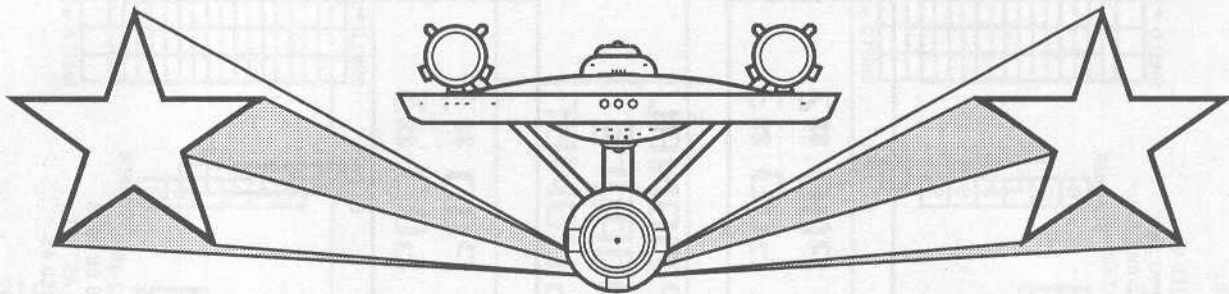


# STAR FLEET BATTLES



## MODULE R1 – SSD BOOK

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

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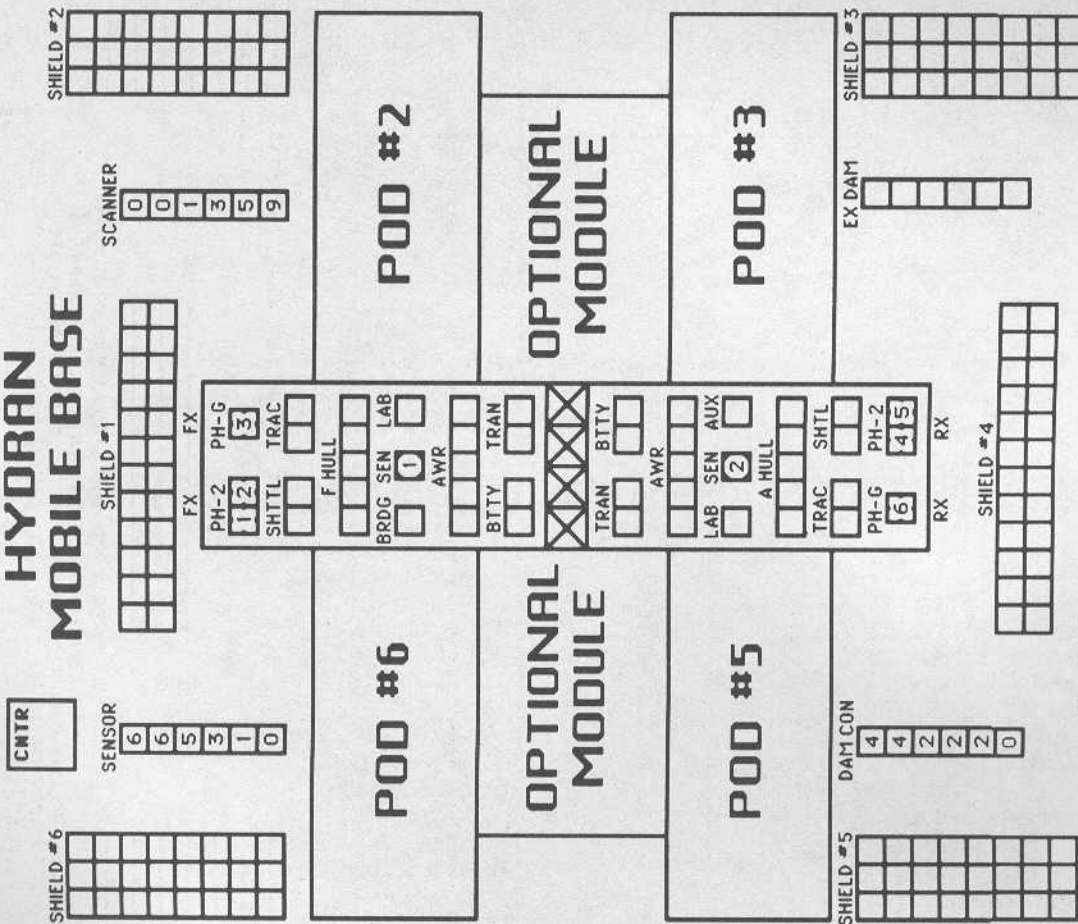
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# HYDRAN MOBILE BASE



HULL BOXES ON PODS DOCKED TO POSITION #2 OR #6 ARE TREATED AS "FORWARD HULL". HULL BOXES ON PODS DOCKED TO POSITION #3 OR #5 ARE TREATED AS "AFT HULL". HULL BOXES ON MODULES ARE TREATED AS "CENTER HULL".  
AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**CREW UNITS**


**BOARDING PARTIES**

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

**TRANSPORTER BOMBS**

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

**TYPE II PHASER TABLE**

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

**TYPE III DEFENSE PHASER**

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

**SHIP DATA TABLE**

TYPE = MB  
 POINT VALUE = 82  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 2  
 SIZE CLASS = 3  
 REFERENCE = R1.24

**SCOUT FUNCTIONS SUMMARY**

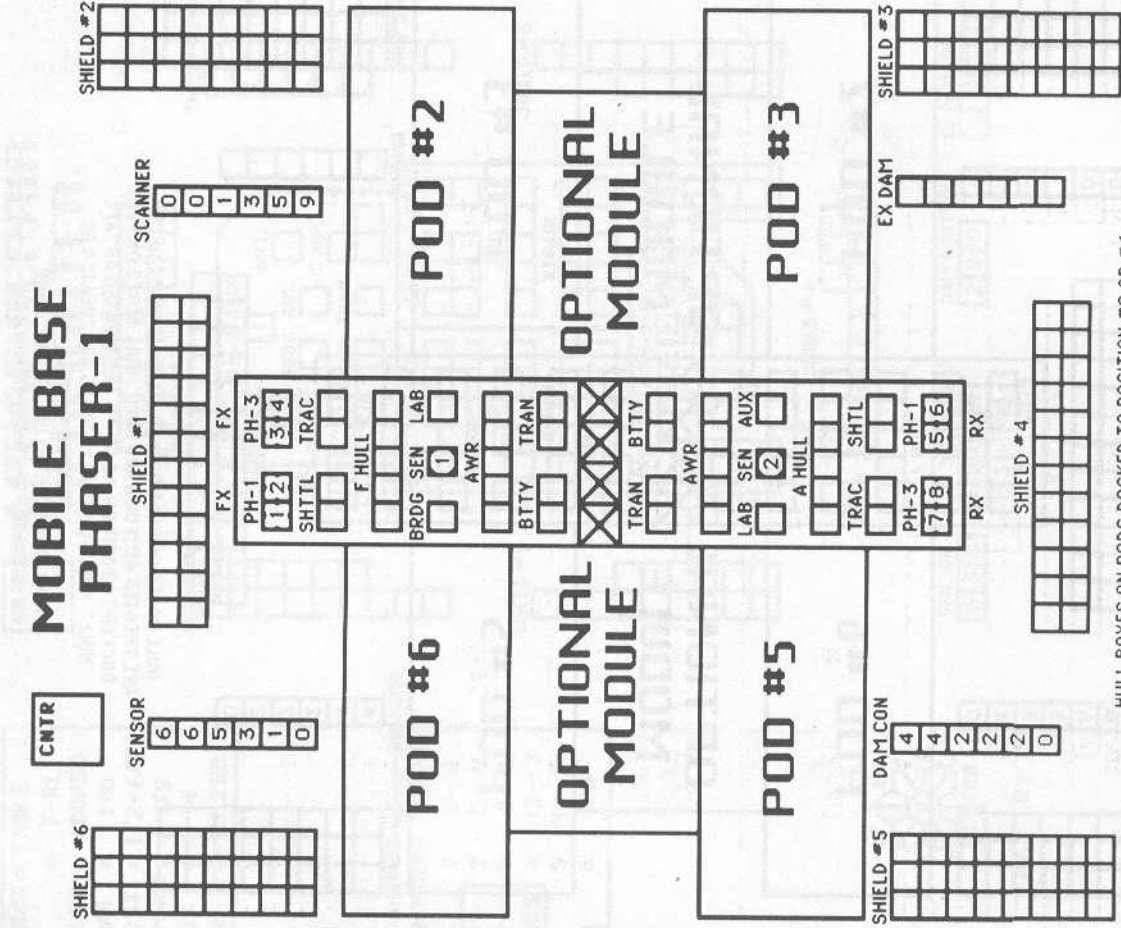
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE



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

SEE (C3.7) FOR ROTATION.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE MOBILE BASE.



HULL BOXES ON PODS DOCKED TO POSITION #2 OR #6 ARE TREATED AS "FORWARD HULL". HULL BOXES ON PODS DOCKED TO POSITION #3 OR #5 ARE TREATED AS "AFT HULL". HULL BOXES ON MODULES ARE TREATED AS "CENTER HULL".  
AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

**CREW UNITS**

10	20	30

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**BOARDING PARTIES**

							8

**TRANSPORTER BOMBS**

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

**TYPE I OFFENSIVE PHASER TABLE**

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

**CLOAK FOR ROMULAN AND ORION ONLY.**  
BPV = +15  
ENERGY = +12  
HIT & RUN  
CLOAK

**TYPE III DEFENSE PHASER**

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

**SHIP DATA TABLE**

TYPE	=	MB
POINT VALUE	=	84
SHIELD COST	=	1+1
LIFE SUPPORT	=	2
SIZE CLASS	=	3
REFERENCE	=	R1.24

**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.

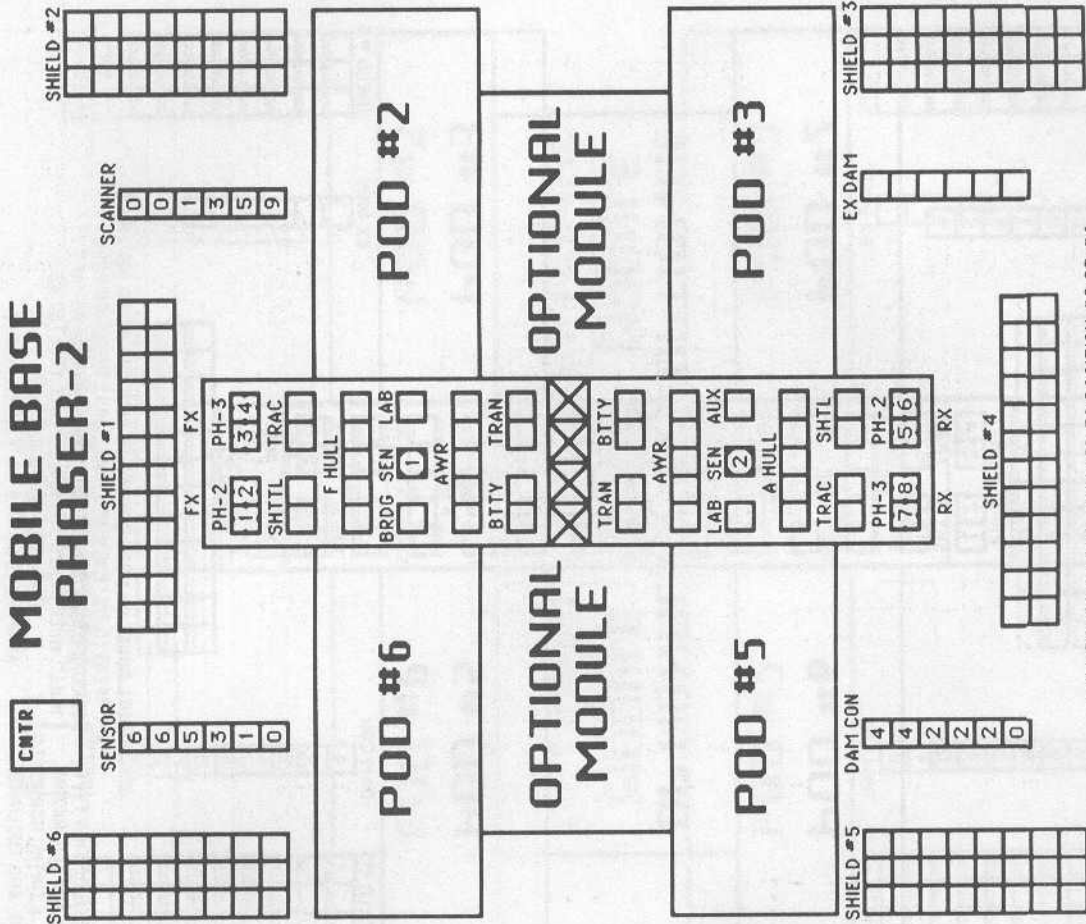
SEE (C3.7) FOR ROTATION.

MOBILE BASES OF THIS TYPE ARE USED BY THE FEDERATION, ROMULANS, KZINTIS, GORNIS, ISC, ORIONS, AND THOLIANS.



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

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREW'S, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE MOBILE BASE.



HULL BOXES ON PODS DOCKED TO POSITION #2 OR #6 ARE TREATED AS "FORWARD HULL". HULL BOXES ON PODS DOCKED TO POSITION #3 OR #5 ARE TREATED AS "AFT HULL". HULL BOXES ON MODULES ARE TREATED AS "CENTER HULL".  
AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

**CREW UNITS**

10	20	30

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**BOARDING PARTIES**

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

**TRANSPORTER BOMBS**

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

**TYPE II PHASER TABLE**

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

**KLINGON SCTY SCTY ONLY**     
ONE IN EACH BASE POD.

MOBILE BASES OF THIS TYPE ARE USED BY THE KLINGONS, LYRANS, WYNS, AND AND LDR.

**TYPE III DEFENSE PHASER**

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

**SHIP DATA TABLE**

TYPE = MB  
POINT VALUE = 80  
SHIELD COST = 1+1  
LIFE SUPPORT = 2  
SIZE CLASS = 3  
REFERENCE = R1.24



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.  
SEE (C3.7) FOR ROTATION.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE MOBILE BASE.

# LARGE REPAIR FREIGHTER

**SHIP DATA TABLE**

TYPE = F-RL  
 POINT VALUE = 180/50  
 BREAKDOWN = 1-6  
 SHIELD COST = 1/2\*1/2  
 LIFE SUPPORT = 1/2  
 SIZE CLASS = 4  
 REFERENCE = R1.25B

**CREW UNITS**

											10	
*											20	

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES					

**BOARDING PARTIES**

1		

**TRANSPORTER BOMBS**

D	D

**TYPE II PHASER TABLE**

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

**TURN MODE SPEED**

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

SEE (G17.0) FOR USE OF REPAIR SYSTEMS

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN FOUR MOVEMENT POINTS PER TURN.

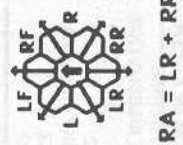
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

**TYPE III DEFENSE PHASER**

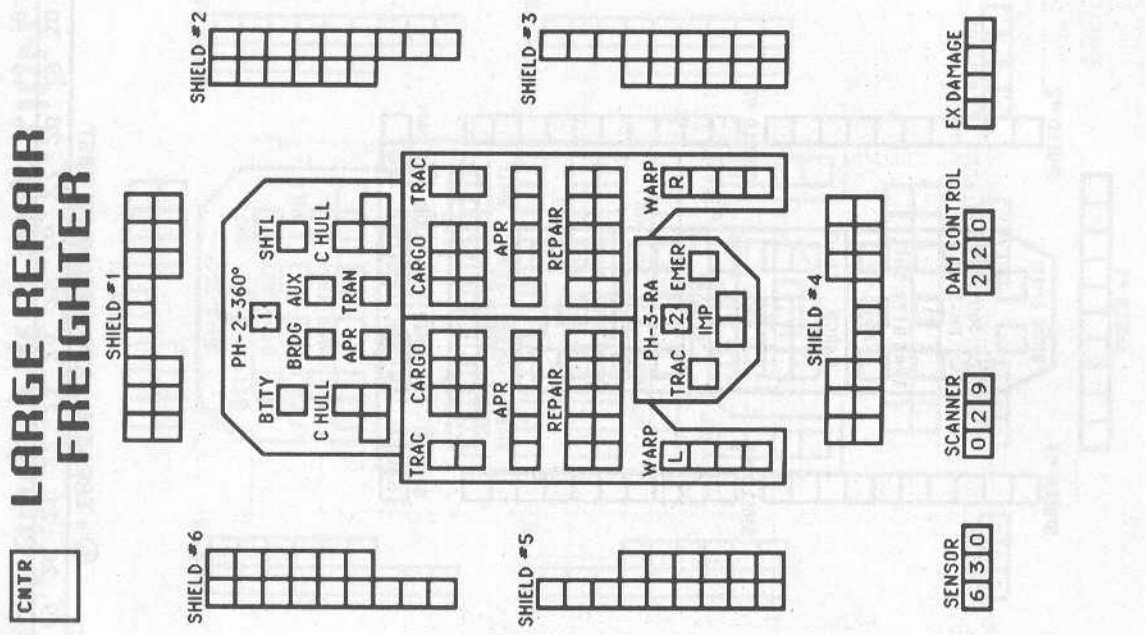
DIE RANGE	4-9					
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

**KLINGON ONLY**

SCTY	SCTY



RA = LR + RR



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

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

⑤ = HET COST      ⑥ = ERRATIC MANEUVER WARP COST

# SMALL REPAIR FREIGHTER

CMTR

CREW UNITS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE = F-RS

POINT VALUE = 90/20

BREAKDOWN = 1-6

SHIELD COST = 1/2+1/2

LIFE SUPPORT = 1/2

SIZE CLASS = 4

REFERENCE = R1.25A

BOARDING PARTIES

2	
---	--

T-BOMBS

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

TYPE III DEFENSE PHASER

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

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

SEE (G17.0) FOR USE OF REPAIR SYSTEMS.

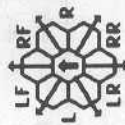
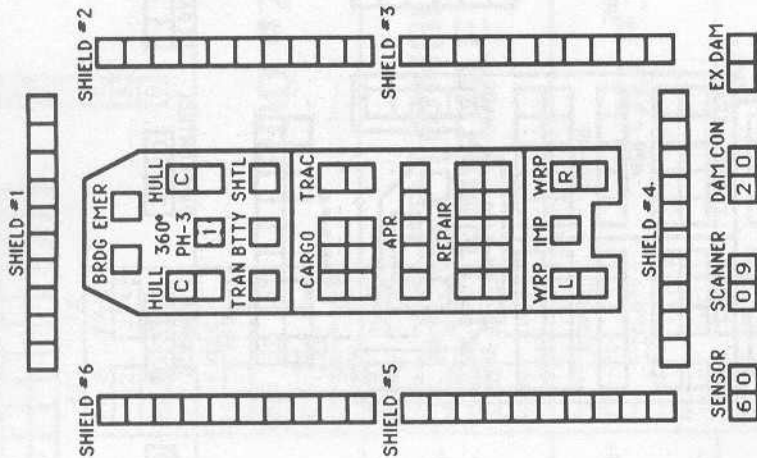
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN THREE MOVEMENT POINTS PER TURN.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

KLINGON ONLY

SCTY	SCTY	SCTY



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

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

⑤ = HET COST      ⑥ = ERRATIC MANEUVER WARP COST



# SMALL EXPLORATION FREIGHTER

CNTR

**SHIP DATA TABLE**

TYPE = F-ES  
 POINT VALUE = 30/15  
 BREAKDOWN = 1-6  
 SHIELD COST = 1/2+1/2  
 LIFE SUPPORT = 1/2  
 SIZE CLASS = 4  
 REFERENCE = R1.26A

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

**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 SENSOR IS DESTROYED ON "PHASER" DAMAGE POINTS.

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

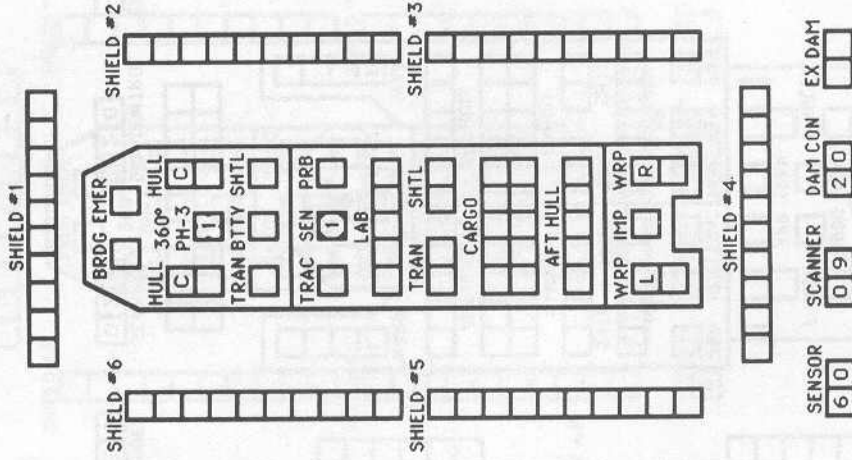
CREW UNITS  
10

BOARDING PARTIES  
3

KLINGGON ONLY  
SCTY SCTY



THIS SHIP CANNOT DISENGAGE BY ACCELERATION.  
THIS SHIP CAN ACCELERATE BY NO MORE THAN THREE MOVEMENT POINTS PER TURN.  
THIS SHIP DOES NOT CARRY T-BOMBS.



**TYPE III DEFENSE PHASER**

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

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

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



# COMMERCIAL PLATFORM

CNTR

SHIP DATA TABLE	
TYPE	= CPL
POINT VALUE	= 50/36
SHIELD COST	= 1/2*1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.29
BPV INCLUDES PODS	

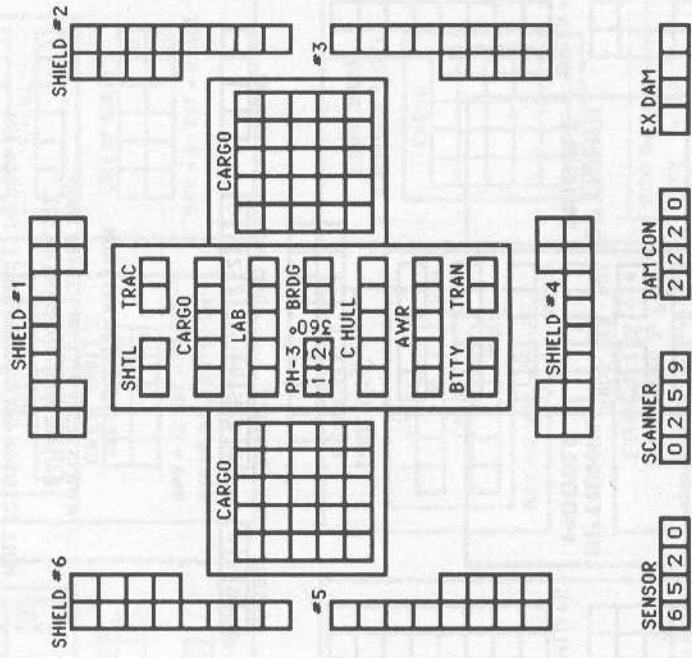
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

CREW UNITS	10	20
*		

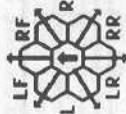
BOARDING PARTIES	6

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

KLINGLON ONLY  
 SCTY  SCTY



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



SEE (C3.7) FOR ROTATION.  
 AWR IS DESTROYED ON "CENTER WARP"  
 DAMAGE POINTS AS PER (H4.32).  
 HULL BOXES ON ANY DOCKED MODULES OR PODS ARE  
 TREATED AS "CENTER HULL" ON THIS UNIT.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK  
 CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS,  
 AND ADDITIONAL WEAPON SYSTEMS TO THE SAMS.

# SYSTEM ACTIVITY MAINTENANCE STATION

**CREW UNITS**

10									
20									

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**BOARDING PARTIES**

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

**T-BOMBS**

D	D
---	---

**SHIP DATA TABLE**

TYPE = SAM  
POINT VALUE = 38  
SHIELD COST = 1/2+1/2  
LIFE SUPPORT = 1/2  
SIZE CLASS = 4  
REFERENCE = R1.30

V175 REFIT = +2  
UIM REFIT = +5

**TYPE I OFFENSIVE PHASER TABLE**

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

**TYPE III DEFENSE PHASER**

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

**TYPE II PHASER TABLE**

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

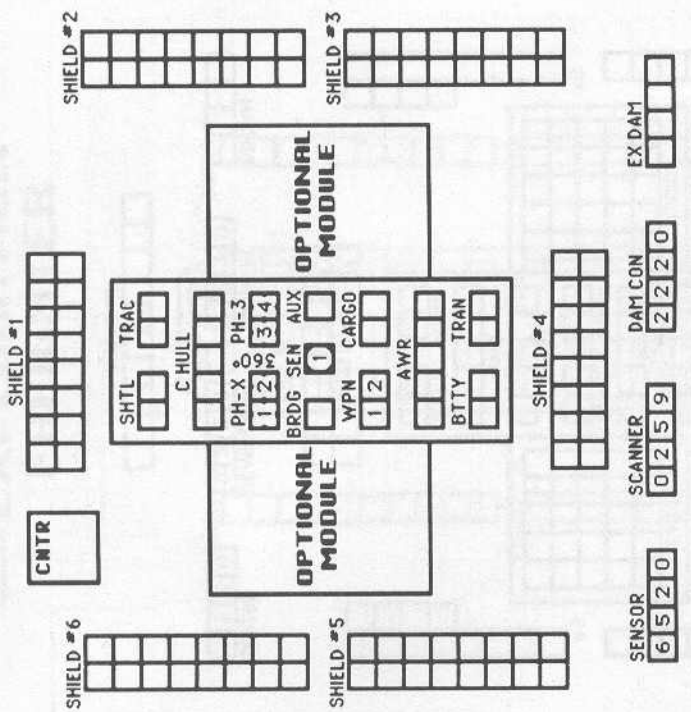


LS = LF + L + LR  
RS = RF + R + RR

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSOR IS DESTROYED ON "PHASER" DAMAGE POINTS.



SEE (C3.7) FOR ROTATION.  
AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

HULL BOXES ON ANY DOCKED MODULES OR PODS ARE TREATED AS "CENTER HULL" ON THIS UNIT.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE SAMs.

**AMMUNITION TRACK**

1									
2									

USE THIS TRACK FOR DRONE RACKS OR PLASMA RACKS.





# KLINGON MONITOR

CREW UNITS

★												

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES


BOARDING PARTIES


TRANSPORTER BOMBS


TYPE III DEFENSE PHASER

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

PALLET

6											
12											

DECK CREWS

6											
12											

BOARDING PARTIES


TYPE II PHASER TABLE

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

DRONE RACKS


RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS AFTER Y175.

DISRUPTOR TABLE

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

SHIP DATA TABLE

TYPE = MON  
 POINT VALUE = 85/145  
 BREAKDOWN = 2-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.22

V175 REFIT = +0  
 UIM REFIT = +5  
 SUP, FTR, PF PALLET POINT VALUE = +15  
 CREW = +6  
 SPACE CONTROL PALLET POINT VALUE = +30  
 CREW = +12  
 MARINES = +4

TURN MODE SPEED

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

HET


BD


INSERT PALLET SEE (R1.22E).

HIT & RUN

UIM

DERFACS

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

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

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

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

SPEED

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

DAM CON

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

EX DAM

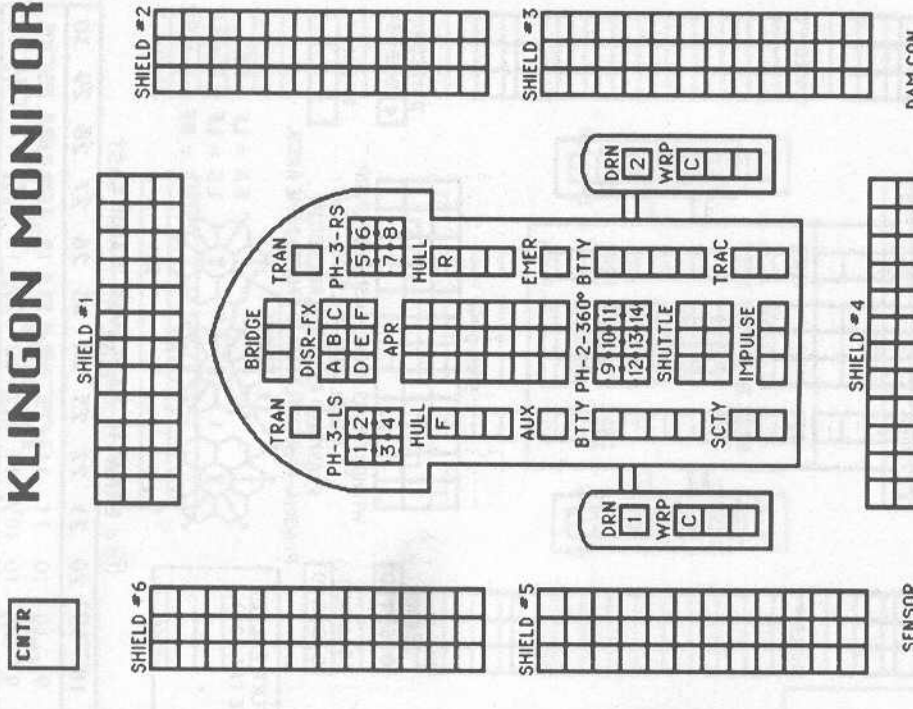
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SENSORS

6	6	1	0
---	---	---	---

SCANNERS

0	0	5	9
---	---	---	---





# KZINTI MONITOR

## ADMINISTRATIVE SHUTTLES

CREW UNITS	10	20	30
BOARDING PARTIES	10		

SHIP DATA TABLE	
TYPE	MON
POINT VALUE	= 85/145
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.22
V175 REFIT	= +6
SUP, FTR, PF PALLET	
POINT VALUE	= +15
CREW	= +6
SPACE CONTROL PALLET	
POINT VALUE	= +30
CREW	= +12
MARINES	= +4

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

PALLET	
CREW UNITS	6 12
DECK CREWS	6 12
BOARDING PARTIES	4

## TYPE I OFFENSIVE PHASER TABLE

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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

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

HIT & RUN DERFACS	
HET	<input type="checkbox"/>
BD	<input type="checkbox"/>

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE V175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (TWO RELOADS).

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

## DISRUPTOR TABLE

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

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

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

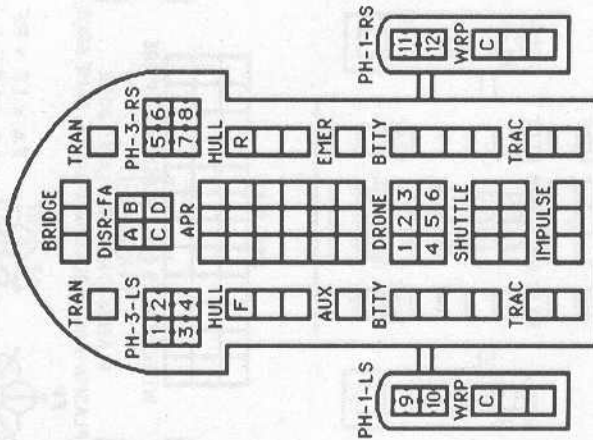
⑤ = HET COST      ⑥ = ERRATIC MANEUVER WARP COST

CNTR	
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SHIELD #1	
-----------	--

SHIELD #6	
-----------	--

SHIELD #2	
-----------	--

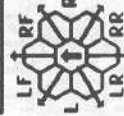


SHIELD #5	
-----------	--

SHIELD #3	
-----------	--

SENSOR	6 6 1 0
SCANNER	0 0 5 9

DAM CON	4 2 2 0
EX DAM	



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

INSERT PALLET SEE (R1.22E).





# THOLIAN MONITOR

## ADMINISTRATIVE SHUTTLES

CREW UNITS	10	20	30
BOARDING PARTIES	10		

SHIELD #1																				
-----------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #2																				
-----------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #3																				
-----------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #4																				
-----------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #5																				
-----------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SHIELD #6																				
-----------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

CNTR																				
------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SENSOR	6	6	1	1	0
SCANNER	0	0	5	9	

DAM CON	4	2	2	0
EX DAM				

SHIP DATA TABLE	
TYPE	= MON
POINT VALUE	= 85/145
BREAKDOWN	= 2-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.22
SNARE REFIT	= +6
SUP, FTR, PF PALLET	
POINT VALUE	= +15
CREW	= +6
SPACE CONTROL PALLET	
POINT VALUE	= +30
CREW	= +12
MARINES	= +4

IDENT	HIT POINTS	NOTES

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

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

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

HIT & RUN DERFACS	
HET	
BD	

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

INSERT PALLET SEE (R1.22E).

CREW UNITS	
DECK CREWS	
BOARDING PARTIES	

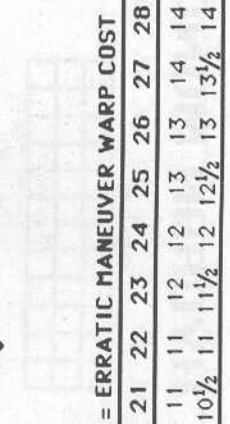
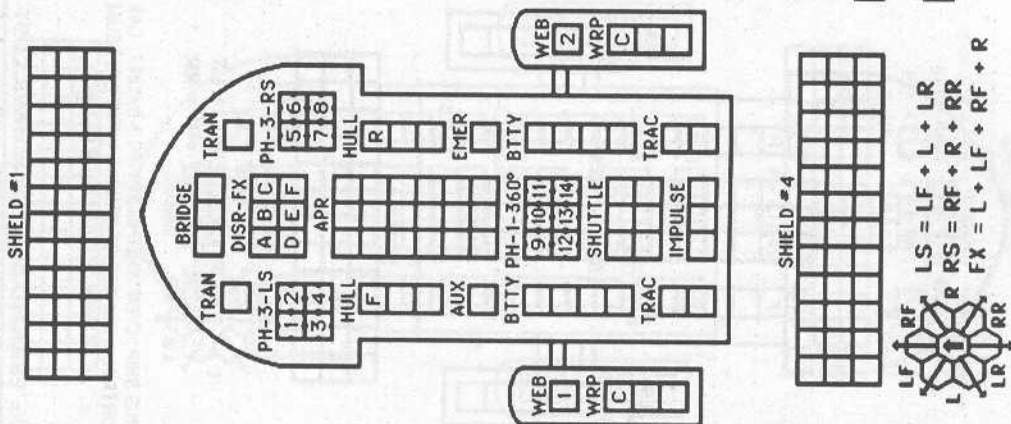
DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15 16-22 23-30 31-40
HIT (STD)	NR 1-5 1-4 1-4 1-4 1-3 1-2 1-2
HIT(DERFACS)	NR 1-5 1-4 1-4 1-4 1-3 1-3 1-2
HIT(OVERLORD)	1-6 1-5 1-4 1-4 NR NR NR
DAMAGE, STD	0 5 4 4 3 3 2 2 1
DAMAGE, OULD	10 10 8 8 6 6 0 0 0

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS. THIS SHIP, EVEN WHEN CARRYING A PALLET, CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.

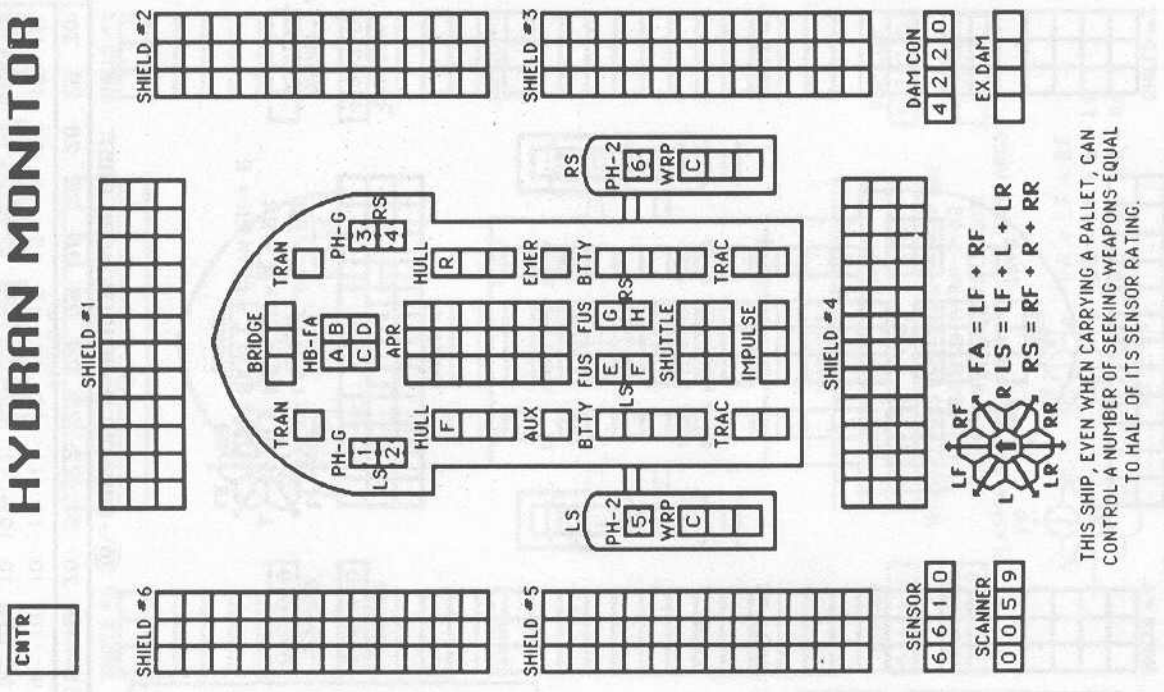
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

⑤ = HET COST  
⑥ = ERRATIC MANEUVER WARP COST



# HYDRAN MONITOR



**SHIP DATA TABLE**

TYPE = MON  
 POINT VALUE = 85/145  
 BREAKDOWN = 2-6  
 SHIELD COST = 1-1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.22

SUP, FTR, PF PALLET  
 POINT VALUE = +15  
 CREW = +6

SPACE CONTROL PALLET  
 POINT VALUE = +30  
 CREW = +12  
 MARINES = +4

ADMINISTRATIVE SHUTTLES	
IDENT	NOTES

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

**TURN MODE SPEED**

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

HET [ ]  
 BD [ ]

BEFORE Y158, REPLACE THE FOUR HELLBORES WITH FOUR FUSION BEAMS (SAME FIRING ARCS) AND REDUCE THE BPV BY 24 POINTS.

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

FUSION BEAM TABLE	
DIE RANGE	4-9-16-24
ROLL	0 1 2 3-10 11-15 16-24
1	13 8 6 4 3 2
2	11 8 5 3 2 1
3	10 7 4 2 1 0
4	9 6 3 1 1 0
5	8 5 3 1 0 0
6	8 4 2 0 0 0

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

FUSION OVERLOAD	
DIE RANGE	0 1 2 3-8
ROLL	1 19 12 9 6
2	16 12 7 4
3	15 10 6 3
4	13 9 4 1
5	12 7 4 1
6	12 6 3 0

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

THIS SHIP, EVEN WHEN CARRYING A PALLET, CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.

INSERT PALLET  
 SEE (R1.22E).

SEE (R1.22B) FOR MANUEVER LIMITATIONS.

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



ISC MONITOR

CREW UNITS

Grid for crew units with values 10, 20, 30

BOARDING PARTIES

Grid for boarding parties with value 10

PALLET

Grid for pallet with values 6, 12

DECK CREWS

Grid for deck crews with values 6, 12

BOARDING PARTIES

Grid for boarding parties with value 4

SHIP DATA TABLE with fields: TYPE, POINT VALUE, BREAKDOWN, SHIELD COST, LIFE SUPPORT, SIZE CLASS, REFERENCE, PLUS REFIT, SUP, FTR, PF PALLET, POINT VALUE, CREW, SPACE CONTROL PALLET, POINT VALUE, CREW, MARINES

TRANSPORTER BOMBS

Grid for transporter bombs with values D, D, D, D

TYPE III DEFENSE PHASER

Table for Type III Defense Phaser with columns for Die Range and Roll (0-15)

TYPE I OFFENSIVE PHASER TABLE

Table for Type I Offensive Phaser with columns for Die Range and Roll (0-75)

TURN MODE SPEED

Table for Turn Mode Speed with columns for D, HET, BD and values 1-6

SEE (R1.22B) FOR MANUEVER LIMITATIONS.

PSEUDO-PLASMA TORPEDOES

Code key for pseudo-plasma torpedoes: A G B G C C D G

CNTR

Grid for CNTR

SHIELD #6

Grid for Shield #6

SHIELD #5

Grid for Shield #5

SHIELD #1

Grid for Shield #1

SHIELD #2

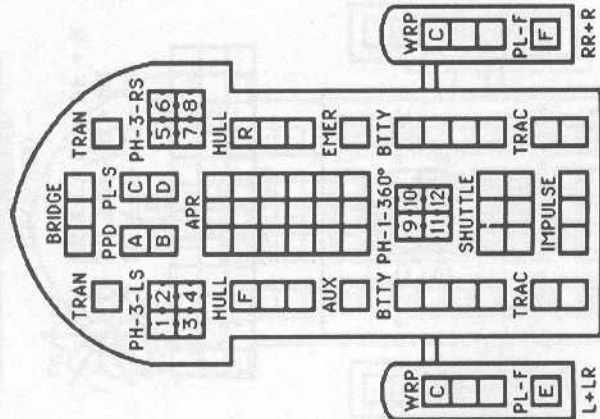
Grid for Shield #2

SHIELD #3

Grid for Shield #3

SHIELD #4

Grid for Shield #4



DAM CON

Grid for DAM CON with values 4, 2, 2, 0

EX DAM

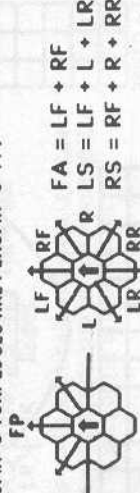
Grid for EX DAM

SENSOR

Grid for SENSOR with values 6, 6, 1, 0

SCANNER

Grid for SCANNER with values 0, 0, 5, 9



PLASMAIC PULSAR DEVICE COMBAT TABLE

Table for Plasmaic Pulsar Device Combat with columns for Range (0-30) and Hit/Damage/Splash/Alt values

PLASMA TORPEDO WARHEAD STRENGTH TABLE

Table for Plasma Torpedo Warhead Strength with columns for Range (0-30) and Type S/G/F/Bolt values

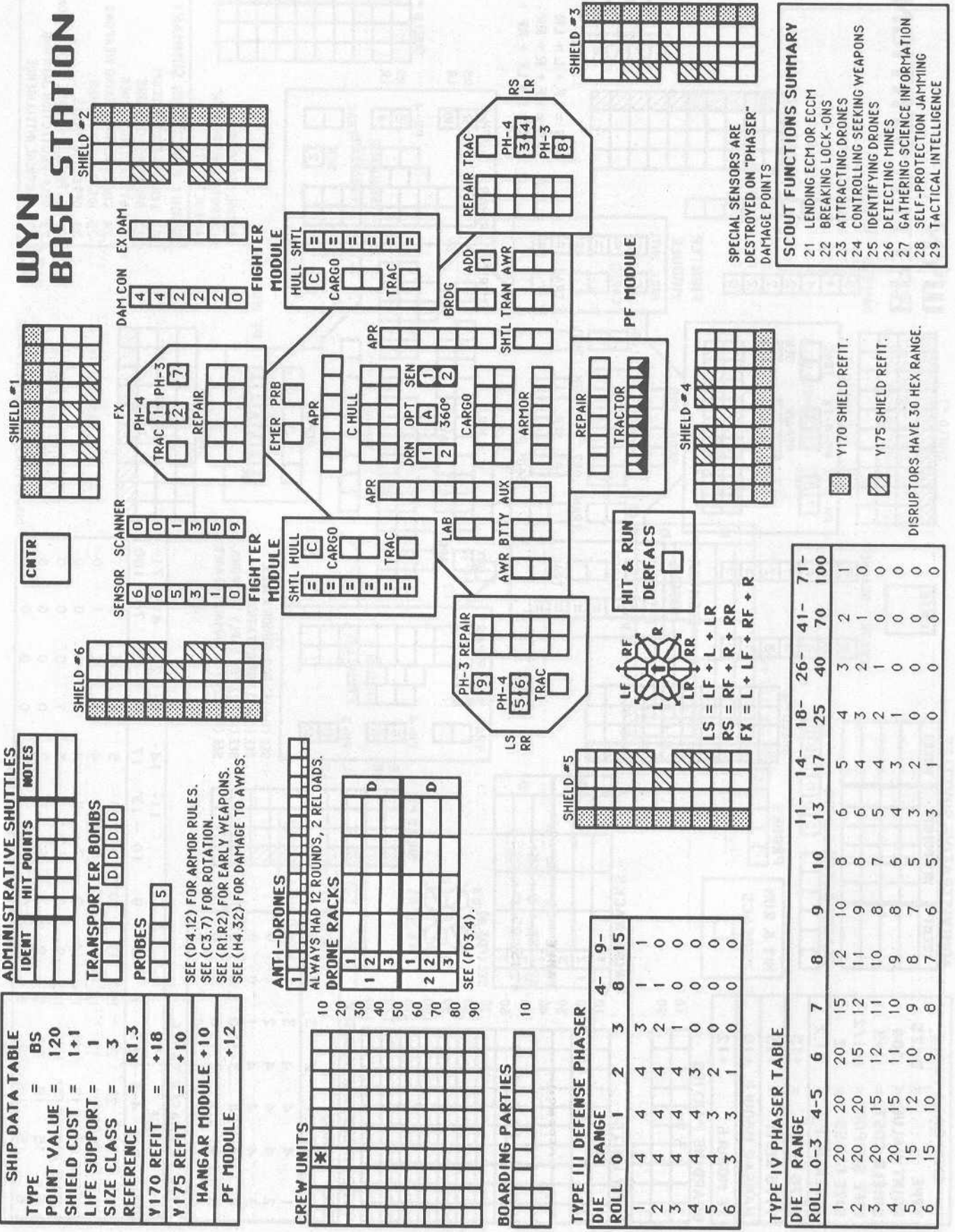
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

Table for Warp Energy Movement Cost with columns for Speed (1-3) and Energy Point values

⑥ = ERRATIC MANUEVER WARP COST

Table for Erratic Maneuver Warp Cost with columns for Speed (20-30) and Energy Point values

# WYN BASE STATION



**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

Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.  
 DISRUPTORS HAVE 30 HEX RANGE.

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**TRANSPORTER BOMBS**

0 0 0 0

**PROBES**

5

SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (H4.32) FOR DAMAGE TO AWRS.

**ANTI-DRONES**

ALWAYS HAD 12 ROUNDS, 2 RELOADS.

**DRONE RACKS**

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

**CREW UNITS**

10															
20															
30															
40															
50															
60															
70															
80															
90															

**BOARDING PARTIES**

10

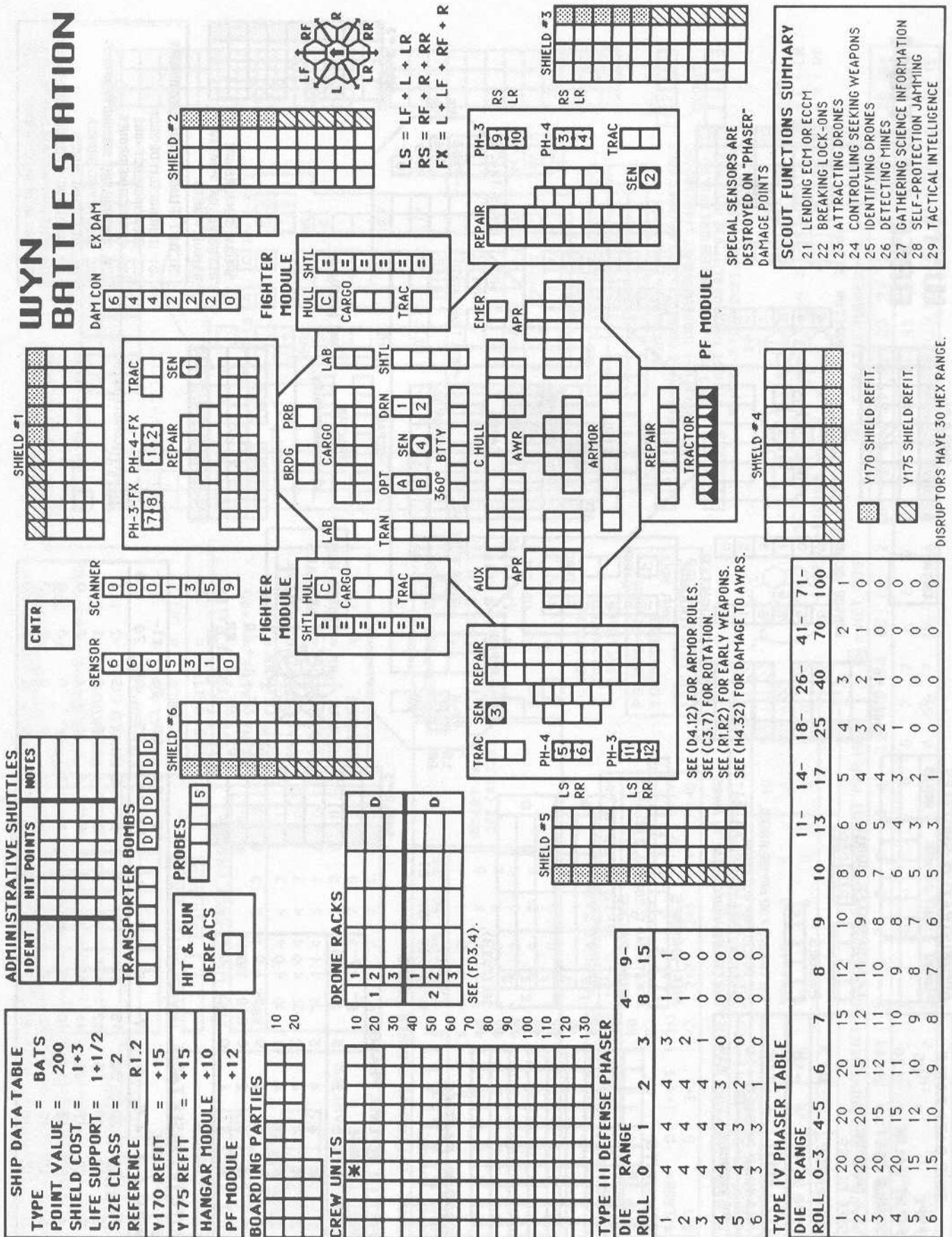
**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE RANGE	0-3	4-5	6	7	8	9	10	11	13	14	17	18	26-	41-	71-	100
1	20	20	20	15	12	10	8	6	5	4	3	2	1	0	0	0
2	20	20	15	12	11	9	8	6	4	3	2	1	0	0	0	0
3	20	20	15	12	11	10	8	7	5	4	2	1	0	0	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0	0	0	0

# WYN BATTLE STATION



**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

- Y170 SHIELD REFIT.
- Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

SEE (D4.12) FOR ARMOR RULES.  
SEE (C3.7) FOR ROTATION.  
SEE (R1.R2) FOR EARLY WEAPONS.  
SEE (H4.32) FOR DAMAGE TO AWRS.

SEE (FD3.4).

**SHIP DATA TABLE**

TYPE	=	BATS
POINT VALUE	=	200
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
HANGAR MODULE	=	+10
PF MODULE	=	+12

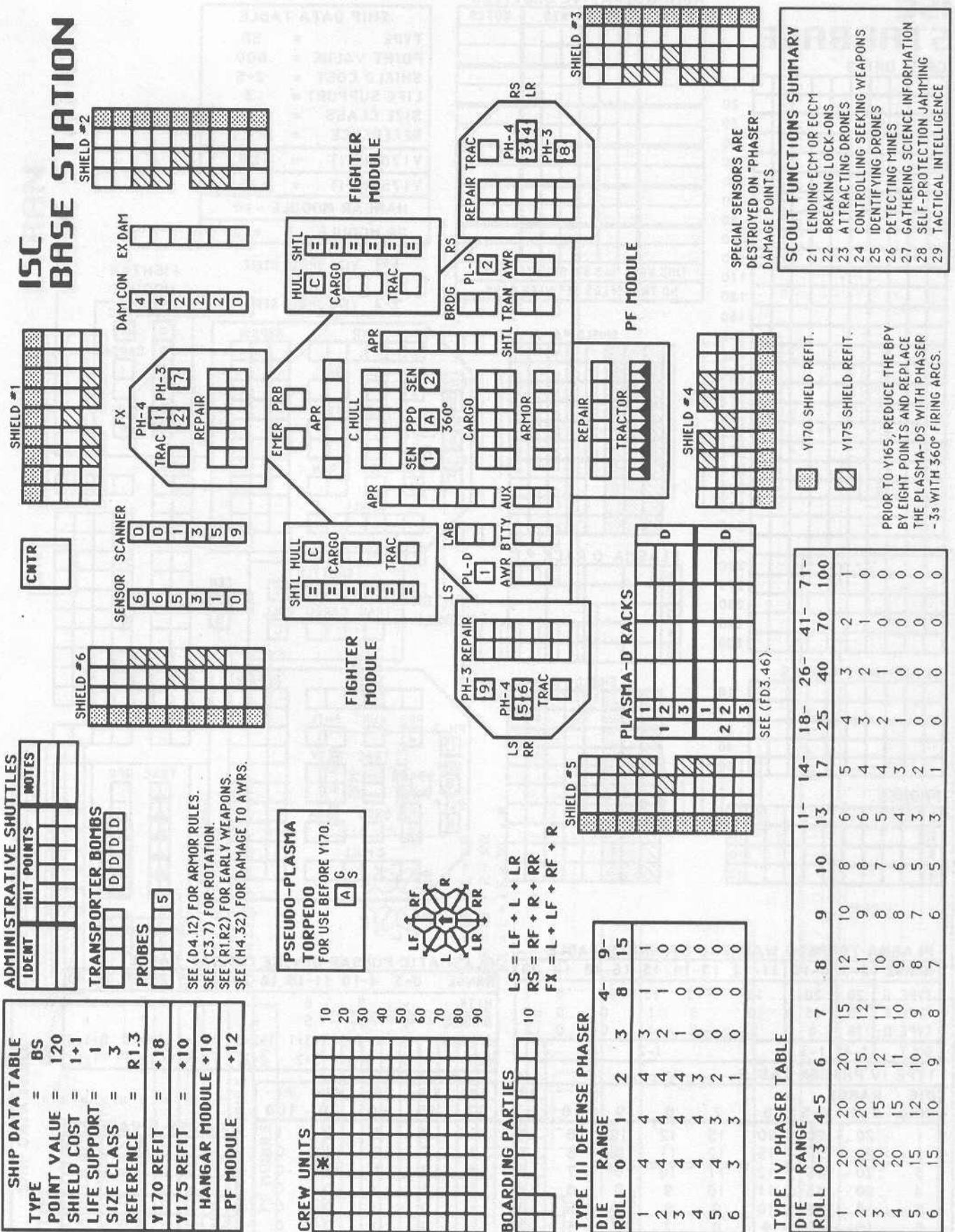
**BOARDING PARTIES**

10					
20					

**CREW UNITS**

10									
20									
30									
40									
50									
60									
70									
80									
90									
100									
110									
120									
130									

# ISC BASE STATION



**SHIP DATA TABLE**

TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE	+10	
PF MODULE	+12	

**CREW UNITS**

	10	20	30	40	50	60	70	80	90
*									

**BOARDING PARTIES**

	10								

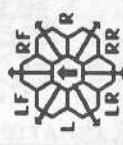
**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE RANGE	11-	14-	18-	26-	41-	71-
ROLL 0-3	4-5	6	7	8	9	10
1	20	20	15	12	11	10
2	20	20	15	12	11	10
3	20	15	12	11	10	9
4	20	15	11	10	9	8
5	15	12	10	9	8	7
6	15	10	9	8	7	6

**PSEUDO-PLASMA TORPEDO**  
FOR USE BEFORE Y170.  
A G S



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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

**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

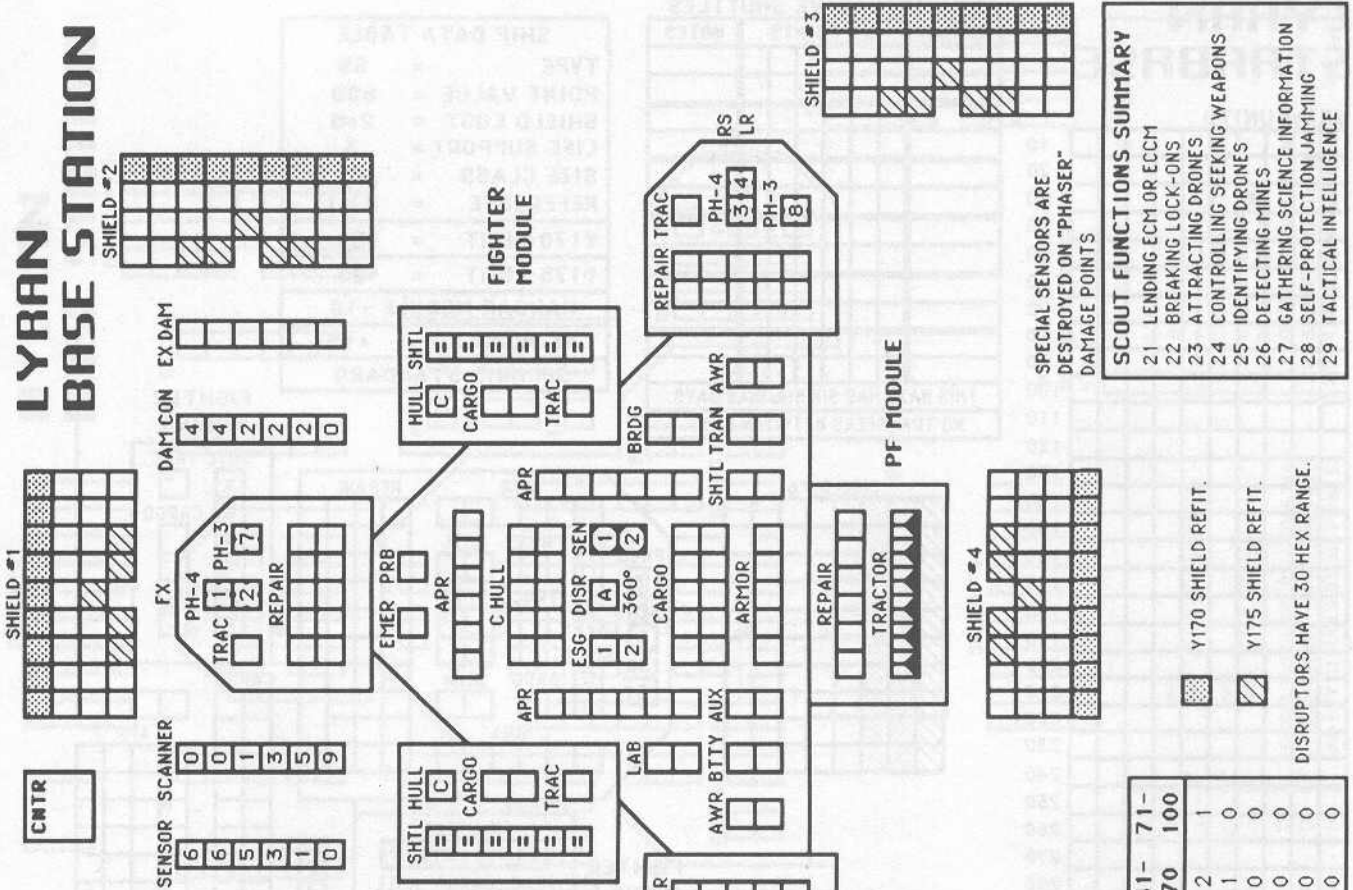
Y170 SHIELD REFIT.  
Y175 SHIELD REFIT.

PRIOR TO Y165, REDUCE THE BPV BY EIGHT POINTS AND REPLACE THE PLASMA-DS WITH PHASER -3s WITH 360° FIRING ARCS.





# LYRAN BASE STATION



**SCOUT FUNCTIONS SUMMARY**

21	LENDING ECM OR ECCH
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

- Y170 SHIELD REFIT.
- Y175 SHIELD REFIT.
- DISRUPTORS HAVE 30 HEX RANGE.

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**TRANSPORTER BOMBS**  
D D D D D

**PROBES**  
5

SEE (D4.12) FOR ARMOR RULES.  
SEE (C3.7) FOR ROTATION.  
SEE (R1.R2) FOR EARLY WEAPONS.  
SEE (H4.32) FOR DAMAGE TO AWRS.

**SHIP DATA TABLE**

TYPE = BS  
POINT VALUE = 120  
SHIELD COST = 1+1  
LIFE SUPPORT = 1  
SIZE CLASS = 3  
REFERENCE = R1.3

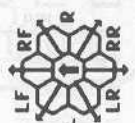
Y170 REFIT	=	+18
Y175 REFIT	=	+10
UIM REFIT	=	+5
HANGAR MODULE	=	+10
PF MODULE	=	+12

**CREW UNITS**

	10	20	30	40	50	60	70	80	90
*									

**BOARDING PARTIES**

	10



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

**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE RANGE	0-3	4-5	6	7	8	9	10	11-	14-	18-	26-	41-	71-	
ROLL 0	3	4	5	6	7	8	9	10	13	17	25	40	70	100
1	20	20	20	15	12	10	8	6	5	4	3	2	1	0
2	20	20	15	12	11	9	8	6	4	3	2	1	0	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0	0





# HYDRAN STARBASE

## ADMINISTRATIVE SHUTTLES

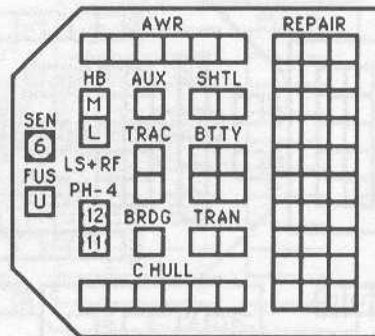
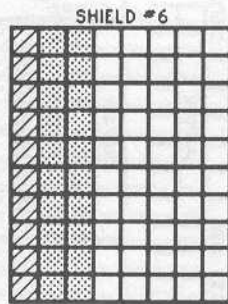
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= SB
POINT VALUE	= 600
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.1
Y170 REFIT	= +50
Y175 REFIT	= +25
HANGAR MODULE +10	
PF MODULE +12	

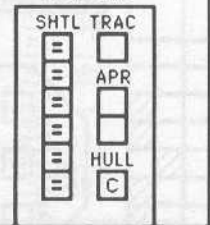
## CREW UNITS

		10
		20
	*	30
		40
		50
		60
		70
		80
		90
		100
		110
		120
		130
		140
		150
		160
		170
		180
		190
		200
		210
		220
		230
		240
		250
		260
		270
		280
		290
		300

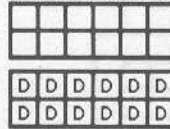
THIS BASE HAS SIX SHUTTLE BAYS.  
NO TRANSFERS BETWEEN BAYS.



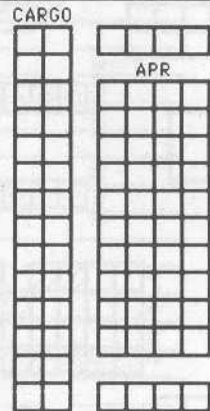
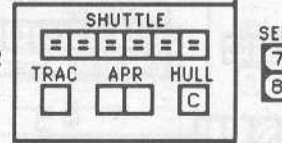
## FIGHTER MODULE



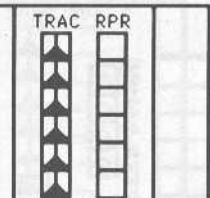
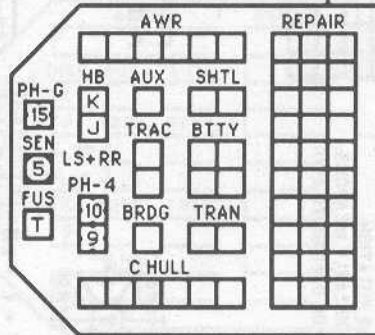
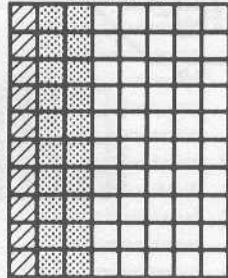
## TRANSPORTER BOMBS



## FIGHTER MODULE



## SHIELD #5



## PF MODULE

## BOARDING PARTIES

		10
		20
		30
		40
		50

## PROBES

1																				10
2																				10
3																				10
4																				10

## SENSOR

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

## SCANNER

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

## DAMAGE CONTROL

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

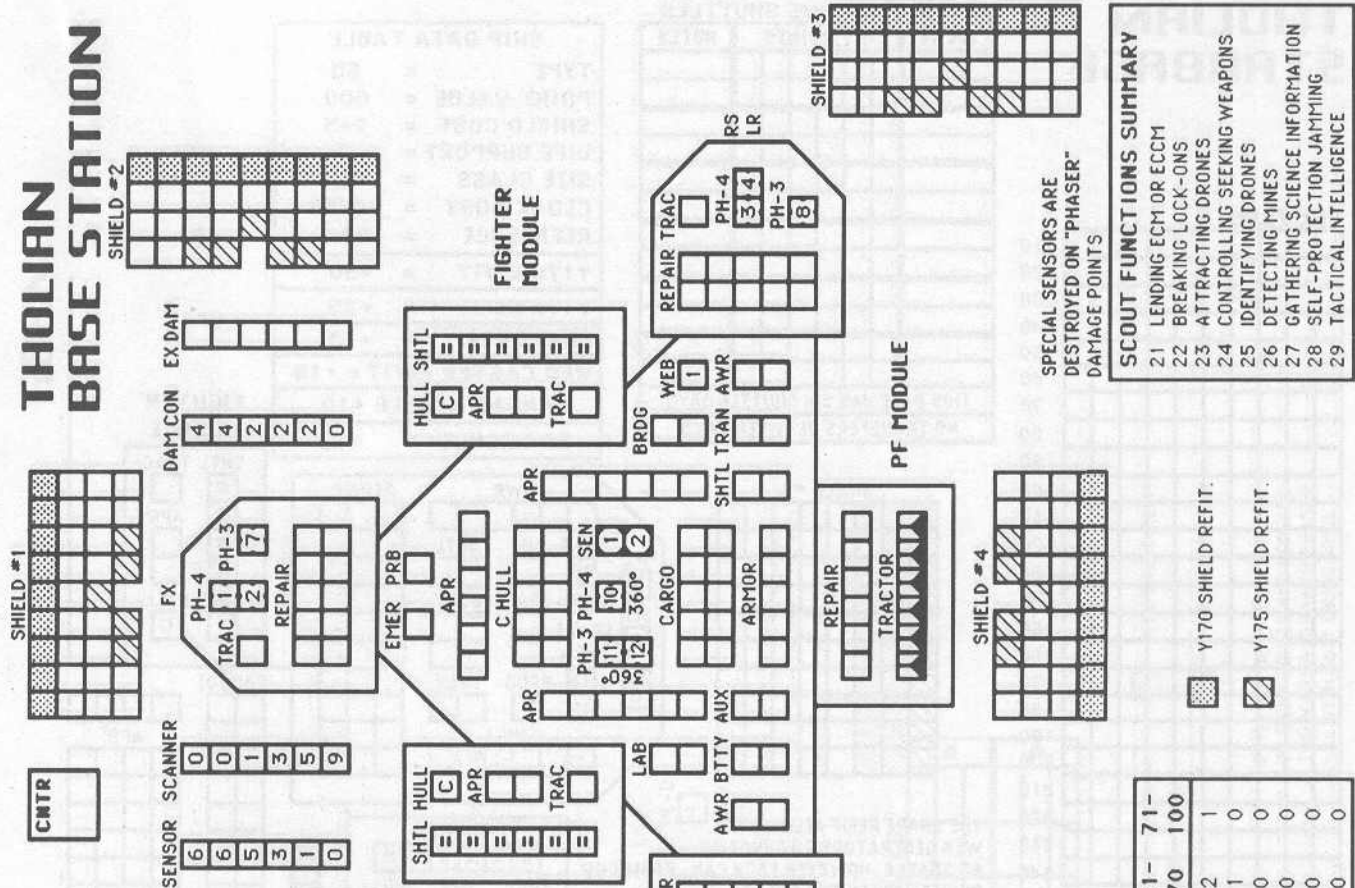
## EXCESS DAMAGE

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

## TYPE IV PHASER TABLE

DIE ROLL	RANGE			7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
	0-3	4-5	6										
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

**THOLIAN  
BASE STATION**



**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**TRANSPORTER BOMBS**

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

**PROBES**

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

SEE (D4.12) FOR ARMOR RULES.  
SEE (C3.7) FOR ROTATION.  
SEE (R1.R2) FOR EARLY WEAPONS.  
SEE (H4.32) FOR DAMAGE TO AWRS.



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

**SHIP DATA TABLE**

TYPE	= BS
POINT VALUE	= 120
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.3
Y170 REFIT	= +18
Y175 REFIT	= +10
HANGAR MODULE	+10
PF MODULE	+12

**CREW UNITS**

*	10	20	30	40	50	60	70	80	90

**BOARDING PARTIES**

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

**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE RANGE	ROLL	0-3	4-5	6	7	8	9	10	11	12	13	14	17	25	40	26-41	70	71-100
1	20	20	20	20	15	12	10	8	6	5	4	3	2	1	0	0	0	0
2	20	20	15	12	11	10	8	7	6	5	4	3	2	1	0	0	0	0
3	20	15	12	11	10	8	7	6	5	4	3	2	1	0	0	0	0	0
4	20	15	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
5	15	12	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0
6	15	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0

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

**SCOUT FUNCTIONS SUMMARY**

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

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

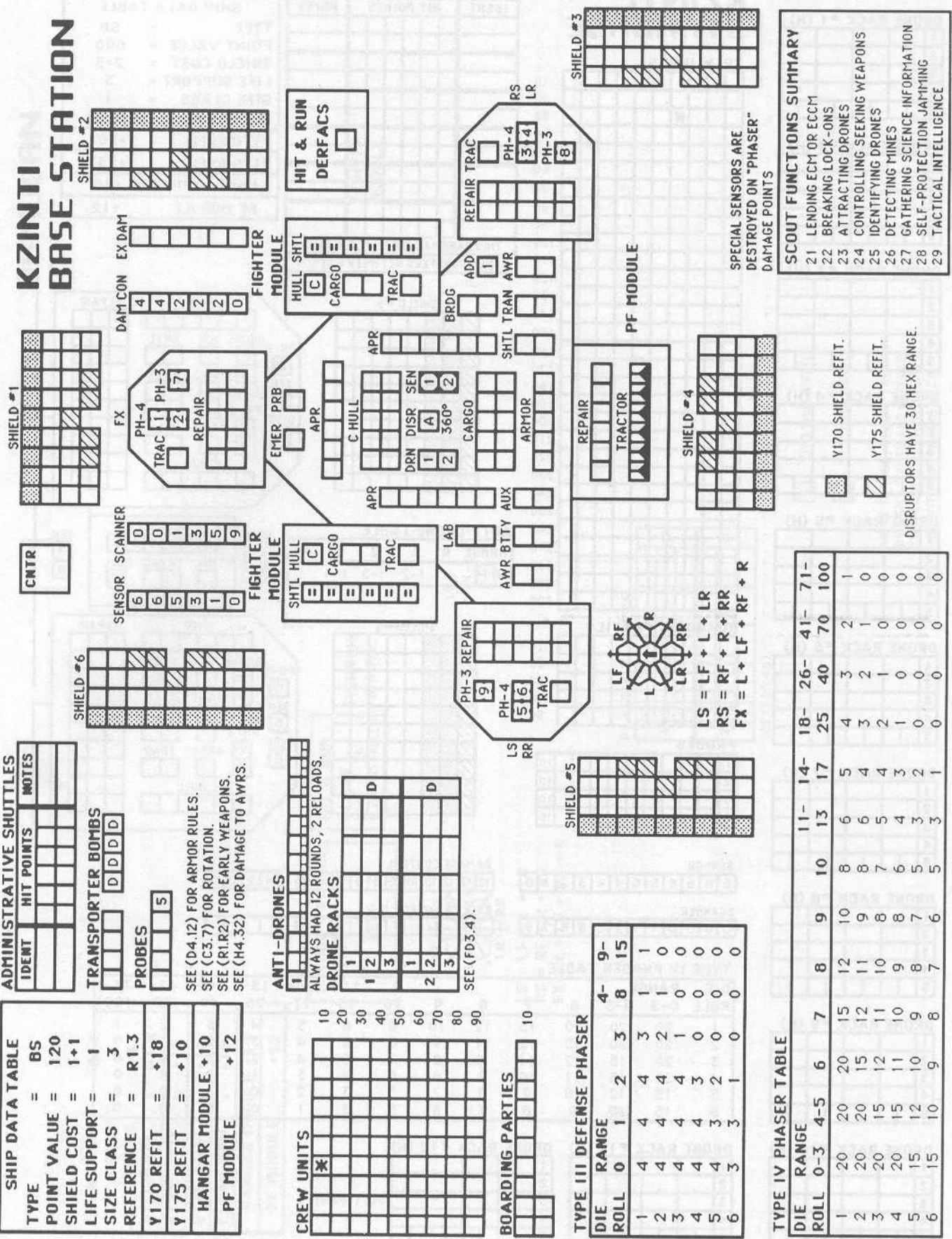








# KZINTI BASE STATION



**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**TRANSPORTER BOMBS**

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

**PROBES**

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

SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (H4.32) FOR DAMAGE TO AWRS.

**ANTI-DRONES**

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

ALWAYS HAD 12 ROUNDS, 2 RELOADS.

**DRONE RACKS**

1						D
2						D
3						

SEE (FD3.4).

**CREW UNITS**

10						
20						
30						
40						
50						
60						
70						
80						
90						

**BOARDING PARTIES**

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

**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

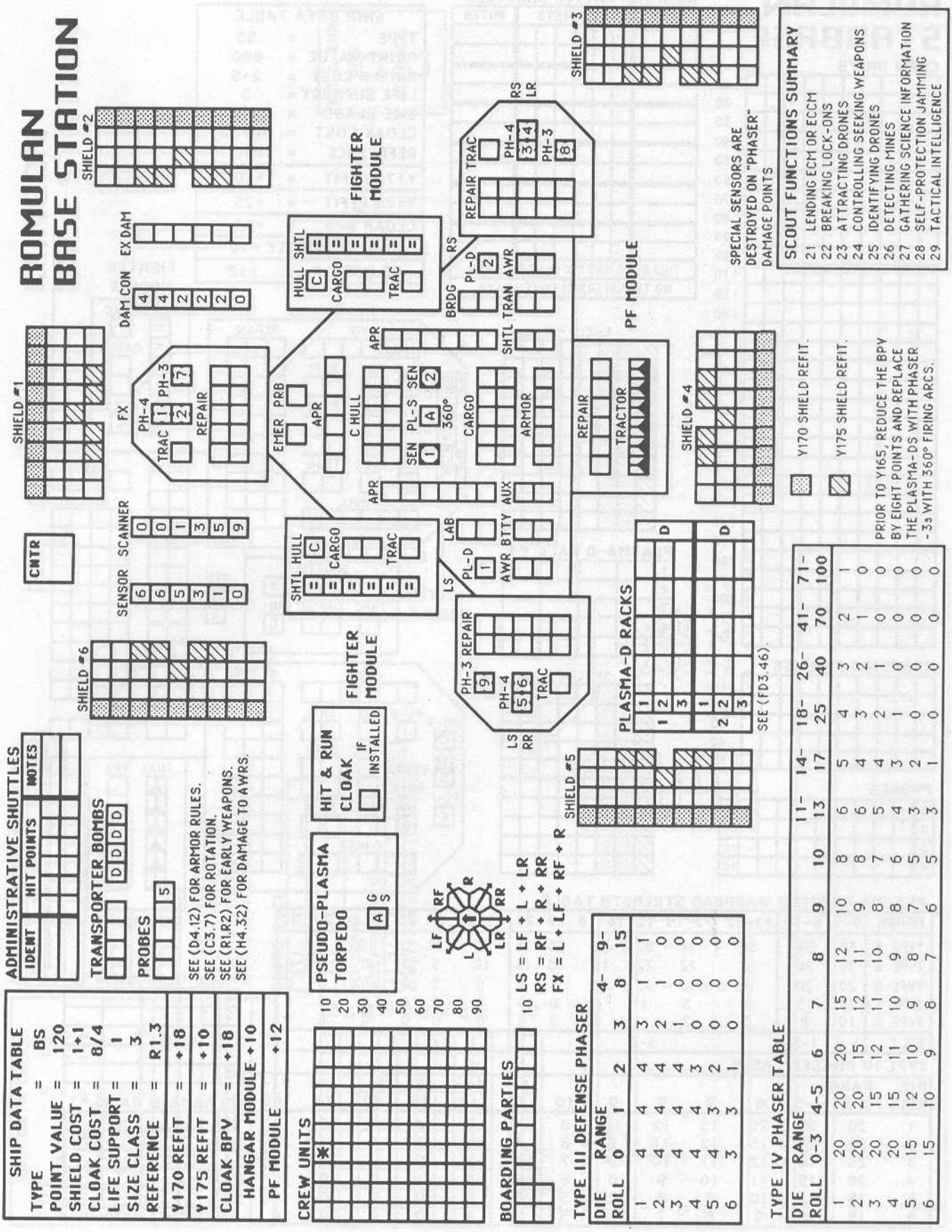
DIE ROLL	0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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

- Y170 SHIELD REFIT.
  - ▨ Y175 SHIELD REFIT.
- DISRUPTORS HAVE 30 HEX RANGE.



# ROMULAN BASE STATION



**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**SHIP DATA TABLE**

TYPE = BS  
 POINT VALUE = 120  
 SHIELD COST = 1+1  
 CLOAK COST = 8/4  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.3

Y170 REFIT = +18  
 Y175 REFIT = +10  
 CLOAK BPV = +18  
 HANGAR MODULE +10  
 PF MODULE +12

**CREW UNITS**

10	20	30	40	50	60	70	80	90

**BOARDING PARTIES**

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

**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE RANGE	0-3	4-5	6	7	8	9	10	11	14	18	26	41	71	100
1	20	20	20	15	12	10	8	6	5	4	3	2	1	0
2	20	20	15	12	11	9	8	6	4	3	2	1	0	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0	0

- SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS**
- 21 LENDING ECM OR ECCM
  - 22 BREAKING LOCK-ONS
  - 23 ATTRACTING DRONES
  - 24 CONTROLLING SEEKING WEAPONS
  - 25 IDENTIFYING DRONES
  - 26 DETECTING MINES
  - 27 GATHERING SCIENCE INFORMATION
  - 28 SELF-PROTECTION JAMMING
  - 29 TACTICAL INTELLIGENCE

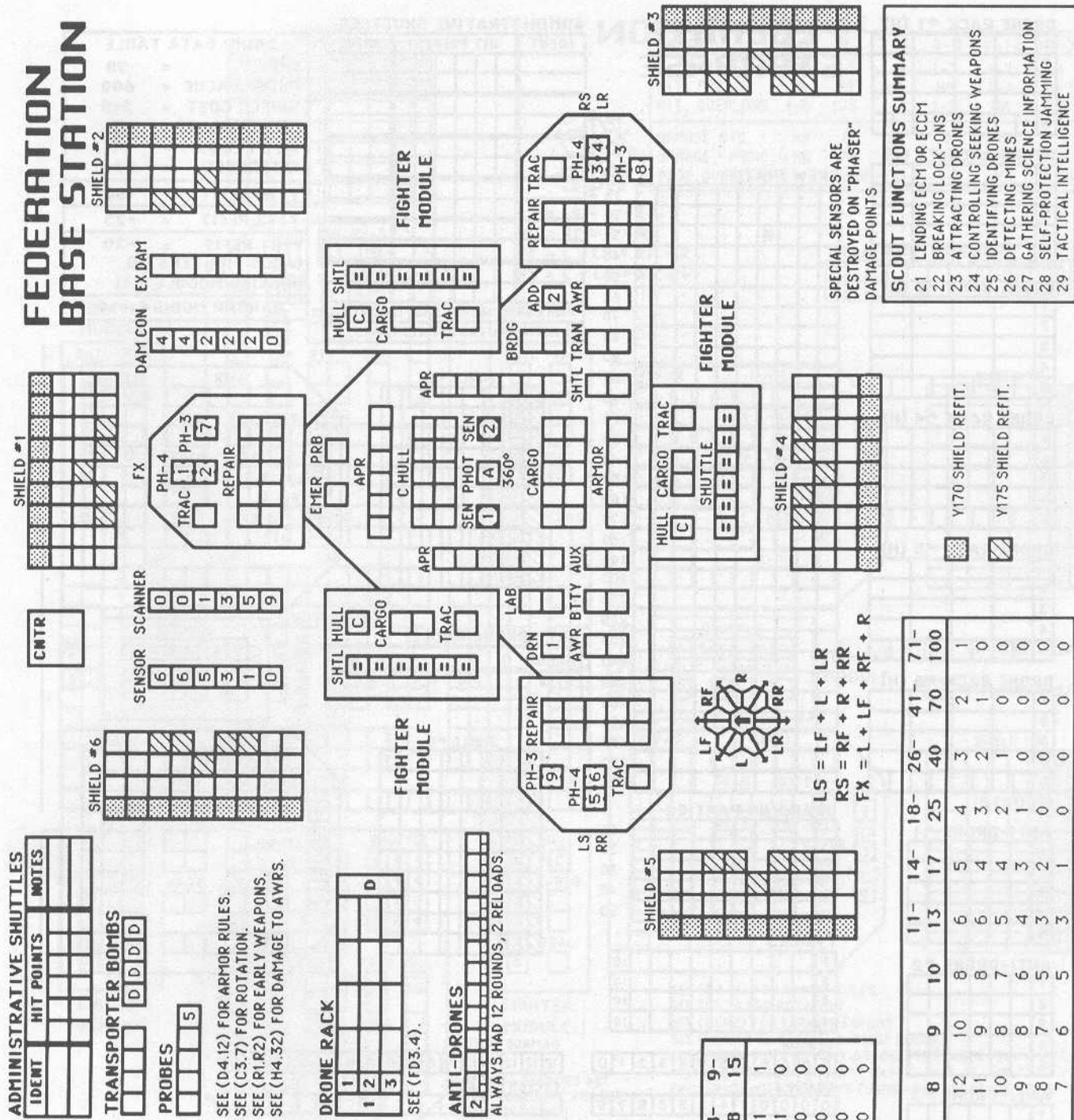
- Y170 SHIELD REFIT.
  - Y175 SHIELD REFIT.
- PRIOR TO Y165, REDUCE THE BPV BY EIGHT POINTS AND REPLACE THE PLASMA-DS WITH PHASER -3s WITH 360° FIRING ARCS.







# FEDERATION BASE STATION



### SHIP DATA TABLE

TYPE	=	BS
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
HANGAR MODULE	=	+10
AWR REFIT	=	+6

AWR REFIT CHANGES SIX APR TO AWR. AVAILABLE, BUT NOT ALWAYS INSTALLED, IN Y170 AND LATER.

### CREW UNITS

10										
20										
30										
40										
50										
60										
70										
80										
90										

### BOARDING PARTIES

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

### TYPE III DEFENSE PHASER

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

### TYPE IV PHASER TABLE

DIE	RANGE	0-3	4-5	6	7	8	9	10	11	13	14	16	17	25	40	70	100
1	20	20	20	15	12	11	10	8	6	5	4	3	2	1	0	0	0
2	20	20	15	12	11	10	8	7	5	4	3	2	1	0	0	0	0
3	20	15	12	11	10	8	7	5	4	3	2	1	0	0	0	0	0
4	20	15	11	10	9	8	6	4	3	2	1	0	0	0	0	0	0
5	15	12	10	9	8	7	5	3	2	1	0	0	0	0	0	0	0
6	15	10	9	8	7	6	5	3	2	1	0	0	0	0	0	0	0

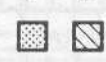
### SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

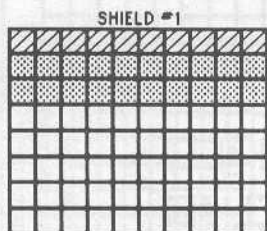
Y170 SHIELD REFIT.  
Y175 SHIELD REFIT.

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









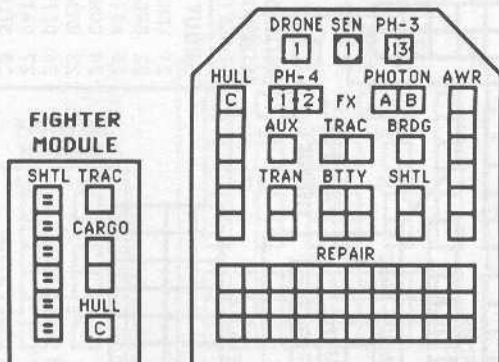
PHOTON TORPEDO TABLE

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

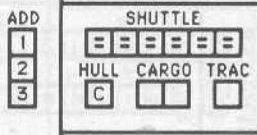
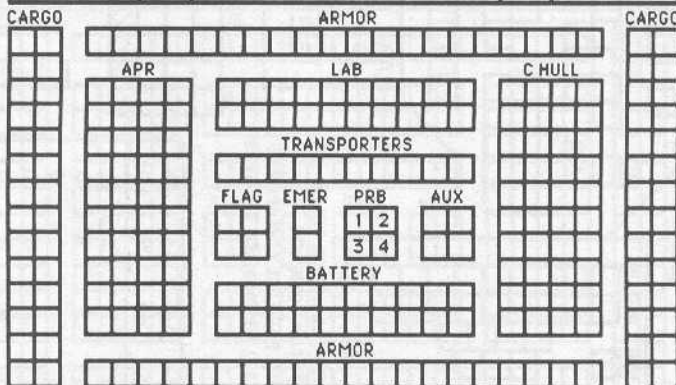
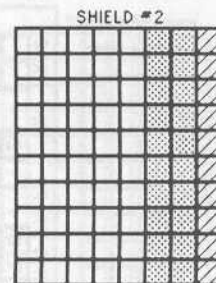
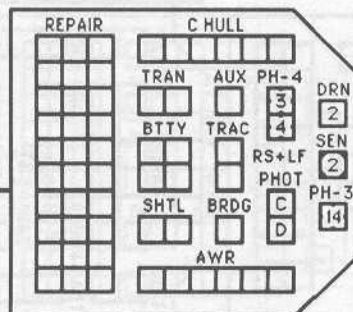


LS = LF + L + LR  
 RS = RF + R + RR  
 FX = L + LF + RF + R  
 RX = L + LR + RR + R

TRANSPORTER BOMBS

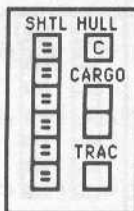


FIGHTER MODULE

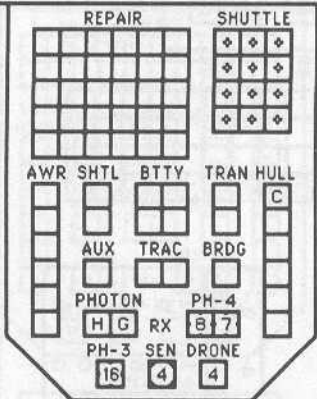


FIGHTER MODULE

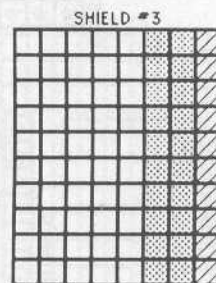
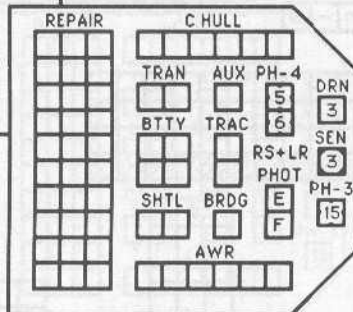
Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.



FIGHTER MODULE



FIGHTER MODULE



SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (R1.ID) FOR SPECIAL DAMAGE RULES.  
 IN SCENARIOS SET AFTER Y168, DELETE PHASER-3s NUMBERED 14, 16, AND 18 AND CONVERT PHASER-3s 13, 15, AND 17 TO PHASER-Gs WITH THE SAME FIRING ARCS. INCREASE BPV BY 9.

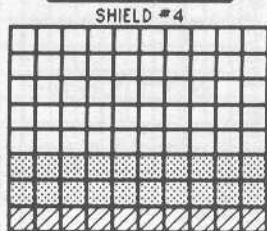
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

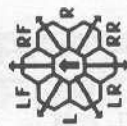
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

TYPE III DEFENSE PHASER

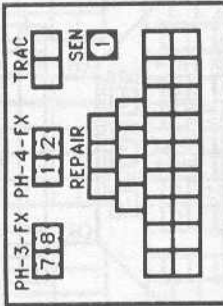
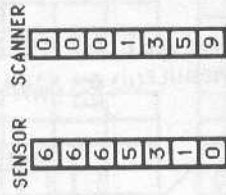
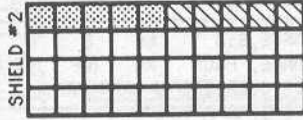
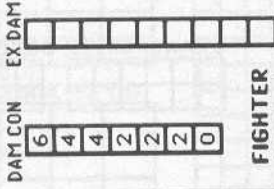
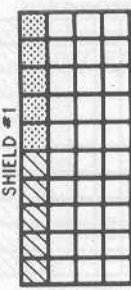
DIE	RANGE	1	2	3	4-	9-
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



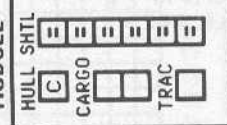
# FEDERATION BATTLE STATION



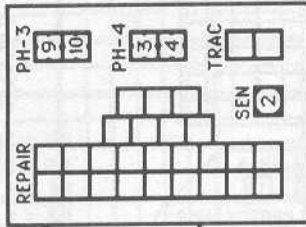
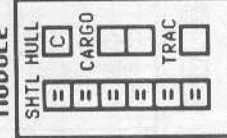
LS = LF + L + LR  
 RS = RF + R + RR  
 FX = L + LF + RF + R



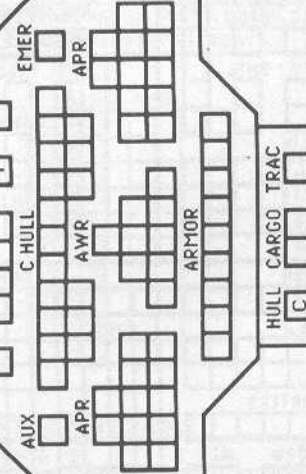
FIGHTER MODULE



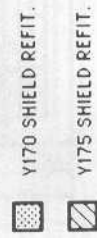
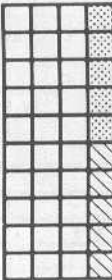
FIGHTER MODULE



FIGHTER MODULE



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS



**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

**ADMINISTRATIVE SHUTTLES**

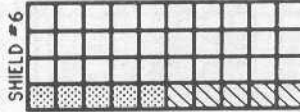
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
D
D
D
D
D
D

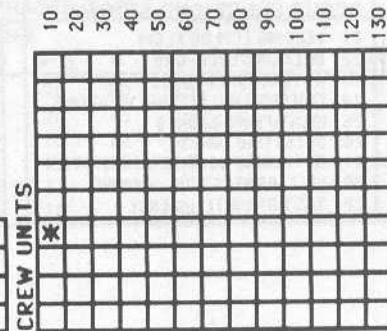
PROBES
5



**SHIP DATA TABLE**

TYPE = BATS  
 POINT VALUE = 200  
 SHIELD COST = 1+3  
 LIFE SUPPORT = 1+1/2  
 SIZE CLASS = 2  
 REFERENCE = R1.2

Y170 REFIT = +15  
 Y175 REFIT = +15  
 HANGAR MODULE +10



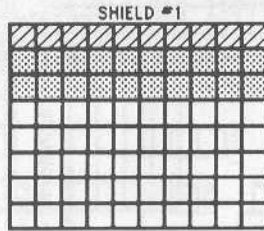
**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

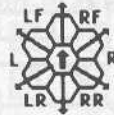
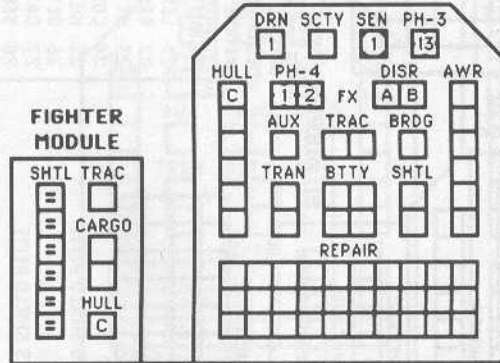
DIE	RANGE	0-3	4-5	6	7	8	9	10	11	13	14	17	18	25	26	40	41	70	71	100	
ROLL	1	20	20	20	15	12	10	8	6	5	4	3	2	1	0	0	0	0	0	0	0
2	20	20	15	12	11	9	8	6	5	4	3	2	1	0	0	0	0	0	0	0	0
3	20	15	12	11	10	8	7	5	4	3	2	1	0	0	0	0	0	0	0	0	0
4	20	15	11	10	9	8	6	4	3	2	1	0	0	0	0	0	0	0	0	0	0
5	15	12	10	9	8	7	5	3	2	1	0	0	0	0	0	0	0	0	0	0	0
6	15	10	9	8	7	6	5	3	2	1	0	0	0	0	0	0	0	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1R2) FOR EARLY WEAPONS.  
 SEE (H4.32) FOR DAMAGE TO AWRs.

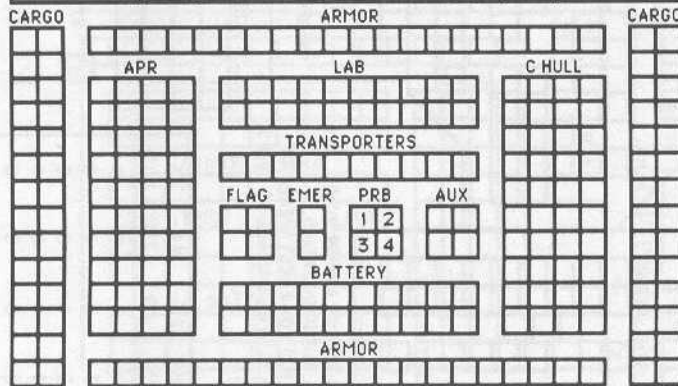
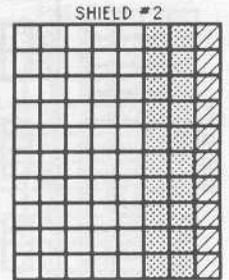
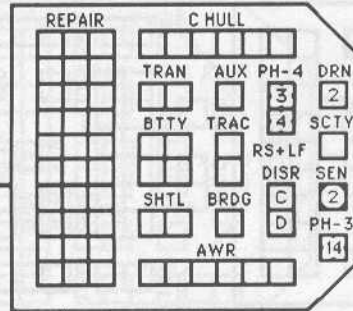
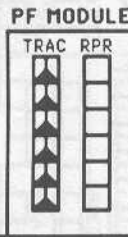


DISRUPTOR TABLE

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

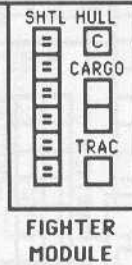
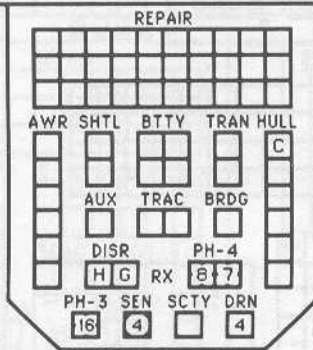
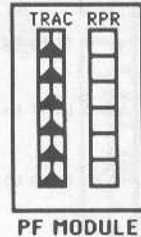
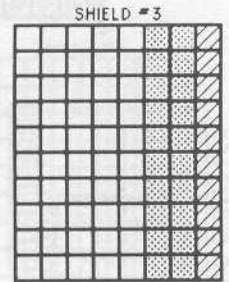
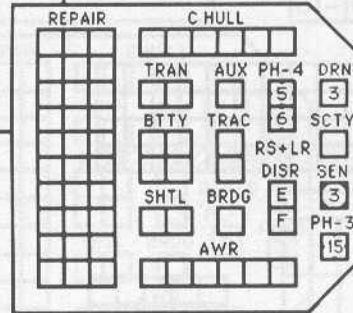


LS = LF + L + LR  
RS = RF + R + RR  
FX = L + LF + RF + R  
RX = L + LR + RR + R



FIGHTER MODULE

Y170 SHIELD REFIT.  
Y175 SHIELD REFIT.



SEE (D4.12) FOR ARMOR RULES.  
SEE (C3.7) FOR ROTATION.  
SEE (R1.R2) FOR EARLY WEAPONS.  
SEE (R1.ID) FOR SPECIAL DAMAGE RULES.  
PRIOR TO Y165 DELETE UIMS AND DEFACS,  
AND REDUCE BPV BY THIRTY POINTS.  
SEE (G16.51) AND (R3.84) FOR THE  
SFG REFIT.

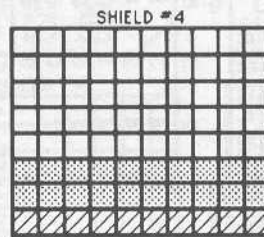
SPECIAL SENSORS ARE DESTROYED  
ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

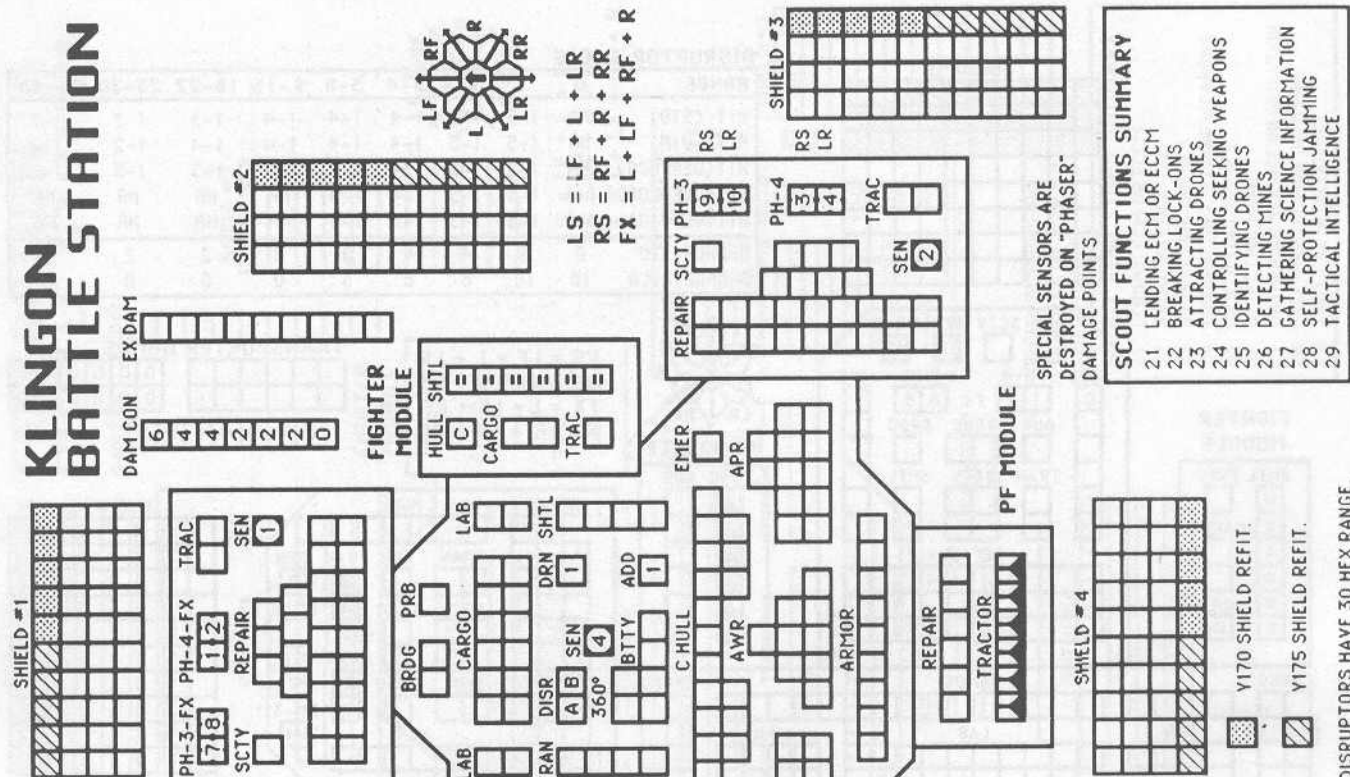
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

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



# KLINGON BATTLE STATION



**SHIP DATA TABLE**

TYPE = BATS  
 POINT VALUE = 200  
 SHIELD COST = 1+3  
 LIFE SUPPORT = 1+1/2  
 SIZE CLASS = 2  
 REFERENCE = R1.2

Y170 REFIT = +15  
 Y175 REFIT = +15

1 UIM STANDARD  
 HANGAR MODULE +10  
 PF MODULE +12

**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE RANGE	4-5	6	7	8	9	10	11-	14-	18-	26-	41-	71-
ROLL 0-3	4	5	6	7	8	9	10	11	12	13	14	15
1	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	10	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0
4	20	15	11	10	9	8	6	4	3	1	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

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

SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.2) FOR EARLY WEAPONS.  
 SEE (H4.32) FOR DAMAGE TO AWRs.

DISRUPTORS HAVE 30 HEX RANGE.

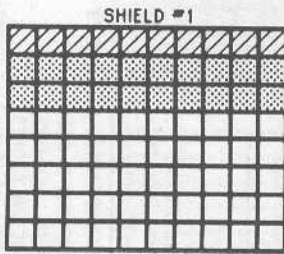
Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.

SENSE  
 6 6 6 6 5 5 3 1 0

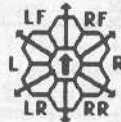
SCANNER  
 0 0 0 0 1 1 3 5 9

DAMCON  
 6 4 4 4 2 2 2 0

EX DAM  
 6 4 4 4 2 2 2 0



HIT & RUN CLOAK  
 IF INSTALLED



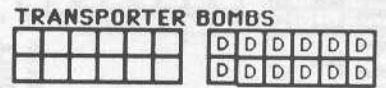
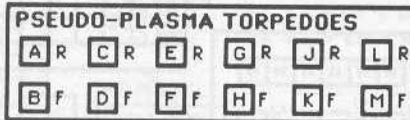
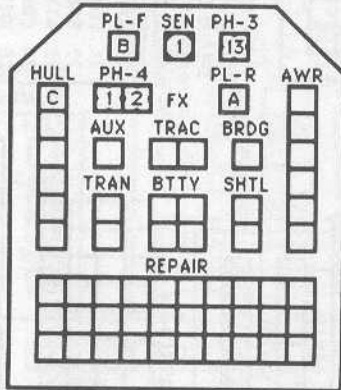
LS = LF + L + LR  
 RS = RF + R + RR  
 FX = L + LF + RF + R  
 RX = L + LR + RR + R

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

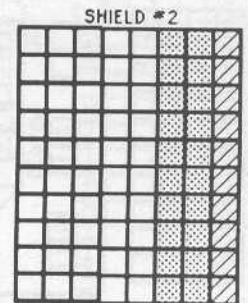
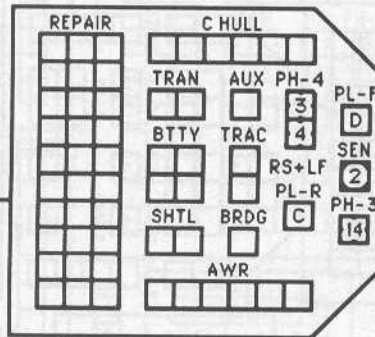
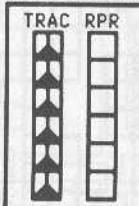
SCANNER  
 0 0 0 0 1 1 2 3 3 5 7 9

DAMAGE CONTROL  
 12 12 12 10 10 10 8 8 8 6 6 4 4 2 2 0

EXCESS DAMAGE  
 [Empty grid]



PF MODULE



ARMOR



LAB C HULL



TRANSPORTERS



FLAG EMER PRB AUX



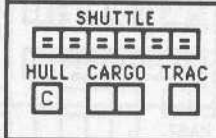
BATTERY



ARMOR

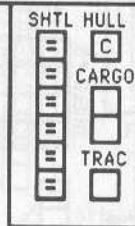
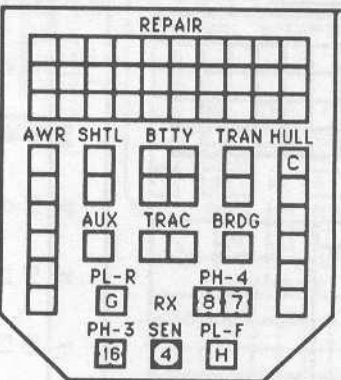


PL-D  
 1  
 2  
 3  
 SPECIAL

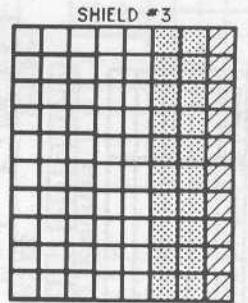
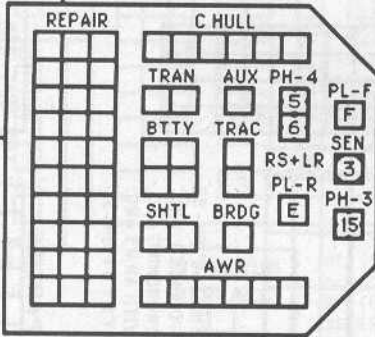


FIGHTER MODULE

Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.



FIGHTER MODULE



SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (R1.ID) FOR SPECIAL DAMAGE RULES.  
 PLASMA RACKS: THE LAUNCHING ARC OF RACK #1 IS RF+R+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF. PRIOR TO Y165 THESE ARE ALL PHASER-3s WITH 360° FIRING ARC, AND BPV IS REDUCED BY 24 POINTS.

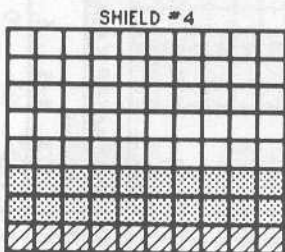
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

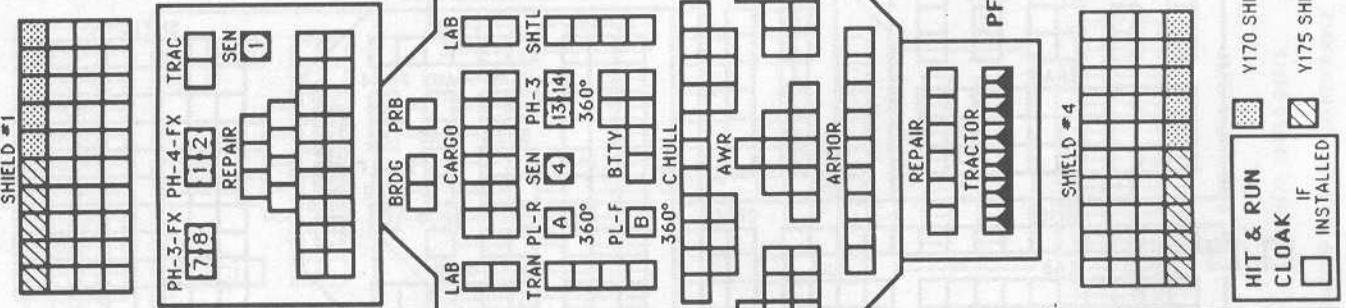
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

TYPE III DEFENSE PHASER

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



# ROMULAN BATTLE STATION



**PSEUDO-PLASMA TORPEDOES**

A R B F



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

**CNTR**

SENSOR SCANNER

6 0 0 0 0 1 3 5 9

**TRANSPORTER BOMBS**

D D D D D D D

**PLASMA-D RACKS**

SHIELD #6

1	D
2	D
3	D

SEE (FD3.46).

AFTER Y165 THE 360° PH-3S ARE PLASMA-D RACKS, ONE WITH AN LS LAUNCHING ARC, THE OTHER WITH AN RS ARC. INCREASE BPV BY 8 POINTS.

**BOARDING PARTIES**

10 20

**PROBES**

5

SEE (D4.12) FOR ARMOR RULES.  
SEE (C3.7) FOR ROTATION.  
SEE (R1.R2) FOR EARLY WEAPONS.  
SEE (H4.32) FOR DAMAGE TO AWRs.

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**SHIP DATA TABLE**

TYPE = BATS

POINT VALUE = 192

SHIELD COST = 1+3

LIFE SUPPORT = 1+1/2

SIZE CLASS = 2

CLOAK COST = 12/6

REFERENCE = R1.2

CLOAK BPV	= +30
Y170 REFIT	= +15
Y175 REFIT	= +15
HANGAR MODULE	+10
PF MODULE	+12

**CREW UNITS**

10	20	30	40	50	60	70	80	90	100	110	120	130
*												

**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE RANGE	0-3	4-5	6	7	8	9	10	11	13	14	17	18	25	26	40	70	100
1	20	20	20	15	12	10	8	6	5	4	3	2	1	0	0	0	0
2	20	20	15	12	11	9	8	6	4	3	2	1	0	0	0	0	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0	0	0	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0	0	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0	0	0	0	0

**SCOUT FUNCTIONS SUMMARY**

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

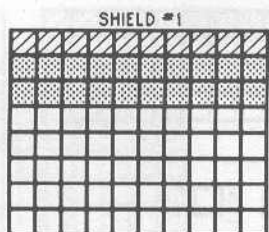
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

**HIT & RUN CLOAK**

IF INSTALLED

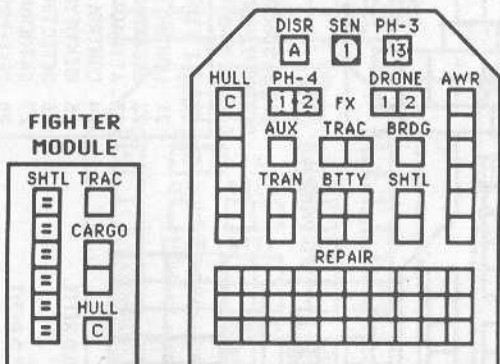
Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

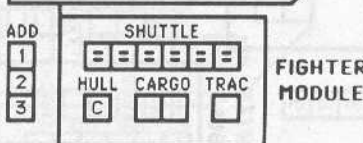
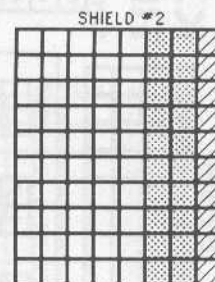
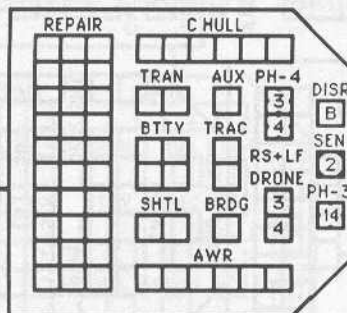
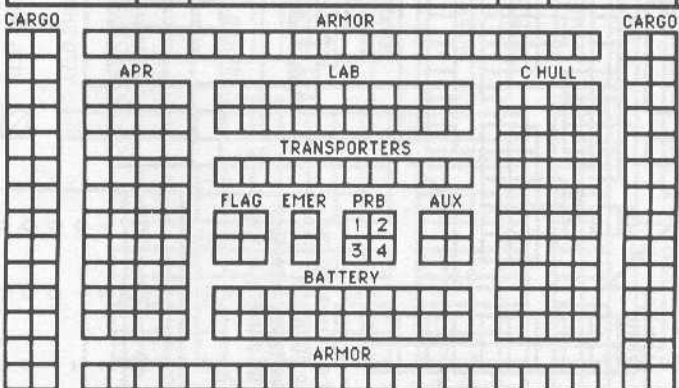


DISRUPTOR TABLE

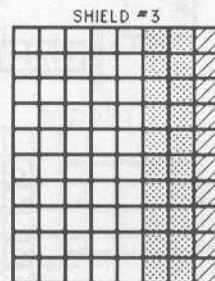
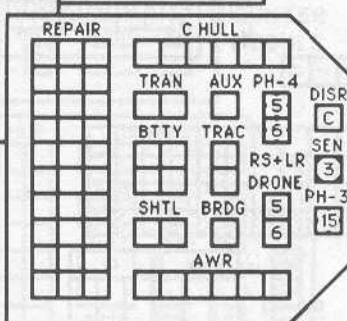
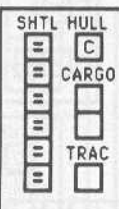
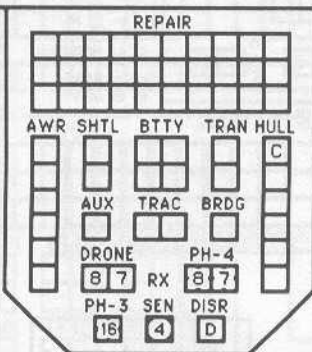
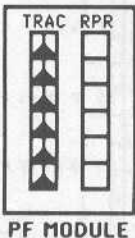
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OULD	10	10	8	8	6	0	0	0	0



TRANSPORTER BOMBS

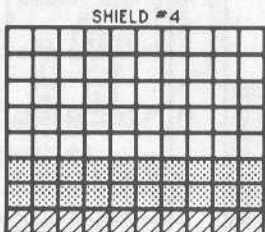


Y170 SHIELD REFIT.  
Y175 SHIELD REFIT.



SEE (D4.12) FOR ARMOR RULES.  
SEE (C3.7) FOR ROTATION.  
SEE (R1.R2) FOR EARLY WEAPONS.  
SEE (R1.ID) FOR SPECIAL DAMAGE RULES.  
PRIOR TO Y168, DELETE DERFACS. NO  
BPY ADJUSTMENT.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.



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

TYPE III DEFENSE PHASER

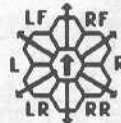
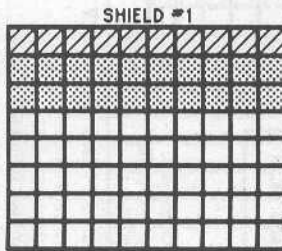
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



SEE (FD3.86).







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

SENSOR

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

SCANNER

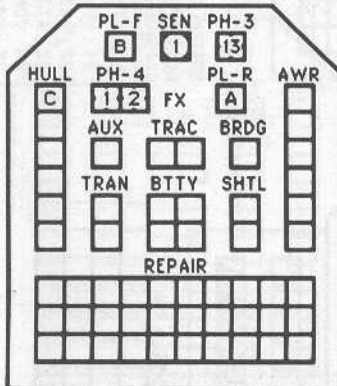
0	0	0	0	1	1	2	3	3	5	7	9
---	---	---	---	---	---	---	---	---	---	---	---

DAMAGE CONTROL

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

EXCESS DAMAGE

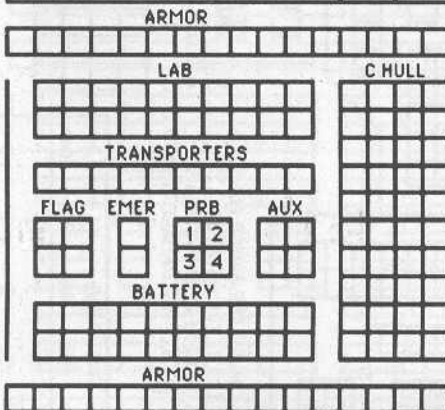
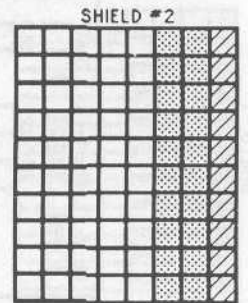
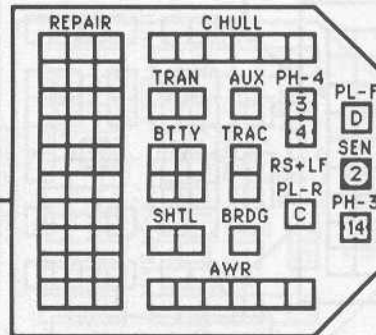
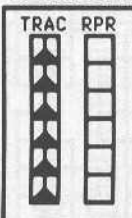
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TRANSPORTER BOMBS

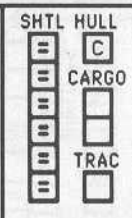
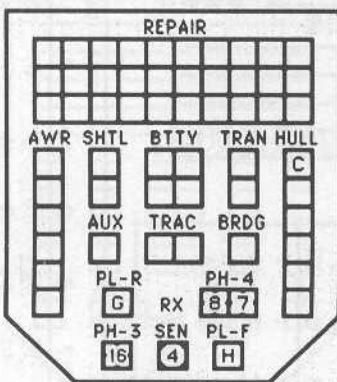


PF MODULE

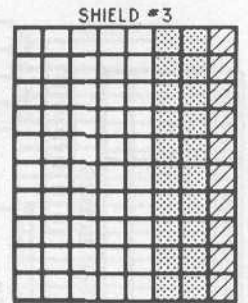
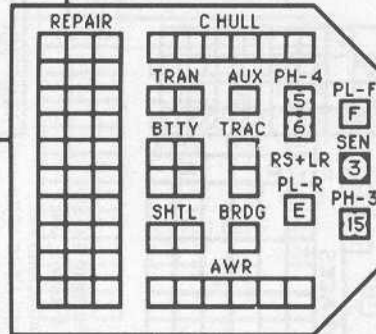


FIGHTER MODULE

Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.



FIGHTER MODULE



SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (R1.1D) FOR SPECIAL DAMAGE RULES.  
 PLASMA RACKS: THE LAUNCHING ARC OF RACK #1 IS RF+R+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF. PRIOR TO Y165 THESE ARE ALL PHASER-3s WITH 360° FIRING ARC, AND BPV IS REDUCED BY 24 POINTS.

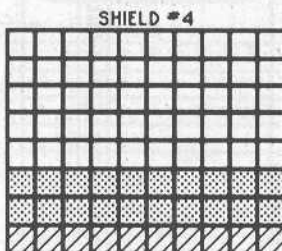
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

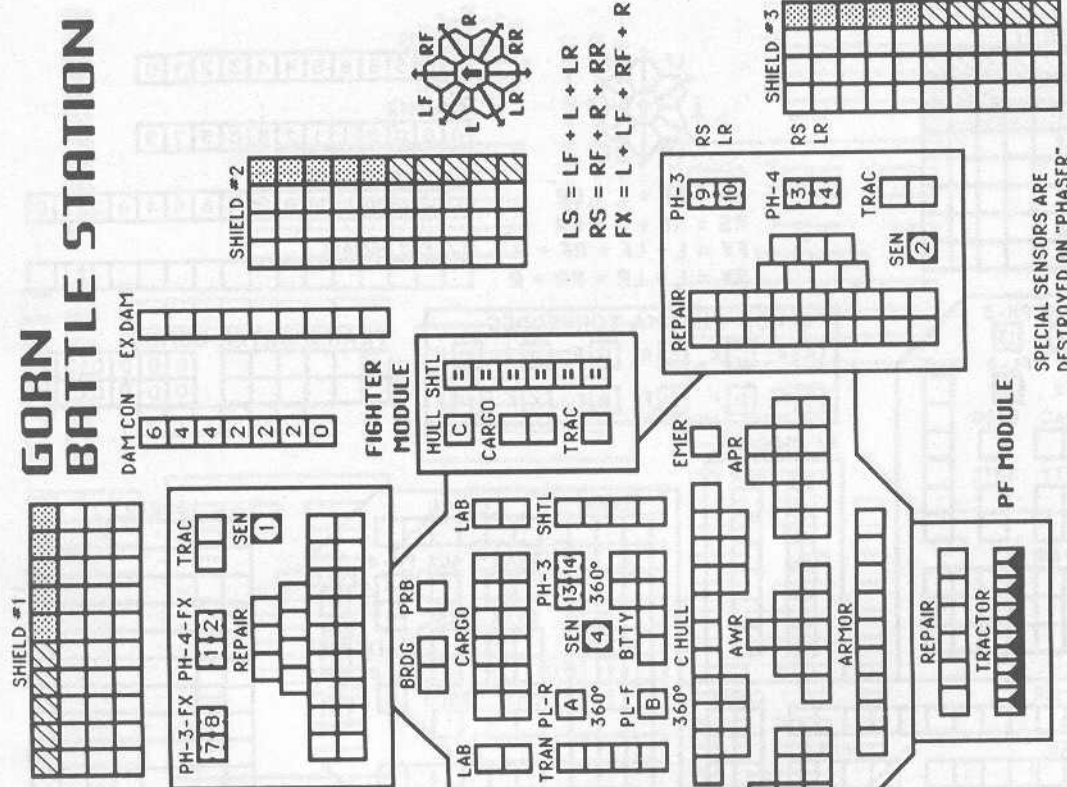
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

TYPE III DEFENSE PHASER

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



**GORN BATTLE STATION**



- 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

**CNTR**

SENSOR SCANNER

6	6	6	6	5	3	1	0
0	0	0	0	1	3	5	9

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**SHIP DATA TABLE**

TYPE = BATS

POINT VALUE = 192

SHIELD COST = 1+3

LIFE SUPPORT = 1+1/2

SIZE CLASS = 2

REFERENCE = R1.2

Y170 REFIT = +15

Y175 REFIT = +15

HANGAR MODULE +10

PF MODULE +12

**TRANSPORTER BOMBS**

D D D D D D

**PSEUDO-PLASMA TORPEDOES**

A R B F

**PLASMA-D RACKS**

1	
2	
3	
	D
	D

**BOARDING PARTIES**

10	
20	

**CREW UNITS**

10	
20	
30	
40	
50	
60	
70	
80	
90	
100	
110	
120	
130	

SEE (FD3.46).

AFTER Y165 THE 360° PH-3S ARE PLASMA-D RACKS, ONE WITH AN LS LAUNCHING ARC, THE OTHER WITH AN RS ARC. INCREASE BPY BY 8 POINTS.

**PROBES**

		5
--	--	---

**TYPE III DEFENSE PHASER**

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

**TYPE IV PHASER TABLE**

DIE	RANGE	6	7	8	9	10	11-	14-	18-	26-	41-	71-
ROLL	0-3 4-5											
1	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1
3	20	15	12	11	10	8	7	5	4	2	1	0
4	20	15	11	10	9	8	6	4	3	1	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0

SEE (D4.12) FOR ARMOR RULES.

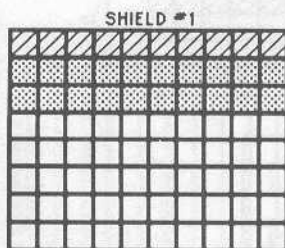
SEE (C3.7) FOR ROTATION.

SEE (R1.R2) FOR EARLY WEAPONS.

SEE (H4.32) FOR DAMAGE TO AWRs.

**Y170 REFIT**

**Y175 REFIT**

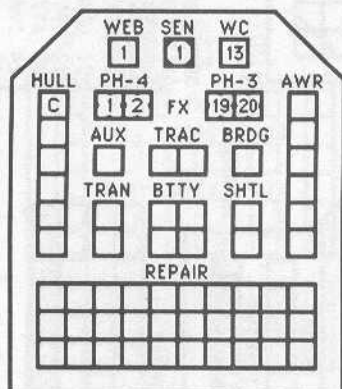


WEB CASTER STRENGTH TABLE

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



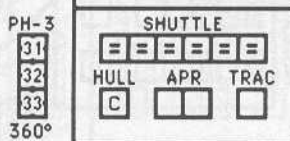
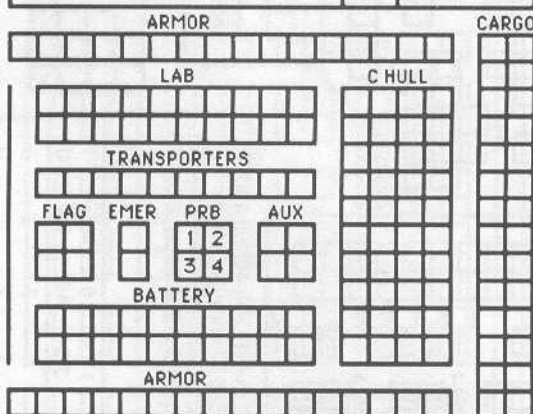
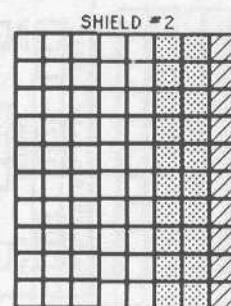
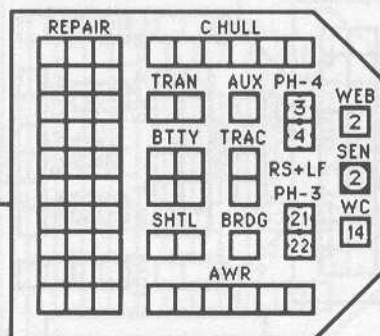
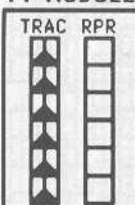
LS = LF + L + LR  
 RS = RF + R + RR  
 FX = L + LF + RF + R  
 RX = L + LR + RR + R



TRANSPORTER BOMBS

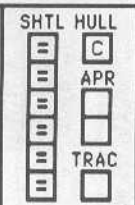
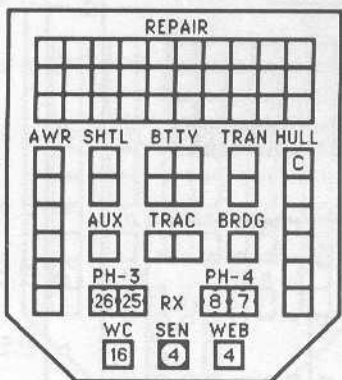
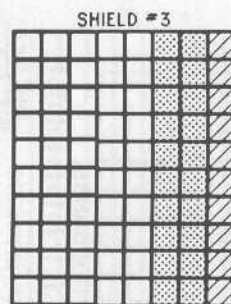
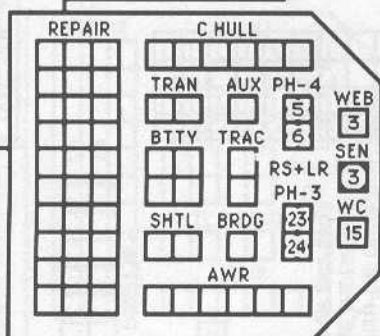


PF MODULE



FIGHTER MODULE

Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.



FIGHTER MODULE

SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (R1.ID) FOR SPECIAL DAMAGE RULES.  
 WEB CASTERS ARE PHASER-4S WITHOUT THE WEB CASTER REFIT.

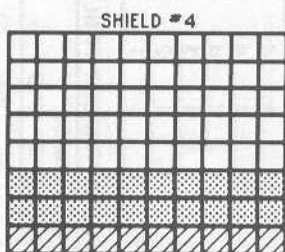
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

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



# THOLIAN BATTLE STATION

DAM CON 6 4 4 4 2 2 2 0  
EX DAM

SHIELD #1

PH-3-FX PH-4-FX TRAC  
WEB 7 8  
REPAIR 1  
FA 1

FIGHTER MODULE  
HULL SHTL  
C APR TRAC

FIGHTER MODULE  
SHTL HULL  
C APR TRAC

FIGHTER MODULE  
BRDG PRB  
CARGO  
LAB  
PH-3  
PH-4  
13 14 15 16  
360° BITTY 360°  
C HULL  
AWR  
ARMOR  
REPAIR  
TRACTOR

PF MODULE

SHIELD #2

SHIELD #3

REPAIR WEB PH-3  
2 9  
LR+L 10  
RS LR  
PH-4  
3 4  
TRAC  
SEN 2

SHIELD #4

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

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

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

CNTR

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS  
D D D D D D

THE SNARE REFIT ALLOWS THE WEB GENERATORS TO OPERATE AS WEB SNARES AS PER (E13.3) IN MODULE C2, WITH THE EXCEPTION THAT THEY USE THE FIRING ARCS PROVIDED ON THIS SSD.

PROBES 5

BOARDING PARTIES

WEAPONS

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

SHIELD #5

LS RR  
LS RR

SEE (D4.12) FOR ARMOR RULES.  
SEE (C3.7) FOR ROTATION.  
SEE (R1.R2) FOR EARLY WEAPONS.  
SEE (N4.32) FOR DAMAGE TO AWRs.

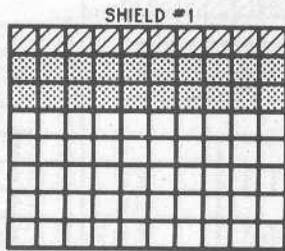
TYPE III DEFENSE PHASER

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

TYPE IV PHASER TABLE

DIE	RANGE	0-3	4-5	6	7	8	9	10	11-	14-	18-	26-	41-	71-	
ROLL	0	3	4	5	6	7	8	9	10	13	17	25	40	70	100
1	20	20	15	12	10	8	6	5	4	3	2	1	0	0	0
2	20	20	15	12	11	9	8	6	4	3	2	1	0	0	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0	0	0
5	15	12	10	9	8	7	5	3	2	1	0	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0	0	0

Y170 SHIELD REFIT.  
Y175 SHIELD REFIT.



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

FUSION BEAM TABLE

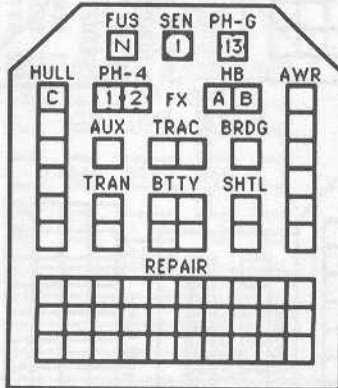
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	0	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

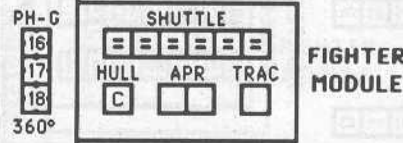
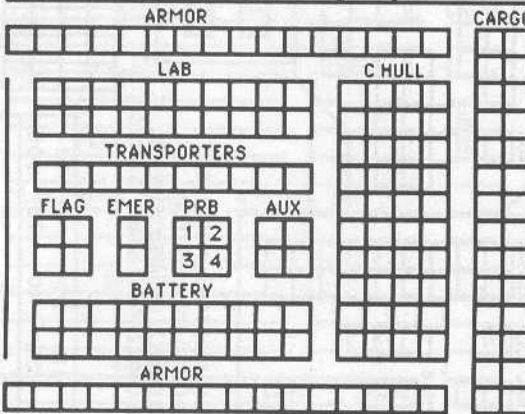
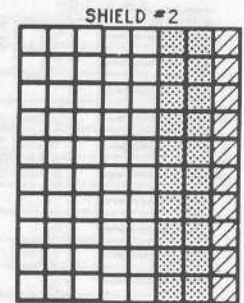
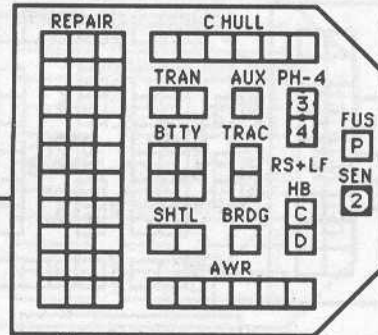
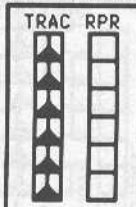
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

HELLBORE COMBAT RESOLUTION TABLE

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

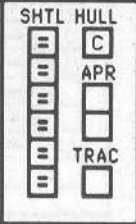
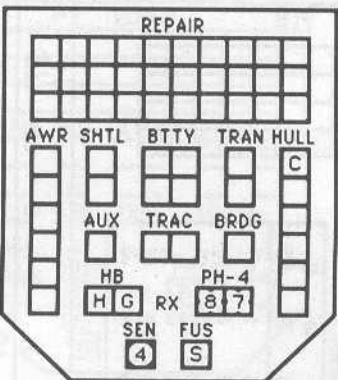


PF MODULE

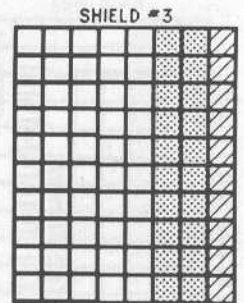
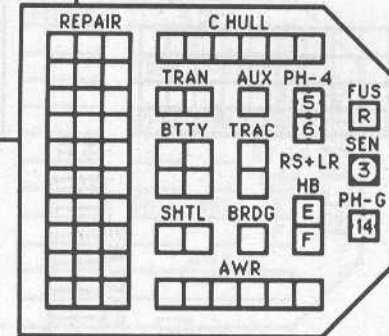


FIGHTER MODULE

Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.



FIGHTER MODULE



SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (R1.ID) FOR SPECIAL DAMAGE RULES.  
 PRIOR TO Y158, REPLACE HELLBORES WITH FUSION BEAMS, SAME FIRING ARCS, AND REDUCE BPY BY .72 POINTS.

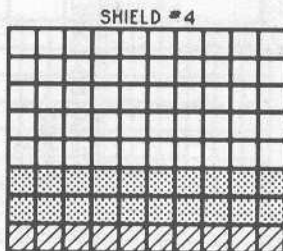
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

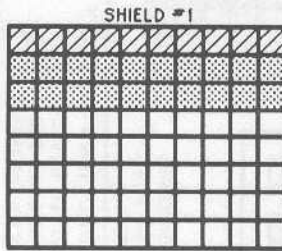
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

TYPE III DEFENSE PHASER

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

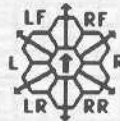
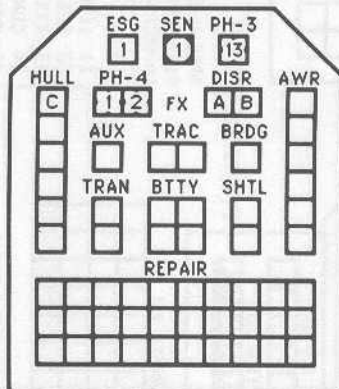






DISRUPTOR TABLE

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

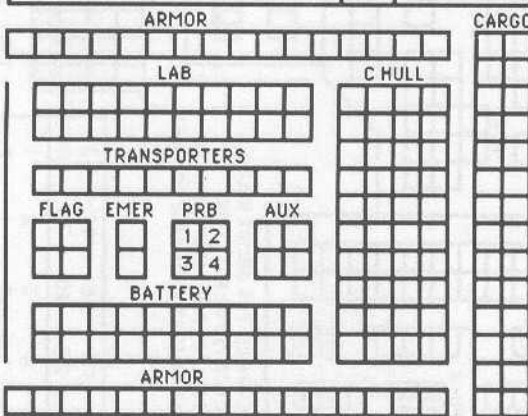
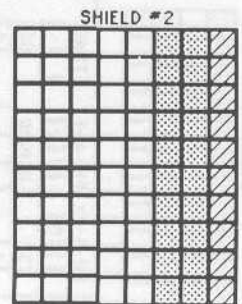
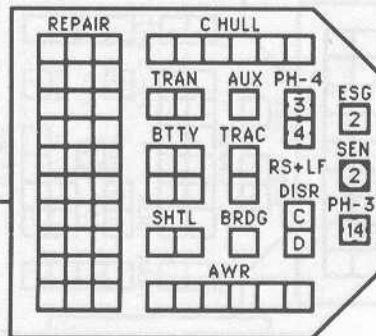
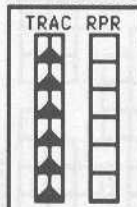


LS = LF + L + LR  
 RS = RF + R + RR  
 FX = L + LF + RF + R  
 RX = L + LR + RR + R

TRANSPORTER BOMBS

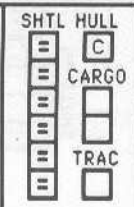
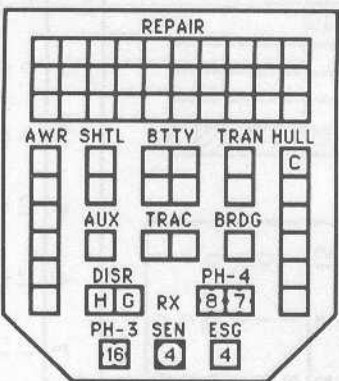
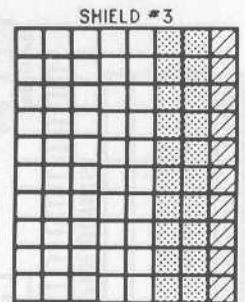
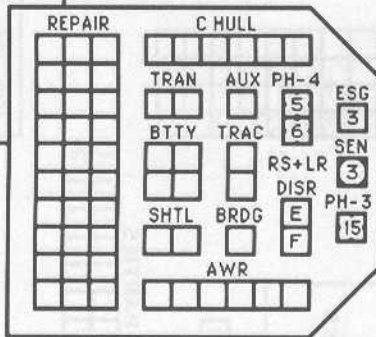


PF MODULE



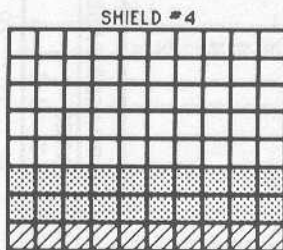
FIGHTER MODULE

Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.



FIGHTER MODULE

SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (R1.ID) FOR SPECIAL DAMAGE RULES.  
 PRIOR TO Y166 DELETE UIMS AND DERFACS,  
 AND REDUCE BPV BY THIRTY POINTS.



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

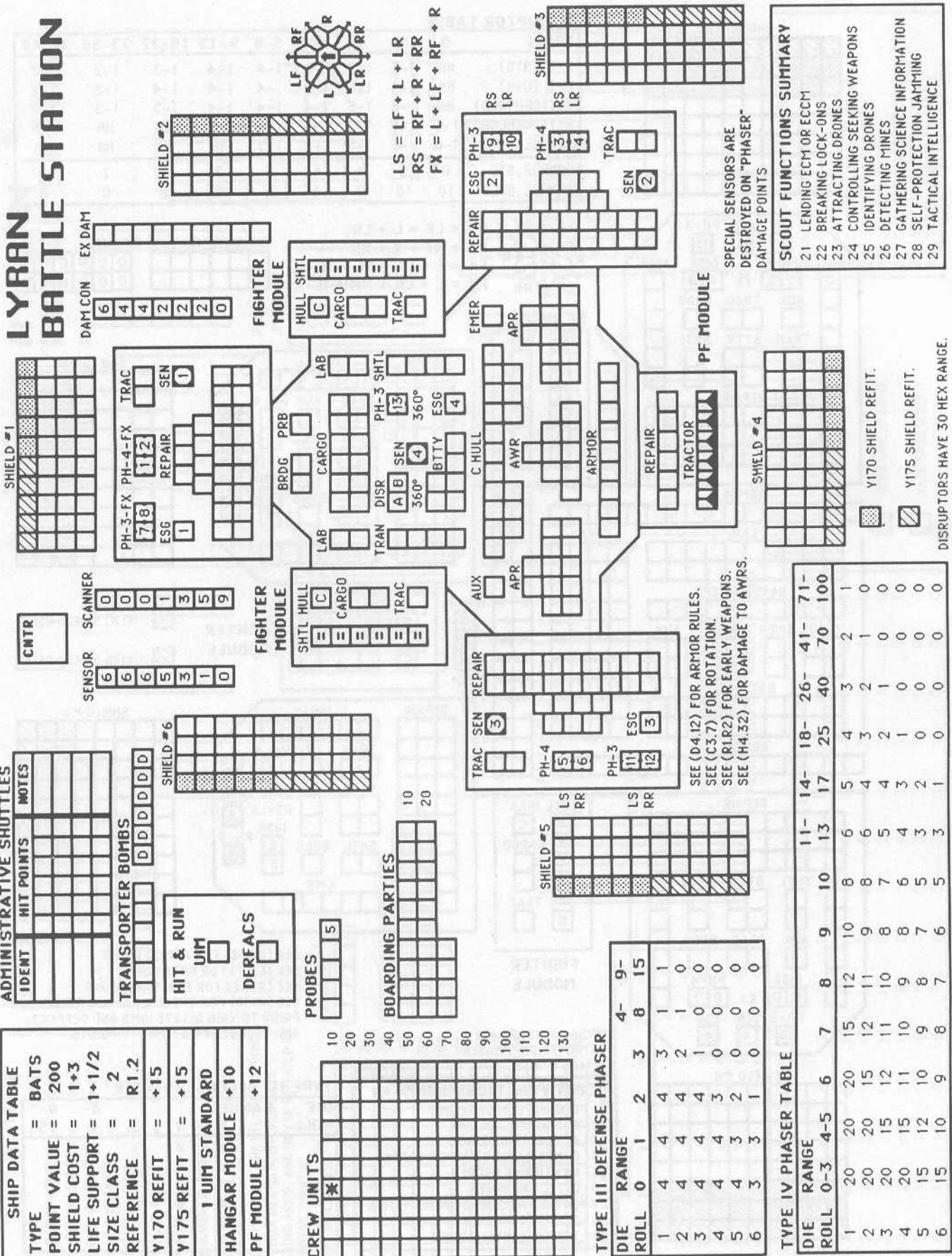
SCOUT FUNCTIONS SUMMARY

- 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

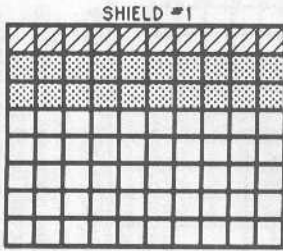
TYPE III DEFENSE PHASER

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

# LYRAN BATTLE STATION







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

**SENSOR**

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

**SCANNER**

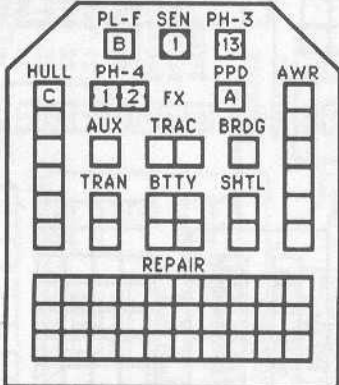
0	0	0	0	1	1	2	3	3	5	7	9
---	---	---	---	---	---	---	---	---	---	---	---

**DAMAGE CONTROL**

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

**EXCESS DAMAGE**

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



**PSEUDO-PLASMA TORPEDOES**

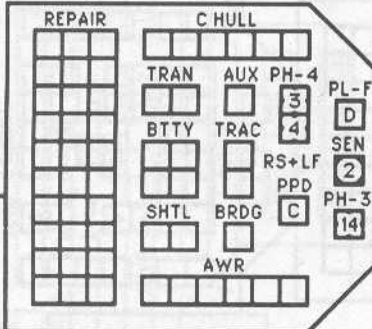
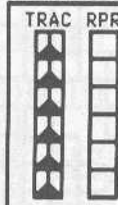
A	G	C	G	E	G	G	J	G	L	G
B	F	D	F	F	H	F	K	F	M	F

**TRANSPORTER BOMBS**

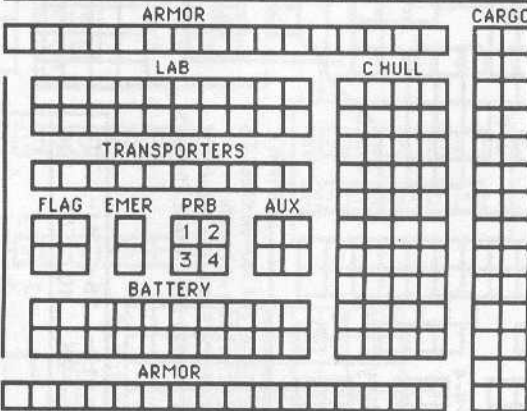
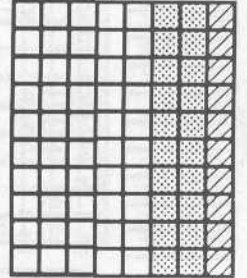
								D	D	D	D	D	D	D
								D	D	D	D	D	D	D

**PF MODULE**

PPDS WERE PLASMA-GS PRIOR TO Y170. NO CHANGE IN BPY.



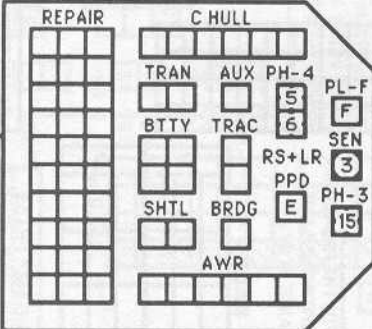
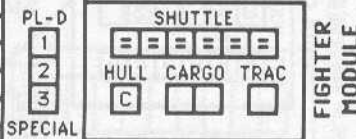
**SHIELD #2**



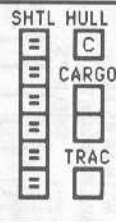
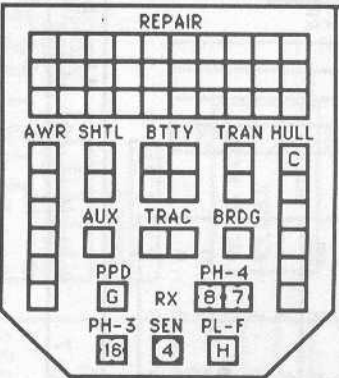
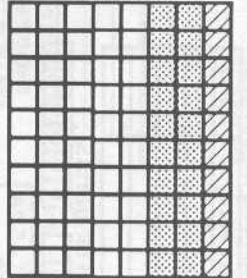
**PLASMA-D RACK #3**

1				
2				
3				
4				
5				

SEE (FD3.87). H RACKS.



**SHIELD #3**



**FIGHTER MODULE**

SEE (D4.12) FOR ARMOR RULES.

SEE (C3.7) FOR ROTATION.

SEE (R1.R2) FOR EARLY WEAPONS.

SEE (R1.ID) FOR SPECIAL DAMAGE RULES.

PLASMA RACKS: THE LAUNCHING ARC OF RACK #1 IS RF+R+RR.

THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF. PRIOR TO Y165 THESE ARE ALL PHASER-3s WITH 360° FIRING ARC, AND BPY IS REDUCED BY 24 POINTS.

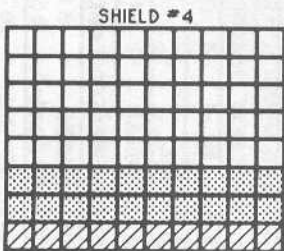
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

**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

**TYPE III DEFENSE PHASER**

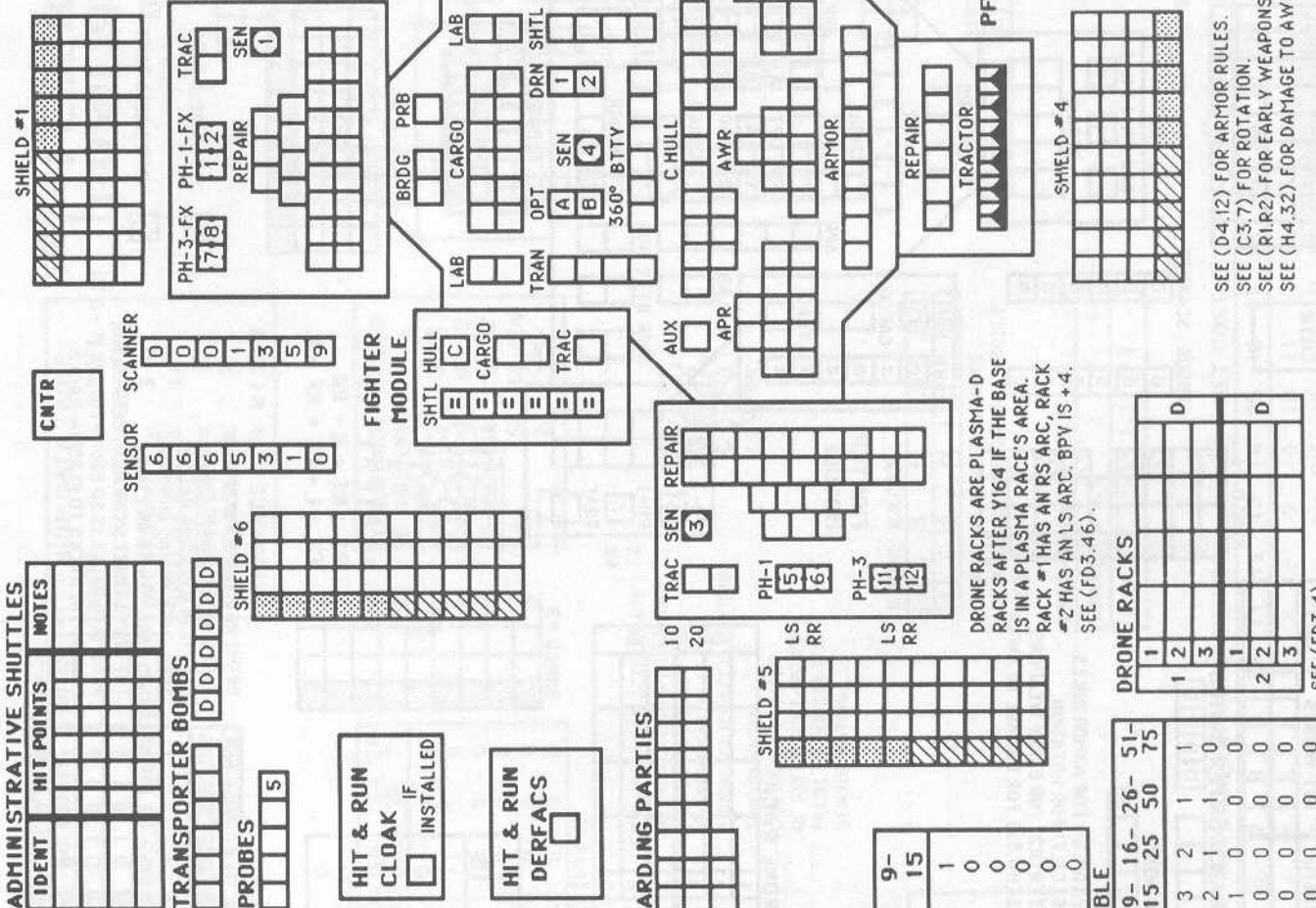
DIE ROLL	RANGE				
	0	1	2	3	4-9
1	4	4	4	3	1 1
2	4	4	4	2	1 0
3	4	4	4	1	0 0
4	4	4	3	0	0 0
5	4	3	2	0	0 0
6	3	3	1	0	0 0





# ORION BATTLE STATION

DAM CON EX DAM  
 Y170 SHIELD REFIT.  
 Y175 SHIELD REFIT.



### SHIP DATA TABLE

TYPE	=	BATS
POINT VALUE	=	500/125
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	12/6
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
OAKDISC	=	+10
CLOAK BPV	=	+75
NO STEALTH BONUS	=	
HANGAR MODULE	=	+10
PF MODULE	=	+12
CREW UNITS	=	

### TYPE III DEFENSE PHASER

	10	20	30	40	50	60	70	80	90	100	110	120	130

### TYPE I OFFENSIVE PHASER TABLE

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

### DRONE RACKS

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

### 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.

SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1R2) FOR EARLY WEAPONS.  
 SEE (H4.32) FOR DAMAGE TO AWRS.

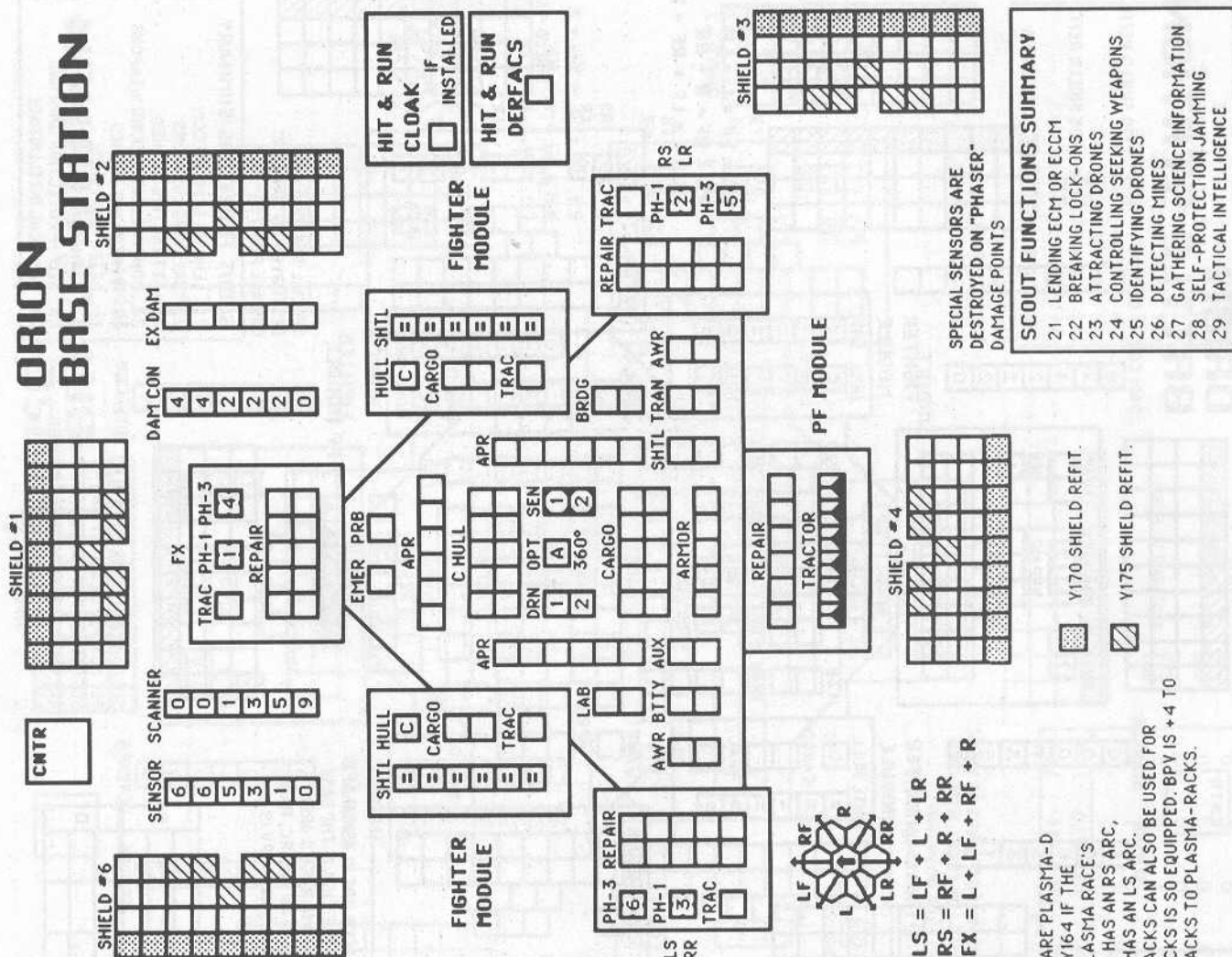
DRONE RACKS ARE PLASMA-D RACKS AFTER Y164 IF THE BASE IS IN A PLASMA RACK'S AREA.  
 RACK #1 HAS AN RS ARC, RACK #2 HAS AN LS ARC. BPV IS +4.  
 SEE (FD3.46).

SEE (FD3.4).

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



# ORION BASE STATION



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

- SCOUT FUNCTIONS SUMMARY**
- 21 LENDING ECM OR ECCH
  - 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

- Y170 SHIELD REFIT.
- Y175 SHIELD REFIT.

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**TRANSPORTER BOMBS**


**PROBES**


SEE (D4.12) FOR ARMOR RULES.  
 SEE (C3.7) FOR ROTATION.  
 SEE (R1.R2) FOR EARLY WEAPONS.  
 SEE (H4.32) FOR DAMAGE TO AWRS.

**SHIP DATA TABLE**

TYPE	=	BS
POINT VALUE	=	200/75
SHIELD COST	=	1+1
CLOAK COST	=	8/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.3
Y170 REFIT	=	+18
Y175 REFIT	=	+10
OAKDISC	=	+5
CLOAK BPV	=	+30
NO STEALTH BONUS	=	
HANGAR MODULE	=	+10
PF MODULE	=	+12

**CREW UNITS**

10								
20								
30								
40								
50								
60								
70								
10								

**BOARDING PARTIES**


**DRONE RACKS**

1									D
2									
3									
1									D
2									
3									

SEE (FD3.4).

**TYPE III DEFENSE PHASER**

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

**TYPE I OFFENSIVE PHASER TABLE**

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

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

DRONE RACKS ARE PLASMA-D RACKS AFTER Y164 IF THE BASE IS IN A PLASMA RACE'S AREA. RACK #1 HAS AN RS ARC, AND RACK #2 HAS AN LS ARC. THE AMMO TRACKS CAN ALSO BE USED FOR PLASMA-D RACKS IS SO EQUIPPED. BPV IS +4 TO CHANGE THE RACKS TO PLASMA-RACKS.

# FEDERATION LARGE AUXILIARY PF TENDER (CONJECTURAL)

CNTR

**SHIP DATA TABLE**

TYPE = AXPFL  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**TRANSPORTER BOMBS**

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

**CREW UNITS**


**BOARDING PARTIES**

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

**PROBES**


**TYPE I OFFENSIVE PHASER TABLE**

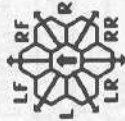
DIE RANGE	6-9	9-16	16-26	51-75							
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	4	3	2	1	1	1
2	8	7	6	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

**TYPE III DEFENSE PHASER**

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

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

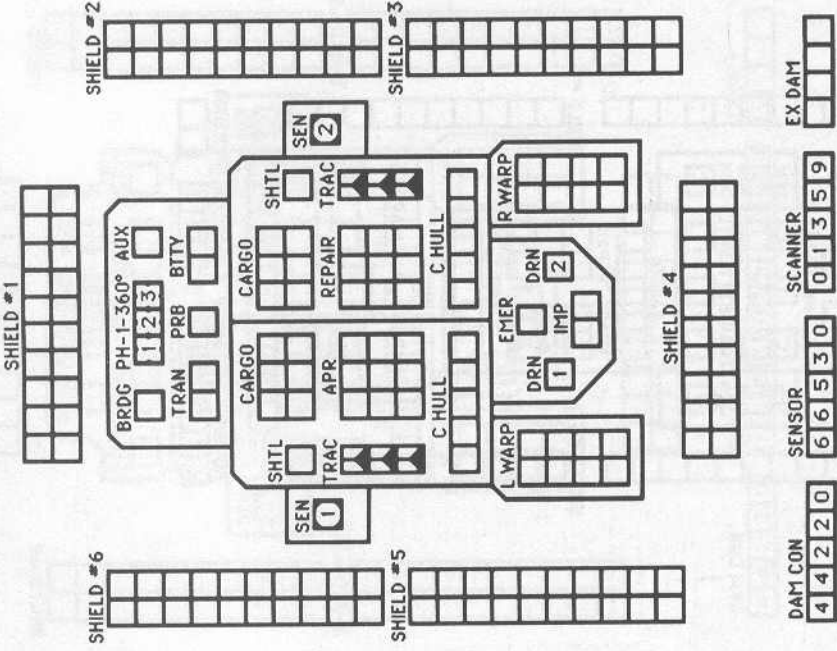
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.



**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



**DAM CON** 4 4 2 2 0

**SENSOR** 6 6 5 3 0

**SCANNER** 0 1 3 5 9

**EX DAM**

**DRONE RACKS**

1											G
2											G

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

**ANTI-DRONE TABLE**

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

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

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

# FEDERATION SMALL AUXILIARY PF TENDER (CONJECTURAL)

CNTR

**SHIP DATA TABLE**

TYPE = AXPFS  
 POINT VALUE = 70/50  
 BREAKDOWN = 3-6  
 SHIELD COST = 1/2+1/2  
 LIFE SUPPORT = 1/2  
 SIZE CLASS = 4  
 REFERENCE = R1.27A

**CREW UNITS**

10	20

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**BOARDING PARTIES** [2]      **TRANSPORTER BOMBS** [DD]

**TYPE I OFFENSIVE PHASER TABLE**

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



**TURN MODE SPEED**

C	1	2	3	4	5	6
NO						
HET						
BONUS						
BD						

**ANTI-DRONE TABLE**

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

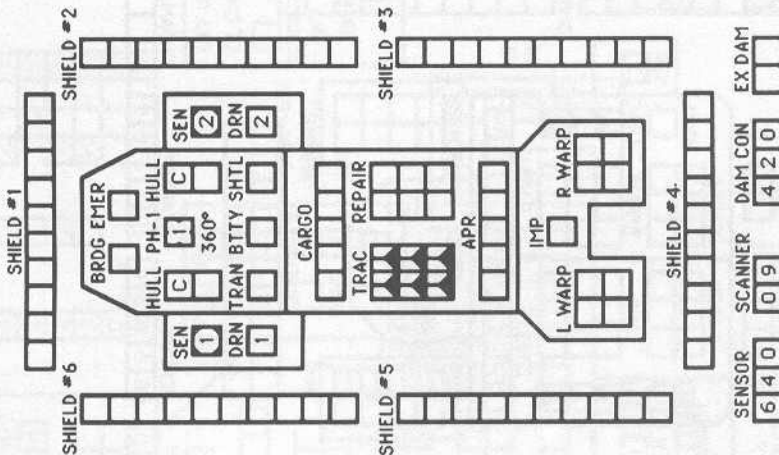
THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

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

**SCOUT FUNCTIONS SUMMARY**

21	LENDING ECM OR ECCM	4	9
22	BREAKING LOCK-ONS	1	1
23	ATTRACTING DRONES	4	4
24	CONTROLLING SEEKING WEAPONS	1	0
25	IDENTIFYING DRONES	4	3
26	DETECTING MINES	0	0
27	GATHERING SCIENCE INFORMATION	0	0
28	SELF-PROTECTION JAMMING	3	2
29	TACTICAL INTELLIGENCE	0	0

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



**DRONE RACKS**

1	6
2	6

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

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

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

# KLINGON LARGE AUXILIARY PF TENDER

CNTR

CREW UNITS		ADMINISTRATIVE SHUTTLES	
* 10		IDENT	HIT POINTS
20			
30			
40		TWO BAYS, NO TRANSFERS.	

BOARDING PARTIES		TRANSPORTER BOMBS	
4		D	D
		D	D

PROBES

5
---

**TYPE II PHASER TABLE**

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

**TYPE III DEFENSE PHASER**

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

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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



**SHIP DATA TABLE**

TYPE = AXPFL  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**TURN MODE SPEED**

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

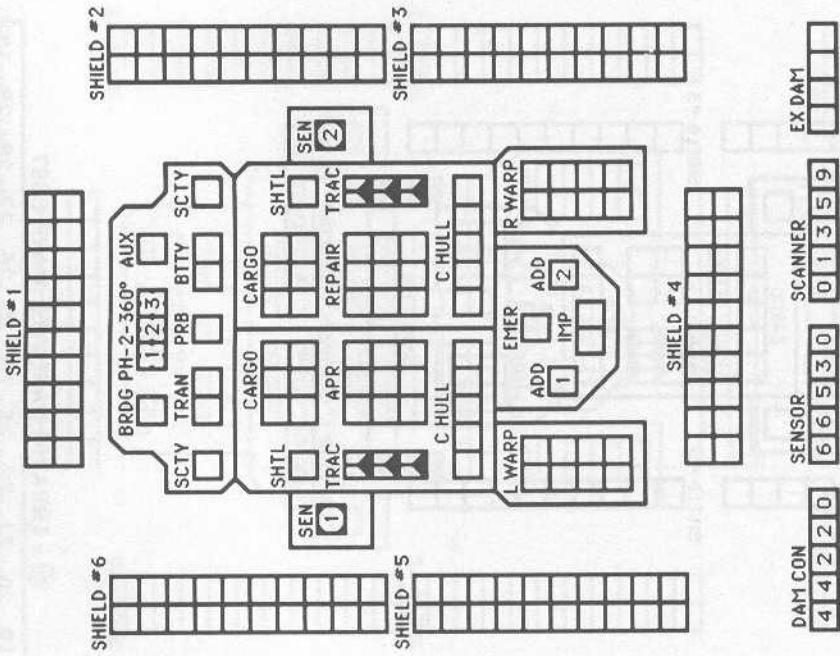
**ANTI-DRONES**

1	
2	

ALWAYS HAD 12 ROUNDS.

**ANTI-DRONE TABLE**

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



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

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

ERRATIC MANEUVER WARP COST

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

# KLINGON SMALL AUXILIARY PF TENDER

CREW UNITS		ADMINISTRATIVE SHUTTLES			
10	20	IDENT	HIT POINTS	NOTES	

SHIP DATA TABLE	
TYPE	= AXPFS
POINT VALUE	= 70/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.27A

BOARDING PARTIES	<input type="checkbox"/>	TRANSPORTER BOMBS	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

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

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

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

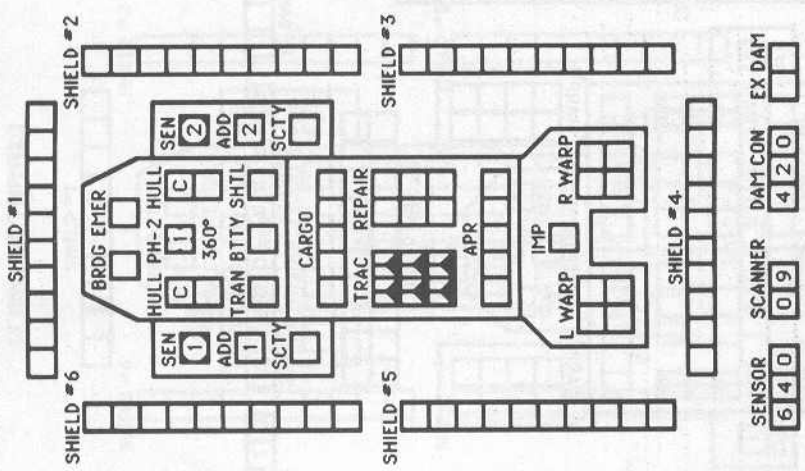


ANTI-DRONES	
1	
2	
ALWAYS HAD 12 ROUNDS.	

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

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



SENSOR	6 4 0	SCANNER	0 9	DAM CON	4 2 0	EX DAM	
--------	-------	---------	-----	---------	-------	--------	--

Ⓢ = HET COST

Ⓢ = HET COST

Ⓢ = HET COST = 1/3 ENERGY POINT PER HEX

Ⓢ = ERRATIC MANEUVER WARP COST

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



# ROMULAN LARGE AUXILIARY PF TENDER

CNTR

**SHIP DATA TABLE**

TYPE = AXPFL  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES
	10	
	20	
	30	
	40	

TWO BAYS, NO TRANSFERS.

**BOARDING PARTIES**

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

**TRANSPORTER BOMBS**

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

**PROBES**

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

**TYPE I OFFENSIVE PHASER TABLE**

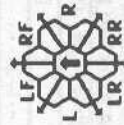
DIE ROLL	RANGE		6-9			16-26			51-75	
	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

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

**TYPE III DEFENSE PHASER**

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

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

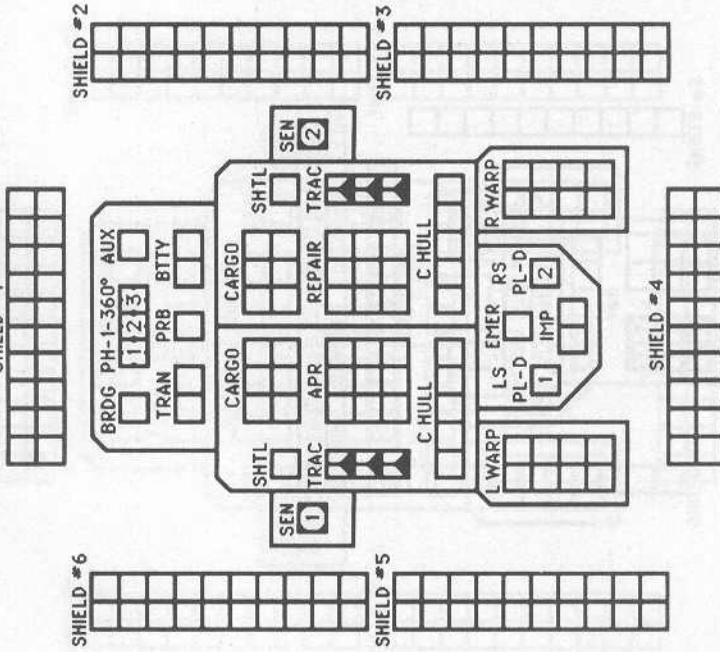


LS = LF + L + LR  
 RS = RF + R + RR

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



**SENSOR**

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

**SCANNER**

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

**EX DAM**

--	--	--	--	--

**DAM CON**

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

**PLASMA TORPEDO WARHEAD TABLE**

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

**PLASMA-D RACKS**


ALWAYS HAD TWO RELOADS.

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

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



# KZINTI LARGE AUXILIARY PF TENDER

**CREW UNITS**

10					
20					
30					
40					

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**SHIP DATA TABLE**

TYPE = AXPFL  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**BOARDING PARTIES**

4					
---	--	--	--	--	--

**TRANSPORTER BOMBERS**

D	D	D	D	D	D

**PROBES**

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

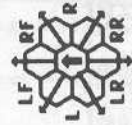
**TYPE I OFFENSIVE PHASER TABLE**

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

**TYPE III DEFENSE PHASER**

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

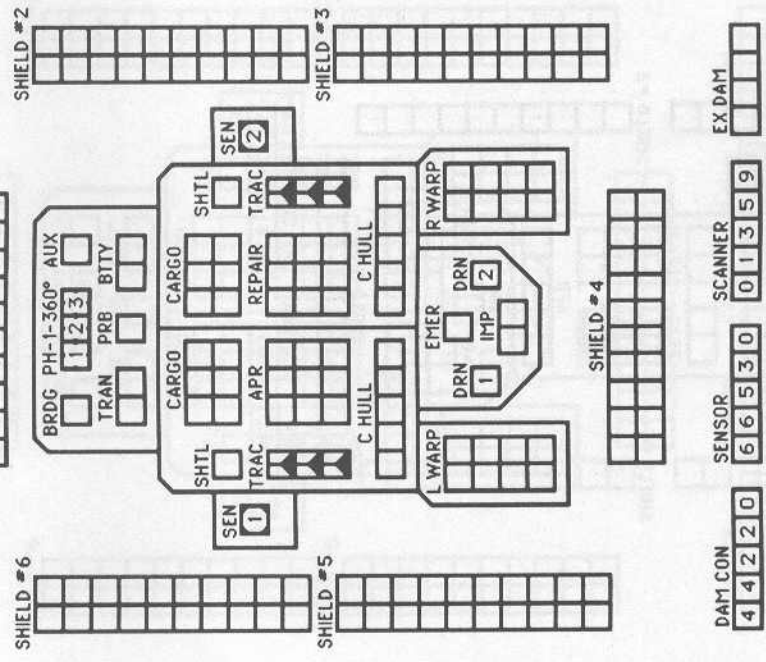
THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.



**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



**DAM CON** 4 4 2 2 0

**SENSOR** 6 6 5 3 0

**SCANNER** 0 1 3 5 9

**EX DAM**

**TURN MODE SPEED**

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

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

**DRONE RACKS**

1										B
2										B

ALWAYS HAD TWO RELOADS.

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

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

# KZINTI SMALL AUXILIARY PF TENDER

CNTR

**SHIP DATA TABLE**  
 TYPE = AXPF5  
 POINT VALUE = 70/50  
 BREAKDOWN = 3-6  
 SHIELD COST = 1/2+1/2  
 LIFE SUPPORT = 1/2  
 SIZE CLASS = 4  
 REFERENCE = R1.27A

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20

**BOARDING PARTIES**

**TRANSPORTER BOMBS**

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

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

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

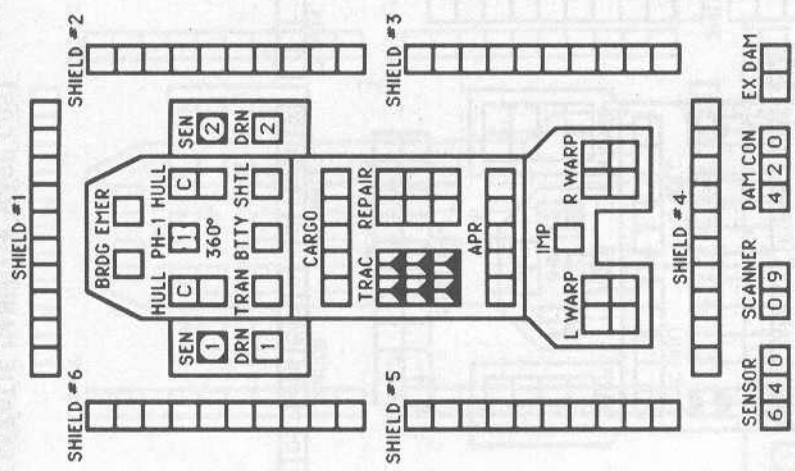
**DRONE RACKS**

1				
2				

ALWAYS HAD TWO RELOADS.

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

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



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

# GORN LARGE AUXILIARY PF TENDER

CNTR

**SHIP DATA TABLE**

TYPE = AXPFL  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**BOARDING PARTIES**

--	--	--	--	--

**TRANSPORTER BOMBS**

--	--	--	--	--

**PROBES**

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

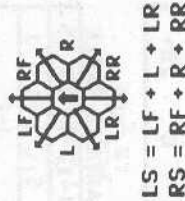
**TYPE I OFFENSIVE PHASER TABLE**

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

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

**TURN MODE SPEED**

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



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

**TYPE III DEFENSE PHASER**

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

**SCOUT FUNCTIONS SUMMARY**

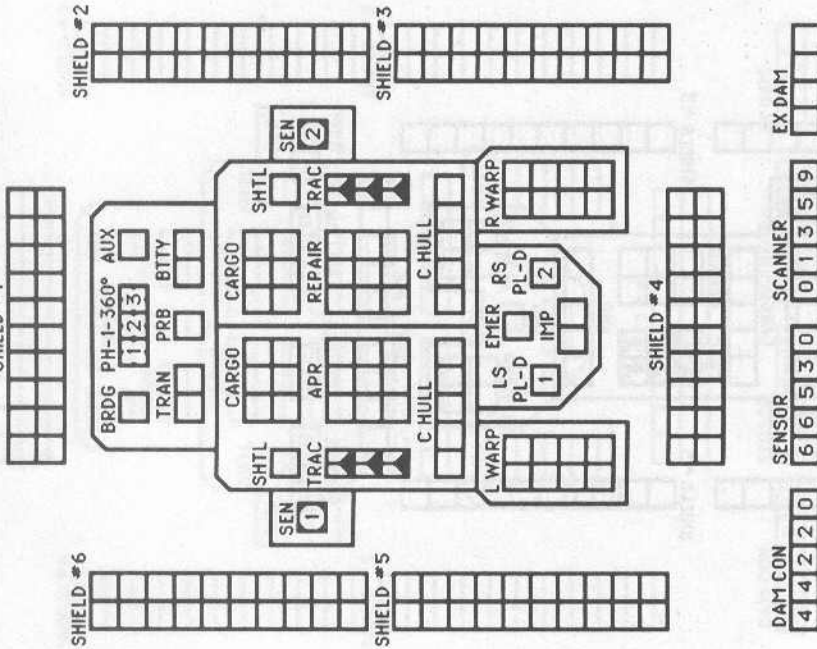
- 21 LENDING ECM OR ECCM
  - 22 BREAKING LOCK-ONS
  - 23 ATTRACTING DRONES
  - 24 CONTROLLING SEEKING WEAPONS
  - 25 IDENTIFYING DRONES
  - 26 DETECTING MINES
  - 27 GATHERING SCIENCE INFORMATION
  - 28 SELF-PROTECTION JAMMING
  - 29 TACTICAL INTELLIGENCE
- SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

**PLASMA TORPEDO WARHEAD TABLE**

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

**PLASMA-D RACKS**


ALWAYS HAD TWO RELOADS.



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

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

# GORN SMALL AUXILIARY PF TENDER

CNTR

CREW UNITS

*		10	20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

2	
---	--

TRANSPORTER BOMBS

D	D
---	---

SHIP DATA TABLE

TYPE = AXPFS  
 POINT VALUE = 70/50  
 BREAKDOWN = 3-6  
 SHIELD COST = 1/2\*1/2  
 LIFE SUPPORT = 1/2  
 SIZE CLASS = 4  
 REFERENCE = R1.27A

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5 6	7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	
1	9 8 7 6 5 5 4 3 2 1	1 1 1 1	0 0 0 0
2	8 7 6 5 4 4 3 2 1 0	0 0 0 0	0 0 0 0
3	7 5 4 4 3 2 0 0 0 0	0 0 0 0	0 0 0 0
4	6 4 4 4 3 2 0 0 0 0	0 0 0 0	0 0 0 0
5	5 4 4 4 3 2 0 0 0 0	0 0 0 0	0 0 0 0
6	4 4 3 3 2 2 0 0 0 0	0 0 0 0	0 0 0 0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

1	
2	

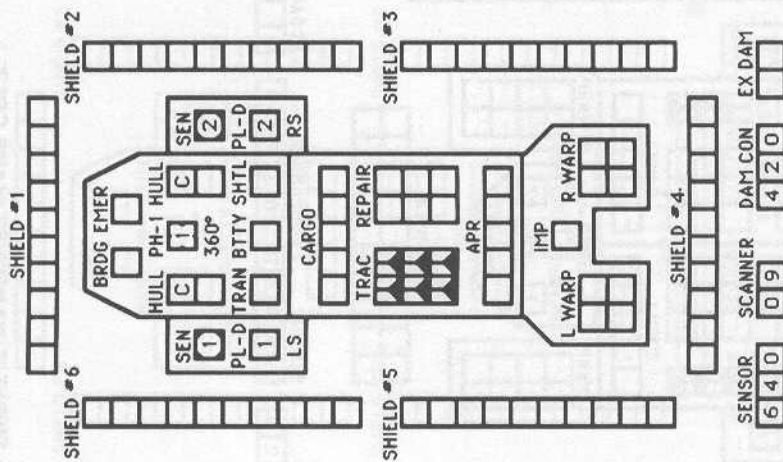
ALWAYS HAD TWO RELOADS.

SCOUT FUNCTIONS SUMMARY

- LENDING ECM OR ECCM
- BREAKING LOCK-ONS
- ATTRACTING DRONES
- CONTROLLING SEEKING WEAPONS
- IDENTIFYING DRONES
- DETECTING MINES
- GATHERING SCIENCE INFORMATION
- SELF-PROTECTION JAMMING
- TACTICAL INTELLIGENCE

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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



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

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

# THOLIAN LARGE AUXILIARY PF TENDER

CNTR

SHIP DATA TABLE	
TYPE	= AXPFL
POINT VALUE	= 130/80
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.27B
SNARE REFIT	= +6

CREW UNITS	
10	
20	
30	
40	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

BOARDING PARTIES

4				
---	--	--	--	--

TRANSPORTER BOMBS

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

PROBES

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

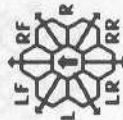
DIE RANGE	1	2	3	4-9-15
ROLL 0	1	2	3	8 15
1	4	4	4	3 1 1
2	4	4	4	2 1 0
3	4	4	4	1 0 0
4	4	4	3	0 0 0
5	4	3	2	0 0 0
6	3	3	1	0 0 0

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

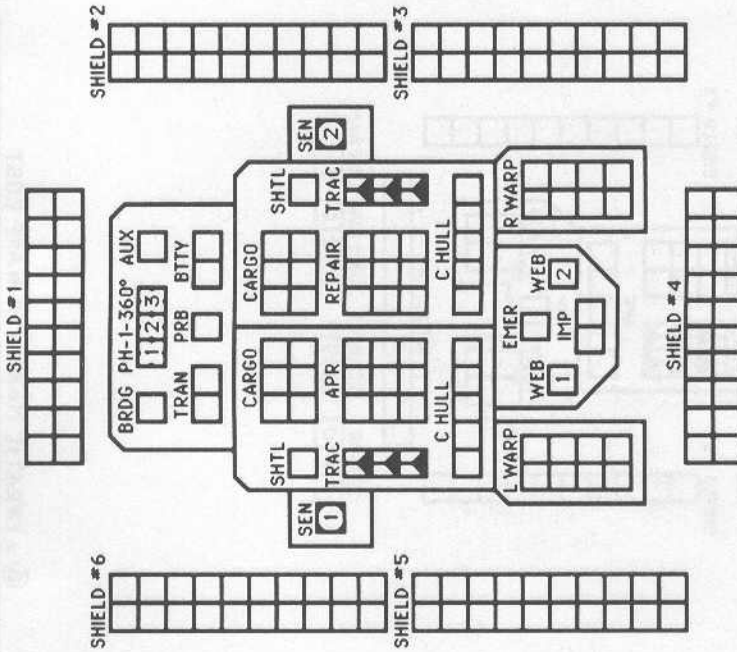


THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

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

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES. SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



DAM CON	4	4	2	2	0
SENSOR	6	6	5	3	0
SCANNER	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

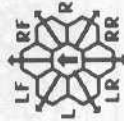
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Frac.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16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

# THOLIAN SMALL AUXILIARY PF TENDER

CNTR

SHIP DATA TABLE	
TYPE	= AXPFs
POINT VALUE	= 70/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.27A
SNARE REFIT	= +6

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



WEB GENERATORS ARE DESTROYED ON "FLAG" DAMAGE POINTS. THE SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES: SEE (E13.3) IN MODULE C-2. THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.

CREW UNITS		ADMINISTRATIVE SHUTTLES	
	*	IDENT	HIT POINTS
		10	
		20	

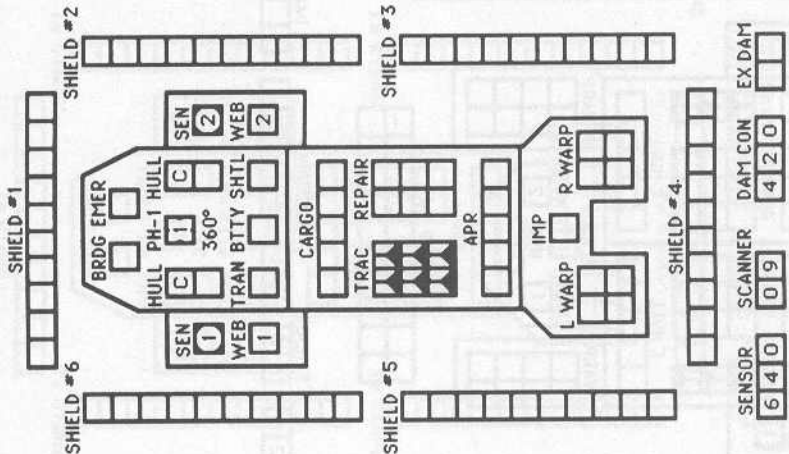
BOARDING PARTIES		TRANSPORTER BOMBS	
2		D	D

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

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

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



SENSOR	6	4	10
SCANNER	0	9	
DAM CON	4	2	0
EX DAM			

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



# HYDRAN LARGE AUXILIARY PF TENDER

CNTR

**SHIP DATA TABLE**

TYPE = AXPFL  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**BOARDING PARTIES**

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

**TRANSPORTER BOMBS**

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

**PROBES**

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

**TYPE II PHASER TABLE**

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

**TYPE III DEFENSE PHASER**

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

**SCOUT FUNCTIONS SUMMARY**

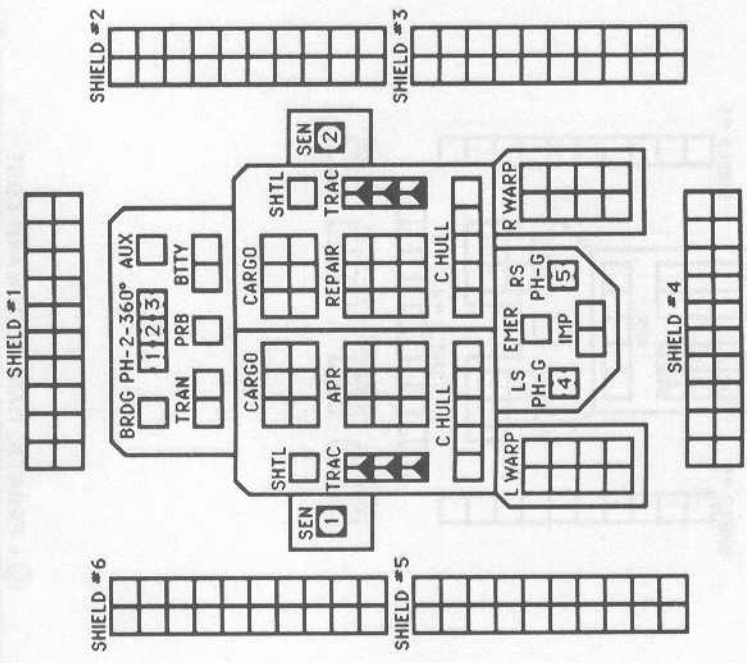
- 21 LEADING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING MINES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.



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



DAM CON: 4 4 2 2 0

SENSOR: 6 6 5 3 0

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

# HYDRAN SMALL AUXILIARY PF TENDER

CNTR

CREW UNITS		ADMINISTRATIVE SHUTTLES	
*		IDENT	HIT POINTS
		10	
		20	

BOARDING PARTIES		TRANSPORTER BOMBS	
2		D	D

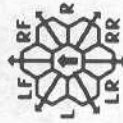
SHIP DATA TABLE	
TYPE	= AXPFS
POINT VALUE	= 70/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.27A

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

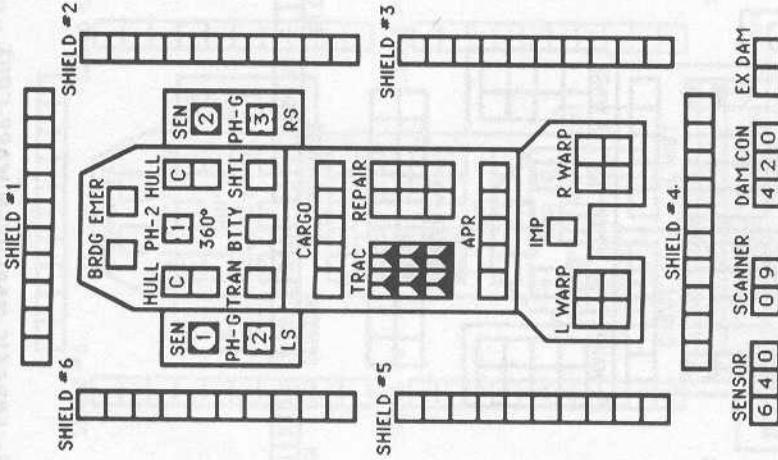
TURN MODE	SPEED
C	1 2-4
NO	2 5-9
HET	3 10-14
BONUS	4 15-20
BD	5 21-27
	6 28+

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

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF OF ITS SENSOR RATING.



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



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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

# LYRAN LARGE AUXILIARY PF TENDER

CNTR

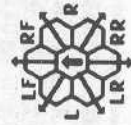
SHIP DATA TABLE

TYPE = AXPFL  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

TURN MODE SPEED

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

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.  
 THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

CREW UNITS

				10	
				20	
				30	
				40	

BOARDING PARTIES

4				

TRANSPORTER BOMBS

				D	D	D	D

TYPE II PHASER TABLE

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

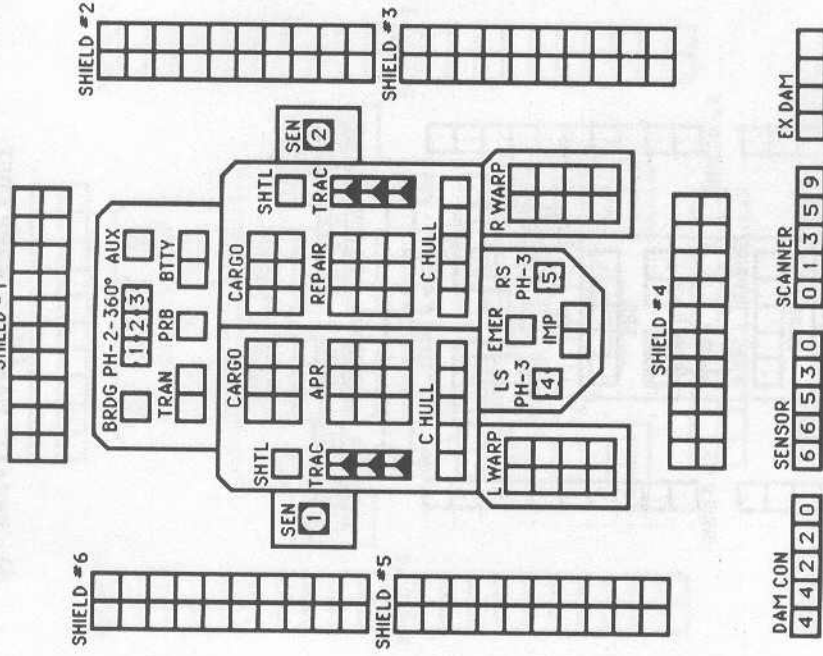
TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



DAM CON

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

SENSOR

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

SCANNER

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

EX DAM

--	--	--	--	--

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

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

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

# LYRAN SMALL AUXILIARY PF TENDER

CWTR

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10			
20			

BOARDING PARTIES	TRANSPORTER BOMBS
2	D D

SHIP DATA TABLE	
TYPE	= AXPFS
POINT VALUE	= 70/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.27A

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



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

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

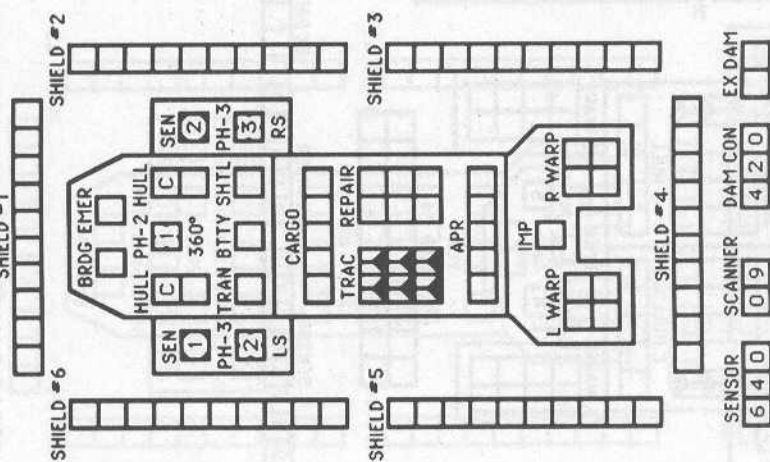
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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

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

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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

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

# ISC LARGE AUXILIARY PF TENDER

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**BOARDING PARTIES**


**TRANSPORTER BOMBS**


**PROBES**


**SHIP DATA TABLE**

TYPE = AXPF  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**CREW UNITS**


**TYPE I OFFENSIVE PHASER TABLE**

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

**TURN MODE SPEED**

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

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

**TYPE III DEFENSE PHASER**

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

**PLASMA TORPEDO WARHEAD TABLE**

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

**PLASMA-D RACKS**


ALWAYS HAD TWO RELOADS.

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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

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

**5 = HET COST**

**6 = ERRATIC MANEUVER WARP COST**

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**BOARDING PARTIES**


**TRANSPORTER BOMBS**


**PROBES**


**SHIP DATA TABLE**

TYPE = AXPF  
 POINT VALUE = 130/80  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.27B

**TURN MODE SPEED**

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

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

**PLASMA TORPEDO WARHEAD TABLE**

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

**PLASMA-D RACKS**


ALWAYS HAD TWO RELOADS.

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

**5 = HET COST**

**6 = ERRATIC MANEUVER WARP COST**

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

**5 = HET COST**

**6 = ERRATIC MANEUVER WARP COST**

**SCOUT FUNCTIONS SUMMARY**

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

# ISC SMALL AUXILIARY PF TENDER

CNTR

**SHIP DATA TABLE**  
 TYPE = AXPFS  
 POINT VALUE = 70/50  
 BREAKDOWN = 3-6  
 SHIELD COST = 1/2+1/2  
 LIFE SUPPORT = 1/2  
 SIZE CLASS = 4  
 REFERENCE = R1.27A

CREW UNITS		ADMINISTRATIVE SHUTTLES			
	*	10	20	HIT POINTS	NOTES

**BOARDING PARTIES** [2] **TRANSPORTER BOMBS** [D][D]

**TYPE I OFFENSIVE PHASER TABLE**

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

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

**TYPE III DEFENSE PHASER**

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

**PLASMA TORPEDO WARHEAD TABLE**

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

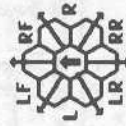
**PLASMA-D RACKS**

1				
2				

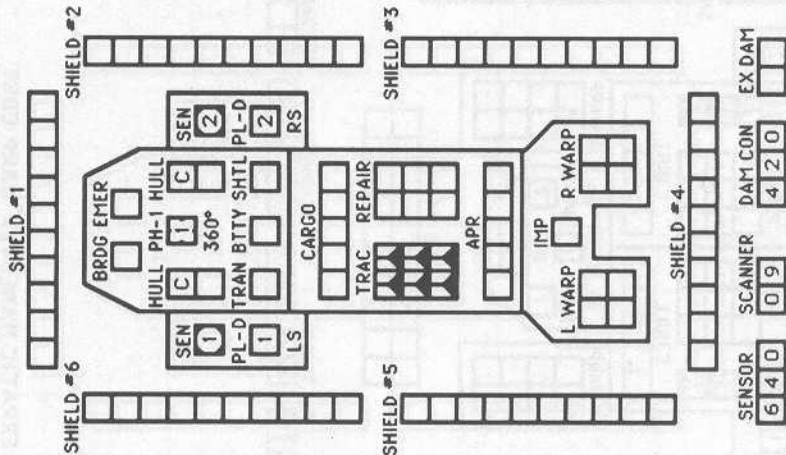
ALWAYS HAD TWO RELOADS.

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

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.



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



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

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

# SMALL GROUND BASES

### GROUND MISSILE BASE

SHIELD 


CNTR 

--	--	--	--

FH 


PH-3 DRONE BRDG 

1	2		
3	4		

APR C-HULL SHTL 


CARGO 

--	--	--	--

BASE DATA TABLE  
 TYPE = GMB  
 BPV = 12  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28C  
 Y175 REFIT = +4

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES

CREW UNITS BRDNG PRTS  
 \* 6 2

DRONE RACKS  
 1 A B  
 2 A B  
 3 A B  
 4 A B

SENSOR 6 0  
 SCAN 0 9  
 DAM CON 4 2 0  
 EX DAM

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

### GROUND PLASMA-D DEFENSE BASE

SHIELD 


CNTR 

--	--	--	--

FH 


PH-3 PLASMA-D BRDG 

1	2		
3	4		

APR C-HULL SHTL 


CARGO 

--	--	--	--

BASE DATA TABLE  
 TYPE = GMD  
 BPV = 12  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28C1  
 Y175 REFIT = +0

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES

CREW UNITS BRDNG PRTS  
 \* 6 2

PLASMA-D RACKS  
 1  
 2  
 3  
 4

SENSOR 6 0  
 SCAN 0 9  
 DAM CON 4 2 0  
 EX DAM

BASE RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, WHICH ADDED A SECOND RELOAD.

### MEDIUM FIGHTER GROUND BASE

SHIELD 


CNTR 

--	--	--	--

FH 


SHUTTLE 


CARGO PH-3 

1	2		

APR C-HULL AUX 


BASE DATA TABLE  
 TYPE = FGB-M  
 BPV = 15  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28B

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES

CREW UNITS BRDNG PRTS  
 \* 6 2

DECK CREWS  
 6 0 0 9 4 2 0 6 12

SENSOR SCAN DAM CON EX DAM

### GROUND MISSILE DEFENSE BASE

SHIELD 


CNTR 

--	--	--	--

FH 


PH-3 DRONE BRDG 

1	2		
3	4		

APR C-HULL SHTL 


CARGO 

--	--	--	--

BASE DATA TABLE  
 TYPE = GME  
 BPV = 12  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28C2  
 Y175 REFIT = +0

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES

CREW UNITS BRDNG PRTS  
 \* 6 2

DRONE RACKS  
 1 E  
 2 E  
 3 E  
 4 E

SENSOR SCAN 6 0 0 9  
 DAM CON 4 2 0  
 EX DAM

BASE RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, WHICH ADDED A SECOND RELOAD.

### SMALL FIGHTER GROUND BASE

SHIELD 


CNTR 

--	--	--	--

FH 


SHUTTLE 


CARGO PH-3 

1			

APR C-HULL AUX 


BASE DATA TABLE  
 TYPE = FGB-S  
 BPV = 12  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28A

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES

CREW UNITS BRDNG PRTS  
 \* 6 2

DECK CREWS  
 6 0 0 9 4 2 0 6 12

SENSOR SCAN DAM CON EX DAM

### SMALL SCIENTIFIC OUTPOST STATION

SHIELD 


CNTR 

--	--	--	--

FH 


BRDG TRAN SHTL PH-3 


C-HULL LAB 


CARGO 

--	--	--	--

APR 

--	--	--	--

BASE DATA TABLE  
 TYPE = GSO  
 BPV = 10  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28D

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES

CREW UNITS BRDNG PRTS  
 \* 8 2

DECK CREWS  
 6 0 0 9 4 2 0 6 12

SENSOR SCAN DAM CON EX DAM

SMALL GROUND BASES

### SMALL POWER STATION

CNTR

SHIELD					
FH					

BRDG PH-3 SHTL  
 112  C HULL  BTTY  APR

BRDG					
PH-3					
SHTL					

BASE DATA TABLE  
 TYPE = GPS  
 BPV = 15  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28L

CREW UNITS  6  2 BRDNG PRTS

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES  
 6 0 4 2 0  
 SCAN EX DAM  
 0 9

### SMALL WARNING STATION

CNTR

SHIELD					
FH					

BRDG SEN PH-3  
 1  HULL  C  APR

BRDG					
SEN					
PH-3					

LAB SHTL TRAN

BASE DATA TABLE  
 TYPE = GWS  
 BPV = 22  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28H

SCOUT FUNCTIONS  
 21 LENDING EW  
 22 BREAK LOCK-ONS  
 23 ATTRACT DRONES  
 24 CONTROL S-WPNS  
 25 IDENTIFY S-WPNS  
 26 DETECT MINES  
 27 SCIENCE INFO  
 28 SELF-PROTECTION  
 29 TAC INTEL

BRDNG PRTS  6  2

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES  
 6 0 4 2 0  
 SCAN EX DAM  
 0 9

SPECIAL SENSOR DESTROYED ON "PHASER" DAMAGE POINTS.

### AGRO STATION

CNTR

SHIELD					
FH					

BRDG SHTL PH-3  
 1  C HULL  CARGO  APR

BRDG					
SHTL					
PH-3					

TRAN HULL CARGO

BASE DATA TABLE  
 TYPE = GSA  
 BPV = 8  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28F

SENSORS DAM CON  
 6 0 4 2 0  
 SCAN EX DAM  
 0 9

CREW UNITS  7  2 BRDNG PRTS

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES  
 HTS

### SMALL MILITARY GARRISON

CNTR

SHIELD					
FH					

BRDG SHUTTLE PH-2 PH-3 AUX  
 1  2  3

BRDG					
SHUTTLE					
PH-2					
PH-3					
AUX					

TRAN C HULL BARRACKS CARGO

LAB

APR

BASE DATA TABLE  
 TYPE = GMG  
 BPV = 20  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28G

FEDERATION, ROMULAN, KZINTI, GORN,  
 THOLIAN, AND ISC GMG'S HAVE PH-1  
 REPLACING THE PH-2. HYDRANS REPLACE  
 TWO PH-3 WITH ONE PH-6.

BARRACKS ARE DESTROYED ON "HULL"  
 DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES  
 GAS  
 GAS  
 GAS

SENSORS SCAN DAM CON EX DAM  
 6 0 0 9 4 2 0

CREW UNITS  10

BOARDING PARTIES  
 10

### SMALL MINING STATION

CNTR

SHIELD					
FH					

BRDG PH-3 SHTL LAB AUX  
 112  :

BRDG					
PH-3					
SHTL					
LAB					
AUX					

C HULL TRAN WORKS CARGO

APR

BASE DATA TABLE  
 TYPE = GMS  
 BPV = 20/8  
 SHIELD = 1/2+1/2  
 LIFE = 0  
 SIZE = 5  
 REF = R1.28E

SENSORS SCAN DAM CON EX DAM  
 6 0 0 9 4 2 0

WORKS DESTROYED ON "CARGO" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES  
 IDENT HIT POINTS NOTES  
 HTS

CREW UNITS  10

BOARDING PARTIES  
 4