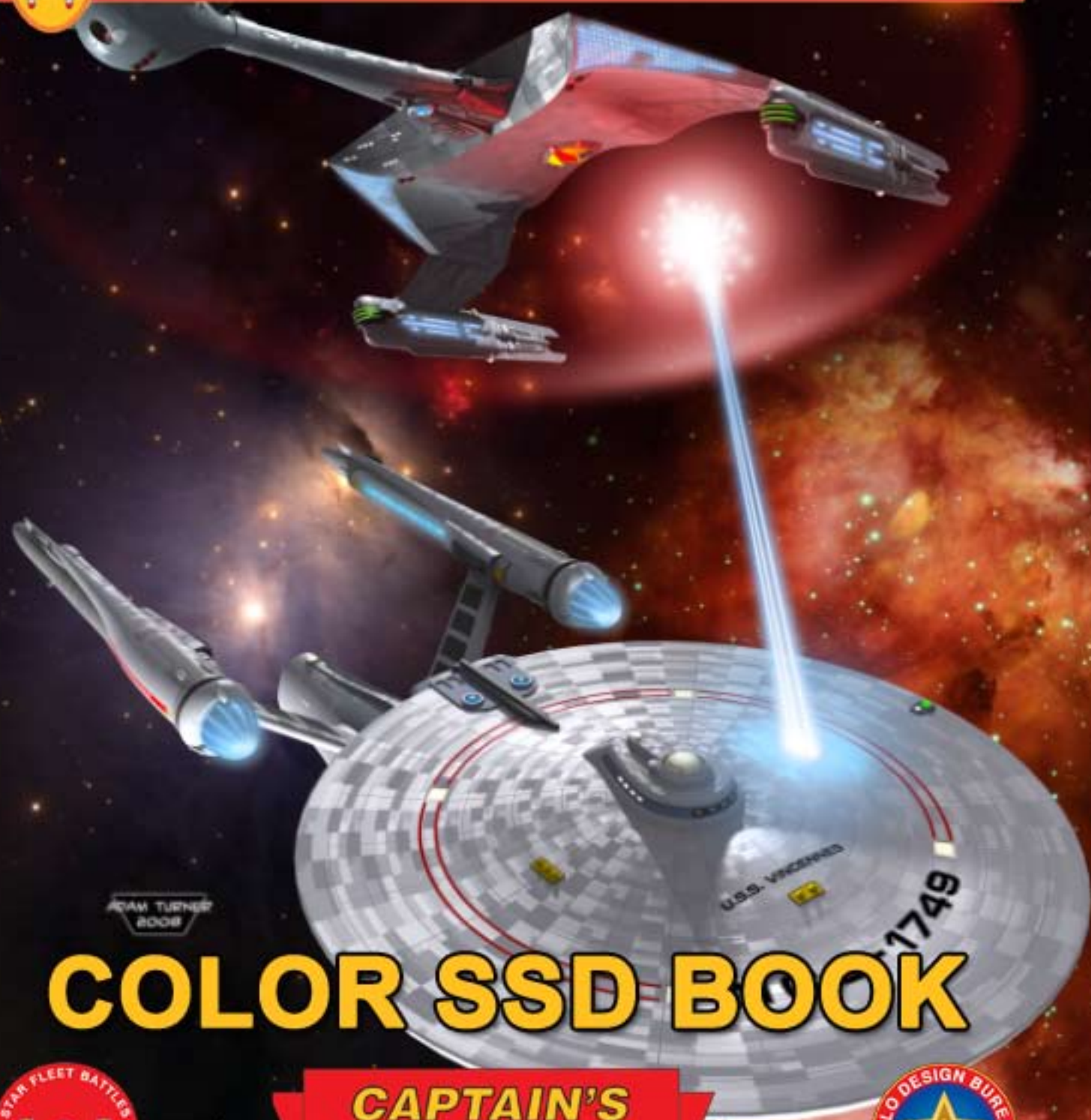


STAR FLEET BATTLES



X-SHIP REINFORCEMENTS



ADAM TURNER
2008

COLOR SSD BOOK



**CAPTAIN'S
MODULE X1R**



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

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ADVANCED TECHNOLOGY GROUND BASES

ADVANCED TECHNOLOGY SMALL GROUND BASED DEFENSE STATION

CNTR

SHIELD

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

BASE DATA TABLE

TYPE	=	GBDX-
BPV	=	VARIABLES
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.208

SEE RULE FOR WEAPONS, BPV, AND FIRING ARCS.

BRDG PH-1 C HULL SHTL

APR BTTY

SENSOR DAM CON 4 2 0

SCANNER EX DAM

CREW UNITS

BRDG PRTS

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

* SEE RULE FOR YEAR OF INTRODUCTION.

ADVANCED TECHNOLOGY GROUND MISSILE BASE

CNTR

SHIELD

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

BASE DATA TABLE

TYPE	=	GMGX-
BPV	=	VARIABLES
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.209

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

*SEE RULE FOR YEAR OF INTRODUCTION.

BRDG PRTS

CREW UNITS

DRONE RACKS

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

* SEE RULE FOR YEAR OF INTRODUCTION.

ADVANCED TECHNOLOGY SMALL POWER STATION

CNTR

SHIELD

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

BASE DATA TABLE

TYPE	=	GPSX
BPV	=	22
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.210

BRDG PH-1 SHTL

C HULL BTTY

APR

SENSOR DAM CON 4 2 0

SCANNER EX DAM

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

* SEE RULE FOR YEAR OF INTRODUCTION.

ADVANCED TECHNOLOGY SMALL MILITARY GARRISON

CNTR

SHIELD

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

BASE DATA TABLE

TYPE	=	GMGX
BPV	=	30
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.211

BRDG SHUTTLE PH-1 BTTY AUX

TRAN C HULL BARRACKS CARGO

APR LAB

SENSOR 6 0

SCAN 0 9

DAM CON 4 2 0

EX DAM

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

BOARDING PARTIES

* SEE RULE FOR YEAR OF INTRODUCTION.

ADVANCED TECHNOLOGY PLANETARY CONTROL BASE

CNTR

SHIELD

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

BASE DATA TABLE

TYPE	=	GPCX
BPV	=	38
SHIELD	=	1/2+1/2
LIFE	=	0
SIZE	=	5
REF	=	R1.212

LANDING PADS

REPAIR PH-1 PH-4

SEN

BTTY BRDG TRAN

CARGO

SENSOR 6 0

SCAN 0 9

DAM CON 4 2 0

EX DAM

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT HIT POINTS NOTES

BOARDING PARTIES

* SEE RULE FOR YEAR OF INTRODUCTION.

SHIELD #1

CNTR	
------	--

[illegible]

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

	TRANSPORTER BOMBS						PROBES					
	D	D	D	D	D	D	1					5
							2					5

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

SCOUT FUNCTIONS SUMMARY

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

*** CREW UNITS**

SPECIAL SENSORS DESTROYED ON
"PHASER" DAMAGE POINTS.

SEE (R1.206) FOR WEAPONS,
BUT NOTE THAT WEAPONS
WILL BE ADVANCED
TECHNOLOGY TYPES.

SHIELD

100	
110	
120	
130	
140	

DAMAGE WHICH PENETRATES THE SHIELDS OF THIS BASE FIRST STRIKES ITS ARMOR BELT PER THE NORMAL ARMOR RULES (D4.12).

Group	Boarding Parties
Group 1	10
Group 2	20

TABLE	9-15	16-25	26-50	51-75
3	2	1	1	1
2	1	1	0	0
1	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

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

	9	10	11	14-	17	18-	25	26-	41-	70	1
0	0	8	6	5	4	3	2	1	0	0	
1	9	8	6	4	3	2	1	0	0	0	
2	8	7	5	4	2	1	0	0	0	0	
3	8	6	4	3	1	0	0	0	0	0	
4	7	5	3	2	0	0	0	0	0	0	
5	6	5	3	1	0	0	0	0	0	0	

TYPE IV PHASER TABLE								
DIE	RANGE							
	ROLL	0-3	4-5	6	7	8		
1	20	20	20	15	12	12		
2	20	20	15	12	11			
3	20	15	12	11	10			
4	20	15	11	10	9			
5	15	12	10	9	8			
6	15	10	9	8	7			

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

DAM CON

EX DAM

The Hangar Module diagram shows a vertical stack of components. At the top is a yellow bar labeled 'HULL SHTL' with six segments. Below it is a yellow square labeled 'CARGO'. At the bottom is a yellow square labeled 'TRAC'.

[illegible][illegible]

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

PH-1-FX PH-4-FX TRAC
[7+8] **[1+2]**
W3 REPAIR SEN
[1] **[1]**

YS: 183
DK: —
EX: 25+
CR: 10

The diagram shows a rectangular module labeled "PF MODULE". On the left side, there is a vertical bar labeled "ARMOR" consisting of 10 gray squares. On the right side, there is a vertical bar labeled "SHIELD #4" consisting of 10 purple squares. In the center, there is a box containing three horizontal bars: "REPAIR" (5 yellow squares), "TRACTOR" (5 yellow squares), and "SHIELD #4" (5 yellow squares).

[illegible]

Diagram of the Hangar Module showing internal components: SHTL Hull, Cargo, and Trac.

HIT & RUN
(IF INSTALLED)

CLOCK 

DERFACS 

UIM 

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

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

CNTR

[illegible]

TRANSPORTER BOMBS

PROBES
5

THIS BASE CAN CONTROL A
NUMBER OF SEEKING
WEAPONS EQUAL TO DOUBLE
ITS SENSOR RATING.
SEE (C3.7) FOR ROTATION.
SEE (D4.12) FOR ARMOR RULES.
SEE (P1.207) FOR WEAPONS,
BUT NOTE THAT WEAPONS

SHIP DATA TABLE	
TYPE	= BSX
POINT VALUE	= 200
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.207
FIRST GENERATION X-BASE	
HANGAR MODULE +10	
PF MODULE +12	
CLOAK = 12/6 BPV +30	
ROM/ORION ONLY	
IONIZATION COST = 1	
BPV +0 VUDAR ONLY	

BOARDING PARTIES

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

TYPE IV PHASER TABLE

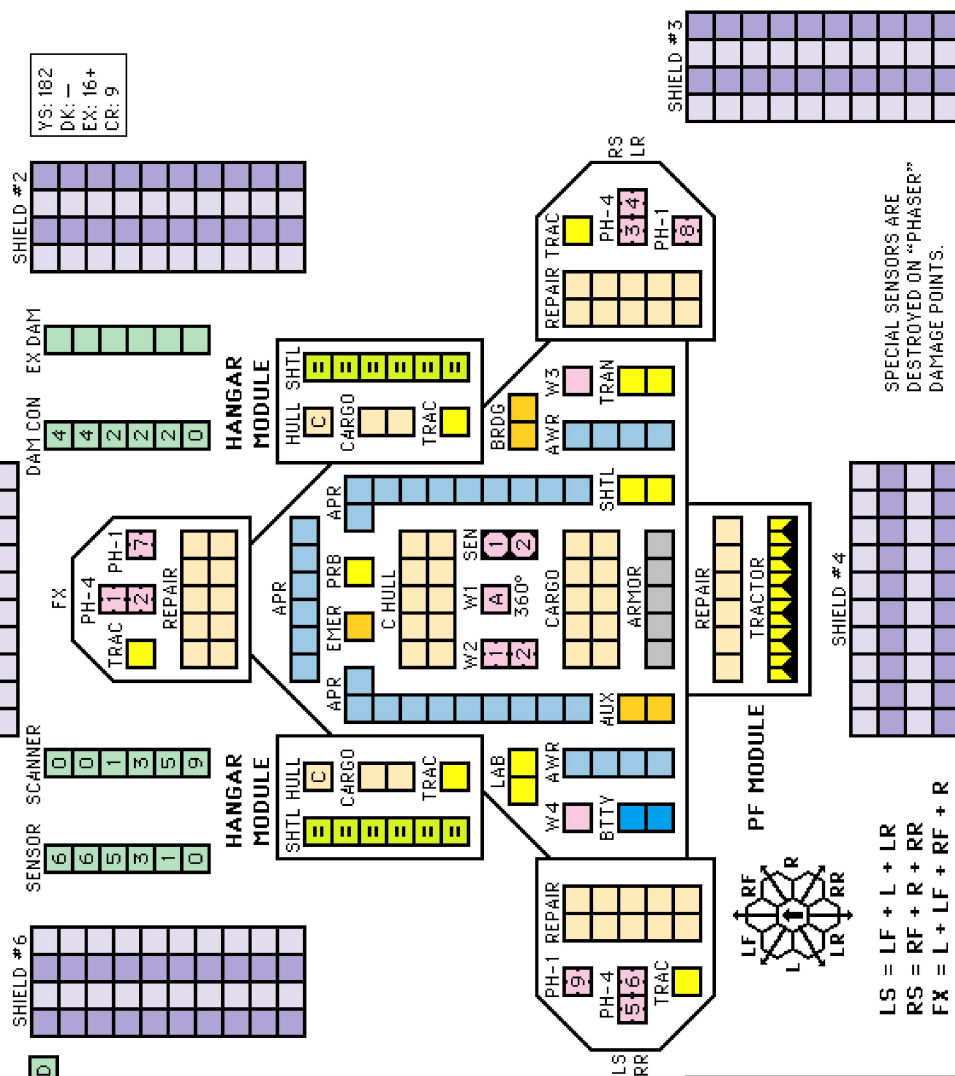
[illegible]

TYPE I DEFENSIVE PHASE TABLE

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

SCOUT FUNCTIONAL 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.

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

HIT & RUN
(IF INSTALLED)

CLIPAK

DEFACS

MIN

YS: 182
DK: 7
EX: 17
CR: 6

YS: 182
DK: 7
EX: 17
CR: 6

SHIP DATA TABLE	
TYPE	= DGX
POINT VALUE	= 165
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.206

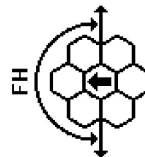
FIRST GENERATION X-SHIP

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D

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

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

DRONE RACKS									
1	✓	✓	✓	✓	✓	✓	✓	✓	6X
2	✓	✓	✓	✓	✓	✓	✓	✓	6X
3	✓	✓	✓	✓	✓	✓	✓	✓	6X
4	✓	✓	✓	✓	✓	✓	✓	✓	6X

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS

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

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

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

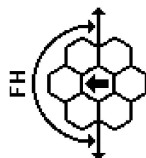
YS: 184
DK: 8
EX: 24
CR: 9

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D D D

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

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



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

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

RANGE	0-1	2	3-4	5-8	9-12	13-40
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAMAGE, OVERLOAD	-----	-----	VARIES-----	-----	NA	NA

[illegible]

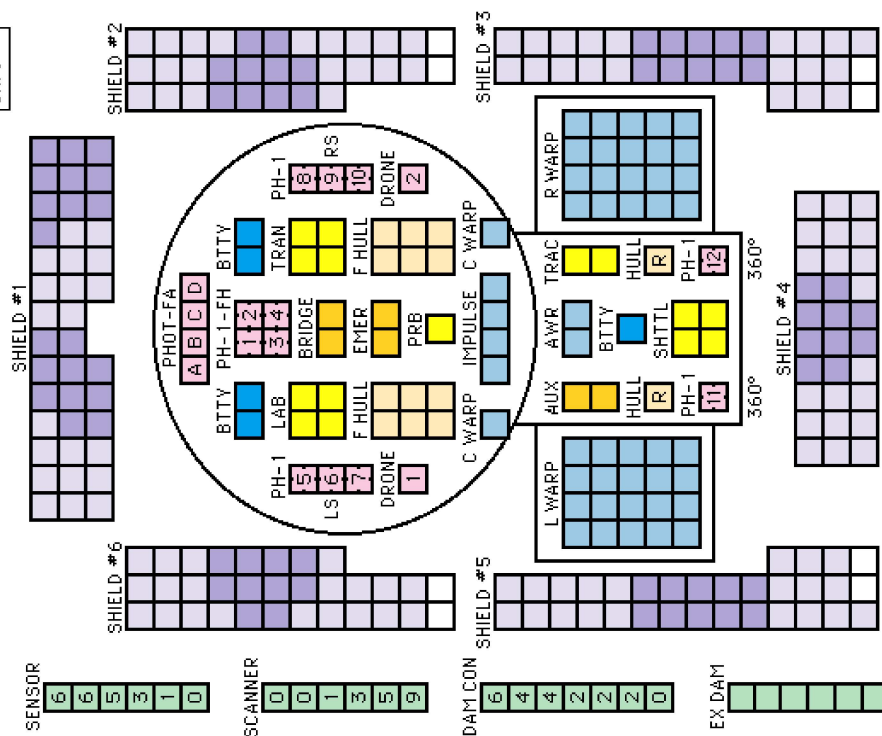
THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING

WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

WARP ENERGY MOVEMENT COST = 5/6 ENERGY POINT PER HEX

[illegible]

FEDERATION DWX ADVANCED TECHNOLOGY WAR DESTROYER

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

CNTR

SHIELD #1

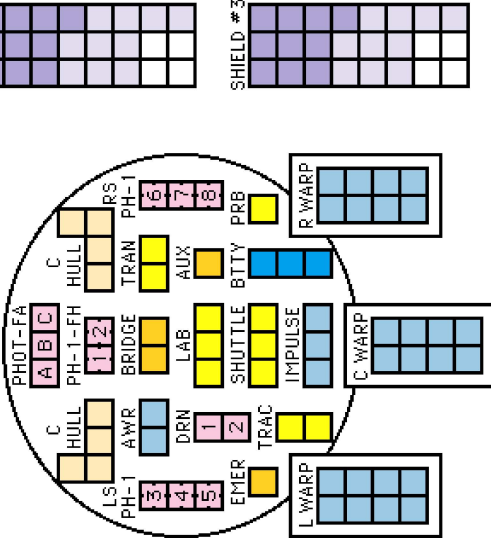
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6



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

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

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES

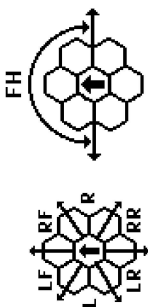
TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6- 9- 16- 26- 51- ROLL 0 1 2 3 4 5 6 15 25 50 75
1	9 8 7 6 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 0 0
3	7 5 4 4 3 1 0 0 0 0
4	6 4 4 4 3 2 0 0 0 0
5	5 4 4 4 3 1 0 0 0 0
6	4 4 3 3 2 0 0 0 0 0

X-PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-40
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----VARIES-----				NA	NA

TYPE III DEFENSE PHASER

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



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

DRONE RACKS

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.

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

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

ANTI-DRONE TABLE

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

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

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

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

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

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

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

PROBES
5

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

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

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

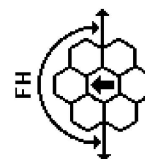
TYPE III DEFENSE PHASE		DIE RANGE		4-9-15				
		ROLL	0	1	2	3	8	15
1	4	4	4	4	4	3	1	1
2	4	4	4	4	4	2	1	0
3	4	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0	0
5	4	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0	0


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

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

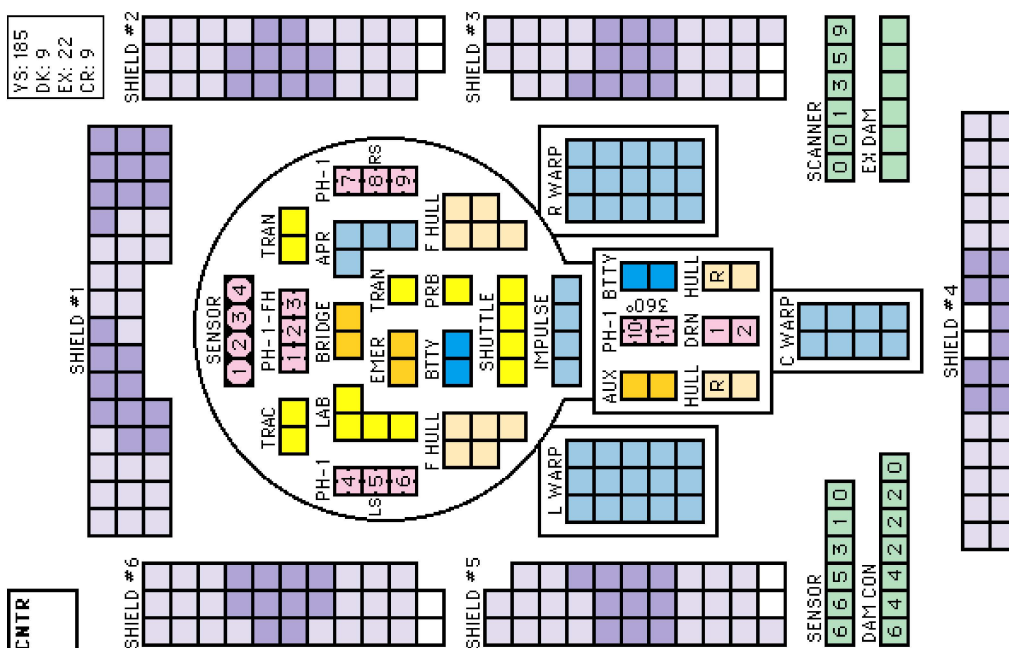
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

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



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

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.



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

[illegible][illegible]

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

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

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

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

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

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

THREE RELOADS; THIRD RELOAD ON GX RACKS IS ENTIRELY" ADDS.

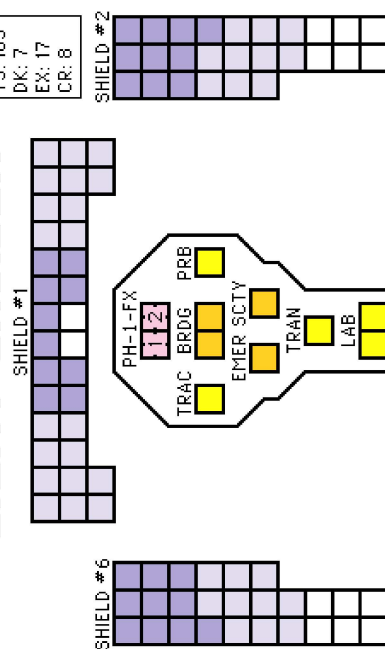
THIS SHIP HAS 200
SPACES OF EXTRA
DRONES IN ITS CARGO
DOYES (50/BOY)

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

WILKINGTON D5X ADVANCED TECHNOLOGY SCOUT LIGHT CRUISER

CNTR	
------	--

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



SENSOR

SCANNER

[illegible]

SHIP DATA TABLE	
TYPE	= D5X
POINT VALUE	= 213/183
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.207
FIRST GENERATION X-SHIP	

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

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

[illegible]

						D	D	D	D	D
TRANSPORTER BOMBS										

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

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

[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

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

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

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

OFF (D2.33)

...ING PHASERS ALSO HAVE SPECIAL ARCS: SEE (D2.32).
SEE (D2.33).

BCOUT FUNCTIONS SUMMARY

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX														⑤ = HET COST														⑥ = ERRATIC MANEUVER WARP COST													
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30											
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	15	16	16	17	18	18	19	20	20												
Fract.	2½	1½	2	2⅔	3½	4	4⅔	5½	6	6⅔	7½	8	8⅔	9½	10	10⅔	11½	12	12⅔	13½	14	14⅔	15½	16	16⅔	17½	18	18⅔	19½	20											

⑥ = ERRATIC MANEUVER WARP COST

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

SHIELD #:		

ИУС-У

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

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

HIT & RUN
DERFACS

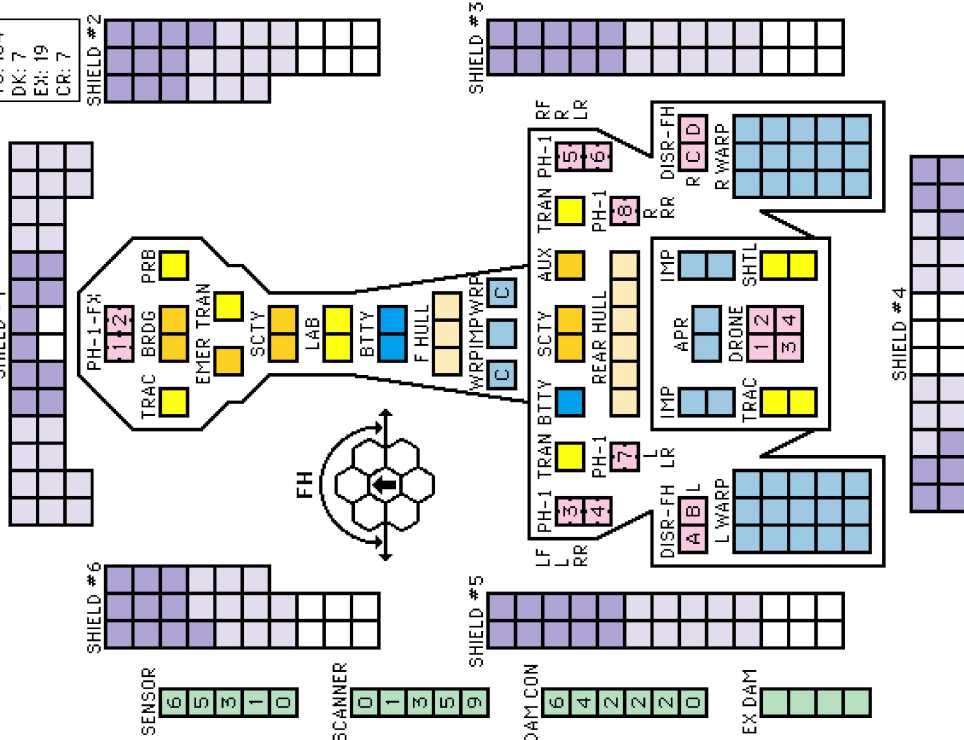
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2	1
DAMAGE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

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

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

⑥ = ERRATIC MANEUVER WARP COST										
0	21	22	23	24	25	26	27	28	29	30
4	14	15	16	16	17	18	18	19	20	20
$\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

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



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

ADMISSIONS KRAIYE SHOULD

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

[illegible]

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

[illegible]

PROBES
5

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

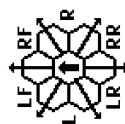
THIS SHIP CAN
CONTROL A
NUMBER OF
SEEKING
WEAPONS EQUAL
TO DOUBLE ITS
SENSOR RATING.

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS
ARE DESTROYED ON
"PHASER" DAMAGE
POINTS.



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

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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS. SEE (D2.33).

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

⑥ = ERRATIC MANFIVER WARP COST

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

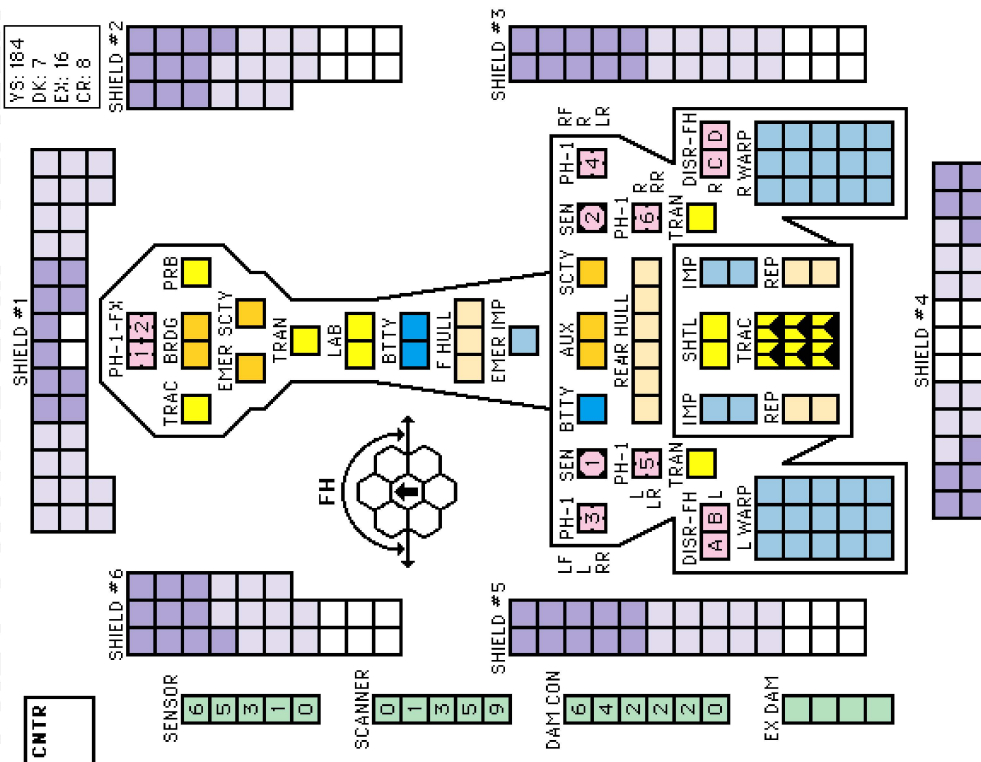
TURN	MODE	SPEED
B	1	2-5
	2	6-10
	3	11-15
	4	16-21
	5	22-28
	6	29+

TYPE III DEFENSE PHASER

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

HIT & PIIN

DERFACS



[illegible]

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

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

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

DISRUPTOR TABLETYPE III DEFENSE PHASER

33

TYPE II PHASER (FTR)

TYPE II PHASE (°)	IDLE RANGE		4-9-15	
ROLL	0	1	2	3
1	6	5	5	4
2	6	5	4	2
3	6	4	4	1
4	5	4	4	1
5	4	4	3	0
6	5	3	3	0

[illegible]

TYPE I OFFENSE

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

DISRUPTOR T

RANGE
HIT (STD)
HIT (UIM)
HIT(DERFACS)
HIT(OVERLOAD)
HIT(OL/UIM)
DAMAGE, STD
DAMAGE, OVLVD

TYPE III DEFECT

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

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

KLINGON D7AX

ADVANCED TECHNOLOGY

STASIS CRUISER

CREW UNITS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

PROBES

5

BOARDING PARTIES

10	20
10	20
10	20
10	20
10	20

SHIP DATA TABLE

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

3 UIM STANDARD

FIRST GENERATION X-SHIP

TURN MODE SPEED

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

THIS SHIP CAN CONTROL A

NUMBER OF	1	2	3	4	5	6
SEEKING						
WEAPONS EQUAL TO DOUBLE ITS						
SENSOR RATING						

DRONE RACKS

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

ANTI-DRONE TABLE

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

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

HIT & RUN

UIM	
DERFACS	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

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

DRONE RACKS

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

ANTI-DRONE TABLE

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

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

HIT & RUN

UIM	
DERFACS	

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

A diagram showing a hexagonal lattice structure. A central hexagon is labeled 'FH'. A double-headed arrow is drawn between the central hexagon and one of its adjacent hexagons, indicating a transition or interaction.

TRANSPORTER BOMBS

PROBES																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
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[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

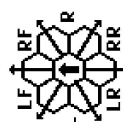
DIE ROLL	RANGE		6-9-16-26-51-			6-9-16-26-51-					
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

TYPE III DEFENSE PHASE

DIE RANGE		THE TEN DENSEST THIRDS				
ROLL	0	1	2	3	8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0


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

ANTI-DRONE TABLE

PRINT SCORE TABLE					
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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

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 (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(COVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2
DAMAGE UIN	10	10	8	8	6	0	0	0

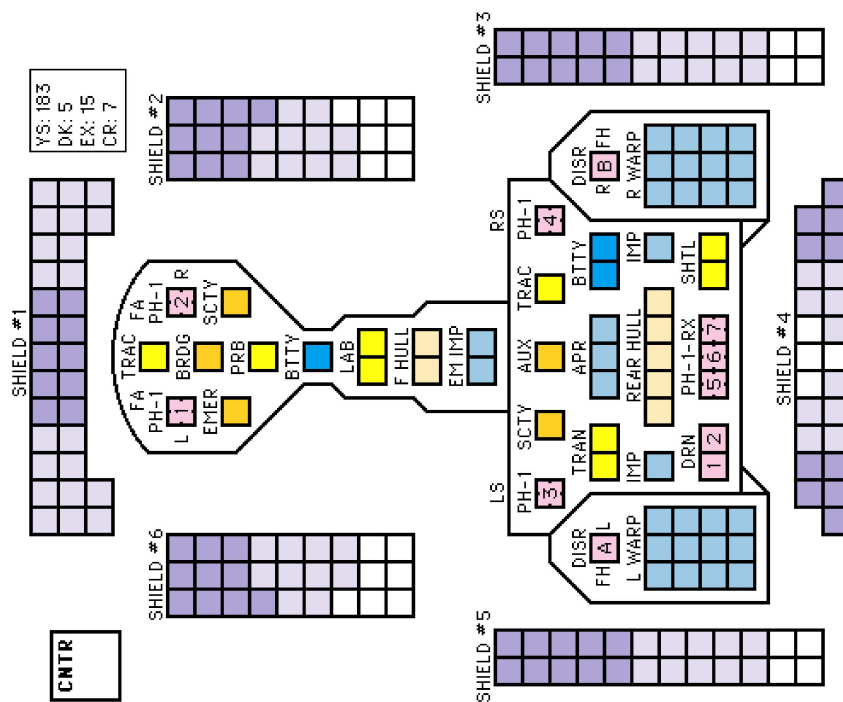
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

	WIND ENERGY POTENTIAL						WIND ENERGY POINT PER HOUR						NET FOOT CANTHS TO THIRTEENTH PART																	
	SPEED	1	2	3	4	⑤	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Frac.	$\frac{1}{2}$	1	$\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

⑥ = ERRATIC MANEUVER WARP COST

HIT & RUN
DERFACS

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



YS: 185
DK: 8
EX: 28
CR: 8

[illegible]

ADMINISTRATIVE SHUTTLES

										HIT POINTS		NOTES
										10	*	
										20		
										30		

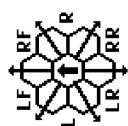
[illegible]

BOARDING PARTIES	10	PROBES	5
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO			

DOUBLE ITS SENSOR
RATING.

TYPE I OFFENSIVE PHASER TABLE

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


$$\overline{FX} = L + LF + RF + R$$

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

[illegible]

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

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

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

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

SHIP DATA TABLE	
TYPE	= MD7X
POINT VALUE	= 260
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.214

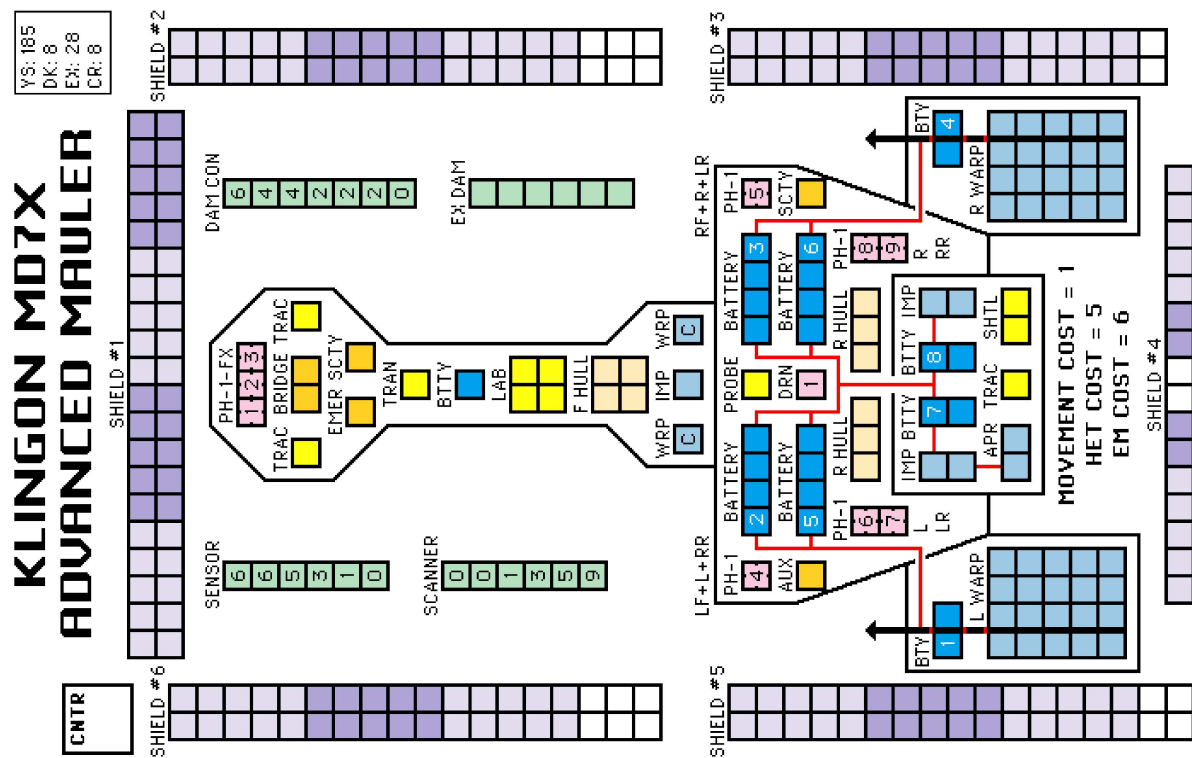
FIRST GENERATION X-SHIP

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

DRONE RACKS

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

THREE RELOADS; THIRD RELOAD IS ENTIRELY ADDS.



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

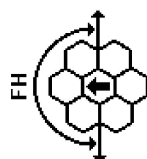
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

[illegible]CINTR

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

3 UM STANDARD
FIRST GENERATION X-SHIP

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



DRONE RACKS									
1	✓	✓	✓	✓	✓	✓	✓	✓	6X
2	✓	✓	✓	✓	✓	✓	✓	✓	6X
3	✓	✓	✓	✓	✓	✓	✓	✓	6X
4	✓	✓	✓	✓	✓	✓	✓	✓	6X

THREE RELOADS, THIRD RELOAD IS ENTIRELY ADDS

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

Category	Count
HIT & RUN	3
DERFACS	1

[illegible]

TRANSPORTER BOMBS

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

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

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

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

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

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

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

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

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

SEE (D2.33).

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

PROBES	NSM
5	

HIT & RUN CLOAK 

TYPE III DEFENSE PHASE

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

SEE (D4.12) FOR ARMOR RULES.

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

PSEUDO
PLASMA
TORPS

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

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

ROMULAN SPARROWHAWK-EX ADVANCED PF TENDER

CNTR

Y: 184

DK: 8

EX: 16

CR: 7

SCANNER

6

0

0

1

3

5

9

DAMCON

6

4

4

2

2

2

0

EX DAM

6

4

4

2

2

2

0

SHIP DATA TABLE

TYPE

=

SPEX

POINT VALUE

=

210

BREAKDOWN

=

5-6

SHIELD COST

=

1+1

LIFE SUPPORT

=

1

SIZE CLASS

=

3

CLOAK COST

=

18/4

REFERENCE

=

R4.211

FIRST GENERATION

X-SHIP

BPV INCLUDES CLOAK

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

TRANSPORTER BOMBS

10

20

30

40

50

BOARDING PARTIES

10

20

30

40

50

PROBES

5

10

15

20

25

30

35

40

45

50

RA = LR + RR

LS = LF + L + LR

RS = RF + R + RR

FX = L + LF + RF + R

RX = L + LR + RR + R

HIT & RUN CLOAK

1

2

3

4

5

6

7

8

9

10

THIS SHIP CAN CONTROL A NUMBER OF

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

SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TURN MODE SPEED

B	1	2	5
1	2	5	10
2	6	10	15
3	11	15	21
4	16	21	28
5	22	28	35
6	29	35	42

SCOUT FUNCTIONS SUMMARY

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

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

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

[6] = ERRATIC MANEUVER WARP COST

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A	M	B	S	C	S
A	M	B	S	C	S

SPECIAL SENSORS ARE DESTROYED ON "PHASER HITS."

SCOUT FUNCTIONS SUMMARY

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

THIS SHIP CAN CONTROL A NUMBER OF

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

TURN MODE SPEED

B	1	2	5
1	2	5	10
2	6	10	15
3	11	15	21
4	16	21	28
5	22	28	35
6	29	35	42

THIS SHIP CAN CONTROL A NUMBER OF

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

TURN MODE SPEED

B	1	2	5
1	2	5	10
2	6	10	15
3	11	15	21
4	16	21	28
5	22	28	35
6	29	35	42

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

TURN MODE SPEED

B	1	2	5
1	2	5	10
2	6	10	15
3	11	15	21
4	16	21	28
5	22	28	35
6	29	35	42

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

TURN MODE SPEED

B	1	2	5
1	2	5	10
2	6	10	15
3	11	15	21
4	16	21	28
5	22	28	35
6	29	35	42

THIS SHIP CAN CONTROL A NUMBER OF

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

TURN MODE SPEED

B	1	2	5
1	2	5	10
2	6	10	15
3	11	15	21
4	16	21	28
5	22	28	35
6	29	35	42

THIS SHIP CAN CONTROL A NUMBER OF

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

TURN MODE SPEED

B	1	2	5
1	2	5	10
2	6	10	15
3	11	15	21
4	16	21	28
5	22	28	35
6	29	35	42

THIS SHIP CAN CONTROL A NUMBER OF

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

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

YS: 186
DK: 6
EX: 21
CR: 7

LF RF
L
RR
LR
R

2

1

RP

PH-1
PH-1
BRIDGE
FA
L
R

WARP

LAB
F HULL
APR

REAR HULL

PH-1
RS
BTTY
TRAN
LS
TRAC
NWO
PH-1-360°
APR*
BTBY
OPT-RA
SHTL
IMP
OPT-RA
IMP

LP
PL-S
LWARP

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B

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

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

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

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

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

ACH ADDED FIGHTER COMES WITH ONE DECK CREW.

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

GLADIATOR-1
2XPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

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

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

[illegible]

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

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

⑥ = ERRATIC MANEUVER WARP COST

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

ROMULAN SPARROWHAWK-UX ADVANCED TECHNOLOGY SCOUT CARRIER

CNTR

SHIP DATA TABLE	
TYPE	SPUX
POINT VALUE	=228/205
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R4.213
FIRST GENERATION X-SHIP	
BPV INCLUDES CLOAK	

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	
20	
30	
40	
50	

THREE BAYS, NO TRANSFERS POSSIBLE:	
10	
20	
30	
40	
50	

TRANSPORTER BOMBS	
10	
20	
30	
40	
50	

PROBES	
10	
20	
30	
40	
50	

BOARDING PARTIES	
10	
20	
30	
40	
50	

DECK CREWS	
10	
20	
30	
40	
50	

RA = LR + RR	
10	
20	
30	
40	
50	

LS = LF + L + LR	
10	
20	
30	
40	
50	

RS = RF + R + RR	
10	
20	
30	
40	
50	

FX = L + LF + RF + R	
10	
20	
30	
40	
50	

RX = L + LR + RF + R	
10	
20	
30	
40	
50	

THIS SHIP CAN CONTROL A	
10	
20	
30	
40	
50	

NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.	
10	
20	
30	
40	
50	

TYPE I OFFENSIVE PHASER TABLE	
10	
20	
30	
40	
50	

TYPE III DEFENSE PHASER	
10	
20	
30	
40	
50	

PSEUDO-PLASMA TORPEDOES	
10	
20	
30	
40	
50	

TURN MODE	
10	
20	
30	
40	
50	

TYPE II PHASER (PTR)	
10	
20	
30	
40	
50	

DIE RANGE	
10	
20	
30	
40	
50	

ROLL 0	
10	
20	
30	
40	
50	

ROLL 1	
10	
20	
30	
40	
50	

ROLL 2	
10	
20	
30	
40	
50	

ROLL 3	
10	
20	
30	
40	
50	

ROLL 4	
10	
20	
30	
40	
50	

SENSORS	
10	
20	
30	
40	
50	

SHIELD #1	
10	
20	
30	
40	
50	

SHIELD #2	
10	
20	
30	
40	
50	

SHIELD #3	
10	
20	
30	
40	
50	

SHIELD #4	
10	
20	
30	
40	
50	

SHIELD #5	
10	
20	
30	
40	
50	

SHIELD #6	
10	
20	
30	
40	
50	

SCANNER	
10	
20	
30	
40	
50	

DAMCON	
10	
20	
30	
40	
50	

EX DAM	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

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

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

HIT & RUN CLOAK	
10	
20	
30	
40	
50	

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
10	
20	
30	
40	
50	

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

ROMULAN FIREHAWK-EX ADVANCED PF TENDER

[illegible]

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

PSEUDO-PLASMA TORPEDOES

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

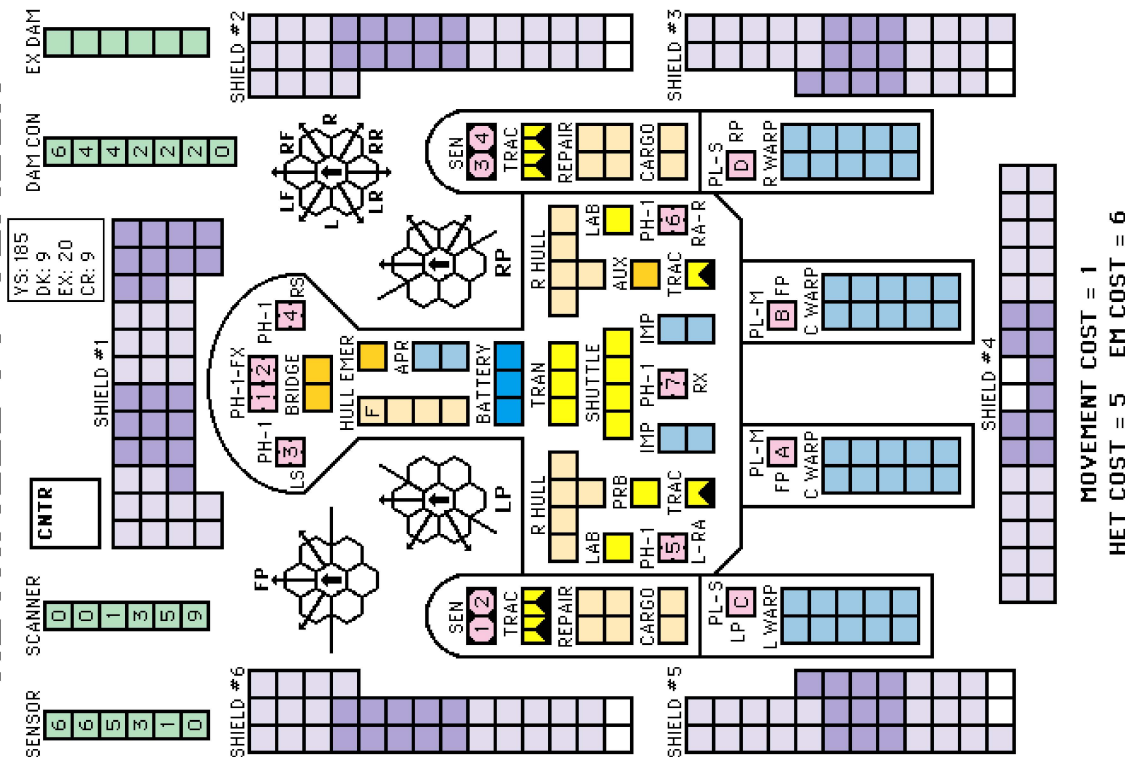
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

**HIT & RUN
CLOAK**

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



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

CREW UNITS

[illegible]

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

BOARDING PARTIES	
10	
20	

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

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

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

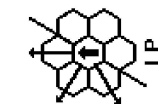
TYPE III DEFENSE PHASER

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

**PSEUDO-PLASMA
TORPEDOES**

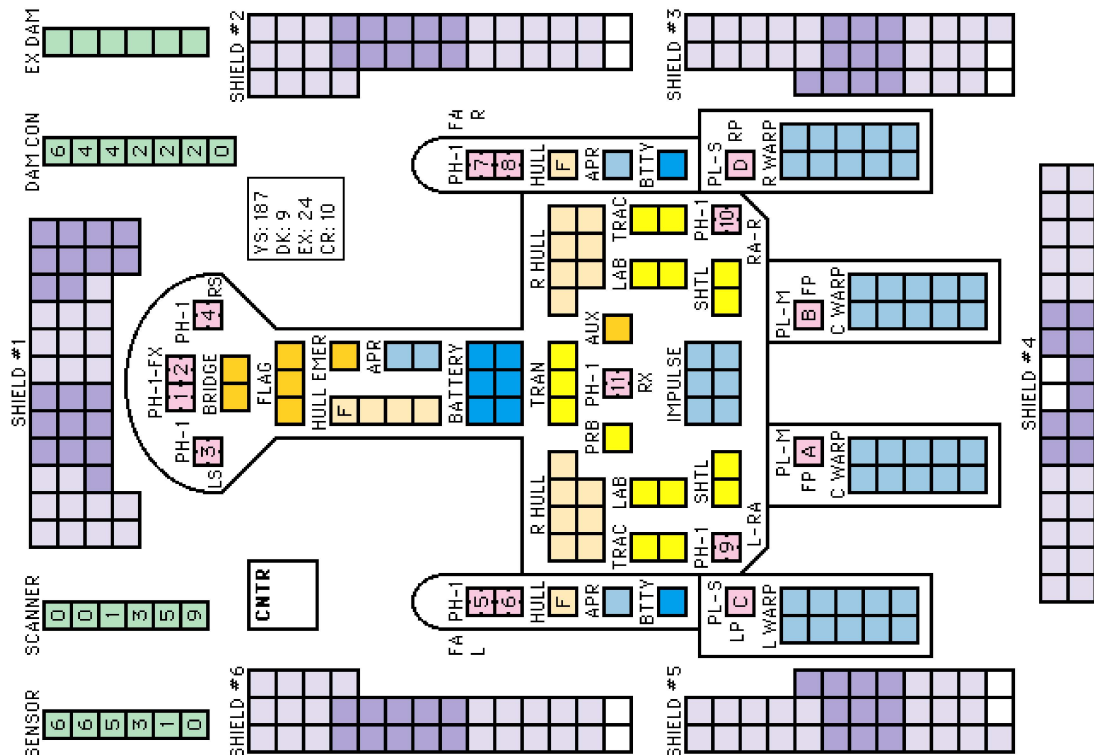
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R}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

HIT & RUN
CLOAK



PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



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

**ROMULAN FALCON-X
ADVANCED TECHNOLOGY
MAULER**

CNTR

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

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

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

[illegible]

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

Crew Units	Boarding Parties
	2
*	10

PROBES	TRANSPORTER BOMBS
5	DDDDDD

[illegible]

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

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

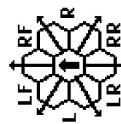
MAULER RANGE ADJUSTMENT CHART

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

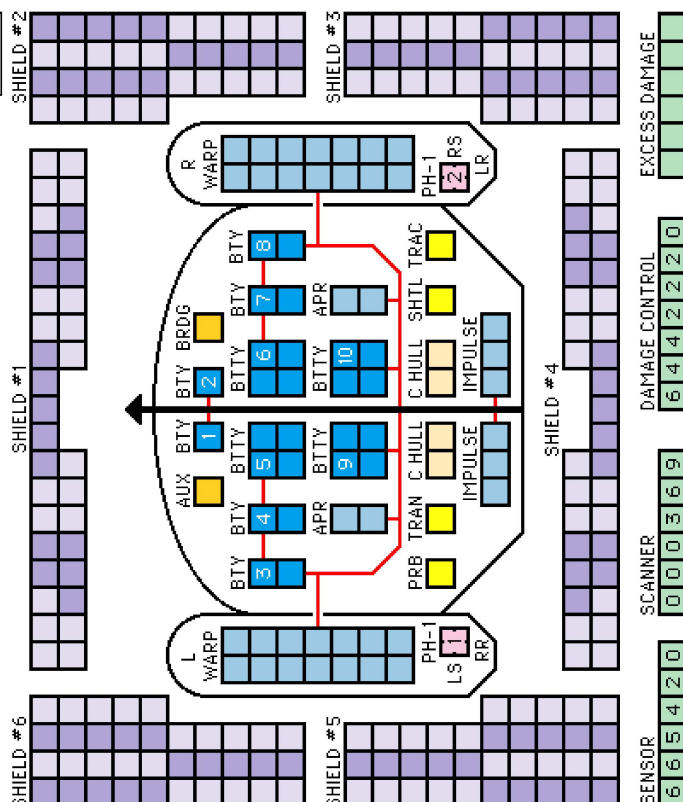
TYPE III DEFENSE PHASES

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

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

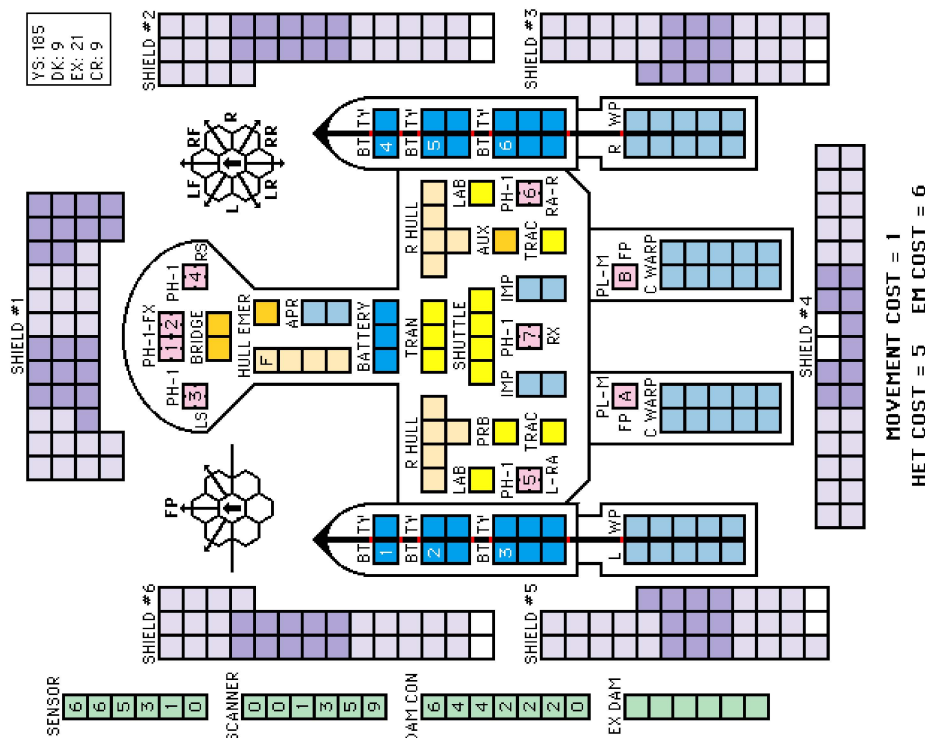

$$\begin{aligned} \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

YS: 186
DK: 6
EX: 23
CR: 9



CNTR

YS: 185
DK: 9
EX: 21
CR: 9



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

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

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

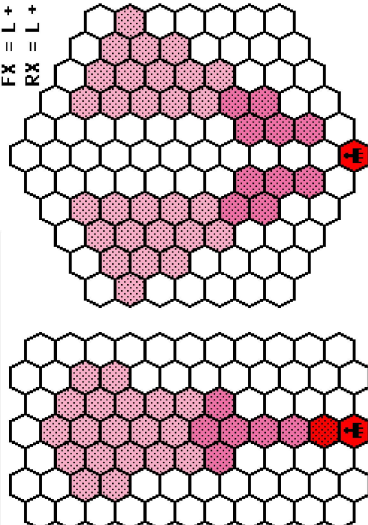
TYPE III DEFENSE PHASER

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

MAULER R	RANGE	I
	0-1	1
	2-5	1
	6-10	1

**HIT & RUN
CLOAK**

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

[illegible]PLASMA TOPPED WARHEAD STRENGTH TABLE

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

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

**KZINTI CMSX
ADVANCED TECHNOLOGY
MEDIUM SCOUT CRUISER**

CREW UNITS ADMINISTRATIVE SHUTTLES

STATION POINTS					ADDITIONAL STATIONS					NOTES	
										HIT POINTS	
			*	10							
				20							
				30							

[illegible]

BOARDING PARTIES

[illegible]

***PROFS**

5			
---	--	--	--

TYPE I OFFENSIVE PHASER TABLE

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

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

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

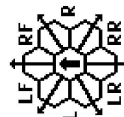
TYPE III DEFENSE PHASER

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

DRONE RACKS

[illegible]

EX RACKS IS ENTIRELY ADDS.


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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS.

ANTI-DRONE TABLE

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

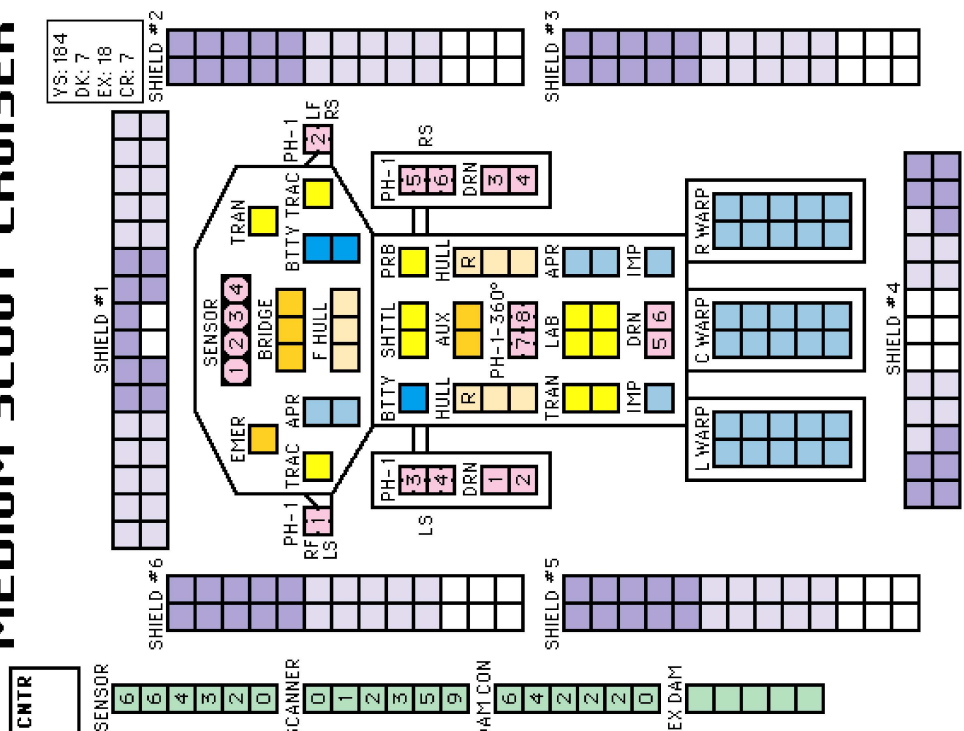
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27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

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

= 2/3 ENERGY POINT PER HEX

WARP ENERGY MOVE



SHIP DATA TABLE	
TYPE	= CMPX
POINT VALUE	= 183
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.208

FIRST GENERATION X-SHIP

PROBES

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

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

REPAIR IS DESTROYED
ON "CARGO" DAMAGE
POINTS

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

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

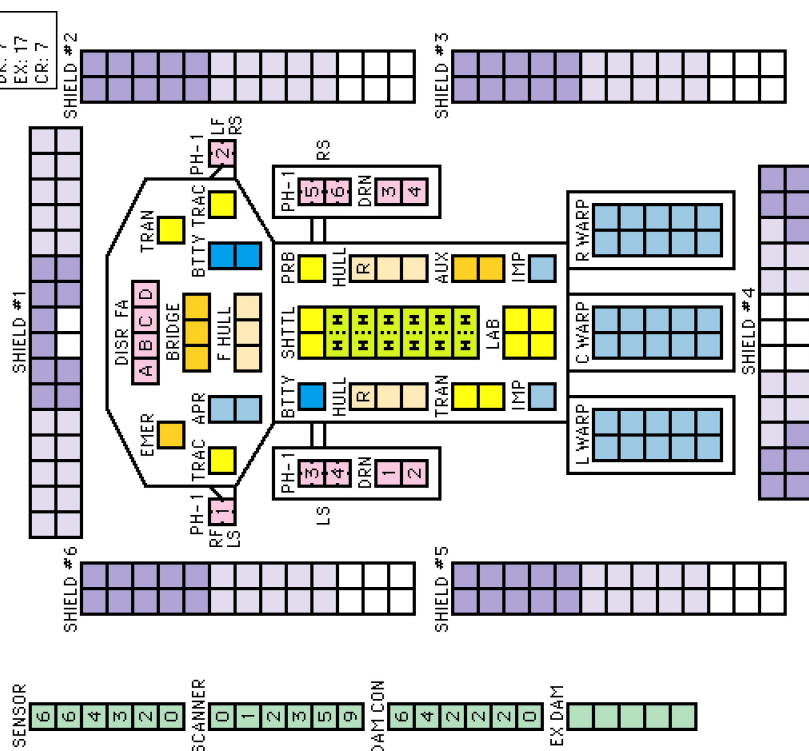
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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

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

**KZINTI CMUX ADVANCED
TECHNOLOGY HEAVY
FIGHTER CARRIER**

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



ST	17	18	19	20	21	22	23	24	25	26	27	28	29	30
⑥ = ERRATIC MANEUVER WARP COST														
1														
11 1/2	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20	
12	12	13	14	14	15	16	16	17	18	18	19	20	20	
17	18	19	20	21	22	23	24	25	26	27	28	29	30	

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

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


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

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

[illegible][illegible]

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING

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

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

CNTR

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

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

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

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

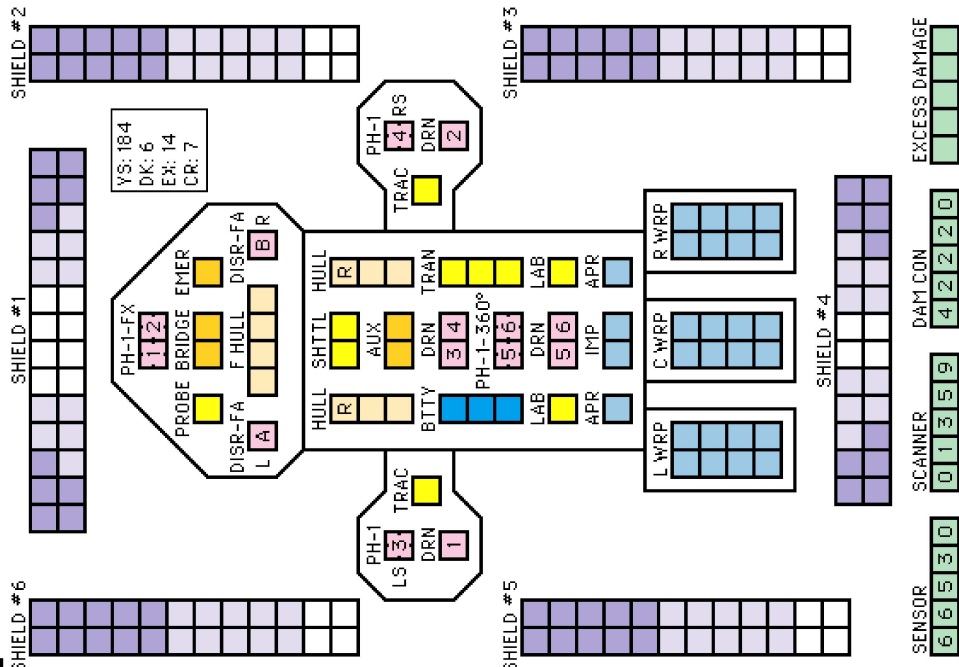
[illegible]

HIT & RUN
DERFACS

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

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX													5 = HET COST					
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard 1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2



[illegible]

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

[illegible]

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

T4DSC FIGHTERS
2XPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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

JCARTL

DART CON

012359

4

[illegible]

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

WEAPON OPTIONS	
C	
D	

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

RUN-WEAPON OPTIONS				
1				
2				
3				
4				

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

⑥ = ERRATIC MANEUVER WARP COST

**KZINTI FEX
ADVANCED TECHNOLOGY
ESCORT FRIGATE**

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

[illegible]

Diagram of the PH-1-FA shield structure. The central shield contains two yellow rectangular components labeled 'EMER' and 'BRDG'. The shield is flanked by two purple rectangular components labeled 'SHIELD #2' and 'SHIELD #6'.

SCANNER

0	1	4	9
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DAM CON

[illegible]

PH-1 ON REAR HULL IS 360°.

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

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

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

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

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

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

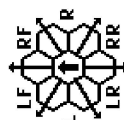
[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

DECK CREWS	PROBES
2	5

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

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.



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

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

TYPE I OFFENSIVE PHASER TABLE

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

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

STAFF										ENROUTE										MOVEMENT										COPIES										175										ENROUTE										POINT										PER										HLR										12										13										14										15										16										17										18										19										20										21										22										23										24										25										26										27										28										29										30																																																																															
SSPEED										1										2										3										4										5										6										7										8										9										10										11										12										13										14										15										16										17										18										19										20										21										22										23										24										25										26										27										28										29										30																																																	
Standard										1										1										2										2										2										2										3										3										3										3										4										4										4										4										5										5										5										6										6										6										7										7										7										7										8										8										8										9										9										9										9										10										10										10									
Erect										$\frac{1}{4}$										$\frac{2}{4}$										1										$1\frac{1}{4}$										$1\frac{1}{4}$										2										$2\frac{1}{4}$										$2\frac{1}{4}$										$2\frac{1}{4}$										3										$3\frac{1}{4}$										$3\frac{1}{4}$										4										$4\frac{1}{4}$										$4\frac{1}{4}$										5										$5\frac{1}{4}$										$5\frac{1}{4}$										6										$6\frac{1}{4}$										$6\frac{1}{4}$										7										$7\frac{1}{4}$										$7\frac{1}{4}$										8										$8\frac{1}{4}$										$8\frac{1}{4}$										9										$9\frac{1}{4}$										$9\frac{1}{4}$										10										10										10																			

GORN HBDX ADVANCED TECHNOLOGY HEAVY BATTLE DESTROYER

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

BOARDING PARTIES		TRANSPORTER BOMBS	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

DECK CREWS		PROBES	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

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

TYPE III DEFENSE PHASER		PSEUDO-PLASMA TORPEDOES	
DIE RANGE	DIE DAMAGE	DIE DAMAGE	
1 4 4 4 3 1 1 1 1	1 1 1 1 1 1 1 1 1	1 4 4 4 3 1 1 1 1	
2 4 4 4 2 1 1 1 0	2 2 2 2 2 2 2 2 2	2 3 3 3 2 1 1 1 0	
3 4 4 4 1 1 1 0 0	3 3 3 3 3 3 3 3 3	3 4 4 4 1 1 1 0 0	
4 4 4 3 0 0 0 0 0	4 4 4 4 4 4 4 4 4	4 5 5 5 0 0 0 0 0	
5 4 3 2 0 0 0 0 0	5 5 5 5 5 5 5 5 5	5 6 6 6 0 0 0 0 0	
6 3 3 1 0 0 0 0 0	6 6 6 6 6 6 6 6 6	6 7 7 7 0 0 0 0 0	

APR REPLACEMENT		NON-WEAPON OPTIONS	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

SHIP DATA TABLE		TURN MODE	
TYPE	POINT VALUE	MODE	SPEED
HBDX	180	1	2-5
BREAKDOWN	5-6	2	6-10
LIFE SUPPORT	1/2	3	11-15
SIZE CLASS	4	4	16-21
REFERENCE	R6.206	5	22-28
		6	29+

FIRST GENERATION X-SHIP		PLASMA TORPEDO WARHEAD STRENGTH TABLE	
IDENT	HIT POINTS	RANGE	STRENGTH
10		0-5	6-10
20		11-12	13-14
30		15-16	17-18
40		19-20	21-23
		24-25	

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

WARP ENERGY MOVEMENT COST		WARP ENERGY MOVEMENT COST	
IDENT	HIT POINTS	NOTES	
10			
20			
30			
40			

GORN CLX ADVANCED TECHNOLOGY LIGHT CRUISER

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

CNTR



SHIELD #2



SHIELD #6



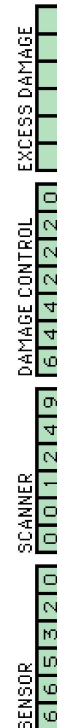
SHIELD #3



SHIELD #5



SHIELD #4

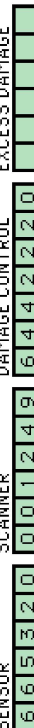


SENSOR

SCANNER

DAMAGE CONTROL

EXCESS DAMAGE



ADMINISTRATIVE SHUTTLES

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

TRANSPORTER BOMBS

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

CAN TRANSFER BY (J159).

PROBES

5

BOARDING PARTIES

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

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

PSEUDO-PLASMA TORPEDOES
A M B M C S D S
A M B M C S D S

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

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

CNTR

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

FIRST GENERATION X-SHIP

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS
THIS SHIP HAS TWO SHUTTLE BAYS.		
CAN TRANSFER BY (J159).		

10	*				
20					
30					
40					

[illegible]

၆

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

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

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 GL	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				

HYPER ENERGY TOTALSHEET 6001 = 270 ENERGY POINTS PER MIN													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13
Standard	1	2	2	3	4	4	4	5	6	6	7	8	9
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$

	4	15	16	17
0	0	10	11	12
t_3	10	$10^{2/3}$	$11^{1/2}$	

0	1	2	3	4	5	6	7	8	9	30
4	14	15	16	16	17	18	18	19	20	20
$\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS
THIS SHIP HAS TWO SHUTTLE BAYS.		
CAN TRANSFER BY (J159).		

10	*				
20					
30					
40					

[illegible]

၆

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

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

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 GL	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				

HYPER ENERGY TOTALSHEET 6001 = 270 ENERGY POINTS PER MIN													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13
Standard	1	2	2	3	4	4	4	5	6	6	7	8	9
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$

	4	15	16	17
t_3	0	10	11	12
t_3	10	$10^{2/3}$	$11^{1/3}$	

0	1	2	3	4	5	6	7	8	9	30
4	14	15	16	16	17	18	18	19	20	20
$\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

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GORN HSVX ADVANCED TECHNOLOGY SCOUT CARRIER

SHIP DATA TABLE

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

ADMINISTRATIVE SHUTTLES

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

TRANSPORTER BOMBS

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DECK CREWS

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BOARDING PARTIES

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TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER (FTR)

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

TURN MODE SPEED

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

PLASMA-K COMBAT TABLE

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

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

SCOUT FUNCTIONS SUMMARY

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-DX RACKS

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

RACKS HAD TWO RELOADS.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-DX RACKS

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

RACKS HAD TWO RELOADS.

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

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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

SHIP DATA TABLE

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

ADMINISTRATIVE SHUTTLES

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

TRANSPORTER BOMBS

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DECK CREWS

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

BOARDING PARTIES

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

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER (FTR)

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

TURN MODE SPEED

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

PLASMA-K COMBAT TABLE

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

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

SCOUT FUNCTIONS SUMMARY

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-DX RACKS

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

RACKS HAD TWO RELOADS.

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

SHIP DATA TABLE

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

ADMINISTRATIVE SHUTTLES

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

TRANSPORTER BOMBS

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

DECK CREWS

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

BOARDING PARTIES

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TYPE III DEFENSE PHASER

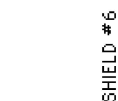
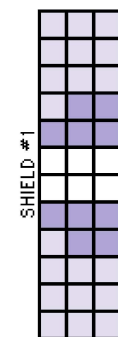
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10
1	4	4	4	3	1	1	1	1	1	1	1
2	4	4	4	4	2	1	0	0	0	0	0
3	4	4	4	4	1	0	0	0	0	0	0
4	4	4	4	3	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

GORN HDSX ADVANCED TECHNOLOGY HEAVY SCOUT DESTROYER

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



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



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



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



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



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



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



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



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



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



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



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



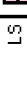
YS: 186
DK: 7
EX: 21
CR: 7



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



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



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



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



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



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



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

CNTR

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

Category	Count
HIT & RUN	3
DERFACS	1

CREW UNITS[illegible]

BOARDING PARTIES

[illegible]

	PROBES	

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 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	1	2	3	4	5	6
B						
HET						
BD						
SPEED	2-5	6-10	11-15	16-21	22-28	29+

TYPE III DEFENSE PHASE

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

ADMINISTRATIVE SHUTTLES[illegible]TRANSPORTER BOMBERS

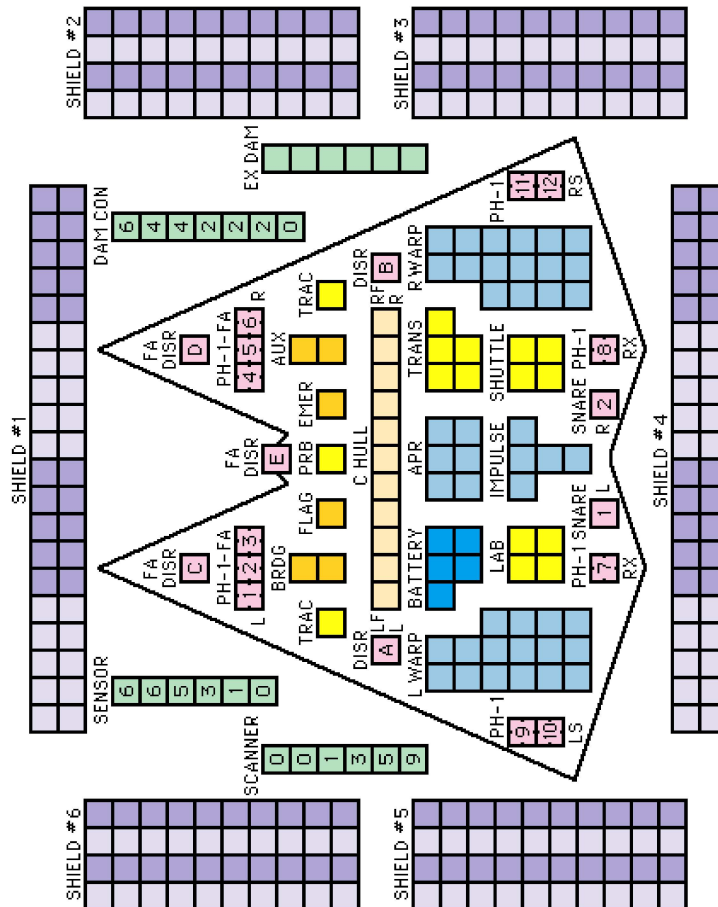
LINKING OR LINK BOXES?							

DISRUPTOR TABLE

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

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

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



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


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

**THOLIAN PAX
ADVANCED TECHNOLOGY
PHOTON HEAVY CRUISER**

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

CNTR

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

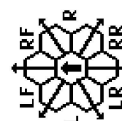
[illegible]

TYPE I OFFENSIVE PHASER TABLE

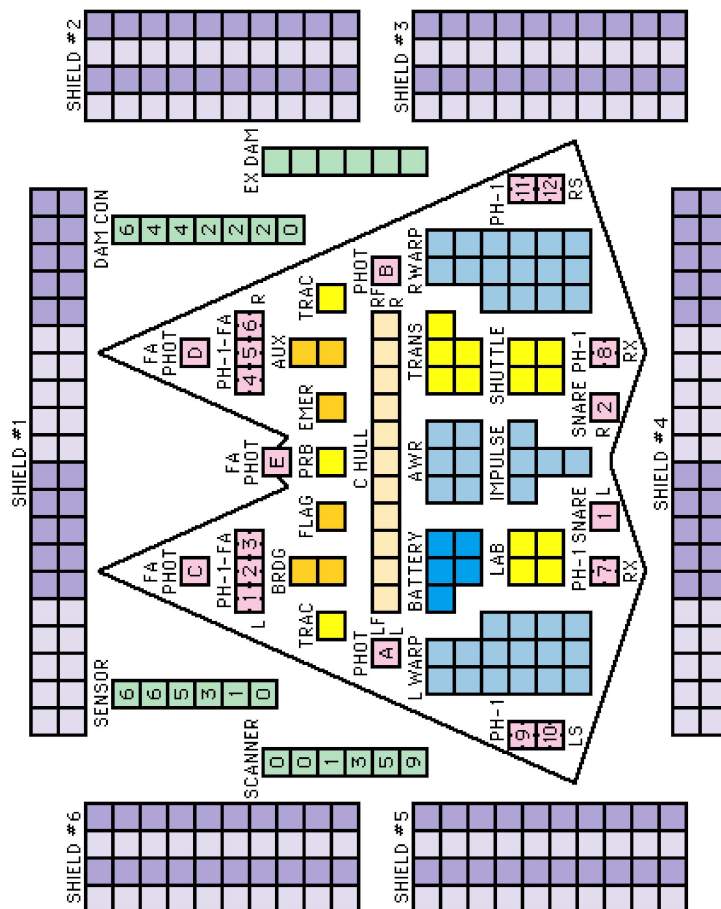
DIE RANGE		PORTFOLIO RISK INDEX										TURN MODE	SPEED
ROLL	0	1	2	3	4	5	8	9	16	26-50	51-75		
1	9	8	7	6	5	5	4	3	2	1	1	1	2-5
2	8	7	6	5	5	4	3	2	1	1	0	0	6-10
3	7	5	5	4	4	4	3	1	0	0	0	0	11-15
4	6	4	4	4	4	3	2	0	0	0	0	0	16-21
5	5	4	4	4	3	3	1	0	0	0	0	0	22-28
6	4	4	3	3	2	2	0	0	0	0	0	0	29+

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

	TRANSPORTER BOMBS	
		D D D D D D D


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

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

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

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

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

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

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

[illegible]

CNTR	
------	--

SENSOR

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

FIELD #2									

[illegible]DAM CON

FIELD # 3									

[illegible]EX D&M[illegible]

SHIP DATA TABLE	
TYPE	= CWPX
POINT VALUE	= 191/161
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.211
FIRST GENERATION X-SHIP	

SCANNER

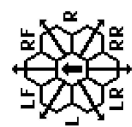
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



$$|S| = |E| + |R|$$

$$S = R + R + R$$

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

OUT FUNCTIONS SUMMARY

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

THIS SHIP HAS ONE SHUTTLE BAY.

[illegible]

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

PROBES
5

SENSOR RATING.

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

ABOUT FUNCTIONS SUMMARY

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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

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

SENSOR

SCANNER

DAM CON

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

3: DAM

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

NON-WEAPON OPTIONS	
1	
2	
3	
4	

CANNOT BE WEAPON OR POWER.

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

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

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

IDENT	HIT POINTS	NOTES
THREE BAYS, NO TRANSFERS.		
FIGHTERS ARE IN EXTERNAL BAYS.		

BOARDING PARTIES	TRANSPORTER BOMBS
10	D D D D

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

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

5

DECK CREWS HAS TWO DECK CREWS.

ACH ADDED FIGHTER COMES WITH ONE DECK CREW.

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

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

SPIDER-III FIGHTERS

2XPh-3-FA

DFR = 4

CRIPPLED = 10

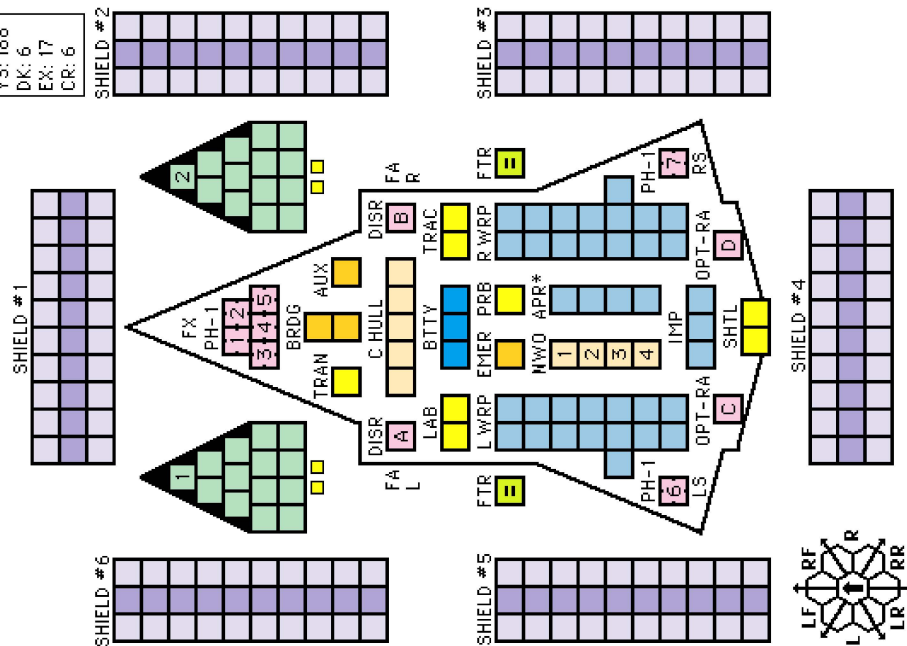
SPEED = 15

BPY = 6

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

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

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



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

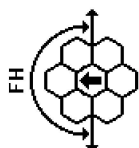
YS: 187
DK: 4+2
EX: 14+6
CR: 7

CNTR

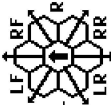
SHIP DATA TABLE	
TYPE	= NLX
POINT VALUE	= 206
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.213
3 UIM STANDARD	
FIRST GENERATION X-SHIP	

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

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



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


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

HIT & RUN
DERFACS

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

BOARDING PARTIES	TRANSPORTER BOMBS	PROBES
10	D D D D D D D	5

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

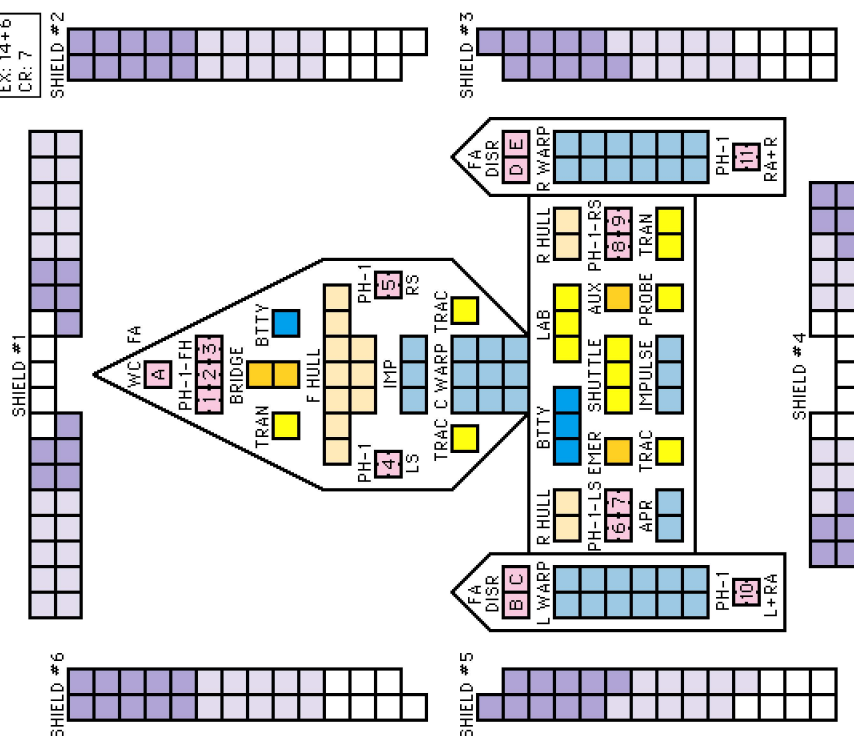
DIE RANGE	6- 9- 16- 26- 51- ROLL 0 1 2 3 4 5 8 15 25 50 75										
	1	9	8	7	6	5	5	4	3	2	1
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	4	3	2	0	0	0
5	5	4	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	2	0	0	0	0

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
4-5-6	35*	20	13	10	8
5-6-N	35*	25	16	12	10
6-N-N	35*	30	20	15	12

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, OUI D	10	10	8	8	6	0	0	0	0			

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

⑥ = ERRATIC MANEUVER WARP COST



ORION BRX ADVANCED TECHNOLOGY BATTLE RAIDER

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

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		

SHIP DATA TABLE

TYPE	=	BRX
POINT VALUE	=	267
BREAKDOWN	=	6
SHIELD COST	=	1+1
CLOAK COST	=	18/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.206
STEALTH	+2	ECM
BPV INCLUDES CLOAK		
BPV WITHOUT CLOAK	=	237
BPV INCLUDES OAKDISC		
FIRST GENERATION X-SHIP		

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
10		
20		
30		

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
10		
20		
30		

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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

HIT & RUN CLOAK

IDENT	HIT POINTS	NOTES
10		
20		
30		

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

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

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

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

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

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

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

INSERT OPTIONAL WEAPONS

NO HELLBORES IN WING MOUNTS.

SEE ANNEXES #8A AND #8B.

DRION PFX

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

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

Diagram of a hexagonal lattice structure with an arrow pointing upwards. The labels are: LF (top-left), RF (top-right), LR (bottom-left), RR (bottom-right), and R (center-top).

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

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

CREW UNITS

									*	10
										20
										30
										40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

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

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

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

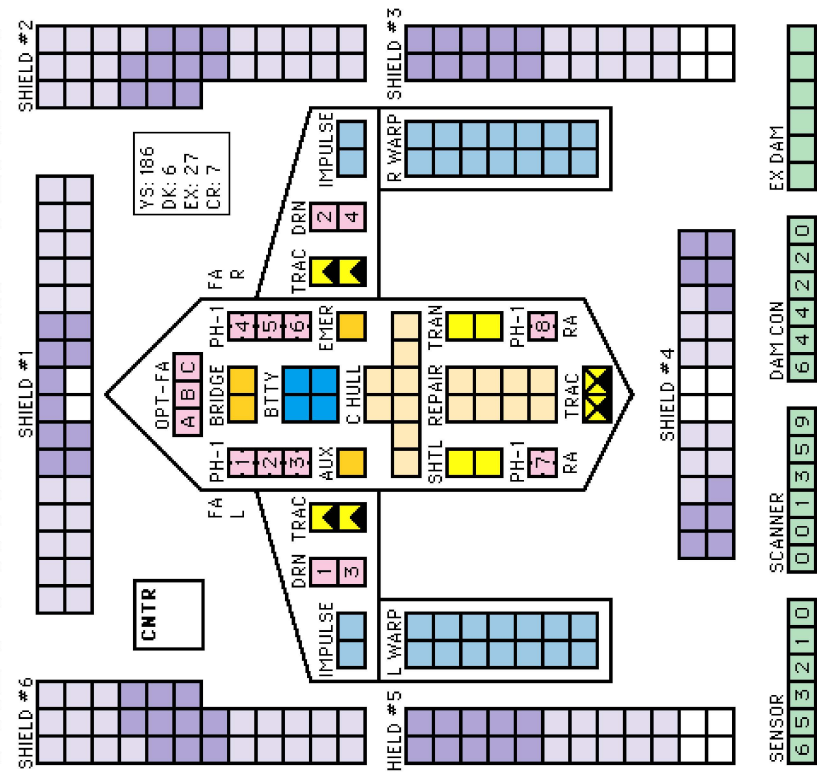
TYPE III DEFENSE PHASER					HIT & RUN CLOAK
DIE ROLL	RANGE	4- 2	9- 3	15- 8	
1	4	4	3	1	
2	4	4	3	1	
3	4	4	2	1	
4	4	4	2	0	

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

[illegible]

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

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



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

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

IDENT	HIT POINTS	NOTES

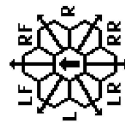
[illegible]

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

HIT & RUN
CLOAK

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

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


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

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

NIMBLE SHIP

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

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

③ = ERRATIC MANEUVER WARP COST

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

**ORION HOWX ADVANCED
HEAVY WAR DESTROYER**

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

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

HAS TWO DECK CREWS.

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

EACH ADDED FIGHTER COMES WITH ONE DECK CREW.

HIT & RUN
CLOAK

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

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

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS.

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

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

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

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

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

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

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS.

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

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

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

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

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[illegible]

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

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

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

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS.

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

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

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

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

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

[illegible]

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

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

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

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS.

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

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

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

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

HYDRAN CAVALIER-X ADVANCED TECHNOLOGY HEAVY CARRIER

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

CNTR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	
40		

THREE BAYS — TRANSFER BY (J1.59).

10	20	30	40
----	----	----	----

TRANSPORTER BOMBS

10	20	30	40
----	----	----	----

PROBES

10	20	30	40
----	----	----	----

BPV DOES NOT INCLUDE THE COST OF THE FIGHTERS.

BPV = 14

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER (FTR)

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

FTR FUSION TABLE

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

TYPE III DEFENSE PHASER

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

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

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

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



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

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

HYDRAN VDX ADVANCED TECHNOLOGY MEDIUM SCOUT CARRIER

CNTR

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

[illegible][illegible]

TRANSPORTER BOMBS	D	D	D

BPV DOES NOT
INCLUDE THE COST
OF THE FIGHTERS.

TYPE I OFFENSIVE PHASER TABLE

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

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

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

ETR FUSION TABLE

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

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

REFRUSION TABLE

DISTRIBUTION TABLE		SCOUT FUNCTIONS SUMMARY	
DIE	RANGE	3-	10
ROLL	0	1	2
1	13	8	6
2	11	8	5
3	10	7	4
4	9	6	3
5	8	5	3
6	8	4	2

SPECIAL SENSORS
ARE DESTROYED ON
"TORPEDO"
DAMAGE POINTS.

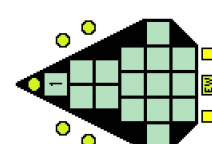
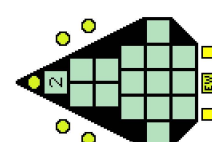
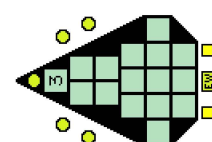
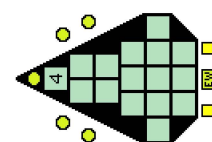
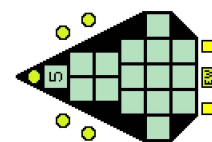
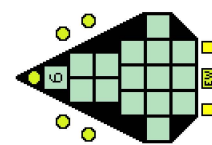
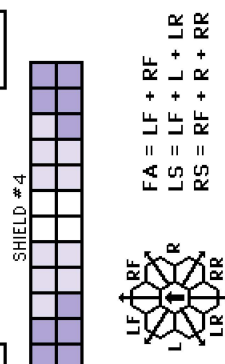
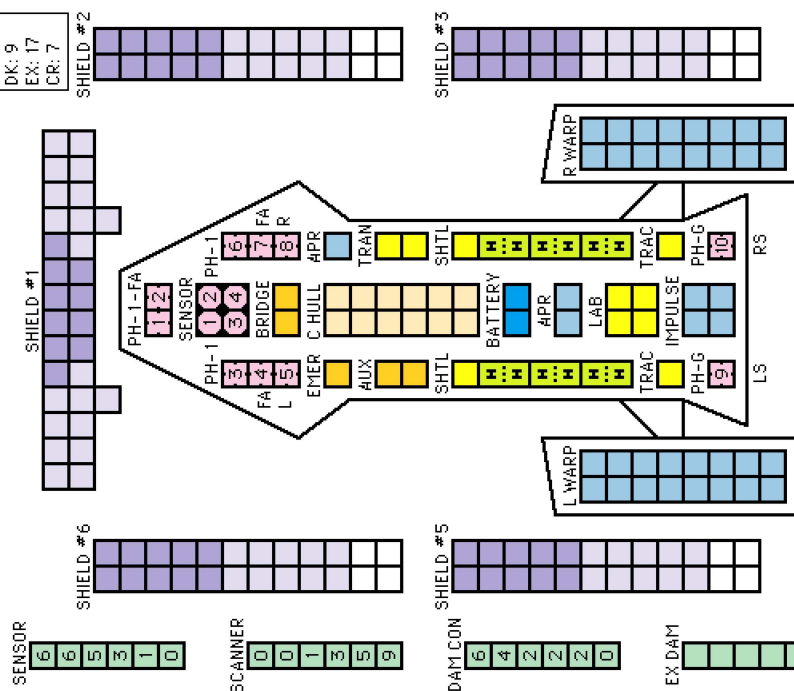
TYPE III DEFENSE PHASE

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

EIGHTER HEI I BORE TABLE

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

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



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX													[5] = HET COST													[6] = ERRATIC MANEUVER WARP COST												
SPEED	1	2	3	4	[5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
Standard	1	2	2	3	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20									
Fract.	1½	2	2⅔	3½	4	4⅔	5½	6	6⅔	7½	8	8⅔	9½	10	10⅔	11½	12	12⅔	13½	14	14⅔	15½	16	16⅔	17½	18	18⅔	19½	20									

HYDRAN DEMON HUNTER-X ADVANCED TECHNOLOGY HEAVY WAR DESTROYER

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

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

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

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

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

TURN MODE			WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		
MODE	ROLL 0	ROLL 1	SPEED	1	2
1	2	1	Standard	1	2
2	1	0	Fract.	1 1/3	2
3	0	0		2 2/3	3 1/3
4	0	0		4 2/3	5 1/3
5	0	0		6 2/3	7 1/3
6	0	0		8 2/3	9 1/3

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

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

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

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

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

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

TURN MODE			WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		
MODE	ROLL 0	ROLL 1	SPEED	1	2
1	2	1	Standard	1	2
2	1	0	Fract.	1 1/3	2
3	0	0		2 2/3	3 1/3
4	0	0		4 2/3	5 1/3
5	0	0		6 2/3	7 1/3
6	0	0		8 2/3	9 1/3

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

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

BOARDING PARTIES			TRANSPORTER BOMBS		
IDENT	HIT POINTS	NOTES	IDENT	HIT POINTS	NOTES
1	10				
2	20				
3	30				
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					

ADMINISTRATIVE SHOOTLES

[illegible][illegible]

BOARDING PARTIES

10	
20	

	TRANSPORTER BOMBS
	D D D D D D

DECK CREWS	PROBES
2	

PROBES
5

TYPE I OFFENSIVE PHASER TABLE

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

SPY INCLUDES THE COST OF THE FIGHTERS.

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

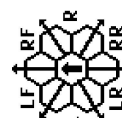
DIE ROLL	TYPE II PHASER (FTR)					
	RANGE		4-9-8		15	
	0	1	2	3	4	5
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

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

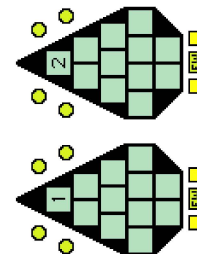
TYPE III DEFENSE PHASER							
DIE RANGE	ROLL			4- 9- 8 15			
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

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

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


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



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

CNTR	
------	--

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

FIRST GENERATION X-SHIP

SENSOR

SCANNER

DAM CON

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

EX DAM

[illegible]

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

HYDRAN LORD MARSHAL-X ADVANCED TECHNOLOGY COMMAND CRUISER

ADMINISTRATIVE SHUTTLES

CREW UNITS	IDENT	HIT POINTS	NOTES
		10	
		20	
		30	
		40	

THREE BAYS - NO TRANSFERS.

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
	10	
	20	

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
	10	
	20	

DECK CREWS

IDENT	HIT POINTS	NOTES
	10	
	20	

PROBES

IDENT	HIT POINTS	NOTES
	10	
	20	

SHIP DATA TABLE	LMX
TYPE	LMX
POINT VALUE	310
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R9.211

FIRST GENERATION X-SHIP

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

FUSION OVERLOAD	DIE RANGE	ROLL	0	1	2	3-8
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	

TYPE I OFFENSIVE PHASER TABLE	DIE RANGE	ROLL	0	1	2	3-8
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	

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

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

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	

MOVEMENT COST = 1	HET COST = 5	EM COST = 6
FA = LF + RF	LS = LF + L + LR	RS = RF + R + RR

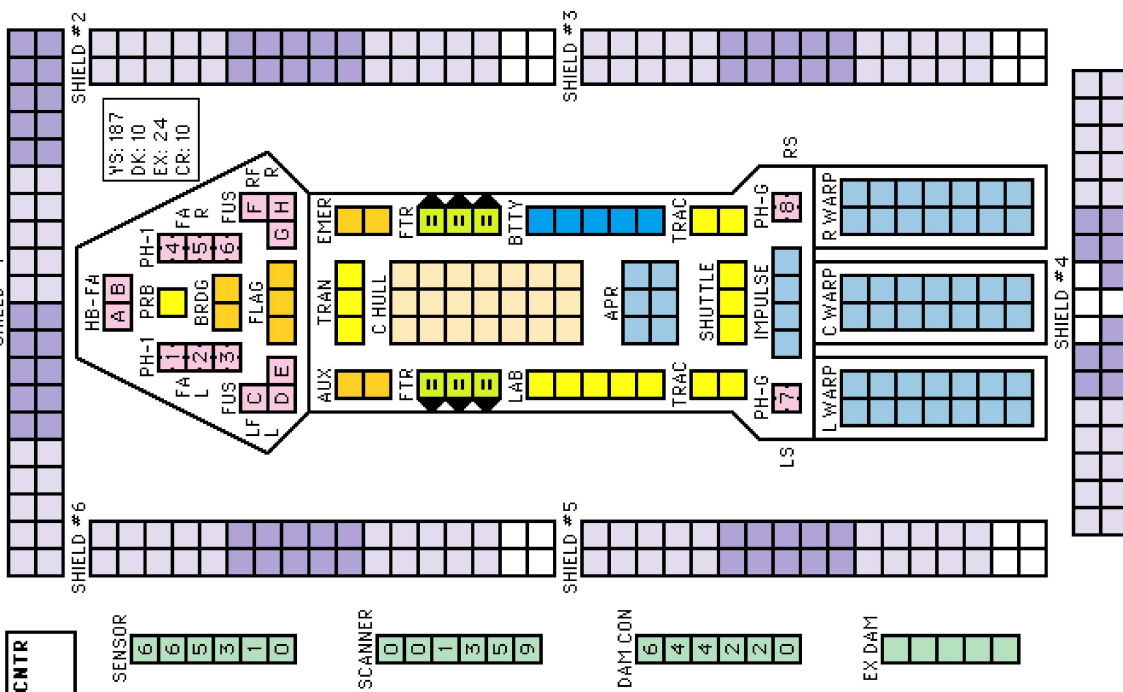
STINGER-X	1xPH-2-FA	1xPH-6-FA	DFR = 4	CRIPPLED = 8	SPEED = 20	BPV = 14
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TYPE I OFFENSIVE PHASER TABLE	DIE RANGE	ROLL	0	1	2	3-8
1	13-8	6	4	3	2	
2	11-8	5	3	2	1	
3	10-7	4	2	1	0	
4	9-6	3	1	1	0	
5	8-5	3	1	0	0	
6	8-4	2	0	0	0	

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

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

TYPE I OFFENSIVE PHASER TABLE	DIE RANGE	ROLL	0	1	2	3-8
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	



CNTR

SHIP DATA TABLE	
TYPE	= MHX
POINT VALUE	= 290
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.212

FIRST GENERATION X-SHIP

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

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

EX DAM

[illegible]

TRANSPORTER BOMBS	D D D D D D D		BPV INCLUDES THE COST OF THE EIGHTHS
PROBES		5	

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

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

Two triangles are shown. The top triangle contains the number 2 and has 2 yellow dots. The bottom triangle contains the number 1 and has 1 yellow dot.

[illegible]

DIE ROLL	RANGE		2	3-10	11-15	16-24
	0	1				
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

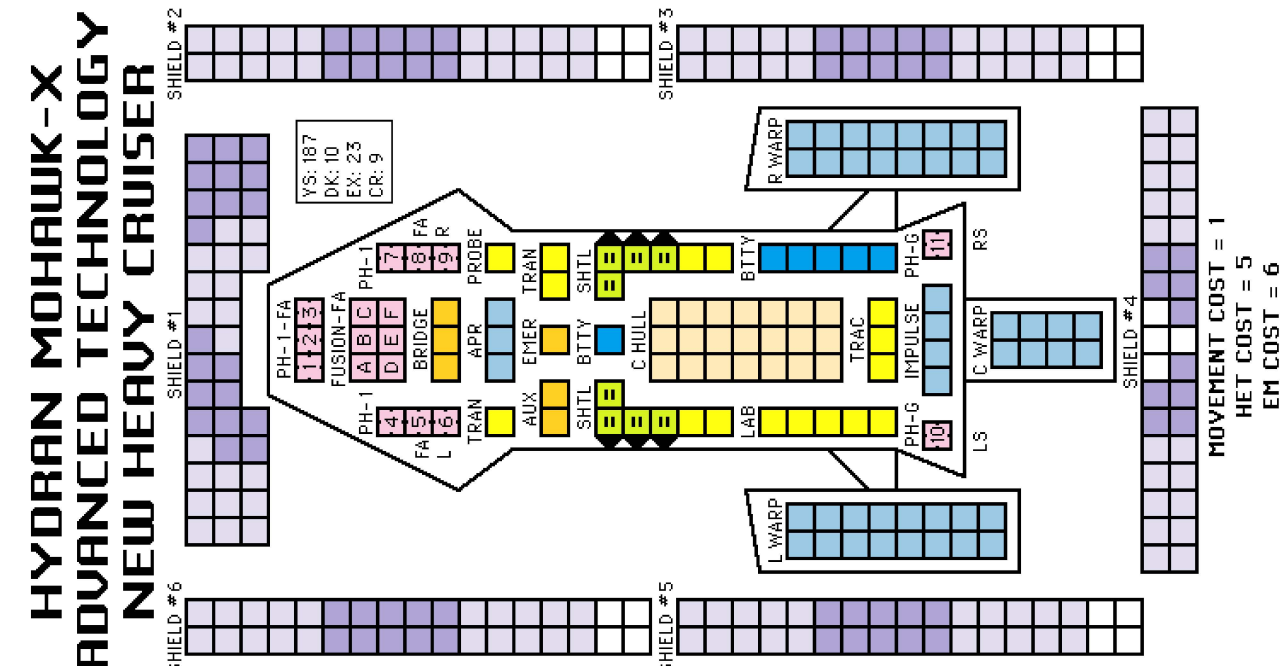
TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6- 9- 16			6- 9- 15			6- 9- 22				
ROLL	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	3	2	1
2	8	7	6	5	5	4	3	2	1	4	3	2
3	7	5	5	4	4	3	1	0	0	3	2	1
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

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

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



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



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

HYDRAN PEGASUS-X ADVANCED TECHNOLOGY FAST PATROL SHIP TENDER

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

CNTR

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

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

TYPE I OFFENSIVE PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS

ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.

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

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

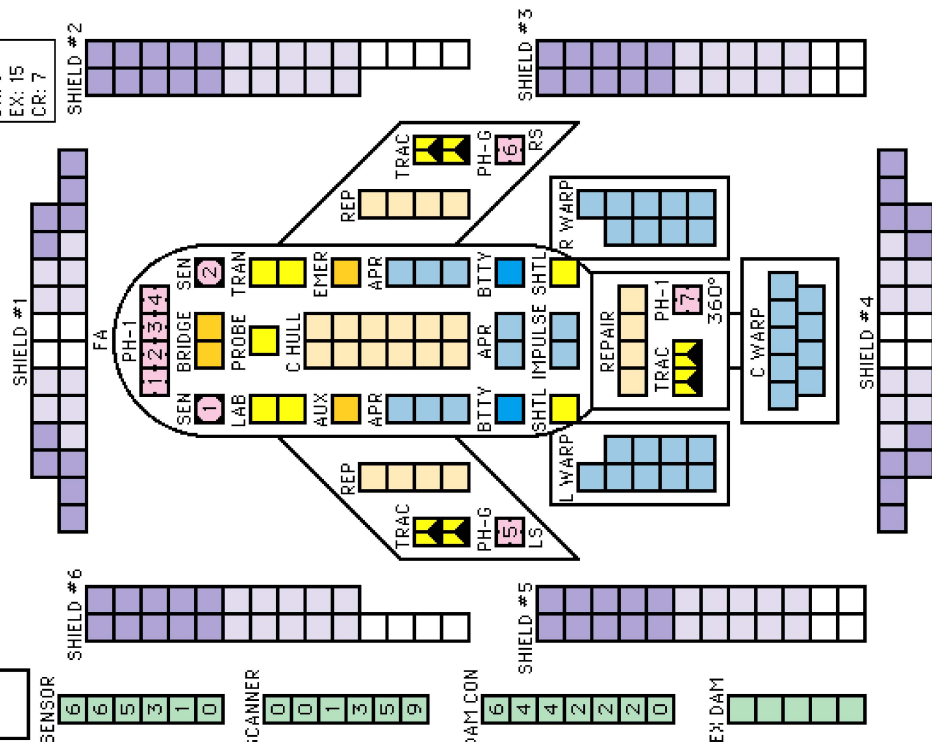
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.



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

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

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



SHIP DATA TABLE	
TYPE	= MSX
POINT VALUE	= 280/210
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.215
FIRST GENERATION X-SHIP	

[illegible]

BOARDING PARTIES						
						10

DECK CREWS

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

TYPE II PHASER (FTR)				FTR FUSION TABLE			
DIE ROLL	RANGE			DIE ROLL	RANGE		
	0	1	2	3	4	5	3- 2 10
1	6	5	5	4	3	2	
2	6	5	4	4	2	1	
3	6	4	4	4	1	1	
4	5	4	4	3	1	0	
5	5	4	3	3	0	0	
6	5	3	3	3	0	0	

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

SCOUT FUNCTIONS SUMMARY

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

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

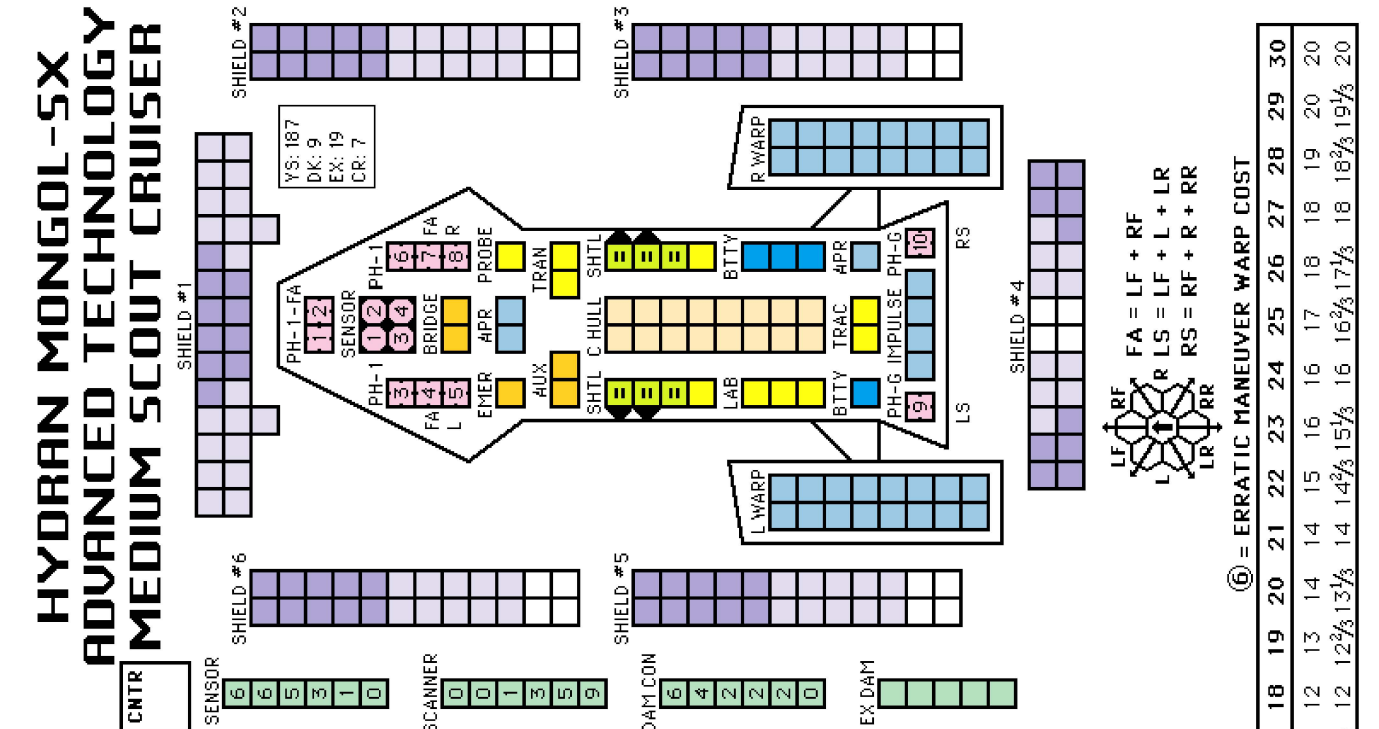
WORK ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																	5 = HET COST	
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard 1		2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$		

SHIP DATA TABLE	
TYPE	= MSX
POINT VALUE	= 280/210
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.215
FIRST GENERATION X-SHIP	

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

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

WORK ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																	5 = HET COST	
	SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard 1		2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$		



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

FIRST GENERATION X-SHIP

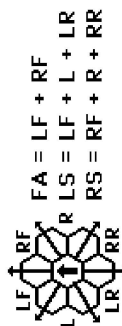
CREW UNITS								ADMINISTRATIVE SHUTTLES				
						*	10				HIT POINTS	NOTES
							20					
							30					
							40					

TWO BAYS — NO TRANSFERS.

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

PROBES	5

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



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

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

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

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

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

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

CNTR

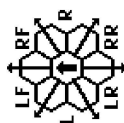
HIT & RUN
DERFACS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		

TWO BAYS — NO TRANSFERS.

[illegible]

PROBES					
5					



TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6-9-16-26-51-55	
ROLL	0 1 2 3 4 5 8 15 25 50 75		
1	9 8 7 6 5 5 4 3 2 1 1		
2	8 7 6 5 5 4 3 2 1 1 0		
3	7 5 4 4 4 4 3 1 0 0 0		
4	6 4 4 4 4 3 2 0 0 0 0		
5	5 4 4 4 3 3 1 0 0 0 0		
6	4 4 3 3 2 2 0 0 0 0 0		

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

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

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

DISPERSED FOR TABLE											EXCESS DAMAGE MILS.									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40											
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2											
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2											
HIT(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 ITS
SENSOR RATING.

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

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

The diagram illustrates the layout of the Star Trek: Voyager, showing various rooms and their functions. The ship is oriented with the bow at the top. Shields are located at the front (SHIELD #1, #2, #3, #5, #6) and rear (SHIELD #4). The layout includes sections for Forward (FA), Main (MA), and Aft (AA). Key rooms include the Bridge, Engineering (ENG), Medical (MED), and various support areas. The ship is divided into sections by bulkheads, and the layout is color-coded to represent different materials or functions.

SHIELD #6 (Front)

SHIELD #5 (Front)

SHIELD #4 (Rear)

SHIELD #3 (Rear)

SHIELD #2 (Front)

SHIELD #1 (Front)

FA (Forward)

MA (Main)

AA (Aft)

Rooms and Functions:

- DISR** (Disruptor)
- PH-1** (Phase 1)
- TRAN** (Transporter)
- ESG** (Engineering Support Group)
- PH-1** (Phase 1)
- TRAC** (Tracker)
- APR** (Access Point)
- R HULL** (Right Hull)
- APR** (Access Point)
- R WARP** (Right Warp Core)
- FLAG** (Flag)
- BTTY** (Bridge TTY)
- SHTL** (Shuttle)
- EMER** (Emergency)
- APR** (Access Point)
- IMP** (Impulse)
- REPAIR** (Repair)
- LAB** (Laboratory)
- PH-1** (Phase 1)
- BRIDGE** (Bridge)
- C HULL** (Center Hull)
- PROBE** (Probe)
- APR** (Access Point)
- IMP** (Impulse)
- REPAIR** (Repair)
- ESG** (Engineering Support Group)
- TRAC** (Tracker)
- DISR-FX** (Disruptor-FX)
- C WARP** (Center Warp Core)
- AUX** (Auxiliary)
- BTTY** (Bridge TTY)
- SHTL** (Shuttle)
- F HULL** (Forward Hull)
- APR** (Access Point)
- L WARP** (Left Warp Core)
- ESG** (Engineering Support Group)
- PH-1** (Phase 1)
- TRAC** (Tracker)
- APR** (Access Point)
- DISR** (Disruptor)
- PH-1** (Phase 1)
- LAB** (Laboratory)
- FA L** (Forward Aft)

DAMAGE CONTROL

EXCESS DAMAGE

SENSOR

SCANNER

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

CNTR

WS: 185
OK: 8
EX: 18
CR: 7

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

[illegible]

The diagram shows the layout of the game board with various ship types and their counts:

- BOARDING PARTIES:** 10
- DECK CREWS:** 10
- PROBES:** 5
- TRANSPORTER BOMBS:** 5
- TWO BAYS — NO TRANSFERS:** 10

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

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

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

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

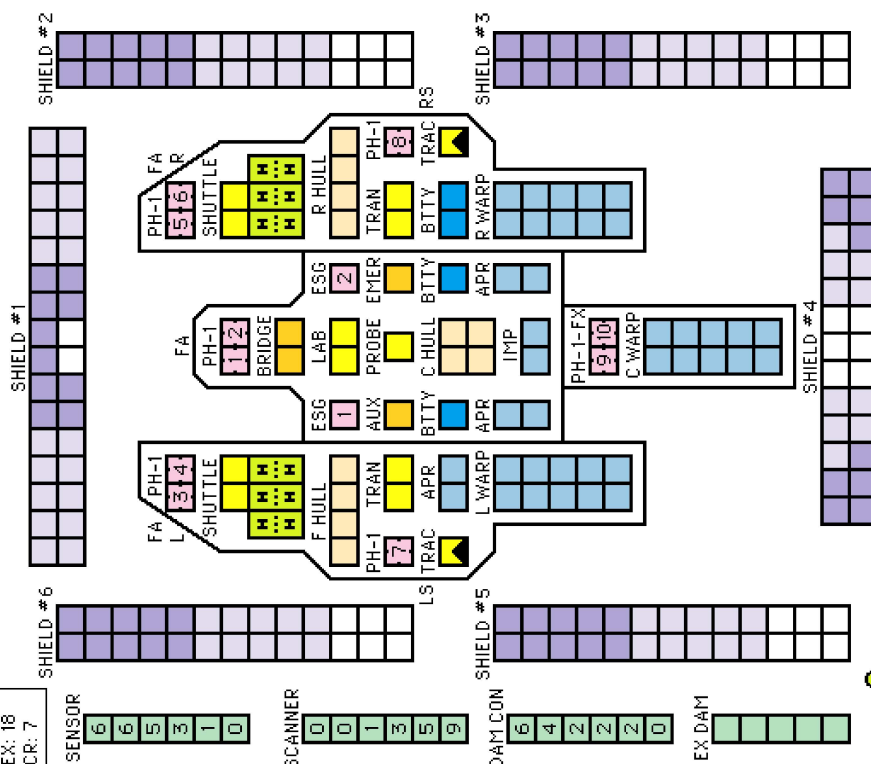
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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

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

Figure 1 illustrates the construction of a 6x6 grid. The grid is built from green squares, and the construction process is shown by adding squares one by one. The final grid is a 6x6 square.

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



⑥ = ERRATIC MANEUVER WARP COST

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

CMTR

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

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

CNTR

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

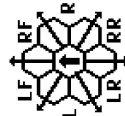
FIRST GENERATION X-SHIP

[illegible][illegible]

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

TYPE I OFFENSIVE PHASE TABLE

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



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

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

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

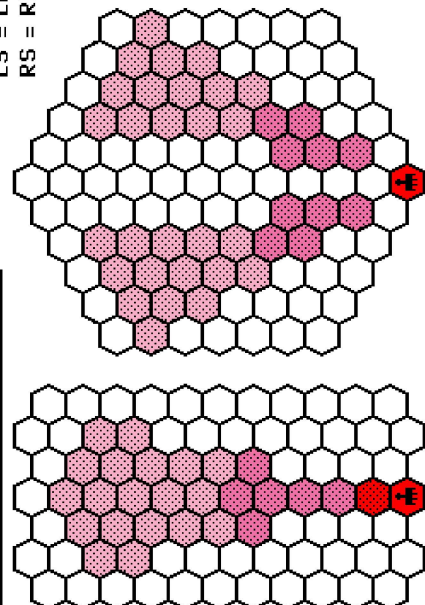
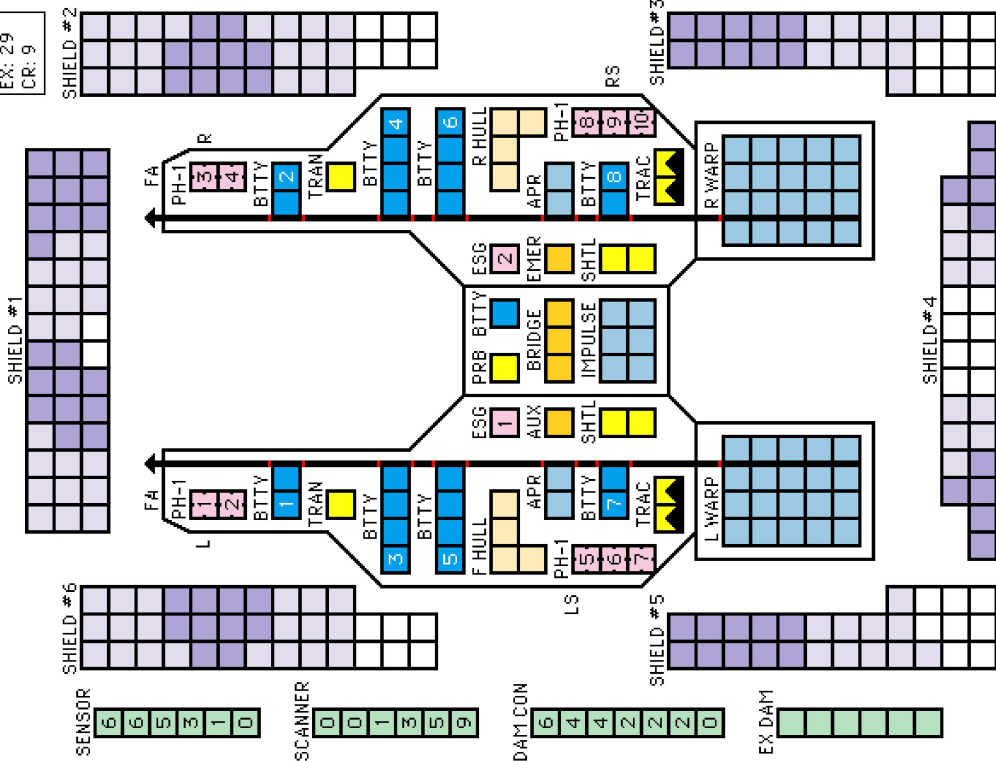
FREE (D23.0) FOR SHOCK DAMAGE.
FREE (E8.27) FOR ALTERNATIVE FIRING ARCS.

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

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

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

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



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

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

CNTR

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

FIRST GENERATION X-SHIP

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

TWO BAYS — NO TRANSFERS.

	BOARDING PARTIES						TRANSPORTER BOMBS					
						10						
							D	D	D	D	D	D

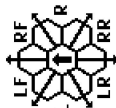
PROBES

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

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

TYPE I OFFENSIVE PHASER TABLE

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



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

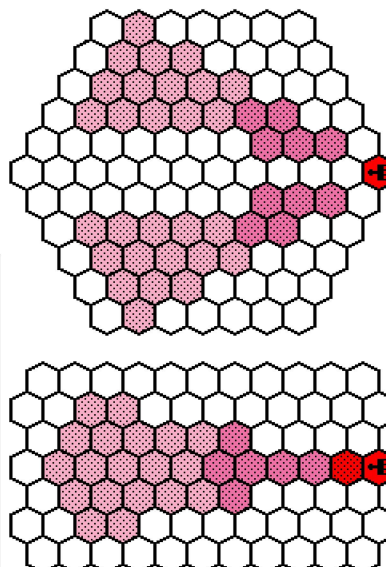
TYPE III DEFENSE PHASE						MAULER RANGE ADJUSTMENT CHART		
DIE ROLL	RANGE	1	2	3	8 15	RANGE	DAMAGE SCORED	
1	4	4	4	3	1	0-1	Double the energy discharged	
2	4	4	4	2	1	2-5	Equal to energy discharged	
					0	6-10	One-half of energy discharged	

[illegible]

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

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

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



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

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

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

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

CNTR

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

[illegible][illegible]

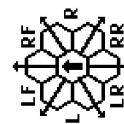
BOARDING PARTIES										PROBES				
														5

THIS SHIP CAN CONTROL
A NUMBER OF SEEKING

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

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

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



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

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

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

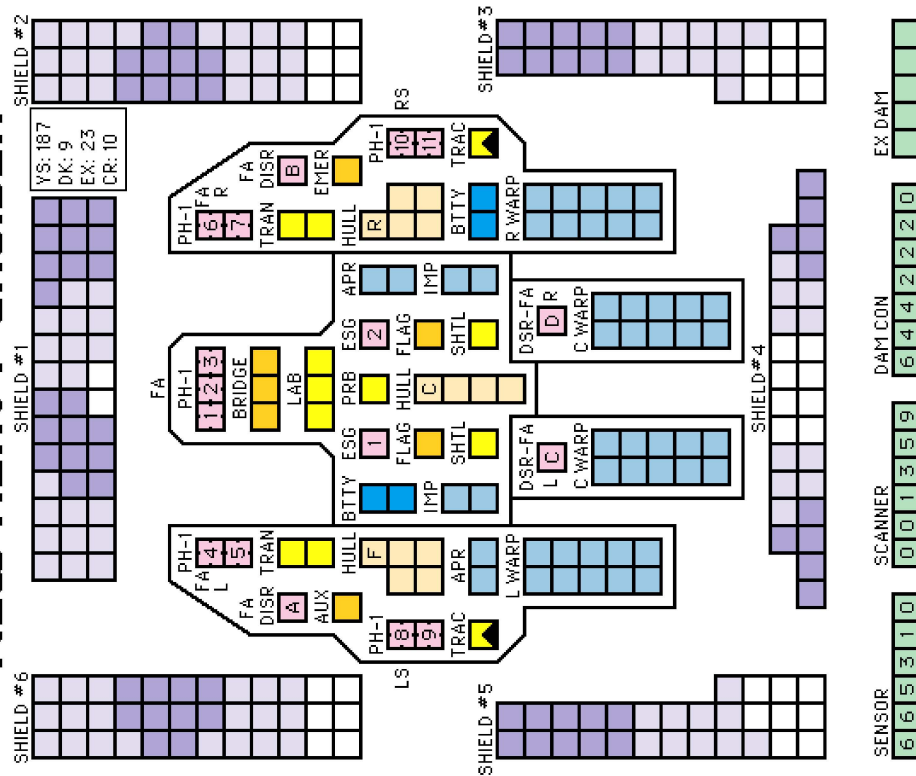
DISRUPTOR TABLE												
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40			
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2			
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2			
HIT (DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2			
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA			
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5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

HIT & RUN

UIM

DERFACS

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



ADMINISTRATIVE SHOOTLES

[illegible][illegible]

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES
5

TYPE I OFFENSIVE PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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

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

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

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

	COG1 - 273				COG2 - 101				COG3 - 101				COG4 - 101				COG5 - 101				COG6 - 101				COG7 - 101					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
6SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
standard	1	2	2	3	4	4	4	5	6	6	7	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
cract	2½	1½	2	2¾	3½	4	4½	5½	6	6½	7½	8	8½	9½	10	10¾	11½	12	12¾	13½	14	14½	15½	16	16½	17½	18	18½	19½	20

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

FIRST GENERATION X-SHIP

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

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.

EX DAM 

⑥ = ERRATIC MANEUVER WARP COST

	COG1 - 273				COG2 - 101				COG3 - 101				COG4 - 101				COG5 - 101				COG6 - 101				COG7 - 101					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
6SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
standard	1	2	2	3	4	4	4	5	6	6	7	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
cract	2½	1½	2	2¾	3½	4	4½	5½	6	6½	7½	8	8½	9½	10	10¾	11½	12	12¾	13½	14	14½	15½	16	16½	17½	18	18½	19½	20

WYN ABX

SHIP DATA TABLE	
TYPE	= ABX
POINT VALUE	= 255
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.205
UIM REFIT (EACH) = +5	
FIRST GENERATION X-SHIP	

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS					
			D	D	D

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

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

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

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

DRONE RACKS									
1	✓	✓	✓	✓	✓	✓	✓	✓	6X
2	✓	✓	✓	✓	✓	✓	✓	✓	6X
3	✓	✓	✓	✓	✓	✓	✓	✓	6X
4	✓	✓	✓	✓	✓	✓	✓	✓	6X

THREE RELOADS; THIRD RELOAD IS ENTIRE LOADS.

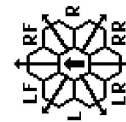
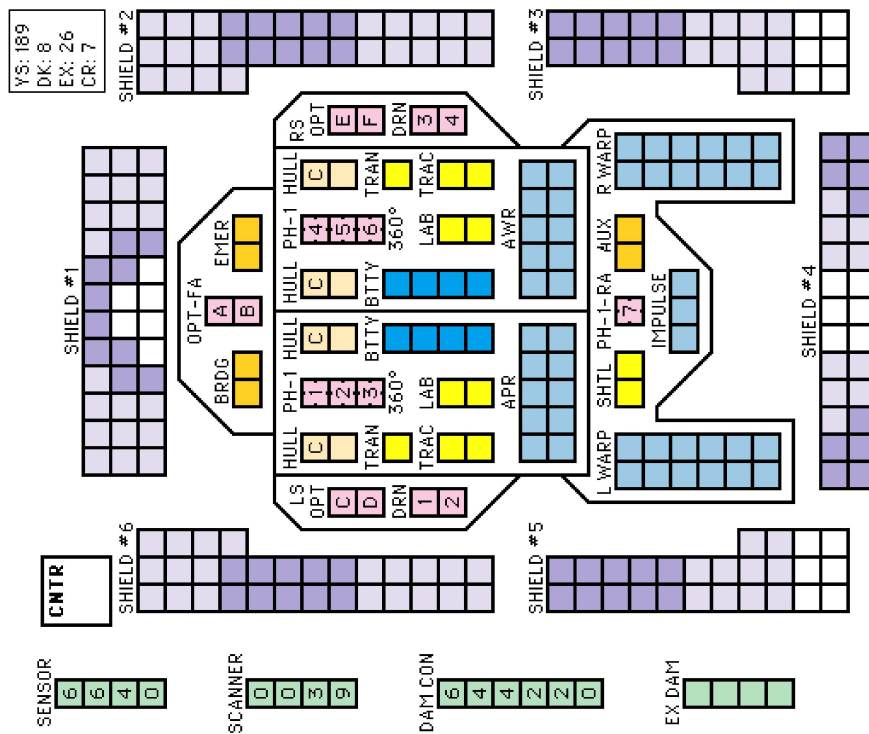
A																								BX
B																								BX
C																								BX
D																								BX
E																								BX
F																								BX

INSERT OPTIONAL WEAPONS

THREE RELOADS

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

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


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

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

ADMINISTRATIVE SHUTTLES

SECRET UNIT										IDENT										HIT POINTS										NOTES									

TWO DAYS — NO TRANSFERS.

BOARDING PARTIES

[illegible]

PROBES

5			
---	--	--	--

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

ANTI-DRONE TABLE

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

DRONE RACKS

[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.

TYPE I OFFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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

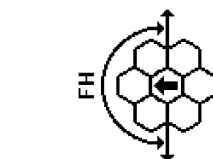
WARP ENERGY MOVEMENT COST = $2/3$ ENERGY POINT PER HEX

	500° ± 2° ENERGY POINT PER HOUR										500° ± 2° ENERGY POINT PER HOUR																			
	⑤					⑥					⑤					⑥														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract. $\frac{3}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{3}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8	$8\frac{3}{4}$	$9\frac{1}{4}$	10	$10\frac{3}{4}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{4}$	14	$14\frac{3}{4}$	$15\frac{1}{4}$	16	$16\frac{3}{4}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{4}$	20	

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

3 UIM STANDARD
FIRST GENERATION X-SHIP

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



TYPE III DEFENSE PHASE

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

HIT & RUN DERFACS



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

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

[illegible]

DAMCON	6	4	2
EX DAMAC			

EX DAMAGE

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

⑥ = ERRATIC MANEIVFR WARP COST

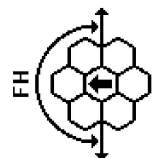
YS: 182
DK: 4
EX: 11
CR: 4

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

2 UIM STANDARD
FIRST GENERATION X-SHIP

[illegible]

BOARDING PARTIES	TRANSPORTER BOMBS
10	0 0 0 0 0


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

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

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

NIMBLE SHIP

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

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

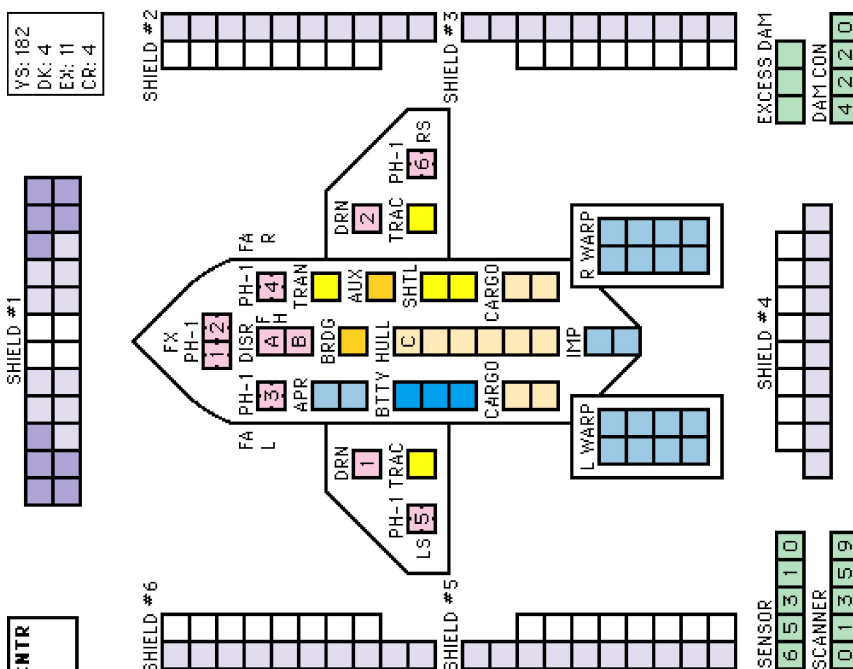
HIT & RUN
DERFACS

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

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

[illegible]

THREE RELOADS: THIRD RELOAD IS ENTIRELY ADDS.



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

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

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

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

[illegible]

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.	STEALTH +2 ECM
	BPV INCLUDES OAKDISC
	FIRST GENERATION Y-SHIP

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

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

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

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

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

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

FIRST GENERATION X-SHIP

[illegible]

BOARDING PARTIES

PROBES	5
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TRANSPORTER BOMBS

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

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

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

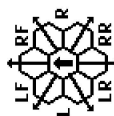
TYPE I OFFENSIVE PHASER TABLE

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

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

SCOUT FUNCTIONS SUMMARY

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



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

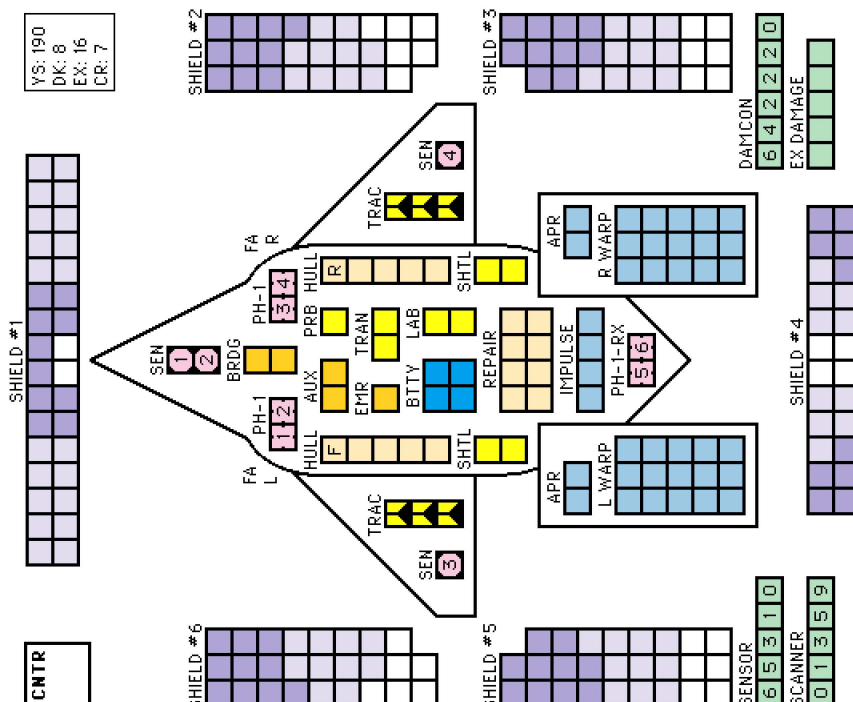
**SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.**

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON "CARGO"
DAMAGE POINTS.

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

[illegible][illegible]

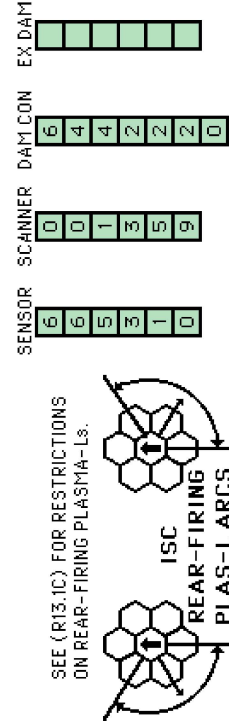
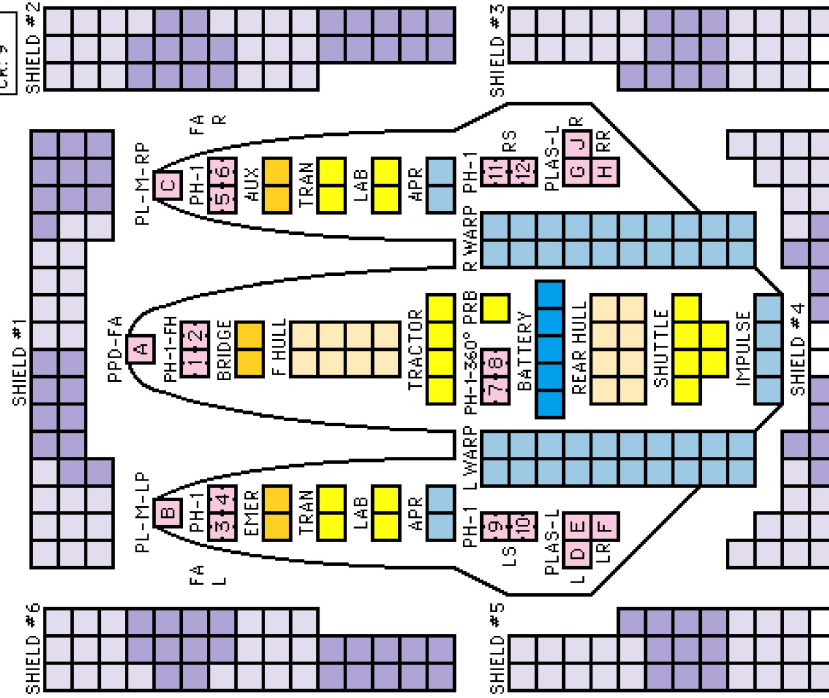
WARP ENERGY MOVEMENT COST = $2/3$ ENERGY POINT PER HEX

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

⑥ = ERRATIC MANEUVER WARP COST

ISC CAX ADVANCED TECHNOLOGY HEAVY CRUISER

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



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

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

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	*
20	
30	
40	
50	

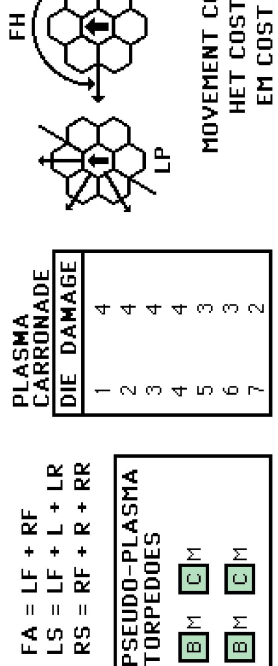
BOARDING PARTIES	
IDENT	HIT POINTS
10	
20	

TRANSPORTER BOMBS	
IDENT	HIT POINTS
10	
20	

PLASMA TORPEDO WARHEAD STRENGTH 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 RANGE	ROLL
1	9 8 7 6 5 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 1 0
3	7 5 4 4 3 1 0 0 0
4	6 4 4 4 3 2 0 0 0
5	5 4 4 3 3 1 0 0 0
6	4 4 3 2 2 0 0 0 0

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



ISC CSVX ADVANCED TECHNOLOGY LIGHT STRIKE CARRIER

CREW UNITS

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	

DECK CREWS

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	

PROBES

IDENT	HIT POINTS	NOTES
10	20	
20	30	
30	40	

SHIP DATA TABLE

TYPE	= CSVX
POINT VALUE	= 220
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.208
FIRST GENERATION	X-SHIP

PLASMA 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 STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE GL	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
TYPE D	10	8	5	2	1	0	0	0
BOLT	1-4	1-3				1-2		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA CARRONADE

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

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

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

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

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

SHIP DATA TABLE

TYPE	= CSVX
POINT VALUE	= 220
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.208
FIRST GENERATION	X-SHIP

TURN MODE SPEED

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

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

PLASMA-K COMBAT TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA CARRONADE

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

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

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

CMTR

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

SHIP DATA TABLE	
TYPE	= FFX
POINT VALUE	= 92
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R13.209

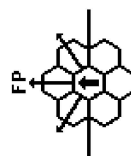
FIRST GENERATION X-SHIP

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

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

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

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



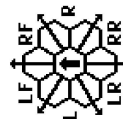
CREW UNITS										ADMINISTRATIVE SHUTTLES		
										IDENT	HIT POINTS	NOTES
								*	10			
									20			

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

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

**PSEUDO-PLASMA
TORPEDOES**


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

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

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

[illegible]

EACH ADDITIONAL COPY
 WITH ONE DECK CREW.

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

PLASMA CARRONADE	
DIE DAMAGE	
1	4
2	4

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

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

1

2

○ ○ ○ ○

● ● ● ●

○ ○ ○ ○

● ● ● ●

FDF FIGHTERS

2xPh-3-F4

DFR=4

CRIPPLED=8

SPEED = 15

BPV = 13

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

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

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

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

CNTR	
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SENSOR

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

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

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

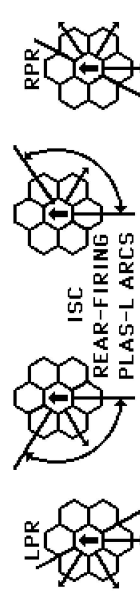
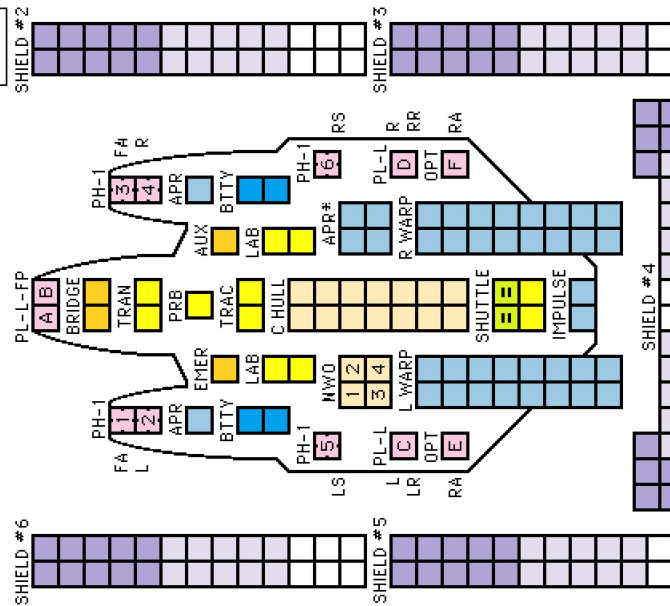
TYPE III DEFENSE PHASER	E RANGE		4- 9- 8 15			
	0	1	2	3	8	15
1	4	4	4	4	3	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	1	0	0	0

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

WEAPON OPTIONS	
E	
F	

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

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



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

CNTR

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

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

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

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

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

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

OPERATES AS ONE
INTEGRATED UNIT.
SECTIONS CANNOT
SEPARATE BY ANY

SEE (P13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-Ls.

ISC
REAR-FIRING
PLAS-L ARCS

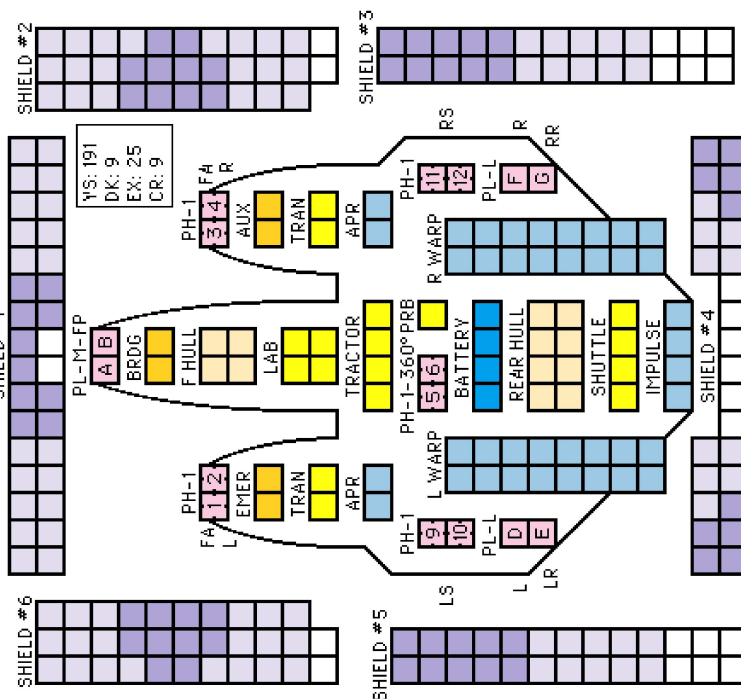
FA = LF + RF
LS = LF + L + LR
RS = RF + L + RR

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

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

MOVEMENT COST = 1 HET COST = 5

EM COST = 6



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

Condition	Days
EX DAM	6
DAM CON	4

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

CNTR

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

3 UIM STANDARD
FIRST GENERATION X-SHIP

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

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

HIT & RUN

UIM

DERFACS

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

TWO BAYS — NO TRANSFERS.

[illegible]

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

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



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

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

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

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

5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST

⑥ = ERRATIC MANEUVER WARP COST												
18	19	20	21	22	23	24	25	26	27	28	29	30
12	13	14	14	15	16	16	17	18	18	19	20	20
12	12 ^{3/4}	13 ^{1/2}	14	14 ^{3/4}	15 ^{1/2}	16	16 ^{3/4}	17 ^{1/2}	18	18 ^{3/4}	19 ^{1/2}	20

⑥ = ERRATIC MANEUVER WARP COST

⑥ = ERRATIC MANEUVER WARP COST												
18	19	20	21	22	23	24	25	26	27	28	29	30
12	13	14	14	15	16	16	17	18	18	19	20	20
12	12 ^{3/4}	13 ^{1/2}	14	14 ^{3/4}	15 ^{1/2}	16	16 ^{3/4}	17 ^{1/2}	18	18 ^{3/4}	19 ^{1/2}	20

LYRAN DEMOCRATIC REPUBLIC MPX ADVANCED TECHNOLOGY MILITARY POLICE CORVETTE

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

CNTR

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

2 UIM STANDARD

FIRST GENERATION
X-SHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20

BOARDING PARTIES

TRANSPORTER BOMBS	
IDENT	HIT POINTS
10	20

PROBES

5

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

EXPANDING SPHERE TABLE

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


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

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

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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

HIT & RUN
DERFACS

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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

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

CNTR	
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The diagram illustrates the layout of the Star Trek: The Motion Picture bridge set. It is a rectangular room with a central console area and two side areas. The top and bottom walls are lined with a grid of light blue squares, representing the bridge's structure. The left wall is labeled "SHIELD #3" and the right wall is labeled "SHIELD #5".

The central console area is divided into two main sections, labeled "PH-1" on the left and "PH-2" on the right. Each section contains a grid of colored squares representing different consoles or stations. The colors are yellow, blue, and pink. The labels for the consoles are as follows:

- PH-1 (Left):** LAB, WB-FA, LAB, PH-1, R HULL, IMP, L WARP.
- PH-2 (Right):** LAB, WB-FA, LAB, PH-2, R HULL, IMP, L WARP.

The side areas are labeled "LS" (Left Side) and "RS" (Right Side). Each side area contains a grid of colored squares representing different consoles or stations. The colors are yellow, blue, and pink. The labels for the consoles are as follows:

- LS (Left Side):** LAB, WB-FA, LAB, PH-1, R HULL, IMP, L WARP.
- RS (Right Side):** LAB, WB-FA, LAB, PH-2, R HULL, IMP, L WARP.

The diagram also shows a central area with a large, irregular shape, possibly representing a doorway or a large console. The overall layout is symmetrical, with the central console area and the side areas mirroring each other.

[illegible]

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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

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

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

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

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

TRANSPORTER BOMBS

PROBES
5

TYPE I OFFENSIVE PHASER TABLE														
DIE ROLL	RANGE		5			6			7			8		
	0	1	2	3	4	5	6	7	8	9	10	11	12	
1	9	8	7	6	5	5	4	3	2	1	1	0	0	
2	8	7	6	5	5	4	3	2	1	1	0	0	0	
3	7	5	5	4	4	4	3	1	0	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	0	0	

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

SHIELD CRACKER TABLE					
RANGE	0	1-2	3-5	6-10	
HIT	1-6	1-5	1-4	1-3	
DAMAGE	4	4	4	4	4

PARTICLE CANNON TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2	
DAMAGE	NA	4	4	3	3	3	2	1	
OL DMG	8	8	8	6	6	NA	NA	NA	

YS: 183
DK: 11
EX: 23
CR: 9

[illegible]

CNTR

The diagram illustrates the bridge layout of the USS Enterprise-D. The central console area includes the Captain's Chair (PH-1 TRAC PH-1), the First Officer's Chair (PH-1 TRAC PH-1), the Transporter Console (TRAN), the Bridge Console (BRIDGE), the Main Engineering Console (MER), the Main Tactical Console (MTC), the Main Communications Console (MCC), the Main Science Console (MSC), the Main Medical Console (MDC), the Main Security Console (MSC), the Main Environmental Console (MEC), the Main Life Support Console (MLSC), the Main Power Console (MPC), the Main Data Console (MDC), the Main Navigation Console (MNC), the Main Sensor Console (MSC), the Main Weapons Console (MWC), the Main Defense Console (MDC), the Main Intelligence Console (MIC), the Main Information Console (MIC), the Main Research Console (MRC), the Main Development Console (MDC), the Main Production Console (MPC), the Main Distribution Console (MDC), the Main Marketing Console (MDC), the Main Sales Console (MDC), the Main Customer Service Console (MDC), the Main Human Resources Console (MDC), the Main Finance Console (MDC), the Main Legal Console (MDC), the Main Compliance Console (MDC), the Main Risk Management Console (MDC), the Main Insurance Console (MDC), the Main Accounting Console (MDC), the Main Tax Console (MDC), the Main Payroll Console (MDC), the Main Benefits Console (MDC), the Main Pension Console (MDC), the Main Retirement Console (MDC), the Main Health Insurance Console (MDC), the Main Life Insurance Console (MDC), the Main Disability Insurance Console (MDC), the Main Term Life Insurance Console (MDC), the Main Whole Life Insurance Console (MDC), the Main Variable Life Insurance Console (MDC), the Main Universal Life Insurance Console (MDC), the Main Indexed Universal Life Insurance Console (MDC), the Main Fixed Indexed Universal Life Insurance Console (MDC), the Main Equity Indexed Universal Life Insurance Console (MDC), the Main Cash Value Life Insurance Console (MDC), the Main Dividend-Paying Life Insurance Console (MDC), the Main Participating Life Insurance Console (MDC), the Main Non-Participating Life Insurance Console (MDC), the Main Term Life Insurance Console (MDC), the Main Whole Life Insurance Console (MDC), the Main Variable Life Insurance Console (MDC), the Main Universal Life Insurance Console (MDC), the Main Indexed Universal Life Insurance Console (MDC), the Main Fixed Indexed Universal Life Insurance Console (MDC), the Main Equity Indexed Universal Life Insurance Console (MDC), the Main Cash Value Life Insurance Console (MDC), the Main Dividend-Paying Life Insurance Console (MDC), the Main Participating Life Insurance Console (MDC), the Main Non-Participating Life Insurance Console (MDC).

[illegible]

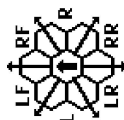
SENSOR	SCANNER	DAM CON	EX DAM
66530	00159	644220	

SHIP DATA TABLE	
TYPE	= HCX
POINT VALUE	= 240
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R16.46

**FIRST GENERATION
X-SHIP**

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

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



ADMINISTRATIVE SHUTTLES

[illegible]

TRANSPORTER BOMBS	D	D	D

CREW UNITS[illegible][illegible][illegible]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9			16-25			26-50			51-75		
	0	1	2	3	4	5	6	7	8	9	10	11	12	
1	9	8	7	6	5	5	4	3	2	1	1	1	1	
2	8	7	6	5	5	4	3	2	1	1	1	0	0	
3	7	5	5	4	4	4	3	1	0	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	0	0	

TYPE III DEFENSE PHASE

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

UNLABELED BOXES MAY BE ASSIGNED AS CARGO, BARRACKS, FABRICATION, OR LABS. ALL BOXES IN A GIVEN GROUP MUST BE THE SAME. SELECTION ADJUSTS BPV BY ANNEY #88.

1

MEDIUM PAU GUIN TABLE

TIDEJUN RAILGUN TABLE						
RANGE	0	1-5	6-10	11-15	16-20	21-25
HIT#	1-6	1-5	1-5	1-4	1-4	1-3
DAMAGE	14	12	10	7	5	3

MPG DEFENSIVE MODE AMMUNITION[illegible]

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

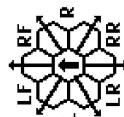
[illegible]

SHIP DATA TABLE	
TYPE	= LOX
POINT VALUE	= 175
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R16.47

FIRST GENERATION X-SHIP

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

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



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

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

UNLABELED BOXES MAY BE ASSIGNED AS CARGO, BARRACKS, FABRICATION, OR LABS. ALL BOXES IN A GIVEN GROUP MUST BE THE SAME. SELECTION ADJUSTS BPV BY ANNEX #88

MRG DEFENSIVE MODE AMMUNITION

MEDIUM RAILGUN TABLE						
RANGE	0	1-5	6-10	11-15	16-20	21-25
HIT#	1-6	1-5	1-5	1-4	1-4	1-3
DAMAGE	14	12	10	7	5	3

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

VUDAR CCX

ADVANCED TECHNOLOGY COMMAND CRUISER

SHIP DATA TABLE

TYPE	= CCX
POINT VALUE	= 280
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 1
SIZE CLASS	= 3
REFERENCE	= R17.39

FIRST GENERATION X-SHIP

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	10	
	20	
	30	
	40	
	50	

BOARDING PARTIES

	10

TRANSPORTER BOMBS

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

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

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

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

**VUDAR SCX
ADVANCED TECHNOLOGY
WAR DESTROYER SCOUT**

[illegible]

The diagram shows the USS Enterprise (NCC-1701-A) with the following layout:

- Bridge:** Located in the center of the ship. It includes the Main Bridge, Secondary Bridge, and various consoles.
- Sensor:** Located at the front of the ship (top).
- Radar:** Located at the front of the ship (top).
- Consoles:** Various consoles are located throughout the ship, including the Main Console, Secondary Console, and various specialized consoles.
- Rooms:** The ship is divided into several rooms, including the Bridge, Sensor, Radar, and various specialized rooms.
- Starfield:** The ship is surrounded by a grid representing the starfield.

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

⑥ = ERRATIC MANEUVER WARP COST

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

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

BOARDING PARTIES	TRANSPORTER BOMBS
10	DDDD

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

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

TYPE I OFFENSIVE PHASER TABLE

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

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

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


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

SCOUT FUNCTIONS SUMMARY

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

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

5 = HET COST

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