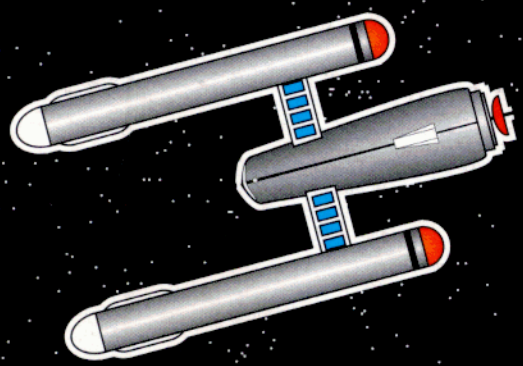
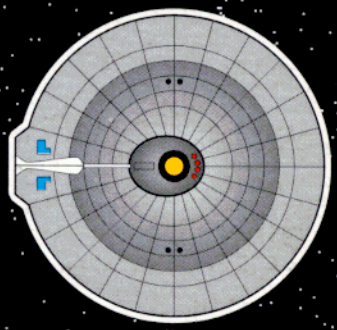
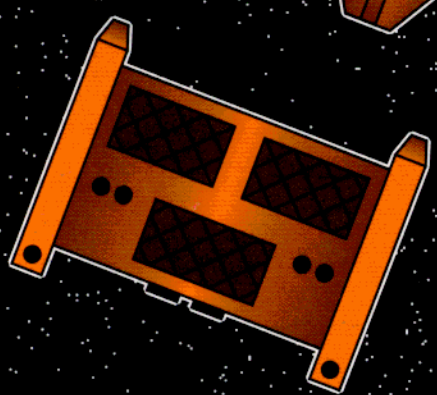
STAR FLEET BATTLES

BOOMS & SAUCERS







CAPTAIN'S MODULE D3

STAR FLEET BATTLES
CAPTAIN'S EDITION

TASK FORCE GAMES™

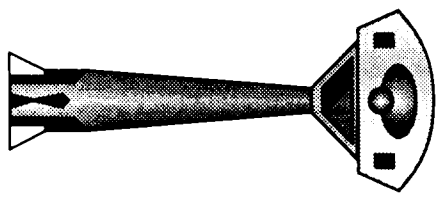
(Z20.0) MODULE D3: BOOMS & SAUCERS

The capability of Federation and Klingon ships to separate their forward sections for use as "space lifeboats" is well known, and happens in scenarios and campaigns from time to time (more often than many players realize).

In response to requests from players, we have created this module to provide the specific SSDs needed for these separated booms and saucers.

(Z20.1) COPYRIGHTS

(Z20.2) TABLE OF CONTENTS



(Z20.3) PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S MODULE D3: BOOMS AND SAUCERS contains material for the Star Fleet Battles Captain's Edition game system. To use this product, you MUST have Star Fleet Battles BASIC SET. To use some portions of this product, you will also need ADVANCED MISSIONS and/or other products. Star Fleet Battles is published by:

TASK FORCE GAMES
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(Z20.4) RULES CLARIFICATIONS AND UPDATES

Whenever a new project focuses the attention of the Star Fleet Staff on a given area of the rules, it is not uncommon for a number of problems, contradictions, incompletions, loopholes, and gray areas to show up and need correction. Here are the handful of such items that have been developed:

(G12.73) Hull on all separated sections is "center" hull. Both sections retain the seeking weapon control ability of the original (intact) ship.

(G12.81) The cloaking device is in the same area as the Emergency Bridge. If there is no Emergency Bridge, it is in the same area as the main bridge.

(G12.82) The UIM and DERFACS systems are in the same area as the main bridge. Neo-Tholian DERFACS in rear hull.

(G12.83) The T-bombs and transporter artillery rounds are stored in the rear section.

(R2.0) The Fed Saucer BPVs were recalculated. The ones on the SSDs are correct; the MSC in R2 is incorrect.

FEDERATION DREADNOUGHT SEPARATED SAUCER

CREW UNITS

			*						10
									20
									30

CREW UNITS REAR HULL

									10
									20

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

							8

BP UNITS REAR HULL

					6

SHIP DATA TABLE		
TYPE	=	DN-SCR
POINT VALUE	=	90
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.2
AWR REFIT	=	+2
BPV WITHOUT WARP ENGINES	=	60/30

CNTR

SENSOR 6 6 4 2 0

SCANNER 0 0 2 4 9

DAM CON 4 4 4 2 2 2 0

EX DAM

SHIELD #1

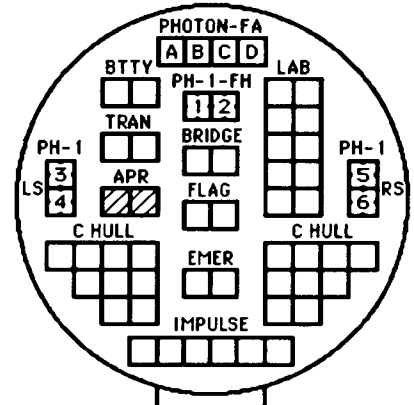
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6



TYPE I OFFENSIVE PHASER TABLE

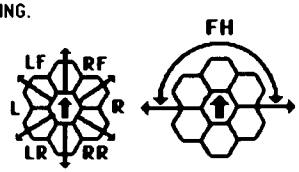
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
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

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



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

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

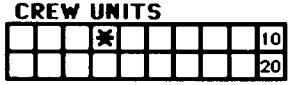
▨ APR CONVERTED TO AWR BY THE AWR REFIT.

WITHOUT WARP ENGINES, THE SAUCER HAS ONLY 5 BOX SHIELDS.

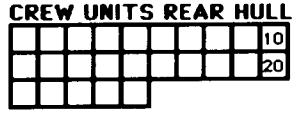
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

CREW UNITS



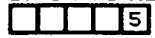
CREW UNITS REAR HULL



USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

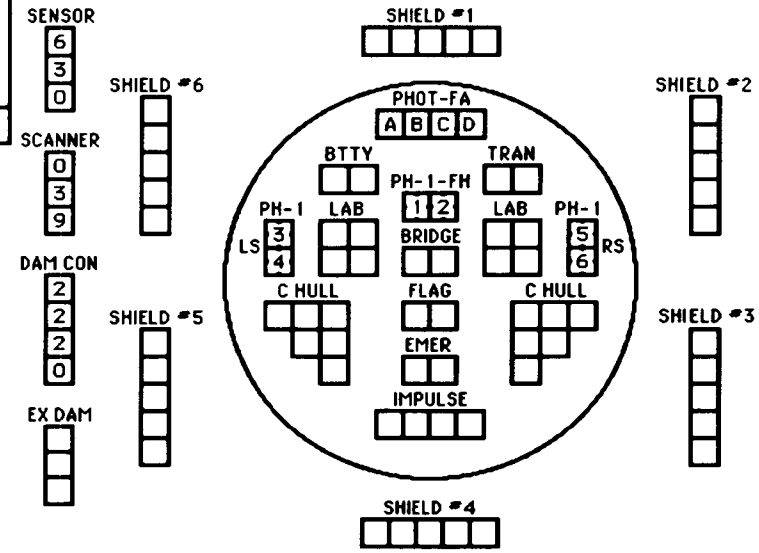
BP UNITS REAR HULL



SHIP DATA TABLE		
TYPE	=	CC-SCR
POINT VALUE	=	66/26
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R2.3
PLUS REFIT	=	+1

CNTR

FEDERATION COMMAND CRUISER SEPARATED SAUCER

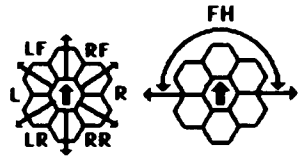


TYPE I OFFENSIVE PHASER TABLE

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

THE PHOTON TABLE IS INCLUDED BECAUSE THE UNIT MAY HAVE BEEN HOLDING SOME PHOTONS AT THE TIME OF SEPARATION DURING A SCENARIO, OR THE SAUCER MAY RECEIVE POWER TO ARM THE PHOTONS WHILE DOCKED TO A BASE OR FRD UNDER (C13.41). NOTE THAT UNDER (C13.952) POWER FOR WEAPONS CANNOT BE TRANSFERRED FROM ONE SHIP TO ANOTHER.

THIS SHIP IS A SUBLIGHT UNIT.

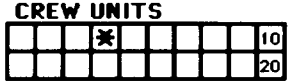
THE PLUS REFIT ALLOWS THIS SAUCER TO CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING. WITHOUT THE REFIT, IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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

FEDERATION HEAVY CRUISER SEPARATED SAUCER

CREW UNITS



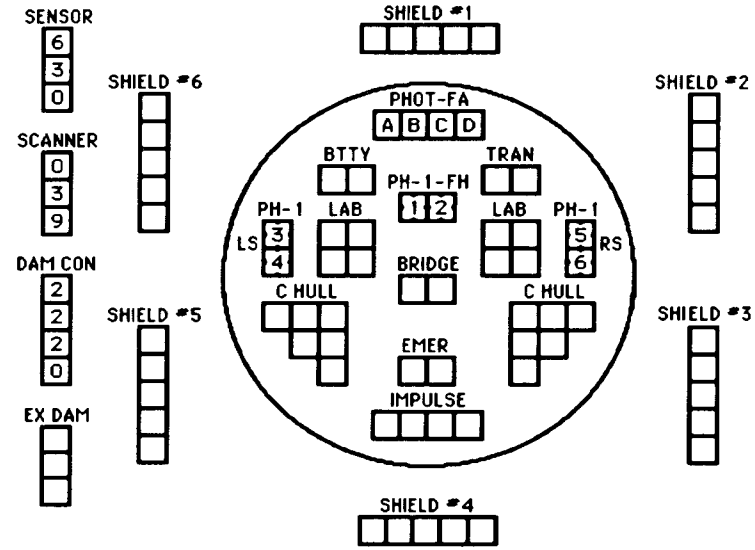
CREW UNITS REAR HULL

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

BP UNITS REAR HULL

SHIP DATA TABLE	
TYPE	=CA-SCR
POINT VALUE	= 60/20
BREAKDOWN	= --
SHIELD COST	= 0
LIFE SUPPORT	= 0
SIZE CLASS	= 4
REFERENCE	= R2.4
PLUS REFIT	= +1

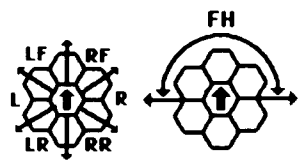


TYPE I OFFENSIVE PHASER TABLE

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

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

THE PHOTON TABLE IS INCLUDED BECAUSE THE UNIT MAY HAVE BEEN HOLDING SOME PHOTONS AT THE TIME OF SEPARATION DURING A SCENARIO, OR THE SAUCER MAY RECEIVE POWER TO ARM THE PHOTONS WHILE DOCKED TO A BASE OR FRD UNDER (C13.41). NOTE THAT UNDER (C13.952) POWER FOR WEAPONS CANNOT BE TRANSFERRED FROM ONE SHIP TO ANOTHER.

THIS SHIP IS A SUBLIGHT UNIT.

THE PLUS REFIT ALLOWS THIS SAUCER TO CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING. WITHOUT THE REFIT, IT CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

FEDERATION CVA SEPARATED SAUCER

CREW UNITS 10 / 20

CREW UNITS REAR HULL 10 / 20

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES 6

PROBES 5

BP UNITS REAR HULL 4

SHIP DATA TABLE	
TYPE	= CVA-SCR
POINT VALUE	= 100
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.13
PLUS REFIT	= +7
AWR REFIT	= +5
Y175 REFIT	= +0
BPV WITHOUT WARP ENGINES	= 70/40

THE SAUCER CAN LEND EW TO SURVIVING FIGHTERS OF ITS ORIGINAL SQUADRONS.

WITHOUT WARP ENGINES, THE SAUCER HAS ONLY 5 BOX SHIELDS.

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

CNTR

SENSOR 6 6 4 2 0

SCANNER 0 0 2 4 9

DAM CON 4 4 4 2 2 2 0

EX DAM

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

PHOT-FA (A B / C D) BTTY APR PH-1-FH (1 2) PH-G (3 4) LS TRAN BRIDGE LAB PH-G (5 6) RS C HULL FLAG C HULL EMER DRONE (3 4) TRAC PRB IMPULSE C WARP

SHADED BOXES ARE THE CVA+ REFIT.

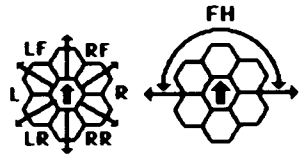
APR CONVERTED TO AWR BY THE AWR REFIT.

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

PHOTON TORPEDO TABLE

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

DRONE RACKS

3 ⋮ ⋮ ⋮ ⋮ ⋮ G

4 ⋮ ⋮ ⋮ ⋮ ⋮ G

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

ANTI-DRONE TABLE

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

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

FEDERATION GALACTIC SURVEY CRUISER SEPARATED SAUCER

CREW UNITS

									10
			*						20

CREW UNITS REAR HULL

									10
									20

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

			4

BP UNITS REAR HULL

	2						8

SHIP DATA TABLE

TYPE	=	GSC-SCR
POINT VALUE	=	93/21
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R2.16
PLUS REFIT	=	+10
AWR REFIT	=	+2
Y175 REFIT	=	+0

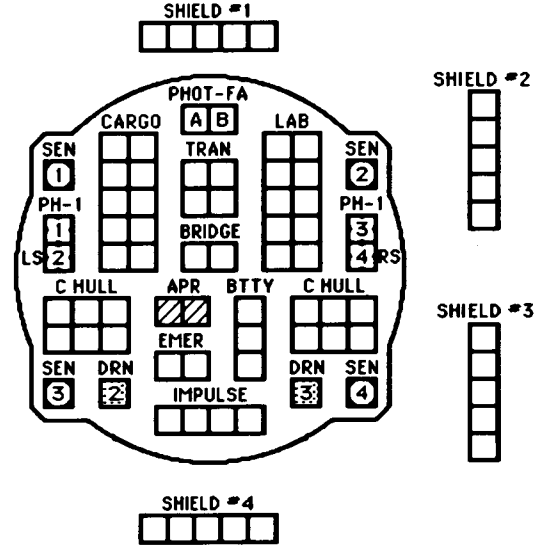
CNTR

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

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

CVL SAUCER CAN LEND EW TO ITS ORIGINAL FIGHTERS.

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

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

THE PHOTON TABLE IS PRESENT BECAUSE THE UNIT MIGHT HAVE PHOTONS ARMED AND HELD AT THE TIME OF SEPARATION DURING A SCENARIO. THE PHOTONS MIGHT ALSO BE ARMED BY A BASE OR FRD UNDER (C13.41). NOTE THAT UNDER (C13.952) A FRIENDLY SHIP CANNOT LOAN POWER TO ANOTHER FRIENDLY SHIP TO USE IN ARMING ITS WEAPONS. IF THIS SHIP HAS THE AWR REFIT, IT WILL HAVE AN ABILITY TO ARM PHOTON TORPEDOES BY ITSELF.

THIS IS A SUBLIGHT UNIT.

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

ANTI-DRONE TABLE

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

DRONE RACKS

2	:	:	:	:	:	:	6
3	:	:	:	:	:	:	6

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

THIS SAUCER IS USED BY BOTH THE GSC AND THE CVL.
FOR THE COV, CHANGE FOUR CARGO TO BARRACKS.

COV MARINES (SAUCER)

									10
									20
									30

SHADED BOXES ARE THE GSC+ REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

FEDERATION IMPROVED DREADNOUGHT SEPARATED SAUCER

CREW UNITS

			✱						10
									20
									30

CREW UNITS REAR HULL

									10
									20

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

							8

BP UNITS REAR HULL

					6

SHIP DATA TABLE

TYPE	= DN+-SCR
POINT VALUE	= 100
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.17
AWR REFIT	= +2
BPV WITHOUT WARP ENGINES	= 70/40

WITHOUT WARP ENGINES, THE SAUCER HAS ONLY 5 BOX SHIELDS.

CNTR

SENSOR: 6 6 4 2 0

SCANNER: 0 0 2 4 9

DAM CON: 4 4 4 2 2 2 0

EX DAM

TURN MODE / SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

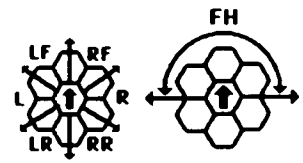
TYPE III DEFENSE PHASER

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

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

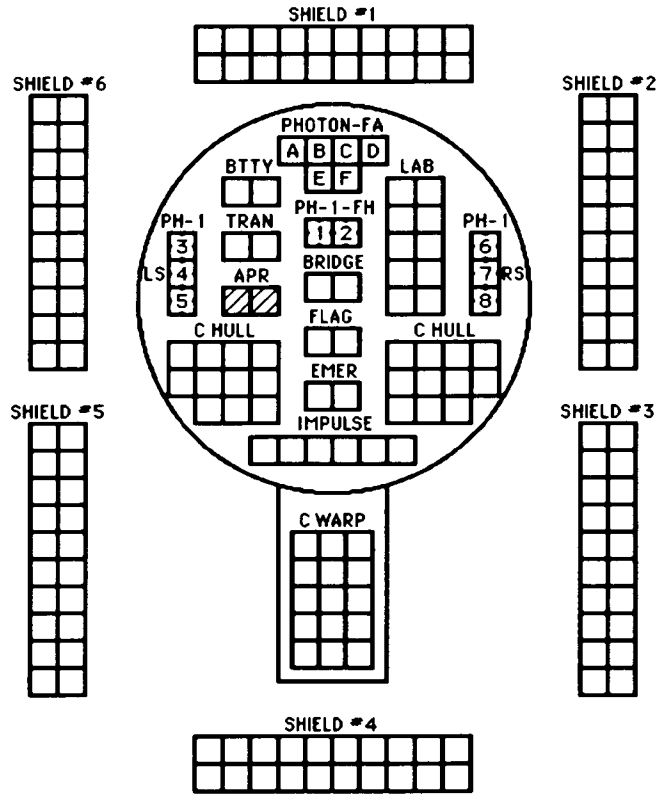
PHOTON TORPEDO TABLE

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



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

▨ APR CONVERTED TO AWR BY THE AWR REFIT.

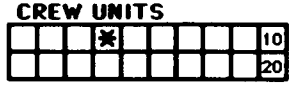


WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

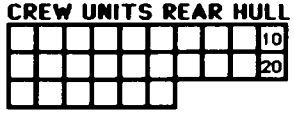
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

FEDERATION STRIKE CARRIER SEPARATED SAUCER

CREW UNITS



CREW UNITS REAR HULL



USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

BP UNITS REAR HULL

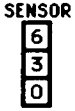
SHIP DATA TABLE		
TYPE	=	CVS-SCR
POINT VALUE	=	74/34
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R2.29
PLUS REFIT	=	+12
Y175 REFIT	=	+0

CNTR

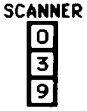
THIS SAUCER IS USED FOR BOTH THE CVS AND THE CVB.

THE SAUCER CAN LEND EW TO SURVIVING FIGHTERS OF ITS ORIGINAL SQUADRON.

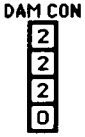
SENSOR



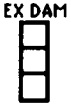
SCANNER

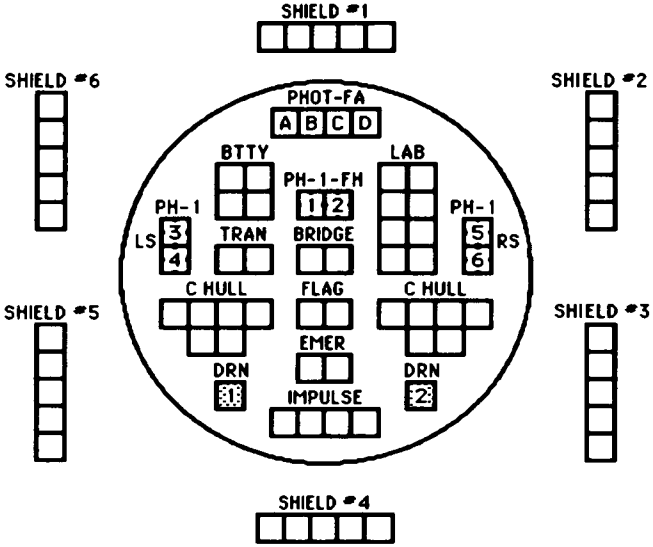


DAM CON



EX DAM





TYPE I OFFENSIVE PHASER TABLE

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

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

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

THE PHOTON TABLE IS INCLUDED BECAUSE THE UNIT MAY HAVE BEEN HOLDING SOME PHOTONS AT THE TIME OF SEPARATION DURING A SCENARIO, OR THE SAUCER MAY RECEIVE POWER TO ARM THE PHOTONS WHILE DOCKED TO A BASE OR FRD UNDER (C13.41). NOTE THAT UNDER (C13.952) POWER FOR WEAPONS CANNOT BE TRANSFERRED FROM ONE SHIP TO ANOTHER.

THIS SHIP IS A SUBLIGHT UNIT.

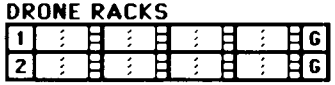
SHADED BOXES ARE THE CVS+ REFIT.

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

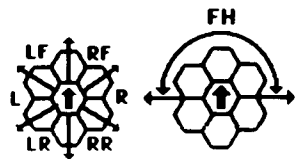
ANTI-DRONE TABLE

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

DRONE RACKS



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



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

FEDERATION SPACE CONTROL SHIP SEPARATED SAUCER

CREW UNITS (10 / 20)

CREW UNITS REAR HULL (10 / 20 / 30)

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES 6

PROBES 5

BPS REAR HULL 6

SHIP DATA TABLE

TYPE	= SCS-SCR
POINT VALUE	= 107
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.32
BPV WITHOUT WARP ENGINES	= 77/47

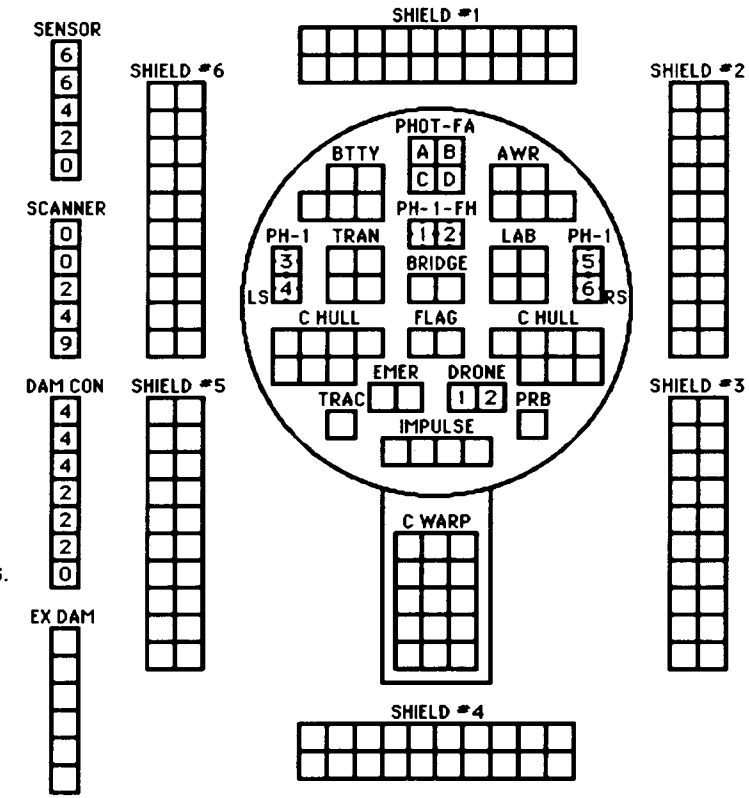
CNTR

SENSOR 6 6 4 2 0

SCANNER 0 0 2 4 9

DAM CON 4 4 4 2 2 2 0

EX DAM



TYPE I OFFENSIVE PHASER TABLE

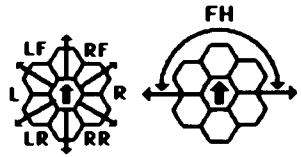
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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



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

DRONE RACKS

1							G
2							G

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

PHOTON TORPEDO TABLE

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

ANTI-DRONE TABLE

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

THE SAUCER CAN LEND EW TO SURVIVING FIGHTERS OF ITS ORIGINAL SQUADRON.

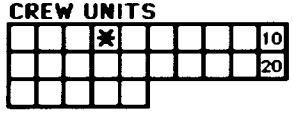
WITHOUT WARP ENGINES, THE SAUCER HAS ONLY 5 BOX SHIELDS.

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

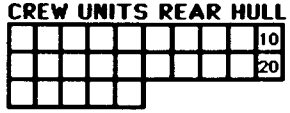
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

FEDERATION BATTLECRUISER SEPARATED SAUCER

CREW UNITS



CREW UNITS REAR HULL



USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

BP UNITS REAR HULL

SHIP DATA TABLE		
TYPE	=	BC-SCR
POINT VALUE	=	93/58
BREAKDOWN	=	2-6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R2.33
BPV OF BCV AND BCS	=	+5
BPV WITHOUT WARP ENGINES	=	85/54

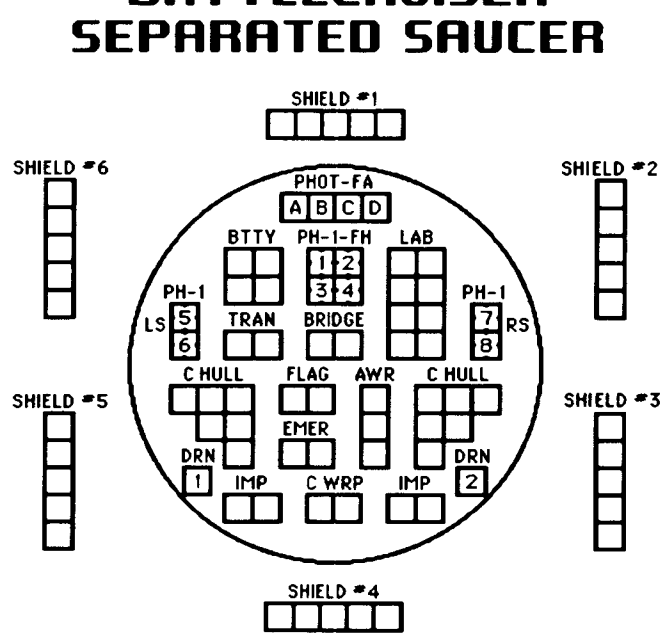
CNTR

SENSOR 6 3 0

SCANNER 0 3 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

DRONE RACKS

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

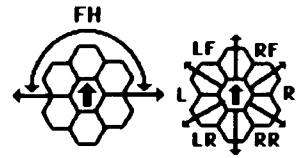
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
	4	15-20
	5	21-27
BD	6	28+

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

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



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

THIS SAUCER IS USED FOR THE BCG, BCF, BCJ, BCS, BCV, AND BCP.

BCS, BCV, AND BCP SAUCERS CAN LEND EW TO THEIR ORIGINAL FIGHTERS.

BCG, BCF, AND BCJ SAUCERS CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO THEIR SENSOR RATINGS.

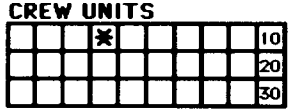
BCV, BCS, AND BCP SAUCERS CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THEIR SENSOR RATINGS.

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

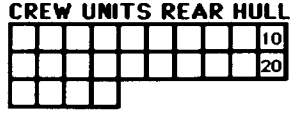
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

FEDERATION DNG DREADNOUGHT SEPARATED SAUCER

CREW UNITS

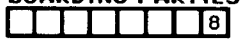


CREW UNITS REAR HULL

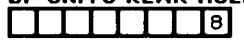


USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES



BP UNITS REAR HULL



SHIP DATA TABLE	
TYPE	= DNG-SCR
POINT VALUE	= 115
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.61
BPV WITHOUT WARP ENGINES	= 85/55

CNTR

WITHOUT WARP ENGINES, THE SAUCER HAS ONLY 5 BOX SHIELDS.

SENSOR 6 6 4 2 0

SCANNER 0 0 2 4 9

DAM CON 4 4 4 2 2 2 0

EX DAM

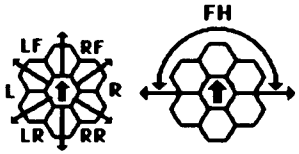
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO THE SENSOR RATING.

TYPE I OFFENSIVE PHASER TABLE

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

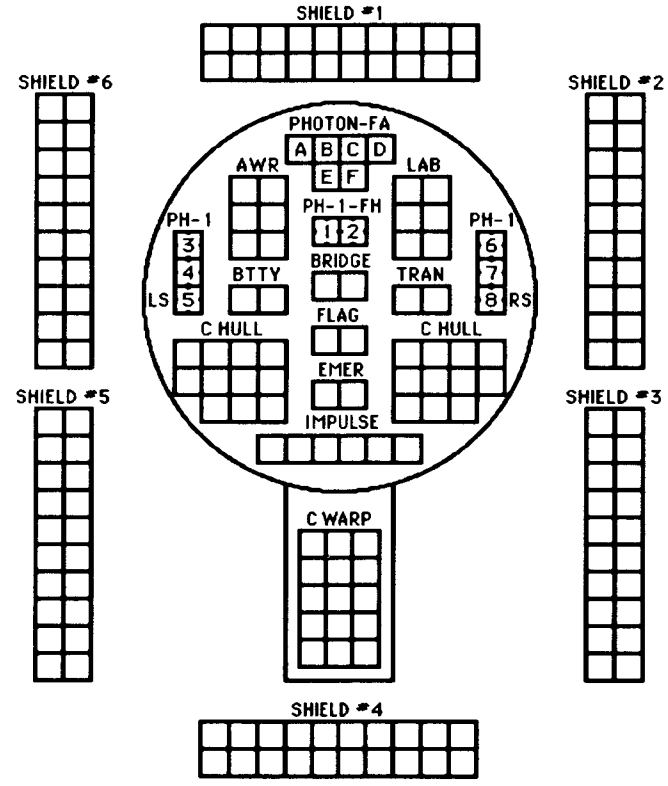
TYPE III DEFENSE PHASER

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



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

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



PHOTON TORPEDO TABLE

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

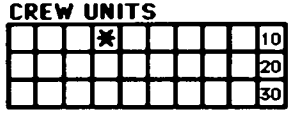
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

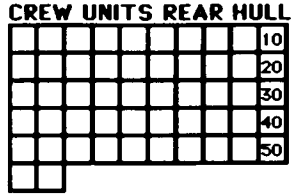
FEDERATION BATTLESHIP SEPARATED SAUCER

CNTR

CREW UNITS



CREW UNITS REAR HULL



USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

BP UNITS REAR HULL

SHIP DATA TABLE

TYPE	=	BB-SCR
POINT VALUE	=	130
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.73
BPV WITHOUT WARP ENGINES	=	85/55

WITHOUT WARP ENGINES, THE SAUCER HAS ONLY 5 BOX SHIELDS.

TYPE I OFFENSIVE PHASER TABLE

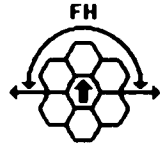
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
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

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

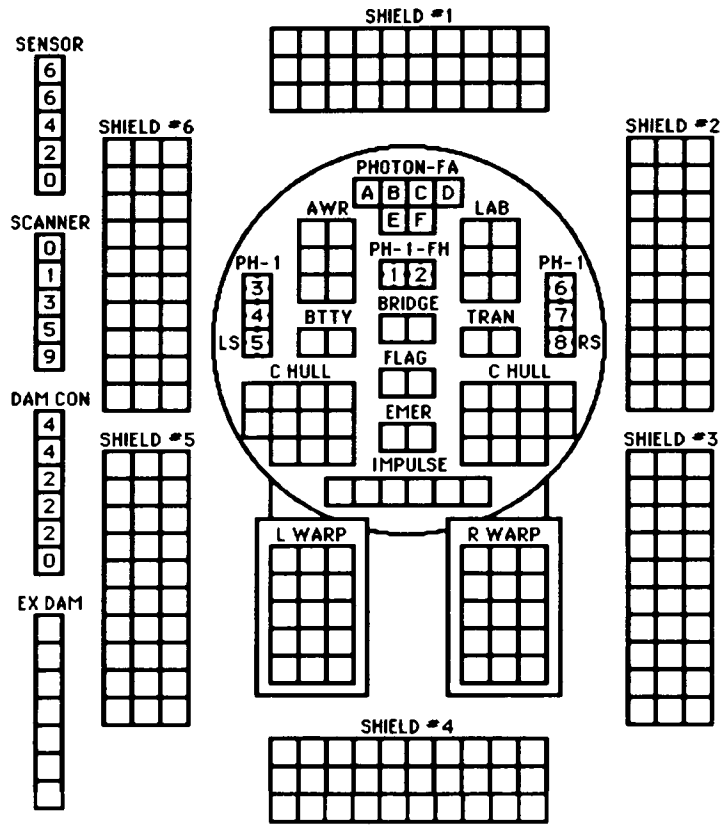


PHOTON TORPEDO TABLE

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

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

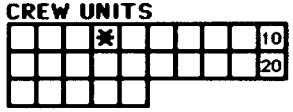
THE SAUCER CAN LEND EW TO SURVIVING FIGHTERS OF ITS ORIGINAL SQUADRON.



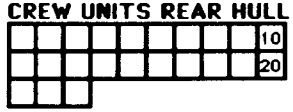
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

FEDERATION HEAVY COMMAND CRUISER SEPARATED SAUCER

CREW UNITS



CREW UNITS REAR HULL



USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

BOARDING PARTIES

BPS REAR HULL

SHIP DATA TABLE		
TYPE	=	CB-SCR
POINT VALUE	=	79/39
BREAKDOWN	=	2-6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R2.76
BPV WITHOUT WARP ENGINES	=	71/35

CNTR

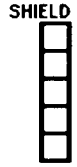
SENSOR

SCANNER

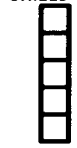
DAM CON

EX DAM

SHIELD #6



SHIELD #5

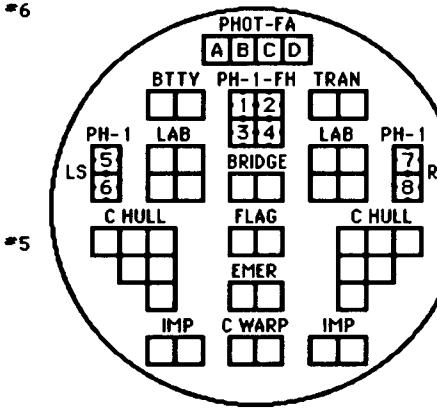


SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4



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

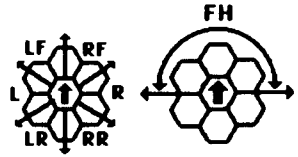
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
	4	15-20
	5	21-27
BD	6	28+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

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

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

KLINGON C9 DREADNOUGHT SEPARATED BOOM

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

CREW UNITS REAR HULL

									10
									20
									30
									40
									50

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BP UNITS REAR HULL

							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

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

THIS BOOM IS USED BY THE C9 AND C9A.

WHEN USED FOR A C9A, REPLACE THE TWO CARGO BOXES WITH AN SFG REQUIRING TWO DAMAGE POINTS TO DESTROY. BPV + 20.

SHIP DATA TABLE

TYPE	=	C9-BM
POINT VALUE	=	75
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.2
B REFIT	=	+2
K REFIT	=	+4
Y175 REFIT	=	+2
2 X UIM STANDARD		
BPV WITHOUT WARP ENGINES	=	54/33

WITHOUT WARP ENGINES, THE BOOM HAS ONLY 5 BOX SHIELDS.

ANTI-DRONES [1] [ ]

ADD HAS 6 ROUNDS PRIOR TO Y175

ANTI-DRONE TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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

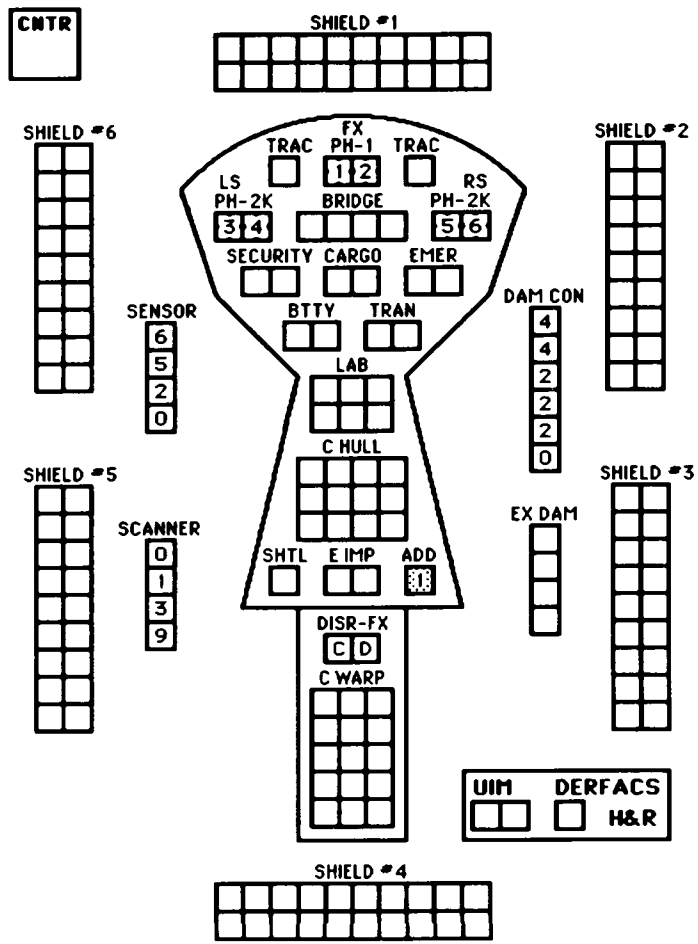
TYPE III DEFENSE PHASER

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

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

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



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

SHADED BOX IS THE B-REFIT.

FX PHASERS HAVE (D2.33) ARCS. 360° WITHOUT WARP ENGINE.

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

KLINGON C8 DREADNOUGHT SEPARATED BOOM

CREW UNITS ☐☐✱☐☐☐☐☐☐ 10

CREW UNITS REAR HULL 10 / 20 / 30 / 40 / 50

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BRDING PRTIES 6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

C8 CAN LAUNCH ONE DRONE EACH TURN.
B-REFIT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.
C8S CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.
C8V REPLACE ADD WITH PROBE AND DRONE RACKS WITH TWO 12 SHOT ADDS.

BP UNITS REAR HULL 10

SHIP DATA TABLE

TYPE	= C8-BM
POINT VALUE	= 75
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.3
B REFIT +4	Y175 +4
K REFIT +4	2 X UIM
BPV WITHOUT WARP ENGINES	= 54/33

ANTI-DRONE TABLE

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

DRONE RACKS (C8)

1 ☐☐☐☐☐ A ☐☐ B
2 ☐☐☐☐☐ A ☐☐ B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)
PH-2'S MARKED "K" ARE CHANGED TO PH-1 ON THE K-REFIT.

DRONE RACKS (C8S)

1 ☐☐☐☐ G
2 ☐☐☐☐ G

RACKS HAD THREE RELOADS
ONE RELOAD IS ENTIRELY ADDs.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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

BD ☐☐

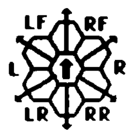
TYPE III DEFENSE PHASER

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

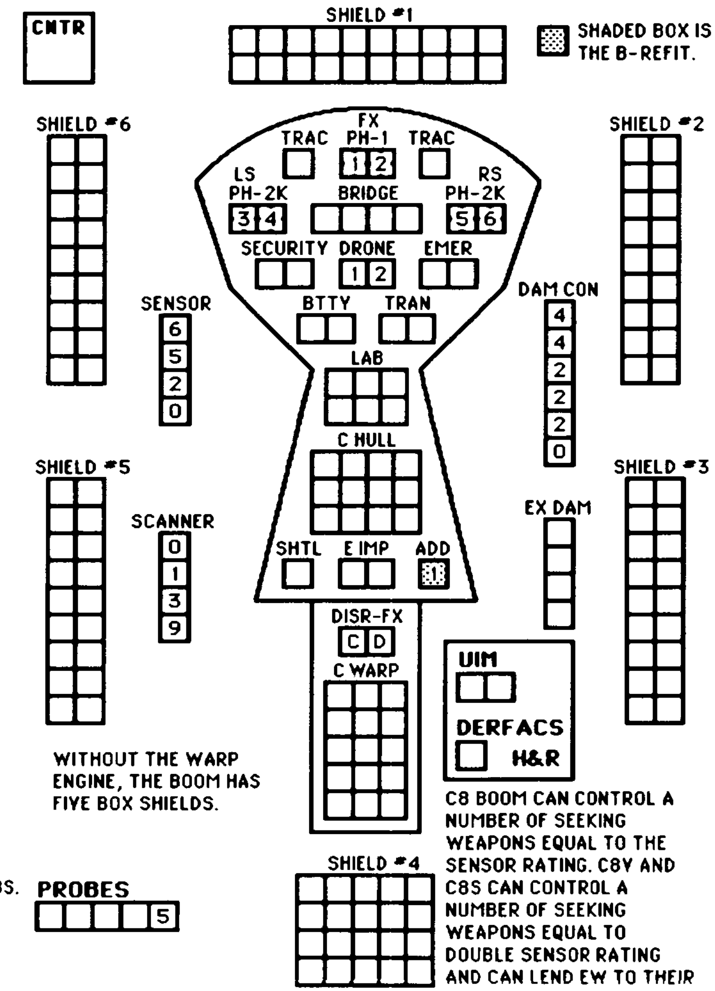
DISRUPTOR TABLE

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

USED BY C8, C8V, AND C8S.



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



WITHOUT THE WARP ENGINE, THE BOOM HAS FIVE BOX SHIELDS.

PROBES 5

ANTI-DRONES

C8 BOOM CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO THE SENSOR RATING. C8V AND C8S CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE SENSOR RATING AND CAN LEND EW TO THEIR FIGHTERS.

FX PHASERS HAVE (D2.33) ARCS; ARE 360° IF WARP ENGINE IS DROPPED.

C8 HAS ONE ADD WITH SIX ROUNDS ADDED IN B REFIT. THIS HAS 12 ROUNDS AFTER Y175 REFIT. C8V HAS TWO 12 ROUND ADDS.

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

KLINGON D-BOOM

CREW UNITS

[ ][ ][*][ ][ ][ ][ ][9]

BOARDING PARTIES

[ ][ ][ ][4]

CREW UNITS REAR HULL

[ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ][20]
[ ][ ][ ][ ][ ][ ][ ][ ][30]
[ ][ ][ ][ ][ ][ ][ ][ ][40]

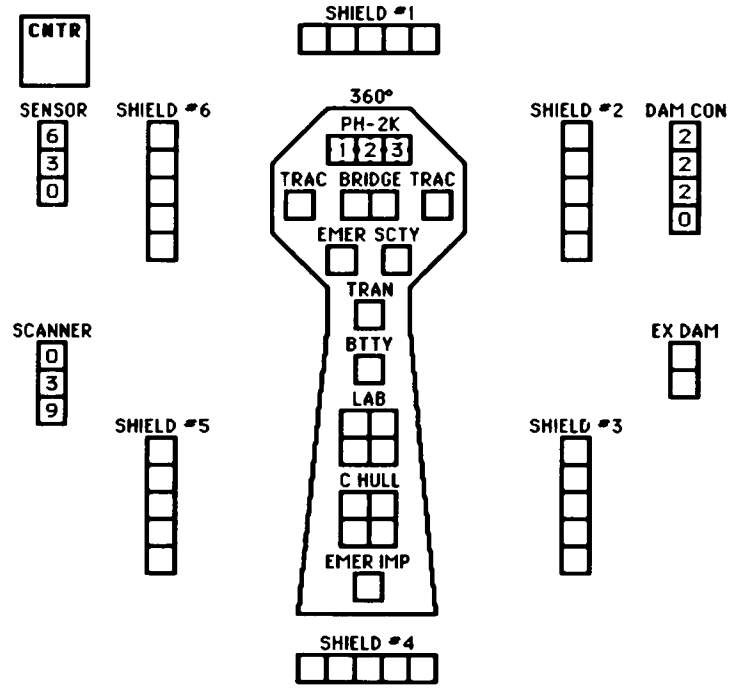
USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BP UNITS REAR HULL

[ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ]

ADJUST FOR ORIGINAL CLASS.

SHIP DATA TABLE		
TYPE	=	D-BM
POINT VALUE	=	58/30
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R3.4
K REFIT	=	+3
UIM REFIT	=	+5



PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

UIM
DERFACS
H&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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

NOTE THAT DERFACS AND UIM SYSTEMS MAY HAVE BEEN INSTALLED ON THE SHIP PRIOR TO BOOM SEPARATION, AND THESE SYSTEMS WOULD BE IN THE BOOM BUT CANNOT BE USED.

THIS IS A SUBLIGHT UNIT.

A GIVEN BOOM HAS THE SAME SEEKING WEAPON CONTROL ABILITY AS THE ORIGINAL SHIP FROM WHICH IT SEPARATED (I.E., A MULTIPLE OF THE CURRENT SENSOR RATING).

THIS BOOM IS USED FOR ALL D6 AND D7 VARIANTS EXCEPT THE DX, D7DX, AND D6J. THIS BOOM IS USED BY BOTH KLINGON TUGS, INCLUDING CVTS.

IF USED FOR A D7A, REPLACE THE THREE PHASERS WITH AN SFG REQUIRING TWO DAMAGE POINTS TO BE DESTROYED. BPV +10. FIRING ARC = LF+RF.

UNITS WHICH INCLUDE REFITS IN THEIR DESIGN MUST BE INCREASED IN VALUE BY ADDING THE REFIT TO THE BOOM. THE REFIT STATUS OF EACH BOOM MUST BE DETERMINED AT THE TIME OF SEPARATION.

BOOMS FROM D7V AND D6V CAN LEND EW TO THEIR FIGHTERS. THIS DOES NOT APPLY TO A BOOM FROM A CVT.

D6G MARINES (R HULL)

[ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ][20]
[ ][ ][ ][ ][ ][ ][ ][ ][30]

KLINGON F-BOOM

CREW UNITS
[ ][*][ ][ ][6]

CREW UNITS REAR HULL
[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][20]
USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BOARDING PARTIES
[ ][ ][3]

BP UNITS REAR HULL
[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
ADJUST FOR ORIGINAL CLASS.

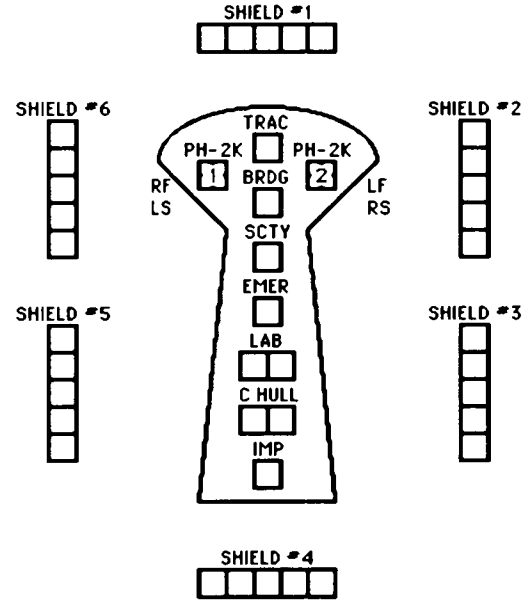
UIM
[ ] F5C, F5L, AND E5 ONLY.

SHIP DATA TABLE		
TYPE	=	F-BM
POINT VALUE	=	35/20
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R3.6
K REFIT	=	+2
UIM REFIT (F5C, F5L, AND E5 ONLY.)	=	+5

CNTR

THIS BOOM IS USED FOR ALL VERSIONS OF THE F5 EXCEPT THE F5J, FX, F5W, AND F6. THIS BOOM IS USED FOR THE E5.

SOME VERSIONS INCLUDE THE K REFIT AND THEIR BPVS MUST INCLUDE THIS. SOME VERSIONS CAN NEVER HAVE THE K REFIT. THIS MUST BE DETERMINED FOR EACH SUCH SHIP AT THE TIME OF SEPARATION.



TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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

THIS IS A SUBLIGHT UNIT.

A GIVEN BOOM HAS THE SAME SEEKING WEAPON CONTROL ABILITY AS THE ORIGINAL SHIP FROM WHICH IT SEPARATED (I.E., A MULTIPLE OF THE CURRENT SENSOR RATING).

TYPE III DEFENSE PHASER

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

BOOMS FROM AN F5V CAN LEND EW TO THEIR FIGHTERS.

F5G MARINES (R HULL)
[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][20]

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

PHASER-2'S MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT.

KLINGON B10 BATTLESHIP SEPARATED BOOM

CREW UNITS (10) *

CREW UNITS REAR HULL (10, 20, 30, 40, 50, 60)

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES (8)

BP UNITS REAR HULL (10, 20)

HIT & RUN: UIM, DERFACS

THIS BOOM IS USED BY ALL VERSIONS OF THE B10 AND THE B11.

SHIP DATA TABLE		
TYPE	=	B-BM
POINT VALUE	=	125
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.17
B REFIT	=	+6
K REFIT	=	+4
Y175 REFIT	=	+2
MECH LINKS	=	+2
SFG REFIT	=	+24
BPV WITHOUT WARP ENGINES	=	83/41

CNTR

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

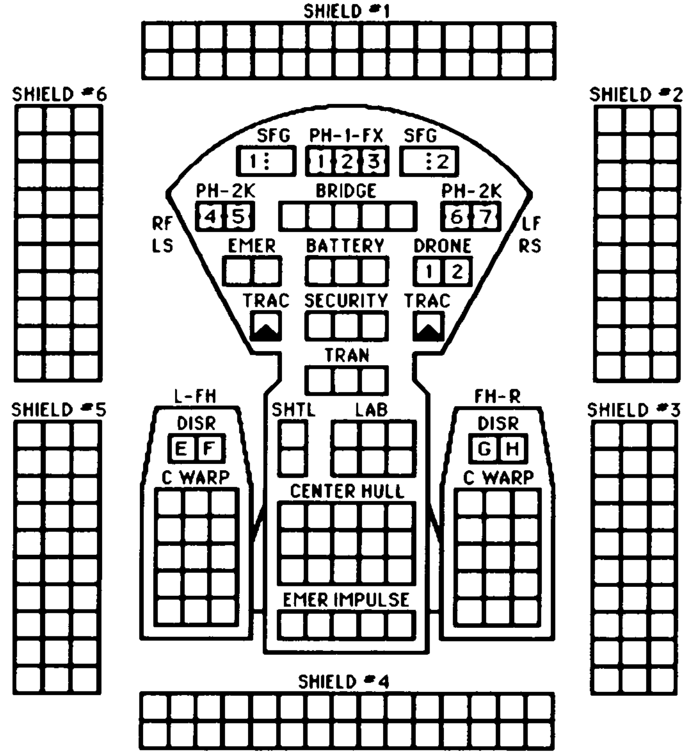
SENSOR: 6, 6, 4, 2, 0

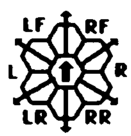
SCANNER: 0, 1, 3, 5, 9

DAM CON: 4, 4, 2, 2, 2, 0

CAN CONTROL SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

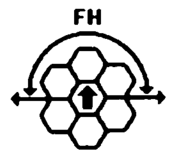
EX DAM





FX PHASERS HAVE (D2.33) ARCS.
360° WITHOUT WARP ENGINES.

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



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

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

WITHOUT WARP ENGINES, THE BOOM HAS ONLY 5 BOX SHIELDS.

THE BOOM CAN LEND EW TO SURVIVING FIGHTERS OF ITS ORIGINAL SQUADRON.

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

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1					A		B
2					A		B

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

KLINGON D5 WAR CRUISER SEPARATED BOOM

CREW UNITS

[ ][*][ ][ ][ ][ ][8]

BOARDING PARTIES

[ ][ ][ ][4]

PROBES

[ ][ ][ ][ ][5]

CREW UNITS REAR HULL

[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][20]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][30]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][40]

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BP UNITS REAR HULL

[ ][ ][ ][ ][ ][ ][ ][8]

ADJUST FOR ORIGINAL CLASS.

SHIP DATA TABLE		
TYPE	=	D5-BM
POINT VALUE	=	55/26
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R3.23
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 II PHASER TABLE

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

HIT & RUN
UIM [ ]
DERFACS [ ]

TYPE III DEFENSE PHASER

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

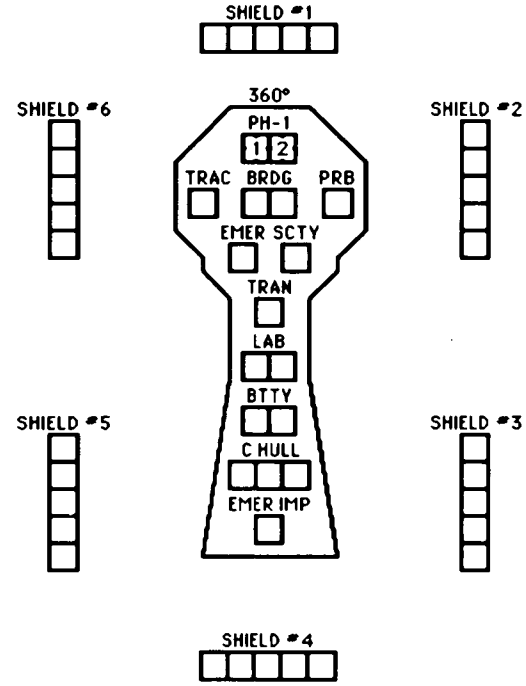
CNTR

SENSOR [5][1][0]

SCANNER [1][5][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ]



D5G MARINES (R HULL)

[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][20]

THE PHASERS ON THE D5I BOOM ARE PHASER-2. THERE IS NO UIM. BPV = 50/20.

NOTE THAT DERFACS AND UIM SYSTEMS ARE IN THE BOOM, BUT THESE SYSTEMS CANNOT BE USED.

THIS IS A SUBLIGHT UNIT.

A GIVEN BOOM HAS THE SAME SEEKING WEAPON CONTROL ABILITY AS THE ORIGINAL SHIP FROM WHICH IT SEPARATED (I.E., A MULTIPLE OF THE CURRENT SENSOR RATING).

THIS BOOM IS USED BY ALL VERSIONS OF THE D5 EXCEPT THE D5J.

WHEN USED FOR A D5A, REPLACE BOTH FORWARD PHASER WITH AN SFG REQUIRING TWO DAMAGE POINTS TO DESTROY. THE SFG IS HIT ON PHASER DAMAGE POINTS. BPV + 8. FIRING ARC = LF + RF.

THIS BOOM IS USED FOR THE D5W.

D5V BOOMS CAN LEND EW TO THEIR FIGHTERS.

KLINGON D6J PENAL BATTLECRUISER SEPARATED BOOM

CREW UNITS [ ][ ][*][ ][ ][ ][ ][9]

BOARDING PARTIES [ ][ ][ ][4]

CREW UNITS REAR HULL [ ][ ][ ][ ][ ][ ][ ][ ][ ][10] [ ][ ][ ][ ][ ][ ][ ][ ][ ][20] [ ][ ][ ][ ][ ][ ][ ][ ][ ][30] [ ][ ][ ][ ][ ]

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BP UNITS REAR HULL [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]

SHIP DATA TABLE	
TYPE	= DJ-BM
POINT VALUE	= 60/40
BREAKDOWN	= 2-6
SHIELD COST	= 0
LIFE SUPPORT	= 0
SIZE CLASS	= 4
REFERENCE	= R3.36
BPV WITHOUT WARP ENGINES	= 52/36

CNTR

TYPE II PHASER TABLE

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

LF RF L R LR RR

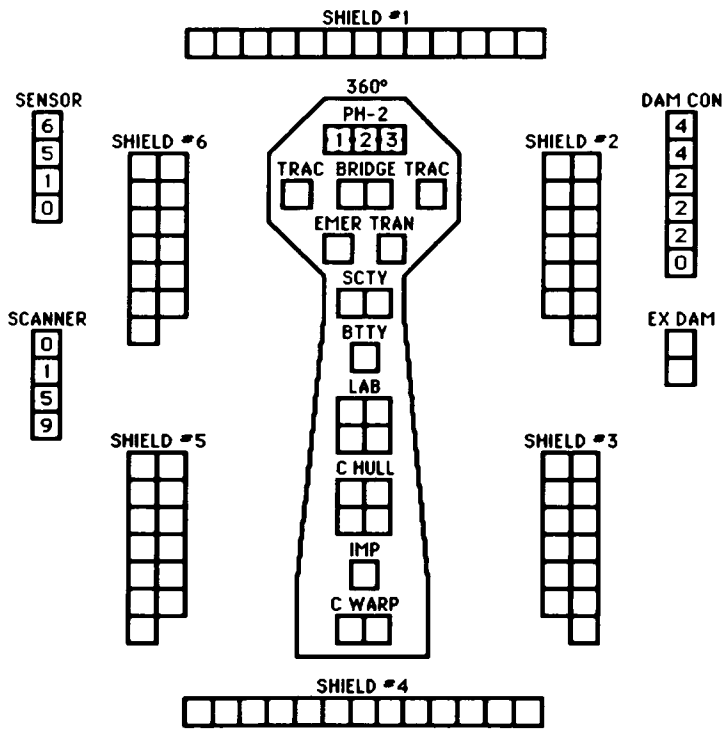
TURN MODE		SPEED
A	1	2-6
	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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

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

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.



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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

KLINGON D5J PENAL WAR CRUISER SEPARATED BOOM

CREW UNITS [*] [ ] [ ] [ ] [ ] [8]

BOARDING PARTIES [ ] [ ] [ ] [4]

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

CREW UNITS REAR HULL [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [10] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [20] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [30] [ ] [ ]

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BPS REAR HULL [ ] [ ] [ ] [4]

SHIP DATA TABLE	
TYPE	= D5J-BM
POINT VALUE	= 60/30
BREAKDOWN	= 2-6
SHIELD COST	= 0
LIFE SUPPORT	= 0
SIZE CLASS	= 4
REFERENCE	= R3.37
BPV WITHOUT WARP ENGINES	= 52/26

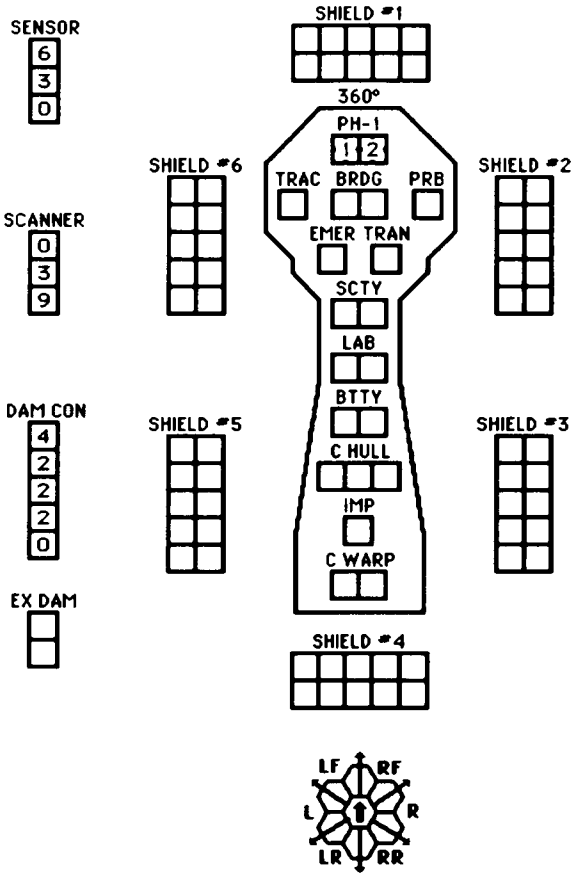
CNTR [ ]

SENSOR [6] [3] [0]

SCANNER [0] [3] [9]

DAM CON [4] [2] [2] [2] [0]

EX DAM [ ] [ ]



TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE		SPEED
A	1	2-6
	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

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

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

DERFACS [ ] H&R

NOTE THAT THE DERFACS SYSTEM IS IN THE BOOM, BUT THIS SYSTEM CANNOT BE USED.

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

KLINGON F5J
PENAL FRIGATE (DSF)
SEPARATED BOOM

CREW UNITS [*][ ][ ][ ][6]

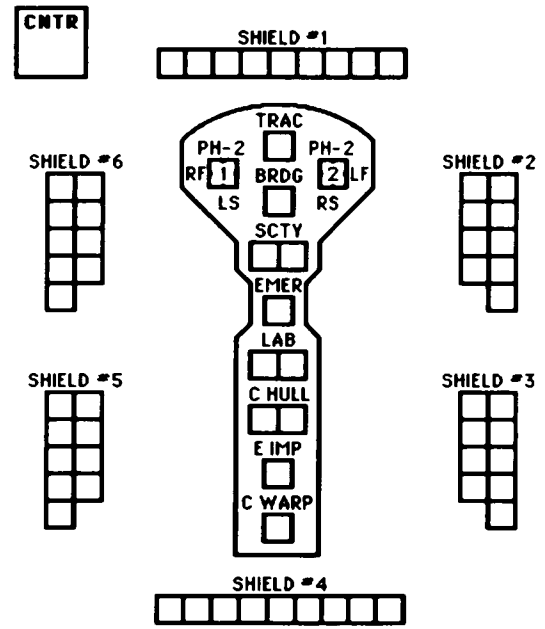
CREW UNITS REAR HULL [ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ]

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BOARDING PARTIES [ ][ ][3]

BPS REAR HULL [ ][ ][ ][ ][5]

SHIP DATA TABLE		
TYPE	=	FJ-BM
POINT VALUE	=	40/25
BREAKDOWN	=	2-6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R3.38
BPV WITHOUT WARP ENGINES	=	36/23



TYPE II PHASER TABLE

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

TURN MODE		SPEED
A	1	2-6
	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

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

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

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

SENSOR [6][3][0]

SCANNER [0][3][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ]

WARP ENERGY MOVEMENT COST = 1/8 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

KLINGON E4J PENAL ESCORT SEPARATED BOOM (ISF)

CREW UNITS [ ][*][ ][ ][5]

CREW UNITS REAR HULL [ ][ ][ ][ ][ ][ ][ ][9]

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

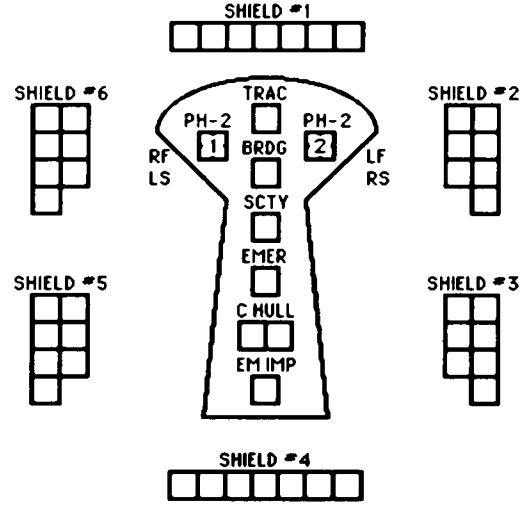
BOARDING PARTIES [ ][2]

BPS REAR HULL [ ][ ][ ][4]

SHIP DATA TABLE		
TYPE	=	EJ-BM
POINT VALUE	=	33/18
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R3.39

CNTR [ ]

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



TYPE II PHASER TABLE

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

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

TYPE III DEFENSE PHASER

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

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

SENSOR [6][3][0]

SCANNER [0][3][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ]

THIS IS A SUBLIGHT UNIT.

KLINGON F6 BATTLE FRIGATE SEPARATED BOOM

CREW UNITS

[ ][*][ ][ ][ ][ ][8]

CREW UNITS REAR HULL

[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ]

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

BOARDING PARTIES

[ ][ ][ ][4]

BP UNITS REAR HULL

[ ][ ][ ][ ][ ][ ][ ][ ][ ][10]
[ ][ ]

SHIP DATA TABLE		
TYPE	=	F6-BM
POINT VALUE	=	40/25
BREAKDOWN	=	--
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R3.64
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

HIT & RUN
UIM [ ]
DERFACS [ ]

TYPE III DEFENSE PHASER

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

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

ANTI-DRONE TABLE

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

ANTI-DRONES

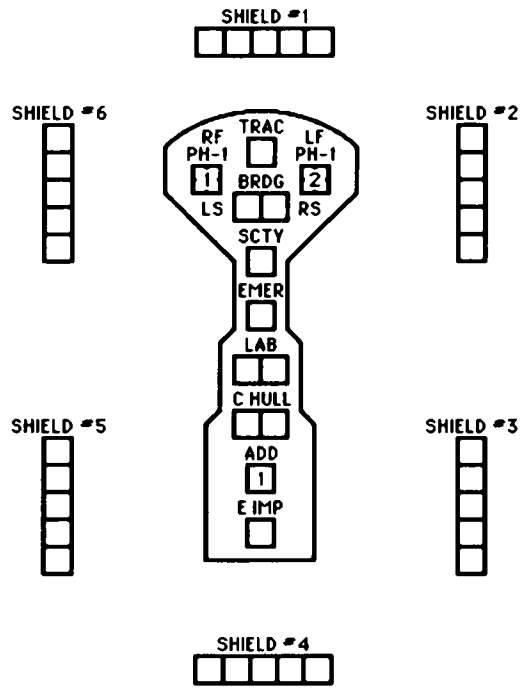
[1][ ]

ANTI-DRONE ALWAYS HAD 12 ROUNDS.

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

NOTE THAT DERFACS AND UIM SYSTEMS ARE IN THE BOOM, BUT THESE SYSTEMS CANNOT BE USED.

THIS IS A SUBLIGHT UNIT.



SCANNER [1][9]

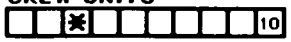
SENSOR [5][0]

DAM CON [2][2][2][0]

EX DAM [ ][ ]

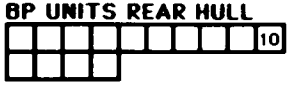
KLINGON C7 HEAVY BATTLECRUISER SEPARATED BOOM

CREW UNITS

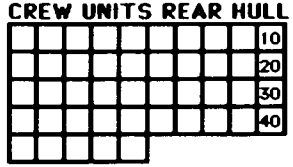


BOARDING PARTIES

BP UNITS REAR HULL

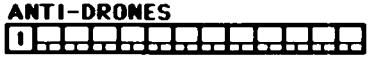


CREW UNITS REAR HULL



USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO THE BOOM PRIOR TO SEPARATION.

ANTI-DRONES



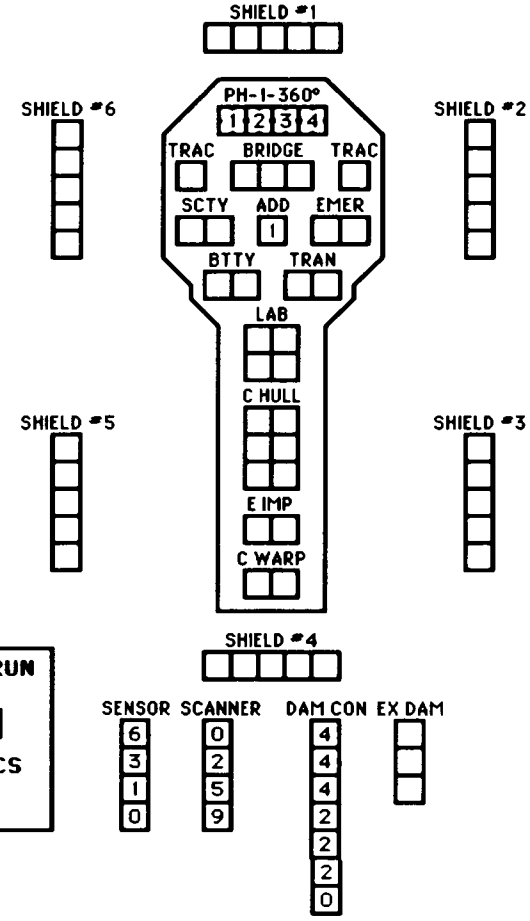
ALWAYS HAD 12 ROUNDS.

SHIP DATA TABLE		
TYPE	=	C7-BM
POINT VALUE	=	70/50
BREAKDOWN	=	2-6
SHIELD COST	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	4
REFERENCE	=	R3.72
2xUIM STANDARD		
BPV WITHOUT WARP ENGINES	=	62/46

CNTR

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

BOOMS FROM C7Y AND C7S CAN LEND EW TO THEIR FIGHTERS.



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	-

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

HIT & RUN
UIM
DERFACS

NOTE THAT DERFACS AND UIM SYSTEMS MAY HAVE BEEN INSTALLED ON THE SHIP PRIOR TO BOOM SEPARATION, AND THESE SYSTEMS WOULD BE IN THE BOOM BUT CANNOT BE USED.
THIS BOOM IS USED BY THE C7, C7Y, C7S, AND C7A.
IN THE CASE OF THE C7A, PHASERS #2 AND #3 ARE AN SFG WITH AN FA FIRING ARC. BPV + 10. FIRING ARC = LF + RF.

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

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

NEO-THOLIAN DREADNOUGHT REAR HULL

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	NDN
POINT VALUE	=	178/198
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.62

BOARDING PARTIES

										10

TRANSPORTER BOMBS

D	D	D	D	D	D	

PROBES

				5

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

TYPE III DEFENSE PHASER

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

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

TYPE I OFFENSIVE PHASER TABLE

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

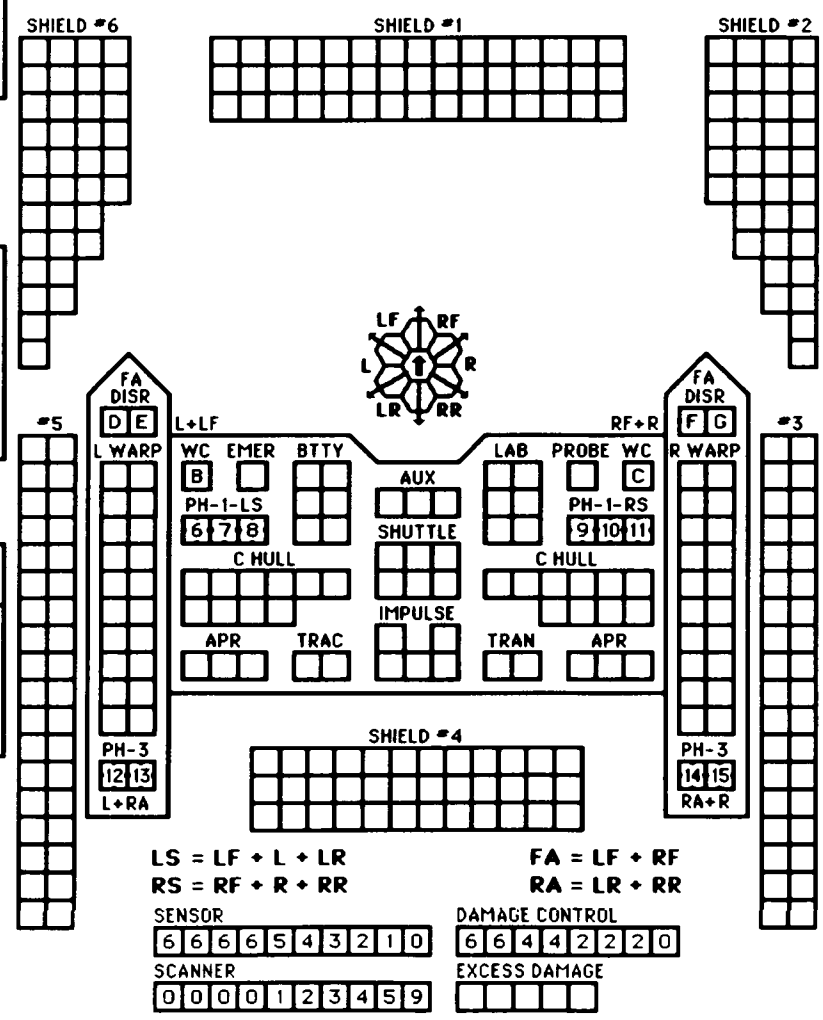
WEB CASTER STRENGTH TABLE

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

DISRUPTOR TABLE

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

HIT & RUN DERFACS ☐



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

SENSOR

6	6	6	6	5	4	3	2	1	0

DAMAGE CONTROL

6	6	4	4	2	2	2	0

SCANNER

0	0	0	0	1	2	3	4	5	9

EXCESS DAMAGE

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

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

NEO-THOLIAN SPACE CONTROL SHIP REAR HULL

CREW UNITS (10 / 20 / 30 / 40 / 50)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D D D

BOARDING PARTIES 10

DECK CREWS 8

PROBES 5

SHIP DATA TABLE

TYPE	=	NSCS
POINT VALUE	=	194/214
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.65

HIT & RUN DERFACS ☐

NOTE: FIGHTERS ARE IN EXTERNAL (J1.55) BAYS.

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

TYPE III DEFENSE PHASER

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

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

TYPE I OFFENSIVE PHASER TABLE

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

WEB CASTER STRENGTH TABLE

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

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

CNTR

SHIELD #6

SHIELD #1

SHIELD #2

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

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

#5

FA DISR D E
L WARP
L+LF
WC B EMER BTTY
PH-1-LS 6 7 8
C HULL
TRAN
REPAIR
APR
TRAC
PH-3 12 13
L+RA

AUX
SHUTTLE
IMPULSE

RF+R
LAB PROBE WC C
PH-1-RS 9 10 11
C HULL
TRAN
REPAIR
APR
TRAC
FA DISR F G
R WARP
PH-3 14 15
RA+R

#3

SHIELD #4

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

3 4 5 6

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

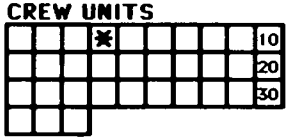
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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

9 10 11 12

NEO-THOLIAN HEAVY CRUISER REAR HULL

CREW UNITS

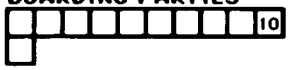


ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

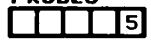
SHIP DATA TABLE		
TYPE	=	NCA
POINT VALUE	=	114/134
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.63

BOARDING PARTIES



TRANSPORTER BOMBS

PROBES



CNTR

SHIELD #6

SHIELD #1

SHIELD #2

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

SHIELD #5

SHIELD #3

FA DISR C D

L WARP

C HULL

BTTY

WC-FA B

SHTL

LAB

C HULL

FA DISR E F

R WARP

PH-1-LS 6 7

EMER

AUX

PH-1-RS 8 9

APR

TRAC

IMPULSE

PROBE

TRAN

PH-3 10 11 L+RA

PH-3 12 13 RA+R

SHIELD #4

SENSOR 6 6 5 3 1 0

DAM CON 4 4 2 2 2 0

SCANNER 0 0 1 3 5 9

EX DAM

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

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

NEO-THOLIAN LIGHT CRUISER REAR HULL

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

PROBES [5]

SHIP DATA TABLE		
TYPE	=	NCL
POINT VALUE	=	80/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.64

CNTR

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

SHIELD #6

SHIELD #1

SHEILD #2

SHIELD #5

SHIELD #3

FA DISR [B][C]
L WARP
C HULL
BTTY
LAB
C HULL
PH-1-LS [6][7]
EMER
SHUTTLE
AUX
PH-1-RS [8][9]
APR
TRAC
IMPULSE
PROBE
TRAN
PH-3 [10][11] L+RA

FA DISR [D][E]
R WARP
PH-3 [12][13] RA+R

SHIELD #4

TYPE I OFFENSIVE PHASER TABLE

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

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 ☐

SENSOR [6][6][5][3][1][0]

DAM CON [4][4][2][2][2][0]

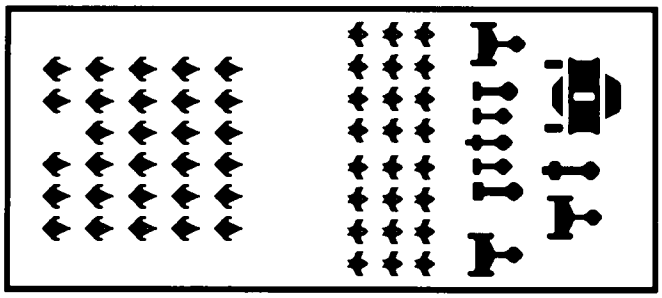
SCANNER [0][0][1][3][5][9]

EX DAM [ ][ ]

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

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

(SH107.0) DEADLY STINGS



(Y175) *by Andrew Dederer, Illinois*

In Y175 the Hydrans began a series of counterattacks in an attempt to drive the Klingons and Lyrans out of their territory. Fighting was fierce, and many ships on both sides were destroyed. Several Klingon boom sections, detached from ships lost in action, had been gathered at an advanced Klingon base for eventual return to the shipyards at Klinshai. When the Hydrans began yet another major offensive, the Klingon sector commander decided to evacuate these booms. Lieutenant Kilgore was assigned to organize the convoy, and he fortuitously arranged for an escort.

The Hydrans detected the Klingon boom convoy and decided to launch an attack, but due to the impending arrival of Klingon reinforcements, they decided that they could not risk ships in a direct attack. The Cavalier class CVA *Restoration* and its escort launched their fighter group in an effort to catch and destroy the retreating Klingons.

(SH107.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH107.2) INITIAL SET UP

HYDRANS: 23 Stinger-2, 4 Stinger-H, and 2 Stinger-E enter from the xx30 hex row on Turn #1, Impulse #2, speed max, WS-III.

KLINGON: ESCORTS: G2, 2x E3, AuxCVA (22x Z-2, 2x Z-2E), set up within 6 hexes of 2215, heading A, speed 10, WS-III.

BOOMS: 1x DJ, 1x D, 1x D5, 2x F, 1x FJ set up within 3 hexes of 2215, heading A, speed 10, WS-III.

FIGHTERS: Up to 12 fighters from the AuxCVA may be deployed at start anywhere within 3 hexes of any Klingon ship or boom, heading A, speed 10, WS-III.

REINFORCEMENTS: F5C *War King*, F5B *War Chant*, and F5B *War Cry* arrive on Turn #9, 30 hexes in direction A from the nearest Klingon boom, heading C, speed max, WS-III.

(SH107.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH107.4) SPECIAL RULES

(SH107.41) MAP: Use a floating map.

The Hydran units can only disengage in direction D.

The Klingon units can only disengage in direction A.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SH107.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH107.421) If MRS shuttles are to be used, the AuxCVA may have one.

(SH107.422) If using EW fighters, their limits are as defined in (SH107.2). If not using EW fighters, replace the Hydran Stinger-Es with Stinger-2s and the Klingon Z-2Es with standard Z-2s. Note that only 17 of the Stinger-2s, the 4 Stinger-Hs, and the 2 Stinger-Es are from the Cavalier and can be organized into squadrons. The remaining six Stinger-2s are from the Cavalier's DE escort and cannot be protected by the EW of the Stinger-Es. The Hydran player must organize his fighters into three squadrons for this purpose, and the Klingon player must organize his fighters into two squadrons.

(SH107.423) There are no PFs in this scenario.

(SH107.43) COMMANDER'S OPTION ITEMS

(SH107.431) There are no Commander's Options available to the Klingons in this scenario. The Klingon High Command allotted the escorts the lowest priority for these items because they were mostly police units and heading for the rear in any case. The AuxCVA has the allowable limit on fighter pods in its stockpile (J11.13). No pods beyond the numbers specified in (J11.131) may be used. These pods have no effect on the victory conditions.

The Hydrans may equip their fighters with any pods that would be a part of their stockpiles (J11.13). No pods beyond the numbers specified in (J11.131) may be used. These pods have no effect on the victory conditions.

(SH107.432) All drones are "medium," speed-20.

Each drone-armed ship can select special drones up to the historical racial percentages. This has no effect on the victory conditions.

(SH107.44) REFITS: Are as provided in (SH107.44) with the exception that all units have received the Y175 refit.

(SH107.45) BOOMS: All the booms are undamaged. They have all used up their entire repair capability before this scenario began and may not use (D9.7) or (D14.0). The booms are considered to have been on passive fire control (D19.0) before the scenario began. No boom may attempt to sublight disengage before the end of Turn #4, and for this purpose every six uncrippled Stingers count as one "ship" under (C7.32). Round fractions of 0.5 or more up, i.e., nine Stingers would count as two ships, but eight Stingers would count as one. To be counted, a given Stinger must be within the specified 15 hexes of the boom attempting to sublight.

(SH107.46) SPEED: No Klingon ship (including booms but not fighters) may exceed a speed of 10 on the first turn, and no Klingon ship towing a boom can exceed a speed of 10.

(SH107.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Use the combat (not economic) BPV for the Klingon booms. The Hydrans do not receive any points for any booms that they damage but do not destroy. The Klingons receive a bonus equal to the combat BPV of any boom (in any condition) which has not disengaged by sublight evasion at the end of the scenario. This bonus is doubled if the boom has at least one engine box remaining and tripled if the boom is undamaged. The Hydrans win automatically if all booms are destroyed.

(SH107.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH107.61) For a smaller and faster scenario, remove all the non-boom Klingon ships and their fighters and 18 of the Stingers. This makes a good scenario to train novices.

(SH107.62) If the Hydrans had allowed themselves time to organize an enveloping attack, they could have deployed some fighters on the 01xx hex row and others on the 42xx hex row. The Klingon reinforcements, however, would arrive one turn earlier if Hydran fighters were placed in 0116-0132 and/or 4216-4232 and two turns earlier if Hydran fighters were placed in 0101-0132 and/or 4201-4232.

(SH107.63) Move the action to Kzinti space and replace the Stingers with 22 HAAS, each carrying two type-IM drones and two HAAS-E, but delete the AuxCVA and its fighters from the Klingon force.

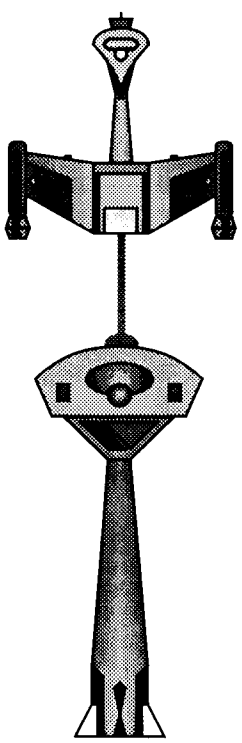
(SH107.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH107.71) Change the G2 to an E4.
(SH107.72) Replace the AuxCVA with an AuxCVL, and reduce the number of Z-2s appropriately.
(SH107.73) Delete or add a D-boom to the Klingon force.

(SH107.8) TACTICS
HYDRAN: Try to stay out of ADD range of the Klingons, and since there are no T-bombs, stay concentrated. Use gatling phasers and chaff (especially chaff pods) to avoid the drones, and save the fusions for the ships. Only one Stinger is needed to kill one boom.
KLINGON: Charge with your escorts and fighters right into the Hydran fighter attack, preceded by one or more waves of drones.

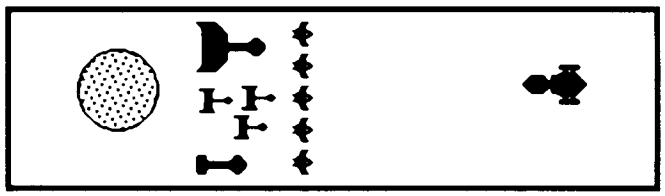
(SH107.9) PLAYTESTERS COMMENTS: An interesting battle since one side has only fighters and no ships. Unique combination of Klingon ships adds interest.

(SH107.X) DESIGNER'S NOTES: The object of the scenario was to create a historical moment (the battle involving the largest number of detached booms) as well as an interesting situation between unusual units.

HISTORICAL OUTCOME The Hydran fighters pushed home their attack in the face of the Klingon escorts' efforts to halt them. In short order, the entire force of Klingon fighters was destroyed, along with their carrier and one of the E3s. The Hydrans were, however, only able to destroy one of the F-booms before the survivors were forced to disengage by the appearance of the *War King* and her consorts.



(SH108.0) A KLINGON'S REVENGE



(Y180) *by Fred Bretsch, Michigan*

Y179 was a disastrous year for the Coalition. Despite the introduction of PFs, the Klingons had been almost completely ejected from Federation space.

During the confused fighting of Y179, a small Klingon task group, at great cost to itself, succeeded in turning back one of the Federation attacks, at least for a short time. It had quickly become apparent that another Federation attack was mounting, and the position was totally untenable.

Unfortunately, there were several units which were too badly damaged to withdraw. The local Klingon Commander directed these units to conceal themselves near a small planet on the outskirts of an otherwise uninhabited system. His plan was to organize a counter-attack to retrieve them later.

The counter-attack never materialized since the forces to mount it simply were not available. The Klingon High Command was forced to write off the units.

Unaware that they had been abandoned, the Klingons did their best to survive and wait for help. They did not dare transmit messages themselves for fear of betraying their position; they assumed that no messages were sent to them for the same reasons since their decoders quickly fell out of date.

Late in Y180, a Federation police cutter happened upon the Klingon ships, now far behind the fighting front. As it approached the obviously abandoned and derelict hulks, it was surprised to learn that they had some fight left in them.

The police ship might have withdrawn, but the Andorian commander refused to run from the battle he was offered.

(SH108.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH108.2) INITIAL SET UP
TERRAIN: Class M Planet (P2.21) in 2215.
FEDERATION: POL+ *Deputy* in 1030, heading B, speed 15, WS–II.
KLINGON: D-boom in 2116, heading E, speed 0 [standard orbit (P8.0)], WS–III. See (SH108.451).
D5P in 2315, heading B, speed 0 [standard orbit (P8.0)], WS–III. This ship has no warp power; see special rule (SH108.452).
Three G1s and five Z-Y fighters are available to the Klingons; all but one G1 and two Z-Ys begin the scenario at a casual base (J13.0) on the planet. One G1 is docked to the D5P at start, and two Z-Ys are in the D5P's shuttle bay at start. See (SH108.453) for special rules on the G1s and (SH108.454) for special rules on the Z-Ys.

(SH108.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH108.4) SPECIAL RULES
(SH108.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Klingon units cannot disengage in any direction.

The Federation units can disengage in any direction.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SH108.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH108.421) There are no MRS shuttles in this scenario, and none of the ships in this scenario are qualified to carry one. (It might be an interesting variation to assume that an MRS had been left behind with this group due to some oversight and was somehow maintained in operational condition, but this is historically very unlikely.)

(SH108.422) There is no EW fighter in this scenario as the Klingons scrapped it for parts.

(SH108.423) The three G1 PFs in this scenario are all standard G1s.

(SH108.43) COMMANDER'S OPTION ITEMS

(SH108.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: The Federation police ship has two T-bombs and associated dummies.

(SH108.432) All drones are "medium," speed–20.

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

(SH108.44) REFITS: The Klingon D-boom has received the "K" refit. The Federation police cutter has the plus, AWR, and drone refits.

(SH108.45) KLINGONS: The Klingon units present in this scenario had been very badly damaged in battle. To make matters worse, they have been without spare parts of any kind for nearly a year, so internal breakdowns, if they can be repaired at all, are repaired by jury rigging. To reflect this, use the following special rules:

(SH108.451) BOOM: The D-boom has the following operable systems and capabilities:

(SH108.4511) All three of its phasers, both bridge boxes, the security station, the transporter, one tractor, the battery, and the impulse engine are operational. One excess damage box is checked off. Only one [2] is left on the Damage Control Track, but the unit cannot use (D9.7). (The unit had been using the last 2 box on its track to repair shields by using one point of impulse and one point of battery every other "turn.") Sensor and Scanner tracks are as per (G12.43) and the SSD. All boxes not specifically listed above are marked as destroyed.

(SH108.4512) Its emergency five-box shields (G12.332) are intact.

(SH108.4513) It has five crew units, of which one represents two boarding parties and one has been converted into a militia squad.

(SH108.452) PF TENDER: The D5P was almost totally wrecked in the battle and had to jettison its warp nacelles. All 24 warp boxes and all 4 disruptors are marked "destroyed" before the battle begins.

(SH108.4521) Both shuttle boxes [there is only one admin shuttle (SH108.455)], one transporter, both bridge boxes, one security station, one mech-tractor beam, two repair boxes [see (SH108.4533)], two phaser-1s, and one special sensor are operational. (The Klingons had been using the ship's scout ability to watch for approaching ships. This allowed them time to shut down all other systems when any were detected, in order to hide.) The Sensor and Scanner tracks on this ship were fully repaired. All impulse boxes provide power, although two of those in the rear hull were partially repaired as APRs. (The boom impulse engine will function as an impulse engine if the boom separates.) The ship has taken two excess damage hits and has only one [2] box remaining on its Damage Control Track, but cannot use (D9.7). All other boxes on this ship are checked off as destroyed, except for those in (SH108.4522) below.

(SH108.4522) The Klingon player can select up to five additional non-shield, non-Damage Control, or non-Excess Damage boxes to be operational on the D5P. Warp and disruptor boxes cannot be selected as the engines, and the disruptor mounts are simply not present.

(SH108.4523) Roll two dice for each shield, and reduce it by that much to reflect problems with maintaining the shield generators.

(SH108.4524) There are 12 crew units on this ship, three of which represent four boarding parties and one militia squad.

(SH108.453) PFs: There are three G1 PFs available to the Klingons. One is docked to the D5P at start; the other two are on the planet's surface. (There are also two wrecked PFs on the planet's surface from which parts have been scavenged to keep the others operational, but they have no effect on play.)

(SH108.4531) None of the PFs have warp packs.

(SH108.4532) Due to the Klingon's lack of spare parts, each PF has one six-sided die of internal damage in addition to all hull boxes already being marked off (maximum of nine internals, minimum of four). There is no additional damage from (K1.63).

(SH108.4533) None of the "at start" internals can be repaired during the scenario; however, the D5P's repair boxes retain a capability to repair up to 15 damage points scored during the scenario (K2.6).

(SH108.4534) Each PF has only two crew units aboard, which includes the boarding party.

(SH108.4535) All drone racks and ADDs are fully loaded [if not destroyed by (SH108.4532) above], but see (SH108.456).

(SH108.4536) The shields of the PFs are not fully functional. For each shield roll one die and apply that much damage to it. This damage cannot be repaired during the scenario.

(SH108.4537) PFs can only have their drone racks reloaded aboard the D5P.

(SH108.454) FIGHTERS: There are three operable Z–Y fighters on the planet's surface at a casual base (J13.0) and two in the D5P's shuttle bay. (There are several additional inoperable fighters on the planet's surface which have been scavenged from for parts to keep the others operable, but they have no effect on play.)

(SH108.4541) The Klingon player must select five fighter counters numbered consecutively. He rolls a single die for each one and scores that many damage points on it, recording this data on a sheet of paper. The Federation player will be able to examine this sheet of paper at the end of the scenario to confirm how much damage was required to destroy or cripple each fighter.

(SH108.4542) The fighters are all armed with their maximum allowable drone loads, but see (SH108.456).

(SH108.4543) Fighters that land on the planet may have a maximum of two points of damage (scored during the scenario) per fighter per landing repaired, with a total limit of 10 damage points repaired during the entire scenario. A fighter cannot have any repair points applied to it after the first two unless it has been damaged again by enemy fire. This represents the last of a limited stock of spares being used by personnel who are minimally qualified to perform such repairs (survivors of the D5P's shuttle bay crews).

(SH108.4544) Fighters which land on the planet or in the D5P's shuttle bay may be rearmed with drones under the procedures listed in (J4.896).

(SH108.455) SHUTTLE: The Klingons have one admin shuttle remaining. This shuttle is fully operational for all purposes, but can only be loaded as a scatter-pack if it is in the shuttle bay of the D5P. It cannot be loaded as a suicide shuttle since the Klingons have no warp capability tied into any shuttle bay.

(SH108.456) DRONES: The Klingons have been maintaining their drones as best they can, but due to the lack of parts and proper check procedures, many of the drones have developed faults. This is reflected as follows:

(SH108.4561) Whenever a Klingon unit attempts to launch a drone or ADD, roll one die:

If the roll is a 1–4, the drone/ADD launched normally.

If the roll is a 5, the drone/ADD simply fell off into space.

If the roll is a 6, the drone/ADD's engine exploded. This has no effect on a PF, but score two points of damage on a fighter.

(SH108.4562) Once the drone is successfully launched (rolls 1–4 above), there is a chance it will not function when it reaches its target. To reflect this, whenever a drone (or ADD) "strikes" its target, roll one die:

If the roll is a 1–4, it functioned normally. Score full damage on the target.

If the roll is a 5, the drone/ADD scored only 50% of its damage. (For an ADD fired at a drone, roll as if the drone was a fighter. If fired at a shuttle, halve the damage the ADD caused.)

If the roll is a 6, the drone/ADD malfunctioned completely and scored no damage at all.

(SH108.4563) There are a total of 15 type-I and 12 type-VI drones remaining in a stockpile at the casual base on the planet. There are four type-IV, eight type-I, four type-VI, and 16 ADDs aboard the D5P.

(SH108.457) GROUNDED KLINGONS: There are 23 crew units of Klingons (including subject races, such as Cromargs, Hilladarians, Dunkars, and Slirdarians) on the planet's surface. Five of these function as "deck crews" to service the fighters. Five are organized as militia squads. The remaining 13 are general crew. This reflects a lack of weapons. If both Klingon ships are destroyed, seven of the general crew units on the ground will "mutiny" in an attempt to force the remainder to surrender. The area is a Ground Combat Location (D15.0), with three of the five militia squads occupying the control stations, one guarding the drone stockpile, and one performing "security" duties. This one will be the first one attacked by any mutineers.

(SH108.458) MUTINY: Klingon crew units on the D-boom and the D5P will mutiny normally if the security stations are destroyed. See (SH108.457) for mutiny on the planet's surface.

(SH108.5) VICTORY CONDITIONS: The Klingons win if they destroy the police ship. (Doing so would in theory give them time to organize what units they can for a desperate attempt to reach Klingon lines, prepare for self-destruction, organize for guerrilla warfare on the planet, or take some other action.) The police ship wins if it destroys the D5P (whether the boom separates or not) and is not itself destroyed. No matter what the outcome of the encounter, the Federation will be sending a larger ship to investigate (based on the police ship's report or its failure to report).

(SH108.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH108.61) Reverse the roles, using a Federation CA saucer in place of the boom, NVH in place of the D5P, F-18s in place of the Z-Ys, and A-20s in place of the PFs. The Klingons use an E4B.

(SH108.62) Replace the police ship with a squadron of 11 F-18s and 1 F-18E on patrol. In this variation the F-18s must destroy every Klingon unit not on the planet's surface. No Klingon unit can leave the map.

(SH108.63) For a faster scenario, delete the boom and the fighters from the Klingon force and do not use the malfunctioning drone rules.

(SH108.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH108.71) Change the police ship to a frigate.

(SH108.72) Replace the G1s with H1s.

(SH108.73) Delete or add a fighter.

(SH108.74) Change the malfunction rolls on the drones to 1–3 for a good launch, 4–5 dud, and 6 explosion on launch, and 1–3 detonated perfectly, 4–5 half damage, and 6 dud on hitting the target.

(SH108.8) TACTICS

FEDERATION: Charge a wild weasel, and have a scatter-pack ready. You cannot afford to close with the Klingons; if they concentrate their forces, you will die in an alpha exchange. You will be most effective the first couple of turns while the Klingon units try to get off the planet. After that you have to play a cat-and-mouse game hoping to lure something out to spread their fire.

KLINGON: Keep drones on the board as often as possible. It is your one saving grace even with malfunctions. Peck away at his shields every chance you get, even if it is only for a couple of points.

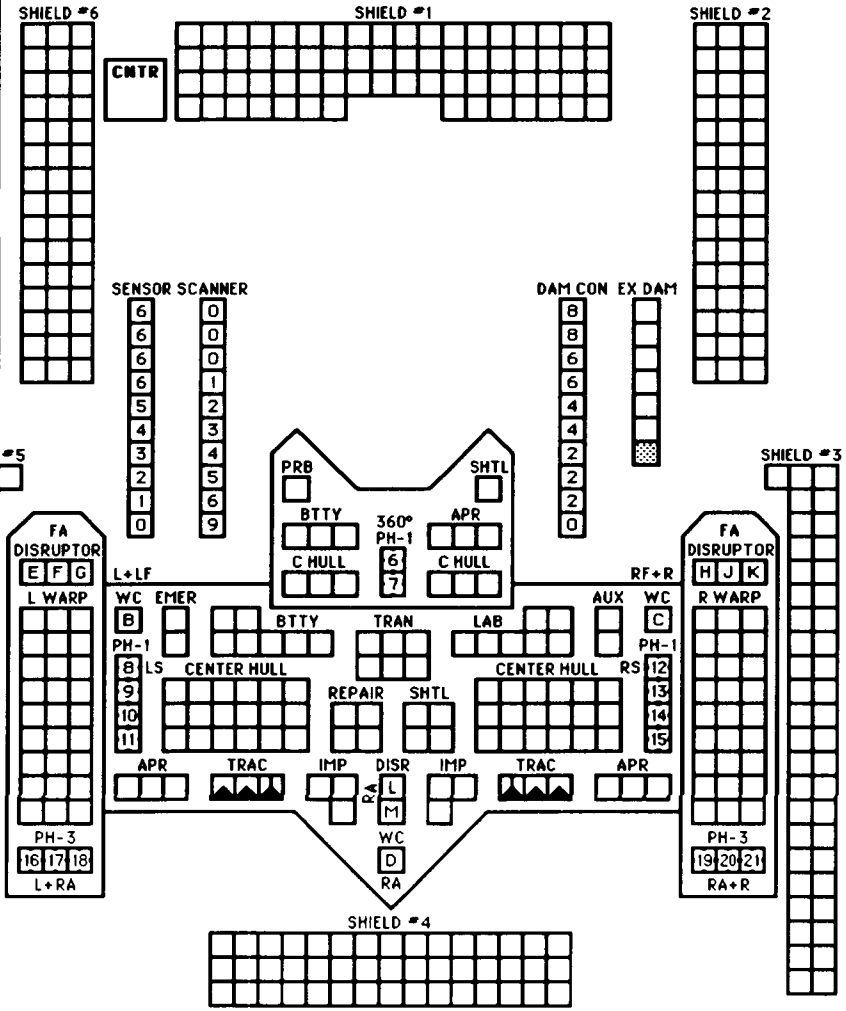
(SH108.9) PLAYTESTER COMMENTS: Playtesters liked the scenario very much but felt it was just a bit too hard for the Federation ship. He may be able to win on points, but it was very difficult to kill the PFT if you could not manage to take out its various supporting elements.

(SH108.X) DESIGNER'S NOTES: This scenario was an effort to reflect what happens when units are cut off from their logistics chain for extended periods.

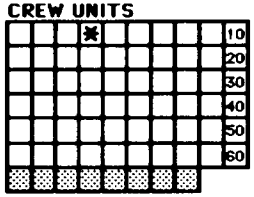
HISTORICAL OUTCOME: After an exchange of fire and some maneuvering, the Federation police ship sustained damage to its photon torpedo launcher and withdrew. The Klingons lost one of their PFs (the escape capsule failed to separate, and the crew perished), and two of their fighters drove off the police ship. Two weeks later, a Federation NCL arrived to find the Klingons prepared to give themselves up, but not before the boom and the D5P self-destructed, along with the remaining PFs and fighters.

From a strategic perspective, the action was meaningless, except that the crews, and the ships, were now forever lost to the Klingon Empire, which increasingly found itself in desperate need of experienced men in the crucible that was the General War.

NEO-THOLIAN BATTLESHIP
REAR HULL



CREW UNITS



ADMINISTRATIVE SHUTTLES

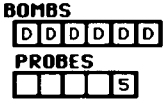
IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES

TRANSPORTER BOMBS

PROBES



SHIP DATA TABLE

TYPE	= NBB
POINT VALUE	= 310/330
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R7.60
MECH LINKS	= +6
BPV WITHOUT COLLAR	= 280/300

SHADED BOXES ARE DELETED IF THE COLLAR IS NOT PRESENT.

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

HIT & RUN DERFACS ☐

WEB FIST TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

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

DISRUPTOR TABLE

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

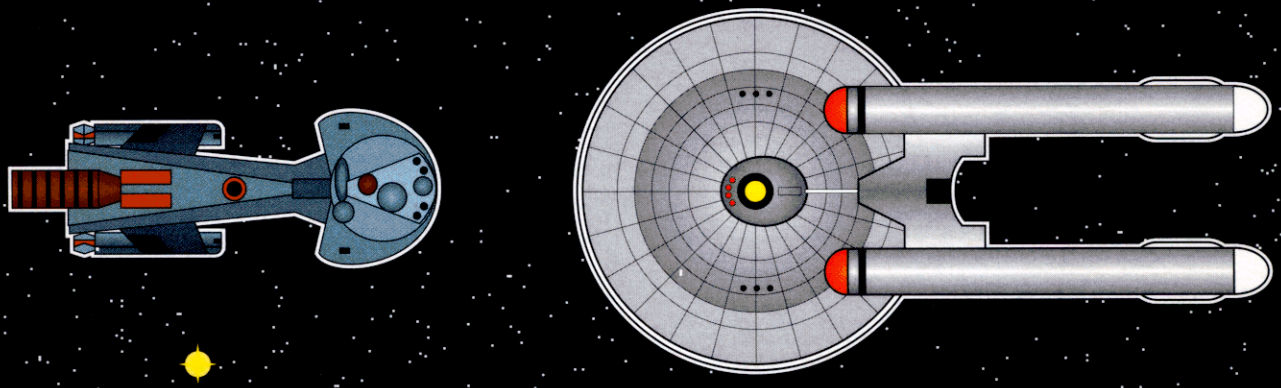
5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2

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

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

Catastrophic Damage!
Release the Boom!



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STAR FLEET BATTLES ★ CAPTAIN'S EDITION ★

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