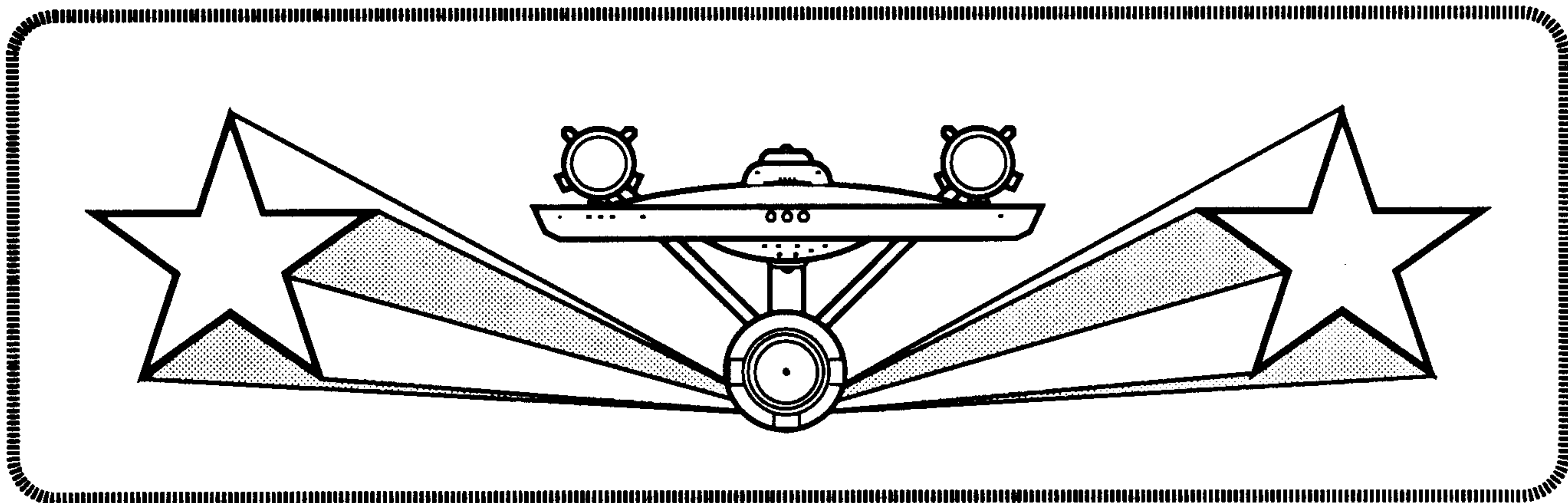


STAR FLEET BATTLES



CAPTAIN'S MODULE C2 SSD BOOK

NEW WORLDS II

NEO-THOLIAN – ANDROMEDAN – ISC

TABLE OF CONTENTS

RULE #	SSD	PAGE #	RULE #	SSD	PAGE #
R1.7	ISC Large Q Ship	29	R10.14	Andromedan Infestor Cruiser	23
R1.7	ISC Small Q Ship	30	R10.15	Andromedan Mamba Heavy Destroyer	26
R7.61	Neo-Tholian Command Module	3	R10.16	Andromedan Eel Scout	27
R7.61A	Neo-Tholian Flag Command Module	4	R10.17	Andromedan Viper Frigate	28
R7.62	Neo-Tholian Dreadnought	5	R13.2	ISC Dreadnought	31
R7.63	Neo-Tholian Heavy Cruiser	6	R13.5	ISC Flagship Cruiser	32
R7.64	Neo-Tholian Light Cruiser	7	R13.6	ISC Star Cruiser	33
R7.65	Neo-Tholian Space Control Ship	8	R13.7	ISC Carrier	34
R7.66	Neo-Tholian SCS Command Module	9	R13.8	ISC Strike Carrier	35
R7.67	Tholian CCW Command Cruiser	10	R13.9	ISC Light Cruiser	36
R7.68	Tholian CAW Heavy Cruiser	11	R13.10	ISC Light Carrier	37
R7.69	Tholian DPW Dreadnought	12	R13.11	ISC Strike Cruiser	38
R10.2	Andromedan Dominator Dreadnought	13	R13.12	ISC Light Strike Carrier	39
R10.3	Andromedan Intruder Cruiser	14	R13.13	ISC Survey Cruiser	40
R10.4	Andromedan Cobra Destroyer	15	R13.14	ISC Heavy Scout	41
R10.5	Andromedan Courier Scout	16	R13.16	ISC Destroyer Leader	42
R10.6	Andromedan Terminator Mauler	17	R13.17	ISC Destroyer	43
R10.7	Andromedan Desecrator Starbase	24-25	R13.18	ISC Scout	44
R10.8	Andromedan Conquistador Light Cruiser	18	R13.19	ISC Minesweeper	45
R10.9	Andromedan Python Satellite Ship	19	R13.20	ISC Frigate	46
R10.10	Andromedan Bull Snake Cargo Ship	20	R13.21	ISC Police Corvette	47
R10.11	Andromedan Satellite Base	21	R13.22	ISC Tugs	48
R10.13	Andromedan Energy Modules	22	R13.23-6	ISC Pods	2

ISC PODS

POD	CGO	RPR	TRP	BTL
■	■	■	■	■
■	■	■	■	■
■	■	■	■	■

ISC CARGO POD

POD DATA TABLE TYPE = P-C CREW = 0 BPS = 0 BPY = 21/15 SIZE = 4 REF = R13.23	CARGO <table border="1" style="width: 100%; height: 100px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>																																																																

ISC REPAIR POD

APR <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>					REPAIR <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>					CARGO <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>				
POD DATA TABLE TYPE = P-R BPY = 32/18 SIZE = 4 REF = R13.26			BOARDING PARTIES <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>											
CREW UNITS <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>							<table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>							

ISC BATTLE PODS

POD DATA TABLE TYPE = P-B BPY = 38/55 SIZE = 4 REF = R13.25	LEFT POD CREW UNITS <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>								
	BOARDING PARTIES <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>								
	RIGHT POD CREW UNITS <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>								
	BOARDING PARTIES <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>								

SHIELD #1 [] [] [] [] [] [] [] []

#6 [] [] [] [] [] [] [] []

FA [] [] [] [] [] [] [] []

PH-1 [] [] [] [] [] [] [] []

PPD [] [] [] [] [] [] [] []

APR [] [] [] [] [] [] [] []

F HULL [] [] [] [] [] [] [] []

PH-3 [] [] [] [] [] [] [] []

BTY [] [] [] [] [] [] [] []

SHIELD #4 [] [] [] [] [] [] [] []

LEFT BATTLE POD

SHIELD #1 [] [] [] [] [] [] [] []

#6 [] [] [] [] [] [] [] []

FA [] [] [] [] [] [] [] []

PPD [] [] [] [] [] [] [] []

APR [] [] [] [] [] [] [] []

F HULL [] [] [] [] [] [] [] []

BTY [] [] [] [] [] [] [] []

SHIELD #4 [] [] [] [] [] [] [] []

RIGHT BATTLE POD

ISC TROOP TRANSPORT POD

POD DATA TABLE TYPE = P-T BPY = 36/20 SIZE = 4 REF = R13.24	CREW UNITS <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>								
	BOARDING PARTIES <table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>								

SHIELD #1 [] [] [] [] [] [] [] []

#6 [] [] [] [] [] [] [] []

AUX [] [] [] [] [] [] [] []

TRAC [] [] [] [] [] [] [] []

BARRACKS [] [] [] [] [] [] [] []

SHTL PH-3 [] [] [] [] [] [] [] []

TRAN [] [] [] [] [] [] [] []

CARGO [] [] [] [] [] [] [] []

IMPULSE [] [] [] [] [] [] [] []

SHIELD #4 [] [] [] [] [] [] [] []

ISC TROOP TRANSPORT POD

SHIELD #1 [] [] [] [] [] [] [] []

#6 [] [] [] [] [] [] [] []

SCAN [] [] [] [] [] [] [] []

DAM CON [] [] [] [] [] [] [] []

X DAM [] [] [] [] [] [] [] []

ADMINISTRATIVE SHUTTLE

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

HIT POINTS

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

NOTES

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

GAS

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

GAS

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

BPY IS GIVEN PER POD, BUT ISC BATTLE PODS MUST BE USED IN PAIRS OR THEY ARE TREATED AS INACTIVE PODS (ALL "CARGO" HITS).

SHIELDS, BOARDING PARTIES, AND CREW UNITS ARE ADDED TO THE TUG UNLESS THE PODS ARE INACTIVE.

CAN USE THE GRAVITY LANDING SYSTEM (P2.432) BARRACKS ARE DESTROYED ON "HULL" HITS.

NEO-THOLIAN COMMAND MODULE

CREW UNITS

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

 THIS SHIP HAS NO SHUTTLES

BOARDING PARTIES

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

TRANSPORTER BOMBS

D	D
---	---

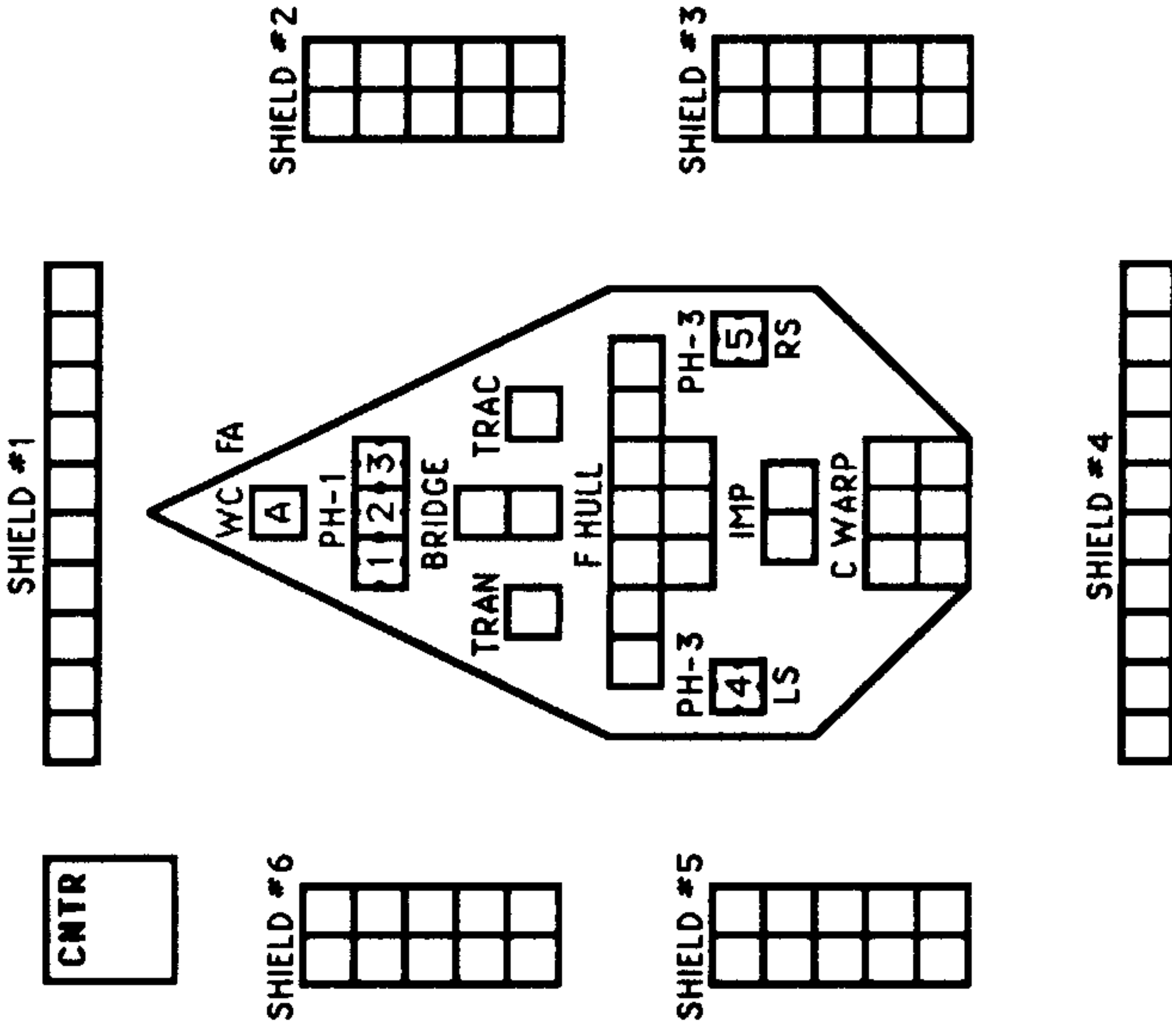
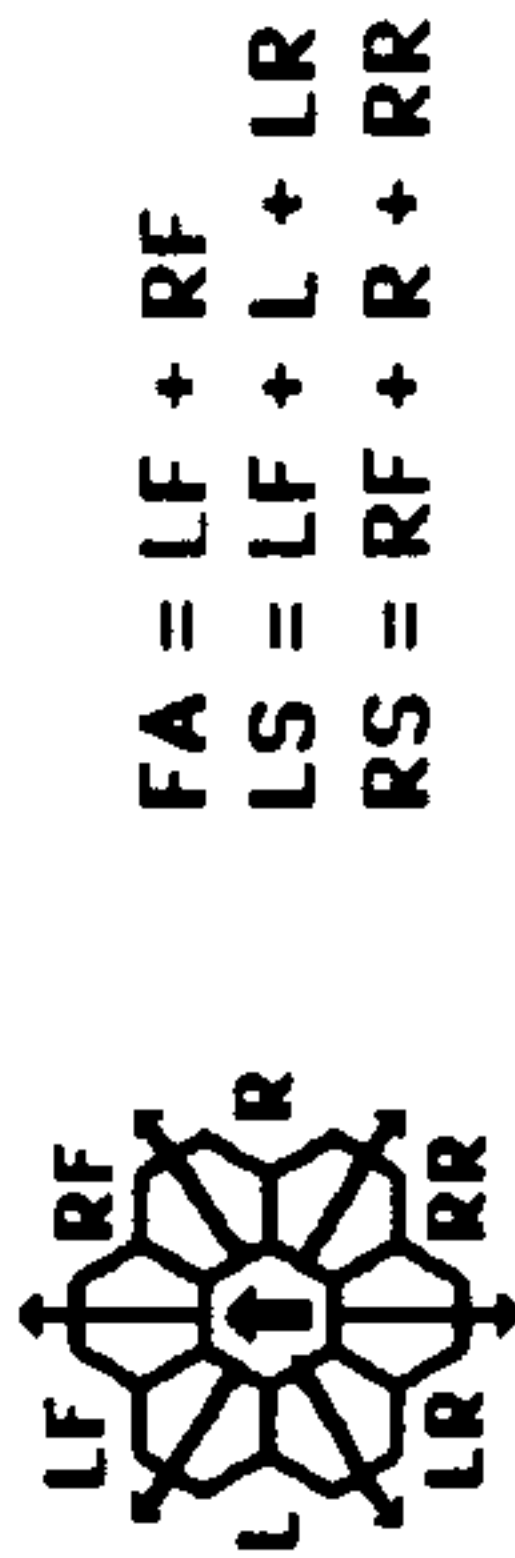
SHIP DATA TABLE

TYPE = COM
 POINT VALUE = 56/36
 BREAKDOWN = 3-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R7.61

TURN MODE SPEED

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

HET
 BD
 NIMBLE SHIP



SENSOR

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

 SCANNER

0	2	9
---	---	---

 DAM CON

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

 EX DAM

--	--	--

PH-1s ARE 360°.

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE				
	4-9	10-15	16-20	21-30	31-40
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

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

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

WARP ENERGY MOVEMENT COST = 1/4 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	1	2	2	2	2	3	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	1/4	1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	2 1/4	2 1/2	2 3/4	3	3 1/4	3 1/2	3 3/4	4	4 1/4	4 1/2	4 3/4	5	5 1/4	5 1/2	5 3/4	6	6 1/4	6 1/2	6 3/4	7	7 1/4	7 1/2	

NEO-THOLIAN FLAG COMMAND MODULE

CREW UNITS

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

THIS SHIP HAS NO SHUTTLES

BOARDING PARTIES

4			
---	--	--	--

TRANSPORTER BOMBERS

D	D
---	---

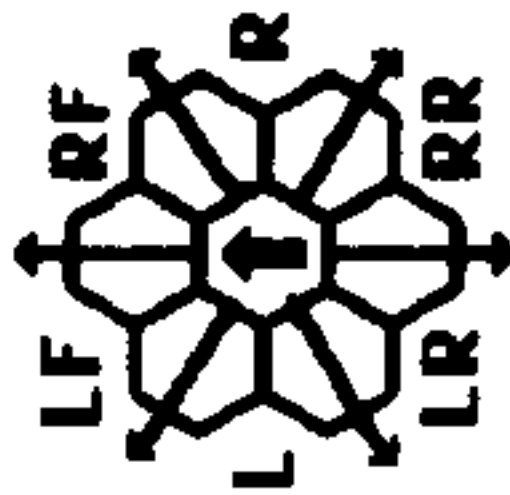
SHIP DATA TABLE

TYPE = FCOM
 POINT VALUE = 62/42
 BREAKDOWN = 3-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R7.61A

TURN MODE SPEED

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

NIMBLE SHIP



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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

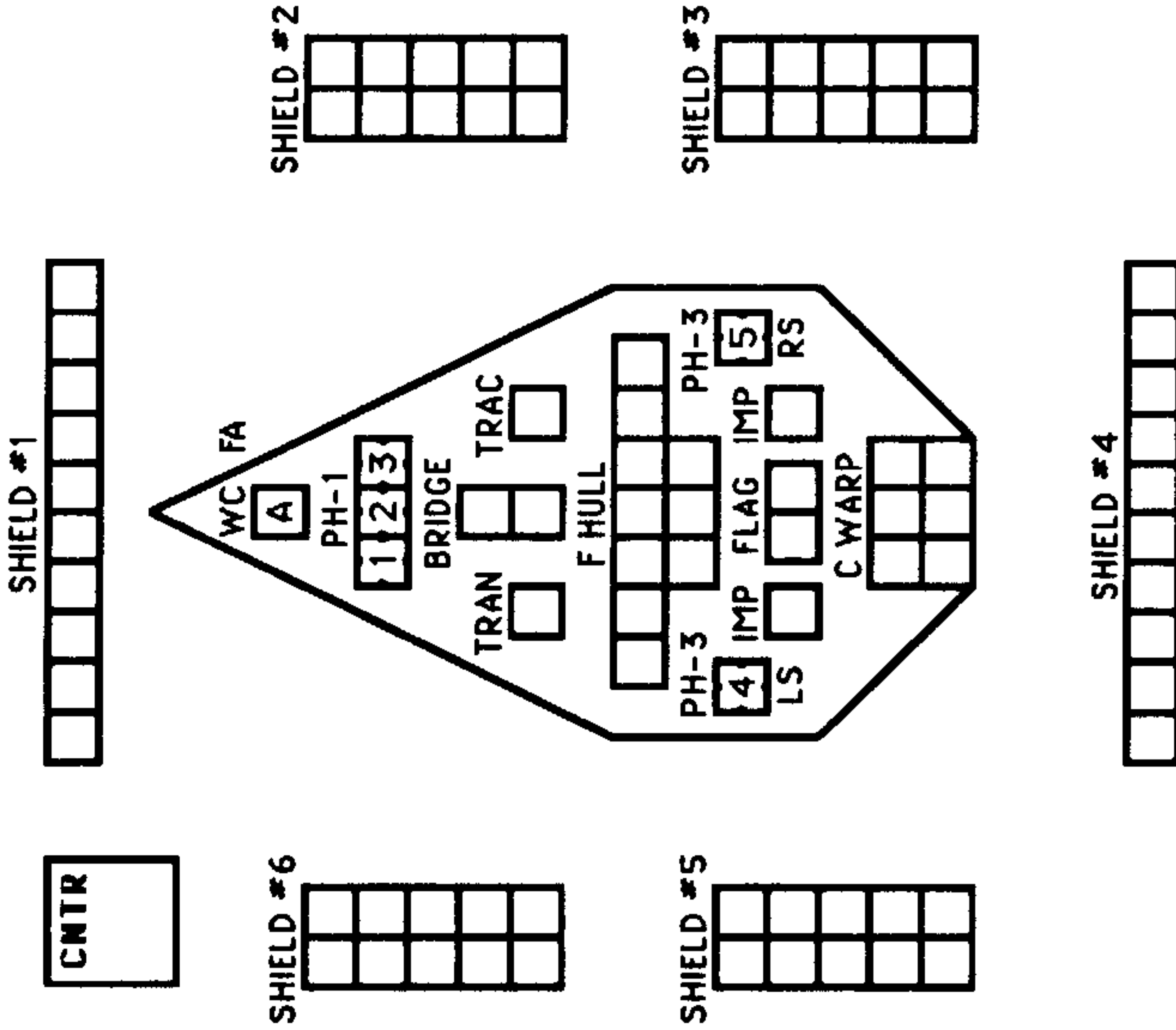
ENERGY USED	1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

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

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

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



SENSOR 640 SCANNER 029 DAM CON 220 EX DAM

PH-1s ARE 360°.

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

③ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

NEO-THOLIAN LIGHT CRUISER

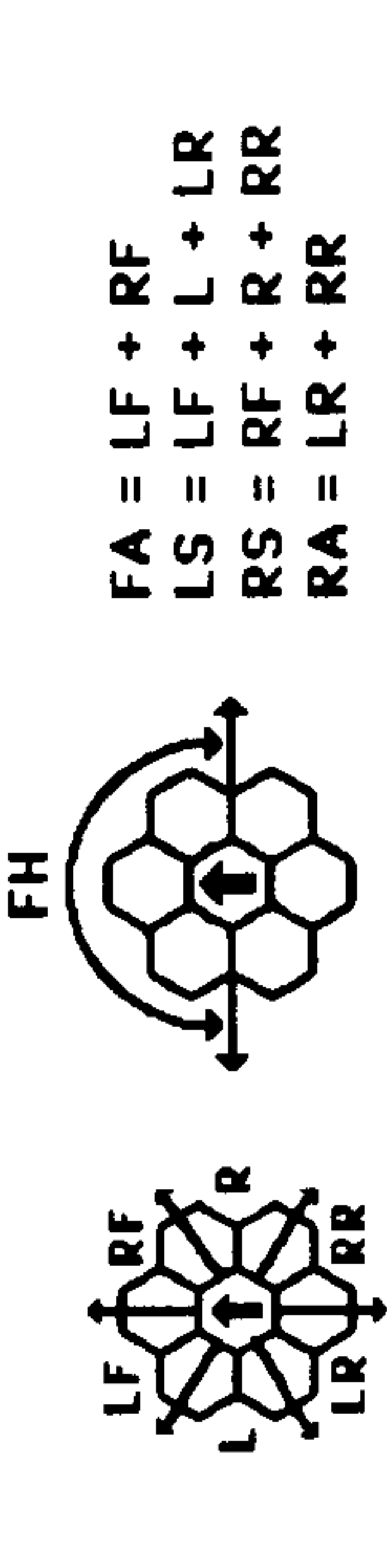
CREW UNITS	
10	
20	
30	

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

BOARDING PARTIES	
10	
10	
10	

TRANSPORTER BOMBS	
D	D
D	D
D	D

PROBES	
5	



SHIP DATA TABLE	
TYPE = NCL	
POINT VALUE = 136	
BREAKDOWN = 5-6	
SHIELD COST = 1+1	
LIFE SUPPORT = 1	
SIZE CLASS = 3	
REFERENCE = R7.64	

TURN MODE SPEED		
B	1	2-5
	2	6-10
	3	11-15
	4	16-21
	5	22-28
	6	29+
HET <input type="checkbox"/>		
BD <input type="checkbox"/>		

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

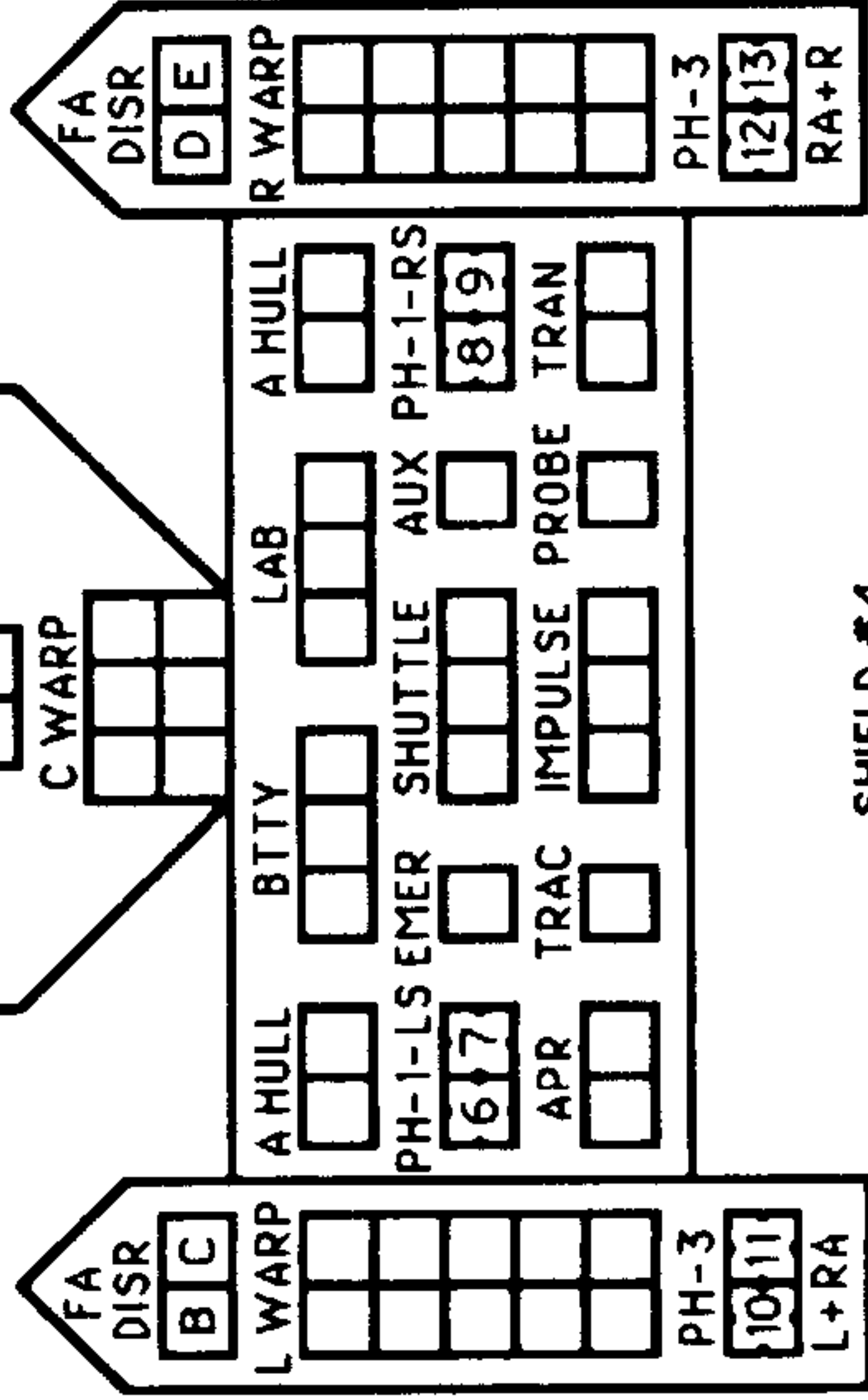
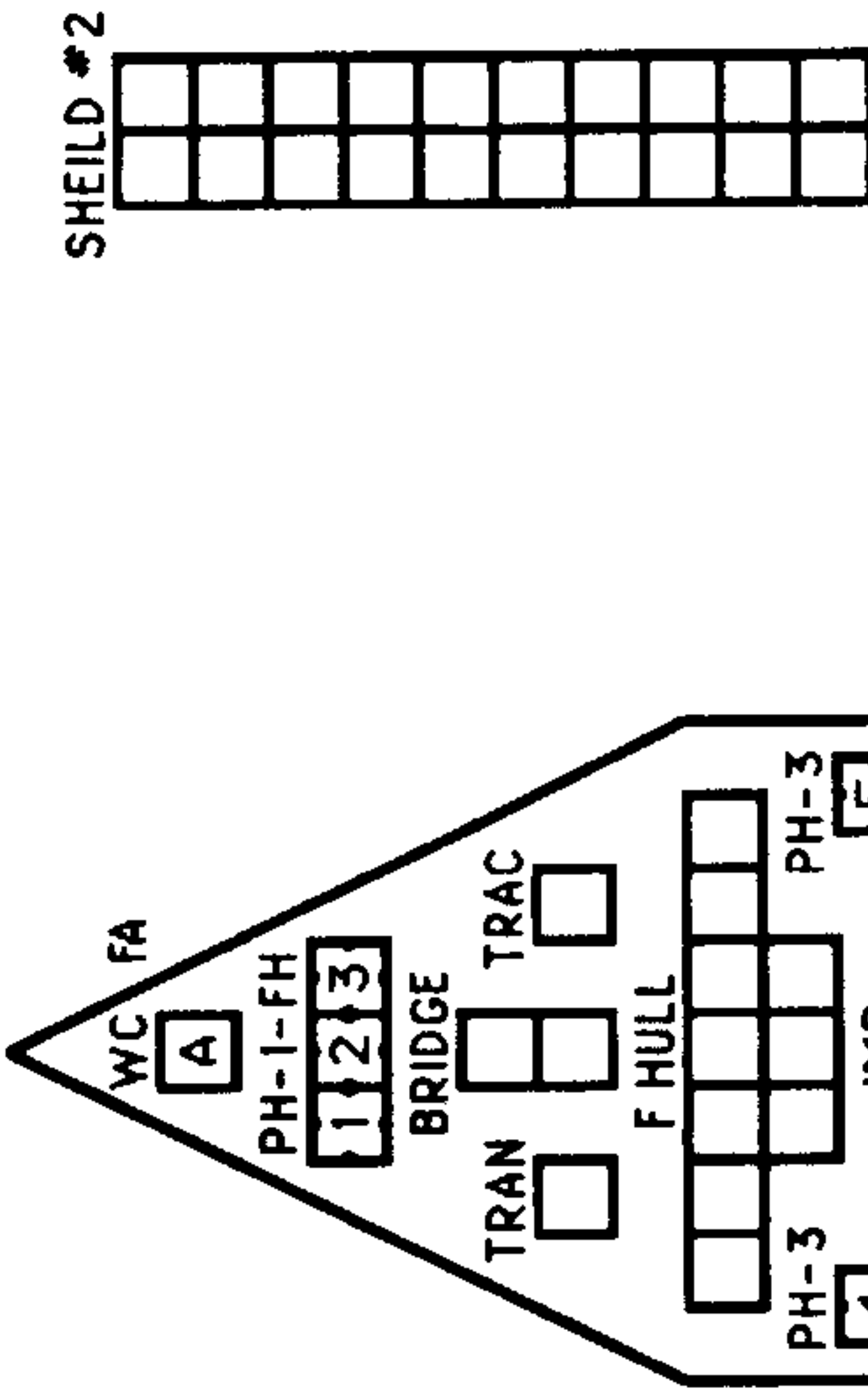
TYPE I OFFENSIVE PHASER TABLE						
DIE ROLL	RANGE	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	4
2	8	7	6	5	4	3
3	7	6	5	4	3	2
4	6	5	4	3	2	1
5	5	4	3	2	1	0
6	4	3	2	1	0	0

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

WEB CASTER STRENGTH TABLE					
ENERGY USED	1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

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

SHIELD #1	
10	
10	
10	
10	



CNTR	

SHIELD #6	
5	

SHIELD #5	
10	11

SHIELD #4	
10	11

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

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

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

NEO-THOLIAN SPACE CONTROL COMMAND MODULE

CREW UNITS

10

THIS SHIP HAS NO SHUTTLES
FIGHTERS ARE IN EXTERNAL BAYS.

BOARDING PARTIES

4

DECK CREWS

4

T-BOMBS

D	D
---	---

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

SHIP DATA TABLE

TYPE = SCOM
POINT VALUE = 66/46
BREAKDOWN = 3-6
SHIELD COST = 1/2 + 1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R7.66

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

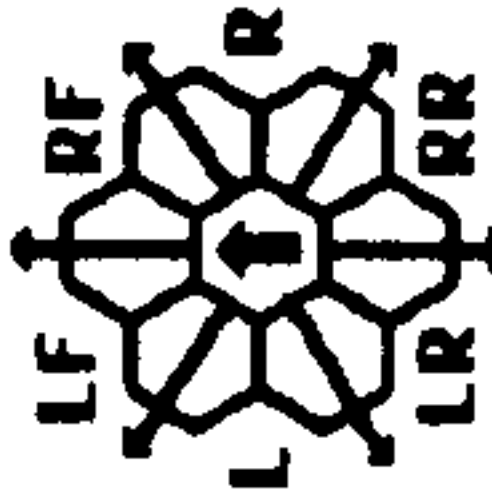
TYPE III DEFENSE PHASER

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

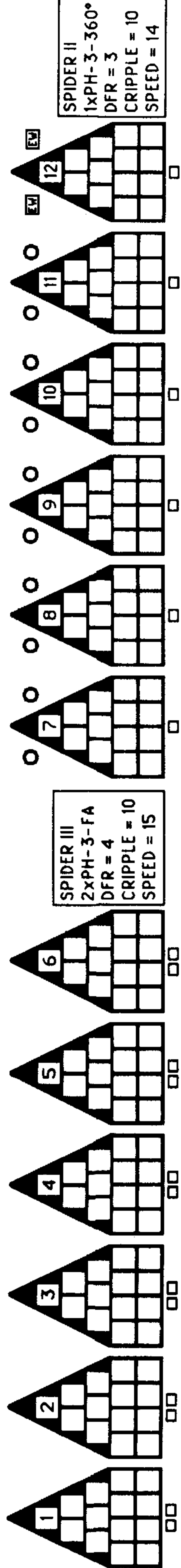
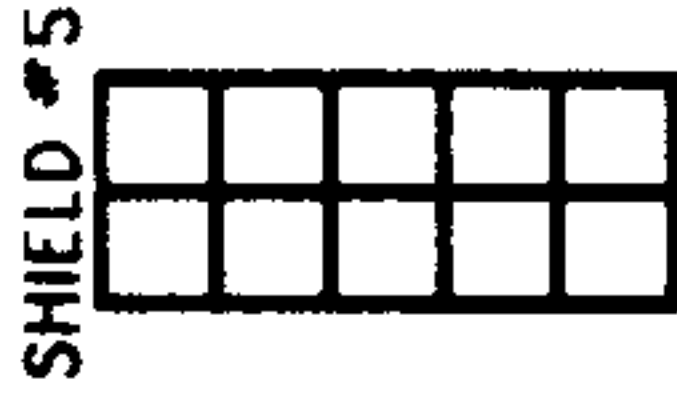
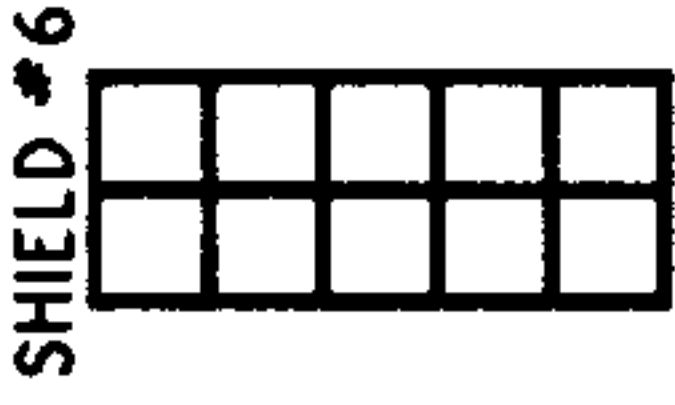
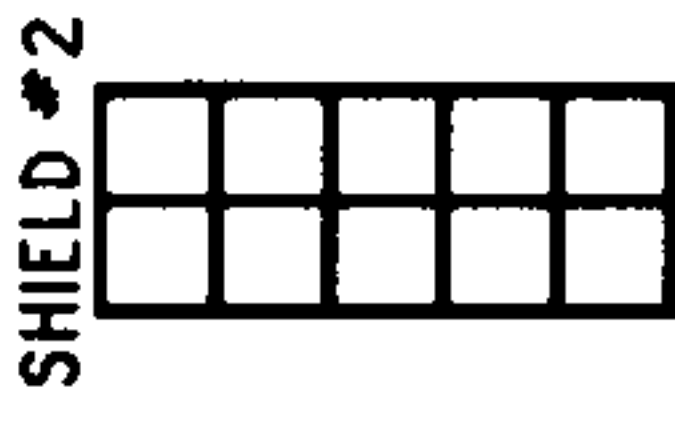
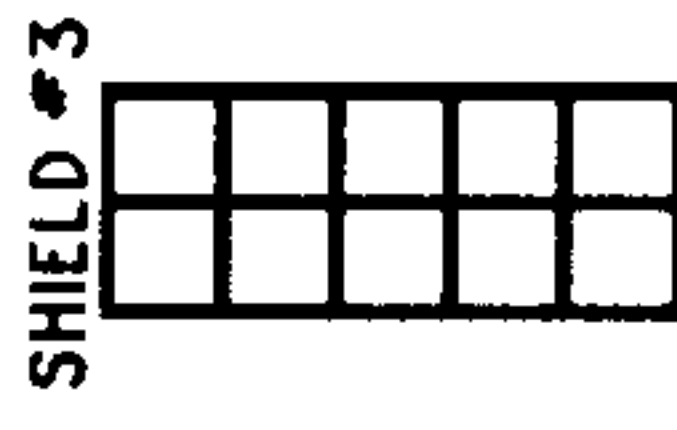
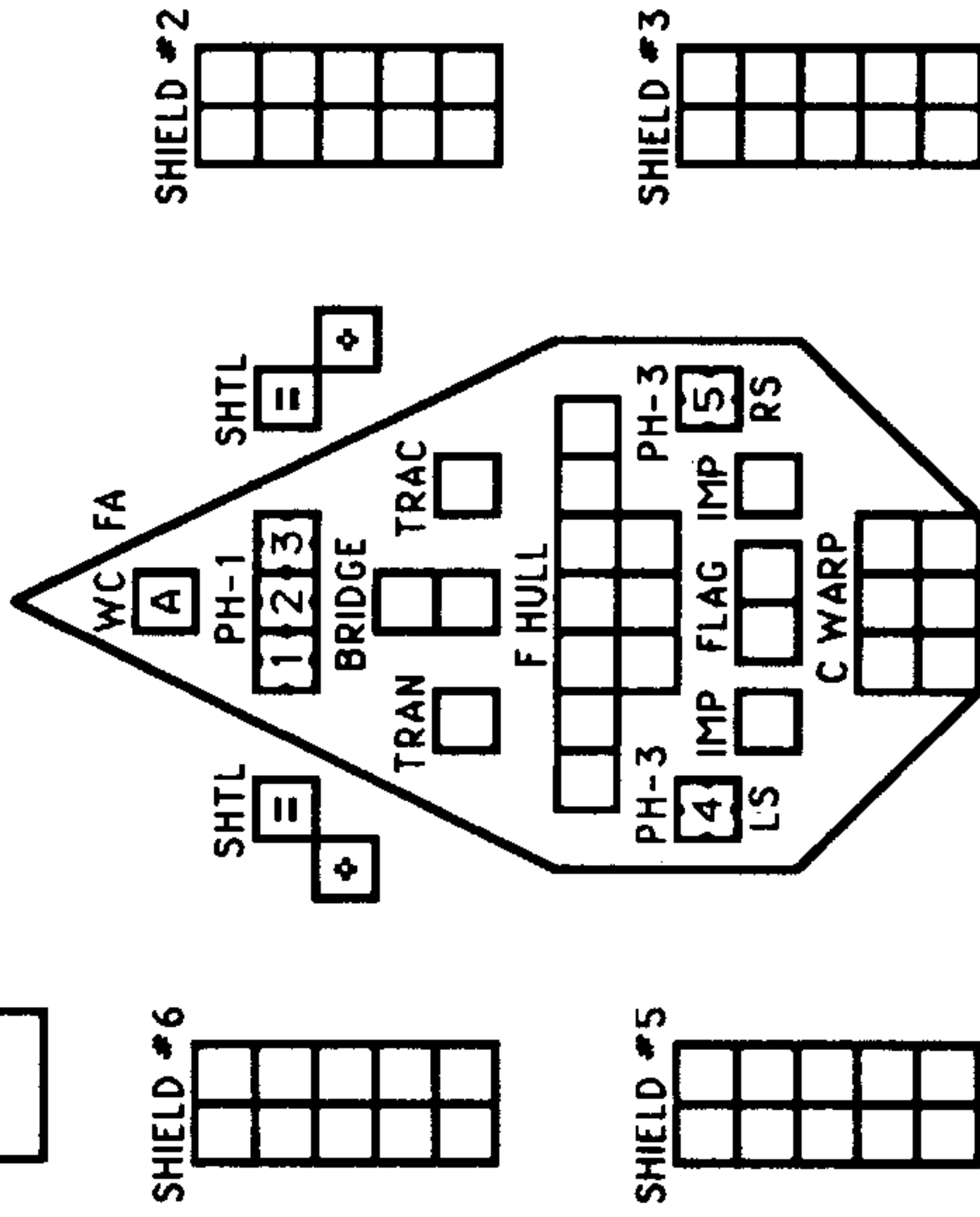
DISRUPTOR TABLE

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

THESE ARE THE FIGHTERS FOR THE SCs.
SCOM USES ONLY #1, 2, 7, AND 8.



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



SPIDER III
2XPH-3-FA
DFR = 4
CRIPPLE = 10
SPEED = 15

SPIDER II
1XPH-3-360°
DFR = 3
CRIPPLE = 10
SPEED = 14

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

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

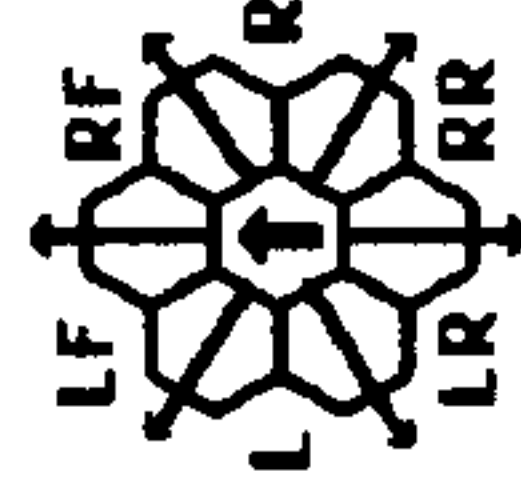
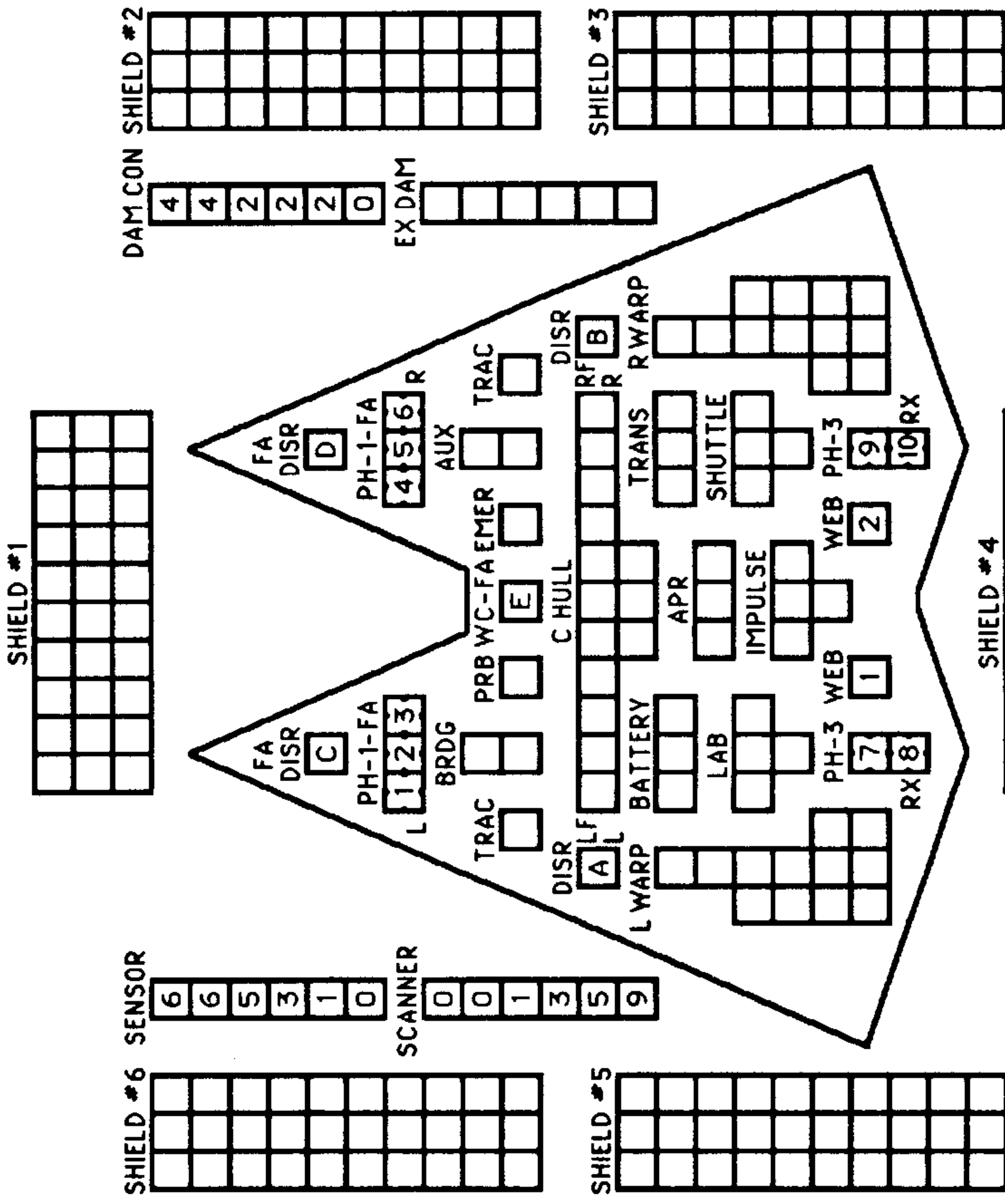
⑤ = HET COST

③ = ERRATIC MANEUVER WARP COST

THOLIAN HEAVY CRUISER

WEB CASTER REFIT

CNTR



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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

SHIP DATA TABLE

TYPE = CAW
POINT VALUE = 143
BREAKDOWN = 4-6
SHIELD COST = 1+1
LIFE SPT = 1
SIZE CLASS = 3
REFERENCE = R7.68
SNARE REFIT = +6

HIT & RUN DERFACS

T-BOMBS

BOARDING PARTIES

PROBES

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	9	16	26	51-75
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	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: 1 B, 2 2, 3 3, 4 4, 5 5, 6 6

SPEED: 1 2, 2 5, 3 6-10, 4 11-15, 5 16-21, 6 22-28, 7 29+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4	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

DISRUPTOR TABLE

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

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

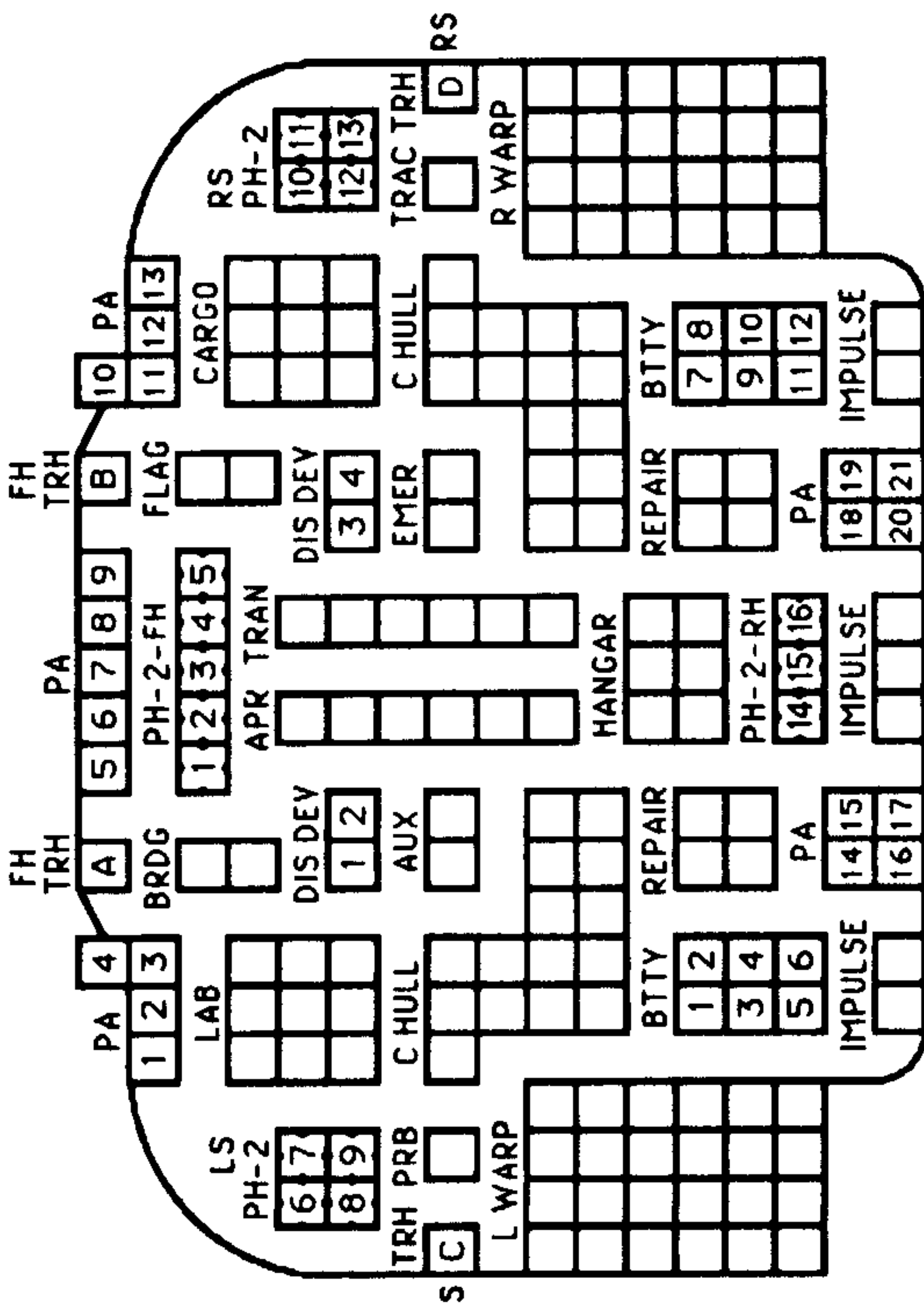
RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	2	0	0
DAMAGE	4	2	0
	6	4	2
	8	6	4
	10	8	6

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

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

ANDROMEDAN DOMINATOR

CNTR



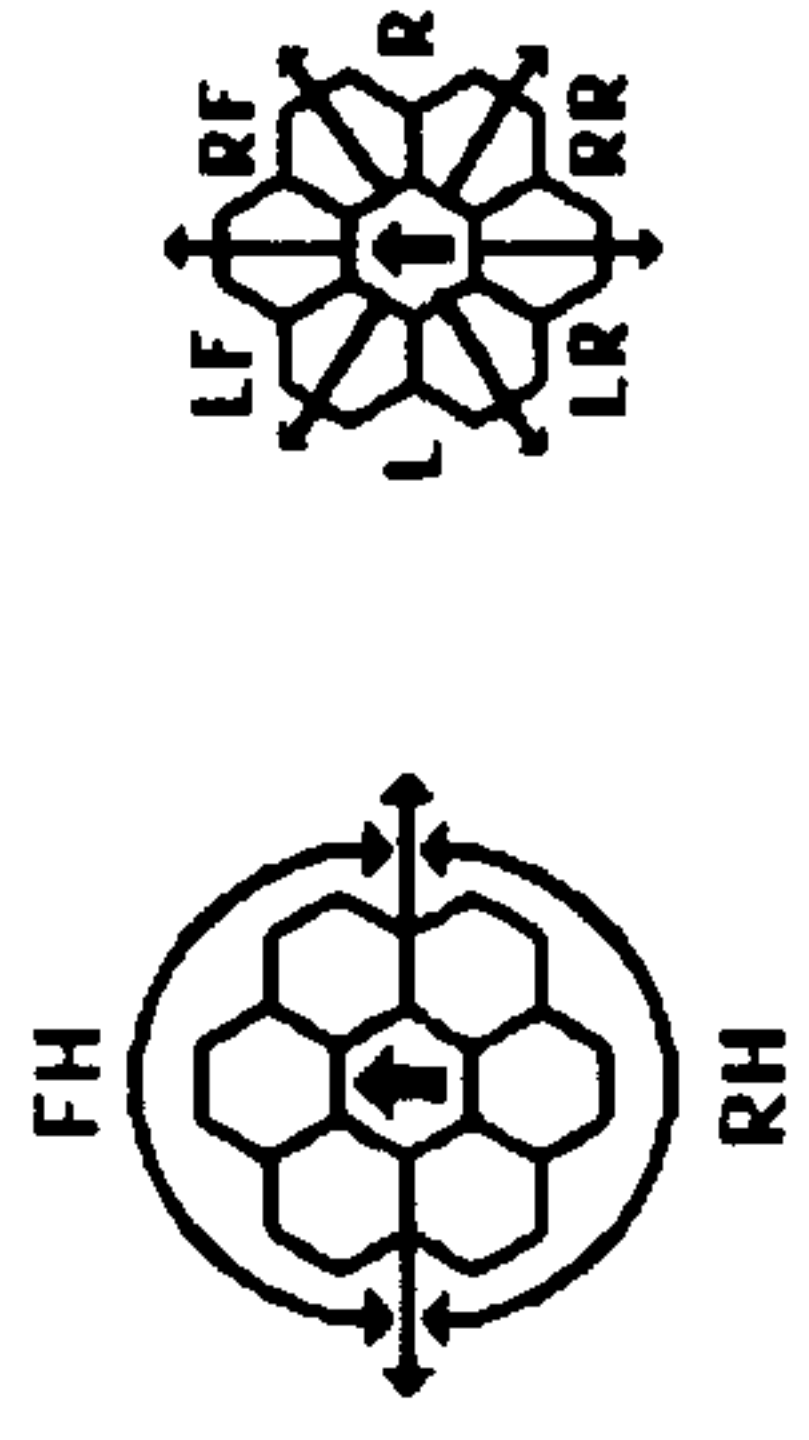
SENSOR	6	6	6	5	3	1	0
SCANNER	0	0	0	1	2	4	9
DAMAGE CONTROL	6	4	4	2	2	2	0
EXCESS DAMAGE							

SHIP DATA TABLE	
TYPE	= DOM
POINT VALUE	= 457
BREAKDOWN	= 5-6
PA COST	= 10/18
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R10.2

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

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

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



CREW UNITS																			
BOARDING PARTIES																			
PROBES																			
TRANSPORTER BOMBS																			

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)	
DIE RANGE	0-3 4-5 6-8 9-12 13-18 19-25
ROLL	0 3 4 5 6 8 9 12 13 18 19 25
1	20 20 18 12 8 3
2	20 20 15 9 5 2
3	20 18 12 6 3 1
4	20 15 9 3 2 0
5	18 12 6 2 1 0
6	15 9 3 1 0 0

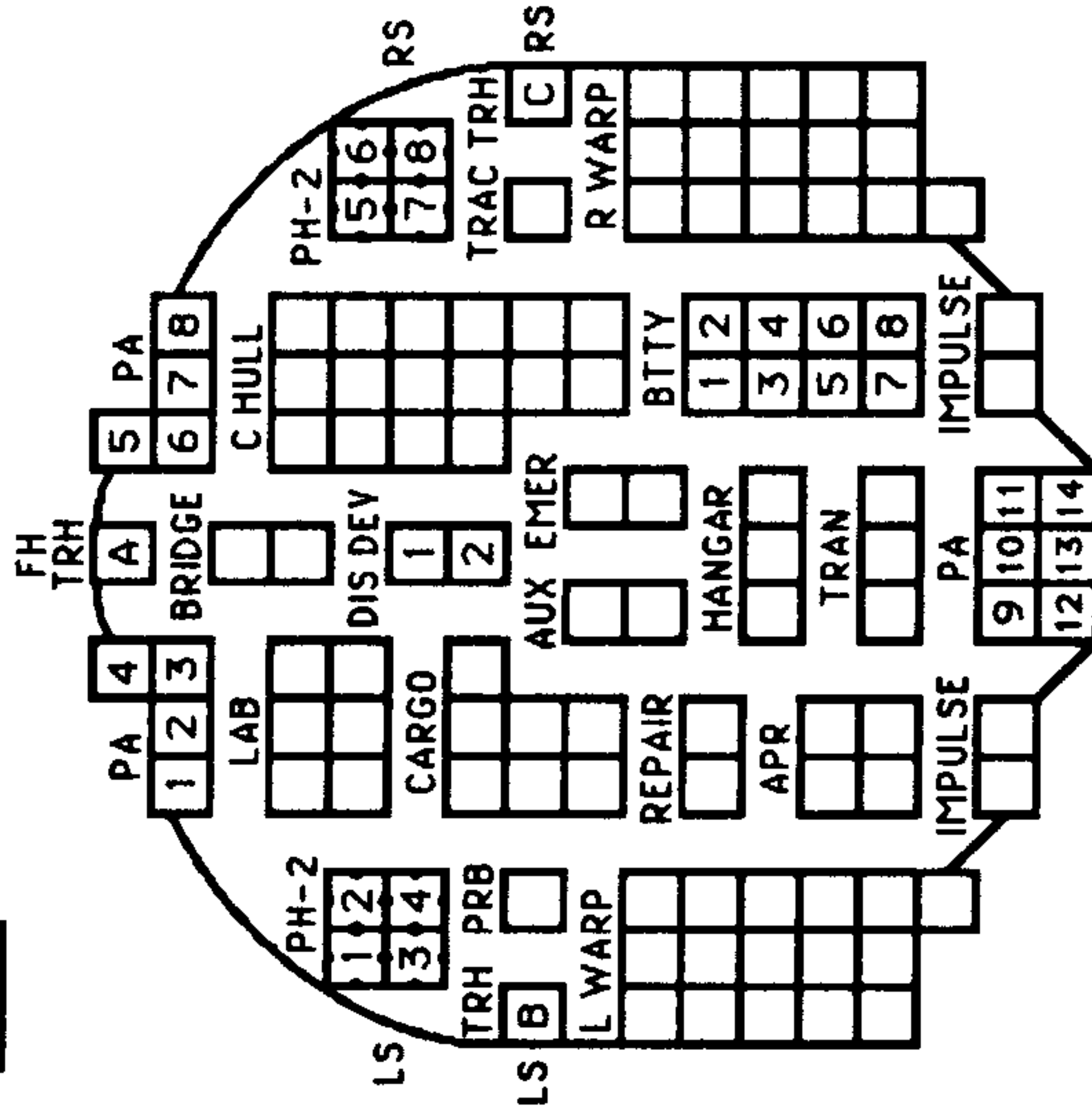
TRACTOR-REPULSOR BEAM TABLE (LIGHT)	
DIE RANGE	0-3 4-5 6-8 9-12 13-18 19-25
ROLL	0 3 4 5 6 8 9 12 13 18 19 25
1	10 10 9 6 4 2
2	10 10 7 4 3 1
3	10 9 6 3 2 0
4	10 7 4 2 1 0
5	9 6 3 1 0 0
6	7 4 2 0 0 0

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

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

ANDROMEDAN INTRUDER

CNTR



SENSOR
6 6 5 3 1 0

SCANNER
0 0 1 2 4 9

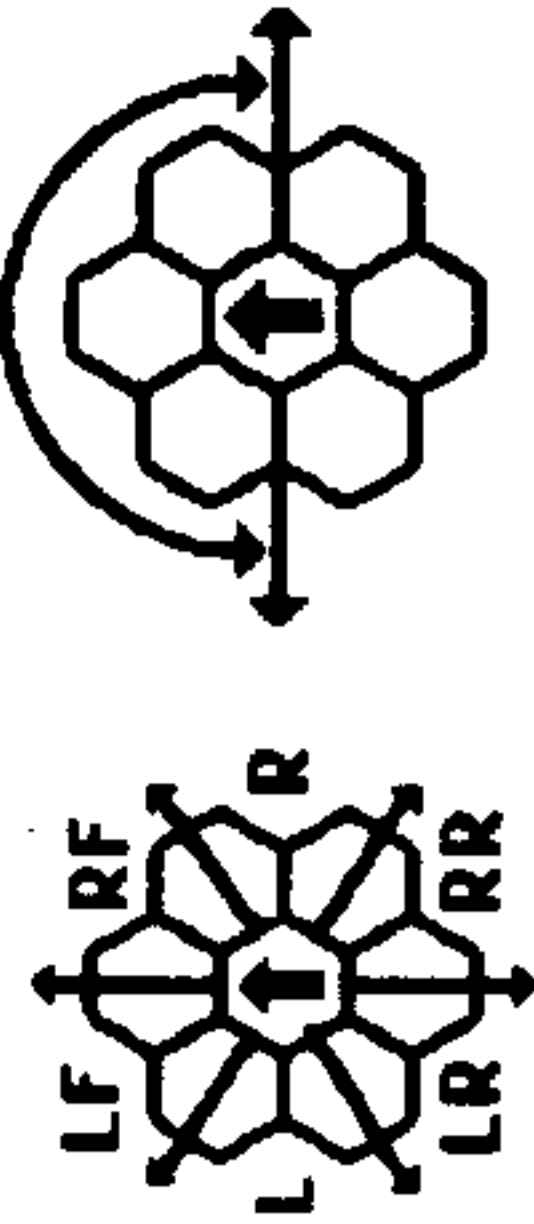
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE	
TYPE	= INT
POINT VALUE	= 265
BREAKDOWN	= 6
PA COST	= 6/10
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R10.3

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

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



CREW UNITS

10	20				
----	----	--	--	--	--

PROBES

5			
---	--	--	--

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

TYPE II 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
1	6	5	5	4	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	6	5	4	4	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	6	4	4	4	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	5	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
5	5	4	3	3	0	0	0	0	0	0	0	0	0	0	0	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	0	0	0	0	0	0	0	0	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE RANGE	ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3	3
2	20	20	15	9	5	2	2
3	20	18	12	6	3	1	1
4	20	15	9	3	2	0	0
5	18	12	6	2	1	0	0
6	15	9	3	1	0	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

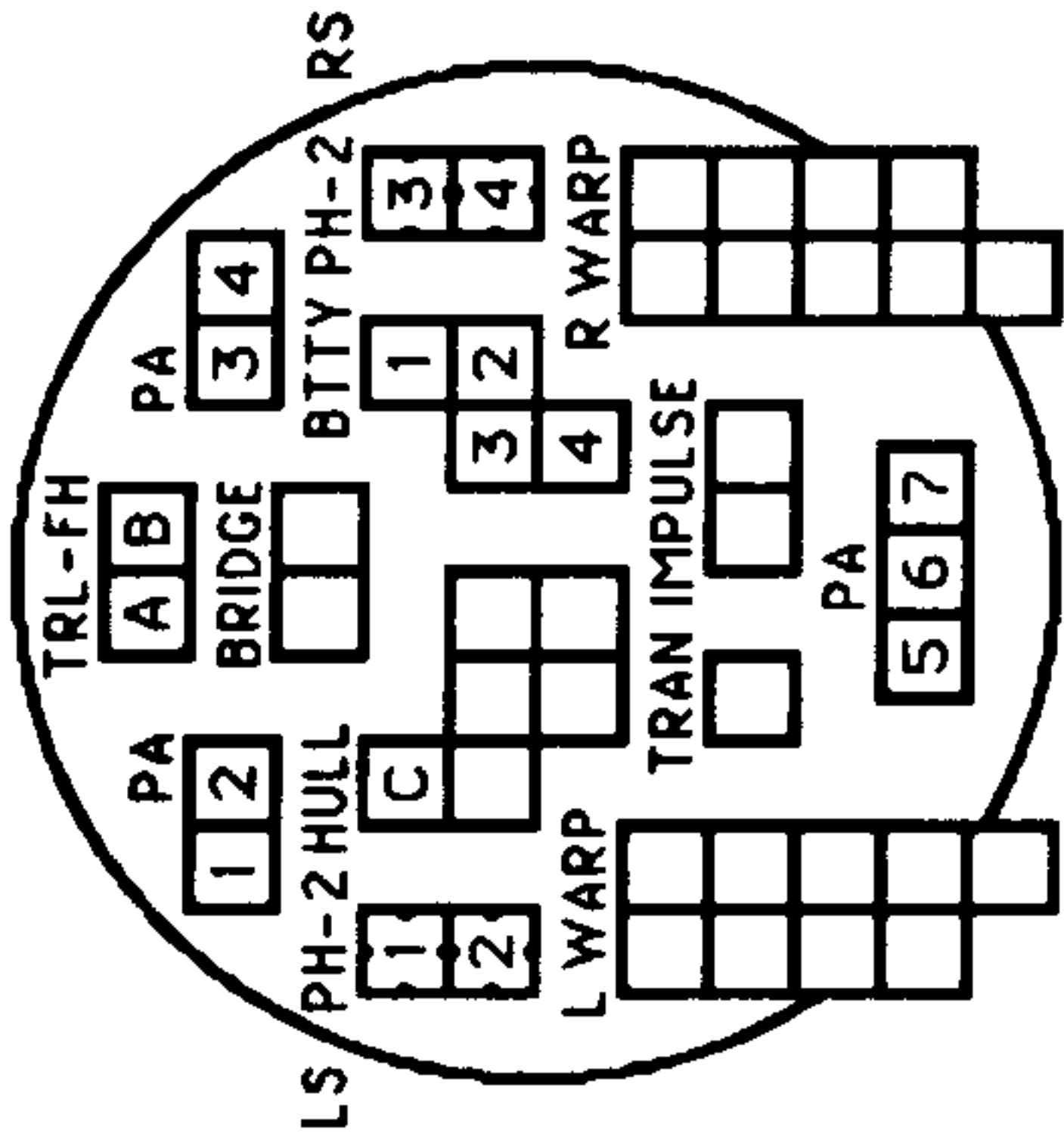
DIE RANGE	ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2	2
2	10	10	7	4	3	1	1
3	10	9	6	3	2	0	0
4	10	7	4	2	1	0	0
5	9	6	3	1	0	0	0
6	7	4	2	0	0	0	0

DISPLACEMENT DEVICE TABLE

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

ANDROMEDAN COBRA

CNTR



SHIP DATA TABLE

TYPE = COB
 POINT VALUE = 83
 BREAKDOWN = 6
 PA COST = 4/6
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R10.4

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

CREW UNITS

10							
8							

TRANSPORTER BOMBS

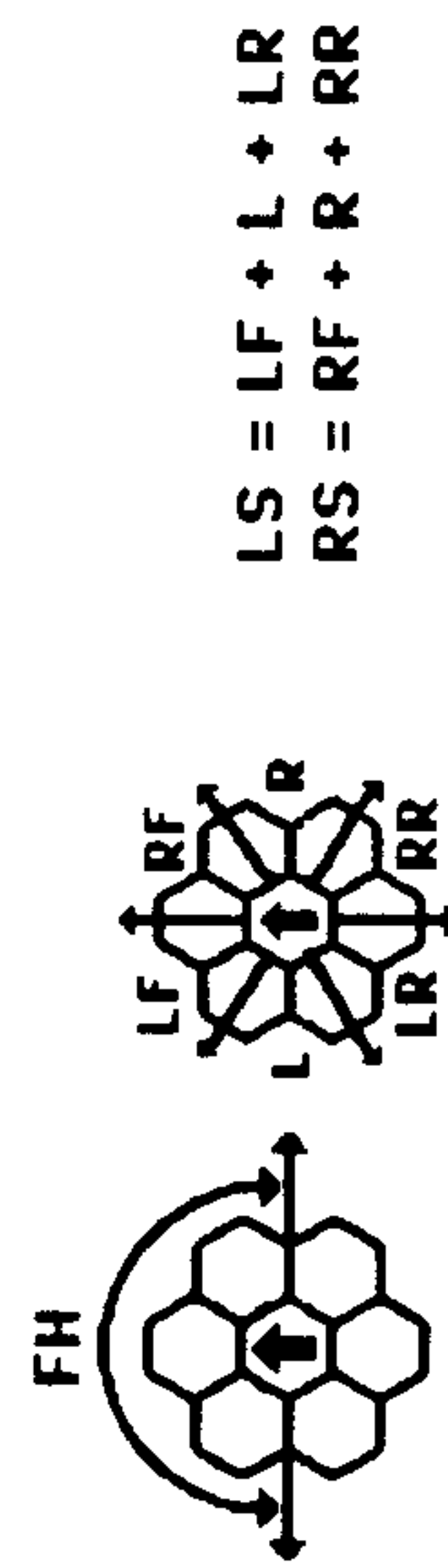
D	D
---	---

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0



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

SENSOR 6 5 3 0

DAM CON 2 2 2 0

SCANNER 0 1 5 9

EX DAM

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

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

ANDROMEDAN COURIER

CREW UNITS

*					10
---	--	--	--	--	----

BOARDING PARTIES

		4
--	--	---

TRANSPORTER BOMBS

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

CNTR

SHIP DATA TABLE

TYPE	=	COU
POINT VALUE	=	70
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.5

TURN MODE SPEED

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

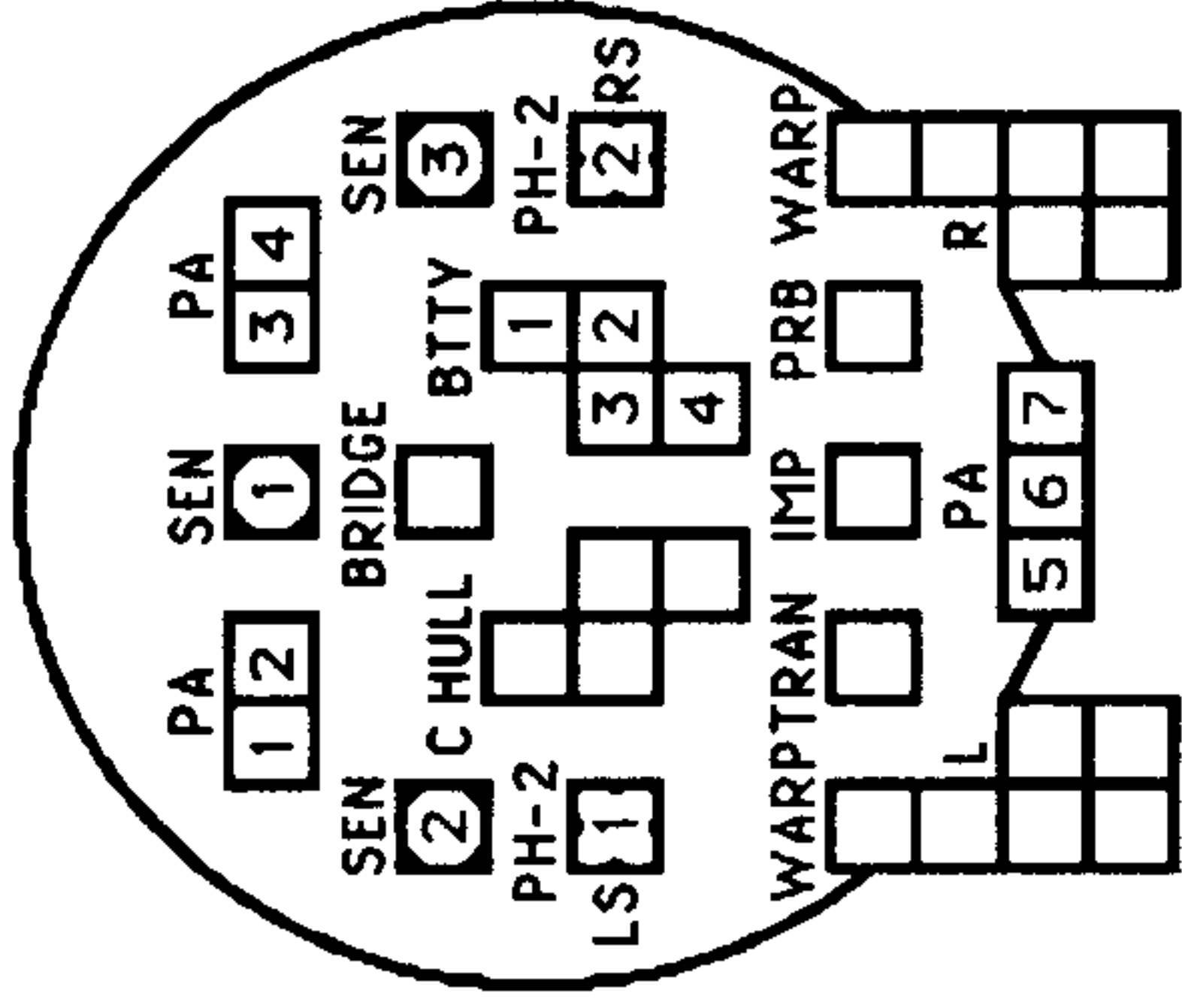
TYPE II PHASER TABLE

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

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 DESTROYED ON "TORPEDO" HITS.

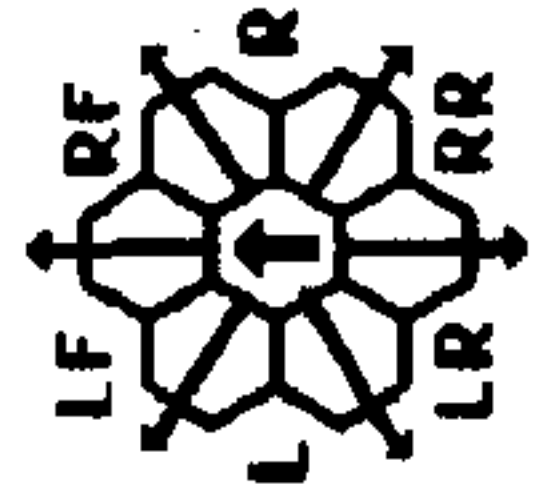


SENSOR	6	5	3	0
DAM CON	2	2	2	0

SCANNER	0	1	5	9
EX DAM				

TYPE III DEFENSE PHASER

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

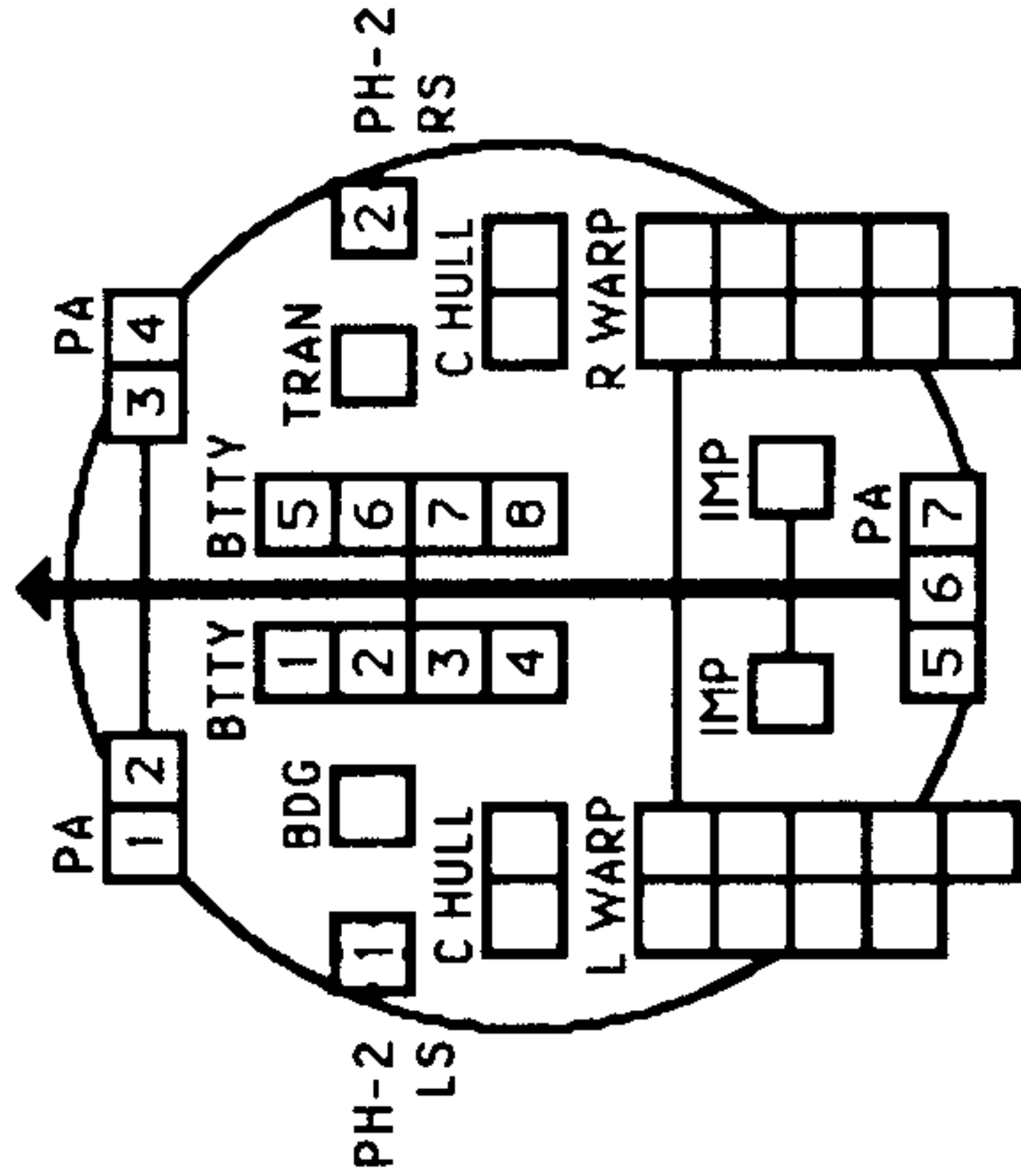


LS = LF + L + LR
RS = RF + R + RR

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

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

ANDROMEDAN TERMINATOR



CNTR

SENSOR 6 D

SCAN 0 9

DAMCON 2 0

EX DAM

BATTERY RECORDS

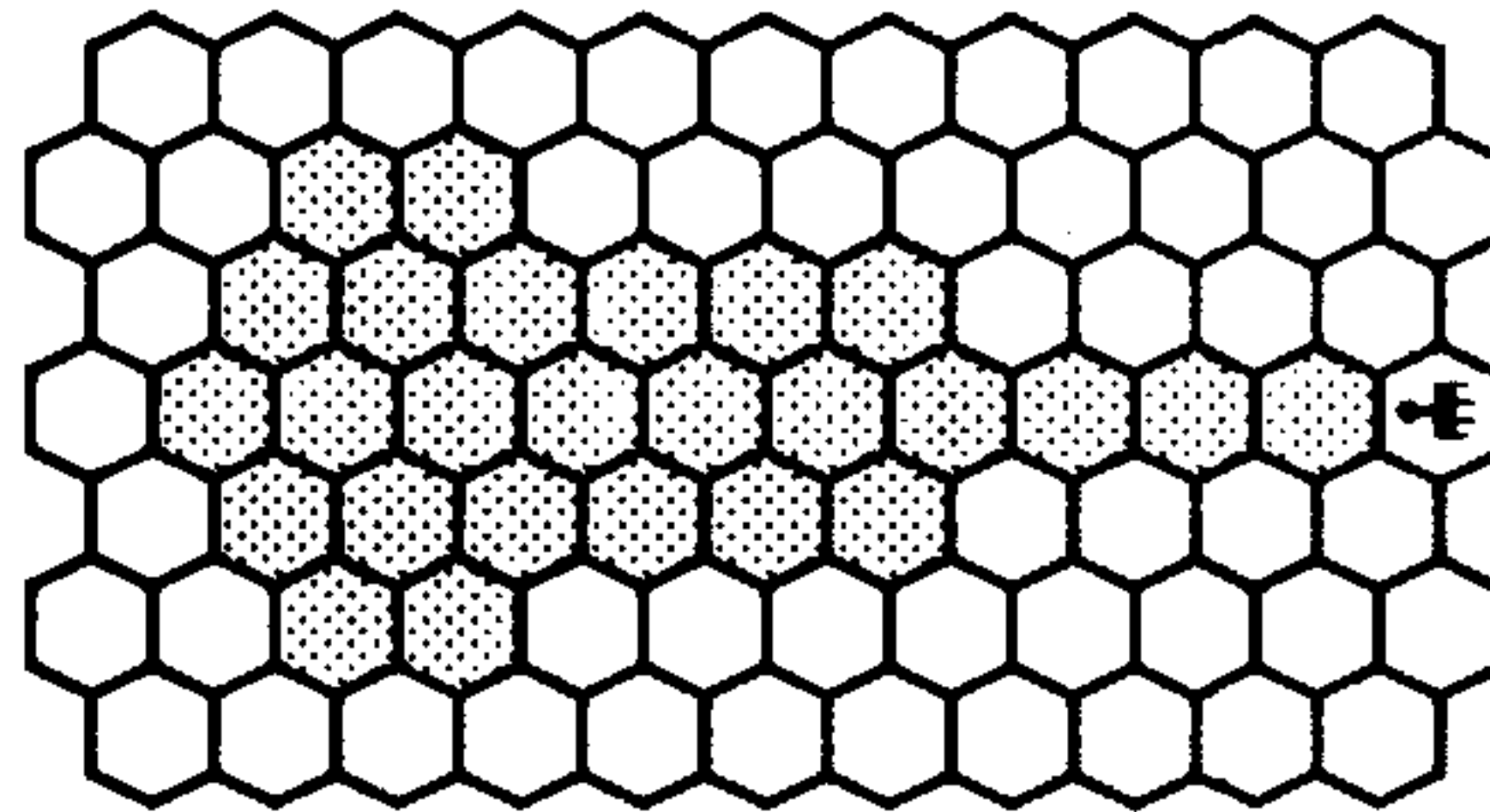
1	
2	
3	
4	
5	
6	
7	
8	

SHIP DATA TABLE

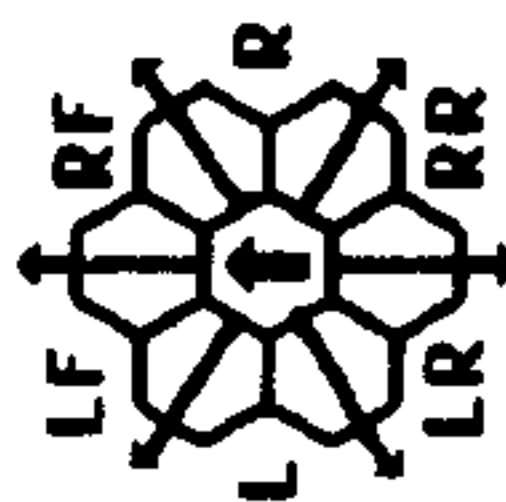
TYPE	=	TERM
POINT VALUE	=	102
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.6

TURN MODE SPEED

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



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



CREW UNITS 10

BOARDING PARTIES

TRANSPORTER BOMBS

TYPE II 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	31	50
1	6	5	5	4	3	2	1	1																									
2	6	5	4	4	2	1	1	0																									
3	6	4	4	4	1	1	0	0																									
4	5	4	4	3	1	0	0	0																									
5	5	4	3	3	0	0	0	0																									
6	5	3	3	3	0	0	0	0																									

TYPE III DEFENSE PHASER

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

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.
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

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

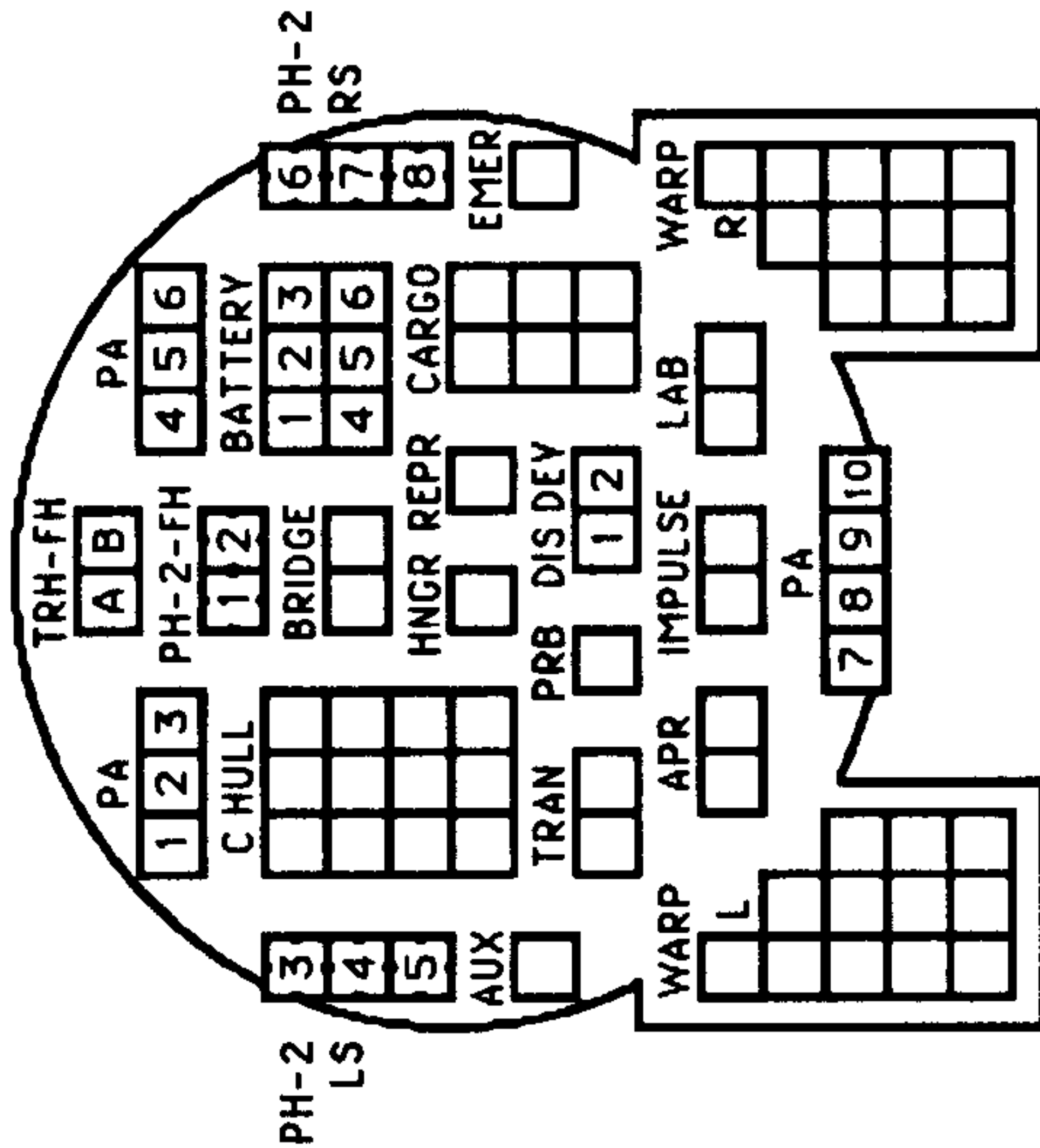
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

(5) = HET COST
(6) = ERRATIC MANEUVER WARP COST

ANDROMEDAN CONQUISTADOR

CNTR



SENSOR
6 5 3 1 0

DAMAGE CONTROL
4 2 2 2 0

SCANNER
0 1 3 5 9

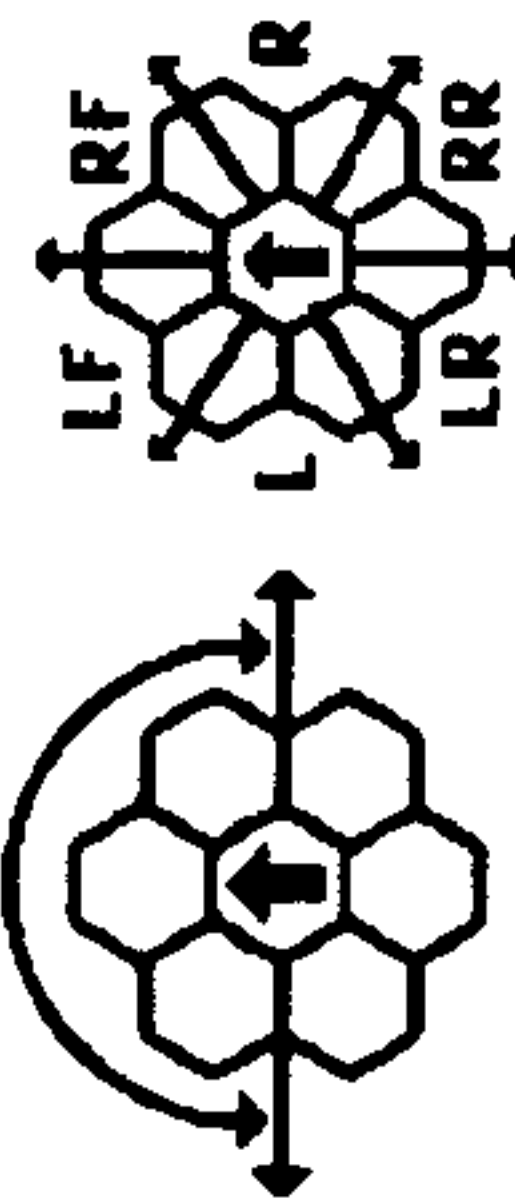
EXCESS DAMAGE
[] [] [] [] []

SHIP DATA TABLE	
TYPE	= COQ
POINT VALUE	= 172
BREAKDOWN	= 6
PA COST	= 5/8
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R10.8

TURN MODE	SPEED
B 1	2-5
B 2	6-10
HET 3	11-15
HET 4	16-21
BD 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 4 3 0 0
5	4	4 3 2 0 0
6	3	3 3 1 0 0

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



PROBES
[] [] [] [] 5

BOARDING PARTIES
[] [] [] [] [] 8

TYPE II PHASER TABLE

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE RANGE	4-5	6-8	9-12	13-18	19-25
ROLL	0-3				
1	20	20	18	12	6 3
2	20	20	15	9	5 2
3	20	18	12	6	3 1
4	20	15	9	3	2 0
5	18	12	6	2	1 0
6	15	9	3	1	0 0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE RANGE	4-5	6-8	9-12	13-18	19-25
ROLL	0-3				
1	10	10	9	6	4 2
2	10	10	7	4	3 1
3	10	9	6	3	2 0
4	10	7	4	2	1 0
5	9	6	3	1	0 0
6	7	4	2	0	0 0

DISPLACEMENT DEVICE TABLE

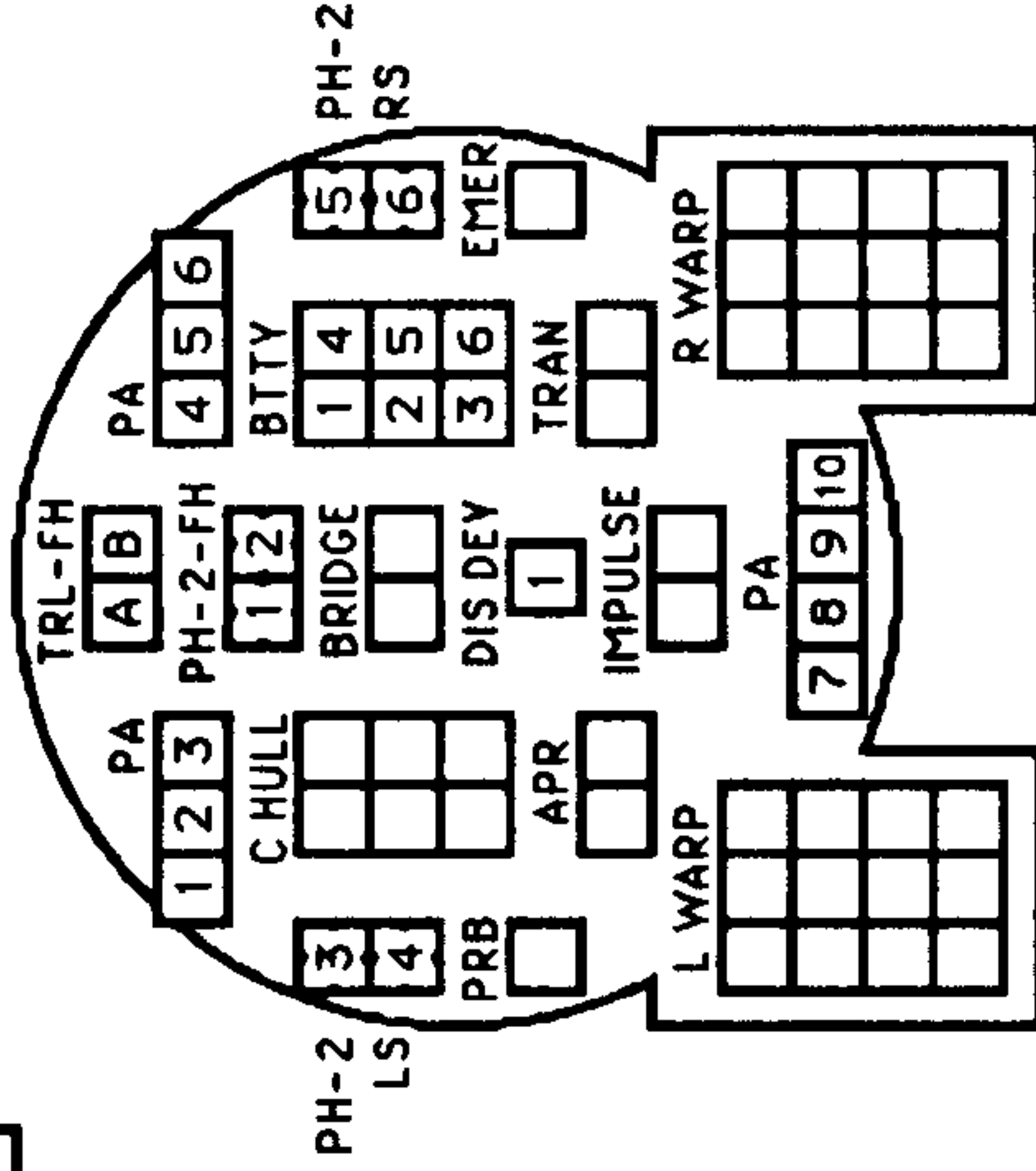
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

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

ANDROMEDAN PYTHON

CNTR



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

SHIP DATA TABLE

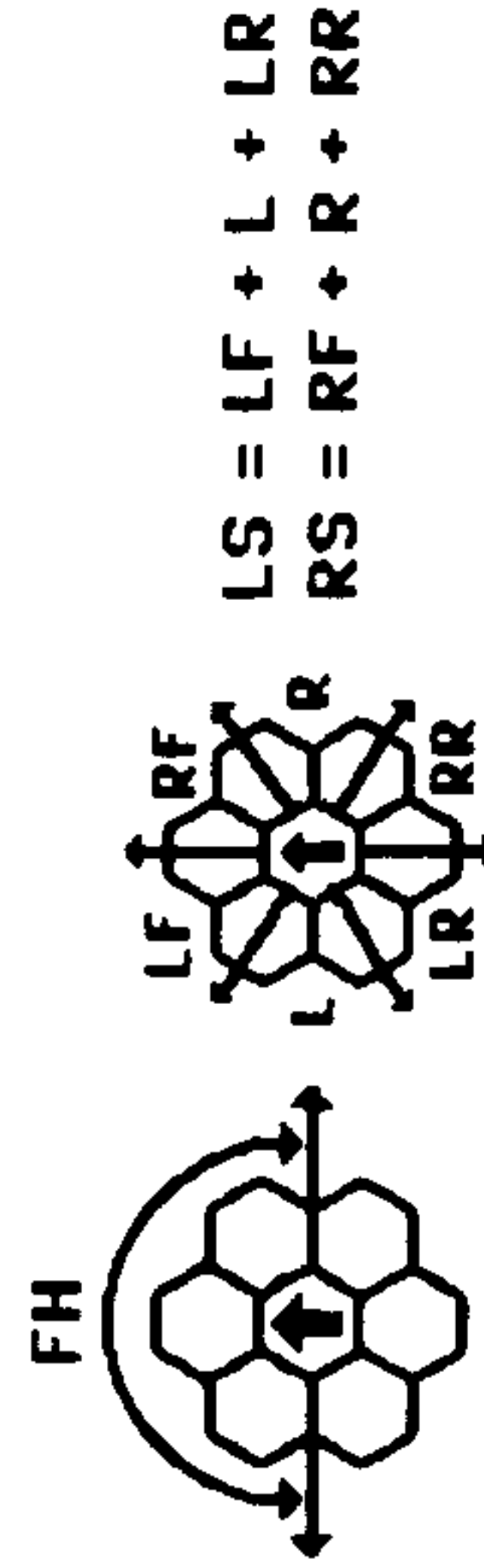
TYPE = PYT
POINT VALUE = 132
BREAKDOWN = 6
PA COST = 5/8
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R10.9

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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



PROBES

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

TRANSPORTER BOMBS

D	D
---	---

CREW UNITS

*				10
---	--	--	--	----

BOARDING PARTIES

				8
--	--	--	--	---

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	8	15	30	50
1	6	5	5	4	3	2	1	1	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	1	0	0	0
4	5	4	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

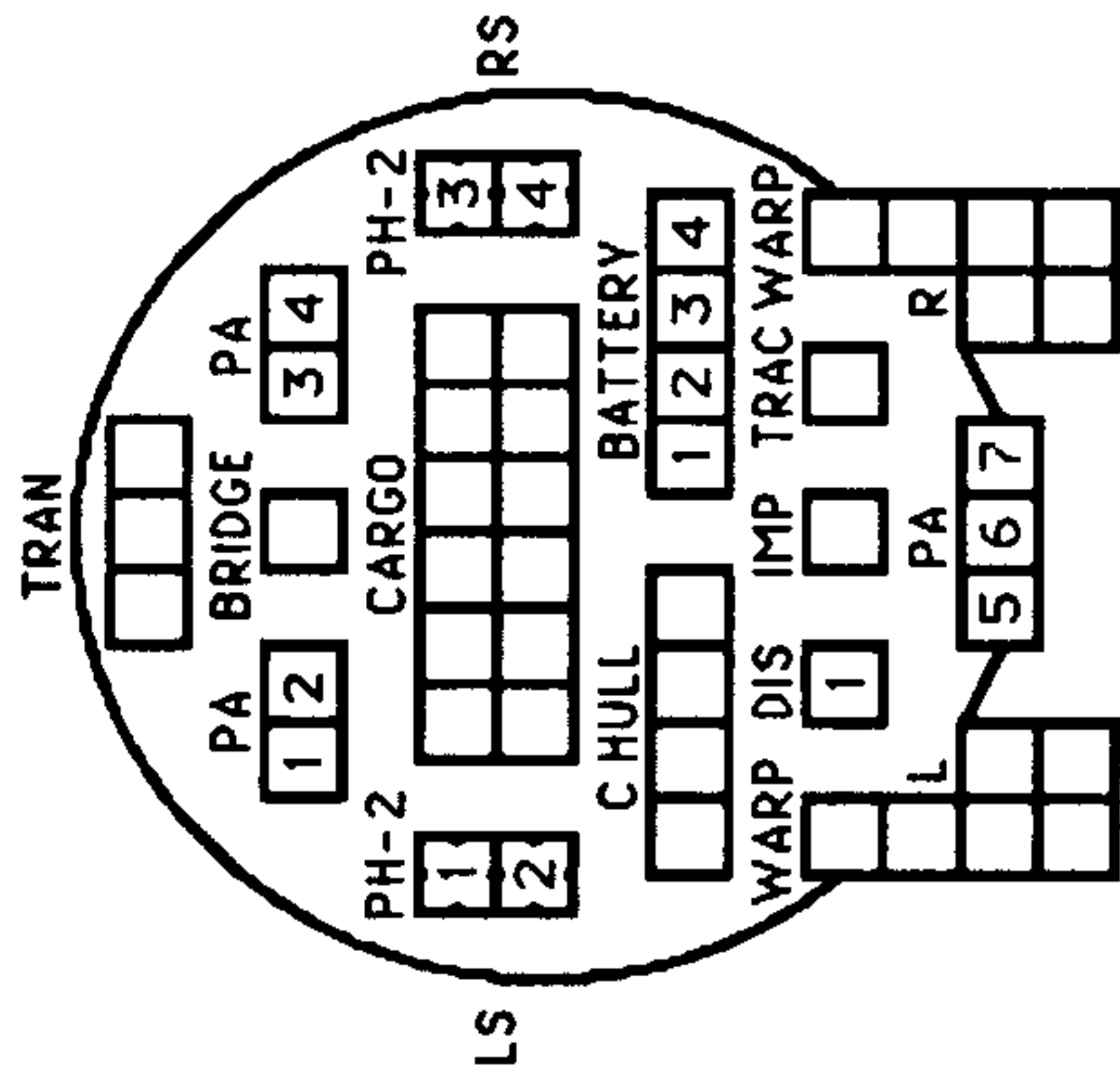
RANGE 0	1-2	3-15	16-22	23-31	32-50
SUCCESS	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6
					2-6

WARP ENERGY MOVEMENT COST = 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.	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	

ANDROMEDAN BULL SNAKE

CNTR



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

TYPE	=	BUL
POINT VALUE	=	70
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.10

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

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

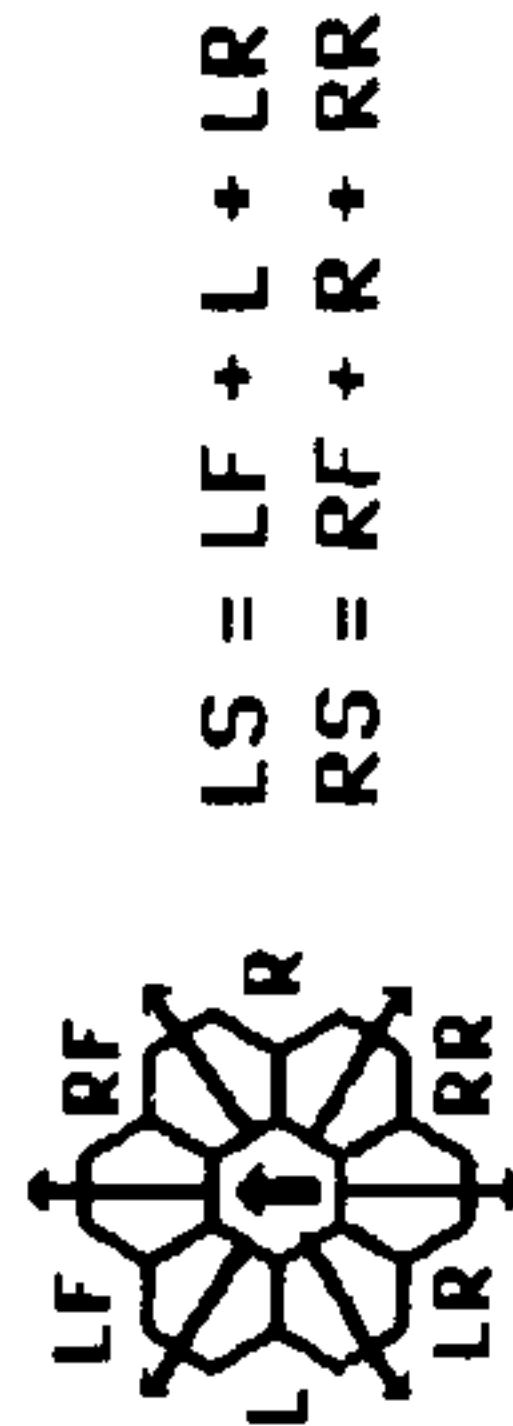
CREW UNITS
* 1 1 1 1 1 8

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

BOARDING PARTIES 4
TRANSPORTER BOMBS D D

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

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



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

Ⓢ = HET COST Ⓢ = ERRATIC MANEUVER WARP COST

ANDROMEAN SATELLITE BASE

CREW UNITS

	*				10
--	---	--	--	--	----

BOARDING PARTIES

				6
--	--	--	--	---

TRANSPORTER BOMBS

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

SHIP DATA TABLE

TYPE = SAT
 POINT VALUE = 75/200
 PA COST = 4/6
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R10.11

CNTR

--

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE II PHASER TABLE

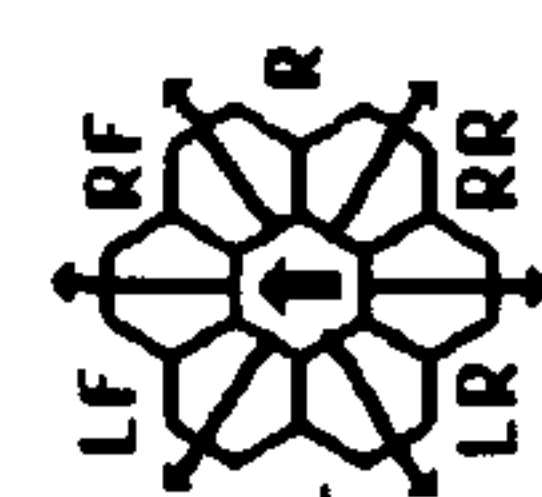
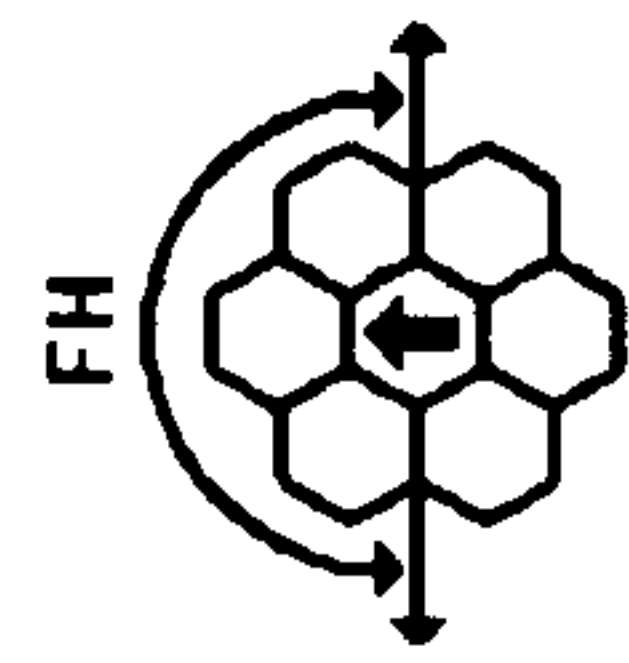
DIE ROLL	0	1	2	3	4	5	6	7	8	9	15	16	30	31-50
1	6	5	5	4	4	3	2	1	1	1	0	0	0	0
2	6	5	4	4	2	1	1	0	0	0	0	0	0	0
3	6	4	4	4	1	1	0	0	0	0	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0	0	0	0	0
5	5	4	3	3	0	0	0	0	0	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4	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

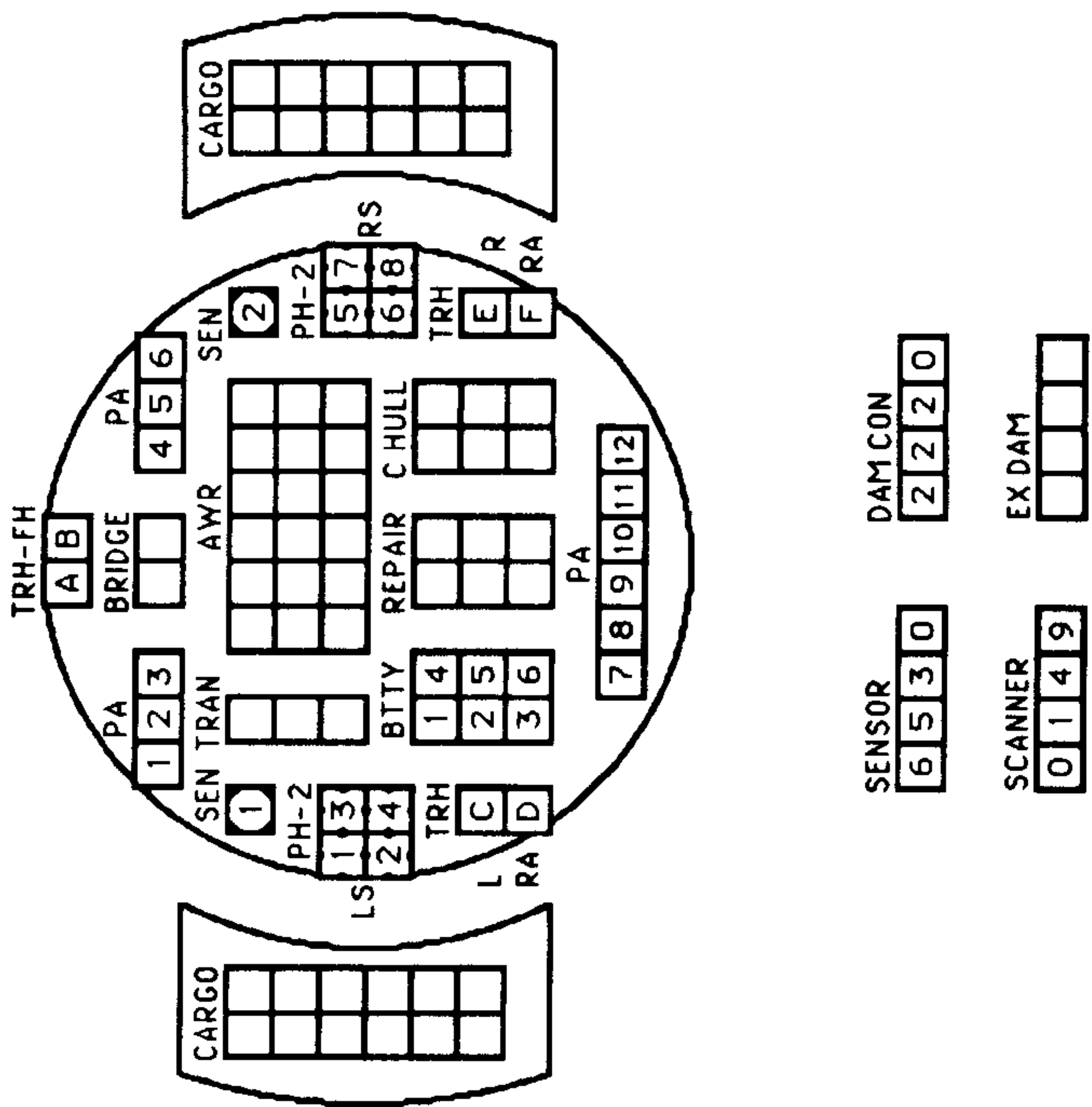
SCOUT FUNCTIONS SUMMARY

- 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



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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.



SEE (C3.7) FOR ROTATION.

ANDROMEDAN ENERGY MODULES

SMALL ENERGY MODULE

1					
2					
3					
4					
5					
6					

SHIP DATA TABLE
 TYPE = EM-S
 POINT VALUE = 30
 SIZE CLASS = 4
 REFERENCE = R10.13A

MEDIUM ENERGY MODULE

1					
2					
3					
4					
5					
6					
7					
8					

SHIP DATA TABLE
 TYPE = EM-M
 POINT VALUE = 40
 SIZE CLASS = 4
 REFERENCE = R10.13B

SEE (G20.0) FOR RULES
 ON ENERGY MODULES.

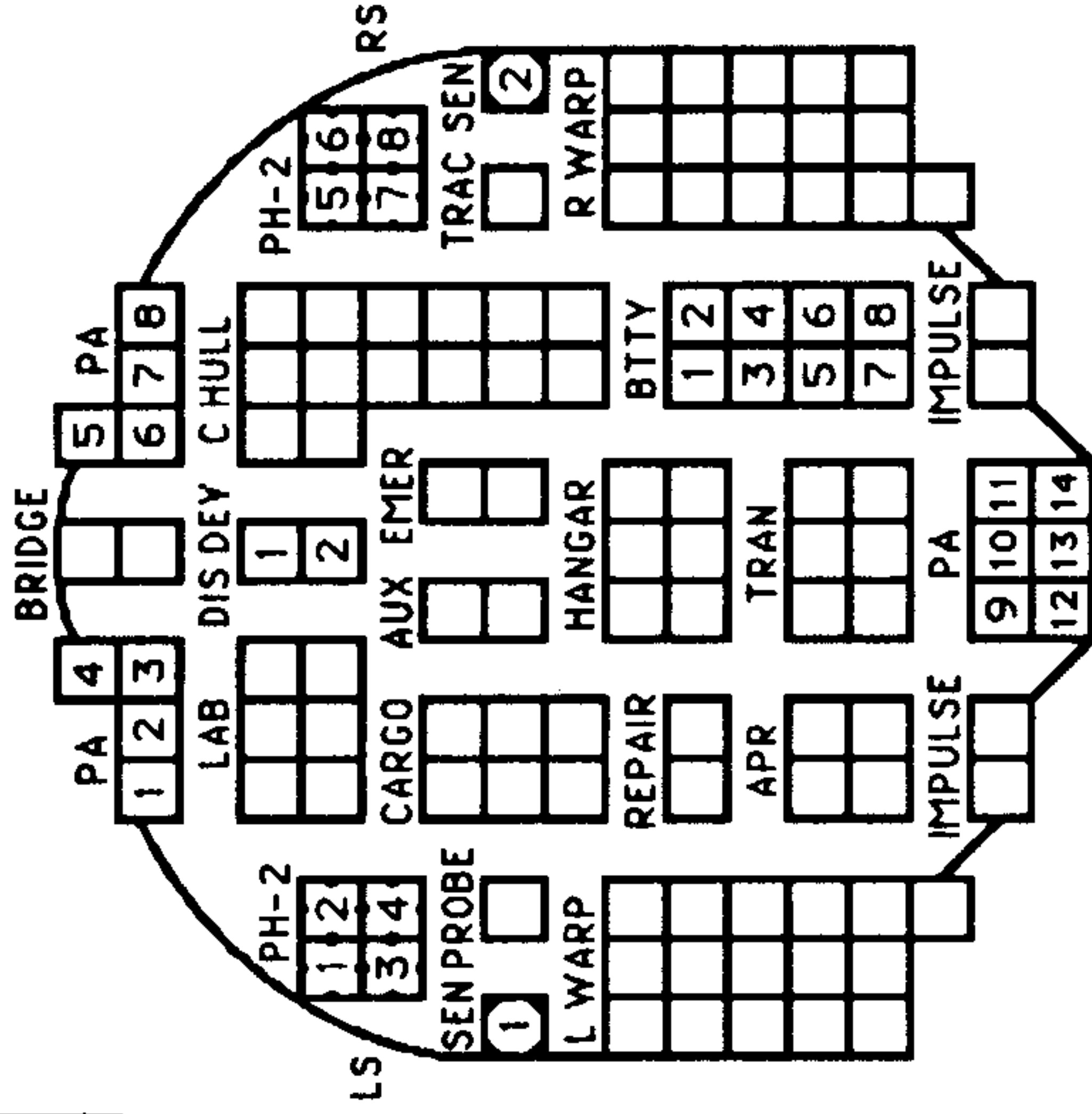
LARGE ENERGY MODULE

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

SHIP DATA TABLE
 TYPE = EM-L
 POINT VALUE = 60
 SIZE CLASS = 4
 REFERENCE = R10.13C

ANDROMEDAN INFESTOR

CNTR



SENSOR
6 6 5 3 1 0

SCANNER
0 0 1 2 4 9

DAMAGE CONTROL
4 4 2 2 2 0

EXCESS DAMAGE
[][][][][][][]

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

SHIP DATA TABLE

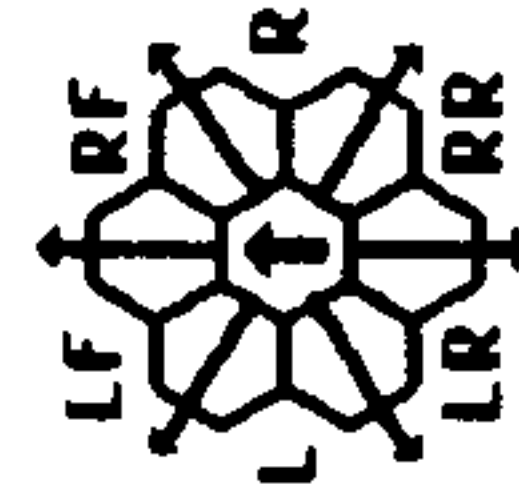
TYPE = INF
POINT VALUE = 258/208
BREAKDOWN = 6
PA COST = 6/10
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R10.14

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

TYPE III DEFENSE PHASER

DIE	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

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



PROBES
[][][] 5

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

[*]	[10]	[]	[]	[]
[]	[]	[]	[]	[]
[]	[]	[]	[]	[]
[]	[]	[]	[]	[]
[]	[]	[]	[]	[]
[]	[]	[]	[]	[]

BOARDING PARTIES
[][][][][] 10

DISPLACEMENT DEVICE TABLE

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

TYPE II PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS DESTROYED ON "TORPEDO" HITS.

ANDROMEDAN DESECRATOR STARBASE

CREW UNITS

										10
										20
		*								30
										40
										50
										60
										70
										80
										90
										100

BOARDING PARTIES

										10
										20
										30
										40
										50

PROBES

1										10
2										10
3										10
4										10

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

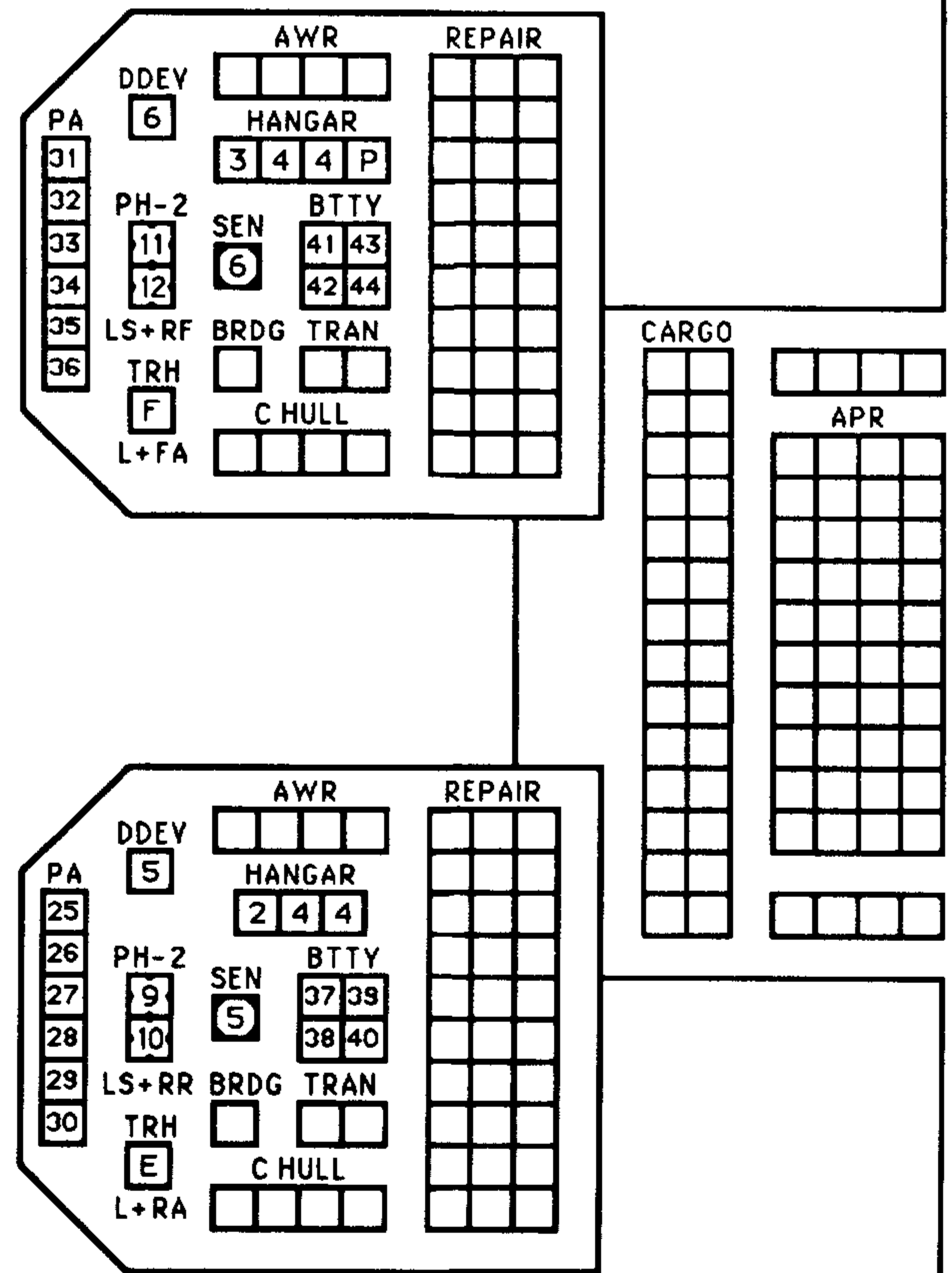
TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE II PHASER TABLE

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

SHIP DATA TABLE	
TYPE	= SB
POINT VALUE	= 1000/600
PA COST	= 18/36
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R10.7



SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9
---	---	---	---	---	---	---	---	---	---	---	---

DAMAGE CONTROL

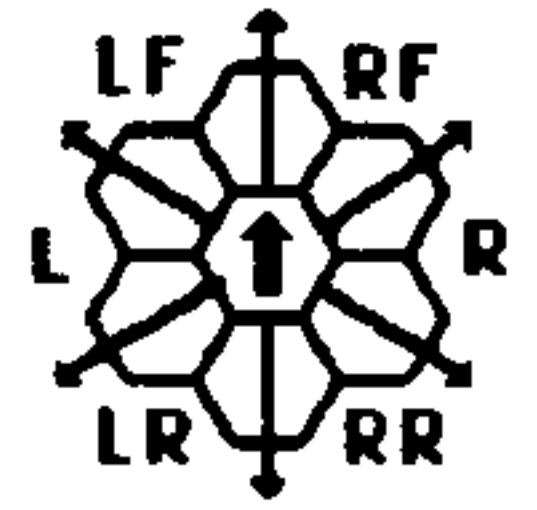
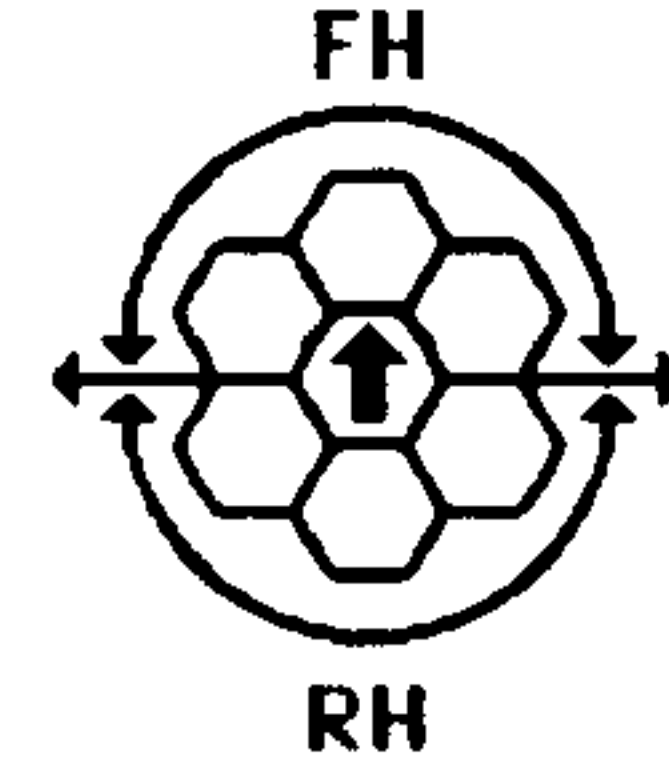
12	12	12	10	10	10	8	8	8	6	6	4	4	2	2	0
----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

EXCESS DAMAGE

[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

DISPLACEMENT DEVICE TABLE

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



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

PA
1 2 3 4 5 6

TRH PH-2-FX DDEV
FH A 1 2 1

HULL BRDG SEN AWR
C 1 HNGR

TRAN BTTY 2
21 23 4
22 24 4

REPAIR

REPAIR C HULL

TRAN BRDG TRH B PA
FA+R 7

BTTY SEN PH-2 8
25 27 2 3
26 28 4 4 10

HANGAR LF+RS 11
P 4 4 3 DDEV 12
AWR 2

ARMOR CARGO

LAB C HULL

TRANSPORTERS

FLAG EMER PRB AUX
1 2
3 4

BATTERY
1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

ARMOR

REPAIR C HULL

TRAN BRDG TRH PA
RA+R 13

BTTY SEN PH-2 14
29 31 3 5
30 32 6 6 15

HANGAR LR+RS 17
4 4 2 DDEV 18
AWR 3

REPAIR

AWR HNGR BTTY TRAN HULL
P 33 35 C
4 34 36

SEN BRDG
4

DDEV PH-2-RX TRH
4 8 7 D
RH

PA
19 20 21 22 23 24

SEE (D4.12) FOR ARMOR RULES.
SEE (R1.ID) FOR SPECIAL DAMAGE RULES.
SEE (C3.7) FOR ROTATION RULES.

TRANSPORTER BOMBS

TYPE III DEFENSE PHASER

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

ANDROMEDAN MAMBA

CREW UNITS	10
PROBES	5

☐ CNTR

SHIP DATA TABLE

TYPE = MAM
 POINT VALUE = 130
 BREAKDOWN = 6
 PA COST = 5/8
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R10.15

BOARDING PARTIES	8
TRANSPORTER BOMBS	DD

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TURN MODE SPEED

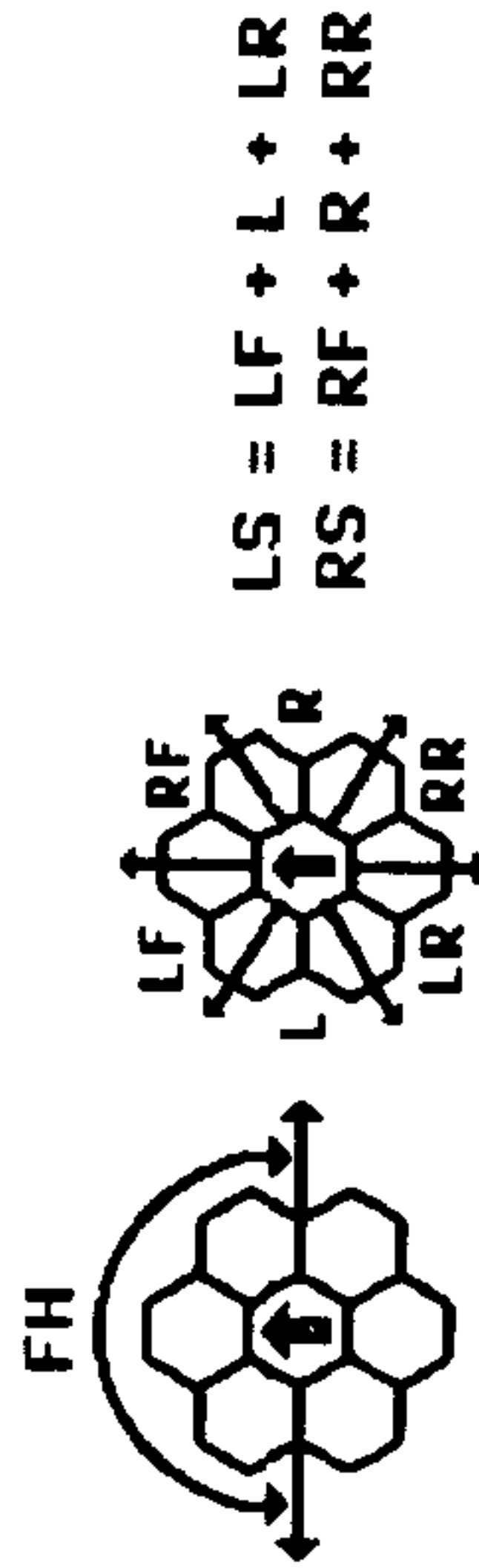
TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

TYPE II PHASER TABLE

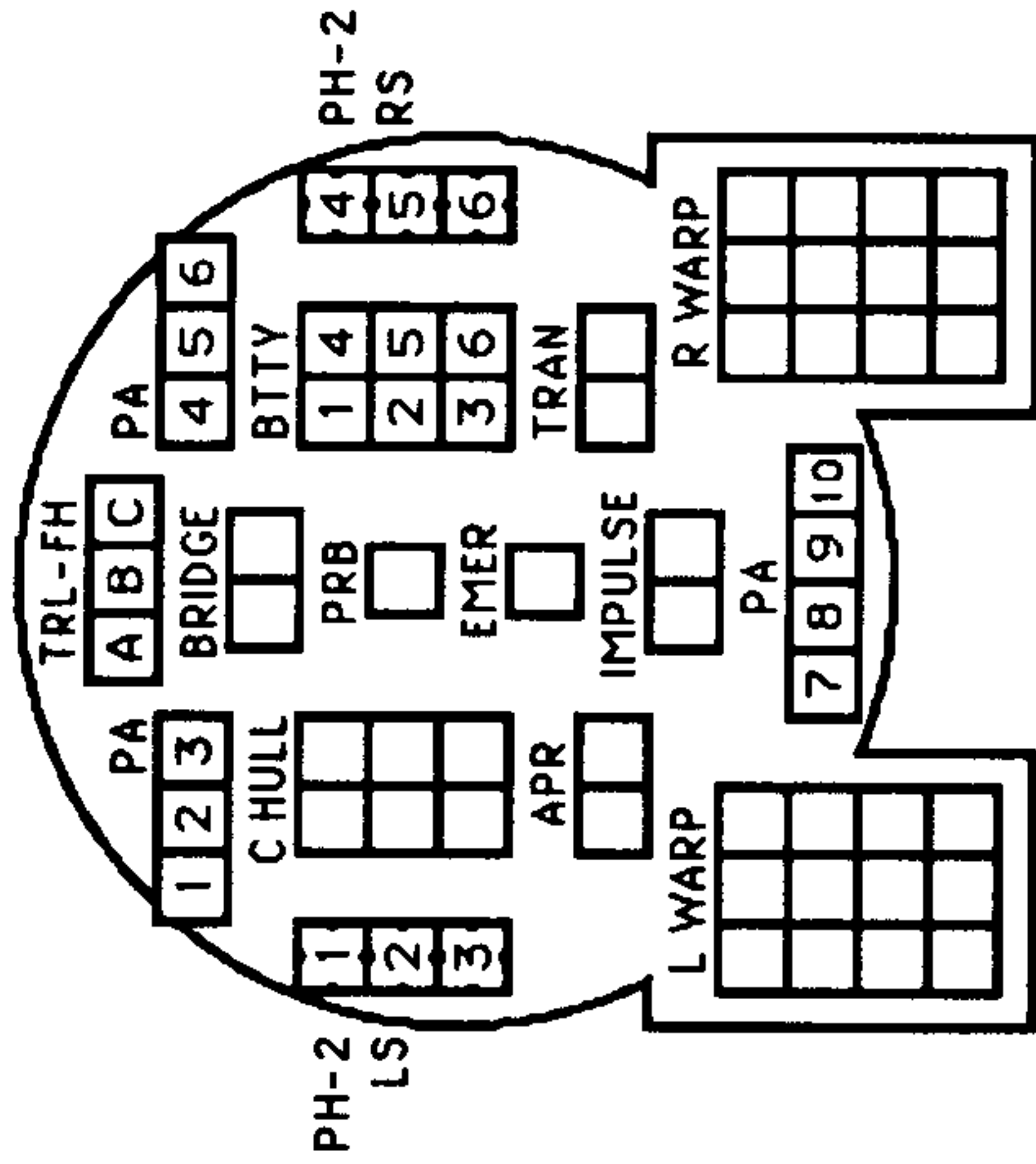
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
1	6	5	5	4	4	3	2	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
2	6	5	4	4	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
3	6	4	4	4	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
4	5	4	4	3	1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



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



SENSOR 6 5 3 1 0

DAMAGE CONTROL 4 2 2 2 0

SCANNER 0 1 3 5 9

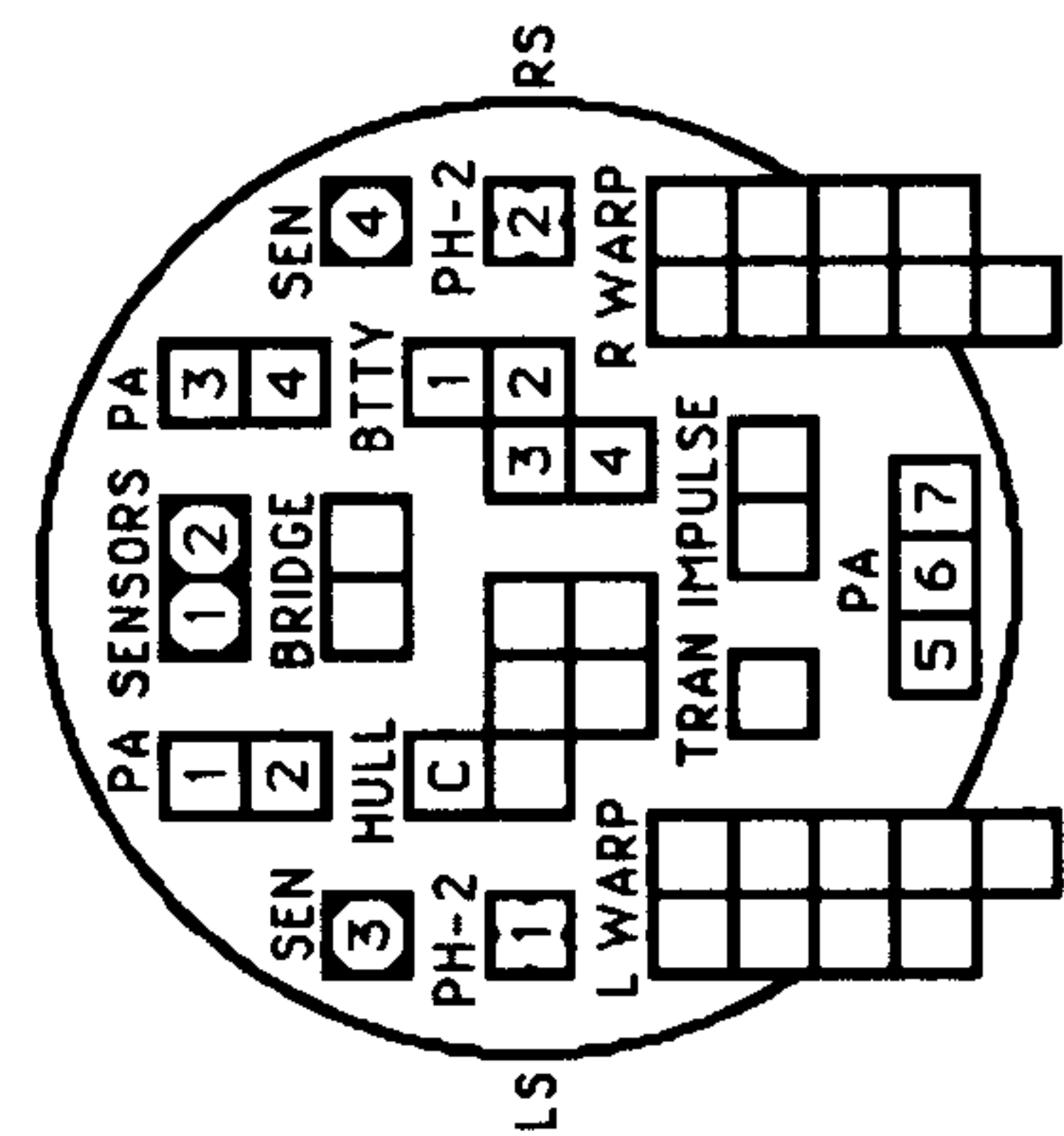
EXCESS DAMAGE ☐ ☐ ☐ ☐ ☐

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	7	8	8	9	10	10	10	11	12	12	13	14	14	15	16	17	18	18	19	20	20	20
Froct.	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

ANDROMEDAN EEL

CNTR



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

THE EEL CAN USE BOTH OF ITS BRIDGE BOXES AS LABS.

SHIP DATA TABLE

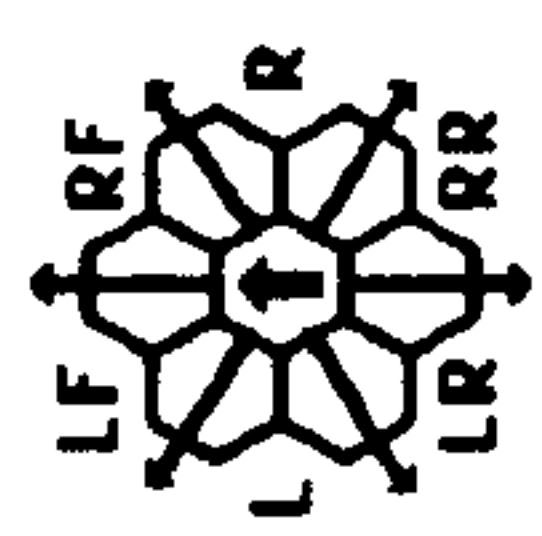
TYPE = EEL
 POINT VALUE = 92
 BREAKDOWN = 6
 PA COST = 4/6
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R10.16

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



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

CREW UNITS

	*				10
--	---	--	--	--	----

TRANSPORTER BOMBS D D

BOARDING PARTIES 8

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	4	8	15	30	50
1	6	5	5	4	3	2	1	1	0
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	1	0	0	0
4	5	4	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0	0
6	5	3	3	3	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 DESTROYED ON "TORPEDO" HITS.

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

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

ANDROMEDAN VIPER

CNTR

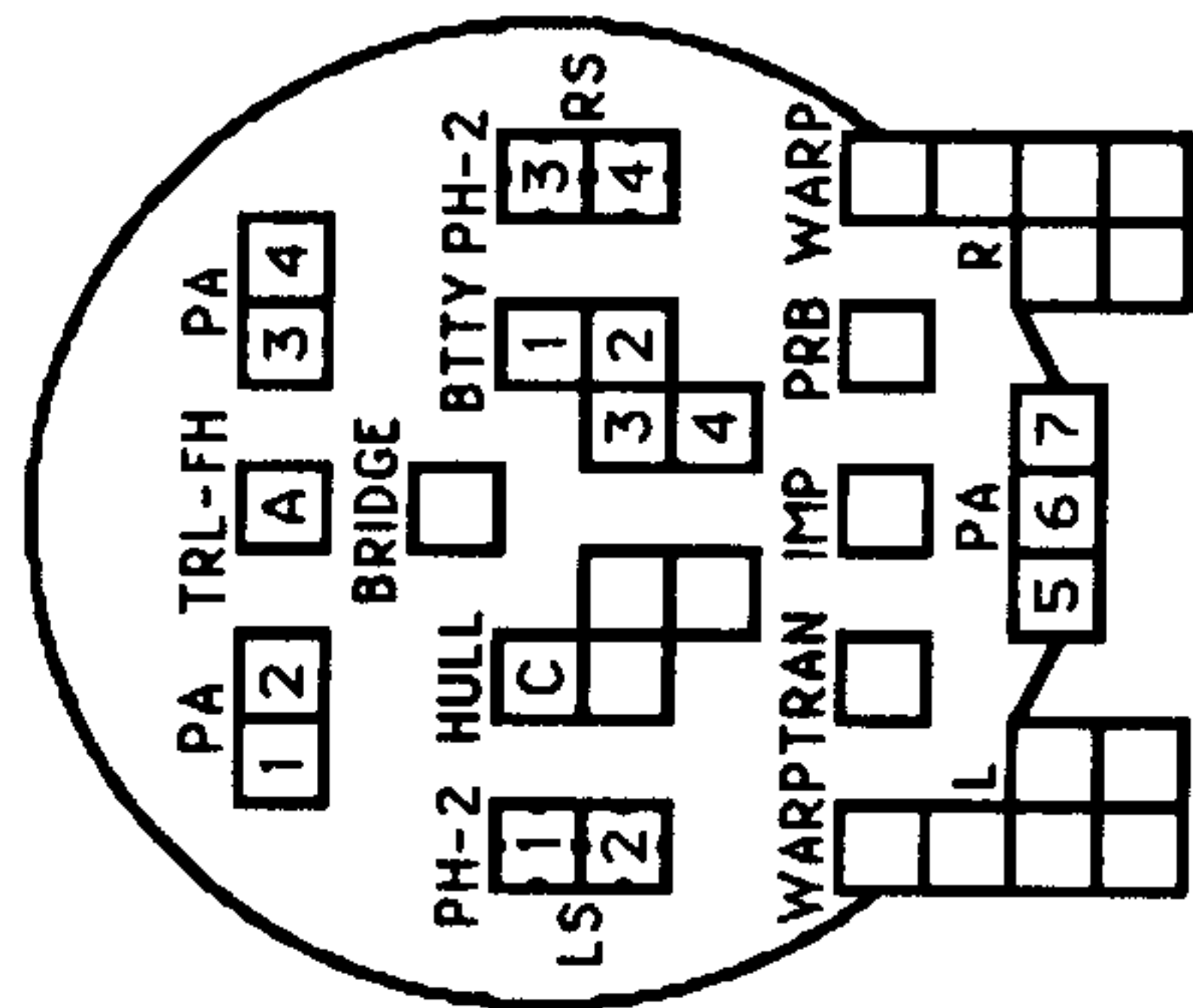
CREW UNITS
[][*][][][][][][10]

BOARDING PARTIES
[][][][][6]

TRANSPORTER BOMBS
[][D][D]

SHIP DATA TABLE

TYPE = VIP
 POINT VALUE = 60
 BREAKDOWN = 6
 PA COST = 3/4
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R10.17



TURN MODE SPEED

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

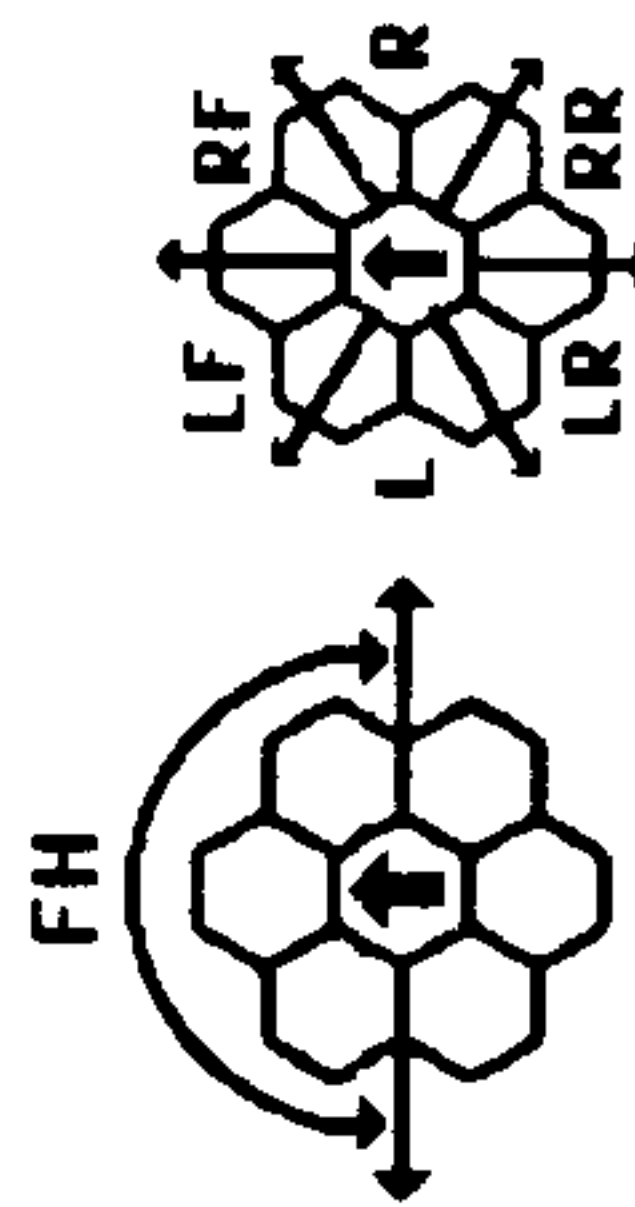
DIE ROLL	0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE III DEFENSE PHASER

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	

TYPE II PHASER TABLE

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



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

SENSOR
[6][5][3][0]

SCANNER
[0][1][5][9]

DAMCON
[2][2][2][0]

EX DAM
[][][][]

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

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

ISC LARGE Q SHIP

CREW UNITS

* 10										
------	--	--	--	--	--	--	--	--	--	--

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS

BOARDING PARTIES

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

T-BOMBS

D	D
---	---

SHIP DATA TABLE

TYPE = L-Q
 POINT VALUE = 82
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

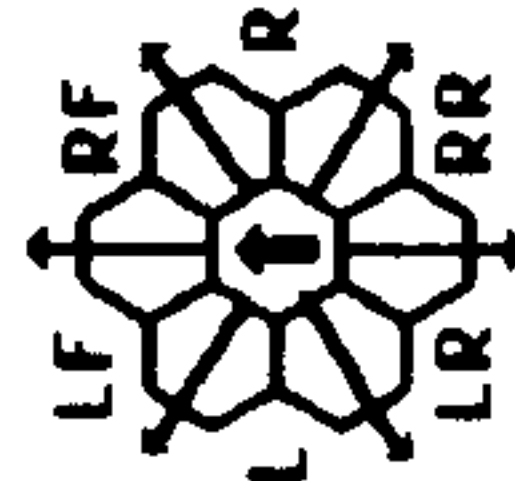
DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5	6 8 15 25 50	75
1	9 8 7 6 5 5 4 3 2 1	1	1
2	8 7 6 5 4 3 2 1 0	0	0
3	7 5 4 4 3 1 0 0	0	0
4	6 4 4 4 3 2 0 0	0	0
5	4 4 4 3 3 1 0 0	0	0
6	4 3 3 2 2 0 0 0	0	0

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).
 SEE (D4.12) FOR ARMOR RULES.



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

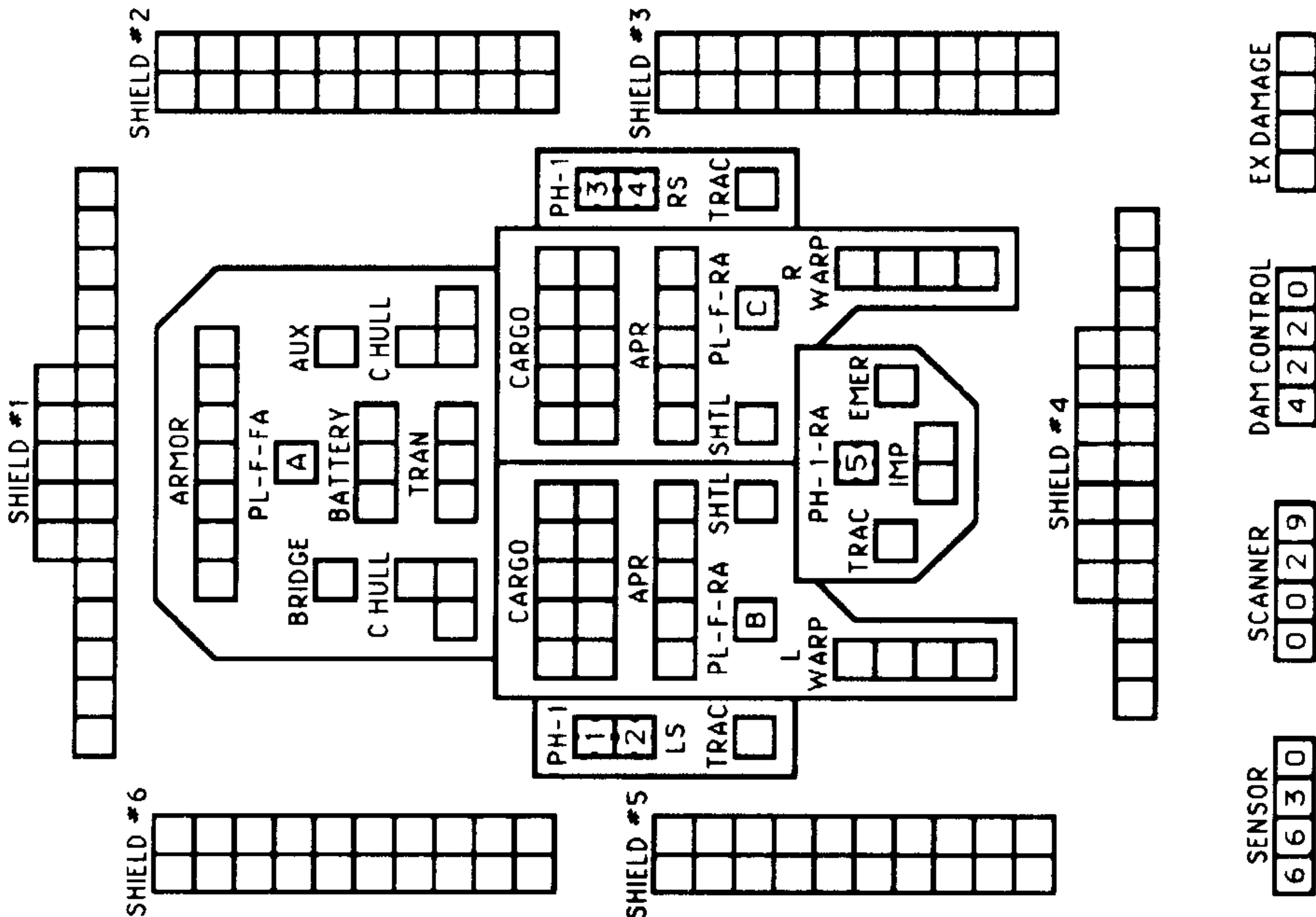
PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO PLASMA TORPEDOES

A	F	B	F	C	F
---	---	---	---	---	---

CNTR



THE REAR PLASMA TORPEDOES ON THIS SHIP ARE NOT RESTRICTED IN THEIR LAUNCH RATE AS OTHER ISC SHIPS ARE.

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

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

ISC SMALL Q SHIP

CNTR

SHIP DATA TABLE	
TYPE	= S-Q
POINT VALUE	= 39
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.7

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

CREW UNITS
* 6

BOARDING PARTIES
5

T-BOMBS
DD

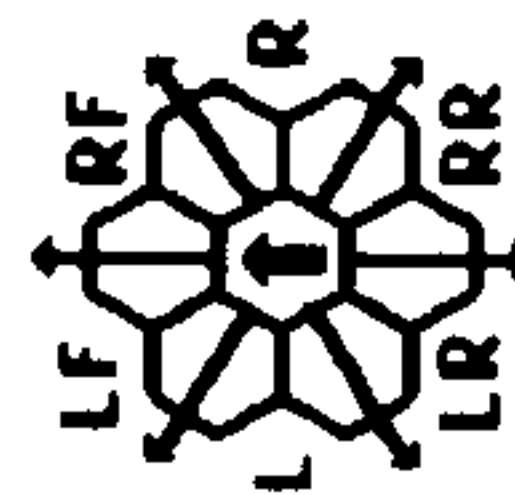
TYPE I OFFENSIVE PHASER TABLE										
DIE ROLL	RANGE	6-8	9-15	16-25	26-50	51-75				
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	1	0
3	7	5	5	4	4	3	1	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	1	0	0	0	0
6	4	4	3	3	2	0	0	0	0	0

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

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

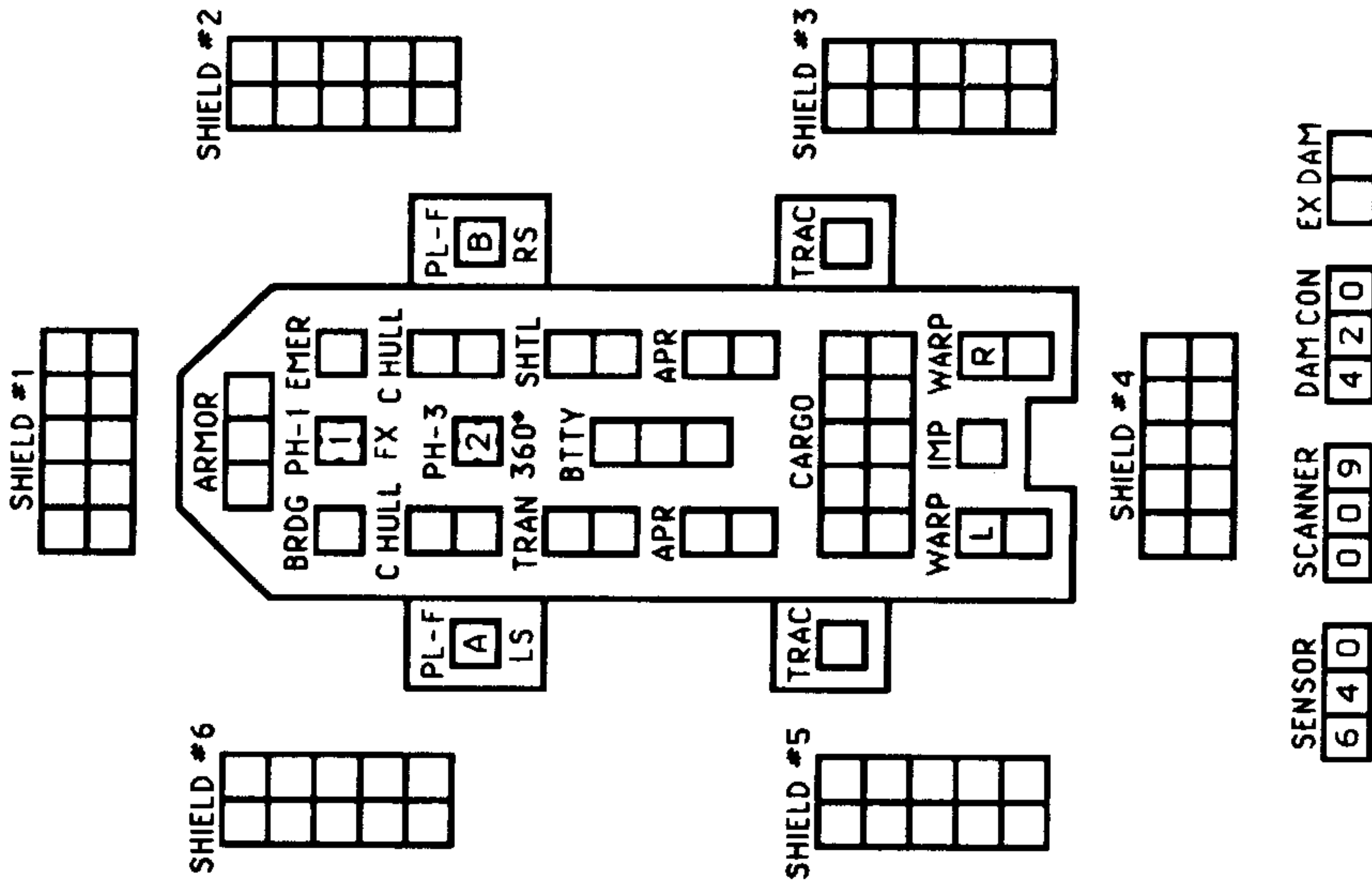
SEE SPECIAL COMBAT RULES (R1.7).
SEE (D4.12) FOR ARMOR RULES.



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

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

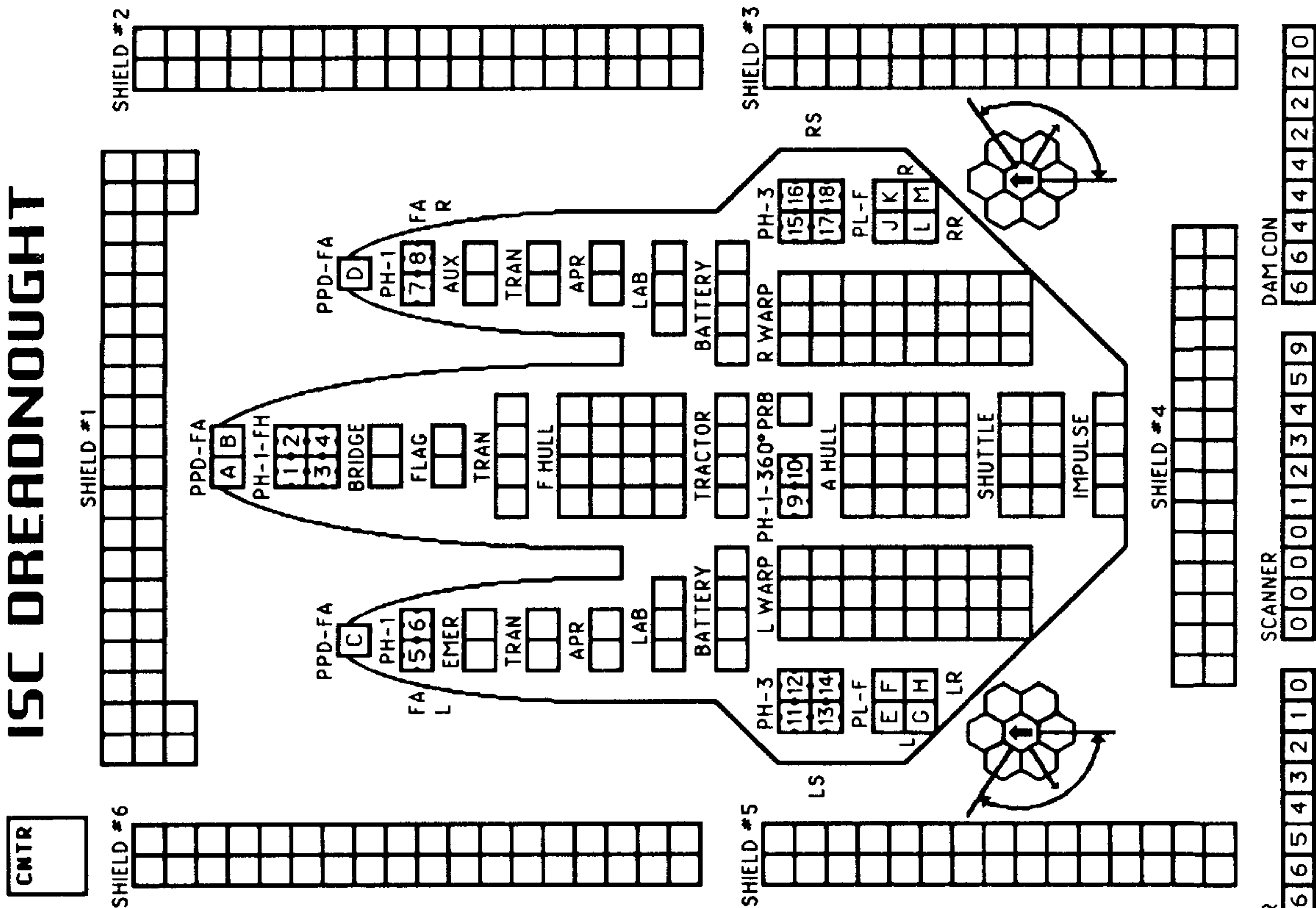
PSEUDO PLASMA TORPEDOES
AF Bf



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

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

ISC DREADNOUGHT



SHIP DATA TABLE

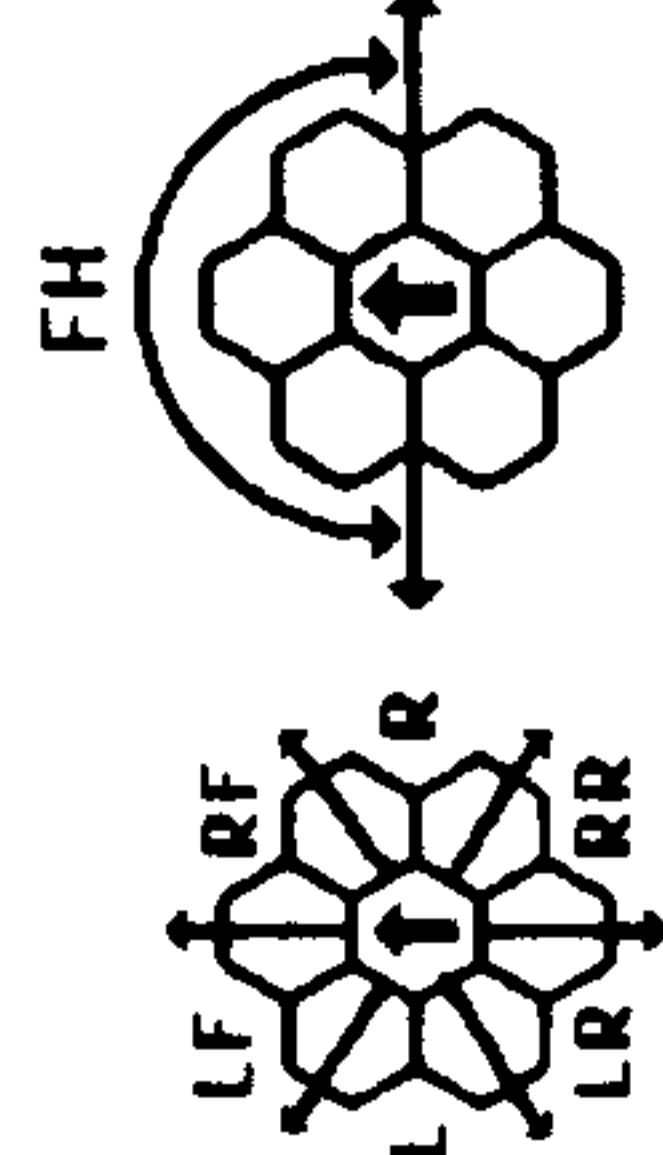
TYPE = DN
 POINT VALUE = 280
 BREAKDOWN = 3-6
 SHIELD COST = 1+3
 LIFE SUPPORT = 1+1/2
 SIZE CLASS = 2
 REFERENCE = R13.2

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

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

CREW UNITS

						10
						20
						30
						40
						50
						60

BOARDING PARTIES

						10
						20

PROBES

			5
--	--	--	---

TYPE I OFFENSIVE PHASER TABLE

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

PLASMATIC PULSAR DEVICE COMBAT TABLE

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

PLASMA TORPEDO WARHEAD TABLE

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

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

SENSOR [6 6 6 6 5 4 3 2 1 0] **SCANNER** [0 0 0 0 1 2 3 4 5 9] **DAM CON** [6 6 4 4 4 2 2 2 0]

EX DAM

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

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

ISC FLAGSHIP CRUISER

SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	220
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES



PLASMATIC PULSAR DEVICE COMBAT TABLE

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	10-15	16-20	21-25	26-30	31-40
ROLL 0	1	2	3	4	5	6
1	9	8	7	6	5	4
2	8	7	6	5	4	3
3	7	6	5	4	3	2
4	6	5	4	3	2	1
5	5	4	3	2	1	0
6	4	3	2	1	0	0

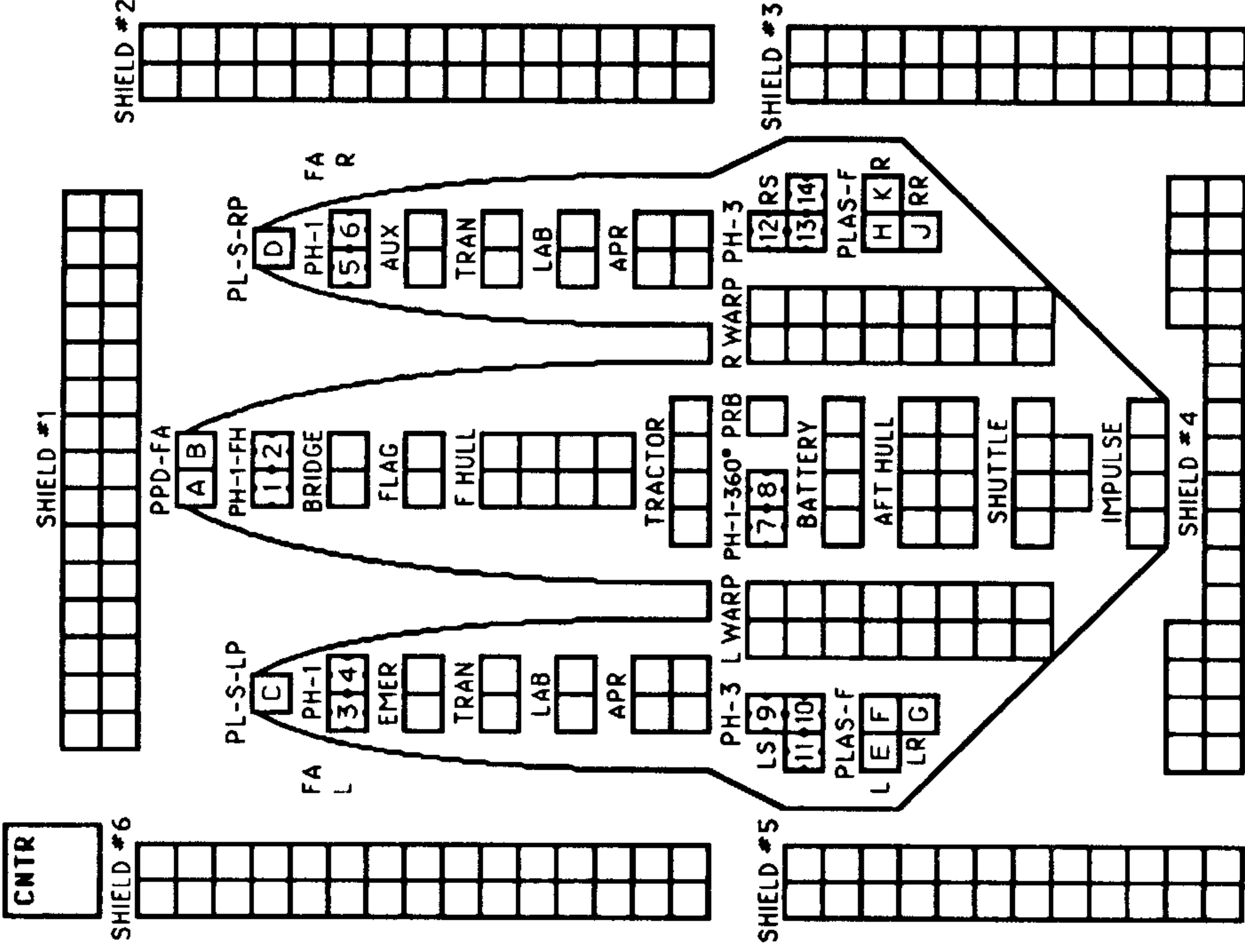
TYPE III DEFENSE PHASER

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

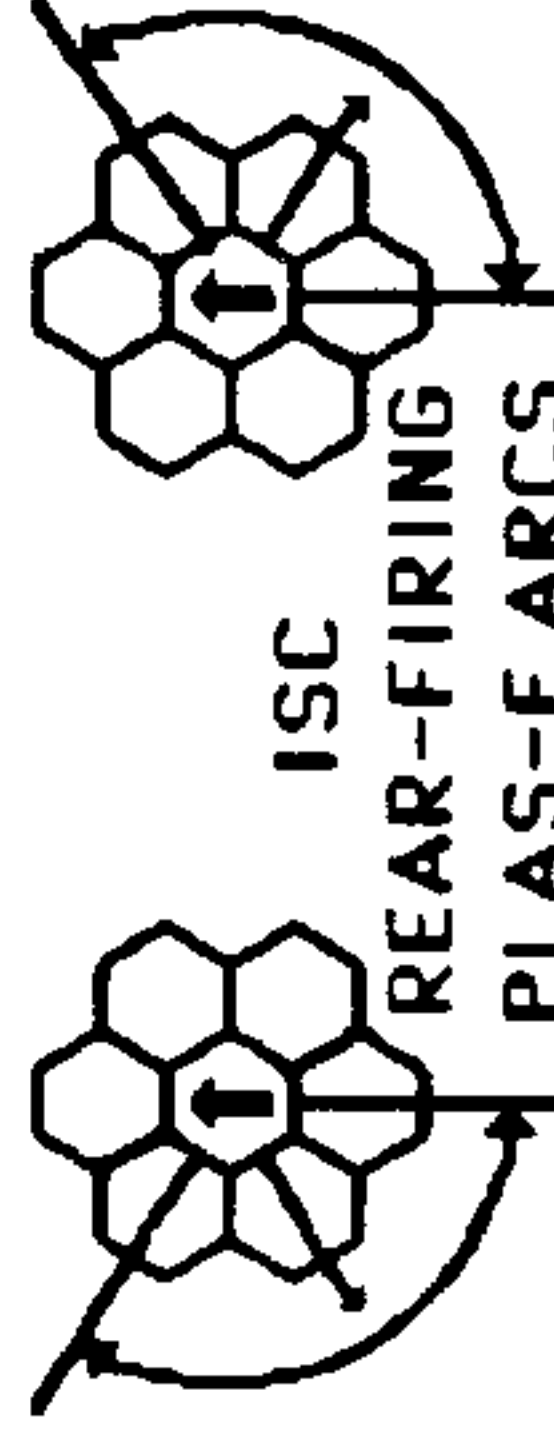
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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 G	20	20	15	15	10	10	10	10	5	1	0
TYPE F	20	15	10	10	5	5	5	5	1	0	0
BOLT	1-4	1-3	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1

PSEUDO-PLASMA TORPEDOES



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



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

ISC STAR CRUISER

SHIP DATA TABLE with fields for TYPE, POINT VALUE, BREAKDOWN, SHIELD COST, LIFE SUPPORT, SIZE CLASS, and REFERENCE.

TURN MODE SPEED table mapping turn modes (D, HET, BD) to speeds.

ADMINISTRATIVE SHUTTLES table with columns for IDENT, HIT POINTS, and NOTES.

TRANSPORTER BOMBS table with a grid of D's and O's.

CREW UNITS table with columns for crew counts at various levels.

BOARDING PARTIES table with a grid for boarding actions.

PROBES table with a grid for probe detection.

PLASMA TORPEDO WARHEAD STRENGTH TABLE with columns for RANGE, HIT*, DAMAGE, SPLASH, and ALT.

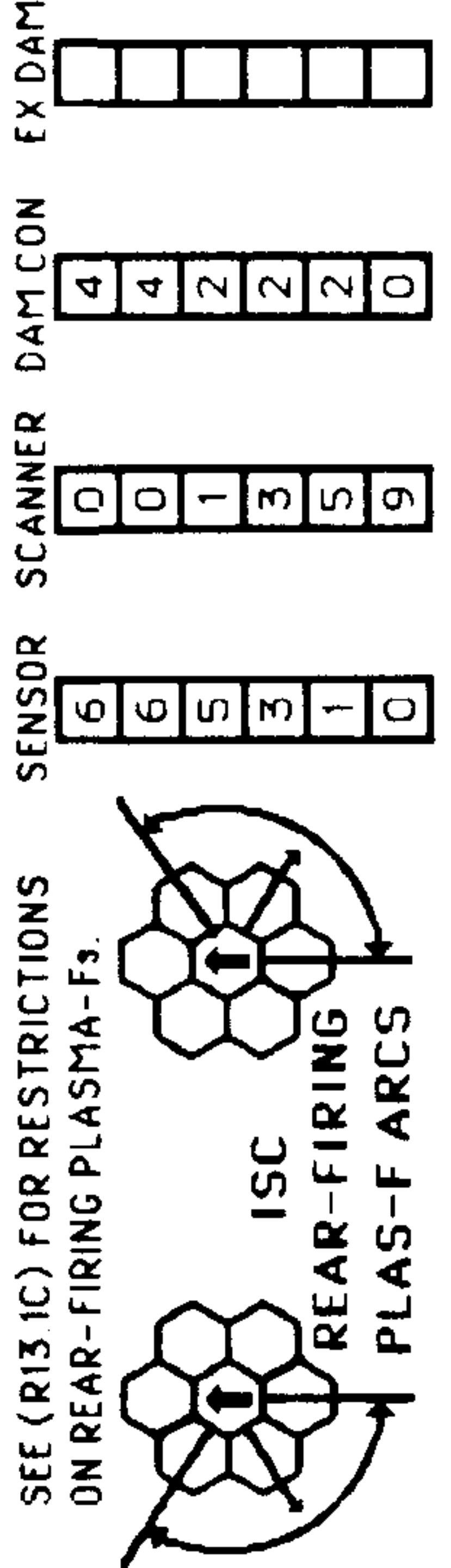
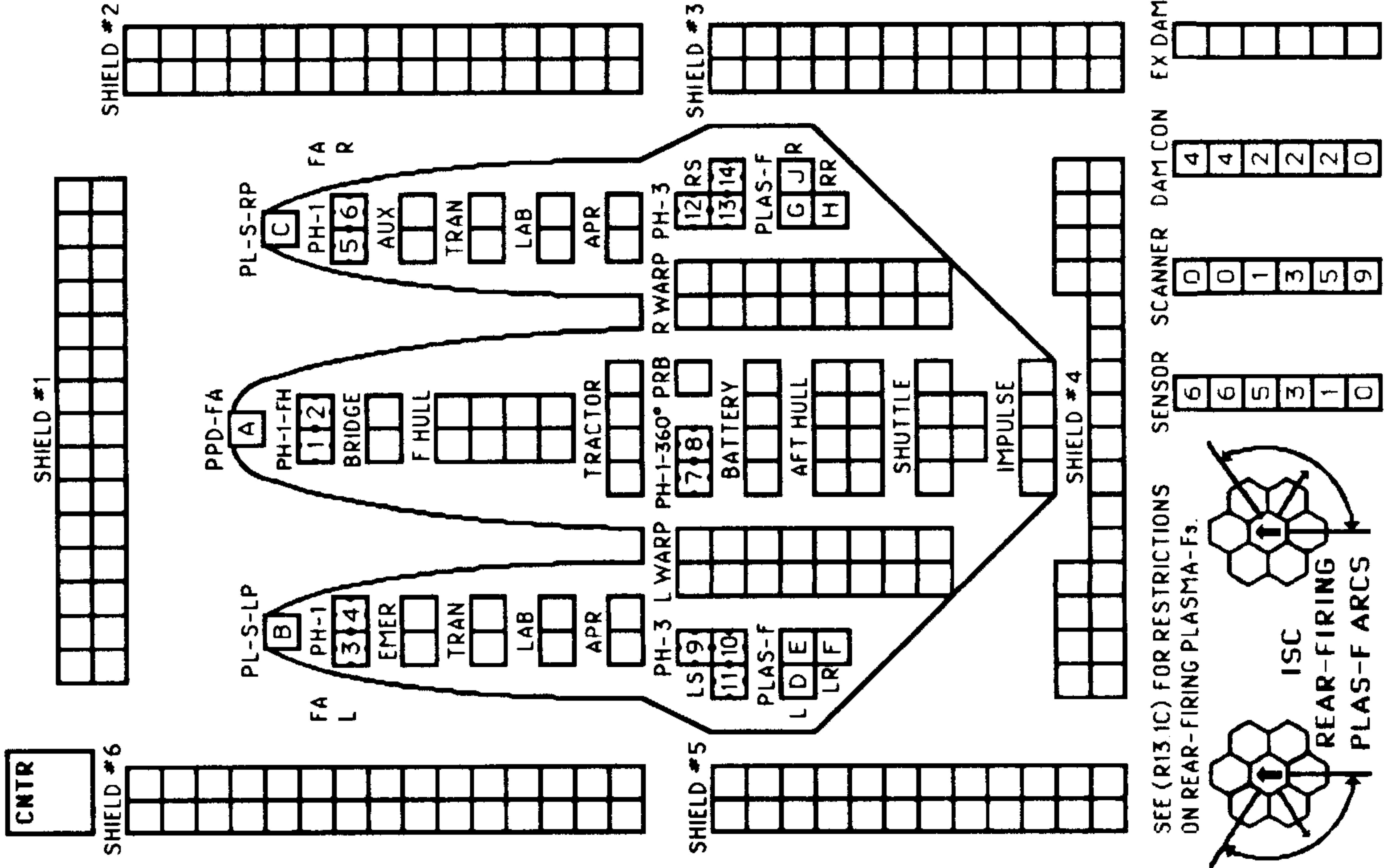
TYPE I OFFENSIVE PHASER TABLE with columns for DIE ROLL and RANGE.

TYPE III DEFENSE PHASER table with columns for DIE ROLL and RANGE.

PLASMA TORPEDO WARHEAD STRENGTH TABLE with columns for RANGE, TYPE S, TYPE G, TYPE F, and 80LT.

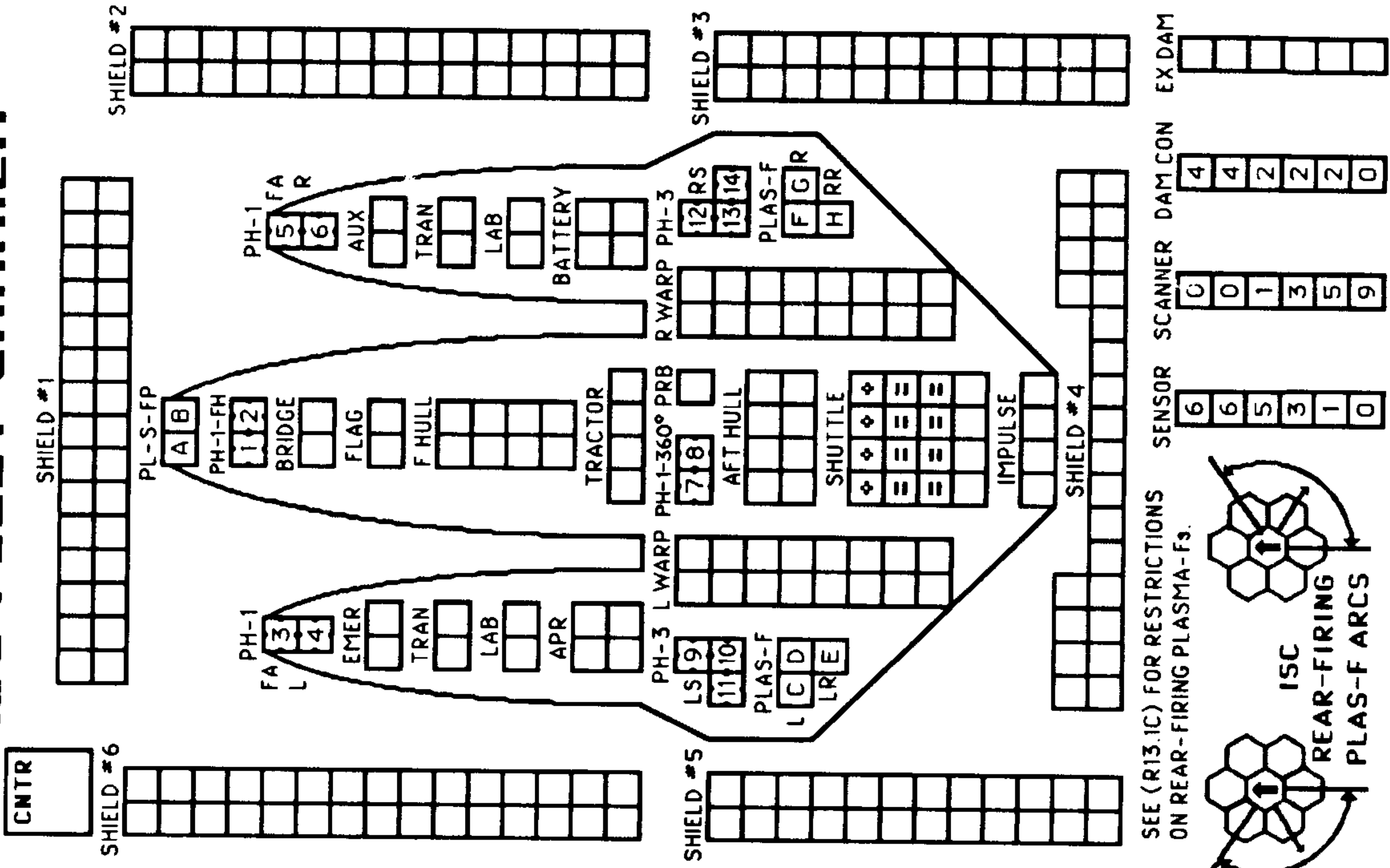
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PSEUDO-PLASMA TORPEDOES table with columns for B, S, and C.

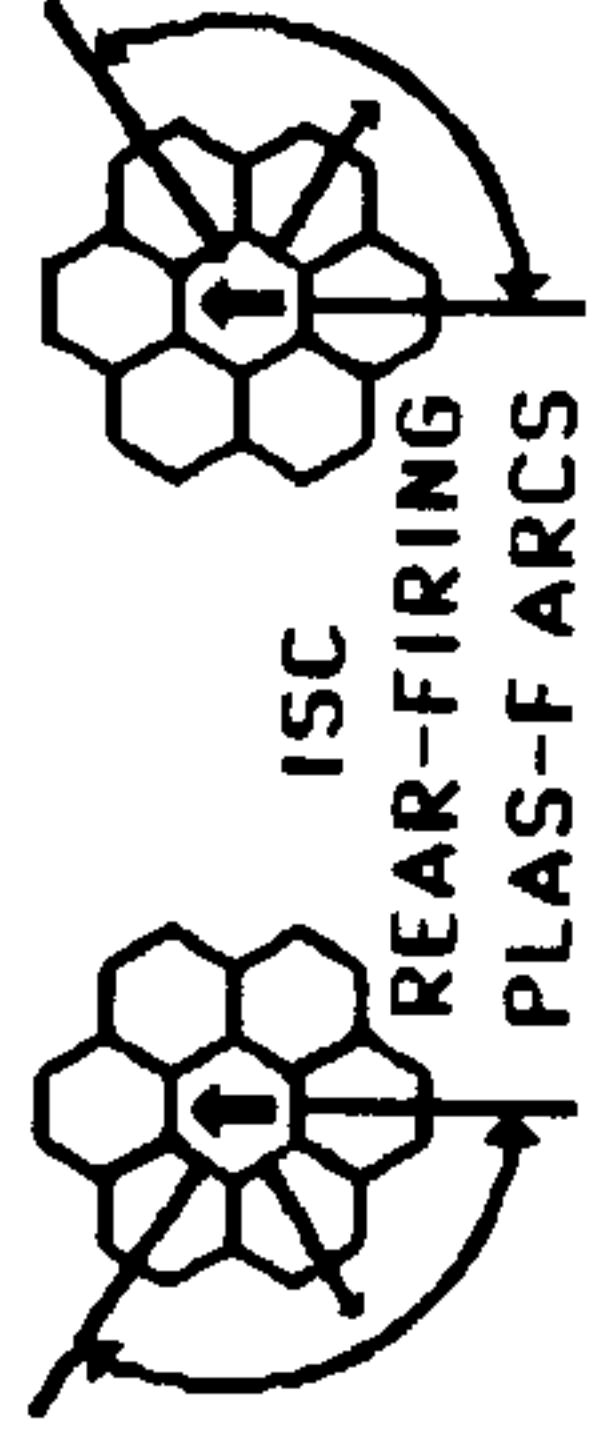


MOVEMENT COST = 1 HET COST = 5 EM COST = 6

ISC FLEET CARRIER



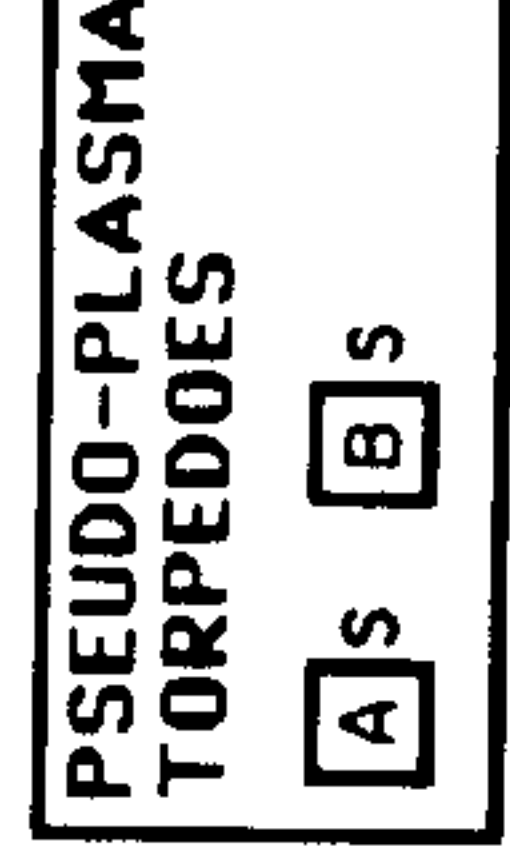
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.



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

SHIP DATA TABLE	
TYPE	CV
POINT VALUE	= 166
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.7

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



ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
NOTES	

TRANSPORTER BOMBS	
	D D D D D

PROBES	
	5

CREW UNITS	
*	10
	20
	30
	40
	50

BOARDING PARTIES	
	10

DECK CREWS	
	10

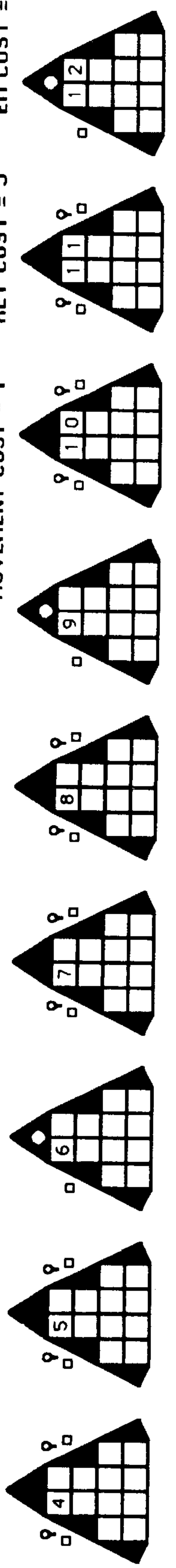
TYPE I OFFENSIVE PHASER TABLE														
DIE RANGE		6-9		16-26		51-75								
ROLL	0	1	2	3	4	5	6	7	8	9	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1	1	1	0
2	8	7	6	5	5	4	3	2	1	1	1	0	0	0
3	7	5	5	4	4	3	1	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0
5	5	4	4	4	4	3	1	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE																							
RANGE		0-5		6-10		11-12		13-14		15		16-18		19		20		21-23		24		25	
TYPE S	30	30	30	22	22	22	22	15	15	15	15	10	5	1	0	0	0	0	0	0	0	0	
TYPE G	20	20	20	15	15	15	10	5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
BOLT	1-4		1-3		1-2		1		1		1		1		1		1		1		1		

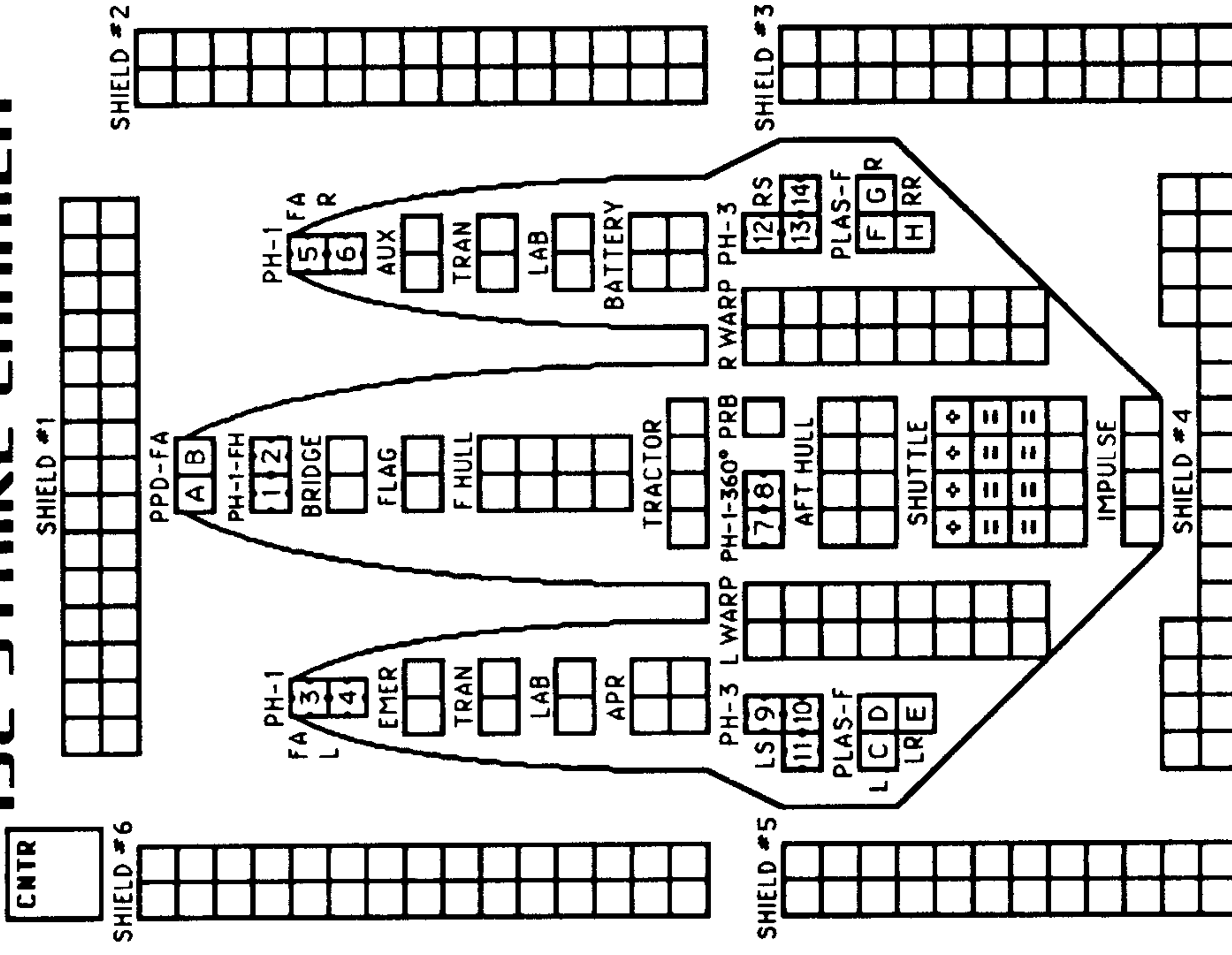
TYPE III DEFENSE PHASER					
DIE RANGE		4-9		15	
ROLL	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	4	3	0
5	4	3	2	0	0
6	3	3	1	0	0

SF FIGHTERS			
2xPH-3-FA	DFR=4	CRIPPLED=8	SPEED=12

TF FIGHTERS			
1xPH-3-FA	DFR=2	CRIPPLED=8	SPEED=12



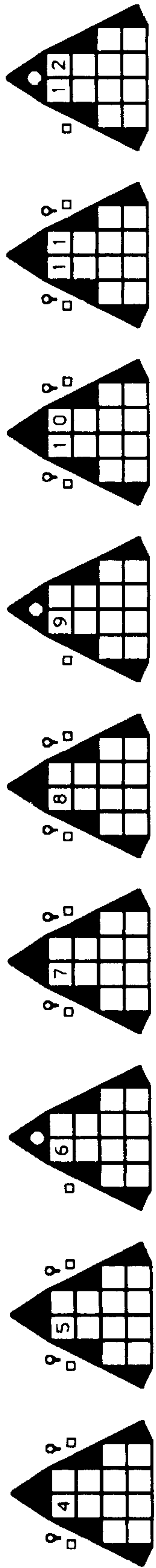
ISC STRIKE CARRIER



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

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

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



CREW UNITS

	10		
	20		
	30		
	40		
	50		

ADMINISTRATIVE SHUTTLES

IDENIT	HIT POINTS	NOTES

BOARDING PARTIES

DECK CREWS

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

SHIP DATA TABLE

TYPE = CVS
 POINT VALUE = 176
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R13.8

PLASMATIC PULSAR DEVICE COMBAT TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

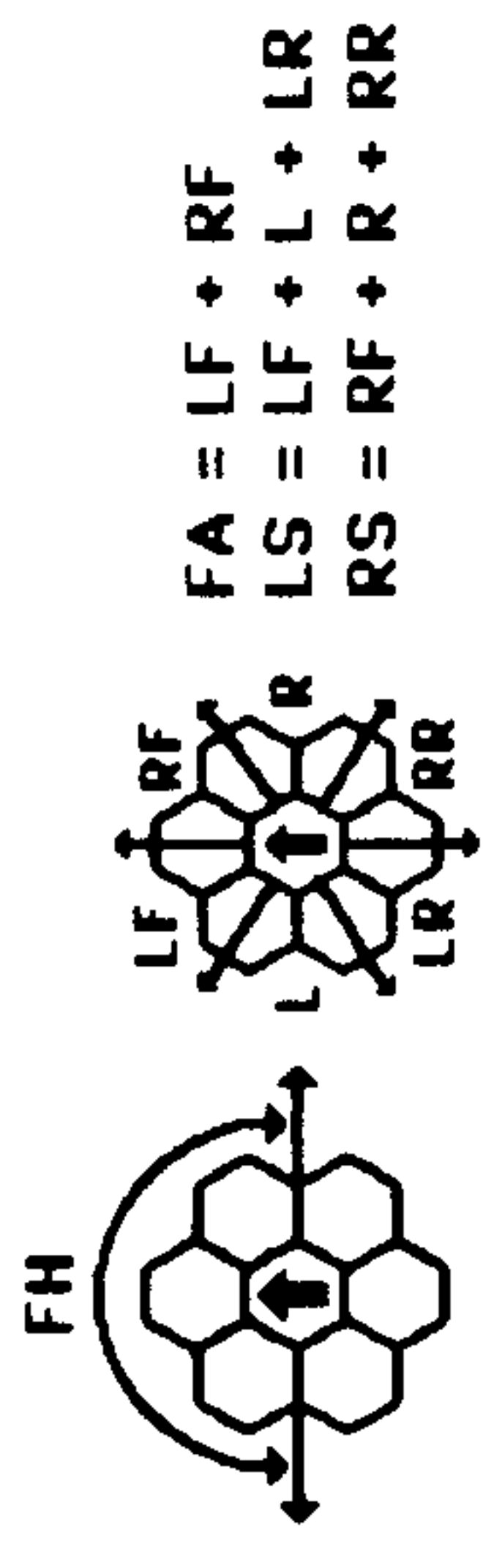
DIE ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE

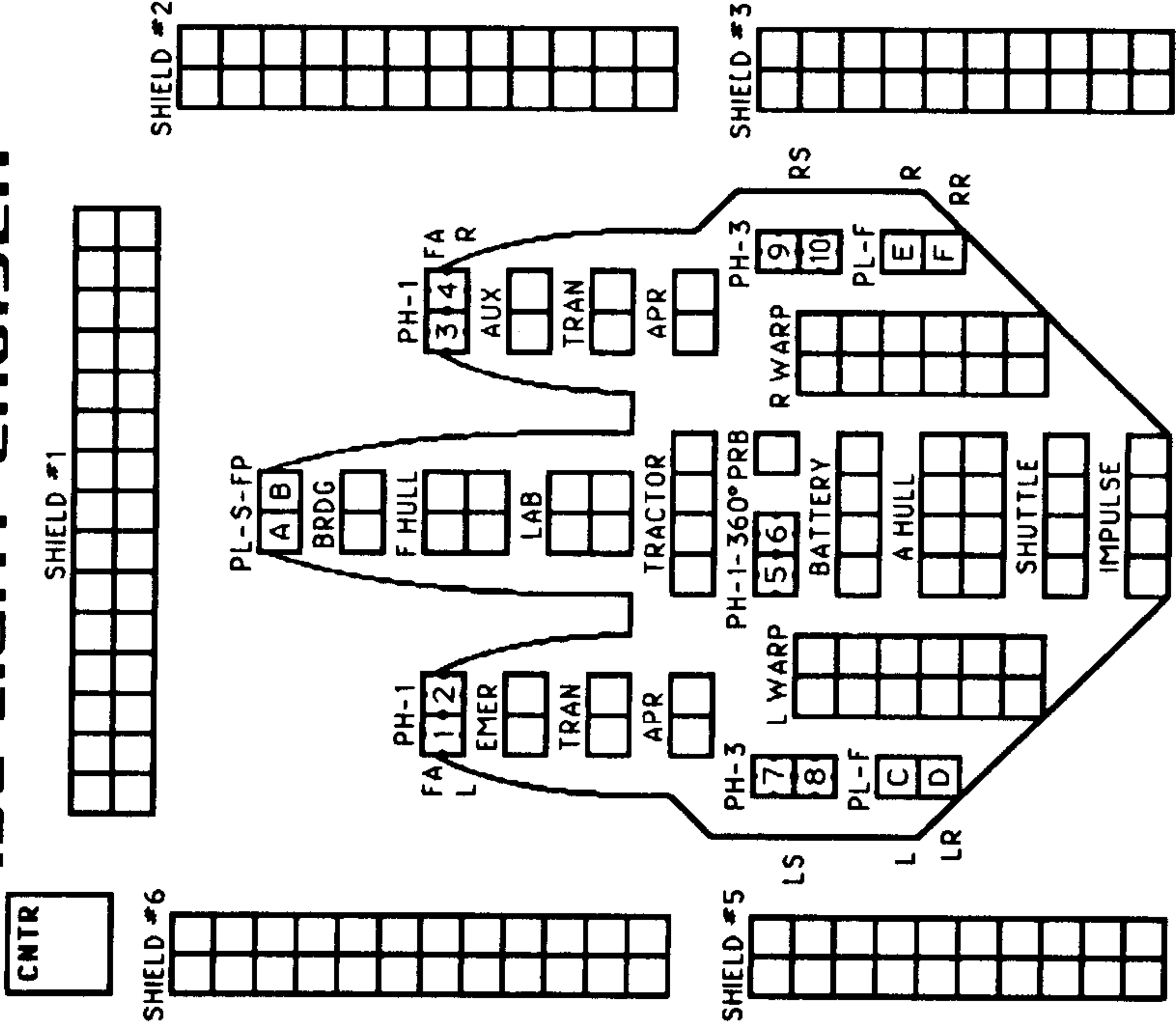
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

SF FIGHTERS
 2xPH-3-FA
 DFR=4
 CRIPPLED=8
 SPEED=12

TF FIGHTERS
 1xPH-3-FA
 DFR=2
 CRIPPLED=8
 SPEED=12



ISC LIGHT CRUISER



SHIP DATA TABLE

TYPE = CL
POINT VALUE = 145
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R13.9

TURN MODE SPEED

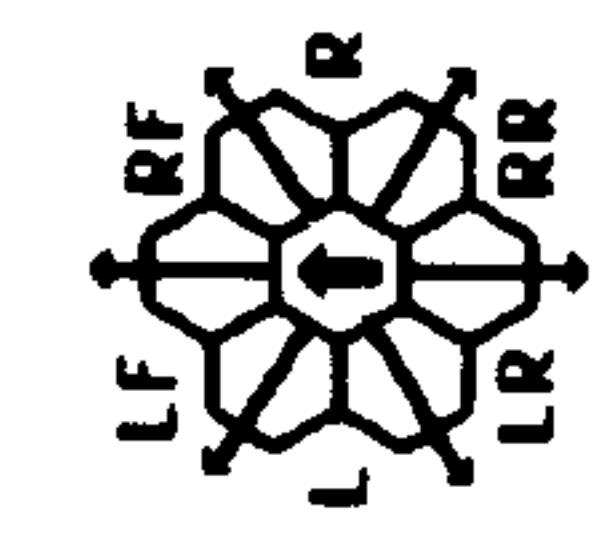
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

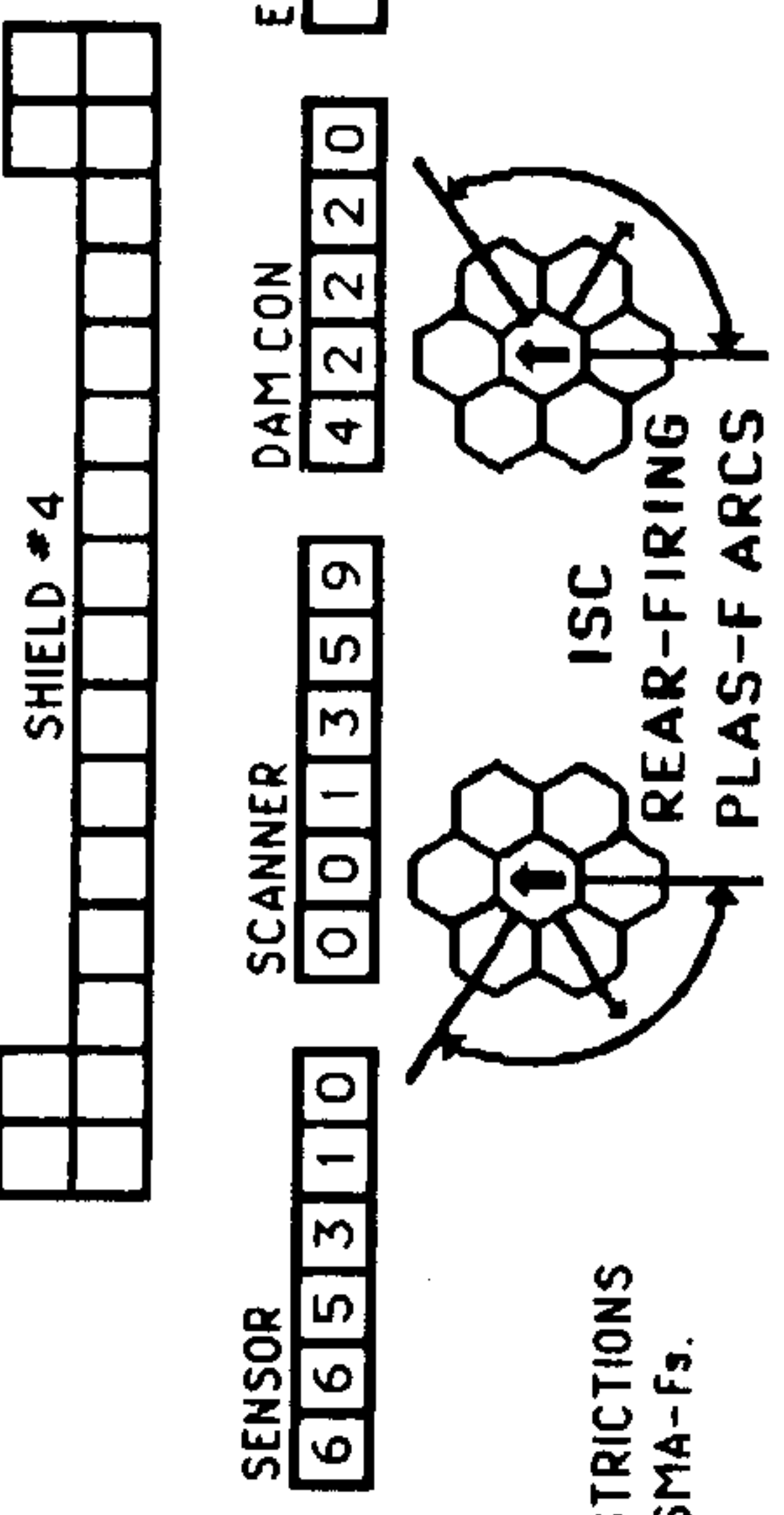
DIE RANGE	6-9	16-26	51-75									
ROLL	0	1	2	3	4	5	5	4	3	2	1	1
1	9	8	7	6	5	5	4	3	2	1	1	0
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0



PSEUDO-PLASMA TORPEDOES

A S [B] S

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



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

CREW UNITS

*					10	
					20	
					30	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

PROBES

			5
--	--	--	---

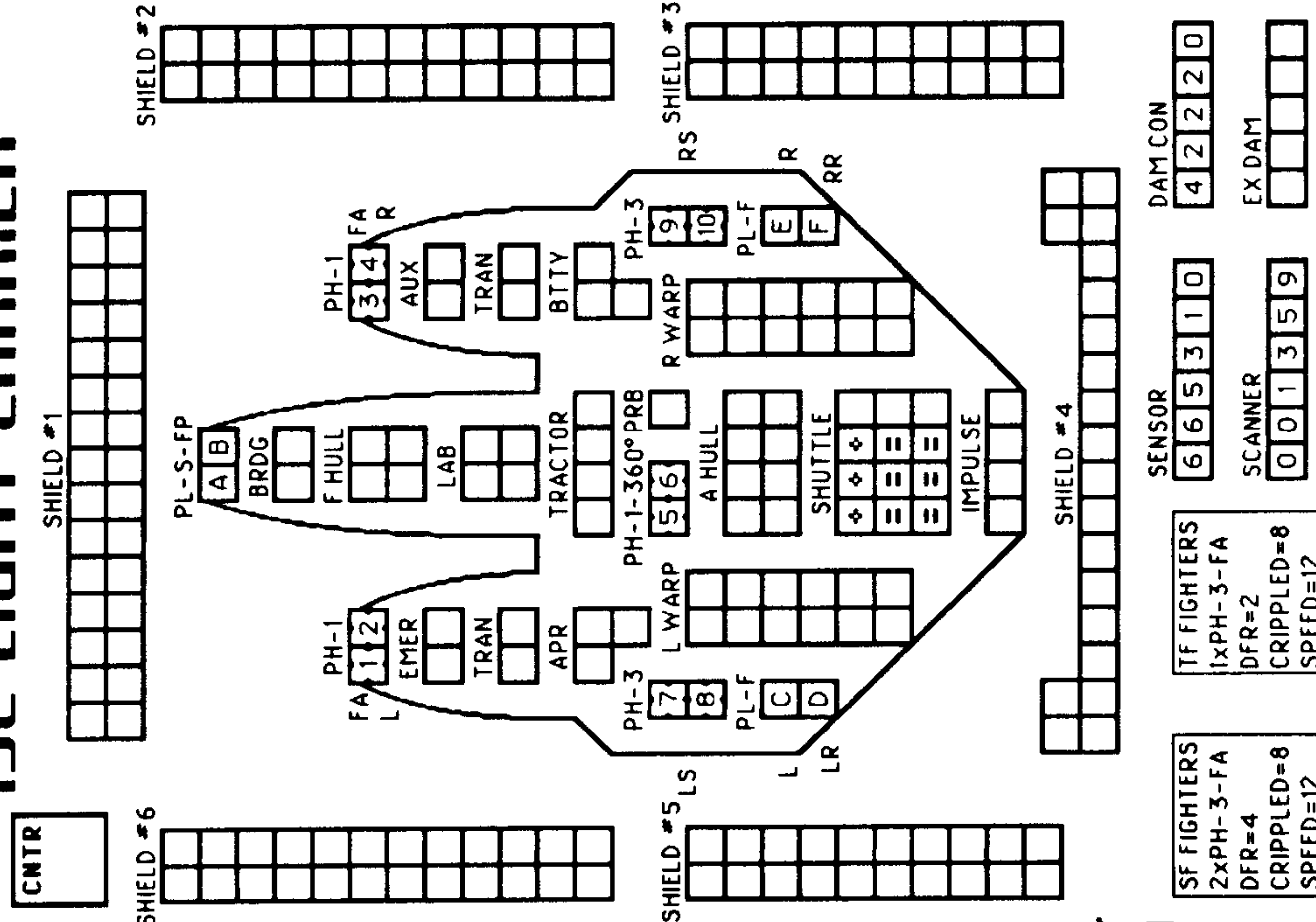
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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 G	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3				1-2					

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

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

ISC LIGHT CARRIER



SHIP DATA TABLE

TYPE = CVL
 POINT VALUE = 135
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R13.10

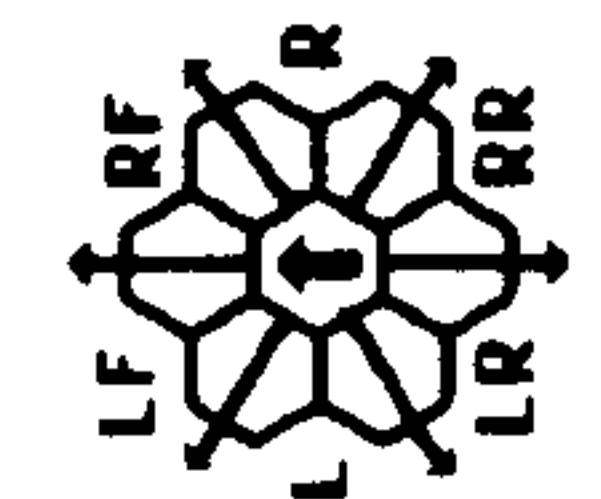
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

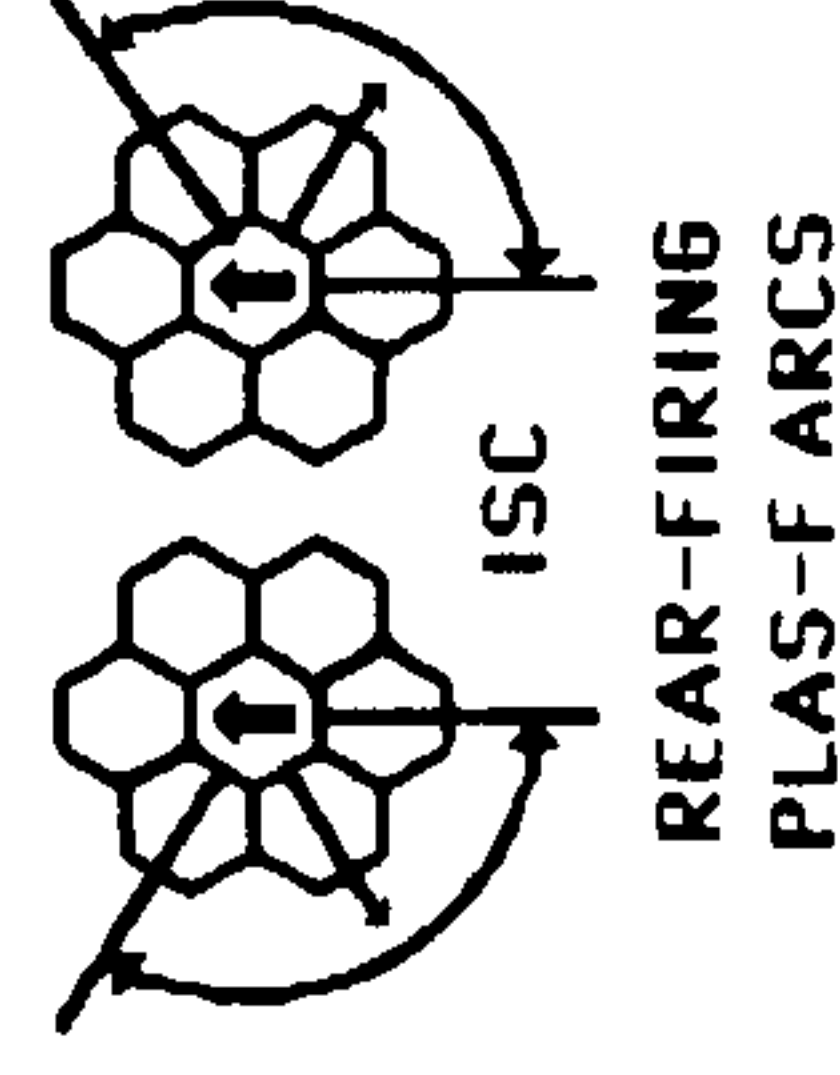
DIE ROLL	RANGE	4	9
1	4	4	3
2	4	4	2
3	4	4	1
4	4	4	0
5	4	3	0
6	3	3	1



PSEUDO-PLASMA TORPEDOES

A	S	B	S
---	---	---	---

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



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 G	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	FTR ONLY		
BOLT	1-4	1-3				1-2					

CREW UNITS

*				10
				20
				30
				40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE I OFFENSIVE PHASER TABLE

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

BOARDING PARTIES

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

DECK CREWS

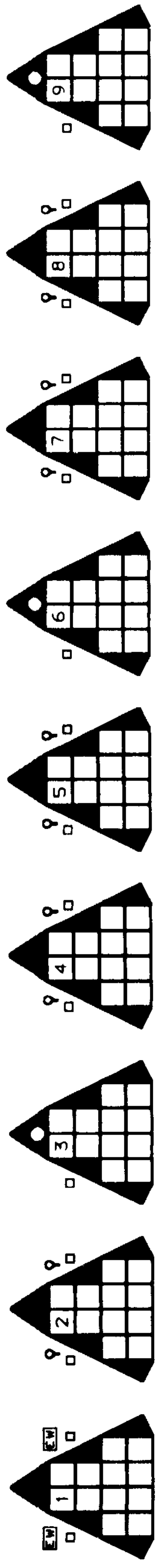
				9
--	--	--	--	---

TRANSPORTER BOMBS

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

PROBES

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



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	7	8	9	10	10	11	12	12	13	14	15	16	17	18	19	20	20	20	20	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ISC STRIKE CRUISER

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

BOARDING PARTIES		TRANSPORTER BOMBS	
	10		D D D D

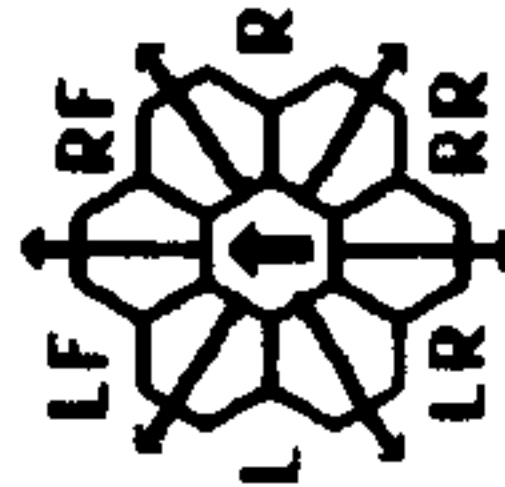
PROBES	
	5

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD TABLE

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



PLASMA TYPIC 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

SHIP DATA TABLE	
TYPE	= CS
POINT VALUE	= 155
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.11

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

TYPE III DEFENSE PHASER

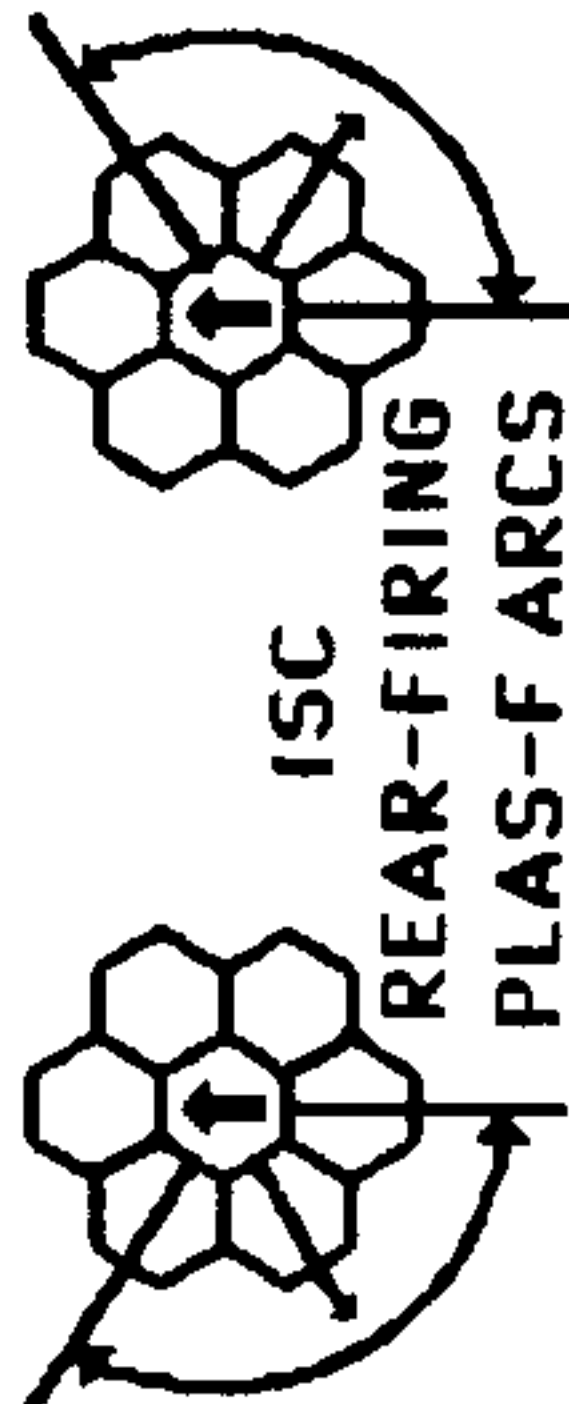
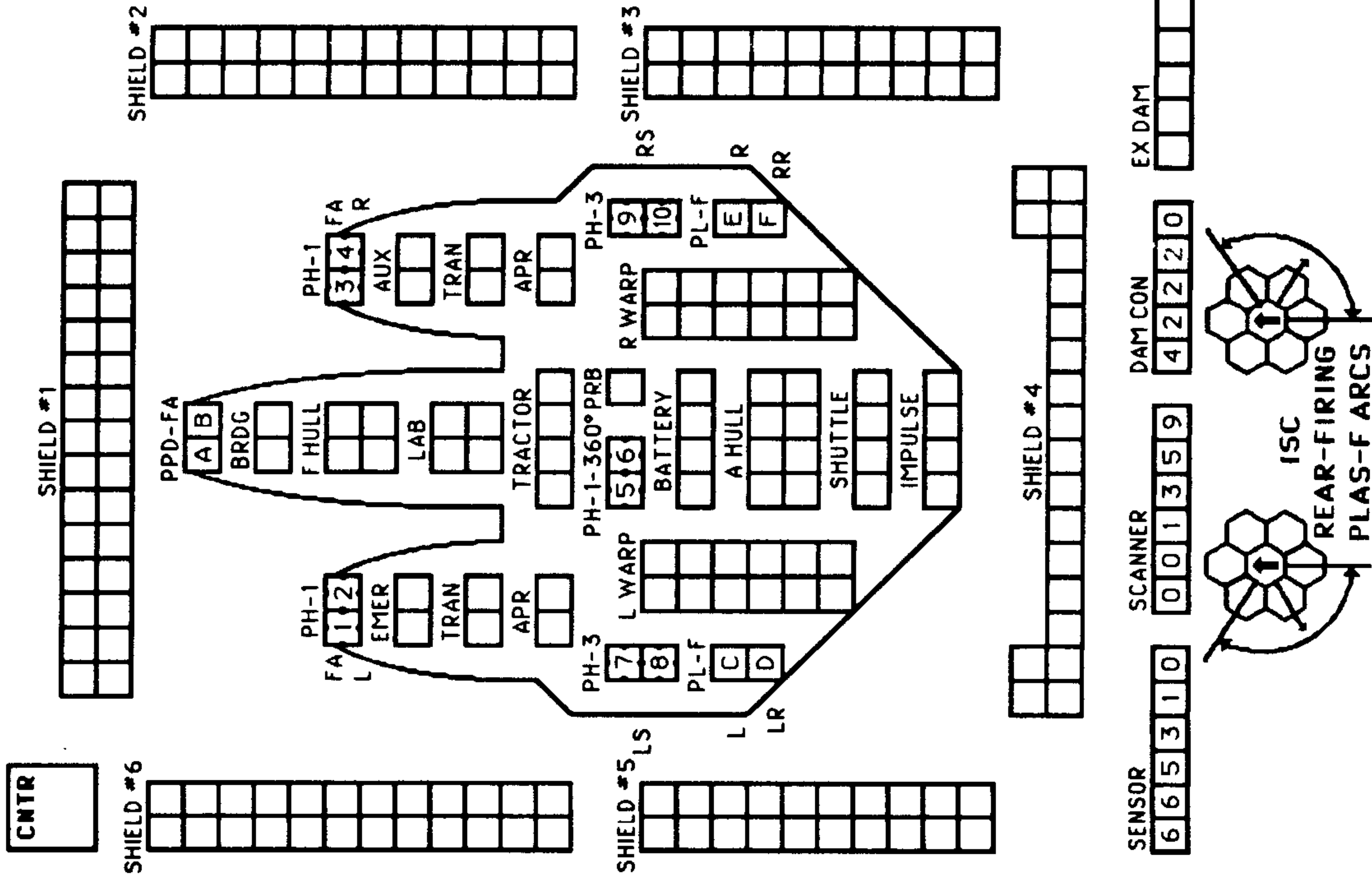
DIE ROLL	0	1	2	3	4	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

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

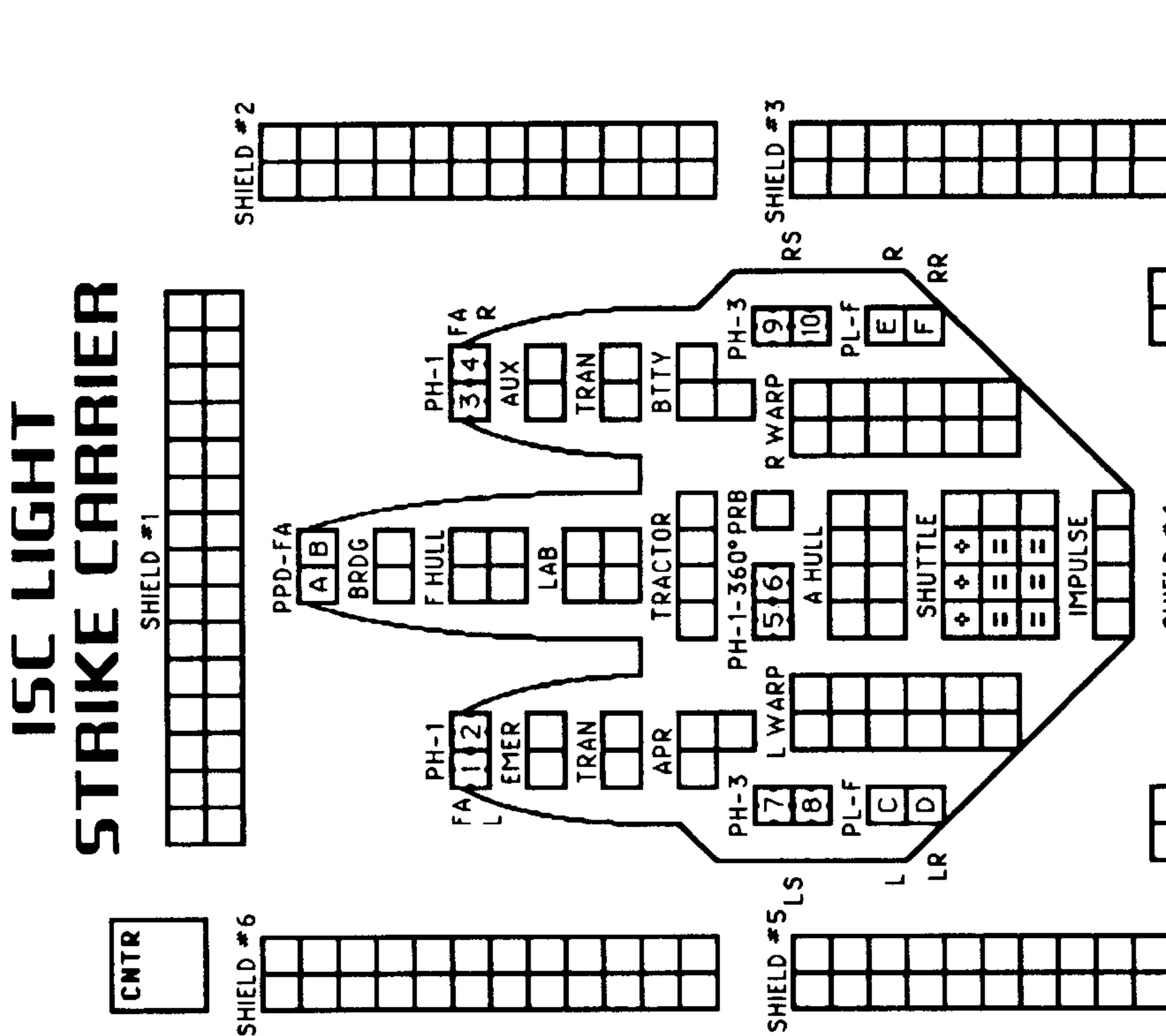
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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



ISC LIGHT STRIKE CARRIER



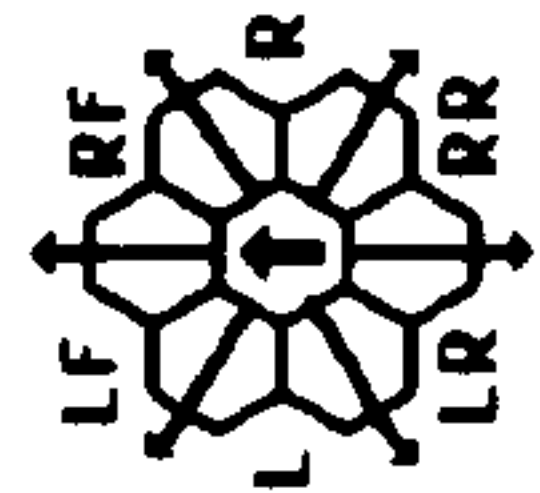
SHIP DATA TABLE

TYPE = CVLS
 POINT VALUE = 145
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R13.12

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

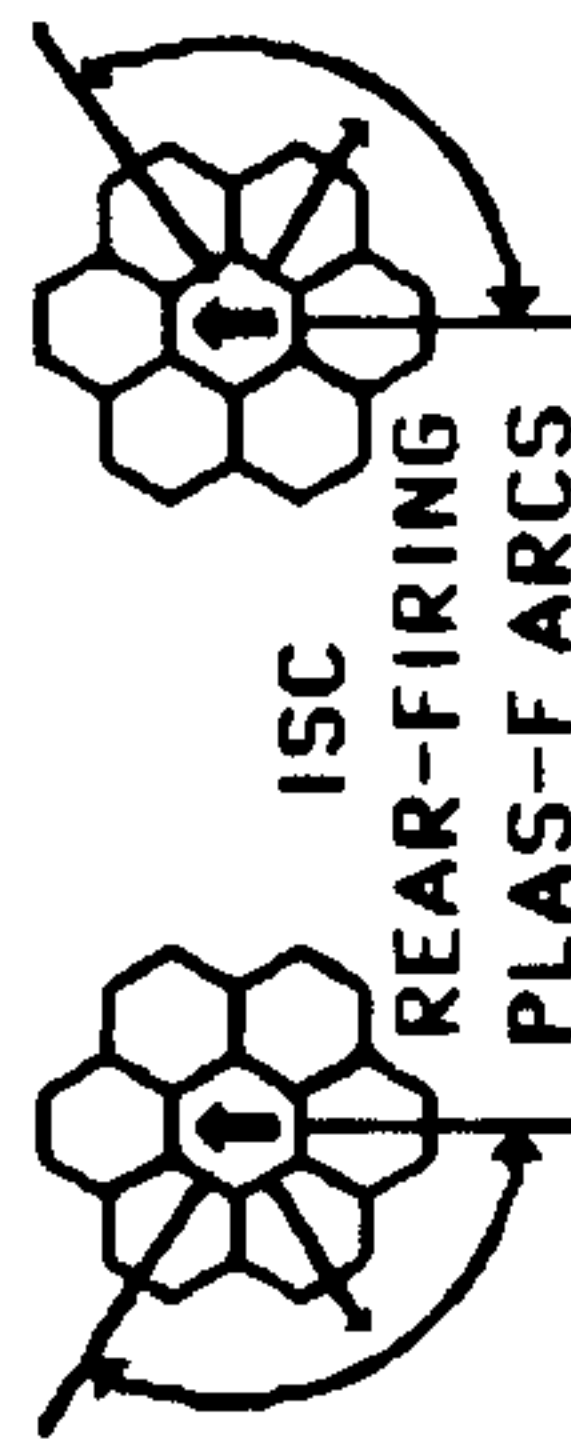
TURN MODE SPEED

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



TYPE III DEFENSE PHASER

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



SF FIGHTERS
 2xPH-3-FA
 DFR=4
 CRIPPLED=8
 SPEED=12

TF FIGHTERS
 1xPH-3-FA
 DFR=2
 CRIPPLED=8
 SPEED=12

CREW UNITS

10					
20					
30					
40					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE I OFFENSIVE PHASER TABLE

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

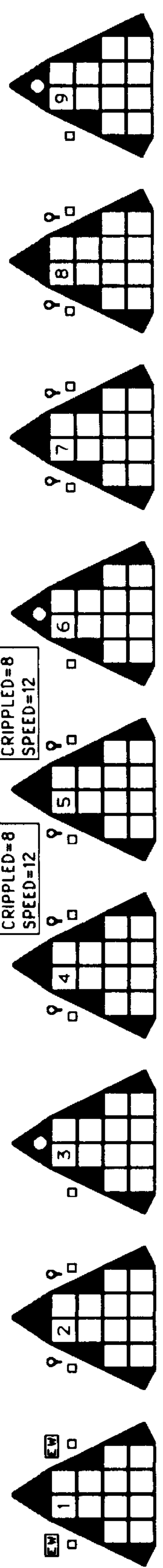
PLASMA TORPEDO WARHEAD TABLE

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		

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

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



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	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

ISC SURVEY CRUISER

CREW UNITS	
10	
20	
30	
40	
50	
60	
70	
80	
90	
100	

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS

BOARDING PARTIES	

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD TABLE

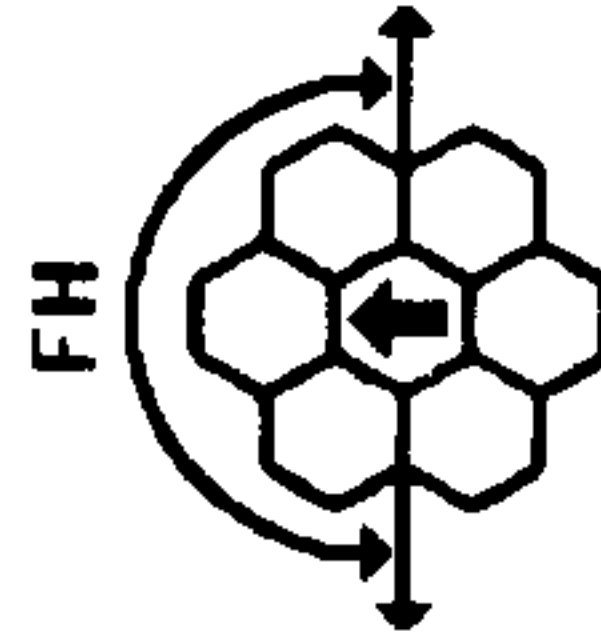
RANGE	DIE ROLL		
	0-5	6-10	11-12
20	15	10	5
1-4	1-3	1-2	

SHIP DATA TABLE	
TYPE	SR
POINT VALUE	= 140/120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.13

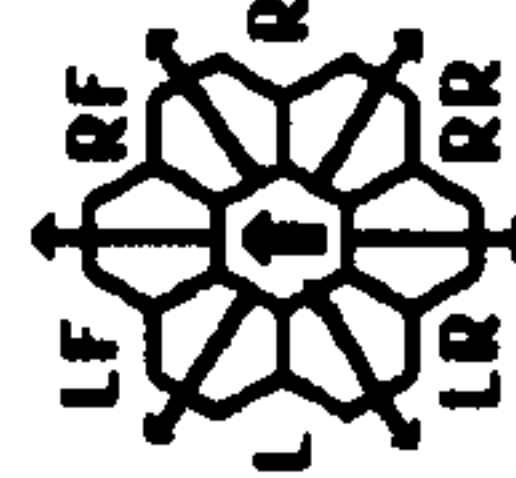
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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

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



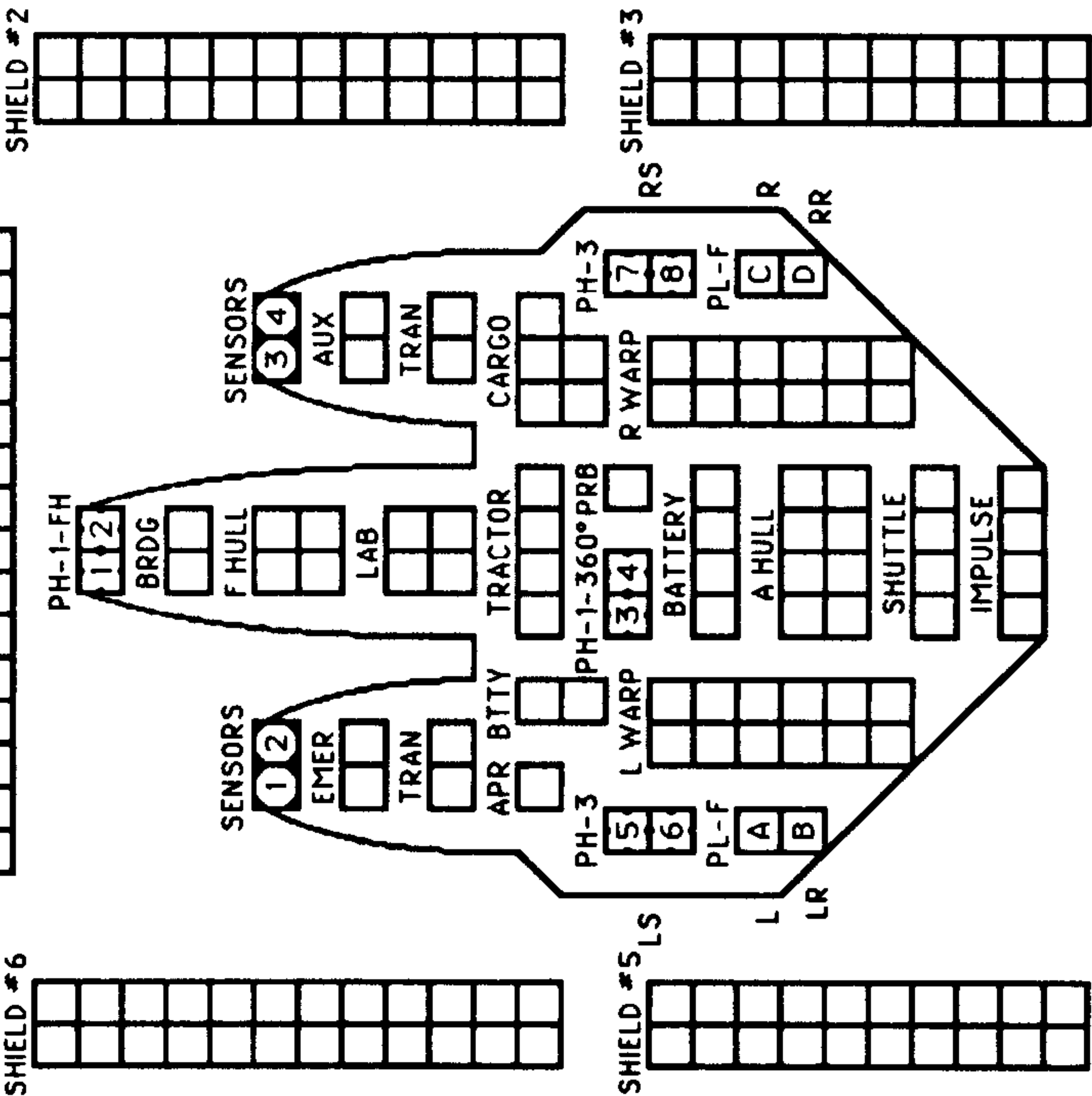
LS = LF + L + LR
RS = RF + R + RR



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

SENSORS ARE DESTROYED ON "TORPEDO" HITS.

CNTR

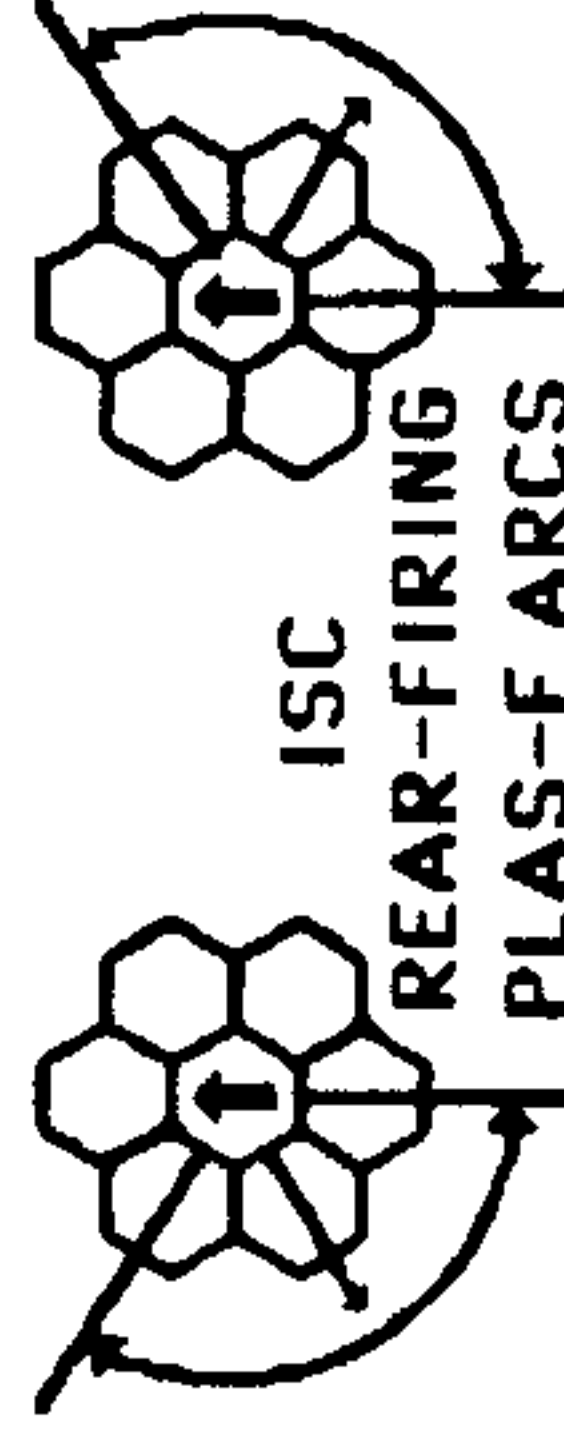


SENSOR	
6	6
5	5
3	3
1	1
0	0

SCANNER	
0	0
1	1
3	3
5	5
9	9

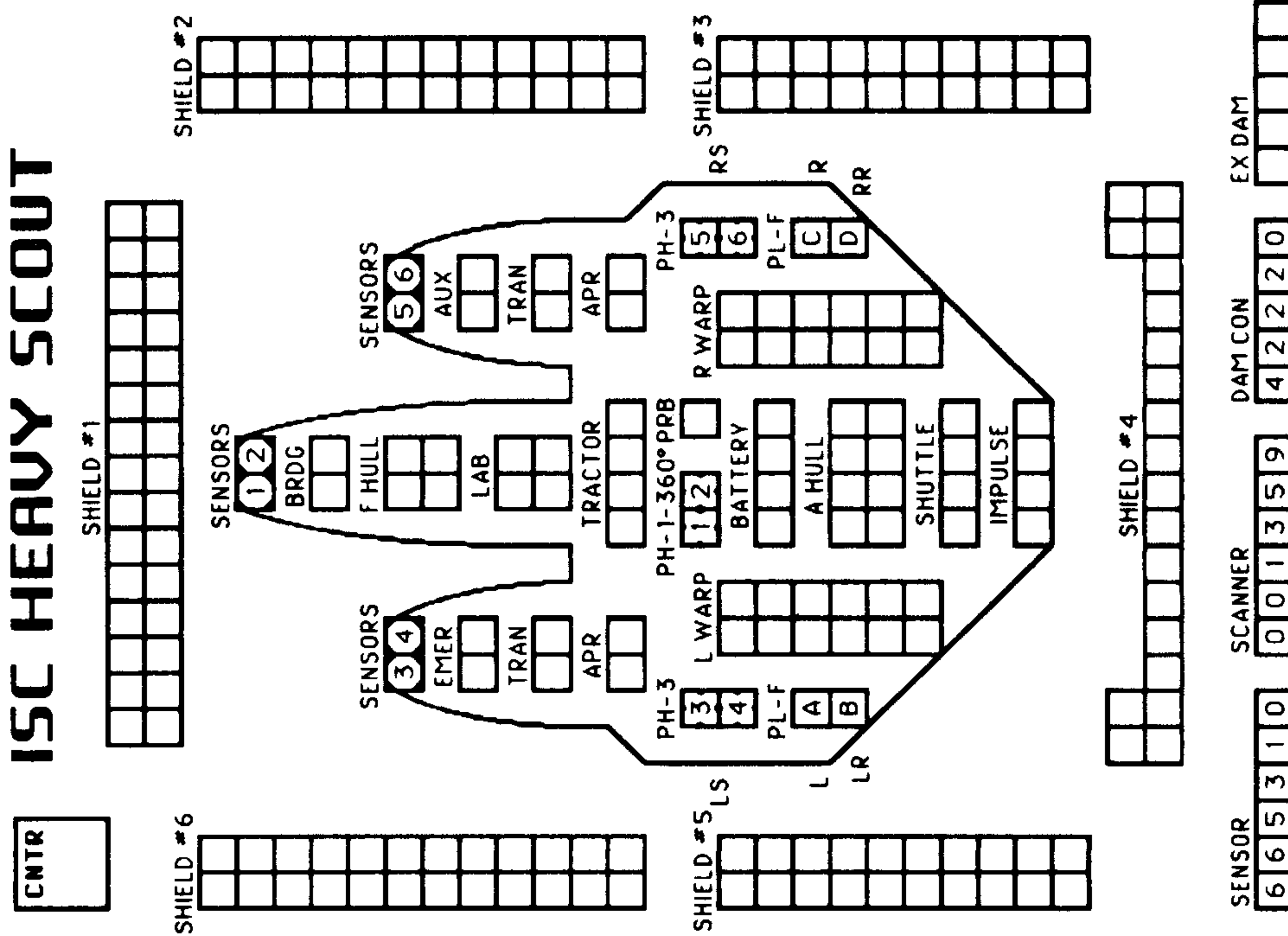
DAM CON	
4	4
2	2
2	2
2	2
0	0

EX DAM	



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	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	15	16	16	17	18	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	

ISC HEAVY SCOUT



SHIP DATA TABLE

TYPE = HSC
 POINT VALUE = 170/120
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R13.14

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

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

CREW UNITS

					10
					20
					30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

PROBES

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

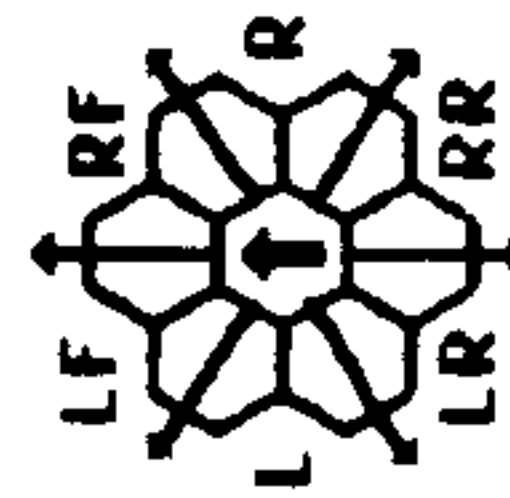
TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9-	16-26-	51-75
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	4 4 4 4 3 3 1 0 0 0 0		
6	4 4 3 3 2 2 0 0 0 0 0		

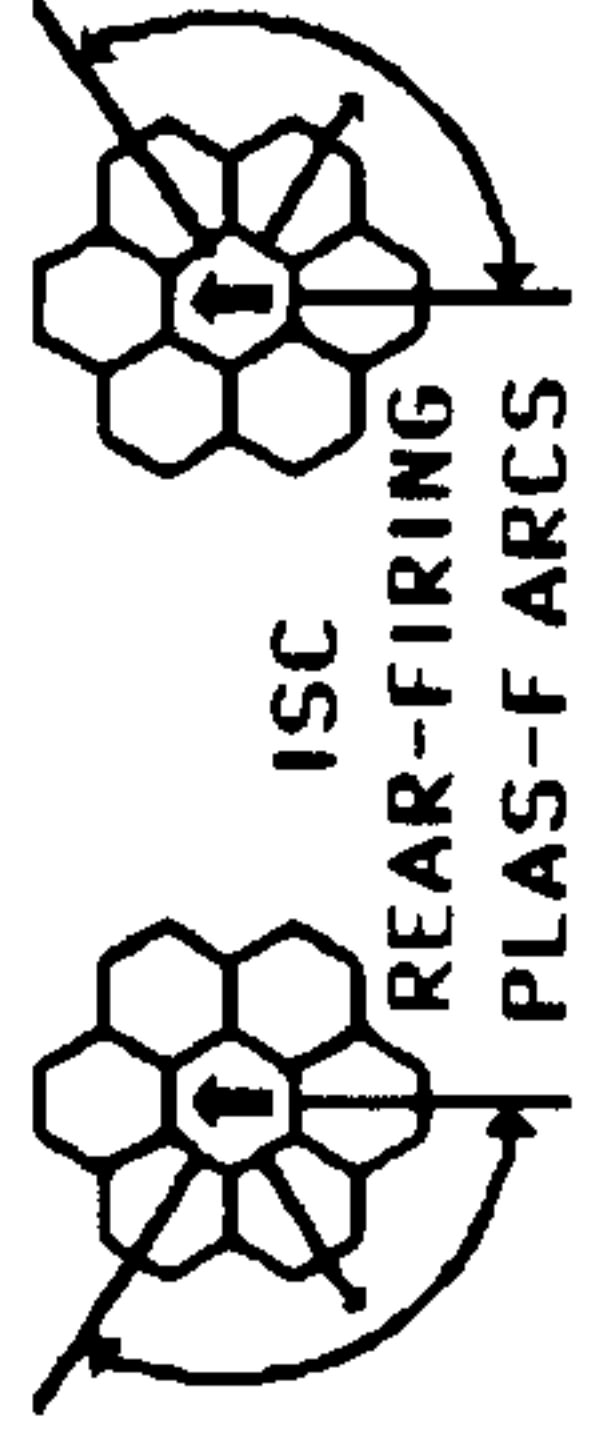
PLASMA TORPEDO WARHEAD TABLE

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

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



SENSORS ARE DESTROYED ON "TORPEDO" HITS.



SENSOR

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

SCANNER

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

DAM CON

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

EX DAM

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

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

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

ISC DESTROYER LEADER

CNTR

SHIELD #1

SENSOR

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

SCANNER

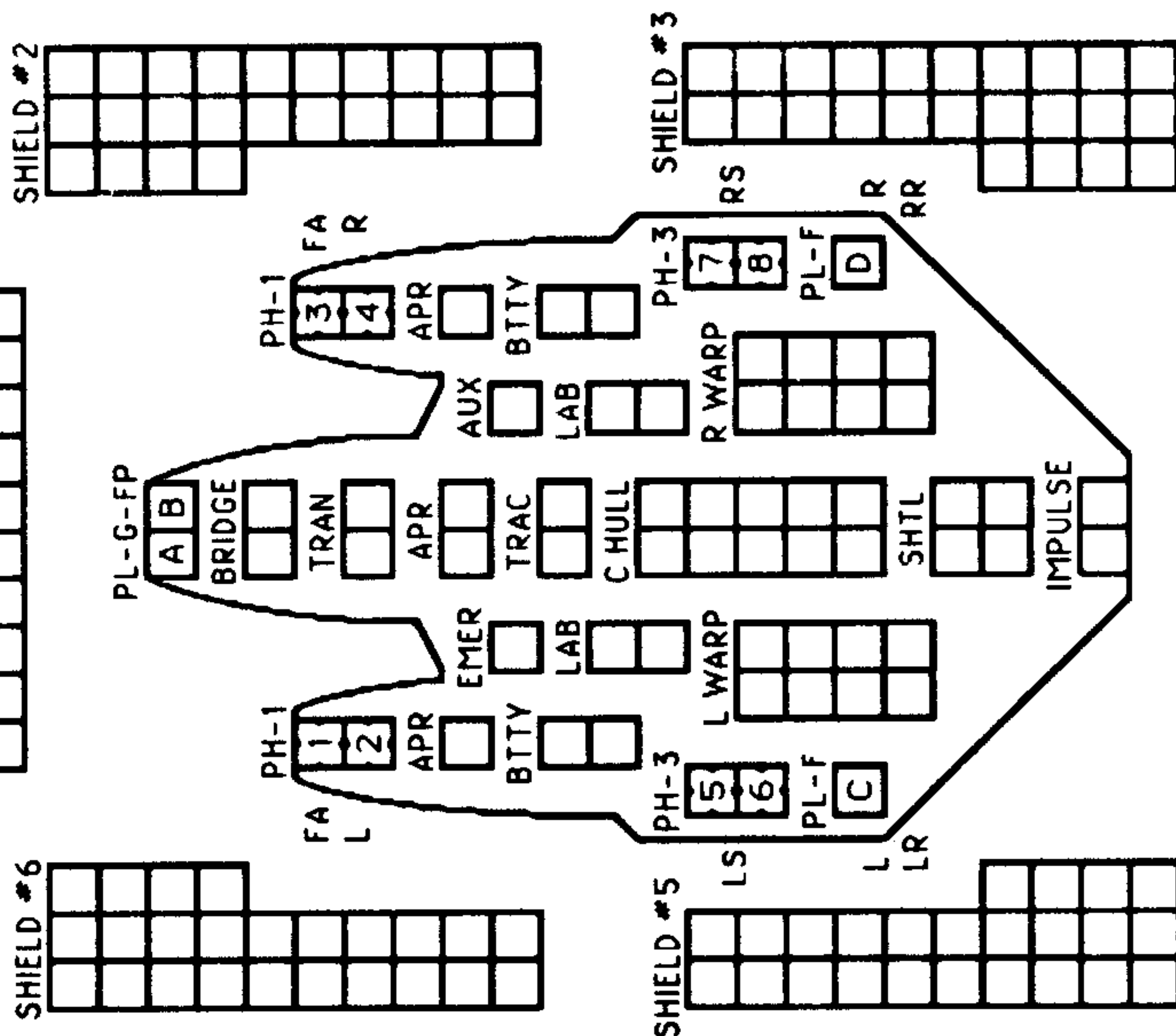
0	1	3	5	9
---	---	---	---	---

DAMCON

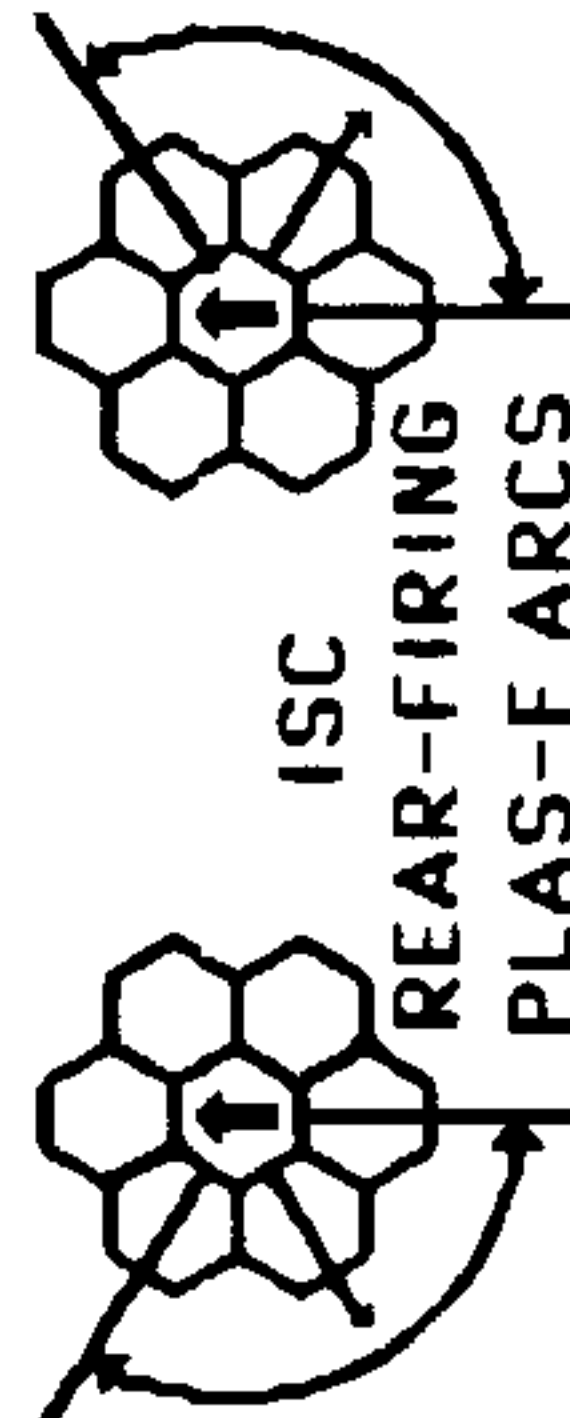
2	2	2	0
---	---	---	---

EXDAM

--	--	--	--



SHIELD #4

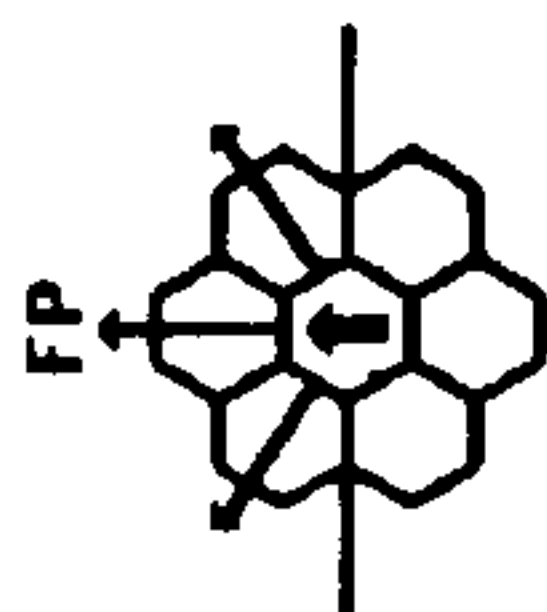


SHIP DATA TABLE

TYPE = DDL
 POINT VALUE = 110
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R13.16

TURN MODE SPEED

B	1	2	3	4	5	6
HET						
BD						



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

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

PSEUDO-PLASMA TORPEDOES

A	G	B	G
---	---	---	---

CREW UNITS

										10	
										20	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

TRANSPORTER BOMBS

D	D
---	---

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

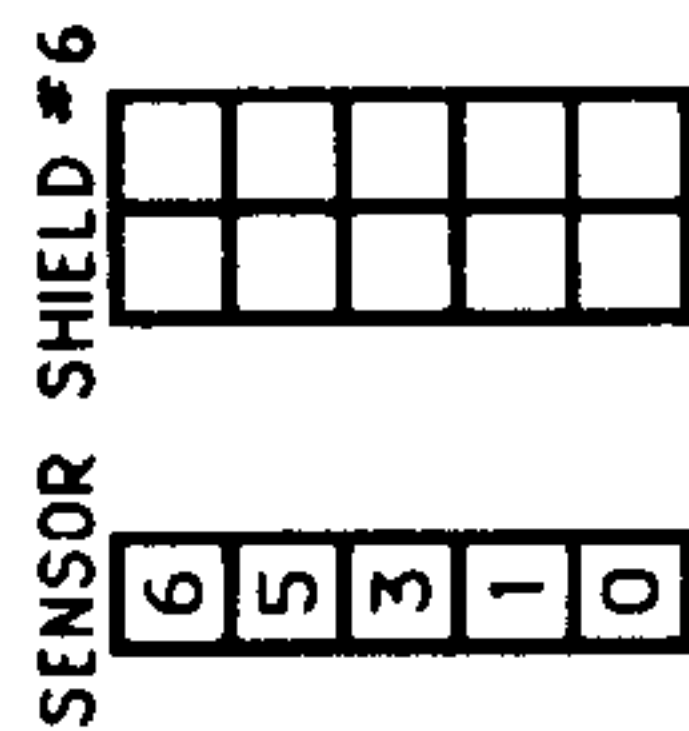
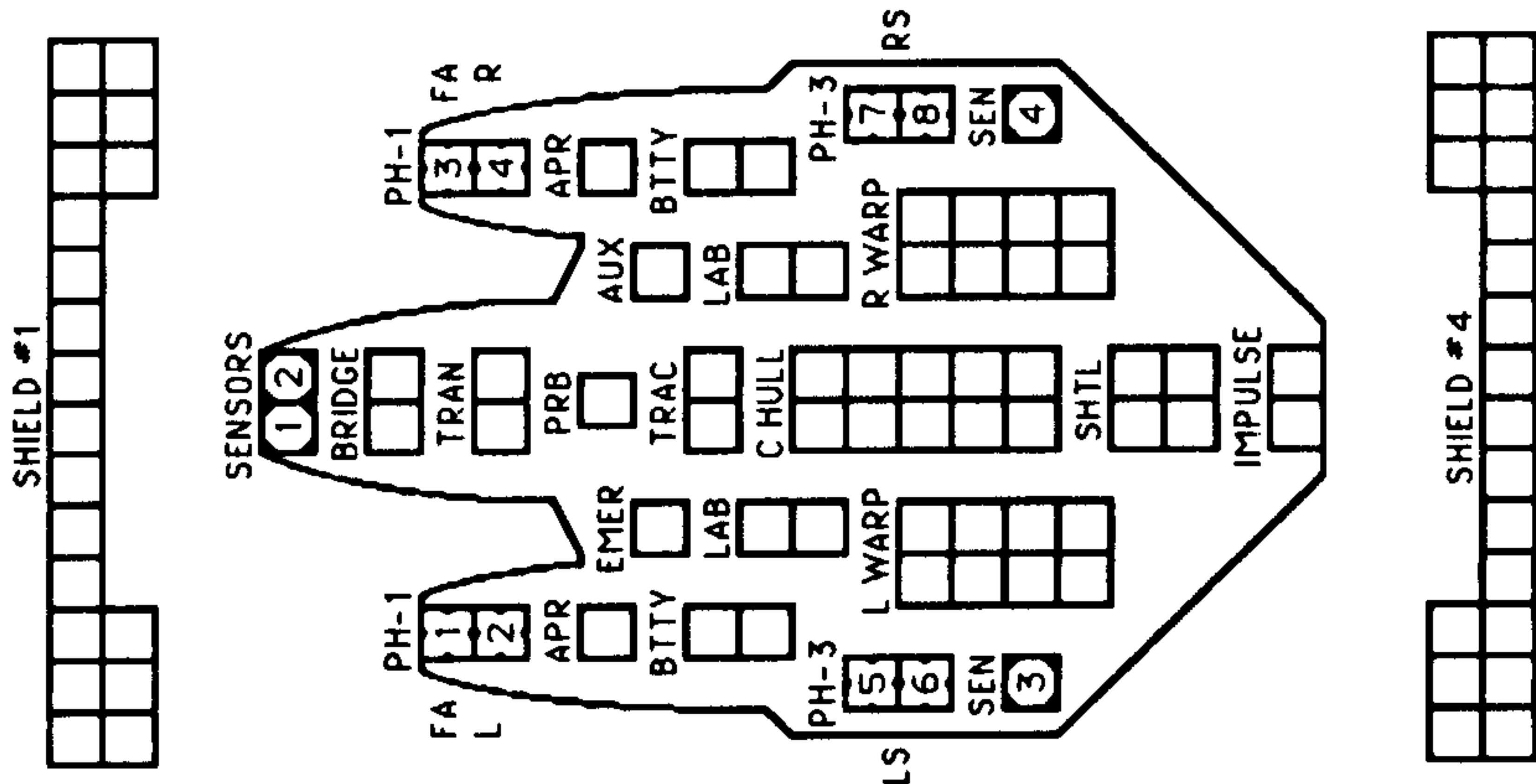
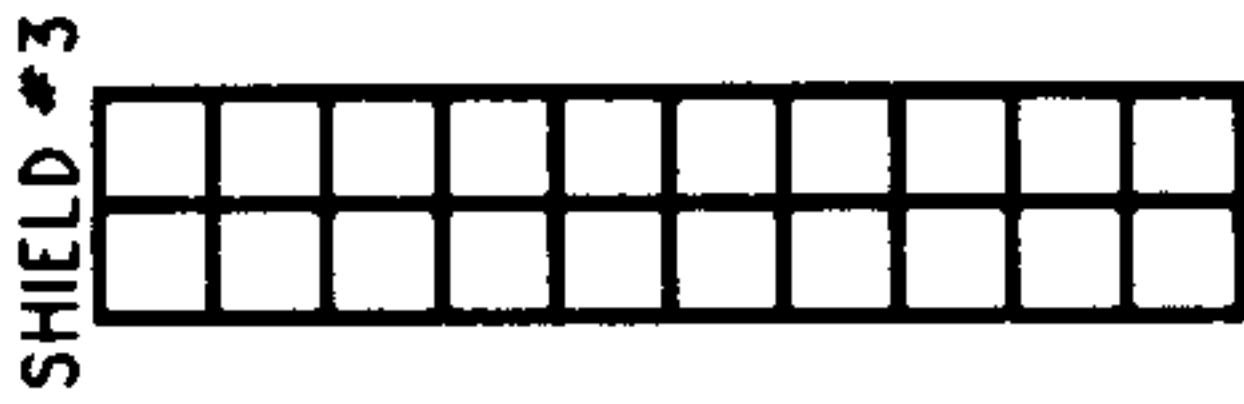
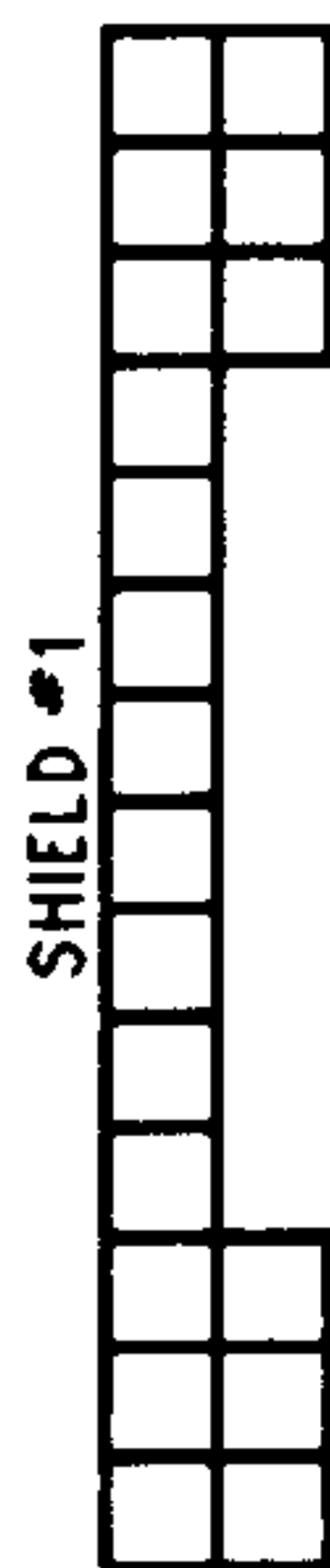
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

ISC SCOUT

CNTR



SCANNER

DAM CON

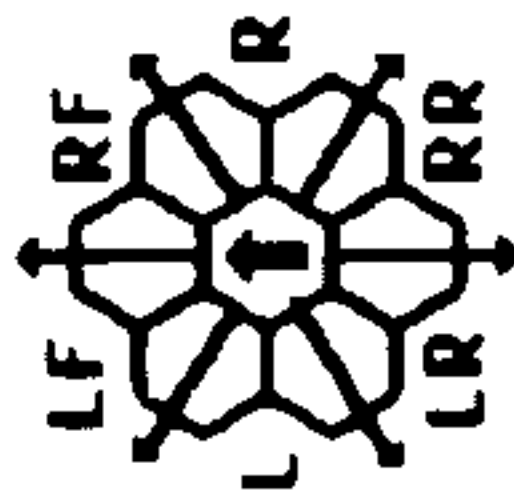
EX DAM



SHIP DATA TABLE
TYPE = SC
POINT VALUE = 126/90
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R13.18

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

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



SENSORS ARE DESTROYED ON "TORPEDO" HITS.

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D

CREW UNITS
* 10
20

BOARDING PARTIES 8

PROBES S

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9	15
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

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

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

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

ISC MINESWEEPER

CREW UNITS

★				10
				20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

BOARDING PARTIES

		6
--	--	---

TRANSPORTER BOMBS

D	D
---	---

PROBES

5

SHIP DATA TABLE

TYPE	=	MS
POINT VALUE	=	92
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.19

TYPE I OFFENSIVE PHASER TABLE

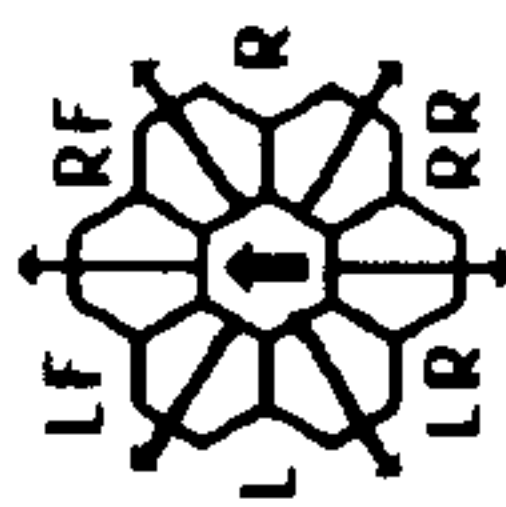
DIE RANGE	6-8	9-15	16-25	26-50	51-75
ROLL 0	1	2	3	4	5
1	9	8	7	6	5
2	8	7	6	5	4
3	7	5	4	4	3
4	6	4	4	3	2
5	5	4	4	3	1
6	4	4	3	2	0

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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



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

MINE RACKS

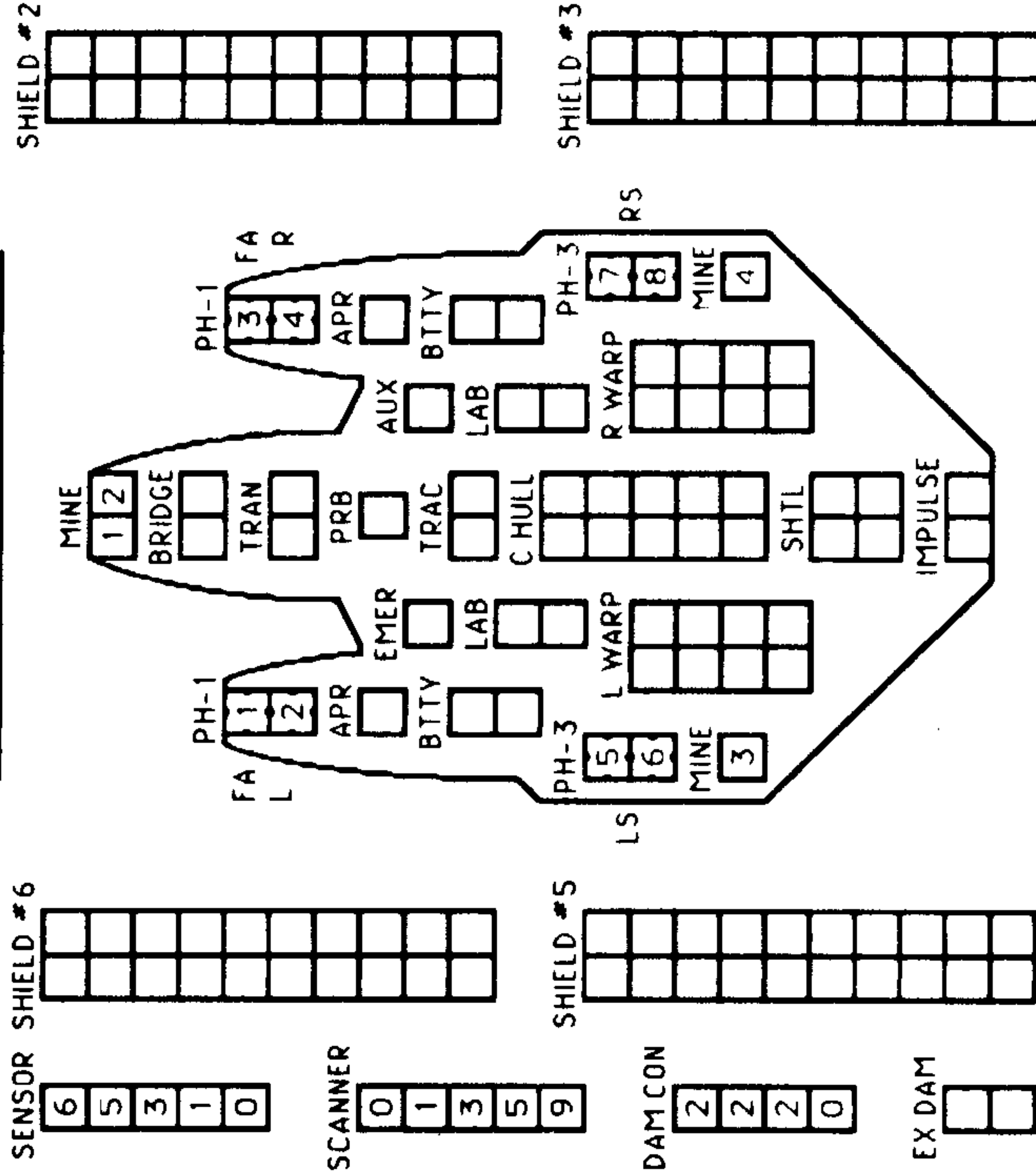
1	1	1	1
2	1	1	1
3	1	1	1
4	1	1	1

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

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

CNTR

--



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

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

ISC FRIGATE

SHIP DATA TABLE	
TYPE	= FF
POINT VALUE	= 73
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.20

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

CREW UNITS		
		10

BOARDING PARTIES		
		6

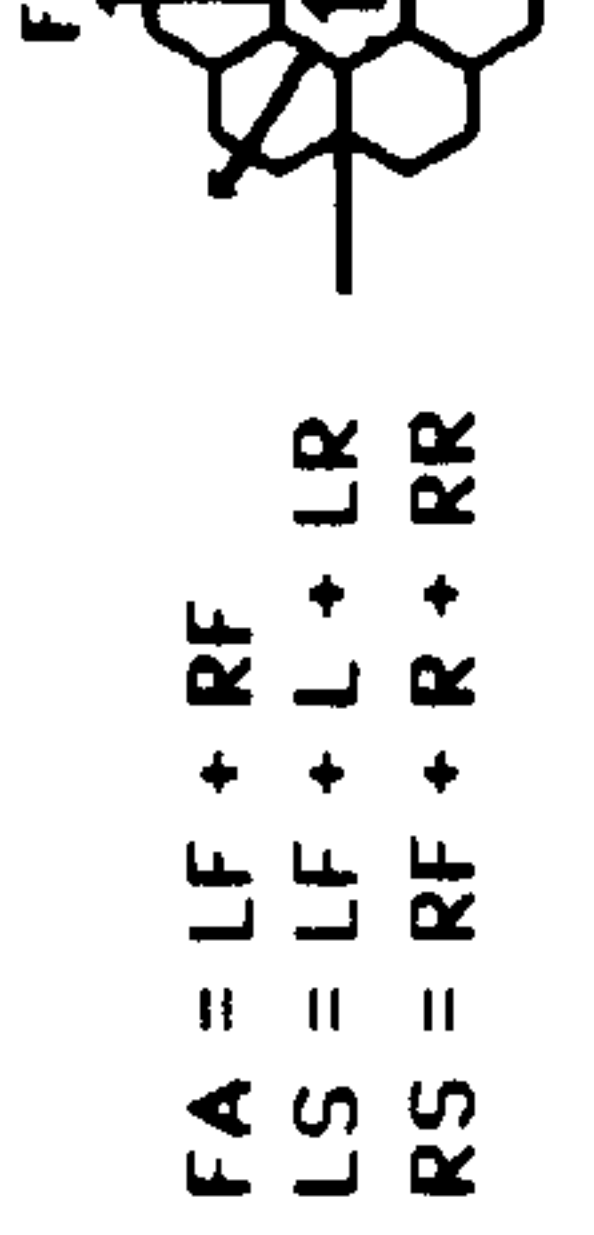
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS		
		DD

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

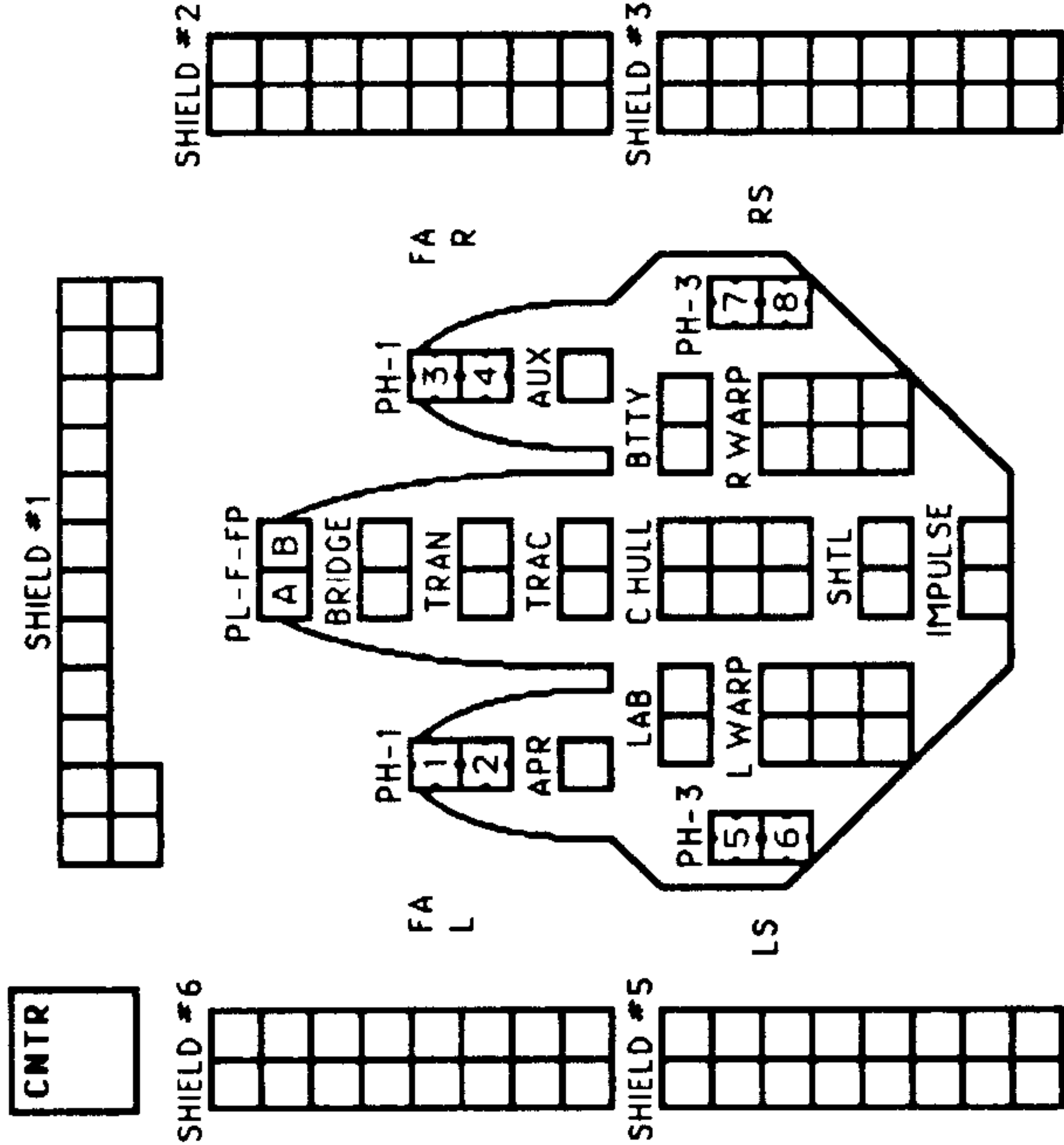
TYPE III DEFENSE PHASER				
DIE RANGE		4-9-15		
ROLL	0	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

PLASMA TORPEDO WARHEAD TABLE		
RANGE	0-5	6-10
TYPE F	20	15
BOLT	1-4	1-3



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

PSEUDO-PLASMA TORPEDOES		
	A	F



SENSOR: 6 5 3 0
 SCANNER: 0 1 5 9
 DAM CON: 2 2 0
 EX DAM: [] [] []

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	3	3	3	4	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	

ISC POLICE CORVETTE

CREW UNITS

*				8
---	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

2

TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE

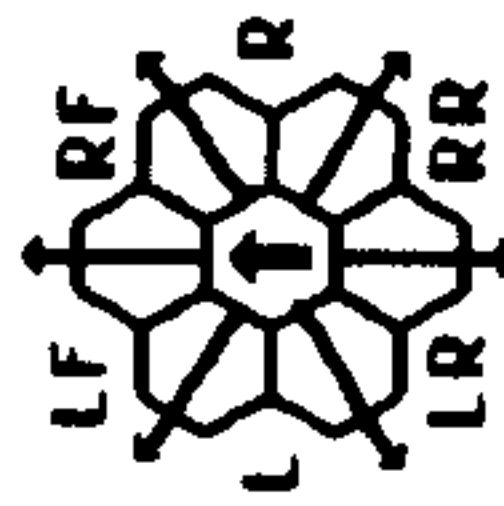
TYPE = POL
 POINT VALUE = 44
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R13.21

TYPE I OFFENSIVE PHASER TABLE

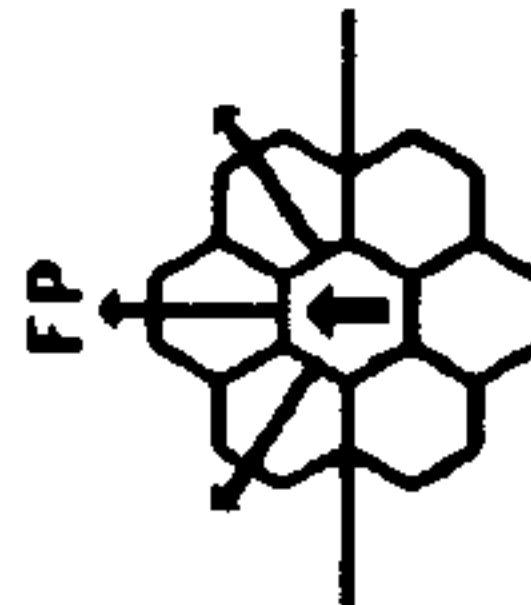
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	26	51-75	
1	9	8	7	6	5	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4	8	9-15
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



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

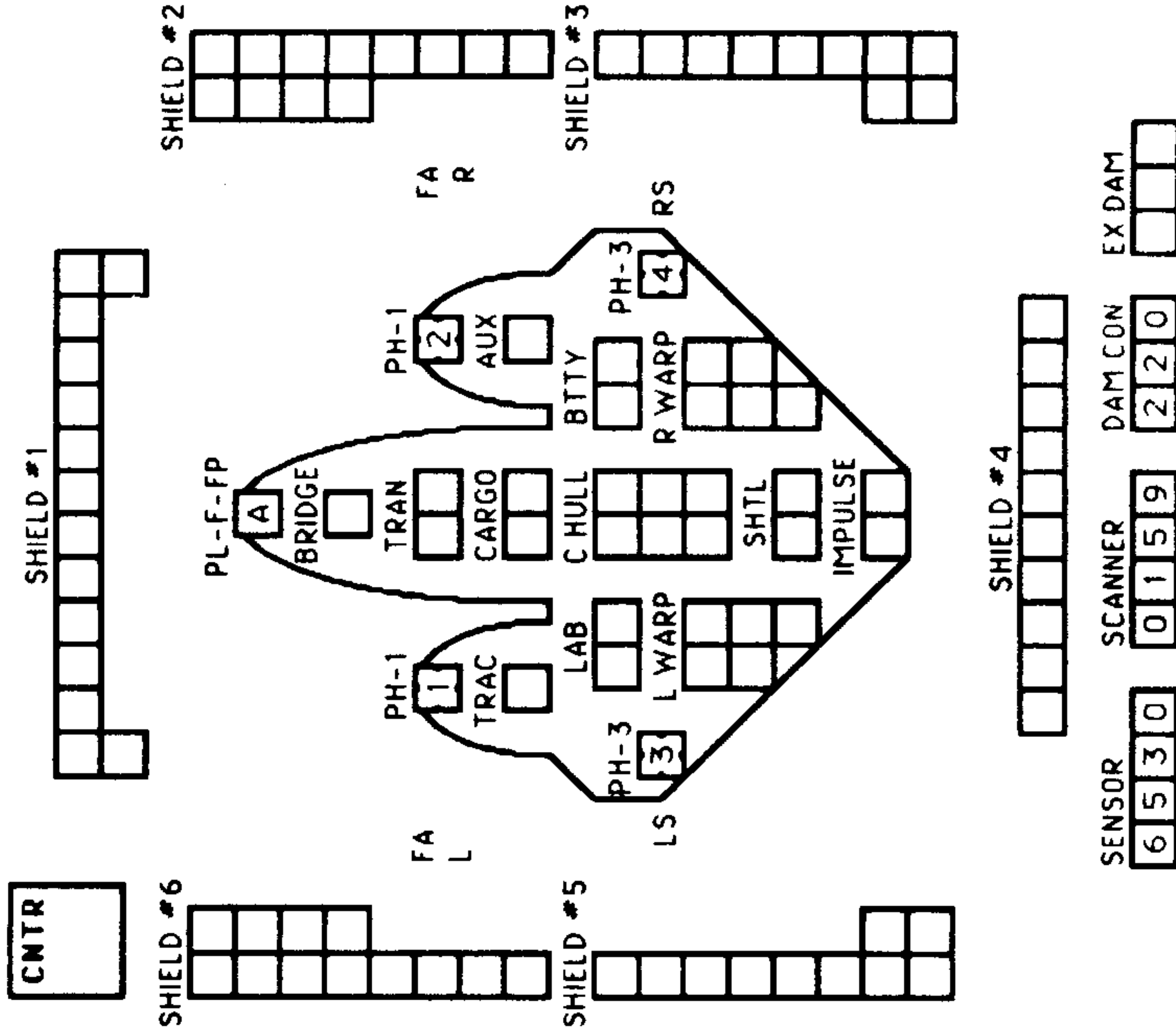


PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA TORPEDO

A	F
---	---



TURN MODE SPEED

A	1	2	3	4	5
HET					
BD					

NIMBLE SHIP

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	4	4	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	

ISC FLEET TUG

CREW UNITS	
* 10	
20	
30	
40	

BOARDING PARTIES	
10	

TRANSPORTER BOMBS	
	D D D D

PROBES	
	5

SHIP DATA TABLE	
TYPE	= TUG
POINT VALUE	= 124/90
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.22
CARGO POD BPV	= 21/15e

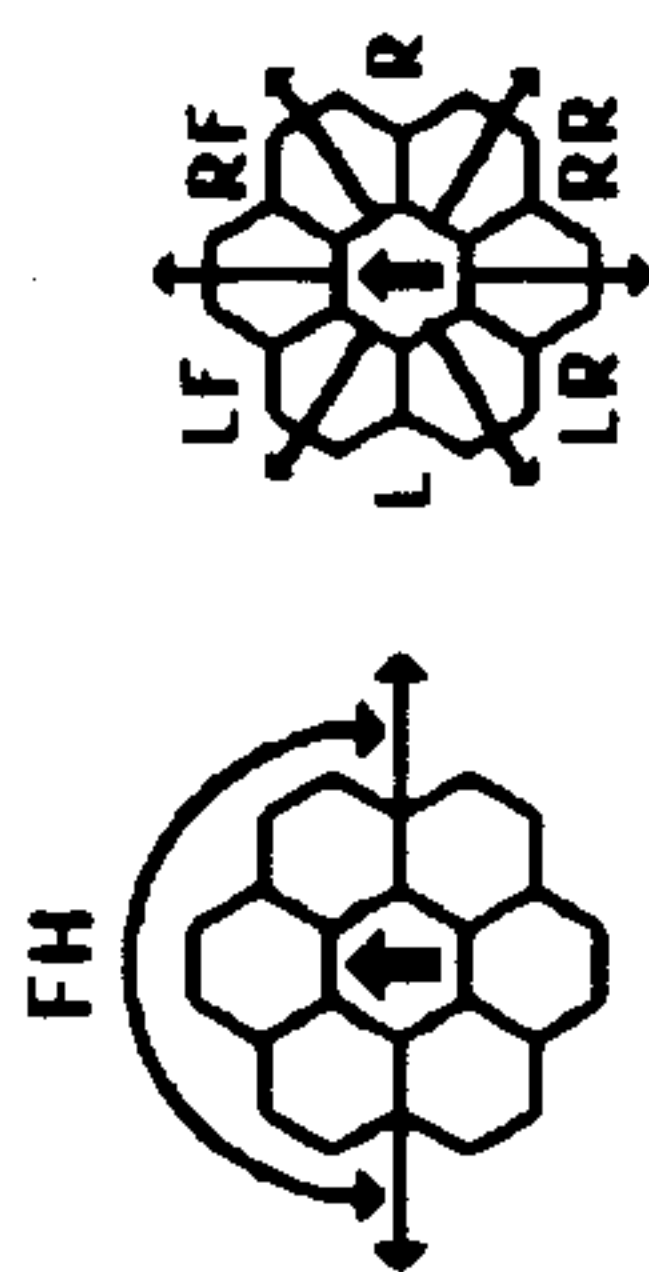
TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6-9		16-26		51-75						
ROLL	0	1	2	3	4	5	8	15	25	50	75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

WITHOUT PODS		
TURN MODE	C	SPEED
1		2-4
2		5-9
3		10-14
4		15-20
5		21-27
6		28+

MOVE COST	= 1
HET COST	= 5
EM COST	= 6

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

MOVE COST	= 1.5
-----------	-------

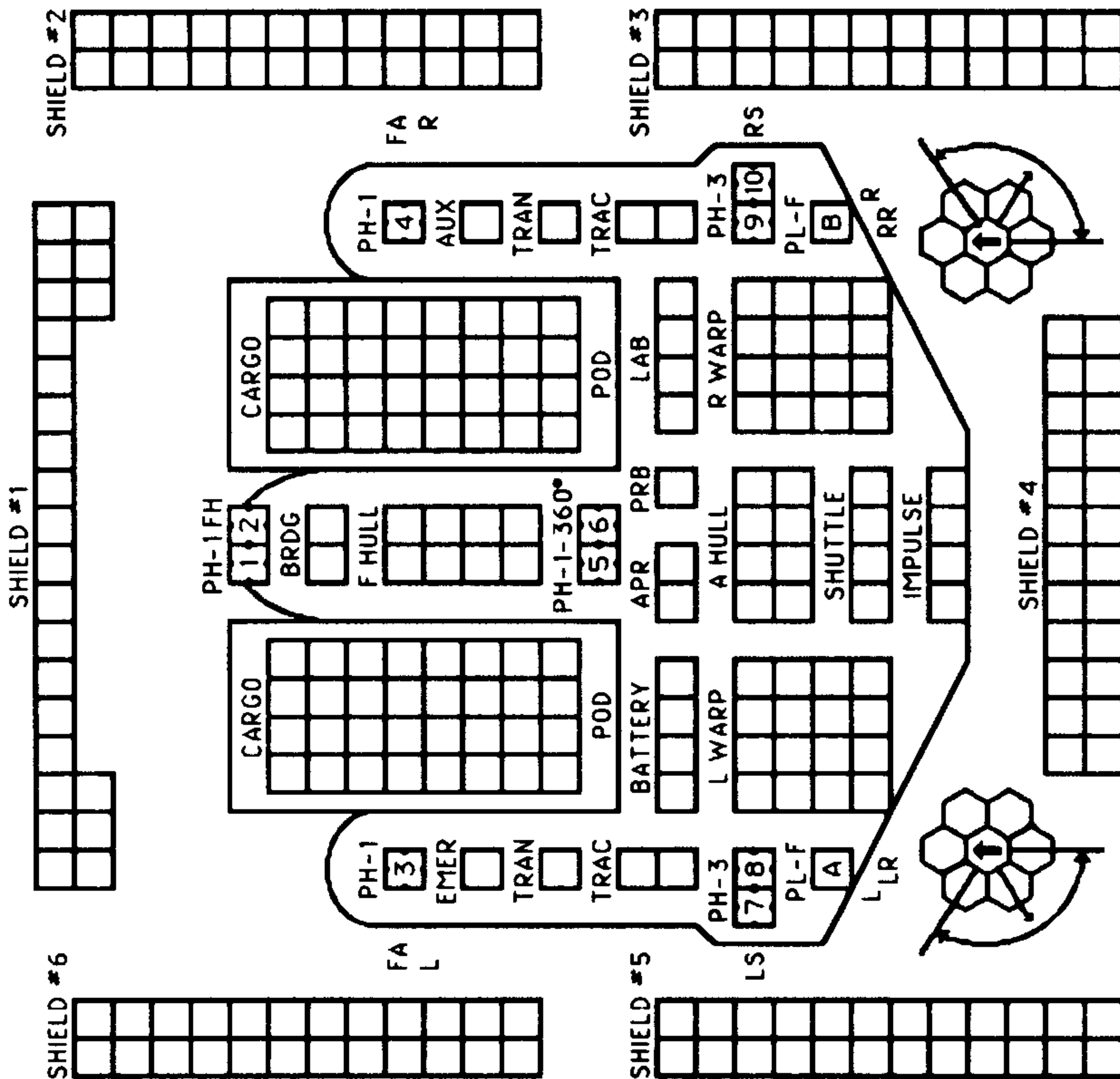


FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR

THE ISC TUG CAN OPERATE WITHOUT PODS, BUT CANNOT OPERATE WITH ONLY ONE POD.

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

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



SENSOR		EXCESS DAMAGE	
6	5	3	1

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

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

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