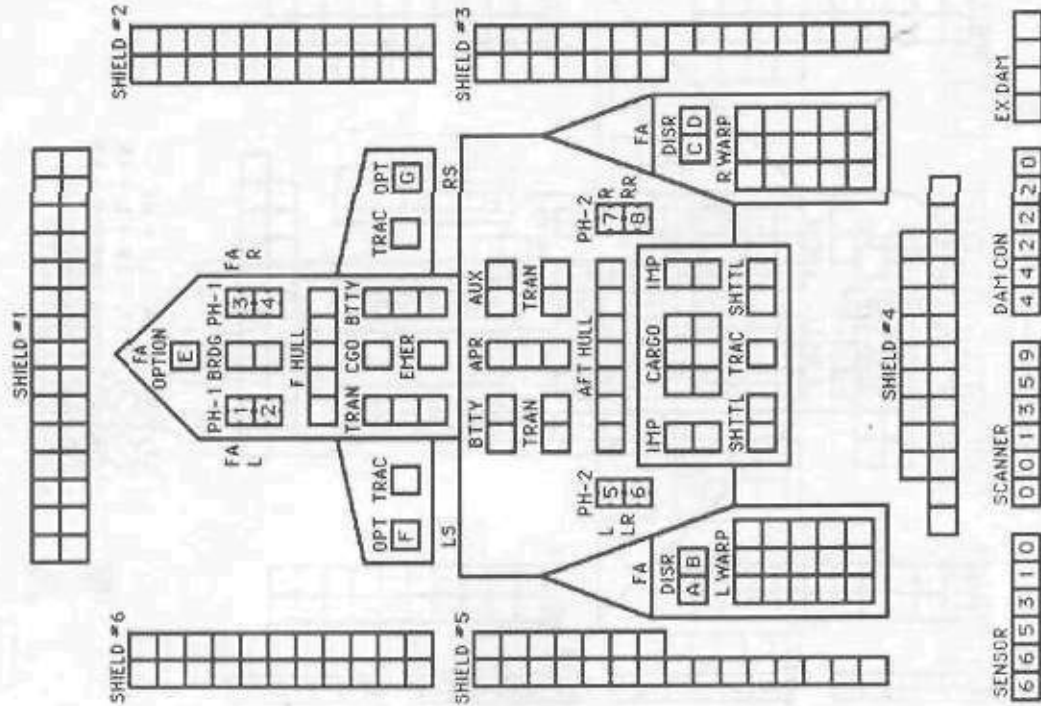
DIE RANGE	4-9	10-15
ROLL 0	1	2
1	4	3
2	3	2
3	2	1
4	1	0
5	0	0
6	0	0

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

DISRUPTOR TABLE

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

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



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

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

ORION HEAVY BATTLECRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES

CMTR

SHIP DATA TABLE	
TYPE	= BCH
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 22/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.17
CLOAK BPV	= +30
OKDISC	= +20
STEALTH +1 ECM	
PLASMA RACKS	= +4

TRANSPORTER BOMBS

BOARDING PARTIES	HIT POINTS	NOTES

DRONE RACKS

DRONE RACKS	HIT POINTS	NOTES

SHIP HAD TYPE-C DRONE RACKS WITH TWO RELOADS. THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

HIT & RUN CLOAK	IF INSTALLED

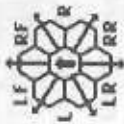
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

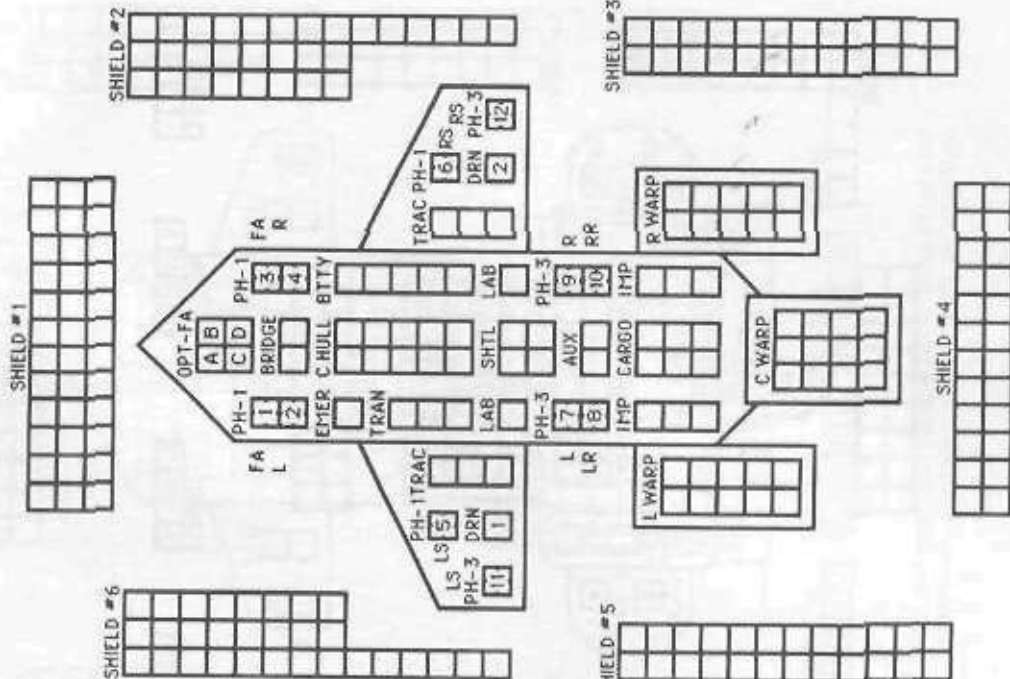
DIE RANGE	1	2	3	4	9
ROLL	0	1	2	3	15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. AND SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D3) PER TURN UNLESS EQUIPPED WITH OKDISC.



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

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



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

**ORION
WAR DESTROYER**

[illegible][illegible]

**HIT & RUN
CLOAK** ☐ IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

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

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



FA LS RS FX RX

THIS SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. (SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-DS) PER TURN UNLESS EQUIPPED WITH OAKDIS).

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

MOUNTS "B" AND "C" ARE
WING MOUNTS.

CMTR

SHIP DATA TABLE	
TYPE	= DW
POINT VALUE	= 80
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 8/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.18
CLOAK BPV	= +14
OAKDISC	= +5
STEALTH +2 ECH	

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

SHIELD #5

[illegible]

SENSOR	SCANNER	DAM CON	EX DAM
6510	0159	4220	

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

③ = ERRATIC MANEUVER WARP COST

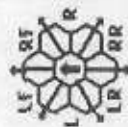
DRAGON HEAVY RAIDER

[illegible][illegible]

**HIT & RUN
CLOAK** ☐ IF INSTALLED

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

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



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

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

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

SHIP DATA TABLE	
TYPE	= HR
POINT VALUE	= 108
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
CLOAK COST	= 15/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.20
CLOAK BPV	= +20
OAKDISC	= +10
STEALTH +2 ECM	

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

CMTR

SHIELD 6

SHIELD 5

[illegible]

SENSOR	SCANNER	DATA CON	EX DATA
66810	00159	44220	

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

ORION ATTACK RAIDER

[illegible][illegible]

HIT & RUN
CLOAK ☐ IF INSTALLED

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



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

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

SHIP DATA TABLE	
TYPE	= AR
POINT VALUE	= 100
BREAKDOWN	= 6
SHIELD COST	= 1+1
CLOAK COST	= 13/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R0.22
CLOAK BPV	= +18
0AKDISC	= +10
STEALTH +2 ECM	

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

CNR

The diagram illustrates the bridge layout of the USS Enterprise-D. Key components include:

- FA (Captain's Chair):** Located at the top center.
- OPTION (First Officer):** Located below the Captain's Chair.
- TRAC (Tactical):** Two stations, one on the left and one on the right.
- TRAN (Transporter):** Located in the center.
- ENG (Engineering):** Located at the bottom center.
- PH-1-FA (Picard's Console):** Located on the left side.
- PH-3-RA (Troi's Console):** Located on the right side.
- SHIELD #1 through #6:** Six shields are positioned around the bridge, each with a unique pattern of lights.

SENSOR	SCANNER	DAM CON	EX DAM
665310	001359	442220	

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

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES 8A AND 8B.

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. $\frac{2}{3}$	$1\frac{1}{3}$	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	$8\frac{2}{3}$	$9\frac{1}{3}$	$10\frac{2}{3}$	$11\frac{1}{3}$	$12\frac{1}{3}$	$13\frac{1}{3}$	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			

⑥ = ERRATIC MANEUVER WARP COST

**ORION LIGHT
RAIDER SCOUT**

CMTR

SHIELD = 1

SHADED BOXES ARE THE LR+ REFIT.

SHIP DATA TABLE	
TYPE	= LRS
POINT VALUE	= 88/68
BREAKDOWN	= 6
SHIELD COST	= 1/2-1/2
CLOAK COST	= 6/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.23
CLOAK BPV	= +12
PLUS REFIT	= +5
OAKDISC	= +5
STEALTH +2 ECM	

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

NIMBLE SHIP

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

[illegible][illegible]

**HIT & RUN
CLOAK** ☐ IF INSTALLED

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

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



$$FA = LF + RF$$

SCOUT FUNCTIONS SUMMARY

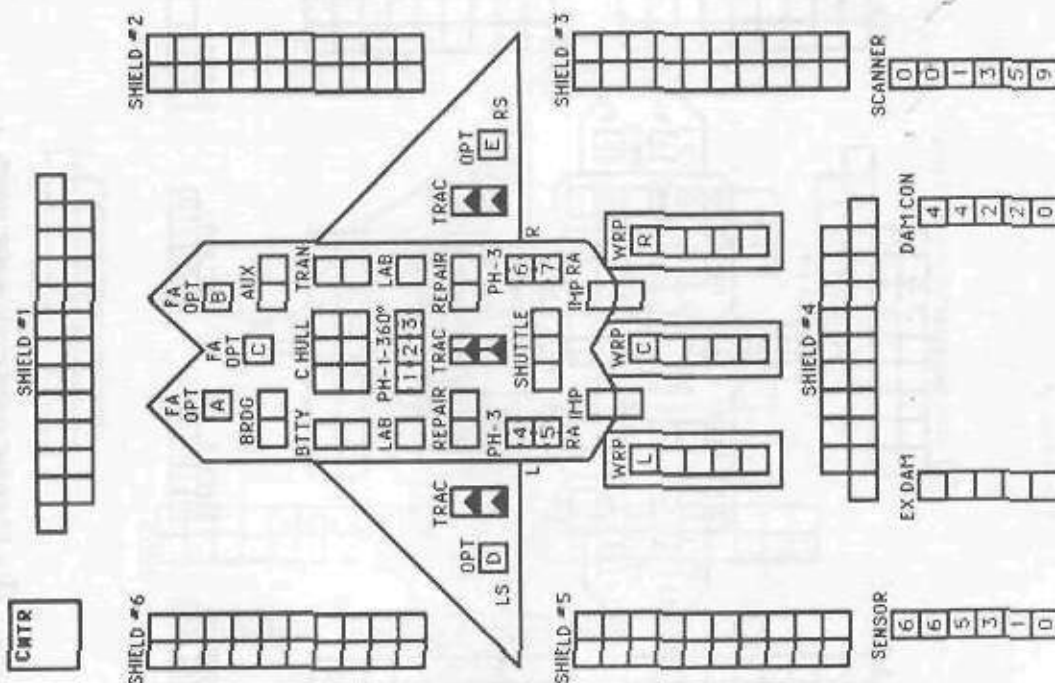
- | | |
|----|-------------------------------|
| 21 | LENDING ECM OR ECM |
| 22 | BREAKING LOCK-ONS |
| 23 | ATTRACTING DRONES |
| 24 | CONTROLLING SEEKING WEAPONS |
| 25 | IDENTIFYING DRONES |
| 26 | DETECTING MINES |
| 27 | GATHERING SCIENCE INFORMATION |
| 28 | SELF-PROTECTION JAMMING |
| 29 | TACTICAL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

INSERT OPTIONAL WEAPON

SEE ANNEXES #8A AND #8B.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX														[5] = NET 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.	1/3	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			

ORION DOUBLE RAIDER PF TENDER



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	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15			
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		

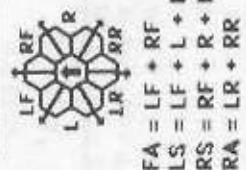
CREW UNITS										ADMINISTRATIVE SHUTTLES																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
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BOARDING PARTIES										T-BOMBS										
1	6		2			3			4			5			6			7		

HIT & RUN CLOAK	IF INSTALLED
☐	☐

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

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



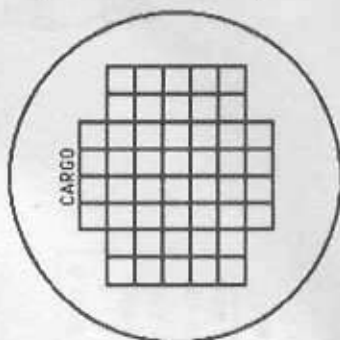
SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (D15.4) FOR RULES ON OPTION MOUNTS. SEE (D15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES. THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-D3) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

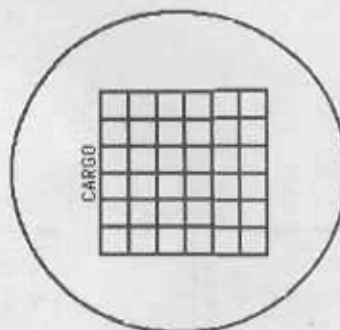
ANDROMEDAN MEDIUM CARGO POD

POD DATA TABLE	
TYPE	= P-CM
CREW	= 0
BPS	= 0
BPV	= 28/20
SIZE	= 4
REF	= R10.19



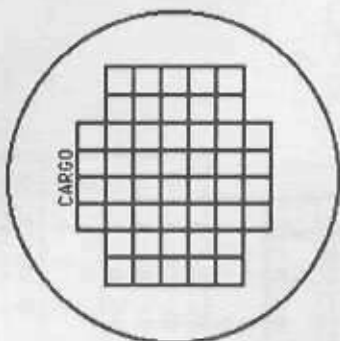
ANDROMEDAN SMALL CARGO POD

POD DATA TABLE	
TYPE	= P-CS
CREW	= 0
BPS	= 0
BPV	= 21/15
SIZE	= 4
REF	= R10.18



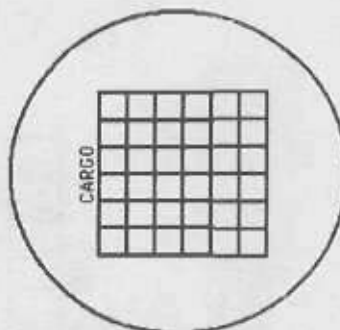
ANDROMEDAN MEDIUM CARGO POD

POD DATA TABLE	
TYPE	= P-CM
CREW	= 0
BPS	= 0
BPV	= 28/20
SIZE	= 4
REF	= R10.19



ANDROMEDAN SMALL CARGO POD

POD DATA TABLE	
TYPE	= P-CS
CREW	= 0
BPS	= 0
BPV	= 21/15
SIZE	= 4
REF	= R10.18



**ANDROMEDAN
KING SNAKE**

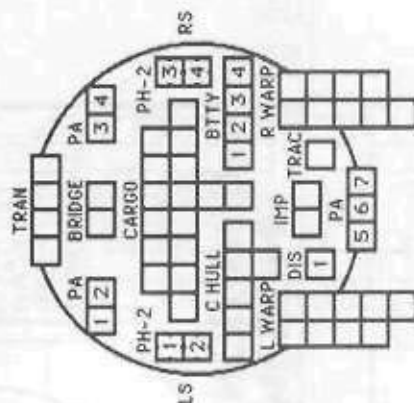
CMIR

SHIP DATA TABLE	
TYPE	= KIN
POINT VALUE	= 90
BREAKDOWN	= 6
PA COST	= 4/6
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.22

[illegible]

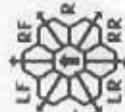
TRANSPORTER BOMBS

D	D
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SENSOR	6	5	3	0
DAH CON	2	2	2	0

SCANNER 0159 EX-DAM


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

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

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

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

ANDROMEDAN ASP

[illegible]

BOARDING PARTIES	4
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TRANSPORTER BOMBS DD

SHIP DATA TABLE	
TYPE	= ASP
POINT VALUE	= 85
BREAKDOWN	= 6
PA COST	= 3/4
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.24

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 0 0 0	0 0	

TYPE III DEFENSE PHASER

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

ANY POWER SYSTEM CONNECTED TO THE
HAULER CAN BE DESTROYED ON "ANY
WEAPON" HITS.
SEE (D23.D) FOR SHOCK DAMAGE
SEE (E8.27) FOR ALTERNATIVE FIRING ARM
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

HAULER RANGE ADJUSTMENT CHART

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

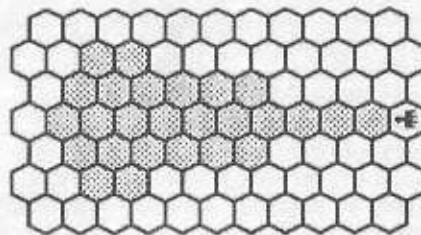
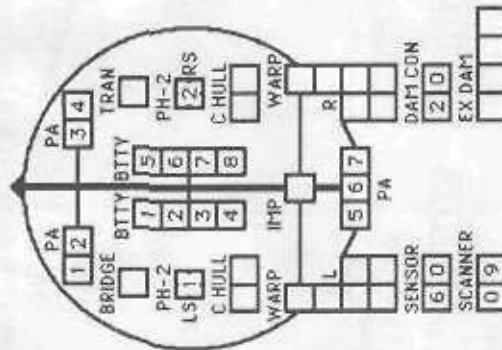
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

SPEED	COST TO GENERATE 1 KW-HR										COST TO GENERATE 1 KW-HR																				
	1	2	3	4	5	6	7	8	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
Frac.	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{2}$	2	$2\frac{1}{2}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10	

5 = NET COST

⑥ = ERRATIC MANEUVER WARP COSTCMTR

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


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$
MAULER
FIRING ARCBATTERY RECORDS[illegible]

**ANDROMEDAN
ANACONDA**

ENTER

SHIP DATA TABLE	
TYPE	= ANA
POINT VALUE	= 142
BREAKDOWN	= 6
PA COST	= 5/8
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R10.25

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

DISPLACEMENT DEVICE TABLE							
RANGE	0	1-2	3-15	16-22	23-31	32-50	
SUCCESS	-	1-5	1-4	1-3	1-2	1	
FAILURE	1-6	6	5-6	4-6	3-6	2-6	


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

PROBES	5
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[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
8	00

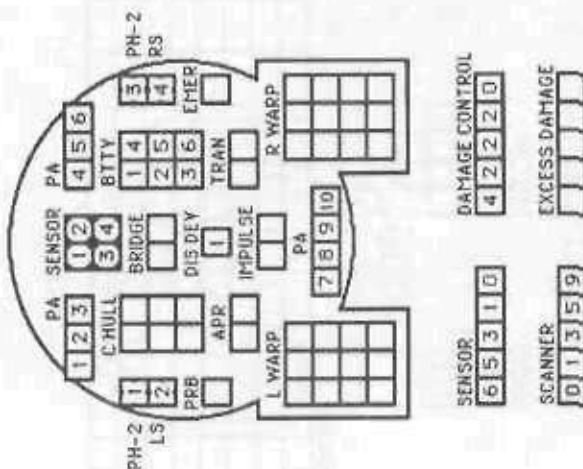
DIE ROLL	RANGE 0 1 2 3 4 5	4-9-16-31- 8 15 30 50
1	6 5 5 4 3 2	1 1 1 1 1 1
2	6 5 5 4 4 2	1 1 1 1 1 0
3	6 6 4 4 1 0	0 0 0 0 0 0
4	5 4 4 4 3 0	0 0 0 0 0 0
5	5 4 3 3 0 0	0 0 0 0 0 0
6	5 3 3 3 0 0	0 0 0 0 0 0

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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