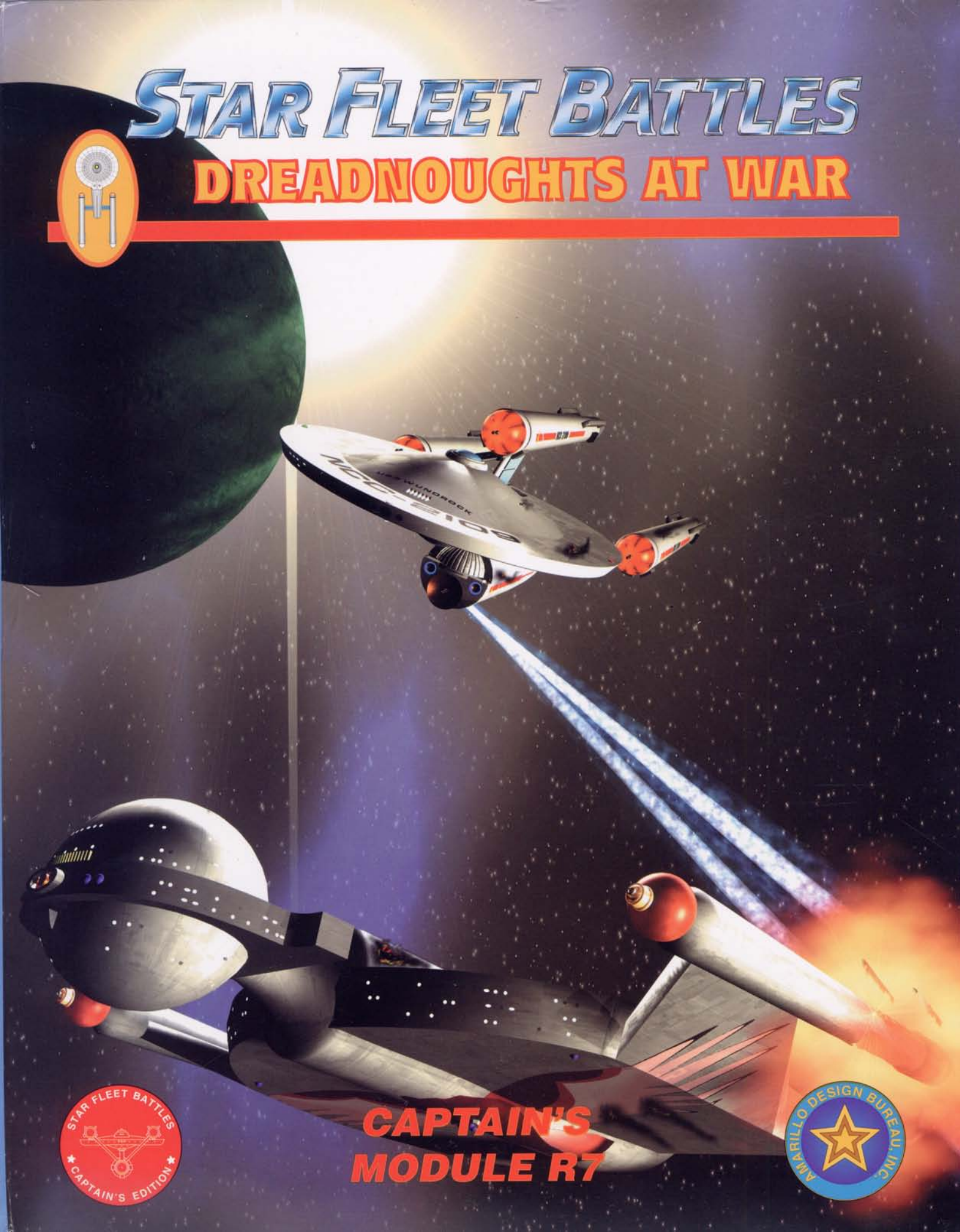
STAR FLEET BATTLES

DREADNOUGHTS AT WAR

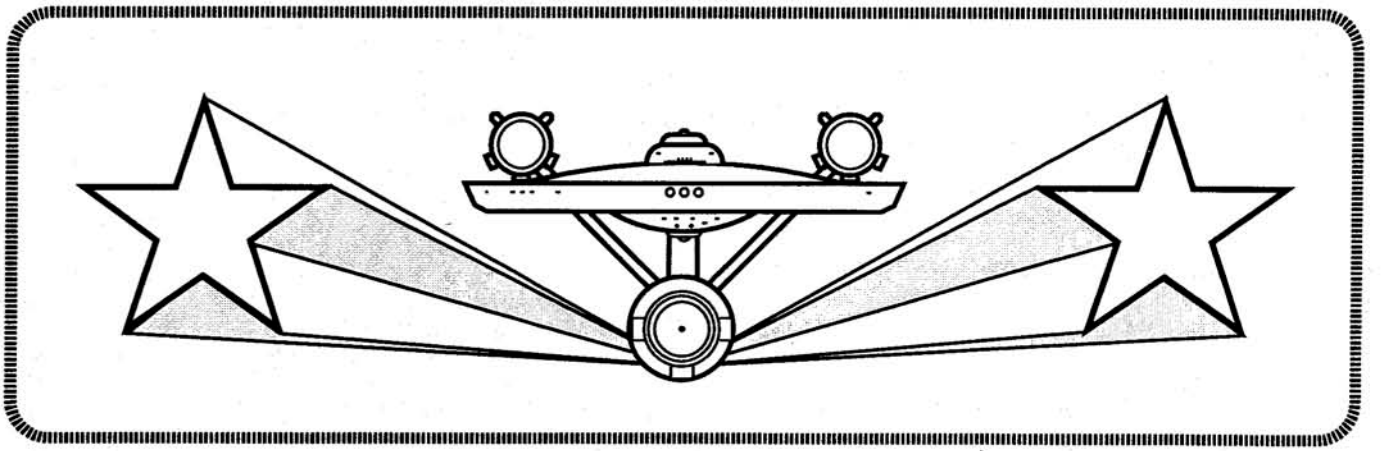


CAPTAIN'S MODULE R7

STAR FLEET BATTLES
CAPTAIN'S EDITION

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES



CAPTAIN'S MODULE R7

DREADNOUGHTS AT WAR!

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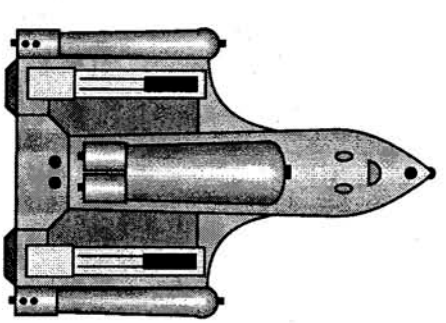

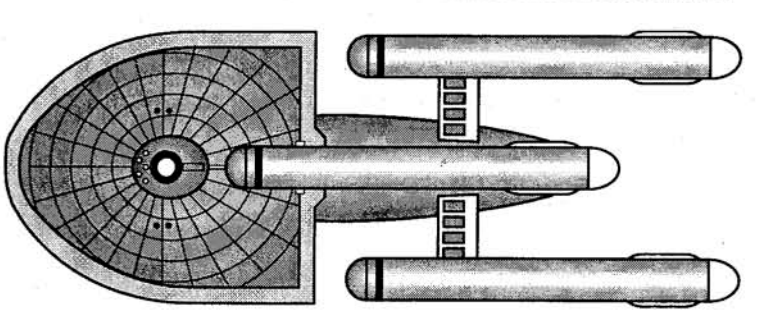

PUBLISHER'S INFORMATION

(Z28.0) NOTES ON MODULE R7

(Z28.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE R7 *DREADNOUGHTS AT WAR* is a modular component of the Star Fleet Battles Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set; some ships will require Advanced Missions and/or Modules C1, C2, C3, J, or K.

This rulebook is designed to be cut into separate pages and integrated into your main SFB rulebook.

A complete copy of Module R7 includes:

48-page rulebook (this book)
80-page SSD book
one sheet of die-cut ship counters (108 total)

(Z28.6) SUBMISSIONS OF NEW MATERIAL

ADB welcomes the submission of new SFB material for possible publication. See details in Advanced Missions.

(Z28.3) DESIGN CREDITS

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(Z28.4) PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S EDITION MODULE R7 DREADNOUGHTS AT WAR is created and published by:

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Publication Date: November 1999

(Z28.5) DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent to Amarillo Design Bureau Inc., Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in a week or so. Letters with more questions are answered only as time permits (allow 3-6 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log. All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

Players can contact the design staff by email at either:
rules@starfleetgames.com (questions)
design@starfleegames.com (submissions)
Email questions are answered as above. Contact the design office before Emailing any attached-file submissions.

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(R1.0) GENERAL UNITS

(R1.45) OPERATIONS BASE: As the General War dragged on, most races which operated "Mobile Bases" developed the larger "Operations Base" to replace at least some of them.

Like the Mobile Base, the Operations Base was effectively two pods and could be carried by a large freighter or by a tug. Unlike the Mobile Base, for which the pods were carried side-by-side (by most races) and then assembled end-to-end once the destination was reached, the Operations Base has its "two pods" side-by-side at all times. (The "two pods" of an Operations Base are in fact one large pod with more internal volume, since the cross-section is an oval rather than two circles. This allowed the Operations Base to mount more systems. (Note the increased phasers, control systems, labs, power, etc.) If carried by an LTT, an Operations Base Pod will increase its move cost to 1.33 (1.67 with modules).

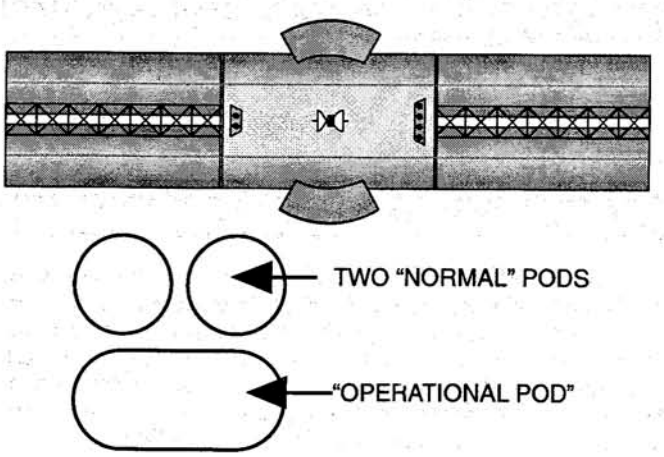
Like the Mobile Base, the Operations Base could mount base augmentation modules. Unlike the Mobile Base, these could be affixed to the Operations Base "pod" and be carried there while traveling (by tug or freighter) to the destination. (It can only travel carrying two BAMs or none; it cannot travel with only one. It could be deployed in orbit with only one, assuming that one was added or removed after traveling was complete.) Indeed, the Operations Base (unlike the Mobile Base) could be fitted to a large freighter engine/command set and effectively operate as an auxiliary warship or self-mobile base; see (R1.45A).

When deployed in orbit around or in geo-stationary position near a planet, the Operations Base could "dock" four pods (of any type, but usually cargo). Unlike the ungainly six-pointed-star configuration of the Mobile Base, the Operations Base docked its pods to each end (two to each end), creating a base that was effectively three pods long and two pods wide (with augmentation modules).

When carried alone, it is classed as an extra-heavy or triple-weight pod (move cost 1.000).

When operating as a base, it has 24-box shields in all directions.

The Operational Base uses the repair rules of (R1.1G1), uses the EW rules of (R1.1G2), will never have a SWAC [so (R1.1G3) will never apply], would use (R1.1G4) if it has PFs, has the shuttle deck (R1.1G5) of a mobile base, it has the rotational rate (R1.1G6) of a Mobile Base (increased by 1 for every pod attached), has positional stabilizers when in base mode, uses the base sensor blinding rule (G24.135) only when in base mode, uses the self-defense lending rule (G24.283) only when in base mode, and uses the cargo rule (G25.4) only when in base mode with a cargo pod attached.

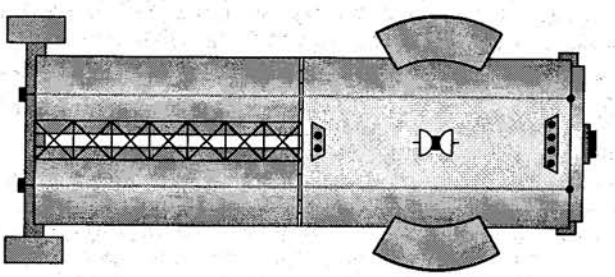


(R1.45A) OPERATIONAL AUXILIARY (OA): From time to time and due to the exigencies of war, races might need to deploy a base of some type at a threatened site. The traditional doctrine was to send a monitor, then replace this with a Mobile Base (or Operations Base), then later upgrade this to the status of a Base Station or Battle Station.

Sometimes this was less than practical, either due to the available resources, the perceived threat, the duration of the mission (long or short), or other conditions.

One solution was to take an Operational Base Pod and mobilize it with a large freighter (or, even better, a large military freighter) engine and control package. This could even be augmented with "skids" or with a "ducktail" pack used by enhanced freighters. The ability of Operations Base Pods to travel with base augmentation modules already in place would provide the ship with extra combat power.

In extreme cases (as is seen in this SSD) the Operational Auxiliary could be expanded to the size of a Large Ore Carrier by the inclusion of two other pods (often carrier, PFT, or space control pods, but these could be any pods which are of use in the mission at hand). (Battle Pods could not be used as the firing arcs would be blocked.)



If the ship includes only the Operational Base Pod, i.e., is the size of a Large Freighter, then it is classed as a Small Operational Auxiliary (OAS). If the ship includes the Operational Base Pod and two other pods (i.e., is the size of a large Ore Carrier) it is classed as a Large Operational Auxiliary (OAL).

There is no "standard" Operational Auxiliary, and there are hundreds of possible combinations when one considers:

- Which Augmentation modules are used
- Which pods are added in the rear positions, if any
- Whether skids are added to the front of the Ops Pod
- Whether a ducktail module is added to the rear
- Whether civilian or military freighter engines are used
- Which race owns the OpsAux and what pods it has

As such, it is not possible to provide a Master Ship Chart listing for every combination; there are simply too many. To calculate the crew and Marines of such a ship, simply add up the crew and marine complements of all of the components. (The crew of the bridge/engine set is 2 crew units and no marines.)

BPV is as follows:

- OAL is 200/120. (Deduct 10 if no augmentation modules. Deduct 5 if "civilian" engines are used.)
- OAS is 150/100. (Deduct 10 if no augmentation modules. Deduct 5 if "civilian" engines are used.)
- The cost of any skids or ducktails is added to the above.

Movement cost is as follows:

- If using only the Operational Base Pod = 1.0
- If using the OAL (Ops Base Pod and two pods) = 1.5
- A pair of augmentation modules adds 0.5 to move cost.

The shields of the Operational Auxiliary would include the 24 boxes of the Operational Base Pod and whatever shields the "freighter" and "tug pods" provided. Pods that were removed from other Auxiliaries would not bring shields to the ship.

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An Operational Auxiliary could use any "tug pod" available to the race (except that the firing arcs for the heavy weapons on a battle pod would be blocked) or the "pod portion" of any standard multi-racial auxiliary (AuxCV, AuxPFT, AuxC, etc.) or an auxiliary for that race. Lyran pallets, Romulan sleds, Tholian cargo packs, and similar non-pod units cannot be used. Pods from Q-ships cannot be used.

NOTE: The freighter components known as "skids" and "ducktails" were previewed in SFT43 (and on the web site) and will be included in Module R8.

(R1.N) DESIGN NOTES ON NEW CLASSES

HEAVY DREADNOUGHTS: These ships (first developed by the Gorns in Y177, who unfortunately could not take full advantage of their creativity) began appearing in Y178-9 as refits of existing DNs. In effect, DNHs are to DNs what CCs are to CAs, i.e., a few added weapons and a bit more power.

LIGHT DREADNOUGHTS: These were built before the General War as fast raiders and were, in effect, the true descendants of wet navy battlecruisers. (In SFB, battle-cruisers are simply bigger and heavier cruisers; in wet navy classifications, battlecruisers were poorly armored copies of battleships designed for scouting and to hunt down raiding cruisers.) DNLs were not at all unsuccessful, but once the General War began no one built them as they took up a slot in the production schedule that could be used to build a heavier "true" dreadnought for roughly the same cost. DNLs cannot be converted into DNs (with the exception of the OmniHawk/MegaHawk duo and, arguably, the Lyran DNL which, like the DN, can be converted from a Tiger CA).

The ISC built ships much later which fulfilled basically this same role. The Seltorians built a "heavy command unit" which was classified as a DNL by Federation intelligence although it operated as a flagship and never as a fast raider.

EARLY DREADNOUGHTS: These were built in about Y150 by the Hydrans, Lyrans, Kzintis, Klingons, and Federation as command ships with the firepower of heavy cruisers but more staying power (and more energy). Naval architecture of the day could not figure out a way to carry more weapons on a given hull, even one 50% larger than a heavy cruiser.

Note that the Romulans built an "early dreadnought" by converting sublight Vulture-class ships. The Gorns could have built an "early dreadnought" but delayed production until the General War reached their doorstep. The ISC produced "early DNs" (16 years after the Western powers) but these merely lacked the later rear defense refits.

Most early DNs which survived were converted into standard DNs before the start of the General War. An exception is the Lyran DNEs, which were enlarged CAs and could not be further improved. Fortunately, the Lyrans were in a unique position to build DNs from scratch, making a virtue of their necessity.

Note that "early DNs" and "Early Years DNs" are entirely different and unrelated classes; indeed, the Early Years DNs were based on somewhat different concepts.

DREADNOUGHT VARIANTS: Given enough ships of a given class in service, at least a few of them will end up being different from their half-sisters. We have assembled here a collection of the best-known variants of standard dreadnoughts from a variety of races.

BATTLESHIP CARRIERS: We brought you conjectural battleships in Module R5; now we complete the picture with the carrier (e.g., B10V) versions of those ships.

STELLAR DOMINATION SHIPS: These are the battleship equivalents of Space Control Ships (themselves built on DN hulls). If battleship production had actually been a workable project, these ships would surely have followed. Not to be outdone, the Klingons (with the "heavy" B11) design are given the B11V and B11S ships.

SPECIAL CASES: The rest of the ships in this module comprise various special cases. The Klingons were looking for ways to use the parts of B10s that were never to be finished. The Romulans made several design studies of modular dreadnoughts. The Tholians found a way to make one of their NDNs even more powerful. The Orions developed a number of carrier and space control platforms. The WYNs managed to build a few heavier ship designs, but the LDR could only dream of dreadnoughts and battleships.

BOARDING PARTY TABLE

	A	B	C	D	E	F
OAL	Freighter bridge (command module); skids	4xPh-1-FX, 2xPh-3-FX, 3xShttl, 1xTrac, 2xLab, 6xHull, 6xAPR, 2xTran, 3xBtty, 1xEmer 2xBridge	Left Rear Pod	4xPh-1-RX, 2xPh-3-RX, 3xShttl, 1xTrac, 2xLab, 6xHull, 6xAPR, 2xTran, 3xBtty, 1xEmer 2xSensor	Right Rear Pod	Freighter rear control module; Ducktail
OAS	Same as OAL	Same as OAL	Ignore	Same as OAL	Ignore	Same as OAL

MASTER SHIP CHART

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BASES														
OB	30	8	92	–	■	2	3	–	45	175	6	10	6	◆
This is the OB with no pods or modules. Adding any pods or modules will increase the values presented here accordingly.														
LARGE AUXILIARY														
OAL	89	68	316/228	1-6	2.0	2+1	3	E	45A	175	9	19	6	V, ◆
This reflects the configuration on the SSD, which is only one of hundreds of possible configurations.														

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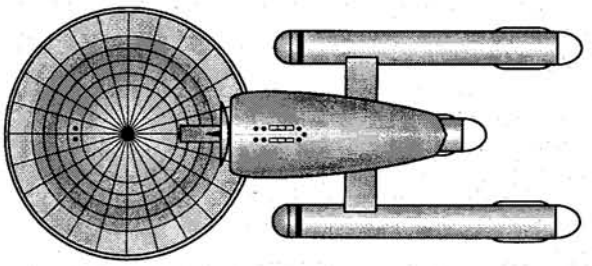
(R2.0) FEDERATION SHIPS

(R2.90) HEAVY DREADNOUGHT (DNH): An improved variant of the dreadnought; most of the existing DNs had been refitted to this pattern by the end of the General War.

SSD and counter are in Module R7.

Known Names: See DN/DNG listings; *Trusteeship.*

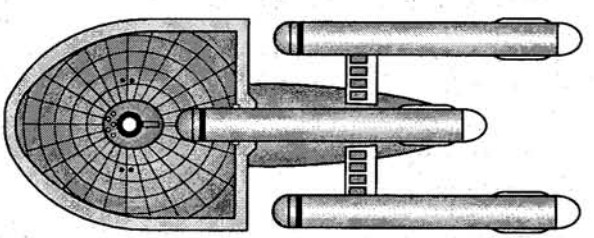


(R2.91) LIGHT DREADNOUGHT (DNL): Originally designed for leading raids or fast reserve forces, the four DNLs were known as "the Splendid Cats" by the pre-war Federation press. The inclusion of three drone racks was somewhat "visionary" as the Federation had not considered drones a major weapon, but these were included to give the ship high "alpha strike" power without requiring energy. While splendid ships, there were no further DNLs built since they would have taken up space in the only shipyards able to build true DNs.

All were highly active in the opening stages of the Klingon Invasion, during which *Star Cougar* was destroyed and *Star Tiger* was so badly damaged that it did not see service for three years (and then as almost an entirely different class). *Star Lion* survived the General War, covered with battle honors. The fate of *Star Leopard* is something of a mystery; she may have met up with an Andromedan, a monster, or some other unknown force.

SSD and counter are in Module R7.

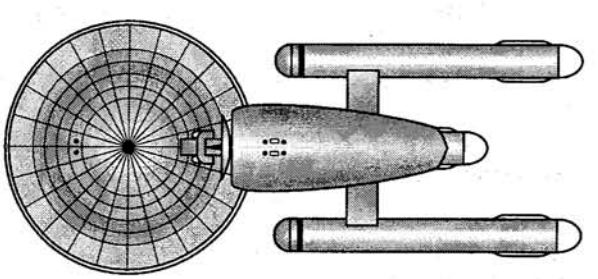
Known Names: *Star Tiger, Star Leopard, Star Cougar,* and *Star Lion*



(R2.92) PLASMA DREADNOUGHT (DNF): Following the pattern set by the BCF *Bismarck*, the Federation refitted the damaged DNG dreadnought *Entente* to carry two type-F plasma torpedoes in a dorsal gunhouse in Y179.

SSD and counter are in Module R7.

Known Names: *Entente.*

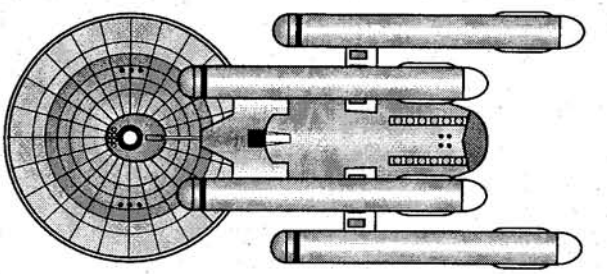


(R2.93) BATTLESHIP CARRIER (BBV): A conjectural variant of the conjectural Federation *Mars*-class battleship. There is a single (very large) fighter bay with six-position balony-and-track systems on both sides and a "wide" door (R2.13) at the rear.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y177	NAC, 2x DWA	12xF14A, 12xA10
Y184	NAC, 2x DWA	12xF14B, 12xA10
Y190	2xNAC, 1-2x DWA	12xF14C, 12xA10
Y195	2xNAC, 1-2x DWA	12xF14D, 12A10

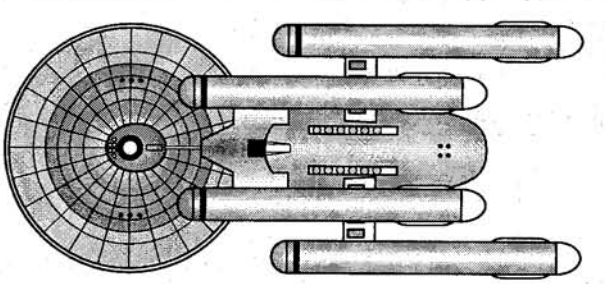


(R2.94) STELLAR DOMINATION SHIP (SDS): A conjectural variant of the conjectural Federation *Mars*-class battleship. This design is shown with two large shuttle bays (each with a six-position balcony); the group of semi-external mech-links (J1.561) for the A–20s is underneath.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y180	NAC, 2x DWA	12xF14A, 12xF18B+, 6xA20
Y184	NAC, 2x DWA	12xF14B, 12xF18C, 6xA20
Y190	2xNAC, 1-2x DWA	12xF14C, 12xF18C, 6xA20
Y195	2xNAC, 1-2x DWA	12xF14D, 12xF18C, 6xA20



(R2.94A) STELLAR DOMINATION SHIP (SDA): A conjectural variant of the conjectural Federation *Mars*-class battleship. This one is projected to have carried the PFs which the Federation never built. This design is shown with two large shuttle bays (each with a six-position balcony). The mech-links for the PFs are below. (Drawing same as SDS.)

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y180	NAC, 2x DWA	12xF14A, 12xF18B+
Y184	NAC, 2x DWA	12xF14B, 12xF18C
Y190	2xNAC, 1-2x DWA	12xF14C, 12xF18C
Y195	2xNAC, 1-2x DWA	12xF14D, 12xF18C

BOARDING PARTY TABLE

	A	B	C	D	E	F
DNH	Same as DNG	Same as DNG	Same as DNG	As DNG plus: 2xbattery, 2xPh-1-360°, 2xAWR, 2xdrone	As DNG plus: 1xPh-3-360°	NA
DNL	5xAWR, 2xBtty, 9xF Hull, 2xPh-1-LS	5xPhoton-FA, 2xPh-1-FH, 2xBridge, 2xFlag, 2xEmer, 5xImpulse	5xLab, 2xTran, 9xF Hull, 2xPh-1-LS	4xTrac, 6xShtl, 3xBtty, 2xTran, 2xPh-1-360°, 3xDrn, 2xAWR, 1xProbe	2xPh-1-RH, 2xAux, 6xA Hull, 2xPh-3-360°	NA
DNF	Same as DNG	Same as DNG	Same as DNG	As DNG, except: 2xDrone are 2xPl-F-FP	Same as DNG	NA
BBV	Same as BB	Same as BB	Same as BB	8xTrac, 2xPhoton-FA, 16xC Hull, 3xDrn, 3xPh-1-360°, 3xPh-G-360°	30xShtl, 10xBtty, 6xTran, 6xAWR, 2xAux	12xA Hull, 4xPh-1-RH, 2xProbe
SDS	Same as BB	Same as BB	Same as BB	4xTrac, 2xPhoton-FA, 6xTran, 2xAux, 6xAWR	28xShtl, 1xProbe, 10xBtty, 15xC Hull, 3xPh-1-360°	12xA Hull, 4xPh-1-RH, 6xMech, 3xPh-G-360°, 3xDrn.
SDA	Same as BB	Same as BB	Same as BB	6xRep, 2xPhoton-FA, 6xTran, 6xAWR, 6xTrac	32xShtl, 1xProbe, 10xBtty, 15xC Hull, 3xPh-1-360°	12xA Hull, 3xDrn, 3xPh-G-360°, 4xPh-1-RH, 2xAux

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
BBV	87	24	338	2-6	2.00	2+4	2	F	93	177‡	40	39	10	V, D%, CJ
SDS	87	24	358	2-6	2.00	2+4+1	2	F	94	180‡	40	40	10	V, D%, CJ
SDA	87	24	358	2-6	2.00	2+4	2	F	94A	180‡	40	40	10	V, D%, CJ, P
DREADNOUGHT VARIANTS														
DNH	54	16	264	3-6	1.50	2	2	D	90	178	11	33	10	
DNF	54	16	244	3-6	1.50	2	2	D	92	179	11	30	10	
DN	50	14	180	3-6	1.50	4	2	E	2	148	10	24	10	
LIGHT DREADNOUGHT														
DNL	48	16	240	3-6	1.25	2	2	D	91	167	11	28	9	

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(R3.0) KLINGON SHIPS

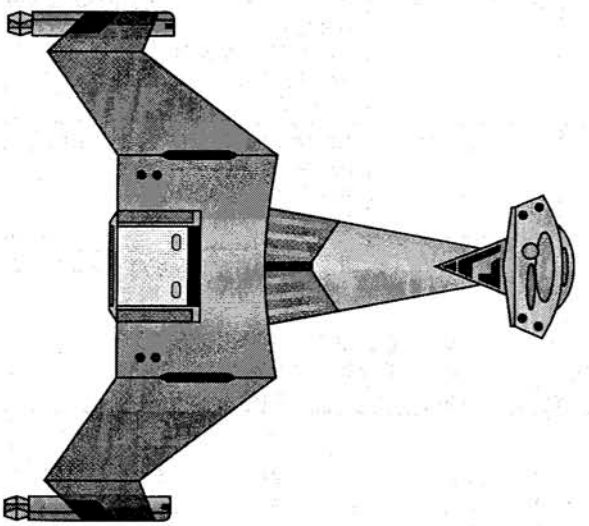
(R3.103) C10 HEAVY DREADNOUGHT: Seeking additional firepower, the Klingons began refitting their C8 dreadnoughts with additional power and weapons by Y178.

SSD and counter are in Module R7.
Known Names: See C8/C9 listings.
UIM: Two modules standard. Backups available (S3.2).
Diagram: Same as C8; only changes are on bottom.

(R3.103A) C10A HEAVY STASIS DREADNOUGHT: The Klingons never produced a C10 fitted with a stasis field generator, leaving that duty to the C9A. Presumably one could have been created by replacing the two forward drone racks with an SFG (taking two "phaser hits" to destroy). No SSD or counter is provided.

(R3.104) C5 LIGHT DREADNOUGHT: Part of the pre-war mania for fast raiding forces which never really materialized in the General War, the two C5 light dreadnoughts were assigned to the initial Klingon invasion of Kzinti space in Y168. *Kurlt* later saw service against the Federation.

SSD and counter are in Module R7.
Known Names: *Kommander Kurlt, Kommander Kuyper.*
UIM: Two modules standard. Backups available (S3.2).



(R3.104A) C5A LIGHT STASIS DREADNOUGHT: The C5 Light Dreadnought *Kommander Kurlt* was refitted with an SFG in Y176, becoming a deadly raiding ship. The ship already had the B, Y175, and K refits. The SFG replaced the two forward drone racks; it takes two "phaser hits" to destroy it. No SSD is provided.

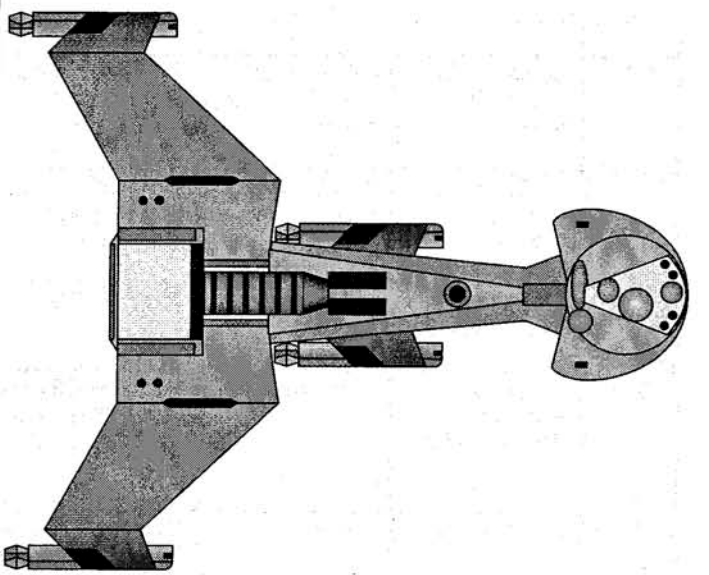
(R3.105) C6 EARLY DREADNOUGHT: Built during the Four Powers War, the C6 suffered (as all early DNs did) from a lack of adequate heavy weapons firepower, at least when compared to the behemoths of the General War. When it was built, its four disruptors were considered more than adequate for combat and the ship was intended to provide fleet leadership more by virtue of its survivability than its firepower. All of the survivors were eventually converted into C9s.

SSD and counter are in Module R7.
Known Names: See C9 listings.
UIM: None. (Ships converted before UIM available.)
Stasis Variant; None existed, as all C6s had been converted into C9s before the SFG was widely available.
Drawing same as C8; only changes are underneath.

(R3.106) B8 COMBINED DREADNOUGHT: An unbuilt proposal that was brought up several times during the General War, this unit would have consisted of the completed boom of the B10 battleship *Invulnerable* (or one of the other B10 booms) and the rear hull of a C8 dreadnought.

One curious feature of the design was that it had no ADDs; the C8's ADDs were in the "missing" boom while the B10's were in the "missing" rear hull. The design included the B, K, and Y175 refits for the two sections.

SSD and counter are in Module R7.
Status: Unbuilt Variant.
UIM: Three modules standard. Backups available (S3.2).



(R3.106A) B8A COMBINED STASIS DREADNOUGHT: If the boom selected for the B8 conversion had been fitted with SFGs, then the resulting B8 would have been a B8A. The cost of this addition is shown on the SSD.

(R3.107) B11V BATTLESHIP CARRIER: Klingon fighter advocates proposed completing one of the planned B11 super-battleships as a massive carrier similar to the B10V *Insatiable* (already on the building ways). This plan was accepted, and debate raged over whether to complete all of the B11s as B11Vs, but as the ships were never completed the point became moot.

SSD and counter are in Module R7.
Status: Conjectural.
UIM: Three modules standard. Backups available (S3.2).
Drawing same as B10 from top view.

Year	Escorts	Fighters
Y179	AD5, 2xAF5	18xZYB, 6xZD/P
Y183	AD5, 2xAF5	24xZYC

(R3.107A) B11VA HEAVY STASIS CARRIER: The Klingons might, or might not, have fitted an SFG to any B11V that was actually built. The cost is shown on the SSD.

(R3.108) B11S STELLAR DOMINATION SHIP: Had the B11s actually been built, there seems little doubt that some, if not all, of them would have followed the very successful pattern of the B10S *Insatiable*.

SSD and counter are in Module R7.
Status: Conjectural.
UIM: Three modules standard. Backups available (S3.2).

Year	Escorts	Fighters
Y181	AD5, 2xAF5	12xZYB
Y183	AD5, 2xAF5	12xZYC
Y186	2xAD5, 1xAF5	12xZYC

(R3.108A) B11SA STASIS DOMINATION SHIP: The Klingons might, or might not, have fitted an SFG to any B11S that was actually built. The cost is shown on the SSD.

BOARDING PARTY TABLE

	A	B	C	D	E	F
C10	Same as C8, except Ph-2K are Ph-1	Same as C9 but ADD is not a refit	Same as C8 except 2xPh-2K (LF+L) are 3xPh-1 (LF+L)	Same as C8	Same as C8 except 2xPh-2K (RF+R) are 3xPh-1 (RF+R)	Same as C8 but add two more APR and two more Drn.
C5	As C8 except 4xBridge is 3xBridge	4xLab, 10xF Hull, 1xDisr-FX, 1xShtl, 2xImp, *1xADD*	2xPh-2K (LF+L), 5xBtty, 2xPh-3 (L+LR), 2xDisr-FA	16xA Hull, 2xAux, 2xScty	2xPh-2K (RF+R), 5xTran, 2xPh-3 (R+RR), 2xDisr-FA	1xTrac, 1xProbe, 4xShtl, 2xAPR, 2xDrn, 6xImp
C6	Same as C9 except no refits	Same as C9 except no refits or Disr-FX	Same as C9	Same as C9	Same as C9	Same as C9
B8	Same as B10 except all Ph-2K are Ph-1	Same as B10	Same as C8 except 2xPh-2K (LF+L) are 2xPh-1 (LF+L)	Same as C8	Same as C8 except 2xPh-2K (RF+R) are 2xPh-1 (RF+R)	Same as C8
B11V	Same as B11	Same as B11	Same as B11 except 2xADD are 1xADD and 1xDrn	Same as B11	Same as B11 except 2xADD are 1xADD and 1xDrn	Same as B10V
B11S	Same as B11	Same as B11	Same as B11V	Same as B11	Same as B11V	Same as B10S

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
B11V	89	30	400	2-6	2.00	2+4+2	2	E	107	179‡	44	41	10	V, D%, CJ
B11VA	89	30	424	2-6	2.00	2+4+2	2	E	107	179‡	44	41	10	V, D%, CJ, R
B11S	89	30	400	2-6	2.00	2+4	2	E	108	181‡	44	41	10	V, D%, CJ, P
B11SA	89	30	424	2-6	2.00	2+4	2	E	108	181‡	44	41	10	V, D%, CJ, P, R
DREADNOUGHT VARIANTS														
C10	60	24	254	3-6	1.50	2	2	D	103	179	12	34	10	
C10A	60	24	258	3-6	1.50	2	2	D	103A	179	12	34	10	UNV
C6	62	24	195	3-6	1.50	2	2	D	105	150	12	28	10	
B8	66	26	276	2-6	2.00	2	2	E	106	175	30	43	10	Y1, UNV
B8A	66	26	300	2-6	2.00	2	2	E	106	175	30	43	10	Y1, UNV, R
LIGHT DREADNOUGHT														
C5	50	20	210	3-6	1.25	2	2	D	104	167	12	28	9	
C5B	50	20	216	3-6	1.25	2	2	D	104	168	12	28	9	R
C5K	50	20	224	3-6	1.25	2	2	D	104	175	12	28	9	R
C5A	50	20	232	3-6	1.25	2	2	D	104	176	12	28	9	V

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(R4.0) ROMULAN SHIPS

(R4.92) CONDOR-H HEAVY DREADNOUGHT (CNH): A late-war refit of the existing Condors, the Condor-B mounted more phasers and a pair of plasma-D racks, and was given increased power and battery capacity.

SSD and counter are in Module R7.

Names: *Dictator, General, Commander, Governor.*

(R4.93) SHRIKE LIGHT DREADNOUGHT (SHR): While records are unclear, it appears that the second "Condor" dreadnought actually built by the Romulans was in fact this unusual design, which may have been intended more as a competitor for the Condor class rather than a specialized raider. The ship was destroyed in a battle with the Gorns in Y177 and the design was never repeated.

SSD and counter are in Module R7.

Known Name: *Shrike.*

(R4.94) VULTURE EARLY DREADNOUGHT (VUL): In the days before warp power, the Romulans built at least three of these massive ships complete with two type-R plasma torpedoes. At least two were refitted with warp power, phasers, and various Klingon-provided systems.

- VUL: the original Vulture (no warp, phasers, APRs, tractor beams, or transporters; add 3 Impulse; in service Y50; cloak cost = 1)
- VUL+: the Vulture Plus (which would have had all of the non-warp refits except the plasma-Fs and Ph-3s; total 2 APRs; in service Y160; cloak cost = 1).
- WVL: the War Vulture (with 30 warp and 9 impulse, but no pl-Fs or ph-3s; in service Y164; cloak cost = 10)
- KVL: the King Vulture (with 42 warp, 9 impulse, and 2 APR; the plasma–Fs, and the phaser-3s; in service Y170; this is the one in the SSD).

SSD and "VUL" counter are in Module R7.

Known Names: *Venerable Leader, Honored Commander.*

(R4.95) DEMONHAWK MODULAR DREADNOUGHT (DMH): Designed in competition with the ship that eventually became the magnificent Condor, the DemonHawk was modular and was essentially an overgrown FireHawk with provisions to carry not only two SparrowHawk modules but a single SkyHawk module as well.

Cannot use F (Mauler), E/M (Aegis) or J (PI-S) modules. The FA firing arc will be blocked for any SkyHawk module used; plasma-D racks are unaffected and remain LS/RS.

SSD and counter are in Module R7.

Based on a suggestion by Richard K Glover.

Status: Unbuilt Design; conjectural.

(R4.96) IMPERIAL CONDOR CARRIER (ICV): Had the King Condor battleship actually been built, and assuming that battleship production had proven practical at all, it seems likely that a carrier version would have appeared. The single shuttle bay is a "tunnel deck" (J1.58) across the ship with a wide hatch (R2.13) on each side and a normal hatch at rear.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y177	SPM, 2xSKEA	12xG2, 12xGSF
Y180	SPM, 2xSKEA	12xG3, 12xGFSF

(R4.97) TYRANT CONDOR STELLAR DOMINATION SHIP (TCS): It seems entirely plausible that, had battleship production actually begun, ships of this design would have appeared. The bay has one "wide" (R2.13) hatch at the rear.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y182	SPM, 2xSKEA	6xG3, 6xGFSF

(R4.98) K10V BATTLESHIP CARRIER: During the period when the Klingons were actively (if insincerely) negotiating to sell the Romulans the fifth B10 hull, there were discussions that it might be completed as a carrier. This design is from the original Romulan files. The boom is not separable. There are four shuttle bays:

- Forward (in boom): one standard hatch. Cannot drop T-bombs from this hatch.
- Port Upper (in rear): three launch tubes, three-position balcony; T-bombs cannot be dropped from this bay.
- Starboard Upper (in rear): 3 launch tubes, three-position balcony; T-bombs cannot be dropped from this bay.
- Lower (in rear): no launch tubes, four-position balcony; can drop T-bombs from this hatch.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y177	KDA, 2xK5D	12xG2, 12xGSF
Y180	KDA, 2xK5D	12xG3, 12xGFSF

Note: The "KDA" is an unpublished escort variant of the KDR.

(R4.99) K10S STELLAR DOMINATION SHIP: Late-war efforts to revive discussions for the sale of a Klingon B10 to the Romulans centered on this design from Klingon files, patterned after the B10S. As with all KR conversions, the boom is not separable. There are three shuttle bays:

- Forward (in boom): one standard hatch. Cannot drop T-bombs from this hatch (M2.113).
- Port Upper (in rear): 3 launch tubes, three-position balcony; T-bombs can be dropped from this bay.
- Starboard Upper (in rear): 3 launch tubes, three-position balcony; T-bombs can be dropped from this bay.

The two rear mech-links (on the lower deck) are internal docking positions to repair the PFs embarked; these are the only repair-capable mech links. Usually these are empty, but in rare cases one or two additional PFs might be embarked here; these would be commando or other special types for the assigned mission, and would not be part of the flotilla (K0.33).

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y182	KDA, 2xK5D	6xG3, 6xGFSF

(R4.100) MEGAHAWK (MGH): Following the failure of their DemonHawk design to win a government contract, the shipyard that designed the SparrowHawk and Heavy Hawks proposed this design. Great effort was made to make production as efficient as possible; note the use of six of the standard engines used by the SkyHawk, SparrowHawk, and Heavy Hawk series. It was hoped that the provision of space for two sets of modules would win government approval, the point being that one could be a standard combat set that was hard-welded while the other could be an interchangeable set of modules for a variety of missions. MegaHawks could have been produced as early as Y176 (replacing Condors). The two keels were laid in Y182 and Y183 as replacements for losses during Operation Remus, but this seems to have been a propaganda stunt with no real expectation that they would be completed as the Romulan economy was bankrupt.

Cannot use F (Mauler) or J (Plasma-S) modules. If Aegis modules are used, only weapons in the module are affected.

SSD and counter are in Module R7.

Known Names: *Tribune Marcus Molvar, Tribune Horatius.*

Status: Unbuilt Design. The chart below assumes the planned mix of carrier and combat modules.

Year	Escorts	Fighters
Y176	SPM, 2xSKEA	8xG2, 8xGSF
Y180	SPM, 2xSKEA	8xG3, 8xGFSF

(R4.101) OMNIHAWK (OMH): This design, using five of the standard Hawk-series engines, was intended more as a sham to win the government contract than an actual design. By emphasizing its lower cost (compared to the MegaHawk), the shipyard hoped to win a contract and then later convince the government to convert the ships during construction into the heavier MegaHawks. As it happened, the plan worked in reverse; one of the two MegaHawk hulls left at the end of the war was completed as an OmniHawk in Y190 to help fight the Andromedans. While it was all but obsolescent in an era of X-ships, the Romulans were desperate for heavy hulls.

Cannot use F (Mauler) or J (Plasma-S) modules. If Aegis modules are used, only weapons in the module are affected.

SSD and counter are in Module R7.

Known Name: *Tribune Marcus Molvar.*

The chart below assumes the planned mix of carrier and combat modules from the earliest year the ship could have been built. It used the Y180 complement in actual service.

Year	Escorts	Fighters
Y176	SPM, 2xSKEA	8xG2, 8xGSF
Y180	SPM, 2xSKEA	8xG3, 8xGFSF

(R4.R5) BASE COST OF MODULAR HULLS

BPV Cost of DMH without Modules: 188
BPV Cost of MGH without Modules: 195
BPV Cost of OMH without Modules: 180

BOARDING PARTY TABLE

	A	B	C	D	E
SHR	Same as Condor except: 2xBridge 10xF Hull,1xPl-S-FP	5xLab, 5xBtty, 1xProbe, 1xEmer, 2xAPR, 2xTran	2xTrac, 3xPh-1-360°, 5xShtl, 5xImpulse	1xPl-F-LP, 7xA Hull, 1xPh-1 (L+RA), 1xPh-3 (L+RA)	1xPl-F-RP, 7xA Hull, 1xPh-1 (R+RA), 1xPh-3 (R+RA)

	A	B	C	D
DMH	Probe, 3xPh-1-FX, 3xBridge, 2xAux, 2xTran, 2xFlag, 10xF Hull	1xPl-S-LP, 1xPl-F-LP, 1xPh-1 (L+RA), 2xPh-3 (L+RA), 2xTran, 2xTrac, 2xImpulse, Module	6xLab, 2xEmer, 6xAPR, 2xBtty, 16xA Hull, 1xPl-R-FA, 4xTrac, SK Module	1xPl-S-RP, 1xPl-F-RP, 1xPh-1 (R+RA), 2xPh-3 (R+RA), 2xTran, 2xShtl, 2xImpulse, Module
MGH	Same as SupA/K	8xA Hull, 2xLab, 1xPh-3 (L+RA), 1xPl-S-LP, 1xPl-F-LP, 2xModule	3xTran, 6xShtl, 2xTrac, 1xProbe, 1xAux, 1xPh-1-RX, 4xImp, 1xPl-R-FA	8xA Hull, 2xLab, 1xPh-3 (R+RA), 1xPl-S-RP, 1xPl-F-RP, 2xModule
OMH	Same as SupA/K	Same as MGH	3xTran, 6xShtl, 2xTrac, 1xProbe, 1xAux, 1xPh-1-RX, 4xImp, 1xPl-S-FP	Same as MGH

	A	B	C
KV	1xPl-F-LP, 1xPh-3 (L+RA), 2xPh-1 (FA+L), 4xBtty, 1xProbe, 2xTrac, 1xPl-R-FA, 1xFlag	2xPh-1-FA, 2xBridge, 8xC Hull, 3xLab, 3xShtl, 9xImpulse	1xPl-F-RP, 1xPh-3 (R+RA), 2xPh-1 (FA+R), 4xBtty, 1xTran, 2xAPR, 1xPl-R-FA, 1xEmer

CNH: Same as the standard Condor except (A) 9xBattery replace 3xAPR, (B) 6xAPR replace 3xBattery, (C) add two Plas-D.
ICV is same as KCN except for Area C, which includes: 13xBtty, 8xA Hull, 5xPh-1-360°, 29xShtl, 12xImpulse.
TCS is same as KCN except for Area C, which includes: 13xBtty, 12xImpulse, 15xShtl, 4xTrac, 5xPh-1-360°, 12xRep
K10V and K10S are same as K10R except for two tractors added to both areas C and E and various shuttles added to F replacing the plasma-D racks; K10S also adds repair to Area F.
For the other forms of the Vulture, simply delete the systems which are not present.

MASTER SHIP CHART

Ship	Crew	Brdg	BPV	Break	Move	Spare	Size	Turn	Rule	in	Dock	Explo	Cmnd	
ICV	86	22	430	3-6	2.00	2+4	2	E	96	177‡	36	41	10	V, CJ
TCS	86	22	430	3-6	2.00	2+4	2	E	97	182‡	36	41	10	V, CJ, P
CNH	60	20	263	5-6	1.50	2	2	E	92	178	12	31	10	
SHR	50	20	232	5-6	1.25	2	2	E	93	172	12	25	9	
DMH	60	20	250	5-6	1.50	2	2	E	95	171	14	29	10	V, CJ
MGH	55	16	230	5-6	1.50	2+2	2	D	100	176	12	27	10	UNV, V
OMH	52	16	215	5-6	1.25	2+2	2	D	101	176	12	22	10	UNV
(OmniHawk was actually completed in Y190, and the UNV note does not apply from that date.)														
K10V	89	28	430	2-6	2.00	2+6	2	E	98	177‡	38	40	10	CJ, V
K10S	89	28	430	2-6	2.00	2+4	2	E	99	182‡	38	40	10	CJ, V, P
VUL	37	10	55	4-6	1.50	1	2	E	94	50	9	20	9	
VUL+	37	10	65	4-6	1.50	1	2	E	94	160	9	20	9	
WVL	37	10	120	4-6	1.50	1	2	E	94	164	9	20	10	
KVL	37	10	170	4-6	1.50	1	2	E	94	170	9	20	10	

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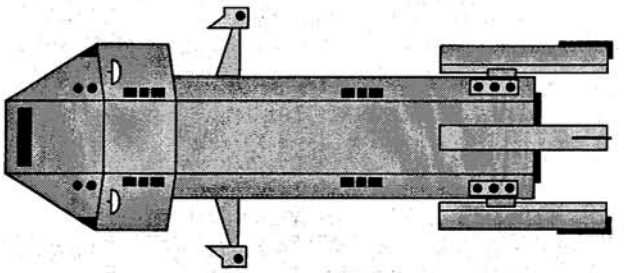
(R5.0) KZINTI SHIPS

(R5.72) HEAVY DREADNOUGHT (DNH): The Kzintis refitted their dreadnoughts with more power and weapons starting in Y179.

SSD and counter are in Module R7.

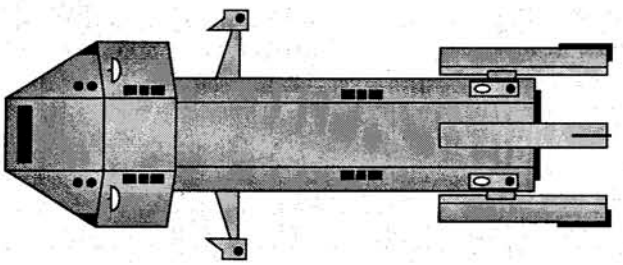
Known Names: See DN Listings, *Confederation.*



(R5.73) LIGHT DREADNOUGHT (DNL): Another of the pre-war "raiding dreadnoughts", the two Kzinti DNLs were mediocre combat performers and their loss in combat was not regarded as a major catastrophe. There is some indication that the loss of the *Lightning Fist* was part of a deliberate plan to trap a Lyran force, using the underachieving DNL as bait.

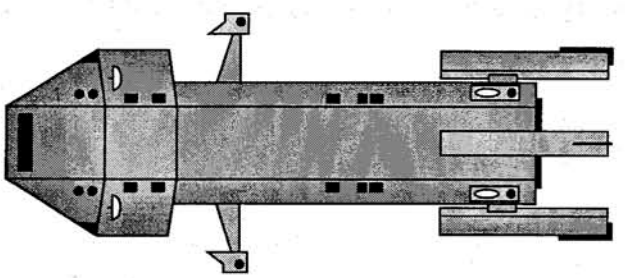
SSD and counter are in Module R7.

Known Names: *Lightning Fist, Thundermark.*



(R5.74) EARLY DREADNOUGHT (DNE): The original Kzinti DN design, built during the Four Powers War, reflects the problems faced in that era. Engineering and naval architecture had not reached the point of allowing for the additional weapons which the more familiar General War dreadnoughts carried. The two survivors of the Four Powers War were refitted as true DNs by the start of the General War.

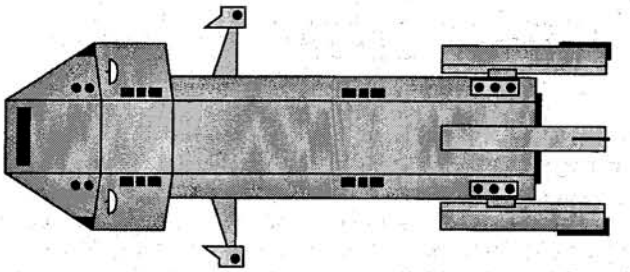
SSD and counter are in Module R7.



(R5.75) DRONE DREADNOUGHT (DND): Fitted with type-D drone racks and their massive magazine capacity, the one damaged dreadnought converted to this design during its repair cycle was known as the "Never Needs to Reload". While its short-term drone launch rate was slightly lower than a "normal" dreadnought, its sustained launch rate was higher as it could reload magazines while still launching from the associated racks. (The DND can literally launch six heavy Type–IV drones per turn for longer than any known scenario would last.) The conversion of the *Tribal* was completed in Y176, but the design had been worked out before and the Kzintis could have built such ships (the War permitting) as early as Y173.

SSD and counter are in Module R7.

Known Name: *Tribal.*

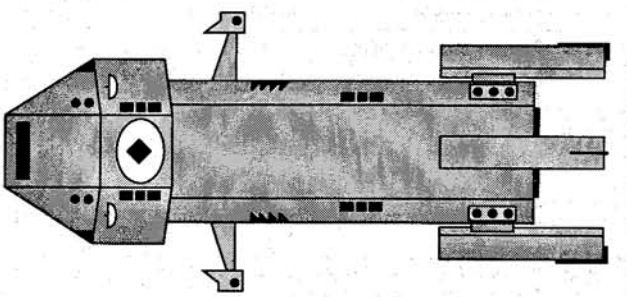


(R5.76) BATTLESHIP CARRIER (BBV): If battleship production had proven to be practical (and if X-ships had not been invented) it is plausible to conclude that the Kzintis might well have completed a carrier version of one or more of their battleships.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y177	2xMAC, 1xDWA	18xTAAS, 6xDAS
Y180	2xMAC, 1xDWA	18xTADS, 6xDAS
Y183	2xMAC, 1xDWA	18xTADSC, 6xDASC

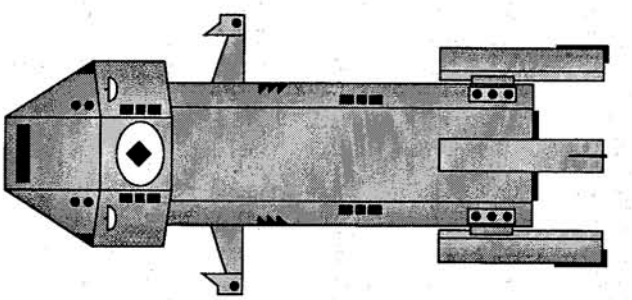


(R5.77) STELLAR DOMINATION SHIP (SDS): Kzinti design studies of the SCS and SSCS actually included plans to convert battleships (which had never been built) to this design. There was some discussion of starting construction of one of these ships shortly after the General War.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y181	2xMAC, 1xDWA	12xTADS
Y183	2xMAC, 1xDWA	12xTADSC



BOARDING PARTY TABLE

	A	B	C	D	E	F	G
DNH	Same as DN, but add two Btty and 2 APR	2xPh-1, 3xDrn, 1xProbe, 10xA Hull	Same as DN	2xPh-1, 3xDrn, 1xTrac, 10xA Hull	Same as DN	Same as DN	Same as DN
DNL	Same as DN, but delete 2xDisr and 1xF Hull and add 1xAPR	2xPh-3, 2xDrn, 1xProbe, 8xA Hull	2xDisr, 3xShttl, 6xCargo, 3xPh-1-360°, 2xAux	2xPh-3, 2xDrn, 1xTrac, 8xA Hull	1xDrn, 1xPh-3, 4xTran,	6xLab, 3xPh-3-360°, 1xADD, 4xImpulse	1xDrn, 1xPh-3, 4xBtty,
DNE	Same as DN	Same as DNL	2xDisr, 3xShttl, 6xCargo, 3xPh-3-360°, 3xAux	Same as DNL	1xDrn, 1xPh-3, 5xTran,	9xLab, 3xPh-3-360°, 1xDrn, 4xImpulse	1xDrn, 1xPh-3, 5xBtty,
DND	Same as DN	1xPh-3, 3xDrn, 1xProbe, 10xHull	6xDrn, 3xShttl, 9xCargo, 3xPh-1-360°, 3xAux	1xPh-3, 3xDrn, 1xTrac, 10xHull	3xPh-3, 3xDrn, 5xTran	Same as DN	3xPh-3, 3xDrn, 5xBtty
BBV	Same as BB	Same as BB except Probe is 1xTrac	4xDisr, 28xShttl, 4xPh-1-360°, 8xA Hull	Same as BB	Same as BB except add Probe	Same as BB	Same as BB
SDS	Same as BB	Same as BBV except: add 3xTrac	4xDisr, 16xShttl, 8xRep, 4xPh-1-360°, 8xA Hull	Same as BBV except: add 3xTrac	Same as BBV	Same as BBV	Same as BBV

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
BBV	89	34	360	2-6	2.00	2+6	2	F	76	177‡	36	38	10	V, CJ
SDS	89	34	360	2-6	2.00	3+3	2	F	77	181‡	36	38	10	V, CJ, P
DREADNOUGHT VARIANTS														
DNH	62	20	237	4-6	1.50	2	2	E	72	179	12	34	10	
DNE	62	20	205	4-6	1.50	2	2	E	74	150	12	31	10	
DND	62	20	235	4-6	1.50	2	2	E	75	176	12	33	10	
LIGHT DREADNOUGHT														
DNL	50	20	215	4-6	1.25	2	2	E	73	167	12	28	9	

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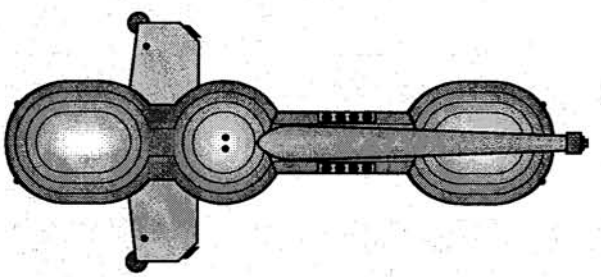
(R6.0) GORN SHIPS

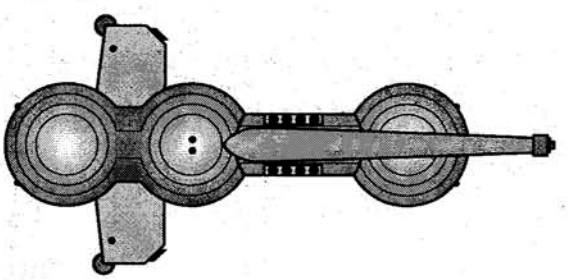
(R6.61) TARBOSAURUS HEAVY DREADNOUGHT (DNH): Utilizing the larger bubbles of the CCH and BCH classes, the *Tarbosaurus* was an improved DN with additional phasers, more power, and a pair of "defensive" plasma–D racks. Unlike most other DNHs, these were new construction rather than refits of existing ships, since the conversion was too extensive unless the ship was undergoing major repairs anyway.

Balcony positions: 4 left and 4 right.
SSD and counter are in Module R7.
Known Names: *Thunder Dragon.*

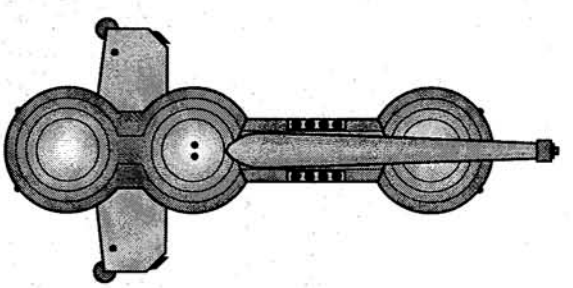


(R6.62) ALECTOSAURUS LIGHT DREADNOUGHT (DNL): When the Federation provided the Gorns with designs for its "splendid cats" the Gorns apparently took the idea seriously and produced a light dreadnought that gave up the heavy Plasma-R to gain more speed. The situation became something of a scandal as the Gorn Navy very nearly refused to accept it when it was completed. Plans to convert it to a standard DN proved impractical, and the ship served out its days in combat with the Romulans.

Balcony positions: 4 left and 4 right.
SSD and counter are in Module R7.
Known Name: DN-202 *Deathbeast.*



(R6.63) DASPLETOSAURUS EARLY DREADNOUGHT (DNE): The original Gorn dreadnought design was never completed, and it is arguable if it was even started. The putative Early Dreadnought reflects, perhaps, what the Gorns could have built before the General War if they had been disposed to do so.

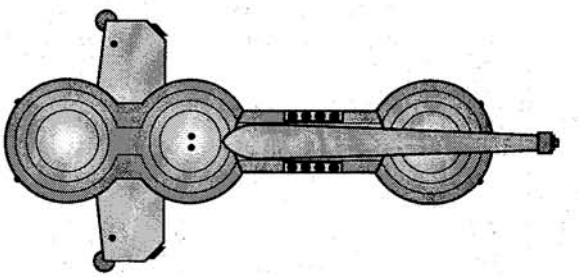


It is known that a design, possibly very much like this one, was being debated as early as Y160 but the legislature would not provide funding. The two plasma-Gs cannot be upgraded to plasma-S; there is just not enough room.

Balcony positions: 4 left and 4 right.
SSD and counter are in Module R7.
Status: Unbuilt Variant.

(R6.64) SPINOSAURUS PLASMA DREADNOUGHT (DNT): A variant of the standard Gorn DN mounting two type-R plasma torpedoes but at the expense of both type–S torpedoes and two phaser-1s. This ship was built in Y174 (replacing the standard DN of that year on the schedule); the design was not regarded as a success and the Gorns switched to the DNF design the next year.

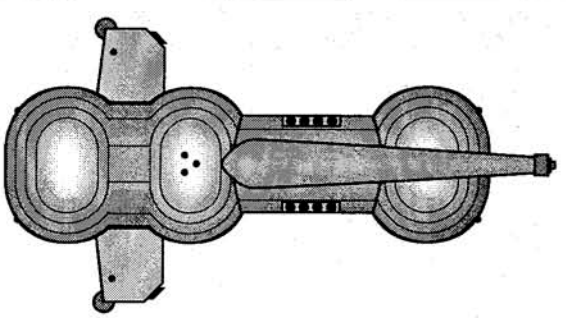
Balcony positions: 4 left and 4 right.
SSD and counter are in Module R7.
Known Name: DN204 *Doomlizard.*



(R6.65) BATTLESHIP CARRIER (BBV): The Gorns were not major believers in fighters, but had they completed battleships it seems all but inevitable that these would have included carrier variants.

Balcony positions: 4 left and 4 right.
SSD and counter are in Module R7.
Status: Conjectural.

Year	Escorts	Fighters
Y177	HDA, 2xBDA	12xG18, 12xG10
Y180	HDA, 2xBDA	12xG12, 12xG10
Y186	2xHDA, 1xBDA	12xG12, 12xG10



(R6.66) STELLAR DOMINATION SHIP (SDS): It is, perhaps, more likely that any Gorn battleships that actually saw service would have been of this design since the Gorns were quite happy with PF technology.

Balcony positions: 4 left and 4 right.
SSD and counter are in Module R7.
Status: Conjectural. (Illustration same as BBV above.)

Year	Escorts	Fighters
Y182	HDA, 2xBDA	12xG12
Y186	2xHDA, 1xBDA	12xG12

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BOARDING PARTY TABLE

	A	B	C	D	E	F
DNH	1xPl-R, 4xPh-1, 2xBridge, 4xF-Hull, 2xAPR, 3xTran, 3xBtty, Probe, 2xEmer	Same as DN, but refits are installed	Same as DN, except: Add 2xPl-D	Same as DN, but refits are installed	Same as DN	3xTran, 3xBtty, 3xAPR, 4xA Hull, 2xAux, 2xPh-1, 2xTrac
DNL	Probe, 2xPh-1, 1xApr, 4xF Hull, 3xBtty, 2xBridge, 2xTran, 1xEmer	1xPl-S-LP, 1xPl-F-LS, 1xPh-3-LS, 2xPh-1-LS, 2xImpulse	Same as DN except: 1xTran becomes 2xLab.	1xPl-S-RP, 1xPl-F-RS, 1xPh-3-RS, 2xPh-1-RS, 2xImpulse	8xShttl, 4xC Hull	2xLab, 1xTran, 1xAPR, 4xA Hull, 2xAux, 2xPh-1, 1xTrac
DNE	2xPl-G-FA, 2xPh-1, 4xF Hull, 2xBridge, 2xTran, 2xBtty, 2xEmer, 1xAPR, Probe	2xPh-1-LS, 1xPl-G (LF+L)	Same as DN	2xPh-1-RS, 1xPl-G (RF+R)	Same as DN	Same as DN
DNT	1xPl-F-FP, 2xPh-1, 2xBridge, 4xF Hull, 1xAPR, 2xTran, 2xBtty, 2xEmer, Probe	1xPl-F-LS, 1xPh-1-LS, 1xPh-3-LS, 3xImpulse, 1xPl-R-FA	Same as DN	1xPl-F-RS, 1xPh-1-RS, 1xPh-3-RS, 3xImpulse, 1xPl-R-FA	Same as DN	Same as DN
BBV	Same as BB	Same as BB	4xPl-D, 8xBtty, 16xC Hull, 9xF Hull, 3xPh-3	Same as BB	32xShttl, 4xPh-1, 8xLab, 14xA Hull	4xPh-1, 2xTrac, 4xA Hull, 7xAPR, 2xTran, 4xAux, 4xBtty
SDS	Same as BB except: 2xTrac are 4xTrac	Same as BB	Same as BB	Same as BB	Same as BB	4xBtty, 4xAux, 2xTran, 4xA Hull, 7xRep, 4xPh-1, 2xTrac

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
BBV	89	30	392	2-6	2.00	2+4	2	F	65	177‡	36	40	10	V, CJ
SDS	89	30	392	2-6	2.00	2+4	2	F	66	182‡	36	40	10	V, CJ, P
DREADNOUGHT VARIANTS														
DNH	66	30	246	4-6	1.50	4	2	E	61	177	12	30	10	
DNE	66	30	190	4-6	1.50	4	2	E	63	166	12	26	10	UNV
DNT	66	30	235	4-6	1.50	4	2	E	64	174	12	24	10	
LIGHT DREADNOUGHT														
DNL	60	30	214	4-6	1.25	4	2	E	62	172	12	23	9	

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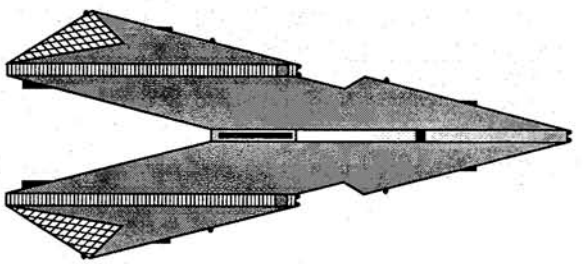
(R7.0) THOLIAN SHIPS

(R7.44) THOLIAN HEAVY DREADNOUGHT (DH): The Tholians finally produced a true dreadnought (their "D" was in fact a BCH in all but name) in Y180 by using elements of a war cruiser in place of one of the PC sections that made up the original dreadnought. The three DHs were give snares in Y183 and then converted into DHWs as web casters became available in Y184-185.

SSD and counter are in Module R7.

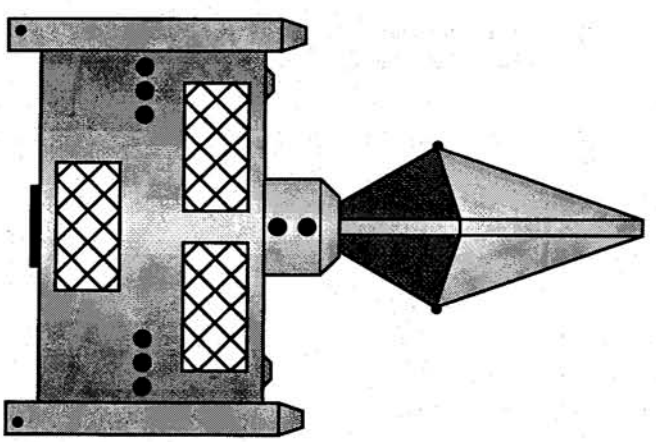
Known Names: *Revenge*, *Retaliation*, *Retribution*.



(R7.74) NEO-THOLIAN HEAVY DREADNOUGHT (NHD): Seeking additional power and weapons, the Tholians took a page from the design manuals that arrived with the 312th Squadron and refitted one of the DNs with a "collar" similar to that carried by Old Galaxy Battleships.

SSD and counter are in Module R7.

Known Name: *Vindicator*.

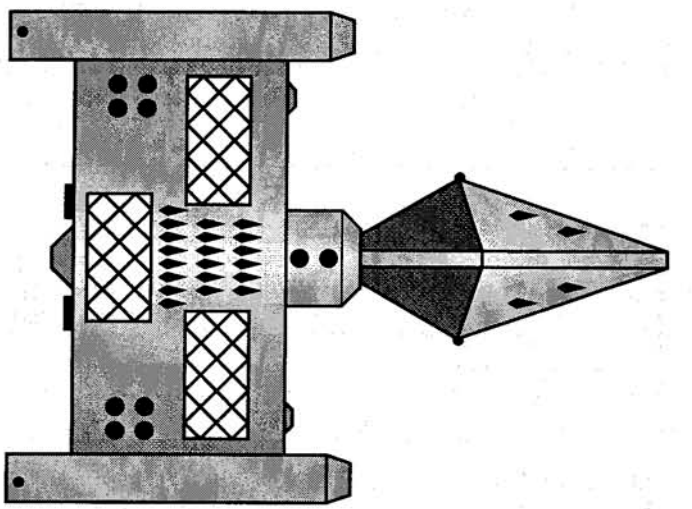


(R7.75) NEO-THOLIAN BATTLESHIP CARRIER (NBV): While no Neo-Tholian battleships arrived in this Galaxy, it would seem plausible to have converted them into BBVs had they done so. All fighters are in external bays; the admin shuttles are in an internal bay.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y179	CWA, 2xPCA	12xS2, 12xS3
Y186	2xCWA	12xS2, 12xS3

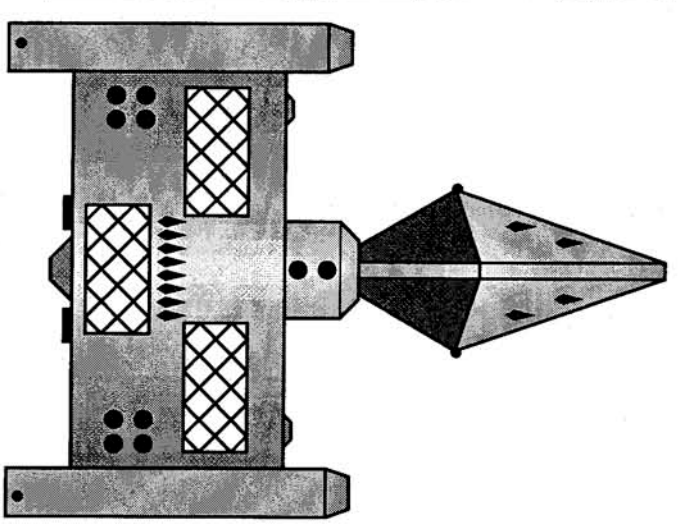


(R7.76) NEO-THOLIAN STELLAR DOMINATION SHIP (NBS): While no Neo-Tholian battleships arrived in this Galaxy, it would seem plausible to have converted them into Stellar Domination Ships had they actually appeared. All fighters are in external bays; the admin shuttles are in an internal bay.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y180	CWA, 2xPCA	6xS2, 6xS3
Y186	2xCWA	6xS2, 6xS3



BOARDING PARTY TABLE

	A	B	C	D	E	F
DHW	4xPh-1-FX, 1xPh-1-360°, 2xBridge, Probe, 1xTran, 7xLab, 4xDisr, 6xAPR,	16xF Hull, 2xPh-3, 4xTrac, 2xTran, 2xFlag, 2xWeb Caster	Same as D	Same as D	Same as D	Same as D
NHD	Same as NDN	Entire NHD collar	Same as NDN area B	Same as NDN area C	Same as NDN area D	NA
NBV	Same as NBB	Same as NBB	Same as NBB except: 3xTrac become 2xTrac	7xBtty, 7xLab, 6xTran, 24xShttl, 6xImpulse	Same as NBB except: 3xTrac become 2xTrac	NA
NBS	Same as NBB	Same as NBB	Same as NBB	7xBtty, 7xLab, 6xTran, 12xShttl, 7xRep, 6xImpulse	Same as NBB	NA

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT														
DH	45	14	233	4-6	1.33	3	2	C	44	180	12	24	10	
DHW	45	14	258	4-6	1.33	3	2	C	44	184	12	24	10	R
NEO-THOLIAN BATTLESHIP VARIANTS														
NBV	86	24	392	3-6	2.00	2+4	2	D	75	179‡	32+2+2	33+3+4	10	V, CJ
NBS	86	24	392	3-6	2.00	2+4	2	D	76	180‡	32+2+2	33+3+4	10	V, CJ, P
NEO-THOLIAN DREADNOUGHT VARIANT														
NHD	60	20	260	4-6	1.50	2	2	C	74	180	12+1+10	27+2+5	10	
NHD Collar	4	0	20	–	■	0	4	–	74	180	1	2	+0	

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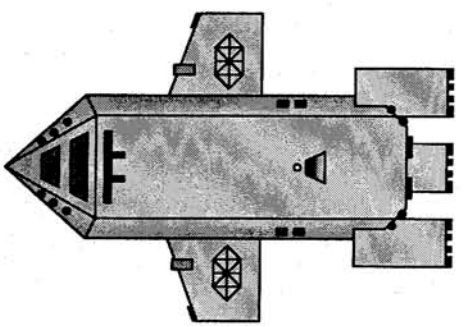
(R8.0) ORION SHIPS

(R8.35) HEAVY CARRIER (CVA): This is a conjectural design created by Star Fleet's Foreign Threat Intelligence branch based on known design parameters of the DN which the Orions were considering. In the end, the Orions abandoned plans to build a major fleet for enclave defense and accepted reincorporation into the Federation. The shuttle bay has a "wide" door (R2.13) and four launch tubes.

SSD and counter are in Module R7.
Status: Conjectural.
Federation Codename: Godfather–V
Cost of OAKDISC: 25.
Cargo Boxes: None.
Landing: Cannot Land.

Year	Escorts	Fighters
Y176	CRE, 2xLRE	See (G15.7) +3 bonus
Y178	BRE, 2xDWE	See (G15.7) +3 bonus



(R8.36) SPACE CONTROL SHIP (SCS): Orion shipyards continued updating their plans for conventional heavy units long after there was any possibility of actually building one of them. This SCS design was found in Orion files after the General War. The SSD shows Romulan fighters; of course various Orion carriers used whatever fighters their owners could obtain (usually from local races).

SSD and counter are in Module R7.
Status: Conjectural.
Federation Codename: Godfather–S.
Cost of OAKDISC: 25.
Cargo Boxes: None.
Landing: Cannot Land.
Illustration: Same as above but only two launch tubes.

Year	Escorts	Fighters
Y180	BRE, 2xDWE	See (G15.7) +3 bonus

(R8.37) BATTLE CARRIER (BCV): At least two Orion cartels converted their BCH flagships into this design. Another cartel ordered a replacement for its lost BCH but was taken over by neighboring cartels before the ship could be completed.

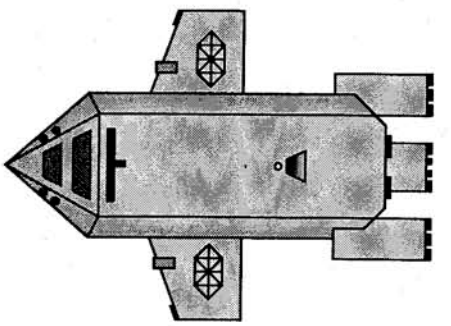
SSD and counter are in Module R7.
Federation Codename: Executioner–V.
Cost of OAKDISC: 20.
Cargo Boxes: None.
Landing: Cannot Land.
Illustration same as BCS above right.

Year	Escorts	Fighters
Y180	BRE, DWE	See (G15.7) +2 bonus

(R8.38) BATTLE CONTROL SHIP (BCS): At least one cartel converted an existing BCH to this design, and at least one of the known BCVs was also converted.

SSD and counter are in Module R7.
Federation Codename: Executioner–S.
Cost of OAKDISC: 20.
Cargo Boxes: None.
Landing: Cannot Land.

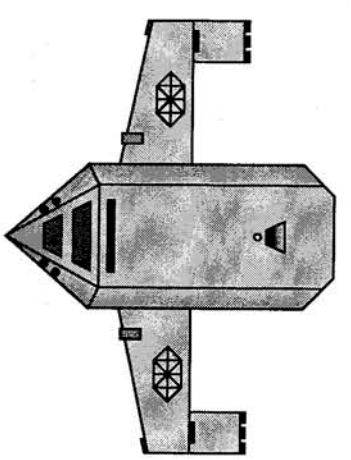
Year	Escorts	Fighters
Y181	BRE, DWE	See (G15.7) +2 bonus



(R8.39) SALVAGE STRIKE CARRIER (LVS): Trying to do more with their limited hulls, at least three Orion cartels adopted this conversion of the inadequate Salvage Cruiser. Carrying standard fighters on external mech links was a less than optimal design decision. While the few ships "soldiered on" after the operational concept failed, they generally had less than top line of available fighters allocated to them.

SSD and counter are in Module R7.
Federation Codename: Corsair–L.
Cost of OAKDISC: 15.
Cargo Boxes: None.
Landing: Gravity, Aerodynamic, Powered; with bonus.

Year	Escorts	Fighters
Y170	CRE, LRE	See (G15.7) +3 bonus
Y172	CRE, LRE	See (G15.7) +1 bonus
Y180	BRE, DWE	See (G15.7) +0 bonus

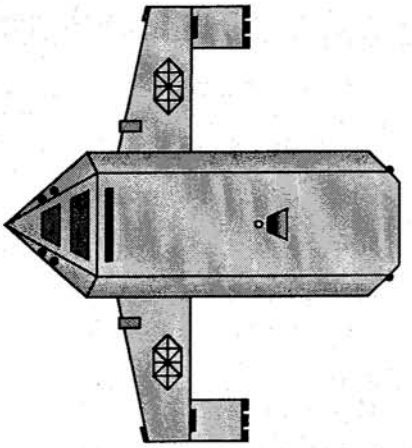


(R8.40) SALVAGE CONTROL SHIP (SGS): Studies toward the improvement of the LVS eventually led to this design, which lengthened the hull to accommodate a full fighter squadron, while carrying PFs on wings designed long before PFs were a design study.

SSD and counter are in Module R7.
Federation Codename: Corsair–S.
Cost of OAKDISC: Included in design.
Cargo Boxes: None.
Landing: Gravity, Aerodynamic, Powered; without bonus.

Year	Escorts	Fighters
Y180	BRE, DWE	See (G15.7) +2 bonus

NOTE ON ORION CARRIER ESCORTS: The escorts listed are based on logical uses of available hulls; several alternative escorts could have been available.



BOARDING PARTY TABLE

	A	B	C
CVA	Same as DN	2xPh-3, 2xPh-1, 4xDrn, 6xTrac, 2xTran, 2xLab, 2xAux, 2xEmer	29xShttl, 6xPh-3, 3xBtty, 4xImpulse
SCS	Same as DN	2xPh-3, 2xPh-1, 2xDrn, 6xTrac, 2xLab, 4xRep, 4xTran	16xShttl, 6xPh-3, 6xBtty, 3xAux, 6xImpulse
BCV	Same as BCH	Same as BCH	4xPh-3, 2xAux, 16xShttl, 6xImpulse
BCS	Same as BCH	Same as BCH	2xLab, 2xAux, 6xRep, 4xPh-3, 10xShttl, 6xImpulse.
LVS	Same as SAL	Same as CVL	NA
SGS	2xOption, 2xBridge, 4xPh-1, 8xC Hull, 1xAux, 1xEmer, 4xTrac, 4xDrn, 4xImpulse	6xRep, 3xBtty, 3xTran, 4xPh-3, 2xTrac, 14xShttl	NA

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT VARIANTS														
CVA	50	26	300	4-6	1.50	2+4	2	D	35	176	12	36	10	V, CJ, D%
SCS	50	26	290	4-6	1.50	2+2	2	D	36	180	12	37	10	V, CJ, P, D%
HEAVY BATTLECRUISER VARIANTS														
BCV	40	20	190	5-6	1.00	2+2	3	C	37	180	10	30	10	V, D%
BCS	40	20	200	5-6	1.00	1+2	3	C	38	181	10	30	10	V, P, D%
SALVAGE CRUISER VARIANTS														
LVS	38	18	134/90	4-6	0.67	2+2	3	C	39	170	6	23	6	V, D%
SGS	48	20	120	4-6	0.67	2+2	3	C	40	180	8	25	7	V, D%, P

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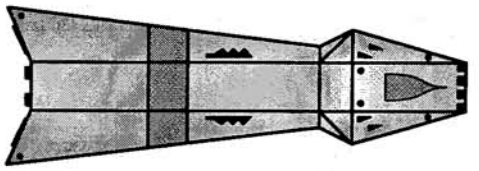
(R9.0) HYDRAN SHIPS

(R9.81) REGENT HEAVY DREADNOUGHT (REG): Seeking more firepower, the Hydrans converted their existing DNs to this design starting in Y178, adding more weapons and power.

SSD and counter are in Module R7.

Known Names: See Paladin Dreadnoughts.

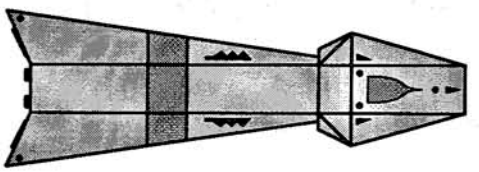


(R9.82) LIEGE LIGHT DREADNOUGHT (LGE): The Hydrans had two ships of this type in service as part of the Expeditionary Fleet before the General War. (They may have been the first to deploy DNLs but this is not clear.), They never built the third unit (*Matratryx*). The two existing ships were destroyed during the Expedition.

The DNL+ refit was never applied because the ships had been destroyed prior to that point, but reflects what improvements would probably have been made.

SSD and counter are in Module R7.

Known Names: *Malatryx, Fematryx.*

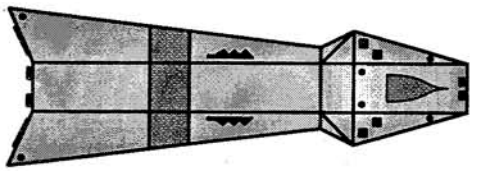


(R9.83) TEMPLAR EARLY DREADNOUGHT (TEM): The flagship for the Hydran fleet during the Four Powers War was this all-fusion design. It was said to be the ultimate expression of "survive until you get close to the enemy, then destroy him". It should be noted that the Liege-class got hellbores before the Templars were refitted as Paladins precisely because the all-fusion armament made the ship highly resistant to damage.

The two survivors were converted to Paladins before the General War; the third Templar (*HMS Success*) was destroyed during the Four Powers War. The SSD shows the ship with the Stinger–1s it carried; all had been converted to Paladins before Stinger–2s were available. If players in a campaign keep the ships unconverted, they could be modified to carry Stinger–2s.

SSD and counter are in Module R7.

Known Names: *Triumph, Victory, Success.*



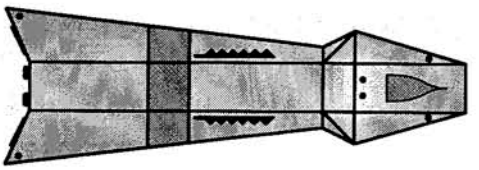
(R9.84) IRON CHANCELLOR HEAVY CARRIER (IC): Giving up all non-phaser weapons liberated vast internal volume, allowing this ship to carry an incredible total of 40 fighters. There are rumors that this ship was built on an incomplete hull evacuated from the capital shipyard to the Old Colonies as the Klingons and Lyrans invaded, and that the lack of heavy weapons was because there were simply none available for installation during this period.

The 40 fighters are organized into three squadrons of 12; the other 4 are considered hybrid fighters for carrier local defense and do not create an exception to the "three squadron limit" (S8.321). It should be noted that the design of the hull simply did not allow more launch tubes and it took the ship a considerable time to get all of its fighters into the battle. The bay has two "wide" doors (R2.13), one on each side. The ship normally carried two MRS shuttles but on one occasion carried four (the reason for this is not known). See (J8.512).

SSD and counter are in Module R7.

Known Name: *Exchequer.*

Year	Escorts	Fighters
Y171	NEC, 2xEH	27xSt2, 10xStH, 3xStE
Y175	NAC, 2xDWA	27xSt2, 10xStH, 3xStE

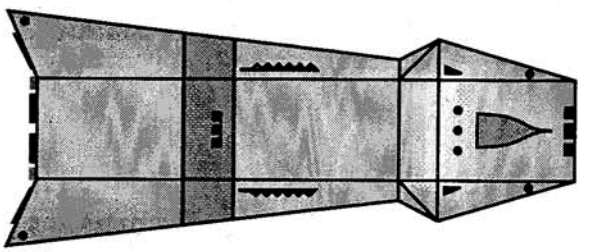


(R9.85) MONARCH-V HEAVY CARRIER (MNV): There can be little doubt that the fighter-loving Hydrans would have converted battleship hulls into a full carrier design. The one huge bay has one "wide" hatch (R2.13) on each side and one standard-sized hatch in the center.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y177	NAC, 2xDWA	22xSt2, 6xStH, 2xStE



(R9.86) MONARCH-S STELLAR DOMINATION SHIP (MNS): While the Hydrans preferred fighters to mixed fighter-PF designs, there can be no question that the Hydrans would have completed ships of this type if battleships had proven at all practical. Each bay has one "wide" hatch (R2.13).

SSD and counter are in Module R7.

Status: Conjectural.

Illustration similar to MNV above, but only 6 launch tubes.

Year	Escorts	Fighters
Y180	NAC, 2xDWA	12xSt2, 4xStH, 2xStE

BOARDING PARTY TABLE

	A	B	C	D	E
REG	4xFus, 4xHellbore, 6xPh-1, 2xBridge, 2xTran, 6xAPR	Same as Paladin	1xPh-G, 4xImpulse, 8xA Hull, 6xShttl, 2xEmer	Probe, 8xLab, 4xBtty, 4xPh-1-360°	1xPh-G, 4xImpulse, 8xA Hull, 6xShttl, 2xAux
LGE	3xHellbore, *5xPh-2/1*, 2xBridge, 2xTran, 2xAPR	10xF Hull, 1xFlag, 2xFusion, 4xTrac, 2xShttl, 2xTran	1xPh-G, 3xImpulse, 7xA Hull, 6xShttl, 2xEmer	Probe, 6xLab, 4xBtty, 2xPh-1-360°	1xPh-G, 3xImpulse, 7xA Hull, 6xShttl, 2xAux
TEM	6xFus, 6xPh-2, 2xBridge, 2xTran, 4xAPR	Same as Paladin	Same as Paladin	Same as Paladin	Same as Paladin
IC	*6xPh-2/1*, 2xFlag, 2xBridge, 4xLab, 2xTran, 4xBtty	12xF Hull, 2xEmer, 2xAux, 6xTrac, 4xTran	1xPh-G, 3xImpulse, 8xAft Hull	46xShttl, 2xPh-1-360°, Probe	1xPh-G, 3xImpulse, 8xAft Hull
MNV	Same as Monarch	Same as Monarch	2xPh-G, 5xImpulse, 14xA Hull, 2xEmer, 2xTrac, 2xFus	36xShttl, 6xTran, 12xBtty, 2xTrac, Probe, 3xPh-1-360°	2xPh-G, 5xImpulse, 14xA Hull, 2xAux, 2xTrac, 2xFus
MNS	Same as Monarch	Same as Monarch	2xPh-G, 5xImpulse, 14xA Hull, 12xShttl, 2xEmer, 2xFusion	6xTrac, 6xTran, 6xRep, 12xBtty, Probe, 3xPh-1-360°	2xPh-G, 5xImpulse, 14xA Hull, 12xShttl, 2xAux, 2xFusion

MASTER SHIP CHART

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
MNV	86	22	402	4-6	2.00	3+8	2	E	85	177‡	36	39	10	V, CJ
MNS	86	22	402	4-6	2.00	3+5	2	E	86	180‡	36	39	10	V, CJ, P
DREADNOUGHT VARIANTS														
REG	54	18	214	4-6	1.50	3+4	2	D	81	180	12	29	10	V
TEM	54	18	150	4-6	1.50	3+4	2	D	83	150	12	25	10	V
IC	54	18	220/185	4-6	1.50	3+8	2	D	84	171	12	23	10	V
IC+	54	18	240/205	4-6	1.50	3+8	2	D	84	172	12	23	10	V, R
LIGHT DREADNOUGHT														
LGE	48	18	170	4-6	1.25	3+4	2	D	82	168	12	25	10	V
LGE+	48	18	188	4-6	1.25	3+4	2	D	82	172	12	25	10	V, R, UNV

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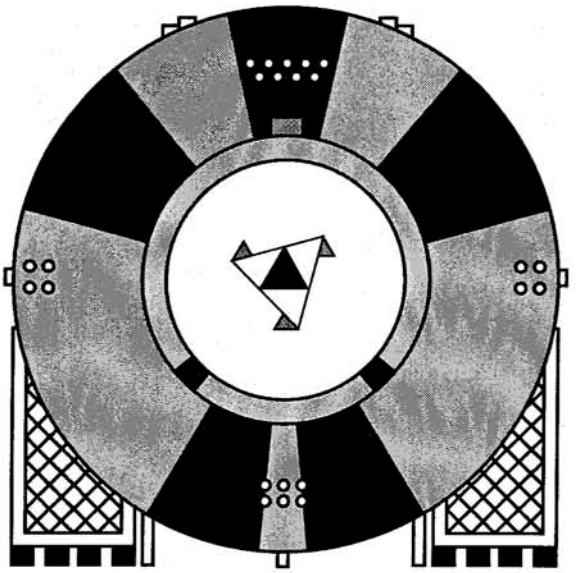
(R10.0) ANDROMEDAN SHIPS

(R10.44) DICTATOR DREADNOUGHT (DIC): A Dominator which raided Lyran and Kzinti space in Y192 was reported to have shown higher than expected firepower but to have not launched any satellite ships. Galactic Intelligence postulated this design, although some feel that the ship in question simply had no satellites on board and that when an Andromedan is shooting at you it always seems like more firepower than would have been expected.

SSD and counter are in Module R7.

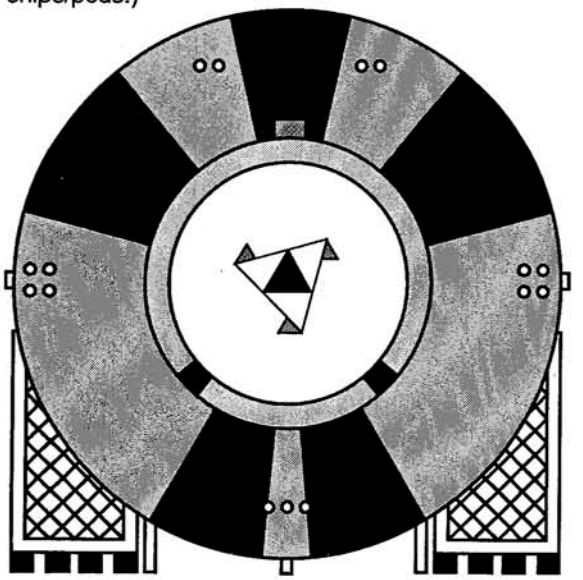
Satellite Ship Group: None. [See (G17.122) on repairs.]



(R10.45) DOMINION DREADNOUGHT (DON): The Andromedans apparently fitted out one Dominator as this design, with a larger hangar to allow it to carry more satellite ships and other modules, at the expense of reduced TR firepower.

SSD and counter are in Module R7.

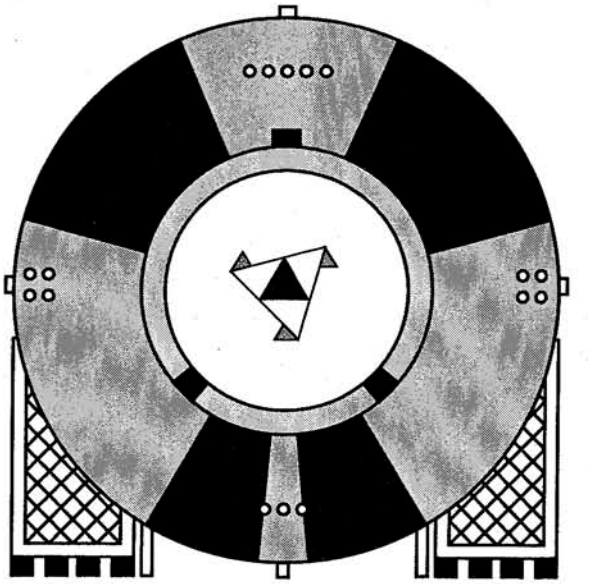
Satellite ship Group: 2xMamba (or 3xCobra), 4xBull Snake (or 3xKing Snake), 4x Small (or 3xMedium) Cargo Pods. (This is a projected typical group for the assigned cargo mission. For a given mission, the group might be modified to include more combat variants, an EW variant, or more cargo ships/pods.)



(R10.46) DEMON DREADNOUGHT (DMN): Another Andromedan dreadnought variant based on intelligence reports. If such reports are to be believed, then every Dominator was completed as a different design and some of them were converted during service, perhaps more than once. The Demon had only three TRHs, but had more PA panels and was harder to kill.

SSD and counter are in Module R7.

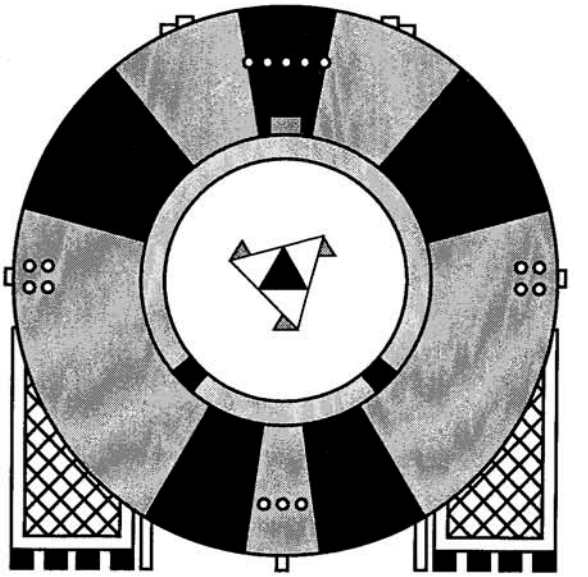
Satellite Ship Group: 2xMamba, 1xTerminator, 1xEel, 1xMedium Energy Module.



(R10.47) DEMOLISHER DREADNOUGHT (DML): Another Andromedan variant of the Dominator class. This design has reduced PA panels for defense, but has more offensive firepower.

SSD and counter are in Module R7.

Satellite Ship Group: 2xMamba, 1xTerminator, 1xEel, 1xMedium Energy Module.



BOARDING PARTY TABLE

	A	B	C	D	E	F
DIC	4xTractor-Repulsor (FH), 9xPh-2 (FH), 2xBridge, 2xFlag, 13xPower Absorber	Same as Dominator	12xAPR, 3xTran, 2xAux, 2xEmer, 4xDis Dev	Same as Dominator	NA	16xBtty, 4xRep, 6xPh-2 (RH), 7xImpulse, 8xPower Absorber
DON	4xPh-2 (FH), 9xAPR, 2xBridge, 2xFlag, 13xPower Absorber	Same as Dominator	9xTran, 2xAux, 2xEmer, 4xDis Dev	Same as Dominator	Hangar	Same as Dominator
DMN	5xPh-2 (FH), 2xBridge, 2xFlag, 16xPower Absorber	Same as Dominator	Same as Dominator	Same as Dominator	Hangar	Same as Dominator
DML	4xTractor-Repulsor (FH), 5xPh-2 (FH), 2xBridge, 2xFlag, 11xPower Absorber	Same as Dominator	Same as Dominator	Same as Dominator	Hangar	12xBtty, 4xRep, 3xPh-2 (RH), 7xImpulse, 4xAPR, 6xPower Absorber

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT VARIANTS														
DIC	38	20	480	5-6	1.50	–	2	D	44	186	54	46	10	
DON	38	20	405	5-6	1.50	–	2	D	45	189	54	39	10	
DMN	38	20	457	5-6	1.50	–	2	D	46	187	54	40	10	
DML	38	20	457	5-6	1.50	–	2	D	47	188	54	40	10	

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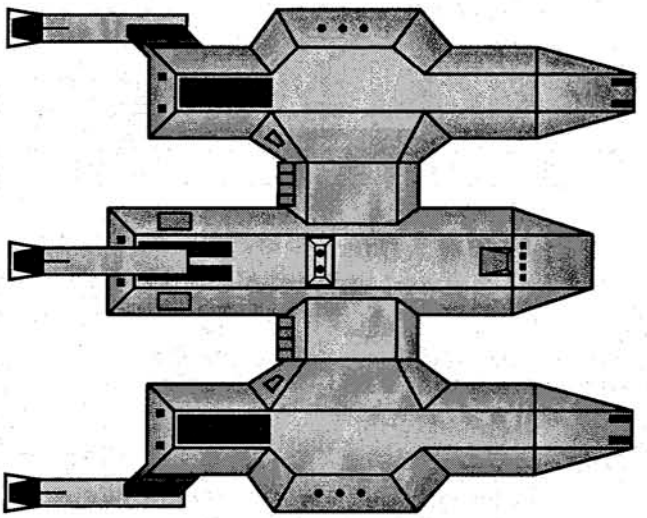
(R11.0) LYRAN SHIPS

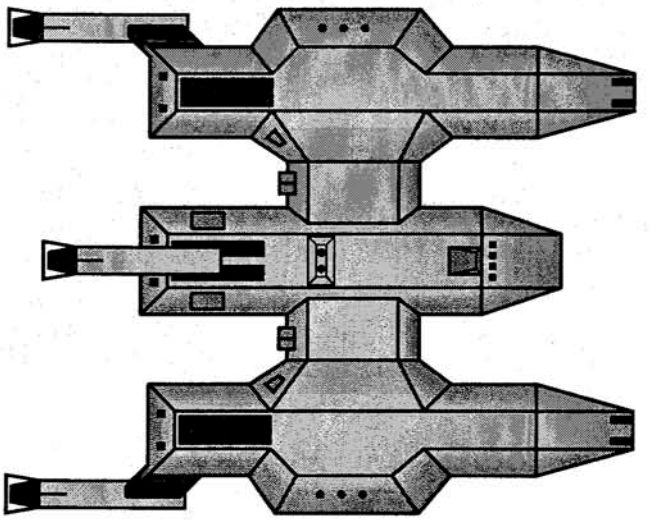
(R11.62) FOREST LION HEAVY DREADNOUGHT (DNH): Typical of the breed, the Lyran heavy DN adds weapons and power to existing ships to increase combat efficiency.

UIM: Two standard; backups available (S3.2).
Powerpacks: One standard.
Mech-Links: Standard from conversion to DNH, true PFT.
SSD and counter are in Module R7.



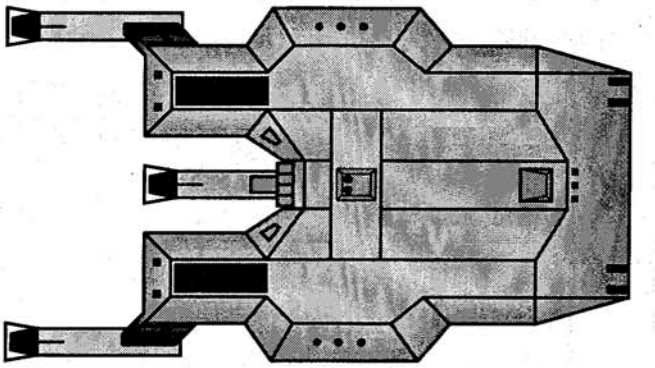
(R11.63) DESERT LION LIGHT DREADNOUGHT (DNL): Only one ship of this type was built, that being the DN assigned to Far Stars Duchy. The higher speed was considered essential to protecting their far-flung territory.

UIM: Two standard; backups available (S3.2).
Powerpacks: One standard.
Mech-Links: Would have been added from Y178 if they had survived, becoming a true PFT.
SSD and counter are in Module R7.
Known Name: *Heartseeker.*



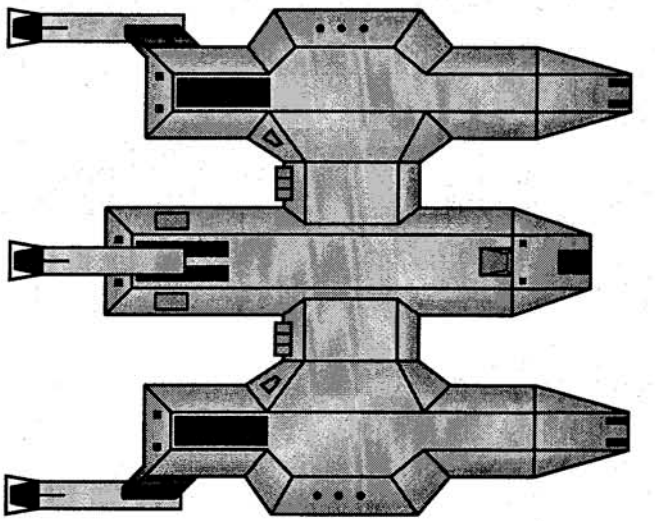
(R11.64) ROYAL TIGER EARLY DREADNOUGHT (DNE): During the Four Powers War, the Lyrans needed a heavy command ship like everyone else. They selected this design, based on a badly overloaded Tiger hull, given so much power that it was hardly maneuverable. The experience was not a happy one and the Lyrans, seeking other ideas, eventually adopted the trimaran concept as the only way they could field dreadnoughts fast enough to keep up with other races that only needed to convert existing Early DNs.

UIM: None.
Powerpacks: None.
Mech-Links: None; ships were discarded prior to PFs.
Ships were never fitted with ESG capacitors. The BPV does not include this refit.
SSD and counter are in Module R7.
Known Names: *Red Claw Glory, Foremost Hunter, Far Stars Seeker, Imperial Leader, Enemy's Blood Taker.*
Design by Stephen V Cole.



(R11.65) SINGLE-TOOTH LION DREADNOUGHT MAULER (STL): The Lyrans completed at least one dreadnought as this heavy mauler design during the early days of the General War, but there were too few heavy command hulls to spare for further conversions.

UIM: Two standard; backups available (S3.2).
Powerpacks: One built into design.
Mech Links: Four PFs, casual PFT.
SSD and counter are in Module R7.
Known Name: *Thundertooth.*



(R11.66): CAVERN LION BATTLESHIP CARRIER (BBV): Had the Cave Lion battleship existed, the Lyrans might have considered a carrier version such as this design, which is based on a Hydran intelligence projection of expected Lyran moves to match heavy carrier hulls.

UIM: Three standard; backups available (S3.2).
Powerpacks: Built into design.
Mech Links: Not shown on SSD; assume that if BBVs had been built PFs were never invented.
SSD and counter are in Module R7.
Status: Conjectural.

Year	Escorts	Fighters
Y177	CWA, 2xDWA	24xZ–V
Y178	CWA, 2xDWA	24xZ–Y
Y181	CWA, 2xDWA	24xZ–YB
Y184	CWA, 2xDWA	24xZ–YC

(R11.67) RIFT LION STELLAR DOMINATION SHIP (SDS): It is far more likely that the Lyrans, if they had built battleships at all, would have converted some of them to this robust and flexible design. It seems only logical that the Lyrans, who had cargo boxes inside their DN (and hence their putative BB) which could be used for PF repair facilities would (alone among BB variants) retain the rear-firing disruptors.

UIM: Three standard; backups available (S3.2).
Powerpacks: Built into design.
Mech-Links: Six standard, True PFT.
SSD and counter are in Module R7.
Status: Conjectural.

Year	Escorts	Fighters
Y178	CWA, 2xDWA	12xZ–Y
Y181	CWA, 2xDWA	12xZ–YB
Y184	CWA, 2xDWA	12xZ–YC

BOARDING PARTY TABLE

	A	B	C	D	E	F	G
DNH	Same as DN	4xF Hull, 3xAux, 1xESG, 6xAPR, 2xPh-3, 1xPh-1, 2xTrac, 2xShttl	Same as DN	4xF Hull, 3xAux, 1xESG, 6xBtty, 2xPh-3, 1xPh-1, 2xTrac, 2xShttl	6xPh-1, 4xBridge, 8xC Hull, 2xProbe, 2xEmer, 2xBtty	8xImpulse, 2xLab, 2xTran, 2xESG, 4xRep, 2xDisr, 2xTrac, Power Pack	NA
DNL	Same as DN	Same as DN	Same as DN	Same as DN	2xPh-1, 2xBridge, 1xLab, 1xTran, 2xProbe, 2xEmer	4xImpulse, 2xESG, 4xRep, 1xDisr, 4xC Hull, Power Pack	NA
DNE	2xDisr, 2xPh-1, 2xLab, 2xTran, 2xAux, 4xF Hull	4xF Hull, 1xESG, 3xPh-3, 2xAPR, 2xBtty, 2xTrac, 2xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 2xEmer, 4xA Hull	4xA Hull, 1xESG, 3xPh-3, 2xAPR, 2xBtty, 2xTrac, 2xShttl	2xPh-1, 4xBridge, 6xC Hull, 2xLab	4xImpulse, 2xPh-1-360°, 2xFlag, 2xTran, 2xBtty, 2xAPR	NA
STL	Same as DN	Same as DN; includes Phaser refit.	Same as DN	Same as DN; includes Phaser refit.	16xBtty, 2xProbe, 2xBridge, 2xLab, 2xTran, 2xESG	28xBtty, 4xAPR, 6xImpulse	NA
BBV	Same as SCS	Same as SCS	Same as SCS	Same as SCS except: 4xA Hull are 4xF Hull	Same as BB except: Delete 2xAPR	12xImpulse, 16xC Hull, 12xShttl, 4xDisr, 2xTrac, 2xAPR	Same as BB
SDS	Same as SCS	Same as SCS	Same as SCS	Same as SCS but: 4xA Hull are 4xF Hull	Same as BB	12xImp, 18xA Hull, 6xDisr, 6xRep, 2xTrac	Same as BB

MASTER SHIP CHART

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
BBV	86	28	350	3-6	2.00	2+6	2	E	66	177‡	36	41	10	V, D%, CJ
SDS	86	28	350	3-6	2.00	2+4	2	E	67	178‡	36	42	10	V, D%, CJ, P
DREADNOUGHT VARIANTS														
DNH	62	22	240	3-6	1.50	2	2	D	62	180	14	33	10	
STL	62	22	217	3-6	1.50	2	2	D	65	173	14	42	10	
EARLY DREADNOUGHT														
DNE	54	20	180	2-6	1.50	2	2	E	64	150	9	28	10	
LIGHT DREADNOUGHT														
DNL	56	20	204	3-6	1.25	2	2	D	63	168	14	28	9	

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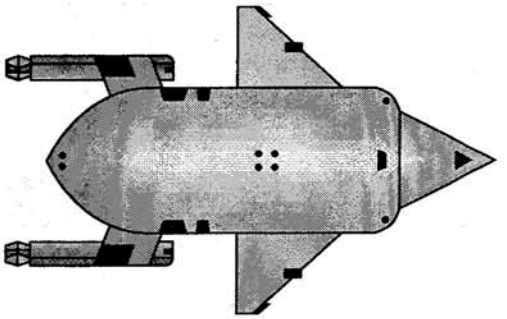
(R12.0) WYN STAR CLUSTER SHIPS

(R12.40) TIGERSHARK HEAVY BATTLECRUISER (BCH): Having built the excellent Great White Shark heavy cruiser, the WYNs were on the verge of this design when X-ships made it obsolete.

SSD and counter are in Module R7.

Known names: *Xena.*

Status: Unbuilt Variant.

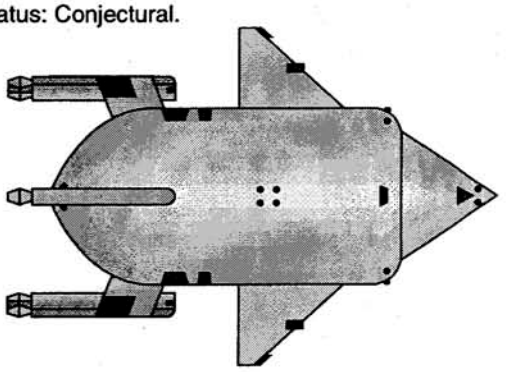


(R12.41) GREY SHARK DREADNOUGHT (DN): Had WYN ship development not been interrupted by X-ships, the end of the General War, and the Andromedan invasion, they may well have reached the point of this dreadnought design.

SSD and counter are in Module R7.

The name *Callisto* was reportedly considered for such a ship as this.

Status: Conjectural.



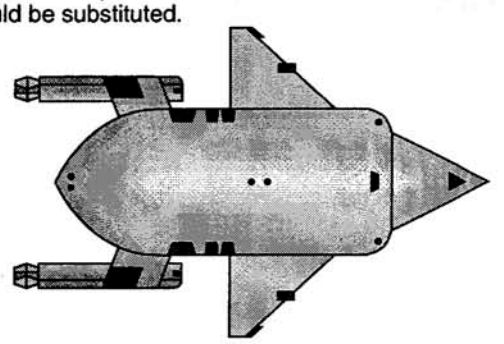
(R12.42) GREEN SHARK STRIKE CARRIER (CVS): After the failure(?) of the WYN War of Return, the WYNs completed their next Great White Shark cruiser as this strike carrier design.

SSD and counter are in Module R7.

Known names: *Gabrielle.*

Year	Escorts	Fighters
Y187	CWE, DWE	12xTADSC

Note the unpublished CWE variant used as an escort. A DE could be substituted.



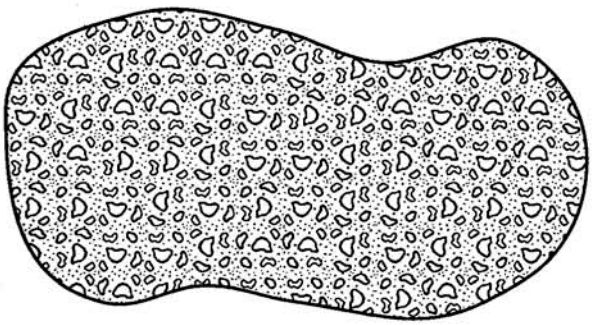
(R12.43) WYN-JINDARIAN CRUISER (WJL): This ship was either the most powerful and unusual in the WYN fleet or it was the greatest successful deception ploy in history.

The story goes something like this: The WYNs found the ship drifting inside the cluster. It had been abandoned, perhaps centuries earlier. They refitted it for combat, but could not get its railgun or anti-transporter technology to work and eventually junked these items in favor of whatever weapons they had easily to hand. According to the legend, the ship was positioned near the expected point of an attack to be in position as a last line of defense, and semi-portable base. There are some doubts that the ship ever existed, or that it was as fully operational as legend has it.

The ship cannot use "asteroid disengagement" if it has used its warp engines, since they are not Jindarian designs.

SSD and counter are in Module R7.

Reported Name: *Sheba.*

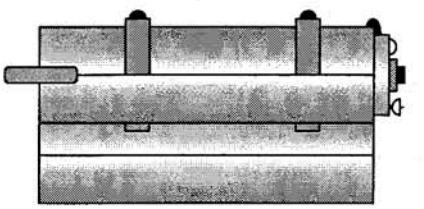


(R12.44) WYN AUXILIARY BATTLE CARRIER (AxBV): Seeking more firepower at the end of the General War, the WYNs attached a carrier pod to the bottom of an existing AxBC, creating a more powerful if vastly overloaded warship.

SSD and counter are in Module R7.

Reported Names: *Beth, Lynette.*

Year	Escorts	Fighters
Y174	No formal group; See R12.10	Whatever is available.



(R12.45) WYN AUXILIARY BATTLE CONTROL SHIP (AxBS): In a conversion similar to the AxBV, the WYNs fitted a PF pod to the underside of an AxBC, creating a three-pod variant. It was so slow and unmaneuverable that it was relegated to the defense of a single star system inside the cluster. Illustration is same as AxBV above.

SSD and counter are in Module R7.

Reported Names: *Dora, Norma.*

SCENARIO UPDATE: Space considerations prevented us from including any scenarios using any of the above WYN ships. However, the following variations are provided for scenarios found in Module C3:

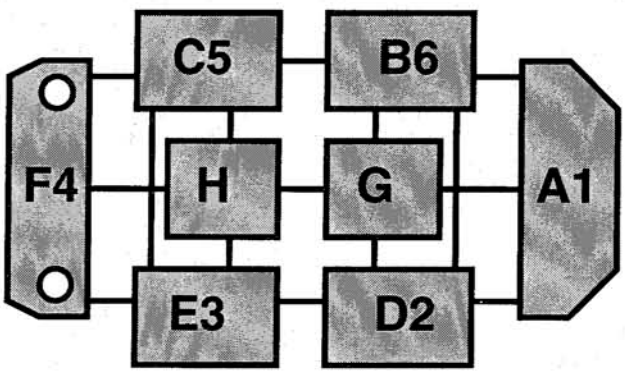
(SH117.65) Replace Orca-V with the Green Shark.
Replace the Orca CW with a second Mako.

(SH118.63) Replace the CAX with the DN.

BOARDING PARTY TABLE

	A	B	C
BCH	3xPh-3, 8xPh-1, 2xBridge, 2xFlag, Probe, 1xEmer, 2xTran	2xOption, 2xDrn, 2xTrac, 9xF Hull, 9xA Hull, 4xLab, 4xBtty	1xTran, 2xAux, 8xAPR, 4xImpulse, 6xShttl, 4xDisr, 2xPh-3
DN	4xPh-3, 10xPh-1, 2xBridge, 2xFlag, Probe, 2xTran, 6xLab, 8xBtty	2xOption, 4xDrn, 2xTrac, 16xF Hull, 16x A Hull	2xEmer, 3xTran, 2xAux, 8xShttl, 6xAPR, 6xImpulse, 3xPh-3, 6xDisr
CVS	Same as CA	Same as CA	2xAux, 16xShttl, 4xImpulse, 4xDisr, 2xPh-3
WJL	As per (R16.1C12)		

	A	B	C	D	E	F	G
AxBV	Same as AxBC	Same as AxBC	Same as AxBC	Same as AxBC	Same as AxBC	Same as AxCV	5xShttl
AxBS	Same as AxBC	Same as AxBC	Same as AxBC	Same as AxBC	Same as AxBC	Same as AxPFS	6xRep, 5xAPR



MASTER SHIP CHART

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
SHIPS RECEIVED FROM OTHER RACES														
WJL	40	18	145	NA	0.50	2+2	3	C	43	170?	NA	31	6	D%, V
LARGE AUXILIARY WARSHIPS														
AXBV	35	6	145	2-6	1.00	1+2	3	E	44	174	9	24	6	ML, D%, V
AXBS	35	6	155	2-6	1.00	1	3	E	45	183	9	24	6	ML, P
NEW CONSTRUCTION SHIPS														
DREADNOUGHT														
DN	55	26	240	3-6	1.50	3+1	2	C	41	189	14	31	10	CJ
HEAVY BATTLECRUISER														
BCH	49	20	170	5-6	1.00	2+1	3	C	40	186	12	22	10	UNV
HEAVY CRUISER VARIANT														
CVS	42	16	155	5-6	1.00	2+2	3	C	42	187	10	19	9	V, D%

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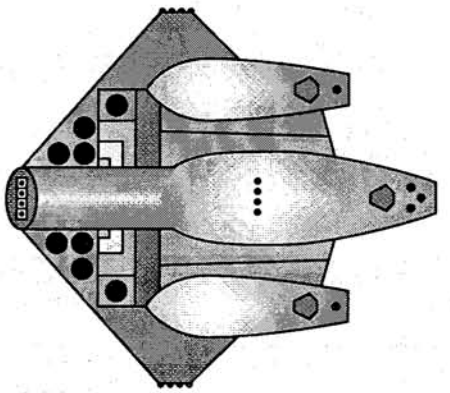
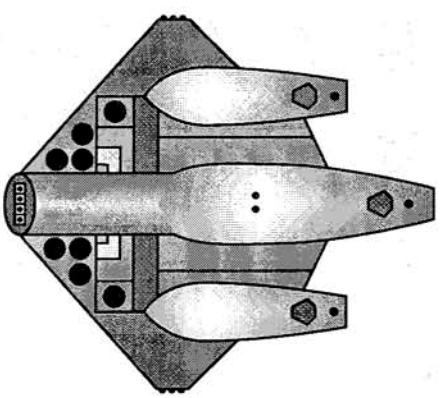
(R13.0) ISC SHIPS

(R13.54) HEAVY DREADNOUGHT (DNH): The ISC came late to the heavy dreadnought idea. Their original DNs were already more powerful than those of anyone else. The refits to add more weapons did not begin until Y193, in the dark days of the Andromedan War. Balcony = 2.

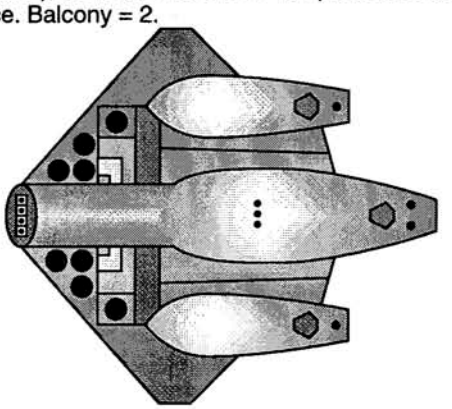
SSD and counter are in Module R7.



(R13.55) LIGHT DREADNOUGHT (DNL): The ISC built light DNs long after other races did, intending to use them as the forward wave of their drive to force the warring powers apart. They commanded small echelon groups and avoided combat with more powerful squadrons. Unlike other races which built DNLs while converting DNEs to DNs, the ISC built its DNLs at the end of its pre-intervention DN construction program. SSD and counter are in Module R7. Balcony = 2.



(R13.56) EARLY DREADNOUGHT (DNE): This was the original ISC DN design (first built in Y166), before the phaser-3 and plasma-F refits were added to provide rear defense, and prior to the advent of the plasma-S and PPD in ISC service. Balcony = 2.

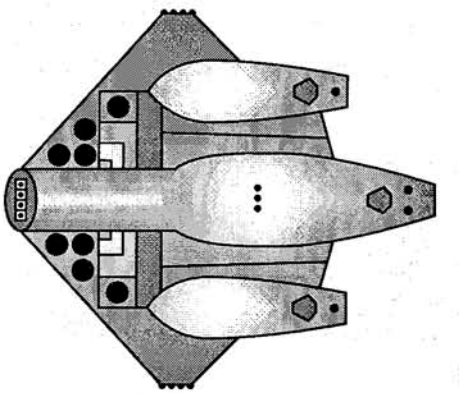


SSD and counter are in Module R7.

Known Names: All DNEs were eventually converted into DNs, but not all DNs began life as DNEs. The *Concordium* was known to have been a DNE converted to a DN.

(R13.57) PLASMA DREADNOUGHT (DNP): Yet another variant designed during the Andromedan Invasion, the ISC went the whole way and gave up all PPDs for more torpedo firepower. Balcony = 2.

SSD and counter are in Module R7.

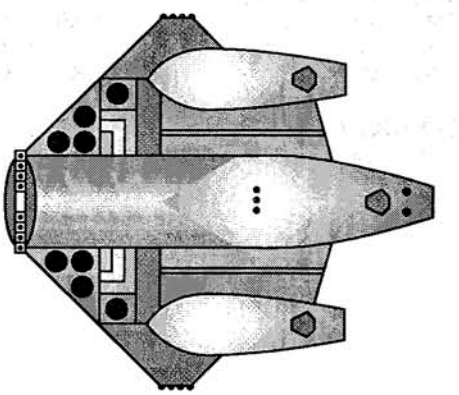


(R13.58) BATTLESHIP CARRIER (BBV): A conjectural design showing how an ISC battleship might have been converted into a heavy carrier. The bay had eight balcony positions (four on each side) and a "wide" door (R2.13) in the center. Balcony = 4+4.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y177	CEA, 2xDEA	16xSF, 8xTF
Y180	CEA, 2xDEA	16xFSF, 8xFTF



(R13.59) STELLAR DOMINATION SHIP (SDS): A conjectural design showing how an ISC battleship, had one existed, might have been converted for this mission. The bay had eight balcony positions (four on each side) and a "wide" door (R2.13) in the center. Balcony = 4+4. The illustration is the same as the BBV above.

SSD and counter are in Module R7.

Status: Conjectural.

Year	Escorts	Fighters
Y183	CEA, 2xDEA	12xFSF

BOARDING PARTY TABLE

	A	B	C	D	E
DNH	2xPPD, 6xPh-1-FH, 2xBridge, 2xFlag, Probe, 4xTran	Same as DN	16xF Hull, 4xTrac, 4xPh-1-360°	Same as DN	16xA Hull, 8xShttl, 6xImpulse
DNL	1xPPD, 2xPh-1-FH, 2xBridge, 2xFlag, 2xTran	1xPPD, 2xPh-1, 2xEmer, 2xAPR, 3xLab, 3xBtty, 3xPh-3, 3xPl-F	12xF Hull, 4xTrac, 2xPh-1-360°, Probe	1xPPD, 2xPh-1, 2xEmer, 2xAPR, 3xLab, 3xBtty, 3xPh-3, 3xPl-F	12xA Hull, 8xShttl, 3xImpulse
DNE	2xPl-G-FP, 4xPh-1-FH, 2xBridge, 2xFlag, 4xTran	1xPl-G-LP, 2xPh-1, 2xEmer, 2xTran, 2xAPR, 3xLab, 4xBtty, 8xCargo	Same as DN	1xPl-G-RP, 2xPh-1, 2xEmer, 2xTran, 2xAPR, 3xLab, 4xBtty, 8xCargo	Same as DN
DNP	2xPl-S-FP, 4xTran, 4xPh-1-FH, 2xBridge, 2xFlag	Same as DNT	Same as DN	Same as DN	Same as DN
BBV	2xPPD, 4xPh-1-FH, 3xBridge, 3xFlag, 4xTran	Same as BB	20xF Hull, 6xTrac, 3xPh-1-360°, 2xProbe	Same as BB	24xA Hull, 30xShttl, 10xImpulse
SDS	Same as BBV	Same as BB	20xF Hull, 6xTrac, 3xPh-1-360°, 2xProbe, 6xRep	Same as BB	24xA Hull, 18xShttl, 10xImpulse

MASTER SHIP CHART

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
BBV	89	28	375	3-6	2.00	4+8	2	E	58	177‡	36	42	10	V, CJ
SDS	89	28	375	3-6	2.00	4+4	2	E	59	183‡	36	42	10	V, P, CJ
DREADNOUGHT VARIANTS														
DNH	64	24	294	3-6	1.50	4	2	E	54	192	14	34	10	
DNE	64	24	226	3-6	1.50	4	2	E	56	166	14	29	10	
DNP	64	24	260	3-6	1.50	4	2	E	57	190	14	31	10	
LIGHT DREADNOUGHT														
DNL	58	24	260	3-6	1.25	4	2	E	55	183	14	28	9	

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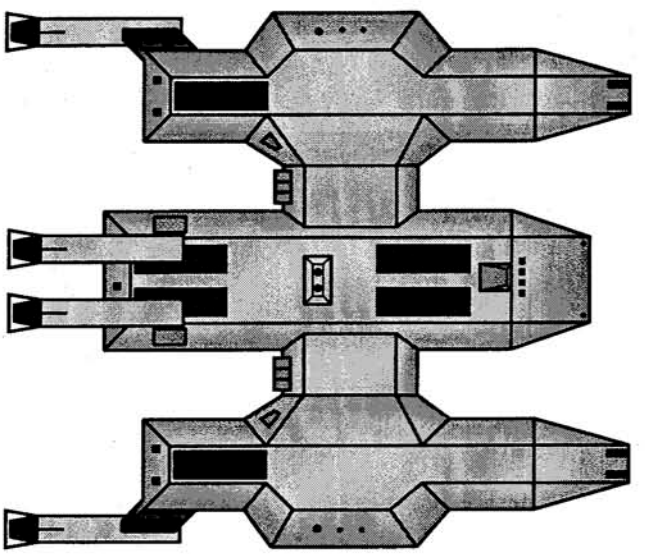
(R14.0) LDR SHIPS

(R14.34) CAVE LION BATTLESHIP (BB): While the LDR never had a battleship (or even a dreadnought), this design was found in LDR archives based on the possible conversion of what would have been the 5th Lyran Battleship. The Lyrans had hinted that the LDR might receive such a ship in return for rejoining the Empire.

Mech-Links standard; true PFT; repairs on center links only. Power Packs built into design. Three UIMs; backups availalble (S3.2).

SSD and counter are in Module R7.

Status: Conjectural.

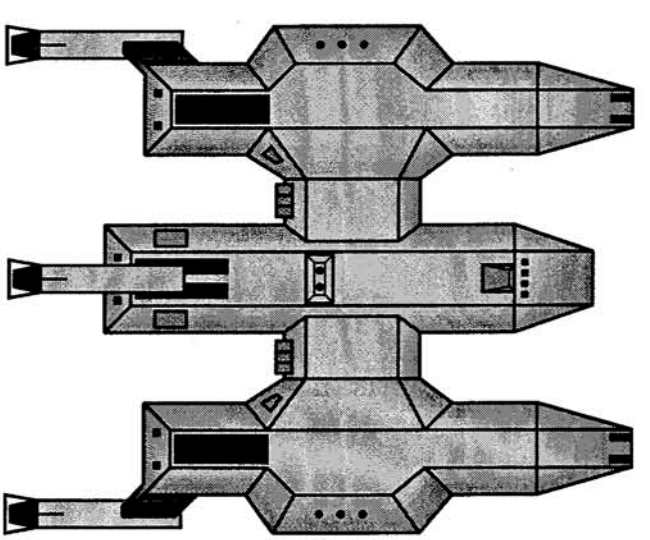


(R14.35) LION DREADNOUGHT (DN): While the LDR never had a DN, there were various negotiations with the Lyrans that sometimes included an LDR request for the parts to convert their CA into a DN. (How their small shipyard could handle the conversion is unclear, but they would never have sent the ship to the Lyran.) Perhaps, if the General War had not intervened or had ended on schedule, a DN core might have been provided as part of a political arrangement.

Mech-Links standard; true PFT; repairs on center links only. Power Packs standard. Two UIMs; backups availalble (S3.2).

SSD and counter are in Module R7.

Status: Unbuilt Variant.



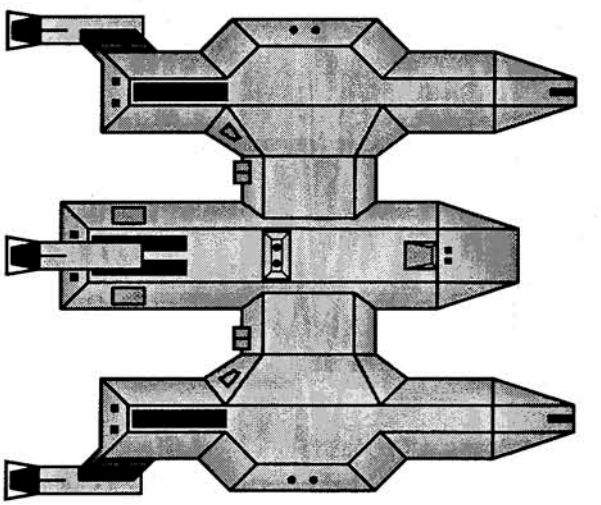
(R14.36) SIBERIAN HELLCAT BATTLE CARRIER (BCV): The LDR reportedly considered the conversion of its only BCH into this design, but did not proceed with the plan because the ship could not be spared.

Mech-Links cannot be fitted. Power Packs standard.

Two UIMs; backups availalble (S3.2).

SSD and counter are in Module R7.

Year	Escorts	Fighters
Y181	MPV, MPA	12xZ–YB (+MPV)
Y184	MPV, MPA	12xZ–YC (+MPV)

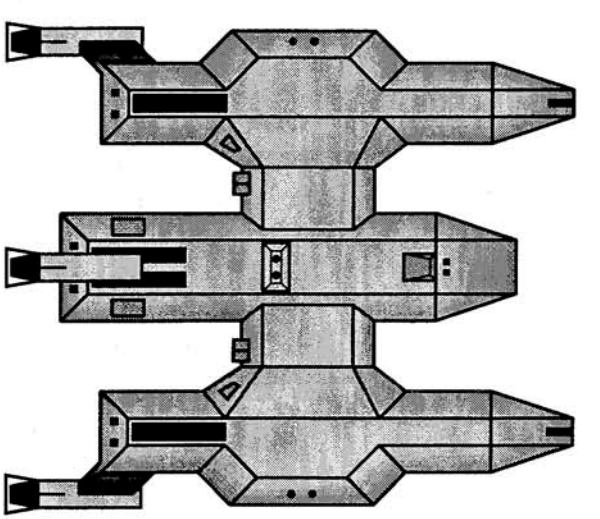


(R14.37) FIRECAT BATTLE CONTROL SHIP (BCS): Finally forced to accept reality, the LDR converted its lone BCH into this BCS design in Y184. Due to the lack of formal LDR escorts, it operated with an existing MPV group. It was destroyed during the Andromedan Invasion.

Mech-Links standard; true PFT; repairs on center links only. Power Packs standard. Two UIMs; backups availalble (S3.2).

SSD and counter are in Module R7.

Year	Escorts	Fighters
Y184	MPV, MPA	6xZ–YC (+MPV)



BOARDING PARTY TABLE

	A	B	C	D	E	F
BB	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 2xAux, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 3xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 2xFlag, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 3xShttl	8xBtty, 4xESG, 2xPh-1, 2xProbe, 2xEmer, 2xAPR, 3xTran, 3xLab	6xPh-1, 2xPh-G, 4xBridge, 16xC Hull
DN	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 3xFlag, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	4xPh-1, 4xBridge, 8xC Hull, 2xProbe, 2xEmer, 2xBtty	6xImpulse, 2xLab, 2xTran, 2xESG, 4xRep, 2xDisr, 2xTrac, Power Pack
BCV	2xDisr, 2xPh-1, 2xLab, 1xAux, 4xF Hull	1xESG, 2xF Hull, 1xPh-G, 1xPh-1, 4xBtty, 2xTrac, 3xShttl	2xDisr, 2xPh-1, 2xLab, 1xFlag, 4xA Hull	1xESG, 2xA Hull, 1xPh-G, 1xPh-1, 4xAPR, 2xTrac, 3xShttl	4xPh-1, 2xBridge, Probe, 1xEmer, 6xC Hull, 2xBtty	4xImpulse, 2xTran, 2xLab, 2xESG, 2xTrac, 2xDisr, 12xShttl, 2xPower Pack
BCS	2xDisr, 2xPh-1, 2xLab, 1xAux, 4xF Hull	1xESG, 2xF Hull, 1xPh-G, 1xPh-1, 4xBtty, 2xTrac, 3xShttl	2xDisr, 2xPh-1, 2xLab, 1xFlag, 4xA Hull	1xESG, 2xA Hull, 1xPh-G, 1xPh-1, 4xAPR, 2xTrac, 3xShttl	4xPh-1, 2xBridge, Probe, 1xEmer, 6xC Hull, 2xBtty	4xImpulse, 2xTran, 2xLab, 2xESG, 2xTrac, 2xDisr, 6xShttl, 6xRep, 2xPower Pack

MASTER SHIP CHART

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP VARIANTS														
BB	80	30	360	3-6	2.00	2	2	E	34	175‡	36	42	10	P, CJ
DREADNOUGHT														
DN	62	22	249	3-6	1.50	3	2	D	35	168	14	30	10	P, UNV
HEAVY BATTLECRUISER VARIANTS														
BCV	56	20	202	4-6	1.00	2+4	3	C	36	181	11	25	10	V, D%, CJ
BCS	56	20	202	4-6	1.00	2+2	3	C	37	184	11	25	10	P, V, D%

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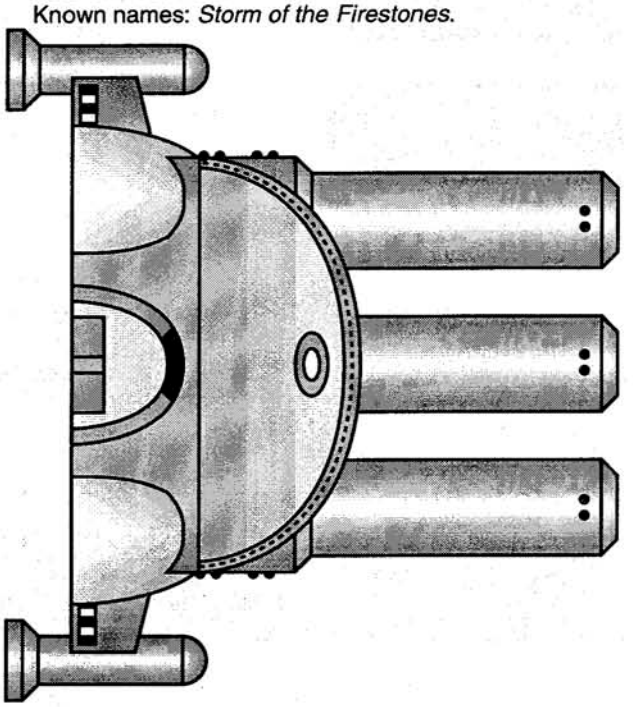
(R15.0) SELTORIAN SHIPS

(R15.25) SELTORIAN LIGHT DREADNOUGHT (DNL): Facing increasingly heavy combat in the Milky Way with only the ships they had brought (or could build), the Seltorians were at an increasing disadvantage due to the lack of heavy command units. Their solution was to simply mount a third standard boom into the central socket of a standard cruiser rear hull. This design was suggested by Klingon engineers, and the Seltorian engineers were reportedly astounded at the concept (or at least pretended to be). Intelligence reports indicate that this had not previously been done due to the problems of balancing the warp fields of three engines in such close proximity, but that Klingon engineers (with more powerful computers) were able to provide the necessary balance studies.

For our purposes, the resulting ship is classed as a Light Dreadnought, although it really does not fit into the design "mold" of the galactic DNLs that fought in the opening stages of the General War. The Seltorians listed the ships as simply "command ships".

SSD and counter are in Module R7.

Known names: *Storm of the Firestones.*



NOTE: The "three-boom battle destroyer" and "three-boom super dreadnought" will be in a future module. The SSD is on file at ADB, Inc.

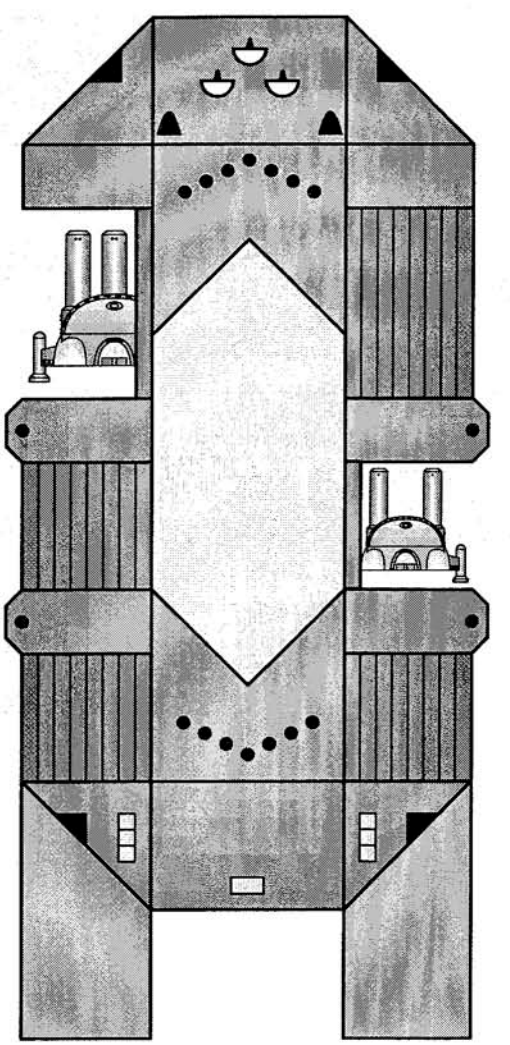
(R15.26) NEST SHIP (NST): When the Seltorians dispatched their various expeditions to find the various groups of surviving Tholians, the composition of each year's mission varied considerably. (Seltorian politics came into play, as various succeeding governments had different views of how great a priority the holy crusade actually was.) Some expeditions were led by Hive Ships, while others were led by the smaller Nest Ships. Some expeditions had one (or more) of each. There are persistent reports that a Nest Ship arrived at a different point in our Milky Way Galaxy during the period of the General War. Rumors of Seltorians are also heard in the Omega Sector.

The SSD shows a "PF mech link refit" which might have been installed if the expedition that reached Klingon space had included a Nest Ship. See (R15.13C). These could also be used as fighter mech links or as fighter bays should the players wish to experiment with these concepts.

The Nest ship uses the same rules on docking ships as the Hive Ship (R15.13) with the obvious exceptions of movement cost (1.5 vs 2.0) and number of docking bays (six instead of eight).

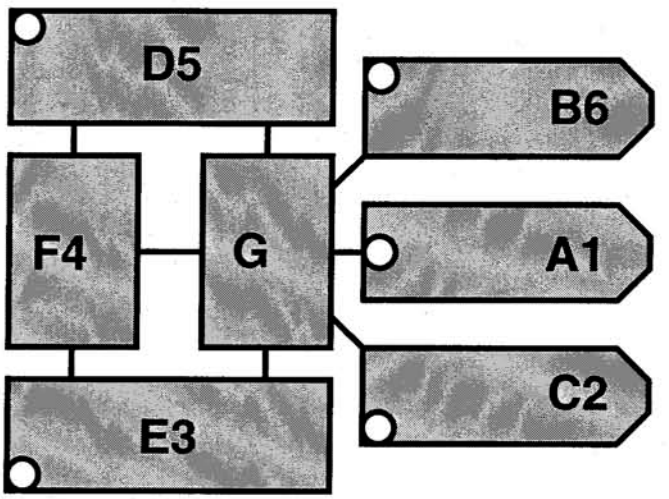
SSD and counter are in Module R7.

The concept of a Nest Ship was proposed by David March. The proposed design, however, could not be used for several reasons and the actual SSD/design shown here was created by ADB Inc.



BOARDING PARTY TABLE

	A	B	C	D	E	F	G
DNL	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse	6xTran, 6xShttl, Probe, 2xTrac	4xLab, 2xWeb Breaker, 2xBridge, 2xEmer, 2xPC, 4xBtty



	A (COMMAND)	B (QUARTERS)	C (REPAIR MAIN)	D (REPAIR 1)
NST	7xPh-1, 3xSen, 3xBridge, 3xFlag, 2xPC, 2xTran, 2xWeb Breaker, 2xProbe, 7xLab	42xC Hull	14xRep	2xPh-3, 4xRep, 4xTrac, 3xAux
	E (CARGO 1)	**F (REPAIR 2)**	**J (CARGO 2)**	**K (POWER DECK)**
	6xBtty, 3xTran, 6xAPR, 14xCargo	2xPh-3, 4xRep, 4xTrac, 3xAux	6xBtty, 3xTran, 6xAPR, 14xCargo	2xPC, 2xTran, 7xAPR, 6xImpulse, 7xPh-1, 7xShttl

Use the diagram for the Hive Ship and ignore areas G, H, N, and S. For Docks and PFs, see (R15.13).

MASTER SHIP CHART

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
HIVE-TYPE SHIPS														
NST	124	30	450/225	0-6	1.50	4	1	H	26	182	N/A	30	10	P, ◆
HEAVY CRUISER VARIANT														
DNL	50	20	175	4-6	1.25	1+1	2	D	25	184	8	33	9	Y1

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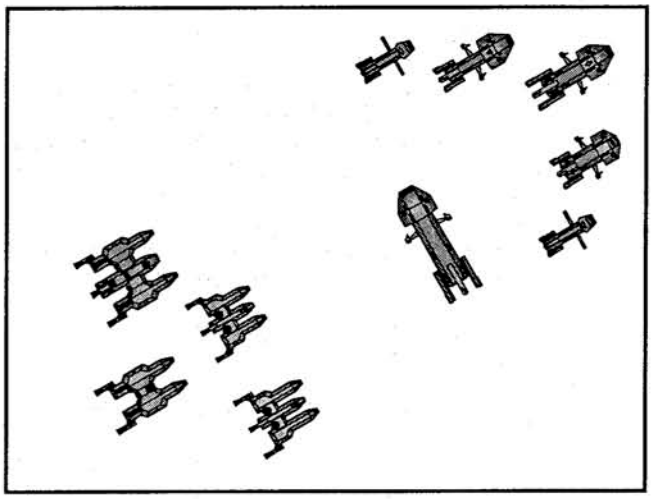
(SH201.0) I'VE GOT YOU COVERED



(Y169) *by Steven P Petrick, Texas*

During the heavy fighting in which the Kzintis lost most of their territory, one squadron led by the light DN *Thundermark* was badly shot up by a Klingon force. As the Kzinti squadron withdrew toward its base, it was pursued by a Lyran battle group. The Lyrans roared into battle intent on destroying the crippled Kzintis; the commander of the undamaged Kzinti DNL signaled to the battered consorts: "Maintain best speed, I've got you covered."

(SH201.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SH201.2) INITIAL SET UP

LYRAN: BCB+p *Regent* in 0228, CWB+ *Gray Fang* in 0326, CL+p *Pinacle* in 0230, and DWB+ *Gray* in 0129, all heading B, speed max, WS–III.

KZINTI: DNL *Thundermark* in 3010, speed 15, heading B, WS–III.

Damaged ships: CM *Black Fang* in 3212, CLG *Dark Thunder* in 3108, CVL *Hurricane* in 3309 (four AAS fighters 40th squadron, *Storm Surge*), FF+ *#29* in 3114, SC+ *#70* in 3210.

All crippled ships are speed 15, heading B, WS–I.

(SH201.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH201.4) SPECIAL RULES

(SH201.41) MAP: Use a floating map. The Kzinti units can only disengage by distance, and must do so in direction A or B. The Lyran units can disengage by any means, but only in directions E, D, or C. Units which disengage in unauthorized directions are considered destroyed.

(SH201.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH201.421) If using the optional MRS shuttles, the DNL and BC could each buy one MRS. Note that the MRS shuttle is included in the total of Commander's Options available to these units.

(SH201.422) EW fighters were not available at the time of this action; MRS shuttles sometimes served in that role.

(SH201.423) There are no PFs in this scenario; they have not been invented yet.

(SH201.43) COMMANDER'S OPTION ITEMS

(SH201.431) Each Lyran ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. Each Kzinti ship can only purchase items up to 15% of their BPVs to reflect their involvement in recent combat. This includes the extra points for special drones provided by (S3.2). Note that the Kzintis have had time to transfer some drones from the storage lockers of the DNL and CVL, so they will be able (to some extent) to have a balanced drone loadout rather than just what was left from the previous battle.

(SH201.432) All drones are "medium," i.e., speed–20. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. See (SH201.431) for limitations on Kzinti drones.

(SH201.433) If players wish to use the optional rules for Prime Teams (G32.0), the DNL and the BC each could buy one such team.

(SH201.44) REFITS are as noted in (SH201.2). Note that the Kzinti CVL and CLG have not been refitted.

(SH201.45) BATTLE DAMAGE: The Kzinti ships (other than the DNL) have sustained considerable damage in the previous fighting. For each of the following ships, reduce the designated shield to zero, then apply the designated number of internal damage points through that shield as a single volley, then repair the shield by a maximum of six shield boxes, then use all of the Continuous Repair quota to repair some boxes. Note that "shuttle" (not "fighter") box(es) destroyed by the above damage and repaired can have a ship's "spare shuttle(s)" in it (them). The CVL has already broken out its spare fighters.

CM *Black Fang* : shield #1, 38 points internal damage.
CLG *Dark Thunder*: shield #3, 19 points internal damage.
CVL *Hurricane*: shield #4, 42 points internal damage.
FF+ *#29*: shield #2, 16 points internal damage.
SC *#70*: shield #5, 12 points internal damage.

None of the Lyran ships have any previous battle damage; they are a fresh strike group taking up the pursuit of the Kzinti forces.

(SH201.46) DISENGAGEMENT: Due to problems with fuel and damage, none of the damaged Kzinti ships can disengage by acceleration. Any Kzinti ships which disengage by sublight evasion are considered destroyed.

(SH201.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH201.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH201.61) Replace the Lyrans with a Klingon pursuit group including a D7C, a D5, a D6B, and an F5DB.

(SH201.62) Replace the Lyran ships with any Lyran ships available in this year and with the same total BPV.

(SH201.63) For a smaller battle, delete the Kzinti CVL and CLG and the Lyran CL.

(SH201.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH201.71) Change the number of damage points applied to any or all of the Kzinti ships.

(SH201.72) Replace the Lyran BC with a DN or CA.

(SH201.73) Delete or add fighters to the CVL.

(SH201.8) TACTICS

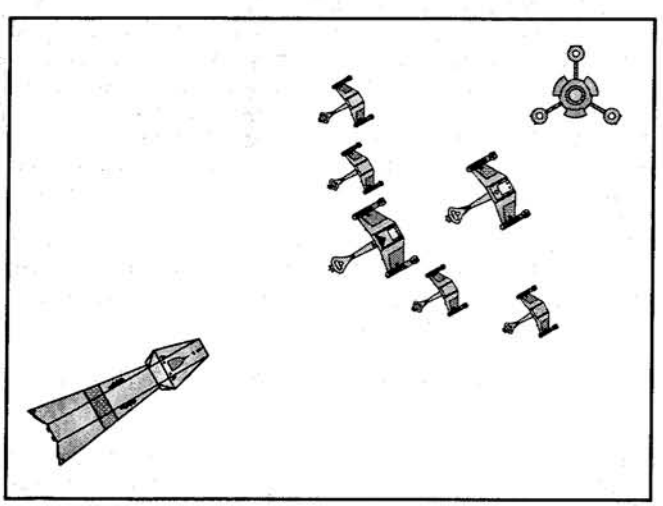
LYRAN: Decide how you want to play this. You can go after a single Kzinti ship and then all gang up on the DNL, or you can try to get all of the Kzinti cripples and deal with the DNL as you can. Remember that the Kzintis are hurt, but they still have a considerable throw-weight of drones which take no power to operate (other than fire control).

KZINTI: Try to build up a wall of drones between your cripples and the Lyrans, and then maneuver the DNL around it to hammer them. You are going to have to take out the BC first as its large ESG capability makes it the most devastating. With it out of the way, set your sights on the CW, if it can be destroyed or driven off the cripples should be able to hold off the CL and DW by themselves.

(SH201.9) DESIGNER'S NOTES: I wanted to explore the pursuit battle phenomenon and to consider what would happen if the flagship of a squadron had to sacrifice itself to protect its followers.

HISTORICAL OUTCOME: The Lyrans concentrated their initial attack on the *Hurricane*, destroying it. This had, however, allowed the other ships to gain some distance, and when the Lyrans became involved in a melee with the *Thundermark* they lost track of the damaged Kzinti ships (which escaped). The *Thundermark* was badly shot up but managed to escape (briefly) while the Lyrans lost the *Pinacle* (a painful loss since it could later have been converted into a BC) and had their other ships damaged.

(SH202.0) TO BLIND CYCLOPS



(Y169) *by Ulysses, Greece*

As the Hydran Expedition drove deeper into Klingon space, the three admirals in charge noted that a Klingon base at a subject race planet was broadcasting powerful sensor sweeps to track the Hydran forces. The admirals' triumvirate knew that they could never delay contact with major Klingon forces unless this base was taken out.

Knowing that a ship sent to destroy the base could not likely join up with the main task force, the triumvirate decided to send the LGE *Malatryx*, which had the speed to rejoin after the strike, or perhaps reach home space if it could not rejoin.

(SH202.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH202.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215.

HYDRAN: LGE *Malatryx* (12x Stinger-1) in 0130, heading B, speed max, WS–III. See (SH202.45).

KLINGON: All Klingon forces are heading D, speed max, WS–III; having been warned by the sensors on the base station.

Civilian Base Station *#22* (R1.35) in 2217 orbiting (P8.0) the planet, initial facing and rotation rate at the Klingon player's option. The Base Station has two hangar bay modules with Z-2 fighters (already launched) and one cargo module.

F5IB *Interdiction* in 2420

G4B *Kalahan* in 2015

G2s *#21*, *#29*, *#32*, and *#39* in 1813, 1611, 2522, and 2724.

12x Z–2 fighters (27th squadron, *Vanquishers*) anywhere within 12 hexes of the planet or in the Hangar Bays.

(SH202.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the Hydran player have been destroyed, captured, or have disengaged. If the Hydran LGE has not left the map by the end of Turn #6, it is considered destroyed by arriving reinforcements.

(SH202.4) SPECIAL RULES

(SH202.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Klingons can disengage from any map edge; the Hydran ship can only disengage from the xx30 map edge. Any Hydran fighters or shuttles which leave the map by themselves, i.e., not on the LGE, are considered destroyed.

(SH202.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH202.421) If using the optional MRS shuttles, the Hydran LGE has an MRS, which counts against its available Commander's Options points.

(SH202.422) EW fighters were not available at the time of this battle, although MRS shuttles could operate in that role.

(SH202.423) There are no PFs in this scenario.

(SH202.43) COMMANDER'S OPTION ITEMS

(SH202.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH202.432) All drones are "medium," i.e., speed–20. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH202.433) If players wish to use the optional rules for Prime Teams (G32.0), the DNL has one such team.

(SH202.44) REFITS are as noted in (SH202.2), note that an F5I is the ISF version of the F5 and is identical to it.

(SH202.45) HYDRAN FIGHTERS: Historically, the fighters were all Stinger-1s. There were not many Stinger-2 or Stinger-H fighters available when the Expedition departed for Federation Space; full deployment would be reached the following year. For simplicity's sake, the Expedition carried virtually none of either type so that the Shuttle Conveyor pallet on the accompanying tug could provide replacements for the Stinger-1 fighters and all the

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ships in the Expedition had their ready racks configured for them.

(SH202.46) SENSORS: The Civilian Base Station must keep one sensor active with six additional points of power allocated to it as non-general ECCM in order to maintain its sensor sweeps of the Expedition. If it fails to do so for any reason, including destruction of the sensor, the Hydran has accomplished his mission and won the scenario.

(SH202.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that if the Civilian Base Station is not crippled and its special sensors destroyed, the Hydran loses the scenario.

For every successful hit-and-run raid which the Hydran player conducts against a putative unguarded installation on the planet, the Hydran player receives 20 extra victory points.

(SH202.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH202.61) Use a DNL from another race.

(SH202.62) Replace the Klingon ships with other ships of an equal BPV.

(SH202.63) For a smaller battle, delete the F5IB and one G2, and replace the LGE with a THR.

(SH202.64) Delete all Klingon forces except for the fighters and one G2. Allow the Klingon to deploy one standard minefield package around the planet.

(SH202.65) If you do not have Module R6, you can simulate the G4 with an E4 with no disruptors, no APR, and only one special sensor.

(SH202.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH202.71) Change the DNL to a standard DN or to a CC.

(SH202.72) Replace the F5IB with a D4R (Local defense update of an Early Years D4).

(SH202.73) Delete or add a G2 or some fighters to/from the Klingon forces.

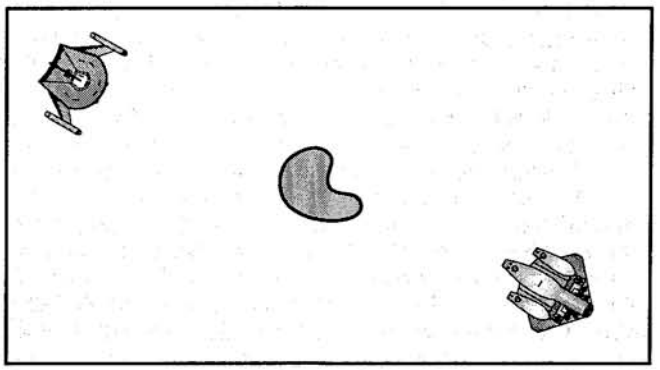
(SH202.8) TACTICS

HYDRAN: Go straight for the base. Try to ignore the defending units as best you can. Launch your own fighters to run as much interference as they can. You MUST hit the base from point-blank range to down a shield and score internals. You need 11 phaser hits, that is all. Suicide overload the fusions to punch the shield, and then the hellbores one at a time for Mizia effects. The Klingon knows what you are here for, so he will guard the sensors from hit-and-run raids, but he might not guard a phaser or two.

KLINGON: You know where he is going, and what he has to accomplish. Hit that #1 shield because he has to keep it pointing at the base to use his hellbores. Other than that, just hang on for six turns. And guard the sensors. Expect him to guard the hellbores.

HISTORICAL OUTCOME: The *Malatryx* blinded the base station and badly damaged the *Interdiction*, but could not rejoin the Expedition and was hunted down (tracked doggedly by the *Kalahan*) and destroyed. In an ironic moment, it was another Klingon ISF police F5I that fired the final and fatal volley.

(SH203.0) OF THINGS TO COME



(Y170) *by H G Wells, London*

After encountering the ISC, the Romulans attempted to arrange a set of negotiations to find out what this new power wanted or could be convinced to accept. The protocols established were for each race to send one ship to a designated point where talks could be held.

Each side sent a dreadnought, although the ISC ship had yet to receive the refits and the Romulan ship was the last of the Vulture class pre-warp designs (refitted to warp power) which had been relegated to this backwater theater.

The talks quickly broke down and the shooting began.

(SH203.1) NUMBER OF PLAYERS: 2; the Romulan player and the ISC player.

(SH203.2) INITIAL SET UP

TERRAIN: Single Large Asteroid (P3.4) in hex 2215, there are no other asteroids (and short of docking to it, it has no effect on fire or movement). (The conference is taking place in a small shelter habitat on this asteroid.)

ROMULAN: KVL *Venerable Leader* in 1815 heading C, speed zero, WS–III.

ISC: DNE *Concordium* in 2615 heading F, speed zero, WS–III. See (SH203.46).

(SH203.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH203.4) SPECIAL RULES

(SH203.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Romulans can only disengage from the 01xx hex row. The ISC can only disengage from 42xx hex row. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH203.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH203.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH203.431).

(SH203.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH203.423) There are no PFs in this scenario.

(SH203.43) COMMANDER'S OPTION ITEMS

(SH203.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that

whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH203.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, drones are "medium," i.e., speed–20.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH203.433) If players wish to use the optional rules for Prime Teams (G32.0), the two DNs could each be expected to have one such team.

(SH203.44) REFITS: The *Concordium* was the first DN the ISC built. She had not included the phaser-3 or rear plasma refits in her design, instead having large cargo bays to assist in establishing the ISC bases. She also was originally built with plasma-Gs. This was the reason she was selected for this mission (big, but not too threatening —Ah, the wonders of the diplomatic mind).

(SH203.45) DIPLOMATS: Each side has a team of diplomats on the asteroid. Rescuing this team gains a benefit of 50 victory points. The opposing delegation cannot be captured, or killed, as this would violate the last shreds of diplomatic protocol. The diplomats are the equivalent of one crew unit and can be rescued by transporter, shuttle, or docking to the asteroid. The points for rescuing the diplomats are lost if the ship is destroyed, but retained if the ship disengages with them aboard.

(SH203.46) EXPERIENCE: The ISC had very little combat experience by this date, and the crews of its DNs even less so. This is reflected by the *Concordium* having a Poor Crew (G21.1). If players do not like to use the crew quality rules, assume that a Romulan Praetor team boarded the *Concordium* and disabled its four FH phasers. The phasers can still be damaged, but cannot be fired until repaired by Continuous Damage Control or Emergency Damage Control. Any repair of these phasers does count against the ship's damage control rating. The Praetor team has since returned to the KVL too wounded for other duty.

(SH203.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Note the bonus for rescued diplomats in (SH203.45).

(SH203.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH203.61) Replace the KVL with a Gorn DNE.

(SH203.62) Replace the Romulan and ISC DNs with Klingon and Kzinti DNs, or with Lyran and Hydran DNs, or with the early DNs of any two opposing powers.

(SH203.7) BALANCE: The scenario can be balanced between players of different skill levels by giving the weaker player a few bonus points.

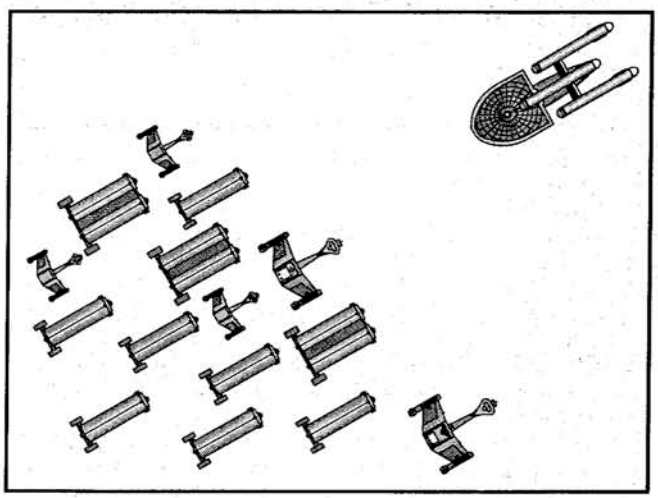
(SH203.8) TACTICS

ISC: Once you get moving, you are faster, and move you must. The plasma-Rs will give the Romulan much greater reach than your own ship in heavy armament, and speed is going to be your major defense. You have to run out his plasma-Rs while getting in to hit him with your much shorter ranged plasma-Gs. If at all possible, you want to make this a phaser duel where your larger battery and internals will make a difference. Be careful with any overruns as he does have that NSM.

ROMULAN: You have two powerful weapons, and an opponent who cannot escape them on a fixed map. Take the center of the board and pound away, but watch for him to lunge in if you ever empty both tubes at one time. Never launch more than one at a time, and hold the other as a threat until you have rearmed the first one.

HISTORICAL OUTCOME: After a short but brutal battle, the two badly damaged dreadnoughts agreed to a truce, picked up their diplomats, and went home.

(SH204.0) DEATH OF THE *STAR COUGAR*



(Y171) *by Stephen V Cole, Texas*

The opening battles of the Klingon invasion in Y171 were desperate ones, as the unprepared *3rd Fleet* tried every gambit and gamble in the book trying to buy enough time for the *Home Fleet* and other reinforcements to arrive.

One such incident was of particular note. Federation scanners detected a Klingon convoy approaching Starbase 15. It was alone and barely escorted, and making its best speed to reach the key Federation bastion. Hordes of Klingon warships were attacking every target in sight, and *3rd Fleet* intelligence and operations officers were able to grasp that their plan was a time-on-target attack on Starbase 15. As each Klingon attack group completed its preliminary targets, it would head for Starbase 15, with all forces (including the curious convoy) timed to arrive on the same day.

The best guess was that the convoy was a Special Attack Force loaded with explosive suicide freighters and cargo ships loaded with Klingon troops. It was not under heavy escort because the Klingons wanted to use their warships to attack colonies, stations, patrol ships, and other targets. If that force linked up with the Klingon warships, it could spell the doom of Starbase 15.

The problem, however, was how to attack this convoy. Only a very fast ship could hope to reach the convoy before the Klingons could divert forces to protect it, and that might be by no more than a few minutes. The ship or ships sent on the raid would then be trapped behind the lines and might not escape, so a large force could not be spared. Ultimately, the commander of the *3rd Fleet* elected to send only one ship, and had a choice between a fast cruiser and an equally fast light dreadnought, the *Star Cougar* under Fleet Captain Schoeller. Noting that another target would also require a fast raid, Schoeller insisted that the CF *Wolverine* be sent to attack a Klingon scout ship that was

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coordinating the various attack forces while his heavier unit went after the convoy. Knowing that he had just condemned his crew to death or capture, Schoeller said in his final letter to his wife that "I only hope the convoy is what we think it is. I hope this is all worth it."

(SH204.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH204.2) INITIAL SET UP
TERRAIN: None. Use four maps set up in a rectangle as:

1	2
3	4

FEDERATION: DNL *Star Cougar* enters Map #2 at hex 4201 on Impulse #1, Turn #1, heading E, speed max, WS–III.

KLINGON CONVOY: The Klingon convoy consists of two small suicide freighters, one large suicide freighter, two small troop ships, one small disruptor-armed freighter, one large disruptor-armed freighter, two standard small freighters, and one standard large freighter.

The convoy is escorted by a G4 police flagship *Kipowitz*, three G2s *#26*, *#43*, and *#50*, and one E4I *Stalwart*.

All of these Klingon ships are deployed on Map #2 within four hexes of hex 1225. All are heading B, speed 6, WS–I.

KLINGON REINFORCEMENTS: On Turn #3, the Klingon player receives the following reinforcements:

Entering Map #1 at 1401: FD7K fast cruiser *Hellbringer*.

Entering Map #3 at 0120: D5J *Recanter*.

Entering Map #4 between 1030 and 2030: F5L *Audacity*, F5B *Khedive*, F5D *Viper*.

On Turn #3, the Klingon player receives the following reinforcements:

Entering Map #2 between 1001 and 2001: D7C *Direslayer*, D7B *Avenger*, D6B *Gnasher*.

All reinforcements enter the map with a heading of the Klingon player's choice, speed max, WS–III.

(SH204.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH204.4) SPECIAL RULES

(SH204.41) MAP: The map is fixed at start and does not float until all Klingon reinforcements have arrived. Any unit leaving the fixed map has disengaged and cannot return. Klingon units can disengage toward any direction; the Federation ship can only disengage in directions B or C.

(SH204.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH204.421) If using the optional MRS shuttles, the Federation DNL and the Klingon D7C each have one MRS. These count against the limits of the Commander's Options available to these ships in (SH204.431) below.

(SH204.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH204.423) There are no PFs in this scenario.

(SH204.43) COMMANDER'S OPTION ITEMS

(SH204.431) Each Klingon reinforcement ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 10% of its Combat BPV (the lower percentage represents stores used in earlier attacks, and in the case of the D5J represents its lower priority in receiving replacement stores).

The Federation DNL and the Klingon Convoy ships can have up to 20% for their Commander's Options. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH204.432) All drones are "medium," i.e., speed–20.

Klingon ships see (SH204.45).

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH204.433) Prime Teams (G32.0) are not available in this scenario.

(SH204.44) REFITS: As in (SH204.2). Note that the E4 is actually an E4I (identical to a normal E4 but range-10 disr), and being ISF units it and the G4 had lower priorities for the B refit and had not received it at the time of this battle.

(SH204.45) KLINGON RESTRICTIONS: The Klingon reinforcements have been involved in several actions prior to arriving in this scenario. They had not been resupplied before being diverted to this situation. This is reflected by a reduction in the BPV available to them to purchase Commander's Option Items (SH204.43). In addition, while special drones may be purchased for the ship's drone racks as per the normal rules (FD2.45), none of the reinforcement ships will have any reload drones (the MRS on the D7C will only have ten spaces of drones available as follows: five type-IM, one type-IVM, six type-VIM). The Klingon reinforcements are permitted to remove drones from their drone racks prior to entering the map for purposes of having reloads and/or to load into scatter packs. These restrictions do not apply to the Klingon Convoy units.

(SH204.46) D5J PENAL CRUISER: This ship has a Poor Crew (G21.1).

(SH204.47) CONVOY DISENGAGEMENT: The Klingon freighters (which does include the troop transports) cannot leave the map because if they did they wouldn't get far enough to matter and the suicide and non-military freighters cannot disengage by acceleration anyway. Their orders (and their only hope) is to hold out for reinforcements. Once the Klingon reinforcements are placed on the map, the map becomes a floating map at that point.

(SH204.5) VICTORY CONDITIONS: The Klingons use the Modified Victory Conditions (S2.201) to determine their level of victory.

The Federation ship has only one victory condition: all of the suicide and troop transport freighters must be destroyed. Meeting this requirement is a victory for the Federation; failing to meet it means a disaster that could cost the Federation the War, as Starbase #15 might not remain to delay the Klingon drive toward Earth. Survival of the *Star Cougar* and the destruction of other Klingon units are irrelevant to the Federation victory conditions, but will affect the Klingon victory conditions. Freighters and troop transports which disengage by sub-light are considered destroyed for victory purposes.

(SH204.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH204.61) Replace the Klingon forces with Romulan units of equivalent BPV.
(SH204.62) The "armed freighters" can be drone-armed or phaser-armed at the Klingon player's secret option, written down before the game and revealed when they fire/launch or by tactical intelligence. Drone-armed freighters favor the Klingons, phaser-armed freighters favor the Federation.
(SH204.63) For a smaller battle, delete the Klingon armed freighters, the D7, and the F5D and replace the Federation DNL with a CF.
(SH204.64) If you do not have Module R6, you can simulate the G4 with an E4 with no disruptors, no APR, and only one special sensor. Replace the FD7K with a D5L.

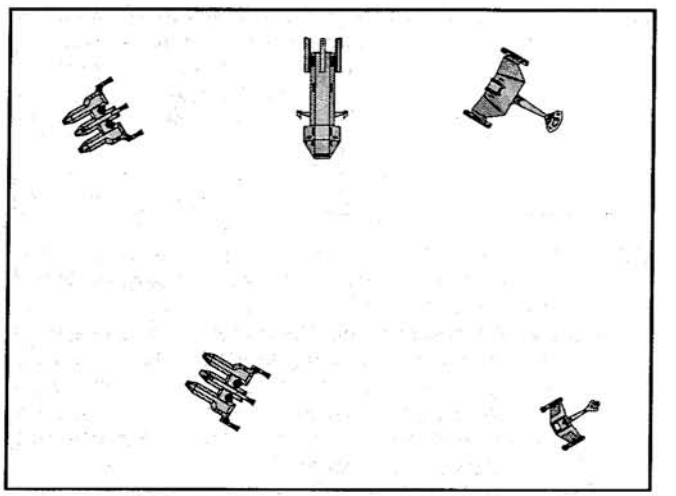
(SH204.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH204.71) Change the DNL to a CF, or add a CF.
(SH204.72) Replace the D7C with a C9.
(SH204.73) Delete or add an F5 to the Klingon forces.
(SH204.74) Require the Federation player to use tactical intelligence to identify which freighters are critical to destroy.

(SH204.8) TACTICS:
FEDERATION: You volunteered the day you put on that uniform and cashed the first paycheck. Load your weapons and head for the convoy. Fire enough to cripple every freighter you need to kill, then go back and kill them. Avoid wasting your weapons on Klingon ships or defending yourself. This includes using a weasel since you cannot afford to stop or slow down, better to have suicide shuttles for that extra bang. Take the MRS at least for the extra drones it provides and the possibility that it might live long enough to accomplish SOMETHING.
KLINGON: Scatter the convoy to make it harder for the Federation to reach the ships he needs. When your warships come on the map, close to point-blank range, fire everything you have, and tractor the DNL to keep it from maneuvering, or at least losing speed fighting the tractor. The G4 should lend O-EW to the *Star Cougar*, carefully balancing its speed needs and trying to avoid being close enough to be killed. It will make itself a major nuisance, and if it draws fire, it fulfills doubly its mission of protecting the convoy.

(SH204.X) DESIGNER'S NOTES: I wanted a desperate battle where the attacker was a true berzerker, unafraid of death and unconcerned about his own wounds, but focused totally on the single desperate mission.

HISTORICAL OUTCOME: The Special Attack Force was wiped out, including the destruction of all three G2s. The Klingon reinforcements suffered some damage, the *Khedive* and *Viper* joining the *Kipowitz* and *Stalwart* for a long trip back to a repair base. The Klingon assault was further delayed by the loss of supplies on the non-suicide freighters. The delay enabled Starbase #15 to hold back the Klingon invasion, giving the Federation time to mobilize. Fleet Captain Schoeller self-destructed the *Star Cougar* after the Klingon commander broadcast on sub-space the details of special treatment that would be accorded his crew in the prison camps. The Klingon commander was himself relieved of command and assigned to the F5J *Torment* for failing to adequately safeguard the Special Attack Force.

(SH205.0) THE DEATH DEALER



(Y179) *by Frank Franz, California*

After a heavy battle with Klingon and Lyran forces, the Kzinti Heavy Dreadnought *Confederation* found itself as the only major unit remaining in the Zursk Sector. Most of its consorts had been destroyed or crippled; the rest had fled the scene. The heavy Klingon and Lyran units had also been destroyed or had fled. What remained in the sector was a handful of Lyran and Klingon light units that had, for a variety of reasons, simply not been able to get out of the way. Broadcasting a Kzinti battlecry by subspace, Admiral *Cat With Knowledge of Drones* launched his ship into a frenzy of slaughter and mayhem against the Coalition forces trying to regroup.

(SH205.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Coalition player.

(SH205.2) INITIAL SET UP
TERRAIN: None. (Alternatively, players could use any of the various "asteroid" maps.)
KZINTI: DNH *Confederation* in 2101, WS–III, heading D, speed max.
COALITION: The Coalition player controls both the Klingon and Lyran forces; exception (SH205.61). All Coalition units are at speed 4 and WS–I. For purposes of phaser directional damage (D4.321), all listed internals are a single volley through the weakest shield, e.g., the D5K's #1 shield. See also (SH205.45).
KLINGON: D5K *Rogue* in 3010, heading C. This ship has a #1 shield of only 4 boxes. Score 19 points of

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internal damage to represent the previous fighting. It has two type-IF drones remaining in each drone rack, no reloads.

F5DB *Death Bringer* in 3625, heading B. This ship has only two type–IF drones in each rack, but is otherwise undamaged.

H1 Interceptors (remnants 2nd Squadron, *Slicers*) in hexes 2415, 2929, and 3104; all heading C. Each has only one type-IF drone remaining.

Z–Y fighters (remnants 72nd squadron, *Bangers*)in hexes 2324, 3006, and 3419; headings at option of Coalition player. Each has only one type-VIF drone remaining.

LYRAN: DWB+p *Fiend* in 1010, heading E. This ship has a #2 shield with only 4 boxes; score 12 points of internal damage to reflect previous battles.

CWAB *Battle Claw* in 1525, heading F. This ship has a #4 shield with only 4 boxes; score 19 points of internal damage to reflect previous battles. If any of the ready-rack shuttle bay boxes survive, they have type-IF drones for the fighters but there are no other reload drones remaining.

PFs (remnants 37th Flotilla, *Savages*) in hexes 0505 and 1828, heading F.

Z-V fighters (remnants 23rd squadron, *Skinners*) in hexes 1320, 1630, 1919, heading toward CWA. These fighters have no drones.

(SH205.3) LENGTH OF SCENARIO: The scenario continues until the end of Turn #5. If the Kzinti DNH is still on the map at the end of Turn #5, it is destroyed by arriving Coalition forces and the scenario is over.

(SH205.4) SPECIAL RULES

(SH205.41) MAP: The map is fixed; it does not float. Any unit leaving the map before the end of Turn #5 is considered destroyed. See (G7.273) if trying to tractor a unit off the map.

(SH205.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs, but may drop them before the scenario begins if they so desire.

(SH205.421) If using the optional MRS shuttles, the DNH has one MRS. This counts against its total of Commander's Options in (SH205.43).

(SH205.422) The Coalition player may designate any one of the six fighters as an EW version of its type, but it will only provide EW support to the other two fighters of its type.

(SH205.423) The PFs and Interceptors are all standard combat types.

(SH205.43) COMMANDER'S OPTION ITEMS

(SH205.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 10% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy. (The lower percentage reflects supplies used up in the previous battle.)

(SH205.432) All drones are "fast," i.e., speed–32. No ship can have any drones other than standard type–IFs since all of the special drones were used up in the previous battle. Note that drones available to the Coalition forces are restricted in numbers [although they could buy a few extra drones under (SH205.431)], but the Kzinti DNH has full racks and available reloads for those racks and its MRS drawn from its cargo storage.

(SH205.433) Prime Teams (G32.0) are not available in this scenario.

(SH205.44) REFITS: All ships have all refits listed in (SH205.2). In addition, the Lyran ships both have the mech link and ESG capacitor refits, the DWB+p has the UIM refit, and both Klingon ships have the Y175 refit.

(SH205.45) COALITION DEPLETION: The D5K, CWAB, and DWB+p all have only one CDR repair remaining. All other CDR repairs were expended in the just concluded fighting. Each Coalition ship, including the F5DB, has lost two boarding parties in the previous fighting. The D5 has 18 ADs remaining and may start with all of them loaded in the ADD racks, or not at the Coalition player's option. Two of the four ships have lost one shuttle, the Coalition player selects these ships prior to the scenario beginning and records this information and places it face down where the Kzinti player can confirm it at the end of the scenario.

(SH205.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Give the Coalition forces a 100-point bonus to reflect their disadvantageous position.

(SH205.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH205.61) Have the Klingon and Lyran forces played by different players. Each calculates his victory against the Kzinti separately (50 point bonus), dividing points for damage to the Kzinti ship proportionately by the number of internal damage points they scored.

(SH205.62) Replace some of the Coalition ships with variants on those same hulls and use tactical intelligence.

(SH205.63) For a smaller battle, replace the DNH with a BCH and eliminate the F5D, DW, and PFs/INTs.

(SH205.64) Replace the Kzinti DNH with a Hydran DNH (no fighters) or a Federation DNH.

(SH205.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH205.71) Change the DNH to a standard DN or a BB.

(SH205.72) Replace the CWE with a CVS.

(SH205.73) Delete or add a few fighters or PFs

(SH205.74) Add a few more drones to the Coalition ships, PFs, and fighters.

(SH205.8) TACTICS

KZINTI: Try to ignore the attrition units and go for the big game, the CWA, then the D5K, then the DW, then the F5 in priority. Overrun them with point-blank drone launches, repeat four times, then get off the map. Do not be timid, but remember that eating four radius-zero ESG fields on the same shield on consecutive impulses (or even turns) followed by a full salvo of the Coalition's available direct-fire weapons can do major damage to you as well. Launch drones every turn even if they will not hit anything. You can always drop control of a previous Turn's drones if you have a good opportunity on a current turn. Plan where to leave your MRS with care so that you can make use of its drone control channels as well, and have it draw some enemy fire. Do not forget scatter packs.

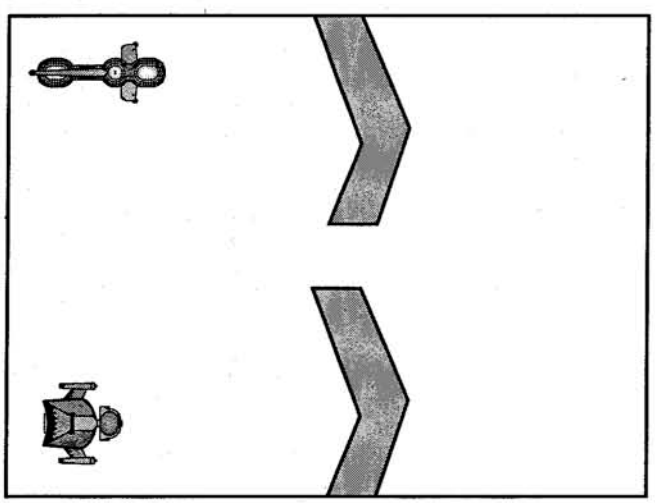
COALITION: Five turns will seem like an eternity. The available drones probably will not even slow this Panjandrum down, and may be best husbanded for counter-drone efforts. Try to spread the damage he does to you over as many shields as you can, and keep your weakest ones away from him. Spend your attrition units as best you can to cover your ships. While sad, it is better to lose all five Interceptors/PFs and the fighters than the F5D

because of their low economic BPV. You just need to make sure they accomplish something by their sacrifice. Try to angle the action to use the Lyran ESGs to give you as much cover from his drones as they can. One very important consideration: buy extra boarding parties and start rallying the militia at once. The DNH has 7 transporters and 20 boarding parties, and going home with a captured Lyran CWA could be a real plus for him.

(SH205.9) DESIGNER'S NOTES: I was always fascinated by the famous painting of the Death Dealer, especially after it became the symbol of the US Army's 3rd Tank Corps. The scenario was inspired by the title, setting a brutal killer loose among the weak and crippled.

HISTORICAL OUTCOME: The *Confederation* was able to destroy the *Fiend* and the *Rouge* as well as most of the fighters and PFs before it turned toward home to avoid the Coalition riposte.

(SH206.0) RACE TO OBLIVION



(Y181) *by Stephen V Cole, Texas*

A few months before Operation Remus, both Gorn and Romulan fleets heard a distress call purportedly from an ISC trade delegation stranded on a disabled freighter that had struck a nucleonic mine and become disabled. The Gorns and Romulans both began moving the nearest fleet units to the scene, theorizing that by being the first to rescue the ISC delegation they would stand a chance of gaining the ISC as an ally against the other.

It is a known fact of physics that dreadnoughts are faster than any other ships (except X-ships and "fast" ships), although they normally hold back their speed to keep their consorts with them. In this case, the two flagships (heavy DNs) left their escorting ships behind as they raced to reach the waiting ISC delegation.

(SH206.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH206.2) INITIAL SET UP

MAP TERRAIN: This scenario is played on a series of five maps linked side to side, as shown below:

1	2	3	4	5

Map #1 is open space

Map #2 has a minefield covering hexes 2001-2030, 2101-2130, and 2201-2230, not including a known cleared lane covering hexes ending in 14, 15, and 16; see (SH206.451).

Map #3 is open space, but see (SH206.452).

Map #4 contains a small gas giant (7 hex diameter) centered on hex 2115.

Map #5 has a small ISC trading vessel (SH206.46) in hex 2115.

GORN: DNH *Thunder Dragon* in hex 0202 of Map #1, heading C.

ROMULAN: CNH *Dictator* in hex 0229 of Map #1, heading B.

BOTH ships are at speed max, WS–III.

(SH206.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH206.4) SPECIAL RULES

(SH206.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Gorn units can only disengage from the xx01 map edge. Romulan units can only disengage from xx30 map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH206.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH206.421) If using the optional MRS shuttles, both ships have one MRS. This counts against the total of Commander's Options in (SH206.43).

(SH206.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH206.423) There are no PFs in this scenario, but see (SH206.65).

(SH206.43) COMMANDER'S OPTION ITEMS

(SH206.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SH206.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "fast," i.e., speed–32. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH206.433) If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their Commander's Options.

(SH206.44) REFITS: There are no refits for DNHs, but if other ships are used in a variant, they should have refits applicable for the year.

(SH206.45) MINES: The area includes an old minefield which has been partially mapped by both sides.

(SH206.451) The gap through the mine belt on Map #2 is the only known gap in that belt, if either ship enters any "mine hex" it suffers a 35-point NSM explosion on its #1 shield (unless it is moving slowly enough that it does not trigger the mine, or passes through a hex that the other ship or a wild weasel has already "cleared") and a 10-point T-bomb explosion (chain mines) on its #2 and #6 shields for each "mine

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hex" it enters. The shields that will be damaged are not changed by side-slips. (Note, if the ship was moving in reverse, it would take the damage on its #4, #3, and #5 shields.) Note that if the ship is moving slowly enough, the mines might not be triggered. Note that this field is very dense.

(SH206.452) There are several small groups of mines on Map #3, each consisting of one NSM in a hex with one T-bomb in each of the six surrounding hexes. The Romulan player is aware of three of these mine clusters, while the Gorn player is aware of three more. Each player writes down the location of the three NSMs he knows about (i.e., he gets to pick what hexes they are in). These three NSMs (known by one player) may not be within five hexes of each other. These written records are kept face down under a suitable paperweight by each player until either player enters a hex that would detonate one of the mines (probably one of the T-bombs, and including his own mines), at which time the record for that specific cluster of mines is exposed. At the end of the game, both players expose any remaining records and check this against the notes they maintained of the other ship's movement across Map #3. Should it be shown that either player ran over a mine cluster he knew about without triggering the mines, that player forfeits the scenario and must buy the other player dinner at a fast food franchise of the non-forfeiting player's choice.

(SH206.46) THE ISC trade delegation is a crew unit (the only crew unit) on the "small trading vessel". They can be rescued by transporter (only). If both ships try to transport the ISC delegation on the same impulse (and both attempts are nominally successful), both transporter attempts fail. The ISC delegation may be rescued on any subsequent impulse (by a different transporter).

If one side rescues the delegation, the opposing player can attempt to "rescue" them with a hit-and-run raid. The delegation cannot be killed by such a raid (although guards assigned to protect them from such a raid might be). If the delegation is rescued by a hit-and-raid, the opposing player could then attempt to "re-rescue" the delegation with his own raid, and so on.

The ISC trading ship is not represented by an SSD. It has no shields or weapons. It cannot be boarded, captured, or towed. It can be destroyed by 25 points of damage.

(SH206.5) VICTORY CONDITIONS: Whichever player rescues the ISC trade delegation and disengages with them (or remains on the map after his opponent is destroyed or disengages) wins the scenario.

If the ISC trade delegation is killed, use the Standard Victory Conditions (S2.20); the player who killed the ISC delegation loses 50 points when calculating victory.

(SH206.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH206.61) Use Federation and Klingon ships; the delegation requiring rescue is Organian or ISC. Or use any two neighboring races; the delegation requiring rescue is an Orion arms merchant willing to sell weapons to the race who rescues him.

(SH206.62) For a smaller scenario, use any two comparable ships (e.g., cruisers, fast cruisers, X-cruisers, war destroyers, or whatever).

(SH206.63) For a more dynamic scenario, use a ship that is nominally faster against one with nominally more firepower. For example, a Fast Cruiser against a Heavy Cruiser, or a standard DN against a Light DN.

(SH206.64) Allow each ship to load four fighters into its shuttle bays. These will have warp booster packs.

(SH206.65) Allow each ship two PFs on mech links. These will have warp booster packs, and must be combat types.

(SH206.66) Use heavy war destroyers (or battleships), which have rear-firing weapons, to make the race more interesting.

(SH206.67) Allow each player to buy whatever ships and options he wants for 300 points; no minesweepers or minelayers can be used.

(SH206.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH206.71) Give the stronger player a standard DN rather than a heavy DN.

(SH206.72) Give an inexperienced player a battleship rather than a heavy DN.

(SH206.73) Give the stronger player fewer Commander's Option Points (representing items used in previous battles).

(SH206.8) TACTICS

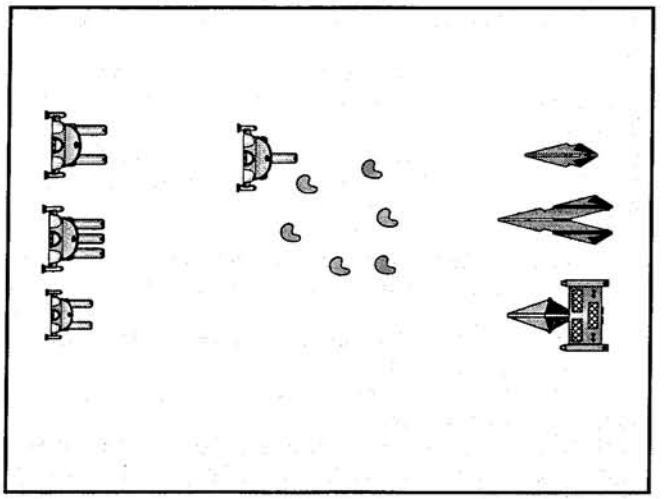
BOTH: Turn on the power and head for the goal line. When the two ships come to point blank range to pass through the mine belt gap, consider switching power into tractor beams or weapons. Use your minefields to create a trap for the enemy to fall into. If you get ahead, there are a lot of tactical things you can do, but this will usually mean that your opponent doesn't know what he is doing and you'll win anyway.

The real "hell" will occur going through the gap in the minefield. You will both have to be going as fast as you can, and that means you will arrive there at same time, with weapons firing at point blank range. That carnage may decide the scenario. The Gorn player cannot, under any circumstances, let the Romulan get into the gap first. The Romulan will roll his NSM (he will buy one) out the hatch and drop a non-facing shield to lay his T-bombs to finish filling the gap (with a target count delay so that they ignore his ship). The Gorn can only leave his T-bombs, and by themselves they are simply not as frightening as an NSM and T-bombs.

HISTORICAL OUTCOME: The Romulans "won" the race, "rescuing" the ISC delegation, which then advised them that the whole episode was a "test" to see if the two races could work together in a humanitarian rescue, and that obviously both had failed. Both DNs had mauled one another, the *Thunder Dragon* disengaging by sublight and the *Dictator* so badly damaged she would not be fully operational again (after delays imposed by he aftermath of Operation Remus) until Y186. The enraged Romulan commander transported the ISC delegation back aboard the trading vessel, and then incinerated it.

It can be reasonably asked if the Gorns would not have done the same had they "won" the race. As it was, the *Thunder Dragon* was not returned to service until Y183, and then was deployed as the flagship of the forces trying to curtail the increasingly active ISC incursions, a fitting retribution for having lost her chance to serve as the Gorn flagship for Operation Remus.

(SH207.0) EVOLUTION IN ACTION



(Y184) *by Charles Darwin, England*

A furious battle developed in the fall of Y184 as a Seltorian task force attacked a Tholian fleet trying to move a series of anchor asteroids into position to protect a site where a new base would be built. The battle was savage, with several ships destroyed and many crippled. After the mutual annihilation of two opposing cruisers, the Tholians backed off 300,000km to regroup. The Seltorians assumed that the Tholians were leaving and also backed off to consolidate their forces and protect the cripples, leaving one ship to destroy the asteroids. The Tholians, however, had never intended a full retreat, only a brief withdrawal to regroup, and upon seeing the Seltorian light cruiser hammering their prized anchor asteroids into rubble, rushed back to the scene of the original battle. The Seltorians, not willing to leave the *River of Clear Waters* to its fate, also rushed back. The battle resumed with full force, but not with full forces.

The first round of fighting had seen such heavy damage that most of each task force had been sent home as crippled and in need of a major overhaul. The only ships left in undamaged condition were the two heaviest units; a few of their consorts, damaged to varying degrees, also remained.

(SH207.1) NUMBER OF PLAYERS: 2; the Tholian player and the Seltorian player.

(SH207.2) INITIAL SET UP

MAP: Use two standard maps side by side as shown here:

1	2

There are six anchor asteroids, one each in hexes 4212, 4218, and 4115 of Map #1 and one each in hexes 0110, 0116, and 0213 of Map #2.

THOLIAN (Map #2): DHW *Revenge* in 3212, CW *Covellite* in 3416, Neo-Tholian NCL *Defiant* in 3309; all at WS–III, heading E or F, speed max.

SELTORIAN (Map #1): DNL *Storm of the Firestones* in 0410, CA *Wind of Vengeance* in 0314, DD *Mountain of Misery* in 0209; all at WS–III, heading B or C, speed Max.

CL *River of Clear Waters* in 4118, heading C, WS–III, speed 1. This ship must fire all of its direct-fire weapons (other than WBs) that will bear at the asteroid in 4218 on Impulse #1 of Turn #1.

(SH207.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH207.4) SPECIAL RULES

(SH207.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Seltorian units can only disengage from the 01xx map edge of Map #1. The Tholian units can only disengage from the 42xx map edge of Map #2. Units which disengage in unauthorized areas are considered destroyed.

(SH207.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH207.421) If using the optional MRS shuttles, the DHW has one MRS. This counts against its Commander's Options in (SH207.43).

(SH207.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH207.423) There are no PFs in this scenario.

(SH207.43) COMMANDER'S OPTION ITEMS

(SH207.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 5% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy. The low number of available options reflects the previous fighting.

(SH207.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "fast," i.e., speed–32. Each drone-armed ship (if there was one) can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH207.433) If players wish to use the optional rules for Prime Teams (G32.0), the Seltorian DNL and the Tholian DHW each carry one such team.

(SH207.44) REFITS: The Tholian CW *Covellite* has the Snare refit. Seltorian units CAN use wild weasels, suicide shuttles, and T-bombs. The DHW has its web casters.

(SH207.45) DAMAGE TO SELTORIANS:

For the CA *Wind of Vengeance* reduce the #2 shield to zero, apply 24 points of internal damage as a single volley through the shield (for phaser-directional damage), then repair four points of this shield, then repair four internal boxes (exhausting the quota of continuous damage repair).

For the DD *Mountain of Misery,* reduce the #1 shield to zero, apply 12 points of internal damage as a single volley through the shield (for phaser-directional damage), then repair four points of this shield, then repair two internal boxes (exhausting the quota of continuous damage repair).

The Seltorian DNL and CL have repaired all prior damage which was limited to their shields (they had no internal damage). Neither has used any of its continuous damage repair quota.

All ships have broken out spare shuttles, or picked up shuttles from departed ships, and have a shuttle in every shuttle box that is not destroyed after the above repairs.

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(SH207.46) DAMAGE TO THOLIANS:

For the CW *Covellite*, reduce the #6 shield to zero, apply 20 points of internal damage as a single volley through the shield (for phaser-directional damage), then repair four points of this shield, then repair four boxes by continuous damage repair (exhausting the quota).

For the NCL *Defiant*, reduce the #1 shield to zero, apply 26 points of internal damage as a single volley through the shield (for phaser-directional damage), then repair four points of this shield, then repair four boxes by continuous damage repair (exhausting the quota).

The DHW has repaired all prior damage, which was limited to its shields (it had no internal damage), and has not used any of its continuous damage repair quota.

All ships have broken out spare shuttles, or picked up shuttles from departed ships, and have a shuttle in every shuttle box that is not destroyed after the above repairs.

(SH207.47) ASTEROIDS: Each of the six anchor asteroids can be destroyed by 100 points of damage. Even if part of a web, in which case it would still function as a web anchor until the web is released (G10.1314), it is counted as destroyed since the Tholians cannot tow a "sack of rocks" to the place they want to set up their new base. The asteroid in 4218 has already suffered 50 points of damage before the scenario begins.

(SH207.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Each asteroid is worth 50 points to the Seltorians if destroyed and is worth 10 points to the Tholians if it is not.

(SH207.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH207.61) Replace the Seltorian CA or CL with a Klingon ship of about the same BPV.

(SH207.62) Replace the four Seltorian ships with four Coalition ships of the same total BPV (any excess counting as points for the Tholians in the Modified Victory Conditions).

(SH207.63) Replace the three Tholian ships with three Tholian ships of the same BPV (any excess counting as points for the Seltorians in the Modified victory Conditions.

(SH207.64) Send a squadron of Tholian Spider-II fighters onto the map (hex 4210 of Map #2) on Impulse #2 of Turn #2 and a Squadron of Z–Y fighters onto the map (hex 0120 of Map #1) on Impulse #12 of Turn #2. (Vary the number of fighters or their type to adjust balance.)

(SH207.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH207.71) Change the number of points it takes to destroy each asteroid.

(SH207.72) Replace the Neo-Tholian CL with an NCA or the Tholian CW with a DD.

(SH207.73) Add a few PFs to either side.

(SH207.8) TACTICS

BOTH: Look at the damage to the other guy and yourself, and try to figure out how to exploit any weaknesses on his side while masking any of yours.

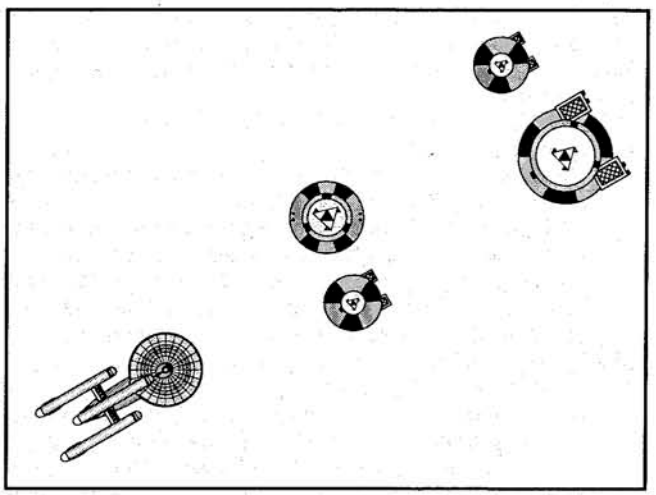
SELTORIAN: Those rocks are big money for you, so go after them and kill them. Then leave before your forces get shot up.

THOLIAN: Keep an eye out for the chance to use those asteroids as web anchors, especially if you can cast an anchored web in front of a fast-moving enemy ship. Beyond that, use your webs sparingly as you need enough to keep him from just "breaking" it. Keep an eye out for the mass boarding attempt that Seltorians find so enjoyable or you could find yourself with a real disaster on your hands.

(SH207.9) DESIGNER'S NOTES: I always enjoyed "Gunfight at the Tholian Web" and wanted to create a similar battle.

HISTORICAL OUTCOME: After failing to bluff the Tholians with phony transmissions to a non-existent approaching Klingon force, the Seltorians abandoned the fight after destroying three of the asteroids.

(SH208.0) ONE-MAN BAND



(Y189) *by Les Dixon, Michigan*

During the Andromedan War, the key strategy was to detect new Andromedan bases as quickly as possible and destroy them before they could be reinforced and expanded. Networks of scouts, sensor stations, and bases sifted the ether trying to find the tell-tale traces of the Rapid Transit Network. Whenever a base was detected, the nearest available units were sent to kill it.

Federation intelligence had numerous theories about the Andromedans, and even after Operation Unity was never entirely clear on which ones had been right and which ones had been wrong. One theory was that Andromedan bases could detect the number of approaching galactic ships, but not their size. (This theory was highly controversial. The Klingons dismissed it as nonsense; the Kzintis seemed to have accepted it at least partially in the construction of their SSCS *Goliath*). The Federation would, when a base was found, sometimes send the largest available single ship on the theory that this might not trigger a quick Andromedan call for reinforcements. Sometimes it seemed to work, and sometimes it did not seem to work. There were enough variables in the equation that no one could be sure.

This incident, from an early phase of the Andromedan War, was one such case. The Federation DNH *Trusteeship* left its consorts behind and approached a newly-discovered Base Station with all guns loaded, only to find itself "shooting uphill" against the temporal elevator.

(SH208.1) NUMBER OF PLAYERS: 2; the Federation player and the Andromedan player.

(SH208.2) INITIAL SET UP
TERRAIN: None.
FEDERATION: DNH *Trusteeship* in 0130, heading B, speed max, WS–III.
ANDROMEDAN: Satellite base in 2115, initial facing and rotation rate at the Andromedan player's option, WS–III.
Cobra in 1818, heading E, speed 4, WS–III.
REINFORCEMENTS: Conquistador with one Cobra arrives in hex 4201 on Impulse #1 of a turn to be determined by (SH208.45).

(SH208.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH208.4) SPECIAL RULES
(SH208.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Both Federation and Andromedan units may disengage in any direction.
(SH208.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH208.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH208.431).
(SH208.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
(SH208.423) There are no PFs in this scenario.
(SH208.43) COMMANDER'S OPTION ITEMS
(SH208.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.
(SH208.432) All drones are "fast," i.e., speed–32.
Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH208.433 If players wish to use the optional rules for Prime Teams (G32.0), the DNH will normally carry one such team. The Andromedans are given 25 additional Commander's Option Points to distribute among their forces as desired.
(SH208.44) REFITS: The units involved in this scenario already incorporate any refits in their basic designs.
(SH208.45) ANDROMEDAN REINFORCEMENTS: At the start of each turn, the Andromedan player rolls one die (not secretly) and records the results. When the running total of die rolls equals or exceeds 19, the reinforcements arrive.

(SH208.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SH208.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH208.61) You could play the scenario with a DN, DNH, or DNL from any race.
(SH208.62) Allow the Andromedan player to use any medium or small satellite ships of his choice as the local defense unit.
(SH208.63) For a larger battle, give the Federation a Battleship and replace the base station with a battle station (three sat-bases connected by a core module).

(SH208.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH208.71) Change the at start Cobra to a Viper or a Python.
(SH208.72) Replace the DNH with a DN.
(SH208.73) Delete or add Commander's Option Points for the Federation ship.

(SH208.8) TACTICS
FEDERATION: Get close to the base, reinforce your shields, and send photons and phasers up the elevator shaft until the base is destroyed. Deal with the mobile units as necessary, but if you are hitting the base, they will have to come to you.
ANDROMEDAN: Try to keep him both away from the base, but near it. You need both the fire-power and the EW support of the base to fend off this intruder.

HISTORICAL OUTCOME: The Sat Base was in danger, its panels full and leaks starting to cause problems, when the reinforcements arrived. The *Trusteeship* bravely ignored the new Andromedan arrivals and continued pounding the base, destroying it while being crippled itself. The Andromedan ships fled the scene and evaded further contact with Federation forces.

PLAYTESTERS

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BATTLEGROUP GAMMA: Richard Sherman.

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(U12.0) THE WAR GOD An SFB Mini-Campaign

While it is somewhat contrary to the rules to create a campaign for solitary dreadnoughts (since such incidents are rare and the primary test of a dreadnought commander is his ability to lead a fleet not fight a duel), a series of massive scenarios with our intrepid dreadnought skipper leading entire fleets into battle would be impractical. Most of these scenarios are relatively small and portray unusual (and even non-historical) events.

There are two players, one commanding a dreadnought (of any type, or even a battleship) and the other playing the various opponents. These are known as the Dreadnought Player and the Opposing Player. Several players might take turns opposing the dreadnought.

The general concept of this campaign is to play the scenarios listed here in sequence, with a limited ability to repair your ship between scenarios. Each scenario can be adjusted for the size of the ship the Dreadnought Player has selected.

The Balance Point and BPV force totals for each scenario include the totals for drone speed upgrades and Commander's Options.

PFs and fighters are not present in every scenario, but might appear in variations or be purchased under some circumstances.

(U12.1) SCENARIOS

(SH206.0) RACE TO OBLIVION: The Dreadnought Player controls his chosen ship, replacing the Gorn Player and confronting the Romulan. (If the Dreadnought player is playing a Romulan ship, then he takes the position assigned to the Romulan in the scenario and fights against a Gorn.)

The Balance Point for this scenario is 306. For every point by which the Dreadnought Player's ship exceeds this BPV, the Opposing Player may select commander's options, or refits, or switch to a larger ship to use up the extra points. Conversely, for every point which the Dreadnought Player's ship is lower than this Balance Point, the opposing player must give up commander's option points, or refits, or replace his ship with a smaller one, to remove the deficit.

The Dreadnought Player receives 5 points if he rescues the ISC delegation, 2 points if neither side rescues the delegation but he wins on Standard Victory Conditions, and loses 2 points if he does not accomplish either of these victory conditions.

(SH205.0) THE DEATH DEALER: The Dreadnought Player takes the role of the Kzinti DNH, flying his own ship of course. If the Dreadnought Player is flying a Klingon or Lyran ship, replace the Opposing Klingon or Lyran ships with Kzintis.

The Balance Point for this scenario is 305. For every point by which the Dreadnought Player's ship exceeds this BPV, the Opposing Player may select commander's options, or refits, or switch to a larger ship to use up the extra points. Conversely, for every point which the Dreadnought player's ship is lower than this Balance Point, the opposing player must give up commander's option points, or refits, or replace a ship with a smaller ship, to remove the deficit.

The Dreadnought player receives one point for every enemy ship he destroys, 1/6 of a point for every enemy PF he destroys, and 1/12 of a point for every enemy fighter he destroys.

(SH202.0) TO BLIND CYCLOPS: The Dreadnought Player takes the roll of the Hydran captain trying to wreck the base that is scanning the Expedition. If the Dreadnought player is flying a Klingon ship, replace the Klingon defenders with Hydrans (489 BPV not including the base and its modules). The Balance Point for this scenario is 288. For every point by which the Dreadnought Player's ship exceeds this BPV, the Opposing Player may select commander's options, or refits, or switch to a larger ship to use up the extra points. Conversely, for every point which the Dreadnought player's ship is lower than this Balance Point, the opposing player must give up commander's option points, or refits, or replace a ship with a smaller ship, to remove the deficit.

The Dreadnought Player receives 5 points if he destroys the base, or 3 points if he cripples it and destroys its sensors, or 2 points if he cripples it OR destroys its sensors. He also receives 1 point for each Klingon ship destroyed (0 for fighters).

(SH207.0) EVOLUTION IN ACTION: If the Dreadnought player is flying a Tholian or Seltorian ship, he replaces the flagship of that force. If the Dreadnought player is neither a Tholian or Seltorian, he can choose to replace either side (replacing the consort ships with equivalent types of his race). The opposing player then plays the other race (Tholian or Seltorian).

If the Dreadnought player is flying the Tholian, the Balance Point is 239 (for just the DN/DHW). If flying the Seltorian, the Balance Point is 184 (for just the DN). If the Dreadnought player is flying another race and replaces the Seltorians, the Balance Point is 566; if replacing the Tholians, the Balance Point is 517.

For every point by which the Dread nought player's forces exceed this BPV, the opposing player may select commander's options, or refits, or switch to a larger ship to use up the extra points. Conversely, for every point which the Dreadnought player's ship is lower than this Balance Point, the opposing player must give up commander's option points, or refits, or replace a ship with a smaller ship, to remove the deficit.

The Dreadnought player receives two points for each enemy size-3 unit destroyed, three points for destroying the flagship, or one point for destroying an enemy size-4 ship. If playing Tholian forces he receives 1/2 point for each asteroid saved; if playing any other race he receives 1 point for each asteroid destroyed.

(SH201.0) I'VE GOT YOU COVERED: The Dreadnought player has the mission of defending the cripples. If he does not happen to be a Kzinti, then replace the Kzinti ships with equivalent ships of his own race (total of 608 BPV).

The Balance Point for this scenario is 718. For every point by which the Dreadnought player's force exceeds this BPV, the opposing player may select commander's options, or refits, or switch to a larger ship to use up the extra points. Conversely, for every point which the Dreadnought player's ship is lower than this Balance Point, the opposing player must give up commander's option points, or refits, or replace a ship with a smaller ship, to remove the deficit.

The Dreadnought player receives one point for each of the protected cripples that survives the scenario. The Dreadnought player also receives one point for every enemy ship he destroys, 1/6 of a point for every enemy PF he destroys, and 1/12 of a point for every enemy fighter he destroys.

(SH208.0) ONE-MAN BAND: The Dreadnought player takes the mission of destroying the Andromedan base. (If he

is flying an Andromedan ship, go ahead and attack the base anyway; pretend that the Andromedans have Civil Wars.)

The Balance Point for this scenario is 341. For every point by which the Dreadnought Player's ship exceeds this BPV, the Opposing Player may select commander's options, or refits, or switch to a larger ship to use up the extra points. Conversely, for every point which the Dreadnought player's ship is lower than this Balance Point, the opposing player must give up commander's option points, or refits, or replace a ship with a smaller ship, to remove the deficit.

The Dreadnought player receives five points if he destroys the base and one point for each Andromedan ship he destroys.

(SH204.0) DEATH OF THE *STAR COUGAR*: In this scenario, the Dreadnought player takes the role of the *Star Cougar.* (For obvious reasons, this scenario is played last.) If he is flying a Klingon ship, replace the Klingon forces with equivalent Kzinti hulls as follows: Convoy escorts 322 BPV; F5 squadron 310 BPV; Cruiser squadron 443 BPV; D5J 109 BPV; FD7 169 BPV. This includes the cost of drone speeds and commander's options.

The Balance Point for this scenario is 263. For every point by which the Dreadnought player's ship exceeds this BPV, the opposing player may select commander's options, or refits, or switch to a larger ship to use up the extra points. Conversely, for every point which the Dreadnought player's ship is lower than this Balance Point, the opposing player must give up commander's option points, or refits, or replace a ship with a smaller ship, to remove the deficit. All adjustments are made to the reinforcements, not the at-start forces.

The Dreadnought player receives one point for each suicide freighter and troop transport he destroys, and one half-point for each other Klingon ship, including the freighters.

(U12.2) REPAIRS BETWEEN SCENARIOS

After each scenario, the Dreadnought player can repair and restock his ship with the following limits:

All expendable stores (drones, pseudo-plasma torpedoes, transporter-bombs, etc.) are replaced.

All Commander's Options are removed and must be repurchased for the next scenario with its limits.

The ship may fully utilize the Tactical Repair capabilities (G17.132) of its own resources.

The Dreadnought Player's ship may, one time during the entire campaign, ask for a "complete overhaul" which repairs all previous damage, restoring the ship to its original pristine condition. If he does not ask for a complete overhaul, and his ship is not destroyed before entering the last scenario, he receives a bonus of five points.

If the Dreadnought Player's ship is destroyed, the scenario ends (after all self-guiding seeking weapons complete their movement) and the score is totalled.

The Opposing Player, of course, is not bothered by any of this, as he starts with new forces after each scenario.

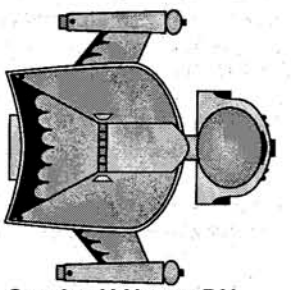
(U12.3) HOW TO WIN

If the Dreadnought Player's ship is destroyed in any scenario except (SH204.0), he loses the campaign. Otherwise, total the points scored in each scenario and compare the total to the following chart:

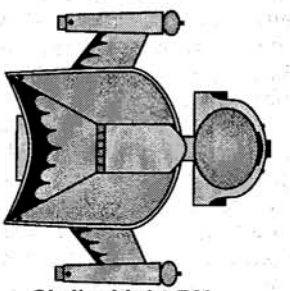
0-5..... = Court-Martialed and executed for treason, except in the Federation where he becomes a talk show host.
6-10..... = Quietly retired as commodore.
11-15..... = Quietly retired as admiral.
16-25..... = Promoted to a desk job.
26-35..... = Continued in command.
36-45..... = Promoted to command a theater of war.
46+..... = Legendary Captain. Left in command as he is too valuable to promote. Allowed to take his DN and go "solo hunting" whenever he wants.

A ROGUE'S GALLERY OF ROMULANS

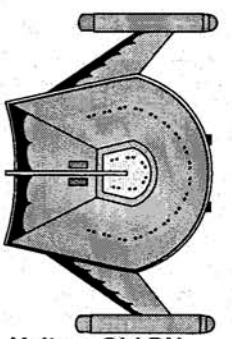
The Romulans ended up with so many ships in this product† that there was no room for illustrations of their ships. When this space became available, we inserted their illustrations here so that you could see the new classes.



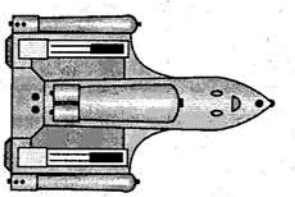
Condor-H Heavy DN



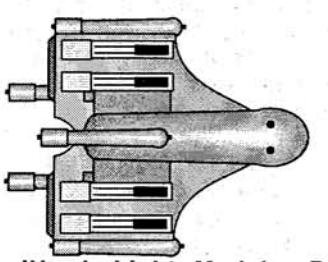
Shrike Light DN



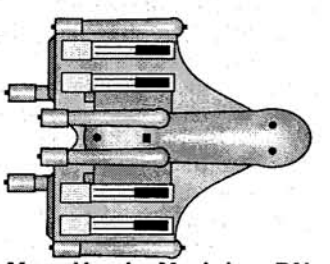
Vulture Old DN



DemonHawk Modular DN



OmniHawk Light Modular DN



MegaHawk Modular DN

† They are, after all, are destined to rule the galaxy.

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ANNEXES FOR R7

These annexes cover only items unique to the ships of Module R7 and do not include items from previous products.

ANNEX #5: ABBREVIATIONS

AxBS.....WYN Auxiliary Battle Control Ship.
AxBV.....WYN Auxiliary Battle Carrier.
B11S.....Klingon SDS variant of B11 Battleship.
B11V.....Klingon Carrier variant of B11 Battleship.
B8.....Klingon Combined Dreadnought.
BBV .....Carrier variant of Battleship.
C10.....Klingon Heavy Dreadnought.
C5 .....Klingon Light Dreadnought.
C6 .....Klingon Early Dreadnought.
CNH.....Romulan Heavy Dreadnought.
DHW .....Tholian Heavy Dreadnought.
DIC .....Andromedan Dictator, Dominator variant.
DMH.....Romulan DemonHawk Modular Dreadnought.
DML.....Andromedan Demolisher, Dominator variant.
DMN.....Andromedan Demon, Dominator variant.
DND.....Kzinti Drone Dreadnought.
DNE.....Early Dreadnought (Four Powers War).
DNF .....Federation plasma-F-armed DN.
DNH.....Heavy Dreadnought.
DNL .....Light Dreadnought.
DNP.....ISC all-Torpedo variant of Dreadnought.
DNT .....Gorn Plasma Dreadnought.
DON.....Andromedan Dominion, Dominator variant.
IC .....Hydran Iron Chancellor all-fighter variant of Paladin.
ICV .....Romulan BBV variant of King Condor.
K10S.....Romulan SDS variant of K10 Battleship.
K10V.....Romulan Carrier variant of K10 Battleship.
LGE .....Hydran Liege Light Dreadnought.
LVS.....Orion Light Strike Carrier, Strike variant of CVL.
MGH .....Romulan MegaHawk Modular Dreadnought.
MNS.....Hydran Stellar Domination Ship variant of Monarch Battleship.
MNV.....Hydran CVA variant of Monarch Battleship.
NBS .....Neo-Tholian SDS Variant of Battleship.
NBV .....Neo-Tholian Carrier Variant of Battleship.
NHD.....Neo-Tholian Heavy Dreadnought.
NST .....Seltorian Nest Ship.
OA.....Operational Auxiliary.
OAL .....Large Operational Auxiliary.
OAS.....Small Operational Auxiliary.
OMH .....Romulan Omni-Hawk Modular Light Dreadnought.
REG.....Hydran Regent Heavy Dreadnought.
SDA .....Variant of conjectural Federation Stellar Domination Ship.
SDS .....Stellar Domination Ship, variant of Battleship with fighters and PFs.
SGS.....Orion Salvage Control Ship, enlarged variant of Salvage Cruiser.
SHR.....Romulan Shrike Light Dreadnought.
STL.....Lyran Mauler variant of DN.
TCS .....Romulan SDS variant of King Condor.
TEM.....Hydran Templar Early Dreadnought.
VUL .....Romulan Vulture Early Dreadnought.
WJL .....Jindarian Asteroid Light Cruiser converted by WYN Star Cluster.

ANNEX #7: DATA ON SHIPS

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	BBV	24	4+2	1	1000	26
(R2.0)	SDS	24+6H	4+2	2(+1M)	1000	38
	SDA	24	6+2	2	1000	26
Klingon	B11V	24	6	4	1000	24
(R3.0)	B11S	12	6	3	1000	12
Rom	ICV	24	5	1	500¥	24
(R4.0)	TCS	12	3	1	250¥	12
	K10V	24	6	4	500¥	24
	K10S	12	6	3	250¥	12
	MGH-B	16	6	3	100¥	16
	OMH-B	16	6	3	100¥	16
Kzinti	BBV	24	4	1	1000	24
(R5.0)	SDS	12	4	1	1000	12
Gorn	BBV	24	8	2	500¥	24
(R6.0)	SDS	12	8	2	250¥	12
Neo-T	NBV	24	3	2	0	24
(R7.60)	NBS	12	3	2	0	12
Orion	CVA	24	5	1	500†	24
(R8.0)	SCS	12	4	1	500†	12
	BCV	12	4	1	300†	12
	BCS	6	4	1	300†	6
	LVS	12	2	1	100†	8
	SGS	12	2	1	200†	12
Hydran	MNV	30	6	1	0	30
(R9.0)	MNS	18	6	2	0	18
	REG	12	3	3	0	12
	LGE	12	3	3	0	12
	TEM	12	2	3	0	12
	IC	40	6	1	0	40
Lyran	BBV	24	4	3	600	24
(R11.0)	SDS	12	4	2	400	12
WYN	CVS	12	4	1	300	12
(R12.0)	AXBV	10	2	2	125	10
	WJL	8	4	2	150	8
ISC	BBV	24	6	1	500¥	24
(R13.0)	SDS	12	6	1	250¥	12
LDR	BCV	12	6	4	200	12
(R14.0)	BCS	6	6	3	100	6

† This assumes that drone-using fighters are present. If fighters that use plasma-D are present, drone storage represents plasma-Ds.
¥ These are type-D plasma torpedoes, not drones.
Federation carriers show SWACS in the Admin column (admin + SWAC). The H in the Ftrs column indicates Heavy Fighters.
+M indicates mech links for heavy fighters, all one bay.
MRS shuttles are not shown or included.
Neo-Tholian BBV and BBS also use some external fighter bays.
For casual carriers, see (J4.62).

ANNEX #7H: CLOAKING DEVICE ENERGY COST

The energy cost to operate the cloaking device of any given ship is shown on the SSD of that ship. For other ships which might acquire a cloaking device (G13.2) see the version of this Annex in Module R1 or Advanced Missions.

SHIP .....ENERGY COST
Battleships 45

ANNEX #7N: DRONE RELOADS

In the Captain's Edition, ships with multiple drone reloads are marked as such on their SSD or are so noted in their ship description, making this annex almost redundant.

Certain ships, however, have special reload provisions in addition to the normal drone rack reloads and are noted here. Except for the PFTs, the drones are stored in cargo boxes and subject to loss due to combat damage.

RULE	SHIP	TYPE	STORAGE
R5.72	Kzinti DNH	R	300
R5.73	Kzinti DNL	R	300
R5.74	Kzinti DNE	R	300
R5.75	Kzinti DND	R	450

R = Ship with unusual reload storage.

NOTE: The storage is in addition to normal drone rack reloads.

ANNEX #7S: SHIPS SUBJECT TO SHOCK

This data is used with rule (D23.0).

RULE	SHIP	WEAPON	RATING
R11.65	Lyran STL	Mauler	30

ANNEX #10: TACTICAL INTELLIGENCE

GENERAL SHIPS AND UNITS

F–OL ..... OAL§
Large Freighter ... OAS§

FEDERATION SHIPS

DN ..... DN, DN+, DNF§, HDN‡§, CVA‡
HDN‡ ..... DNG, DNH
DNL ..... DNL
DNL Saucer ..... DNL Saucer
BB ..... BB, BBV, SDS, SDA

KLINGON SHIPS

C‡ ..... C9, C9A, C8, C8H‡, C10, C6; Rom K9R
C5 ..... C5
C5 Boom ..... C5 Boom
B10 ..... B10, B10H‡, B11§, B11H§‡, B8§; Rom K10R, Rom K10H‡
B11H‡ B11V, B11S
K10H‡ K10V, K10S

ROMULAN SHIPS

KCN ..... KCN, KCV‡
KCV‡ ..... ICV, TCS
CON ..... CON, CNH, ROC, CVA‡.
MGH ..... MGH (any type)
DMH ..... DMH (any type)
VUL ..... VUL
SHR ..... SHR
OMH ..... OMH (any type)

KZINTI SHIPS

BB ..... BB, BBV, SDS
DN ..... DN, SCS, CVA, SSCS§, DNH, DNE, DND
DNL ..... DNL

GORN SHIPS

BB ..... BB, BBV, SDS
DN ..... DN, DNH, DNE, DNT, CVA, SCS
DNL ..... DNL

THOLIAN SHIPS

ARCHAEO-THOLIANS
DHW ..... DHW

NEO-THOLIANS
NBB ..... NBB, NBV, NBS
NDN ..... NDN, NHD§, NSCS§
BB Collar ..... BB Collar, NHD Collar

ORION SHIPS

DN ..... DN, CVA, SCS
CH‡ ..... CA, BC, BCH, CV, BCV, BCS
SAL ..... SAL, CVL, PFT, LVS, SGS§

HYDRAN SHIPS

Monarch ..... Monarch, Monarch–V, Monarch–S
Paladin ..... Paladin, Iron Duke, Lord Paladin, Regent, Iron Chancellor, Templar
Liege ..... Liege

ANDROMEDAN SHIPS

DOM ..... Dominator, Dominatrix, Dictator, Dominion, Demon, Demolisher

LYRAN SHIPS

BB ..... Cave Lion, Cavern Lion, Rift Lion
DN ..... Lion, Siberian Lion§ (CVA and SCS), Forest Lion, Single-Tooth Lion§
DNL ..... Desert Lion
DNE ..... Royal Tiger

WYN DEFENSE SHIPS

AUXILIARY SHIPS
AxL ..... AxBC§, AxCVA, AxSCS,
AxT ..... AxBV, AxBS

FOREIGN-BUILT SHIPS
WYN-Jindarian ... WJL

FISH SHIPS
Grey Shark ..... DN
Great White ..... CA, CAX, CF, BCH, CVS

INTERSTELLAR CONCORDIUM SHIPS

BB ..... BB, BBV, SDS
DN ..... DN, DNT, DNH, SCS, CVA, DNE, DNP
DNL ..... DNL

SELTORIAN SHIPS

DNL ..... DNL
Nest ..... Nest

END OF ANNEXES, MODULE R7

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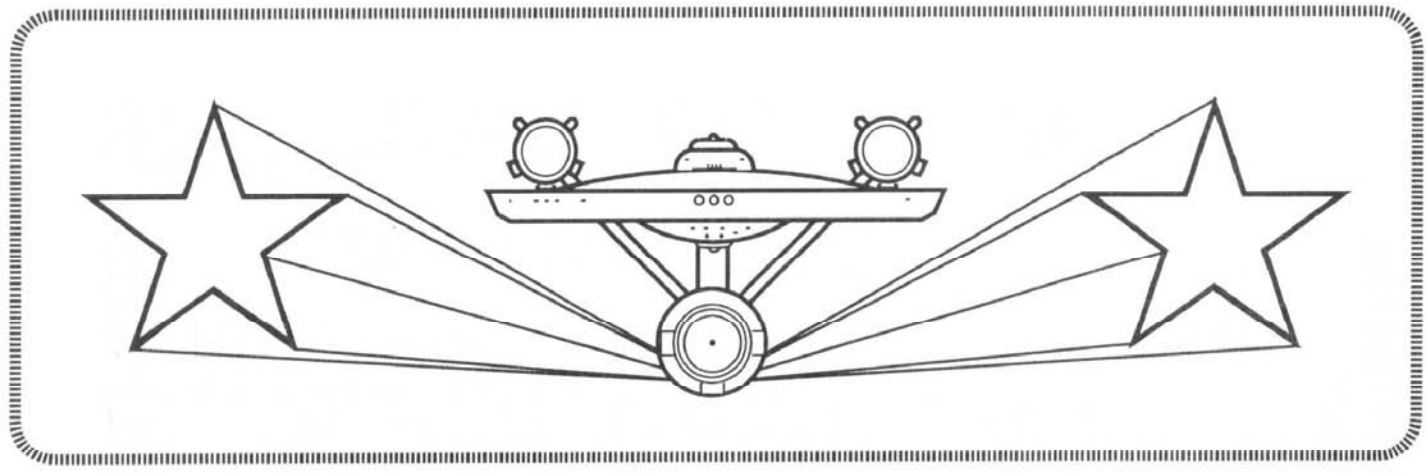
STAR FLEET BATTLES



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LARGE OPERATIONAL AUXILIARY

CREW UNITS

		*						10
								20
								30
								40
								50
								60
								70
								80

BOARDING PARTIES

								10
								20
								30
								40
								50
								60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS
		HTS

FIVE BAYS, NO TRANSFERS

SHIP DATA TABLE

TYPE	=	OAL
POINT VALUE	=	200/120
BREAKDOWN	=	1-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.45A

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

DECK CREWS 6 | TRANSPORTER BOMBS D D D D | PROBES 5

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
E 1	2 - 3
2	4 - 6
NO 3	7 - 10
HET 4	11 - 14
BONUS 5	15-20
BD 6	21-29
7	30+

TYPE II PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY

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

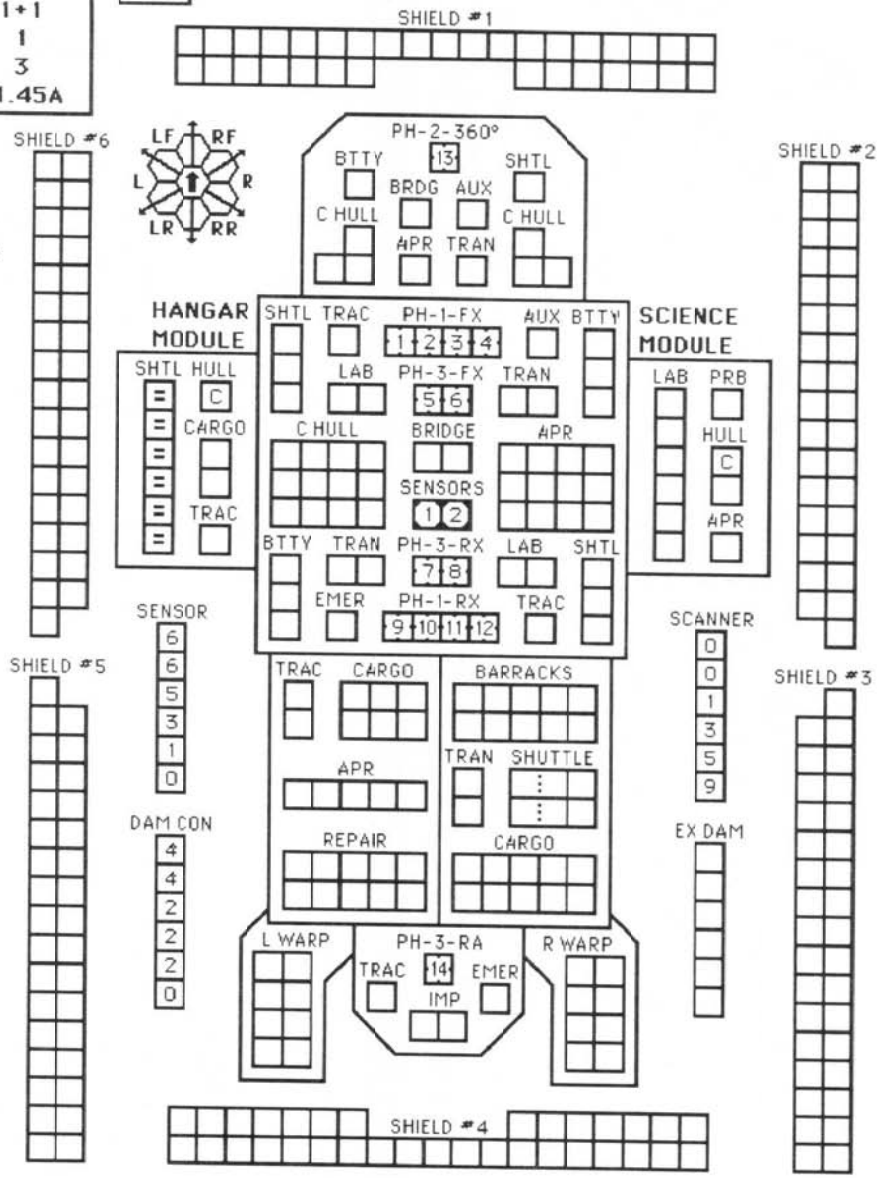
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS AND ADDITIONAL WEAPON SYSTMS TO THE LARGE OPERATIONAL AUXILIARY.

MOVEMENT COST = 2 HET COST = 10 EM COST = 12



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FEDERATION DNH HEAVY DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

				5

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	264
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.90

TRANSPORTER BOMBS

						D	D	D	D	D	D

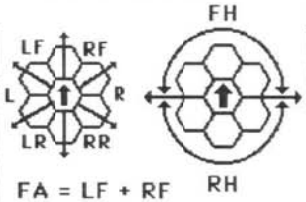
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

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

DRONE RACKS

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

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

SENSOR

6	6	6	6	5	4	3	2	1	0

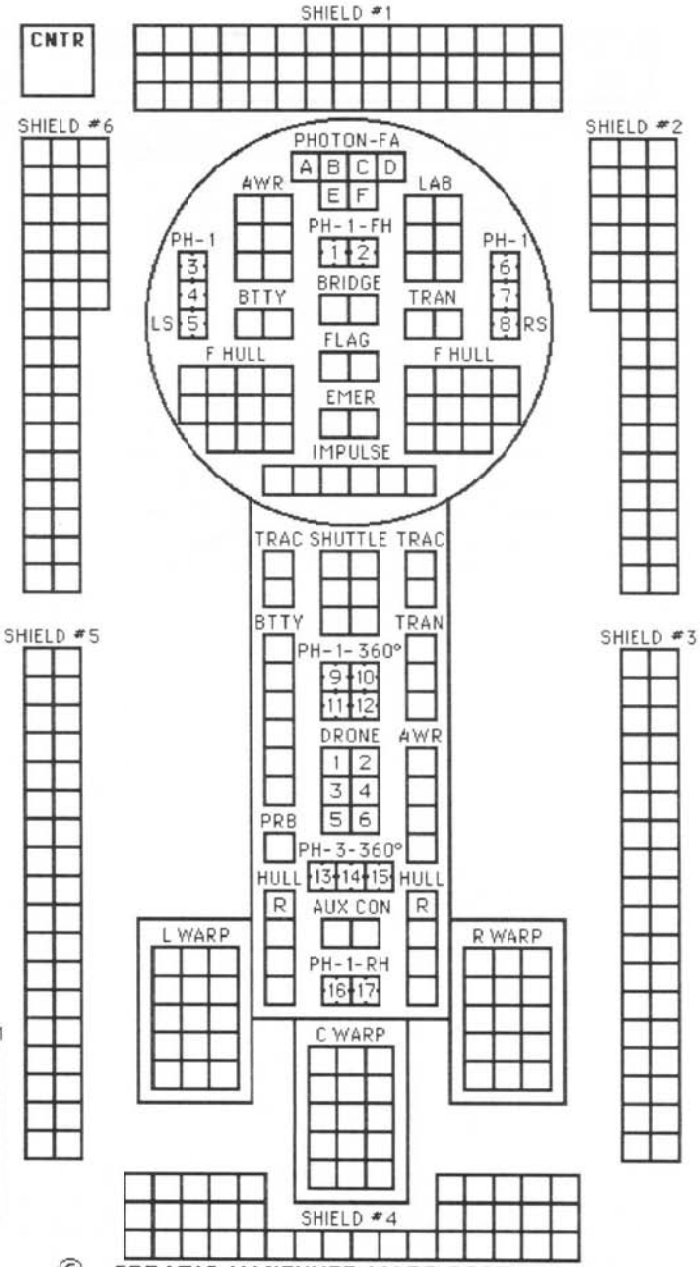
SCANNER

0	0	0	0	1	2	3	4	5	9

DAM CON

6	6	4	4	4	2	2	2	0	

EX DAM



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

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

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FEDERATION DNL LIGHT DREADNOUGHT

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

5

SHIP DATA TABLE		
TYPE	=	DNL
POINT VALUE	=	240
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.91

TRANSPORTER BOMBS

D D D D D D

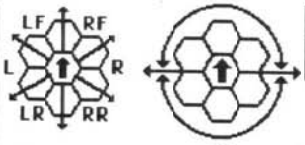
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

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

DRONE RACKS

1 G
2 G
3 G

G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 6 6 4 4 4 2 2 2 0

EX DAM

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PHOTON-FA A B C D E
AWR LAB
LS PH-1 3 4
PH-1-FH 1 2
RS PH-1 5 6
BRIDGE
F HULL FLAG F HULL
EMER
BTTY IMPULSE TRAN

TRAC SHUTTLE TRAC
BTTY TRAN
PH-1-360° 7 8
DRONE AWR
PRB 1 2 3
PH-3-360° 9 10
HULL R AUX CON HULL R
PH-1-RH 11 12

L WARP R WARP C WARP

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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FEDERATION PLASMA DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

				5

SHIP DATA TABLE

TYPE	=	DNF
POINT VALUE	=	244
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.92

TRANSPORTER BOMBS

						D	D	D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

FH / RH

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

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

PLASMA TORPEDO WARHEAD TABLE

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

FP

PSEUDO PLASMA TORPS
G F H F

PHOTON TORPEDO TABLE

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

ANTI-DRONE TABLE

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

DRONE RACKS

1	:	:	:	:	:	:	G
2	:	:	:	:	:	:	G

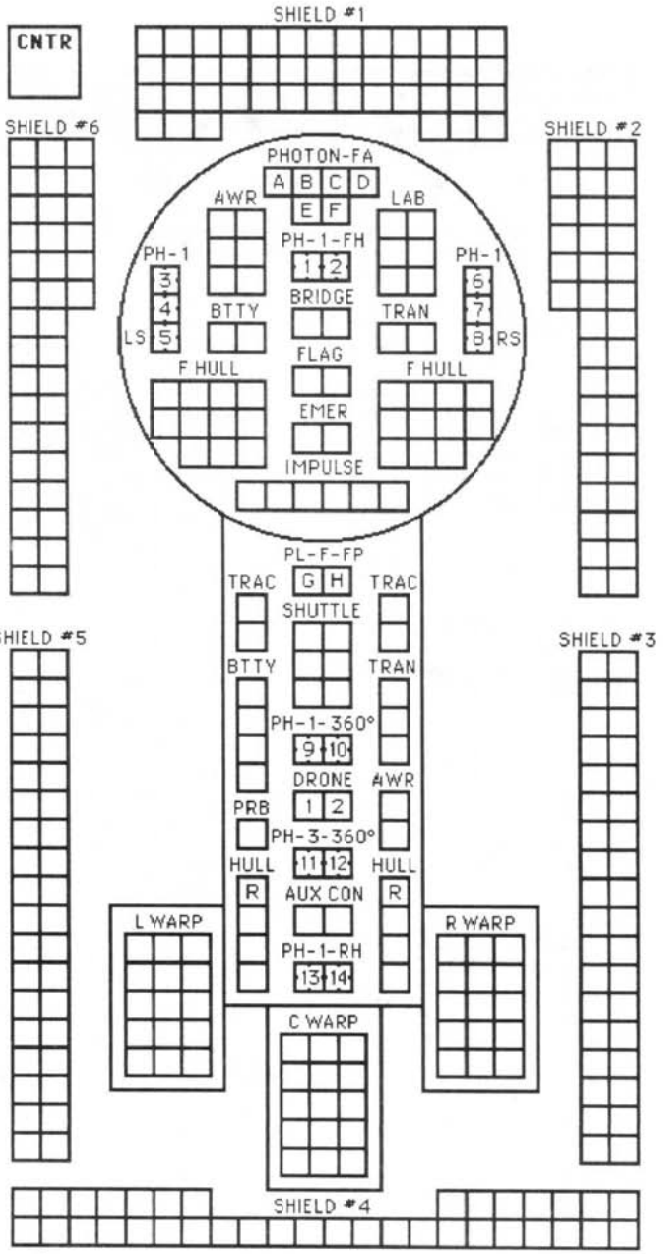
G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

SENSOR: 6 6 6 6 5 4 3 2 1 0

SCANNER: 0 0 0 0 1 2 3 4 5 9

DAM CON: 6 6 4 4 4 2 2 2 0

EX DAM



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

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

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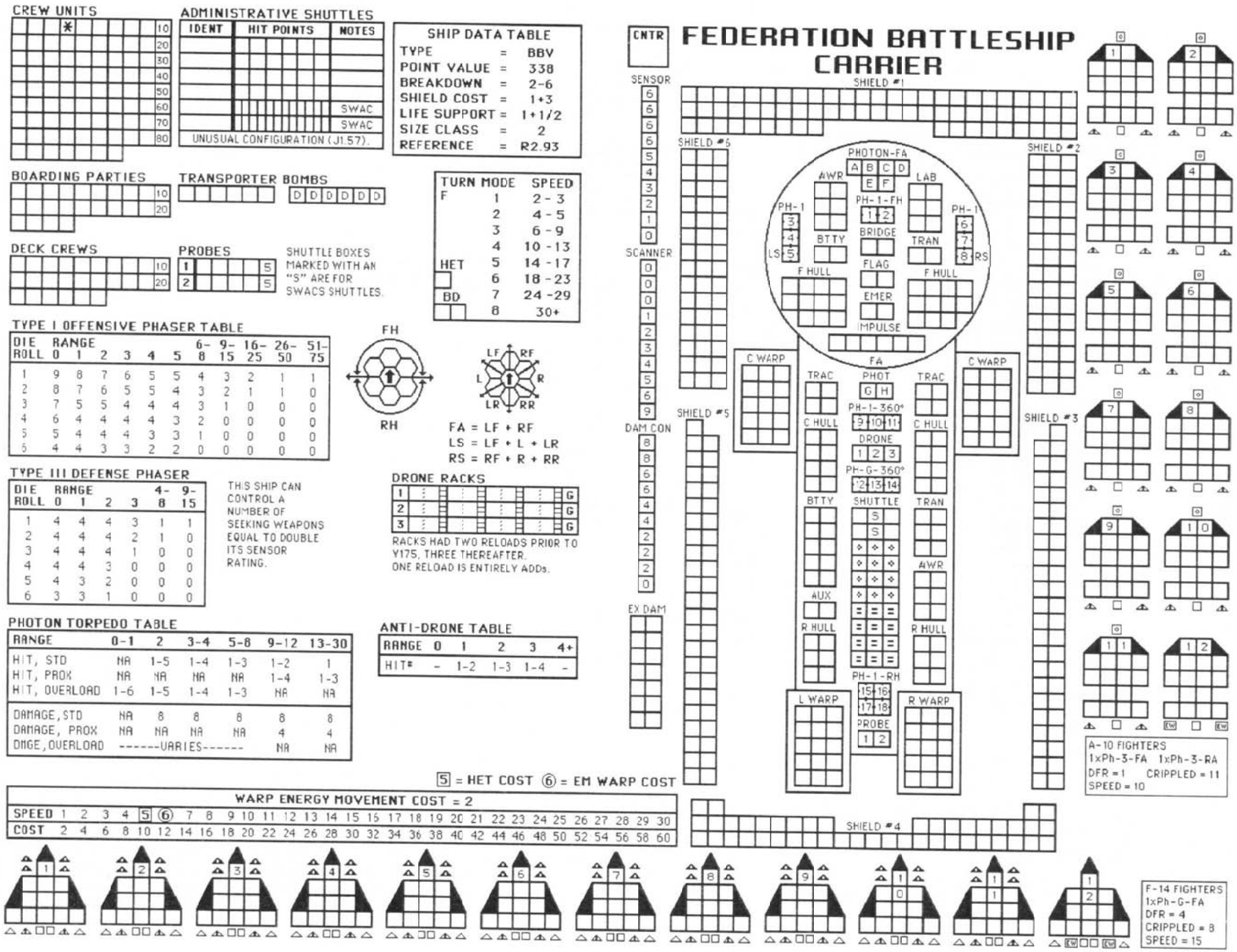
FEDERATION BATTLESHIP CARRIER



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FEDERATION STELLAR DOMINATION SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC

THREE BAYS; TRANSFERS BY (J1.59)
UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE

TYPE	=	SDS
POINT VALUE	=	358
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.94

BOARDING PARTIES

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

SHUTTLE BOXES MARKED WITH AN "S" ARE FOR SWACS SHUTTLES.

DECK CREWS

PROBES [5]

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

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13
HET	5	14 - 17
	6	18 - 23
BD	7	24 - 29
	8	30+

TYPE I OFFENSIVE PHASER TABLE

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

FH / RH

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

A-20 FIGHTER DATA
1xPH-2-FX
1xPH-3-RX
DOGFIGHT RATING = 0
CRIPPLE RATING = 12
SPEED = 12
ALL FOUR DRONE RAILS ARE "SPECIAL"

F-14 FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

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

DRONE RACKS

1								G
2								G
3								G

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

PHOTON TORPEDO TABLE

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

ANTI-DRONE TABLE

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

[5] = HET COST (6) = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

FEDERATION STELLAR DOMINATION SHIP

CREW UNITS

BOARDING PARTIES

DECK CREWS

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC

TWO BAYS; TRANSFERS BY (J1.59).

UNUSUAL CONFIGURATION (J1.57).

TRANSPORTER BOMBS D D D D D D

SHUTTLE BOXES MARKED WITH AN "S" ARE FOR SWACS SHUTTLES.

SHIP DATA TABLE

TYPE	=	SDA
POINT VALUE	=	358
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.94A

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13
HET	5	14 - 17
	6	18 - 23
BD	7	24 - 29
	8	30+

CNTR

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 1 2 3 4 5 6 9

DAM CON 8 8 6 6 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PHOTON-FA A B C D E F

AWR LAB

PH-1-FH 1 2

PH-1 3 4 5 LS

PH-1 6 7 8 RS

BTTY BRIDGE TRAN

F HULL FLAG F HULL

EMER

IMPULSE

FA

C WARP C WARP

REPAIR PHOT REPAIR G H

TRAN TRAC AWR

S PROBE S

C HULL

BTTY BTTY

PH-1-360° 9 10 11

R HULL DRONE R HULL 1 2 3

PH-G-360° 12 13 14

L WARP AUX R WARP

PH-1 15 16 17 18 RH

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

TYPE I OFFENSIVE PHASER TABLE

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

FH RH

LF RF L R LR RR

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

F-14 FIGHTERS
1xPh-G-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

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

PHOTON TORPEDO TABLE

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

DRONE RACKS

1								G
2								G
3								G

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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

[5] = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

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KLINGON C10 DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50
							60

BOARDING PARTIES

							10
							20

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS; NO (J1.59) TRANSFERS.		

TRANSPORTER BOMBS

						D	D	D	D	D	D

ANTI-DRONE TABLE

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

ANTI-DRONES

1												

SHIP DATA TABLE

TYPE	=	C10
POINT VALUE	=	254
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.103
2 X UIM STANDARD		

THIS SHIP INCLUDED TYPE-B DRONE RACKS WITH DOUBLE RELOADS IN ITS DESIGN. IT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

THE ANTI-DRONE RACK ALWAYS HAD 12 ROUNDS.

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

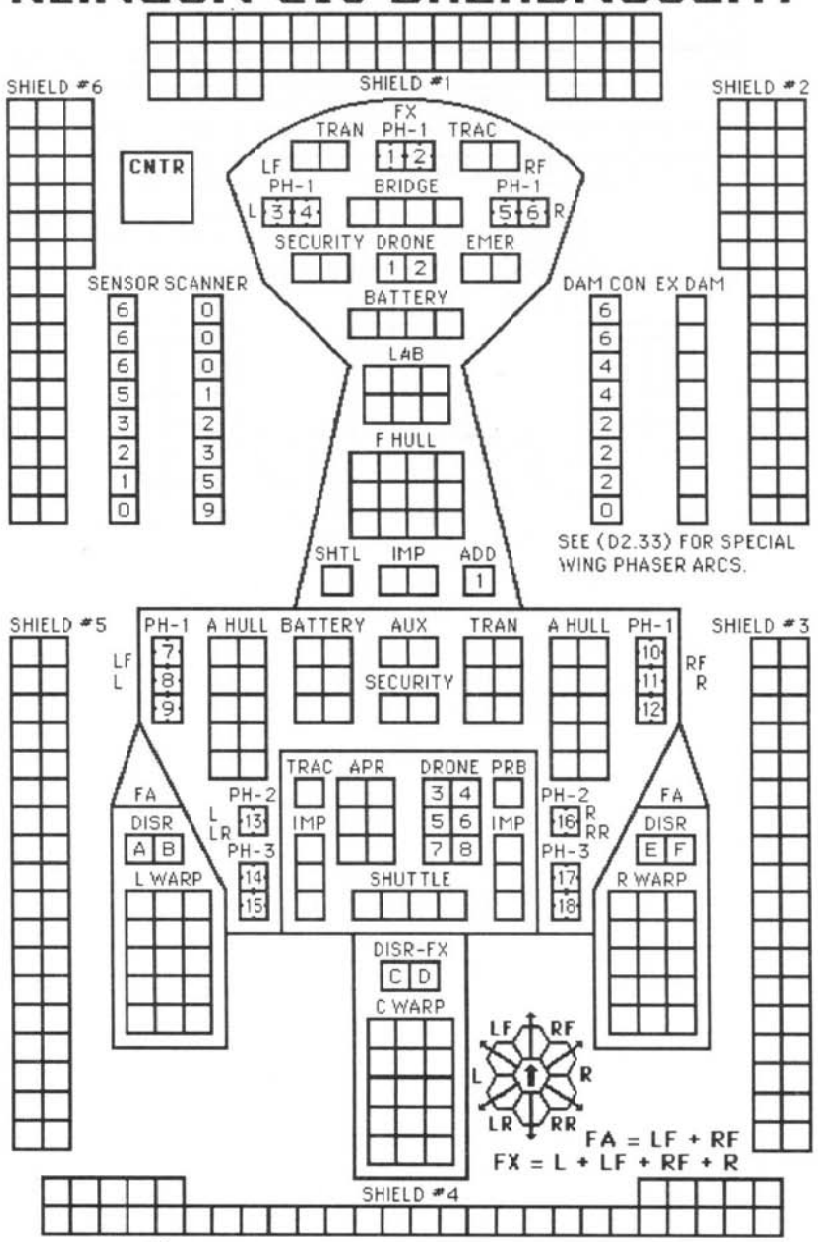
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

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

UIM ☐☐

DERFACS ☐ H&R



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

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

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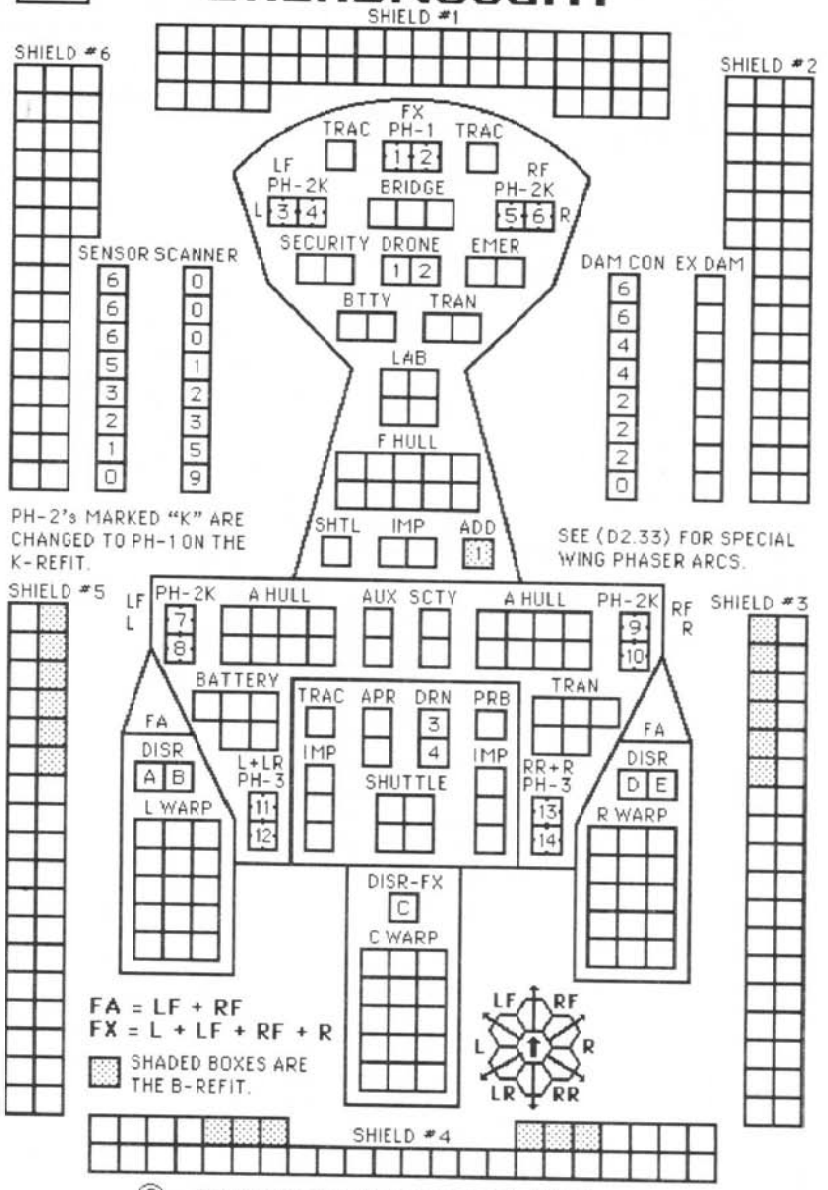
KLINGON C5 LIGHT DREADNOUGHT



CNTR

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

SEE (D2.33) FOR SPECIAL WING PHASER ARCS.

FA = LF + RF
FX = L + LF + RF + R

SHADED BOXES ARE THE B-REFIT.

CREW UNITS

		*					10
							20
							30
							40
							50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

SHIP DATA TABLE

TYPE	=	C5
POINT VALUE	=	210
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.104
B REFIT	=	+6
K REFIT	=	+8
Y175 REFIT	=	+6
2 X UIM STANDARD		

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D

D	D	D	D	D	D

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

ADD HAS 6 ROUNDS PRIOR TO Y175

ANTI-DRONES

1												

PROBES

				5

DRONE RACKS

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

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

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

CAN LAUNCH TWO DRONES EACH TURN. B-REFIT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

UIM

DERFACS H&R

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

[5] = HET COST

⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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KLINGON C6 EARLY DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

SHIP DATA TABLE

TYPE	=	C6
POINT VALUE	=	195
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.105

CNTR

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

D	D	D	D	D	D

PROBES

				5

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

FA = LF + RF

FX = L + LF + RF + R

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1					A
2					A
3					A
4					A

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD). CAN LAUNCH TWO DRONES EACH TURN.

TYPE II PHASER TABLE

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

HET ☐

BD ☐☐

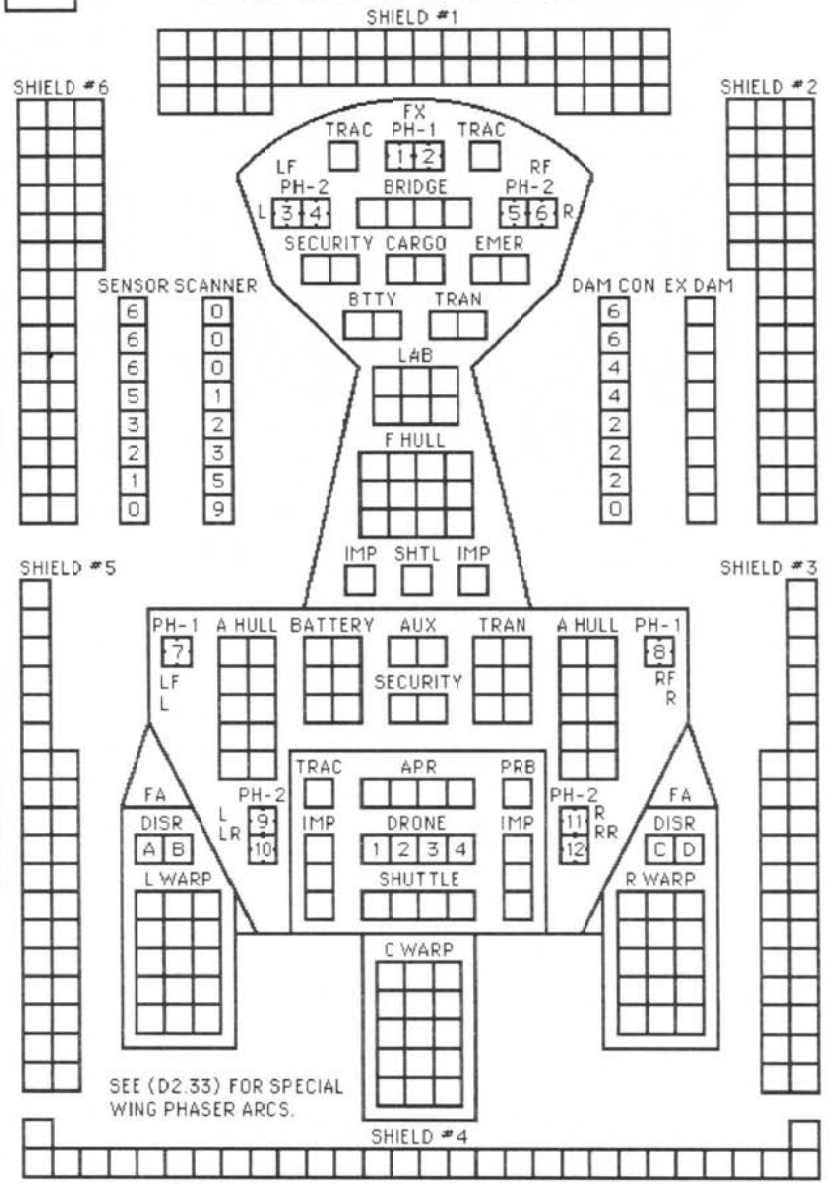
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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



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

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

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KLINGON B8 COMBINED DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50
							60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

SHIP DATA TABLE

TYPE	=	B8
POINT VALUE	=	276
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.106
MECH LINKS	=	+2
SFG REFIT	=	+24

CNTR

SENSOR

6	
6	
6	
5	
3	
2	
1	
0	

SCANNER

0	
0	
0	
1	
2	
3	
5	
9	

DAM CON

6	
6	
4	
4	
2	
2	
2	
0	

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

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

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

DISRUPTOR TABLE

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

UIM

DERFACS H&R

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

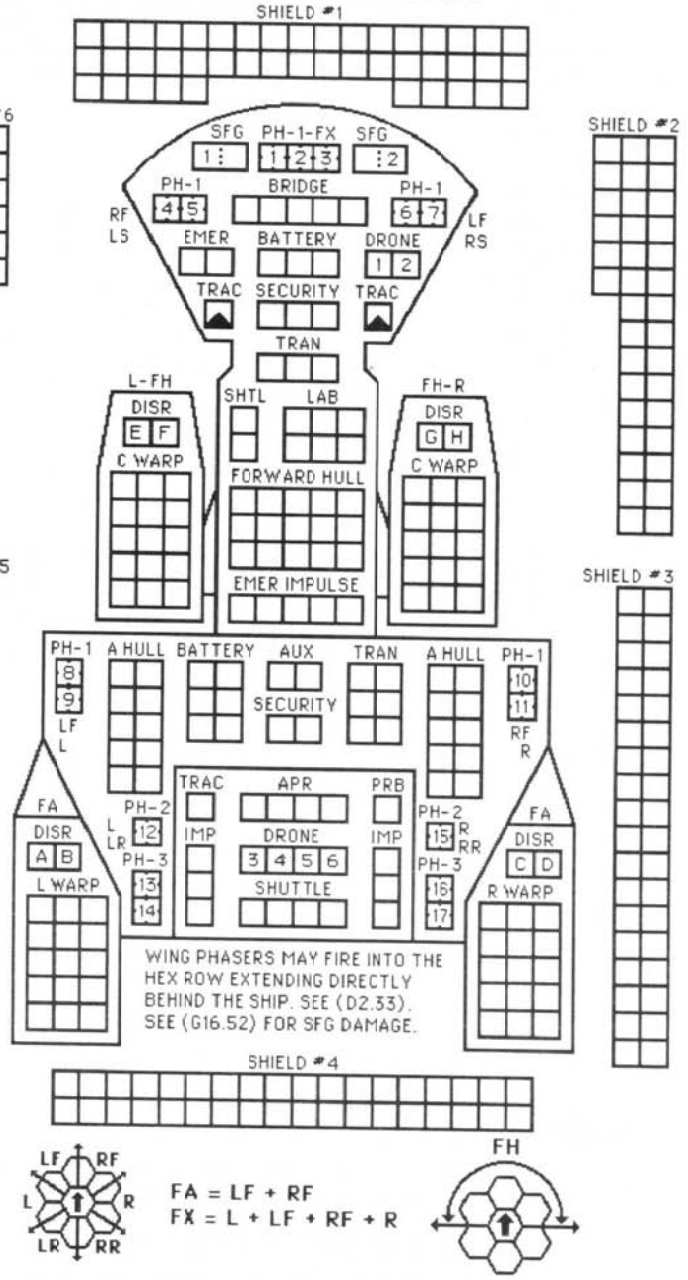
TURN MODE SPEED

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

5 = HET COST (6) = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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



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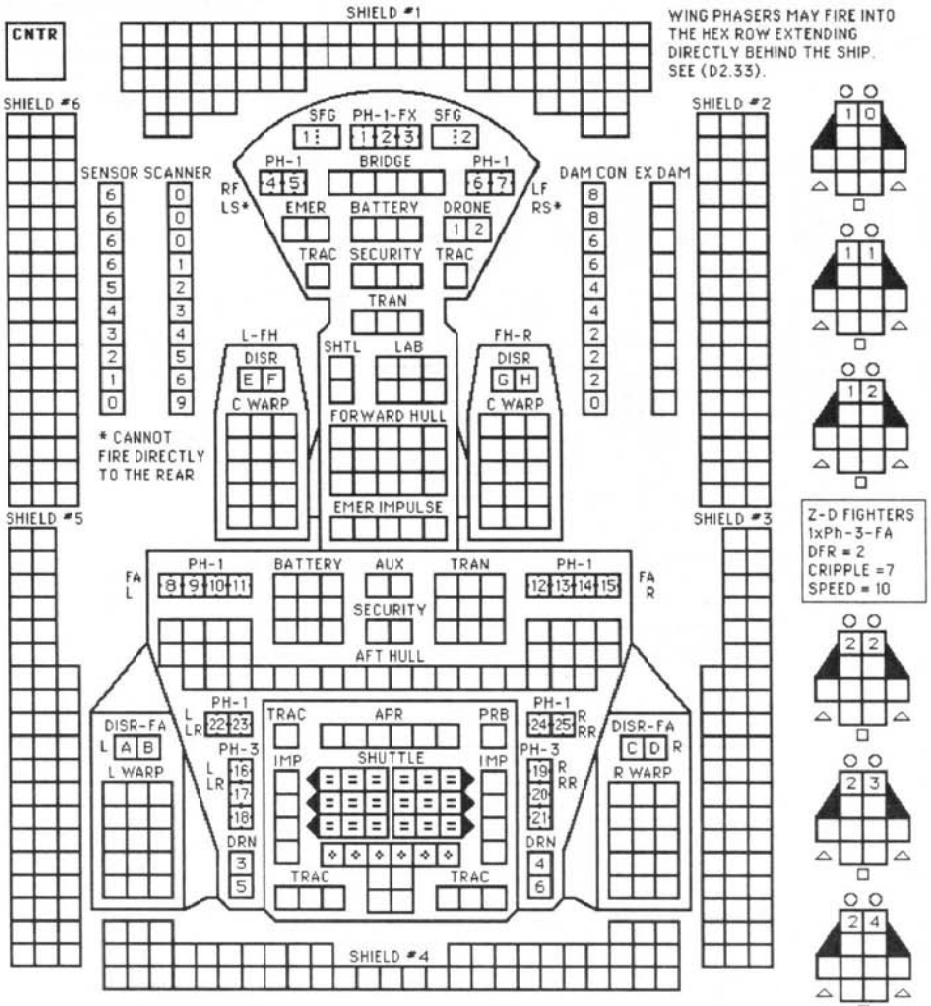
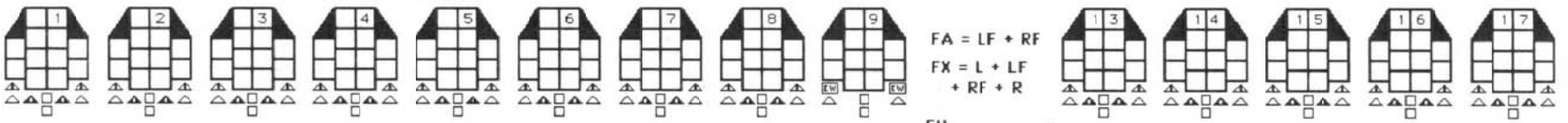
KLINGON B11V BATTLESHIP CARRIER

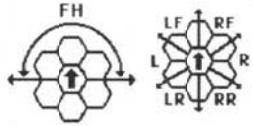




THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SEE (G16.52) FOR SFG DAMAGE.

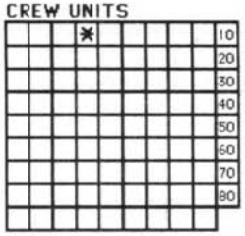
5 = HET COST ⑥ = EM WARP COST



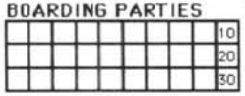
WARP ENERGY MOVEMENT COST = 2

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

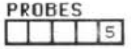
CREW UNITS



BOARDING PARTIES



PROBES



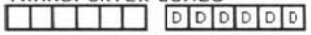
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

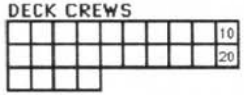
THIS SHIP HAS FOUR BAYS, ONLY REAR BAYS MAY TRANSFER (J1.59).

UNUSUAL CONFIGURATION (J1.57).

TRANSPORTER BOMBS



DECK CREWS



MINES CANNOT BE DROPPED FROM FIGHTER ONLY OR BOOM SHUTTLE BAYS (M2.113).

PH-3s AND ADDs CONTROLLED BY LIMITED AEGIS.

SHIP DATA TABLE

TYPE	=	B11V
POINT VALUE	=	400
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.107
3X UIM STANDARD		
SFG REFIT	=	+24

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 I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

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

HIT & RUN

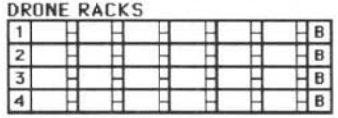
UIM

DERFACS

TYPE III DEFENSE PHASER

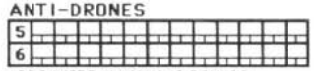
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS



8 RACKS ALWAYS HAD DOUBLE RELOADS.

ANTI-DRONES



ADDS WERE ALWAYS 12 ROUNDS.

Z-Y FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
△ Z-YB ONLY

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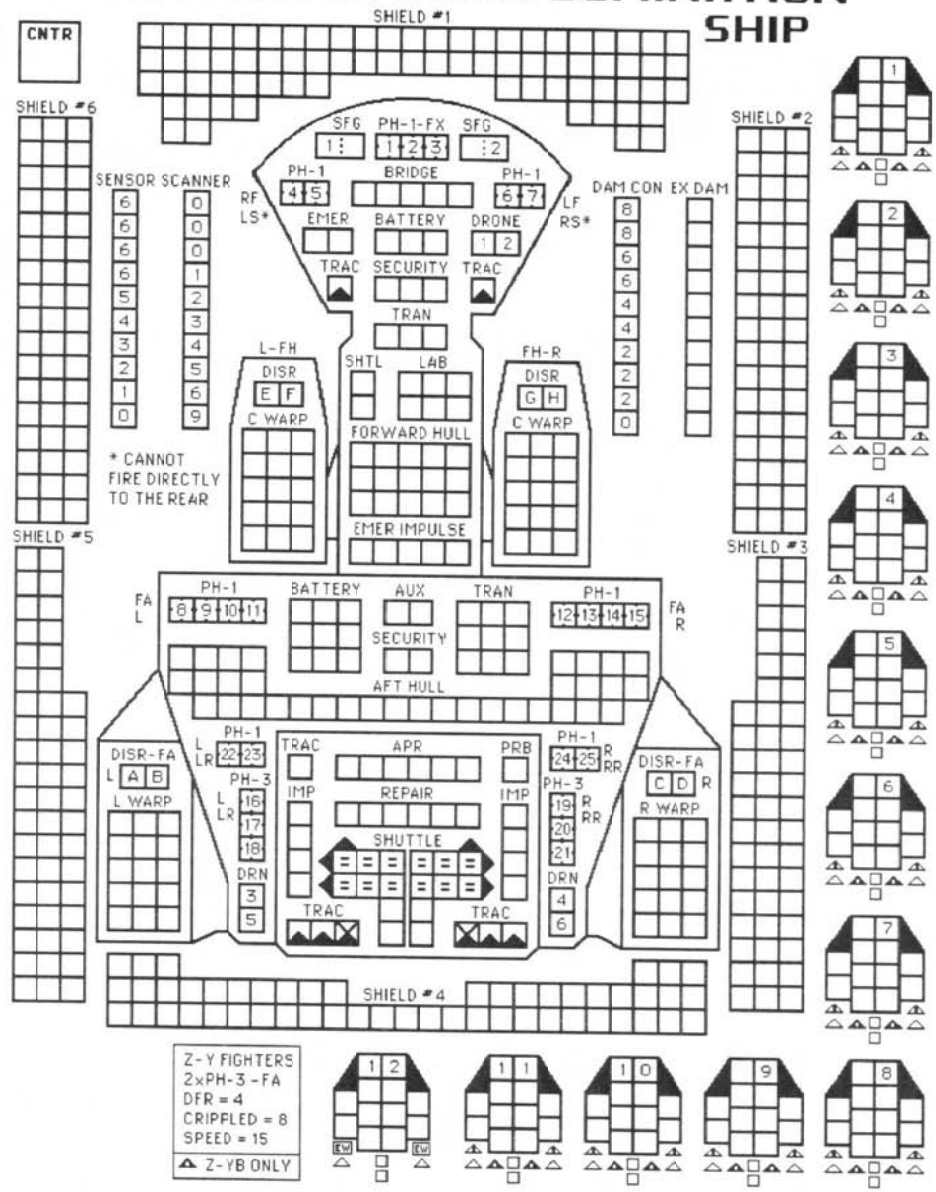
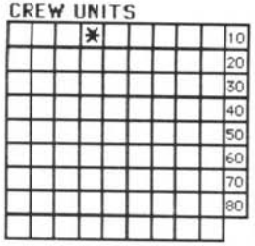
KLINGON B11S STELLAR DOMINATION SHIP



CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

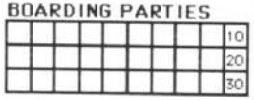
THIS SHIP HAS THREE BAYS, ONLY REAR BAYS MAY TRANSFER (J1.59).

UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE

TYPE	=	B11S
POINT VALUE	=	400
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.108
3X UIM STANDARD		
SFG REFIT	=	+24

BOARDING PARTIES

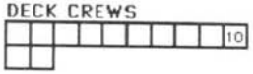


TRANSPORTER BOMBS

D D D D D D

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

DECK CREWS



PROBES

5

SEE (G16.52) FOR SFG DAMAGE.

TYPE I OFFENSIVE PHASER TABLE

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

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

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+

DISRUPTOR TABLE

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

HIT & RUN UIM

DERFACS

PH-3s AND ADDs CONTROLLED BY LIMITED AEGIS.

TYPE III DEFENSE PHASER

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

DRONE RACKS

1		B
2		B
3		B
4		B

B RACKS ALWAYS HAD DOUBLE RELOADS.

ANTI-DRONES

5	
6	

ADDS WERE ALWAYS 12 ROUNDS.

FA = LF + RF

FX = L + LF + RF + R

ANTI-DRONE TABLE

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

5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2																													
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	55	58	60

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ROMULAN CONDOR-H HEAVY DREADNOUGHT

CREW UNITS

			*				
							10
							20
							30
							40
							50
							60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PLASMA-D RACKS

1						
2						

PLASMA RACKS ALWAYS HAD TWO RELOADS.

PROBES

				5

SHIP DATA TABLE

TYPE	=	CNH
POINT VALUE	=	263
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	30/6
REFERENCE	=	R4.92

BPV INCLUDES CLOAK

CNTR

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 3 6 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #6

SHIELD #2

FL-R-FA [A]

PH-1 FA L [1][2] PH-1 [3][4] FA R

TRAN BRIDGE TRAN

TRAC AUX FLAG TRAC

F HULL

BATTERY

LP

RP

SHIELD #5

SHIELD #3

PL-S LP [B]

PL-F LP [D]

L WARP

PH-1 LF L [5]

PRB

PH-1 LAB APR PH-1 [6] RF R

EMER

A HULL

PL-D [1] LS

PL-D APR TRAN PL-D [2] RS

A HULL

TRAC PH-1 - 360° TRAC [7][8][9]

SHUTTLE

IMPULSE

PH-1 [10] L RA

PH-1 R RA [11]

PL-S [C] RP

PL-F [E] RP

R WARP

SHIELD #4

PH-3 [12][13] L RA

R RA PH-3 [14][15]

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 I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] R [B] S [C] S [D] F [E] F

HIT & RUN CLOAK

LF RF L R LR RR

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

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

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

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ROMULAN SHRIKE LIGHT DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	= SHR
POINT VALUE	= 232
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 28/5
REFERENCE	= R4.93

BPV INCLUDES CLOAK

BOARDING PARTIES

							10
							20

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

DAMAGE BOMBS [D][D][D][D][D][D]

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

CNTR [ ]

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 3 6 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

FP

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 I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] R [B] S [C] F [D] F

HIT & RUN CLOAK [ ]

LF RF L R LR RR

FA = LF + RF
RA = LR + RR

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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ROMULAN KING VULTURE EARLY DREADNOUGHT

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

NSM ☐

SHIP DATA TABLE

TYPE	=	KVL
POINT VALUE	=	170
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	20/6
REFERENCE	=	R4.94

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

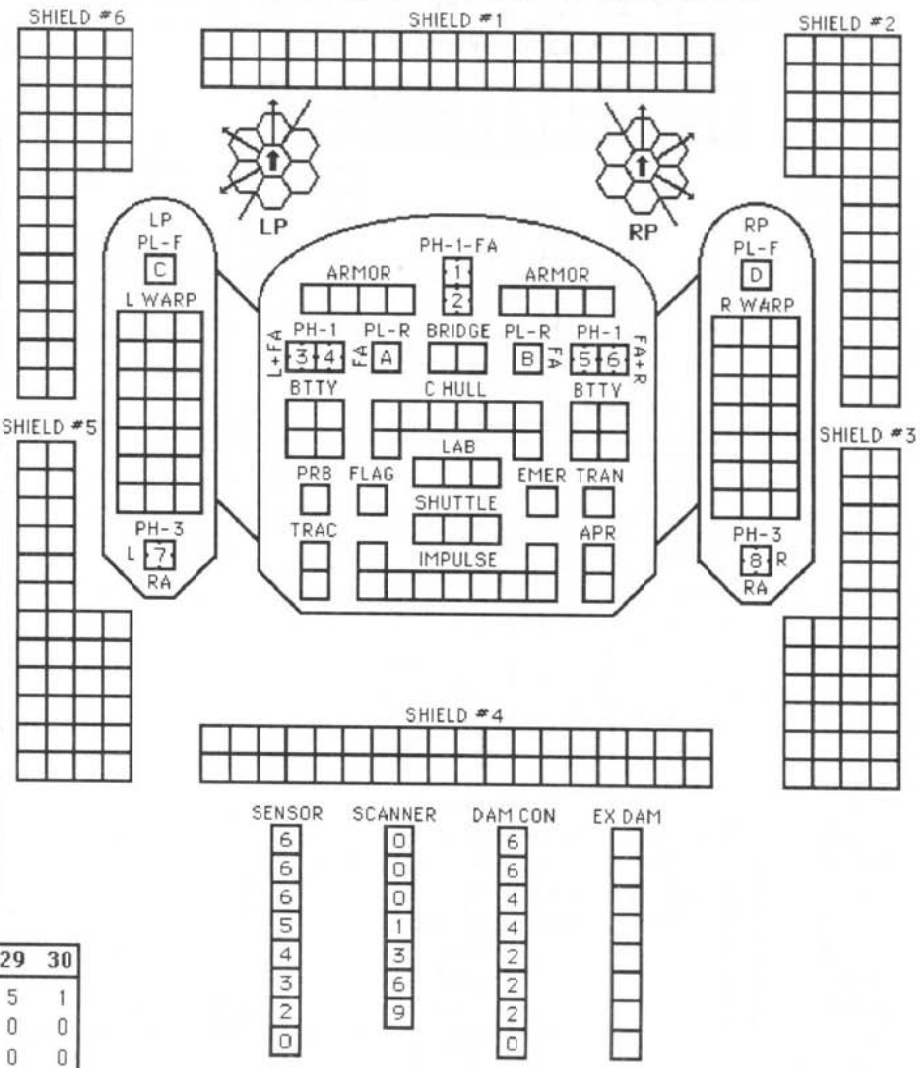
FA = LF + RF
RA = LR + RR

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

PSEUDO-PLASMA TORPEDOES

[A] R [B] R [C] F [D] F

HIT & RUN CLOAK ☐



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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

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

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ROMULAN DEMONHAWK MODULAR DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50
							60

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE	
TYPE	= DMH
POINT VALUE	= 250
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.95

BPV INCLUDES CLOAK

SSD SHOWS THE SHIP WITH "K" MODULES USED BY HEAVY HAWKS AND THE STANDARD SKYHAWK "A" MODULE. THE BPV GIVEN IN THE SHIP DATA TABLE AND IN THE MASTER SHIP CHART REFLECTS THIS CONFIGURATION.

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
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

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

PSEUDO-PLASMA TORPEDOES

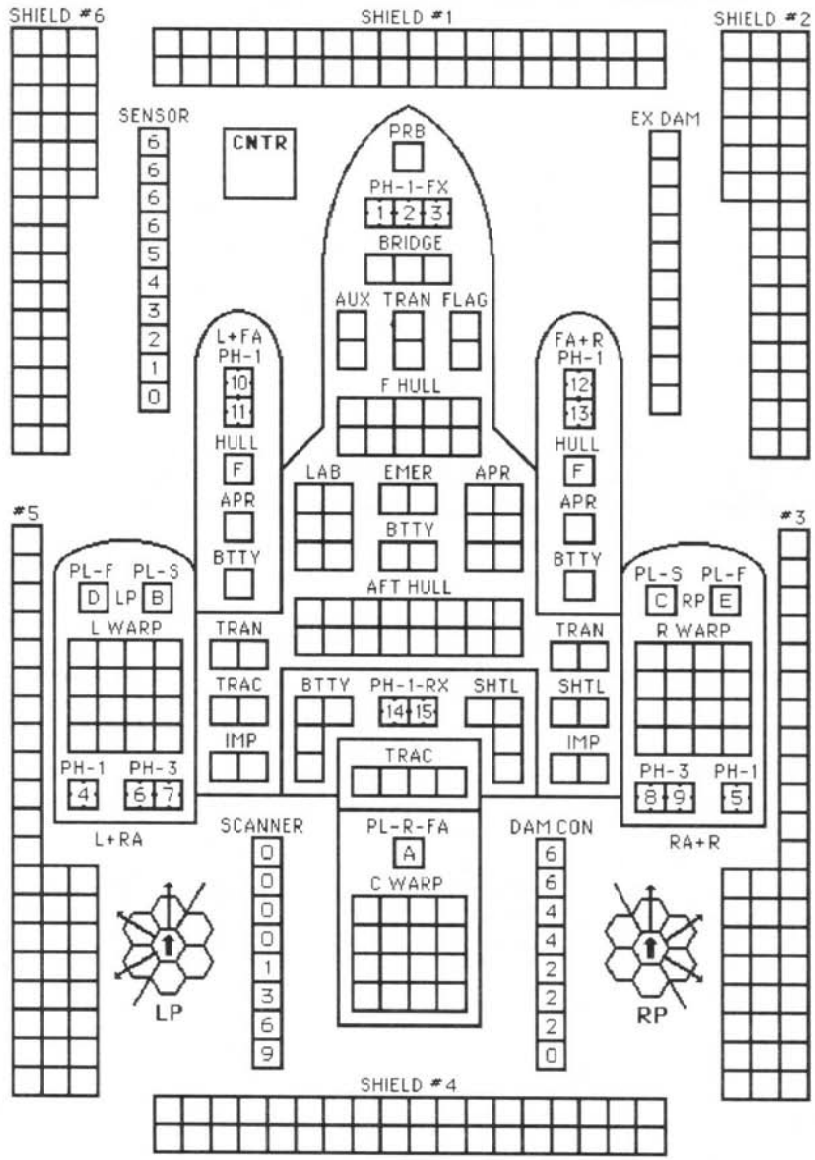
[A] R [B] S [C] S [D] F [E] F

HIT & RUN CLOAK ☐

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



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

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

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ROMULAN IMPERIAL CONDOR HEAVY CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE

TYPE	= ICV
POINT VALUE	= 420
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 44/8
REFERENCE	= R4.96

BPV INCLUDES CLOAK

CNTR

TRANSPORTER BOMBS D D D D D D

BOARDING PARTIES

DECK CREWS

PROBES 5

LF RF L R LR RR

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

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+

PLASMA-D RACKS

1 2 3 4

PLASMA RACKS ALWAYS HAD TWO RELOADS.

PSEUDO-PLASMA TORPEDOES

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

HIT & RUN CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12

ROMULAN TYRANT CONDOR STELLAR DOMINATION SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

UNUSUAL CONFIGURATION (J1.57).

TRANSPORTER BOMBS D D D D D D

SHIP DATA TABLE	
TYPE	= TCS
POINT VALUE	= 420
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 44/8
REFERENCE	= R4.97

BPV INCLUDES CLOAK

BOARDING PARTIES

DECK CREWS

PROBES S

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

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

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

HIT & RUN CLOAK

PLASMA-D RACKS

PLASMA RACKS ALWAYS HAD TWO RELOADS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

[5] = HET COST ⑥ = EM WARP COST

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

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12

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ROMULAN K10V BATTLESHIP CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS FOUR BAYS, ONLY REAR BAYS MAY TRANSFER BY (J1.59).

UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE	
TYPE	= K10V
POINT VALUE	= 430
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 45/8
REFERENCE	= R4.98

BPV INCLUDES CLOAK

CNTR

BOARDING PARTIES

TRANSPORTER BOMBS

MINES CANNOT BE DROPPED FROM FIGHTER ONLY OR BOOM SHUTTLE BAYS (M2.113).

DECK CREWS

PROBES

PLASMA-D RACKS

PLASMA RACKS ALWAYS HAD TWO RELOADS.

LP RP

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

PSEUDO-PLASMA TORPEDOES

HIT & RUN CLOAK

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

SENSOR SCANNER

* CANNOT FIRE DIRECTLY TO THE REAR

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

PL-D PH-1-FX PL-D LS RS RF LF LS* RS* PH-1 BRIDGE PH-1 EMER BATTERY F HULL TRAC FLAG TRAC TRAN SHTL LAB PL-R-FA A C WARP FORWARD HULL AFR PL-R-FA B C WARP DAM CON EX DAM FA L FA R PH-1 BATTERY AUX TRAN PH-1 AFT HULL AFT HULL PL-S C LP PL-F E LP L WARP PH-1 L LR PH-3 L LR TRAC AFR PRB IMP SHUTTLE IMP TRAC TRAC TRAC PH-1 F RR PH-3 R RR TRAC PL-S RP D PL-F RP F R WARP

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

5 = HET COST (6) = EM WARP COST

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

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12

WING PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

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ROMULAN K10S STELLAR DOMINATION SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS THREE BAYS, ONLY REAR BAYS MAY TRANSFER (J1.59).

UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE

TYPE	= K10S
POINT VALUE	= 430
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 45/8
REFERENCE	= R4.99

BPV INCLUDES CLOAK

CNTR

BOARDING PARTIES

TRANSPORTER BOMBS D D D D D D

PROBES 5

DECK CREWS 10

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

MINES MAY NOT BE LAID FROM THE BOOM SHUTTLE BAY (M2.113).

LP RP

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

PSEUDO-PLASMA TORPEDOES

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

HIT & RUN CLOAK

PLASMA-D RACKS 1 2

PLASMA RACKS ALWAYS HAD TWO RELOADS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

5 = HET COST (6) = EM WARP COST

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

WING PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12

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ROMULAN MEGAHAWK DREADNOUGHT

CREW UNITS

BOARDING PARTIES

DECK CREWS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

PROBES

MINES CANNOT BE DROPPED FROM FIGHTER BAYS (M2.113).

SHIP DATA TABLE	
TYPE	= MGH
POINT VALUE	= 230
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 29/6
REFERENCE	= R4.100

BPV INCLUDES CLOAK

CNTR

SENSOR

SCANNER

DAM CON

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A R B S C S D F E F

HIT & RUN CLOAK

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

PH-1-FX PH-3 PH-3 LS RS BRIDGE FLAG HULL EMER APR BATTERY LP RP

PH-1 F HULL SHTL HULL APR BTTY TRAC A HULL LAB PRB PH-3 L-RA TRAN SHUTTLE IMP PH-1 RX IMP AUX PH-3 RA-R

PL-F LP L WARP PL-S LP L WARP C WARP PL-R-FA C WARP PL-S RP R WARP PL-F RP R WARP

SSD SHOWS THE SHIP WITH "B", I.E., CARRIER, MODULES. THE BPV IN THE SHIP DATA TABLE AND ON THE MASTER SHIP CHART REFLECTS THIS CONFIGURATION.

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12

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

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

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ROMULAN OMNIHAWK LIGHT DREADNOUGHT

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO TRANSFERS.

SHIP DATA TABLE	
TYPE	= OMH
POINT VALUE	= 215
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 25/6
REFERENCE	= R4.101

BPV INCLUDES CLOAK

CNTR

BOARDING PARTIES

TRANSPORTER BOMBS D D D D D D

DECK CREWS

PROBES 5

MINES CANNOT BE DROPPED FROM FIGHTER BAYS (M2.113).

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-1-FX

PH-3 1 2 PH-3

LS 3 BRIDGE 4 RS

FLAG

HULL EMER F APR

BATTERY

LP

RP

FA L

FA R

PH-1 5 10 HULL F APR BTTY

F HULL SHTL TRAC

A HULL LAB PRB PH-3 7 L-RA TRAC

TRAN SHUTTLE IMP PH-1 9 RX IMP

A HULL AUX TRAC LAB PH-3 8 RA-R

F HULL SHTL TRAC

PH-1 6 11 HULL F APR BTTY

PL-F LP D L WARP

PL-S LP B L WARP

PL-S A C WARP FP

PL-S C RP R WARP

PL-F E RP R WARP

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A S B S C S D f E F

HIT & RUN CLOAK

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

FP

SSD SHOWS THE SHIP WITH "B", I.E., CARRIER, MODULES. THE BPV IN THE SHIP DATA TABLE AND ON THE MASTER SHIP CHART REFLECTS THIS CONFIGURATION.

1 2 3 4 5 6 7 8

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

9 10 11 12 13 14 15 16

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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KZINTI HEAVY DREADNOUGHT

CREW UNITS

10 20 30 40 50 60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

BOARDING PARTIES

10 20

PROBES

5

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

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	237
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.72
Y175 REFIT	=	+5

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

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+

DRONE RACKS

1								C
2								C
3								C
4								C
5								B
6								B
7								B
8								B

RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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

HIT & RUN DERFACS ☐

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

CARGO SPACES ARE USED FOR 300 SPARE DRONES.

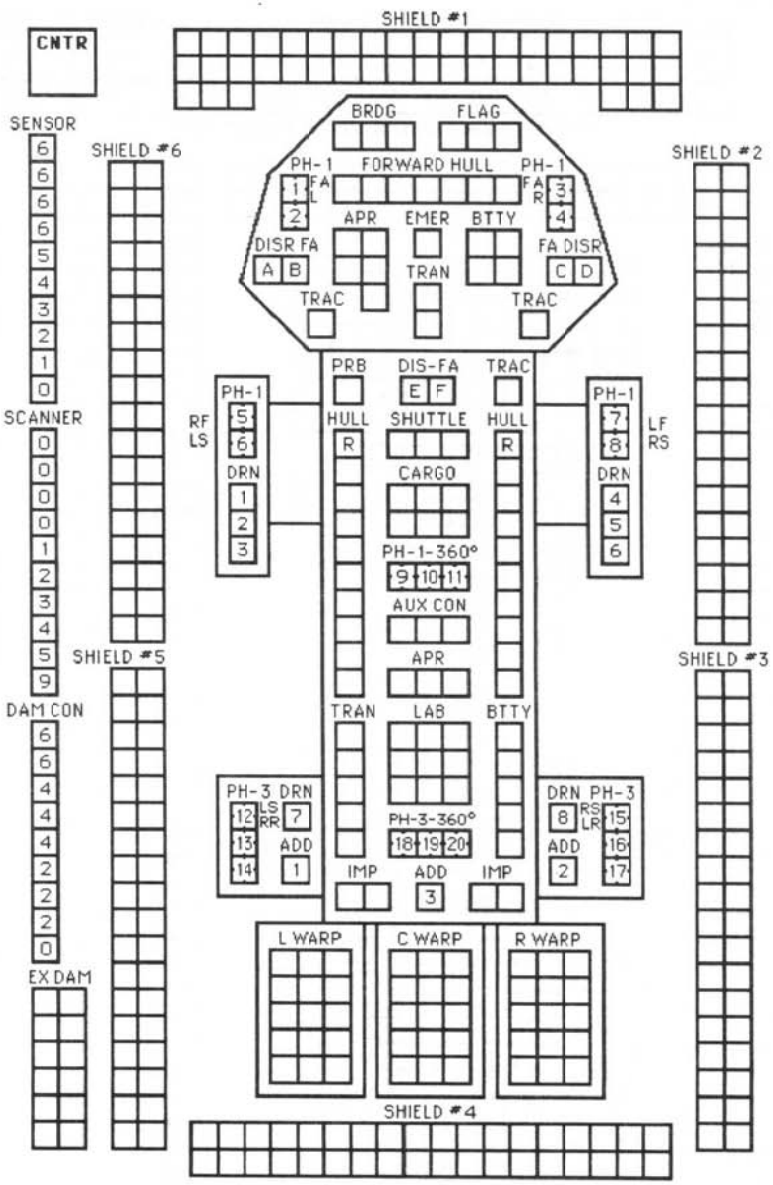
ANTI-DRONES

1 2 3

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

DISRUPTOR TABLE

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



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

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

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KZINTI LIGHT DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

BOARDING PARTIES

10 20

PROBES

5

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	215
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.73
Y175 REFIT	=	+3

TYPE I OFFENSIVE PHASER TABLE

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

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

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

DRONE RACKS

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

RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

CARGO SPACES ARE USED FOR 300 SPARE DRONES.

ANTI-DRONES

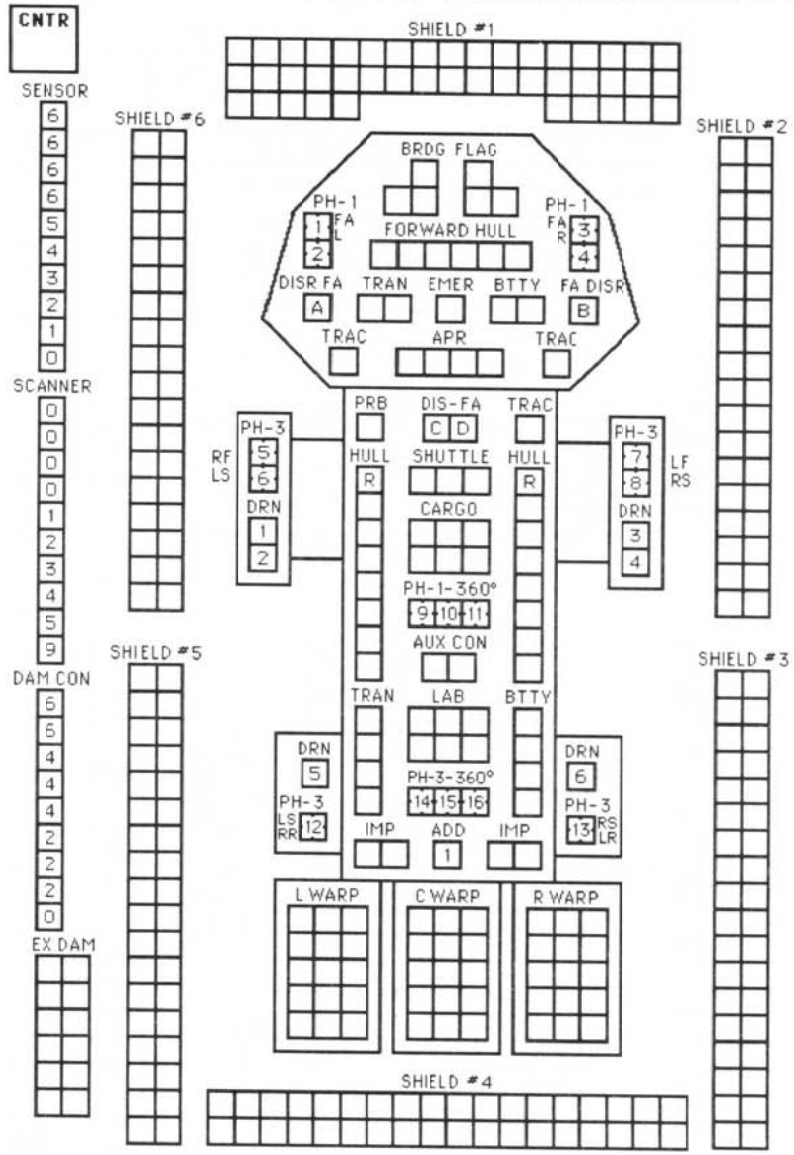
1 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

DISRUPTOR TABLE

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

HIT & RUN DERFACS [ ]



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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KZINTI EARLY DREADNOUGHT

CREW UNITS

10 20 30 40 50 60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

BOARDING PARTIES

10 20

PROBES

5

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

SHIP DATA TABLE

TYPE	=	DNE
POINT VALUE	=	205
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.74

TYPE I OFFENSIVE PHASER TABLE

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

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

DRONE RACKS

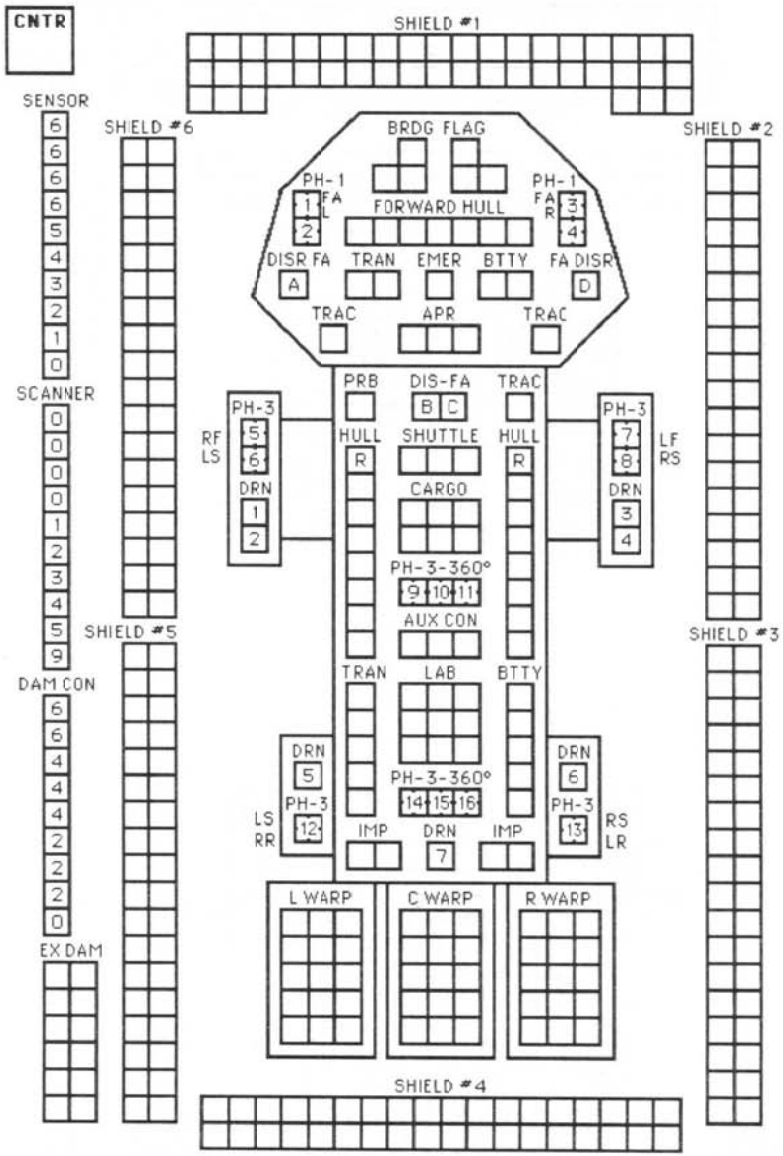
1							C
2							C
3							B
4							B
5							B
6							B
7							E

RACKS HAD ONE RELOAD. THE CARGO BOXES ARE USED FOR 300 SPARE DRONES.

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

TYPE III DEFENSE PHASER

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



DISRUPTOR TABLE

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

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

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

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KZINTI DRONE DREADNOUGHT

CREW UNITS

10 20 30 40 50 60

BOARDING PARTIES

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

PROBES

5

SHIP DATA TABLE

TYPE	=	DND
POINT VALUE	=	235
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.75

DISRUPTOR TABLE

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

TURN MODE SPEED

HET BD

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

DRONE RACKS

1						
2						D
3						
4						
5						D
6						
7						
8						D
9						
10						
11						D
12						
13						
14						D
15						
16						
17						D
18						

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

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

HIT & RUN DERFACS ☐

CARGO SPACES ARE USED FOR 450 RELOAD DRONES.

ANTI-DRONES

1

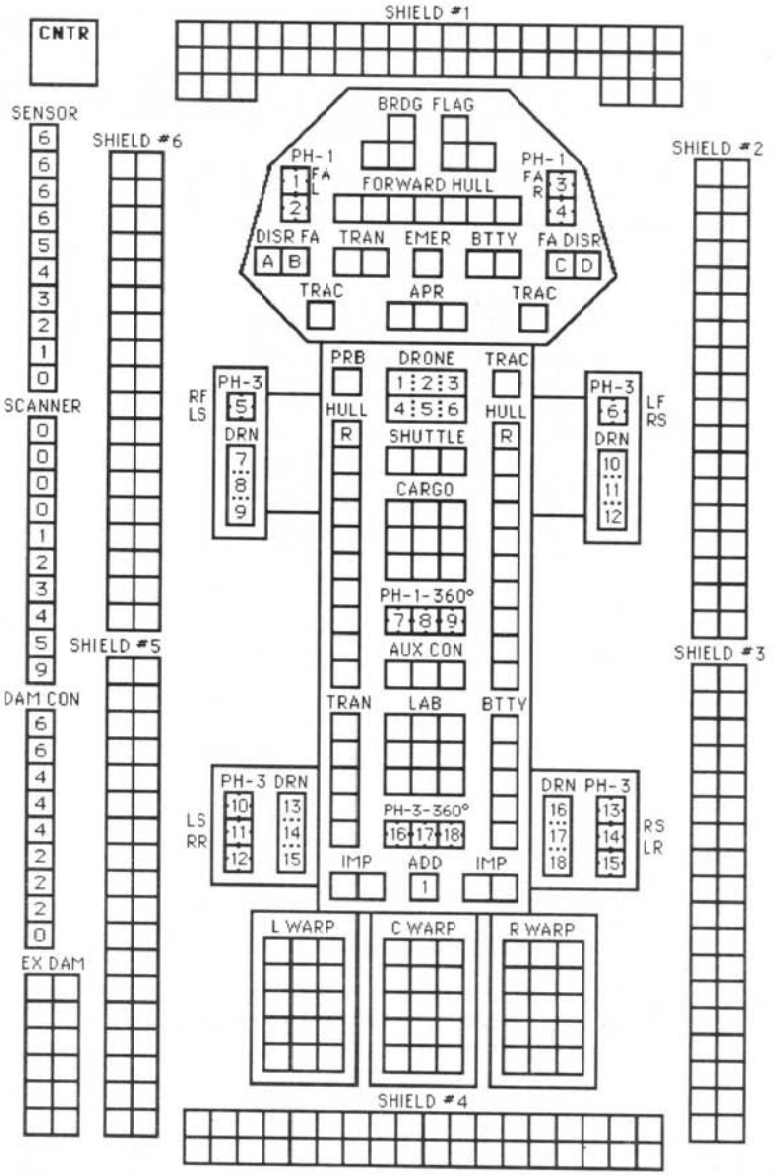
ANTI-DRONE TABLE

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

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

TYPE III DEFENSE PHASER

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



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

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

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KZINTI BATTLESHIP CARRIER

CNTR

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL DECK (J1.58).
UNUSUAL CONFIGURATION (J1.57).

TRANSPORTER BOMBS D D D D D D

SHIP DATA TABLE		
TYPE	=	BBV
POINT VALUE	=	360
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.76

BOARDING PARTIES

DECK CREWS

PROBES

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

DAS FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLED = 7
SPEED = 10

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

RACKS ALWAYS HAD TWO RELOADS.

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

TURN MODE		SPEED
F	1	2-3
	2	4-5
	3	6-9
	4	10-13
HET	5	14-17
	6	18-23
BD	7	24-29
	8	30+

ANTI-DRONES

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

HIT & RUN DERFACS

[5] = HET COST ⑥ = EM WARP COST

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

TAAS FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ TADS ONLY

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KZINTI STELLAR DOMINATION SHIP

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 1 2 3 4 5 6 9

DAM CON 8 8 6 6 4 4 2 2 2 0

EX DAM

BRDG FLAG

PH-1 FA L 1 2

PH-1 FA R 3 4

FORWARD HULL

DISR FA A B L

TRAN EMER BTTY

FA DISR C D R

TRAC APR TRAC

TRAC DISR-FA TRAC E F G H

HULL R SHUTTLE HULL R

REPAIR

PH-1-360° 9 10 11 12

PH-1 5 6 DRN 1 2 3 4

TRAC

PH-1 7 8 DRN 5 6 7 8

LF RS

RF LS

APR

PRB BTTY

TRAN LAB

AUX

IMP IMP

PH-3-360° 19 20

PH-3 DRN 13 14 15 SRR 9 ADD 1

DRN PH-3 10 RS LR 16 17 18 ADD 2

L WARP C WARP R WARP

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

TAAS FIGHTERS
2×Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ TADS ONLY

CREW UNITS

		*					10
							20
							30
							40
							50
							60
							70
							80

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL DECK (J1.58).

UNUSUAL CONFIGURATION (J1.57).

TRANSPORTER BOMBS

D D D D D D

BOARDING PARTIES

									10
									20
									30

DECK CREWS

									10

PROBES

				5

SHIP DATA TABLE

TYPE	=	SDS
POINT VALUE	=	360
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R5.77

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

RACKS ALWAYS HAD TWO RELOADS.

LF RF L R LR RR

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

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13
HET	5	14 - 17
	6	18 - 23
BD	7	24 - 29
	8	30+

ANTI-DRONES

1										
2										

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

HIT & RUN DERFACS ☐

[5] = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

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GORN HEAVY DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20
									30

PROBES

			5

PSEUDO-PLASMA TORPEDOES

A R B S C S D F E F

PLASMA-D RACKS

1					
2					

PLASMA RACKS ALWAYS HAD TWO RELOADS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

						D	D	D	D	D	D

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

SHIP DATA TABLE

TYPE	= DNH
POINT VALUE	= 246
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.61

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+

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

TYPE I OFFENSIVE PHASER TABLE

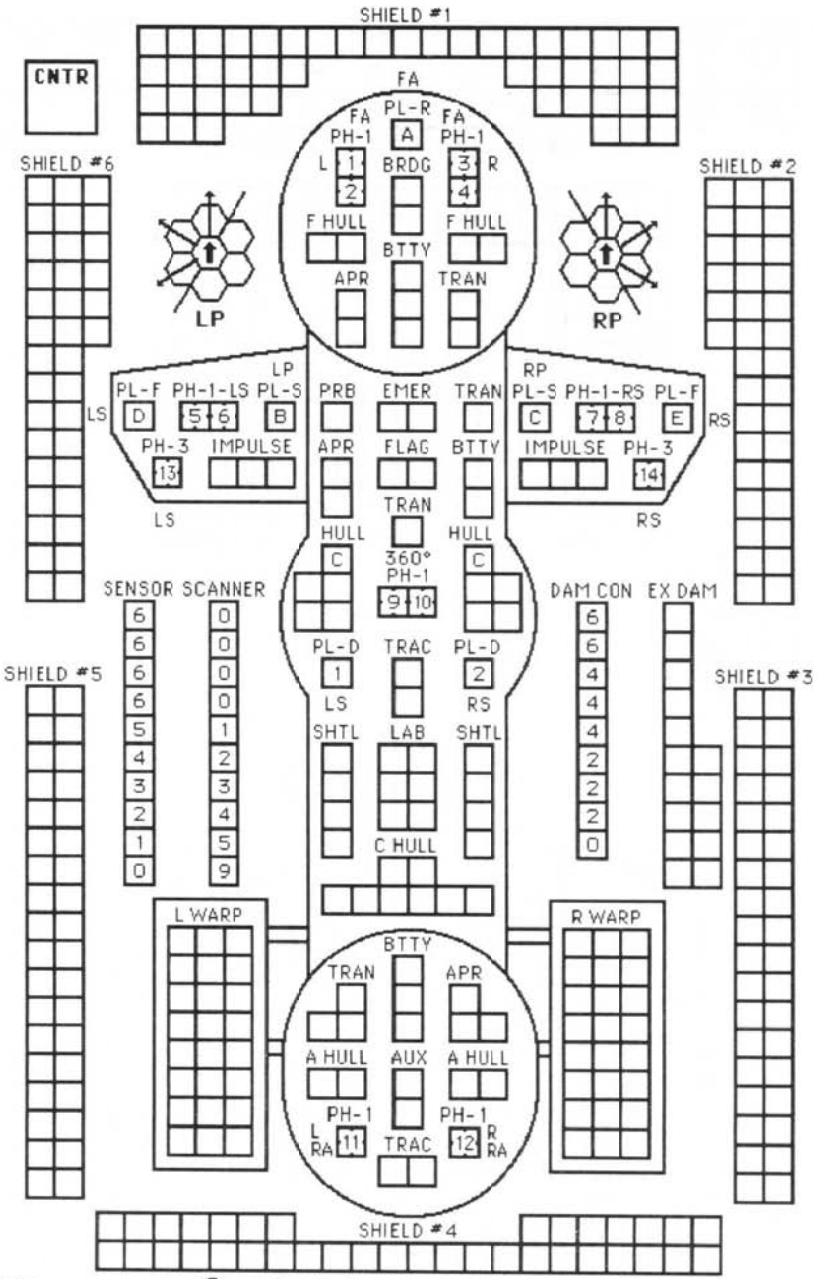
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



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

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

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GORN LIGHT DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50
								60

BOARDING PARTIES

								10
								20
								30

PROBES

				5

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

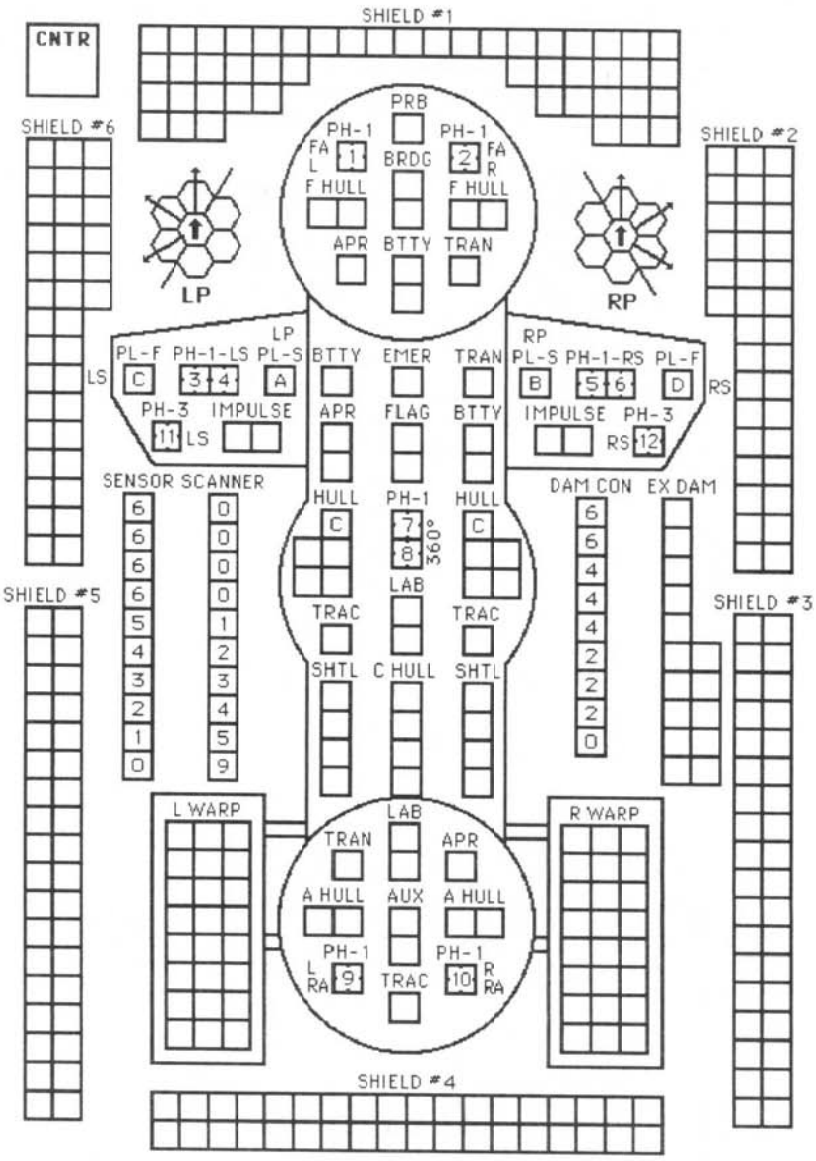
						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	= DNL
POINT VALUE	= 214
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.62

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+

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



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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GORN EARLY DREADNOUGHT

CREW UNITS

			*				10
							20
							30
							40
							50
							60

BOARDING PARTIES

							10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	= DNE
POINT VALUE	= 190
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.63

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

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

PSEUDO-PLASMA TORPEDOES

[A] G [B] G [C] G [D] G

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

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 I OFFENSIVE PHASER TABLE

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

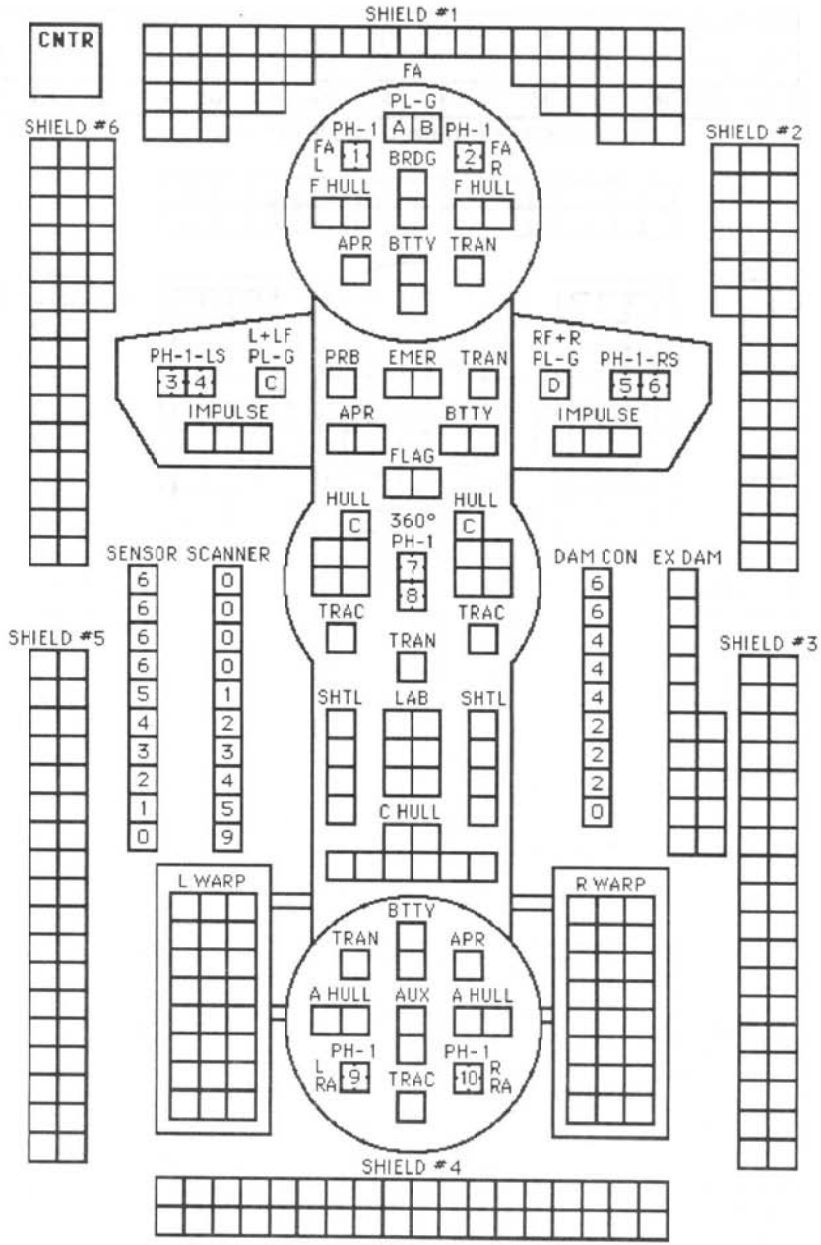
TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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



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

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

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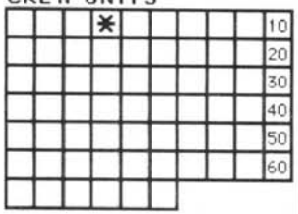
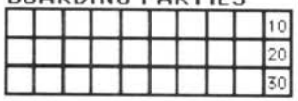
GORN PLASMA DREADNOUGHT

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

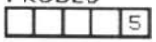
IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

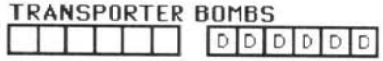
SHIP DATA TABLE

TYPE	= DNT
POINT VALUE	= 235
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.64

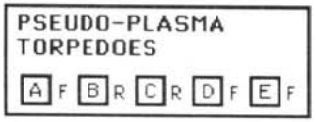
PROBES



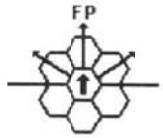
TRANSPORTER BOMBS



PSEUDO-PLASMA TORPEDOES



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



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

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 I OFFENSIVE PHASER TABLE

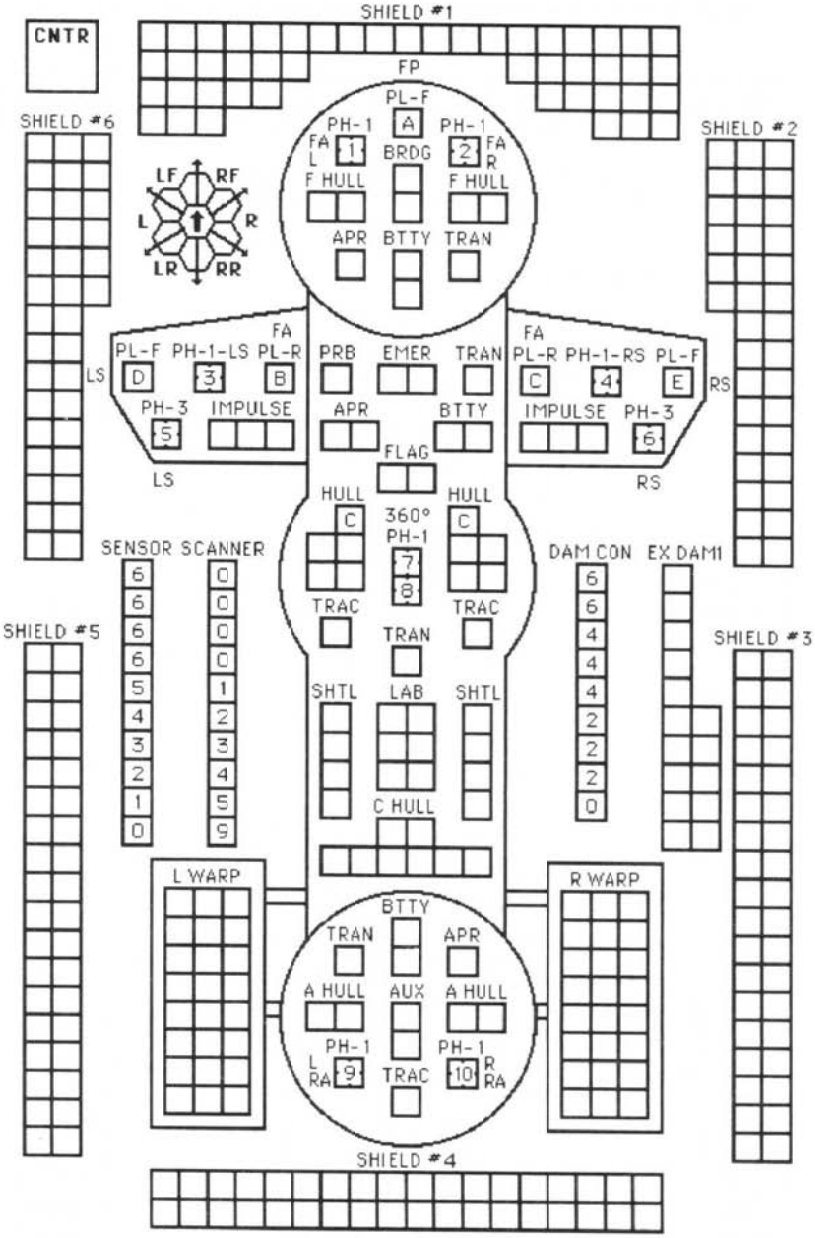
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



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

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

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GORN BATTLESHIP CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

BOARDING PARTIES

TRANSPORTER BOMBS D D D D D D

DECK CREWS

PROBES 5

SHIP DATA TABLE	
TYPE	= BBV
POINT VALUE	= 392
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.65

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13
HET	5	14 - 17
	6	18 - 23
BD	7	24 - 29
	8	30+

PLASMA-D RACKS

PLASMA RACKS ALWAYS HAD TWO RELOADS.

PSEUDO-PLASMA TORPEDOES

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

5 = HET COST ⑥ = EM WARP COST

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

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

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

G-12 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

G-10 FIGHTERS
1xPh-3-FA
1xPh-3-RA
DFR = 1
CRIPPLED = 11
SPEED = 10

GORN STELLAR DOMINATION SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

BOARDING PARTIES

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

DECK CREWS

PROBES [5]

SHIP DATA TABLE	
TYPE	= SDS
POINT VALUE	= 392
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.66

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13
HET	5	14 - 17
	6	18 - 23
BD	7	24 - 29
	8	30+

LF RF L R LR RR

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

FH RH

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

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

PLASMA-D RACKS
[1] [2] [3] [4]
PLASMA RACKS ALWAYS HAD TWO RELOADS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

G-12 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

[5] = HET COST ⑥ = EM WARP COST

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

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THOLIAN DH HEAVY DREADNOUGHT

CREW UNITS

			*							10
										20
										30
										40

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

							D	D	D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

NO TRANSFERS POSSIBLE.

SHIP DATA TABLE

TYPE	=	DH
POINT VALUE	=	233
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.44
SNARE REFIT	=	+6
DHW REFIT	=	+19

DISRUPTOR TABLE

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

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

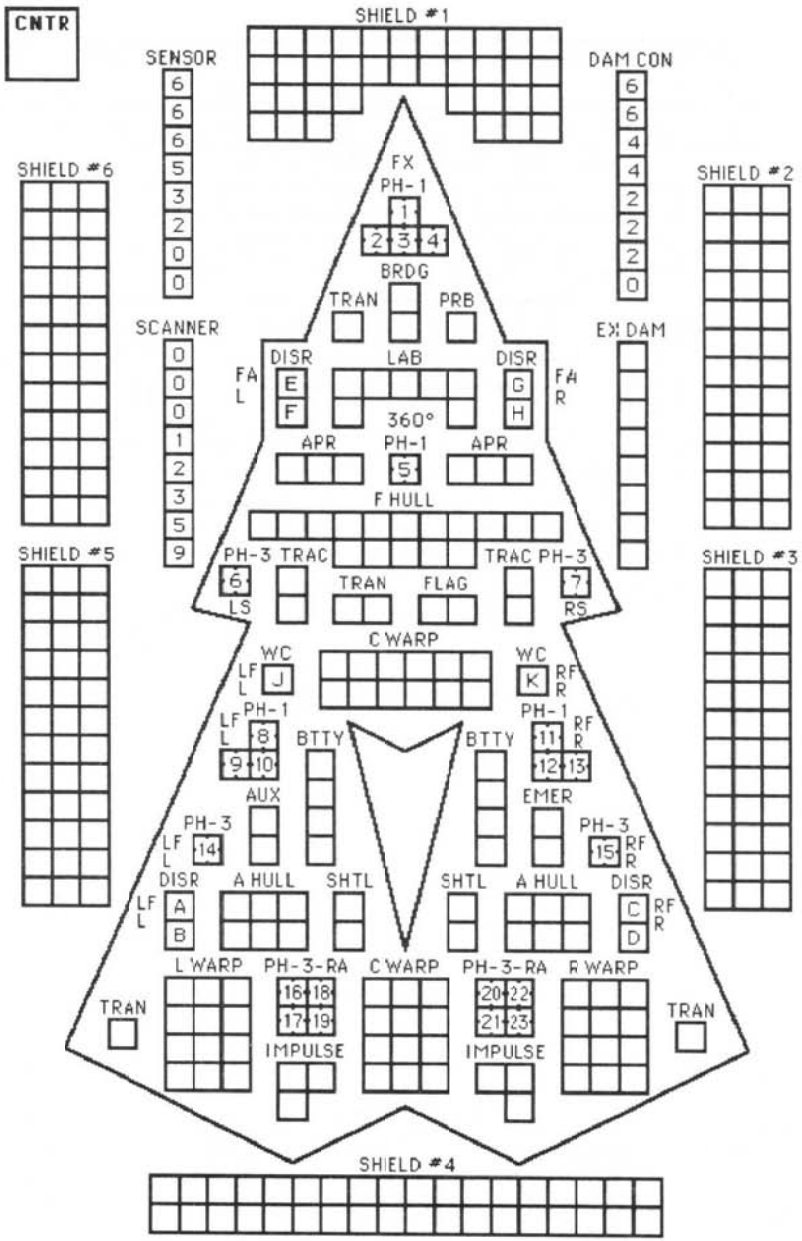
WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

HIT & RUN DERFACS ☐

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



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

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

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NEO-THOLIAN HEAVY DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50
								80

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	NHD
POINT VALUE	=	260
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.74

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

TYPE III DEFENSE PHASER

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

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 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

WEB CASTER STRENGTH TABLE

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

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

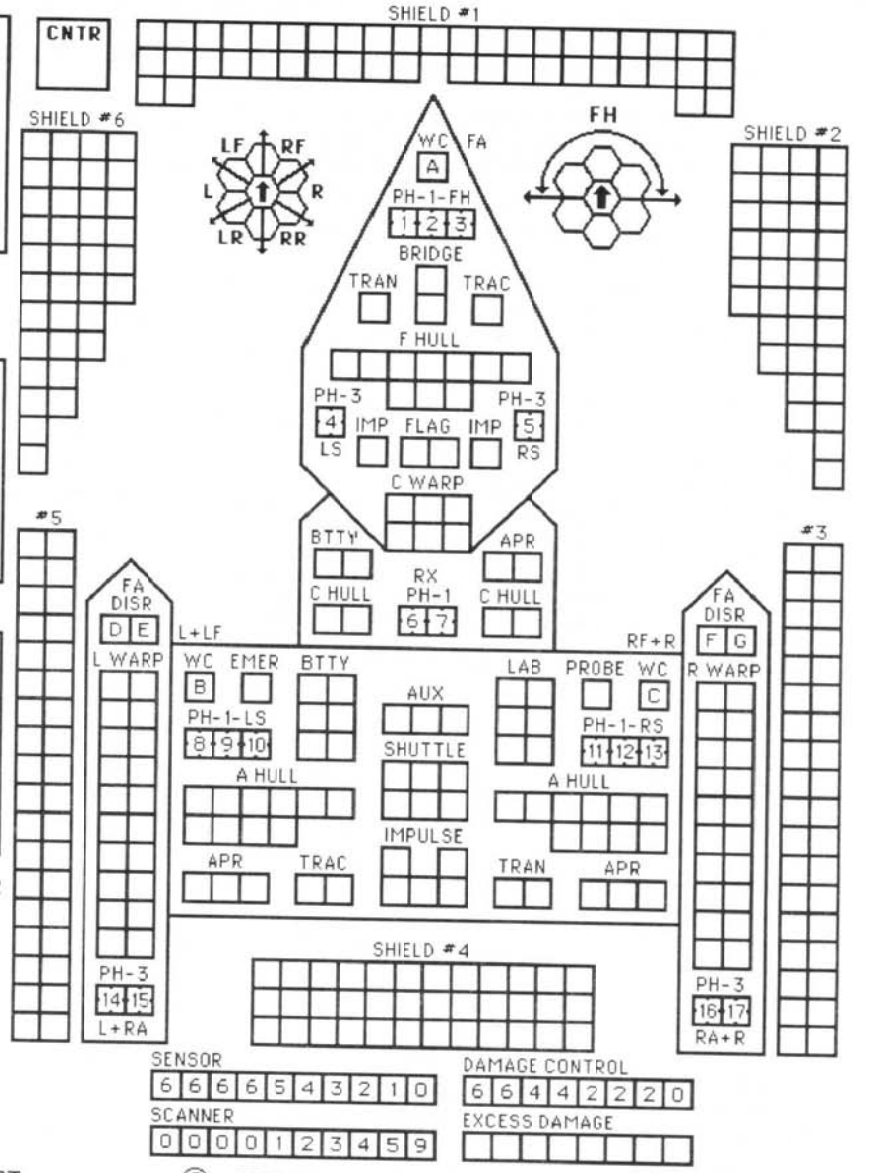
FA = LF + RF
RA = LR + RR

RX = L + LR + RR + R

DISRUPTOR TABLE

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

HIT & RUN DERFACS ☐



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

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

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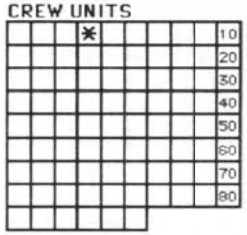
NEO-THOLIAN BATTLESHIP CARRIER

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

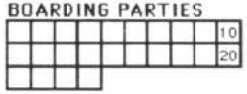
TWO BAYS — NO TRANSFERS

ALL FIGHTERS ARE CARRIED IN EXTERNAL BAYS (J1.55).

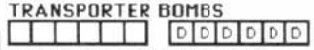
SHIP DATA TABLE

TYPE	=	NBV
POINT VALUE	=	392
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.75

BOARDING PARTIES

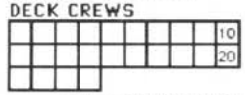


TRANSPORTER BOMBS

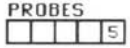


MINES CANNOT BE DROPPED FROM EXTERNAL BAYS (J1.55).

DECK CREWS



PROBES



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

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

TYPE III DEFENSE PHASER

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

HIT & RUN DERFACS

TYPE I OFFENSIVE PHASER TABLE

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

WEB CASTER STRENGTH TABLE

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

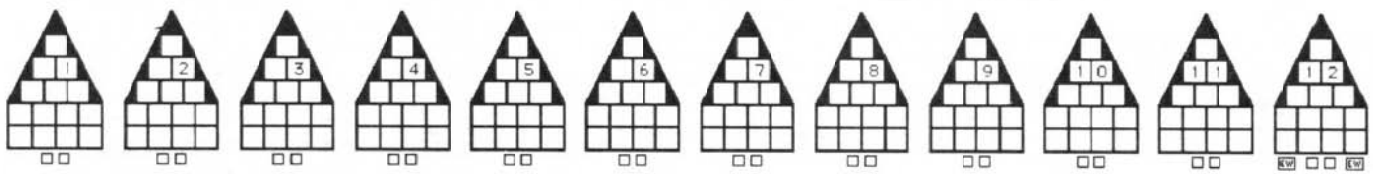
DISRUPTOR TABLE

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

[5] = HET COST (6) = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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



SPIDER-II FIGHTERS
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14

SPIDER III
2xPH-3-FA
DFR = 4
CRIPPLE = 10
SPEED = 15

SPIDER-E FIGHTER
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14

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NEO-THOLIAN STELLAR DOMINATION SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

ALL FIGHTERS ARE CARRIED IN EXTERNAL BAYS (J1.55).

SHIP DATA TABLE

TYPE	=	NBS
POINT VALUE	=	392
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.76

BOARDING PARTIES

TRANSPORTER BOMBS

MINES CANNOT BE DROPPED FROM EXTERNAL BAYS (J1.55).

DECK CREWS

PROBES

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

HIT & RUN DERFACS

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

WEB CASTER STRENGTH TABLE

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

DISRUPTOR TABLE

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

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

CNTR WC FA FH LF RF L R LR RR SHTL PH-1-FH SHTL BRIDGE TRAN TRAC SENSOR SCANNER DAM CON EX DAM F HULL PH-3 IMP FLAG IMP PH-3 LS RS C WARP PRB SHTL BTTY RK PH-1 APR C HULL C HULL FA DISRUPTOR L WARP R WARP L+LF RF+R WC EMER BTTY TRAN LAB AUX WC PH-1 LS AFT HULL SHUTTLE AFT HULL RS APR TRAC REPAIR TRAC APR IMPULSE PH-3 L+RA PH-3 RA+R

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

5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

SPIDER-E FIGHTER
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14

SPIDER III
2xPH-3-FA
DFR = 4
CRIPPLE = 10
SPEED = 15

SPIDER-II FIGHTERS
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14

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ORION HEAVY CARRIER

(CONJECTURAL DESIGN)

CNTR

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10 20

DECK CREWS

10 20

TRANSPORTER BOMBS

D D D D D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

UNUSUAL CONFIGURATION (J157).

DRONE RACKS

1		C
2		C
3		C
4		C

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

SHIP DATA TABLE

TYPE	=	CVA
POINT VALUE	=	300
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
CLOAK COST	=	30/6
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R8.35
CLOAK BPV	=	+38
OAKDISC	=	+25
STEALTH +1 ECM		
PLASMA RACKS	=	+8

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK

☐ IF INSTALLED

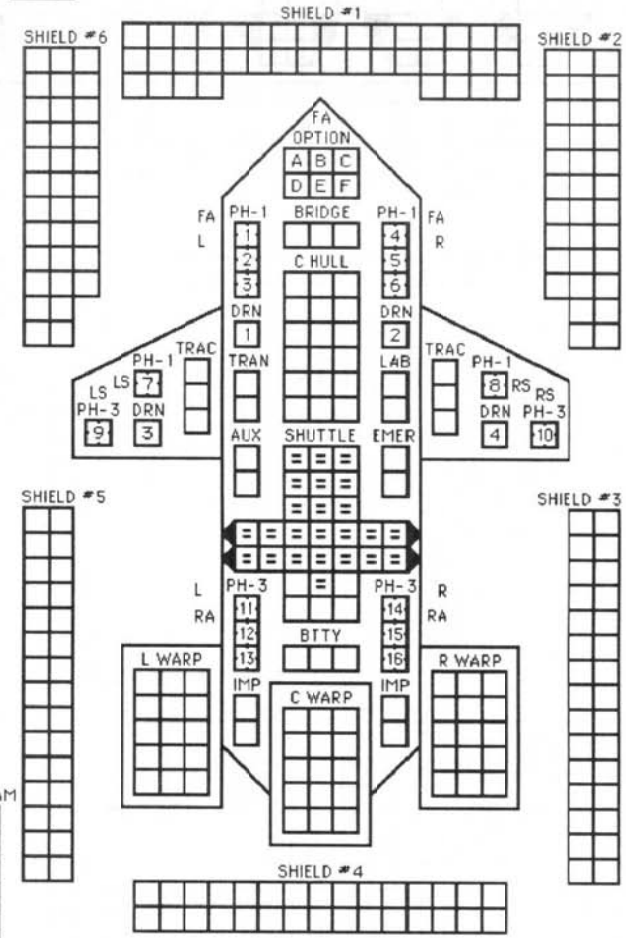
TYPE III DEFENSE PHASER

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

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 OAKDISC.

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

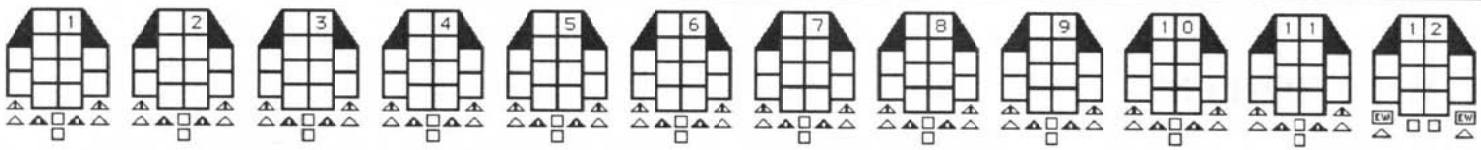
SENSOR	SCANNER	DAM CON	EX DAM
6	0	6	
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

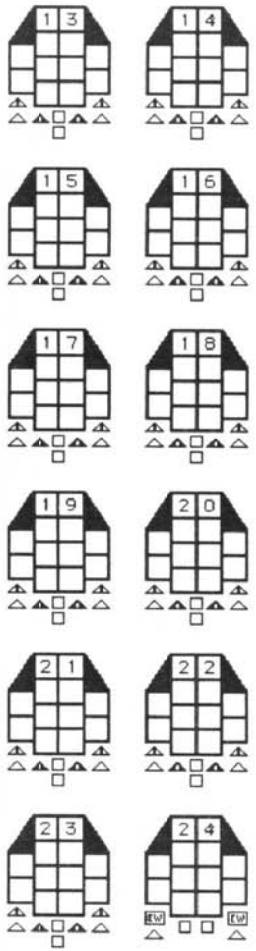


INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

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

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





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

Z-YB ONLY

ORION SPACE CONTROL SHIP
(CONJECTURAL DESIGN)

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

DRONE RACKS

1							C
2							C

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TUNNEL DECK (J1.58).		

TRANSPORTER BOMBS

						D	D	D	D	D	D

BOARDING PARTIES

									10

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

SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	290
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
CLOAK COST	=	30/6
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R8.36
CLOAK BPV	=	+38
OAKDISC	=	+25
STEALTH +1 ECM		
PLASMA RACKS	=	+8

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK
☐ IF INSTALLED

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

TYPE III DEFENSE PHASER

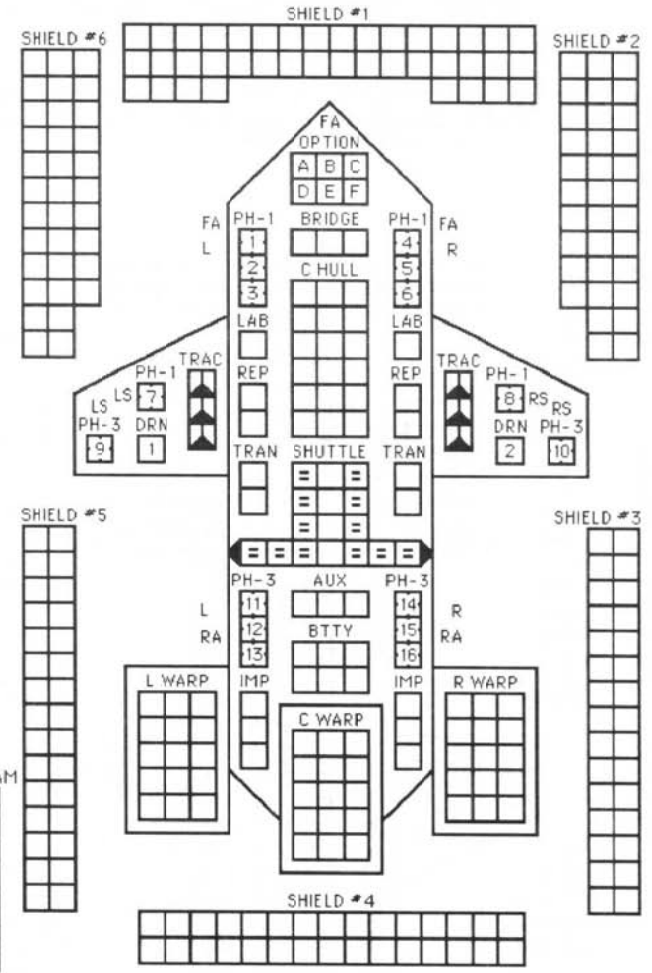
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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 OAKDISC.

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

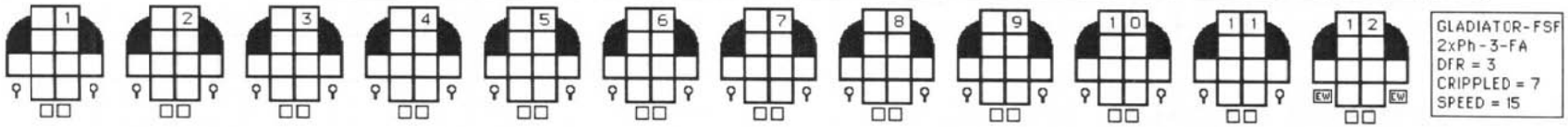
INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

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



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

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



GLADIATOR-FSF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

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ORION BATTLE CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

DECK CREWS

DRONE RACKS

1		C
2		C

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

SHIP DATA TABLE		
TYPE	=	BCV
POINT VALUE	=	190
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
CLOAK COST	=	22/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.37
CLOAK BPV	=	+30
OAKDISC	=	+20
STEALTH +1 ECM		
PLASMA RACKS	=	+4

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK ☐ IF INSTALLED

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

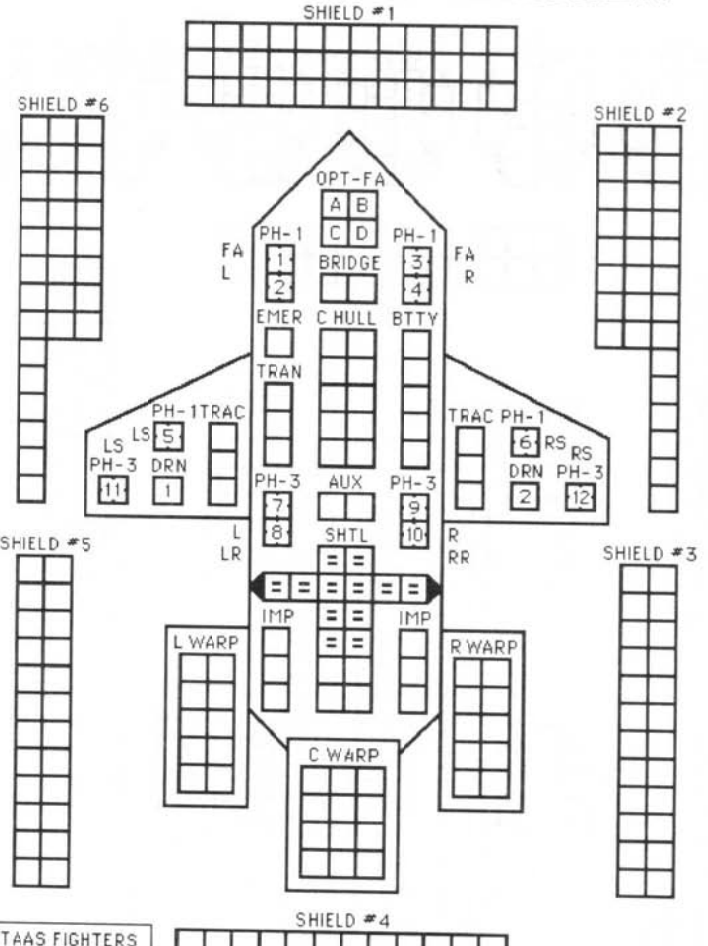
TYPE III DEFENSE PHASER

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

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 OAKDISC.

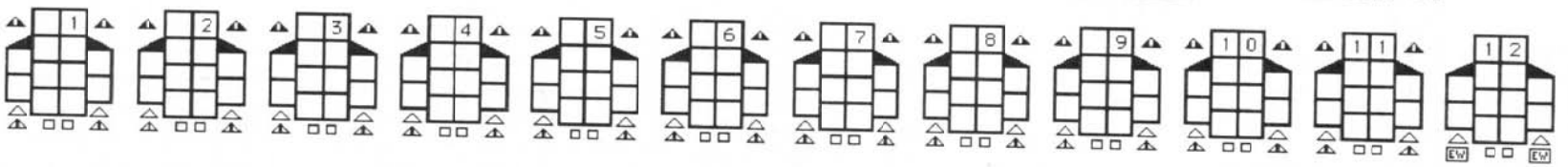
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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



TAAS FIGHTERS
2× PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY

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



ORION BATTLE CONTROL SHIP

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES

							10
							20

DECK CREWS

					6

DRONE RACKS

1						C
2						C

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

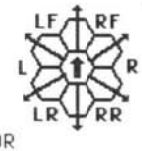
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

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



HIT & RUN CLOAK
☐ IF INSTALLED

SHIP DATA TABLE		
TYPE	=	BCS
POINT VALUE	=	200
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
CLOAK COST	=	22/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.38
CLOAK BPV	=	+30
OAKDISC	=	+20
STEALTH +1 ECM		
PLASMA RACKS	=	+4

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 6 4 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

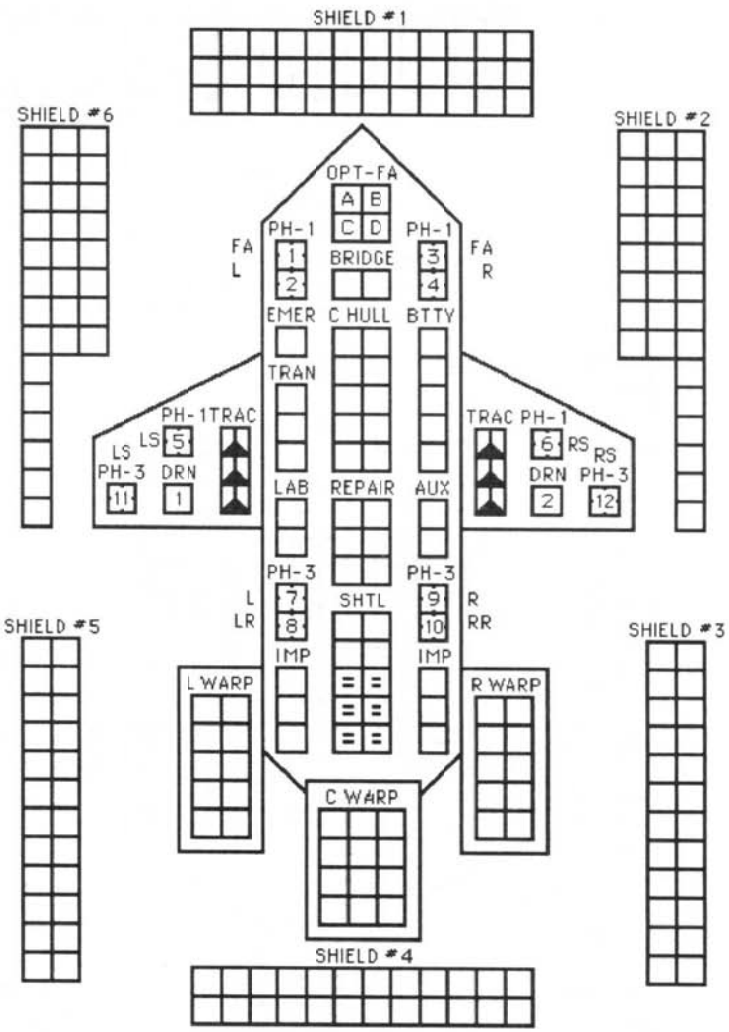
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

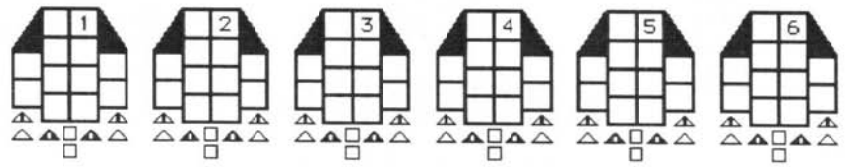
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

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

Z-Y FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

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





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ORION LIGHT STRIKE CARRIER

CREW UNITS

10 20 30

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS D D D D

DECK CREWS 8

SHIP DATA TABLE

TYPE	=	LVS
POINT VALUE	=	134/90
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.39
CLOAK BPV	=	+25
PLUS REFIT	=	+4
OAKDISC	=	+15
STEALTH +2 ECM		
Y175 REFIT	=	+4
PLASMA RACKS	=	+8

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HIT & RUN CLOAK ☐ IF INSTALLED

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

DRONE RACKS

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

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C (2 RELOADS). THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

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

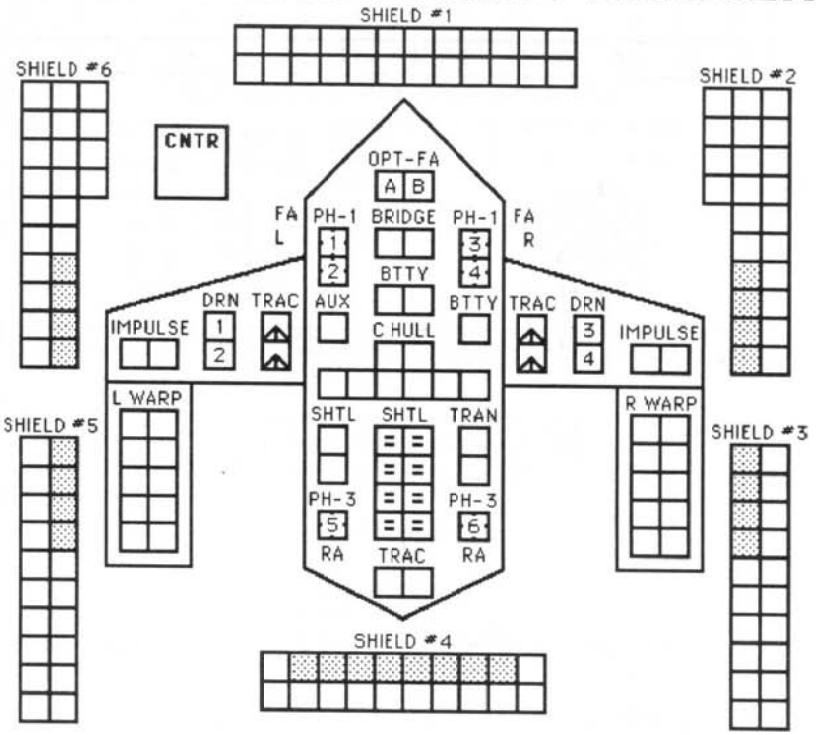
FA = LF + RF

RA = LR + RR

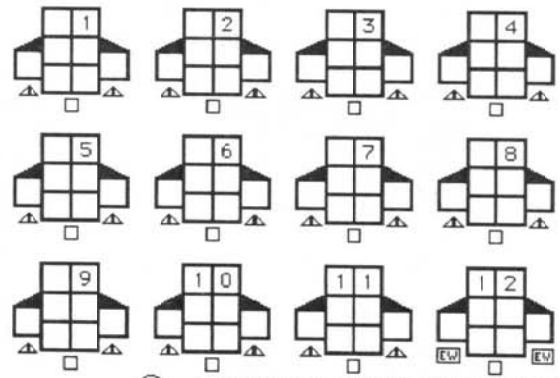
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.



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



▒ SHADED BOXES ARE THE LVS+ REFIT.

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

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

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

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ORION SALVAGE CONTROL SHIP

CREW UNITS

			*							10
										20
										30
										40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

BOARDING PARTIES

										10
										20

DECK CREWS

									10

DRONE RACKS

1										C
2										C
3										C
4										C

RACKS ALWAYS HAD TWO RELOADS.
THIS CHART CAN ALSO BE USED FOR PLASMA RACKS.

CLOAK
☐ H&R
IF INSTALLED

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
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 SEEKING WEAPONS AT THE MAXIMUM RATE ALLOWED FOR ITS LAUNCHERS. IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SHIP DATA TABLE

TYPE	=	SGS
POINT VALUE	=	120
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
CLOAK COST	=	15/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.40
CLOAK BPV	=	+25
STEALTH +2 ECM		
PLASMA RACKS	=	+8
OAKDISC STANDARD		

CNTR

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

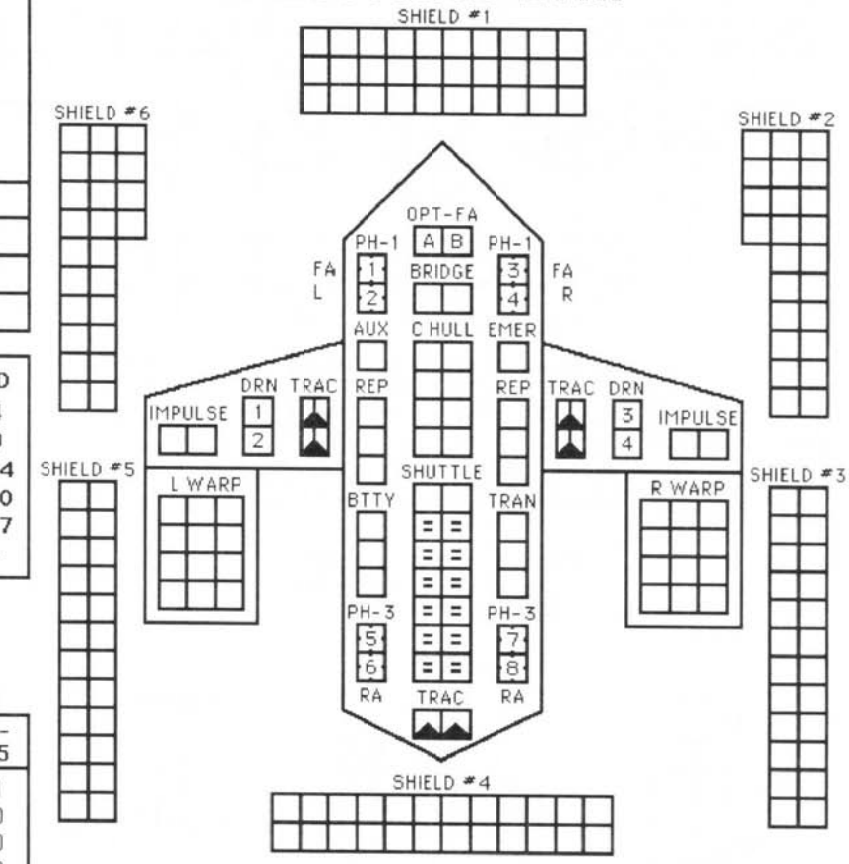
INSERT OPTIONAL WEAPONS
SEE ANNEXES #8A AND #8B.

TYPE I OFFENSIVE PHASER TABLE

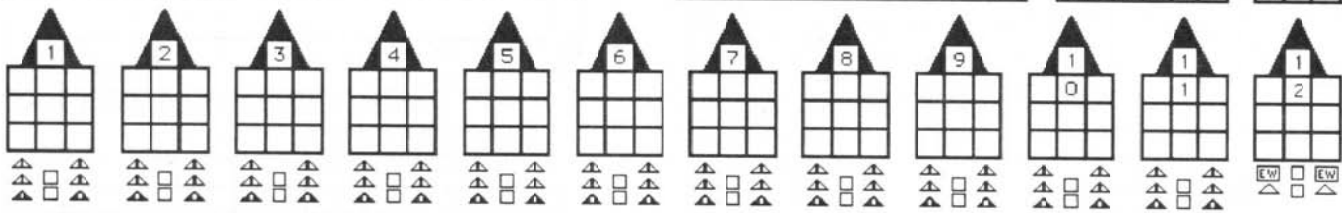
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

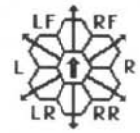
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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



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



FA = LF + RF
RA = LR + 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
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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HYDRAN REGENT HEAVY DREADNOUGHT

CREW UNITS

10 20 30 40 50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

BOARDING PARTIES 10

DECK CREWS 10

PROBES 5

TRANSPORTER BOMBS D D D D D D

SEE (R9.R2).

SHIP DATA TABLE

TYPE	=	REG
POINT VALUE	=	214
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.81

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

FUSION BEAM TABLE

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

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

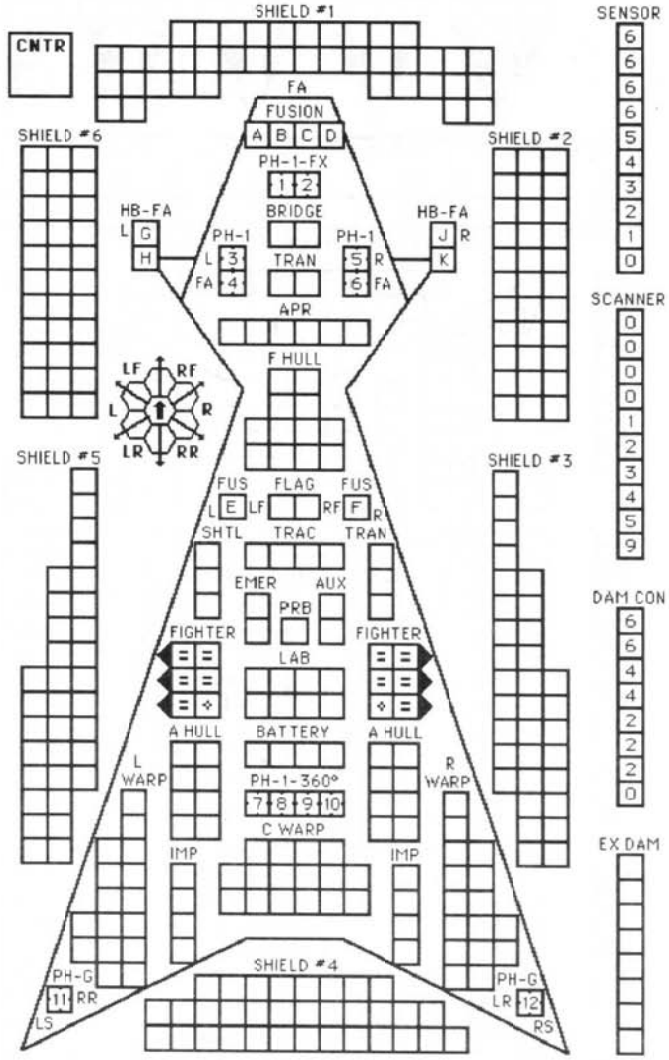
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

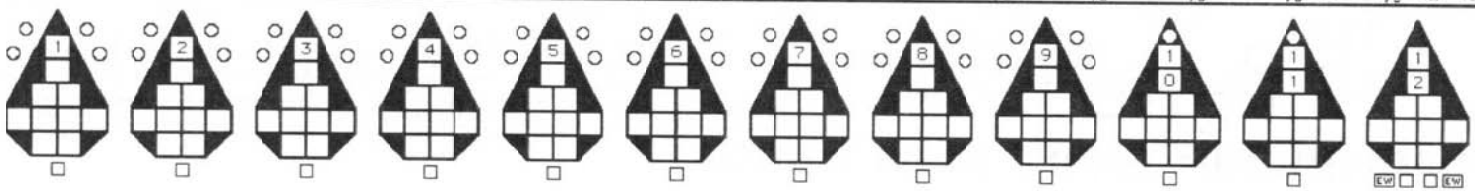
HELLBORE COMBAT RESOLUTION TABLE

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



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

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



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HYDRAN LIEGE LIGHT DREADNOUGHT

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

TRANSPORTER BOMBS

SEE (R9.R2).

BOARDING PARTIES

PROBES

DECK CREWS

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

SHIP DATA TABLE

TYPE	=	LGE
POINT VALUE	=	170
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.82
PLUS REFIT	=	+18

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HELLBORE COMBAT RESOLUTION TABLE

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

FUSION BEAM TABLE

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

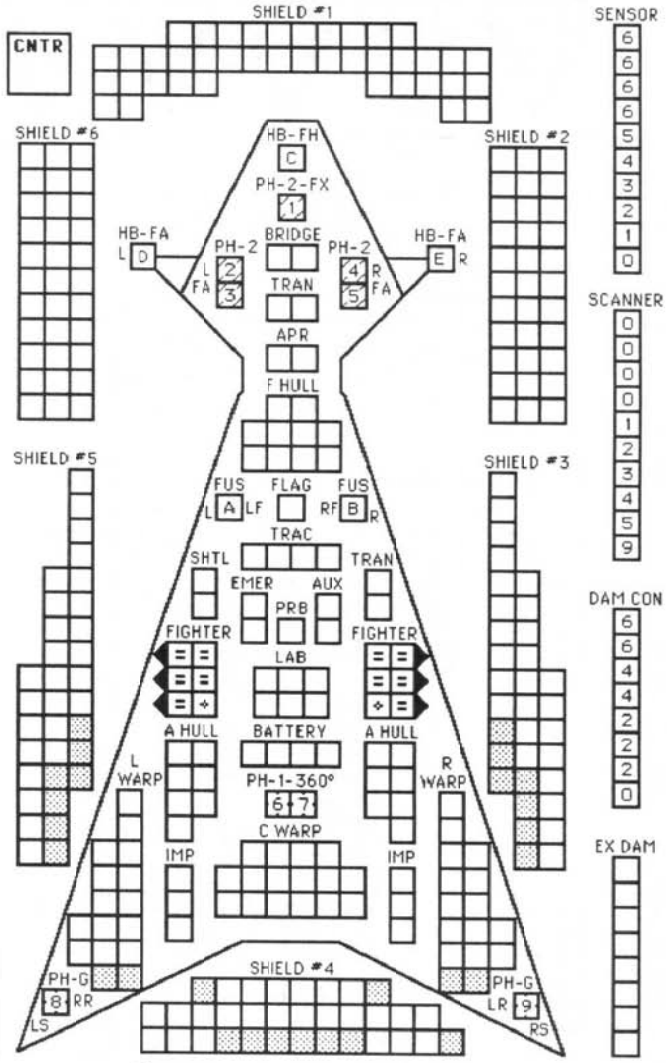
FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

SHADED BOXES ARE THE PLUS REFIT. THIS REFIT CONVERTED ALL PH-2 BOXES TO PH-1.

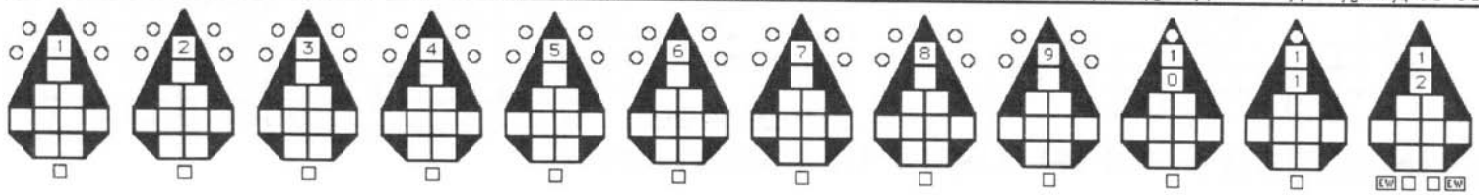
STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½



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HYDRAN TEMPLAR EARLY DREADNOUGHT

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

SHIP DATA TABLE		
TYPE	=	TEM
POINT VALUE	=	150
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.83

BOARDING PARTIES

DECK CREWS

PROBES

TRANSPORTER BOMBS

SEE (R9.R2).

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

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

TYPE II PHASER TABLE

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

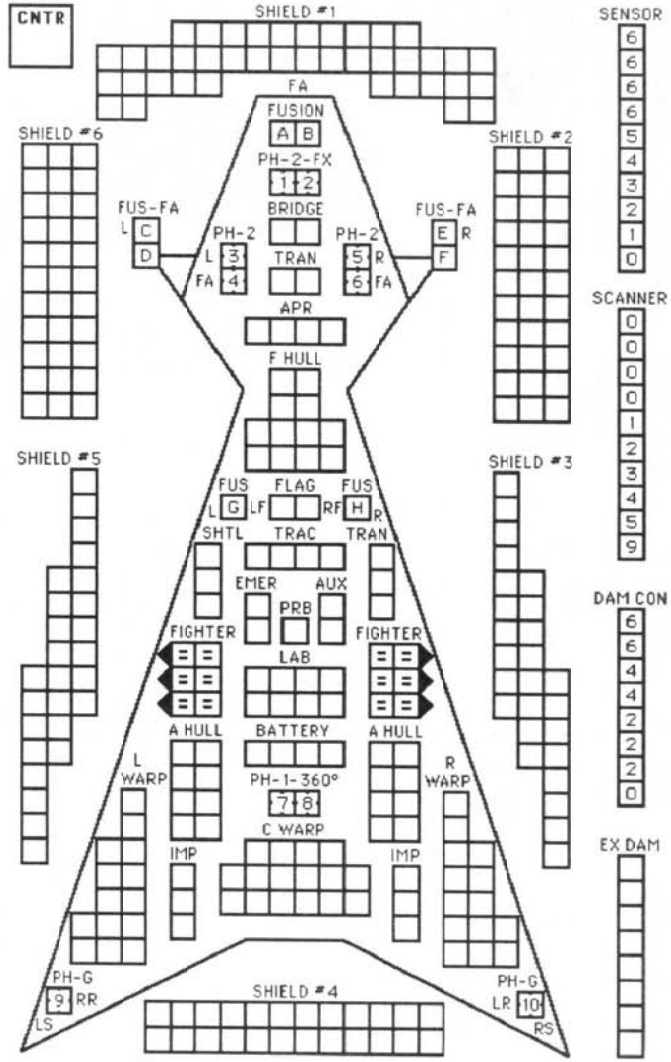
FUSION BEAM TABLE

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

FUSION OVERLOAD

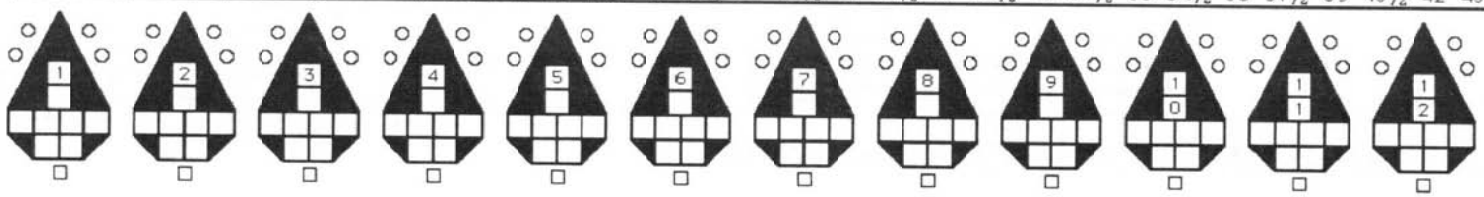
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

STINGER-1
1xPH-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12



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

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



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HYDRAN IRON CHANCELLOR CVA

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE		
TYPE	=	IC
POINT VALUE	=	220/185
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.84
PLUS REFIT	=	+20

BOARDING PARTIES

DECK CREWS

PROBES

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

FIGHTER HELLBORE TABLE

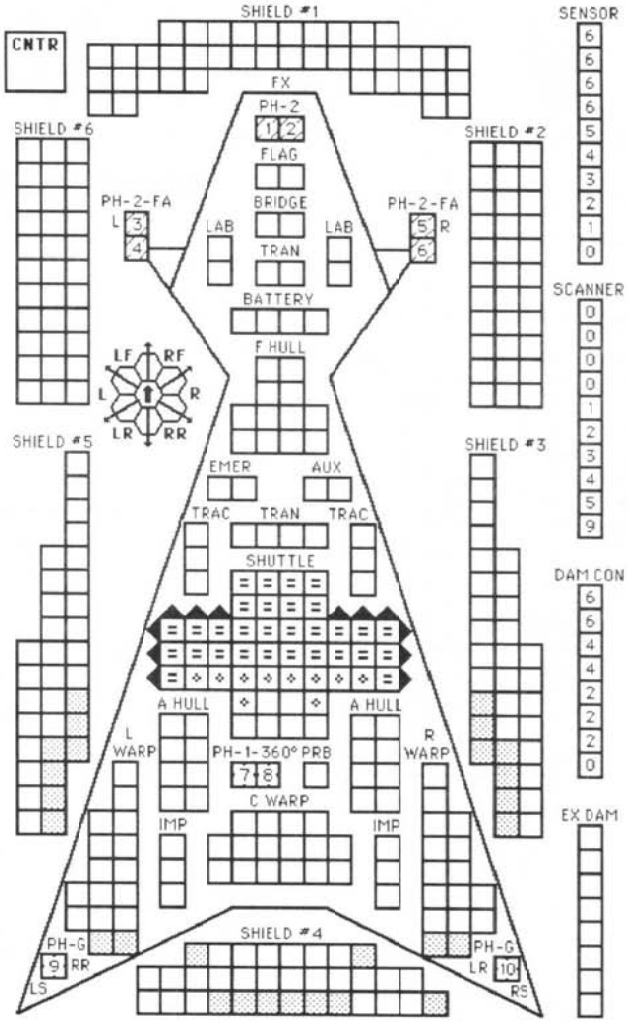
RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10

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

FTR FUSION TABLE

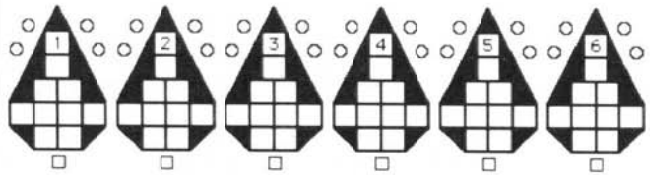
DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

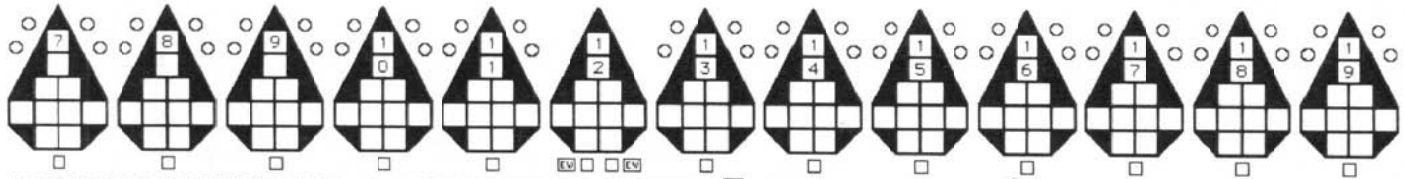
SHADED BOXES ARE THE PLUS REFIT. THIS [1] REFIT CONVERTED ALL PH-2 BOXES TO PH-1.



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

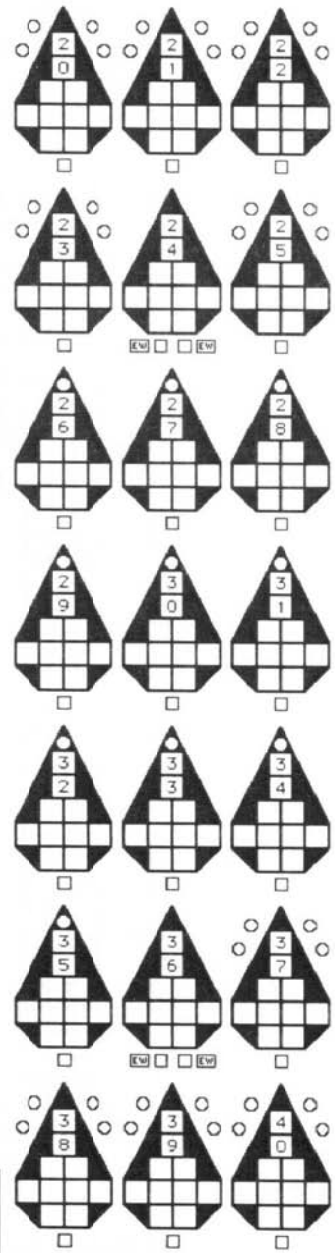
STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15





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

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



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HYDRAN MONARCH-V HEAVY CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE		
TYPE	=	MNV
POINT VALUE	=	402
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.85

CNTR

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS D D D D D D

DECK CREWS

FH

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+

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 8 8 6 6 4 4 2 2 2 0

EX DAM

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

HB-FH A B

PH-1-FX 1 2 3

HB C D FA L

PH-1 4 5 6 7

BRIDGE

FLAG BRIDGE

PH-1 8 9 10 11

HB E F FA R

APR

FORWARD HULL

FUS G LF H LABORATORY FUS J RF K R

EM TRAC TRAN TRAC AUX

SHUTTLE BAY

AFT HULL BATTERY AFT HULL

L WARP PH-1-360° 12 13 14 PRB R WARP

IMP C WARP C WARP IMP

TRAC

PH-G LS 15 RR 16

PH-G 17 RS 18 LR

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

HELLBORE COMBAT RESOLUTION TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

FUSION BEAM TABLE

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

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

EW EW

5 = HET COST ⑥ = EM WARP COST

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

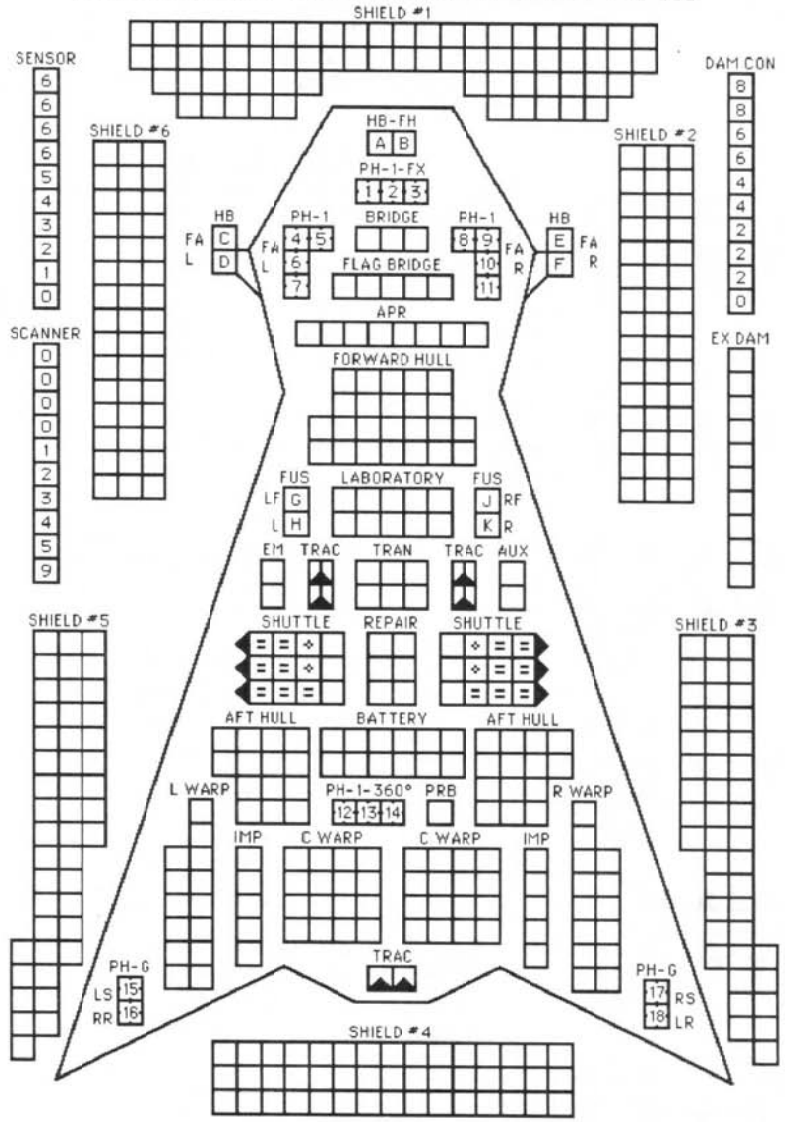
FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

LF RF L R LR RR

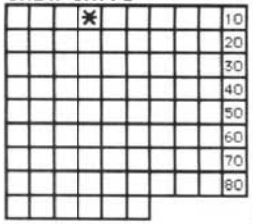
STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

HYDRAN MONARCH-S
STELLAR DOMINATION SHIP



CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

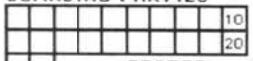
TWO BAYS, TRANSFERS BY (J1.59).
UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE

TYPE	=	MNS
POINT VALUE	=	402
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.86

CNTR

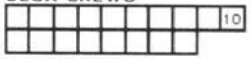
BOARDING PARTIES



PROBES

TRANSPORTER BOMBS

DECK CREWS

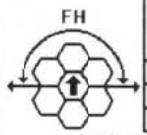


TURN MODE		SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11 - 14
	5	15 - 20
BD	6	21 - 29
	7	30+

HELLBORE COMBAT RESOLUTION TABLE

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

FH



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

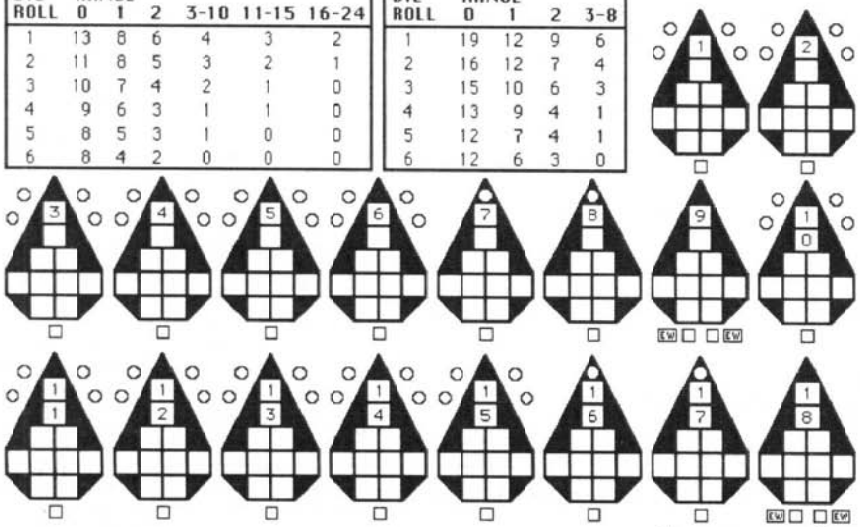
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FUSION BEAM TABLE

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

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0



5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

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

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

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

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ANDROMEDAN DICTATOR

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

									10
									20

PROBES

				5

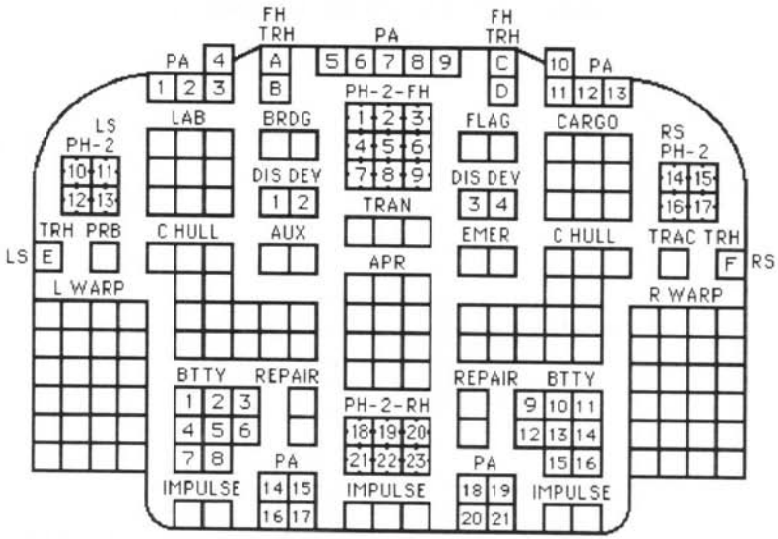
TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DIC
POINT VALUE	=	480
BREAKDOWN	=	5-6
PA COST	=	10/18
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R10.44

CNTR



SENSOR

6	6	6	5	3	1	0

SCANNER

0	0	0	1	2	4	9

DAMAGE CONTROL

6	4	4	2	2	2	0

EXCESS DAMAGE

TURN MODE SPEED

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

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TYPE III DEFENSE PHASER

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

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

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

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

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

ANDROMEDAN DOMINION TRANSPORT

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10
									20

PROBES

				5

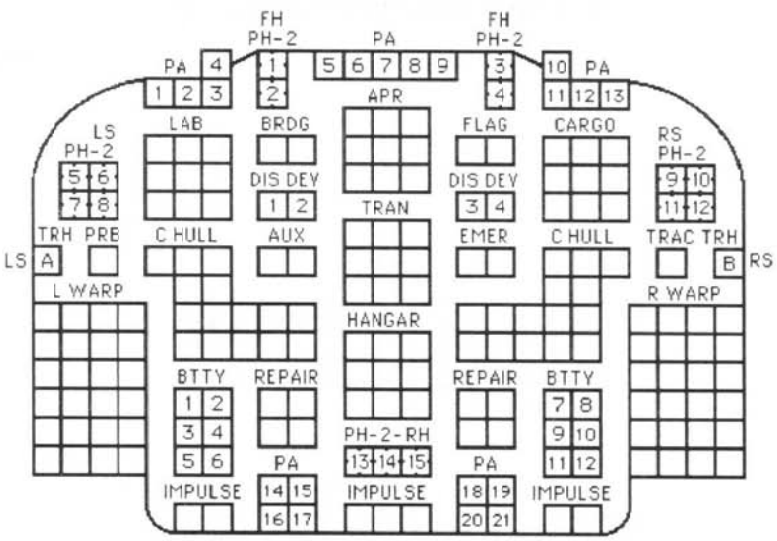
TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DON
POINT VALUE	=	405
BREAKDOWN	=	5-6
PA COST	=	10/18
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R10.45

CNTR



TYPE II PHASER TABLE

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

TURN MODE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TYPE III DEFENSE PHASER

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

SENSOR

6	6	6	5	3	1	0

DAMAGE CONTROL

6	4	4	2	2	2	0

SCANNER

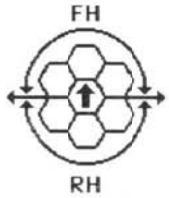
0	0	0	1	2	4	9

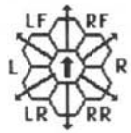
EXCESS DAMAGE

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

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





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

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

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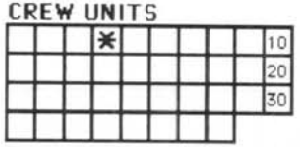
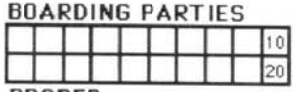
ANDROMEDAN DEMON

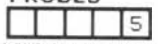
CREW UNITS



BOARDING PARTIES



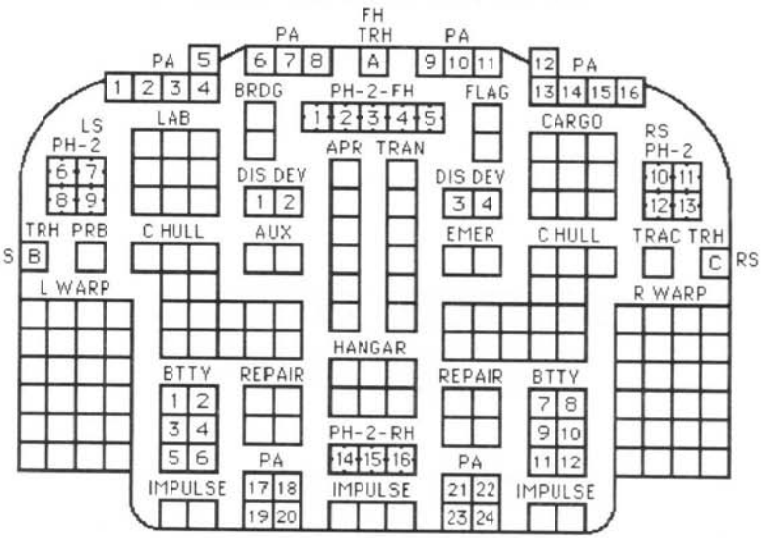
PROBES



TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	DMN
POINT VALUE	=	457
BREAKDOWN	=	5-6
PA COST	=	10/18
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R10.46

CNTR



TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

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

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

TYPE III DEFENSE PHASER

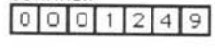
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

SENSOR

DAMAGE CONTROL

SCANNER



EXCESS DAMAGE

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

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

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ANDROMEDAN DEMOLISHER

CREW UNITS [*] 10 20 30

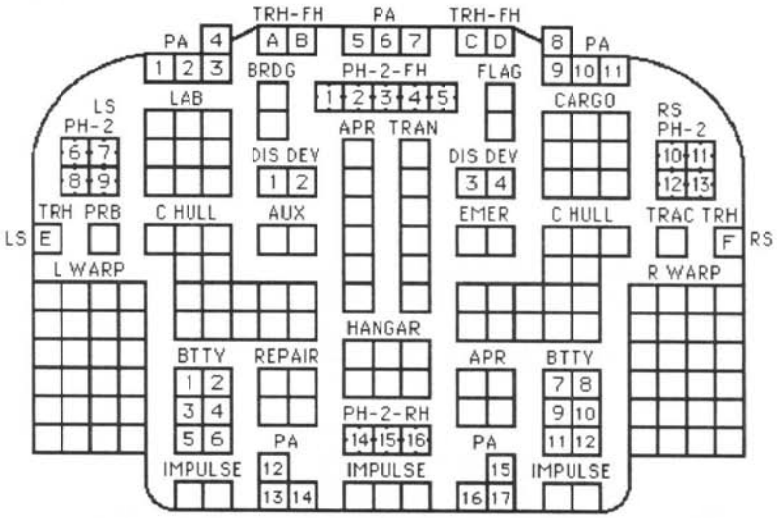
BOARDING PARTIES 10 20

PROBES 5

TRANSPORTER BOMBS [ ] D D D D D D

SHIP DATA TABLE		
TYPE	=	DML
POINT VALUE	=	457
BREAKDOWN	=	5-6
PA COST	=	10/18
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R10.47

CNTR



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

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 2 4 9

DAMAGE CONTROL 6 4 4 2 2 2 0

EXCESS DAMAGE [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

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

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TYPE III DEFENSE PHASER

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

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

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

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

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LYRAN FOREST LION HEAVY DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

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

BOARDING PARTIES

									10
									20

PROBES

1					5
2					5

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	240
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.62

INCLUDES 2x UIM

POWER PACK = +9

BEFORE Y178 BPV - 6

NO MECH LINKS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

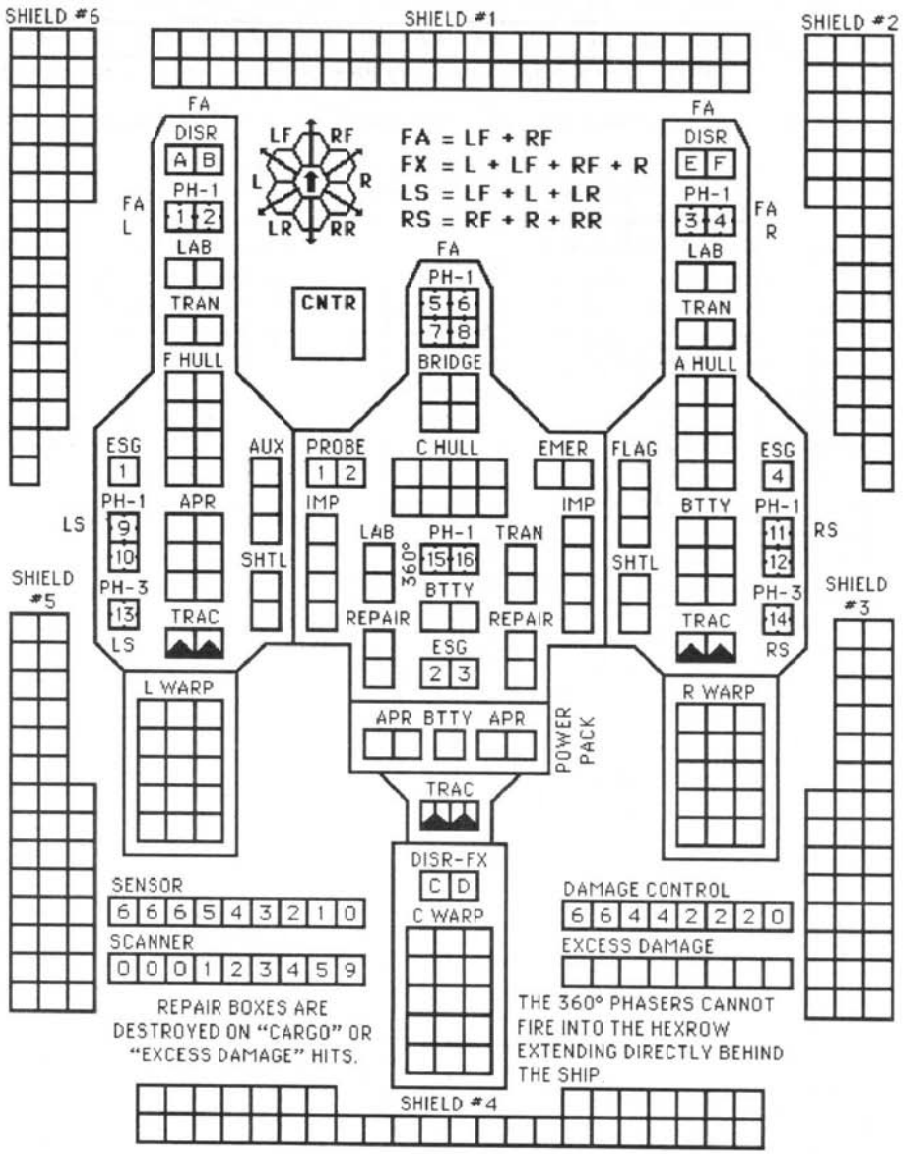
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

HIT & RUN UIM

DERFACS

DISRUPTOR TABLE

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



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

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

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LYRAN DESERT LION
LIGHT DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

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

CNTR

BOARDING PARTIES

										10
										20

PROBES

1					5
2					5

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	210
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.63
PLUS REFIT	=	+4
PHASER REFIT	=	+4
INCLUDES 2x UIM		
POWER PACK	=	+9
BEFORE Y178 BPV - 6		
NO MECH LINKS		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

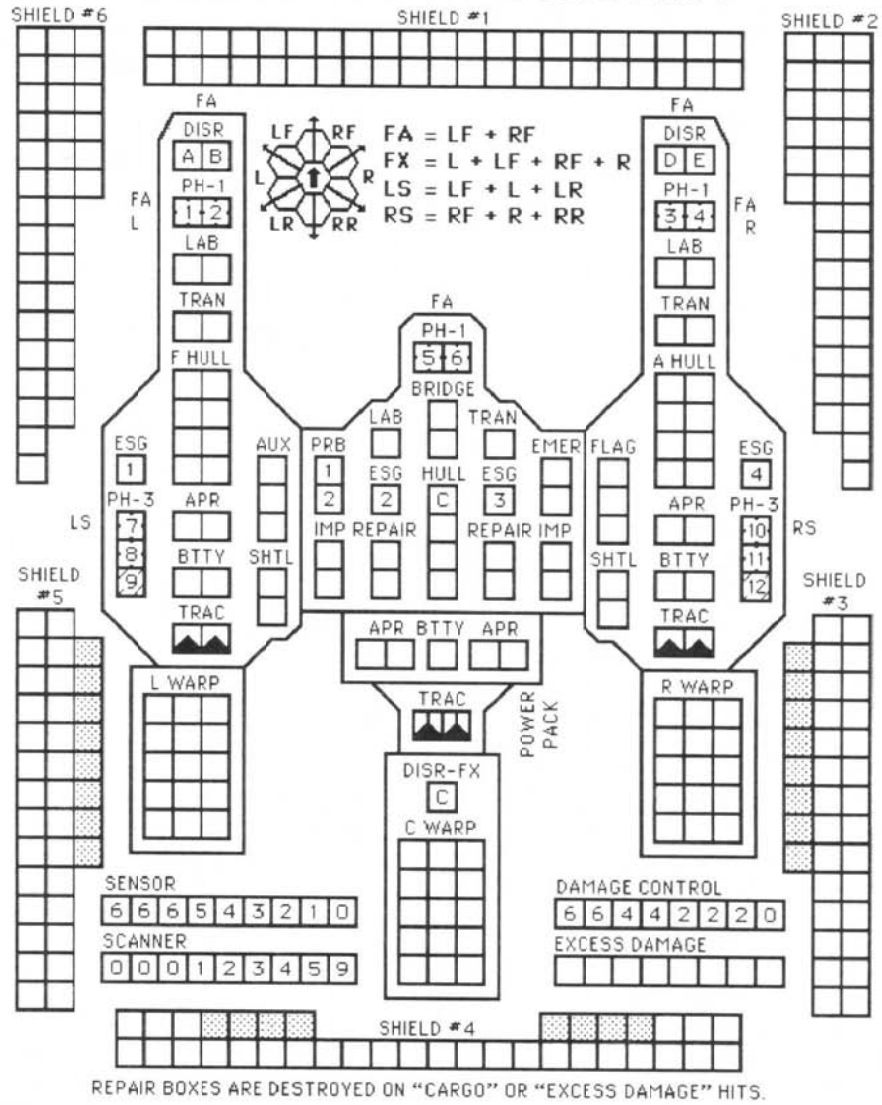
EXPANDING SPHERE TABLE

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

HIT & RUN
UIM
DERFACS

DISRUPTOR TABLE

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



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

SHADED BOXES ARE THE PLUS REFIT. (9) SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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LYRAN ROYAL TIGER EARLY DREADNOUGHT

CNTR

CREW UNITS

			*						10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP DATA TABLE

TYPE	=	DNE
POINT VALUE	=	180
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.64

BOARDING PARTIES

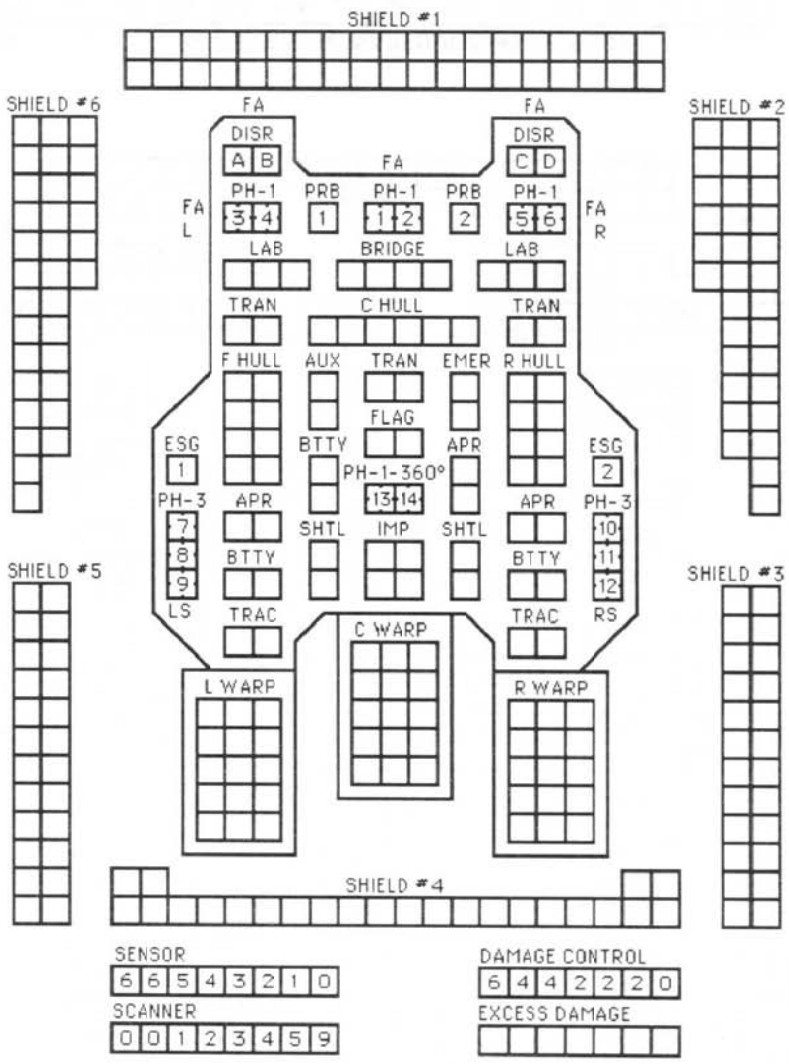
										10
										20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

1					5
2					5



TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE		SPEED
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

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

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

EXPANDING SPHERE TABLE

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

DISRUPTOR TABLE

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

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

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

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LYRAN SINGLE-TOOTH LION DREADNOUGHT MAULER

CREW UNITS

		*							10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

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

BOARDING PARTIES

										10
										20

PROBES

1					5
2					5

SHIP DATA TABLE

TYPE	=	STL
POINT VALUE	=	217
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.65

INCLUDES 2x UIM

BEFORE Y178 BPV - 4
NO MECH LINKS

TRANSPORTER BOMBS

						D	D	D	D	D	D	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

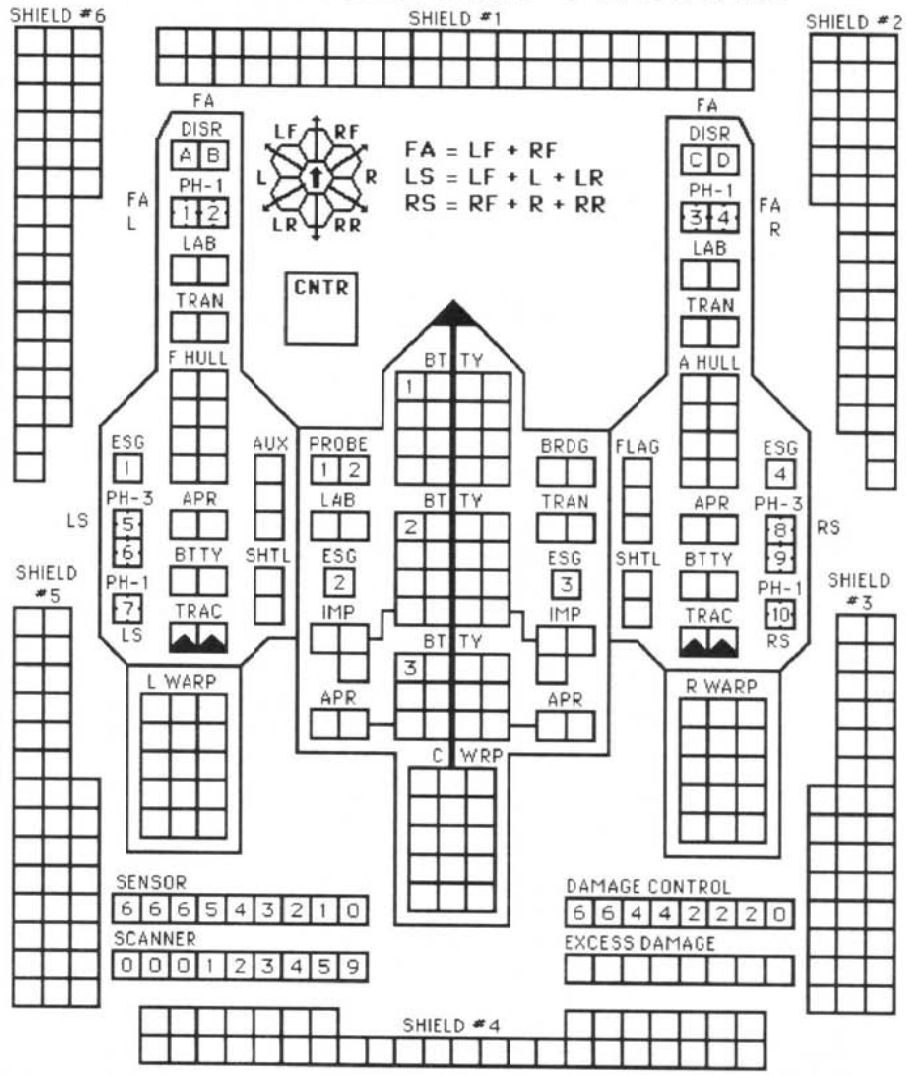
EXPANDING SPHERE TABLE

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

HIT & RUN
UIM
DERFACS

DISRUPTOR TABLE

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



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

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

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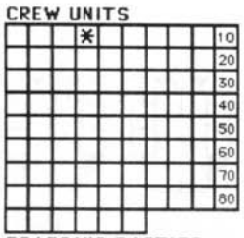
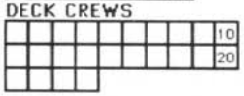
LYRAN CAVERN LION BATTLESHIP CARRIER





ADMINISTRATIVE SHUTTLES

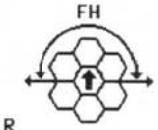
IDENT	HIT POINTS	NOTES

THREE BAYS - NO TRANSFERS

NO T-BOMBS FROM CENTER BAY

TRANSPORTER BOMBS D D D D D D

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



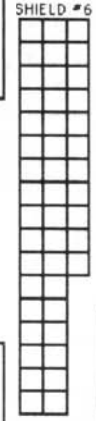
PROBES

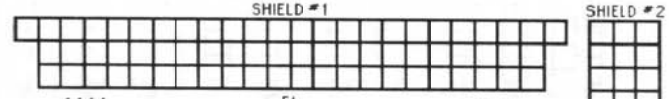
1		5
2		5

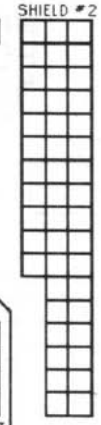
HIT & RUN UIM

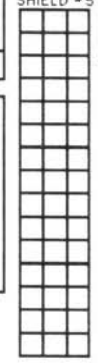
DERFACS

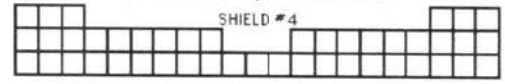
CNTR

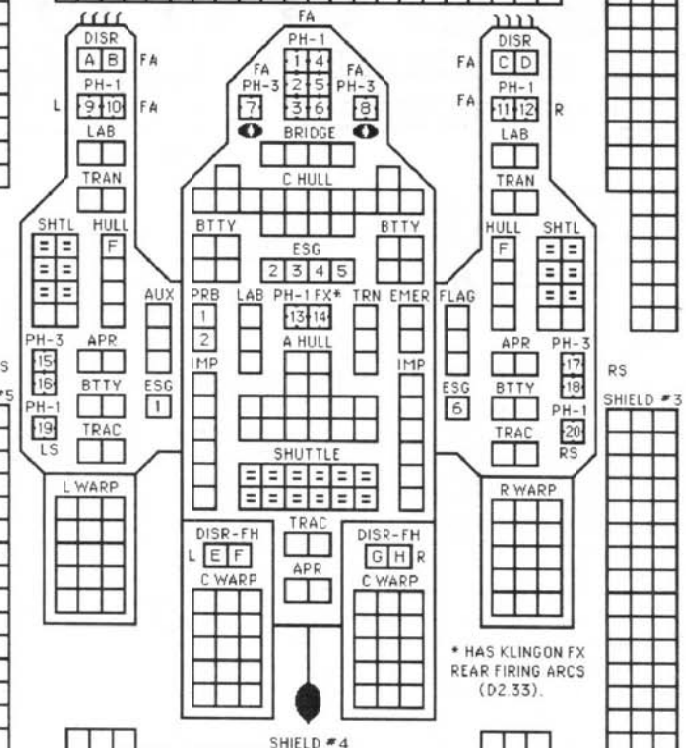




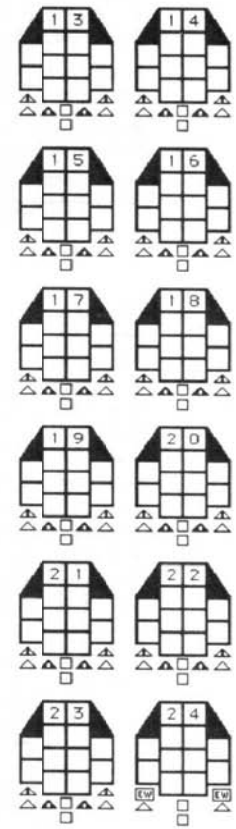








* HAS KLINGON FX REAR FIRING ARCS (D2.33).



Z-Y FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

▲ Z-YB ONLY

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 1 2 3 4 5 6 9

DAMAGE CONTROL 8 8 6 6 4 4 2 2 2 0

EXCESS DAMAGE

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	BBV
POINT VALUE	=	350
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.66

THREE UIM STANDARD

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

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

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

DISRUPTOR TABLE

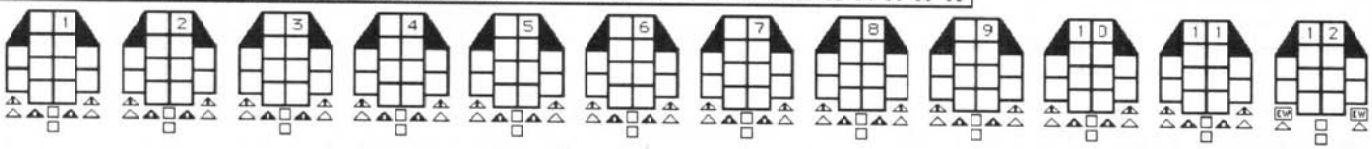
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD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

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

[5] = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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



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LYRAN RIFT LION
STELLAR DOMINATION SHIP

CNTR

SHIP DATA TABLE

TYPE	=	SDS
POINT VALUE	=	350
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.67

THREE UIM STANDARD

CREW UNITS

10 20 30 40 50 60 70 80

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
NO TRANSFERS

TRANSPORTER BOMBS D D D D D D

BOARDING PARTIES 10 20

DECK CREWS 10

PROBES 1 5 / 2 5

LF RF L R LR RR

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

FH

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+

EXPANDING SPHERE TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

HIT & RUN
UIM
DERFACS

SHIELD #6 SHIELD #1 SHIELD #2 SHIELD #5 SHIELD #3 SHIELD #4

DISR A B FA PH-1 L 9 10 FA LAB TRAN SHTL HULL F PH-3 15 APR 16 BTTY PH-1 19 TRAC LS L WARP

FA PH-1 1 4 FA PH-3 2 5 FA PH-3 7 3 6 8 BRIDGE C HULL BTTY BTTY ESG 2 3 4 5 AUX PRB 1 2 LAB PH-1 FX* 13 14 TRN EMER IMP IMP A HULL ESG 1 REPAIR DISR-FH L E F C WARP TRAC DISR J K RA DISR-FH G H R C WARP

DISR C D FA PH-1 11 12 R FA LAB TRAN FLAG ESG 6 HULL F SHTL APR PH-3 17 18 BTTY PH-1 20 TRAC RS R WARP

LS RS

* HAS KLINGON FX REAR FIRING ARCS (D2.33).

[5] = HET COST (6) = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

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

DAMAGE CONTROL 8 8 6 6 4 4 2 2 2 0
EXCESS DAMAGE

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

Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY

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WYN TIGERSHARK HEAVY BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS POSSIBLE.

BOARDING PARTIES

									10
									20

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

DECK CREWS [ ] [2]

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

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	170
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.40

CASUAL CARRIER

DISRUPTOR TABLE

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

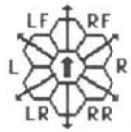
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1									B
2									B

THIS SHIP ALWAYS HAD TWO RELOADS.

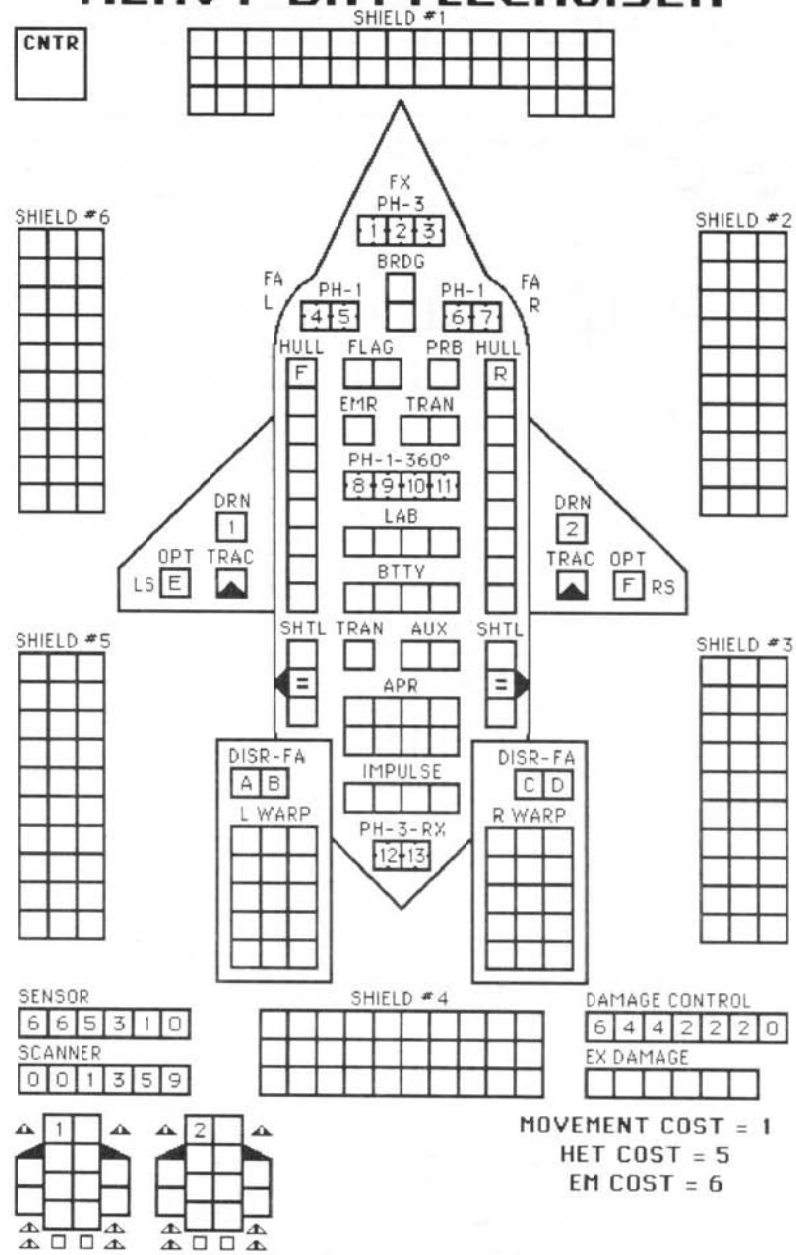
HIT & RUN DERFACS [ ]



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

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/G
ADD RACK 6 SHOT OR 12 SHOT

TADSC FIGHTERS
2x PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



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

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WYN GREY SHARK DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50

BOARDING PARTIES

							10
							20

DECK CREWS [2]

PROBES [5]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS POSSIBLE.

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

SHIP DATA TABLE		
TYPE	=	DN
POINT VALUE	=	240
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R12.41

CASUAL CARRIER

CNTR

SENSOR: 6 6 6 5 3 2 1 0

SCANNER: 0 0 0 1 2 3 5 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM

* THE 360° PHASERS CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/G
ADD RACK 6 SHOT OR 12 SHOT

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

HIT & RUN DERFACS [ ]

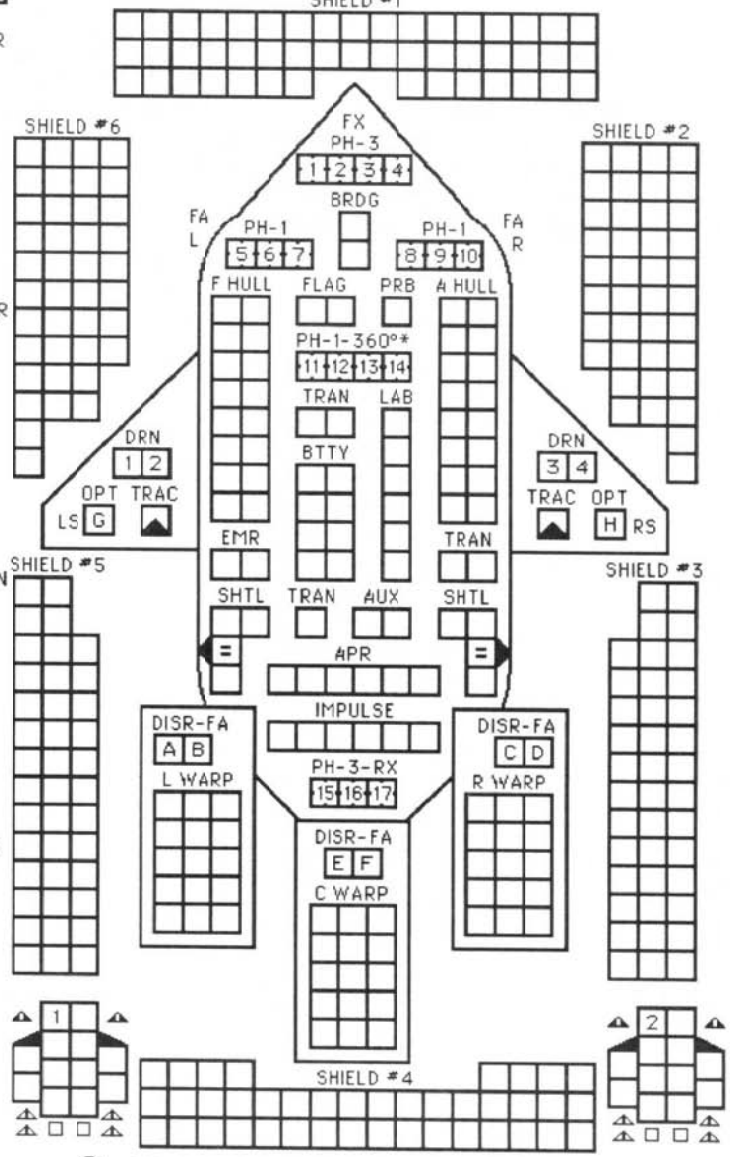
TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

DRONE RACKS

1									B
2									B
3									B
4									B

THIS SHIP ALWAYS HAD TWO RELOADS.

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



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

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

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WYN GREEN SHARK STRIKE CARRIER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CVS
POINT VALUE	=	155
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.42

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

									10

PROBES

				5

DISRUPTOR TABLE

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1									B
2									B

THIS SHIP ALWAYS HAD TWO RELOADS.

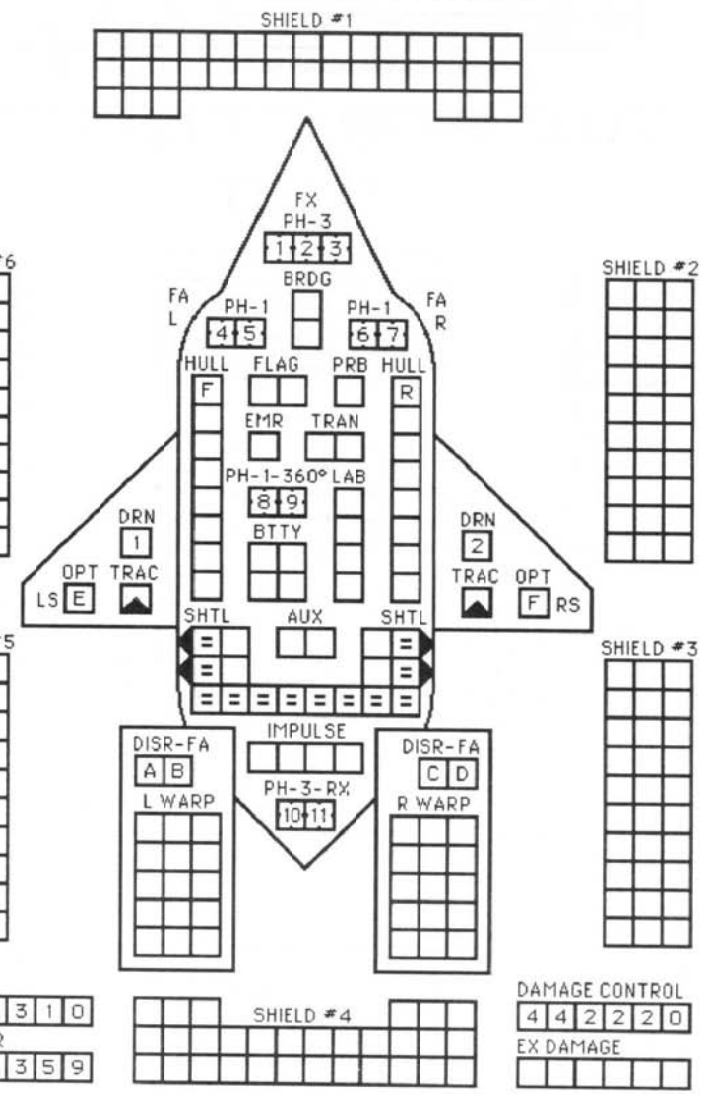
HIT & RUN DERFACS ☐

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

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/G
ADD RACK 6 SHOT OR 12 SHOT

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

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



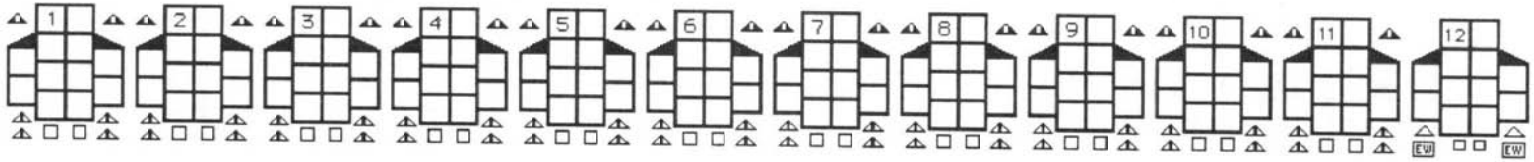
SENSOR						
	6	6	5	3	1	0

SCANNER						
	0	0	1	3	5	9

DAMAGE CONTROL						
	4	4	2	2	2	0

EX DAMAGE

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



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WYN-JINDARIAN LIGHT CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

							8

ANTI-DRONES

1											
2											

PRIOR TO Y175 REFIT, ADDs HAD 6 ROUNDS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE		
TYPE	=	WJL
POINT VALUE	=	145
BREAKDOWN	=	NA
SHIELD COST	=	1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.43
Y175 REFIT	=	+3
UIM REFIT	=	+5

CNTR

INSERT OPTIONAL WEAPONS

HIT & RUN
UIM ☐
DERFACS ☐
IF INSTALLED

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

TYPE I OFFENSIVE PHASER TABLE

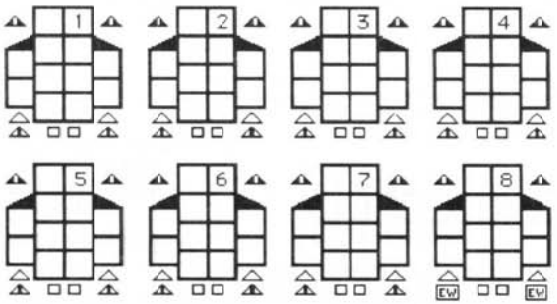
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

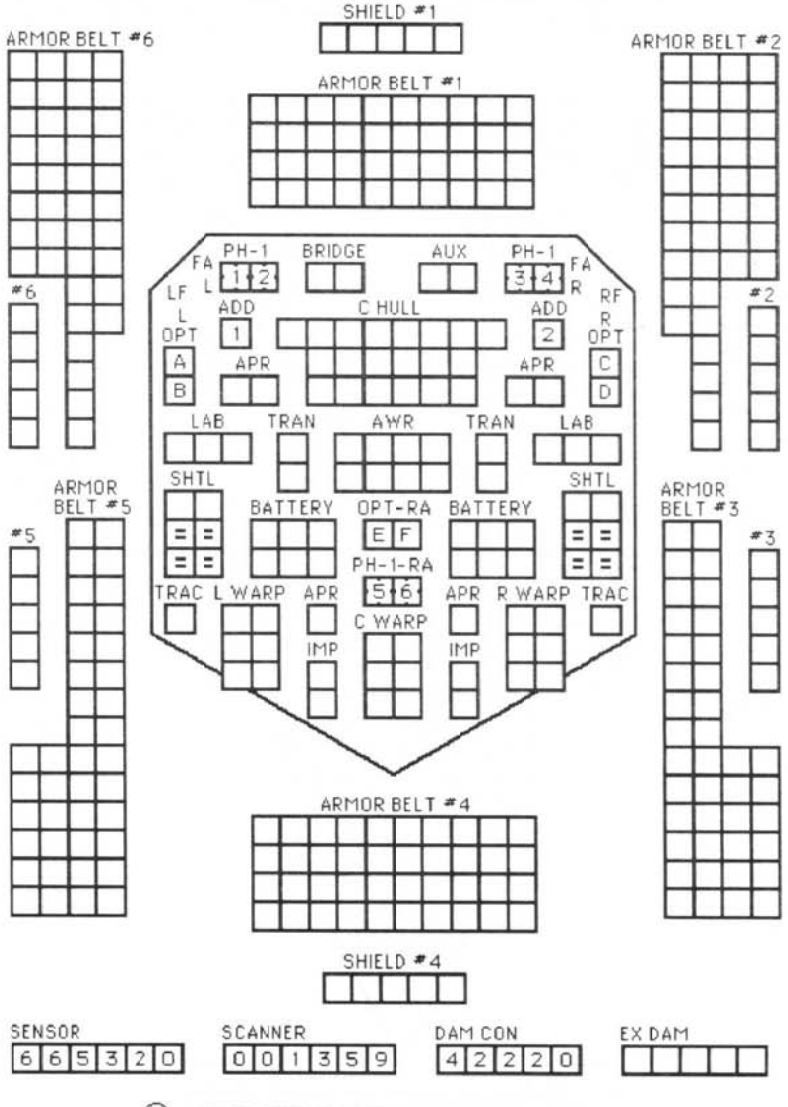
ANTI-DRONE TABLE

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



TAAS FIGHTERS
2× PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY ▲

FA = LF + RF
RA = LR + RR



SENSOR						
	6	6	5	3	2	0

SCANNER						
0	0	1	3	5	9	

DAM CON					
4	2	2	2	0	

EX DAM					

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

⑥ = ERRATIC MANEUVER WARP COST

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

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WYN AUXILIARY BATTLE CARRIER

CREW UNITS

			*						10
									20
									30

DECK CREWS

									10

BOARDING PARTIES

					6

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE		
TYPE	=	AXBV
POINT VALUE	=	145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.44
Y175 REFIT	=	+4
UIM REFIT	=	+5

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN
UIM
DERFACS
IF INSTALLED

TURN MODE	SPEED
E 1	2-3
2	4-6
NO HET BONUS 3	7-10
4	11-14
5	15-20
BD 6	21-29
7	30+

TYPE III DEFENSE PHASER

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

INSERT OPTIONAL WEAPONS

INSERT OPTIONAL WEAPONS

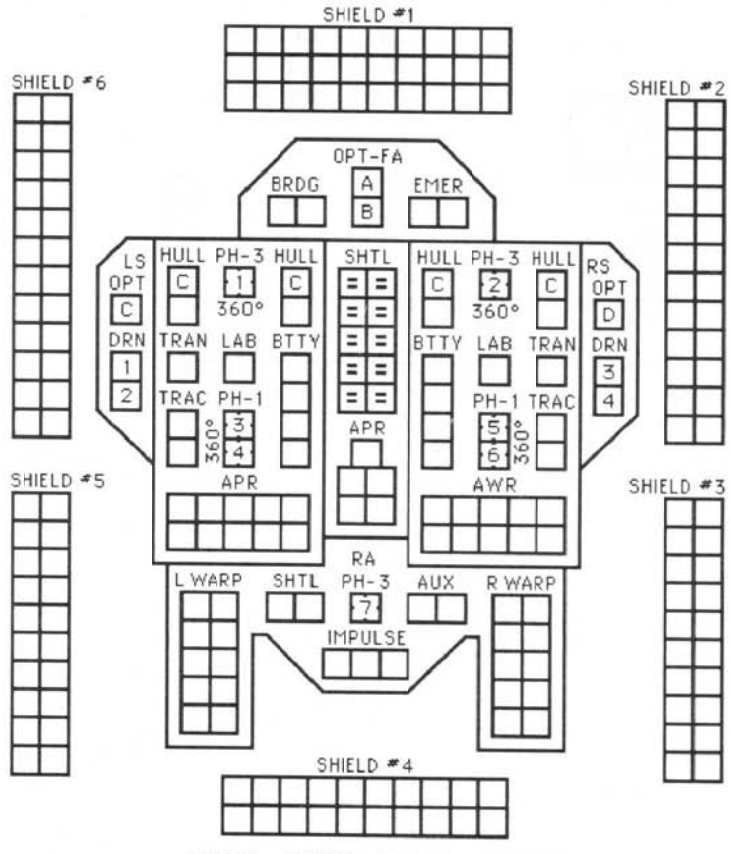
A						A				B
B						A				B
C						A				B
D						A				B

DRONE RACKS

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

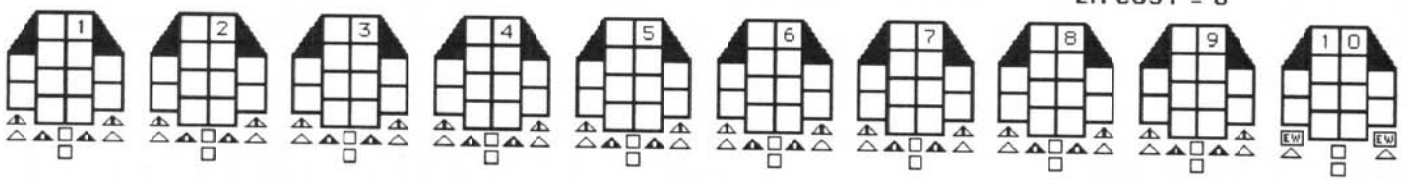
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

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



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

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



Z-Y FIGHTERS
2×PH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

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

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WYN AUXILIARY BATTLE CONTROL SHIP

CREW UNITS

		*							10
									20
									30

BOARDING PARTIES

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D	

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

SHIP DATA TABLE

TYPE	=	AXBS
POINT VALUE	=	155
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.45
UIM REFIT	=	+5

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED
E	1 2-3
NO HET BONUS	2 4-6
	3 7-10
	4 11-14
	5 15-20
BD	6 21-29
	7 30+

TYPE III DEFENSE PHASER

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

INSERT OPTIONAL WEAPONS

INSERT OPTIONAL WEAPONS

A					A				B
B					A				B
C					A				B
D					A				B

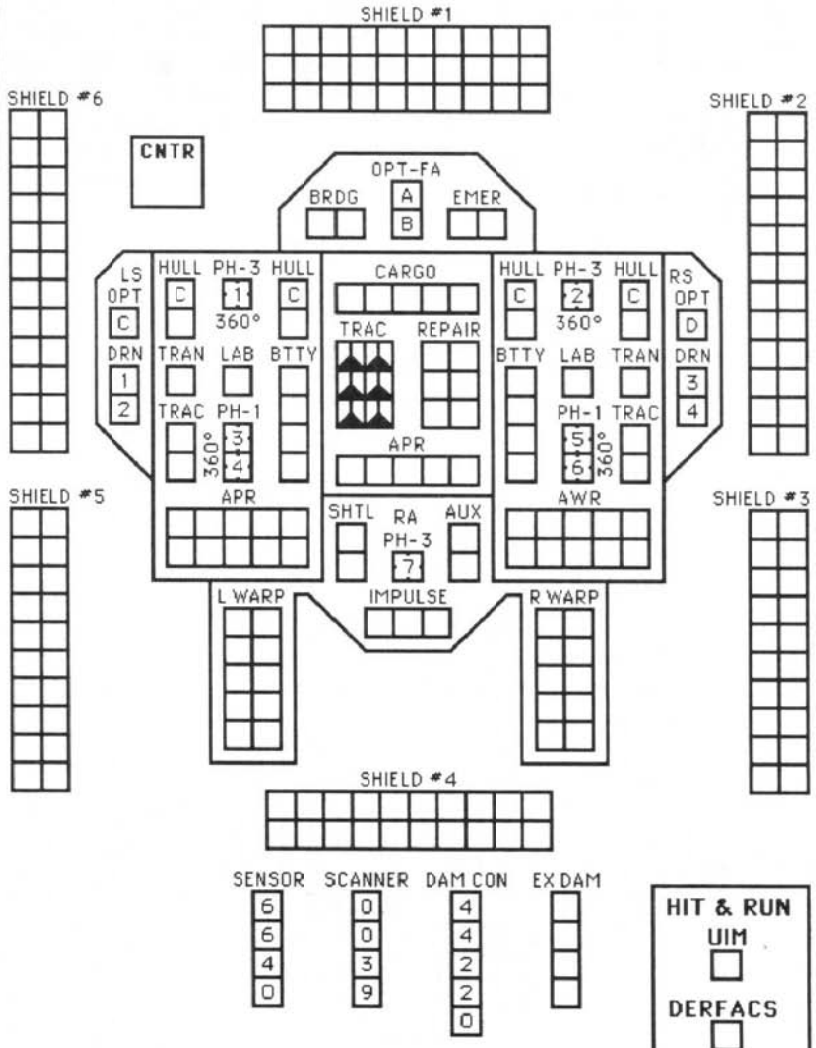
DRONE RACKS

1								B
2								B
3								B
4								B

DESIGN INCLUDE TYPE-B DRONE RACKS WITH TWO RELOADS.

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

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



SENSOR 6 6 4 0 | SCANNER 0 0 3 9 | DAM CON 4 4 2 2 0 | EX DAM

HIT & RUN
UIM
DERFACS
IF INSTALLED

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

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ISC HEAVY DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	294
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.54

CNTR

BOARDING PARTIES

										10
										20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

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 I OFFENSIVE PHASER TABLE

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

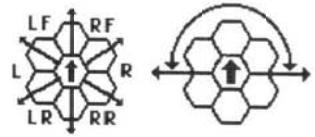
TYPE III DEFENSE PHASER

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

PLASMATIC PULSAR DEVICE COMBAT TABLE

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

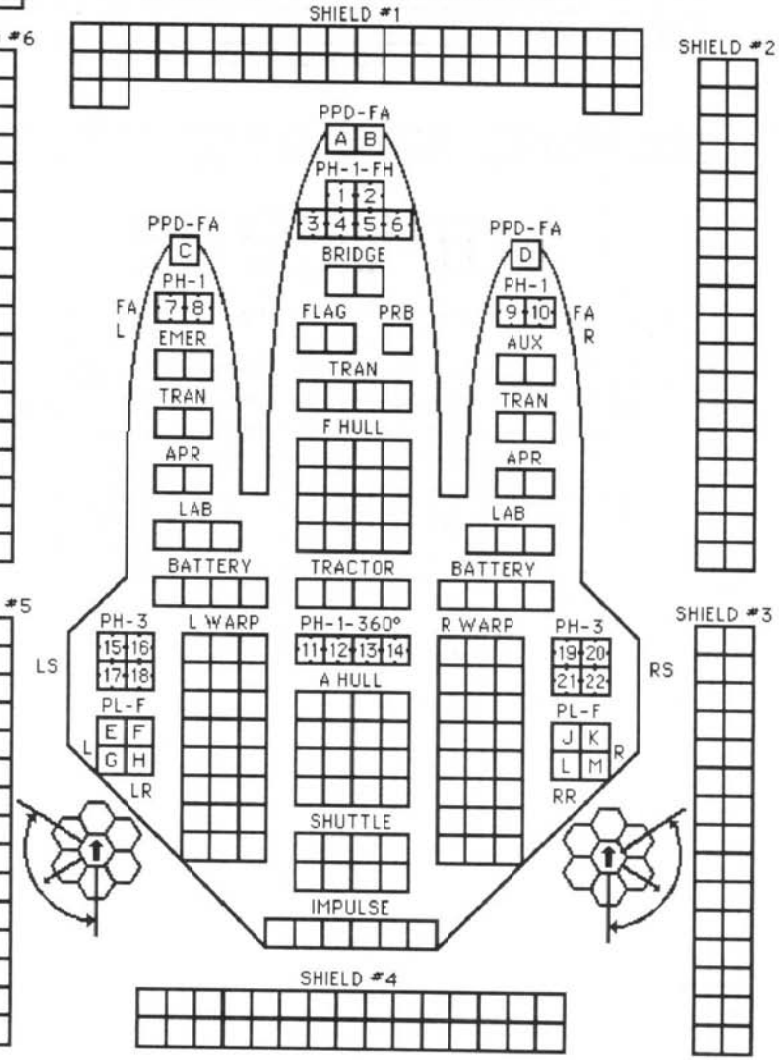
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.



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		

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



EX DAM

SENSOR

6	6	6	6	5	4	3	2	1	0	

SCANNER

0	0	0	0	1	2	3	4	5	9	

DAM CON

6	6	4	4	4	2	2	2	0

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

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

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INTERSTELLAR CONCORDIUM LIGHT DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	260
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.55

CNTR

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

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

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 I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

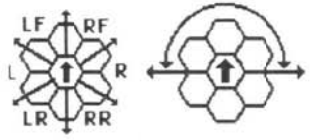
PLASMATIC PULSAR DEVICE COMBAT TABLE

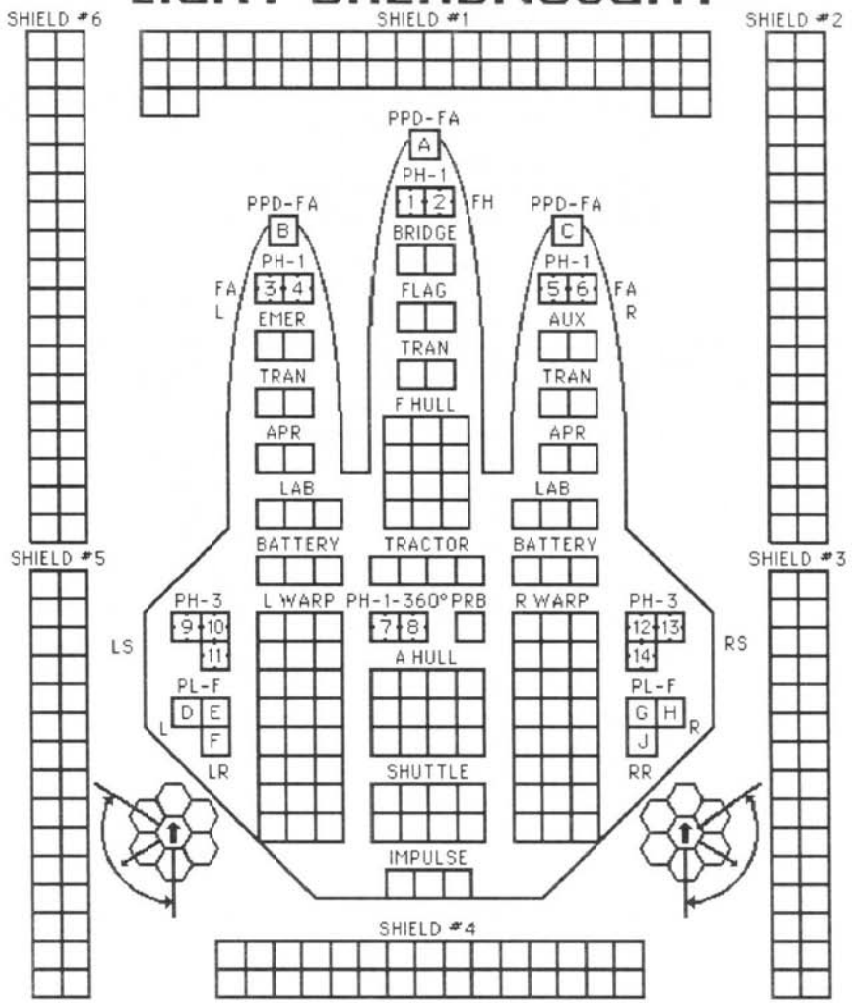
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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		

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





EX DAM						

SENSOR										
6	6	6	6	5	4	3	2	1	0	

SCANNER										
0	0	0	0	1	2	3	4	5	9	

DAM CON								
6	6	4	4	4	2	2	2	0

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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ISC EARLY DREADNOUGHT

CREW UNITS

10 20 30 40 50 60

BOARDING PARTIES

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D D

SHIP DATA TABLE		
TYPE	=	DNE
POINT VALUE	=	226
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.56

CNTR

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 6 6 4 4 4 2 2 2 0

EX DAM

PROBES 5

PSEUDO-PLASMA TORPEDOES

A G B G C G D G

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

FH LF RF L R LR RR FP

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+

SHIELD #6 SHIELD #1 SHIELD #2 SHIELD #5 SHIELD #3 SHIELD #4

PL-G-FP A B PH-1-FH 1 2 3 4 BRIDGE FLAG EMER TRAN TRAN F HULL APR LAB BATTERY TRACTOR A HULL SHUTTLE IMPULSE

PL-G-LP C PH-1 5 6 FA L

PL-G-RP D PH-1 7 8 FA R AUX TRAN APR LAB BATTERY

LP RP

CARGO L WARP PH-1-360° PRB 9 10 R WARP CARGO

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

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

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ISC PLASMA DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20

PROBES

				S

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DNP
POINT VALUE	=	260
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.57

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 I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

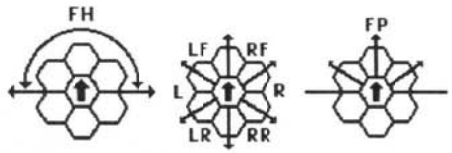
PLASMA TORPEDO WARHEAD STRENGTH TABLE

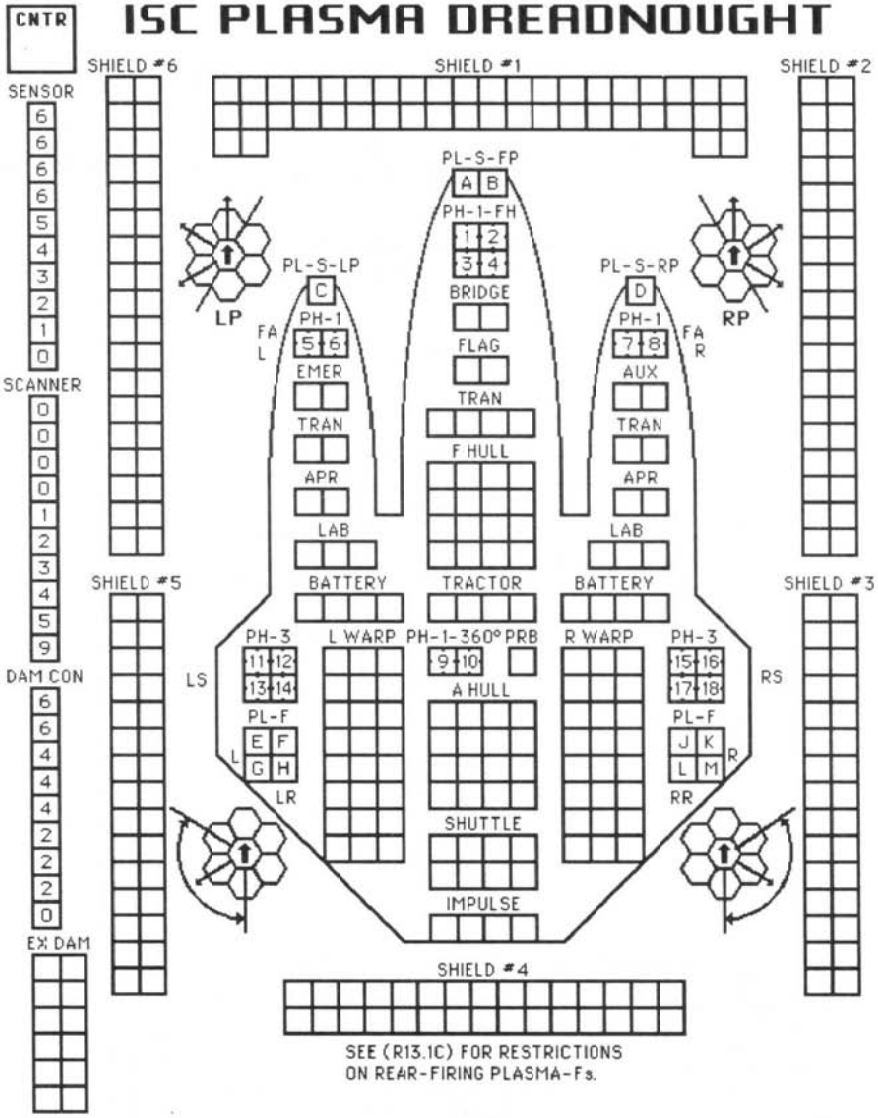
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

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

PSEUDO-PLASMA TORPEDOES

A	S	B	S	C	S	D	S





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

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

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ISC BATTLESHIP CARRIER

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

UNUSUAL CONFIGURATION (J1.57).

SHIP DATA TABLE

TYPE	=	BBV
POINT VALUE	=	375
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.58

CNTR

BOARDING PARTIES

TRANSPORTER BOMBS D D D D D D

DECK CREWS

PROBES 1 2

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+

PLASMATIC PULSAR DEVICE COMBAT TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES E S F S

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 8 8 6 6 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FA PPD A B

PH-1-FH 1 2 3 4

BRIDGE

FLAG BRIDGE

TRANSPORTER

F HULL

LP

RP

FA PPD C

PL-S-LP E

PH-1-FA L 5 6

EMER

TRAN

APR

LAB

BATTERY

PH-3 LS 12 13 14 15

PL-F G H J K L M

L LR

L WARP

FA PPD D

PL-S-RP F

PH-1-FA 7 8 R

AUX

TRAN

APR

LAB

BATTERY

R WARP

PH-3 16 17 18 19 RS

PL-F N P Q R S T

R RR

TRACTOR

PH-1-360° 9 10 11

PROBE 1 2

AFT HULL

SHUTTLE

IMPULSE

SEE (R13.1C). ISC REAR-FIRING PLAS-F ARCS

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

FTF FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15

FEF FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15

FH

LF RF L R LR RR

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

5 = HET COST (6) = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

INTERSTELLAR CONCORDIUM
STELLAR DOMINATION SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	SDS
POINT VALUE	=	375
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.59

TRANSPORTER BOMBS D D D D D D

PROBES 1 5 / 2 5

BOARDING PARTIES 10 20

DECK CREWS 10

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

PLASMATIC PULSAR DEVICE COMBAT TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

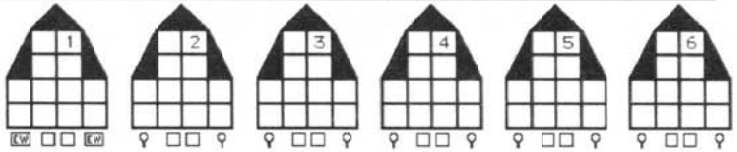
TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES [E] S [F] S

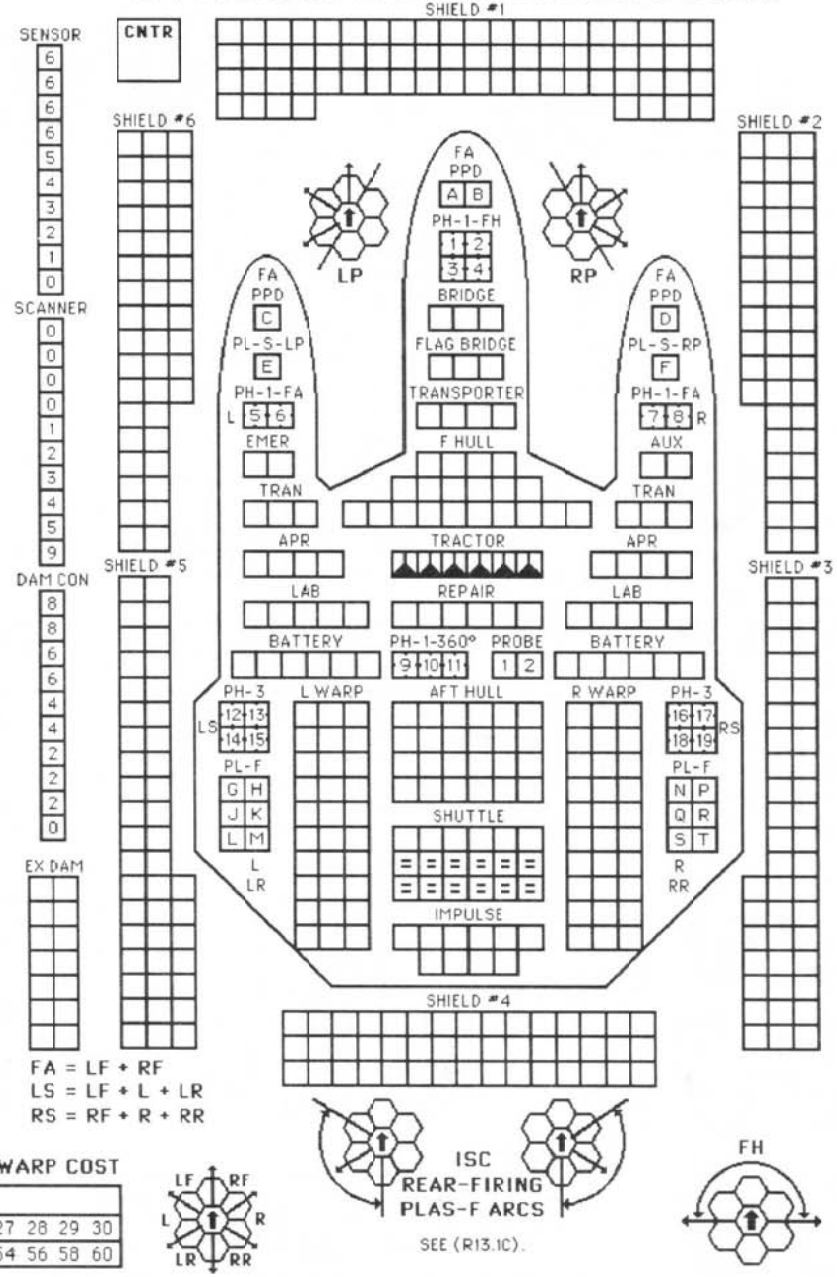


FSF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15

FEF FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15

[5] = HET COST ⑥ = EM WARP COST

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



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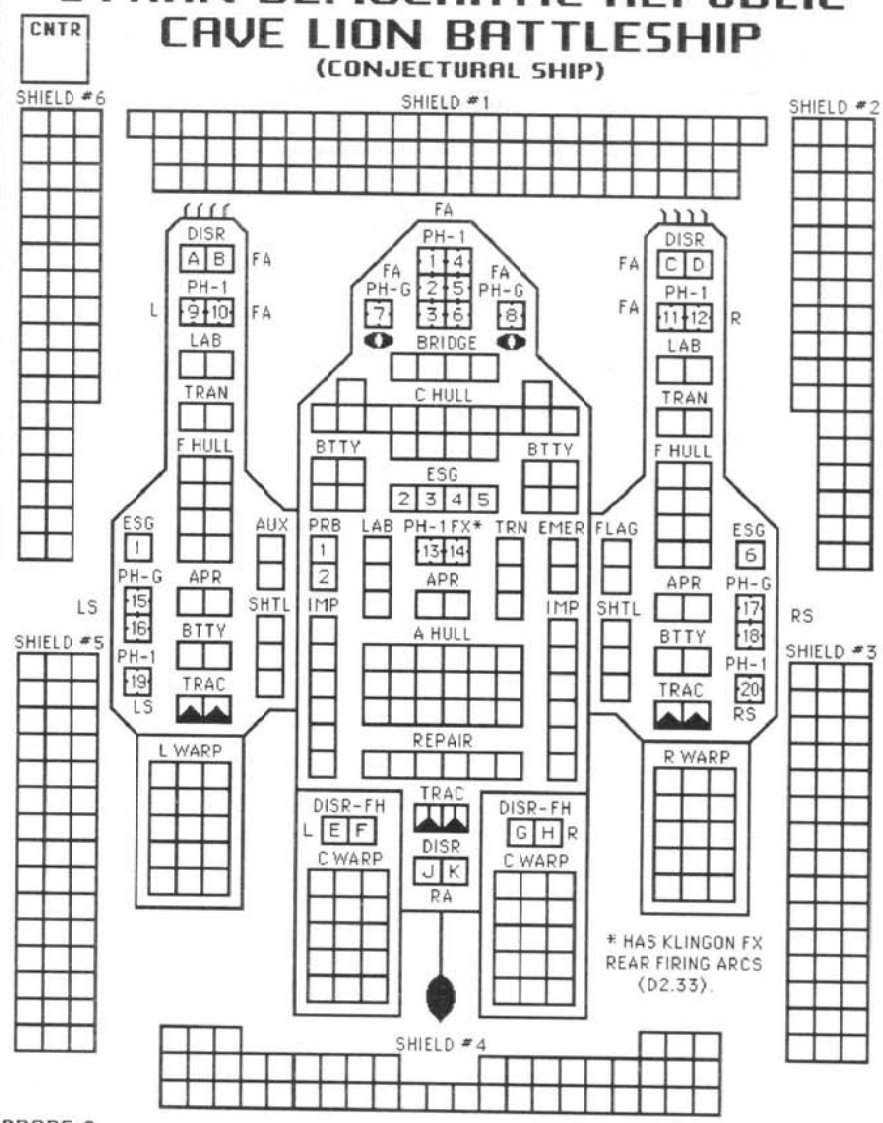
LYRAN DEMOCRATIC REPUBLIC CAVE LION BATTLESHIP

(CONJECTURAL SHIP)



CREW UNITS

		*							10
									20
									30
									40
									50
									60
									70
									80

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

NO TRANSFERS

TRANSPORTER BOMBS

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

SHIP DATA TABLE

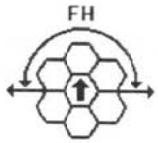
TYPE	=	BB
POINT VALUE	=	360
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R14.34

THREE UIM STANDARD

NO MECH LINKS = -6

EXPANDING SPHERE TABLE

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



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

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 I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

HIT & RUN UIM [ ] [ ] [ ]

DERFACS [ ]

PROBE 1 [ ] [ ] [ ] [ ] 5

PROBE 2 [ ] [ ] [ ] [ ] 5

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 1 2 3 4 5 6 9

DAMAGE CONTROL 8 8 6 6 4 4 2 2 2 0

EXCESS DAMAGE [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

5 = HET COST ⑥ = EM WARP COST

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

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LYRAN DEMOCRATIC REPUBLIC
LION DREADNOUGHT

CREW UNITS

		*							10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES
TWO BAYS - NO TRANSFERS							

PROBES

1						5
2						5

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

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	249
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R14.35

INCLUDES 2x UIM

POWER PACK = +9

BEFORE Y178 BPV - 6
NO MECH LINKS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

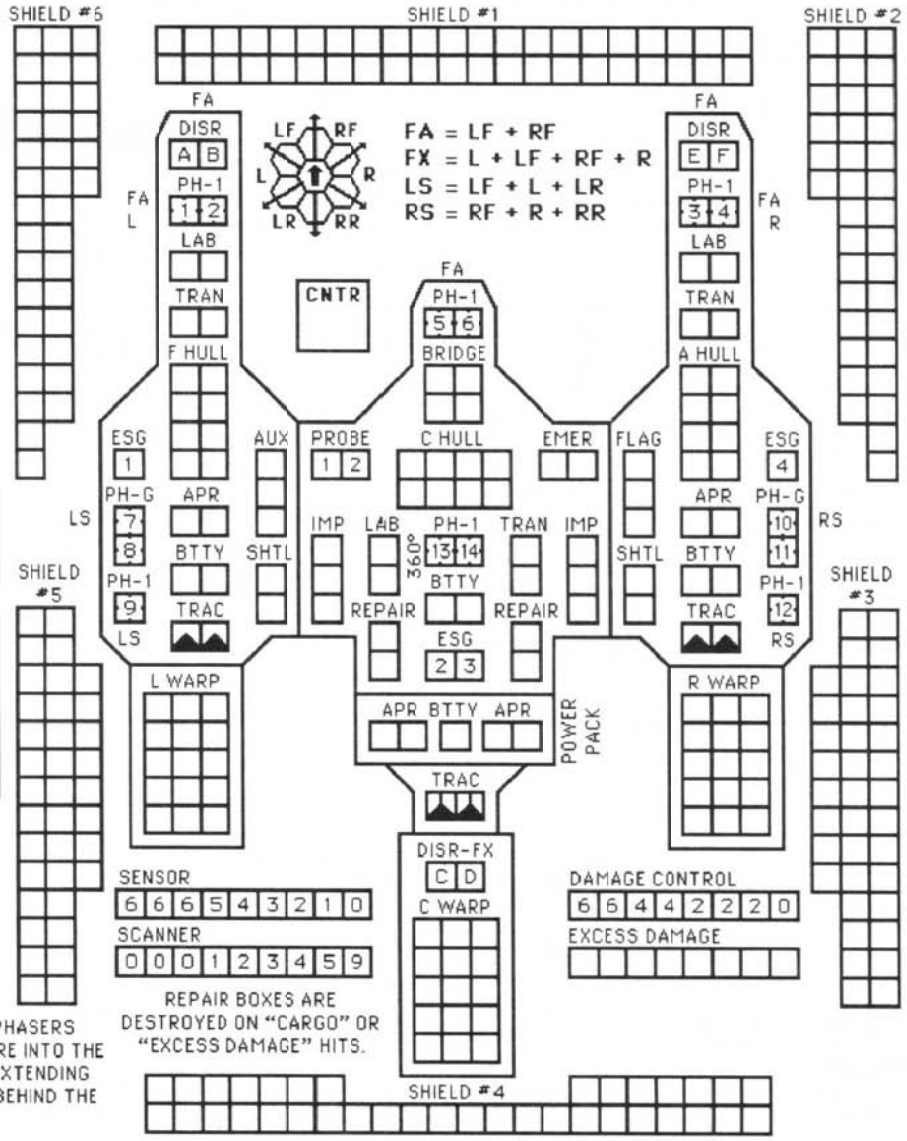
EXPANDING SPHERE TABLE

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

HIT & RUN
UIM
DERFACS

DISRUPTOR TABLE

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



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

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

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

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

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LYRAN DEMOCRATIC REPUBLIC SIBERIAN HELLCAT BATTLE CARRIER

CNTR

SHIELD #1 · SHIELD #2 · SHIELD #3 · SHIELD #4 · SHIELD #5 · SHIELD #6

FA · FA L · FA R · LS · RS

DISR · PH-1 · LAB · F HULL · BTTY · TRAC · ESG · PH-G · PH-1 · L WARP

BRIDGE · C HULL · PROBE · IMP · TRAN · PH-1 · LAB · BTTY · SHTL · ESG · PACK · TRAC · BTTY · APR · DISR-FX · C WARP · PACK · BTTY · APR

TRAN · A HULL · APR · TRAC · ESG · PH-G · PH-1 · R WARP · FLAG · SHTL · EMER · IMP · AUX · SHTL

360°

SENSOR 6 6 5 4 3 2 1 0

SCANNER 0 0 1 2 3 4 5 9

DAMAGE CONTROL 6 4 4 2 2 2 0

EXCESS DAMAGE

LF · RF · L · R · LR · RR

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

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

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

CREW UNITS (10 · 20 · 30 · 40 · 50)

BOARDING PARTIES (10 · 20)

DECK CREWS (12)

FIGHTER BAYS CANNOT DROP T-BOMBS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOUR BAYS - NO TRANSFERS

HIT & RUN UIM

DERFACS

PROBES (5)

TRANSPORTER BOMBS (D D D D)

SHIP DATA TABLE

TYPE	=	BCV
POINT VALUE	=	202
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.36
INCLUDES 2X UIM		
POWER PACK	=	+18

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

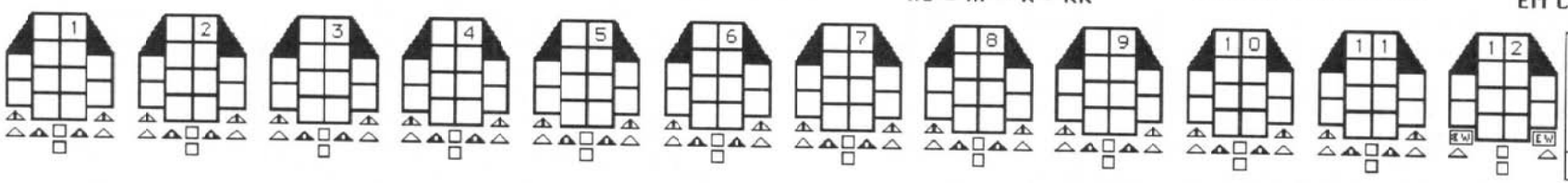
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

DISRUPTOR TABLE

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

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



Z-Y FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

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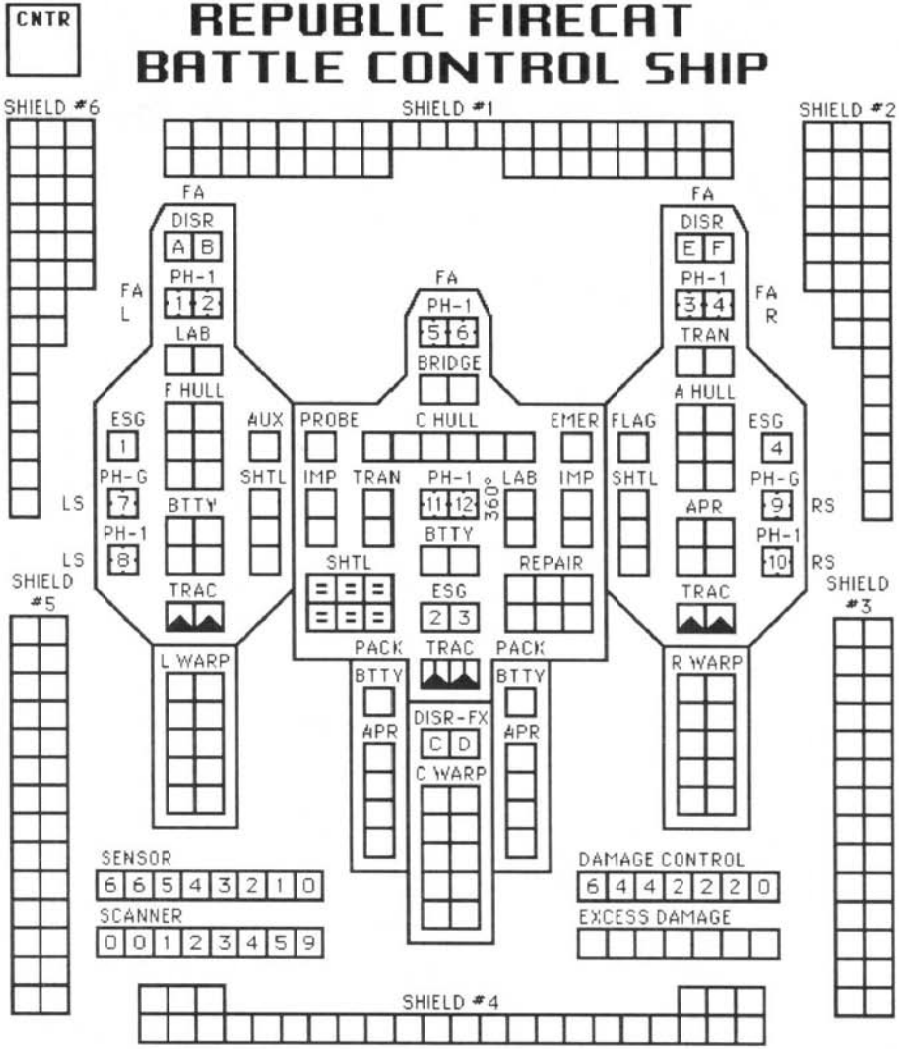
LYRAN DEMOCRATIC REPUBLIC FIRECAT BATTLE CONTROL SHIP



CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

DECK CREWS

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS - NO TRANSFERS

HIT & RUN
UIM
DERFACS

PROBES 5

TRANSPORTER BOMBS

				D	D	D	D	

FIGHTER BAY CANNOT DROP T-BOMBS

SHIP DATA TABLE

TYPE	=	BCS
POINT VALUE	=	202
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.37
INCLUDES 2X UIM		
POWER PACK	=	+18

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

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

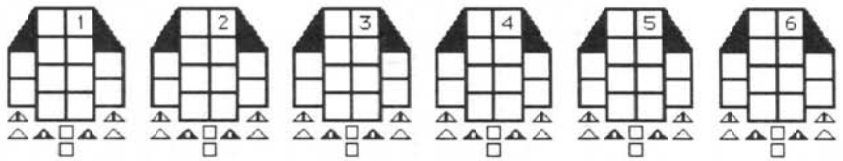
HET
BD

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

DISRUPTOR TABLE

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

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



Z-Y FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

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

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

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

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SELTORIAN LIGHT DREADNOUGHT

CREW UNITS

			*				10
							20
							30
							40
							50

BOARDING PARTIES

							10
							20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	175
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R15.25

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

CNTR

SENSOR

6	
6	
6	
5	
3	
1	
0	

SCANNER

0	
0	
0	
1	
3	
5	
9	

DAM CON

4	
4	
2	
2	
2	
0	

EX DAM

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

WEB BREAKER TABLE

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

TYPE III DEFENSE PHASER

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

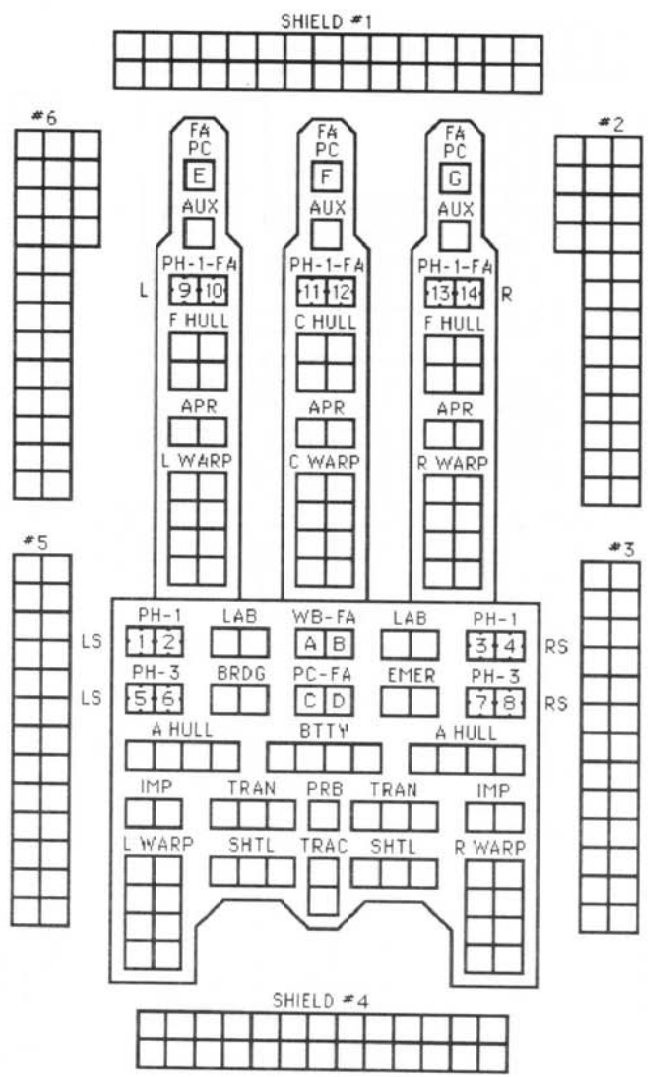
SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

CAN USE WILD WEASELS, SUICIDE SHUTTLES AND TRANSPORTER BOMBS. NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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BOARDING PARTIES

10
20
30

PROBES

1					5
2					5

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	NST
POINT VALUE	=	450/225
BREAKDOWN	=	0-6
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R15.26
PF LINKS REFIT	=	+36

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

TRANSPORTER BOMBS

D D D D D D

Y184 AND AFTER.

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" HITS.

TURN MODE	SPEED
H 1	2
2	3-4
3	5-7
HET / NONE 4	8-11
5	12-15
6	16-19
7	20-23
BD 8	24-29
9	30+

NOTE: THE ONLY REASON FOR A BREAKDOWN RATING AND BREAKDOWN CHECK OFF BOXES ON THIS SHIP IS TO DEAL WITH COLLISIONS WITH WEBS, AS THIS UNIT CANNOT DO AN HET AT ALL UNDER ANY CIRCUMSTANCES.

WEB BREAKER TABLE

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

LF RF L R LR RR

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

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

TYPE I OFFENSIVE PHASER TABLE

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

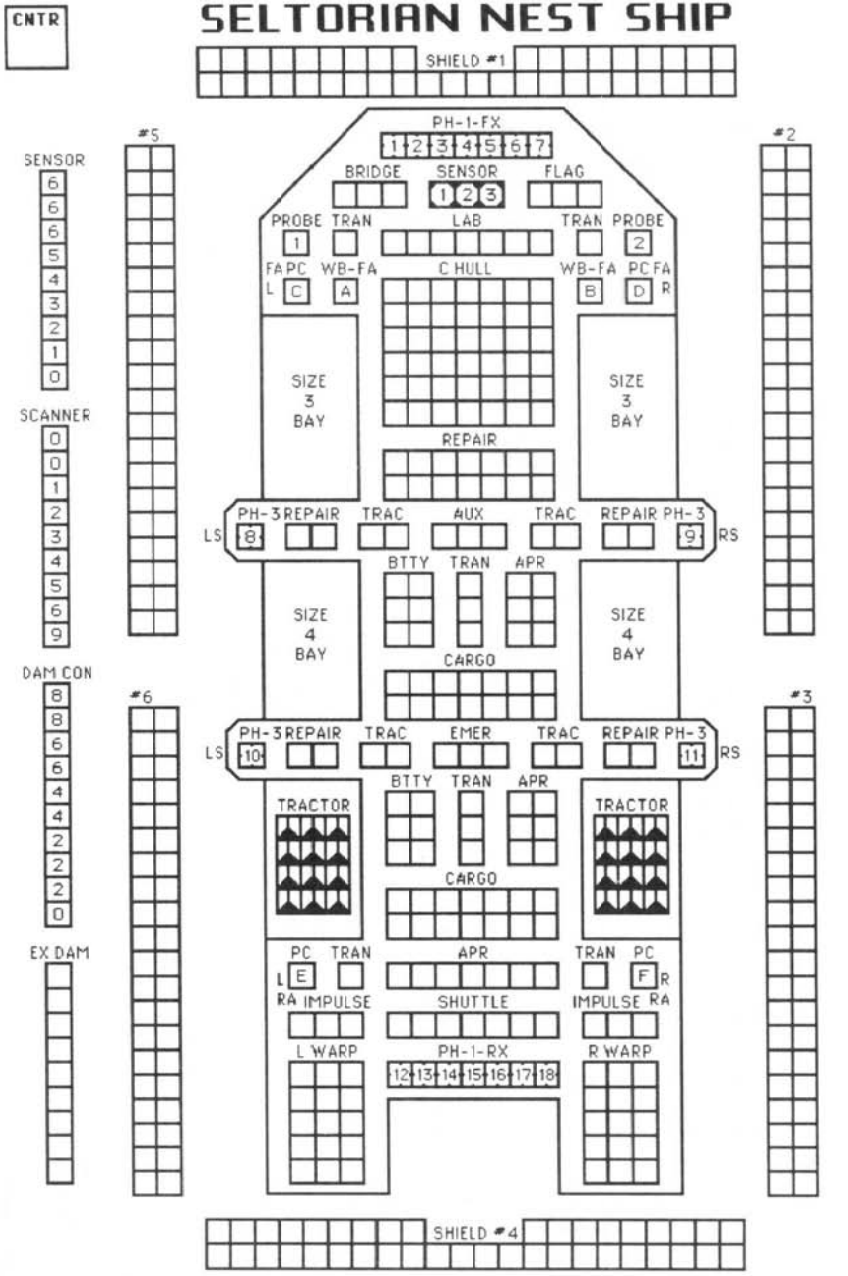
CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

TYPE III DEFENSE PHASER

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

CANNOT PERFORM ERRATIC MANEUVERS
CANNOT PERFORM HIGH ENERY TURNS

SELTORIAN NEST SHIP



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX (PLUS MOVEMENT COST OF DOCKED SHIPS)

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

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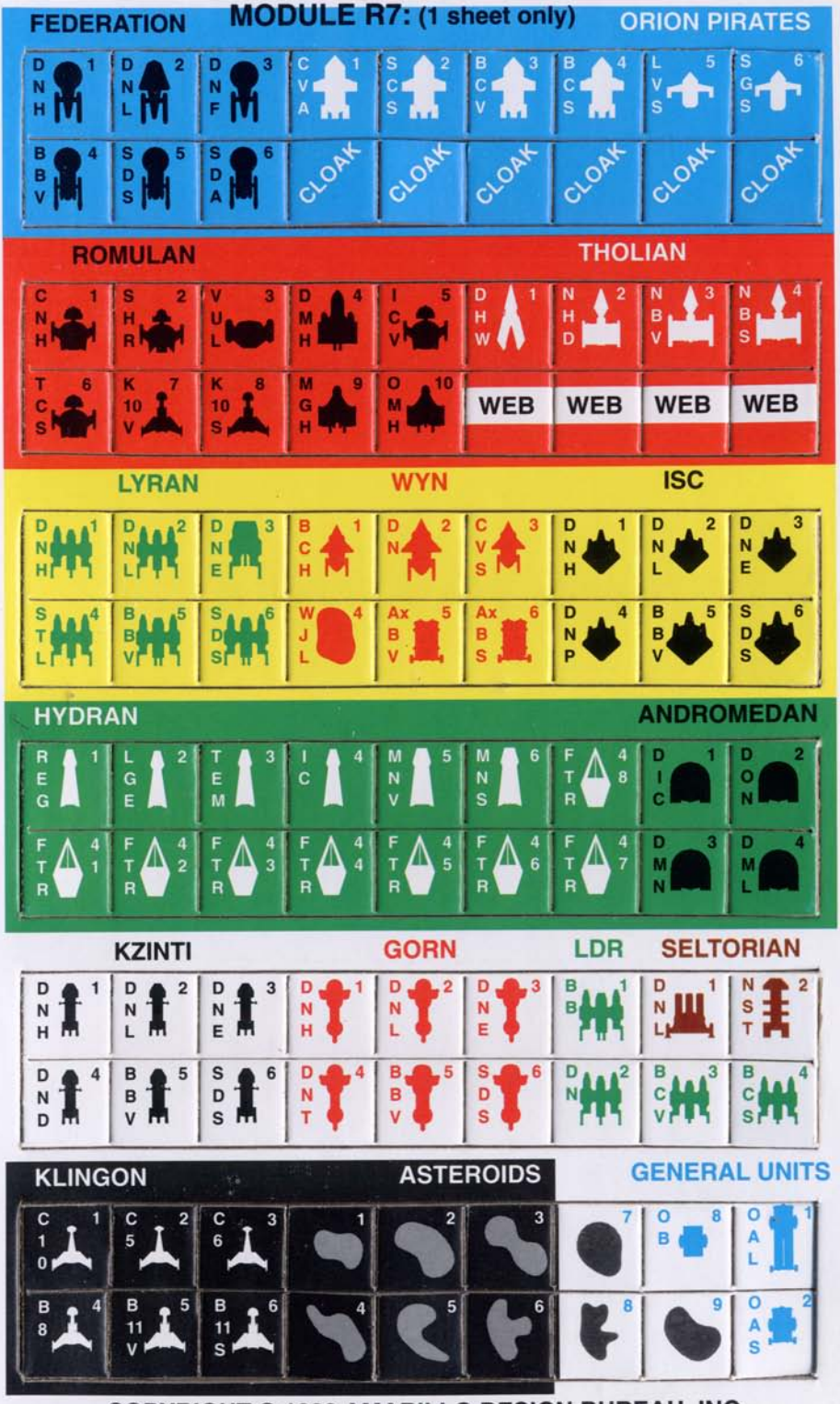
MODULE R7: (1 sheet only)



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