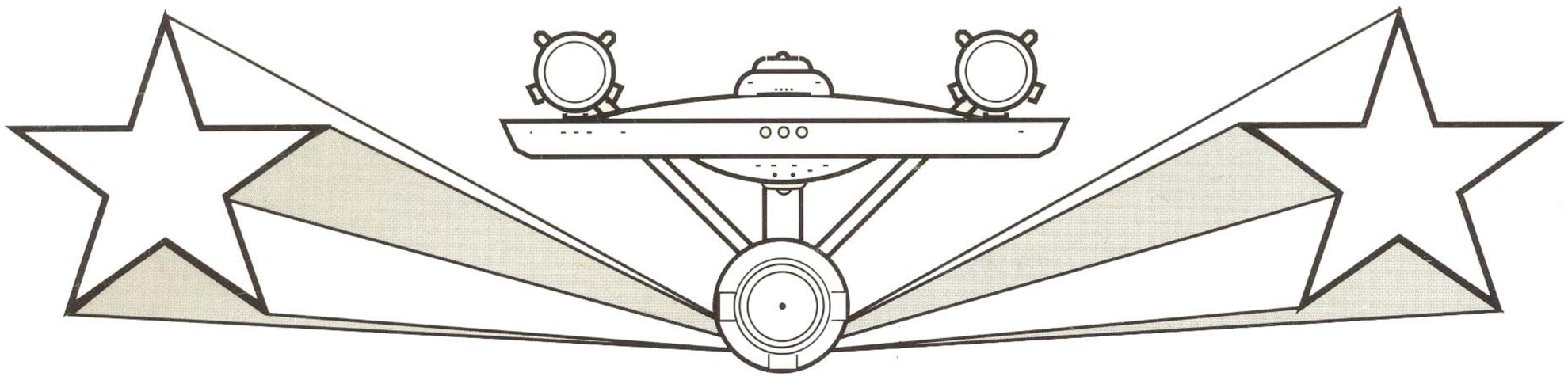
STAR FLEET BATTLES



FLEET TRAINING CENTERS

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

CNTR

ANTI-DRONES

1															
2															

ADD SYSTEMS HAD ONLY SIX SHOTS PRIOR TO THE Y175 REFIT WHICH INCREASED THEM TO TWELVE SHOTS

TYPE I OFFENSIVE PHASER TABLE

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

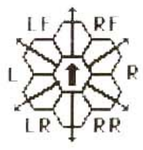
TURN MODE	SPEED
4	2-4
4	5-8
4	9-12
4	13-17
4	18-24
4	25+

HET

BD

TYPE III DEFENSE PHASER

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



ANTI-DRONE TABLE

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

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

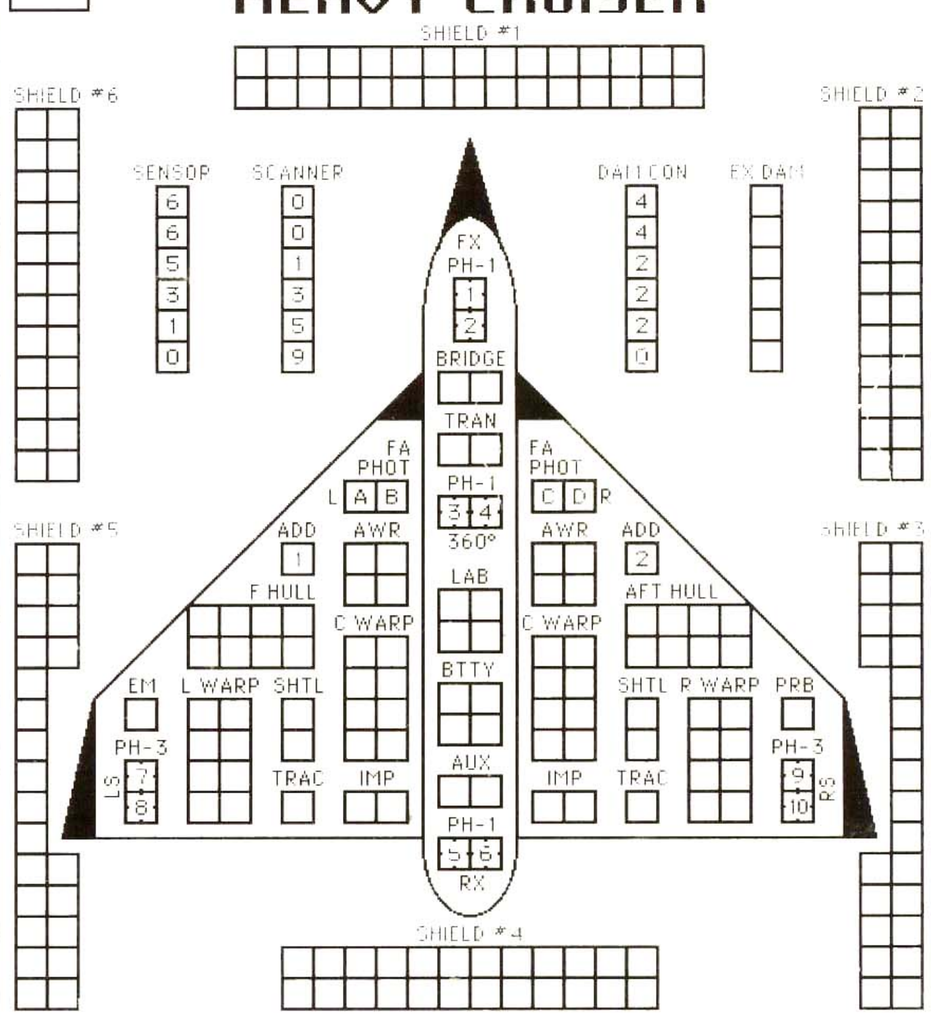
PHOTON TORPEDO TABLE

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

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	160
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R57.2
Y175 REFIT	=	+3

DELTAN HUSTLER HEAVY CRUISER

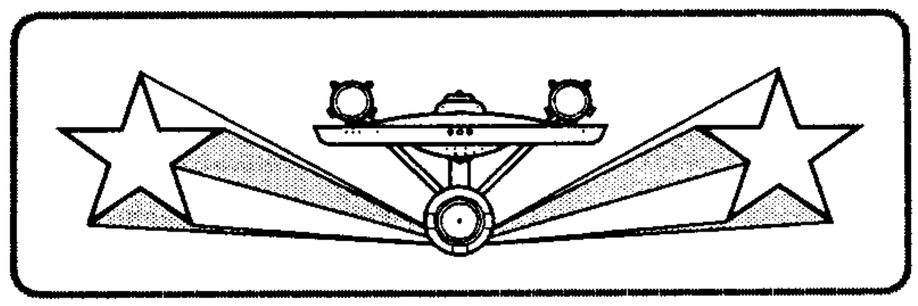


MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CAPTAIN'S MODULE C4

SSD BOOK

STAR FLEET BATTLES



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FRAX DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	210
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R51.2
Y175 REFIT	=	+0
AFD REFIT	=	+16

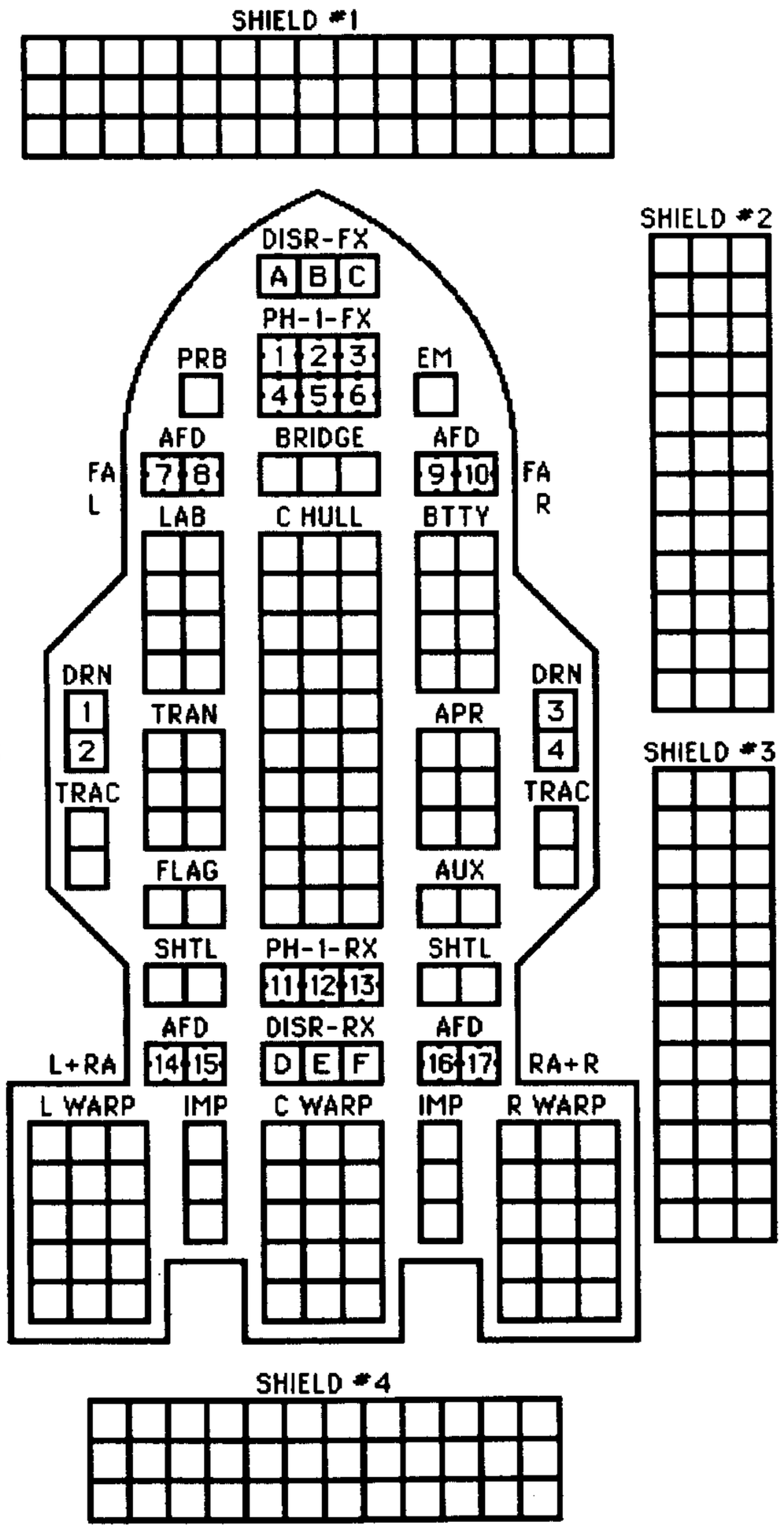
CNTR

SENSOR: 6 6 6 5 4 3 1 0

SCANNER: 0 0 0 1 2 3 5 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

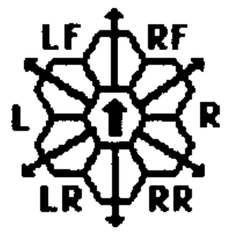
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

ANTI-DRONES (AFD)

7																	
8																	
9																	
10																	
14																	
15																	
16																	
17																	



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

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH PAIR OF AFDS IS A PAIR OF PHASER-3S WITH THE SAME FIRING ARCS.

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

DRONE RACKS

1												B
2												B
3												B
4												B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

HIT & RUN DERFACS

DISRUPTOR TABLE

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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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

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FRAX HEAVY CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.3
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS

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

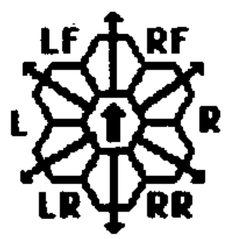
DRONE RACKS

1										B
2										B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

TYPE III DEFENSE PHASER

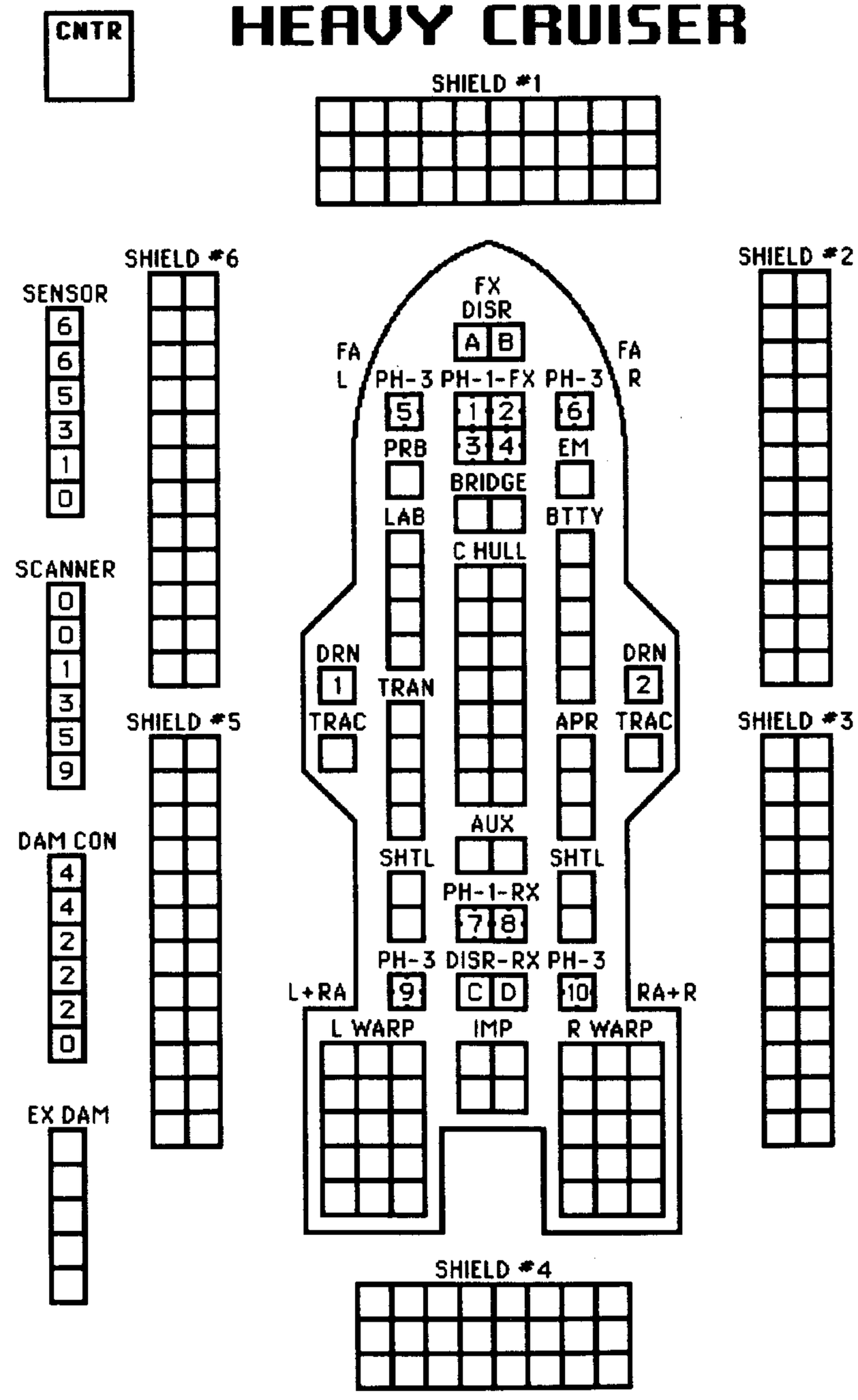
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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

DISRUPTOR TABLE

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



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

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FRAX WAR CRUISER

CNTR

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

D D D D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.4
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS

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

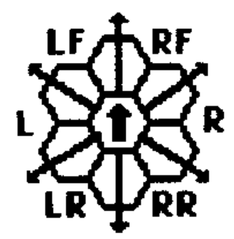
DRONE RACKS

1									B
2									B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

TYPE III DEFENSE PHASER

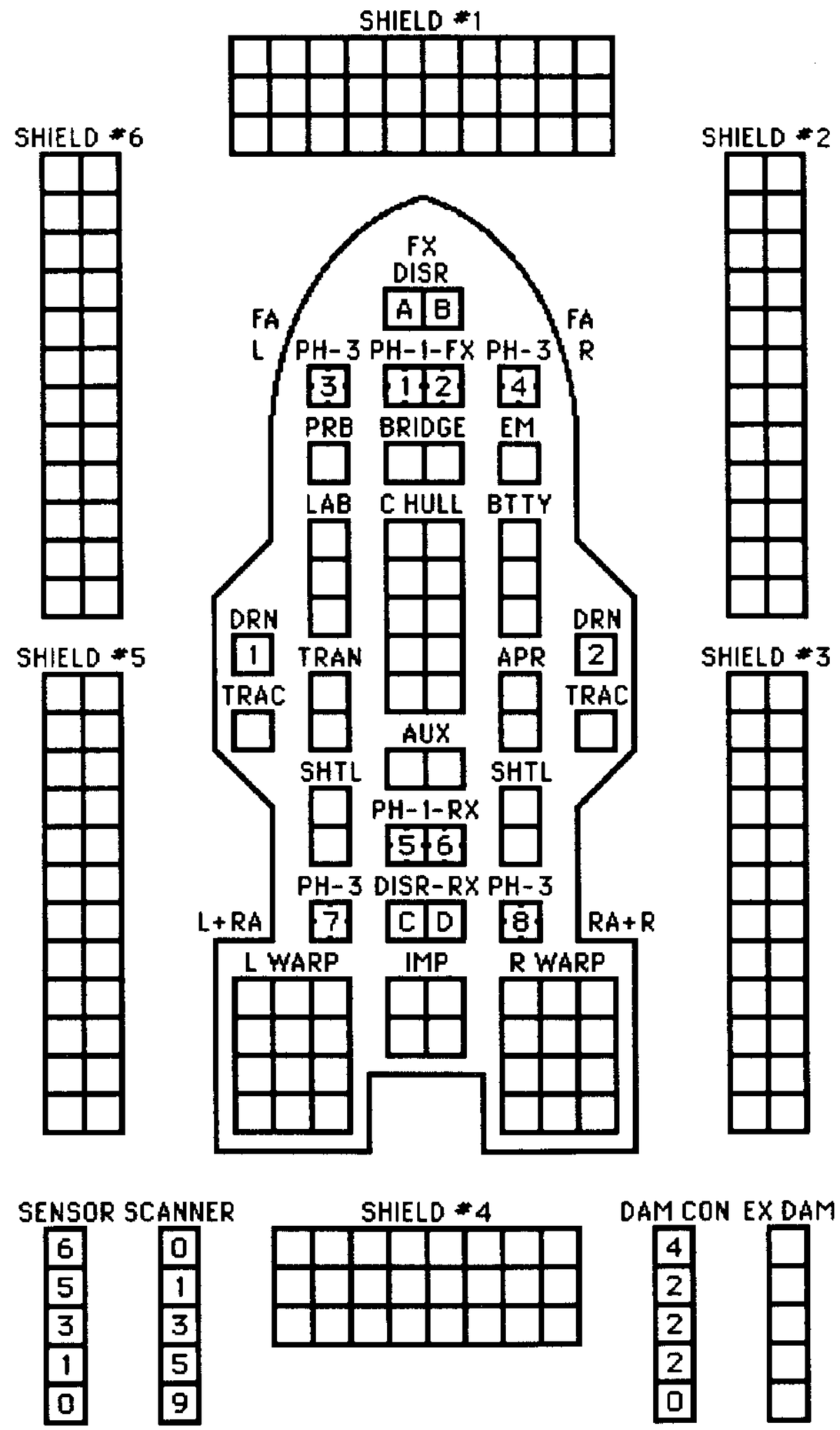
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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

DISRUPTOR TABLE

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



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

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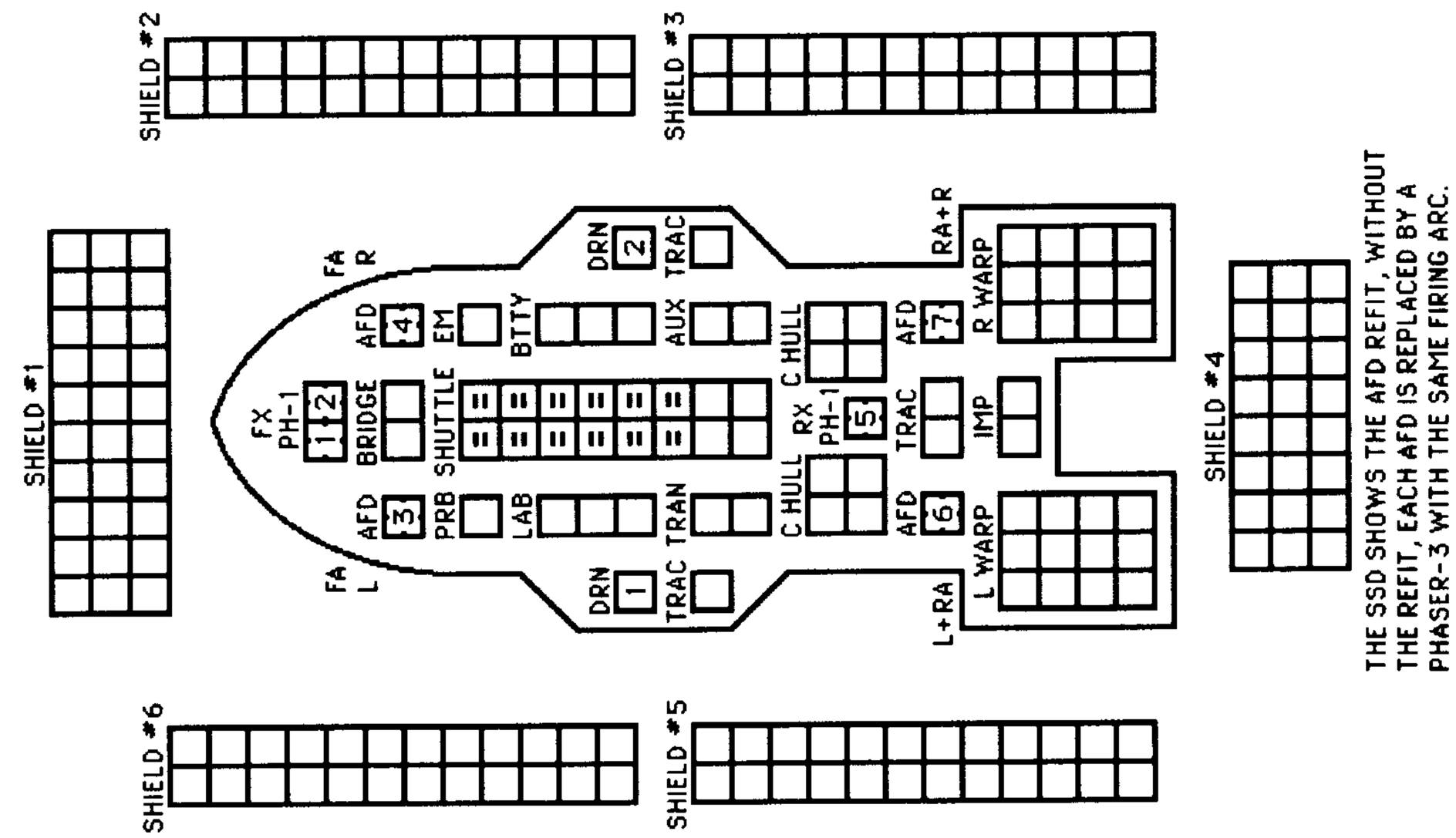
FRAX WAR CARRIER

CMTR



THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.

SENSOR				
6	5	3	1	0

SCANNER				
0	1	3	5	9

DAM CON				
4	2	2	2	0

EX DAM

SHIP DATA TABLE

TYPE	CWV
POINT VALUE	120/100
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R51.5
Y175 REFIT	+0
AFD REFIT	+8

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

HET

BD

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HAS TUNNEL BAY (J1.58).

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10

TRANSPORTER BOMBS

D D D

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

DRONE RACKS

1 B

2 B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

LF RF R L LR RR

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

ANTI-DRONES (AFD)

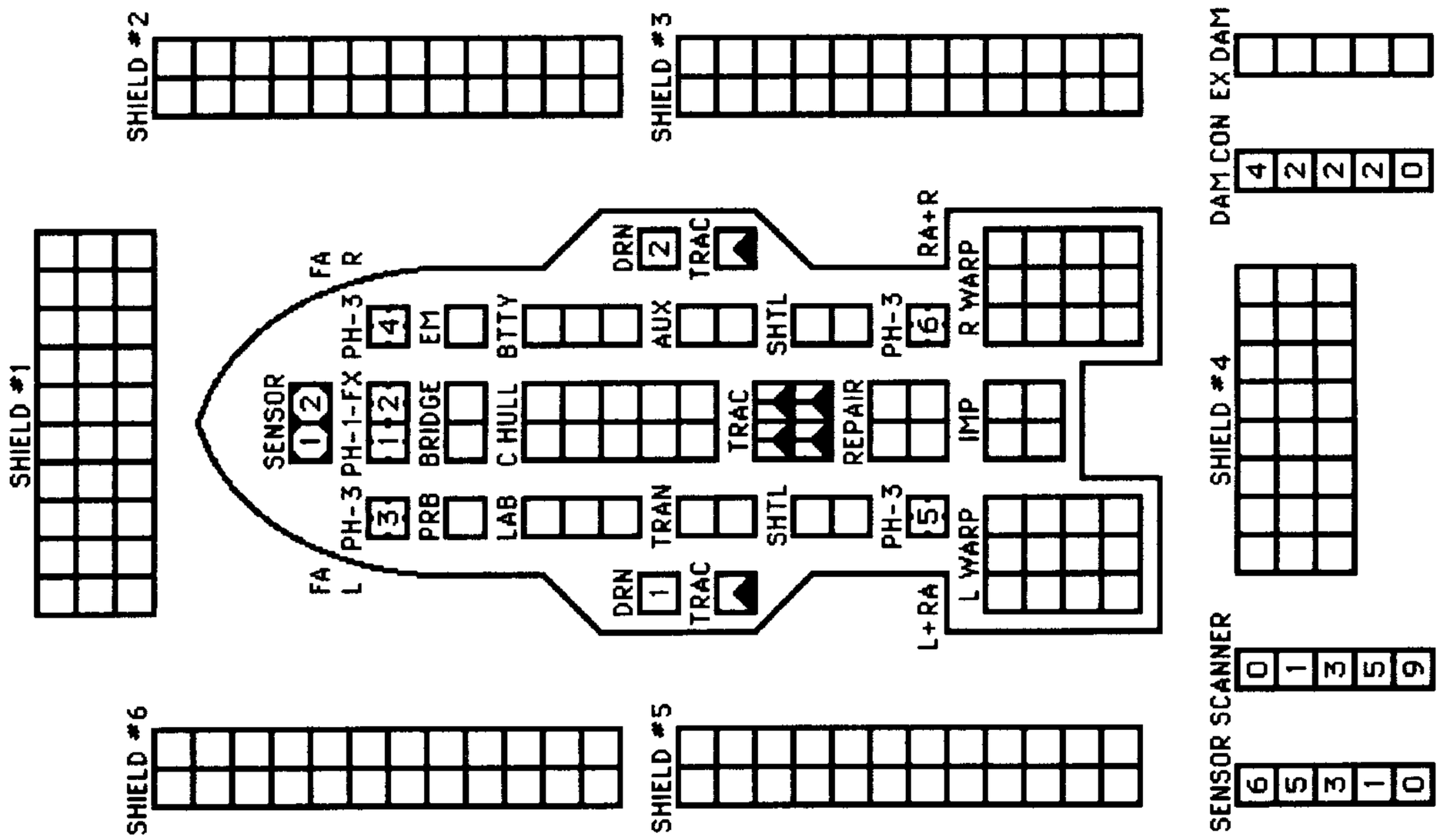
3 4 6 7

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	11	12	12	13	14	14	15	15	16	16	16	17	18	19	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

FRAX PF TENDER



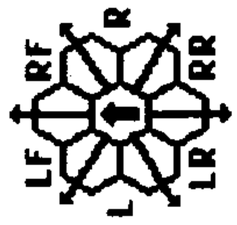
CNTR

SHIP DATA TABLE	
TYPE	PFT
POINT VALUE	120/80
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R51.6

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

TYPE III DEFENSE PHASER

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



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

CREW UNITS

									10
									20
									30
									40

BOARDING PARTIES

									10

TRANSPORTER BOMBS

			D	D	D

PROBES

					5

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1											B
2											B

THIS SHIP ALWAYS HAD TWO RELOADS.

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	4	5	6	5	6	6	7	8	8	9	10	10	10	11	12	12	13	14	14	15	16	16	17	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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FRAX ESCORT CRUISER

CNTR

CREW UNITS

			✱					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

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

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

DECK CREWS [ ] [2]

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

SHIP DATA TABLE

TYPE	=	CWE
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.7

INCLUDES LIMITED AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

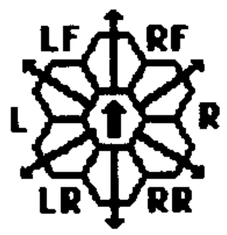
TYPE	=	CWA
POINT VALUE	=	152
REFERENCE	=	R51.7A

INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

TYPE III DEFENSE PHASER

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



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

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

DRONE RACKS

1							B
2							B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

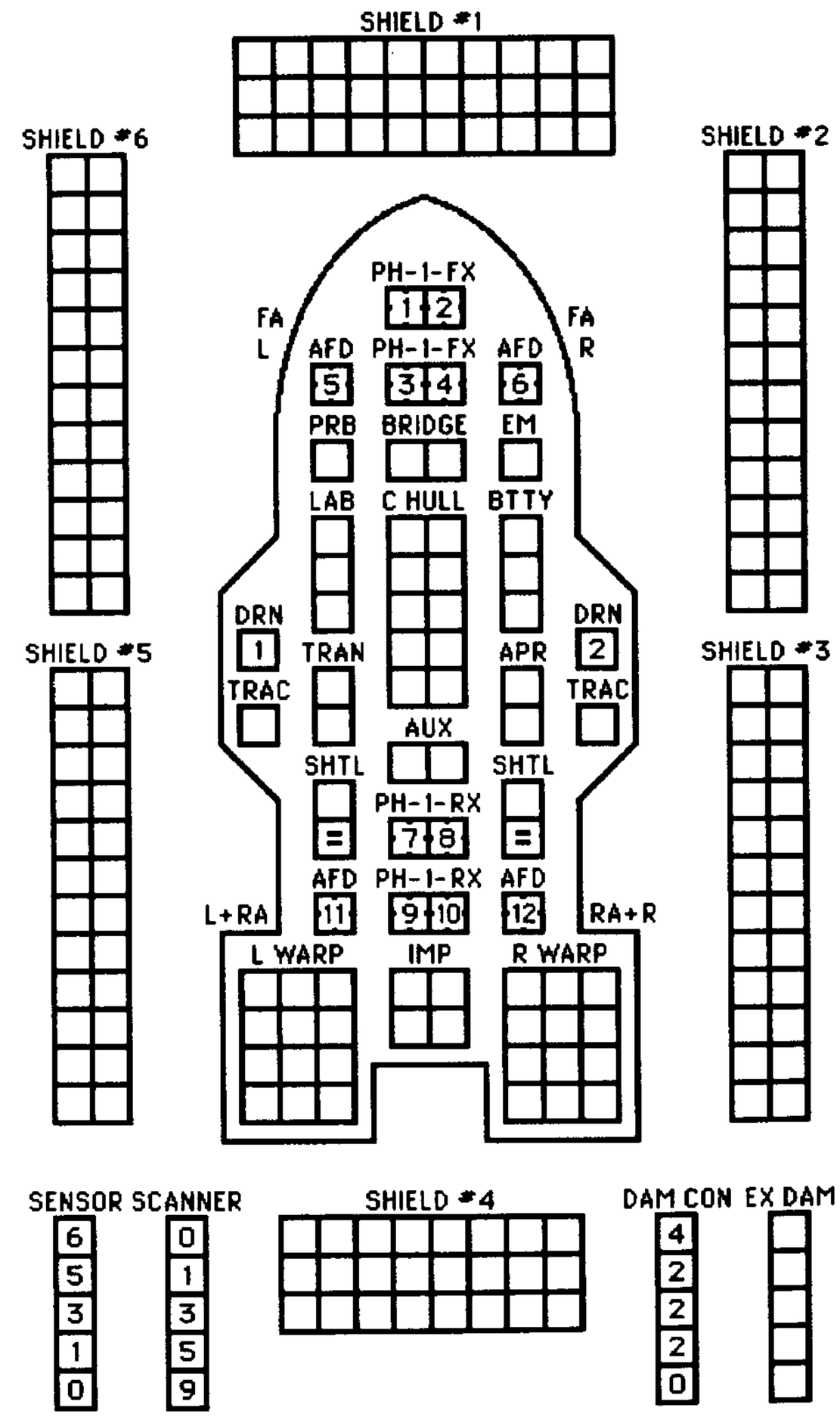
AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)

5 6 11 12



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

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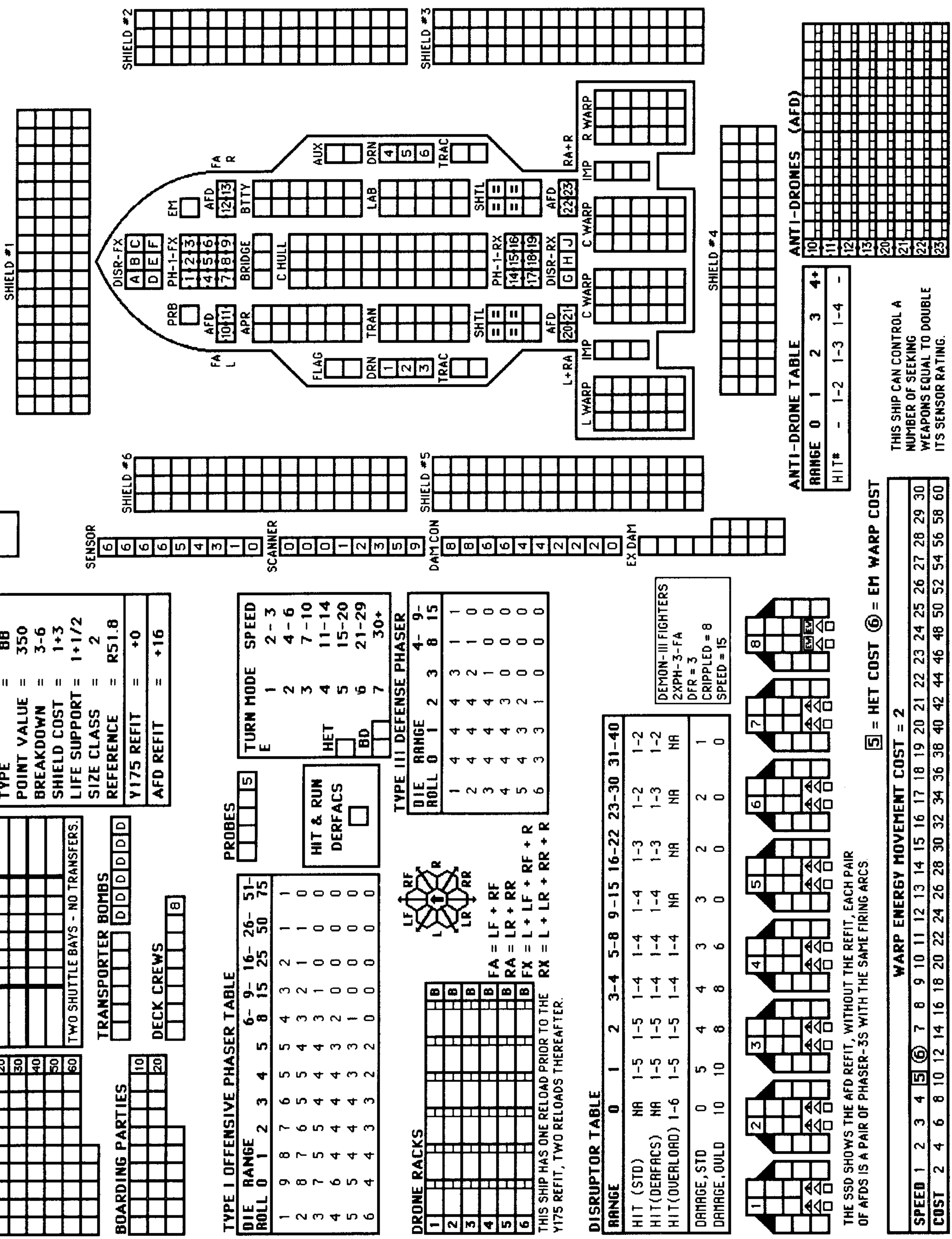
FRAX BATTLESHIP



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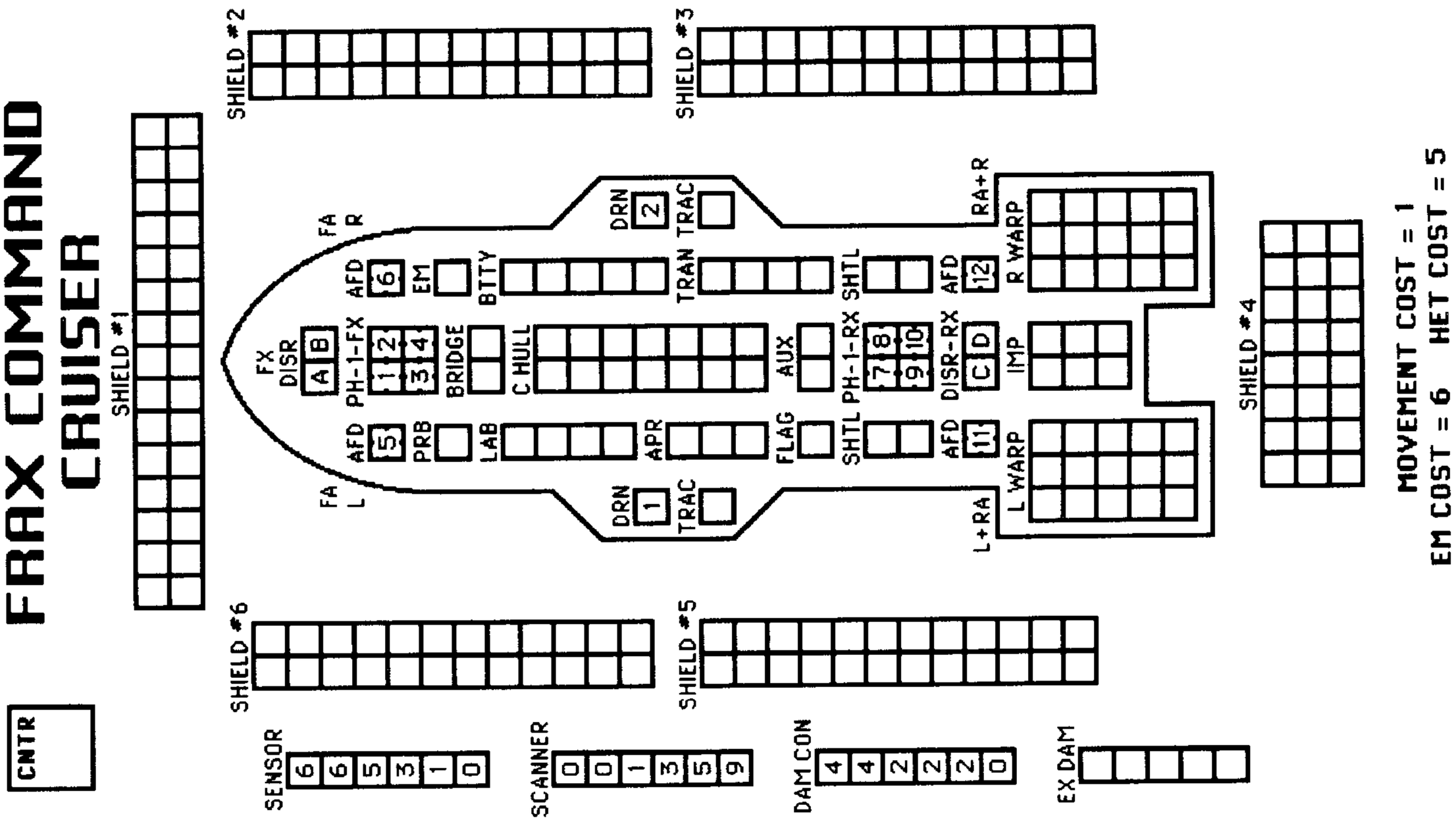
FRAX COMMAND CRUISER



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

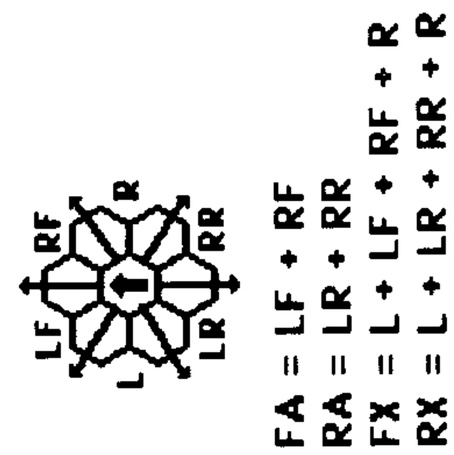
SHIP DATA TABLE	
TYPE	CC
POINT VALUE	153
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R51.9
Y175 REFIT	+0
AFD REFIT	+8

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

HIT & RUN
DERFACS ☐

TYPE III DEFENSE PHASER

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



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

CREW UNITS

				10
	*			
				20
				30
				40

BOARDING PARTIES

				10

TRANSPORTER BOMBS

	D	D	D

PROBES

			5

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1		B
2		B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

ANTI-DRONES (AFD)

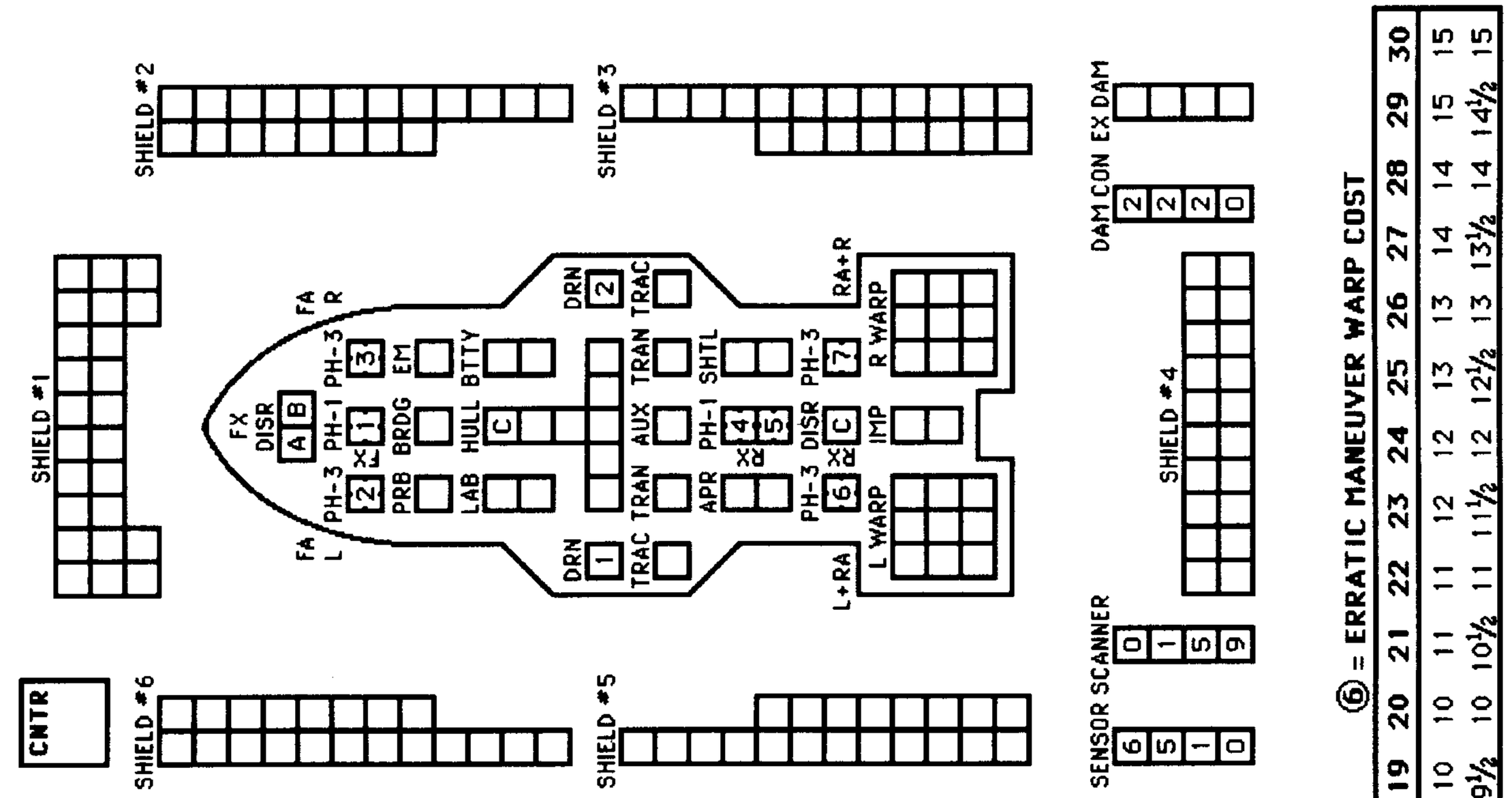
5	
6	
11	
12	

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.

DISRUPTOR TABLE

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

FRAX WAR DESTROYER

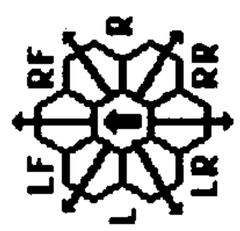


SHIP DATA TABLE	
TYPE	= DW
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R51.10
Y175 REFIT	= +0

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

TYPE III DEFENSE PHASER

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



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

WARP COST	
26	13
27	13½
28	14
29	14½
30	15

⑥ = ERRATIC MANEUVER

HET COST	
16	8
17	8½
18	9
19	9½
20	10
21	10½
22	11
23	11½
24	12
25	12½
26	13
27	13½
28	14
29	14½
30	15

5 = HET

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TUNNEL BAY (J1.58), TWO HATCHES.		

CREW UNITS

										10
			*							20

BOARDING PARTIES

							8

TRANSPORTER BOMBS

D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

											B
1											B
2											B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

DISRUPTOR TABLE

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Standard	1	1	2	2	3	3	4	4	5	5	5	6	6	7	7	8
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8

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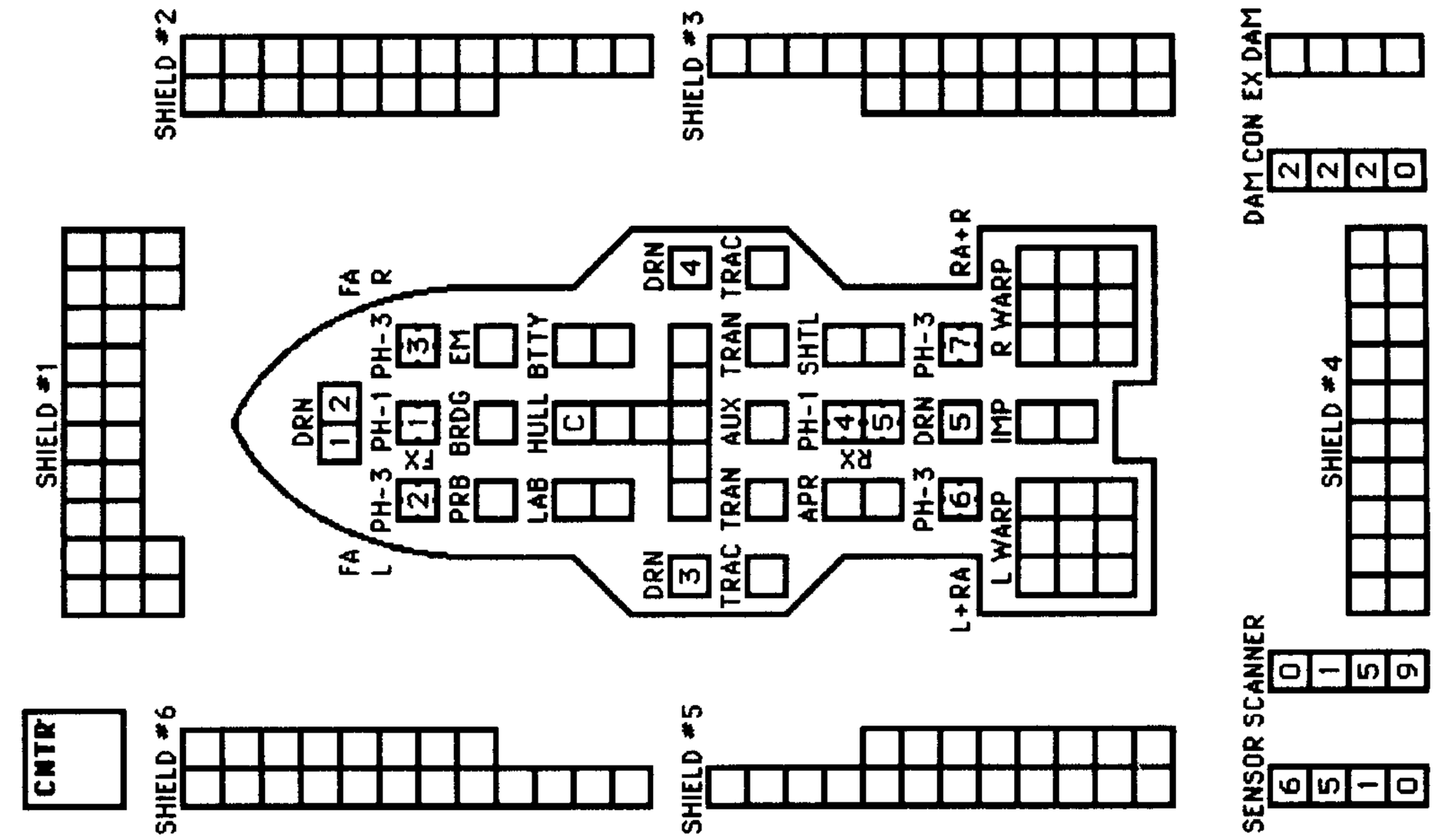
FRAX DRONE WAR DESTROYER



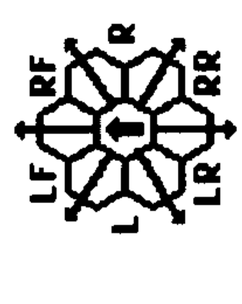
SHIP DATA TABLE	
TYPE	DWD
POINT VALUE	93
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R51.11
Y175 REFIT	+0

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

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

TYPE III DEFENSE PHASER				
DIE ROLL	RANGE 0	1	2	3
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

	4- 8	9- 15
3	1	1
2	1	0
1	0	0
0	0	0
0	0	0
0	0	0



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

WARP COST																													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TUNNEL BAY (J1.58), TWO HATCHES.		

CREW UNITS: 10, 20

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D

PROBES: 5

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

DRONE RACKS: 1 2 3 4 5 (B)

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

FRAX WAR DESTROYER SCOUT

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	DWS
POINT VALUE	=	100/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.12
Y175 REFIT	=	+0

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

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

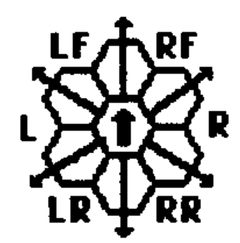
DRONE RACKS

1								B
2								B

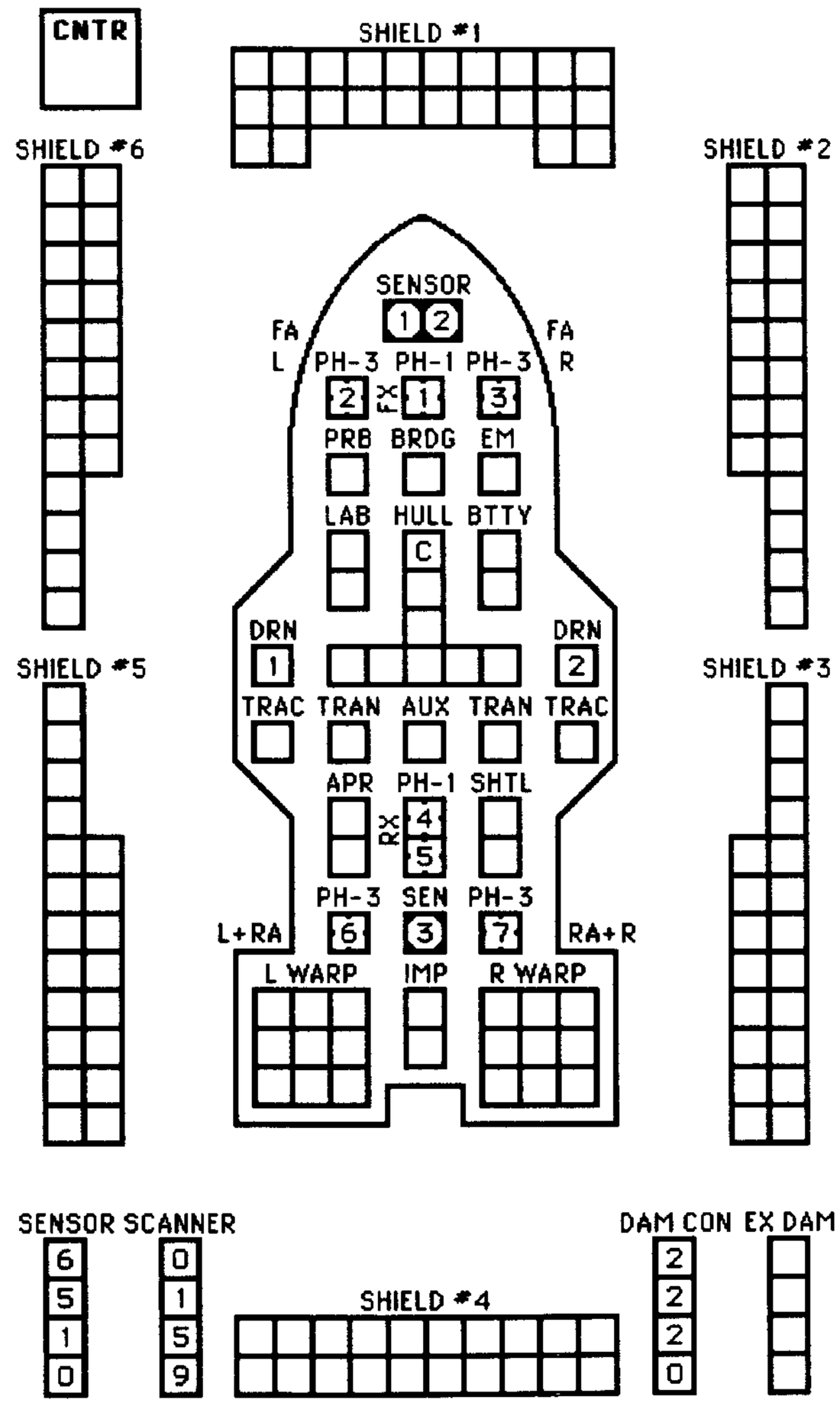
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

TYPE III DEFENSE PHASER

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



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



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.

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR DESTROYER MINEHUNTER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	DWM
POINT VALUE	=	100/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.13
Y175 REFIT	=	+0

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE

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

DRONE RACKS

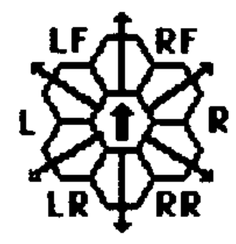
1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

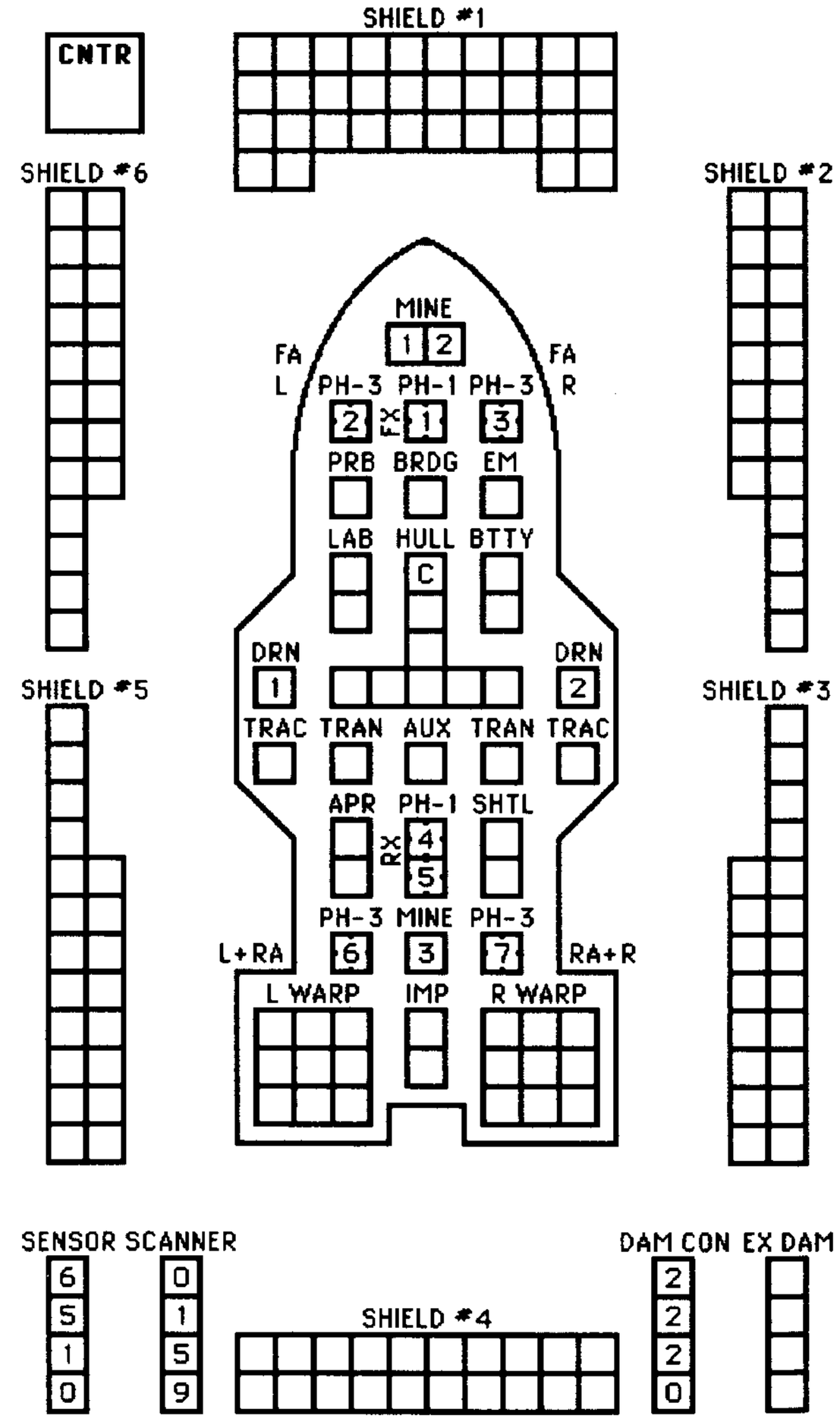
MINE RACKS

1	I	I	I	I
2	I	I	I	I
3	I	I	I	I

MINE 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.



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



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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

FRAX WAR DESTROYER ESCORT

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	DWE
POINT VALUE	=	97
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.14

INCLUDES LIMITED AEGIS

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

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

DECK CREWS [ ][2]

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

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	DWA
POINT VALUE	=	102
REFERENCE	=	R51.14A

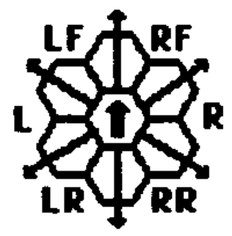
INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

DRONE RACKS

1								8
2								8

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

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

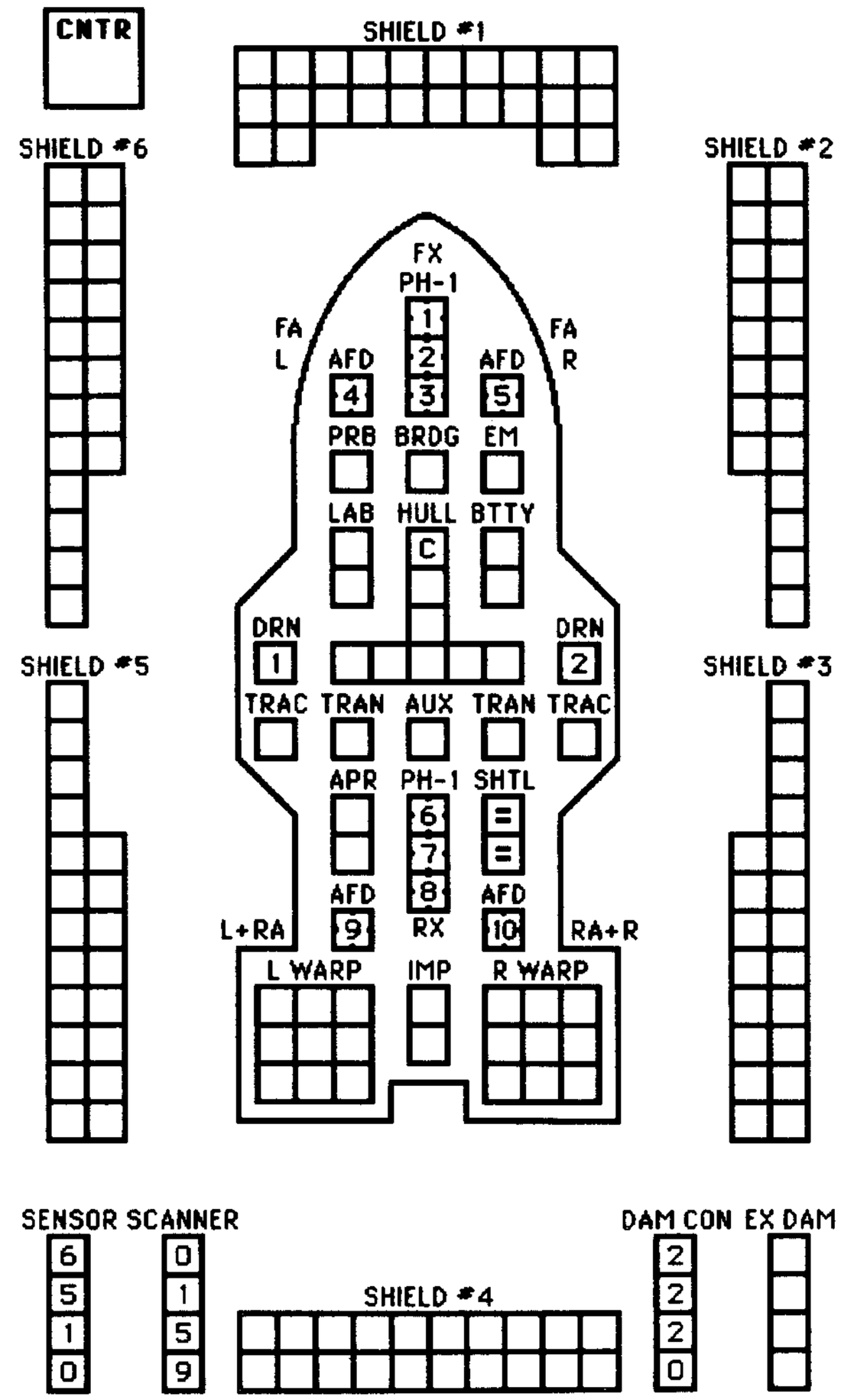
ANTI-DRONES (AFD)

4											
5											
9											
10											

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

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



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

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX MISSILE DESTROYER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	MDW
POINT VALUE	=	93
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.15
Y175 REFIT	=	+0

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

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

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

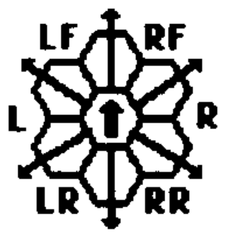
DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

MISSILE RACKS

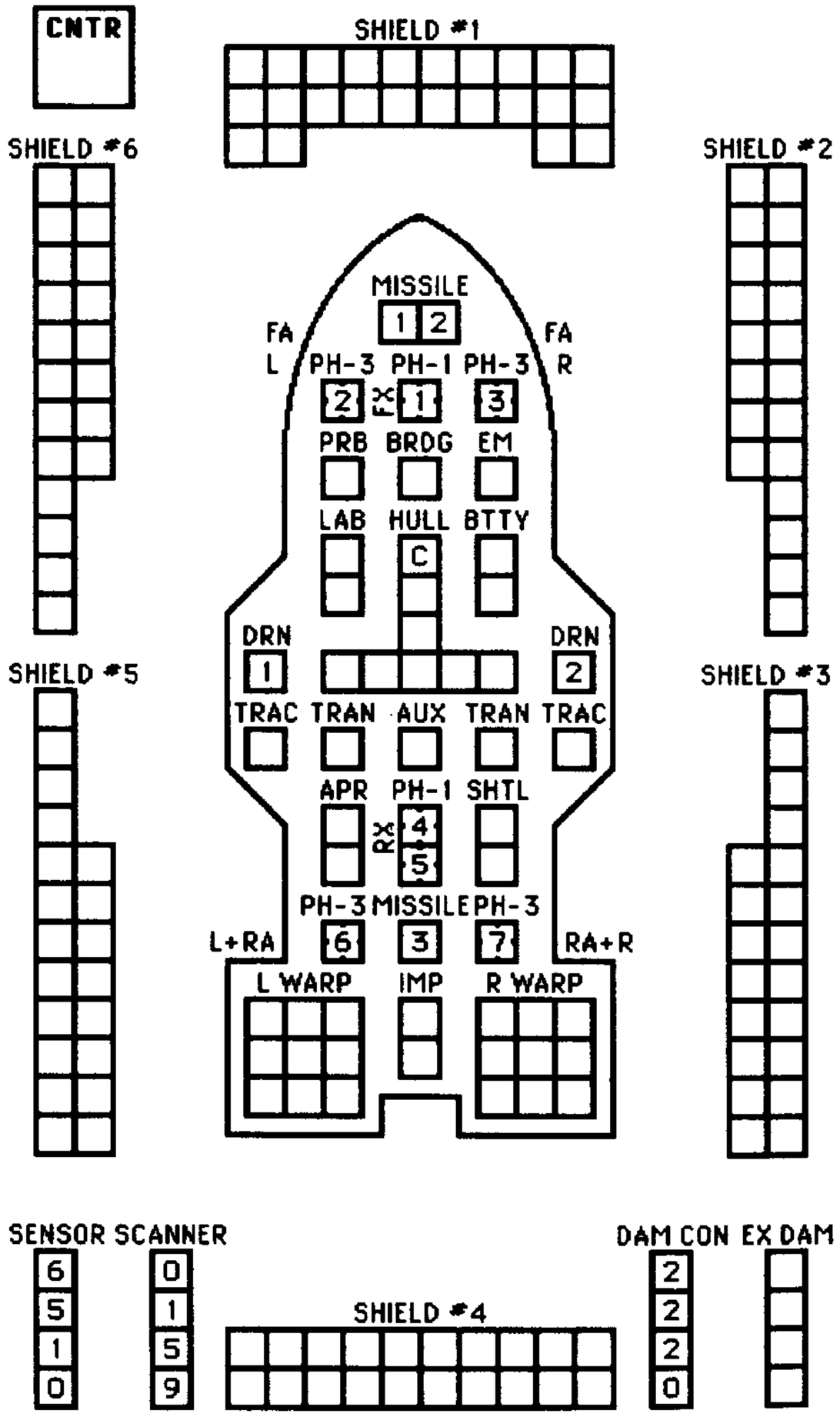
1				
2				
3				



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

TYPE III DEFENSE PHASER

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



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX $\boxed{5}$ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	$\boxed{5}$	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR DESTROYER LEADER

CREW UNITS

			✱						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.16
Y175 REFIT	=	+0

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

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

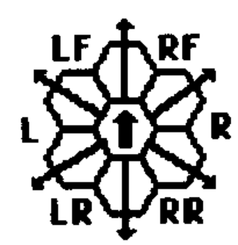
TYPE III DEFENSE PHASER

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

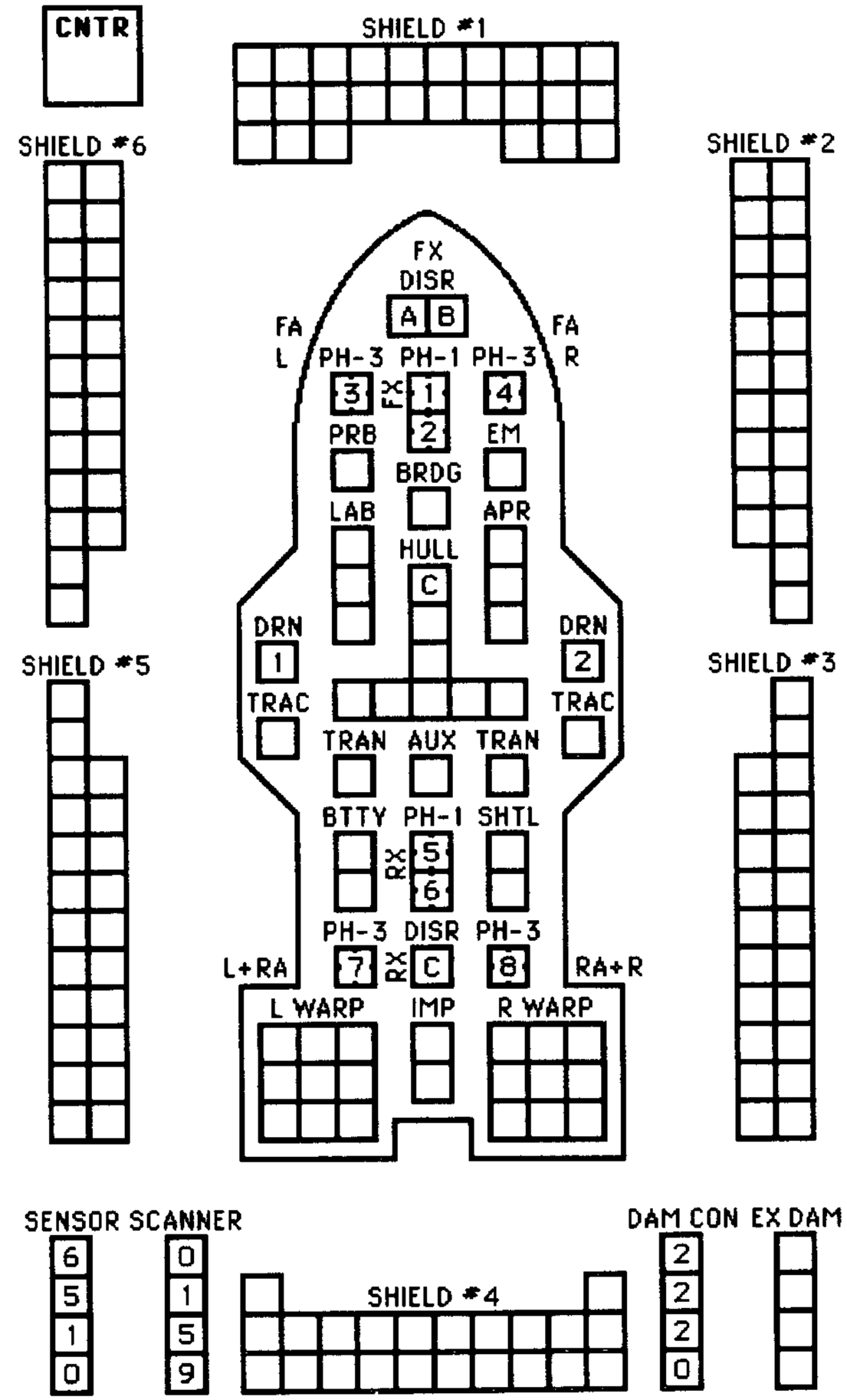
DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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



DISRUPTOR TABLE

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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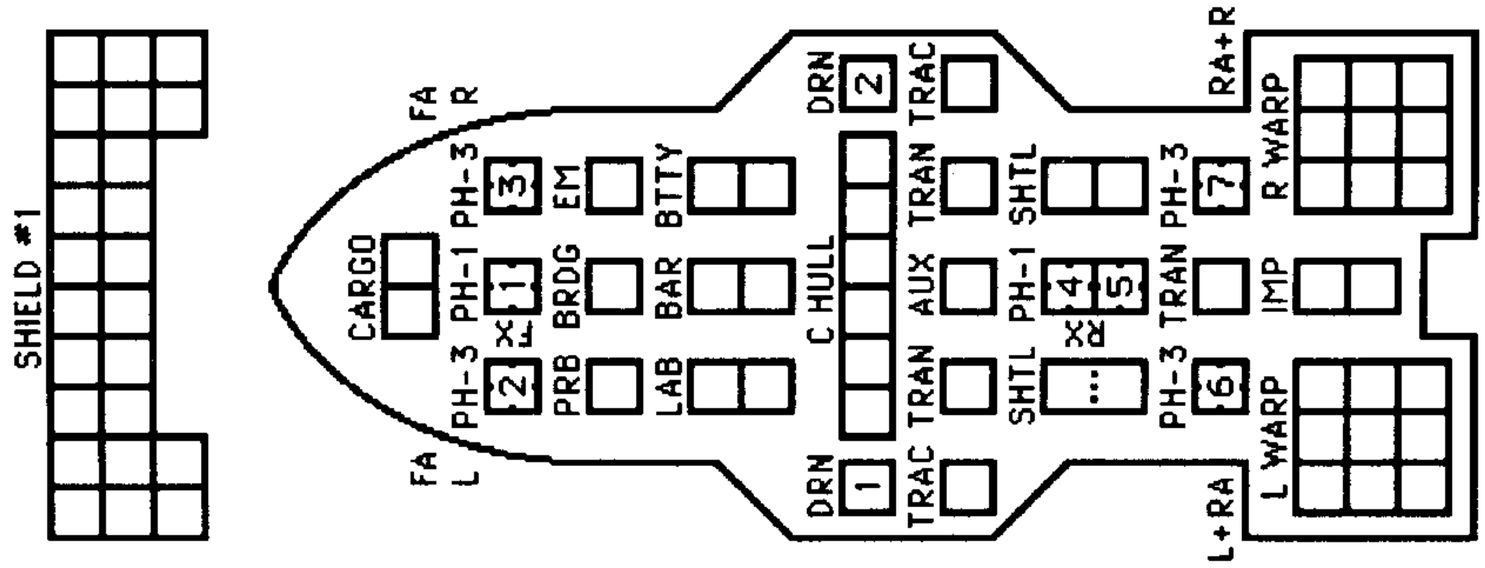
FRAX COMMANDO WAR DESTROYER

CNTR



DAM CON EX DAM: 2 2 2 0

SENSOR SCANNER: 6 5 1 0 / 0 1 5 9

SHIP DATA TABLE

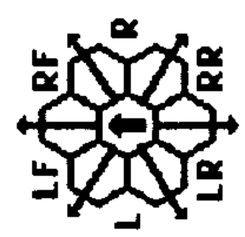
TYPE	DWG
POINT VALUE	109/79
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R51.17
Y175 REFIT	+0

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS
TUNNEL BAY (J1.58), TWO HATCHES.		

CREW UNITS

10 20 30

BOARDING PARTIES

10 20

TRANSPORTER BOMBS

D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1 B
2 B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.

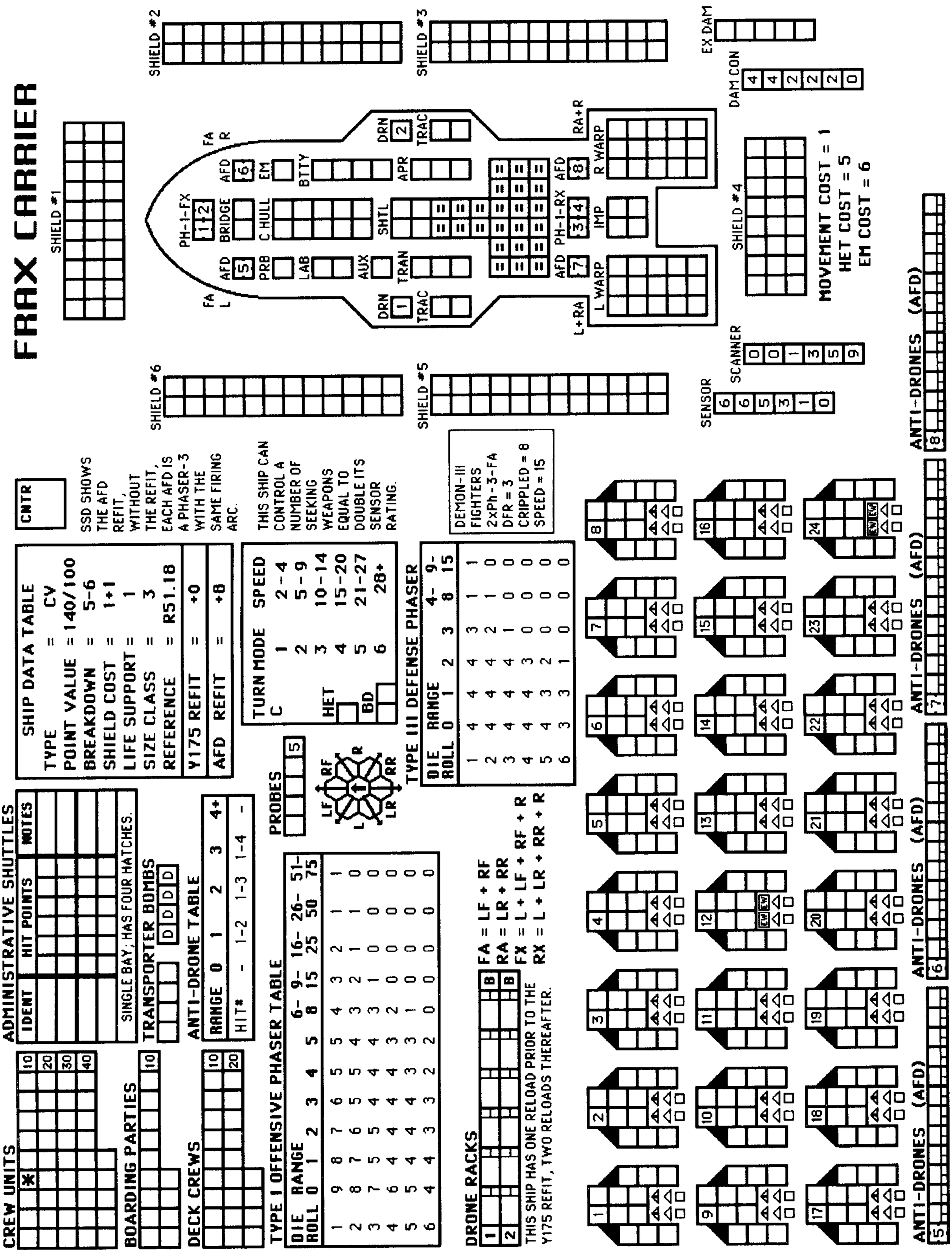
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	5	6	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	12	13	13	14	14	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15	15	15	15	15	15	15	15	15	15	15

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

FRAX CARRIER



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FRAX TUG

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

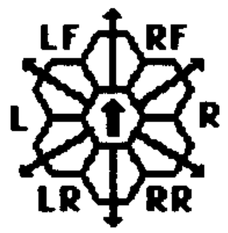
TYPE	=	TUG
POINT VALUE	=	140/80
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.19
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

DRONE RACKS

1													B
2													B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

MOVEMENT COST WITH 0, 1, OR TWO POD WEIGHTS = 1
HET COST = 5
EM COST = 6

MOVEMENT COST WITH THREE (EQUIVALENT) POD WEIGHTS = 1.5
HET COST = 7.5
EM COST = 9

0 OR 1 POD

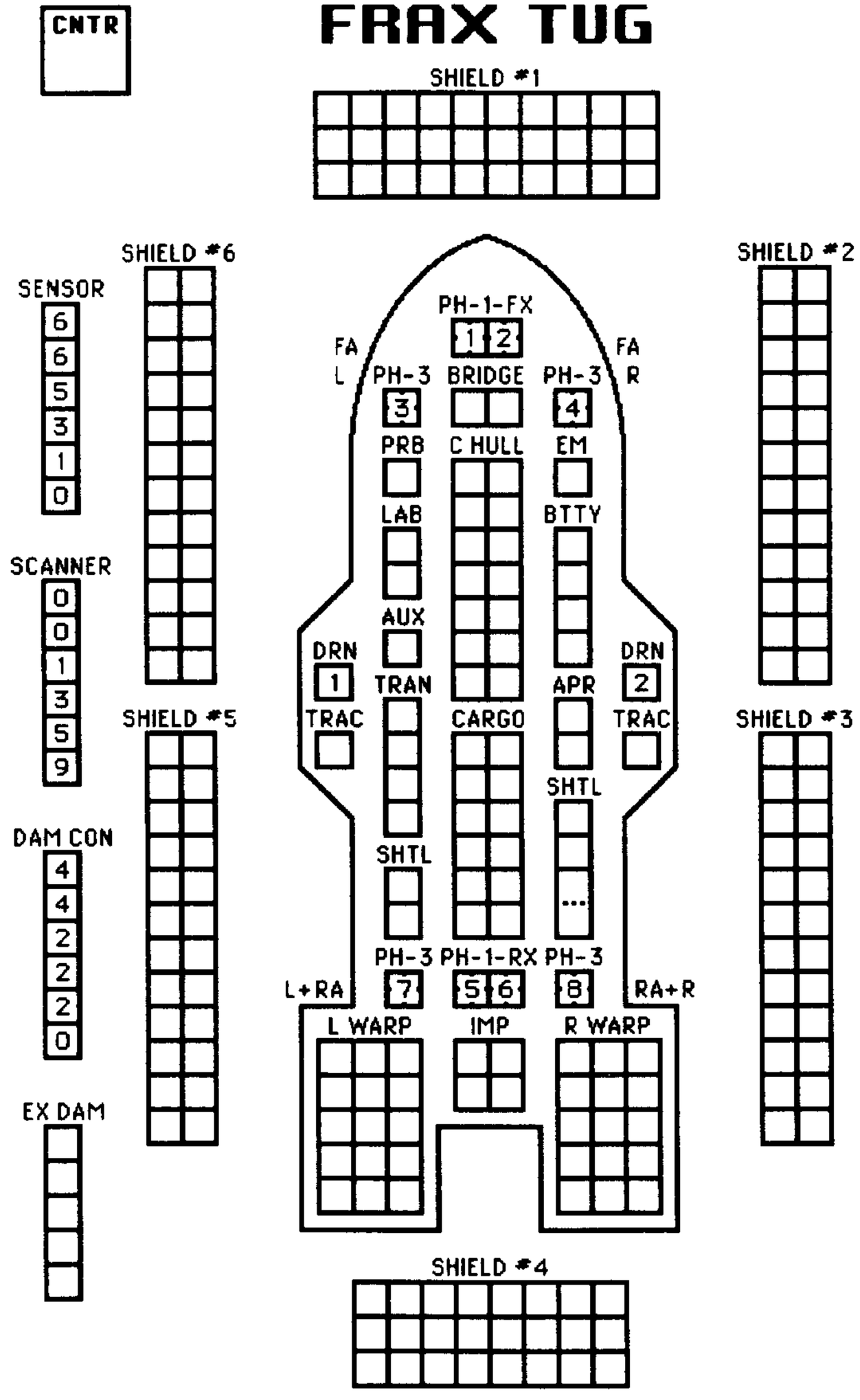
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

2 PODS

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

3 POD EQUIVALENTS

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



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

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

FRAX FRIGATE

CNTR

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.20
Y175 REFIT	=	+0

BOARDING PARTIES

[ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS

[ ][ ] [D][D]

PROBES

[ ][ ][ ][ ][5]

TYPE I OFFENSIVE PHASER TABLE

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

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

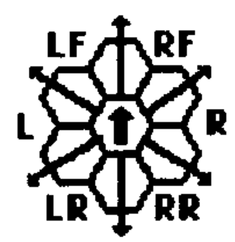
DRONE RACKS

1								B
2								B

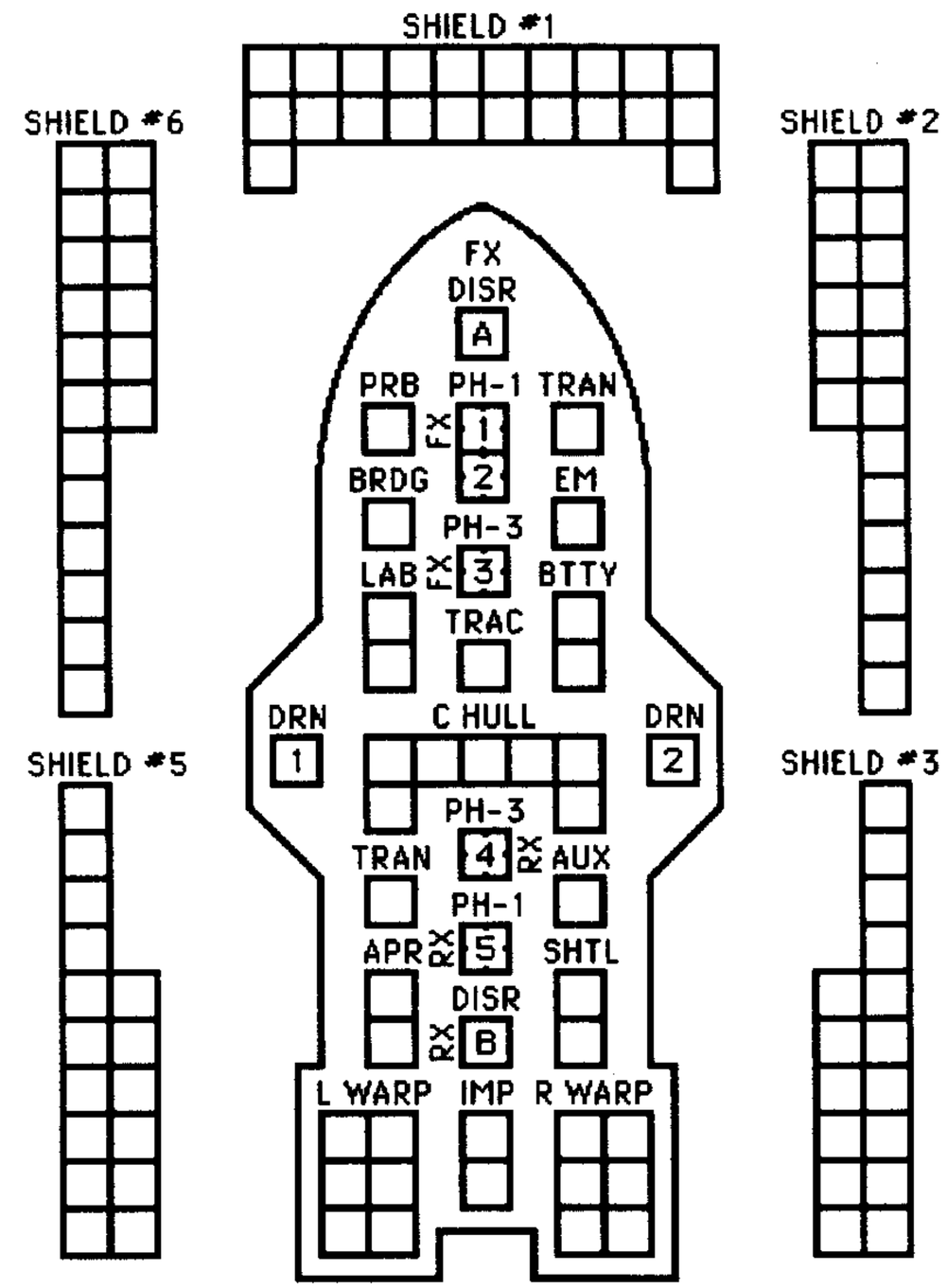
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

TYPE III DEFENSE PHASER

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



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



DISRUPTOR TABLE

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

SENSOR SCANNER

6	0
5	1
1	5
0	9

DAM CON EX DAM

2	
2	
2	
0	

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	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

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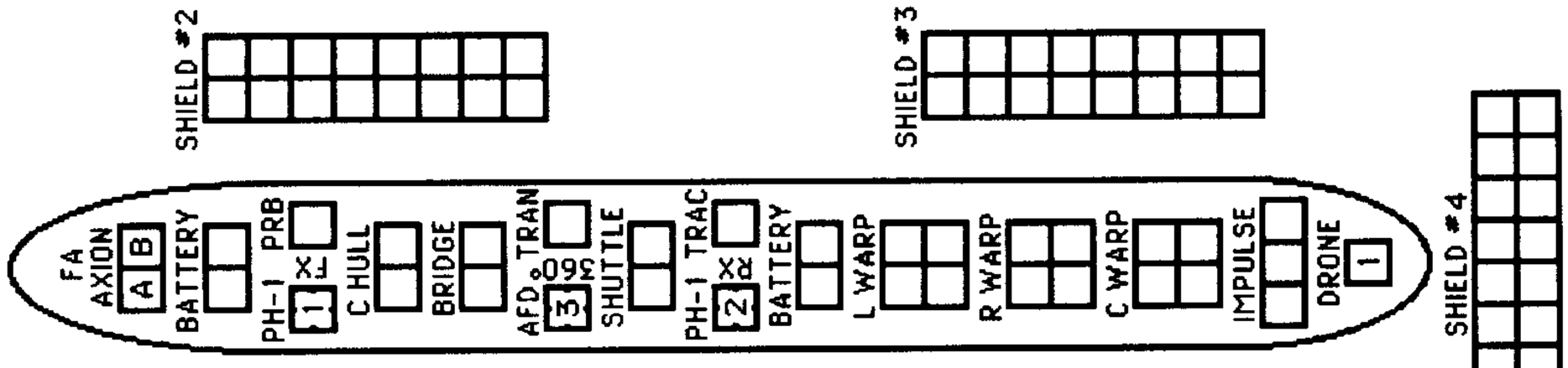
FRAX FRIGATE SUB



CNTR

SENSOR 6 5 1 0

SCANNER 0 1 5 9

DAM CON 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	= SFF
POINT VALUE	= 60
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 5/1
REFERENCE	= R51.21
BPV INCLUDES CLOAK	

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

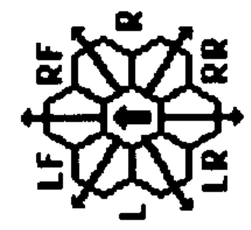
HET

BD

TYPE III DEFENSE PHASER

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

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



ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D

HIT & RUN CLOAK

AXION TORPEDO FIRING TABLE						
RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE	0-1	2-4	5	6	7	
ADJUSTMENT	+1	0	-1	-2	-3	

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

DRONE RACK 1 A

RACK ALWAYS HAD DOUBLE RELOADS. NO REFIT

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

ANTI-DRONES (AFD) 3

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

FRAX DESTROYER SUB

CREW UNITS

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

BOARDING PARTIES

[ ][ ][ ][ ][ ][6]

PROBES

[ ][ ][ ][ ][5]

DRONE RACK

[1][ ][ ][ ][ ][ ][ ][ ][A]

RACK ALWAYS HAD DOUBLE RELOADS. NO REFIT.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER\BOMBS

[ ][ ] [D][D]

HIT & RUN CLOAK

[ ]

SHIP DATA TABLE

TYPE	=	SDD
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/1
REFERENCE	=	R51.22

BPV INCLUDES CLOAK

AXION TORPEDO FIRING TABLE

RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE	0-1	2-4	5	6	7	
ADJUSTMENT	+1	0	-1	-2	-3	

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

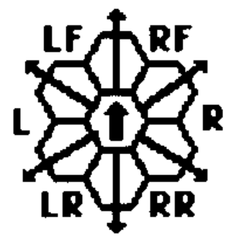
ANTI-DRONE TABLE

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

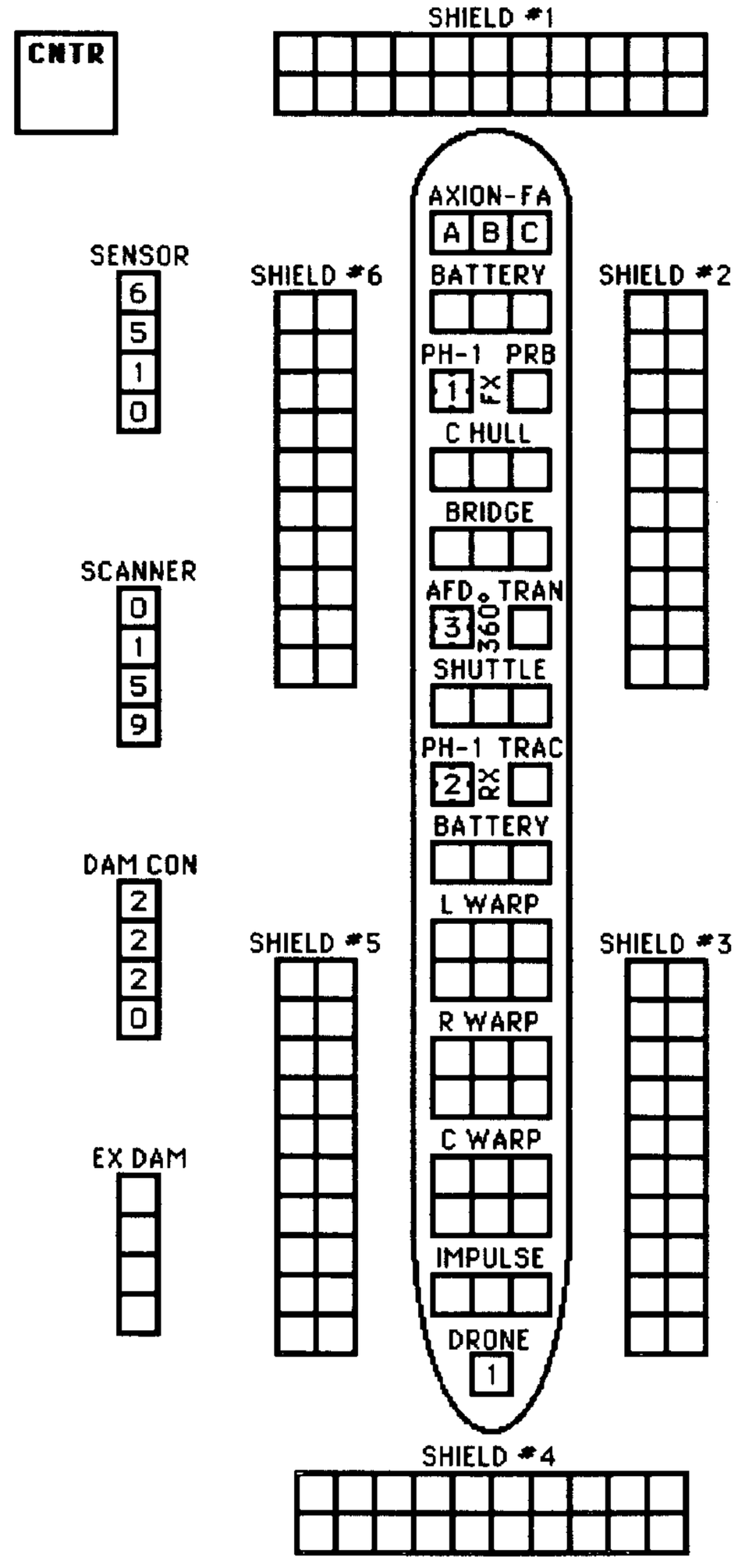
ANTI-DRONES (AFD)

[3][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.



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



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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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FRAX WAR CRUISER SUB

CREW UNITS

			*						10

BOARDING PARTIES

									10

PROBES

				5

DRONE RACKS

1													B
2													B

RACKS ALWAYS HAD DOUBLE RELOADS.
NO REFIT.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	SCW
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	13/2
REFERENCE	=	R51.23

BPV INCLUDES CLOAK

AXION TORPEDO FIRING TABLE

RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE		0-1	2-4	5	6	7
ADJUSTMENT		+1	0	-1	-2	-3

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

HET

BD

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

HIT & RUN
CLOAK

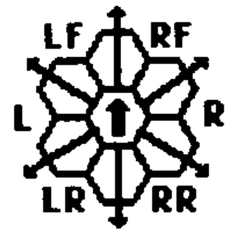
MISSILE RACKS

1				
2				

ANTI-DRONES (AFD)

5											
6											

THIS SHIP INCLUDES THE
AFD SYSTEM IN ITS DESIGN.



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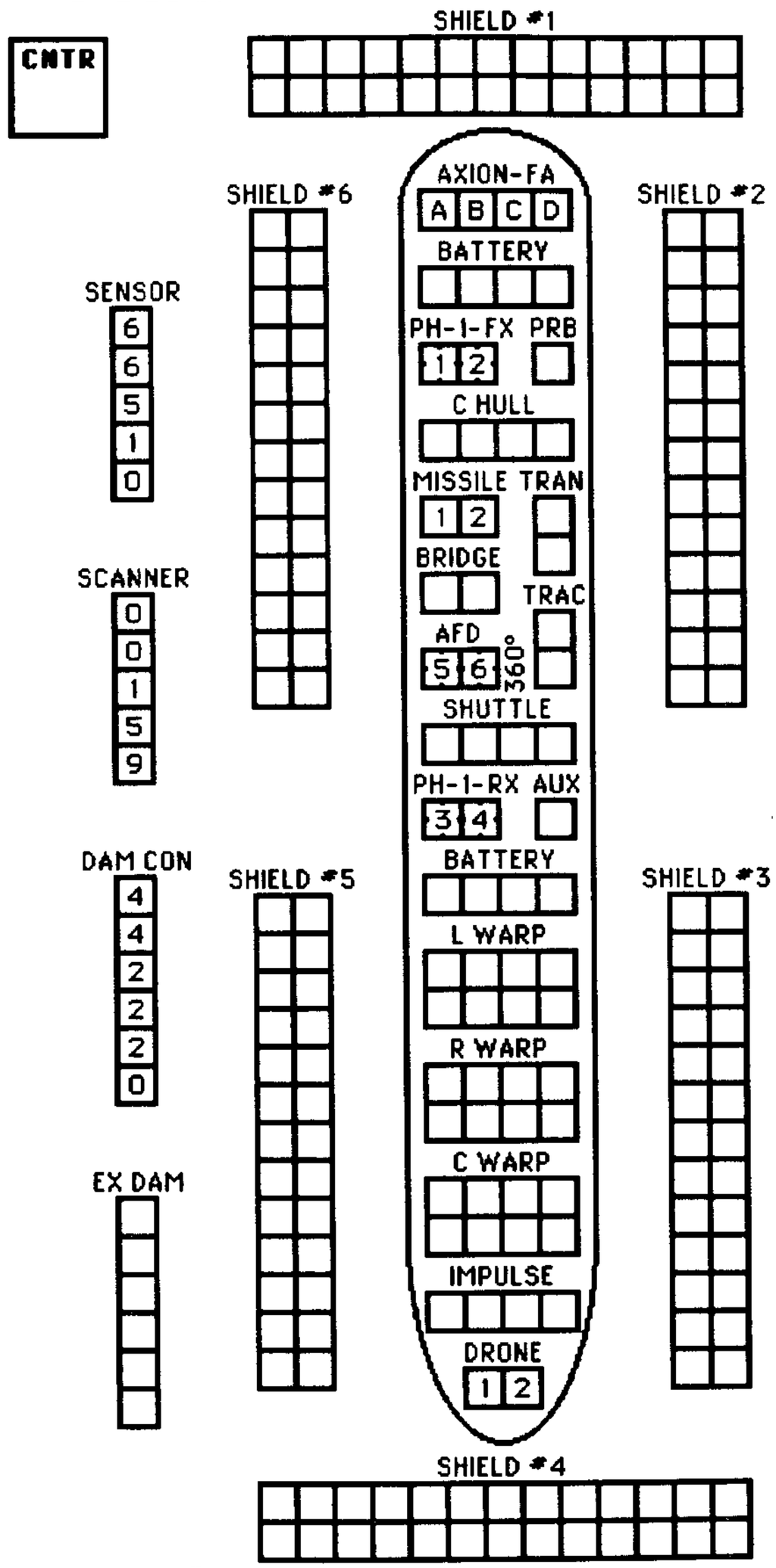
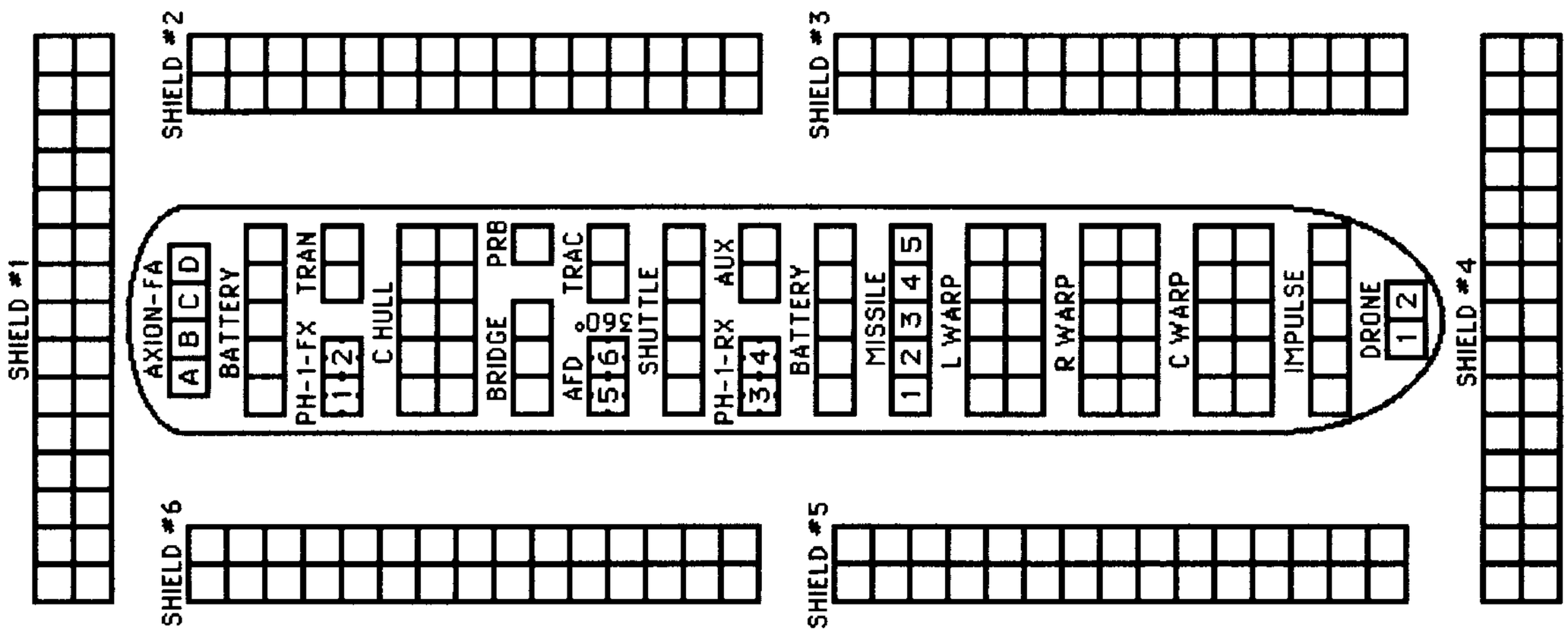
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



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

FRAX SUBMARINE MISSILE CRUISER



CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	SCG
POINT VALUE	150
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
CLOAK COST	16/4
REFERENCE	R51.24
BPV INCLUDES CLOAK	

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

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

MISSILE RACKS

1				
2				
3				
4				
5				

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: 10, 20

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D

DRONE RACKS: 1 B, 2 B

RACKS ALWAYS HAD DOUBLE RELOADS. NO REFIT.

AXION TORPEDO FIRING TABLE

RANGE	0	1	2-3	4-5	6-8	9-12
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE	10	9	8	7	6	5
OVERLOAD	15	13	12	10	9	0
TARGET SIZE	0-1	2-4	5	6	7	
ADJUSTMENT	+1	0	-1	-2	-3	

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

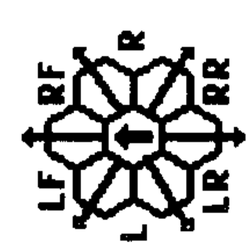
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

HIT & RUN CLOAK ☐

ANTI-DRONES (AFD)

5 6



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

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FRAX LIGHT CRUISER SUB

CREW UNITS 10

BOARDING PARTIES 10

PROBES 5

DRONE RACKS

RACKS ALWAYS HAD DOUBLE RELOADS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

HIT & RUN CLOAK

HIT & RUN DERFACS

SHIP DATA TABLE

TYPE	=	SCL
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	13/2
REFERENCE	=	R51.25

BPV INCLUDES CLOAK

CNTR

ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

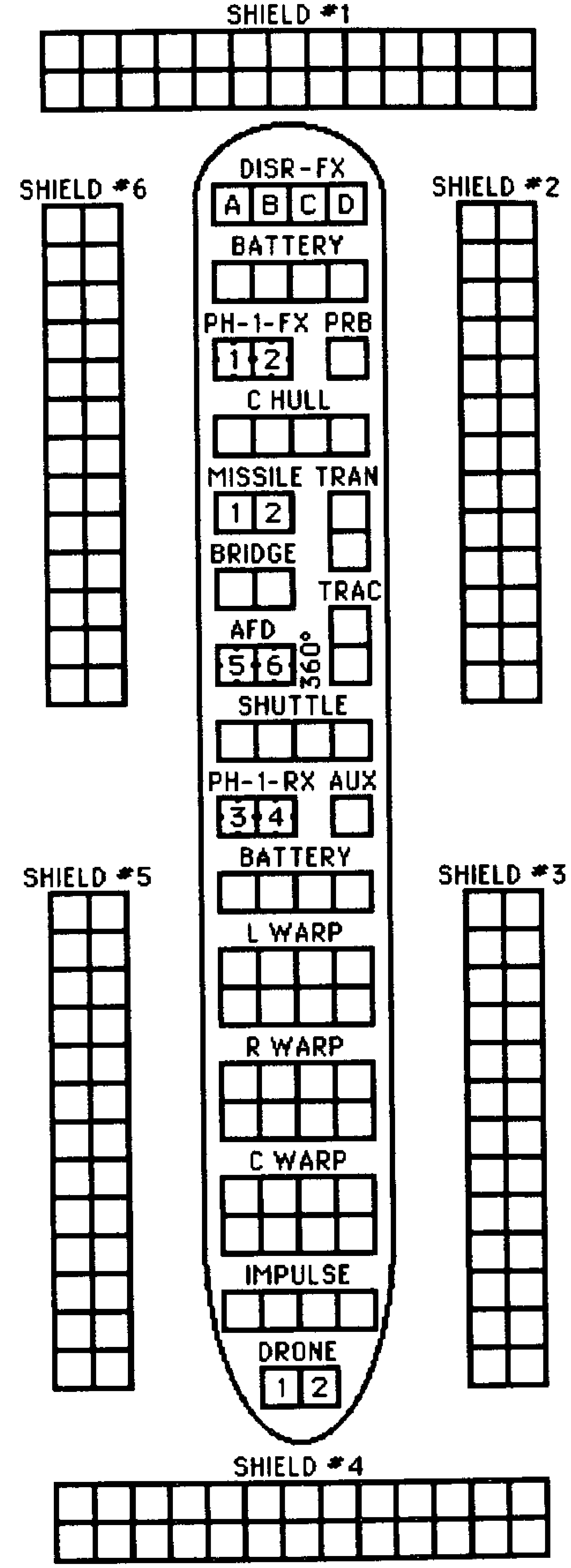
TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

SENSOR 6 6 5 1 0

SCANNER 0 0 1 5 9

DAM CON 4 4 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

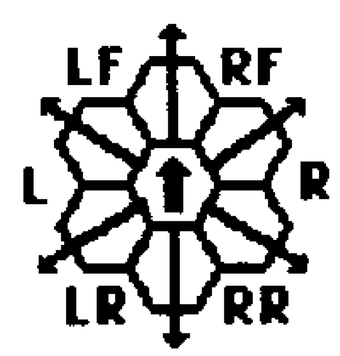
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

MISSILE RACKS

1				
2				

DISRUPTOR TABLE

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



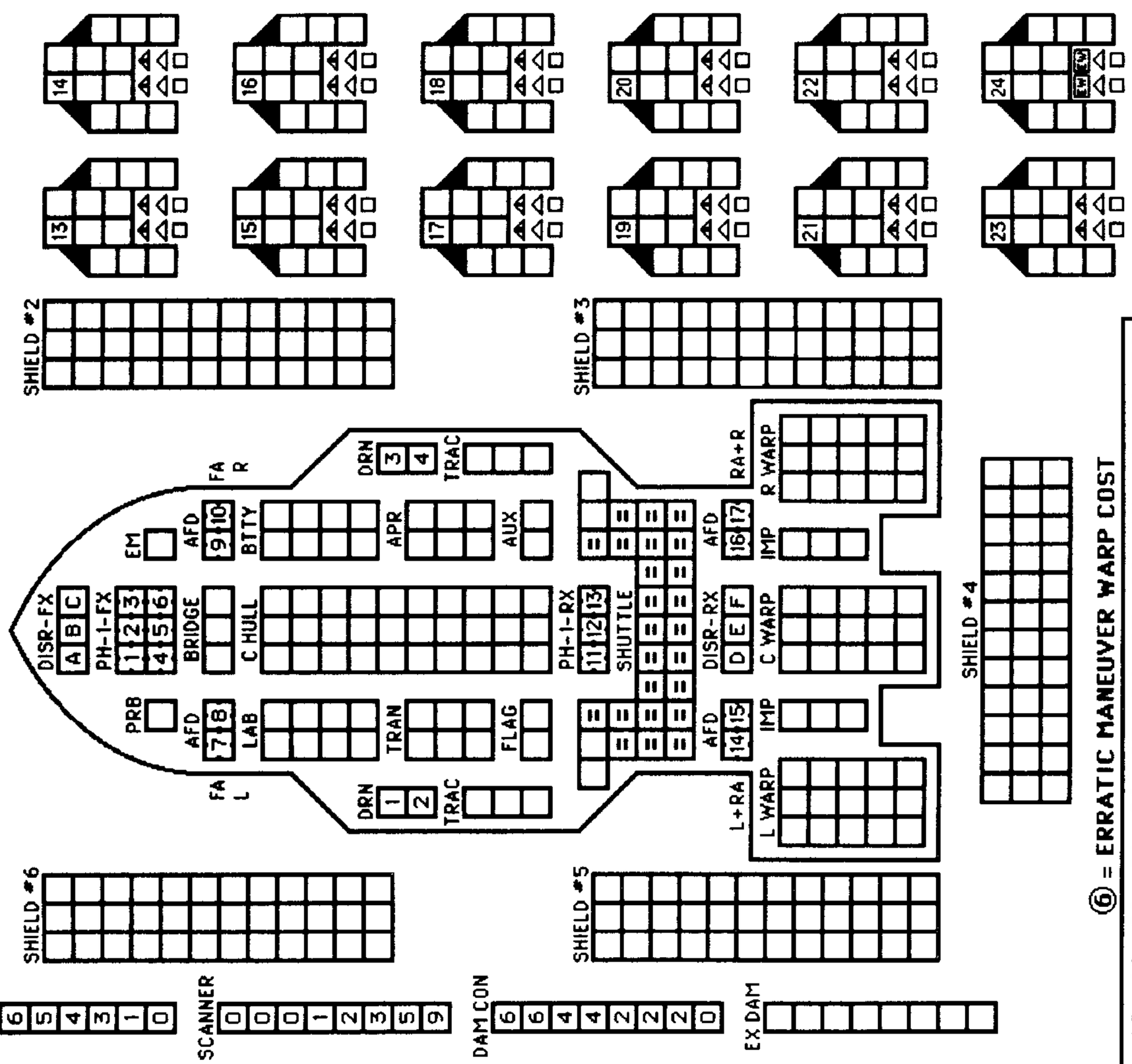
FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

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
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
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

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

FRAX HEAVY CARRIER



THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH PAIR OF AFDS IS REPLACED WITH A PAIR OF PHASER-3S WITH THE SAME FIRING ARC.

DEMON-III
FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

SHIP DATA TABLE	
TYPE	CVA
POINT VALUE	229/219
BREAKDOWN	4-6
SHIELD COST	1+3
LIFE SUPPORT	1+1/2
SIZE CLASS	2
REFERENCE	R51.26
Y175 REFIT	+0
AFD REFIT	+16

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

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

ANTI-DRONE TABLE

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

DRONE RACKS

1				B
2				B
3				B
4				B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

HIT & RUN DERFACS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SINGLE BAY; HAS FOUR HATCHES.

TRANSPORTER BOMBS

D D D D D D

ANTI-DRONES (AFD)

7	
8	
9	
10	
14	
15	
16	
17	

CREW UNITS

10 20 30 40 50 60

BOARDING PARTIES

10

DECK CREWS

10 20

PROBES

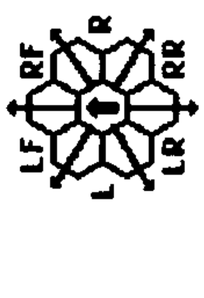
5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

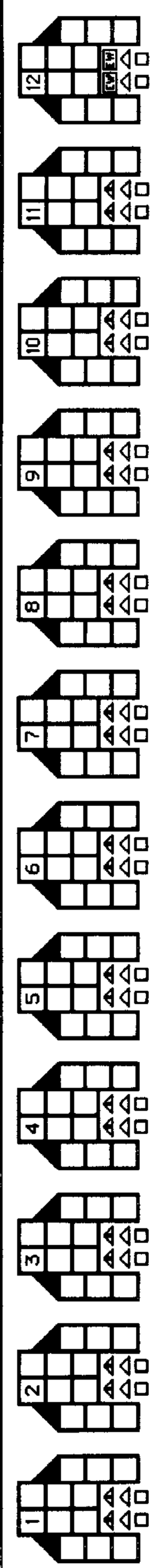
DISRUPTOR TABLE

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

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

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

(6) = ERRATIC MANEUVER WARP COST



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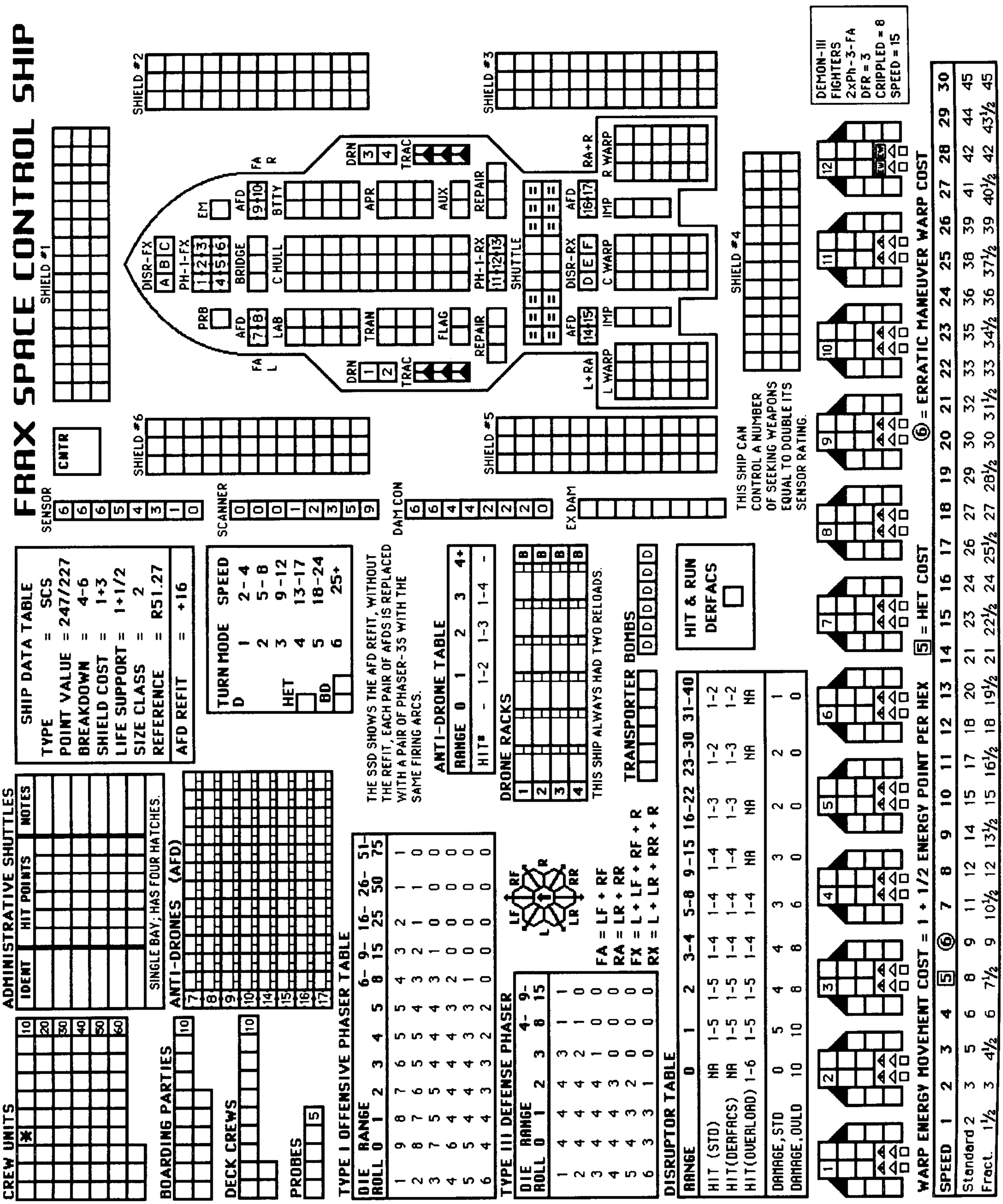
FRAX SPACE CONTROL SHIP



FRAX HEAVY BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

								10

PROBES

			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.28
AFD REFIT	=	+8

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS

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

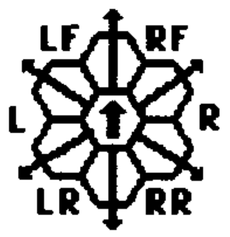
1								B
2								B
3								B
4								B

RACKS ALWAYS HAD TWO RELOADS.

ANTI-DRONES (AFD)

5										
6										
11										
12										

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.



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

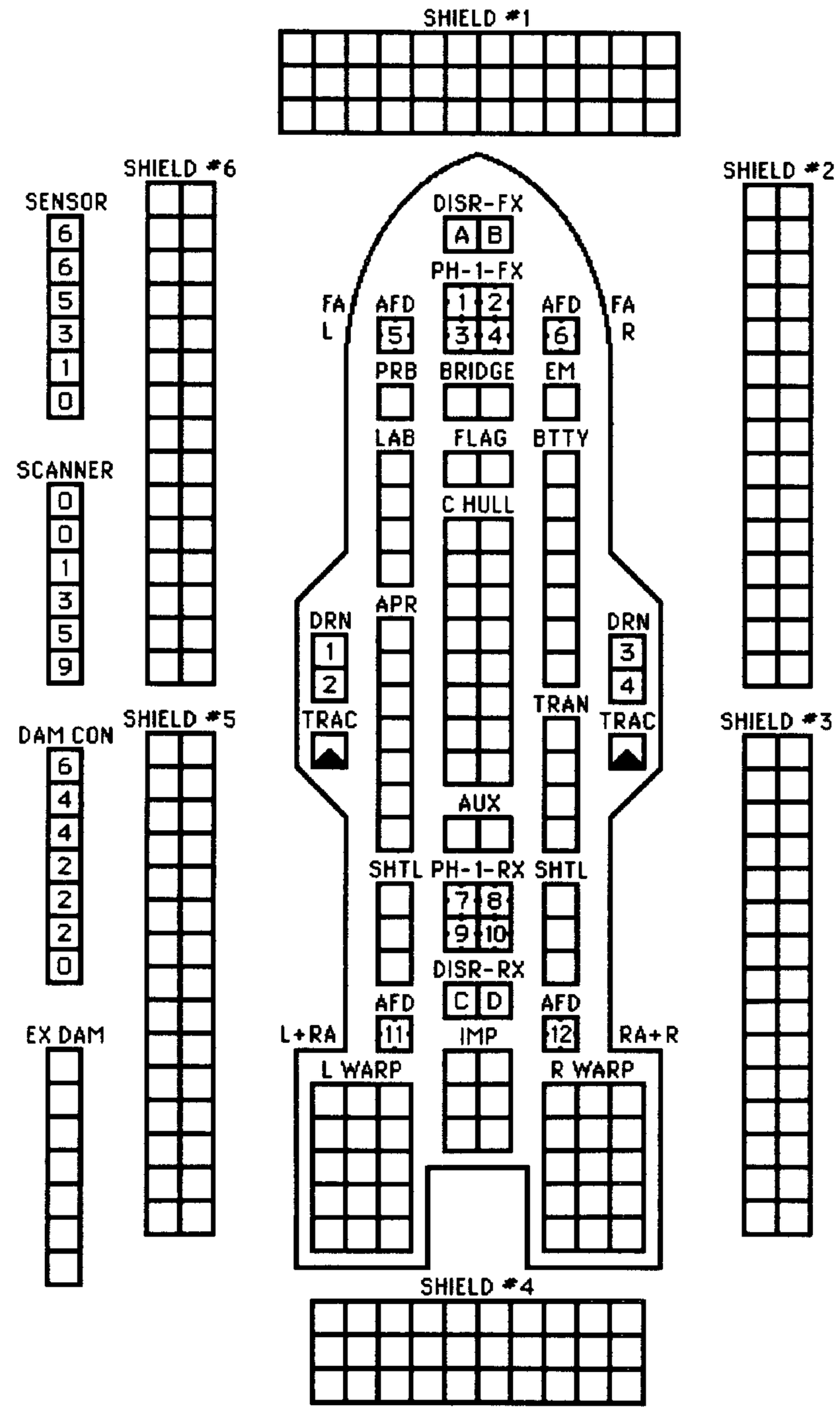
TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

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



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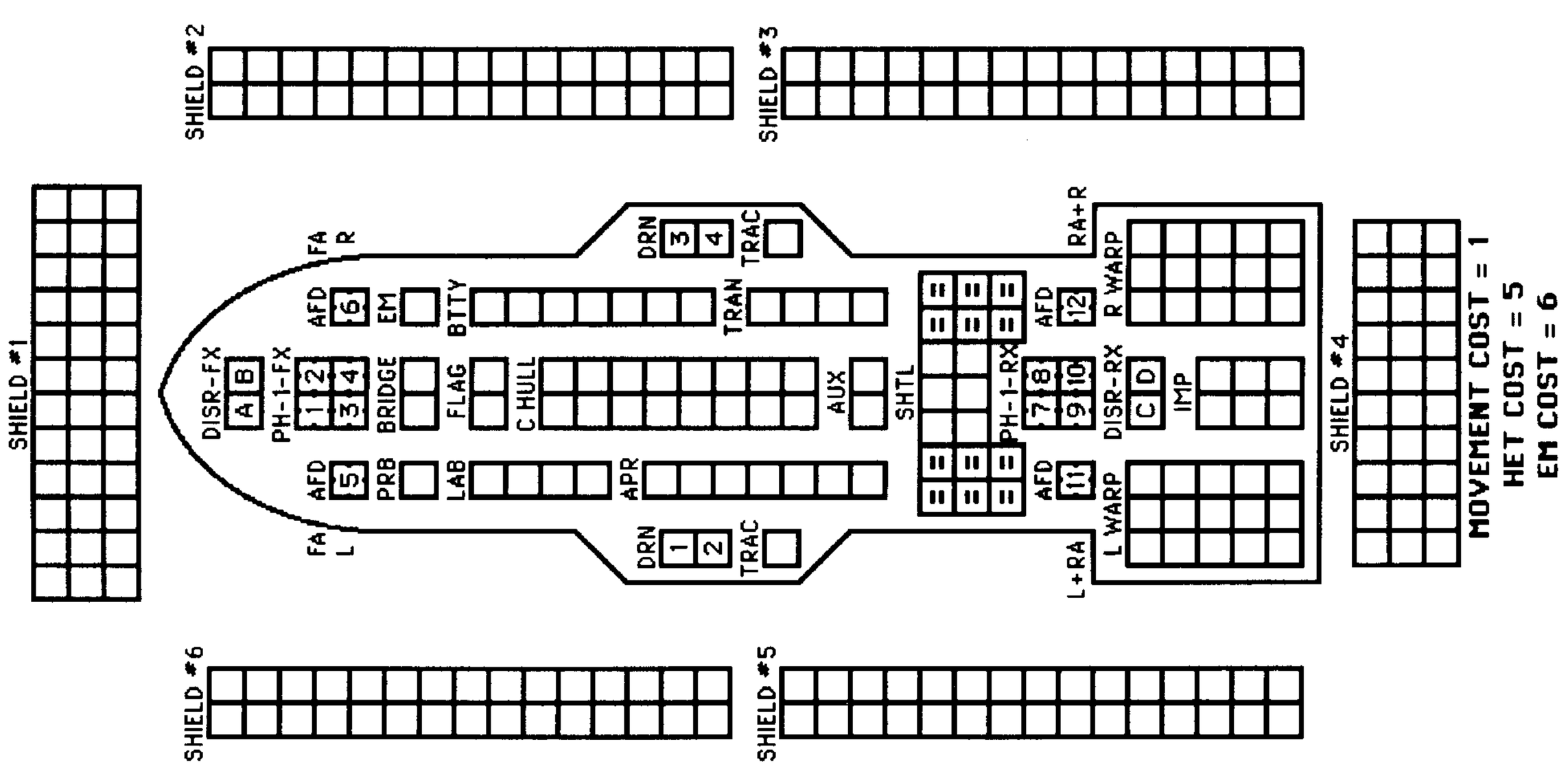
FRAX BATTLE CARRIER



CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	=	BCV
POINT VALUE	=	200
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.29
AFD REFIT	=	+8

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

HIT & RUN DERFACS

DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

ANTI-DRONE TABLE

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

ANTI-DRONES (AFD)

5 6 11 12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

DECK CREWS 10

TRANSPORTER BOMBS D D D D

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

DRONE RACKS 1 2 3 4

RACKS ALWAYS HAD TWO RELOADS.

LF RF L R LR RR

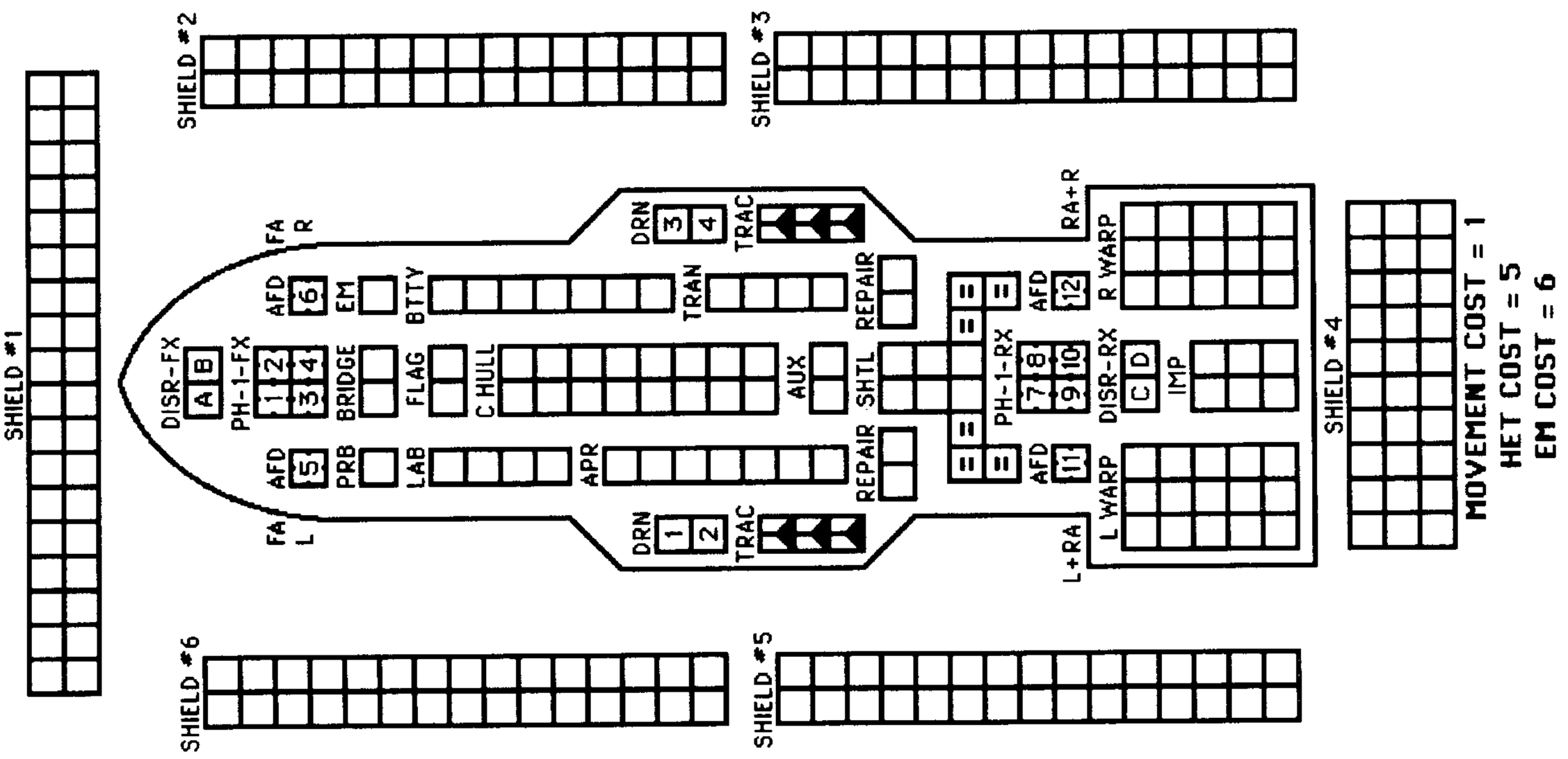
FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.

DISRUPTOR TABLE

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

FRAX BATTLE CONTROL SHIP



CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	BCS
POINT VALUE	200
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R51.30
AFD REFIT	+8

TURN MODE SPEED

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

HET ☐ BD ☐

PROBES ☐☐☐ 5

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

TYPE III DEFENSIVE PHASER

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

HIT & RUN DERFACS ☐

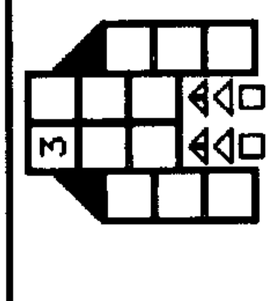
ANTI-DRONE TABLE

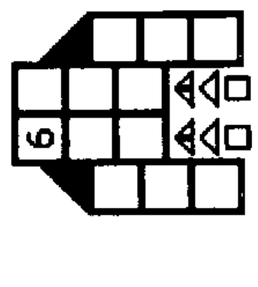
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

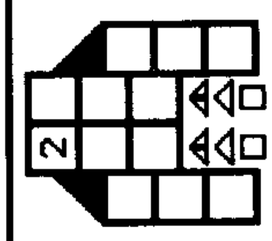
ANTI-DRONES (AFD)

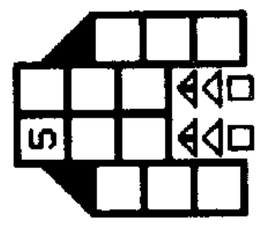
5 6 11 12

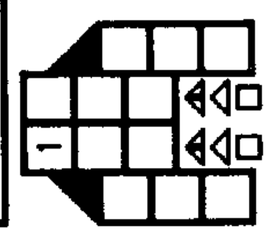
DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

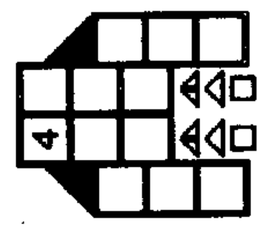












DISRUPTOR TABLE

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

TYPE I OFFENSIVE PHASER TABLE

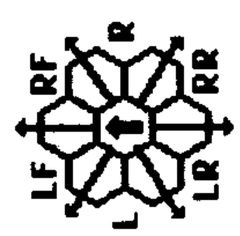
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

DRONE RACKS

1											B
2											B
3											B
4											B

RACKS ALWAYS HAD TWO RELOADS.

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

6

TRANSPORTER BOMBS

D D D D

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FRAX SURVEY CRUISER

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

FX DISR: A B

FA L — PH-3: 3 — SENSOR: 1 2 — PH-3: 4 — FA R

PRB — PH-1-FX: 1 2 — EM

LAB — BRIDGE — BTTY

C HULL

DRN 1 — TRAN — DRN 2

CGO — LAB — CGO

AUX

SHTL — SHTL

TRAC

PH-3: 7 — PH-1-RX: 5 6 — PH-3: 8

L+RA — RA+R

L WARP — DISR-RX: C D — R WARP

IMP

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

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	160/140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.31
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS

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 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

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.

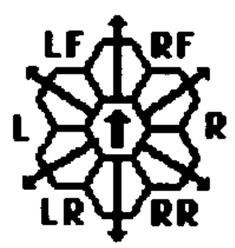
DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

DISRUPTOR TABLE

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



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

FRAX STASIS WAR CRUISER

CNTR

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	ACW
POINT VALUE	=	128
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.32
Y175 REFIT	=	+0

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SEE (G16.52) FOR DAMAGE TO SFG.

TYPE I OFFENSIVE PHASER TABLE

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

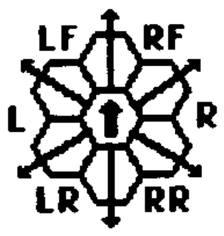
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

DRONE RACKS

1								B
2								B
3								B
4								B

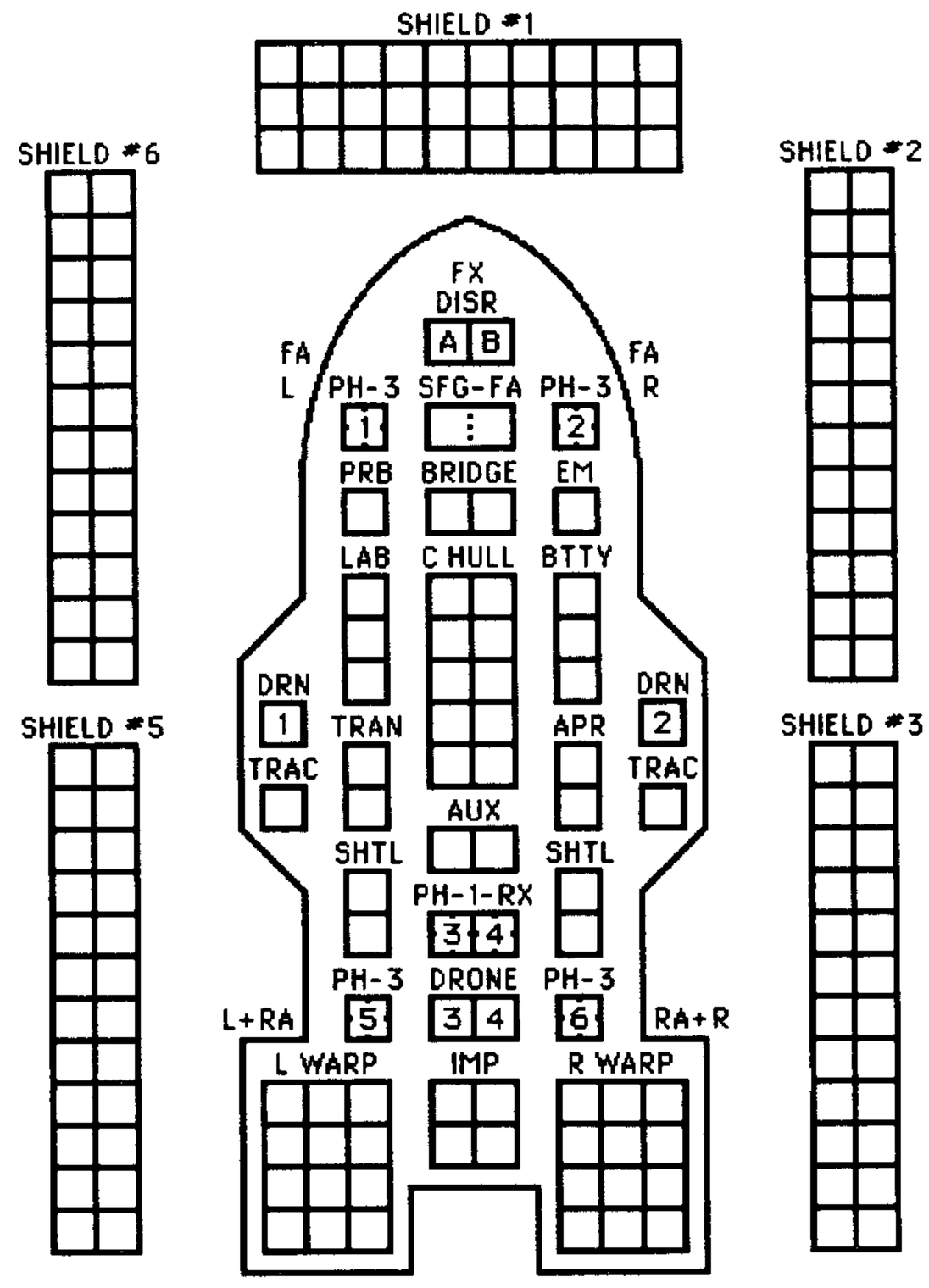
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

TYPE III DEFENSE PHASER

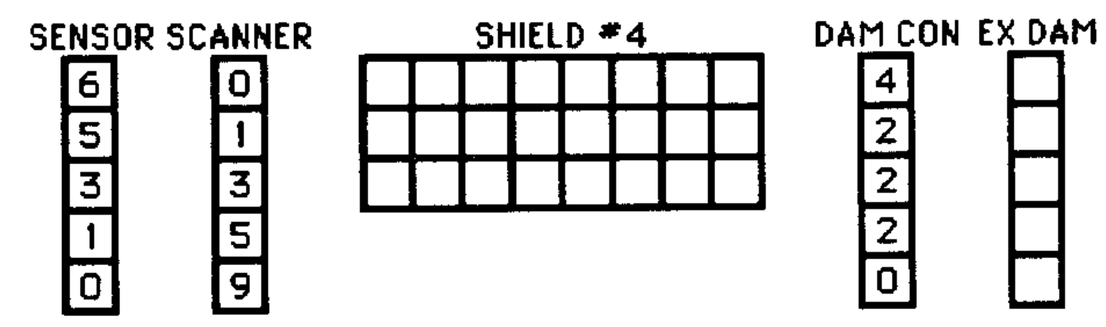
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



DISRUPTOR TABLE

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

HIT & RUN DERFACS



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

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FRAX COMMANDO WAR CRUISER

CNTR

CREW UNITS

*; 10; 20; 30; 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	CWG
POINT VALUE	=	120/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.33

BOARDING PARTIES

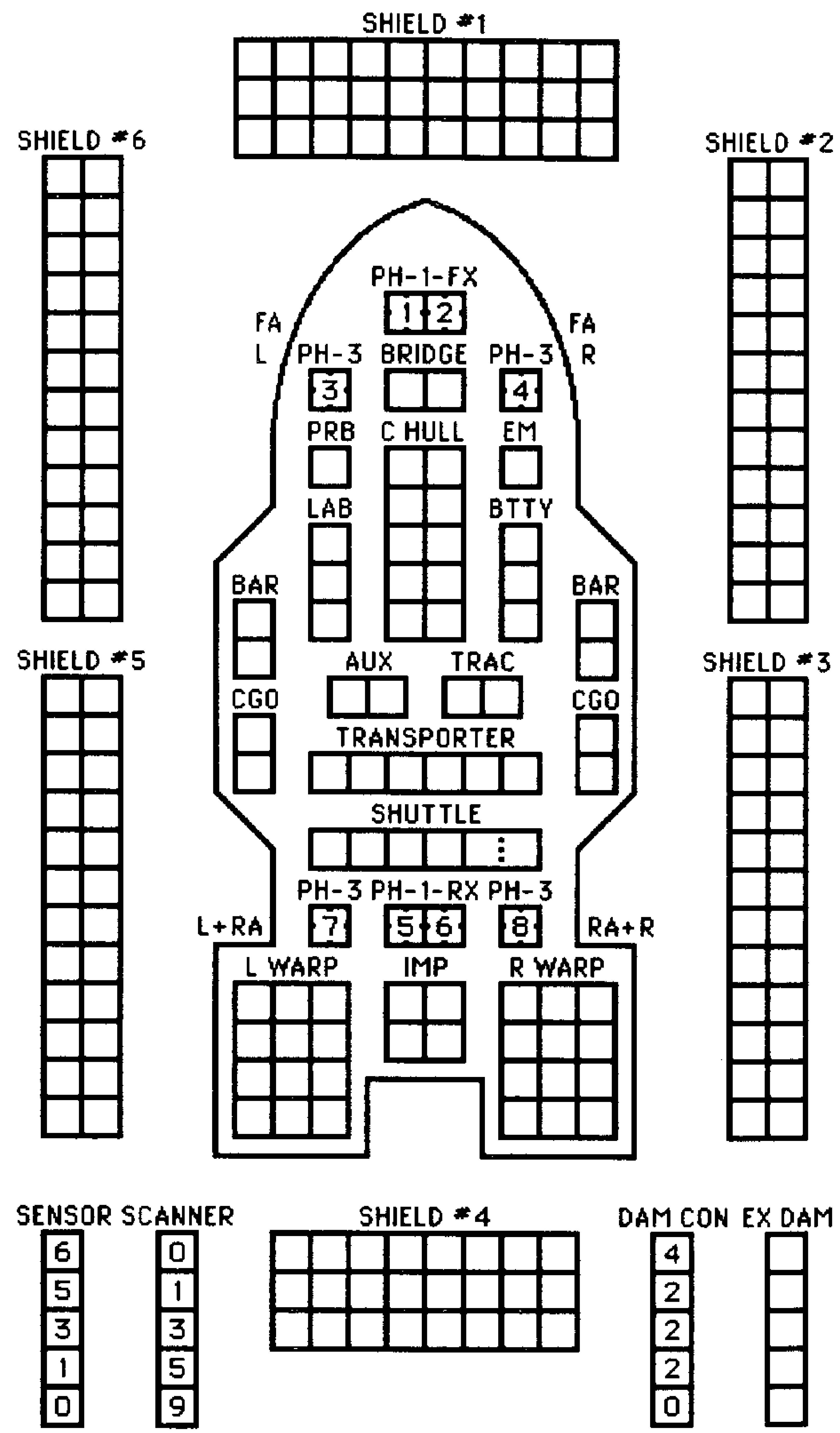
10; 20; 30

TRANSPORTER BOMBS

D D D D

PROBES

5



TYPE I OFFENSIVE PHASER TABLE

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

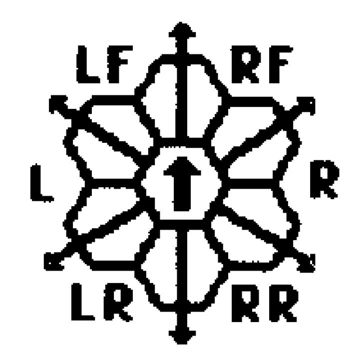
TURN MODE

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	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS



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

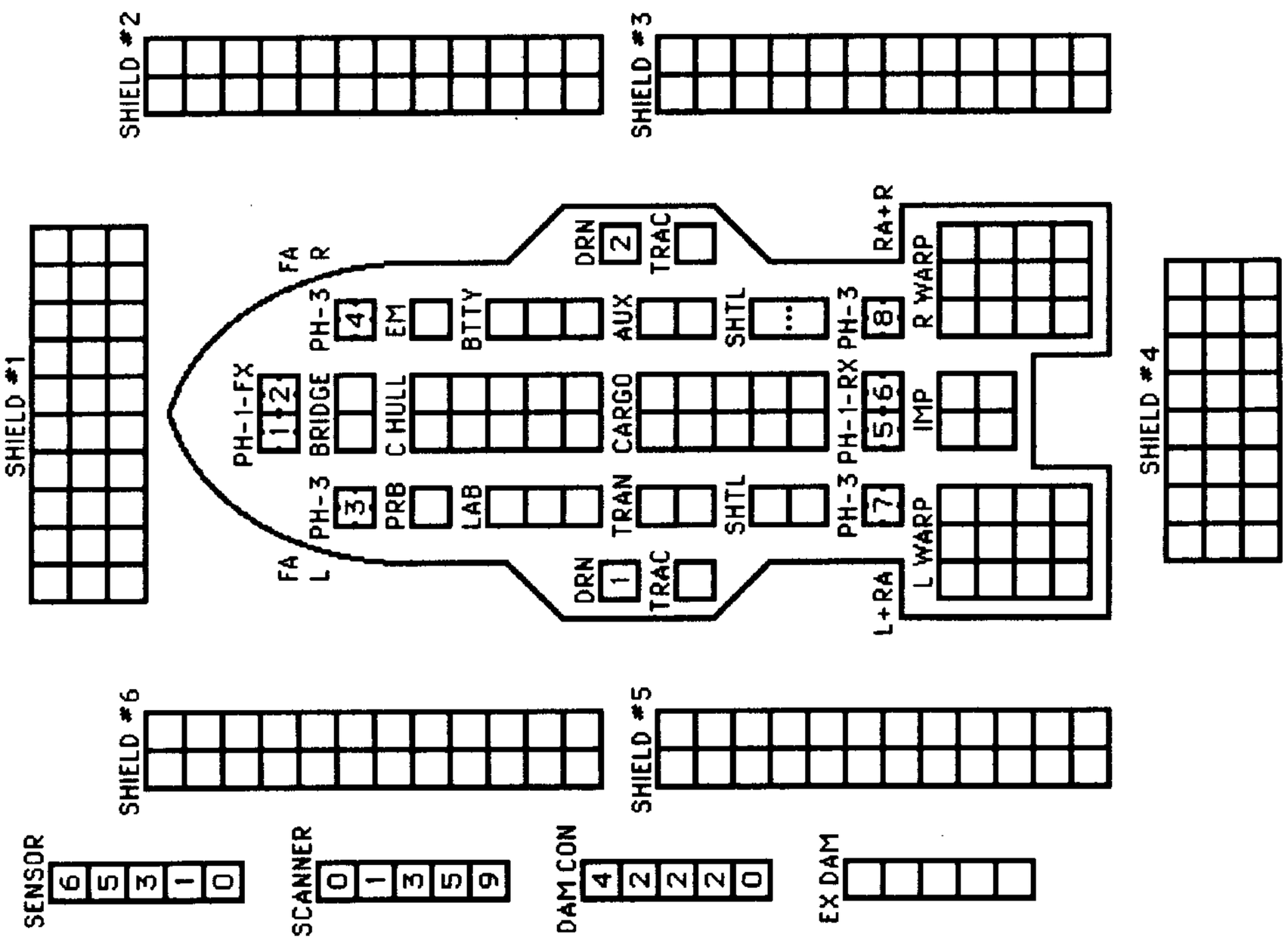
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
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

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

FRAX LIGHT TACTICAL TRANSPORT



SHIP DATA TABLE

TYPE	LTT
POINT VALUE	120/79
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R51.34
Y175 REFIT	+0

NO POD	
TURN MODE	
B	1
	2
	3
HET	4
	5
BD	6

SINGLE WEIGHT POD	
TURN MODE	
C	1
	2
	3
HET	4
	5
BD	6

DOUBLE WEIGHT POD	
TURN MODE	
D	1
	2
	3
HET	4
	5
BD	6

SPEED	HET COST
2-5	3
6-10	4
11-15	5
16-21	6
22-28	7
29+	8

SPEED	HET COST
2-4	3
5-9	4
10-14	5
15-20	6
21-27	7
28+	8

SPEED	HET COST
2-4	3
5-8	4
9-12	5
13-17	6
18-24	7
25+	8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
TWO SHUTTLE BAYS - NO TRANSFERS.		

CREW UNITS

10 20 30

BOARDING PARTIES

8

TRANSPORTER BOMBS

D D D D

PROBES

5

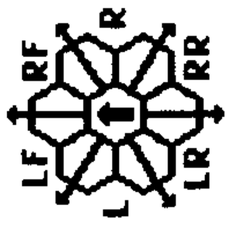
POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

DRONE RACKS

1		B
2		B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

THIS SHIP CAN ONLY CARRY ONE POD AT A TIME, BUT MIGHT CARRY A SINGLE DOUBLE WEIGHT POD.

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

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

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

⑥ = ERRATIC MANEUVER WARP COST

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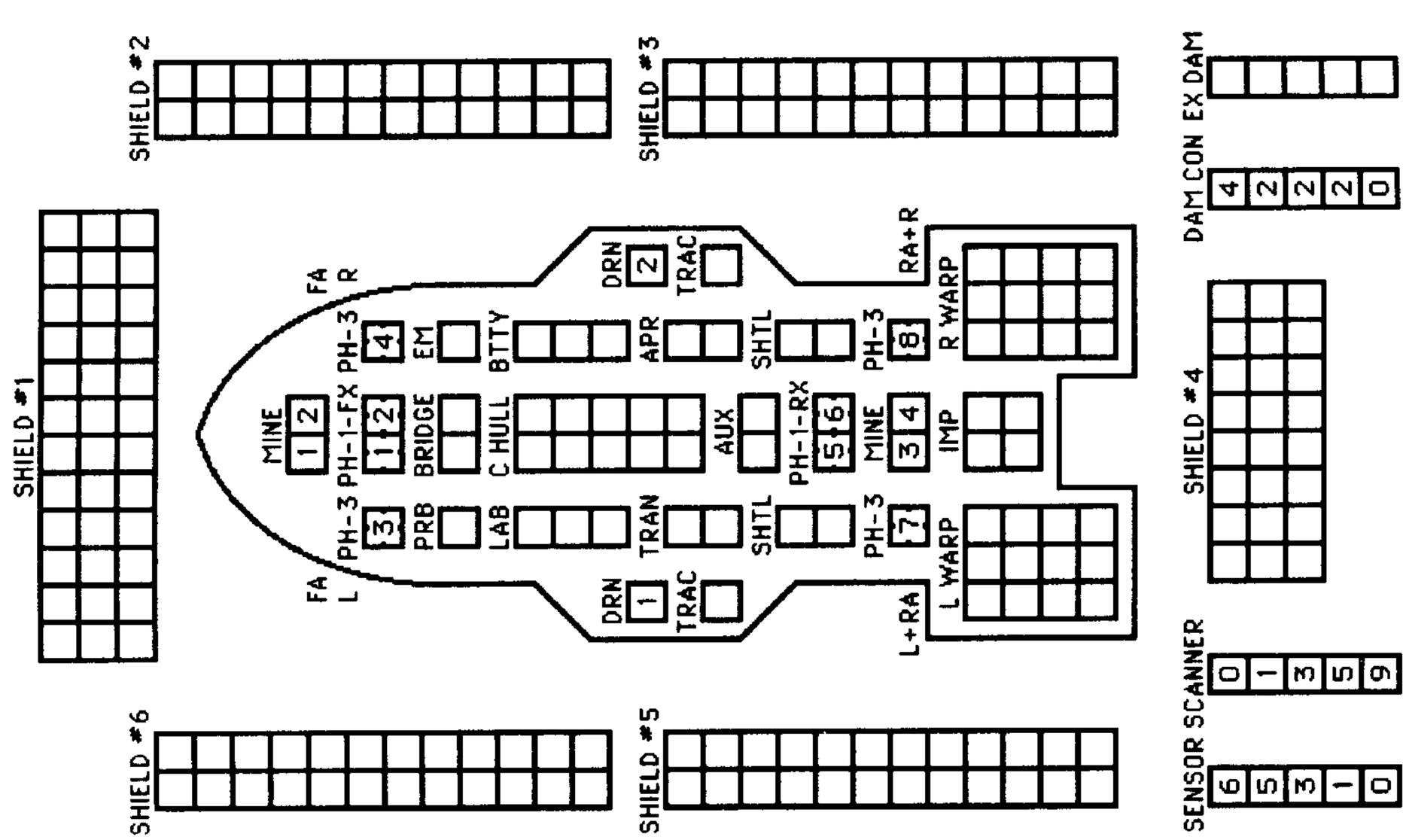
FRAX WAR CRUISER
MINESWEEPER

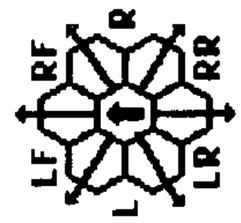


SHIP DATA TABLE	
TYPE	CWM
POINT VALUE	135/120
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R51.35
Y175 REFIT	+0

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

TYPE III DEFENSE PHASER

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



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

TWO SHUTTLE BAYS - NO TRANSFERS.

CREW UNITS

										10
	*									20
										30

BOARDING PARTIES

										10

TRANSPORTER BOMBS

		D	D

PROBES

			5

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1											B
2											B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

MINE RACKS

1											
2											
3											
4											

MINE 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.

⑥ = ERRATIC MANEUVER WARP COST

SPEED	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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
Standard	1	2	3	4	5	4	5	6	6	7	8	8	9	10
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓

FRAX WAR CRUISER MAULER

CNTR

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MCW
POINT VALUE	=	128
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.36

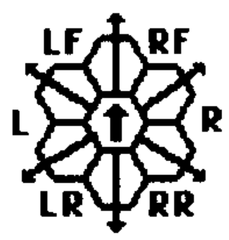
TYPE I OFFENSIVE PHASER TABLE

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

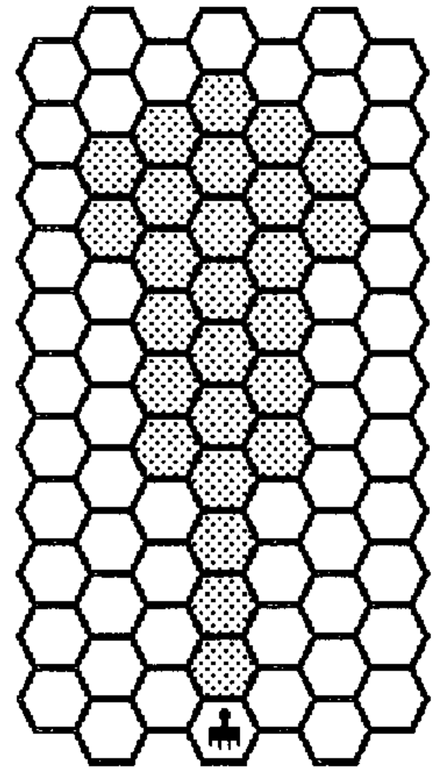
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

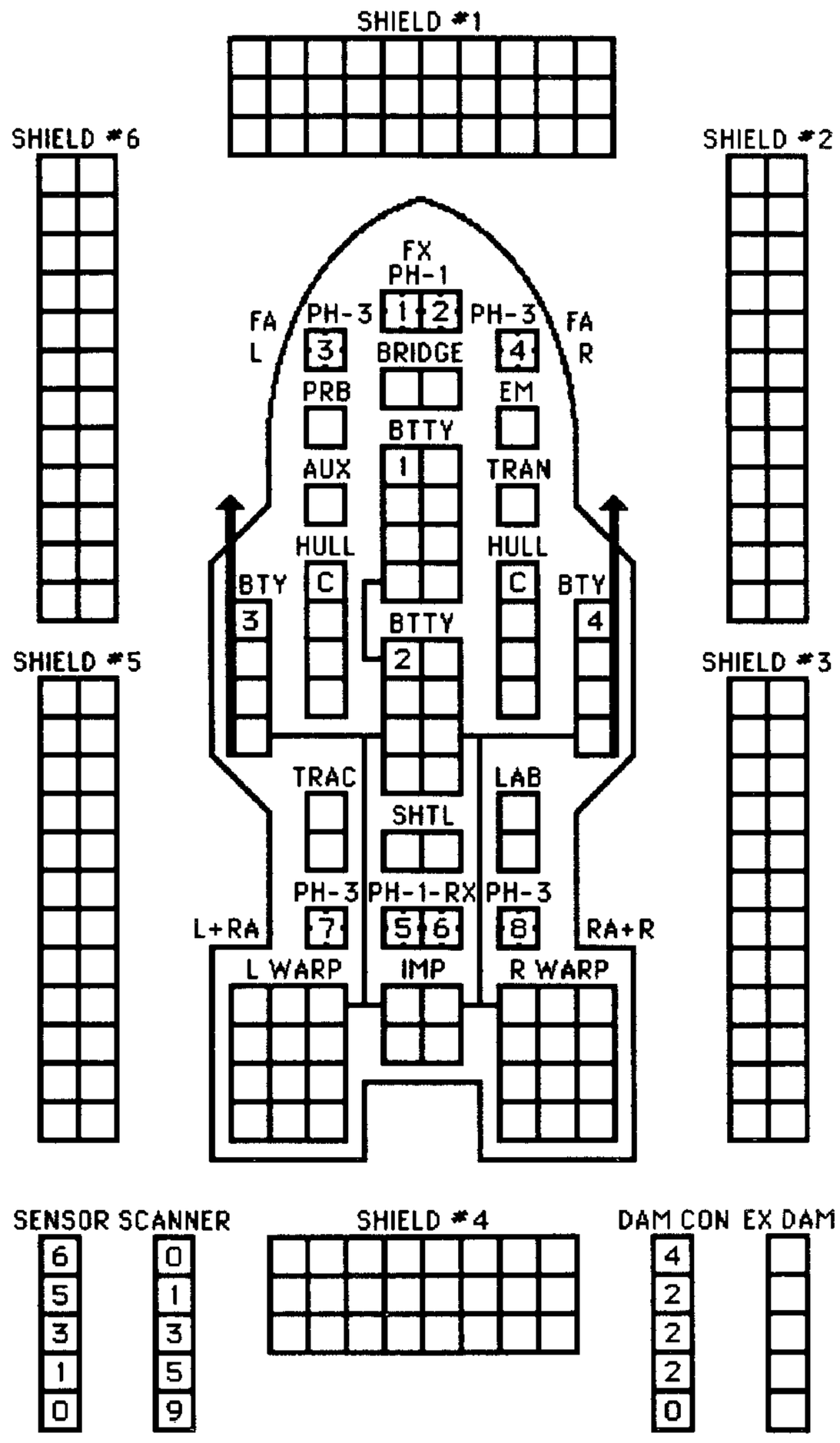
TYPE III DEFENSE PHASER

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



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





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.

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

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FRAX DRONE WAR CRUISER

CNTR

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWD
POINT VALUE	=	121
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.37
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

HET

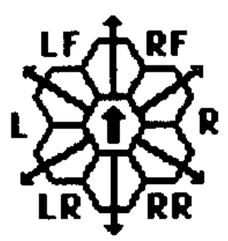
BD

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

DRONE RACKS

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

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

TYPE III DEFENSE PHASER

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

SHIELD #1

SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

DRONE 1 2

FA L

FA R

PH-3 3

PH-1-FX 1 2

PH-3 4

PRB

BRIDGE

EM

LAB

C HULL

BTTY

DRN 3

DRN 4

TRAN

APR

TRAC

TRAC

AUX

SHTL

SHTL

PH-1-RX 5 6

PH-3 7

DRONE 5 6

PH-3 8

L+RA

RA+R

L WARP

IMP

R WARP

SENSOR SCANNER

6	0
5	1
3	3
1	5
0	9

SHIELD #4

DAM CON EX DAM

4	
2	
2	
2	
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	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

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FRAX WAR CRUISER SCOUT

CNTR

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

TRANSPORTER BOMBS

D D D D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	110/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R51.38
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

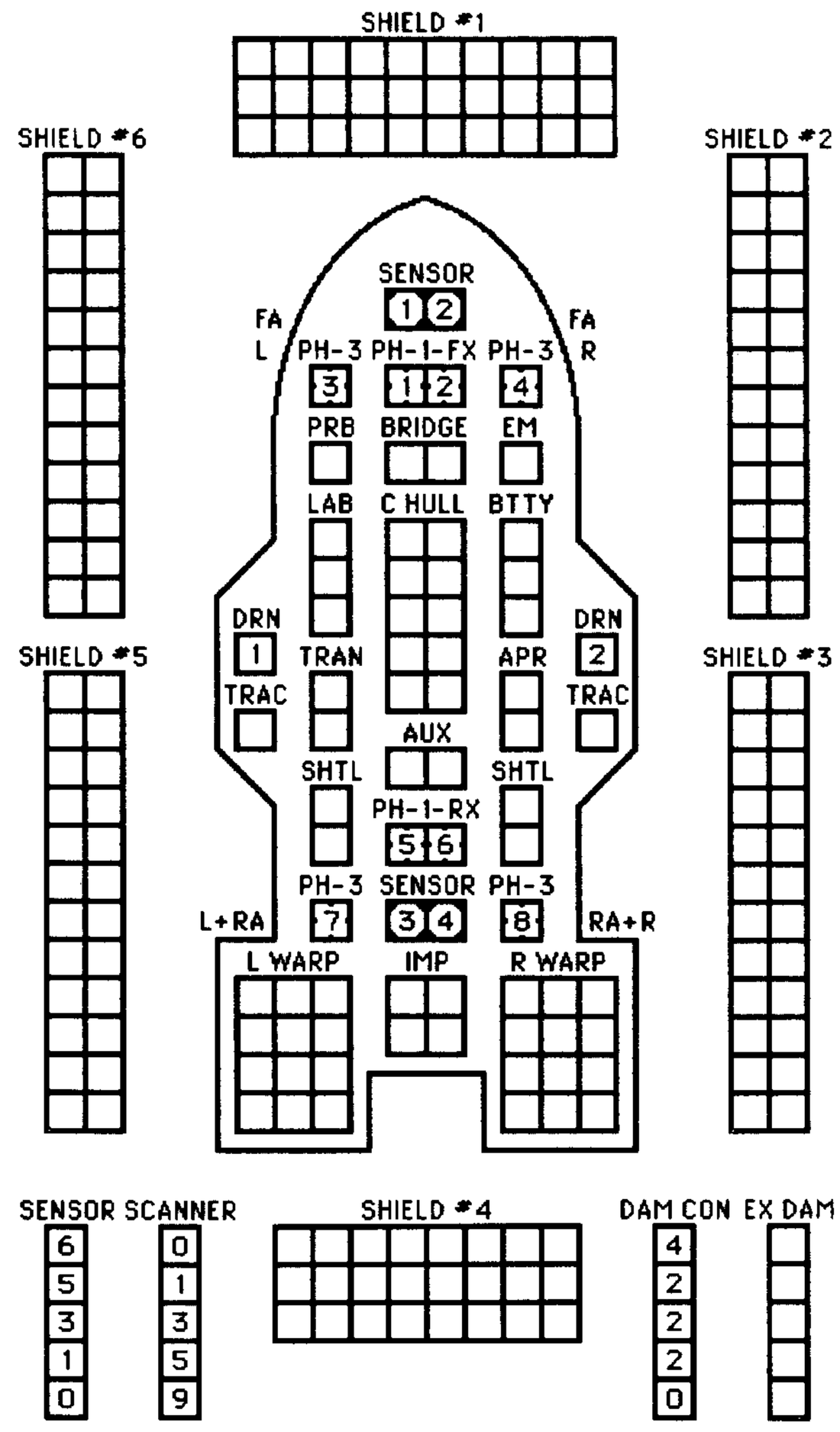
TYPE III DEFENSE PHASER

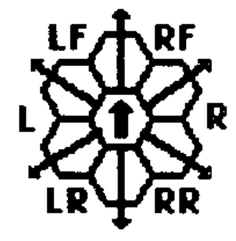
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1								B
2								B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.





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

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.

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

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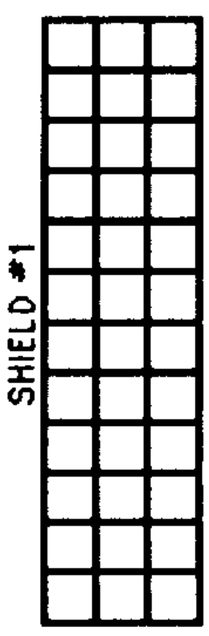
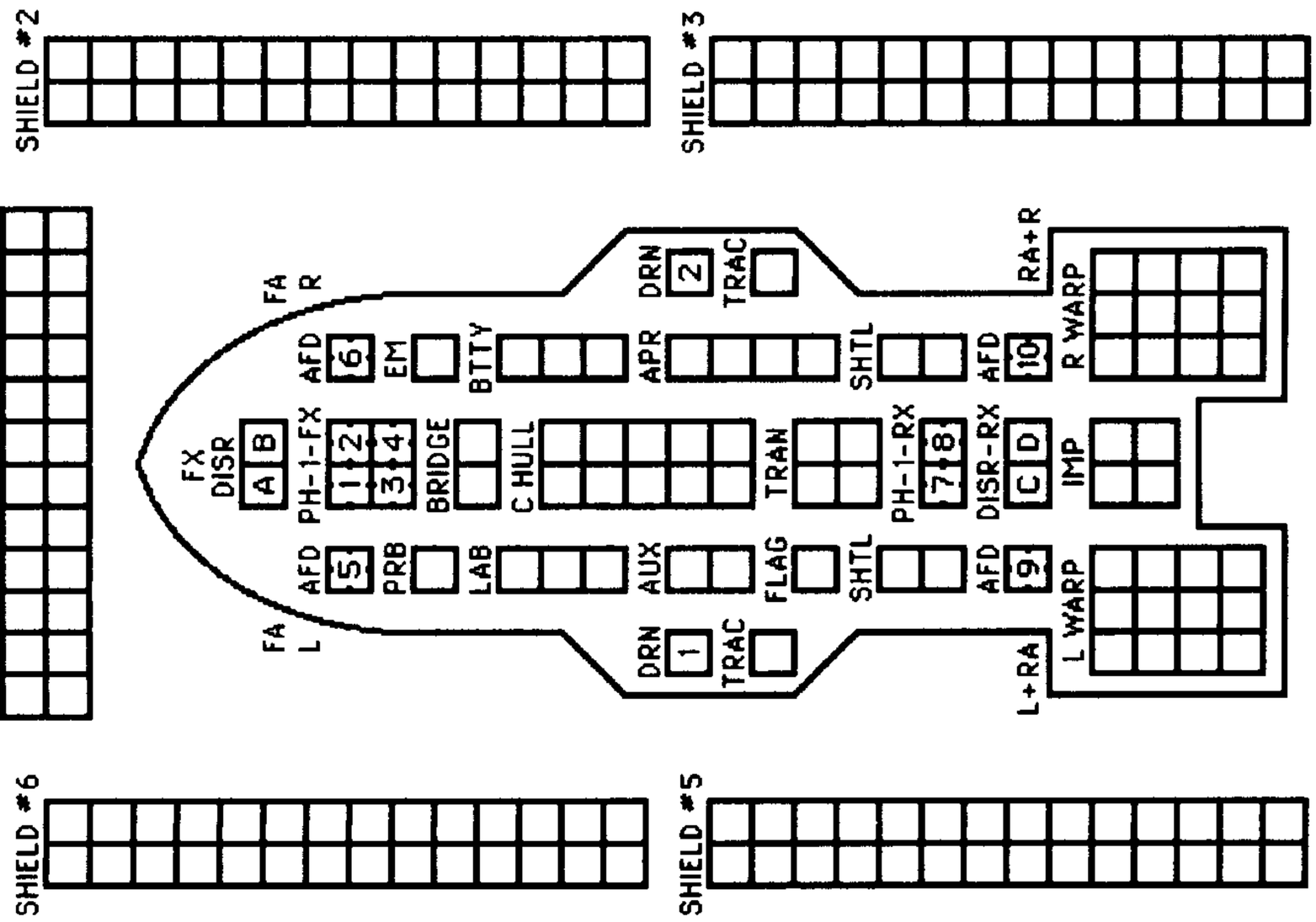
FRAX UWAR CRUISER LEADER





DAM CON EX DAM: 4 2 2 2 0

SENSOR SCANNER: 0 1 3 5 9

SENSOR SCANNER: 6 5 3 1 0

⑥ = ERRATIC MANEUVER WARP COST

	19	20	21	22	23	24	25	26	27	28	29	30
	20	20	20	20	20	20	20	18	18	19	20	20
	19	19	19	18	18	18	17	17	18	18⅔	19⅓	20

5 = HET COST

	15	16	17	18	19	20	21	22	23	24	25	26
	10	10	11	12	12	13	14	14	15	16	16	17
	10	10	11⅓	12	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔

5 = 2/3 ENERGY POINT PER HEX

	7	8	9	10	11	12	13	14	15	16	17	18
	5	6	6	7	8	8	9	10	10	11	12	12
	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS - NO TRANSFERS.

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

PROBES

5

SHIP DATA TABLE

TYPE	CWL
POINT VALUE	136
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R51.39
Y175 REFIT	+0
AFD REFIT	+8

SPEED

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

HET ☐ BD ☐

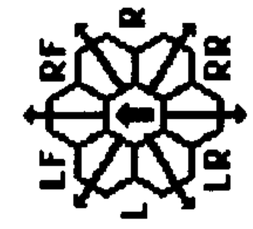
HIT & RUN DERFACS

☐

TYPE III DEFENSE PHASER

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

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.



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

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ B
2 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

ANTI-DRONES (AFD)

5 6 9 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	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

WARP ENERGY MOVEMENT COST

SPEED	1	2	3	4	5	6
Standard	1	2	3	4	4	5
Fract.	⅔	1⅓	2	2⅔	3⅓	4

FRAX WAR DESTROYER CARRIER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	DWV
POINT VALUE	=	90/75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.40
Y175 REFIT	=	+0
AFD REFIT	=	+8

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

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

DECK CREWS [ ][ ][ ][ ][ ][ ][ ][8]

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

TYPE I OFFENSIVE PHASER TABLE

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

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
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

DRONE RACKS

1							B
2							B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

LF RF L R LR RR

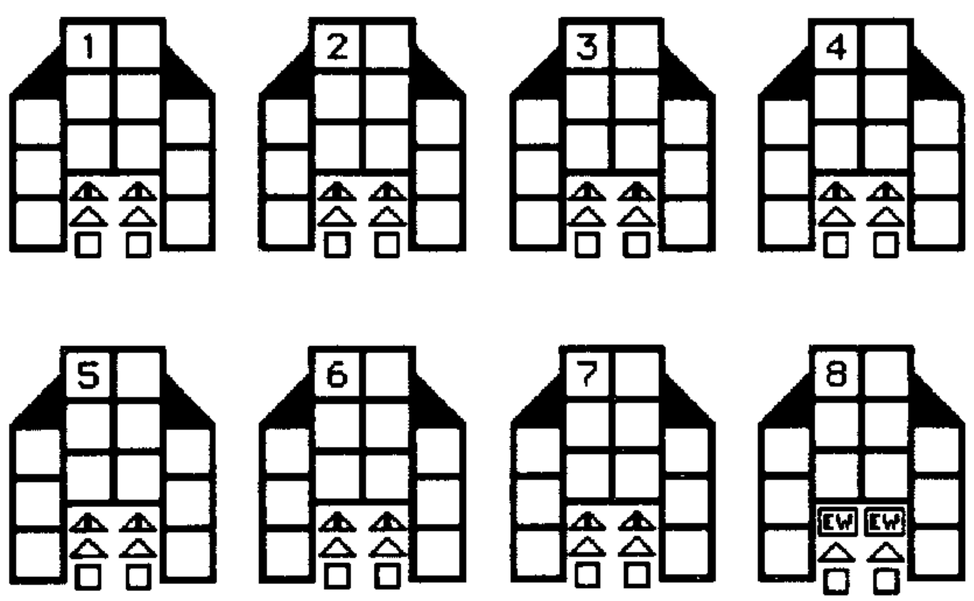
FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

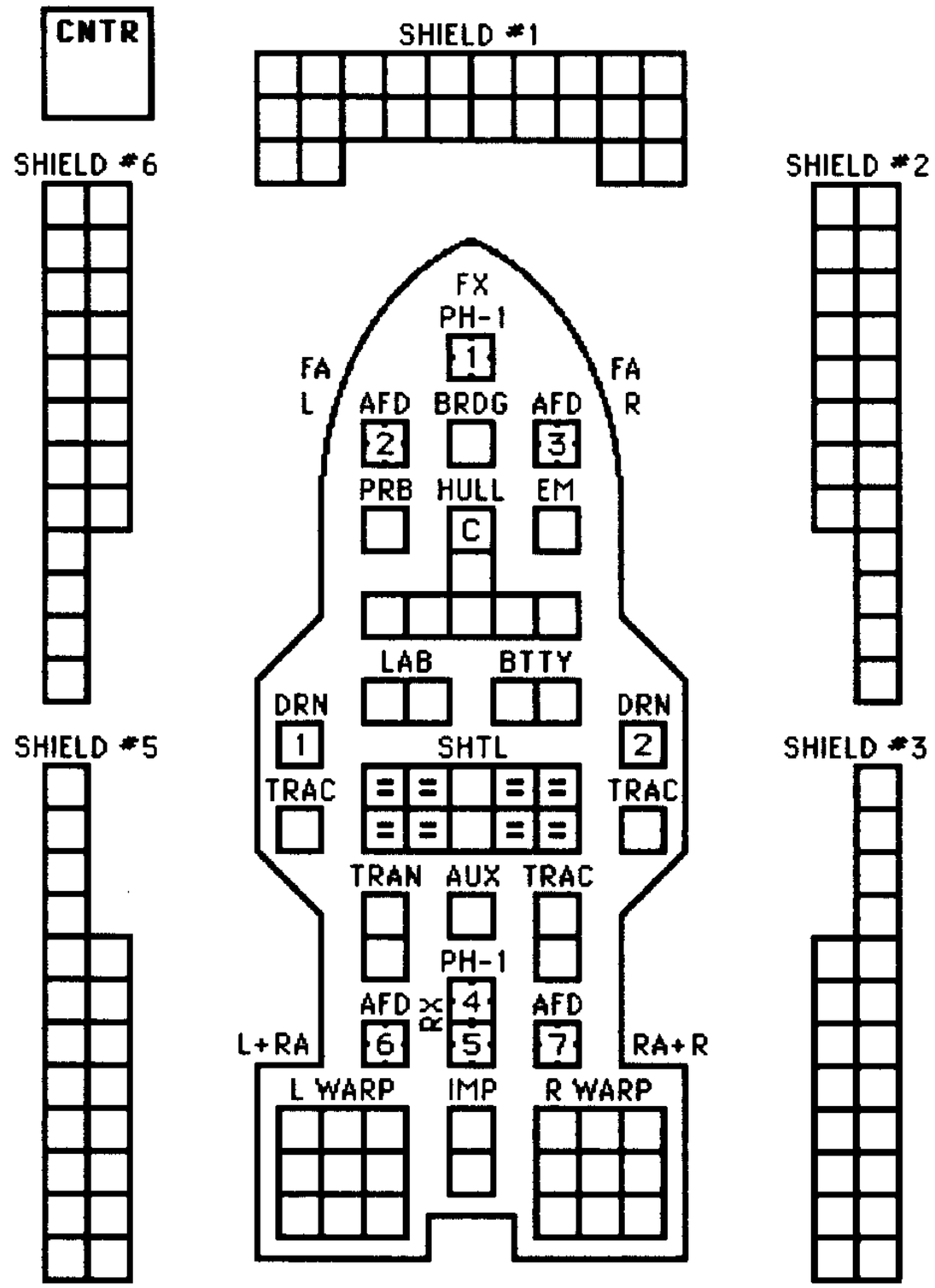
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-



ANTI-DRONES (AFD)

2												
3												
6												
7												

DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15



SENSOR SCANNER: 6 5 1 0 / 0 1 5 9

SHIELD #4

DAM CON: 2 2 2 0

EX DAM

THE SSD SHOWS THE AFD REFIT, WITHOUT THE REFIT, EACH AFD IS REPLACED BY A PHASER-3 WITH THE SAME FIRING ARC.

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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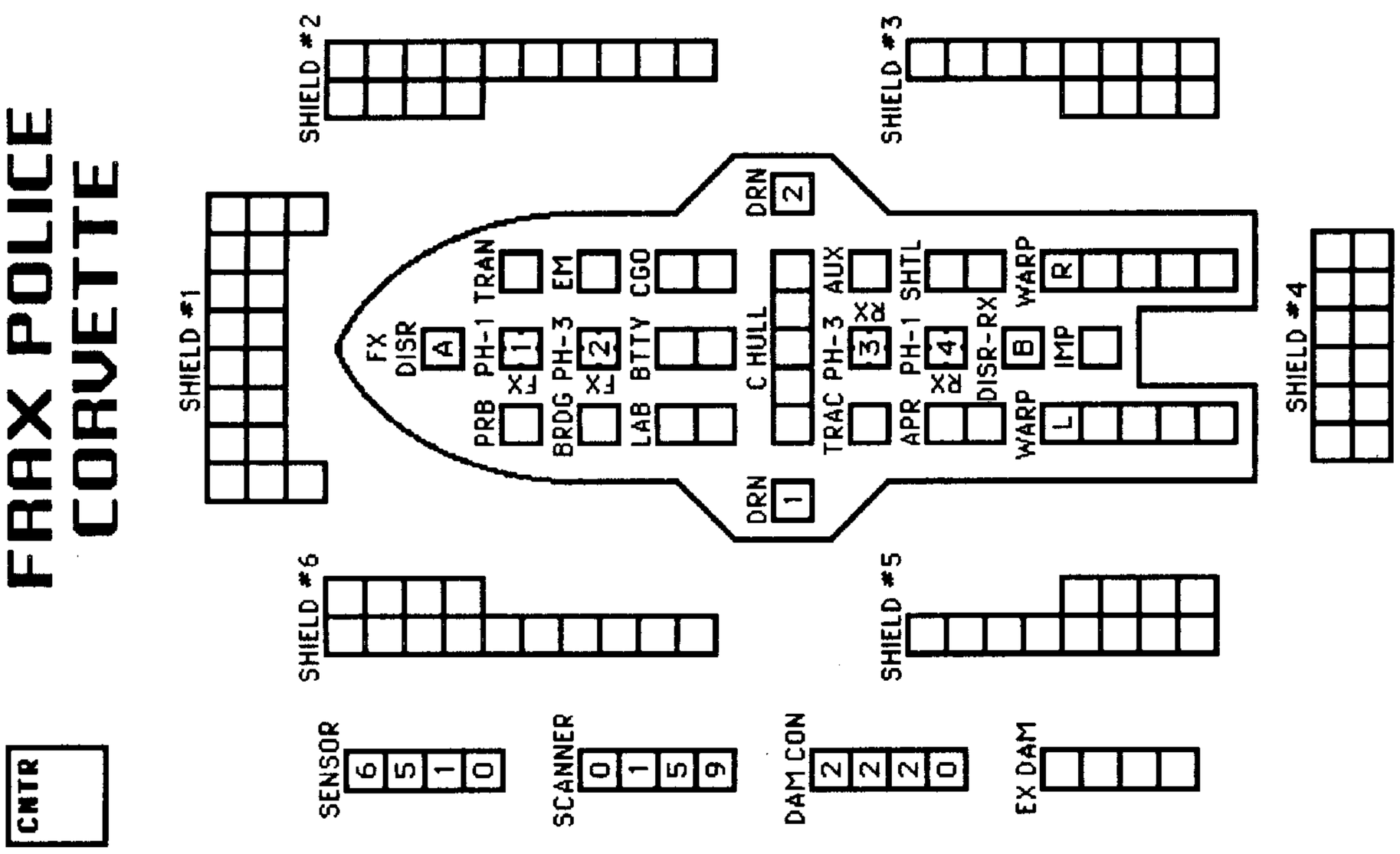
FRAX POLICE CORVETTE

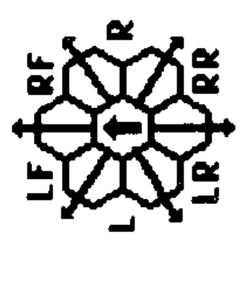


SHIP DATA TABLE	
TYPE	POL
POINT VALUE	55
BREAKDOWN	6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R51.41
Y175 REFIT	+0

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

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



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

⑥ = ERRATIC MANEUVER WARP COST																													
	23	24	25	26	27	28	29	30																					
	8	8	9	9	9	10	10	10																					
	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10																					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TUNNEL BAY (J1.58), TWO HATCHES.		

CREW UNITS

									10
			*						

TRANSPORTER BOMBS

D	D

BOARDING PARTIES

			4

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1											B
2											B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

DISRUPTOR TABLE

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

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

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

FRAX DRONE FRIGATE

CNTR

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	FFD
POINT VALUE	=	83
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.42
Y175 REFIT	=	+0

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

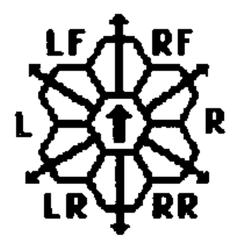
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

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

DRONE RACKS

1							B
2							B
3							B
4							B

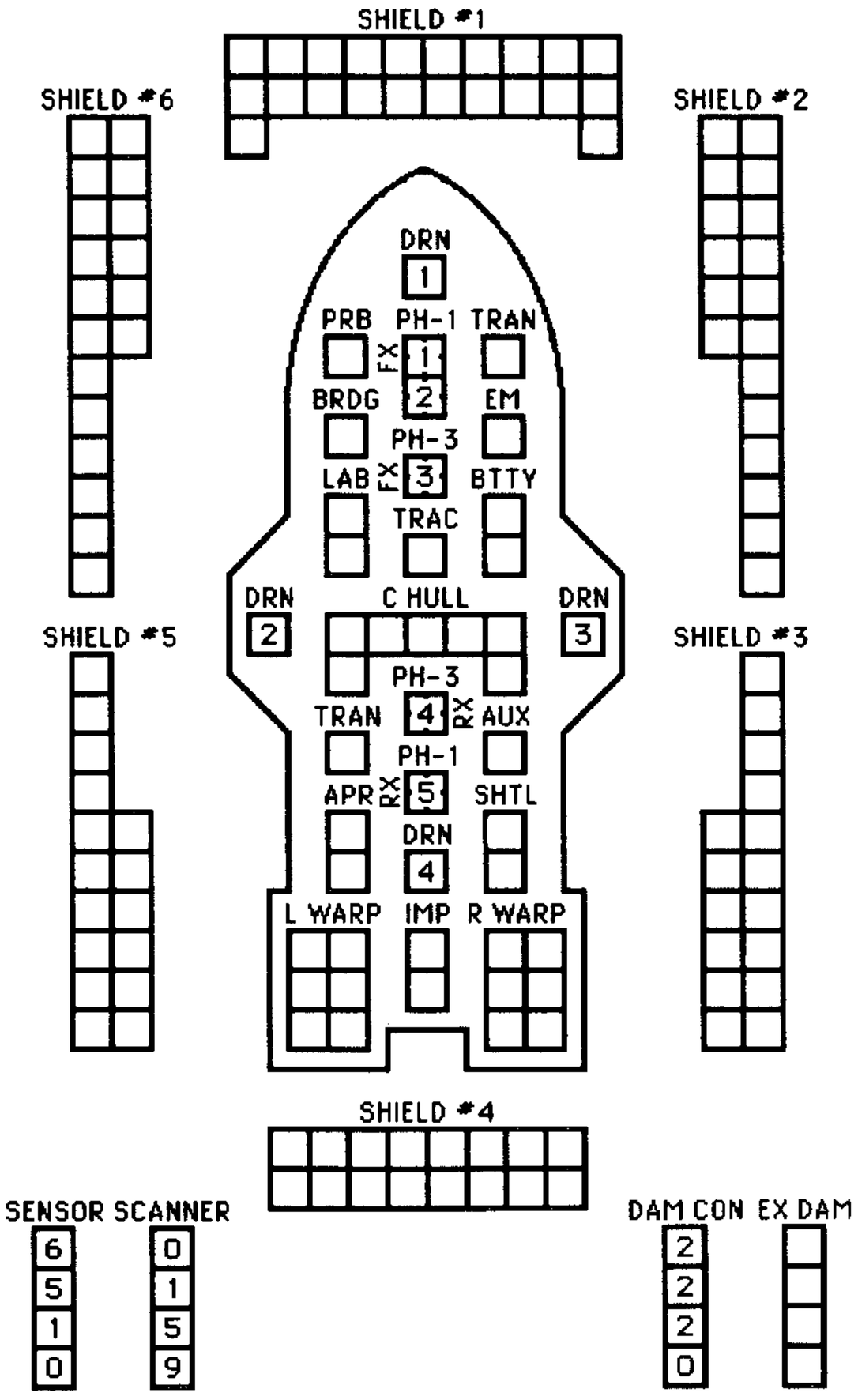
THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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

TYPE III DEFENSE PHASER

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



WARP ENERGY MOVEMENT COST = 1/3 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	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

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FRAX ESCORT FRIGATE

CNTR

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

SHIP DATA TABLE

TYPE	=	FFE
POINT VALUE	=	70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.43

INCLUDES LIMITED AEGIS

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

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

DECK CREWS [ ][2]

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

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 I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	FFA
POINT VALUE	=	80
REFERENCE	=	R51.43A

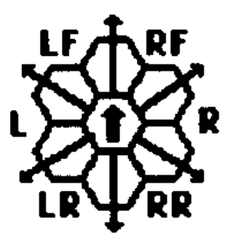
INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

DRONE RACKS

1												B
2												B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



FA = LF + RF
RA = LR + 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+

ANTI-DRONES (AFD)

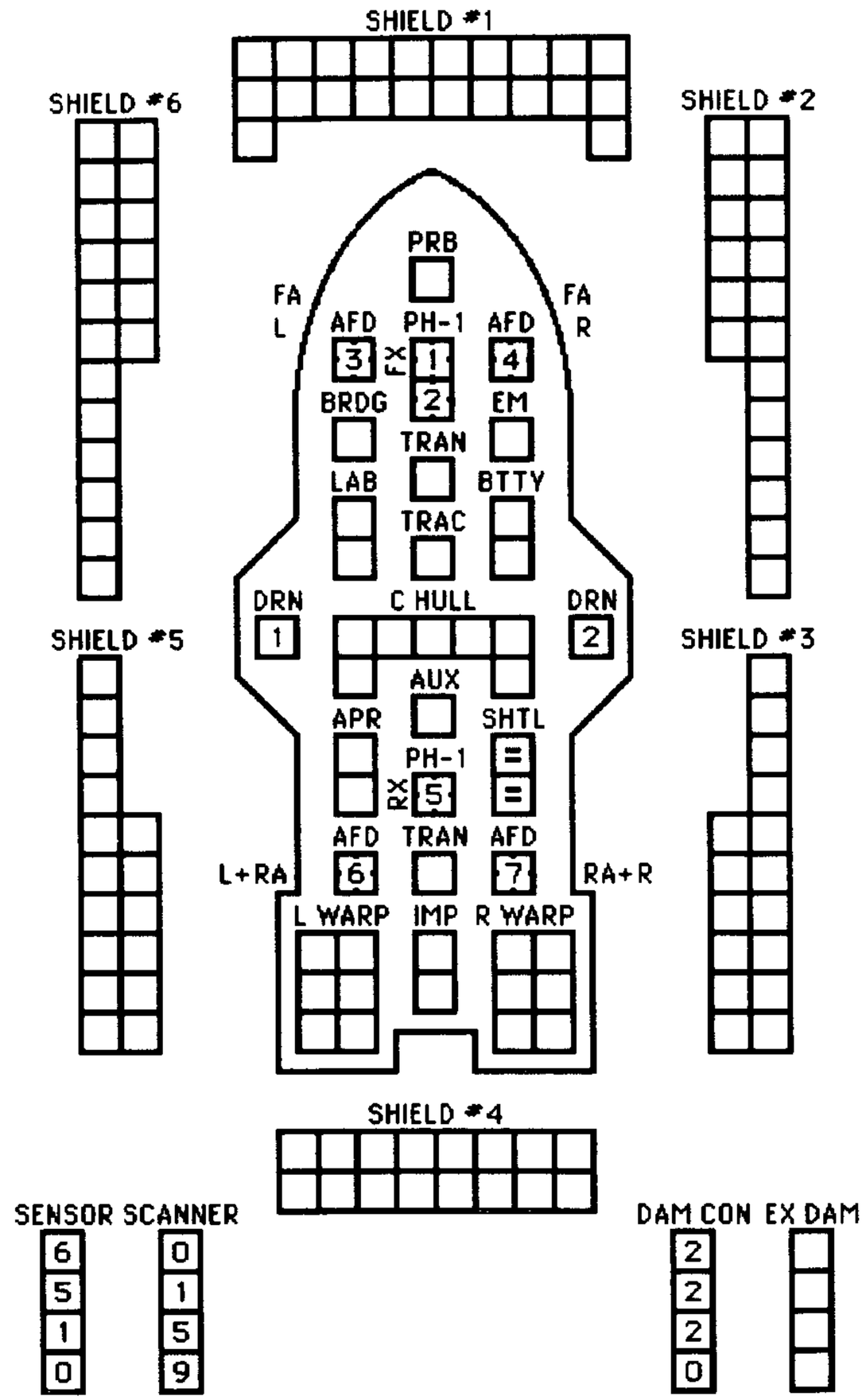
3												
4												
6												
7												

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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



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	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

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FRAX FAST CARRIER RESUPPLY SHIP

CNTR

CREW UNITS

			*							10

REPL CREW

					6

DECK CREWS

	2

BOARDING PARTIES

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TUNNEL BAY (J1.58), TWO HATCHES.

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FCR
POINT VALUE	=	73/63
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R51.44
Y175 REFIT	=	+0

LIMITED AEGIS

TYPE I OFFENSIVE PHASER TABLE

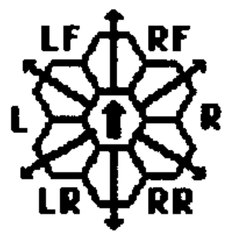
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

DRONE RACKS

1								B
2								B

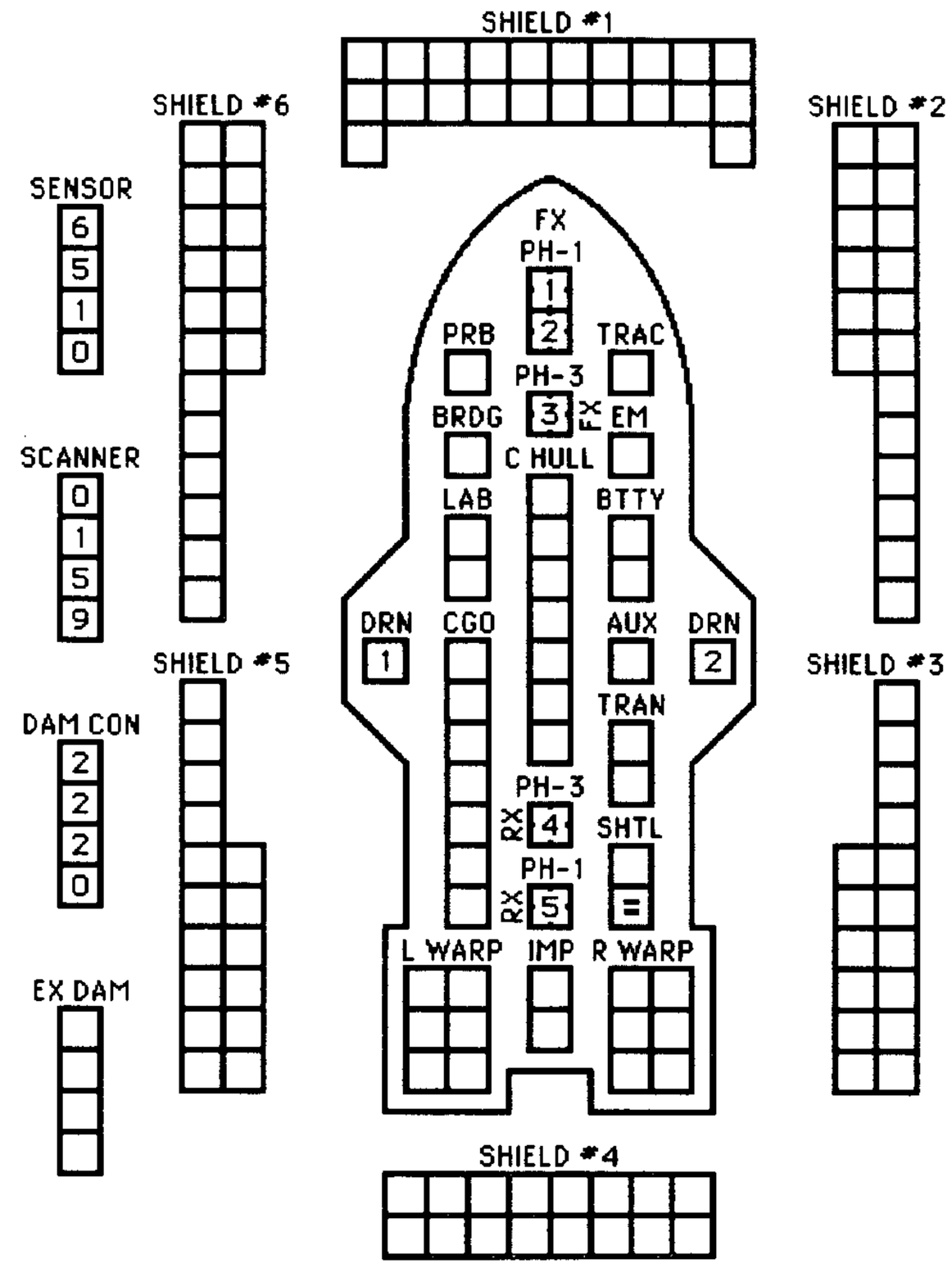
RACKS ALWAYS HAD TWO RELOADS.



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

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



AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5	#6	#7

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	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

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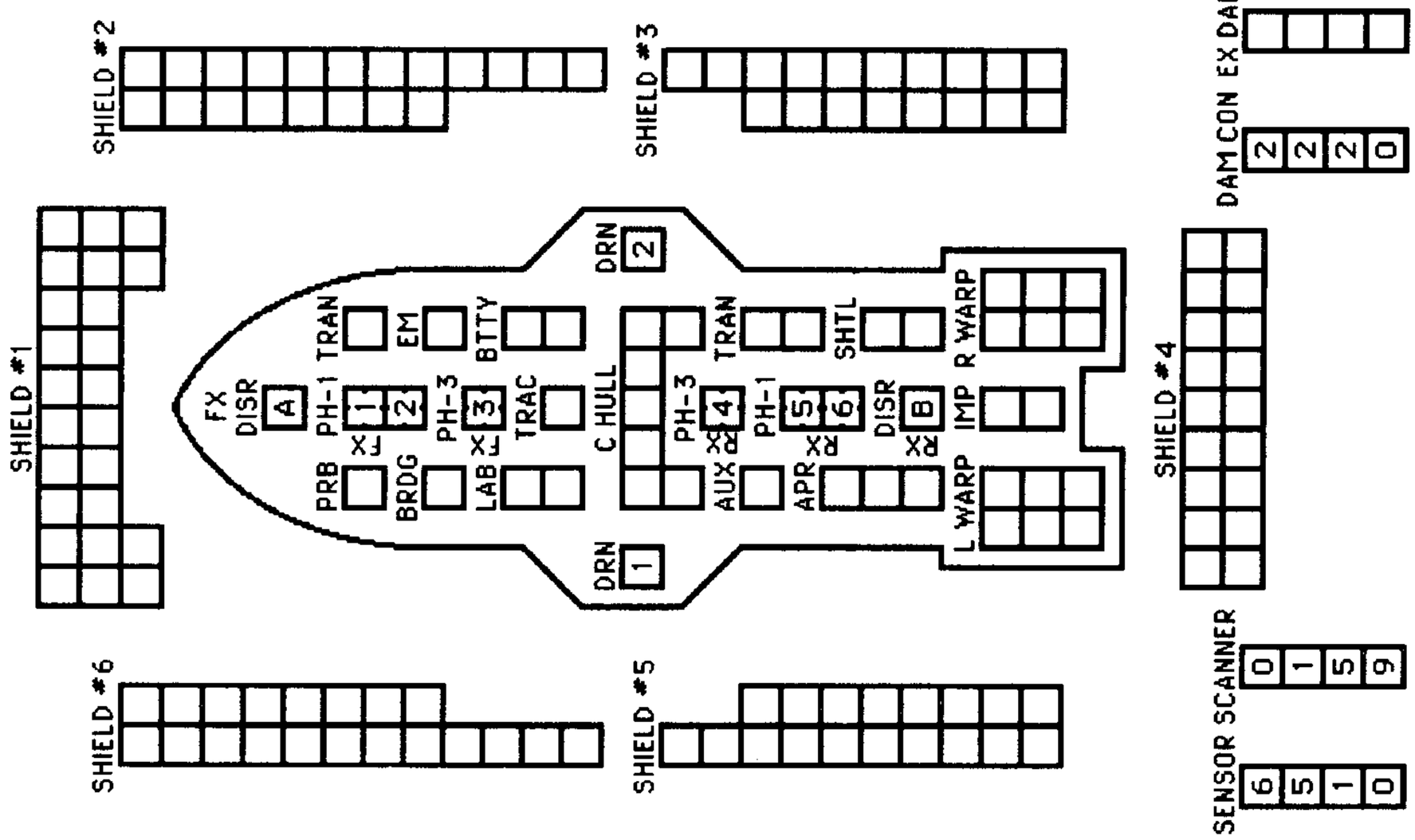
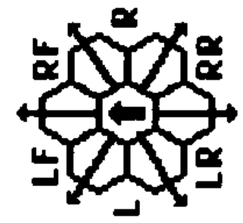
FRAX FRIGATE LEADER



SHIP DATA TABLE	
TYPE	= FFL
POINT VALUE	= 85
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R51.45
Y175 REFIT	= +0

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

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	0	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



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

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
TUNNEL BAY (J1.58), TWO HATCHES.		

CREW UNITS: 10, 20

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D

PROBES: 5

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

DRONE RACKS: 1 B, 2 B

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

FRAX PF FLOTILLA

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

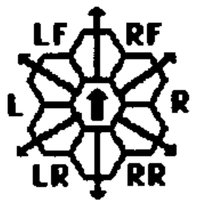
PF DATA TABLE

TYPE	=	PF
POINT VALUE	=	20/30
BREAKDOWN	=	6
SHIELD COST	=	1
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R51.PF1
DRONE PF BPV	=	20/30
LEADER BPV	=	40/50
SCOUT BPV	=	100/50
SHIELD REFIT	=	+4

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

NIMBLE SHIPS

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



TYPE I OFFENSIVE PHASER TABLE

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

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

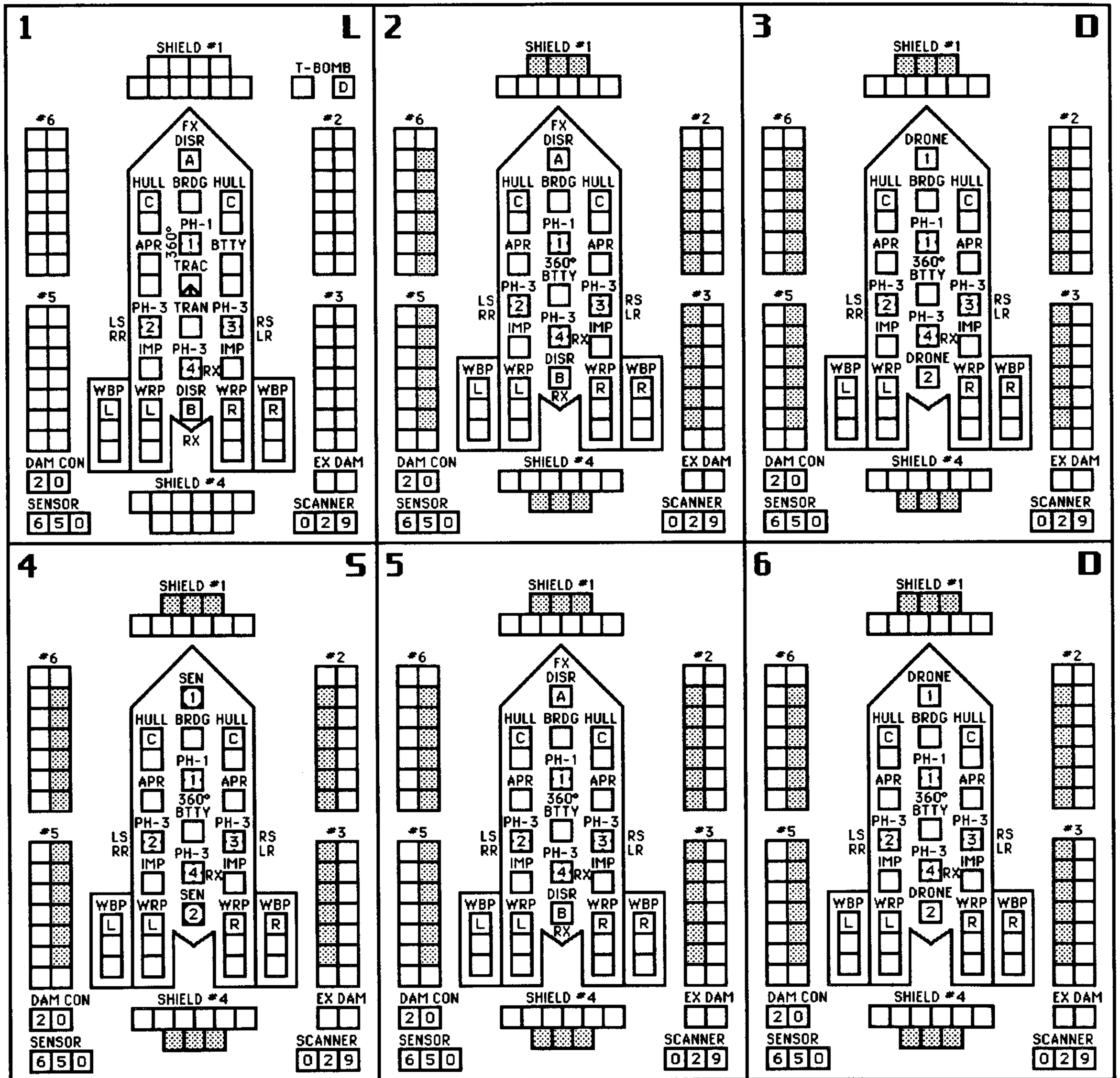
(3) = EM COST
[5] = HET COST

DRONE RACKS

3	1							B
	2							B
6	1							B
	2							B

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OVLD	10	10	8	8	6	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	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	$\frac{1}{5}$	$\frac{2}{5}$	$\frac{3}{5}$	$\frac{4}{5}$	1	$1\frac{1}{5}$	$1\frac{2}{5}$	$1\frac{3}{5}$	$1\frac{4}{5}$	2	$2\frac{1}{5}$	$2\frac{2}{5}$	$2\frac{3}{5}$	$2\frac{4}{5}$	3	$3\frac{1}{5}$	$3\frac{2}{5}$	$3\frac{3}{5}$	$3\frac{4}{5}$	4	$4\frac{1}{5}$	$4\frac{2}{5}$	$4\frac{3}{5}$	$4\frac{4}{5}$	5	$5\frac{1}{5}$	$5\frac{2}{5}$	$5\frac{3}{5}$	$5\frac{4}{5}$	6

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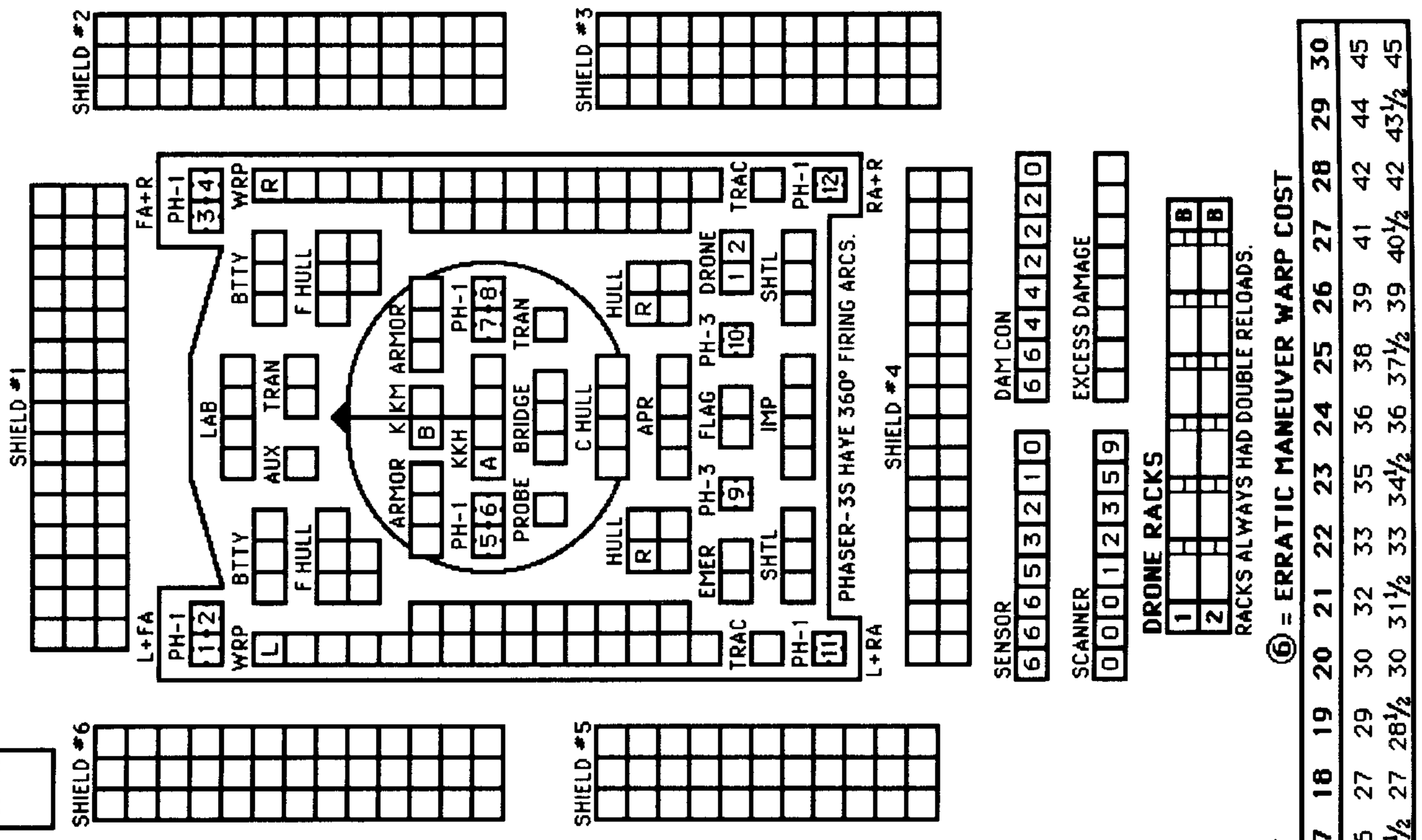
QARI T10 DREADNOUGHT



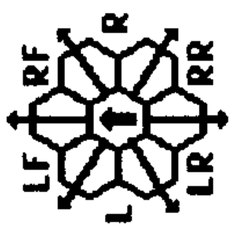
SHIP DATA TABLE

TYPE	T10
POINT VALUE	234
BREAKDOWN	3-6
SHIELD COST	1+3
LIFE SUPPORT	1+1/2
SIZE CLASS	2
REFERENCE	R52.2

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

D

HET ☐ BD ☐



FA = LF + RF
RA = LR + RR

MEDIUM CANNON FIRING

HEAVY CANNON FIRING

TURRET FACING

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10 20

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

D D D D D D

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

THE KKH AND KKM CANNOT BE FIRED ON THE SAME IMPULSE (E23.12).

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

HEAVY KINETIC CANNON TABLE

RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

MEDIUM KINETIC CANNON TABLE

RANGE	0-3	4-6	7-12	13-18	19-23	24-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	5	5	4	3	2	1
DAMAGE (EXP)	6	6	6	0	0	0

QARI T90 HEAVY BATTLECRUISER

CREW UNITS

			X						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

D	D	D	D

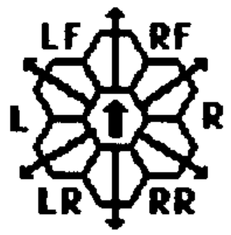
SHIP DATA TABLE

TYPE	=	T90
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.3

CNTR

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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

TYPE III DEFENSE PHASER

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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

THE KKH AND KKL CANNOT BE FIRED ON THE SAME IMPULSE (E23.12).

HEAVY CANNON FIRING

LIGHT CANNON FIRING

HEAVY KINETIC CANNON TABLE

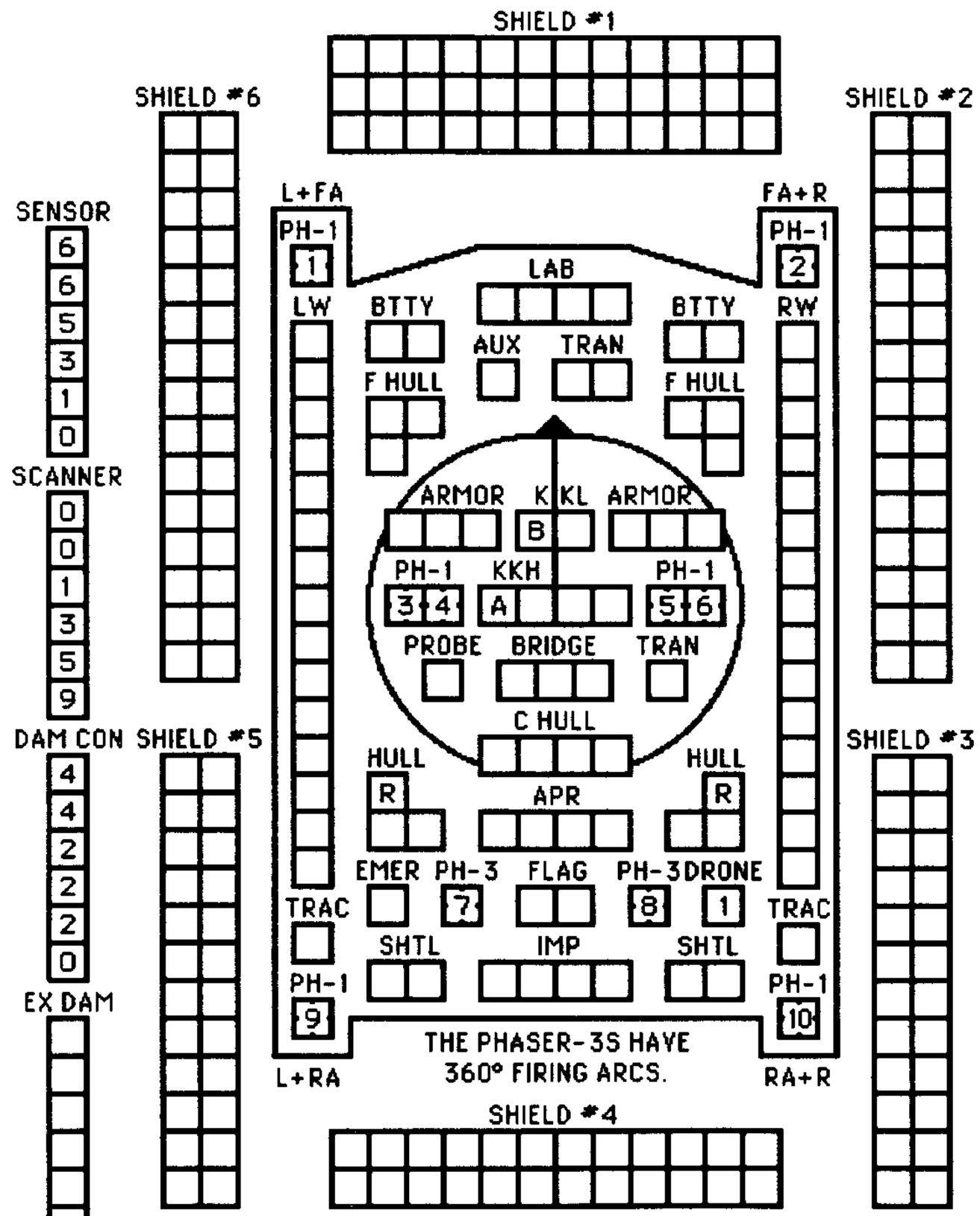
RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

TURRET FACING

/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	



DRONE RACK

1							B

RACK ALWAYS HAD DOUBLE RELOADS.

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

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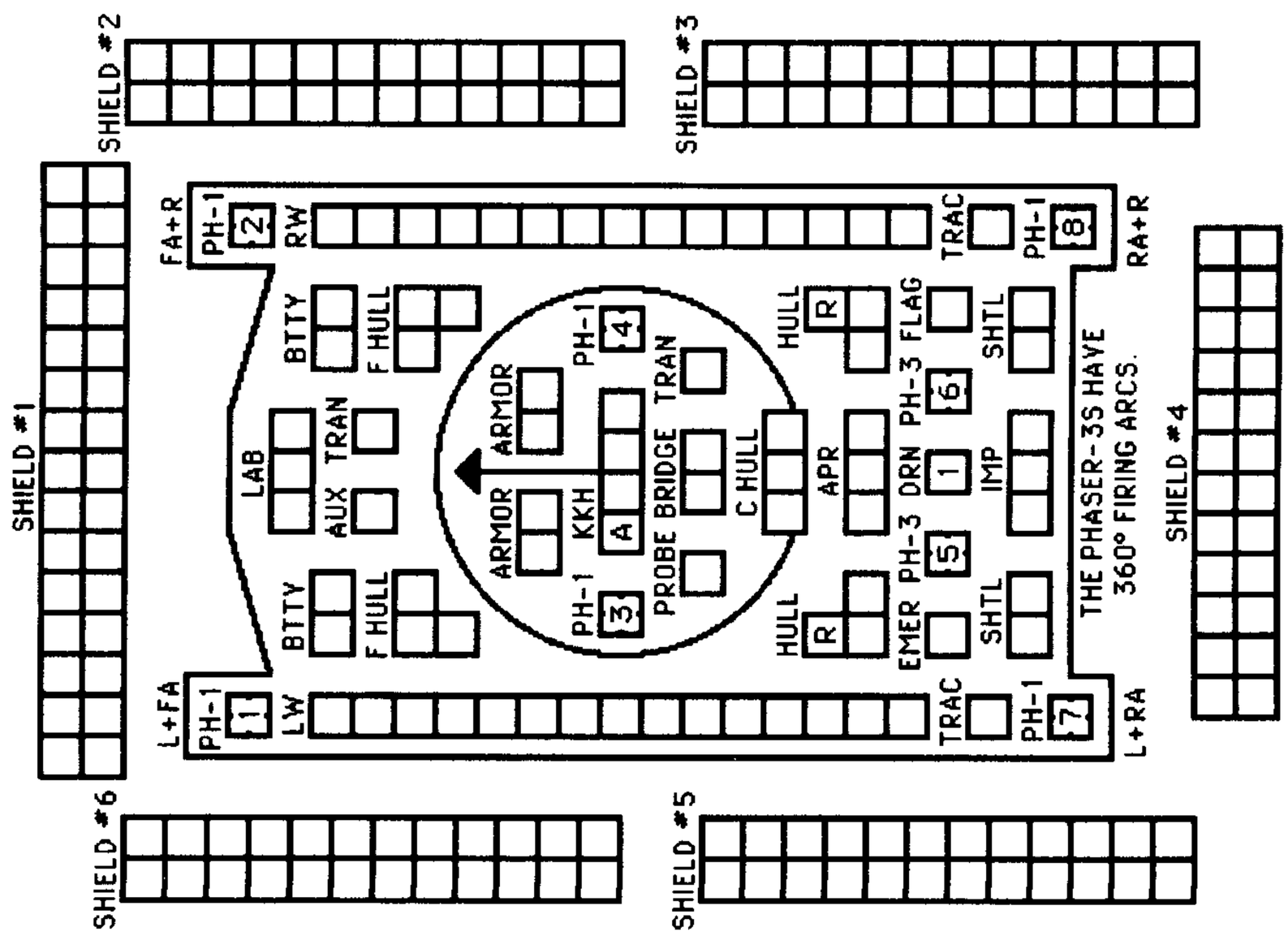
QARI T80 COMMAND CRUISER



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

CNTR

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

SHIP DATA TABLE

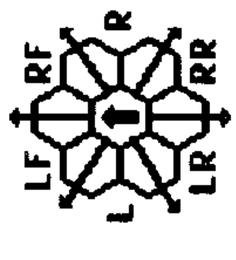
TYPE	T80
POINT VALUE	145
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R52.4

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

CANNON FIRING

TURRET FACING

TURRET



FA = LF + RF
RA = LR + RR

DRONE RACK

1 B

RACK ALWAYS HAD DOUBLE RELOADS.

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

ADMINISTRATIVE SHUTTLES

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

CREW UNITS

					10
	*				
					20
					30
					40

BOARDING PARTIES

		10

PROBES

		5

TRANSPORTER BOMBS

	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

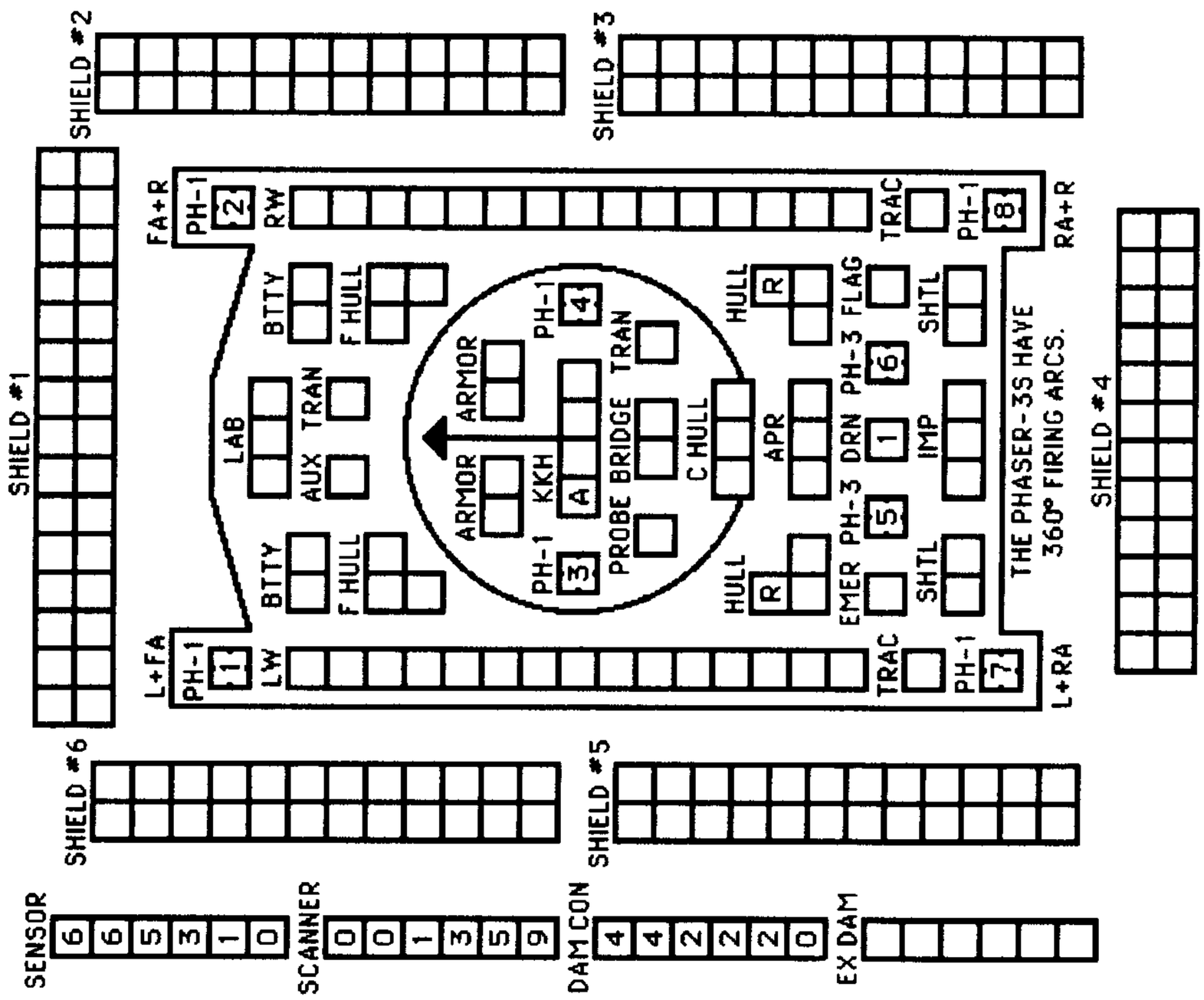
TYPE III DEFENSE PHASER

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

HEAVY KINETIC CANNON TABLE

RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

QARI T64
HEAVY CRUISER



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

SHIP DATA TABLE

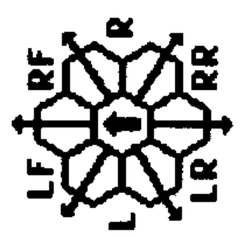
TYPE	T64
POINT VALUE	135
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R52.5

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

CANNON FIRING

TURRET FACING

TURRET



FA = LF + RF
RA = LR + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

5

TRANSPORTER BOMBS

D D D D

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACK

1 B

RACK ALWAYS HAD DOUBLE RELOADS.

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

HEAVY KINETIC CANNON TABLE

RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	0	0	0

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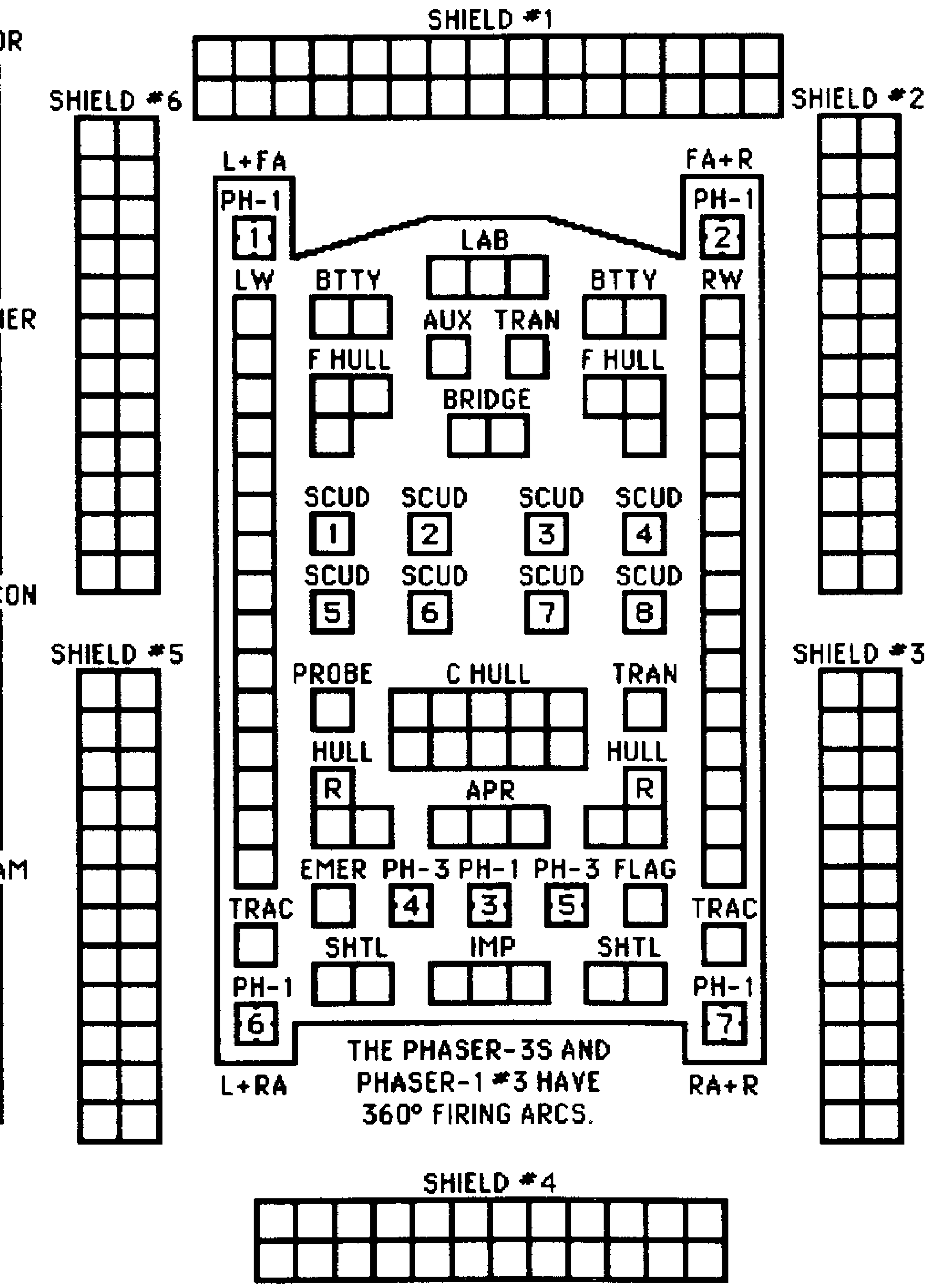
QARI T83 SCUD CARRIER



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

CNTR

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

SHIP DATA TABLE

TYPE	=	T83
POINT VALUE	=	135/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.6

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

10

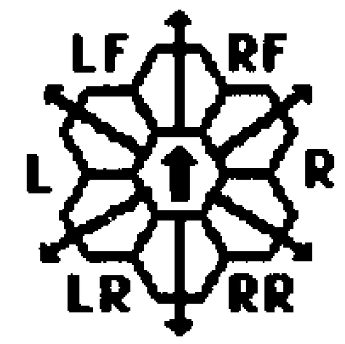
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

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



FA = LF + RF
RA = LR + RR

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	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

PROBES

5

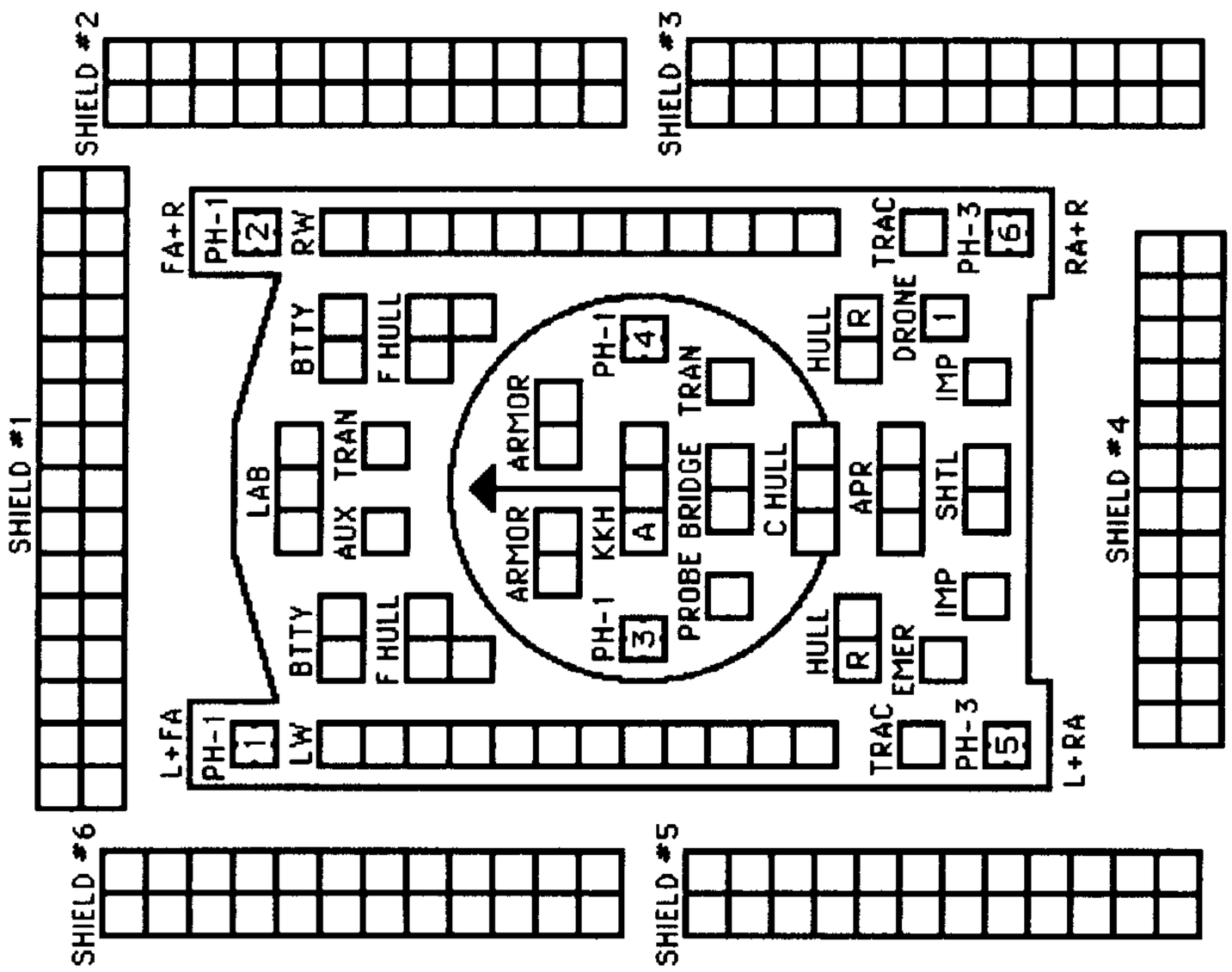
TRANSPORTER BOMBS

D D D D

SCUD RECORD TRACK

WH	END	TRAC	LNCR	CNTR	TARGET	DAMAGE
			1			
			2			
			3			
			4			
			5			
			6			
			7			
			8			

QARI T72 WAR CRUISER



SHIP DATA TABLE	
TYPE	T72
POINT VALUE	100
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R52.7

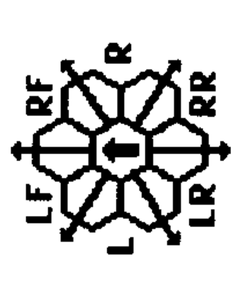
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET BD

CANNON FIRING

TURRET FACING

TURRET



FA = LF + RF
RA = LR + RR

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES

DRONE RACK

RACK ALWAYS HAD DOUBLE RELOADS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HEAVY KINETIC CANNON TABLE

RANGE	0-4	5-8	9-15	16-23	24-30	31-40
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	6	6	5	4	3	2
DAMAGE (EXP)	8	8	8	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	10	11	12	12	13	14	14	14	15	16	16	17	18	19	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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QARI T70 WAR CRUISER SCOUT

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	T70
POINT VALUE	=	140/80
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.8

CNTR

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

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

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

DRONE RACK [1] [ ] [ ] [ ] [ ] [ ] [ ] [B]

RACK ALWAYS HAD DOUBLE RELOADS.

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #1 (2 rows)

SHIELD #2 (2 rows)

SHIELD #3 (2 rows)

SHIELD #4 (2 rows)

SHIELD #5 (2 rows)

SHIELD #6 (2 rows)

L+FA: PH-1 [1]

FA+R: PH-1 [2]

LAB; LW; BTTY; BTTY; RW; AUX; TRAN; F HULL; F HULL

ARMOR; ARMOR

SEN [1 2]; PH-1 [3 4]; SEN [3 4]

PROBE; BRIDGE; TRAN

C HULL

HULL [R]; HULL [R]; APR

TRAC; EMER; DRONE; TRAC

PH-3 [5]; IMP; SHTL; IMP; [1]; PH-3 [6]

L+RA; RA+R

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

FA = LF + RF
RA = LR + RR

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 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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21). NOTE THAT THIS DOES NOT AFFECT THE SPECIAL SENSORS WHICH ARE NOT RESTRICTED.

TURRET FACING

/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/

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.

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

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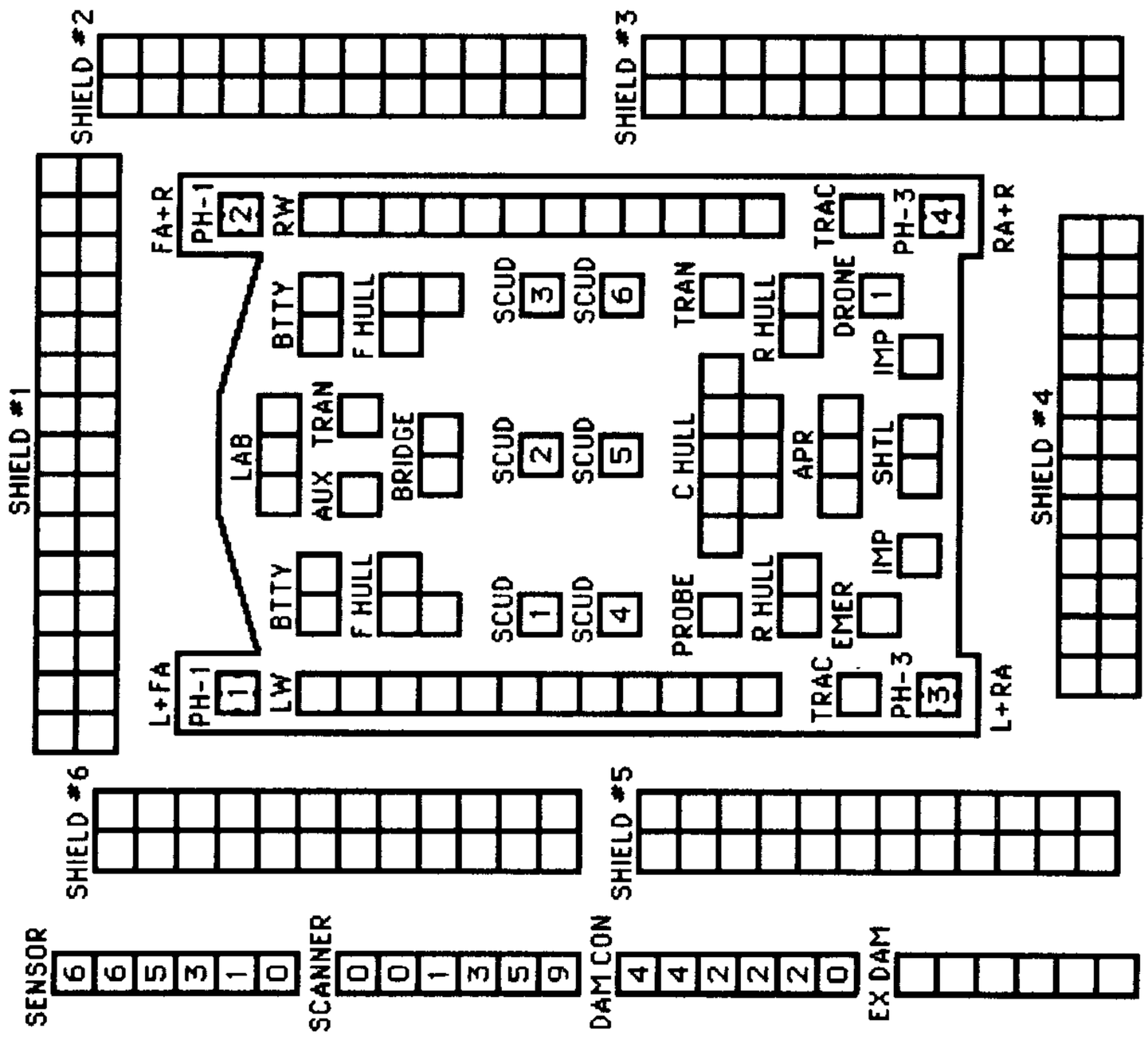
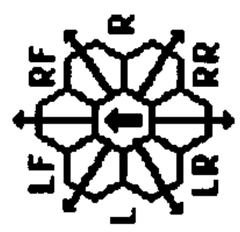
QARI T73 LIGHT SCUD CARRIER



CNTR

SHIP DATA TABLE	
TYPE	T73
POINT VALUE	120-100
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R52.9

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



FA = LF + RF
RA = LR + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

PROBES

5

DRONE RACK

1 B

RACK ALWAYS HAD DOUBLE RELOADS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SCUD RECORD TRACK

WH	END	TRAC	LNCR	CNTR	TARGET	DAMAGE
			1			
			2			
			3			
			4			
			5			
			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	3	4	5	6	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	15	16	16	17	17	18	18
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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QARI T55 LIGHT CRUISER

CREW UNITS ✱ 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	T55
POINT VALUE	=	90
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.10

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

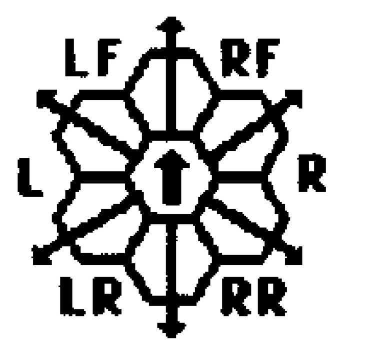
EX DAM

TURN MODE

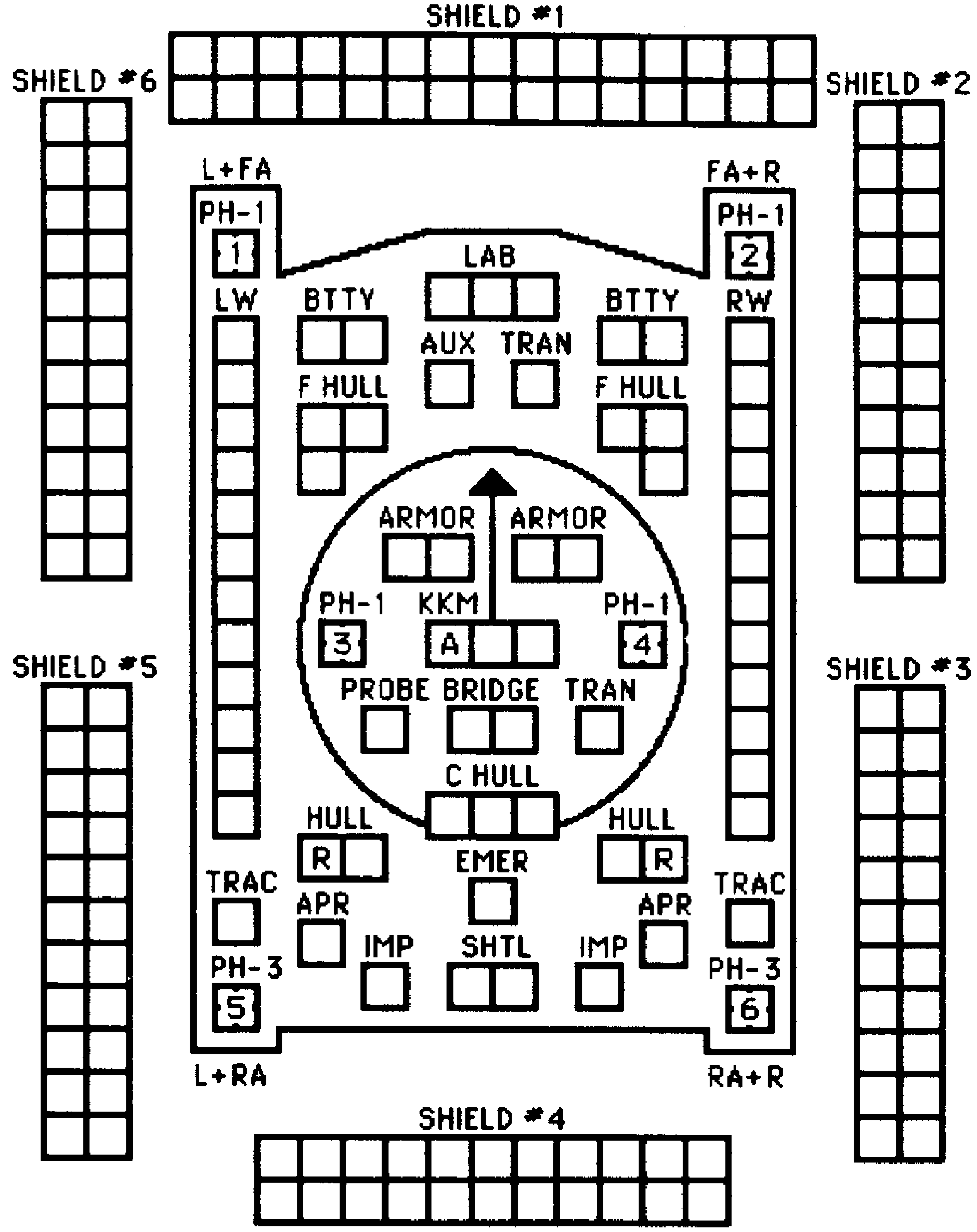
TURN MODE B	SPEED
1	2 – 5
2	6 – 10
3	11 – 15
4	16 – 21
5	22 – 28
6	29+

HET

BD



FA = LF + RF
RA = LR + RR



TYPE I OFFENSIVE PHASER TABLE

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

CANNON FIRING

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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

TURRET FACING

MEDIUM KINETIC CANNON TABLE

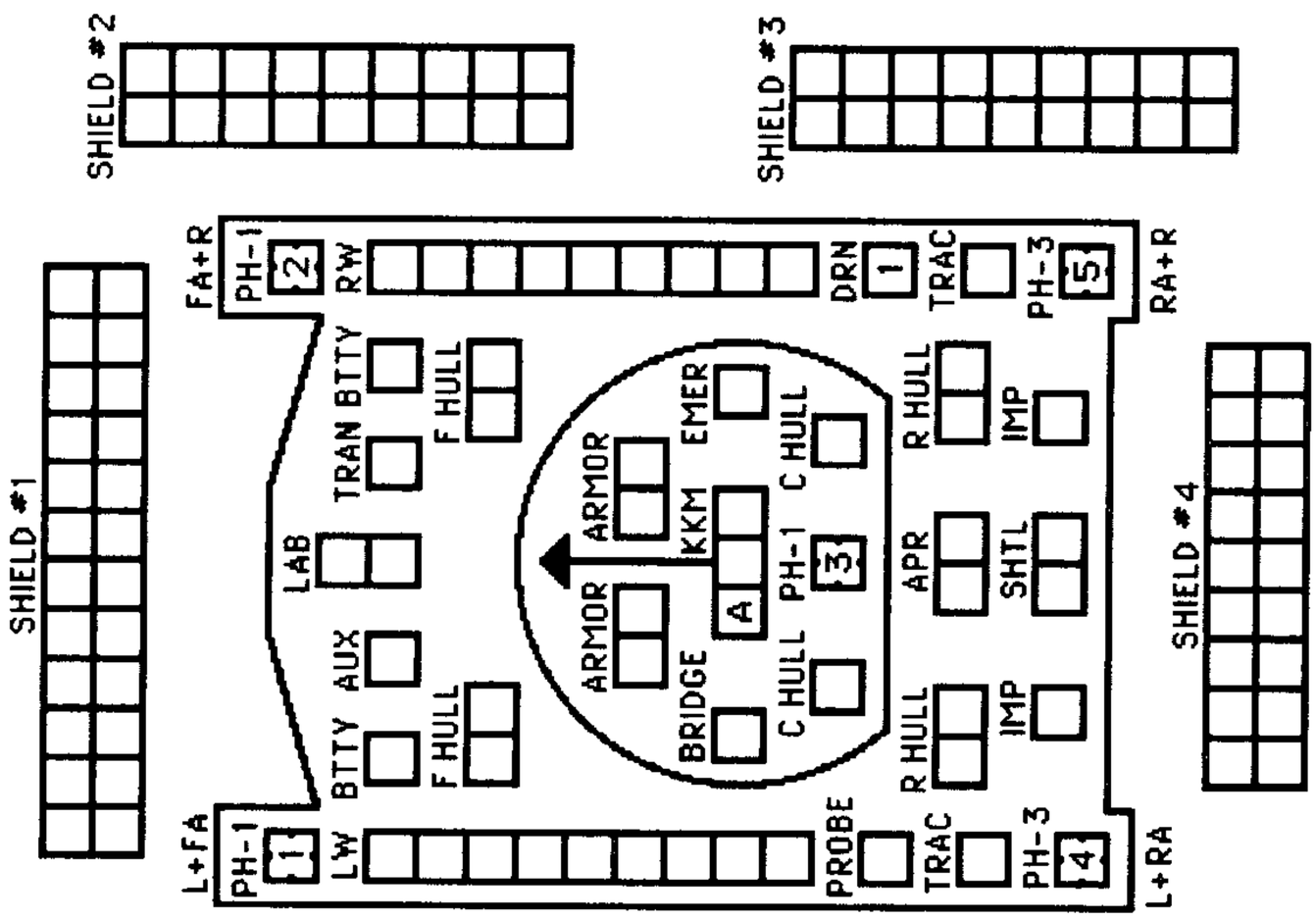
RANGE	0-3	4-6	7-12	13-18	19-23	24-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	5	5	4	3	2	1
DAMAGE (EXP)	6	6	6	0	0	0

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
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
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

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	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

QARI BM3 WAR DESTROYER



CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHIP DATA TABLE

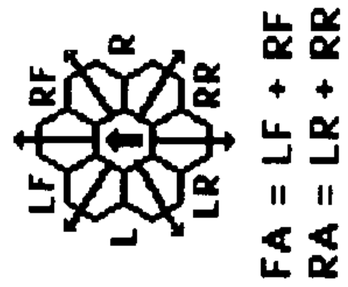
TYPE	BM3
POINT VALUE	82
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R52.11

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

CANNON FIRING

TURRET FACING

TURRET



FA = LF + RF
RA = LR + RR

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

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	5	6	6	7	7	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS 10 20

BOARDING PARTIES 8

PROBES 5

TRANSPORTER BOMBS D D

DRONE RACK 1 B

RACK ALWAYS HAD DOUBLE RELOADS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

MEDIUM KINETIC CANNON TABLE

RANGE	0-3	4-6	7-12	13-18	19-23	24-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	5	5	4	3	2	1
DAMAGE (EXP)	6	6	6	0	0	0

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QARI BMS WAR DESTROYER SCOUT

CREW UNITS 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 8

TRANSPORTER BOMBS D D

PROBES 5

DRONE RACK 1 B

RACK ALWAYS HAD DOUBLE RELOADS.

SHIP DATA TABLE

TYPE	=	BMS
POINT VALUE	=	100/70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.12

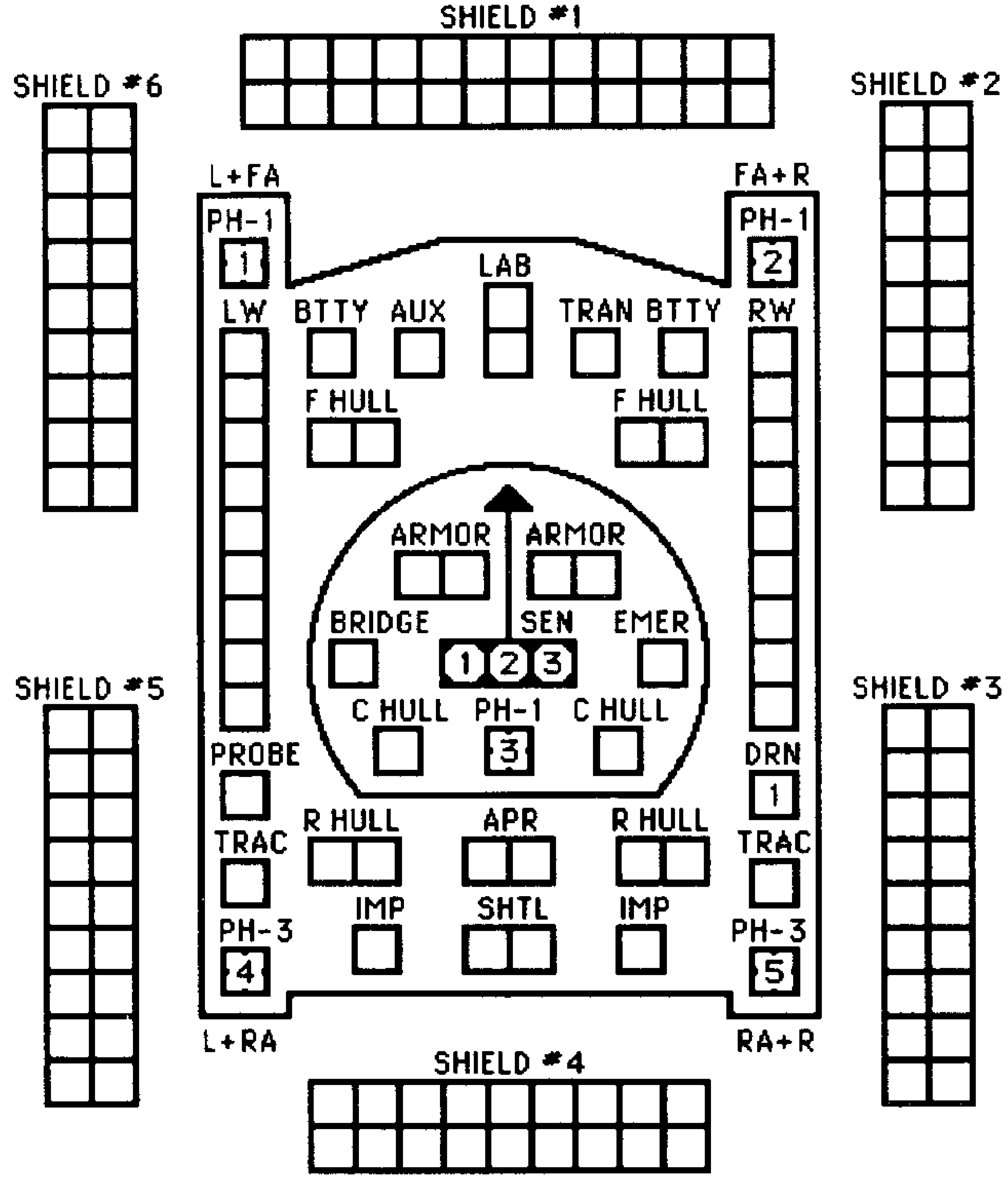
CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

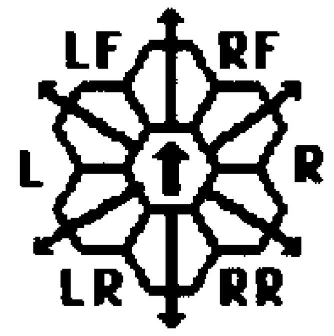
DAM CON 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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 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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21). NOTE THAT THIS DOES NOT AFFECT THE SPECIAL SENSORS WHICH ARE NOT RESTRICTED.

TURRET FACING

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.

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
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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QARI BM2 DESTROYER LEADER

CREW UNITS

			X							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	BM2
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.13

CNTR

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

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

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

DRONE RACK [1][ ][ ][ ][ ][ ][ ][B]

RACK ALWAYS HAD DOUBLE RELOADS.

TURN MODE

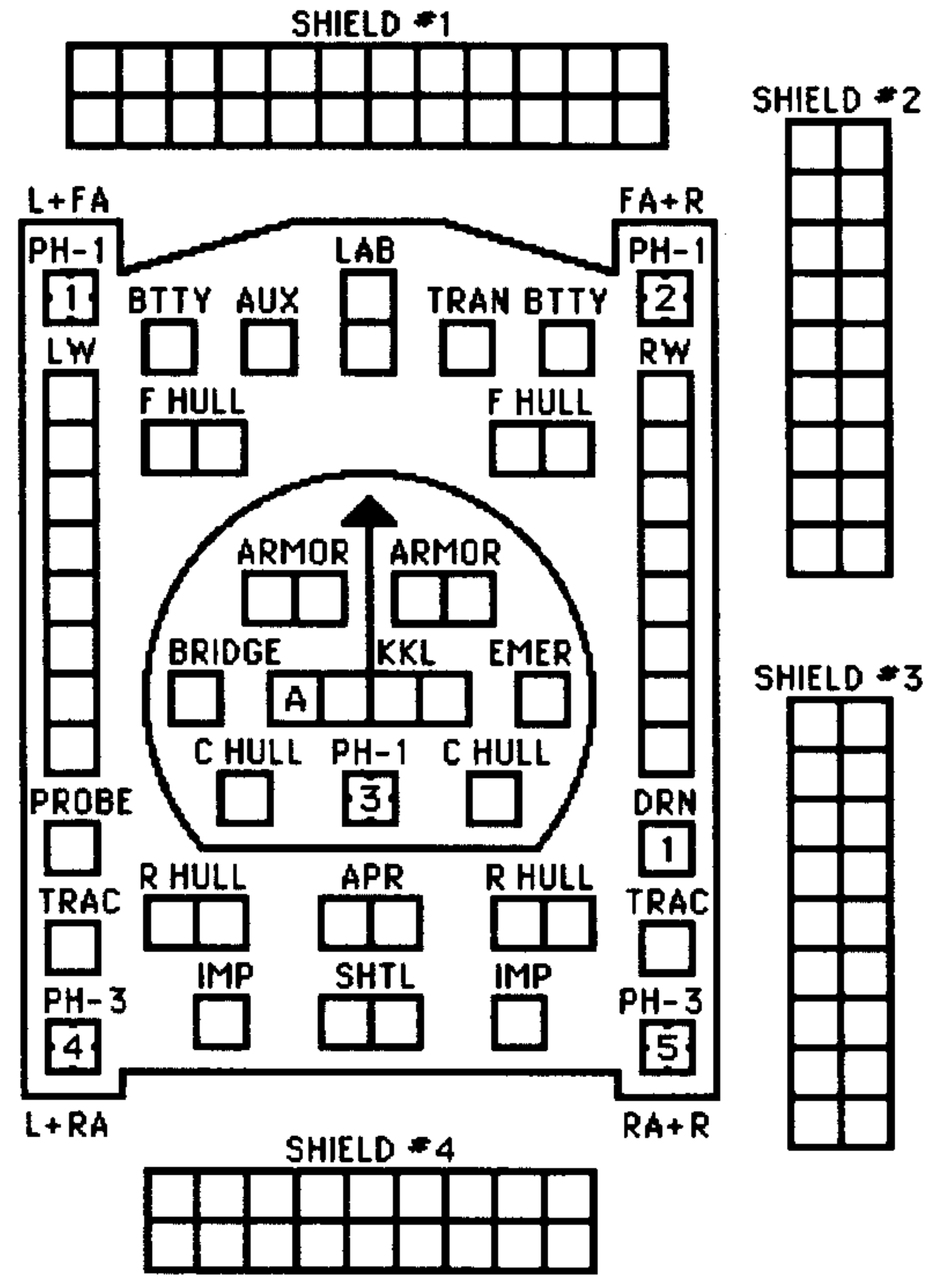
		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

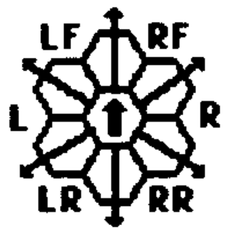
DAM CON: 2 2 2 0

EX DAM: [ ]



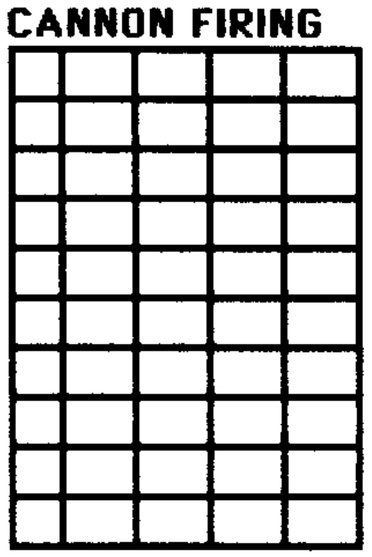
TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

CANNON FIRING

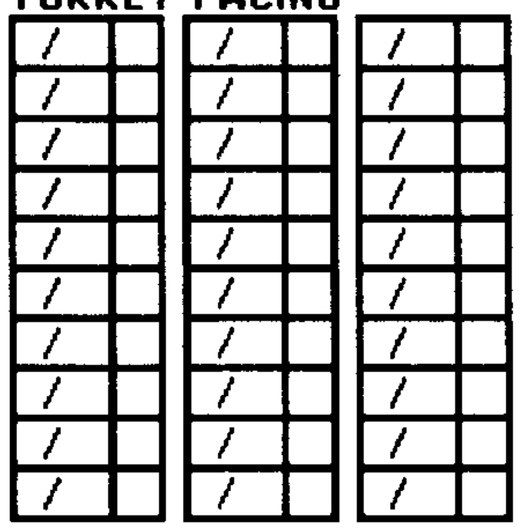


TYPE III DEFENSE PHASER

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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

TURRET FACING



LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

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

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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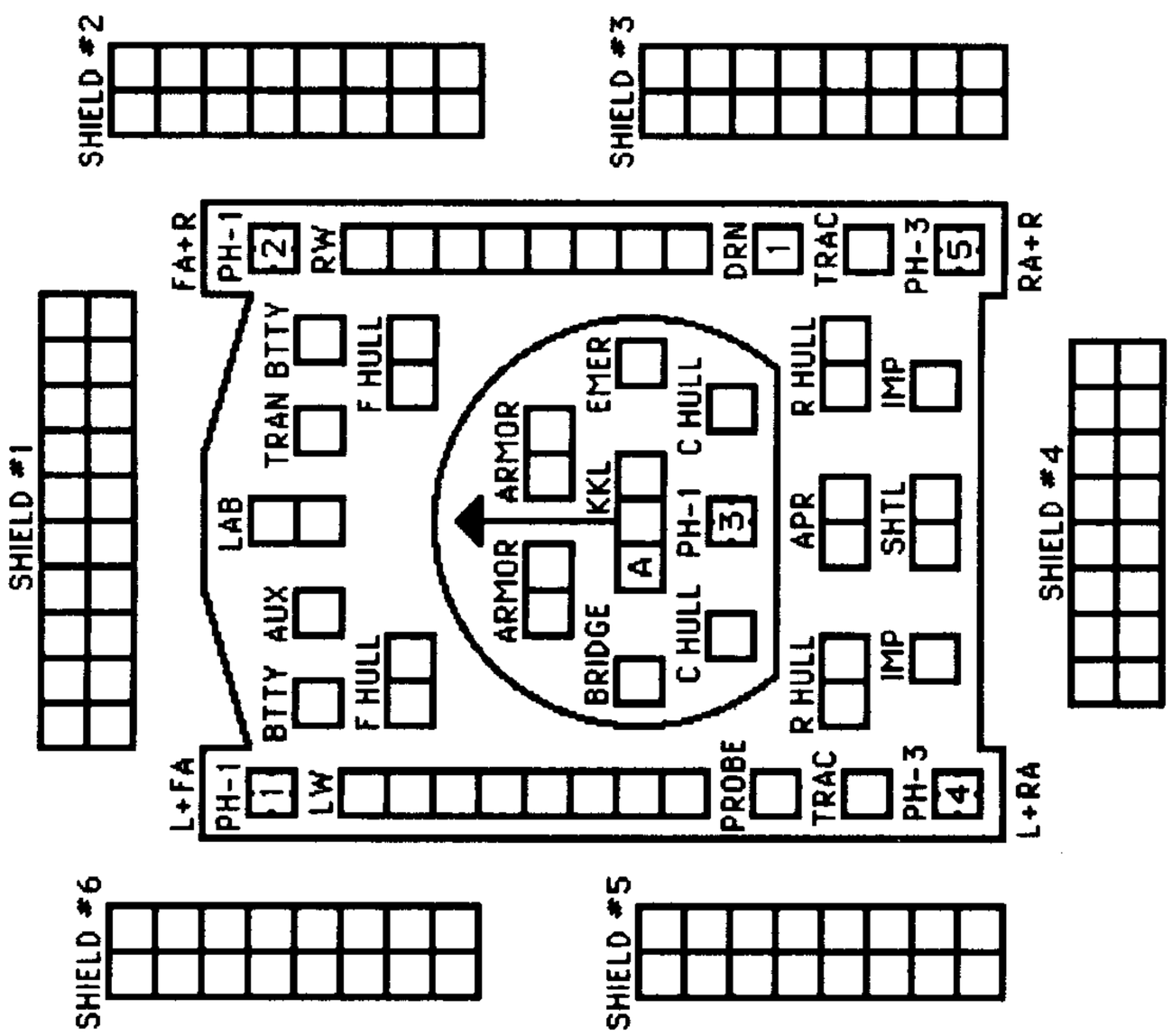
QARI BM1 DESTROYER



CNTR

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

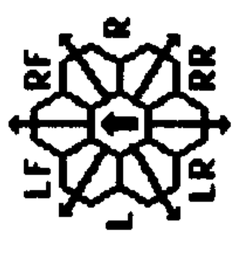
SHIP DATA TABLE	
TYPE	= BM1
POINT VALUE	= 68
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R52.14

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

CANNON FIRING

TURRET FACING

TURRET



FA = LF + RF
RA = LR + RR

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

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	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: 10 20

BOARDING PARTIES: 8

PROBES: 5

TRANSPORTER BOMBS: D D

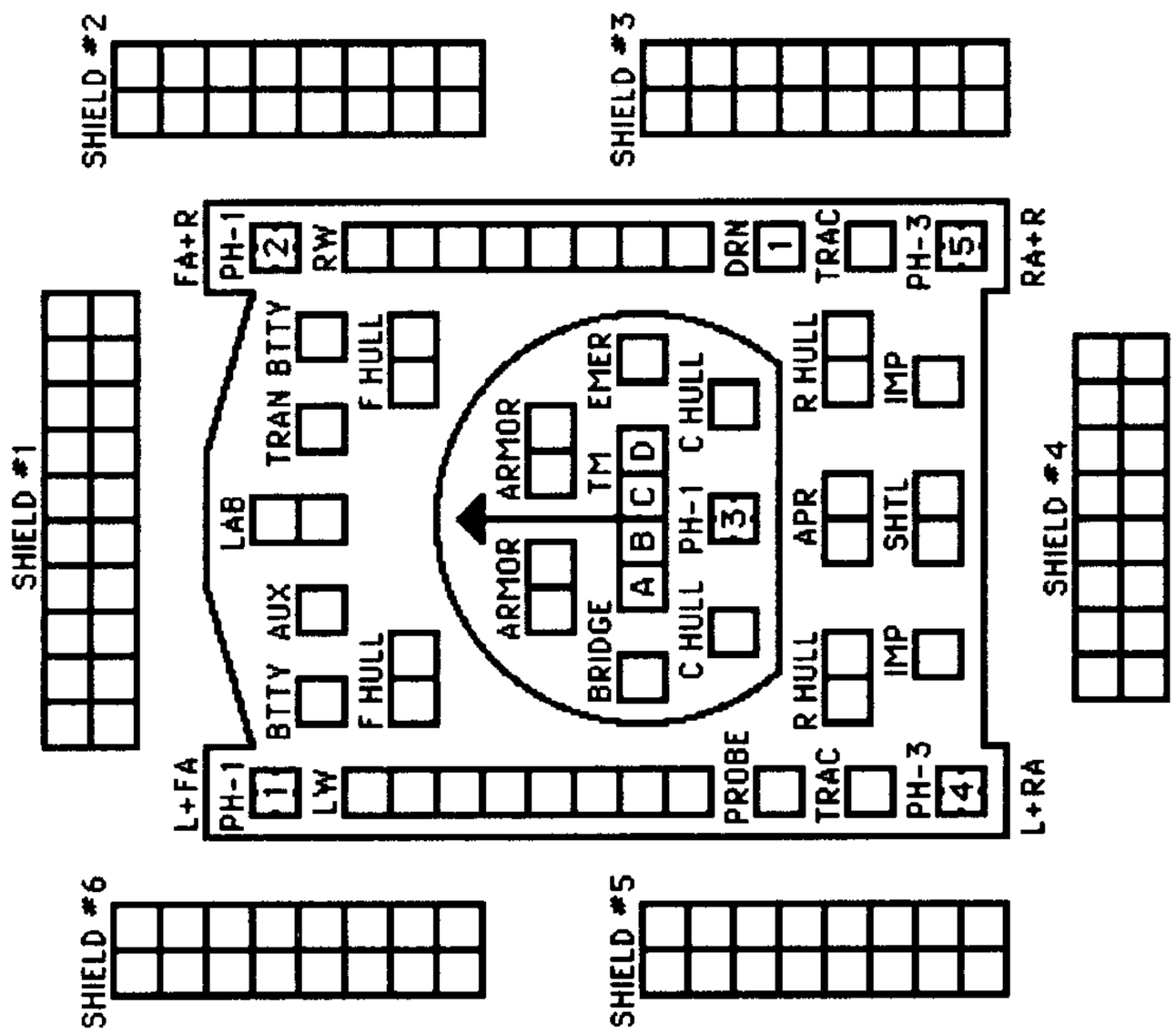
DRONE RACK: 1 B
RACK ALWAYS HAD DOUBLE RELOADS.

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

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

LIGHT KINETIC CANNON TABLE							
RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

QARI BMD
TRANS-MORTAR DESTROYER



THE FIRING ARC OF THE TURRET PHASER WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO IS NOT PROVIDED ON THIS SSD. SEE (G33.21). NOTE THAT THE TRANS-MORTARS HAVE A 360° FIRING ARC REGARDLESS OF THE TURRET'S FACING (G51.17).

CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	BMD
POINT VALUE	100/85
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R52.15

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

HET

BD

LF RF R L LR RR

FA = LF + RF
RA = LR + RR

TURRET FACING

M-BOMBS A B C D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS 10 20

BOARDING PARTIES 8

TRANSPORTER BOMBS D D

PROBES 5

DRONE RACK 1

RACK ALWAYS HAD DOUBLE RELOADS. B

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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QARI BR8 FRIGATE LEADER

CREW UNITS

			✱							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

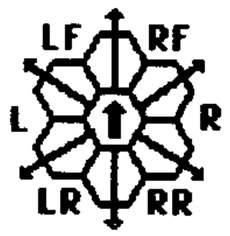
SHIP DATA TABLE

TYPE	=	BR8
POINT VALUE	=	63
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.16

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

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



FA = LF + RF
RA = LR + RR

TYPE III DEFENSE PHASER

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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

CANNON FIRING

TURRET FACING

/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	

CNTR

SENSOR

6	5	3	1	0

SCANNER

0	1	3	5	9

DAM CON

2	2	2	0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA PH-1 1 | BTTY | AUX | F HULL | TRAN | BTTY | FA+R PH-1 2

LW | RW

ARMOR | ARMOR | BRIDGE | KKL | EMER | A | C HULL | PH-1 3 | C HULL

HULL R | HULL R

TRAC | IMP | SHTL | APR | IMP | PROBE

PH-3 4 | PH-3 5

L+RA | RA+R

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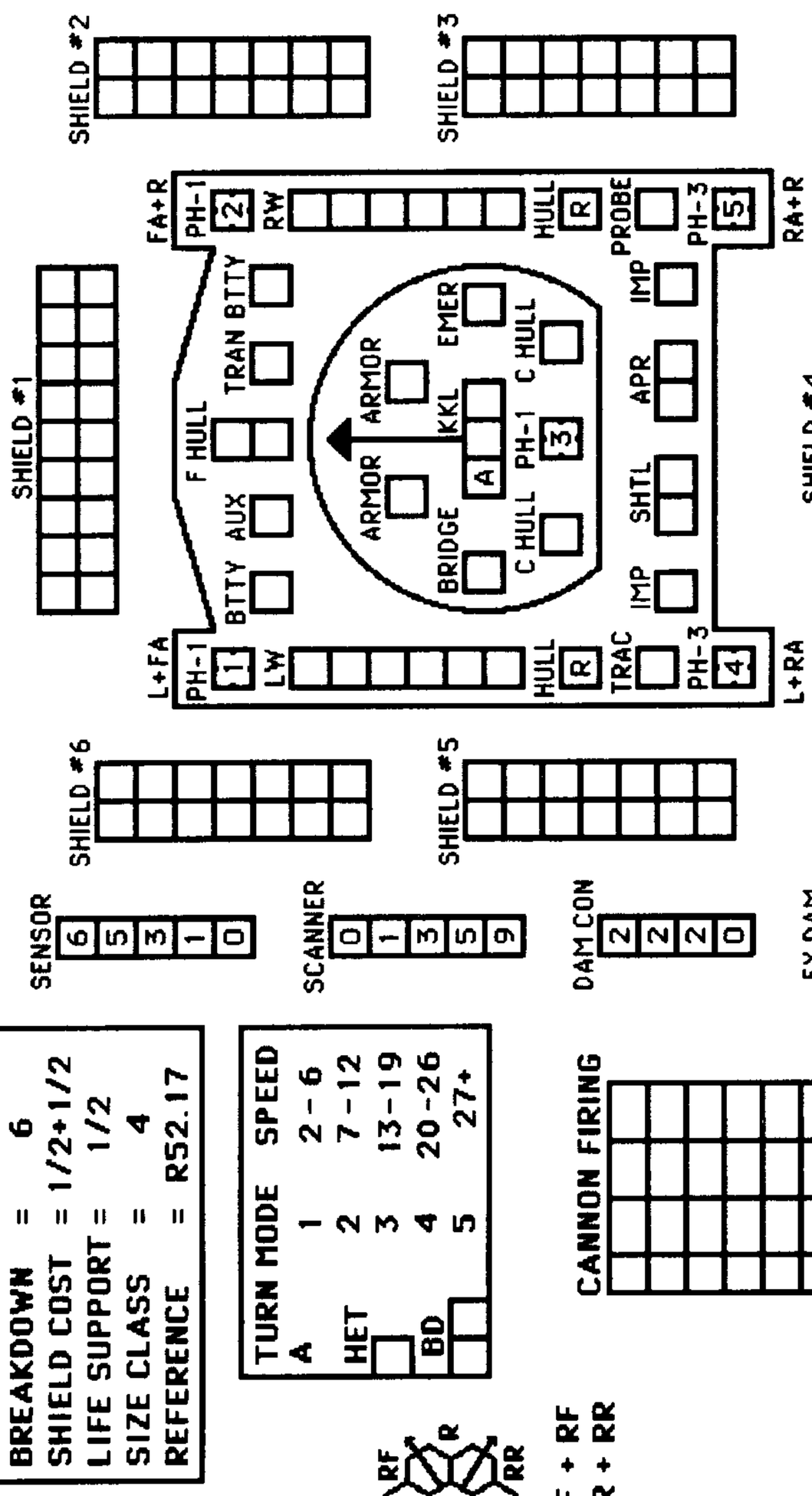
LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

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	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

QARI BR6 FRIGATE



CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	BR6
POINT VALUE	58
BREAKDOWN	6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R52.17

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

CANNON FIRING

TURRET FACING

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

5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

										10
										20

BOARDING PARTIES

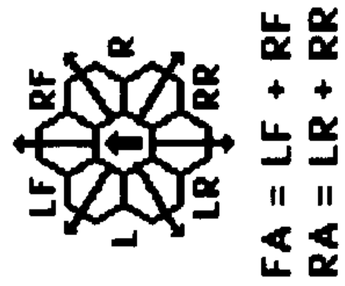
								8

PROBES

				5

TRANSPORTER BOMBS

D	D



FA = LF + RF
RA = LR + RR

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G33.21).

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-12	13-15	16-20
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (PEN)	4	4	3	3	2	1
DAMAGE (EXP)	4	4	4	4	0	0

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QARI BR7 DRONE FRIGATE

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	BR7
POINT VALUE	=	58
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R52.18

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

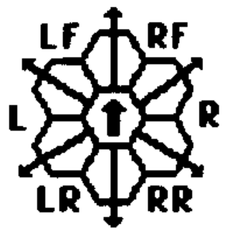
DRONE RACKS

1						B
2						B
3						B

RACKS ALWAYS HAD TWO RELOADS.

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF
RA = LR + RR

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 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

THE FIRING ARCS OF THE TURRET WEAPONS WILL VARY DEPENDING ON THE TURRET'S FACING, AND SO ARE NOT PROVIDED ON THIS SSD. SEE (G23.21). NOTE THAT DRONE RACKS ARE NOT AFFECTED BY TURRET FACING AND CAN LAUNCH DRONES IN ANY DIRECTION.

TURRET FACING

/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	
/		/		/	

CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L+FA | FA+R | PH-1 1 | PH-1 2 | F HULL | BTTY | AUX | TRAN | BTTY | LW | RW | ARMOR | ARMOR | BRIDGE | DRN 1 2 3 | EMER | C HULL | PH-1 3 | C HULL | HULL R | HULL R | TRAC | IMP | SHTL | APR | IMP | PROBE | PH-3 4 | PH-3 5 | L+RA | RA+R

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	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

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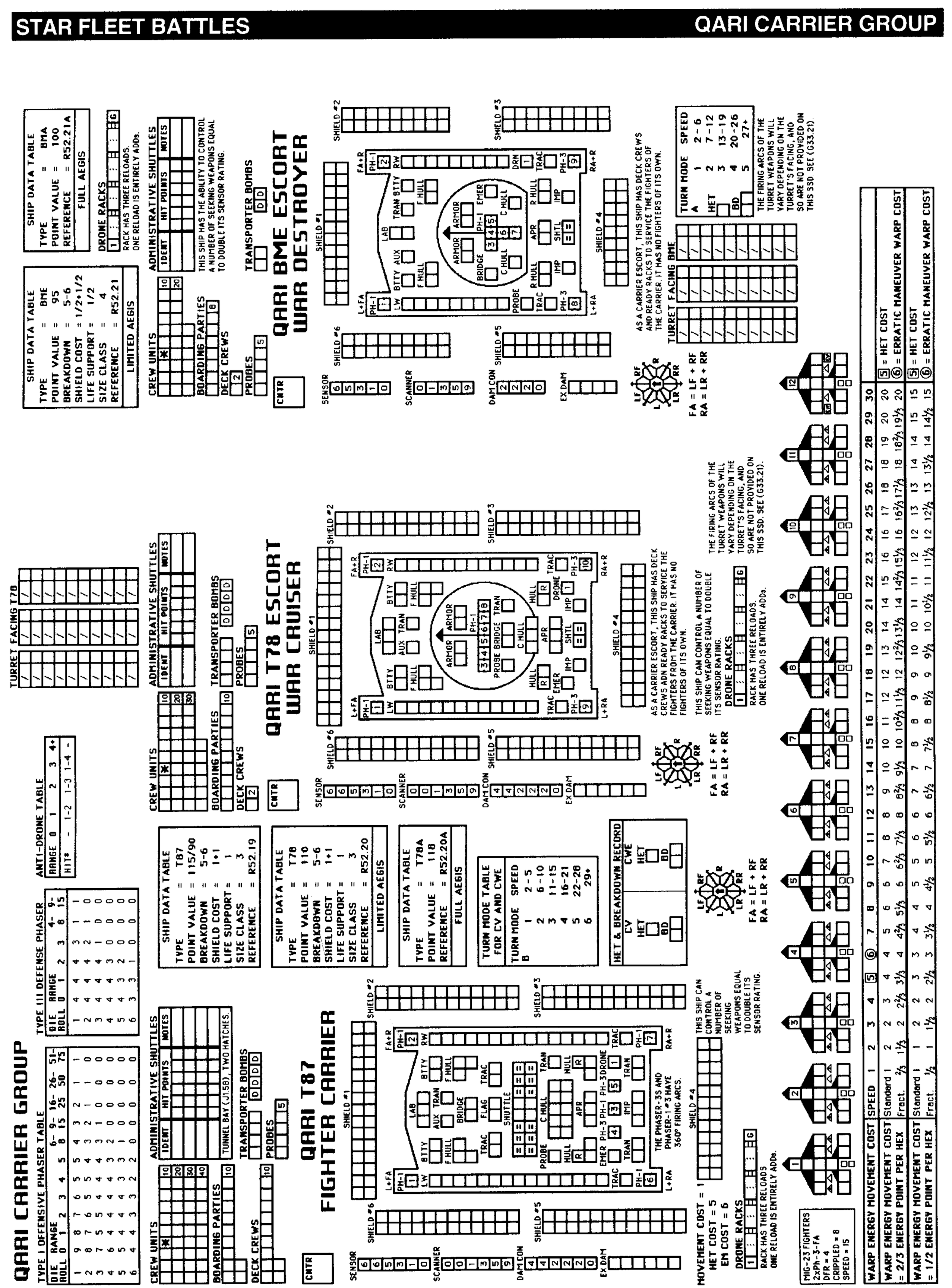

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QARI T79 PF TENDER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	T79
POINT VALUE	=	120/95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R52.22

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

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

PROBES [ ] [ ] [ ] [ ] 5

DRONE RACK 1 [ ] [ ] [ ] [ ] [ ] B

RACK ALWAYS HAD DOUBLE RELOADS.

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

L+FA PH-1 1 — FA+R PH-1 2

LW — RW

BTTY LAB BTTY

AUX TRAN

F HULL F HULL

BRIDGE

REPAIR SENSOR REPAIR (1 2)

TRACTOR TRAN TRACTOR

PROBE C HULL TRAN

R HULL R HULL

APR

TRAC EMER DRONE 1 TRAC

IMP SHTL IMP

PH-3 3 — PH-3 4

L+RA — RA+R

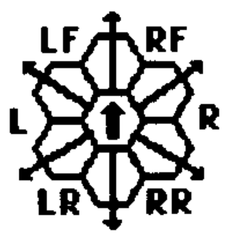
TYPE I OFFENSIVE PHASER TABLE

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

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



FA = LF + RF
RA = LR + RR

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE III DEFENSE PHASER

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

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

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QARI P76 PF FLOTILLA

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

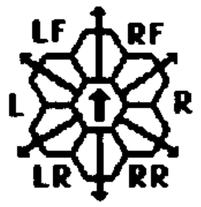
PF DATA TABLE

TYPE	= P76
POINT VALUE	= 20/35
BREAKDOWN	= 6
SHIELD COST	= 1
LIFE SUPPORT	= 1/2+1/2
SIZE CLASS	= 5
REFERENCE	= R52.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +4

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

TYPE I OFFENSIVE PHASER TABLE

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



③ = EM COST
5 = HET COST

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

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

LIGHT KINETIC CANNON TABLE

RANGE	0-2	3-4	5-8	9-10
HIT	1-6	1-5	1-4	1-3
DAMAGE (PEN)	4	4	3	3
DAMAGE (EXP)	4	4	4	4

TURRET FACING

/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/

RECORD THE COUNTER NUMBER OF THE SPECIFC PF WHOSE TURRET FACING IS BEING TRACKED AT THE TOP OF THE COLUMN IN THE BLANK BOX PROVIDED. ALL NON-DRONE WEAPONS HAVE A 120° FIRING ARC BASED ON THE TURRET FACING. SPECIAL SENSORS ARE UNAFFECTED BY TURRET FACING IN ANY WAY.

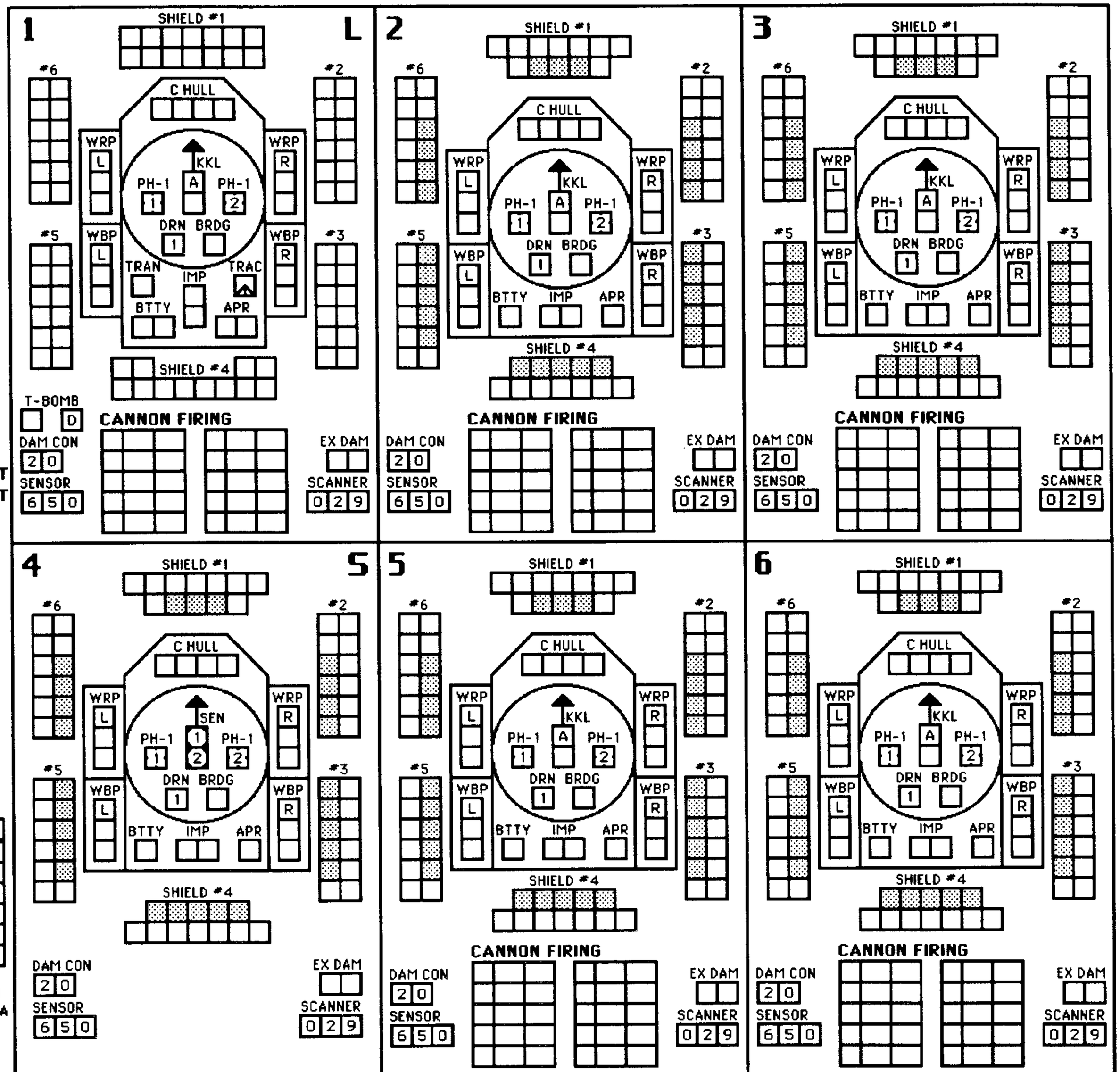
DRONE RACKS

1					A
2					A
3					A

DRONE RACKS

4					A
5					A
6					A

DRONE RACK NUMBERS ARE THE PF THE DRONE RACK IS ON.



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

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TRIAXIAN DREADNOUGHT

CREW UNITS

		*						10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

PROBES

				5

TRANSPORTER BOMBS

D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	280
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R53.2
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA-D RACKS

1					
2					
3					

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

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

PSEUDO-PLASMA TORPEDOES

A	B	C	D	E	F

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-30	31-34	35
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE SL	16	16	16	16	16	16	16	16	12	12	12	6	3	1
TYPE SS	48	24	12	12	12	6	3	1	0	0	0	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE GL	10	10	10	10	10	8	8	8	4	2	1	0	0	0
TYPE GS	32	16	8	4	1	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
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1			0		

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

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

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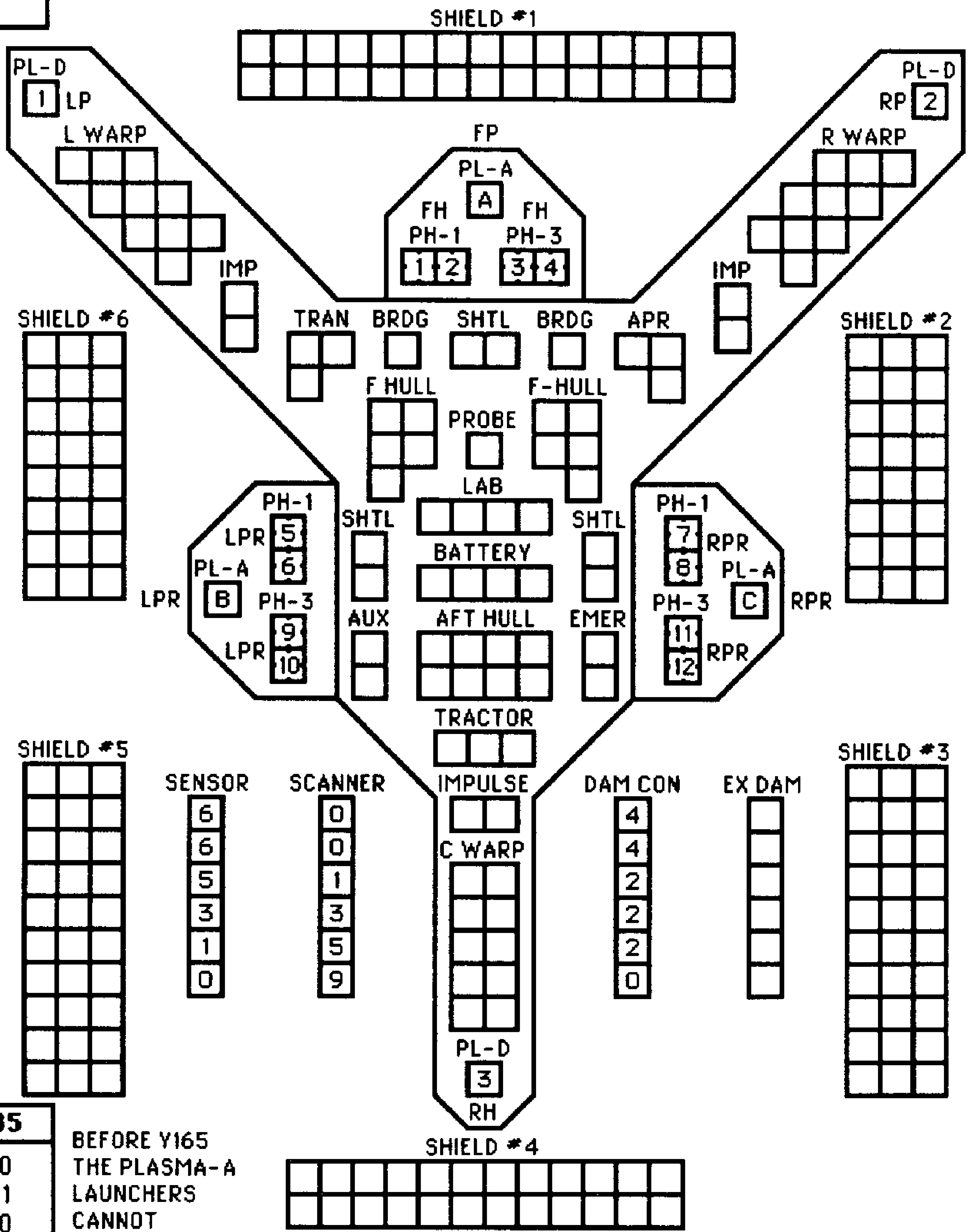
TRIAXIAN HEAVY CRUISER

CNTR



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

CREW UNITS

10, 20, 30, 40 (* marked box)

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

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

PROBES

5

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R53.3
Y175 REFIT	=	+0
PRE-Y165 BPV	=	120

TYPE I OFFENSIVE PHASER TABLE

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

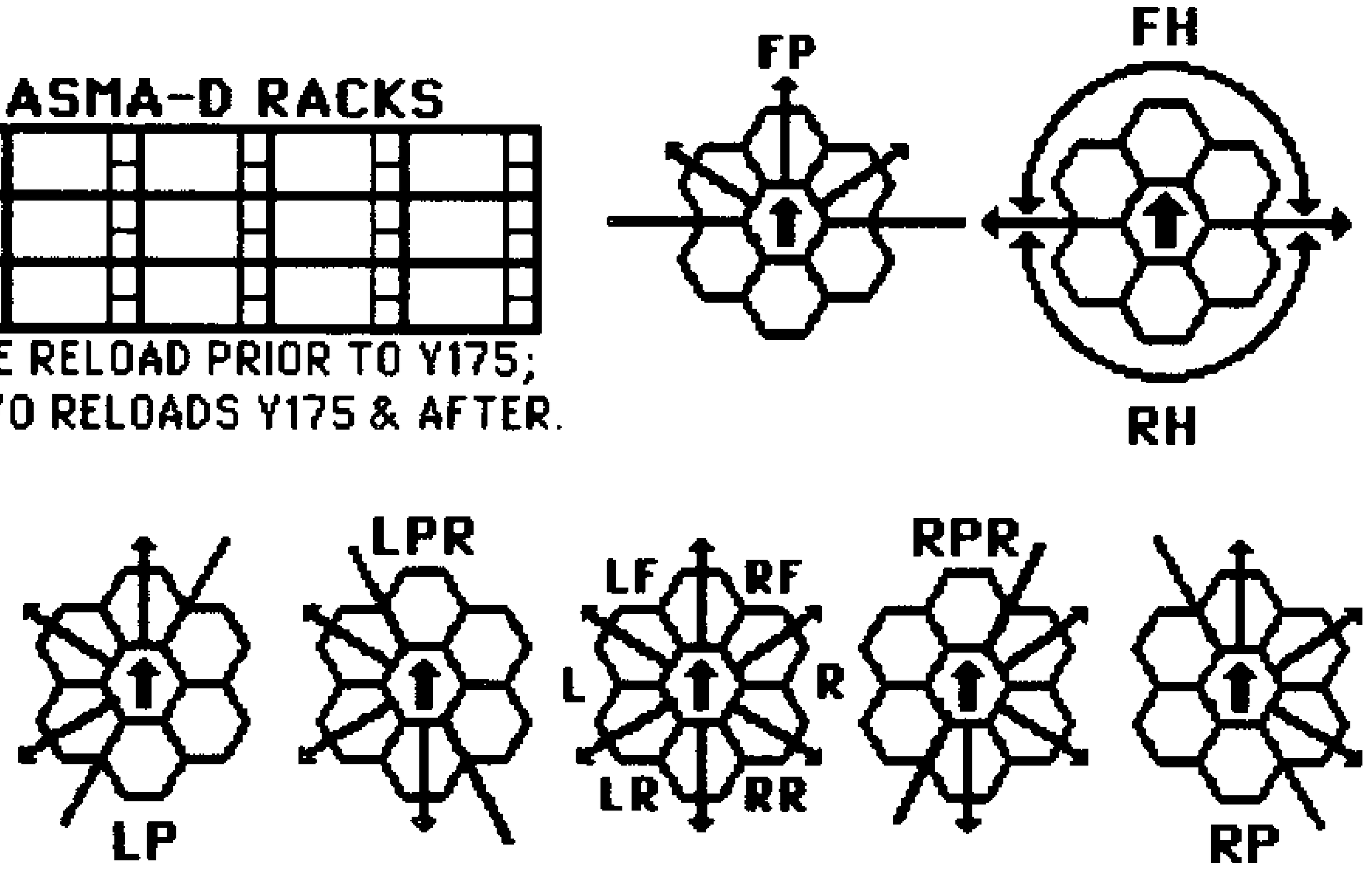
TYPE III DEFENSE PHASER

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

PLASMA-D RACKS

1
2
3

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.



PSEUDO-PLASMA TORPEDOES

A B C

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-30	31-34	35
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE SL	16	16	16	16	16	16	16	16	12	12	12	6	3	1
TYPE SS	48	24	12	12	12	6	3	1	0	0	0	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE GL	10	10	10	10	10	8	8	8	4	2	1	0	0	0
TYPE GS	32	16	8	4	1	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
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1			0		

BEFORE Y165 THE PLASMA-A LAUNCHERS CANNOT LAUNCH TYPE-S TORPEDOES OF ANY TYPE AND THE PLASMA-D RACKS ARE DELETED.

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TRIAXIAN DESTROYER

CNTR

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R53.4
Y175 REFIT	=	+0
PRE-Y165 BPV	=	100

TYPE I OFFENSIVE PHASER TABLE

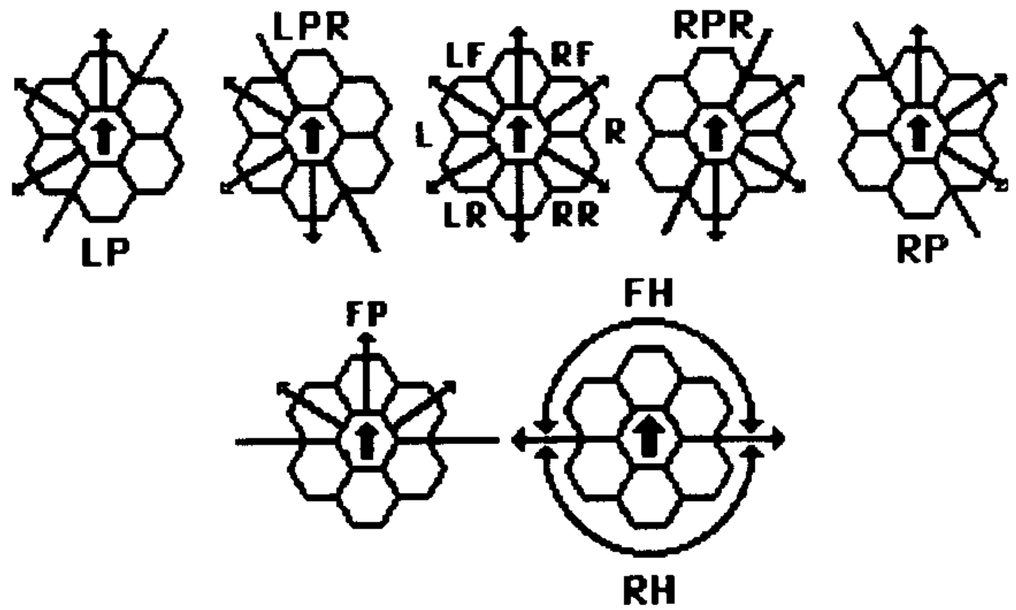
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

PRIOR TO Y165 THE PLASMA-D TORPEDO IS DELETED.

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

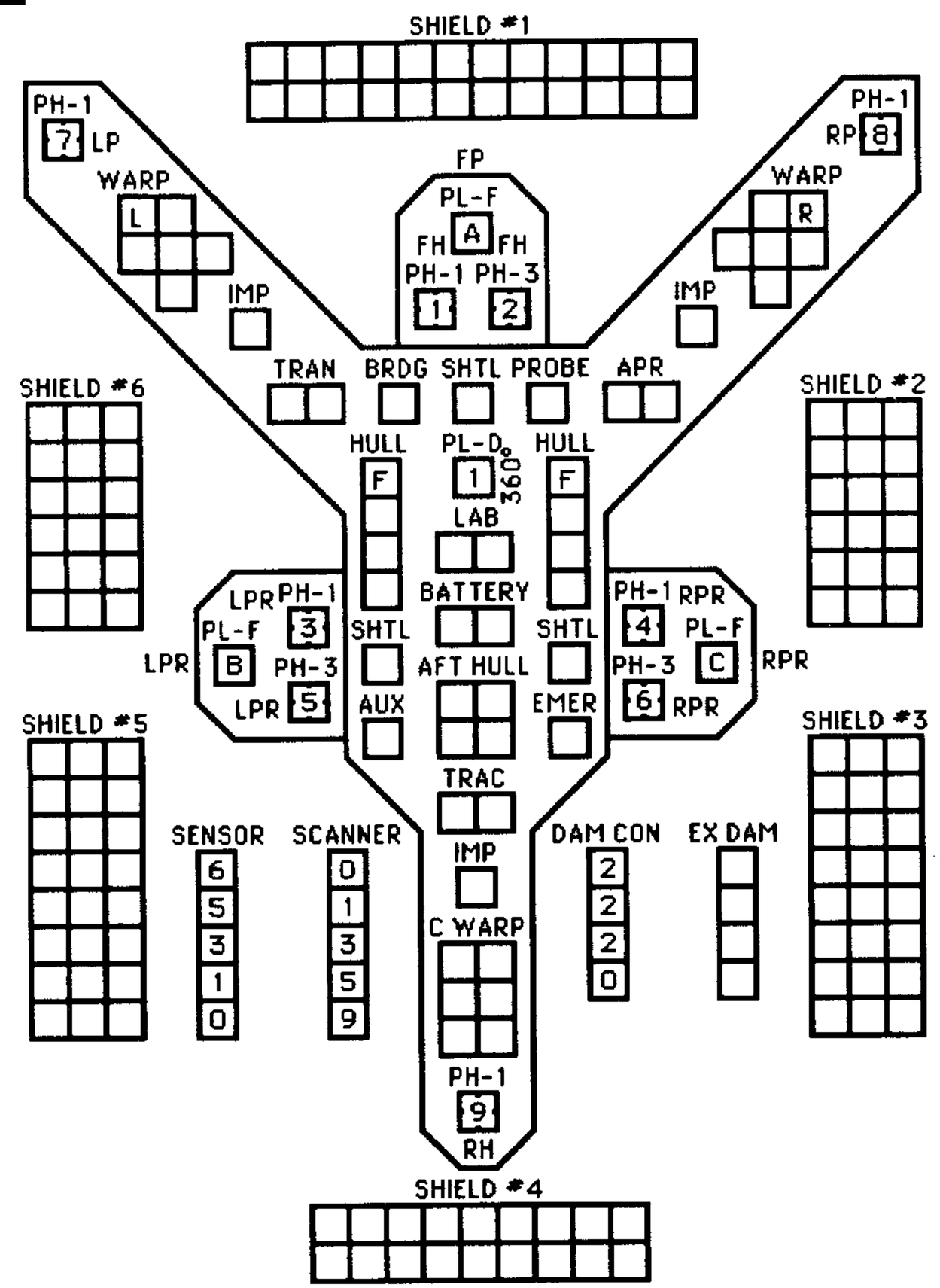
TYPE III DEFENSE PHASER

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



PSEUDO-PLASMA TORPEDOES

A F B F C F



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-D RACK

1				

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET/HEDC 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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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TRIAXIAN SCOUT

CREW UNITS

			✱							10
										20

BOARDING PARTIES

					6

PROBES

				5

PLASMA-D RACK

1				

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	150/90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R53.5
Y175 REFIT	=	+0
PRE-Y165 BPV	=	140/80

CNTR

TYPE I OFFENSIVE PHASER TABLE

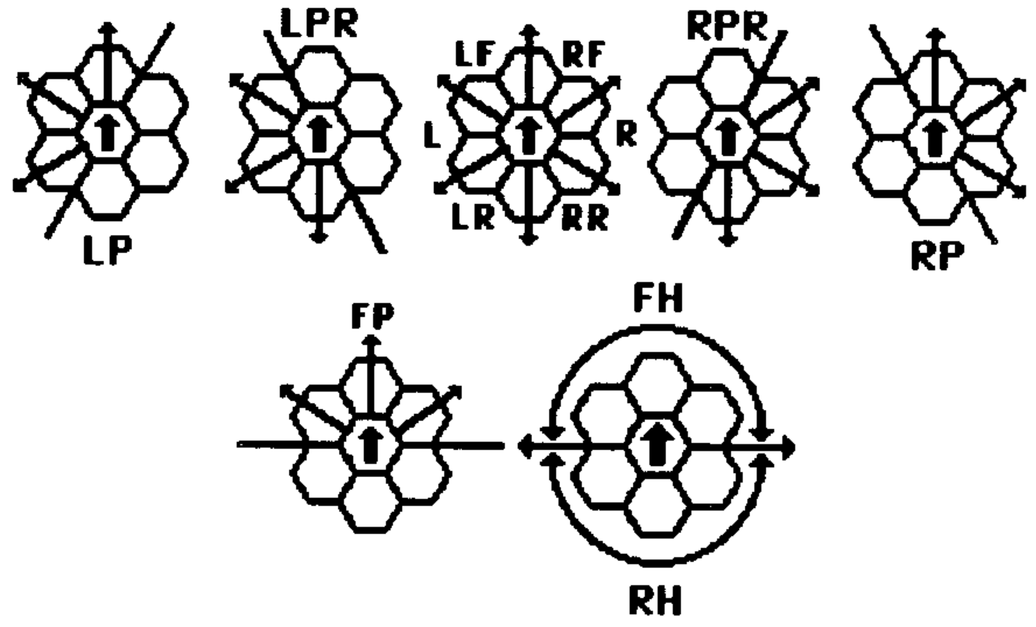
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

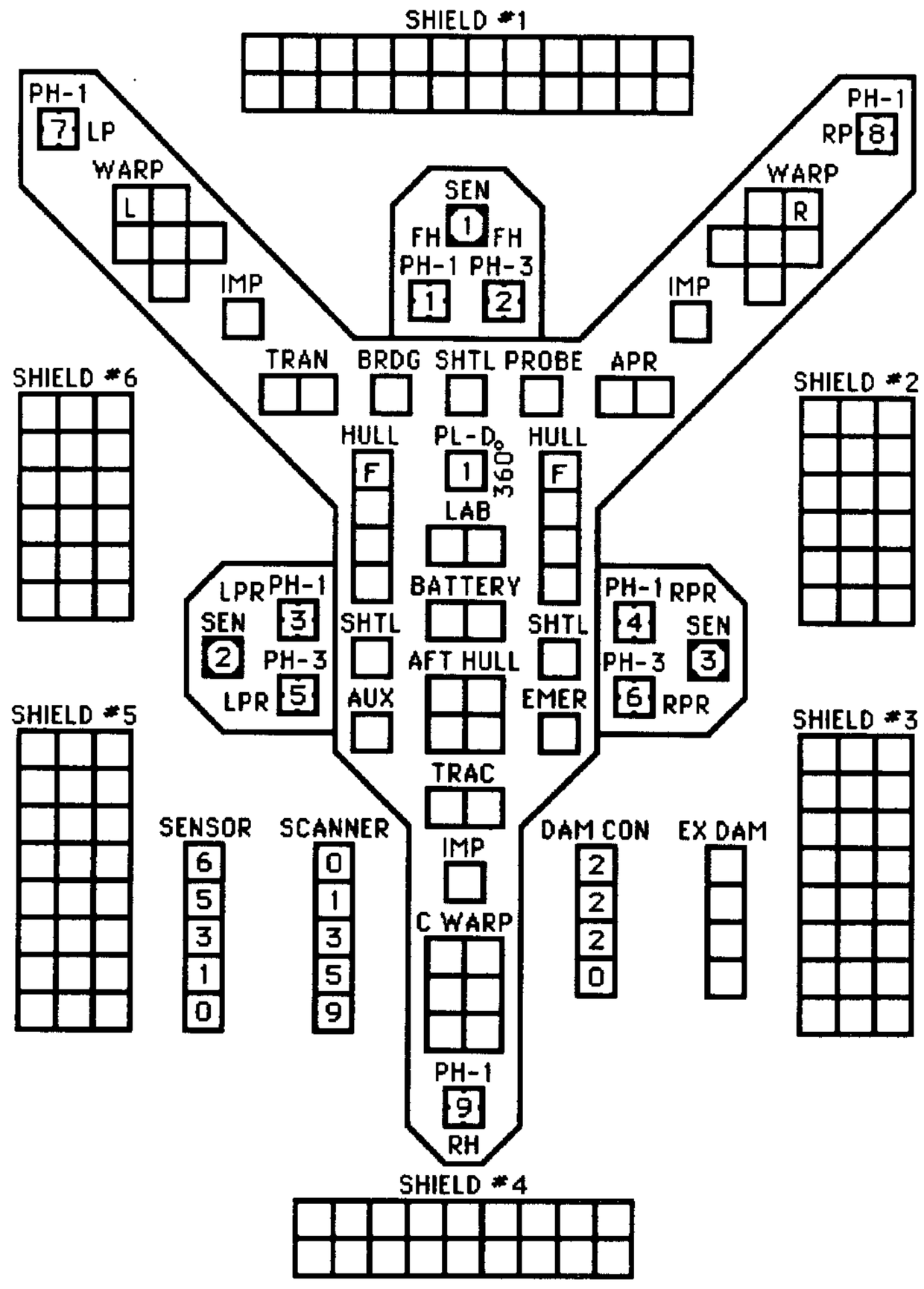
PRIOR TO Y165 THE PLASMA-D TORPEDO IS DELETED.

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

TYPE III DEFENSE PHASER

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





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 D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET/HEDC 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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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TRIAXIAN PF TENDER

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

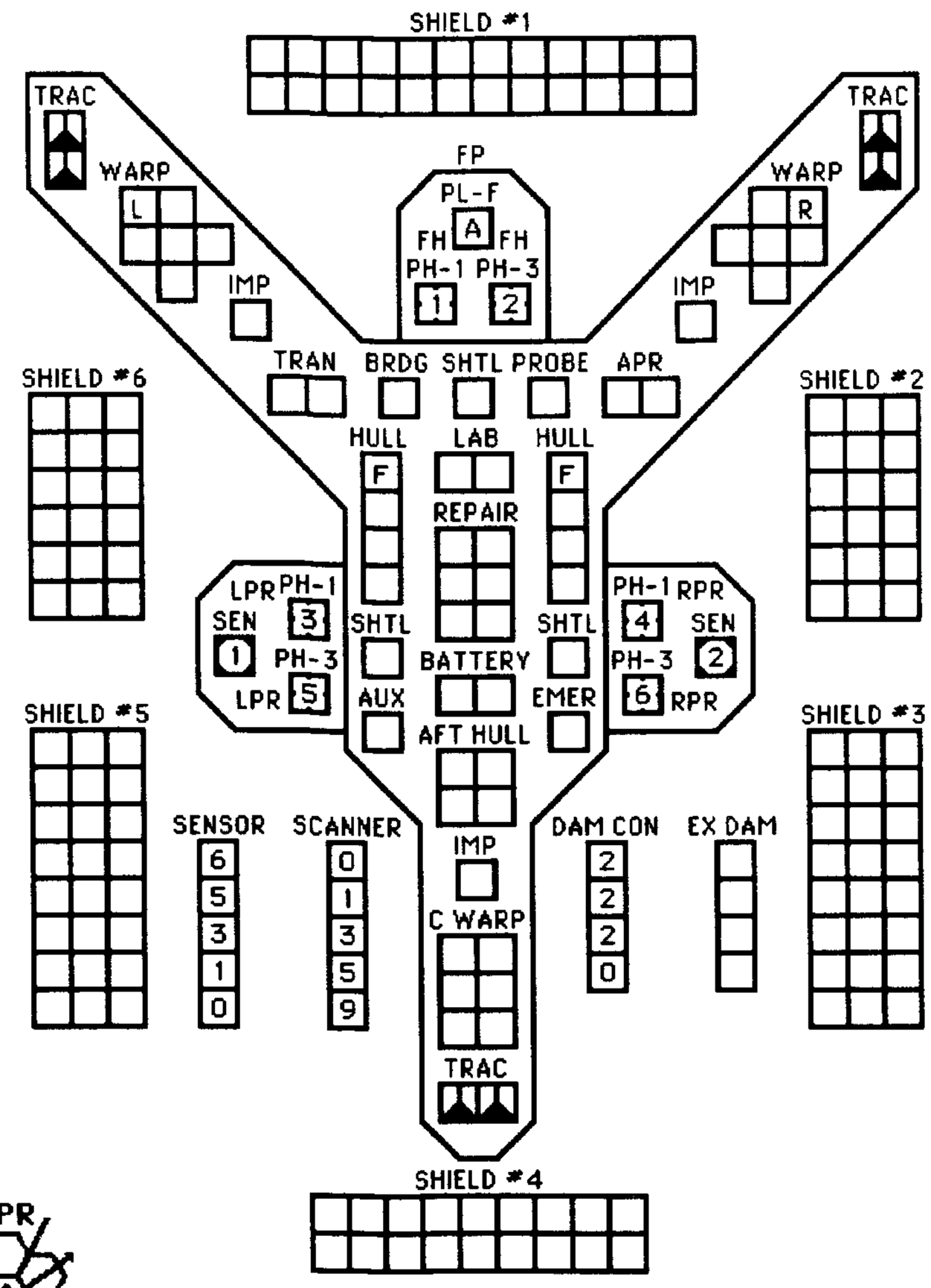
TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	130/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R53.6

CNTR



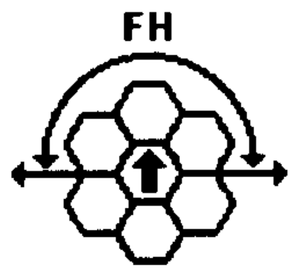
TYPE I OFFENSIVE PHASER TABLE

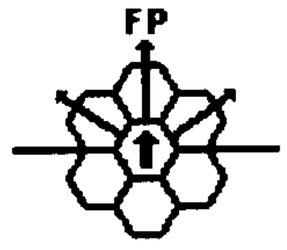
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TYPE III DEFENSE PHASER

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





SCOUT FUNCTIONS SUMMARY

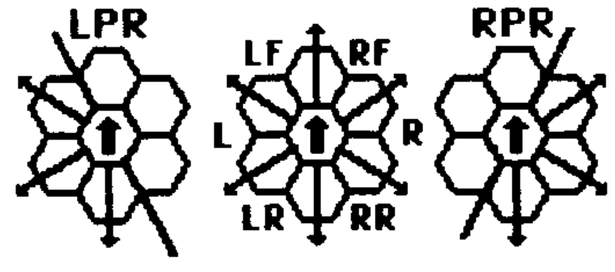
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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		

PPT
A F



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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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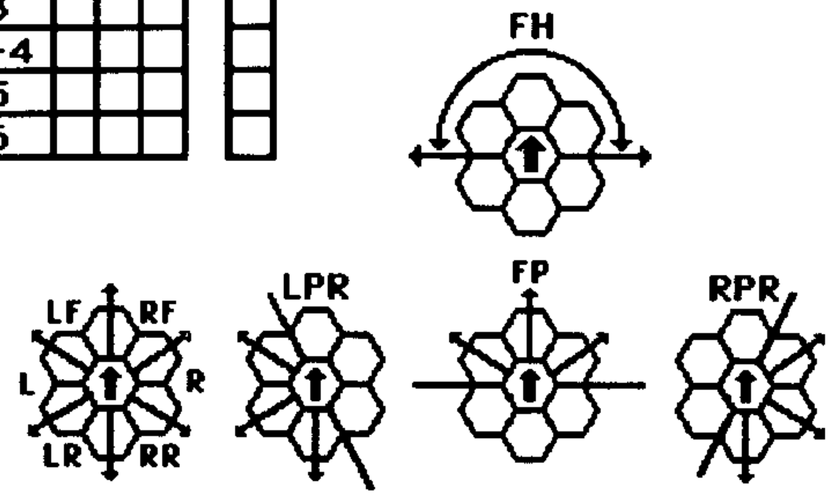
TRIAXIAN TRICORN PF FLOTILLA

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE



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

PF DATA TABLE	
TYPE	= PF
POINT VALUE	= 20/40
BREAKDOWN	= 6
SHIELD COST	= 1
LIFE SUPPORT	= 1/2+1/2
SIZE CLASS	= 5
REFERENCE	= R53.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

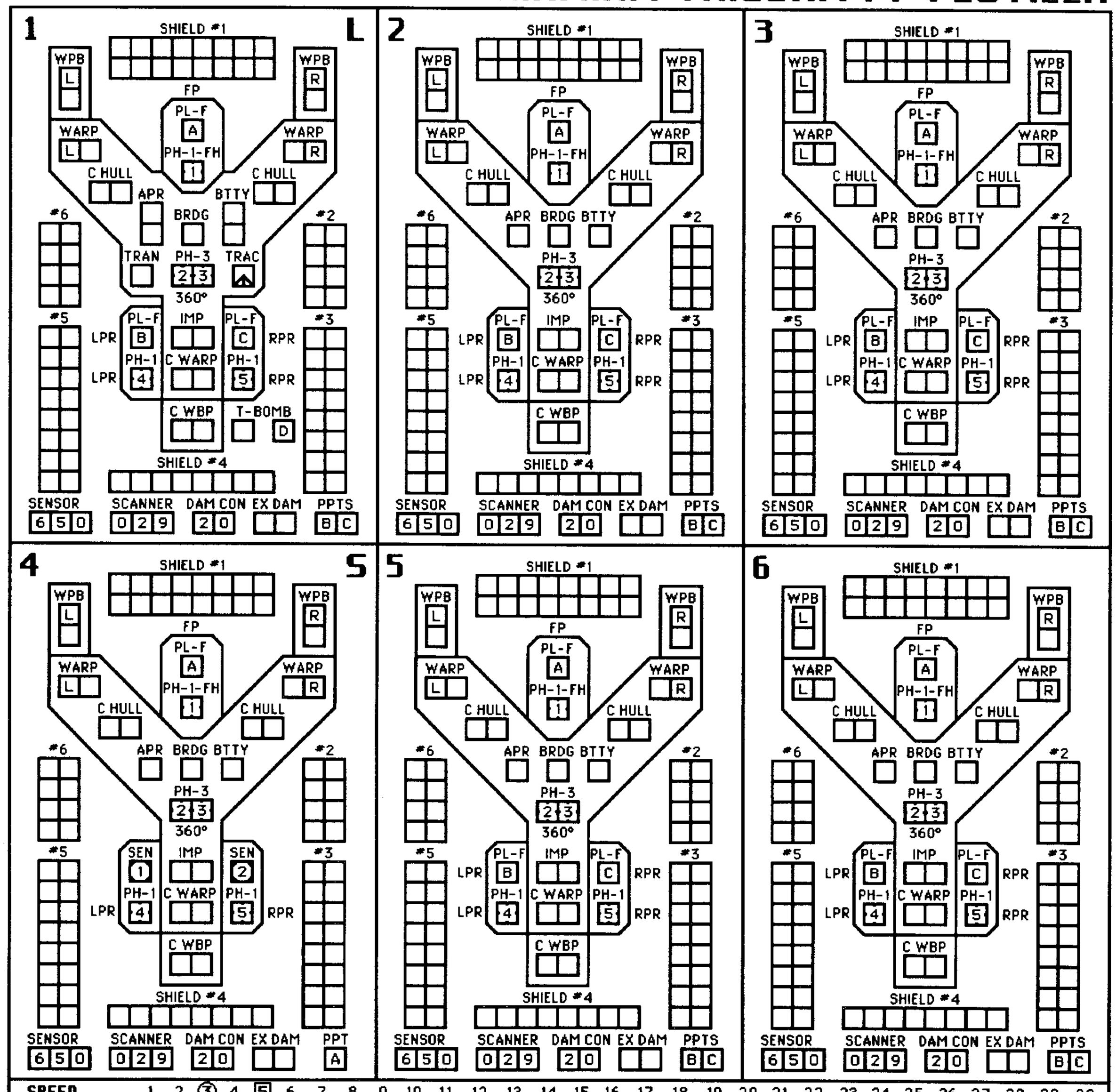
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

CNTR	HET	HEDC	BD
1			
2			
3			
4			
5			
6			

③ = EM COST
[5] = HET/HEDC COST

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		



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

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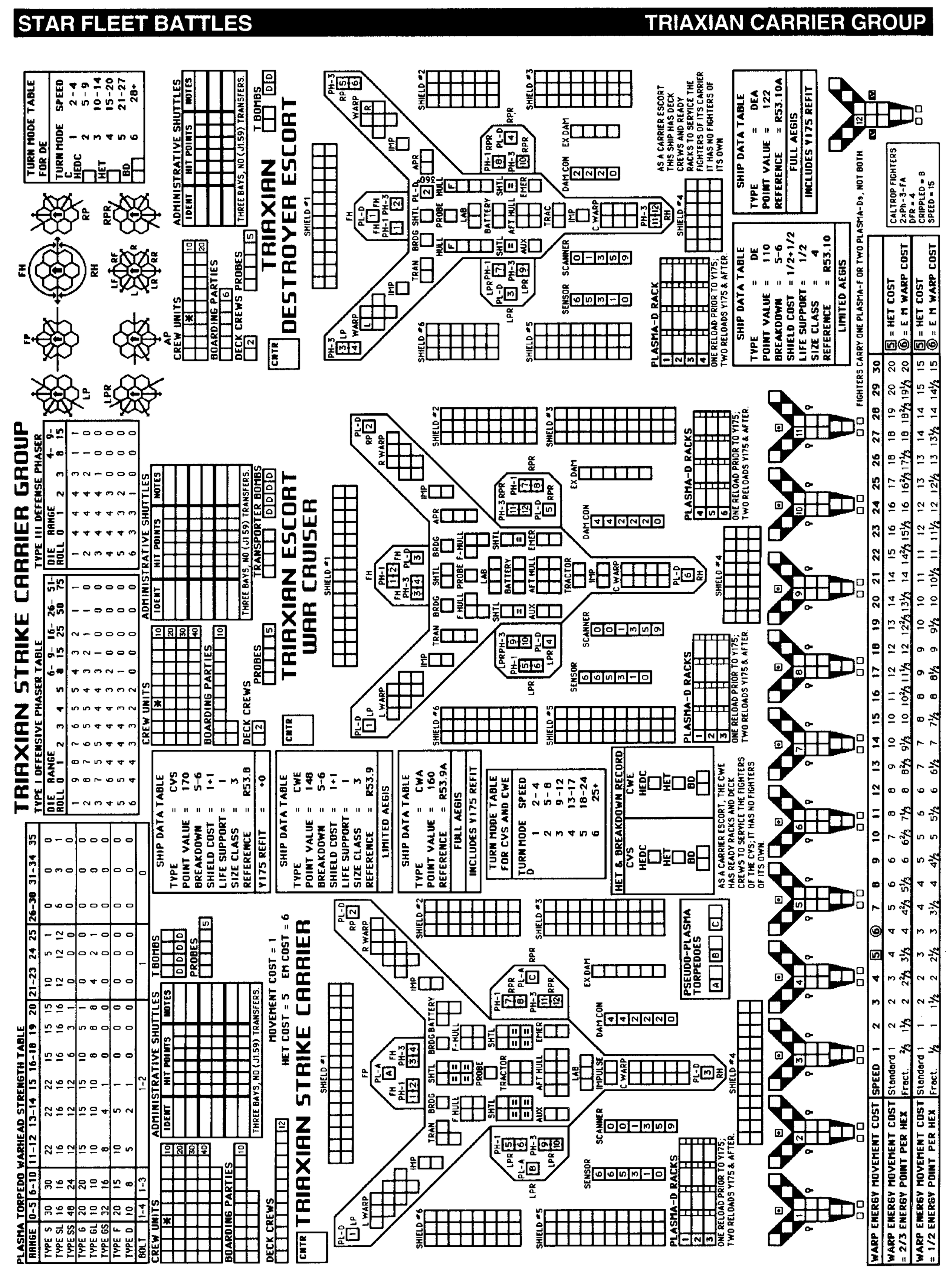
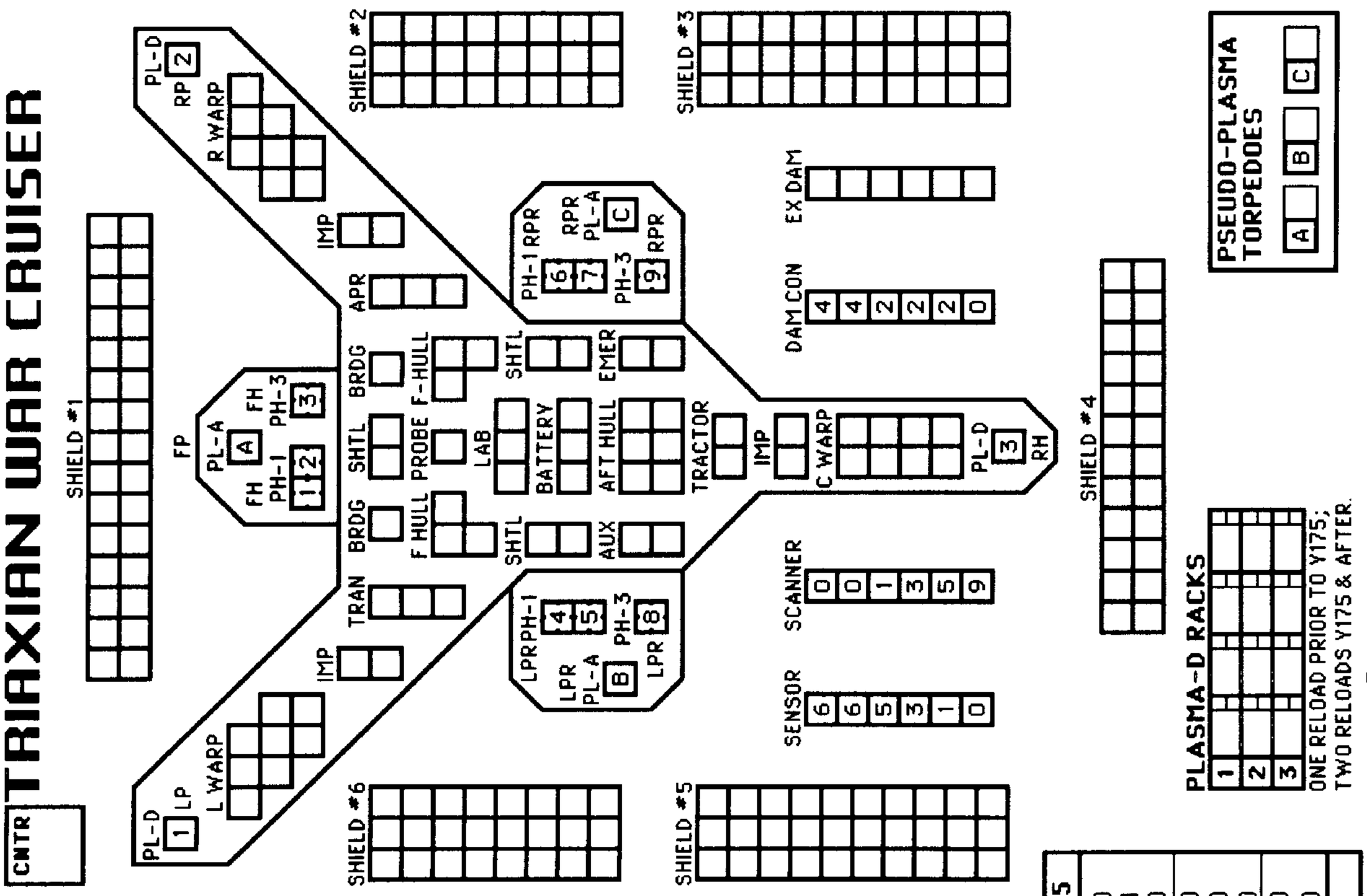

TRIAXIAN STRIKE CARRIER GROUP
TRIAXIAN DESTROYER ESCORT
TRIAXIAN ESCORT WAR CRUISER
TRIAXIAN STRIKE CARRIER
TURN MODE TABLE FOR DE
TYPE I OFFENSIVE PHASER TABLE
TYPE III DEFENSIVE PHASER
PLASMA TORPEDO WARHEAD STRENGTH TABLE
ADMINISTRATIVE SHUTTLES
CREW UNITS
BOARDING PARTIES
DECK CREWS
PROBES
T BOMBS
TRANSPORTER BOMBS
SHIP DATA TABLE
TURN MODE TABLE FOR CVS AND CWE
HET & BREAKDOWN RECORD
PLASMA-D RACK
PLASMA-D RACKS
PSEUDO-PLASMA TORPEDOES
ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.
AS A CARRIER ESCORT THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF ITS CARRIER IT HAS NO FIGHTERS OF ITS OWN.
AS A CARRIER ESCORT, THE CWE HAS READY RACKS AND DECK CREWS TO SERVICE THE FIGHTERS OF THE CVS; IT HAS NO FIGHTERS OF ITS OWN.
FIGHTERS CARRY ONE PLASMA-F OR TWO PLASMA-Ds, NOT BOTH.
CALTROP FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = B
SPEED = 15
MOVEMENT COST = 1
HET COST = 5 EM COST = 6
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

TRIAXIAN WAR CRUISER



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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

⑥ = ERRATIC MANEUVER WARP 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	35
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	35
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20	20

⑤ = HET COST

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

SHIP DATA TABLE	
TYPE	CW
POINT VALUE	140
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R53.7
Y175 REFIT	+0

TYPE III DEFENSE PHASER

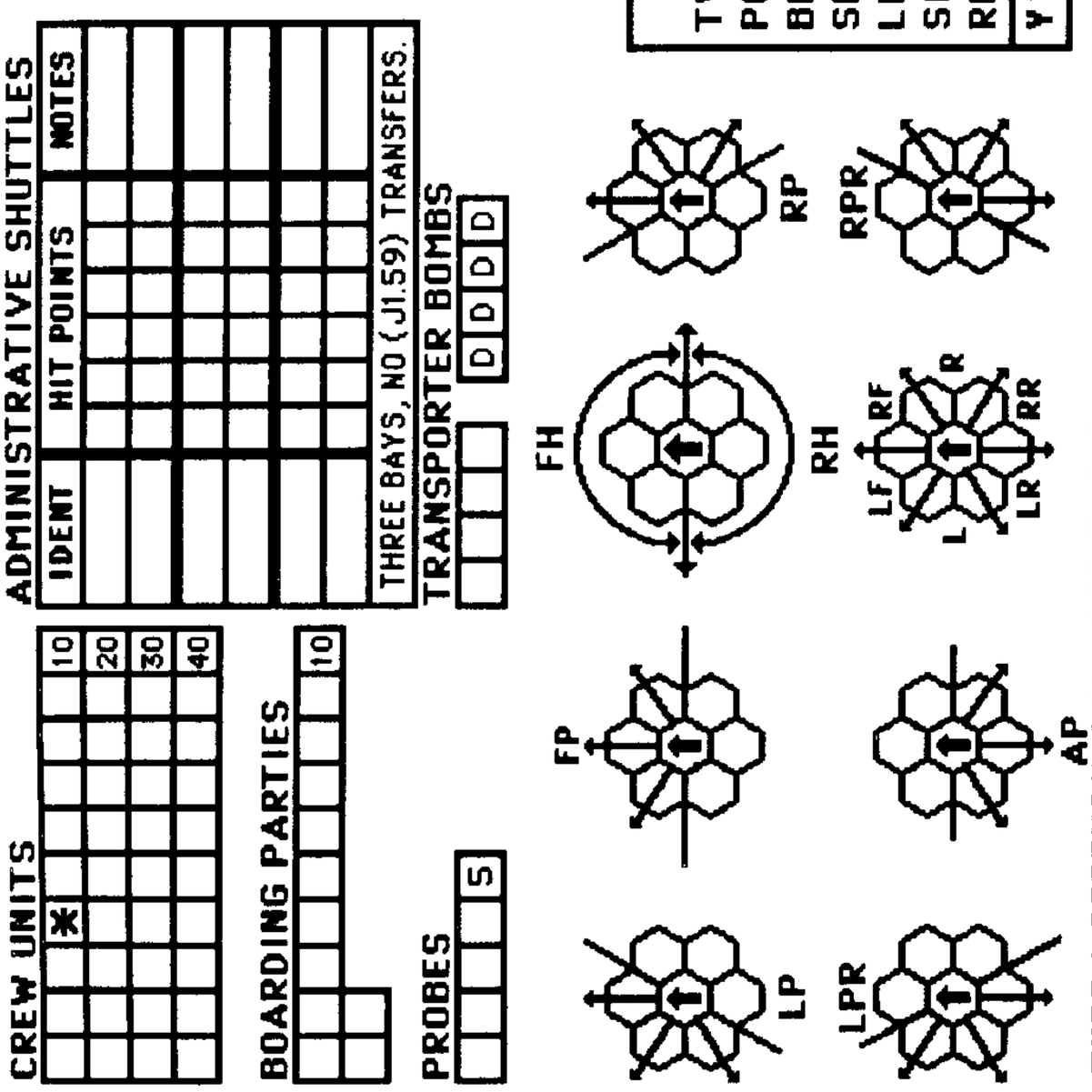
DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16	16-18	19	20	21-23	24	25	26-30	31-34	35
TYPE S	30	30	22	22	22	22	15	15	15	10	5	1	0	0	0
TYPE SL	16	16	16	16	16	16	16	16	16	12	12	12	6	3	1
TYPE SS	48	24	12	12	12	12	6	3	1	0	0	0	0	0	0
TYPE G	20	20	15	15	15	15	10	5	1	0	0	0	0	0	0
TYPE GL	10	10	10	10	10	10	8	8	8	4	2	1	0	0	0
TYPE GS	32	16	8	4	1					0	0	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	0	0	0
BOLT	1-4	1-3	1-2							1				0	



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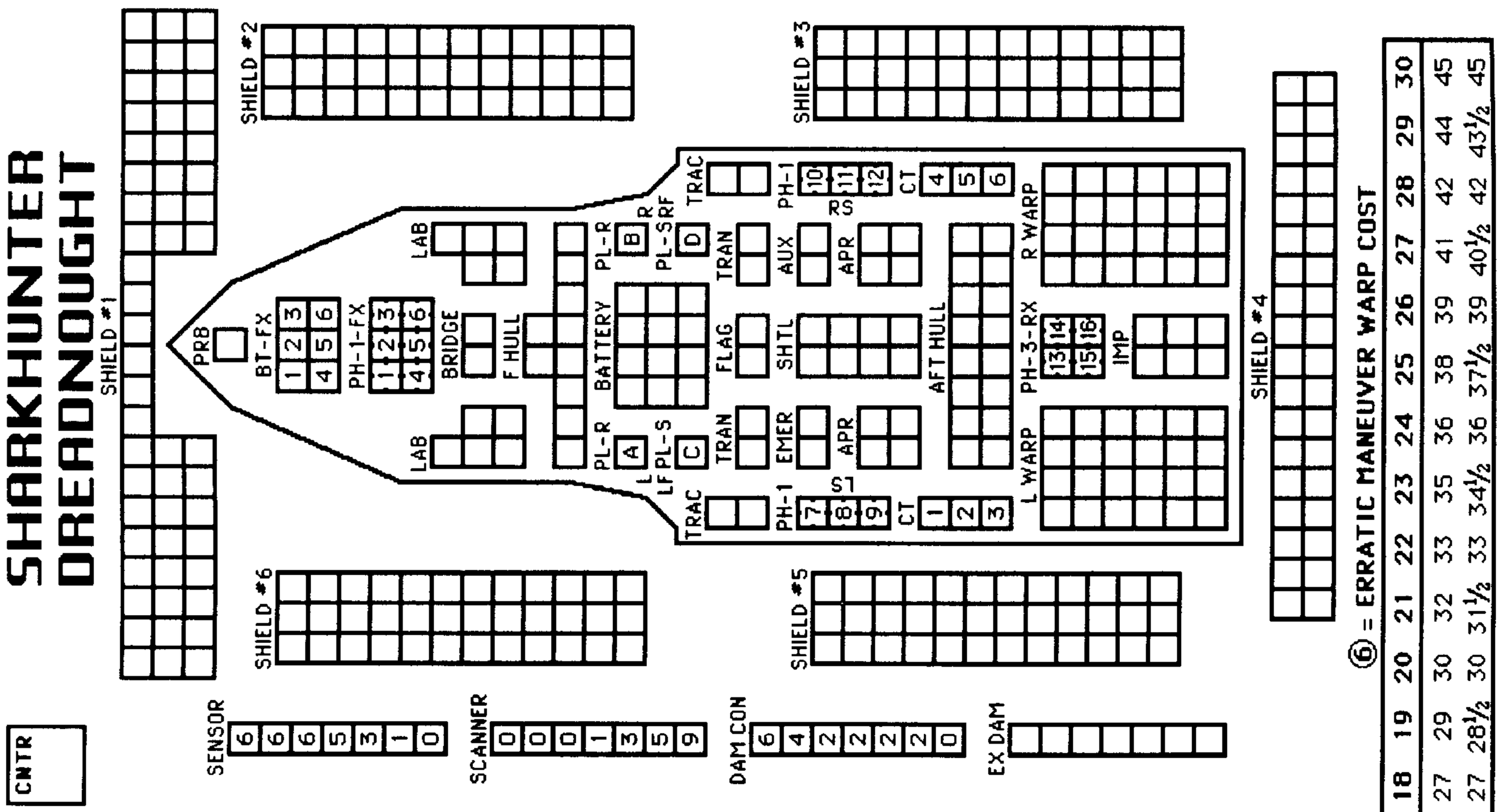
SHARKHUNTER DREADNOUGHT



SHIP DATA TABLE		
TYPE	=	DN
POINT VALUE	=	240
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R54.10

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

CHAFF CHARGES

1 2 3 4 5 6

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

LF RF L R LR RR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

PROBES

5

TRANSPORTER BOMBS

D D D D D D

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A R B R C S D S

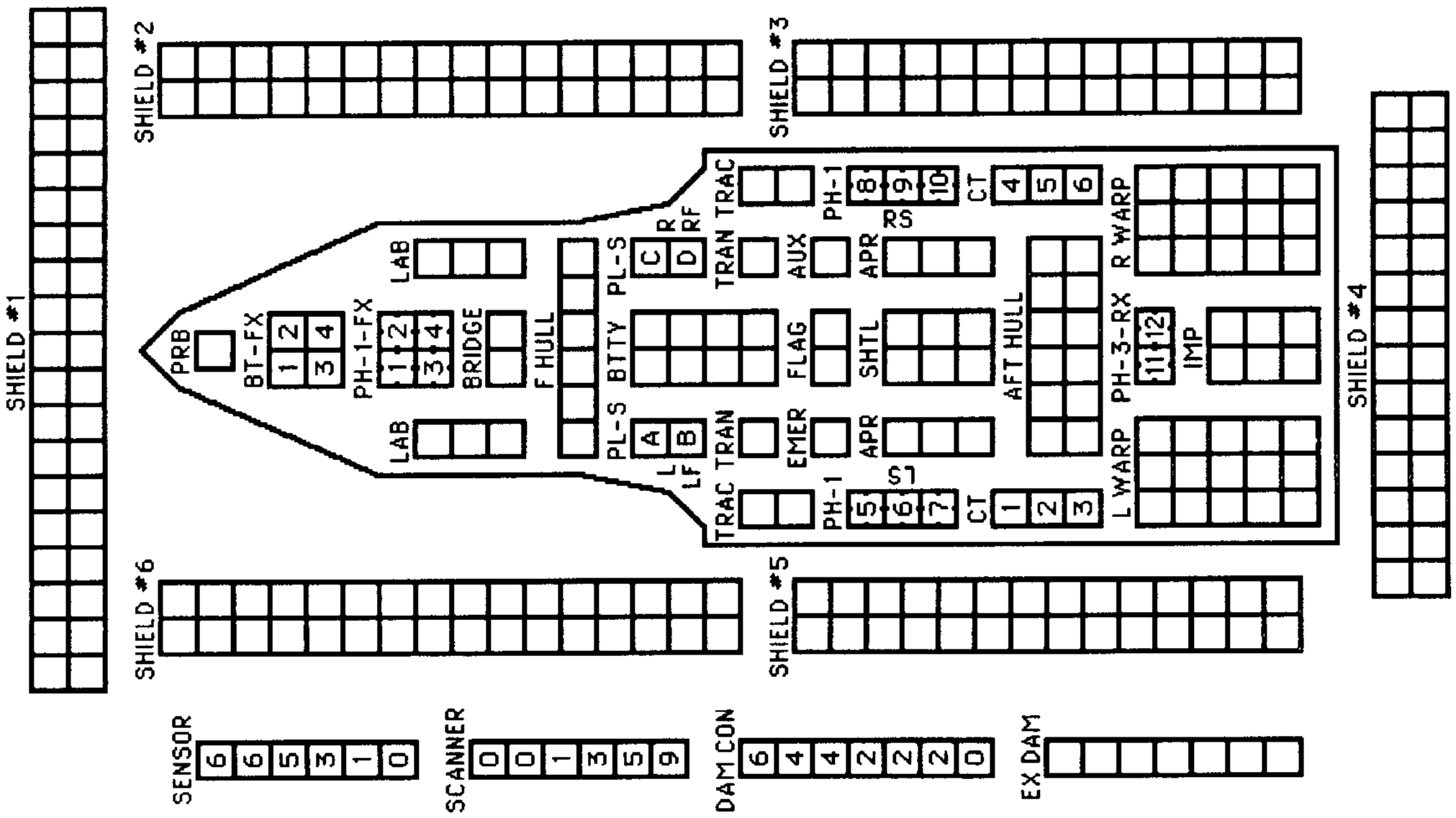
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

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

SHARKHUNTER HEAVY BATTLECRUISER



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

SHIP DATA TABLE

TYPE	BCH
POINT VALUE	200
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R54.11

TURN MODE SPEED

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

HET ☐ BD ☐

CHAFF CHARGES

1 2 3 4 5 6

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

PROBES

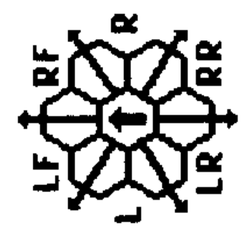
5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

PSEUDO-PLASMA TORPEDOES

A s B s 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
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2					1	

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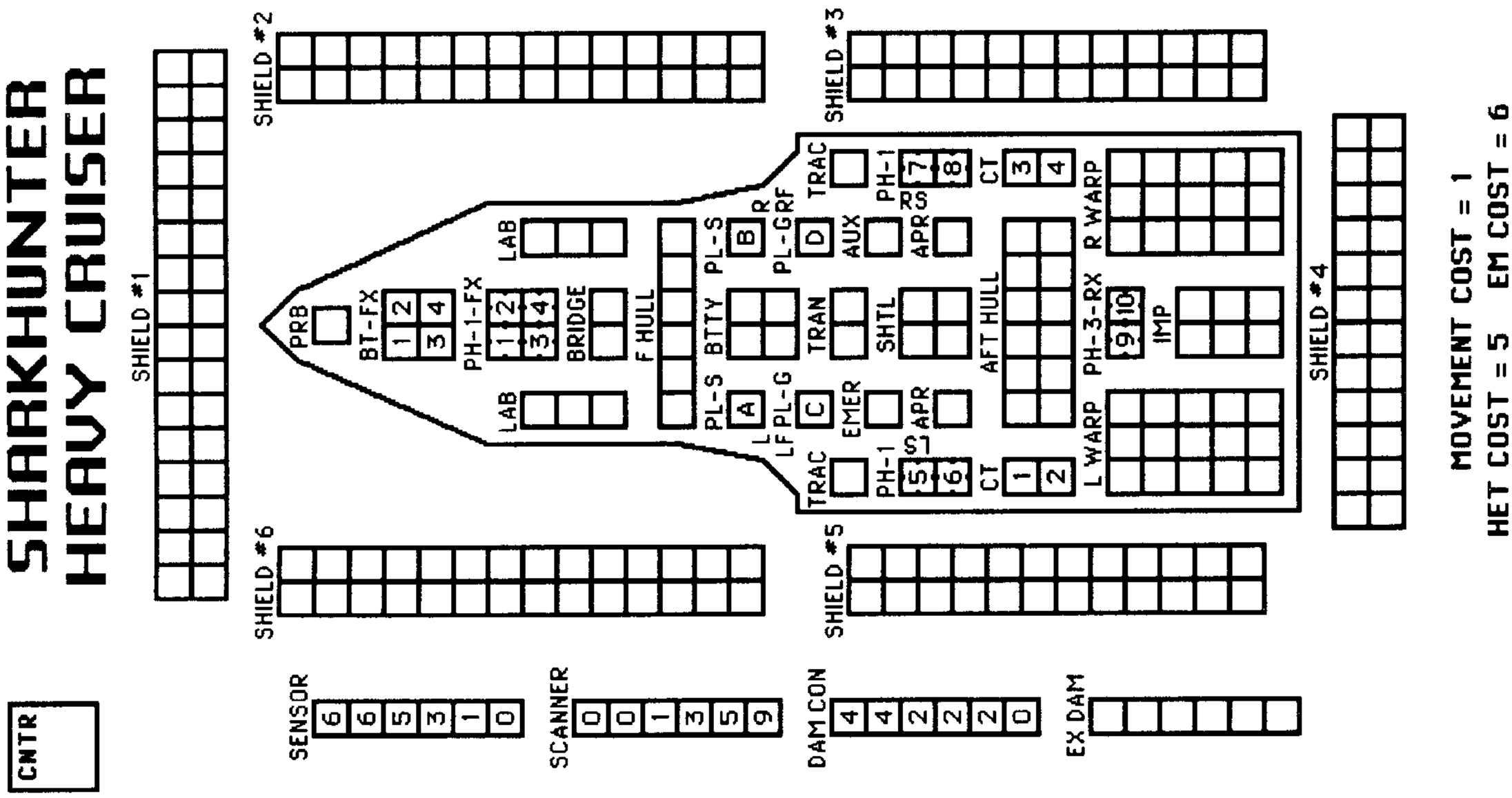
SHARKHUNTER
HEAVY CRUISER



SHIP DATA TABLE

TYPE	CA
POINT VALUE	179
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R54.2

TURN MODE

C 1 2 3 4 5 6

HET BD

SPEED

2-4
5-9
10-14
15-20
21-27
28+

CHAFF CHARGES

1 2 3 4

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

LF RF L R LR RR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 * 20 30 40

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A S B S C G D G

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

SHARKHUNTER WAR CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.3

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

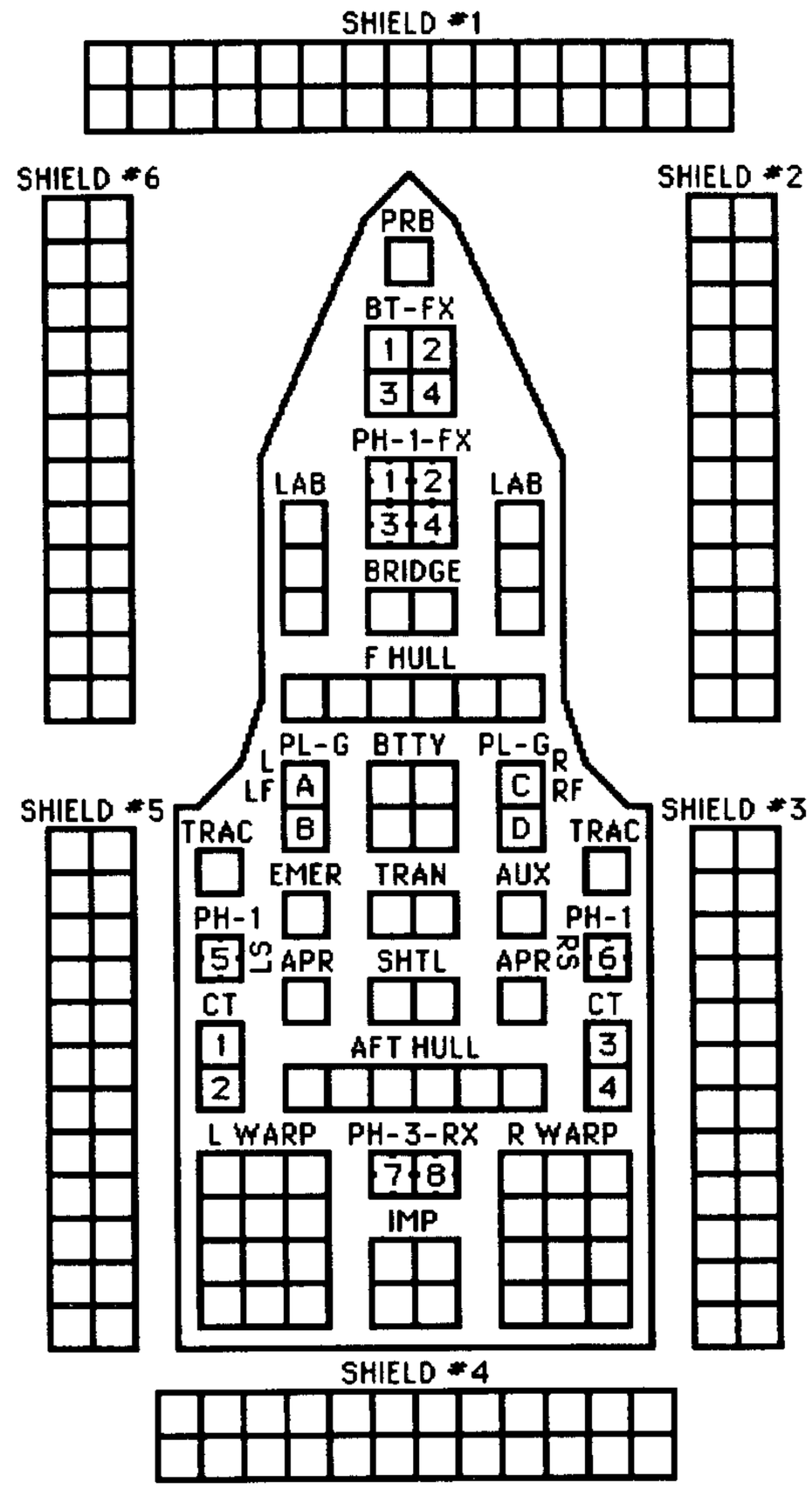
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

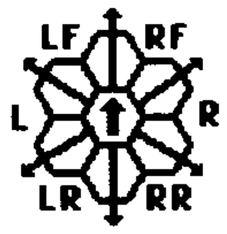
DAM CON: 4 2 2 2 0

EX DAM



TYPE III DEFENSE PHASER

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



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

CHAFF CHARGES

1										
2										
3										
4										

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

A G B G C G D G

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

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SHARKHUNTER WAR DESTROYER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	102
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R54.4

CNTR

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 2 2 2 0

EX DAM

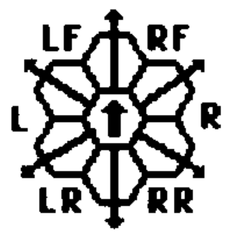
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

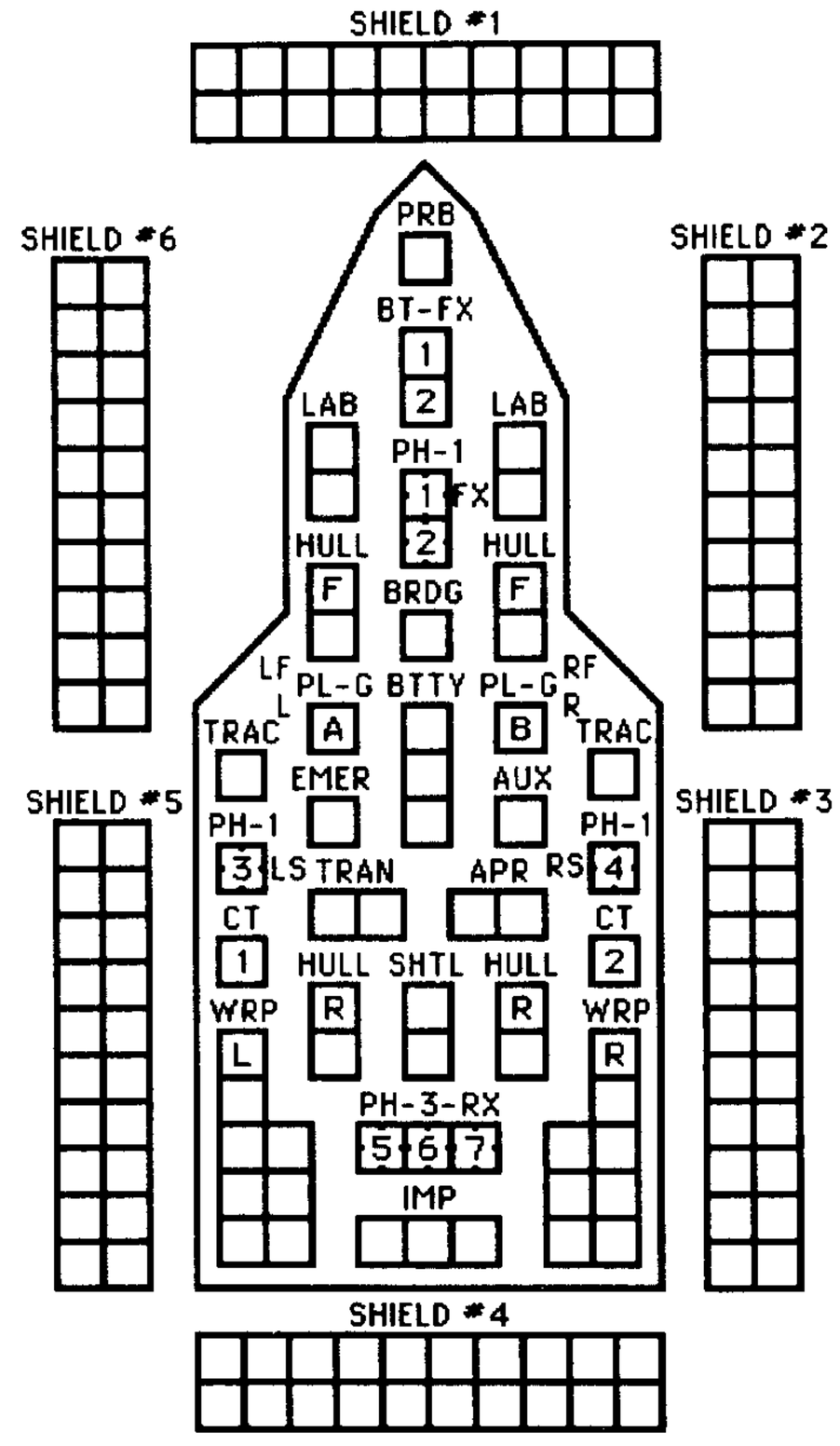


LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

CHAFF CHARGES

1										
2										

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.



PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

A G B G

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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SHARKHUNTER FRIGATE

CREW UNITS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	[ ][ ][ ][ ][ ][ ]	

BOARDING PARTIES

[ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS

[ ][ ] [D][D]

PROBES

[ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R54.5

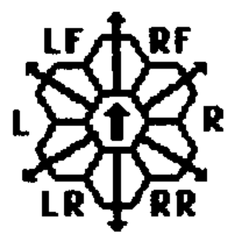
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

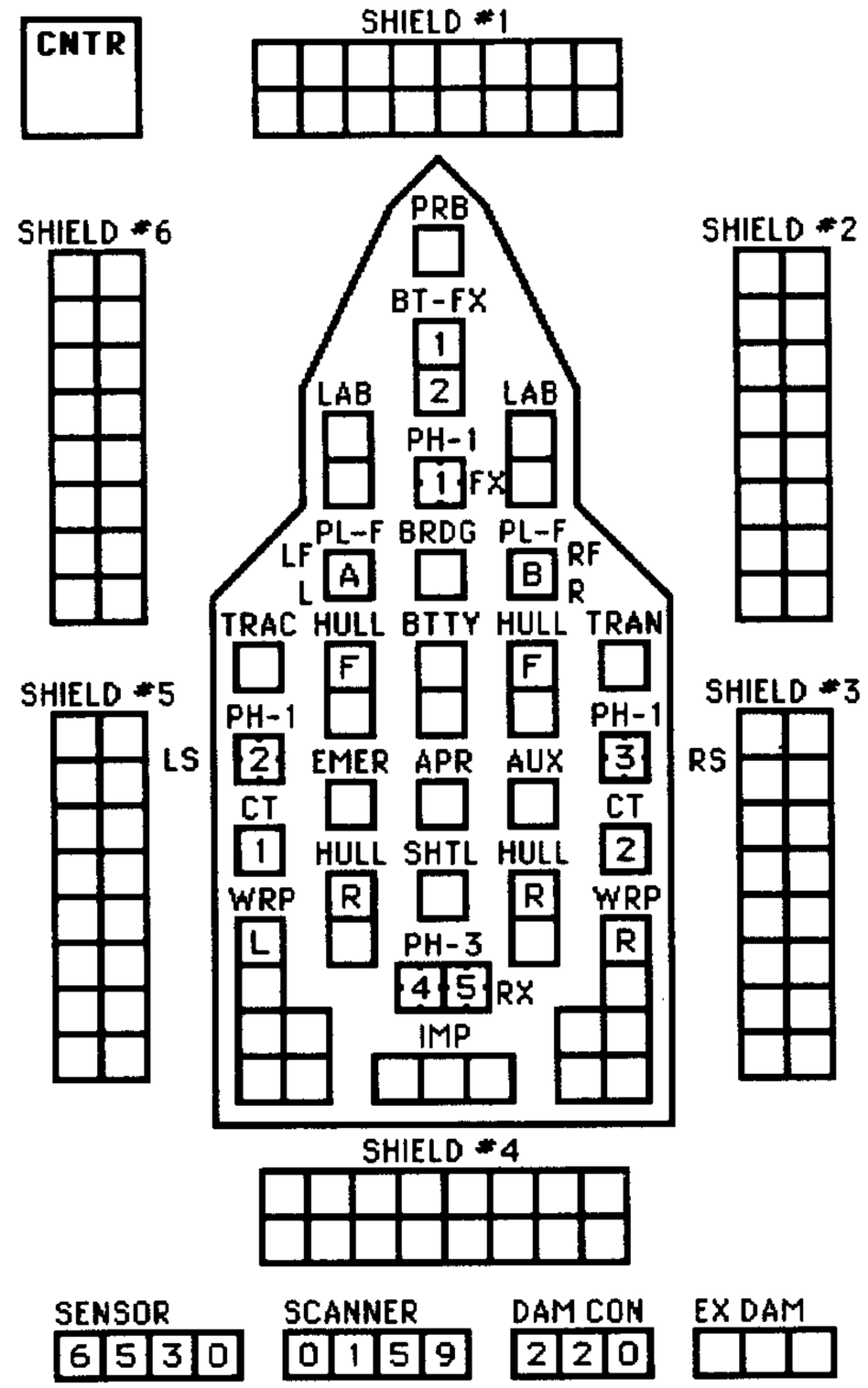


LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

CHAFF CHARGES

1										
2										

WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.



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

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

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	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

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SHARKHUNTER WAR CRUISER SCOUT

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	155/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R54.6

CNTR

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

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

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

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 5 9

DAM CON: 4 2 2 2 0

EX DAM

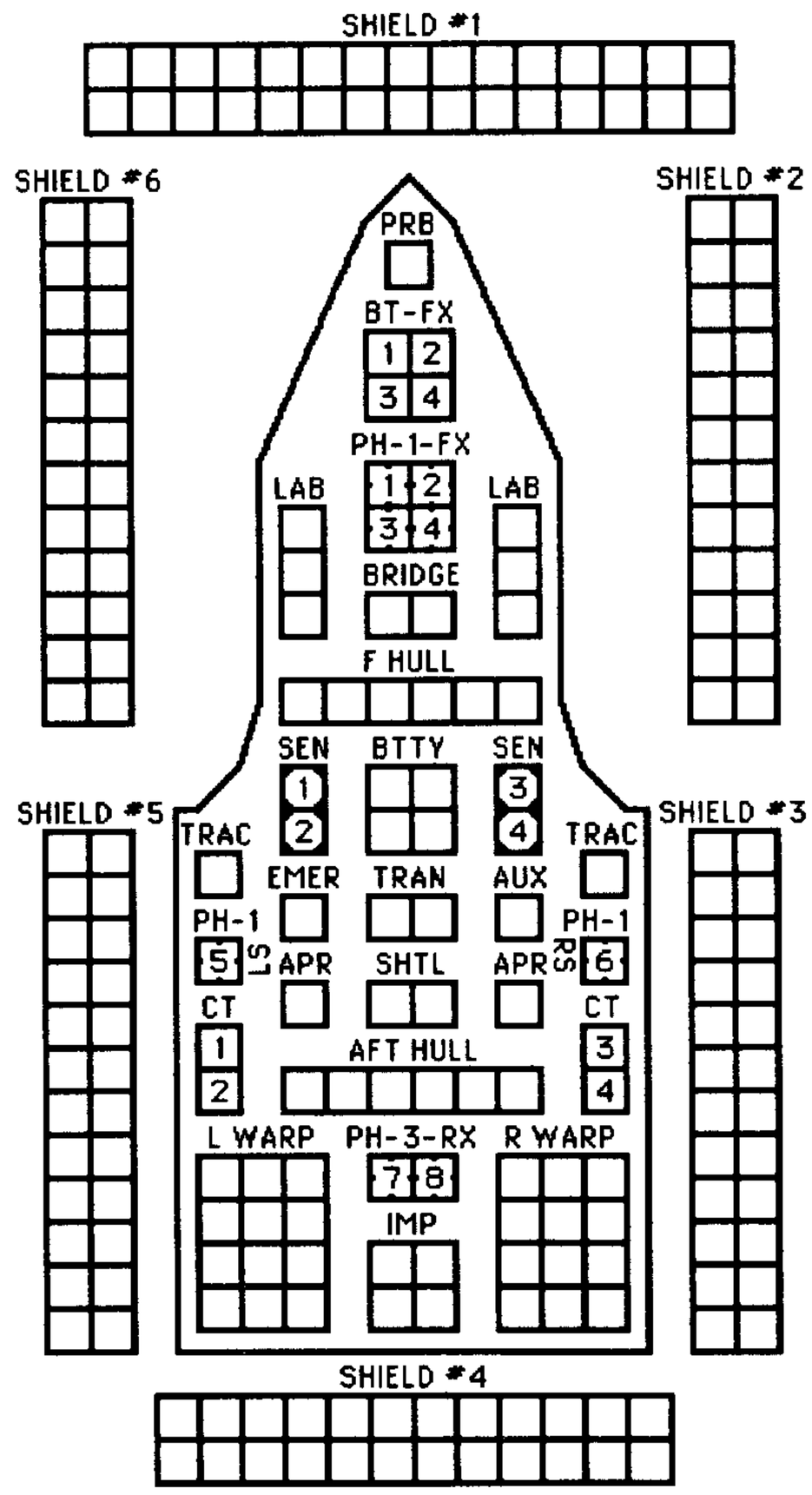
TYPE III DEFENSE PHASER

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

CHAFF CHARGES

1										
2										
3										
4										

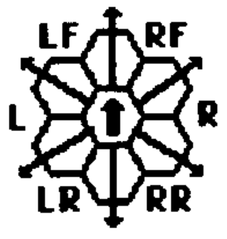
WHEN REARMING A CHARGE, WRITE THE TURN NUMBER WHEN THIS BEGAN IN THE LARGER BOX TO THE RIGHT.



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.



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

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

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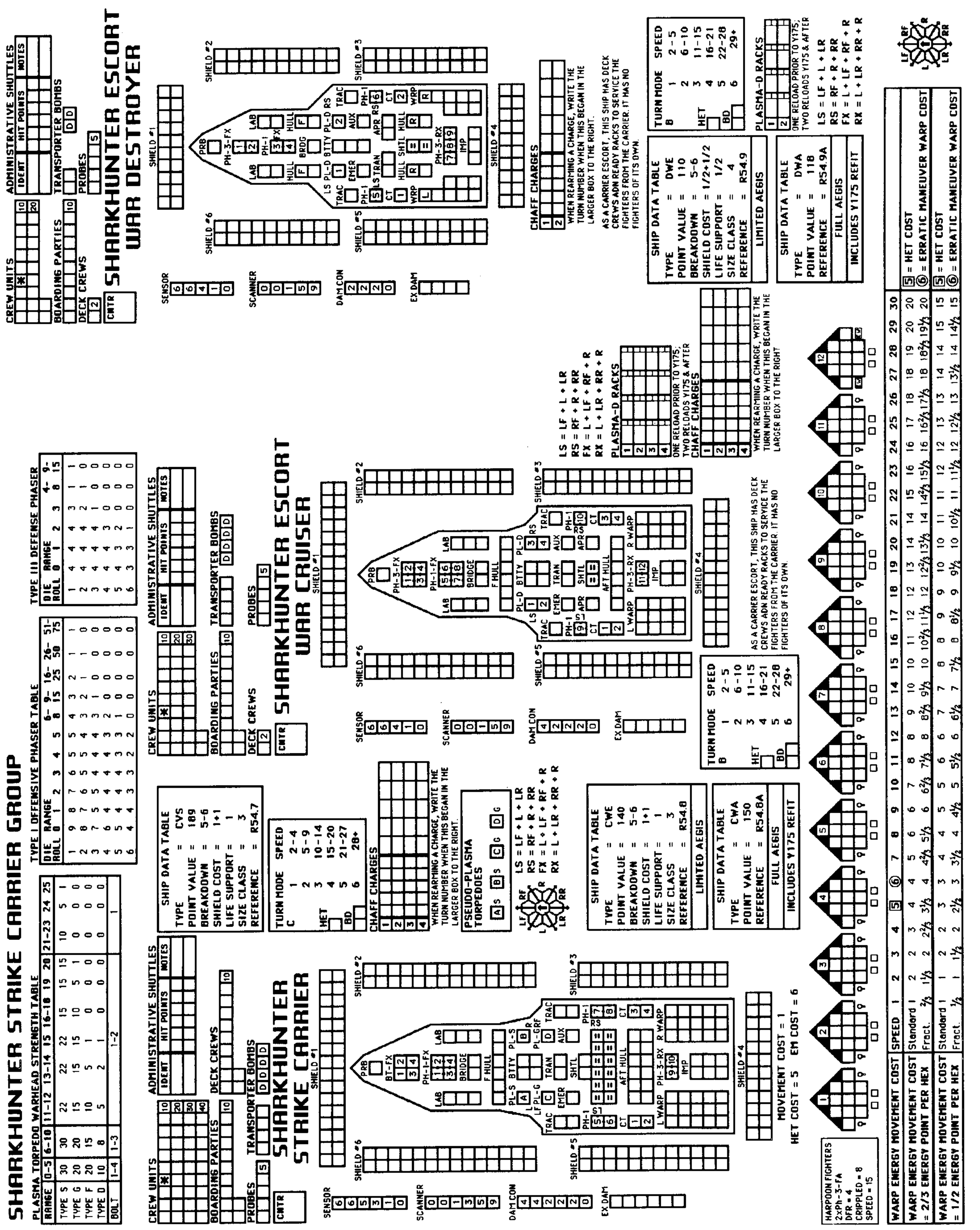

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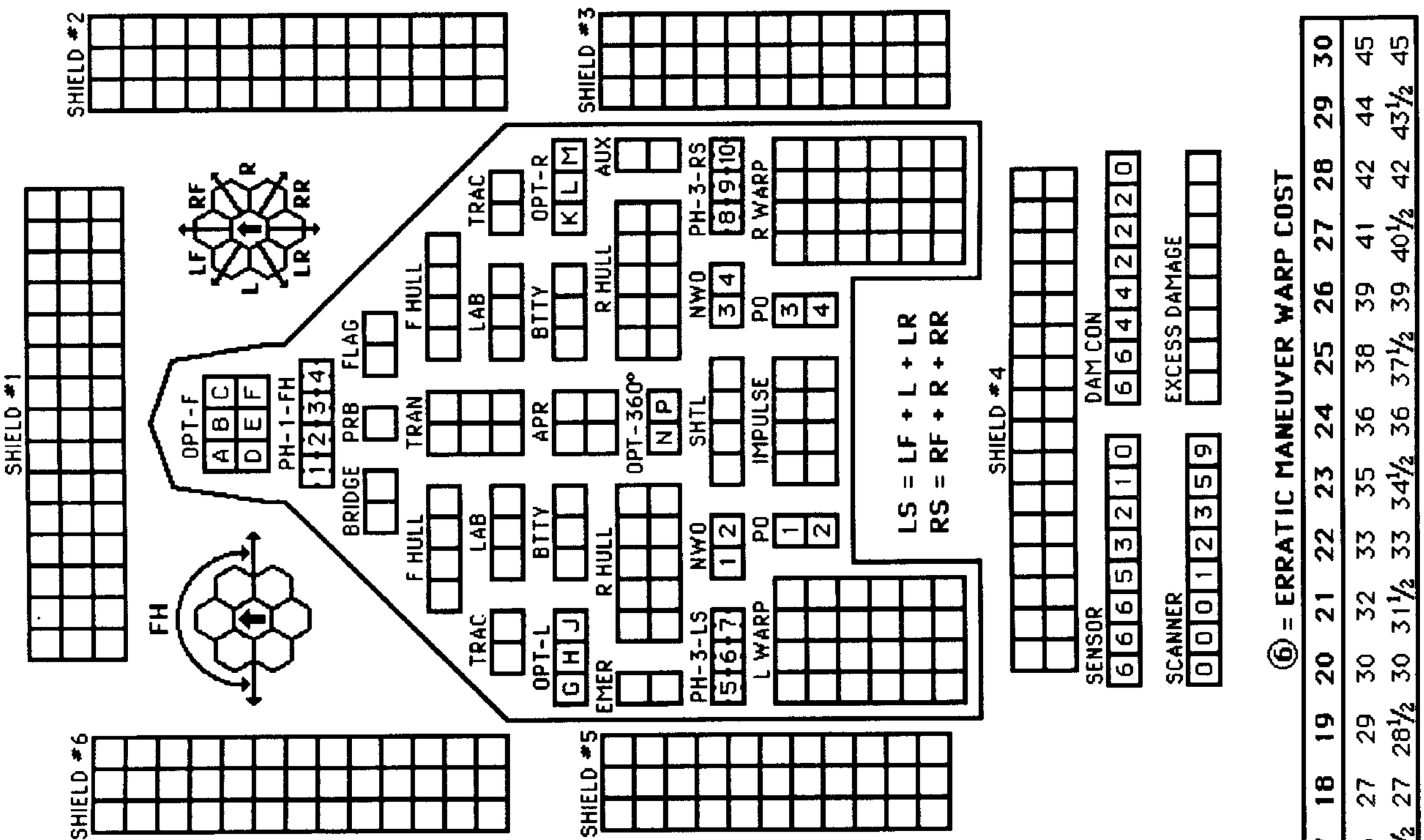
BARBARIAN DREADNOUGHT



⑥ = ERRATIC MANEUVER WARP COST

SPEED	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 2	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract. 1½	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

5 = HET COST

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Standard 2	3	5	6	8	9	11	12	14	15	15	17	18	20	21
Fract. 1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½

SHIP DATA TABLE

TYPE	DN
POINT VALUE	220
BREAKDOWN	3-6
SHIELD COST	1+3
LIFE SUPPORT	1+1/2
SIZE CLASS	2
REFERENCE	R55.2

WEAPON OPTIONS: A B C D E F G H J K L M N P

TURN MODE SPEED

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

HET ☐ BD ☐

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.

CREW UNITS: 10 20 30 40 50 *

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 10 20

TRANSPORTER BOMBS: D D D D D

PROBES: 5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

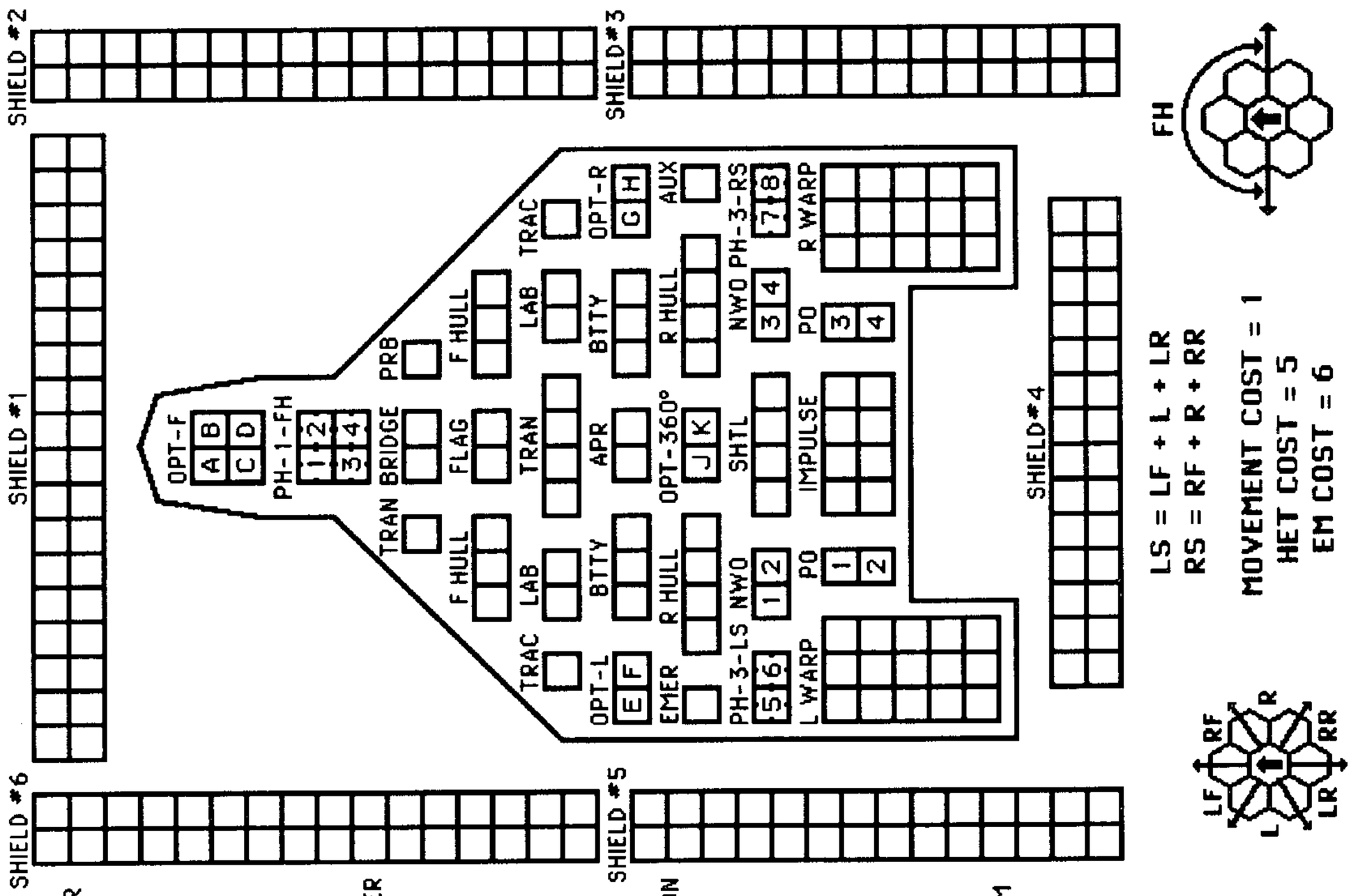
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

H&R ☐ ☐ ☐

NON-WEAPON OPTIONS: 1 2 3 4

POWER OPTIONS: 1 2 3 4

BARBARIAN HEAVY BATTLECRUISER



CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

SHIP DATA TABLE		
TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R55.3

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

H&R

NON-WEAPON OPTIONS: 1 2 3 4

POWER OPTIONS: 1 2 3 4

WEAPON OPTIONS: A B C D E F G H J K

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: 10 20 30 40 *

TRANSPORTER BOMBS: D D D D

BOARDING PARTIES: 10

PROBES: 5

TYPE I OFFENSIVE PHASER TABLE

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

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

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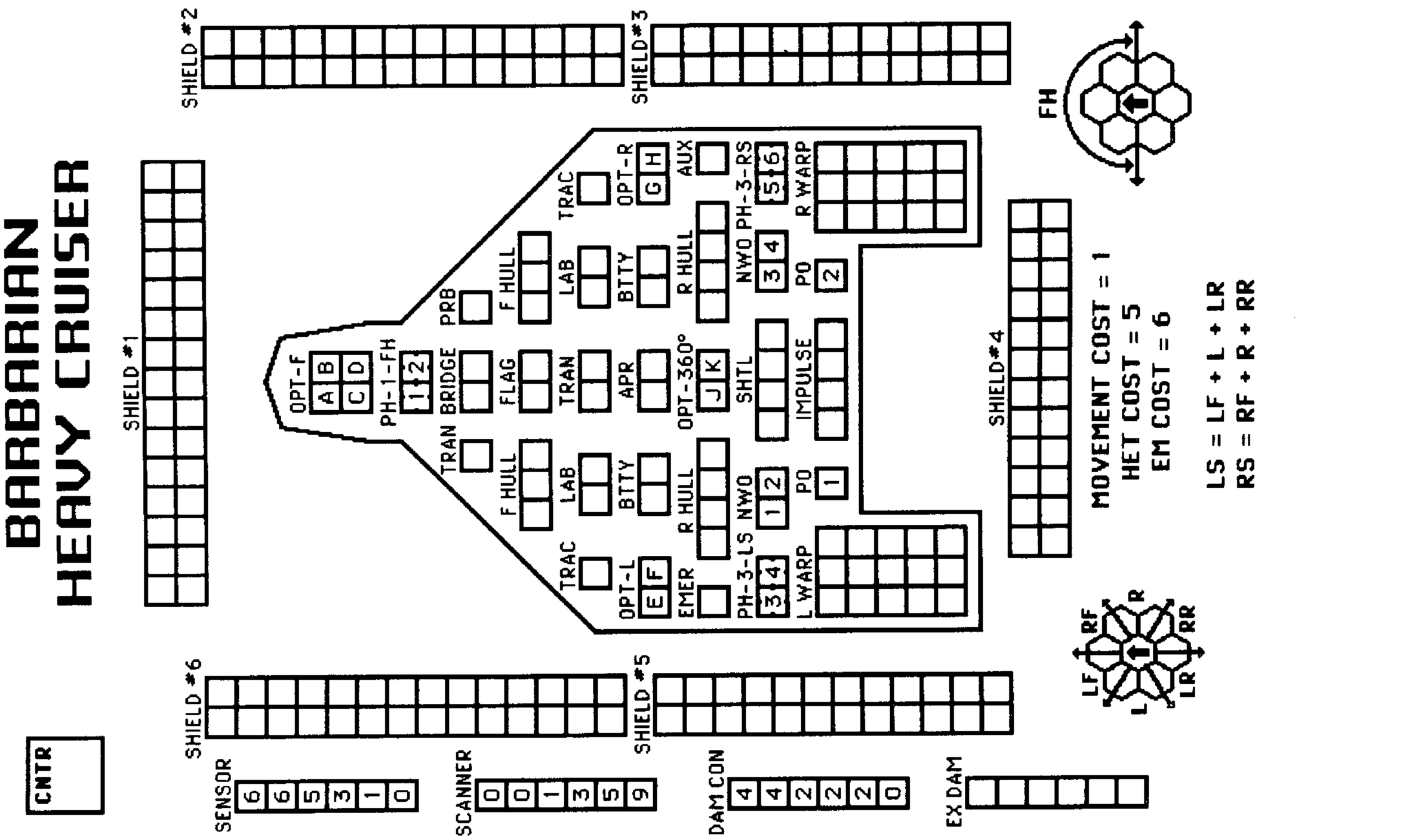
BARBARIAN HEAVY CRUISER



SHIP DATA TABLE		
TYPE	=	CA
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R55.4

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

NON-WEAPON OPTIONS: 1 2 3 4

POWER OPTIONS: 1 2

H&R ☐ ☐ ☐

WEAPON OPTIONS: A B C D E F G H J K

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.

CREW UNITS: * 10 20 30 40

BOARDING PARTIES: 10

PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D

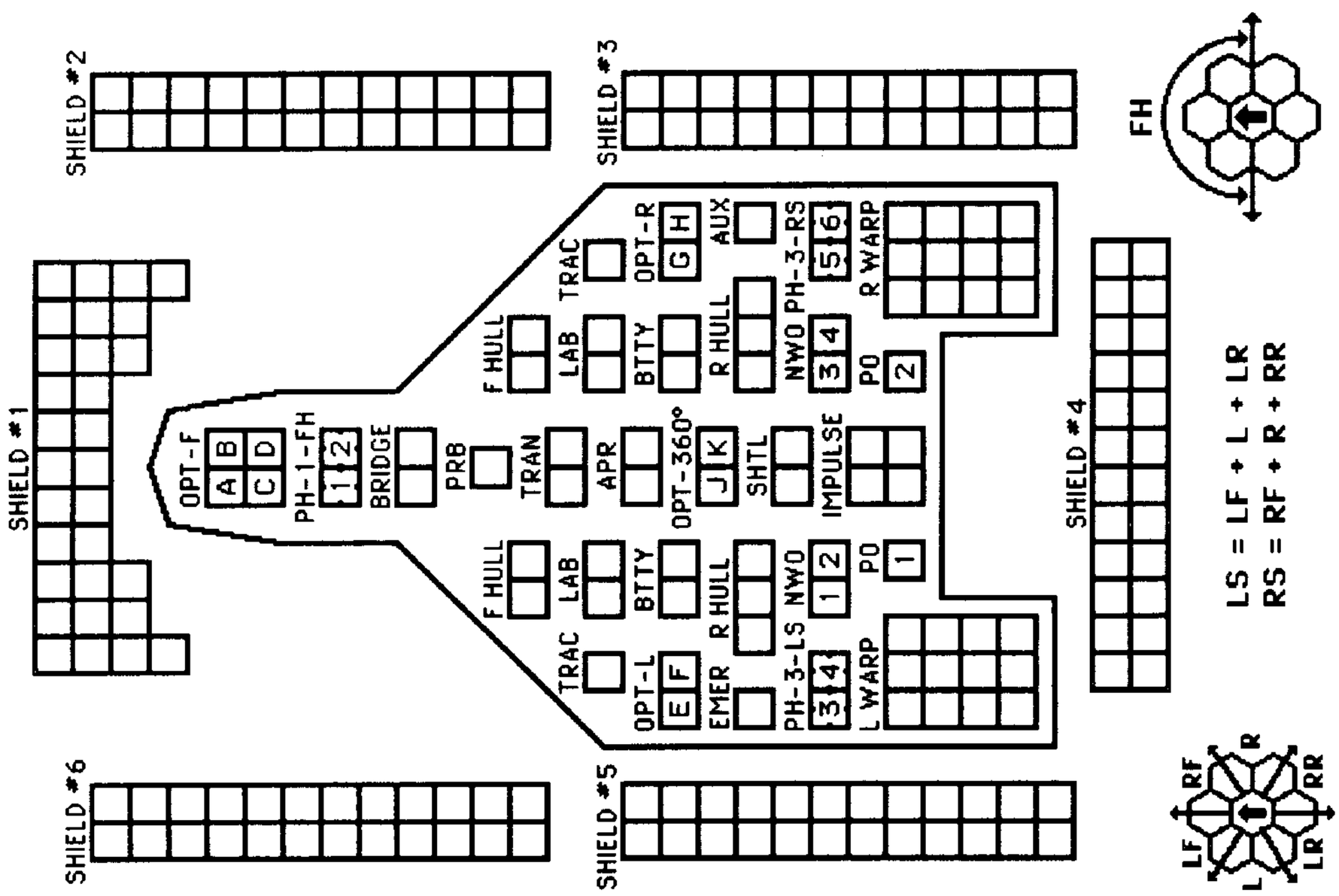
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

BARBARIAN LIGHT CRUISER



SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAMCON 4 4 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R55.5

TURN MODE / SPEED

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

NON-WEAPON OPTIONS

1 2 3 4

POWER OPTIONS

1 2

H&R

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30

TRANSPORTER BOMBS

D D D D

BOARDING PARTIES

10

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

WEAPON OPTIONS

A B C D E F G H J K

TYPE III DEFENSE PHASER

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

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔

5 = HET COST

ERRATIC MANEUVER WARP COST

SPEED	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

6 = ERRATIC MANEUVER COST

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BARBARIAN DESTROYER

CNTR

CREW UNITS * 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 8

TRANSPORTER BOMBS D D

PROBES 5

SHIP DATA TABLE

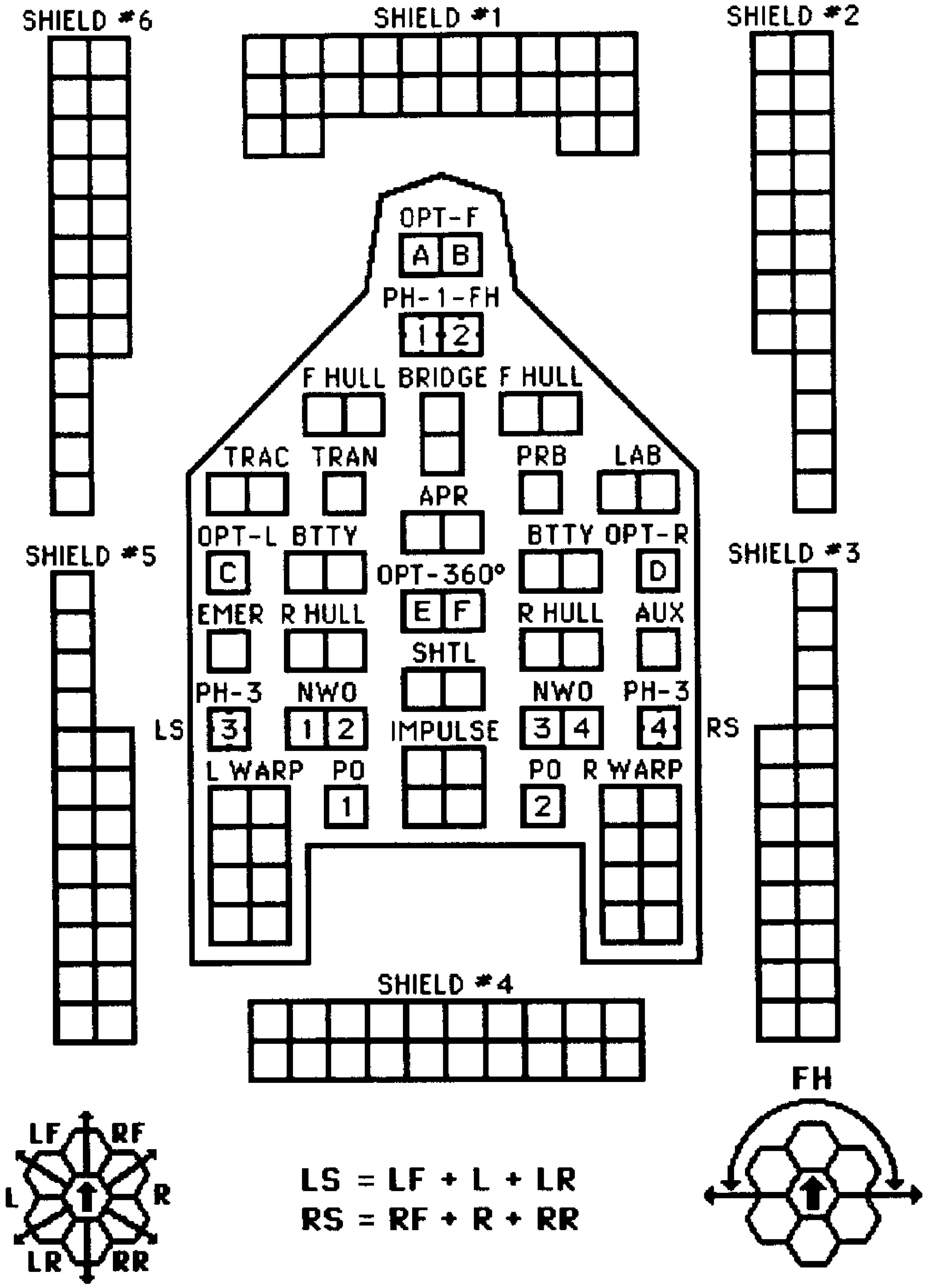
TYPE	=	DD
POINT VALUE	=	90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R55.6

SENSOR 6 5 1 0

SCANNER 0 1 5 9

DAM CON 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

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

H&R

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	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

WEAPON OPTIONS

A	
B	
C	
D	
E	
F	

NON-WEAPON OPTIONS

1	
2	
3	
4	

POWER OPTIONS

1	
2	

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

INSERT OPTIONAL WEAPONS

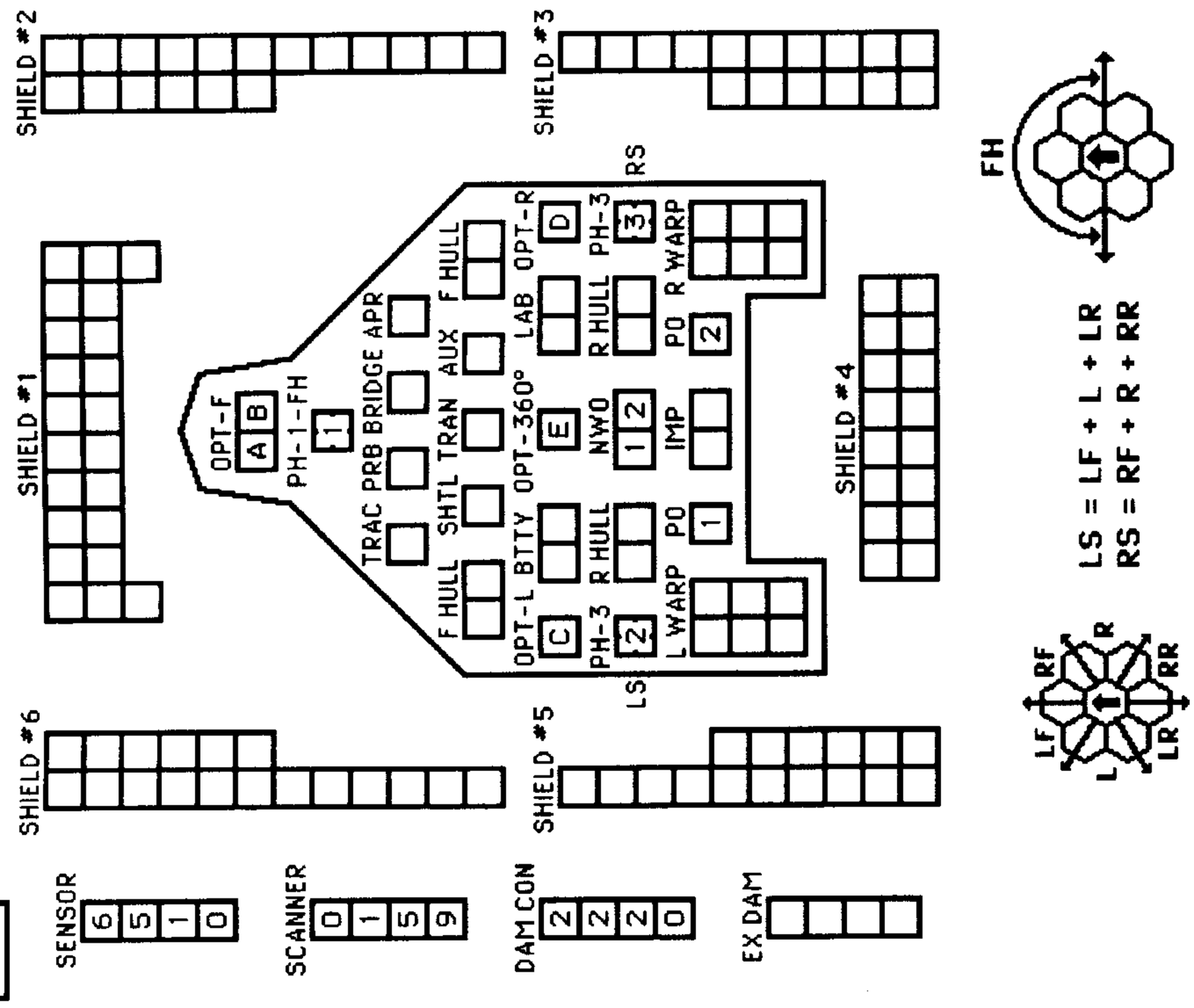
SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

BARBARIAN FRIGATE



SHIP DATA TABLE

TYPE	FF
POINT VALUE	75
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R55.7

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

NON-WEAPON OPTIONS
1
2

POWER OPTIONS
1
2

H&R

INSERT OPTIONAL WEAPONS

SEE BARBARIAN RULES FOR USE OF WEAPON OPTIONS

SEE ANNEXES #8A AND #8B.

ADMINISTRATIVE SHUTTLES

CREW UNITS: * 10 20

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 6

PROBES: 5

TRANSPORTER BOMBS: D D

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEAPON OPTIONS
A
B
C
D
E

SEE BARBARIAN RULES FOR THE ASSIGNMENT OF FIRING ARCS.
SEE BARBARIAN RULES FOR THE USE OF POWER AND NON-WEAPON OPTIONS.

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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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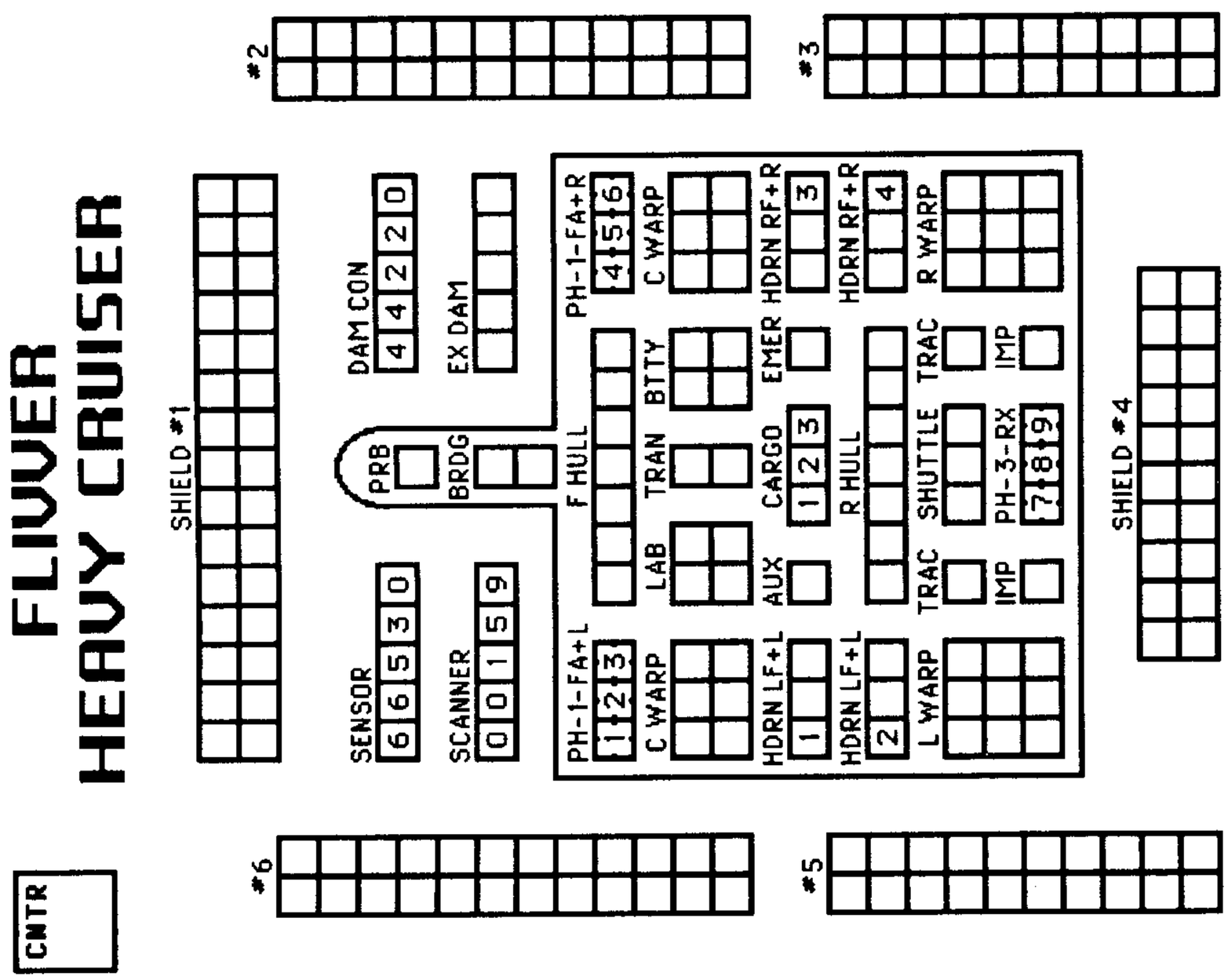
FLIVVER HEAVY CRUISER



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

SHIP DATA TABLE	
TYPE	CA
POINT VALUE	175
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R56.2

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

CARGO STORAGE

1 2 3

"CARGO" IS DESTROYED ON "FLAG" HITS.

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

									10
									20
									30
									40

BOARDING PARTIES

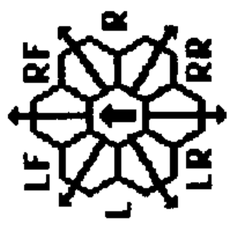
									10

PROBES

				5

TRANSPORTER BOMBS

			D	D	D	D



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

HYPERDRONE RACKS

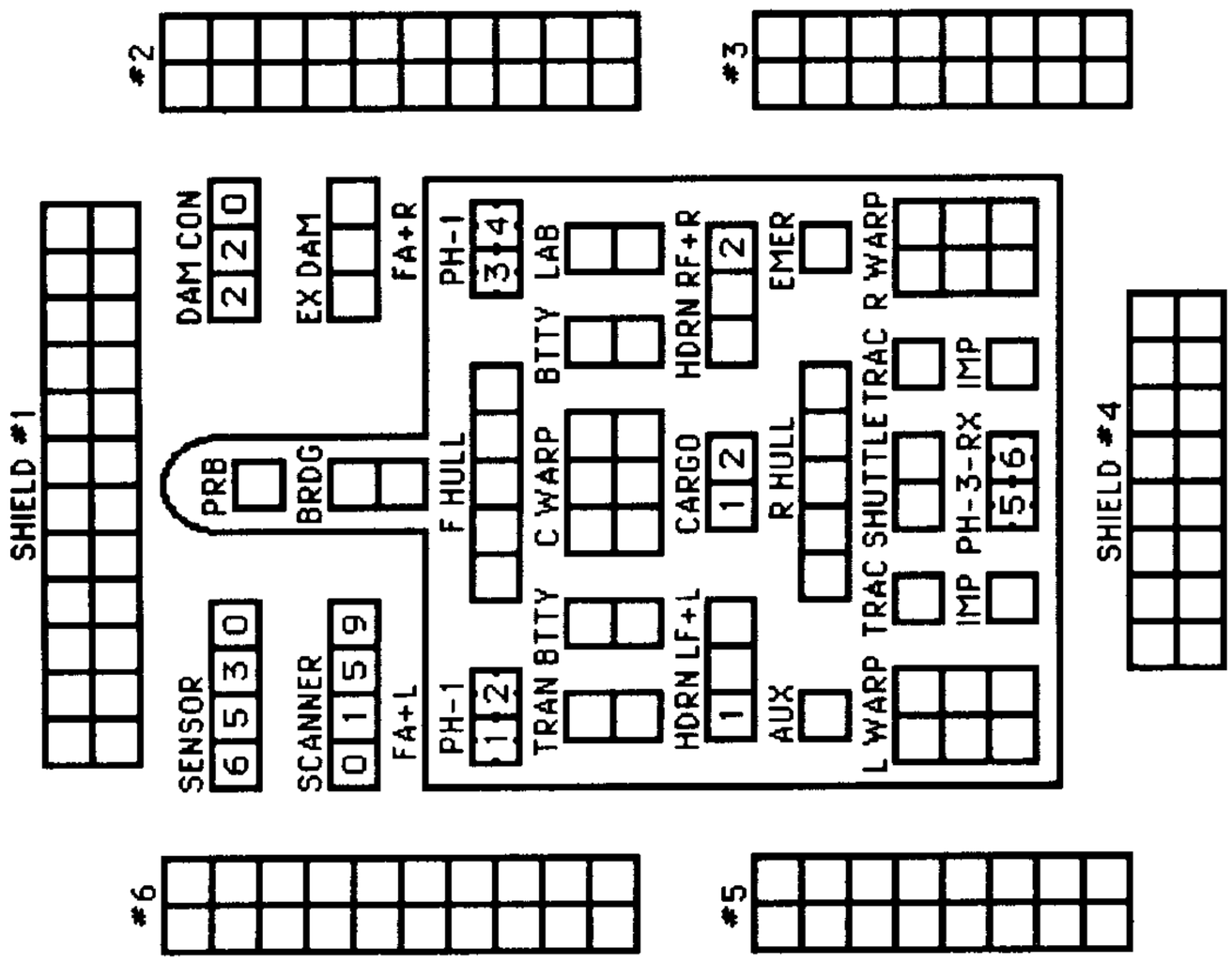
1 2 3 4

HYPERDRONE RELOADS ARE STORED IN THE CARGO BOXES (E55.22).

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

FLIVVER WAR DESTROYER



CNTR

SHIP DATA TABLE

TYPE	DW
POINT VALUE	115
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R56.3

TURN MODE SPEED

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

CARGO STORAGE

1 2

"CARGO" IS DESTROYED ON "FLAG" HITS.

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20

BOARDING PARTIES

8

PROBES

5

TRANSPORTER BOMBS

D D

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

HYPERDRONE RACKS

1 2

HYPERDRONE RELOADS ARE STORED IN THE CARGO BOXES (E55.22).

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

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	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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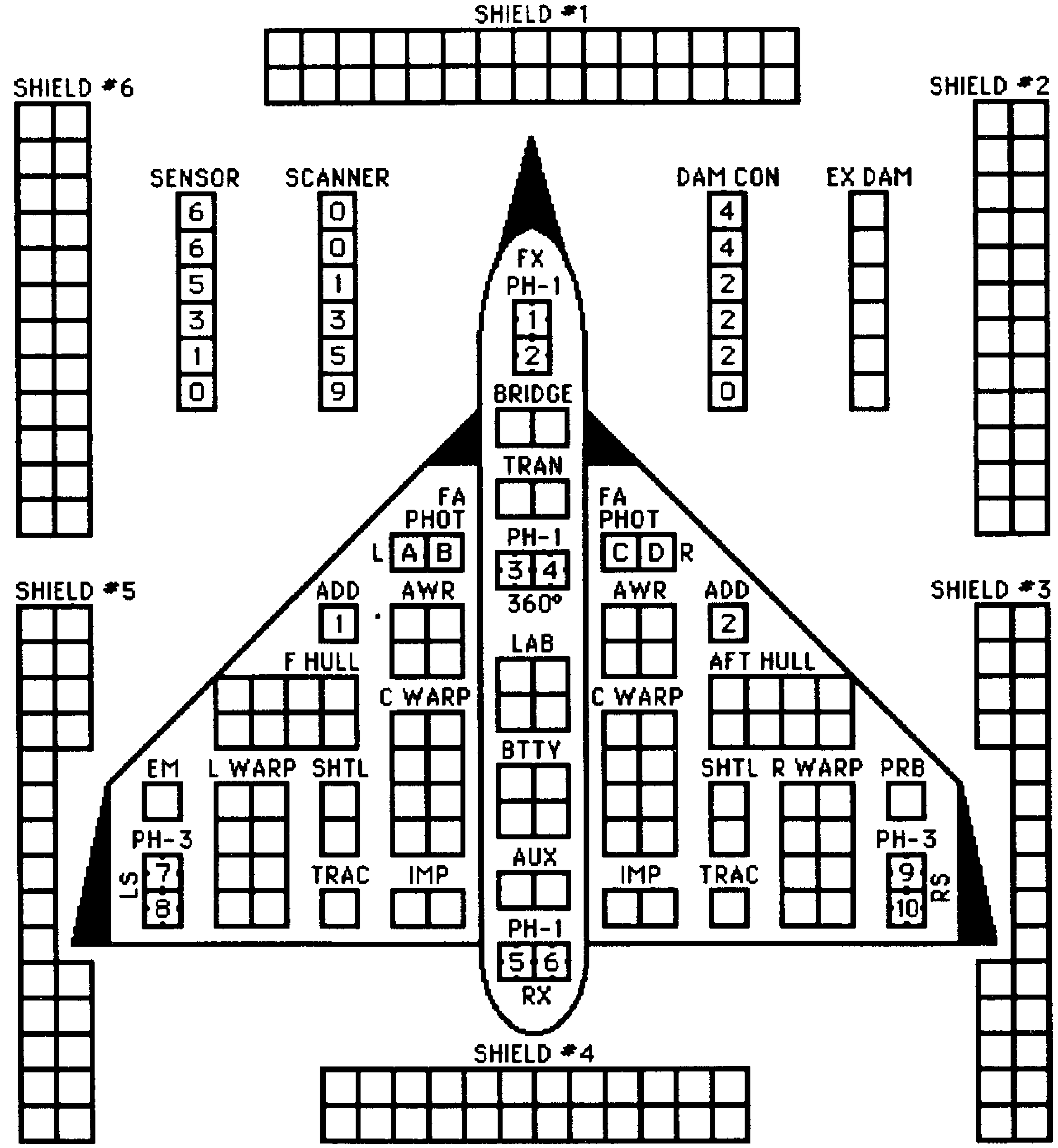
DELTAN HUSTLER HEAVY CRUISER



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

CREW UNITS (10, 20, 30) ✱

BOARDING PARTIES (10)

TRANSPORTER BOMBS D D D D

PROBES (5)

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

CNTR

ANTI-DRONES

1
2

ADD SYSTEMS HAD ONLY SIX SHOTS PRIOR TO THE Y175 REFIT WHICH INCREASED THEM TO TWELVE SHOTS.

TYPE I OFFENSIVE PHASER TABLE

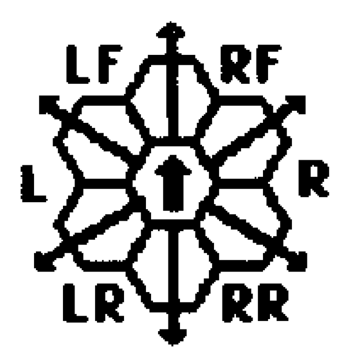
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

HET
BD

TYPE III DEFENSE PHASER

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



ANTI-DRONE TABLE

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

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

PHOTON TORPEDO TABLE

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

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	160
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R57.2
Y175 REFIT	=	+3

DELTAN HELLHOUND WAR CRUISER

CREW UNITS

			*						10
									20

TRANSPORTER BOMBS

D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS POSSIBLE.

CNTR

BOARDING PARTIES

							8

PROBES

				5

ANTI-DRONES

1															
2															

ADD SYSTEMS HAD ONLY SIX SHOTS PRIOR TO THE Y175 REFIT WHICH INCREASED THEM TO TWELVE SHOTS.

TYPE I OFFENSIVE PHASER TABLE

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

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

HET

BD

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

LF RF L R LR RR

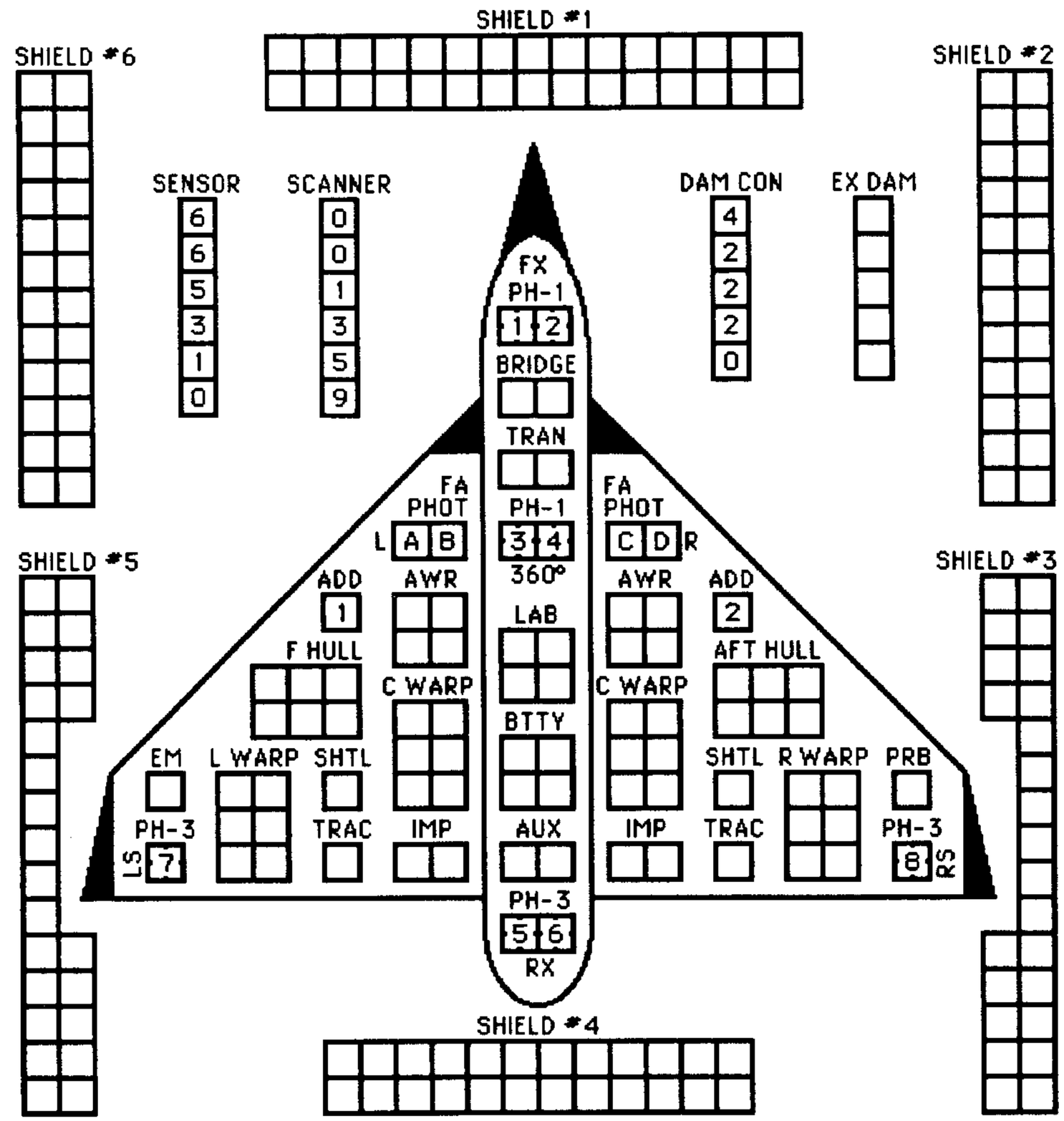
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PHOTON TORPEDO TABLE

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

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	130
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R57.3
Y175 REFIT	=	+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	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

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BRITANIAN HEAVY CRUISER

R58.2 BRITANIAN CA

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, CAN TRANSFER BY (J1.59).

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

NOTE: BRITANIAN SHIPS CANNOT HET. A BREAKDOWN COST, HET CHECK OFF BOX, AND A HET WARP COST ARE PROVIDED TO ALLOW THE PLAYERS TO EXPERIMENT WITH ALLOWING BRITANIAN HETS.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	155
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R58.2

1 UIM STANDARD

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

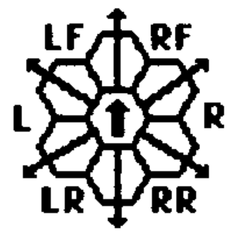
TYPE III DEFENSE PHASER

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

HIT & RUN

UIM

DERFACS



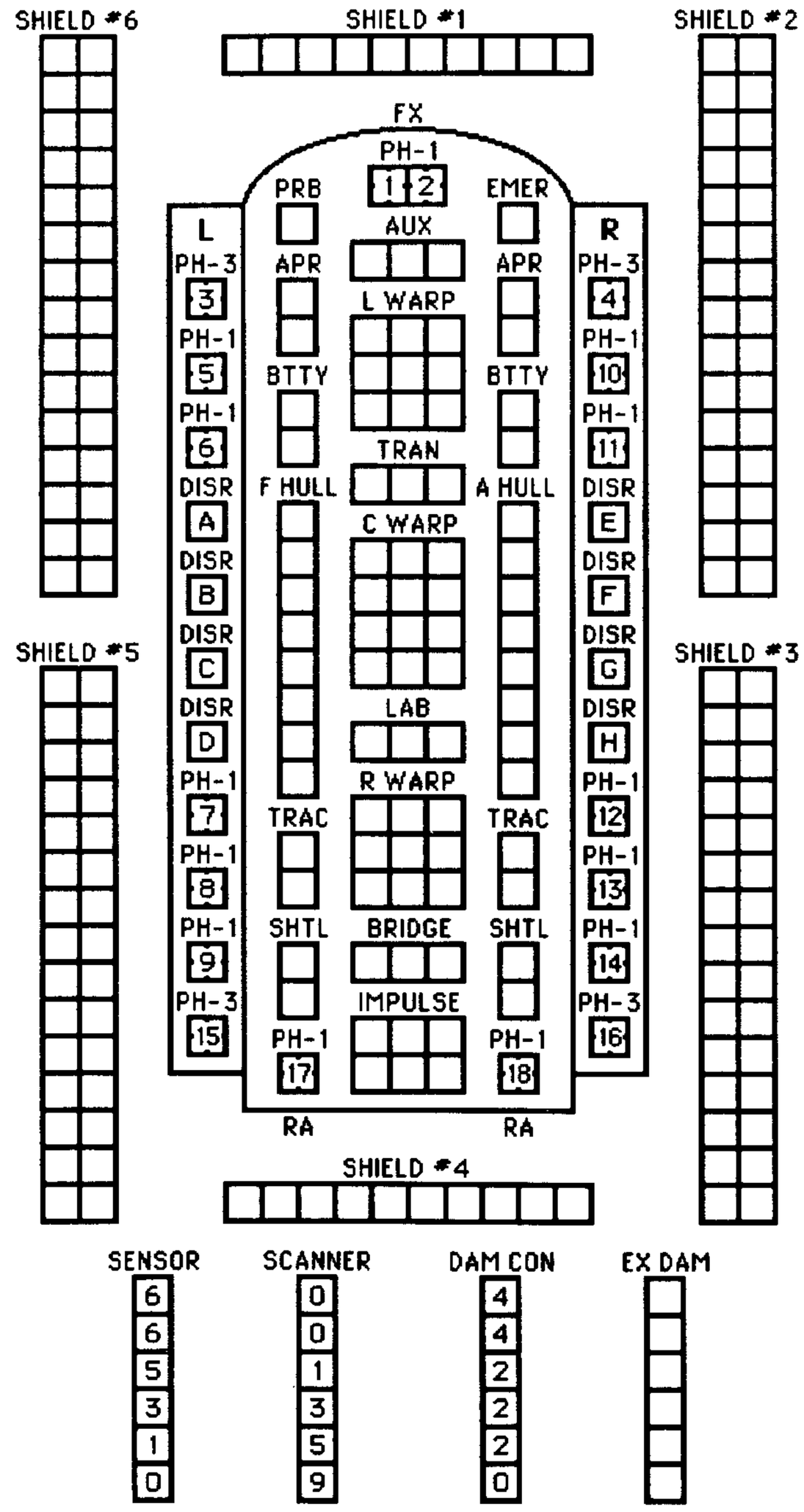
FX = L + LF + RF + R
RA = LR + RR

DISRUPTOR TABLE

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

THE UIM ON THIS SHIP NEVER BURNS OUT. NON-UIM DATA IS PROVIDED BECAUSE THE UIM MIGHT BE DESTROYED BY A HIT-AND-RUN RAID.

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



ALL WEAPONS ON THE LEFT SIDE OF THE SSD HAVE AN "L" FIRING ARC. ALL WEAPONS ON THE RIGHT SIDE OF THE SSD HAVE AN "R" FIRING ARC. WEAPONS IN THE CENTER SECTION OF THE SSD HAVE EITHER "FX" OR "RA" FIRING ARCS, AND ARE SO NOTED.

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BRITANIAN DREADNOUGHT

CREW UNITS

			✱						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS, CAN TRANSFER BY (J1.59).		

TRANSPORTER BOMBS

D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	DN
POINT VALUE	=	215
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R58.3

1 UIM STANDARD

TYPE I OFFENSIVE PHASER TABLE

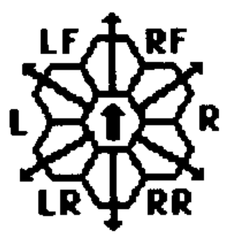
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

BRITANIAN SHIPS CANNOT HET. A BREAKDOWN RATING, HET WARP COST, AND HET CHECKOFF BOXES ARE PROVIDED TO ALLOW PLAYERS TO EXPERIMENT WITH ALLOWING BRITANIAN SHIPS TO HET.

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



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

DISRUPTOR TABLE

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

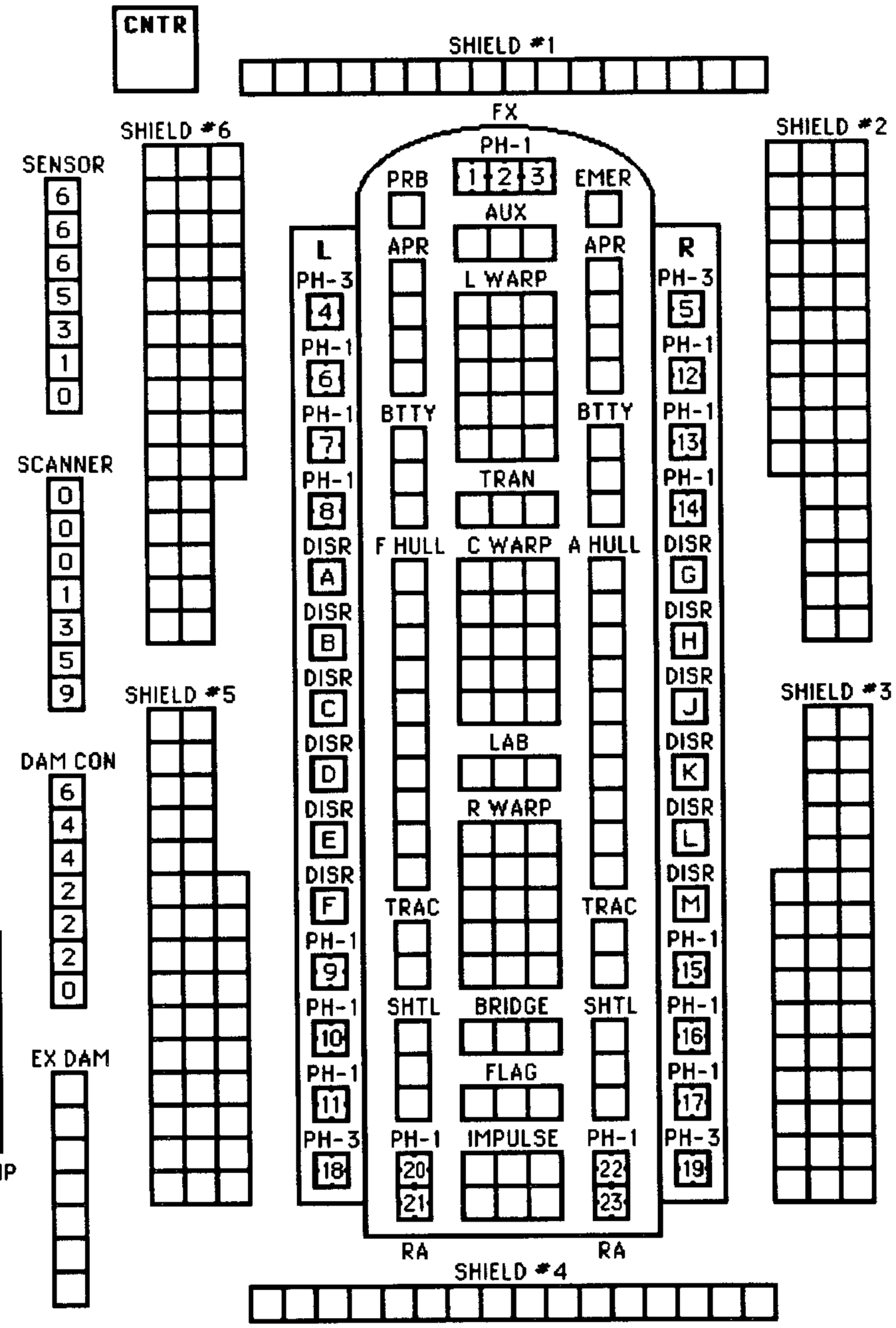
ALL WEAPONS ON THE LEFT SIDE OF THE SSD HAVE AN "L" FIRING ARC. ALL WEAPONS ON THE RIGHT SIDE OF THE SSD HAVE AN "R" FIRING ARC. WEAPONS IN THE CENTER SECTION OF THE SSD HAVE EITHER "FX" OR "RA" FIRING ARCS, AND ARE SO NOTED.

HIT & RUN

UIM ☐

DERFACS ☐

THE UIM ON THIS SHIP NEVER BURNS OUT. NON-UIM DATA IS PROVIDED BECAUSE THE UIM MIGHT BE DESTROYED BY A HIT-AND-RUN RAID.



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

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

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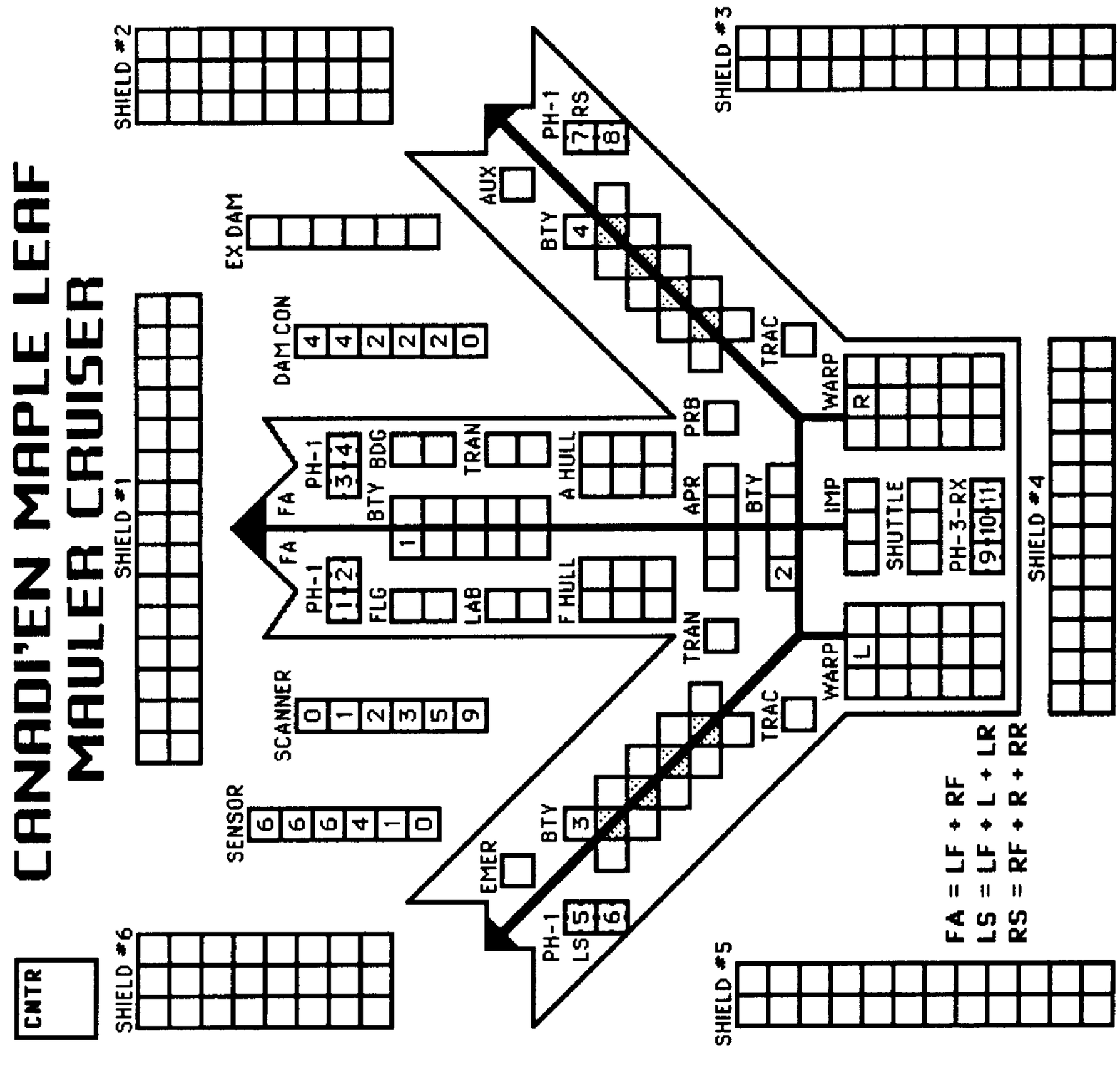
CANADI'EN MAPLE LEAF MAULER CRUISER



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.

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

SHADED AREAS ARE NOT BATTERIES OR PRESENT IN ANY MANNER EXCEPT TO NOTE MAULER CONNECTION.

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

TRANSPORTER BOMBS D D D D

PROBES 5

TURN MODE

C	
	1
	2
	3
HET	4
	5
BD	6

SPEED

2-4
5-9
10-14
15-20
21-27
28+

SHIP DATA TABLE

TYPE	= MAP
POINT VALUE	= 140
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R59.2

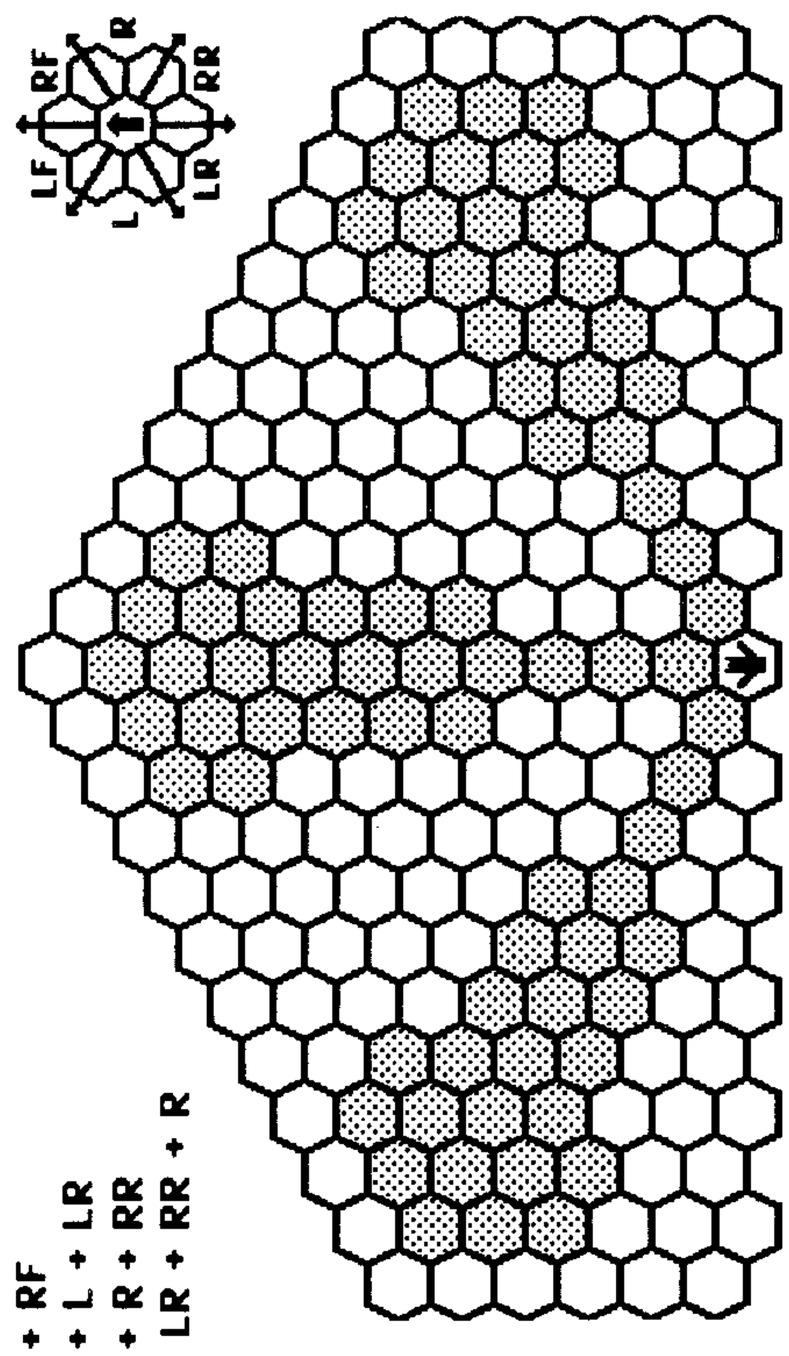
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

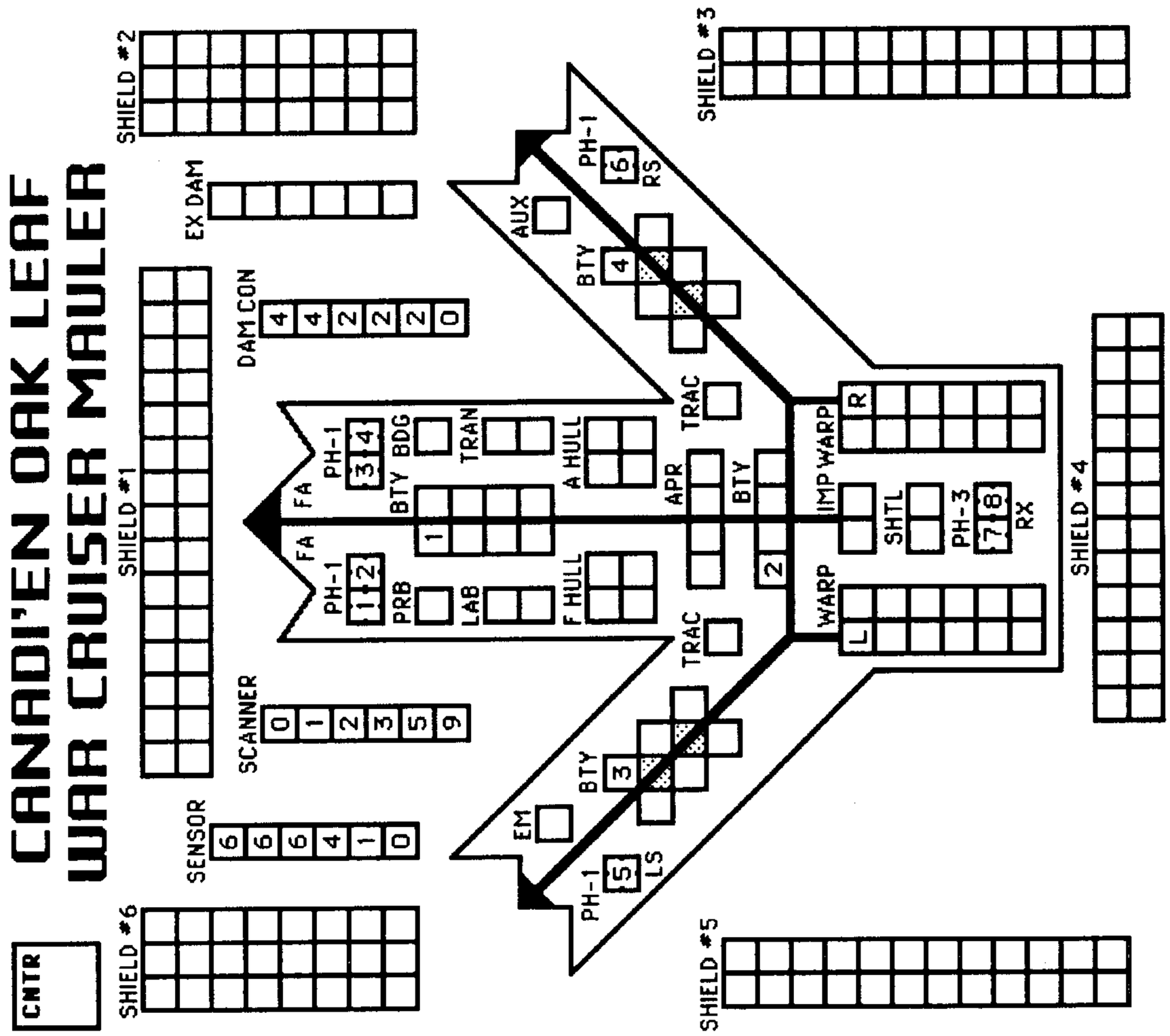
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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



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

CANADI'EN OAK LEAF
WAR CRUISER MAULER



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.

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

SHADED AREAS ARE NOT BATTERIES OR PRESENT IN ANY MANNER EXCEPT TO NOTE MAULER CONNECTION.

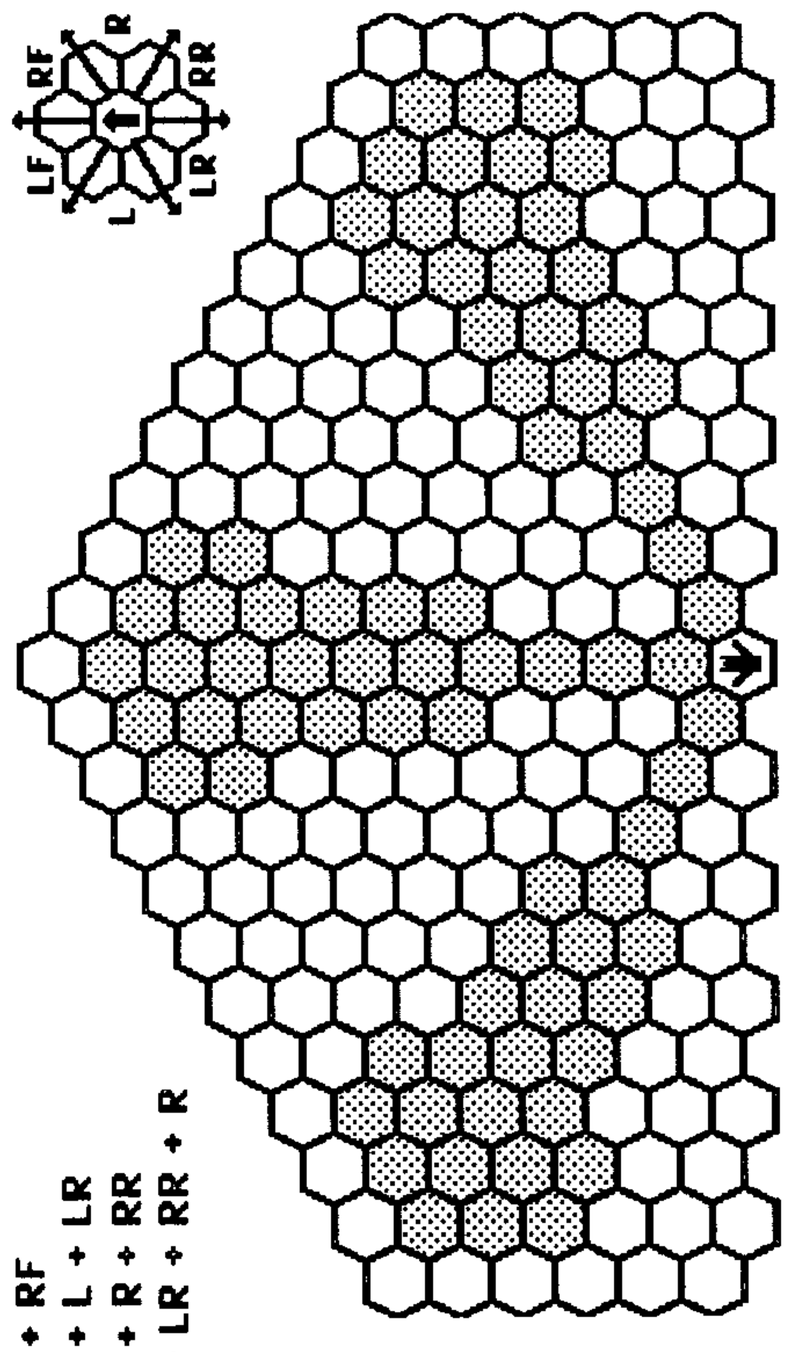
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Standard	1	2	2	3	4	5	6	6	6	7	8	8	9	10
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓

5 = HET COST

SPEED	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

6 = ERRATIC MANEUVER COST



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

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

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

HET
BD

SHIP DATA TABLE

TYPE	= OAK
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R59.3

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

CREW UNITS

			10
	*		20
			30

BOARDING PARTIES

			10

TRANSPORTER BOMBS

	D	D	D

PROBES

			5

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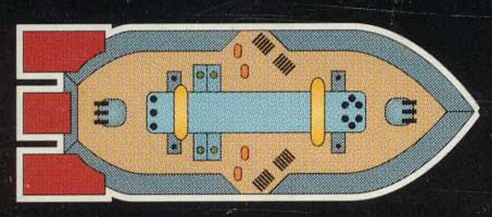
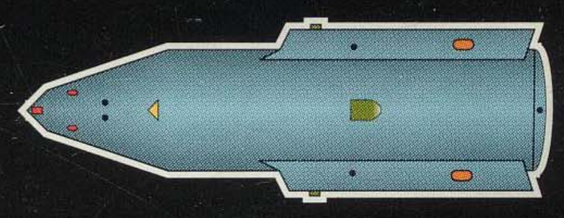
NINE NEW RACES!

FROM THE FLEET TRAINING SIMULATORS ACROSS THE GALAXY:

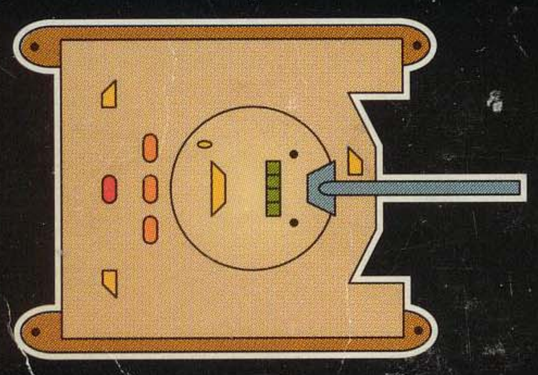


THE FRAX
Based on "wet navy" warships with FX and RX firing arcs. Their subs use the gravitic Axion Torpedo.

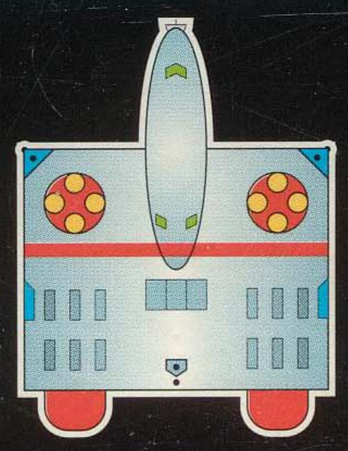
THE BRITANIANS
Their cruiser mounts no less than eight disruptors — four on each side! Cross the T to victory.



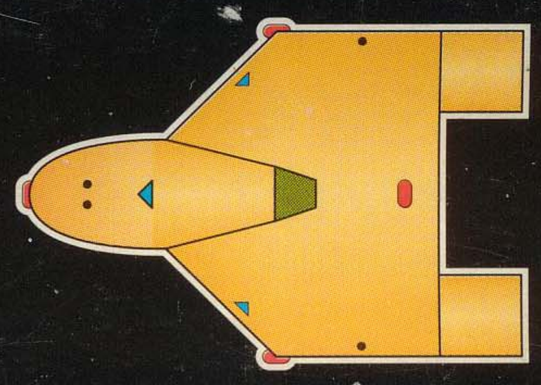
THE SHARKHUNTERS
A cloaked ship's nightmare, they use flashbombs for lock-on and wire-guided plasmas for the kill!



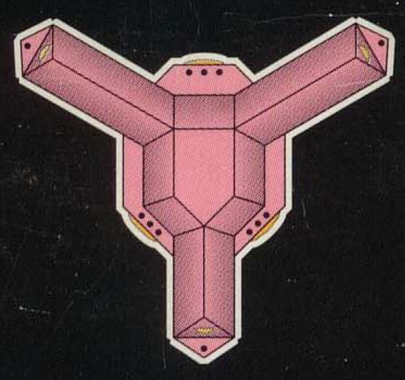
THE QARIS
Their ships mount rapid-fire kinetic cannons in rotating turrets. Their gigantic Scud missiles kill bases.



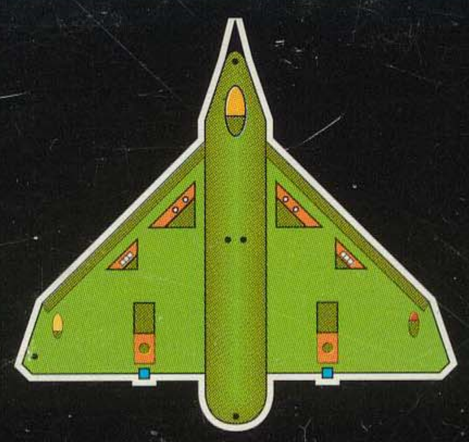
THE FLIVVERS
Float like a butterfly — and kick like a mule! Speed-640 Hyperdrones cannot be stopped easily.



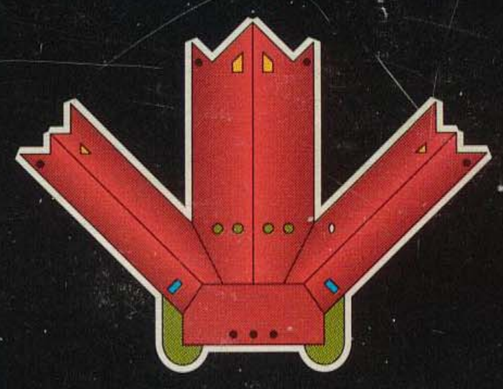
THE BARBARIANS
Their ships have option mounts able to hold weapons and other systems to simulate any enemy.



THE TRIAXIANS
Their ships move in three directions (rather than two) and mount the versatile Type–A Plasma Torpedo.



THE DELTANS
Designed for ONE mission — base busting! They are the fastest ships able to hold overloaded photons.



THE CANADI'ENS
Their Maple Leaf Maulers will hit you coming and going, right and left, up and down, in and out.

12 NEW WEAPONS, 5 NEW SYSTEMS, 95 NEW SHIPS, 11 NEW SCENARIOS!

NOTE: This product adds new rules, races, and ships for *STAR FLEET BATTLES.* You must have SFB Basic Set and Advanced Missions to utilize this material. Some of the material will also require other SFB products to be used to full effect. INCLUDES 216 die-cut counters, 95 new SSDs, and a 96-page rulebook loaded with new weapons, technology, and scenarios.
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