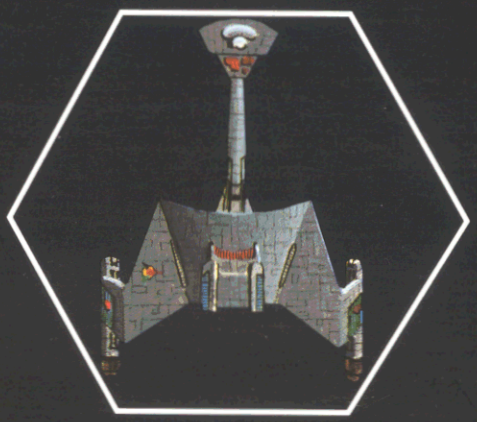
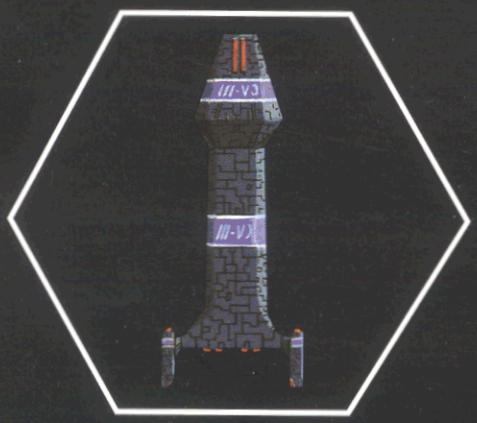
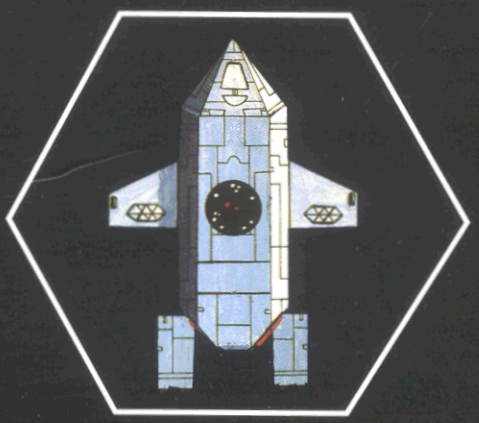
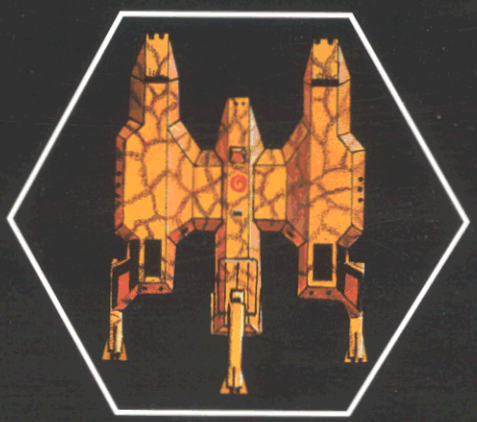
STAR FLEET BATTLES

MODULE R3









Klingon

Hydran

Wyn

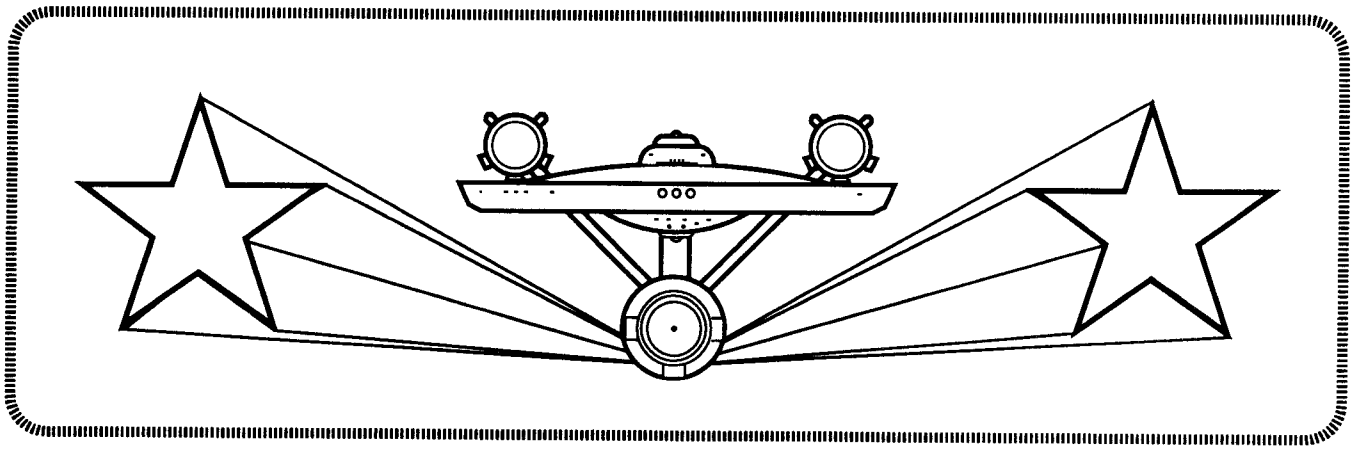
Lyran

STAR FLEET BATTLES

CAPTAIN'S EDITION

ADB Inc.

STAR FLEET BATTLES



CAPTAIN'S MODULE R3

NEW SHIPS FOR KLINGONS — HYDRANS — LYRANS — WYNS
NEW 2000 EDITION

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(Z16.0) NOTES ON MODULE R3

(Z16.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE R3 is a modular component of the Star Fleet Battles Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set. To use the Lyrans, Hydrans, and WYNs, you must have Module C1. To use some of the material in this product, you must also have Advanced Missions.

This rulebook is designed to be cut into separate pages and integrated into your main SFB rulebook.

A complete copy of Module R3 includes:

32-page rulebook (this book)
80-page SSD book
two sheets of ship counters (108 each)

(Z16.2) DESIGNER'S NOTES

When the Captain's Edition was first organized, the R-Modules were created as a combination of the later ship sections and the Reinforcements products from the older Commander's Edition. The 12 races were divided between three modules (R2-R4), with the "generic" ships put into Module R1.

(Z16.3) DESIGN CREDITS

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(Z16.4) PUBLISHER'S INFORMATION

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(Z16.5) DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 2–3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log.

Players can contact Amarillo Design Bureau, Inc., by Email at the following addresses:

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design@starfleetgames.com (schedule updates)
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We have an extensive web site with many on-line resources located at www.starfleetgames.com for your use. We have an active BBS at www.starfleetgames.com/discus which you will find to be a good place to contact other SFB players.

(Z16.6) SUBMISSIONS OF NEW MATERIAL

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R3.0 THE KLINGON EMPIRE

R3.R5 KLINGON PENAL SHIPS AND RULES

The following four ships are penal variants of standard warships. Penal ships use special rules covered here and are designated by a J in the ship class code (e.g., D6J, etc.).

(R3.R51) CREWS: The crews were men (and women) convicted of criminal acts or political unreliability. Officers were often sentenced to penal ships for cowardice or incompetence, or were members of disgraced families.

Service was for a specified period of time, after which the individual's record was cleared and he returned to normal duty. Being sent to a penal ship was no disgrace; it indicated that the individual had made a serious error but was being given a chance to redeem himself (or herself) by particularly dangerous service. Those considered unlikely to find redemption were executed, forced to resign, or given involuntary transfers to duty on ground bases.

Captain Ardak Kumerian was sentenced to time on a penal frigate after Federation spies stole the UIM from his D6. After completing his service, he returned to command the same D6 and, years later, was promoted to Admiral in command of the Red Fleet, a training organization which was deployed into combat during a late-war emergency.

Penal ships were often assigned to dangerous or less glamorous missions. Losses were high among penal ships. Few penal ships remained in service by Y178, and thereafter most of those sentenced to penal duty were assigned to PF flotillas (comprising only 3% of all flotillas).

Penal ships were always standard warships (with the J-refit) and were never variants, specialty ships, or support units.

Penal ships will almost always have poor crews and will almost never have legendary officers. In a campaign, the 10% of Klingon ships with poor crews include the penal ships. Because (G21.1) is an optional rule, players are not required to use poor crews with these ships. The BPV on the SSDs shows a split economic/combat rating. The lower combat rating is used if the ships have poor crews. Various other adjustments (e.g., lower breakdown rating, higher HET cost) detailed in (G21.1) will have to be made, but are not shown on the SSD because this is an optional rule.

(R3.R52) MUTINY: Mutiny is automatic if all security stations are destroyed or captured. In the event of mutiny, roll two six-sided dice. The result is the number of boarding parties of mutineers converted immediately from crew units. The crew in the boom (1/4 of the total crew) and all original boarding parties remain loyal.

In the event of a mutiny, boom separation is successful on a die roll of 1–5.

As some of the technically-qualified personnel would be part of any successful mutiny, a mutinous ship (after the mutineers seize control of the ship) can still move and fire weapons. It can only fire, however, at the following (assuming a non-penal ship could fire in each case): any unit that fires at the penal ship, any seeking weapon within three hexes of the penal ship, any unit with a tractor beam on the penal ship, and any unit within three hexes. After a successful mutiny, the non-Klingon player takes control of the ship. Roll one die: 1–3 ship tries to disengage to a neutral or non-Klingon country; 4–6 ship tries to surrender to the enemy forces it was fighting.

This rule supersedes (G21.144).

(R3.R53) BOOMS: The chance of escape under Catastrophic Damage is improved (D21.543). This does not apply to the E4J which does not have a warp-powered boom.

When separated, penal booms are different from other booms. Mark out the second box on the sensor/scanner tracks (not the first) and every second box thereafter except the last one.

J-Boom shields are: D6J = 13; D5J = 10; F5J = 9, E4J = 7.

The small warp engines under the boom can be used for power, but not movement, while the boom is attached. These are "emergency warp" engines (H2.5), although some SSDs are not labeled as such.

This rule supersedes (G21.125) and (D21.56).

(R3.36) D6J PENAL BATTLECRUISER (*Purgatory* Class): The largest of the penal ships.

UIM: Not available.

Refits: B-refit only included increased shields. None received K-refits. All received Y175 refits.

SSD and counter are in Module R3.

(R3.37) D5J PENAL WAR CRUISER (*Regret* Class): The most common penal ship class during the General War. Retained the limited aegis rig of all D5s.

UIM: Not available; none had standard UIMs.

Refits: None received K-refits. All received Y175 refits.

SSD and counter are in Module R3.

(R3.38) F5J PENAL FRIGATE (*Torment* Class): The most common penal ship class before the General War.

Refits: B-refit only included increased shields. None received K-refits. All received Y175 refits.

SSD and counter are in Module R3.

(R3.39) E4J PENAL ESCORT (*Misery* Class): The smallest of the penal ships, the only one with an impulse-powered boom, and the only E4 variant able to separate its boom. The E4J was the penal ship of the Internal Security Forces.

Design by Steven P Petrick.

Refits: B-refit only included increased shields. All received Y175 refits.

SSD and counter are in Module R3.

KLINGON INTERNAL SECURITY SHIPS

(R3.40) F5I INTERNAL SECURITY FRIGATE: As Orion pirates began operating inside of the Empire, the ISF found their diminutive ships less than satisfactory in dealing with the increased threat. The DSF provided some F5s to help combat the new threat. Like the E4I, they initially operated as flotilla flagships and later were formed into squadrons of their own. The F5Is were identical to those in DSF service except that they never received the "K" refit. They were given the "B" and "Y175" refits.

No SSD is provided, make the above changes to the SSD of the F5; no counter is provided, use F5 counters.

(R3.41) E4I INTERNAL SECRUITY ESCORT: The first E4s provided to the ISF were ships being replaced by F5s in the DSF. Even so, the DSF refused to provide targeting systems to enable the disruptors to reach beyond 100,000 kilometers range (limiting the disruptors to just ten hexes). The ships initially served as flotilla flagships, but eventually there were enough of them that they operated in squadron strength. Some were eventually modified into various variants during the General War. As with the standard E4, no "K" refit was ever installed, but the ships did receive the "B" and "Y175" refits.

No SSD is provided, make the above changes to the SSD of the E4; no counter is provided, use E4 counters.

KLINGON BATTLECRUISER VARIANTS

(R3.42) D7D DRONE BATTLECRUISER: This ship was not intended as a long-range bombardment platform as was the D6D, but was an experiment designed to produce a more effective cruiser for general combat purposes. If the experiment had been completely successful, many or most of the D7s would have been converted to this design. The lack of rear-arc defenses was accepted by the captains and rejected by the admirals. The BPV assumes the B and K refits as these were included on the handful of D7Ds built. No ADD was included because the drone racks were considered adequate; this is generally regarded as a design flaw.

Drone racks are not mounted in the shuttle bay.

Ship designed by Eric Pinnell.

UIM: Available for purchase under (S3.2) Y165 and after.

SSD and counter are in Module R3.

(R3.43) D7E SURVEY CRUISER: Only one ship of this type *(Inquisitor)* was constructed. It was used in peacetime to survey new worlds and in wartime as a cruiser-scout.

UIM: Available for purchase under (S3.2) Y165 and after.

SSD and counter are in Module R3.

(R3.44) D7V STRIKE CARRIER: Intended as a fully capable carrier with a full squadron of fighters in two bays, several of these excellent ships were completed after the General War began. While obviously superior to the D6V, there were not enough D7-class hulls available to satisfy the requirements, and most carriers were D5Vs. The wing phasers were upgraded to phaser-1s for increased all-around defense; also note the D7VK.

This ship can control a number of seeking weapons equal to double its sensor rating.

There are six fighters in the upper bay and six in the lower. There are bay elevators (R3.R6). There is a 4-place balcony adjacent to the lower bay. Like most strike carriers, it usually had an MRS, but this is not in the BPV. See (R3.F4) for availability of Z–Y variants.

Year	Escorts	Fighters
Y172–74	2xE4E	12xZ–2
Y173–74	F5E, E4E	12xZ–V
Y173–74	D5E, F5E	12xZ–V
Y175–77	AD5, AF5	12xZ–V
Y177–84	AD5, AF5	12xZ–Y
Y183+	AD5, AF5	12xZ–YC

The DSF originally assigned E4E escorts to D7Vs for operational reasons (even when D5Vs had D5Es).

UIM: Available for purchase under (S3.2) Y165 and after.

Refits: The D7V was built after the date of the B-refit and incorporates it in the design. There is a K-refit for the boom phasers.

SSD and counter are in Module R3. The SSD shows Z–Y fighters.

(R3.45) D7N DIPLOMATIC CRUISER: Used to carry senior government officials. It has facilities for one fighter (Z–1, Z–V, Z–Y; use best available in time period), which escorted the shuttlecraft. It is considered a "casual" carrier (J4.62).

There are few if any non-Klingons in the crew; no mutiny is possible. However, security stations were retained to help protect the embarked senior officials. The effect of the B-refit was part of the design.

After Y180, all D7Ns had two mech links (on the boom tractors) for one G1N and one standard G1.

UIM: There is one UIM module as standard equipment; prior to Y165, this was not available and the BPV is reduced by 5 points. Backups available for purchase under (S3.2).

SSD and counter are in Module R3.

(R3.46) D6E SURVEY CRUISER: This ship, the *Investigator,* was similar to the D7E.

UIM: Available for purchase under (S3.2) Y165 and after.

SSD and counter are in Module R3.

(R3.47) D6S HEAVY SCOUT: Two D6s were converted to this class before the General War; more were converted from reserve ships during the war. While the Empire could not afford to divert many D6s to this use, the resulting ships were excellent, having adequate power for the electronic warfare support mission and adequate size to survive in combat.

UIM: Not available.

SSD and counter are in Module R3.

(R3.48) D6G COMMANDO CRUISER: Designed as a heavy assault transport to deliver troops to planetary combat.

Carries a total of 44 boarding parties, of which 2 are commando and 4 are heavy weapons. Has three GAS, one HTS, and one admin shuttles (all in one bay). There are four GCVs.

UIM: Not available.

SSD and counter are in Module M.

KLINGON D5 WAR CRUISER VARIANTS

(R3.49) D5C LIGHT COMMAND CRUISER: Designed as a squadron leader. While its command facilities were not equal to a D7C, they did not need to be.

Limited aegis controls phaser-3s and ADDs.

UIM: One UIM standard; backups available for purchase under (S3.2).

SSD is in Module R3; use the D5L counter.

(R3.50) D5D DRONE CRUISER: Designed for direct combat with drones, not for independent long-range bombardment. Can launch one drone per rack each turn.

This ship can control a number of seeking weapons equal to double its sensor rating. The drone racks that replaced the disruptors are not considered to be mounted in the shuttle bay.

Limited aegis controls phaser-3s and ADDs.

The K-refit was not installed on this class.

UIM: Not available.

SSD and counter are in Module R3.

(R3.51) D5E ESCORT CRUISER: Designed for improved anti-drone defense of a carrier squadron. The D5E was the predecessor of AD5. The D5E only has the limited aegis control system like all D5s, but this did control all of the weapons. It can control a number of seeking weapons equal to double its sensor rating. The K-refit was relatively rare.

UIM: Not available.

The SSD is combined with the AD5 in Module J. D5E counters are provided in Module R3.

(R3.52) D5F ANTI-FIGHTER CRUISER: An anti–fighter variant of the D5 built in limited numbers for use on the Hydran front, where anti-drones were thought to be more useful in killing Hydran fighters than drones. (The gatling phasers on Hydran fighters made them virtually drone-proof.) Later they were used against the Kzintis and Federation to provide additional drone and fighter defense. They never amounted to a significant fraction of the D5 force because of their overspecialized nature, but it would not be unusual to find one in a D5 squadron.

Limited aegis controls phaser-3s and ADDs.

UIM: One UIM standard; backups available for purchase under (S3.2).

SSD and counter are in Module R3.

(R3.53) D5G COMMANDO CRUISER: Designed for use in ground assaults.

Carries 34 boarding parties, of which 2 are commando and 3 are heavy weapons squads. Has two GCVs.

Has two GAS, one HTS, and two admin shuttles.

The D5G had the tug capabilities of the D5H. It can carry one pod of any single-weight type; this increases movement cost to one. The LR and RR arcs of the wing phasers, and the direct-rear arc of the forward phasers, are blocked by a pod.

Limited aegis controls phaser-3s.

Refits: Never received K-refit or Y175 refit.

UIM: Not available.

SSD and counter are in Module M.

(R3.54) D5H TACTICAL TRANSPORT: A typical mini-tug often used with combat pods. Can carry one pod of any type; this increases movement cost to one (1.33 with CVA pod). Never received K-refit. The LR and RR arcs of the wing phasers, and the direct-rear arc of the forward phasers, are blocked by a pod.

Limited aegis controls phaser-3s.

UIM: One UIM standard; backups available for purchase under (S3.2).

SSD and counter are in Module R3.

NOTE: The D5G/H are the only D5s that carry pods.

(R3.55) D5I ISF CRUISER: Simplified design for the Internal Security Forces. Only one, the *Regulator,* was built. It had no DERFACS or UIM; the disruptors had limited range; and there were no ph-1s (replaced with ph-2s).

Never received K-refit.

UIM: Not available.

SSD and counter are in Module R3.

(R3.56) D5K IMPROVED WAR CRUISER: The standard K-refit (R3.R2) was applied to the standard D5 (R3.23), creating the D5K. The incorporation of this refit enabled the D5 to compete in long-range firepower on more equal terms with the Federation NCL.

Limited aegis controls phaser-3s and ADDs.

UIM: One UIM standard; backups available for purchase under (S3.2).

The K-refit is shown on the SSD for the D5 in Advanced Missions; use the D5 counters.

(R3.57) D5L WAR CRUISER LEADER: This is a D5C with a K-refit.
Limited aegis controls phaser-3s and ADDs.
UIM: One UIM standard; backups available for purchase (S3.2).
The SSD is combined with the D5C in Module R3; a counter is in Module R3.

(R3.58) D5M WAR MINESWEEPER: F5Ms lost in combat were often replaced with this heavier design. This ship has two minesweeping shuttles.
Limited aegis controls phaser-3s.
Never received K-refit.
UIM: Not available.
SSD and counter are in Module R3.

(R3.59) D5N DIPLOMATIC TRANSPORT: Two of this class were built as substitutes for D7Ns and were relegated to carrying lower-ranking officials. One was used by the fleet inspector general on a regular basis. There are few if any non-Klingons in the crew; no mutiny is possible. However, security stations were retained to help protect the embarked senior officials.
One fighter (best type available in the year of the scenario) was carried to escort the shuttlecraft. The ship is treated as a casual carrier (J4.62). After Y180, all D5Ns had a mech link on the boom tractor for a G1N and one mech link on rear tractor for another combat G1 variant.
Limited aegis controls phaser-3s and ADDs.
UIM: One UIM standard; backups available for purchase (S3.2).
SSD and counter are in Module R3.

(R3.60) D5P WAR PF TENDER: As with all war cruiser/PFT variants, the small hull imposed limitations on range and endurance. It can repair a PF on any position in collapsible repair bays (K2.63). This ship, like the D6P, retained its disruptors and could accompany the PFs into direct combat. This resulted in a slight decrease in PF support capabilities, which the Klingons were willing to accept. Can control a number of seeking weapons equal to its sensor rating.
Never received K-refit (no wing phasers).
UIM: One UIM standard; backups available for purchase (S3.2).
SSD and counter are in Module K.

(R3.61) D5S SCOUT: More successful than the undersized F5S. The combination of drone-racks, special sensors, and anti-drones made it a powerful anti-drone unit within a squadron.
Limited aegis controls phaser-3s and ADDs.
Never received K-refit.
UIM: Not available.
SSD and counter are in Module R3.

(R3.62) D5V LIGHT CARRIER: A moderately successful carrier design. Carries 12 fighters and 2 admin shuttles. The ship had all 12 fighters in one large bay, rather than the double-stacked bays of most Klingon carriers. The lack of APRs allowed launch tubes to be used from the forward end of the bay, which almost made up for the lack of a balcony.
This ship can control a number of seeking weapons equal to double its sensor rating.

Year	Escorts	Fighters
Y170–71	F5E, E4E	12xZ–2
Y170–73	D5E, F5E	12xZ–2
Y173–74	D5E, F5E	12xZ–V
Y175–80	AD5, AF5	12xZ–V
Y178–86	AD5, AF5	12xZ–Y
Y183+	AD5, AF5	12xZ–YC

Limited aegis controls phaser-3s.
UIM: One UIM standard; backups available for purchase (S3.2).
SSD and counter are in Module R3.

ADDITIONAL KLINGON WARSHIPS

(R3.63) KLINGON SPARROWHAWK LIGHT CRUISER (RKL): During confused fighting in Y174, three Romulan SparrowHawk-As were cut off from Romulan territory and sought refuge at a Klingon base. The Romulan government, perhaps reluctantly, traded the ships for new D5s.
The RKL has no cloaking device (apparently at Romulan insistence) and cannot purchase an NSM; the plasma torpedoes were replaced with disruptors. Other changes can be seen on the SSD. The design was generally considered to be a failure, and it is assumed that the Klingons were unable to support the ships in continued operation in the original design or they would have left the ships as they received them.
The RKL can fire one drone per turn from each rack. The drone racks are not mounted in the shuttle bay.
Based on a suggestion by John P Bollman.
UIM: Available for purchase under (S3.2) Y165 and after.
SSD and counter are in Module R3.

(R3.64) F6 BATTLE FRIGATE: An interesting attempt to produce a more powerful frigate leader than the F5L. Only four were built, all after Y175. The third engine is mounted on top of the hull and not under the boom; it does not detach with the boom. (The boom is too small to mount the engine.) An excellent design, it is unclear why more were not built, although production efficiencies, the new F5W, and the shock problem may explain it. Federation officers referred to it as the "frignaught" class.
The F6 must roll for shock if it fires more than three different disruptors in a period of 16 impulses. The Klingon F6 receives one SEP every time it fires disruptor C or D as an overloaded disruptor.
The four ships were named for "warrior colonies" established on subject planets to breed additional warriors for the Klingon Empire; the captain (but not the entire crew) of each ship was from the planet the ship was named for. This was largely a propaganda exercise to make the "colonial Klingons" more enthusiastic about the war effort and to make the public point (which almost no one really believed) that colonials were the social equals of Klingons born on the home-world of Klinshai.
Names: *Bakurian, Walkurian, Valorian, Sefarian.*
UIM: One UIM standard; backups available for purchase under (S3.2).
SSD and counter are in Module R3.

(R3.65) E5 BATTLE ESCORT: The result of Kozenko Design Bureau's Special Project #1183, this was an attempt to build a destroyer-type warship from existing parts (boom from F5, engine from D5, hull based on E4). It never entered production, although a few prototypes were used in combat. There were never any variants. No cross-deck firing arcs.
Names: *Evil, Excommunication, Exorcism.*
Design by Robert E. Hauser.
UIM: Available for purchase under (S3.2) Y165 and after.
SSD and counter are in Module R3.

ADDITIONAL KLINGON PODS

(R3.66) PF TENDER POD (P-PF6): This pod allowed a tug to operate as a PF tender. These pods were usually deployed in pairs, but rarely were deployed alone on an LTT (D5H or D5G) or in conjunction with another pod on a tug. All mech links are repair-capable with collapsible bays. The repair systems on the pod can only repair PFs docked to that pod.
SSD is on the Klingon pod sheet in Module R3.

(R3.67) CVA POD (P-V7): This pod allowed a tug to operate as a CVA or a D5H to operate as a CVS. The pod has 12 fighters, 2 admin shuttles, and an MRS. The pod has one bay with a four-position balcony at the rear. Transfers between pods using (J1.59) are not possible.
This pod is heavier than normal.
A tug or LTT (D5H or D5G) carrying one or two CVA pods has the ability to control a number of seeking weapons equal to double its sensor rating. This is not increased for a second pod.
A fleet tug with two CVA pods is designated CVTA. It is considered to have the equivalent weight of three pods. It would have the same carrier escorts and fighters as a C8V, although like all carrier-tugs it would be last in line (e.g., it might have to use E4E/As instead of F5E/AF5s, and it might have the escort cruiser replaced by another frigate) unless it inherited the intact escort group of a C8V.
A D5H with a CVA pod is designated LTV. It is considered to be carrying the equivalent weight of two pods. It would have the same escorts and fighters as a D5V (with the normal carrier tug caveats).
SSD is on the Klingon pod sheet in Module R3.

(R3.68) DRONE BOMBARDMENT POD (P-D8): This pod was used for increased drone firepower and planetary bombardment. Each drone pod increases the tug's guidance ability by three seeking weapons. Each of the two D-racks on the pod can launch one drone per turn (not one per magazine). The racks cannot chain react (D12.0). Each pod has three cargo boxes holding 150 spaces of drones (FD2.445) in addition to those loaded into the racks.

SSD is on the Klingon pod sheet in Module R3.

(R3.69) REPAIR POD (P-R9): Used to turn a tug into a mobile repair station, the pod includes some spare parts storage.

SSD is on the Klingon pod sheet in Module R3.

ADDITIONAL KLINGON SHIPS AND VARIANTS

(R3.70) C8S SPACE CONTROL SHIP: A modification of the C8V, several were built during the General War.

The 18 shuttle boxes are in two bays of nine, each with six fighter, two admin, and one MRS. Transfers between these bays are possible using (R3.R6). Each bay has a standard hatch opening to the rear (no balcony). The small forward bay has the 19th shuttle box and cannot transfer shuttles.

The C8S can repair PFs on any mech-link any position in collapsible repair bays (K2.63). As this design effectively incorporates the B-refit and the K–refit, the ship can launch one drone from each rack each turn. The two drone racks in the boom are not mounted in the shuttle bay.

Year	Escorts	Fighters
Y179+	AD5, 2xAF5	12xZ–Y
Y181+	AD5, 2xAF5	12xZ–YB
Y186+	2xAD5, AF5	12xZ–YC

UIM: There are two UIM modules as standard equipment. Backups available for purchase under (S3.2).

SSD and counter are in Module R3.

(R3.71) C9A STASIS DREADNOUGHT: The heaviest of the Klingon stasis ships during the General War, the C9A could absorb tremendous punishment and still use its SFG effectively. The SFG is destroyed by two "phaser hits" (i.e., damage points allocated to phasers). The B, K, and Y175 refits were all incorporated.

UIM: There are two UIM modules as standard equipment. Backups available for purchase under (S3.2).

SSD and counter are in Module R3.

(R3.72) C7 HEAVY BATTLECRUISER: As the General War dragged into its second decade, all races continually improved their ships. Frigates, too small to survive in fleet battles, had given way to war destroyers. Cruisers had given way to command cruisers, then to heavy command cruisers, and finally to the heavy battlecruisers, the ultimate non-X expression of the category.

The C7 was a superb example of the BCH type, easily the equal of the Kzinti BCH or the Federation BCG. The improved firing arcs made up for the degraded turn rate.

The C7 carries three sets of reloads for its drone racks. It can control a number of seeking weapons equal to double its sensor rating. The boom warp engines can be used with (G12.71).

UIM: There are two UIM modules as standard equipment. Backups available for purchase under (S3.2).

SSD and counter are in Module R3.

(R3.73) C7A HEAVY STASIS BATTLECRUISER: An attempt to make stasis field ships more survivable by mounting them in a heavier hull. The design was successful, but SFGs and C7s were in such short supply that only one *(Fear)* was built (as a conversion in Y184). The SFG is destroyed by two "phaser hits" (i.e., damage points allocated to phasers).

Based on a suggestion by Douglas Hicks.

UIM: There are two UIM modules as standard equipment. Backups available for purchase under (S3.2).

SSD and counter are in Module R3.

(R3.74) D7M MAULER: Some Klingon maulers were built on D7 hulls. There is no significant difference between a D6M and a D7M; the D7M does NOT have wing phasers. The same SSD will serve for either ship. Both are susceptible to shock. All data same as D6M.

D7M must roll for shock when firing the mauler; see (D23.24).

UIM: Not available.

SSD same as D6M; counter is in Module R3.

(R3.75) MD5 WAR MAULER: A mauler designed for fast wartime production, first produced in Y172. The hull was barely adequate for the mission, and maulers built on larger D6 hulls were preferred. (Like all Klingon maulers, the two arrows on the SSD constitute a single weapon.)

MD5 must roll for shock when firing the mauler; see (D23.24).

Limited aegis controls phaser-3s and ADDs.

UIM: Not available.

SSD and counter are in Module R3.

(R3.76) AD6 ESCORT CRUISER: The standard "heavy escort" was the AD5 (basically a D5E with full aegis and a K-refit). In Y176 the Klingons experimentally converted a D6 battlecruiser into an even heavier escort, but the slightly improved performance was not deemed worth the cost. The single AD6, named *Eradicator,* joined the *Vindicator* carrier group and was destroyed along with the *Vindicator* in Y183. The K–refit was installed in Y178 during an overhaul.

The AD6 has full aegis. If used in a player campaign prior to Y175, use limited aegis and two rack reloads; reduce BPV by 9.

UIM: Not available.

SSD and counter are in Module R3.

(R3.77) F5E COMBAT ESCORT: More powerful than the diminutive E–3/4 series, the F5E was essentially a modified F5D (although most were produced from scratch to the design). Drone racks are not in shuttle bay and will not chain (D12.0).

Refits: Already incorporated B-refit. There is a K-refit.

UIM: Not available.

SSD and counters are in Module R3.

(R3.78) AF5 AEGIS FRIGATE: The F5Es were fitted with aegis fire control in Y175 and redesignated AF5s.

UIM: Not available.

SSD is combined with the F5E; use F5E counters.

(R3.79) E4D DRONE ESCORT: This was an attempt to get some service out of the remaining E4s, which by Y174 had been relegated to convoy duty. The theory was that with more speed (having no disruptors to arm) and with longer-range weapons, the E4Ds (all of which had the B-refit) could maneuver along the edges of the battle while contributing their firepower. The theory was not entirely successful, and the handful of surviving E4Ds were back on convoy duty before PFs arrived to make their operations impossible. Drone racks are in the disruptor positions and are not mounted in the shuttle bays.

Based on a suggestion by Ray Sanner.

UIM: Not available.

SSD and counter are in Module R3.

(R3.80) E4V ESCORT CARRIER: Designed for convoy duty. Used exclusively by the ISF (note the range-10 disruptors), primarily for convoy protection, but occasionally assigned to provide support to a DSF squadron or to deliver backup fighters for a fleet carrier. After Y178, the two surviving E4Vs received Z–V fighters. Because it retained the original power (and almost all of the weapons) of the E4, it could operate effectively with E4 squadrons.

All six fighters are in a single bay with a standard hatch. There is no balcony; there are no launch tubes.

Design by Steven P Petrick.

Year	Escort	Fighters
Y169–75	E4E	6xZ–2
Y175–77	E4A (sometimes E4E)	6xZ–2
Y178+	E4A	6xZ–V

UIM: Not available.

SSD and counter are in Module R3.

(R3.81) E3D DRONE ESCORT: The ISF modified some of its E3s for improved defenses against Kzinti fighters raiding their convoys. See E3E (R3.26) for more background data.

Drone racks are in the disruptor positions and are not mounted in the shuttle bays.

Design by Steven P Petrick.

UIM: Not available.

SSD and counter are in Module R3.

(R9.0) HYDRAN KINGDOM

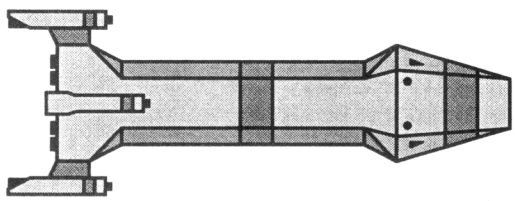
ADDITIONAL HYDRAN SHIPS AND VARIANTS

(R9.30) LORD BISHOP COMMAND CRUISER (LB): The hellbore-armed corollary to the fusion/fighter-armed Lord Marshal. Ships of this class were in the Lyran Border and Expeditionary fleets before the General War began. As the war continued, ships of either type could appear in any fleet.

Design by James Whelpley.

No refits other than fusion holding (E7.5).

SSD and counter are in Module R3.

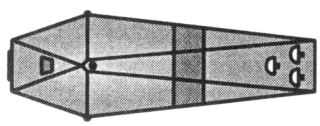


(R9.31) OUTRIDER SURVEY SHIP (SR): Used to explore new regions for usable worlds and to provide scientific support to research programs, the Outrider was built on a modified Lancer destroyer hull. In wartime, these ships served as scouts, commando ships, and/or carriers.

In peacetime, the ship carried two fighters, four admin shuttles, and two heavy transport shuttles. Being a survey ship, the SR (in any mode) can carry one MRS even though it is size class 4. The SR cannot carry hellbore fighters.

Refits were installed in Y175.

SSD and counter are in Module R3.



(R9.31A) OUTRIDER LIGHT CARRIER (SRV): In wartime, some SRs operated as light carriers with a total of eight fighters and two admin shuttles. The SRV cannot carry hellbore fighters, but will have the best Stingers available at the time. This alternative is reflected on the SSD of the standard Outrider.

SSD is combined with the SR; a counter is in Module R5.

(R9.31B) OUTRIDER COMMANDO SHIP (SRG): In wartime, some SRs operated as commando ships with a total of five GAS, two fighters, an admin shuttle, and an HTS. The 34 boarding parties include 2 commando and 3 heavy weapons. There are three GCVs.

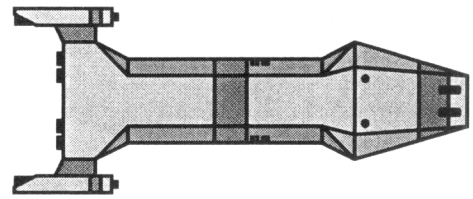
SSD and counter are in Module M.

HORSEMAN WAR CRUISER VARIANTS

As with the war cruiser variants of the other races, these were built as replacements for ships lost in combat, using the most efficient available hull.

(R9.32) BARON LIGHT COMMAND CRUISER (BAR): Designed as a replacement squadron leader; was found more suitable than a Ranger or Lord Marshal as a leader of Horseman/Traveler ships because of similar operating characteristics. This ship was built with all appropriate refits as standard equipment. The Baron was eventually replaced by the Comanche and Apache.

SSD and counter are in Module R3.



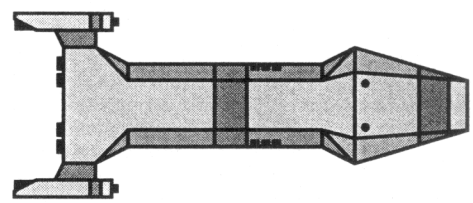
(R9.33) TROOPER NEW LIGHT CARRIER (NVL): Designed to provide additional fighter support for Horseman/Traveler squadrons. The NVL was considered an unsuccessful design because its fighter group was no larger than that of Klingon and Lyran carriers, and the NVL was eventually relegated to secondary theaters and replaced by the Cossack.

There are two shuttle bays; transfers are possible by (J1.59). Each bay has three launch tubes. Note that, for all carrier data tables, the fighters listed are those on the carrier only and do not include any fighters on the escorts.

Year	Escorts	Fighters
Y173–75	NEC, EH	10xSt2, 2xStH
Y175+	NAC, AH	10xSt2, 2xStH

The first two NVLs (built in Y173) did not have the refit until Y175; others had it as part of their original construction from Y174 on.

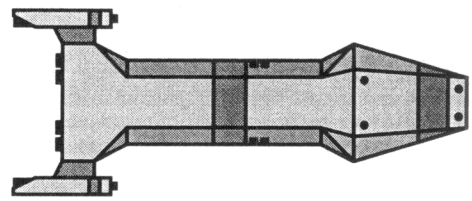
SSD and counter are in Module R3.



(R9.34) NEW ESCORT CRUISER (NEC): This variant was rare but replaced the DE in some carrier groups. While it had fewer gatlings, it had more standard phasers. These ships had limited aegis.

Refits were installed in some ships as early as Y174, but some served well beyond their conversion to NACs before receiving them.

SSD and counters are in Module R3.



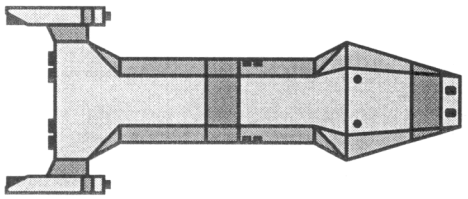
(R9.34A) NEW AEGIS CRUISER (NAC): Full aegis was installed on the NECs in Y175, resulting in the NAC. Note that some of these ships did not receive the plus refit until their NAC conversion, but all had it by Y177.

SSD is combined with the NEC; use the NEC counters.

(R9.35) NEW MINESWEEPER (NMS): As with other wartime minesweepers, the larger hull made a more effective ship.

No refits.

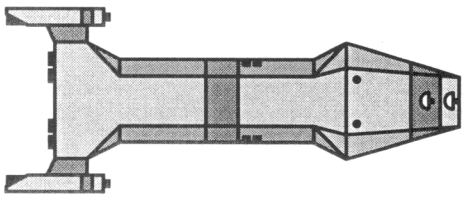
SSD and counter are in Module R3.



(R9.36) CHASSEUR NEW SCOUT CRUISER (NSC): A very effective heavy electronic warfare ship built on a small hull.

Refits were installed in Y174; some did not receive them until the next year.

SSD and counter are in Module R3.

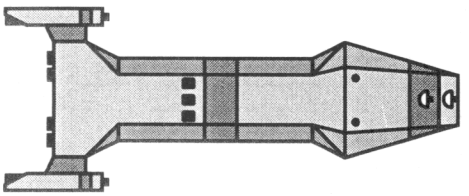


(R9.37) NEW PF TENDER (NPF): This Horseman variant supplemented the more effective Pegasus-class (which had better power availability). It carried only two admin shuttles and was unpopular due to its lack of fighters, but see (R9.R6). PFs on any position can be repaired in collapsible bays.

Two shuttle bays; transfers by (J1.59) NOT allowed.

This ship was built with all applicable refits. It never received the larger engines of the plus refit.

SSD and counter are in Module K.



(R9.38) MULE LIGHT TACTICAL TRANSPORT (LTT): Designed as a mini-tug and sometimes called the "Mule" class, the LTT provided additional transport capacity for the fleet. More importantly, it could carry one pallet (same types as Caravan, except it cannot carry a fire support pallet) although this increased the movement cost to 1. Note that other Horseman/Traveler variants cannot carry a pallet.

Sometimes an HTS replaces one admin shuttle and one fighter.

Refits were installed in Y173.

SSD and counter are in Module R3.

ADDITIONAL HYDRAN SHIPS AND VARIANTS

(R9.39) GENDARME POLICE FRIGATE (GEN): The arcane organization of the Hydran government prevented the excellent Hunter-class frigate from being used for police duty, resulting in this specially-built vessel.

The design was ordered in Y142, and the class reached full-scale production by Y147. The Phthologynrrh Design Agency created a true multi-mission ship with more non-combat capabilities than the Hunter. The fighter bays were provided for increased firepower, but often carried only administrative shuttles. It is considered a carrier for SFB purposes (like virtually all Hydran ships with fighters).

There is one shuttle bay, which has two launch tubes.

In keeping with the governmental organization, the ship was not operated by the Navy but by the Civil Service; many were in fact operated by the trade cartels themselves as convoy escorts. During the General War (as well as other, earlier, military emergencies), many were pressed into service in front-line combat squadrons, where they were referred to as "Pocket Lancers." When on military duty, they were sometimes manned by Navy crews.

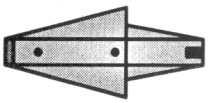
This ship is nimble.

Design by Mark and Ed Bolme.

No hellbore-equipped variant was ever produced.

Refits: A shield refit was installed about Y175.

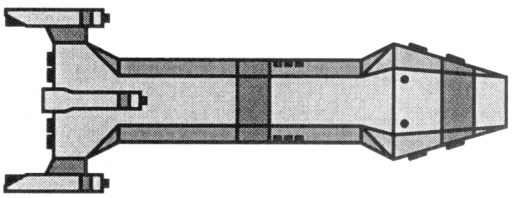
SSD and counters are in Module R3.



(R9.40) LORD COMMANDER EARLY COMMAND CRUISER (LC): The original Hydran command cruiser design (before the invention of hellbores). Some of the Marshals and Bishops were of this class.

Variants include: Lord Marshal (R9.19), Lord Bishop (R9.30). The Overlord (R9.43) is based on a drastically modified Lord design but is considered a new hull. The Lord Admiral and Lord Cardinal (in Module R5) are modified Lord designs but are considered to be new hulls. There are no refits.

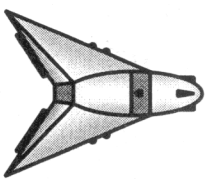
SSD and counters are in Module R3.



(R9.41) CRUSADER FRIGATE LEADER (CRU): Used to support and command frigate squadrons, the Crusader was a very powerful frigate. Equipped with both fusion beams, a hellbore, and increased phasers, the ship was used as a flagship for both Hunter and Cuirassier squadrons after Y158. There are no refits.

Design by Marc Reed.

SSD and counter are in Module R3.



HYDRAN HEAVY COMMAND SHIPS

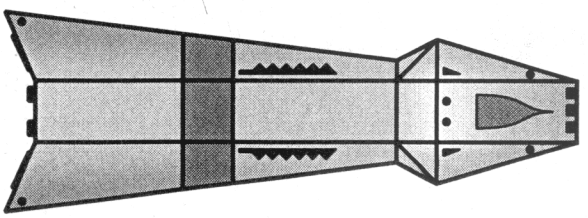
(R9.42) IRON DUKE HEAVY CARRIER (ID): The dreadnought *Royal Sovereign* (the fourth Paladin) was, in fact, completed as a heavy carrier, rather than as a dreadnought. The ship entered service in Y173. The ship had two large shuttle bays, each holding 12 fighters, 2 administrative shuttles, and an MRS (if using the optional rules, not in BPV). Each bay has six launch tubes and the standard launch/recovery hatch.

The Iron Duke was built with the refits that were applied earlier to the Paladins.

Design by Thomas M Hainlin.

Year	Escorts	Fighters
Y173–74	DE, 2xEH	18xSt2, 6xStH
Y175–76	DA or NAC, 2xAH	18xSt2, 6xStH
Y177+	DA, NAC, AH	18xSt2, 6xStH

SSD and counter are in Module R3.



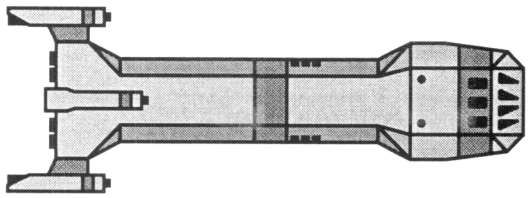
(R9.43) OVERLORD BATTLECRUISER (OV): Built in the old colonies from Y180 at a rate of one per year, the Overlord was the largest of the cruisers and equal in many respects to the dreadnoughts of an earlier decade. Rather than two parallel designs, the Hydrans settled on a single mixed-weapon type. The hull was a "stretched" Lord Marshal with an additional phaser battery amidships.

Variants include the Overseer and Overmind in Module R5.

There are no refits; was built with fusion holding ability.

Design by Eric Hyman.

SSD and counter are in Module R3.

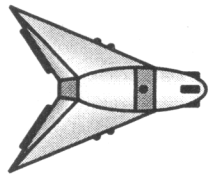


ADDITIONAL HYDRAN UNITS

(R9.44) SARACEN FRIGATE LEADER (SAR): This is the pre-hellbore version of the Crusader. Production of Saracens ended when Crusaders started, but some Saracens remained in service, and at least one was still in the Old Colonies squadron when the General War began.

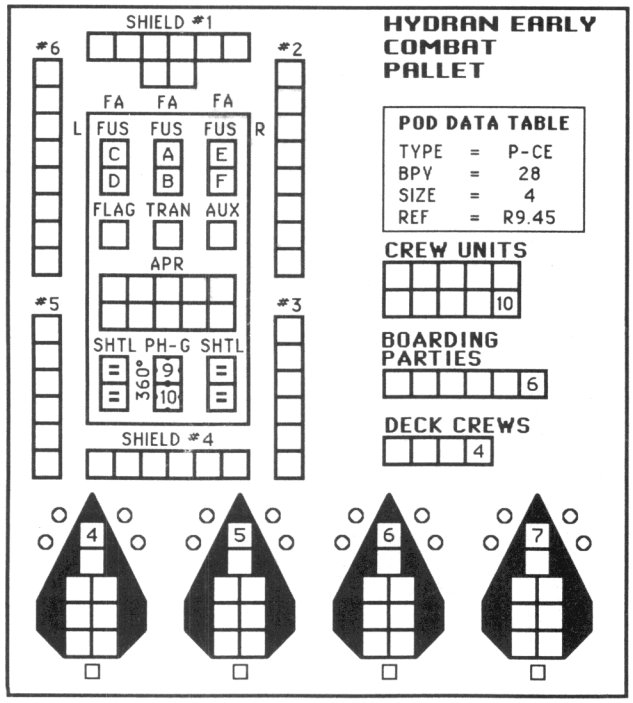
No refits.

SSD and counter are in Module R3.



(R9.45) EARLY COMBAT PALLET (P-CE): Before hellbores were invented, the pallet was armed with fusion beams. The BPV of the pallet does not include the fighters.

SSD is provided below.



ADDITIONAL HYDRAN CARRIERS

(R9.46) SCYTHIAN ESCORT CARRIER (CVE): After the fall of the Hydran capital, the Hydrans looked for means to increase the firepower of the remaining ships. One solution was to modify some Hunter frigates into this CVE design. The Scythian was used as a convoy escort or as a member (with its escort) of a frigate squadron.

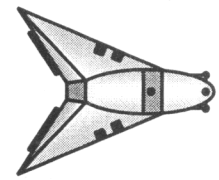
The Scythian cannot carry MRS, Stinger-E, or Stinger-H. All six fighters are in a single bay.

Suggested by Fred Hood.

Year	Escorts	Fighters
Y174–75	EH	6xSt2 or StF
Y175+	AH	6xSt2 or StF

No refits.

SSD and counter are in Module R3.



(R9.47) COSSACK MEDIUM CARRIER (COS): This ship is a variant of the Mongol "stretched" hull. The fighter group was not completely within the normal deployment doctrine, but was suited to the ship. The Hydrans had found the NVL, which was equivalent to most war carriers of other races, unsuited to Hydran doctrine because its fighter group was equal to, rather than superior to, the groups carried by enemy ships.

The Cossack is considered to be a "true carrier."

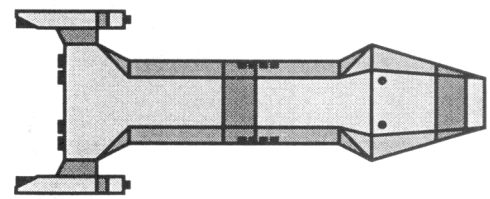
Two bays; transfers by (J1.59) are possible.

Year	Escorts	Fighters
Y176+	NAC, AH	14xSt2, 4xStH

Design by Mark Schultz.

No refits.

SSD and counter are in Module R3.



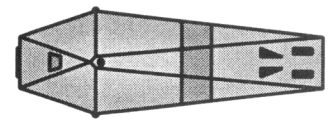
HYDRAN DESTROYER LEADER

(R9.48) WARRIOR DESTROYER LEADER (WAR): Designed to provide a leader for destroyer squadrons of either type (Lancer or Knight). Like most Hydran command ships, it included mixed weaponry. This ship was not built until Y173 and already included the applicable refits.

This ship was selected by Admiral Hisher over a pair of competing designs (Count and Earl) which are in Module R5.

Design compiled by Mark Schultz from several proposals.

SSD and counter are in Module R3.



HYDRAN MEDIUM CRUISER SERIES

(R9.49) MONGOL MEDIUM CRUISER (MNG): Produced in the old colonies after the fall of the Hydran capital, this greatly improved version of the Horseman incorporated substantially improved firepower. Development began with the Horseman+ design, which had been refitted extensively.

The Hydrans decided that the Horseman hull was at the limit of its abilities, so they produced a "stretched" hull (about 15m longer), which provided more internal room and which had been designed from the start to incorporate the refits. It is impossible to convert a Horseman to a Mongol; this design is for new construction only.

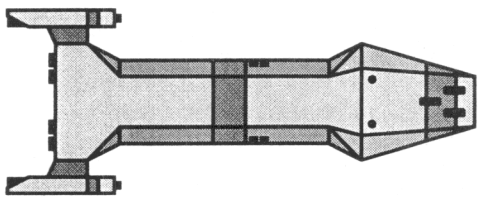
The support variants (escort, minesweeper, scout, PFT, LTT) were never built on Mongol hulls, but only on Horseman hulls (as shown on the respective SSDs). The obsolete Horseman remained in production to provide these support variants.

Design by Mark Schultz.

No refit.

Variants include: Tartar cruiser (R9.50), Cossack carrier (R9.47), Comanche command cruiser (R9.51), Apache command cruiser (R9.52). Enlarged versions of this hull series became the Mohawk, Cheyenne, and Iroquois, which are in Module R5.

SSD and counters are in Module R3.

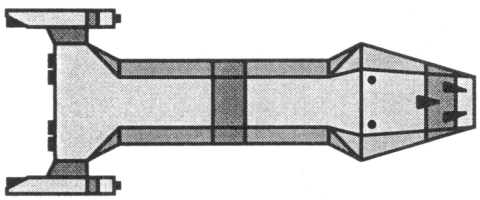


(R9.50) TARTAR MEDIUM CRUISER (TAR): This is the hellbore version of the Mongol; all background data for the Mongol also applies to the Tartar. It is impossible to convert a Traveler to a Tartar.

Design by Mark Schultz.

No refits.

SSD and counters are in Module R3.

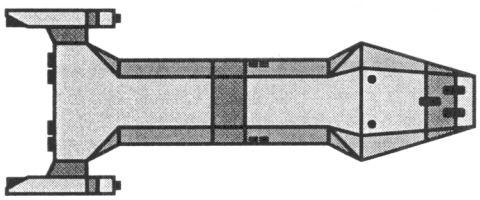


(R9.51) COMANCHE MEDIUM COMMAND CRUISER (COM): This is the command version of the Mongol CM. While it has mixed armament, fusions are clearly favored.

Design by Mark Schultz.

No refits.

SSD and counter are in Module R3.



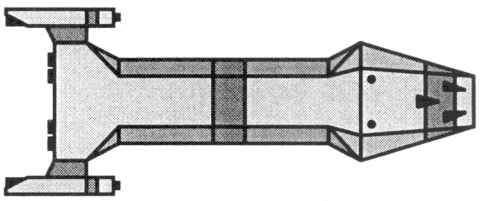
NOTE ON HYDRAN SHIP ART: The graphic for each ship is below its description. All graphics are top views and all of the Hydrans are are to the same scale.

We do not normally provide a graphic for every ship in a racial section, but decided to try it as an experiment and see how it worked out. Your comments are welcome.

(R9.52) APACHE MEDIUM COMMAND CRUISER (APA): This is the command version of the Tartar CM. While it has mixed armament, hellbores are clearly favored over fighters and fusion beams.

Design by Mark Schultz.

No refits. SSD and counter are in Module R3.

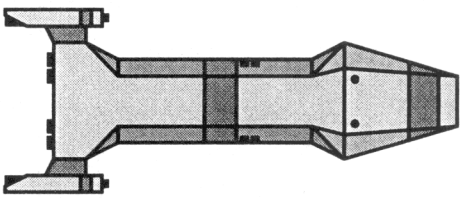


ADDITIONAL HYDRAN WARSHIPS

(R9.53) CATAPHRACT COMMANDO CRUISER (CAT): Intended to support planetary assaults with landing forces. Has shield part of plus refit. The 34 boarding parties include 2 commando, 3 heavy weapons. There are three GCVs. The ship has four GAS and one HTS shuttles. Note that launch tubes are present (part of the basic design) but that the GAS and HTS shuttles cannot use them.

Shield refit installed Y175.

SSD and counter are in Module M.

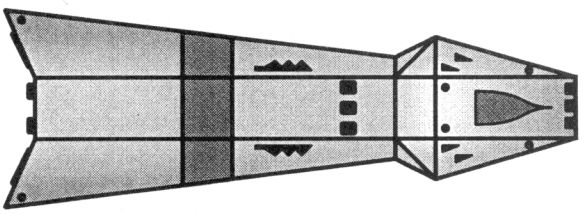


(R9.54) LORD PALADIN (LP): The Paladins were refitted as space control ships starting with *Majestryx* in Y180. The ship has three shuttle bays; transfers by (J1.59) are not possible. Only the two center PFs could be repaired (collapsible bays) while on their mech links. The repair facilities were inadequate at best.

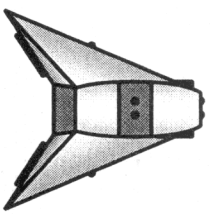
Year	Escorts	Fighters
Y180+	DA, NAC, AH	10 St2, 2 StH

All applicable refits are incorporated into the design.

SSD and counter are in Module R3.



NOTE ON WAR DESTROYERS: The Hydrans developed an enlarged Hunter design in the middle war years (known as the Buffalo Hunter) which was classed as a DW. These ships will be present in Module R6, but a preview will be included in Captain's Log #10.



(R11.0) THE LYRAN STAR EMPIRE

(R11.1A) ADDITIONAL BACKGROUND

Lyran ships are designated by county affiliation. Hence, the destroyer *Sagacious* is formally known as the *Foremost Duchy Ship Sagacious,* but these designations are almost never used by the Federation. There are some exceptions. The carrier *Red Claw Glory* is actually the *Red Claw Duchy Ship Glory,* the Federation preferring the more impressive title.

The Lyrans have military colleges in each county, military universities in each Duchy, and the Royal Lyran Academy at the capital. Potential officers begin their educations at the county colleges. Selected cadets are sent to the Duchy universities and/or the Royal Academy for their third and fourth years. Cadets who graduate from the universities and Academy are better trained and have a superior career potential. They also are eligible to serve on the various support ships (minesweepers, scouts) under Ducal command and the heavier ships under Royal command.

Surprisingly, the LDR (R14.0) continued to send cadets to the Royal Academy (although not to the Enemy's Blood University) for decades after it became independent.

Members of noble families almost always go to the higher schools. Sons of dukes go to the Royal Academy; sons of counts go to the Ducal university (if not the Academy itself). Any noble house will always have some of its members serving on ships (and other duty stations) of the higher levels of government. This has many ramifications.

In some regards, these noble officers form a liaison system. A duke might want to quietly convey his concerns to one of the counts, and might choose to do so through a nephew of that count who happens to serve on the flagship. The Arch-Duke and King-Emperor can also communicate with the dukes (and even the counts, bypassing the dukes) through this system.

The cross-assignment system also allows junior nobles to get to know their peers. The commanders of ships from two different counties may well have served together as lieutenants on a ducal ship earlier in their careers. There is also an element of competitiveness as the noble sons of the various counties try to appear the most worthy of higher command in the eyes of the duke (or king).

Another, unspoken, aspect of the system is that of hostages. Every noble knows that several of his relatives are in the hands of other nobles, and any action against them will come at the cost of the lives of those hostages.

The reverse is also true. If an uprising slaughters the family of a noble, at least some of his relatives will survive under the protection of neighboring nobles, who may attempt to restore the family to its position. This aspect was particularly emphasized after the events of Y145, a year that also saw the end of the practice of allowing these "guests" to return home for family celebrations. This single episode may be the key to the dramatic reduction in civil wars and power plays in the decades just before the General War.

LYRAN WAR CRUISER VARIANTS

The following ships are variants of the Jaguar War Cruiser (R11.13) built during the General War for various support and combat roles.

(R11.22) YAGUARUNDI LIGHT CARRIER (CVL): While called a "light" carrier, this ship carried a full squadron of 12 fighters and was in fact a "medium" carrier. This ship is a "true carrier" and usually carried an MRS shuttle.

The ship has two bays; transfers by (J1.59) are not possible.

Escort and fighter assignments as follows:

Year	Escorts	Fighters
Y171–73	CWE, FFE	12x Z–2
Y173–74	CWE, DWE	12x Z–2
Y175–78	CWA, DWA	12x Z–V
Y179–85	CWA, DWA	12x Z–YB
Y183–92	CWA, DWA	12x Z–YC

Federation codename: *Yaguarundi.*

Refits: No p-refit; power pack was common (and standard by Y175); mech links common after Y178. Plus refit was incorporated into the original design.

UIM: Not available.

SSD and counter are in Module R3.

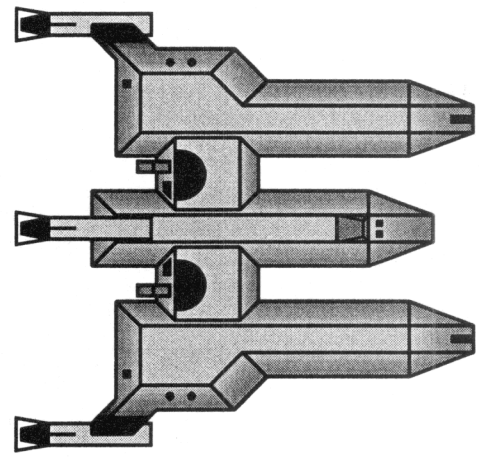
(R11.23) WAR CRUISER LEADER (CWL): Used as a squadron leader or substitute command cruiser.

Federation codename: *Jaguar–L, Black Jaguar.*

Refits: P-refit and mech links were common. Power pack virtually standard as only the prototype is known to have operated without it. (As with virtually all Lyran ships, the power pack is listed as a separate cost.) The plus refit was incorporated into the original design.

UIM: One UIM standard; backups available for purchase under (S3.2).

SSD and counter are in Module R3.



(R11.24) ESCORT WAR CRUISER (CWE): This ship was designed as a carrier escort, giving up the heavy weapons for increased defensive firepower. Like all escorts, it had limited aegis and fighter facilities.

Federation codename: *Jaguar–E.*

Refits: Power pack standard; cost not in BPV. Shield refit and phaser refit were part of original design. Mech links would not be available.

UIM: Not available.

SSD and counter are in Module R3.

(R11.25) AEGIS WAR CRUISER (CWA): This is a CWE with the full aegis fire control system, which was installed in Y175.

Federation codename: *Alpha Jaguar.*

Refits: Power pack standard; cost not in BPV. Shield refit and phaser refit were part of original design. Mech-link refit was not common but did appear.

UIM: Not available.

SSD is combined with the CWE. Use the CWE counters.

(R11.26) WAR MINESWEEPER (CWM): As with other "war minesweepers," this was very successful due to the larger hull, the cost of which was offset by mass production (including conversions). Both shuttles are of the MSS type.

Federation codename: *Jaguar–M*

Refits: Shield refit standard after Y175; sometimes appeared before that time. (This is curious and may indicate that many CWMs were built at a single facility which did not begin incorporating plus refits until Y175.) Mech links standard from Y180. Never had power packs. No phaser-refit.

UIM: Not available.

SSD and counter are in Module R3.

(R11.27) SERVAL WAR CRUISER SCOUT (CWS): All races found the pre-war scouts (usually built on destroyer or frigate hulls) inadequate and easily destroyed. Like other races, the Lyrans converted their war cruiser design into a highly successful scout design. The first prototype was built in Y168, but series production did not begin until Y172.

Federation codename: *Serval.*

Refits: No p-refit. Shield refit and power pack standard but not in BPV because prototype lacked these. Mech-link refit uncommon.

UIM: Not available.

SSD and counter are in Module R3.

(R11.28) WAR PF TENDER (PFW): While the first Lyran PFTs were built on destroyer hulls, these were quickly found inadequate. This design was more successful than the Leopard-PFT due to the larger hull and more power. The two PFs on the inboard tractors can be repaired in collapsible bays.

Two shuttle bays; transfers by (J1.59) NOT allowed.

Federation codename: *Jaguar–P, Mother Jaguar.*

Refits: No p-refit; mech links and shield refit are part of design, not a refit.

UIM: Not available (no disruptors).

SSD and counter are in Module K.

Other Jaguar CW variants include the (R11.33) Light Tactical Transport, the (R11.43) Single-Tooth Jaguar, the (R11.44) Commando War Cruiser, and the (R11.45) Light Carrier Transport.

ADDITIONAL LYRAN WARSHIPS

(R11.29) SIBERIAN LION SPACE CONTROL SHIP (SCS): A late war conversion, the SCS was completed in time to fight the ISC and Andromedans. This design applied the Siberian Tiger modifications (adding two shuttle bays) to the Lion-class dreadnought.

The Siberian-Lion SCS is a true PFT; see (K1.13). Only the PFs on the two central mech links can be repaired. Repair boxes can only repair PFs, not the ship itself or other ships (K2.61).

Year	Escorts	Fighters
Y181–84	CWA, 2xDWA	12xZ–YB
Y183+	CWA, 2xDWA	12xZ–YC

Refits: Shield refit, p-refit, and power pack are all part of basic design (included in BPV) and cannot be added again.

UIM: There are two UIM modules as standard equipment. Backups available for purchase under (S3.2).

SSD and counter are in Module R3.

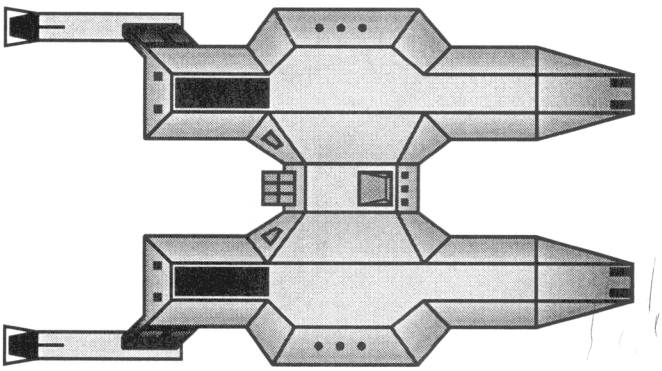
(R11.30) BENGAL TIGER COMMAND CRUISER (CC): The flagship of the Dukes prior to the advent of capital ships.

Refits: Mech link refits standard from Y179. This ship already has the p-refit and cannot receive it again. Plus (shield) refit standard from Y167.

UIM: There is one UIM module as standard equipment; prior to Y166 this was not available, and the BPV is reduced by 5 points. Backups available for purchase under (S3.2).

Variants: The "Bengal" Tiger is, itself, a variant of the standard "Tiger." The "White Tiger" (a name which appears occasionally in SFB) is the tournament version of the Bengal Tiger. The "Java Tiger" is an enlarged "Bengal" and is presented in Module R5.

SSD and counter are in Module R3.



(R11.31) MANX POLICE CORVETTE (POL): Operated by the Lyran Constabulary, rather than the Fleet, the police ship was typical of the type. This ship is nimble.

Refits: There are no refits other than the plus (shield) refit which was common by Y168 and standard by Y175.

UIM: Not available.

SSD and counters are in Module R3.

(R11.32) PRAIRIE CAT SURVEY SHIP (SR): These ships were variants of the Cougar-class fleet tug. Three ships of this type were operated by various members of the Far Stars Duchy searching for new territory. In wartime, they served as fast cargo transports, tugs, scouts, and in other roles.

This ship can carry pallets and Klingon pods as a tug. Klingon pods are carried in the side-by-side configuration (G14.43).

Refits: Cannot have p-refit. See (R11.32A) for data on the only SR used in combat during the General War. Shield refit common by Y168 and standard by Y175. Mech links were sometimes installed.

UIM: Not available.

SSD and counter are in Module R3.

(R11.32A) PRAIRIE LION SURVEY CARRIER (SRV): The Survey Cruiser *Ranger* was withdrawn from survey duty in Y180 to replace *Red Claw Glory* and operated thereafter with a carrier pallet and the *Glory's* escort group under the name *Glory Ranger.*

See (R11.35) for additional information. The SRV is a true carrier and can (due to the carrier pallet) control a number of seeking weapons equal to its sensor rating.

No SSD is provided. A counter is in Module R5.

(R11.33) LIGHT TACTICAL TRANSPORT (LTT): Design for front-line support duties and to supplement the limited number of tugs. Due to the narrow hull design, this ship could not carry Lyran pallets and could only carry Klingon-type pods (and was limited to one of those).

Design by Frank Crull.

Refits: Some lacked the plus refit as late as Y173; cannot have p-refit. Power pack never installed.

UIM: Not available.

SSD and counter are in Module R3. A counter for the Light Battle Transport is in Module R5. See also (R11.45).

ADDITIONAL LYRAN PALLETS

(R11.34) REPAIR PALLET (Pal-R): Designed for front-line support of damaged ships.

SSD is on the Lyran Pallets sheet in Module R3.

(R11.35) CARRIER PALLET (Pal-CV): Designed to turn a tug into a fleet carrier. Escorts for carrier-tug groups are difficult to define as these were temporary conversions. If a regular carrier had been damaged or destroyed, its surviving escorts (if any) might be assigned to a carrier-tug (or rather, a tug would be given a pod and used to temporarily replace a carrier).

There are two shuttle bays; (J1.59) transfers are not possible. A tug or survey cruiser with a carrier pallet can control a number of seeking weapons equal to its sensor rating. A tug carrying this pallet is a true carrier and can control a number of seeking weapons equal to the sensor rating.

Alternatively, a carrier-tug might be given any available warship for its escorts. If not used as a replacement for a carrier within a carrier group, the following are recommended:

Year	Escorts	Fighters
Y173–74	FFE, FFE or DWE	12x Z–2
Y175–78	DWA, DWA	12x Z–V
Y179+	CWA, DWA	12x Z–Y

See (R11.32A) for an SR that used this pallet.

An SSD for the pallet and counter for a tug with CV pallet (CVT) are in Module R3.

LYRAN HEAVY BATTLECRUISER

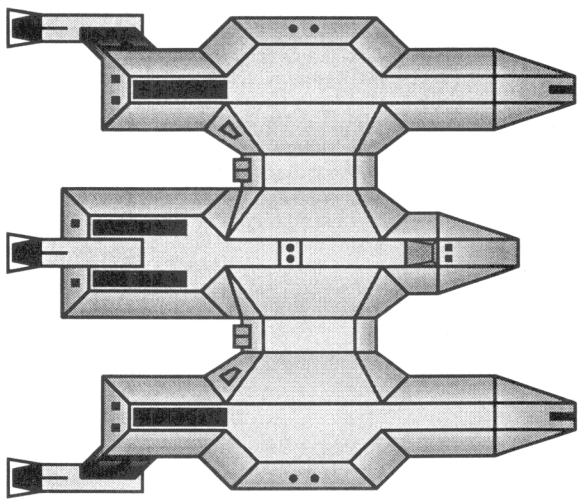
(R11.36) HELLCAT HEAVY BATTLECRUISER (BCH): This improved version of the Wildcat was produced after Y180 in an attempt to remain equal to the new Kzinti BCH and Federation *Kirov/Bismarck* classes. The weapons were not improved beyond the standard refits, but increased power, protection, and shuttlecraft brought it up to superior standards.

The Hellcat is a true PFT; see (K2.113). Mech links and repair facilities are standard equipment, not a refit. PFs on the central mech links can be repaired in collapsible bays.

Refits: The plus and phaser refits of the original BC were included as part of the design. Power packs were standard but are not included in the BPV.

UIM: There are two UIM modules as standard equipment. Backups are available for purchase under (S3.2).

SSD and counter are in Module R3.



(R11.37) KLINGON PODS IN LYRAN SERVICE

The Lyrans used certain Klingon pods on their tugs. Klingon pods are the same weight as Lyran pods for movement purposes. These pods were provided by the Klingons and modified by the Lyrans. Klingon drone pods were never used by the Lyrans and, if carried by a Lyran tug, would be treated as inactive cargo.

While these pods could be carried by Klingon tugs, the ESGs on the pods equipped with them, e.g., battle pod, would not function. If these pods are carried by a Romulan KRT, all of them (except the cargo pod) are treated as inactive cargo.

No refits are available except for the phaser-2 on the battle pod.

SSDs for modified Klingon pods are in Module R3.

(R11.37A) CARGO POD (P–C1): Standard Klingon type.

(R11.37B) POWER-BOOST POD (P–P2): Standard Klingon type, often known as the self-defense pod.

(R11.37C) TROOP TRANSPORT POD (P-T3): Standard Klingon type. Same landing force as Klingon pod.

(R11.37D) BATTLE POD (P-B4): This was modified heavily to use Lyran equipment. Lyran tugs can carry unmodified Klingon battle pods but cannot launch drones from those pods. One UIM standard; it can control the disruptors on the tug and on any other pods. Backups are available for purchase under (S3.2) Y166 and after. Note that the Lyrans do not have a K-refit, but that this pod's phaser–2s were refitted using Klingon designs.

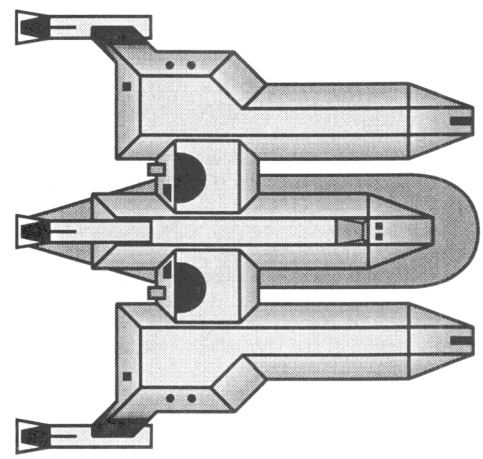
A battle tug counter is in Module R5.

(R11.37E) CARRIER POD (P-H5): The Lyrans modified the standard Klingon carrier pod to include a normal half-squadron. The pod would have the best fighters available, but not necessarily the best that the Lyrans had as other carriers had priority. Appropriate escorts would be assigned when available. Note that the pod seeking weapon control circuits are added to those of the tug, but the tug (even with two of these pods) cannot control more seeking weapons than its sensor rating.

(R11.37F) PF TENDER POD (P-PF6): Security was replaced with APR; otherwise this pod was identical to those in service with the Klingons.

(R11.37G) HEAVY CARRIER POD (P-V7): Security replaced with APR. Only one ever existed; see (R11.45). The pod would have the best fighters available, but not necessarily the best that the Lyrans had as other carriers had priority. The pod can control a number of seeking weapons equal to one-half of the tug's sensor rating. Note that the pod seeking weapon control circuits are added to those of the tug, but the tug (even if it had two of these pods) cannot control more seeking weapons than its sensor rating.

(R11.37H) REPAIR POD (P-R9): Standard Klingon type.



LYRAN LTT WITH KLINGON-TYPE POD

LYRAN WAR DESTROYER VARIANTS

(R11.38) WAR DESTROYER LEADER (DWL): The DWL pushed the limits on the already heavily modified DW hull. Like all 'leaders,' it was intended to be the most heavily-armed unit in a squadron of 3–4 ships.

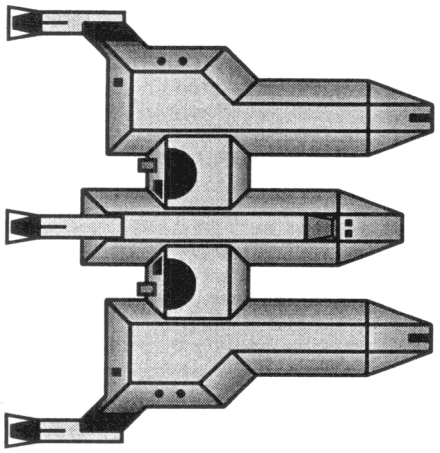
Proposed by Leonard Byrd.

Federation codename: *Snow Leopard.*

Refits: Power pack standard by Y168 but not included in BPV. Mech-link refit was common. The phaser refit was virtually standard by Y170. Shield refit was incorporated into original design.

UIM: Available for purchase under (S3.2) Y166 and after.

SSD and counter are in Module R3.



(R11.39) WAR DESTROYER ESCORT (DWE): An escort variant of the DW with fighter reload facilities and limited aegis. Early production was limited, and series production did not begin until Y173–74. The DWE can control a number of seeking weapons equal to its sensor rating, which made it a significant improvement over the FFE which had the standard Lyran control system equal to only half of the sensor rating.

Refits: Power pack standard. Mech links unavailable. Shield refit was common by Y173 but was not on earlier production. No phaser refit.

UIM: Not available.

SSD and counters are in Module R3.

(R11.40) WAR DESTROYER AEGIS ESCORT (DWA): An improvement of the DWE with full aegis fire control, it entered service in Y175, but some DWEs did not receive the refit until the next year as CWEs had priority.

Refits: Power pack common from Y173. Mech links fairly common. Shield refit standard but not in BPV as at least some units did not receive this until later. No phaser refit.

UIM: Not available.

SSD in Module R3. Use the DWE counters.

(R11.41) WAR DESTROYER SCOUT (DWS): A scout variant of the DW. While less effective than the CWS, it was also cheaper and was used to supplement larger scouts.

Refits: Power pack standard but not in BPV. Mech links fairly common. Shield refit standard by Y175 but not in BPV. No phaser refit.

UIM: Not available.

Federation codename: *Margay.*

SSD and counter are in Module R3.

(R11.42) WAR DESTROYER MINESWEEPER (DWM): A minesweeping variant of the DW which entered service Y168 (one of the first DW variants).

Refits: Power pack never installed. Mech links fairly common. Shield refit standard by Y175 but not in BPV. No phaser refit.

UIM: Not available.

SSD and counter are in Module R3.

ADDITIONAL LYRAN WARSHIPS

(R11.43) SINGLE-TOOTH JAGUAR WAR MAULER (STJ): A mauler variant of the Jaguar war cruiser designed for rapid wartime production. The hull was barely adequate for the mission, and Saber-tooth Tigers were strongly preferred. This ship cannot have the power pack (R11.R5) refit as those systems are already installed as part of the mauler conversion.

STJ must roll for shock (D23.0) when firing the mauler.

Refits: Power pack was built in. Plus refit standard by Y175, but the phaser refit was effectively incorporated (although in a different location). Mech-link refit sometimes installed.

UIM: Not available. (Ship had no use for it.)

SSD and counter are in Module R3.

(R11.44) COMMANDO WAR CRUISER (CWG): Intended to support planetary assaults with landing forces.

The 36 marine squads include 2 commando teams and 4 heavy weapon squads. There are three GCVs.

Refits: Power pack never used. Plus refit standard by Y175. Phaser refit never installed. Mech links very common after Y178; used for commando PFs.

UIM: Not available.

SSD and counter are in Module M.

(R11.45) LIGHT CARRIER TRANSPORT (LTV): This is an LTT with a Klingon heavy carrier pod. Only one heavy carrier pod was provided to the Lyrans, and it was more or less permanently assigned to the LTT *Far Stars Nova.* This ship was deployed with a standard CVL carrier group.

Year	Escorts	Fighters
Y171–73	CWE, FFE	12xZ–2
Y173–74	CWE, DWE	12xZ–2
Y175–78	CWA, DWA	12xZ–V
Y179–83	CWA, DWA	12xZ–Y
Y182–92	CWA, DWA	12xZ–YC
Y191–205	CW, DW	12xZ–YC

While LTTs could carry the older P–H5s, when this was done there was no formal designation assigned.

Refits: LTTs had the plus refit by the time that the P–V7 was available. LTTs cannot have p-refit. Power pack never installed.

UIM: Not available.

An SSD and counter for this combination are in Module R3.

(R11.46) MILITARY POLICE (MP): Relatively few Lyran police corvettes were converted to the Military Police configuration [a design originated by the LDR; see (R14.14) in Module C3] for use as police flagships and convoy command ships. No military police variants were built by the Lyrans, although the LDR built several variants.

An SSD and counter for this ship is in Module R3.

Refits: Power pack standard but not in BPV. Plus refit standard by Y173. UIM refit avaialable. Mech link refit unavailable.

UIM: Not installed, but available for purchase.

Federation Codename: *Caracal.*

NOTE: Module C1 is in error; there is no SSD for a tug with cargo packs in this product.

(R12.0) WYN STAR CLUSTER

(R12.14A) DOUBLE RAIDER (ODR): Among the Orion-built ships used by the WYN Cluster was at least one Double-Raider.

SSD and counter are in Module R3.

NOTE ON WYN COMMAND RATINGS: The data in (R12.0) in Module C1 is correct; all WYN warships except PFs but including auxiliaries have an assumed command rating of 10 while inside the cluster. The data in (S8.222) is wrong.

BELOW: Captain "Cat Who Waits For Stars" (an ethnic Kzinti) on the bridge of the Orion-built WYN Light Raider *Shadowfox,* along with his first officer Clawraker (an ethnic Lyran) and Chief Engineer T'Laura Bek'Ahm (an ethnic Orion), prepare to take their ship out of the Cluster on a clandestine raiding mission into Klingon space.

(R12.15) WYN (KLINGON) ESCORT (KE4): In Y154, a Klingon E4J penal escort mutinied and fled into the WYN Cluster. The WYNs welcomed the mutineers, took the ship, and refitted it with various improvements as seen on the SSD. The ship, named *Justice Denied,* was destroyed outside of the cluster in combat with the Kzintis in Y166 as the result of a betrayal by a Kzinti agent.

The WYNs did install bulkheads to prevent a chain reaction of the drone racks. The KE4 retained the ability to separate the boom section, although this was not done during the final battle.

The ship was destroyed before receiving any refits.

Design by Steven P Petrick.

SSD and counter are in Module R3.

(R12.15A) LATER KE4s: There is some indication that other E4s may have come into the hands of the WYNs after Y173, and if this is true, it is presumable that they would have been modified with B-racks (double reloads) and phaser-1s. This is shown in a box on the KE4 SSD.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Klingon	C8V	24	7	3	500	24
	C8S	12	7	3	500	12
	B10	8	6	2	200	8
	B10V	24	6	4	1000	24
	B10S	12	6	3	1000	12
	CVT‡	10	2	3	120	10
	CVTA‡	24	8	3	250	24
	D7V	12	4	2	150	12
	D6V	10	2	2	100	10
	D5V	12	2	1	150	12
	F5V	8	2	1	100	8
	E4V	6	1	1	75	6
	P–H5	5	0	1	60	5
	P–V7	12	3	1	125	12
Hydran	Baron	6	2	2	0	6
	BT‡	7	3	2	0	7
	Caravan	3	3	1	0	3
	Cavalier	21	4	3	0	21
	Comanche	4	2	2	0	4
	Cossack	18	4	2	0	18
	CVT‡	15	3	3	0	15
	D7H	2	2	1	0	2
	DE	6	4	1	0	6
	Dragoon	3	3	1	0	3
	Gen	2	1	1	0	2
	Horseman	6	2	2	0	6
	Iron D	24	6	2	0	24
	Lancer	4	1	3	0	4
	Lord–B	3	3	1	0	3
	Lord–Cm	6	3	3	0	6
	Lord–M	6	3	3	0	6
	Lord–P	12	3	3	0	12
	LTT	4	2	2	0	4
	LTV‡	16	2	4	0	16
	Mongol	6	2	2	0	6
	NEC	6	2	2	0	6
	NMS	4	4	2	0	4
	NSC	6	2	2	0	6
	NVL	12	2	2	0	12
	OV	6	3	3	0	6
	Paladin	12	3	3	0	12
	P–CV	12	0	2	0	12
	P–Com	4	0	1	0	4
	Q–L	4	2	2	0	4
	Q–S	2	1	1	0	2
	Ranger	9	3	3	0	9
	Scythian	6	1	1	0	6
	SR	2	8	1	0	2
	SRG	2	8††	1	0	2
	SRV	8	2	1	0	8
	Uhlan	16	2	2	0	16
	Warrior	2	2	2	0	2
Lyran	CV	12	4	2	150	12
	CVL	12	4	2	150	12
	SCS	12	4	2	200	12
	SRV‡	12	4	4	200	12
	CVT‡	12	4	4	125	12
	LTV‡	12	5	3	125	12
	P–H5	6	0	1	60	6
	P–V7	12	3	1	125	12
	P–CV	12	0	2	125	12

† This assumes that drone-using fighters are present.

If fighters that use plasma–D are present, these are plasma–Ds.

†† "Admin Shuttles" for the Hydran SRG include one heavy transport, two admin, and four ground assault shuttles.

¥ These are type–D plasma torpedoes, not drones.

‡ This is a Tug+Pod combination.

MRS shuttles are not shown or included.

Drone storage from carrier pods is loaded into the cargo boxes of the tug itself (if any).

For casual carriers, see (J4.62).

KLINGON SHIPS

B10.....B10, B10H‡; Romulan K10R.
B10H‡.....B10V, B10S.
B10-Boom.....B10 Boom.
C‡.....C9, C9A, C8, C8H‡; Rom K9R.
C8H‡.....C8V, C8S.
C8 Boom.....C8 Boom, C9 Boom.
General.....BCH‡, D‡, DV‡, DM‡, T‡. (Two engines, boom, move cost 1.)
BCH‡.....C7, C7A.
BCH Boom.....C7 Boom.
D‡.....D7, (D7 variants), D6, (D6 variants), DX; Romulan KR, K7R, (KR and K7R variants); Orion OK6§; Hydran D7H§.
D Boom.....D7 Boom, D6 Boom, D6J Boom§, Tug Boom.
DV‡.....D7V, D6V; Romulan KRV, Romulan K7V.
DM‡.....D6M, D7M; Romulan KRM.
D5.....D5, (D5 variants), DDV‡, MD5§, DT with pod; Romulan KDR (and variants other than KDV).
D5 Boom.....D5 Boom, D5J Boom§.
DT.....D5G, D5H; distinguished from other D5 variants when the pod is noted.
DDV‡.....D5V, Romulan KDV.
F6.....F6, Romulan KFR.
F5.....F5, (F5 variants), FC‡, FX, F5R, F5V§, F5W‡; Romulan K5R and variants; Tholian TK5§.
FC.....F5C, F5L; Romulan K5C, K5L.
F5 Boom.....F5 Boom, F6 Boom, E4J Boom§, F5J Boom§. (E5 boom identical to F5 boom.)
E5.....E5.
E4.....E4, (E4 variants), E4V§, G4; Romulan K4R (and variants); WYN KE4§.
E3.....E3, (E3 variants), G2, G2C§; WYN-KG2.
T‡.....Tug-A, Tug-B, CVT, BT; Rom KRT. (The presence of pods is detected at level D§.)
See Also.....Romulan SpH for a Klingon variant of that ship.

HYDRAN SHIPS

PFT.....Pegasus.
Paladin.....Paladin, Iron Duke, Lord Paladin.
General.....Ranger, Dragoon, Cavalier§, Caravan, CC‡.
CC‡.....Lord Marshal, Lord Bishop, Lord Commander, Overlord§.
CW.....Horseman, (Horseman variants), Mule, Traveler, CM‡.
CM‡.....Mongol, Tartar, Commanche, Cossack, Apache.
DD‡.....Lancer, Knight, Warrior, Outrider, DE, DA, SRG, LNG, Minesweeper, Uhlan§.
Gendarme.....Gendarme.
Hunter.....Hunter, (Hunter variants), Scout, Cuirassier, FFL‡.
FFL‡.....Saracen, Crusader, Scythian.
Pallets.....on Caravan and Mule detected at level D.
See Also.....Klingon D‡ for D7H variant.

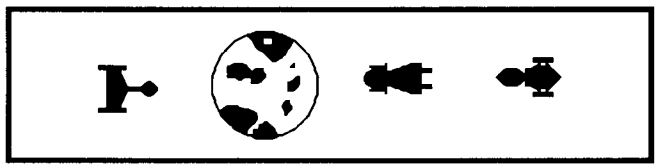
LYRAN SHIPS

DN.....Lion, Siberian Lion§, (CVA and SCS).
BCH‡.....Wildcat, Hellcat, Firecat, Siperian Hellcat§.
CA.....Tiger, Cougar, Puma, Bengal Tiger, Siberian Tiger§, Saber-Tooth Tiger§, Prairie Cat, Java Tiger.
CW.....Jaguar, (Jaguar Variants), Yaguarundi§, STJ§, PFW§, LTT; WYN–PBB.
DD.....Leopard, PFT§, MS, SC; WYN-LDD§,.
FF.....Cheetah (and variants), Pol§ (and variants).
DH‡.....DW‡, MP‡. (Note that only the LDR has MP variants; both have MPs.)
DW‡.....DW and variants; WYN–PBC§.
MP‡.....MP and variants, MPV§.
Pods/Pallets.....on Tug, SR, and LTT detected at level D.

WYN AUXILIARY SHIPS

AxS.....AxC, AxCV, AxMS, AxPFS AxCC.
AxL.....AxBC§, AxCVA, AxSCS.
See Also.....Klingon E3 and E4; Kzinti FF, DW; Lyran DD, CW, DW; many Orions; many auxiliaries.

(SH76.0) QUARANTINE



(Y160) *by Perry Kurzynski, Canada*

Plague had broken out on a small planet near the Klingon Border. The planet had not been colonized and only had personnel who were surveying it for colonization. The CLH *Refuge* was sent to the planet to rescue them. The *Refuge* was accompanied by a single escort vessel because the Klingons were too involved in their current war with the Kzintis and Hydrans to interfere, or so it was thought.

A Klingon Commander serving a penance tour on a penal frigate became aware of the plight, and he arrived to "investigate possible biological warfare experiments" in hopes of earning a quick ticket off the penal ship.

(SH76.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH76.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in 2420, small moon (P2.23) in 1514.

FEDERATION: CLH *Refuge* in 2520, heading C, speed 0 [standard orbit (P8.0)], WS–0.
POL *Constabulary* in 2421, heading E, speed 0 [standard orbit (P8.0)], WS–I.
Small Ground Scientific Outposts in 2420-B and 1514-B, both WS–0. See (SH76.46).

KLINGON: F5J *Agony* in 4215, heading E, speed max, WS–III. See (SH76.45).

(SH76.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH76.4) SPECIAL RULES

(SH76.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Klingon ship may only disengage off the 42xx map edge; the Federation ships may only disengage off the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH76.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH76.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH76.431).

(SH76.422) There are no EW fighters in this scenario as none had been developed at this time.

(SH76.423) There are no PFs in this scenario.

(SH76.43) COMMANDER'S OPTION ITEMS

(SH76.431) No Commander's Option Items may be purchased in this scenario. The Federation units are on a peaceful mission, and the Klingon ship is a low-priority unit on a non-active front when all available materials are going to support the war effort. Players might experiment with allowing option points, perhaps to balance the scenario.

(SH76.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) are not available for purchase as special drones. No special drones may be purchased.

(SH76.433) Prime Teams (G32.0) are not available in this scenario.

(SH76.44) REFITS: At the time of this incident, none of the involved ships had received any refits.

(SH76.45) CREW: The F5J has a poor crew (G21.1).

(SH76.46) PLAGUE VICTIMS: Each of the science outposts has a total of ten crew units. Two of the crew units at each outpost are medical personnel and ship's services personnel (to operate the transporters and shuttles) from the CLH (deducted from the CLH's crew at start); the other eight are the original survey teams who are all infected with the plague. These plague-infected crew units must be evacuated, but their movement is restricted because of the need to prevent the plague from contaminating other crewmen.

(SH76.461) Only the CLH is configured to handle plague victims. No other unit can beam up plague-infected crew units or off-load them from shuttles. The Klingons cannot capture or hold infected Federation crew units.

(SH76.462) No more than one plague-infected crew unit may be moved as part of a single transporter operation. This operation is limited to a direct beam up from a science outpost to the CLH by the transporters of the CLH. No other transporters can be used to try to move the plague-infected crew units because of the danger of contamination.

(SH76.463) No more than one plague-infected crew unit may be moved by any given admin shuttle at one time. No more than two plague-infected crew units may be moved by an HTS shuttle. If the shuttle of a non-CLH ship is used to pick up plague victims, the shuttle cannot be recovered by the ship which launched it and must be destroyed.

(SH76.464) It is expressly prohibited to deliberately transport plague-infected crew units onto another ship. The Federation captain would be court-martialed for such an action. The Klingon ship cannot have plague-infected crew units in this scenario.

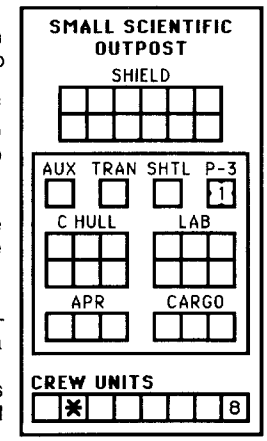
(SH76.465) Plague-infected crew units will be in the most secure part of the CLH when taken aboard and cannot be injured as a result of damage to the CLH short of the CLH's destruction.

(SH76.466) The Klingon player cannot do hit-and-run raids to kill the infected crew units because of the danger of contamination.

(SH76.467) All systems on the outposts are inactive (G30.0) and cannot be activated; life support is on minimum. No shuttles are operable.

(SH76.47) ANALYSIS: The Klingon player uses the Scientific Research rules (G4.1) and his probes (G5.2) to obtain information about the plague. He must gain at least 20 points of information, 10 from each outpost, to determine if the plague is a bio experiment gone wrong. The Klingon gains this information by studying the science outposts, not the CLH. The Klingon cannot fire on either science outpost until he has gathered the required information.

NOTE: The Klingon will not believe Federation denials that it is a failed biological warfare experiment, and the Federation strongly suspects the plague may be a Klingon biological warfare test.



(SH76.5) VICTORY CONDITIONS: The Federation player wins if he successfully evacuates all surviving plague-infected crew units (a minimum of 10 must survive) and disengages.

The Klingon player wins if he collects the 20 points of information before all the plague-infected crew units are aboard the CLH and destroys either the CLH OR the police ship. In either case, he must also disengage by distance or acceleration.

If the Klingon is destroyed after accomplishing his goals but before he can disengage, the scenario is a draw.

(SH76.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH76.61) Replace the F5J with a Romulan Snipe-B.

(SH76.62) Allow the Klingon to select some special drones.

(SH76.63) For a smaller battle, use an E4J in place of the F5J and delete the POL.

(SH76.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH76.71) Change the POL to an FF; this favors the Federation.

(SH76.72) Replace the F5J with an F5; this will favor the Klingon.

(SH76.73) Add a refit to one side or the other.

(SH76.8) TACTICS

FEDERATION: The CLH can take a lot of damage, so consider using it to tractor the F5J so that your police ship and shuttles can

destroy it. Do not use your own shuttles to try to bring up plague victims as the F5J will just destroy them. It may be a good idea to have a weasel ready on the CLH just to make sure you do not get hit with a scatter-pack.

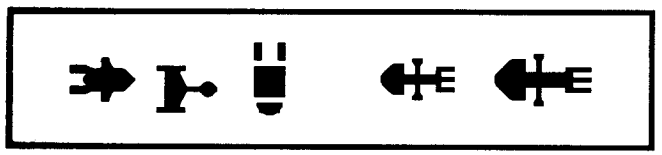
KLINGON: The only way you can hit the Federation ships with your drones is to anchor them, but this is risky and not likely to succeed versus the CLH, which is a cruiser after all. While the CLH does not have much in the way of weapons, it is very big and can take a lot of damage. Unfortunately, you cannot ignore the police ship and will have to kill it sooner or later. Remember that your rear shields are tissue paper. You might use your drones in a scatter-pack to create a temporary wall between you and the police ship, while you roar in and attack the CLH. Remember to guard the security stations. A boarding action might work against the police ship, but do not count on it.

(SH76.9) PLAYTESTER COMMENTS: A fun scenario with intriguing possibilities. It has potential as a simple one nighter.

HISTORICAL OUTCOME: The F5J destroyed the Federation police cutter, but was too badly damaged to even think about taking a shot at the CLH. The F5J withdrew. The Commander of the ship was reduced in rank as a result of his failed attack, and he served the remainder of his time aboard the ship as the communications officer.

The CLH was able to determine a cure for the "plague," which proved to be a parasite. The science outposts were closed and the planet and its moon abandoned.

(SH77.0) *JUSTICE DENIED*



(Y166) *by Bruce Graw, Ohio*

In Y166, the Kzintis offered a destroyer to the WYNs in exchange for computer hardware they knew the WYNs had recently captured from the Klingons. The deal was set up outside of WYN space (due to the unusual fact that a ship was being traded instead of the standard supplies), but under the condition that the WYNs have overwhelming firepower present to monitor the trade (from a safe distance).

The destroyer was to be unmanned and left adrift in space while the WYNs passed a freighter containing the captured Klingon computer equipment over to the waiting Kzinti ship. In the meantime, the WYNs would commandeer the destroyer and move it into the Cluster. Other details were also arranged to the mutual satisfaction of both parties.

Unfortunately, Straight-Spike-Tail (one of the prime movers in getting the trade set up on the WYN side) was actually a Kzinti agent. As the WYN KE4 *Justice Denied* was moving into position to transport a skeleton crew to the destroyer, Straight-Spike-Tail detonated explosive charges aboard the OCR *Atonement*, leaving it without the use of one of its warp engines. At that precise moment, the supposedly unmanned Kzinti destroyer brought its engines on-line and began to activate its fire control. The Kzinti CA *Nebula* accelerated to engage the *Justice Denied* and the *Atonement* as they tried to make sense of what was happening.

(SH77.1) NUMBER OF PLAYERS: 2; the WYN player and the Kzinti player.

(SH77.2) INITIAL SET UP

TERRAIN: The 01xx hex row marks the edge of the WYN radiation zone. The rest of the map is empty space.

WYN: OCR *Atonement* in 1618, heading B, speed 0, WS-III. One of this ship's warp engines is inactive; see (SH77.45).
KE4 *Justice Denied* in 2017, heading B, speed 4, WS-III.

KZINTI: DD *Unicorn* in 2815, heading E, speed 0, WS-I.
CA *Nebula* in 3810, heading E, speed 10, WS-III.

NEUTRAL: Small freighter in 2722, heading B, speed 4, WS-0. This ship moves using automatic rules; see (SH77.46).

(SH77.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH77.4) SPECIAL RULES

(SH77.41) MAP: Use a floating map. WYN units can only disengage off the 01xx hex row (into the WYN zone) or by sublight evasion. Any other form of disengagement results in the destruction of the disengaging unit. Kzinti units cannot enter the WYN zone (if they do, they are destroyed) but can disengage in any other direction.

(SH77.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH77.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH77.431).

(SH77.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.

(SH77.423) There are no PFs in this scenario.

(SH77.43) COMMANDER'S OPTION ITEMS

(SH77.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, etc.) up to 20% of its combat BPV. Kzinti DD cannot purchase extra boarding parties or crew. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH77.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones. "Medium," i.e., speed-20, drones are available for purchase as restricted-availability drones.

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

(SH77.433) Prime Teams (G32.0) are not available in this scenario.

(SH77.44) REFITS: None of the ships in this scenario have been refitted. Refits may, be added as a balance factor under (SH77.74).

(SH77.45) *ATONEMENT*: The WYN Raider Cruiser has suffered sabotage against its left warp engine. This engine is not available to provide power, although it can take hits on the DAC until repaired. This engine can be repaired in one of two ways.

(SH77.451) On each turn (before Energy Allocation) except for Turn #1, the WYN player rolls a single die and records the result. When the total of these die rolls equals or exceeds 13, the *Atonement's* warp engine is repaired and operates normally.

(SH77.452) Instead of making the die roll, the WYN player may, on any or all turns (except Turn #1), order the *Atonement's* chief engineer to "crash start" the engine. In this case a die is rolled, and if a "1" is the result, the engine starts immediately. However, if any other number is rolled, the attempt has failed and the engine is still inoperative. In this case the die roll result is NOT added to the total. The WYN player MUST state, BEFORE rolling the die, which method he is using.

(SH77.46) *UNICORN:* The Kzinti DD is operating with a smaller amount of crew than normal in an attempt to avoid detection by the approaching WYN ships. The DD has only four crew units (minimum crew) and two boarding parties (comprising a fifth crew unit). This ship may not purchase additional crew or boarding parties (including commandos or heavy weapons squads) under (SH77.43).

(SH77.47) FREIGHTER: The small freighter is a robot-controlled vessel on a fixed course.

(SH77.471) It will move directly forward at a speed of 4 unless its engines are destroyed or it is captured by one side or the other. There is no need to perform Energy Allocation as the only power it will expend is for movement; it does not operate fire control, shields, or any other function. There are no boarding parties, crew units, or booby traps aboard at the start of the scenario (the WYN honestly intended to keep their side of the deal).

(SH77.472) Once the freighter has been captured, the owning player may deactivate (and, if desired, reactivate) the robot controls at the start of any turn and take full command of the ship. (Note: The WYN may later choose to reactivate the automatic systems in order to vacate the freighter before it moves back into the radiation zone.)

(SH77.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The freighter is not considered part of the initial force total of either side, but if it is captured, the new owner scores a bonus of 2 points per undestroyed cargo box that remains on the freighter at the end of the scenario (instead of the normal points for capturing a freighter).

(SH77.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH77.61) Assume it was a Klingon force which set up this arrangement instead of the Kzintis. Replace the DD with an F5 and the CA with an F5C.
(SH77.62) For a larger battle, add a LDD (the ship which eventually became the PBB) and a KG2 to the WYN side and give the Kzintis a BC.
(SH77.63) For a smaller battle, delete the OCR and the DD and allow the KE4 and CA to fight alone.

(SH77.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH77.71) Change the OCR to a LDD.
(SH77.72) Allow the OCR to begin the scenario with some quantity of points already accumulated towards restarting its warp engine (perhaps one die roll or a fixed number). Alternately, players could "bid" for how many points the OCR begins with, with the low bidder playing the WYNs.
(SH77.73) Add a police ship to either side.

(SH77.8) TACTICS

GENERAL: Either side can win by simply grabbing the freighter and leaving. It's worth 50 points while you give away at most 40 by disengaging. This makes for a boring battle, however (and the other side may not like the idea).

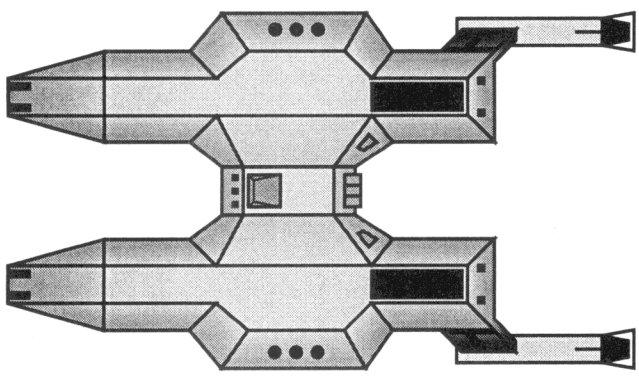
WYN: Take care in choosing the OCR's option mounts. It doesn't have the power for three disruptors. This, and your speed in reactivating the warp engine, will determine whether or not you win the scenario.

KZINTI: Try to kill the KE4 before the OCR gets its warp engine back. Beam some boarding parties onto the DD at the first opportunity, or it will become a powerful WYN unit. Use type-IV drones where possible aimed at the KE4; it will have to use either all of its phasers or some of its disruptors to stop them.

(SH77.9) PLAYTESTER COMMENTS: An interesting scenario because the WYN actually have fighting ships present instead of their normal collection of scows.

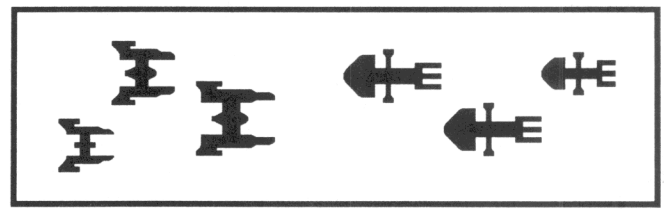
HISTORICAL OUTCOME: The KE4 was destroyed, and the Kzinti DD was damaged. The OCR managed to get its engine working again while the CA was reloading its drone racks, and it slipped away into the WYN zone after destroying the freighter in an act of sheer spite. Straight-Spike-Tail was rescued by a Kzinti hit-and-run raid in the last seconds of the battle and escaped whatever fate the WYNs would have selected for him.

Justice was indeed denied.



LYRAN HEAVY CRUISER

(SH78.0) SACRED



(March, Y168) *by Michael LaBossiere, Maine*

The animosity between the Kzintis and the Lyrans is well known, and battles between them are marked by this more so than between any two other races (except perhaps that between the Klingons and the Tholians). The exact reason for this animosity is not known.

In Y168, a Kzinti force was preparing to render honors at a shrine that had been constructed in deep space. The shrine honored a number of Kzinti who had given their lives in battle in an attempt to halt a Lyran offensive at the start of the Kzinti involvement in the Four Powers War in Y158. To their horror, the Kzinti detected a Lyran squadron desecrating the scared memory of their fallen warriors.

The Kzintis attacked immediately.

Strange to say, the Lyrans were also present to honor warriors fallen in battle, the same battle. The two sides had dedicated their shrines at different times, and in the intervening ten standard years had never encountered each other visiting the site because of differences in the way their two calendars worked. The resulting engagement was bloody, and perhaps was the unofficial first battle of the General War.

(SH78.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SH78.2) INITIAL SET UP
TERRAIN: Large asteroids (P3.4) in 0513 (Lyran shrine) and 3817 (Kzinti shrine).
KZINTI: BC *Milky Way* in 4102, CL+ *Shaman* in 4101, DD *Dragon* in 4103, all heading E, speed 10, WS–I.
LYRAN: CA *Vertex* in 0229, FF *Summit* in 0129, DD *Utmost* in 0230, all heading B, speed 10, WS–I.

(SH78.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH78.4) SPECIAL RULES
(SH78.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Kzinti units can only disengage from 42xx map edge. The Lyran units can only disengage from 01xx map edge. Any unit disengaging from an illegal map edge is considered to have been destroyed.
(SH78.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH78.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH78.431).
(SH78.422) EW Fighters did not exist at this time, although MRS shuttles were sometimes employed in that role.
(SH78.423) There are no PFs in this scenario.
(SH78.43) COMMANDER'S OPTION ITEMS
(SH78.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy. Neither side may purchase equipment which could normally only be used in ground combat such as GCVs, this prohibition includes GAS shuttles.
(SH78.432) All drones are "medium," i.e., speed–20.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH78.433) If players wish to use the optional rules for Prime Teams (G32.0), the BC and the CA each carry one such team.

(SH78.44) REFITS: The Kzinti ships are refitted as per (SH78.2). The Lyran ships have all received the shield and ESG capacitor refits.
(SH78.45) THE SHRINES: Neither race is aware of the other race's shrine at the start of this battle. The existence of the shrines will also inhibit the actions of the two Commanders to some degree.

(SH78.451) Each side must assign one of his ships to "protect" his shrine at the end of Turn #1. This ship must remain within five hexes of the shrine at all times, or try to get back to the shrine as soon as possible if it goes more than five hexes from the shrine for any reason. Returning "as soon as possible" is accomplished by immediately switching to a "pursuit" plot (C1.322) which is released when the ship returns to within the stated radius. A ship is not required to make an HET or use emergency deceleration to avoid moving outside of the radius.

The remaining ships on that side can never be more than 25 hexes from their side's shrine and are under the same conditions.

(SH78.452) After the third turn, during the Final Activity Phase, in the Disengage by Acceleration or Evasion Step, both players roll two dice. If a player rolls an 11 or higher, he has realized that the opposing player is attempting to protect a large asteroid. Once this is determined, 20 points of lab information (G4.1) will reveal the existence of the enemy's shrine on the asteroid (shrines cannot be detected by any other means). At that point, the discovering player can attempt to destroy his enemy's shrine and is released from the 25-hex restriction in (SH78.451), although the protecting ship is still restricted. Note that the second player continues to roll in subsequent Final Activity Phases until he has also identified his enemy's shrine.

(SH78.453) Shrines can be destroyed either by doing 100 points of damage to the asteroid or by beaming down boarding parties and a crew unit (demolition team) with explosives. The boarding parties and the crew unit must be on the asteroid for two continuous turns (64 impulses) and hold at least two of the three control stations (each asteroid counts as a single Ground Combat Location with no Remote Areas) in order to allow the crew unit to plant the charges. The crew unit must have 64 continuous impulses to do this, and if two control stations are captured by the enemy, the crew unit will have to re-start the process from the beginning the turn after the control stations are recaptured.

(SH78.46) DISENGAGEMENT: A player must disengage if all of his ships are crippled or destroyed and there is an uncrippled enemy ship remaining. No player may disengage any ship until all of his ships have been crippled. (The shrine must, after all, be defended.) If all enemy ships are destroyed or disengage before the player rolls an 11 or greater in (SH78.452) above, the scenario ends. The remaining player will complete his own ceremonies and depart unaware of the existence of the other player's shrine.

(SH78.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except if one race's shrine is destroyed and the other race's shrine is not, the race whose shrine was destroyed has lost the battle. Note that it is possible for one player to destroy the other player's shrine, have all of his ships destroyed, and still win the scenario because the other player never discovered the other shrine.

(SH78.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH78.61) It is possible that such clashes could have occurred between individual counties of the Lyran Empire. Replace the Kzinti ships with Lyran ships equal to the initial Lyran forces. The counties are fighting over shrines dedicated to their losses in a previous Civil War.
(SH78.62) Add a scout (Kzinti SF, Lyran SC) to each side. The scout is the only ship which can determine what is important about the asteroid and does this by gaining level M information. Note that the scout cannot even begin to try to gain this information until the player has rolled an 11 or greater in (SH78.452) above.
(SH78.63) For a smaller and faster battle, delete the Kzinti BC and the Lyran CA.

(SH78.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH78.71) Change one side's Heavy Cruiser (Kzinti BC) to a CC.
(SH78.72) Replace the DD of one side with an FF.
(SH78.73) Delete or add some refits from or to one or more ships of one side.

(SH78.8) TACTICS

KZINTI: Save your drones, except perhaps a few ECM types, until you or the Lyrans are allowed to attack a shrine. Concentrate your firepower on one Lyran ship at a time to soften them up.

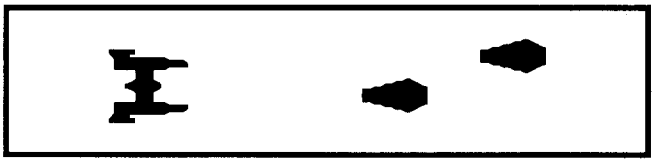
LYRAN: Concentrate your firepower on one Kzinti ship at a time until you can close for the kill.

HISTORICAL OUTCOME: Both sides refused to disengage or, at first, to close. Suddenly, the Lyrans approached, but the Kzinti rear guard ship gave the Kzinti enough of an edge in firepower that the Lyrans were ultimately driven back, although some marines from both sides died fighting on the Kzinti shrine. It was only at this point that the Kzinti realized that the Lyrans must also be protecting something, and the BC raced in to destroy it. However, the Lyran blocking ship, reinforced by their ships forced back from the Kzinti shrine, soon showed the Kzintis the error of their ways.

For reasons that remain obscure, both sides simply suddenly disengaged and went off to lick their wounds.

Shortly after the General War began in earnest, a Lyran expedition passed through the site and demolished the Kzinti shrine. The Kzinti would not be able to return the favor for nearly a decade.

(SH79.0) MOMENT OF GLORY



(Y169) *by Stephen V Cole & Steven P Petrick, Texas*

Many battles were fought on that dark day in August Y169 when the Hydrans invaded Coalition territory. The Hydrans had made extensive plans for the attack, detailing what each ship was to do and where it was to go. Some of these plans included secondary objectives, with contingency plans in case the ship did not complete its primary objective on time or in condition to fight again. These plans were updated every hour for months before the attack as Lyran and Klingon forces shifted.

One aspect of the Hydran plan called for two destroyers to engage a patrolling Lyran CA, keeping it from reacting to various outposts under attack, and (perhaps) delaying it long enough for heavier Hydran ships to complete their first attacks and move to destroy it.

The Lyran CA had heard the first reports of the Hydran invasion, but the surprise attack had paralyzed the Lyran command network. The CA was told to hold its position until the sector commander could decide where best to employ it. When the two destroyers appeared, the CA decided to destroy one or both of them while waiting.

Both sides sought their moment of glory.

(SH79.1) NUMBER OF PLAYERS: 2; the Lyran player and the Hydran player.

(SH79.2) INITIAL SET UP
LYRAN: CA *Vicious* in 2206, heading C, speed 15, WS–III.
See (SH79.45) for reinforcements.
HYDRAN: Lancer *Plan* (4x Stinger-1) in 3030 and Knight *Insouciant* in 3230, both heading F, speed max, WS–III.

(SH79.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH79.4) SPECIAL RULES
(SH79.41) MAP: Use a floating map. The Lyran units can only disengage in directions A or F. The Hydran units can only disengage in directions C or D. Any unit disengaging in an illegal direction is considered to have been destroyed.
(SH79.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH79.421) If using the optional MRS shuttles, the *Vicious* can purchase one MRS under (SH79.431).

(SH79.422) There are no EW fighters in this scenario as they had not been developed at the time of this scenario. In a variant

in which EW fighters are used, use the standard deployment patterns for EW fighters if desired. In this case, there are Hydran units close enough to recover any disengaging fighters.

(SH79.423) There are no PFs in this scenario.

(SH79.43) COMMANDER'S OPTION ITEMS

(SH79.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH79.432) There are no drone-armed ships in this scenario. In a variant with such units, all drones are "medium," i.e., speed–20. In such case, each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH79.433) If players wish to use the optional rules for Prime Teams (G32.0), the Lyran CA will normally carry one such team while the Hydrans can be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units.

(SH79.44) REFiTS: The *Vicious* has received the ESG capacitor refit, but has received no other refit. (Lyran ships on the Hydran border had a low priority for refits prior to the Hydran intervention; while many of them had received refits, the *Vicious* had not.) The Lancer has the fusion holding refit, but neither Hydran destroyer has received its plus refit.

(SH79.45) Before the scenario begins, the Hydran player must select how long it will be before reinforcements might arrive.† The Hydran can select any Turn from #2 to #5, inclusive; the selection is recorded secretly and in writing and exposed only when the turn in question begins. This will result in a BPV advantage paid to the Lyrans when the victory conditions are analyzed:

Earliest Arrival:	2	3	4	5
Lyran Bonus:	30	20	10	5

When the turn for the earliest arrival of reinforcements arrives, the Hydran player exposes his written records and rolls one die at the start of the turn, BEFORE Energy Allocation or any other action. The result of this die roll is recorded. A die is rolled at the start of every subsequent turn, and the results are added to a running total. When the running total equals or exceeds 10, Hydran reinforcements arrive. This consists of the Dragoon *Colossus* (no fighters, they were lost in the previous battle, and the spare fighter hasn't been broken out yet) placed 20 hexes in direction C from the Lyran ship, facing the Lyran ship, speed max, WS–III.

(SH79.46) If the running total in (SH79.45) exactly equals 9 after any given die roll, the Hydran frigates receive word that no reinforcements are coming. Cease further die rolls at that point. The Hydran ships can then disengage, and the Lyran player does NOT receive the bonus for forcing them to disengage under (S2.21).

(SH79.47) If the die roll is a 1, the Lyran CA has received orders to move to a nearby system under attack by other Hydran forces. The Lyran ship must disengage as soon as possible. Assess a 10-point penalty (reducing the Lyran victory point total) at the end of each turn (including the turn of the die roll) that the Lyran ship has not disengaged. The Hydran player continues rolling as per (SH79.45).

(SH79.48) If the Lyran ship moves more than 50 hexes from its starting position before receiving orders (SH79.47), it is assessed a 1-point penalty for each impulse that it is beyond that limit. This penalty reduces the Lyran victory point total.

(SH79.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), scoring points for damaging, destroying, or capturing enemy ships, or forcing them to disengage. Note that bonus points may be provided by (SH79.45) and penalties by (SH79.47) and (SH79.48).

(SH79.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH79.61) This same scenario can be played using a Klingon D7 instead of the Lyran CA.

(SH79.62) Allow the Hydrans to replace one destroyer with a Warrior. (BPV adjustment from the historical forces will be added into the victory conditions.)

(SH79.63) For a smaller battle, use a Lyran CW and a Crusader, or a Lyran DD and a Hunter.

(SH79.64) Various Hydran ships, not available on the historical date, could be included. Suggestions include the CVE (Stinger-1s), DWF, or DWH.

(SH79.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH79.71) Change the Lyran CA to a CW or CC.

(SH79.72) Replace the Knight with a Warrior or a Crusader.

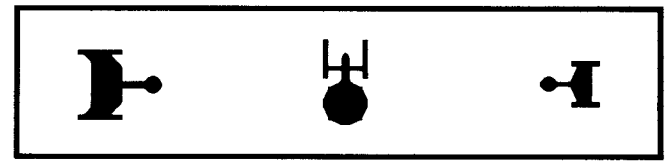
(SH79.8) TACTICS

HYDRAN: Engage the Lyran ship and try to keep him busy and unable to maintain the speed required to disengage quickly. If you can get a shield down, you can count on racking up points for internal damage with your hellbores.

LYRAN: Kill one of the destroyers quickly, then kill the other one if you have time.

† Footnote: Of course, the Hydran destroyer commanders would have no such ability in a real war. However, they would be told this period of time by the admiral commanding the sector. Since it is important that the Lyran not know this information and that the Hydran players know it, it is logical to allow the Hydran players to make the choice.

(SH80.0) *DICTATOR'S* DIPLOMAT



(Y171) *by Michael Lee, Michigan*

At the close of Y171, the Klingon Emperor believed that the Federation could be defeated if the Romulans could be induced to attack. To this end, Major General Commodore the Count Thad Vak Kaleen (both a soldier and a diplomat, and probably one of the most intelligent Klingons in the Empire) was dispatched as captain of the D7N *Dictator* to address the Romulan Imperial Senate.

Vak Kaleen took the *Dictator* through the Federation-Tholian Neutral Zone, skirting the territory of the Tholian Holdfast (who took the traditional view that anything outside of their border was none of their affair), but just as he contacted the Romulan patrol (the K5R *Centaurii* under Tribune Tal) he was intercepted by the Federation CC *Lexington* under Commodore Anthony Stocker.

(SH80.1) NUMBER OF PLAYERS: 3; the Federation player, the Klingon player, and the Romulan player. Alternatively, one player could control both the Klingon and Romulan ships.

(SH80.2) INITIAL SET UP

TERRAIN: All territory below the xx30 hex row (in direction D) is Tholian territory. Any ship entering this area, even if pushed there by tractor, is considered destroyed immediately.

FEDERATION: CC+ *Lexington* in 1712, heading C, speed max, WS–III.

KLINGON: D7N *Dictator* (1x Z-1) in 0126, heading B, speed 5, WS–I. See (R3.45) for special rules pertaining to this ship.

ROMULAN: K5R *Centaurii* in 4222, heading F, speed 5, WS–I.

(SH80.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH80.4) SPECIAL RULES

(SH80.41) MAP: Use a floating map, but keep track of the distance the original xx30 is shifted as a result of the map floating. Any unit which disengages in an illegal direction is considered to have been destroyed. The Federation units can only disengage in direction A.

The Klingon ship can only disengage in directions B, C, E, or F; however, it cannot disengage by any means in direction B or C unless one Romulan crew unit has transferred to the Klingon ship. This crew unit represents a navigation crew familiar with the Romulan minefields. The Romulan ship can only disengage in directions B or C.

(SH80.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH80.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH80.431). Historically, both the *Dictator* and the *Lexington* had MRSs.

(SH80.422) There were no EW fighters in this scenario.

(SH80.423) There are no PFs in this scenario.

(SH80.43) COMMANDER'S OPTION ITEMS

(SH80.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH80.432) All drones are "medium," speed–20. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH80.433) Prime Teams (G32.0) are not available in this scenario.

(SH80.44) REFITS: The *Dictator* has a UIM refit. The *Lexington* has the plus and AWR refits. The *Centaurii* has the B-refit. No other refits have been installed on any of these ships.

(SH80.45) ALLIANCE: The Klingon and Romulan ships are allied; they cannot damage one another in any way (unless the target has been captured by the Federation).

(SH80.46) VAK KALEEN: Whether or not Vak Kaleen reaches the Romulan Empire is the central issue of this battle. To reflect this, the following special rules govern him.

(SH80.461) Vak Kaleen initially occupies one of the Bridge boxes on the D7N. His location is treated as per (G22.13), except that he must be in the "senior control box" of the ship he is on. (Seniority: Bridge, Emer, Aux, Scty. In a variant with a ship that has a flag bridge, that is senior to the others.) If there are two adjacent senior boxes on the ship (as there initially are on the D7N), it is not necessary to specify which one he is in.

(SH80.462) Before the scenario begins, obtain 36 counters comprising six sets of counters numbered 1–6 (e.g., Kzinti drones, Gorn plasma torpedoes, Hydran fighters, etc.). Mix these together in a cup or other container. Whenever damage destroys the last control box of the group of such boxes containing Kaleen, the Klingon player draws one counter from the cup, examines it, shows it to the Romulan player (if he wishes to), then places it face down in a location in view of all players. Such counters are retained in the order they were drawn and are examined at the end of the scenario; they comprise the die rolls under (G22.134) to see if Kaleen has been injured or killed. There are no modifiers to the die roll.

(SH80.463) Kaleen can complete his mission if injured, but if injured cannot use his abilities as a Legendary Captain (SH80.64). Even if injured, Kaleen must remain in a control box and will be taken there by his local bodyguards if unable to move under his own power. If injured three times, Kaleen is considered to have been killed. A Legendary Doctor could cure one injury, but not more, and cannot help if Kaleen is killed.

(SH80.464) If the last box of the group containing Kaleen is destroyed, he moves to the next senior control box as per (G22.132), except that this movement is completed at the end of the turn on which the box was destroyed. He does not move if he was in one of a pair of identical control boxes, only one of which was destroyed. The last control box on either ship cannot be destroyed (for purposes of this scenario only) unless the entire ship is destroyed; it can be repeatedly damaged, each point of such damage causing another counter to be drawn.

(SH80.465) Kaleen cannot be killed by a successful hit-and-run raid directed against him personally, but such a raid which destroys the control box he is in will cause another counter to be drawn from the cup.

(SH80.466) Kaleen's specific location must be recorded at the start of each turn. This location can only be changed during a turn by surviving the destruction of the control box he is in or by transporter between the two coalition ships. The reason and method of transfer as well as the new control box he is in must be recorded. When moved by transporter between the two Coalition ships, the movement is considered to be directly from the Bridge box of one ship to the Bridge box of the other ship (or other appropriate control box if no Bridge boxes remain). The written record of his location on each turn is examined by the Federation player at the end of the scenario.

(SH80.467) The Federation player has no means of determining, during the scenario, the specific location occupied by Kaleen, and will not know whether or not Kaleen has been killed until the record of his location and the counters are examined at the end of the scenario. Naturally, if there was never a transporter operation between the *Dictator* and the *Centaurii*, and the *Dictator* was destroyed, the Federation player will know that Kaleen has been killed. However, if there was such a transporter operation, the Federation player will not know until the end of the scenario if Kaleen was transferred or killed on the *Dictator*.

(SH80.5) VICTORY CONDITIONS: Use Modified Victory Conditions (S2.201). The Klingons receive a 100-point bonus if Vak Kaleen disengages on a Klingon or Romulan ship in direction B or C. The Romulans receive a 100-point bonus if Vak Kaleen disengages on their ship in direction B or C. The Federation receives a 200-point bonus if Vak Kaleen is captured, 100 points if he is killed. Klingon and Romulan point totals are compared independently to the Fed total.

(SH80.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH80.61) Reverse the Klingon and Romulan roles (and victory conditions). Replace the D7N with a KRL, and the K5R with an F5C. All other rules are in effect, except that it is a Romulan Ambassador which must be transferred from the KRL to the F5C, and disengagement directions of (SH80.41) must be adjusted appropriately.

(SH80.62) Allow the Klingon to substitute a similar hull for the D7N, such as a D7C.

(SH80.63) For a smaller and faster battle, replace the K5R with a Snipe-A, the D7N with an E3, and the CC with a police cutter. None of the units have been refitted.

(SH80.64) Stocker and Kaleen are Legendary Captains. All rules pertaining to Legendary Captains are in effect for them, except as modified here. Neither Captain can "bluff" (G22.21).

Kaleen can only perform the functions of other Legendary Officers (G22.23) that do not require him to leave a Bridge box (SH80.461). If Kaleen transfers to the *Centaurii*, he ceases to be a Legendary Captain until he transfers back to the *Dictator*.

If this option is used, Kaleen can be wounded under (G22.134), but he cannot be killed under this die roll. The die roll for wounding is made after the die roll in (SH80.462). Even if wounded by this procedure, he must be moved to the remaining Bridge (or other control box as appropriate) and will be killed if that control box is subsequently

destroyed and was the last remaining such control box. His "wounding" can be cured by a Legendary Doctor (G22.61).

(SH80.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH80.71) Change the K5R to a K5L.
(SH80.72) Replace the CC+ with an CA with no refits.
(SH80.73) Delete or add refits to or from either side.
(SH80.74) Move the starting position of the Fed CC farther in direction D (helps Feds) or A (helps Coalition).

(SH80.8) TACTICS

KLINGON: Load the fighter as quickly as you can, and get a scatter-pack loaded with the fighter's reload drones (it is unlikely to need them). Put guards on both security stations and the Bridge to keep the Federation from destroying them with hit-and-run raids. This is also a scenario where you may want to seriously consider shutting down the boom impulse engine under (G12.71), just in case you DO have to separate the boom. Make maximum use of ECM, erratic maneuvers, and an MRS (if you have one).

ROMULAN: To some extent you can force the Klingon to transfer Kaleen to you, and into fighting the Federation *for you*, by simply cloaking and leaving the *Lexington* the choice of futility firing at you while the *Dictator* closes or turning on the *Dictator*. In this way, you can get the *Lexington* to empty its heavy weapons and gain a chance to run in quickly to get Kaleen and leave the Klingon little choice but to transfer him. You will need to post guards on your control stations to prevent the Federation player from destroying them with hit-and-run raids. Keep the cloaking device ready as you are a small ship and that CC is a cruiser with a heck of a punch.

COALITION: Combined, you can win this. The problem is that the Romulan wants Kaleen on his ship when the scenario ends and will probably raise a stink about it. The basic choices are these:

Transfer Kaleen to the *Centaurii*, then have the *Dictator* fight the *Lexington*. The Romulan would like this as he scores the 100 extra points under (SH80.5).

Take both ships, run for Romulan territory, transfer Kaleen (preferred Romulan option) or the navigators (the Romulan will not favor this) whenever you can, then escape.

Leave the navigators in a shuttle, send the *Centaurii* toward the *Lexington*, and run for Romulan territory in the *Dictator*. The Romulan player will not be too wild about this as this severely limits the level of victory he can hope to attain since it prevents him from getting the 100 extra points under (SH80.5).

In any case, watch the *Lexington* carefully. A sudden turn could put it within overloaded photon range of either of the Coalition ships with disastrous consequences. Keep a boarding party on guard duty wherever Kaleen is, or might go, to prevent a successful hit-and-run "assassination" by the Federation. Carefully weigh using your limited repair abilities to fix locations that will protect Kaleen instead of repairing weapons or other systems to continue the battle.

FEDERATION: Follow the ship Kaleen is on, force it against the Tholian border, and destroy it. You are going to have to look to Mizia attacks to knock out all the Bridge boxes and get at the Bridge boxes on the *Dictator*. One massive point-blank Alpha Strike with a close range phaser salvo on the following turn will kill it if you have not been damaged. Watch for a boom separation to transfer Kaleen while your weapons are empty. Always keep a couple of unfired weapons to punish a down shield or pick off a shuttle. If the *Centaurii* leaves a shuttle behind, be prepared to kill it. Try to have an HET available for those occasional times when its use could be decisive.

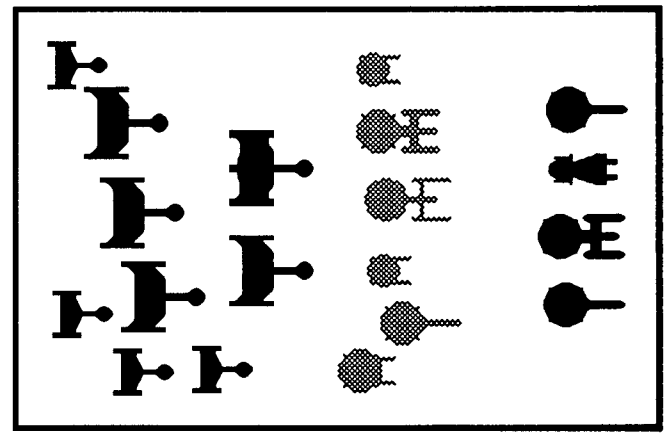
(SH80.9) PLAYTESTER COMMENTS: A real challenge, great as a three player scenario using people playing these races in the local campaign. A fast challenging scenario. Careful play is required on the part of all the players as small mistakes can be decisive. Very interesting and fun, a welcome change from multiple ship engagements.

HISTORICAL OUTCOME: Despite the best efforts of the *Lexington*, the *Dictator* managed to get a navigation crew aboard and disengaged into Romulan space, with heavy damage. *Lexington* was unwilling to pursue into Romulan space because the Federation was also negotiating with the Romulans and did not want to overly antagonize them.

Kaleen's mission eventually resulted in Romulan intervention in the General War on the side of the Klingons.

Originally published in CL#3 as (SL65.0).

(SH81.0) RADEY TO THE RESCUE



(Y175) *by Jeffery L. Moore, New Jersey*

In Y175, Vice Admiral "Cracker Jack" Radey and his Carrier Group #2 (CVG #2) were providing covering support for Task Force 3.1 (TF3.1) of the Federation Third Fleet on a raid into Klingon shipping lanes. TF3.1, consisting of six warships, was deep in Klingon territory while Radey skirted the edges of the frontier, ready to engage the border patrols if the task force had difficulty extricating itself. After completing this assignment, Radey's group would assist in an attack on the Klingon C8V *Vindicator*, which was the main goal of the operation. The task force was returning to Federation held space, when it diverted to pick off an isolated Klingon dreadnought and cruiser. Communications from the task force were suddenly cut off, and Radey felt compelled to charge to the rescue. When he found TF3.1, it was trapped in stasis and more Klingons were closing in for the kill. The Klingon battle group of the Northwest Fleet was intent upon its prey and had failed to notice Radey's approach.

(SH81.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH81.2) INITIAL SET UP

FEDERATION: TASK FORCE 3.1: DN+ *Konkordium* in 1517, heading E, speed 10, WS–III.
CAR+ *Potemkin* in 1515, heading B, speed 10, WS–III.
NCD+ *Grozny* in 1519, heading B, speed 10, WS–III.
DDG+ *Suvarov* in 1521, heading B, speed 10, WS–III.
FF *Zhadanov* in 1513, heading B, speed 10, WS–III.
FFG *Ushakov* in 1523, heading B, speed 10, WS–III.
See (SL71.45) for special rules applying to the above ships.

CARRIER GROUP #2: CVA+ *Zhukov* (12x F-14, 12x A-10, 2x SWAC) in 3706, heading E, speed 15, WS–III.
ECL+ *Konev* in 3905, heading E, speed 15, WS–III.
DEA *Rokosovski* in 3505, heading E, speed 15, WS–III.
DEA *Timoshenko* in 3608, heading E, speed 15, WS–III.
The fighters have all been armed and are already positioned on the balcony of the *Zhukov*.

KLINGON: BATTLE GROUP BLOOD: C9A *Admiral Kruge* in 2015, heading E, speed 0, WS–III. This ship is generating three SFG fields holding the *Konkordium*, *Potemkin*, and *Zhadanov*. See (SL71.45).
D7AK *Spellbinder* in 2020, heading E, speed 0, WS–III. This ship is generating three SFG fields holding the *Grozny*, *Suvarov*, and *Ushakov*. See (SL71.45).
D7K *Demolisher*, D6M *Mangler*, D6B *Gnasher*, F5L *Fire Leader*, F5K *Fire Wind*, F5K *Fire Storm*, F5D *Fire Thrower* set up anywhere along the 01xx map edge, heading B or C, speed max, WS–III.

(SH81.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH81.4) SPECIAL RULES

(SH81.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. (If a larger map is avail-

able, it should be used. An alternative would be to switch to a floating map when the stasis fields are released.) Shuttles cannot leave the map. Any ship which disengages in an illegal direction is considered destroyed. Federation units can only disengage in directions B or C. Klingon units can only disengage in directions E or F.

(SH81.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH81.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH81.431).

(SH81.422) If using EW fighters, one fighter in each squadron or eight or more is an EW version. If not using EW fighters, these are standard fighters of their squadrons.

(SH81.423) There are no PFs in this scenario.

(SH81.43) COMMANDER'S OPTION ITEMS

(SH81.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH81.432) All drones are "medium," i.e., speed–20.

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

(SH81.433) Prime Teams (G32.0) are not available in this scenario.

(SH81.44) REFITS: In addition to those noted in (SH81.2), the *Konkordium*, *Potemkin*, and *Zhukov* have all received the AWR refit.

(SH81.45) STASIS: The first turn of the scenario will be the third turn that the Federation ships are in stasis, assuming that the Klingons wish to and are able to keep them or some of them in that condition. Federation Energy Allocation for the ships in stasis will have to be done for the ships in accordance with (G16.7). Note that it will be impossible for the *Spellbinder* to keep more than two ships in stasis the first turn, and one must be released on Impulse #1.

(SH81.451) All Federation ships were placed into stasis on Impulse #32 of an earlier turn. During that earlier turn, all the Federation ships had not fired any of their weapons, including all phasers, photons, drones or launching shuttles. All photon tubes are holding full overloads. (The Federation force was intent on closing to less than 40,000 kilometers before firing due to the range shift in accuracy when they were placed into stasis).

(SH81.452) None of the ships prepared any shuttles as wild weasels, but each may be holding up to two shuttles prepared for special missions (scatter-pack or suicide) before they were placed into stasis.

(SH81.453) No ship has any power allocated for shield reinforcement (exception: see (SH81.455), tractors, or transporters. All ships are at speed 10 and have allocated for a speed of 10. All batteries are assumed to be charged with reserve warp power (except for the *Zhadonov* which used 0.83 units of energy from one of its batteries), shields are at full, and life support has been paid for. All ships have six points of power allocated to ECCM. Note specifically that this means that the *Konkordium* (for example) has spent 13.5 points of warp and 1 of impulse for speed 10, 6 points of power for ECCM, 4 points for shields, 1.5 for life support, 1 point for fire control, 12 points to hold photons, and up to 2 points to hold suicide shuttles, leaving 14 points assumed to have been used as shield reinforcement.

(SH81.454) Note that Impulse #32 is the impulse from which (G16.7) will be figured.

(SH81.455) Any energy not specifically allocated above is assumed to have been used as shield reinforcement earlier, but that Klingon fire before the Federation ships were placed into stasis is assumed to have been sufficient to destroy this reinforcement but not score damage on the shields themselves. The fact that the Klingons fired outside of an effective range was what lured the Federation force into range of the stasis fields.

(SH81.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH81.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH81.61) Substitute the appropriate Kzinti ships for each Federation ship; DN for DN, BC for CA, CM for NCL, DD for DD, FF for FF or FFG, CVA for CVA, MAC for ECL, DWAs for the DEs. Fighters would be 24xTAAS. The Klingons will find their hands more than full.

(SH81.62) Add an F5S to the Klingon force and a scout to the Federation CVA group.

(SH81.63) This scenario can be "interesting" to play even without Radey's carrier group (although the Federation will have almost no chance of survival). Assume that the start of the scenario is the second turn of holding the Fed ships in stasis.

(SH81.64) Put the carrier group in stasis, and have the third fleet rescue it.

(SH81.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH81.71) Change the D6B to a D7B.

(SH81.72) Replace the ECL with a NAC.

(SH81.73) Delete or add a frigate (F5 or FF) from either side

(SH81.8) TACTICS

FEDERATION: You must free the 3rd Fleet ships as quickly as possible. The simple solution is to destroy the stasis-equipped ships. Once that happens, it will be a good old-fashioned slugfest. Charge directly into combat with your entire carrier group on Turn #1. Send waves of drones toward the Klingon ships.

KLINGONS: The standard SFG tactics should be used as much as possible, but with Radey breathing down your neck, that won't really be possible. Even so, plan carefully which ships to release, and blast them immediately. Shove a mauler up against the field, and have a horde of drones (remember that they have no wild weasels) scheduled to arrive just after the field is released. Once the stasis fields are released, go into retrograde and make him come to you. Tractor a crippled Fed ship, and tow it behind you, blowing it up at just the right point to trap a wave of fighters.

(SH81.9) PLAYTESTER COMMENTS: A fascinating variation on the fleet battle; shows stasis field generator tactics. Without the carrier group, it is a good training scenario.

HISTORICAL OUTCOME: Radey's arrival foiled the plans the Klingons had to complete their clever trap. They had lured the Federation ships in by simulating the beginning of a retrograde in the face of superior numbers, when they were actually slowing to use their SFGs. The resulting encounter, while costly in terms of damage received to both sides, was relatively inconclusive, although it did serve as a warning to future Federation Task Force Commanders. (The Commander of TF3.1 was relieved and assigned to a desk for failing to note that the Klingons were equipped with SFGs.)

As a side effect, Radey's ships were not in position to complete the trap of the *Vindicator*, enabling it to escape.

PLAYTESTERS

BATTLE GROUP CHICAGO: John Berg, Paul Miller, Mike Incavo, Randy Demetz, Joe Lewis, Cliff Yahnkee, Paul Pundy, Alex Pundy, Andy Pundy, Bill Miller, Tim Longacre.

BATTLE GROUP DAYTON: Bruce Graw, Gary Fitzpatrick, Bruce Fiedler, John Hanna, Roger Rardin.

BATTLE GROUP F: Frank Otto, Randy Livers, Greg Bissette.

BATTLE GROUP HOUSTON: Frank Crull, John Viles, Preston Kent, David Johnson, Terry Haugh, Brad Hinkle.

BATTLE GROUP KENTUCKY: Ed Holzman, Ron Roden, Andrew Osterburg, George Alexander, John Steele, Roy Steele, Walter Grube, Terry Fernbach, Dave Preuss, Ross Dickman.

BATTLE GROUP LIVONIA Rick and Bridgette Daniels.

BATTLE GROUP LOS ANGELES: Ray Olesen, Tom Gondolfi.

BATTLE GROUP MT PLEASANT: David Monroe, Bill Bartelt, Jeane Hansen.

BATTLE GROUP NEW ORLEANS: Jay Fisher, James Butler III, Todd Richardson.

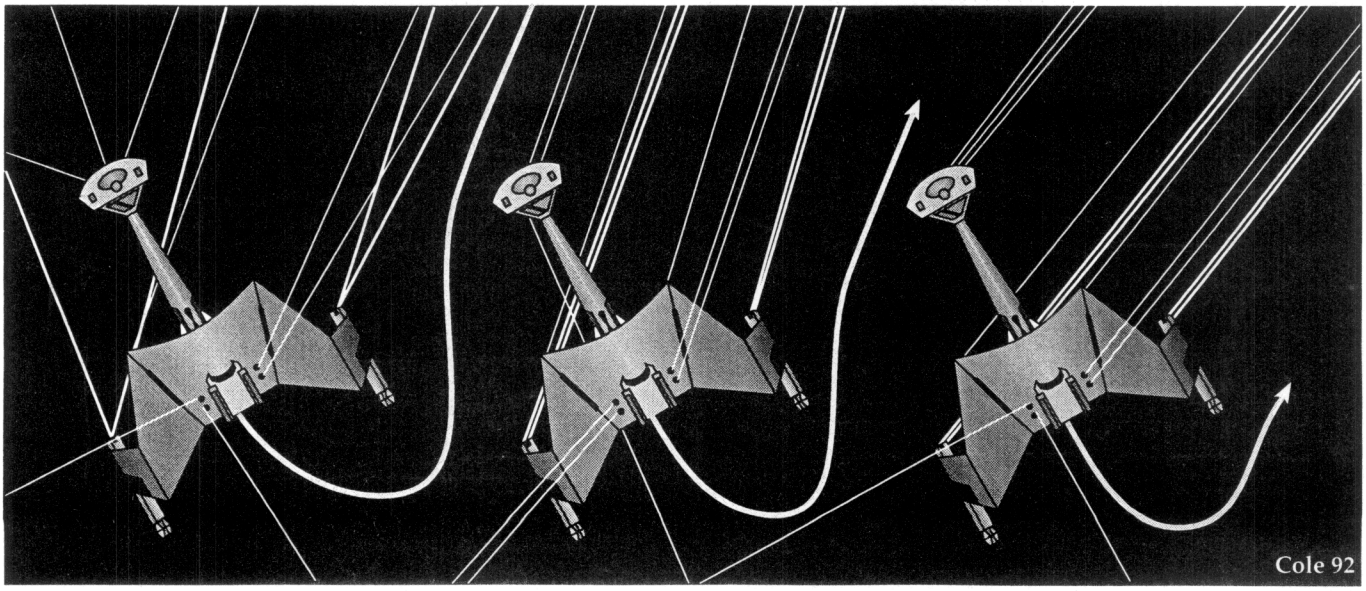
BATTLE GROUP PHOENIX: Ken Burnside, Jacob Everhart, Steve Sims, Anthony Nagel, Bill Blakely, Brian Harmon, Jeff Plaine, David Demland, Mike English, Mike Renzulli, Ron Russel.

BATTLE GROUP SEATTLE: Scot McConnachie, Chris Smith, Emmanuel Gambliel.

ZIA TACTICAL GROUP: Johnny Casady, Ronald Mathis.

THE KLINGON DEEP SPACE FLEET (R3.0)

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP AND VARIANTS														
B10	81	32	316	2–6	2.00	2+2	2	E	17	195	36	44	10	D%,L,Y2,V
B10B	81	32	327	2–6	2.00	2+2	2	E	17	195	36	44	10	D%,L,Y2,V
B10K	81	32	348	2–6	2.00	2+2	2	E	17	195	36	44	10	D%,L,Y2,V
B10A	81	32	340	2–6	2.00	2+2	2	E	17A	195	36	44	10	D%,L,Y2,V
B10S	87	30	360	2–6	2.00	2+2	2	E	84	189	38	40	10	D%,L,LA,V,P,Y2
B10V	86	30	360	2–6	2.00	2+4+2	2	E	83	184	38	40	10	D%,L,LA,V,CJ,Y2
See B10 rules sections for data on the possibility that these units could have been in service two decades earlier than they were.														
DREADNOUGHT AND VARIANTS														
C9	62	24	205	3–6	1.50	2	2	D	2	167	12	29	10	
C9A	62	24	231	3–6	1.50	2	2	D	71	175	12	30	10	
C9B	62	24	211	3–6	1.50	2	2	D	2	168	12	29	10	R
C9K	62	24	215	3–6	1.50	2	2	D	2	175	12	29	10	R
C8	60	24	211	3–6	1.50	2	2	D	3	167	12	31	10	
C8B	60	24	218	3–6	1.50	2	2	D	3	168	12	31	10	R
C8K	60	24	226	3–6	1.50	2	2	D	3	175	12	31	10	R
C8V	66	20	235/220	3–6	1.50	2+6	2	D	28	174	13	30	10	D%,V
C8S	68	20	253/228	3–6	1.50	2+2	2	D	70	179	12	30	10	D%,V, P
HEAVY BATTLECRUISER AND VARIANTS														
C7	55	20	180	5–6	1.00	2	3	C	72	177	8	24	10	Y1
C7A	55	20	190	5–6	1.00	2	3	C	73	184	8	24	10	Y2
D7 BATTLECRUISER AND VARIANTS														
D7	45	14	121	5–6	1.00	1	3	B	4	135	7	19	8	
D7C	47	16	139	5–6	1.00	2	3	B	31	143	7	20	9	
D7V	47	10	123	5–6	1.00	1+2	3	B	44	172	7	18	8	D%,V
D7A	45	14	131	5–6	1.00	1	3	B	8	165	7	19	8	Y1
D7B	45	14	128	5–6	1.00	1	3	B	4	165	7	19	8	R
D7D	45	14	148	5–6	1.00	1	3	B	42	176	7	18	8	
D7E	40	16	140/120	5–6	1.00	1	3	B	43	137	7	17	8	◆
D7K	45	14	131	5–6	1.00	1	3	B	4	175	7	19	8	R
D7L	47	16	141	5–6	1.00	1	3	B	31A	175	7	20	9	R
D7M	44	6	125	5–6	1.00	1	3	B	74	168	7	27	8	S, ✚
D7N	45	12	154/119	5–6	1.00	1	3	B	45	137	7	18	8	
D7P	44	8	113	5–6	1.00	1	3	B	22A	180	7	17	8	P, ◆
DX	56	24	225	5–6	1.00	2	3	B	201	181	8	25	10	Y1
D7DX	56	24	235	5–6	1.00	2	3	B	203	183	8	24	10	Y1

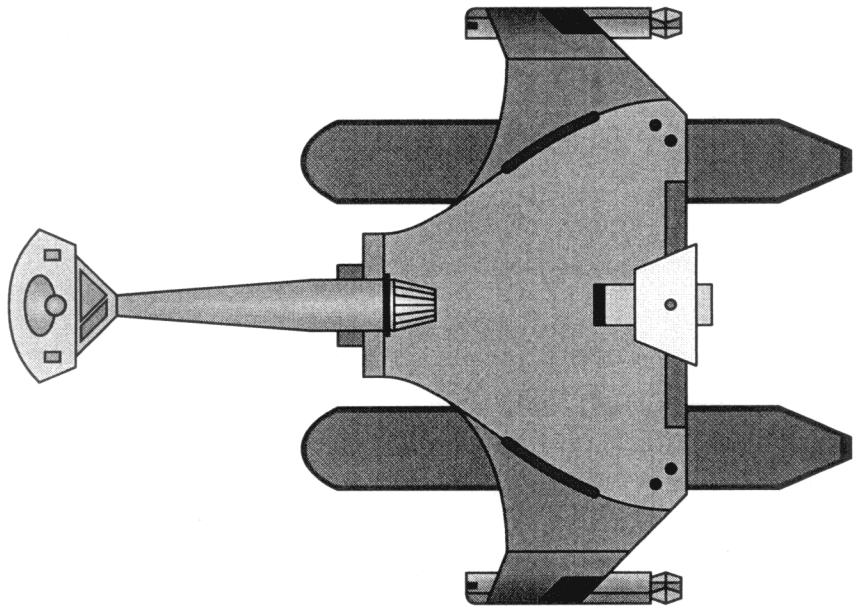


Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
D6 BATTLECRUISER AND VARIANTS														
D6	44	14	113	5–6	1.00	1	3	B	5	122	7	18	8	
D6B	44	14	123	5–6	1.00	1	3	B	5	165	7	18	8	R
AD6	40	10	119	5–6	1.00	1	3	B	76	176	7	18	8	E, A
D6D	46	6	113	5–6	1.00	1	3	B	32	135	7	18	8	DB,◆
D6E	40	10	132/112	5–6	1.00	1	3	B	46	125	7	16	8	◆
D6G	51	44	120/90	5–6	1.00	1	3	B	48	125	7	15	8	T
D6J	44	14	123/98	5–6	1.00	1	3	B	36	124	7	18	7	
D6K	44	14	130	5–6	1.00	1	3	B	5	175	7	18	8	R
D6M	44	6	125	5–6	1.00	1	3	B	33	168	7	27	8	S, ✚
D6P	44	8	113	5–6	1.00	1	3	B	22	179	7	17	8	P, ◆
D6S	42	12	130/100	5–6	1.00	1	3	B	47	160	7	17	8	Y1, ◆
D6V	45	8	114	5–6	1.00	1+2	3	B	21	167	7	18	8	V, D%
D5 WAR CRUISER AND VARIANTS														
D5	40	8	110	5–6	0.67	1	3	B	23	168	6	17	6	
AD5	40	8	120	5–6	0.67	1	3	B	29	175	6	17	6	E, A
D5A	40	8	118	5–6	0.67	1	3	B	24	172	6	17	6	
D5C	43	10	126	5–6	0.67	1	3	B	49	169	6	18	7	
D5D	40	8	111	5–6	0.67	1	3	B	50	170	6	17	6	DB
D5E	40	8	110	5–6	0.67	1	3	B	51	170	6	17	6	E, LA
D5F	40	8	110	5–6	0.67	1	3	B	52	172	6	17	6	
D5G	44	34	110/95	5–6	†	1	3	B†	53	170	6–7	14	6	T, TG
D5H	36	6	95	5–6	†	1	3	B†	54	170	6–7	15	6	TG
D5I	36	6	100	5–6	0.67	1	3	B	55	175	6	17	6	ISF
D5J	40	8	114/95	5–6	0.67	1	3	B	37	172	6	17	5	
D5K	40	8	112	5–6	0.67	1	3	B	56	175	6	17	6	R
D5L	43	10	132	5–6	0.67	1	3	B	57	175	6	18	7	R
D5M	38	8	115/100	5–6	0.67	1	3	B	58	170	6	15	6	MS
MD5	40	8	118	5–6	0.67	1	3	B	75	170	6	22	6	S, ✚
D5N	42	12	125/110	5–6	0.67	1	3	B	59	171	6	16	6	
D5P	44	6	125/100	5–6	0.67	1	3	B	60	179	6	14	6	P, ◆
D5S	40	6	120/100	5–6	0.67	1	3	B	61	169	6	15	6	◆
D5V	44	8	115/103	5–6	0.67	1+2	3	B	62	170	6	15	6	D%,V
Note that all D5s and D5 Variants have a special form of Limited Aegis. See ship descriptions and (D13.4).														
CRUISERS PURCHASED FROM ROMULANS														
RKL	36	10	110	5–6	0.67	1	3	B	63	174	7	16	6	L, CP
F6 BATTLE FRIGATE														
F6	26	12	108	4–6	0.67	1	4	A	64	176	5	15	5	L, S
F5 FRIGATE AND VARIANTS														
F5	22	8	71	4–6	0.50	–	4	A	6	135	4	10	4	
F5B	22	8	76	4–6	0.50	–	4	A	6	165	4	10	4	R
FX	30	12	120	5–6	0.50	1	4	A	202	181	4	15	7	Y1
AF5	22	8	100	4–6	0.50	–	4	A	78	175	4	10	4	E, A
F5C	26	12	94	4–6	0.50	1	4	A	34	143	4	11	5	
F5D	22	6	90	4–6	0.50	–	4	A	35	137	4	11	4	
F5E	22	8	90	4–6	0.50	–	4	A	77	170	4	11	4	E, LA
F5G	26	30	90/60	4–6	0.50	–	4	A	85	155	4	10	4	T
F5I	22	8	68	4–6	0.50	–	4	A	40	150	4	10	4	ISF
F5J	22	8	75/60	4–6	0.50	–	4	A	38	136	4	10	3	
F5K	22	8	81	4–6	0.50	–	4	A	6	175	4	10	4	R
F5L	26	12	97	4–6	0.50	1	4	A	34A	175	4	11	5	R
F5M	20	6	75/60	4–6	0.50	–	4	A	27	168	4	10	4	MS
F5S	20	6	80/60	4–6	0.50	–	4	A	20	138	4	10	4	◆
F5V	24	6	90/70	4–6	0.50	1+2	4	A	30	167	4	9	5	V
E5 BATTLE ESCORT														
E5	20	6	77	4–6	0.33	1	4	A	65	172	5	9	4	L
E5K	20	6	79	4–6	0.33	1	4	A	65	175	5	9	4	L, R
E4 ESCORT AND VARIANTS														
E4	14	6	55	4–6	0.33	–	4	A	7	121	3	8	3	
E4B	14	6	59	4–6	0.33	–	4	A	7	165	3	8	3	R
E4A	14	6	60	4–6	0.33	–	4	A	25A	175	3	8	3	E, A
E4D	15	6	63	4–6	0.33	–	4	A	79	174	3	8	3	
E4E	14	6	50	4–6	0.33	–	4	A	25	167	3	8	3	E, LA
E4J	14	6	62/40	4–6	0.33	–	4	A	39	135	3	8	2	
E4V	16	6	55/50	4–6	0.33	–	4	A	80	169	3	7	3	V, ISF
E4I	14	6	50	4–6	0.33	–	4	A	41	140	3	8	3	ISF

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
E3 SMALL ESCORT AND VARIANTS														
E3	12	5	42	5–6	0.33	–	4	A	18	120	2	7	3	N
E3A	12	5	48	5–6	0.33	–	4	A	26A	175	2	7	3	E, A, N
E3D	12	5	40	5–6	0.33	–	4	A	81	164	2	7	3	N, ISF
E3E	12	5	40	5–6	0.33	–	4	A	26	167	2	7	3	E, LA, N
G2 POLICE SHIP AND VARIANTS														
G2	10	4	46	5–6	0.33	–	4	A	19	127	2	6	3	ISF, N
TUGS, TUG+POD COMBINATIONS, AND PODS														
TGA	20	7	125/110	3–6	†	1	3	†	9	141	7	20	8	TG
TGB	18	3	106/70	3–6	†	1	3	†	10	124	7	18	6	TG
CVT	40	13	158/139	3–6	1.00	1+4	3	E	16	168	7	24	9	V, D%, Y2
BT	40	19	187	3–6	1.00	1	3	E	14	145	7	28	10	
P–C1	0	0	14/10	–	■	–	4°	–	11	124	3	0	–	
P–P2	3	1	28/15	–	■	–	4°	–	12	124	3	+4	+0	
P–T3	23	40	30/20	–	Δ	–	4°	–	13	124	3	+2	+0	T
P–B4	10	6	31	–	■	1	4°	–	14	145	3	+4	+2	N2
P–H5	10	3	14/12	–	■	0+2	4°	–	15	168	3	+2	+1	Y2,V, N2
P–PF6	10	2	20/12	–	■	–	4°	–	66	179	3	0	+0	P, ◆
P–V7	14	4	25	–	■	0+4	4°	–	67	175	4	0	+1	D%,V, N2
P–D8	10	6	22	–	■	–	4°	–	68	150	3	+3	+0	DB, ◆
P–R9	10	2	34/18	–	■	–	4°	–	69	160	3	+2	+0	
SEPARATED BOOM SECTIONS														
B–Bm	18	8	125	2–6	1.00	–	3°	C	–	189	7–5	17–7	10–5	Y2, N1
C–Bm	12	6	75	2–6	0.50	–	4°	C	–	167	5–4	10-5	10–5	Y1, N1
C7–Bm	10	6	70/50	2–6	0.33	–	4°	B	–	181	3	2	5	Y1
D–Bm	9	4	58/30	–	Δ	–	4°	–	–	122	3	2	4	
DJ–Bm	9	4	60/40	2–6	0.25	–	4°	A	36	124	3	2	3	
T–Bm	9	4	60/30	–	Δ	–	4°	–	–	124	3	2	4–3	
D5–Bm	8	4	55/26	–	Δ	–	4°	–	–	168	3	2	3	
D5J–Bm	8	4	60/30	2–6	0.25	–	4°	A	37	172	3	2	3	
F6–Bm	8	4	40/25	–	Δ	–	4°	–	–	176	2	1	3	Y1
F–Bm	6	3	35/20	–	Δ	–	4°	–	–	135	2	1	3	
FJ–Bm	6	3	40/25	2–6	0.125	–	4°	A	38	136	2	1	3	
EJ-Bm	5	2	33/18	-	Δ	-	4°	-	39	135	2	1	2	

Note that one B10 boom was operational as an independent unit before any B10s entered service.

Notes:
N1: These use the lower command, docking, and explosion ratings if the warp engines have been dropped.
N2: Two carrier and/or battle pods will not increase the command rating any more than one will.
ISF: Ships used by the Internal Security Forces.



KLINGON FLEET TUG *COMMISSAR LEV KURMAN*

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes

EXPLANATION OF TERMS

SYMBOLS used at various places in the chart:
Δ This is a sublight ship (max speed of 1 in SFB).
° When detached.
† See tug chart, Annex #3A.
■ Does not move under own power.
◆ = Scout.
✚ = Mauler.
✱ = Has one large nuclear space mine included in BPV.

CREW: In the case of crew listed as X+Y, the Y figure indicates non-crew passengers.

BRDG PRTS: The number of boarding parties on board the ship.

BPV: Unless otherwise noted in the rulebook, no ship's BPV includes its fighters, PFs, satellite ships, or mines; all include their admin shuttles. Split BPVs are read as economic/combat ratings. The BPV does not include MRS and SWAC shuttles mentioned in the ship descriptions. It DOES include GAS, MLS, MSS, and HTS shuttles specified as normal equipment. Temporary replacements (mostly on tugs carrying troop pods) require the appropriate cost.

MOVEMENT COST: This is expressed in decimals.
The movement cost designation of 0.13 is considered to be 1/8.
The movement cost designation of 0.20 is considered to be 1/5.
The movement cost designation of 0.17 is considered to be 1/6.
The movement cost designation of 0.33 is considered to be 1/3.
The movement cost designation of 0.67 is considered to be 2/3.

SHUTTLES: The Spare Shuttle column is read as: admin shuttles + fighters.

TUGS: If a specific "tug+pod" combination is listed (e.g., Klingon BT), the combination factors must be used, NOT the sum of the individual factors. If no combined listing is shown, add the relevant factors.

RULE NUMBER: The rule reference number refers to the rule number in Section R that provides explanatory information about the ship.

YEAR IN SERVICE: Service dates are the beginning of series production. One or more prototypes may have existed 1–2 years previously. F&E has detailed and accurate production histories for some classes. This is the date of the first ship entering service for size-2 ships (i.e., no prototypes). PFs appeared in limited numbers the year before the date shown. Each race had one or two PF tenders operating one year earlier than PFs for use with interceptors.

F&E COMMAND RATING: This rating determines how many ships can be in a given battle; see (S8.2). The rating of pods is added to that of their tug, but no more than one pod can count for this purpose.

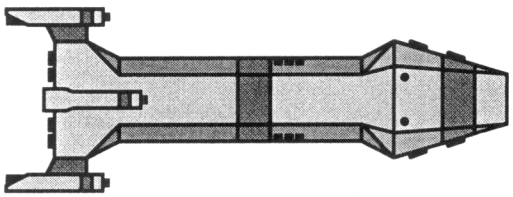
NOTES:
A = Ship has the full aegis fire control system. Such ships are, in some regards, a "refit" of the limited aegis version, but do not have the R Note.
CJ = Conjectural ship, never built, possibly even never intended for production.
CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had it been provided earlier. Cannot be built without captured (or purchased) hull. All of these are unique ships. All Romulan KR-series ships are in this category but are not marked as such.
D% = Ship is authorized a higher than normal percentage of special drones by (FD10.6) and by (S3.223).
DB = Drone bombardment platform, has (drone factors) in F&E. These have a higher percentage of special drones provided by (S3.222).
E = Carrier escort. Never appears except as part of carrier group.
L = Ship was designed as a standard class but produced only in limited numbers.
LA = Limited Aegis.
ML = Maneuver limitations on acceleration and/or disengagement. See ship description.
MS = Ship is a minesweeper.
MW = Ship is a minelayer.
N = Nimble.
N# = Note applicable only to that race. See note at end of race section.
P = True PF tender.
R = This ship is a refit of another class listed on the chart, not a new ship type.
S = Subject to shock.
T = Designated troopship able to have extra commandoes and heavy weapon squads.
TG = Tug or Light Tactical Transport (or otherwise capable of carrying a standard pod or pallet).
UNV: Unbuilt variant. Ships existed to convert, but no conversions were actually performed.
V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).
Y1 = Service date is the date that the earliest example of the class entered operations. No earlier prototypes. All size-2 ships are in this category, although not marked as such. Also, no ship can have full aegis before Y175.
Y2 = Could have been built earlier, but for various reasons the start of series production was delayed (i.e., prototypes are available several years early; consult ship description). Full aegis is not available before Y175.

THE ROYAL HYDRAN FLEET (R9.0)

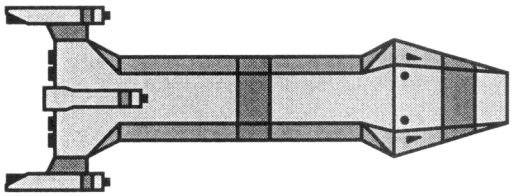
Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT AND VARIANTS														
PAL	54	18	180	4–6	1.50	3+4	2	D	4	169	12	27	10	V
PAL+	54	18	200	4–6	1.50	3+4	2	D	4	172	12	27	10	V, R
ID	60	18	205	4–6	1.50	2+6	2	D	42	173	12	26	10	V, N1
LP	64	26	210	4–6	1.50	3+2	2	D	54	180	12	27	10	V,P, N1
HEAVY BATTLECRUISER														
OV	50	20	180	5–6	1.00	2+2	3	C	43	180	10	22	10	V,Y1
COMMAND CRUISERS														
LC	40	18	126	5–6	1.00	2+3	3	C	40	134	9	19	9	V
LM	40	18	138	5–6	1.00	2+3	3	C	19	160	9	19	9	V
LB	40	18	150	5–6	1.00	2+1	3	C	30	162	9	20	9	V
HEAVY CRUISER AND VARIANTS														
RN	35	12	93	5–6	1.00	2+3	3	C	2	134	9	18	8	V
RN+	35	12	111	5–6	1.00	2+3	3	C	2	170	9	18	8	V, R
DG	36	14	130	5–6	1.00	2+1	3	C	8	158	9	20	8	V
DG+	36	14	148	5–6	1.00	2+1	3	C	8	170	9	20	8	V, R
CAV	40	10	140/105	5–6	1.00	2+6	3	C	15	170	9	15	8	V, N1
CAV+	40	10	148/113	5–6	1.00	2+6	3	C	15	175	9	15	8	V, N1, R
MEDIUM CRUISER (WAR CRUISER) AND VARIANTS														
MNG	34	12	100	5–6	0.67	1+2	3	B	49	176	8	15	6	V,Y2
TAR	35	12	125	5–6	0.67	1	3	B	50	176	8	16	6	Y2
COS	40	10	125/105	5–6	0.67	1+3	3	B	47	176	8	13	6	V,Y2, N1
COM	40	12	120	5–6	0.67	1+2	3	B	51	176	8	16	7	V,Y2
APA	42	12	139	5–6	0.67	2	3	B	52	177	8	17	7	Y2
LIGHT CRUISER (WAR CRUISER) AND VARIANTS														
HR	30	10	83	5–6	0.67	1+2	3	B	10	168	7	15	6	V
HR+	30	10	95	5–6	0.67	1+2	3	B	10	173	7	15	6	V, R
TR	31	12	105	5–6	0.67	1	3	B	11	169	7	16	6	
TR+	31	12	117	5–6	0.67	1	3	B	11	173	7	16	6	R
BAR	32	14	121	5–6	0.67	1+2	3	B	32	173	7	16	7	V
NVL	36	10	90/80	5–6	0.67	1+3	3	B	33	173	7	13	6	V, N1
NVL+	36	10	102/92	5–6	0.67	1+3	3	B	33	174	7	13	6	V, N1, R
NEC	30	10	95	5–6	0.67	1+2	3	B	34	173	7	14	6	V,E, LA
NEC+	30	10	107	5–6	0.67	1+2	3	B	34	174	7	14	6	V,E, LA, R
NAC	30	10	105	5–6	0.67	1+2	3	B	34A	175	7	14	6	V,E, A
NAC+	30	10	117	5–6	0.67	1+2	3	B	34A	175	7	14	6	V,E, A, R
NMS	28	8	90/70	5–6	0.67	1	3	B	35	173	7	12	6	V, MS
NSC	28	8	120/100	5–6	0.67	1+1	3	B	36	173	7	13	6	V, ◆
NSC+	28	8	130/110	5–6	0.67	1+1	3	B	36	174	7	13	6	R, V◆
NPF	34	8	118/103	5–6	0.67	1	3	B	37	180	7	12	6	P, ◆
LTT	24	4	80/70	5–6	†	1	3	B†	38	172	7	11	6	V, TG
CAT	37	34	100/75	5–6	0.67	2+1	3	B	53	173	7	13	6	T
DESTROYER AND VARIANTS														
LN	22	8	67	6	0.50	1+2	4	B	3	134	5	11	4	V
LN+	22	8	77	6	0.50	1+2	4	B	3	172	5	11	4	V, R
KN	23	10	80	6	0.50	1	4	B	9	158	5	12	4	
KN+	23	10	90	6	0.50	1	4	B	9	172	5	12	4	R
UH	26	6	108/85	6	0.50	2+4	4	B	17	169	5	10	6	V, N1
WAR	30	10	105	6	0.50	1+1	4	B	48	173	5	13	5	V
DE	22	8	80	6	0.50	1+2	4	B	16	169	5	11	4	E, LA
DA	22	8	90	6	0.50	1+2	4	B	16A	175	5	11	4	E, A
SR	20	8	105	6	0.50	1+1	4	B	31	145	5	9	4	V, ◆
SRV	20	8	117	6	0.50	1+1	4	B	31A	158	5	9	4	V, ◆
SRG	31	34	130	6	0.50	1+1	4	B	31B	158	5	9	4	T, V, ◆
MS	20	4	75/65	6	0.50	2	4	B	14	168	5	9	4	MS
MS+	20	4	77/67	6	0.50	2	4	B	14	173	5	9	4	MS, R

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
FRIGATE AND VARIANTS														
HN	10	6	48	6	0.33	1	4	A	6	134	4	8	3	
CU	10	6	61	6	0.33	1	4	A	7	158	4	7	3	
CVE	15	6	68/48	6	0.33	1+1	4	A	46	175	4	7	5	V, N1
CRU	18	8	76	6	0.33	1	4	A	41	158	4	10	4	
SAR	18	8	70	6	0.33	1	4	A	44	145	4	10	4	
SC	12	4	60/26	6	0.33	1	4	A	5	134	4	7	3	◆
EH	10	4	50	6	0.33	1	4	A	13	169	4	8	3	E, LA
AH	10	4	54	6	0.33	1	4	A	13A	175	4	8	3	E, A
OTHER HYDRAN SHIPS														
PFT	24	6	78/40	3–6	0.67	1	3	D	12	180	8	12	6	P, ◆
D7H	45	20	145	5–6	1.00	1	3	B	18	170	7	18	8	V,CP
GEN	9	4	42	6	0.33	1	4	A	39	142	3	7	3	N
TUGS, TUG+POD COMBINATIONS, AND PODS														
TUG	22	6	110/70	4–6	†	1+1	3	†	20	140	9	15	8	V, TG
TUG+	22	6	129/89	4–6	†	1+1	3	†	20	175	9	15	8	V, TG, R
P–C	0	0	14/10	–	■	–	4°	–	21	140	4	+0	–	
P–FC	2	0	15/10	–	■	–	4°	–	22	140	4	+0	+0	
P–FS	10	6	50/90	–	■	–	4°	–	23	165	4	+7	+2	
P–CM	10	6	40/80	–	■	–	4°	–	24	158	4	+6	+2	
P–CE	10	6	28	–	■	–	4°	–	45	140	4	+6	+2	
P–TT	34	60	30/20	–	■	1	4°	–	25	140	4	+0	+0	T
P–SD	10	4	30/25	–	■	–	4°	–	26	140	4	+4	+0	
P–CV	10	4	22	–	■	0+2	4°	–	27	165	4	+1	+1	
P–PF	12	4	36/24	–	■	–	4°	–	28	180	4	+1	+0	P, ◆
P–R	12	4	34/18	–	■	–	4°	–	29	160	4	+2	+0	

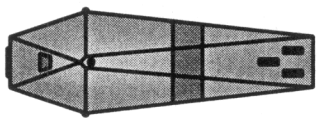
NOTES:
N1. This ship is a true carrier. See (R9.R4).



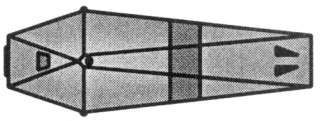
HYDRAN RANGER CRUISER



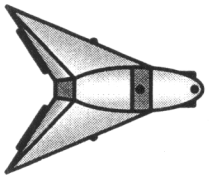
HYDRAN DRAGOON CRUISER



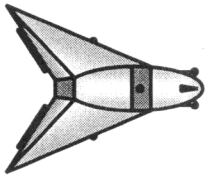
HYDRAN LANCER DESTROYER



HYDRAN KNIGHT DESTROYER



HYDRAN HUNTER FRIGATE



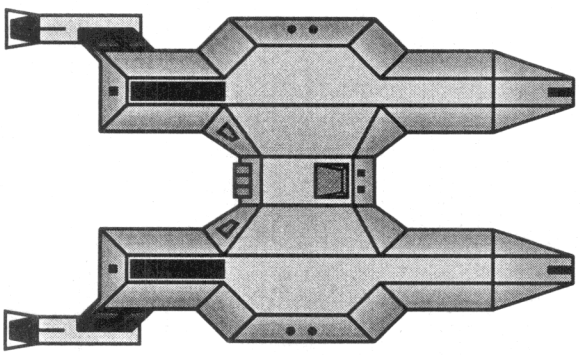
HYDRAN CUIRASSIER FRIGATE

THE LYRAN STAR EMPIRE (R11.0)

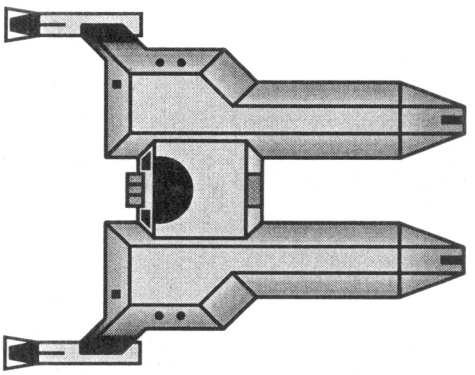
Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT AND VARIANTS														
DN	62	22	211	3–6	1.50	2	2	D	2	168	14	30	10	P
CVA	64	20	220	3–6	1.50	2+6	2	D	48	175	14	30	10	V,D%,CJ
SCS	64	20	238	3–6	1.50	2+4	2	D	29	179	14	30	10	P,V,D%
BATTLECRUISER AND VARIANTS														
BC	52	20	161	4–6	1.00	2	3	C	3	168	11	23	10	
BCH	56	20	180	4–6	1.00	2	3	C	36	180	11	23	10	P,Y1
HEAVY CRUISER AND VARIANTS														
CA	42	12	133	5–6	1.00	1	3	C	4	120	7	19	9	
CC	45	20	150	5–6	1.00	1	3	C	30	120	7	20	9	
STT	44	10	160	5–6	1.00	1	3	C	21	170	7	27	8	S, ✚
CV	44	10	131	5–6	1.00	2+4	3	C	12	172	7	19	9	D%,V,Y1
LIGHT CRUISER														
CL	34	9	92	5–6	0.67	1	3	C	5	120	6	12	6	
WAR CRUISER AND VARIANTS														
CW	34	10	113	5–6	0.67	1	3	B	13	165	7	17	6	
CVL	40	10	120/100	5–6	0.67	2+4	3	B	22	171	7	15	6	V, D%
CWL	40	16	134	5–6	0.67	1	3	B	23	168	7	18	7	
CWE	32	8	118	5–6	0.67	1	3	B	24	171	7	17	6	E, LA
CWA	32	8	128	5–6	0.67	1	3	B	25	175	7	17	6	E, A
CWM	30	8	115/105	5–6	0.67	1	3	B	26	172	7	14	6	MS
CWS	32	8	133/103	5–6	0.67	1	3	B	27	172	7	15	6	Y2, ◆
PFW	36	8	132/102	5–6	0.67	1	3	B	28	178	8	13	6	P, ◆
LTT	30	8	118/98	5–6	†	1	3	B†	33	171	7	15	6	TG
LTV	44	12	145/125	5–6	1.33	1+4	3	D	45	177	7	15	7	D%, V
STJ	36	10	137	5–6	0.67	1	3	B	43	171	7	23	6	S, ✚
CWG	39	36	115/100	5–6	0.67	1	3	B	44	172	7	14	6	T
WAR DESTROYER AND VARIANTS														
DW	27	6	89	6	0.50	1	4	A	14	165	5	13	5	
DWL	30	10	99	6	0.50	1	4	A	38	166	5	14	6	
DWE	27	6	85	6	0.50	1	4	A	39	171	5	13	5	E, LA
DWA	27	6	95	6	0.50	1	4	A	40	175	5	13	5	E, A
DWS	25	6	98/80	6	0.50	1	4	A	41	168	5	13	5	◆
DWM	28	6	90/80	6	0.50	1	4	A	42	168	5	11	5	MS
DESTROYER AND VARIANTS														
DD	26	6	79	6	0.50	1	4	B	6	120	4	11	4	
SC	25	6	100/60	6	0.50	1	4	B	9	120	4	10	4	◆
MS	22	4	80/60	6	0.50	1	4	B	8	168	4	10	4	MS
PFT	28	4	82/52	6	0.50	1	4	B	10	178	5	9	5	P, ◆
FRIGATE AND VARIANTS														
FF	18	4	63	6	0.33	1	4	A	7	120	4	9	3	
FFE	18	4	70	6	0.33	1	4	A	11	171	4	9	3	E, LA
FFA	18	4	78	6	0.33	1	4	A	11A	175	4	9	3	E, A
POLICE CORVETTE AND VARIANT														
POL	16	4	52	6	0.33	1	4	A	31	125	2	6	3	N
MP	24	8	71	6	0.50	1	4	A	46	170	4	11	3	Y2
LYRAN TUGS AND PALLETS														
TGP	34	6	119/100	3–6	†	1	3	†	15	125	7	17	6	TG
TGC	40	10	134/120	3–6	†	1	3	†	16	125	7	19	8	TG
SR	36	8	128/98	3–6	†	2	3	†	32	125	7	17	8	TG, ◆
SRV	50	12	153/123	3–6	1.0	2+2	3	D	32A	180	7	19	9	V, D%, TG, ◆
Pal–BT	20	12	50/60	–	■	–	4°	–	17	150	5	+6	+2	
Pal–C	0	0	14/10	–	■	–	4°	–	18	125	5	+0	–	
Pal–TT	36	64	50/30	–	Δ	–	4°	–	20	125	6	+4	+0	T
Pal–CV	14	4	25	–	■	0+2	4°	–	35	171	5	+2	+1	D%,V
Pal–PFT	20	4	36/24	–	■	–	4°	–	19	178	5	+2	+0	P, ◆
Pal–R	20	2	36/20	–	■	–	4°	–	34	160	5	+2	+0	

Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
KLINGON TUG PODS MODIFIED FOR LYRAN SERVICE														
P–C1	0	0	14/10	–	■	–	4°	–	37A	166	3	+0	–	
P–P2	3	1	28/15	–	■	–	4°	–	37B	166	3	+4	+0	
P–T3	3+20	40	30/20	–	Δ	–	4°	–	37C	166	3	+2	+0	T
P–B4	10	6	34	–	■	1	4°	–	37D	166	3	+4	+2	N1
P–H5	10	3	14/12	–	■	0+2	4°	–	37E	171	3	+2	+1	D%,V, N1
P–PF6	10	2	20/12	–	■	–	4°	–	37F	180	3	+0	+0	P, ◆
P–V7	14	4	25	–	■	0+4	4°	–	37G	177	4	+0	+1	D%,V, N1
P–R9	10	2	34/18	–	■	–	4°	–	37H	166	3	+2	+0	

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.
NOTE: The listed BPVs of Lyran ships, excepting PFTs, the BCH, and the SCS, and others listed in the rules, do not include mech links.



LYRAN PANTHER LIGHT CRUISER



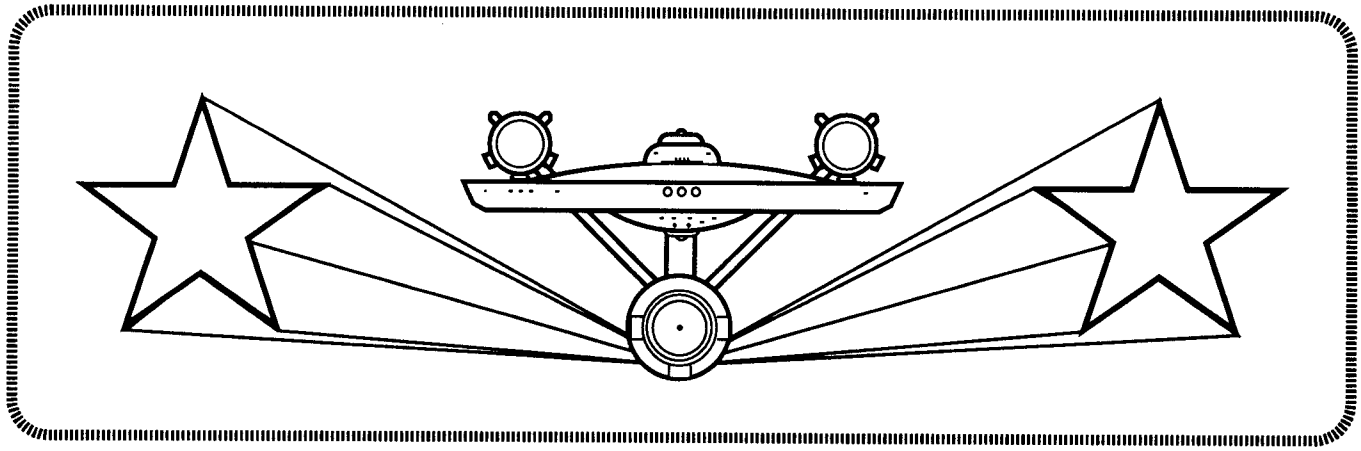
LYRAN LEOPARD DESTROYER

THE WYN CLUSTER DEFENSE FORCE (R12.0)

SHIPS PURCHASED FROM ORIONS														
OCR	20	12	86	6	0.67	2	3	A	14	160	5	12	6	N1, N
OLR	12	8	64	6	0.33	1	4	AA	14	160	3	7	3	N1, N
OBR	26	16	107	6	0.67	2	3	A	14	169	6	15	6	N1
ODR	20	12	93	6	0.50	2	4	A	14	169	6	12	6	N1, N
SHIPS RECEIVED FROM OTHER RACES														
LDD	24	4	89	6	0.50	1	4	B	3	139	5	14	4	CP, N2
ZFF	22	4	90	5–6	0.33	2	4	A	4	136	4	10	3	CP, N2
KG2	10	4	54	5–6	0.33	–	4	A	5	136	3	7	3	CP, N, N2
KE4	12	4	75	4–6	0.33	–	4	A	15	154	3	11	4	CP, N2
KE4+	12	4	81	4–6	0.33	–	4	A	15A	175	3	11	4	CP, N2, R
KE4-Bm	5	2	35/20	–	Δ	–	4°	–	15	154	2	1	2	CP, N2
PBB	40	10	165	5–6	0.67	2	3	C	12	181	9	20	7	CP, N2
SMALL AUXILIARY WARSHIPS														
AxC	8	4	65	3–6	0.33	–	4	C	6	140	3	10	3	N2, ML
AxCV	20	2	75/50	3–6	0.33	0+2	4	C	7	170	3	7	3	N2, ML,D%,V
AxPFS	20	2	70/50	3–6	0.33	–	4	C	8	179	3	6	3	N2, ML,P,◆
AxMS	8	2	60/40	3–6	0.33	–	4	C	11	165	3	4	3	N2, ML, MS
LARGE AUXILIARY WARSHIPS														
AxBC	20	6	136	3–6	0.67	1	3	D	9	173	7	22	6	ML, N2
AxCVA	40	4	120/80	3–6	0.67	2+4	3	D	10	173	6	11	6	ML,D%,V, N2
AxSCS	48	4	150/90	3–6	0.67	1+2	3	D	13	181	6	11	6	ML,D%,V,P,N2,◆

NOTES
N1: These ships were built by the Orions (R12.14), but do NOT have engine doubling (G15.28) or suicide bombs (G15.8); they do have stealth.
N2: Limited deployment. See (R12.1F).
ML for WYN ships is modified by (R12.1E).
See (S8.222) for data on WYN Command Ratings.

STAR FLEET BATTLES



✯ MODULE R3 — SSD BOOK ✯

2000 EDITION

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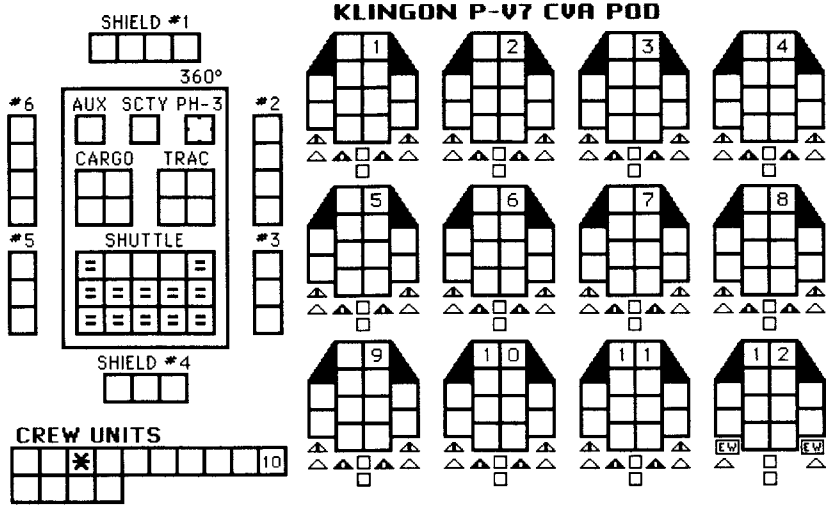
KLINGON PODS

KLINGON P-V7 CVA POD



CREW UNITS 10

BOARDING PARTIES 4

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

Z-Y FIGHTERS
2×Ph-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

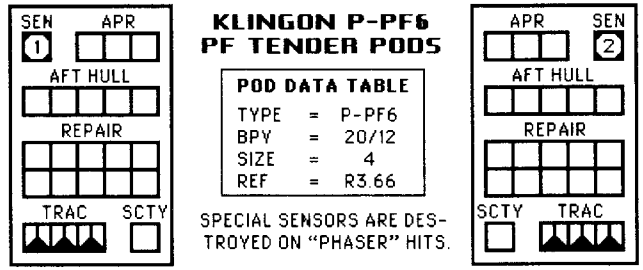
Z-YB ONLY ▲

POD DATA TABLE

TYPE	=	P-V7
BPV	=	25
SIZE	=	4
REF	=	R3.67

A TUG OR LTT CARRYING ONE OR TWO CVA PODS HAS THE ABILITY TO CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. THIS IS NOT INCREASED BY A SECOND POD.

KLINGON P-PF6 PF TENDER PODS



POD DATA TABLE

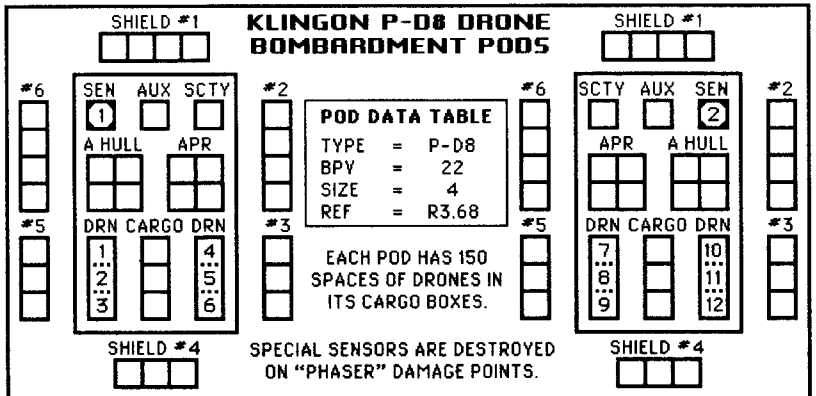
TYPE	=	P-PF6
BPV	=	20/12
SIZE	=	4
REF	=	R3.66

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

LEFT POD
CREW UNITS 10
BOARDING PARTIES 2

RIGHT POD
CREW UNITS 10
BOARDING PARTIES 2

KLINGON P-D8 DRONE BOMBARDMENT PODS



POD DATA TABLE

TYPE	=	P-D8
BPV	=	22
SIZE	=	4
REF	=	R3.68

EACH POD HAS 150 SPACES OF DRONES IN ITS CARGO BOXES.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

CREW UNITS 10
BOARDING PARTIES 6 LEFT POD
DRONE RACKS

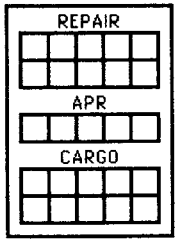
1					
2					D
3					
4					
5					D
6					

EACH POD CAN CONTROL THREE SEEKING WEAPONS SO LONG AS IT HAS ONE UNDESTROYED DRONE RACK BOX. EACH POD CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES (TYPE-D DRONE RACKS) DURING EACH TURN.

CREW UNITS 10
BOARDING PARTIES 6 RIGHT POD
DRONE RACKS

7					
8					D
9					
10					
11					D
12					

KLINGON P-R9 REPAIR POD



CREW UNITS 10

BOARDING PARTIES 2

POD DATA TABLE

TYPE	=	P-R9
BPV	=	34/18
SIZE	=	4
REF	=	R3.69

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

KLINGON D6J PENAL BATTLECRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	D6J
POINT VALUE	=	123/98
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.36
B REFIT	=	+4
Y175 REFIT	=	+2

CNTR

SHIELD #1

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

PROBES 5

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

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

SHIELD #6

PH-2-FX 1 2 3

TRAC BRIDGE TRAC

EMER TRAN

SCTY

BTTY

LAB

F HULL

WRP IMP WRP C C

SHIELD #2

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #5

SHIELD #3

BTTY SCTY AUX

TRAN PRB TRAN

PH-2 L 4 5 LR

AFT HULL

PH-2 6 7 R RR

FA

DISR A B

L WARP

IMP APR IMP

DRONE 1 2 TRAC SHTTL

FA

DISR C D

R WARP

SPECIAL FIRING ARCS: (D2.33)

SHIELD #4

SHADED BOXES ARE THE B-REFIT.

TYPE II PHASER TABLE

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

LF RF L R LR RR

FA = LF + RF

FX = L + LF + RF + R

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1 A B

2 A B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

DISRUPTOR TABLE

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

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

KLINGON D5J PENAL WAR CRUISER

CNTR

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

							8

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1								A						B
2								A						B

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

SHIP DATA TABLE

TYPE	=	D5J
POINT VALUE	=	114/95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.37
Y175 REFIT	=	+2

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

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONES

1												
2												

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

ANTI-DRONE TABLE

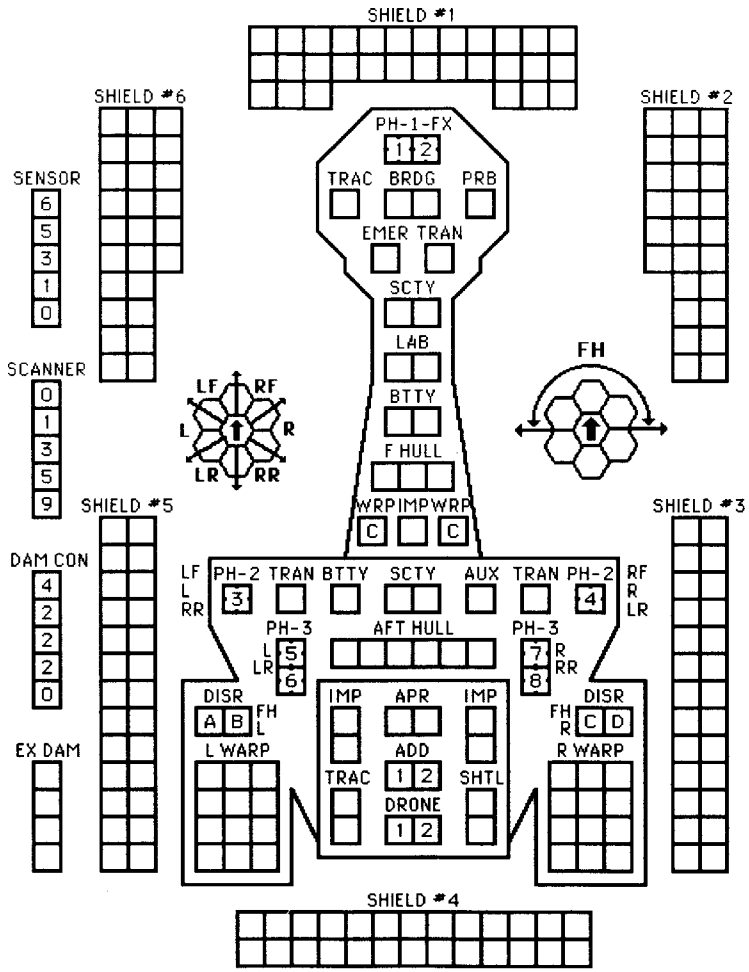
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

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

DERFACS ☐ H&R

FX = L + LF + RF + R



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

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

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

KLINGON F5J
PENAL FRIGATE (DSF)

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

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

DRONE RACK

1				A			B

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

SHIP DATA TABLE

TYPE	=	F5J
POINT VALUE	=	75/60
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.38
B REFIT	=	+4
Y175 REFIT	=	+1

TYPE II PHASER TABLE

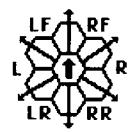
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE SPEED

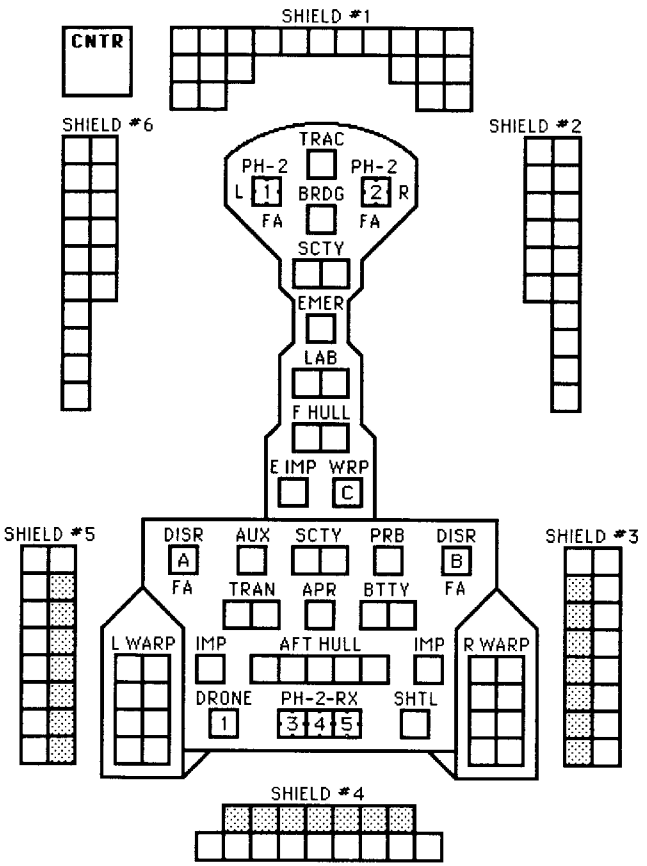
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

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



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



SENSOR

6	5	3	0

SCANNER

0	1	3	9

DAM CON

2	2	2	0

EX DAM

▒ SHADED BOXES ARE THE B-REFIT.
SPECIAL FIRING ARCS: (D2.33).

DISRUPTOR TABLE

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

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

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

KLINGON E4J PENAL ESCORT (ISF)

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

ADMINISTRATIVE SHUTTLE

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

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

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

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

SHIP DATA TABLE		
TYPE	=	E4J
POINT VALUE	=	62/40
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.39
B REFIT BPV	=	+3
Y175 REFIT	=	+1

CNTR

DRONE RACK: [1][ ][ ][ ][ ][A][ ][ ][ ][B]

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

FA = LF + RF

RX = L + LR + RR + R

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

TYPE II PHASER TABLE

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

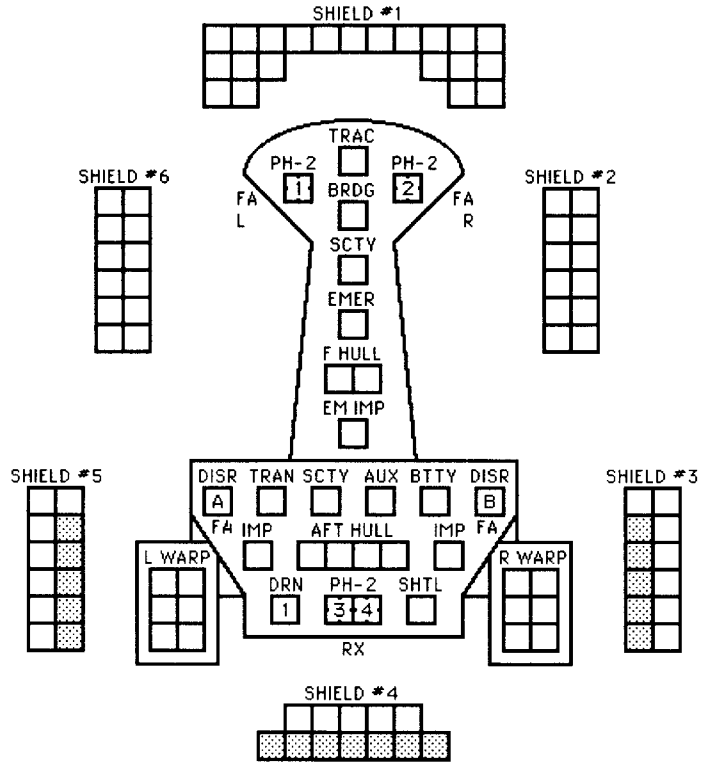
TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

E4s ASSIGNED TO THE INTERNAL SECURITY FORCES HAVE INFERIOR FIRE CONTROL TO THOSE SHIPS IN THE DEEP SPACE FLEET.



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

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

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

EX DAM [ ][ ][ ][ ]

[ ] SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)

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

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

KLINGON D7D
DRONE BATTLECRUISER

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS D D D D

PROBES 5

DRONE RACKS

1		B
2		B
3		B
4		B

SHIP BUILT WITH TYPE-B RACKS AND ALWAYS HAD DOUBLE RELOADS.

SHIP DATA TABLE

TYPE	=	D7D
POINT VALUE	=	148
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.42
UIM REFIT	=	+5

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

FA = LF + RF
FX = L + LF + RF + R

TYPE III DEFENSE PHASER

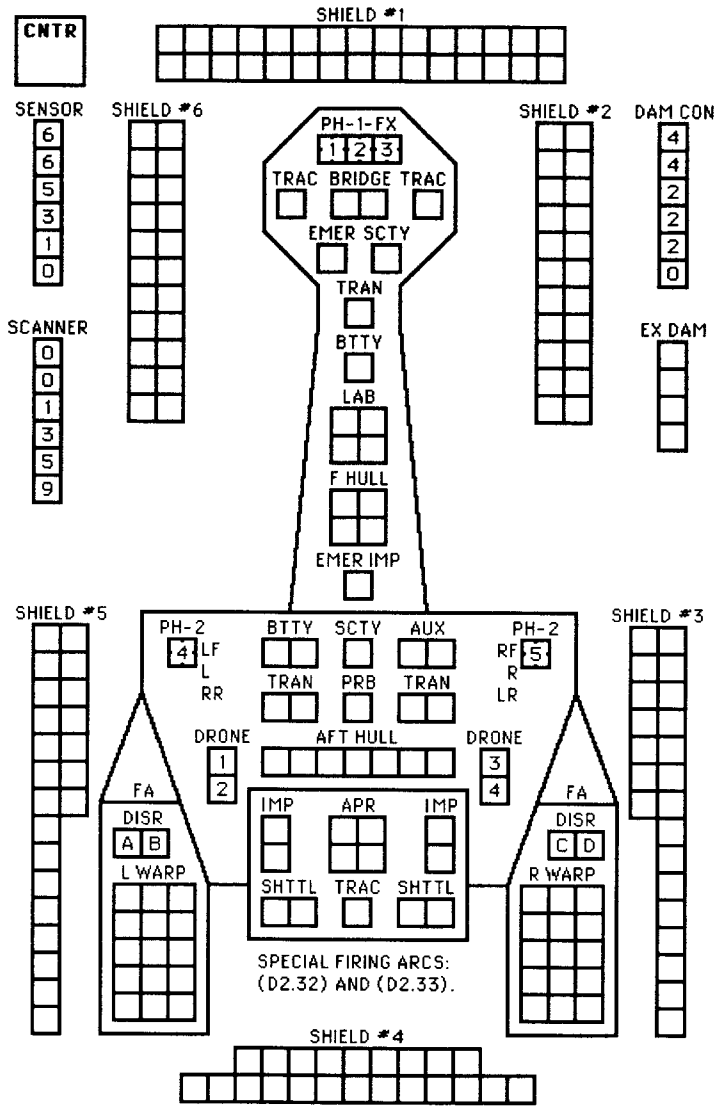
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

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

UIM
DERFACS
H&R

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



KLINGON D7E SURVEY CRUISER

CREW UNITS

		*						10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

			D	D	D	D

PROBES

									10

DRONE RACK

1					A			B

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

SHIP DATA TABLE

TYPE	=	D7E
POINT VALUE	=	140/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.43
B REFIT	=	+4
Y175 REFIT	=	+1
UIM REFIT	=	+5

CNTR

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

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

UIM

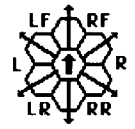
DERFACS
H&R

SCOUT FUNCTIONS SUMMARY

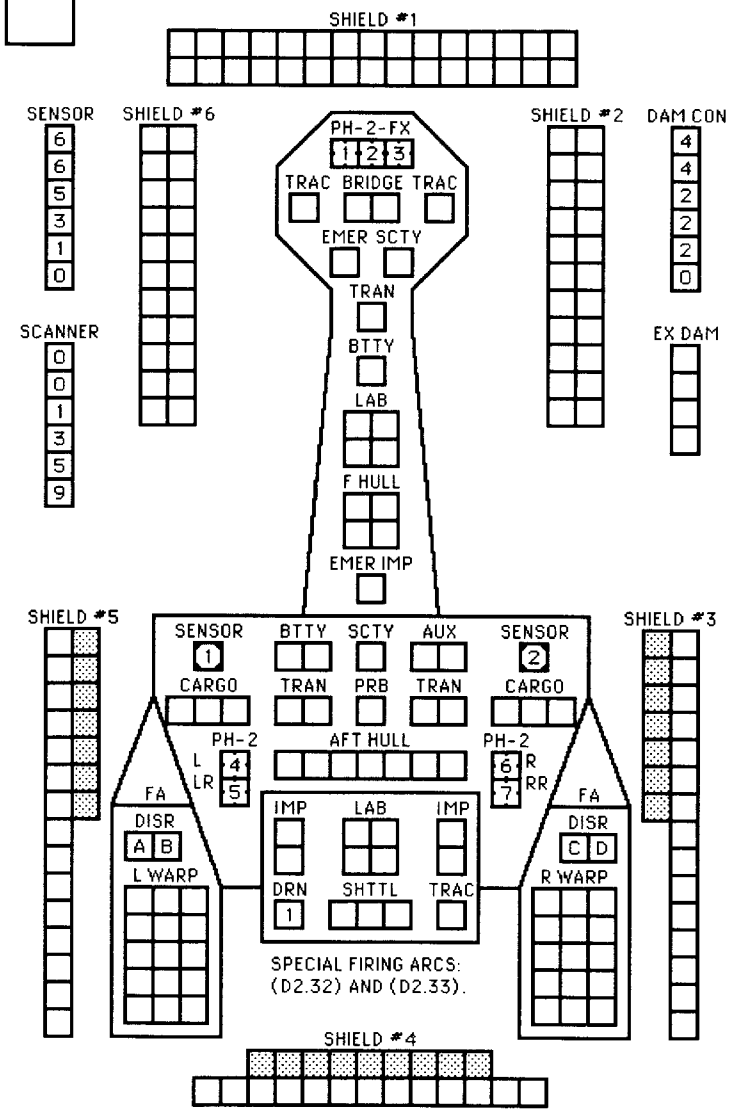
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED
ON "PHASER" DAMAGE POINTS.

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



FA = LF + RF
FX = L + LF + RF + R



SHADED BOXES ARE THE B-REFIT.

KLINGON D7V STRIKE CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

				D	D D D

PROBES

				5

SHIP DATA TABLE

TYPE	=	D7V
POINT VALUE	=	123
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.44
K REFIT	=	+3
UIM REFIT	=	+5

CNTR

SHIELD #1

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

SHIELD #6

FX

PH-2K: 1 2 3

TRAC BRIDGE TRAC

EMER SCTY

TRAN

BTTY

LAB

F HULL

EMER IMP

SHIELD #2

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #5

SHIELD #3

PH-1 LF: 4 L RR

BTTY SCTY AUX

RF PH-1: R 5 LR

TRAN PRB APR

PH-3: L 6 LR 7

AFT HULL

PH-3: 8 R 9 RR

FA

DISR: A B

L WARP

IMP SHUTTLE IMP

TRAC SHUTTLE TRAC

FA

DISR: C D

R WARP

SPECIAL FIRING ARCS: (D2.32) AND (D2.33).

SHIELD #4

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE II PHASER TABLE

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

LF RF L R LR RR

FA = LF + RF
FX = L + LF + RF + R

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

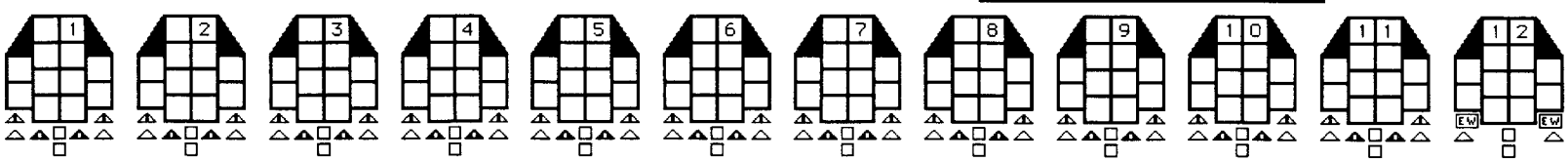
UIM

DERFACS H&R

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

Z-Y FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

Z-YB ONLY ▲



KLINGON D7N DIPLOMATIC CRUISER

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES

							10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

WHEN EQUIPPED WITH A FIGHTER, THIS SHIP IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4.6).

SHIP DATA TABLE

TYPE	=	D7N
POINT VALUE	=	154/119
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.45
K REFIT	=	+3

1 UIM STANDARD

NO MUTINY

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

UIM ☐

DERFACS ☐ H&R

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

TYPE II PHASER TABLE

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

FA = LF + RF

FX = L + LF + RF + R

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

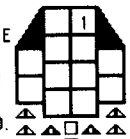
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0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

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

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

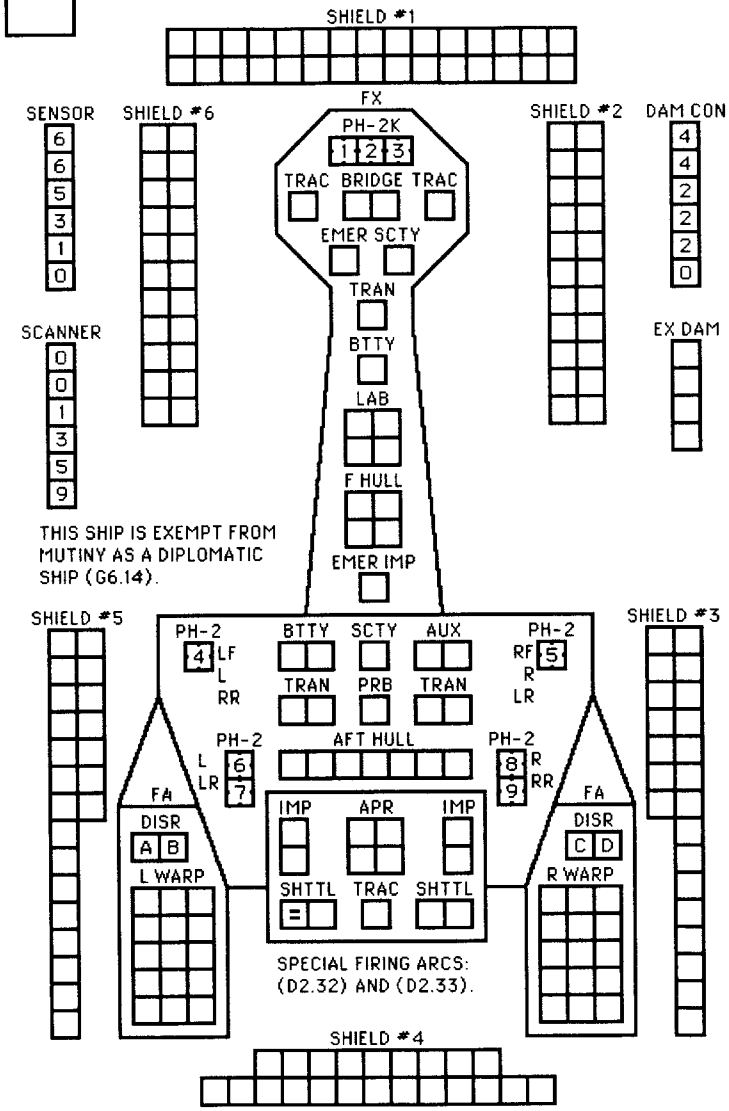
POST Y167

BEST AVAILABLE FIGHTER FOR YEAR OF SCENARIO.



DECK CREW [1]

Z-YC FIGHTER
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15



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

KLINGON D6E SURVEY CRUISER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

									10

DRONE RACK

1							A					B

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

SHIP DATA TABLE

TYPE	=	D6E
POINT VALUE	=	132/112
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.46
B REFIT	=	+6
Y175 REFIT	=	+1
UIM REFIT	=	+5

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

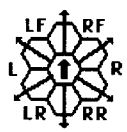
DISRUPTOR TABLE

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

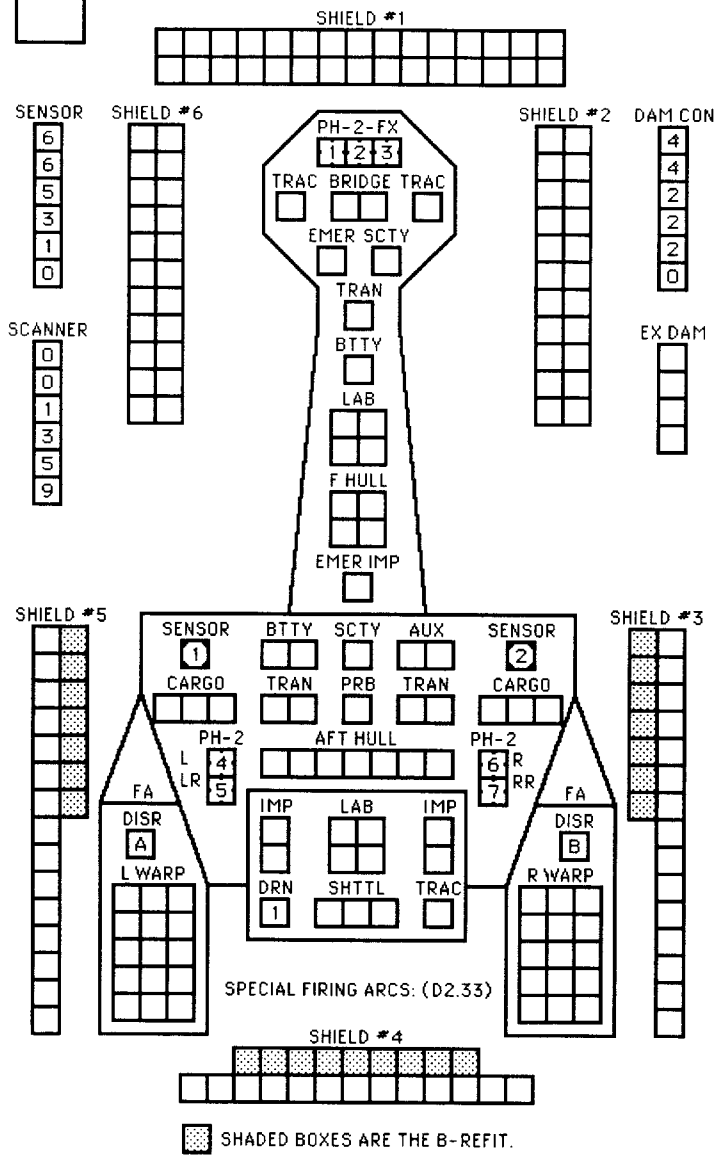


FA = LF + RF
FX = L + LF + RF + R

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

UIM
DERFACS
H&R

CNTR



KLINGON D6S
HEAVY SCOUT CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DRONE RACKS

1							A			B
2							A			B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

ANTI-DRONES (ADD HAS 6 ROUNDS PRIOR TO Y175)

1														

PROBES

				5

SHIP DATA TABLE

TYPE	=	D6S
POINT VALUE	=	130/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.47
B REFIT	=	+6
Y175 REFIT	=	+4

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HET ☐ BD ☐☐

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

SCOUT FUNCTIONS SUMMARY

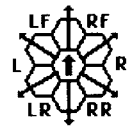
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

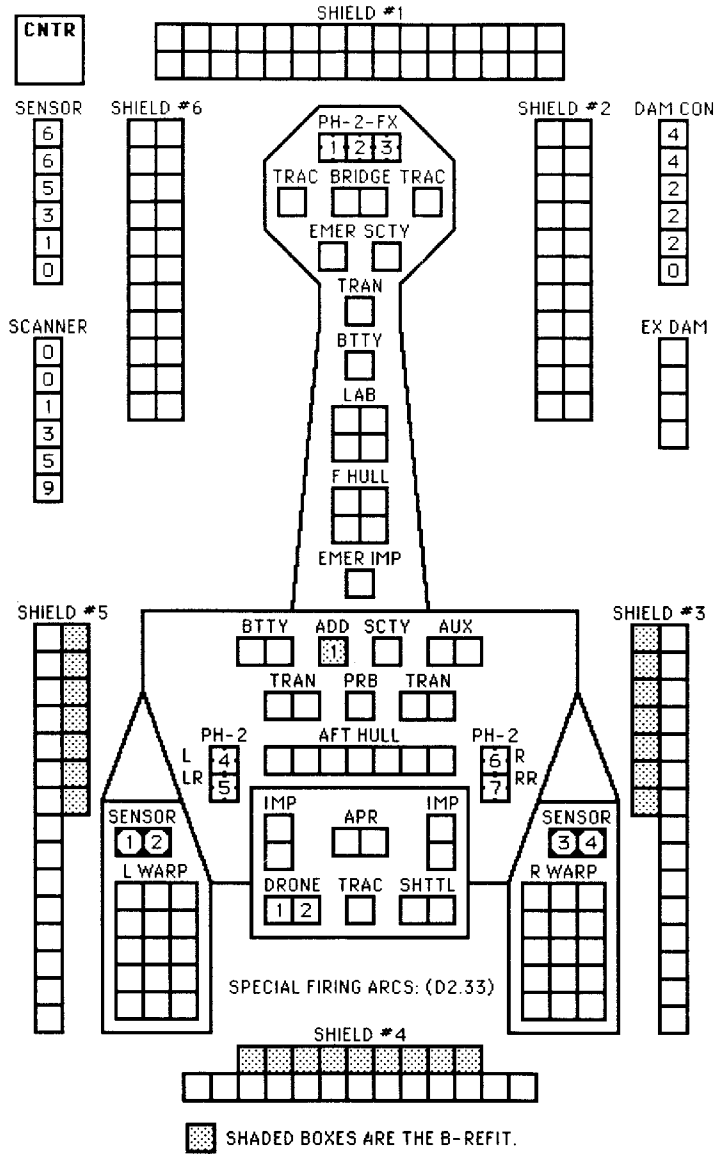
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ANTI-DRONE TABLE

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



FA = LF + RF
FX = L + LF + RF + R



▒ SHADED BOXES ARE THE B-REFIT.

KLINGON D5C LIGHT COMMAND CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

PROBES 5

DRONE RACKS

1 B

2 B

SHIP HAD TYPE-B DRONE RACKS WITH ONE RELOAD UNTIL THE Y175 REFIT WHICH ADDED A SECOND RELOAD.

SHIP DATA TABLE		
TYPE	=	D5C
POINT VALUE	=	126
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.49
Y175 REFIT	=	+0
1 UIM STANDARD		

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

PH-1-FX 1 2

TRAC BRDG PRB

EMER SCTY

TRAN

LAB

BTTY

F HULL

EMER IMP

FH

LF RF L R LR RR

LF L RR PH-2 3 4 K TRAN BTTY AUX SCTY TRAN PH-2 5 6 RF R LR

PH-3 7 8 L LR AFT HULL PH-3 9 10 R RR K

DISR A B FH L L WARP

IMP APR IMP TRAC ADD 1 2 SHTL DRONE 1 2

DISR FH R C D R WARP

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

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

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

SHIP DATA TABLE		
TYPE	=	D5L
POINT VALUE	=	132
REFERENCE	=	R3.57
Y175 REFIT	=	+0
INCLUDES K REFIT		
1 UIM STANDARD		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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

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

HET ☐ BD ☐

ANTI-DRONES

1

2

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

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

FX = L + LF + RF + R

HIT & RUN UIM ☐ DERFACS ☐

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

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

KLINGON D5D DRONE CRUISER

CREW UNITS (10, 20, 30, 40) ✱

BOARDING PARTIES 8

PROBES 5

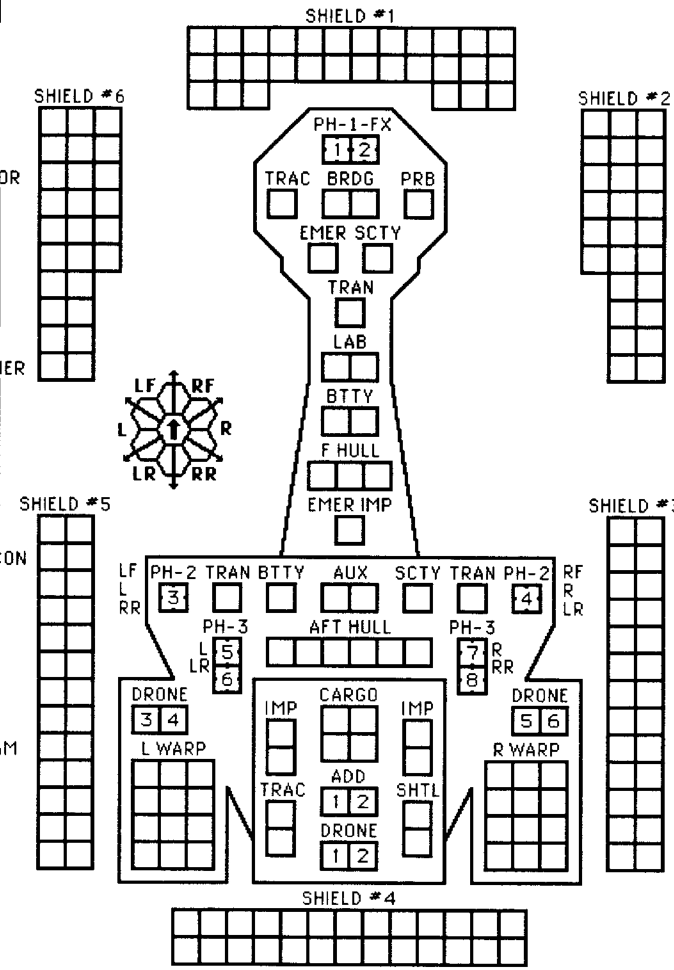
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE		
TYPE	=	D5D
POINT VALUE	=	111
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.50
Y175 REFIT	=	+0

CNTR



SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

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

SHIP HAD TWO SETS OF RELOADS PRIOR TO THE Y175 REFIT; THREE RELOADS THEREAFTER. RELOAD DATA HERE IS IN ADDITION TO DRONES STORED IN CARGO BOXES.

ANTI-DRONE TABLE

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

ANTI-DRONES 1, 2

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

FX = L + LF + RF + R

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

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

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

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10

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

KLINGON D5F CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ANTI-DRONES

1														
2														
3														
4														

SHIP DATA TABLE

TYPE	=	D5F
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.52
K REFIT	=	+2

1 UIM STANDARD

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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

HIT & RUN
UIM ☐
DERFACS ☐

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

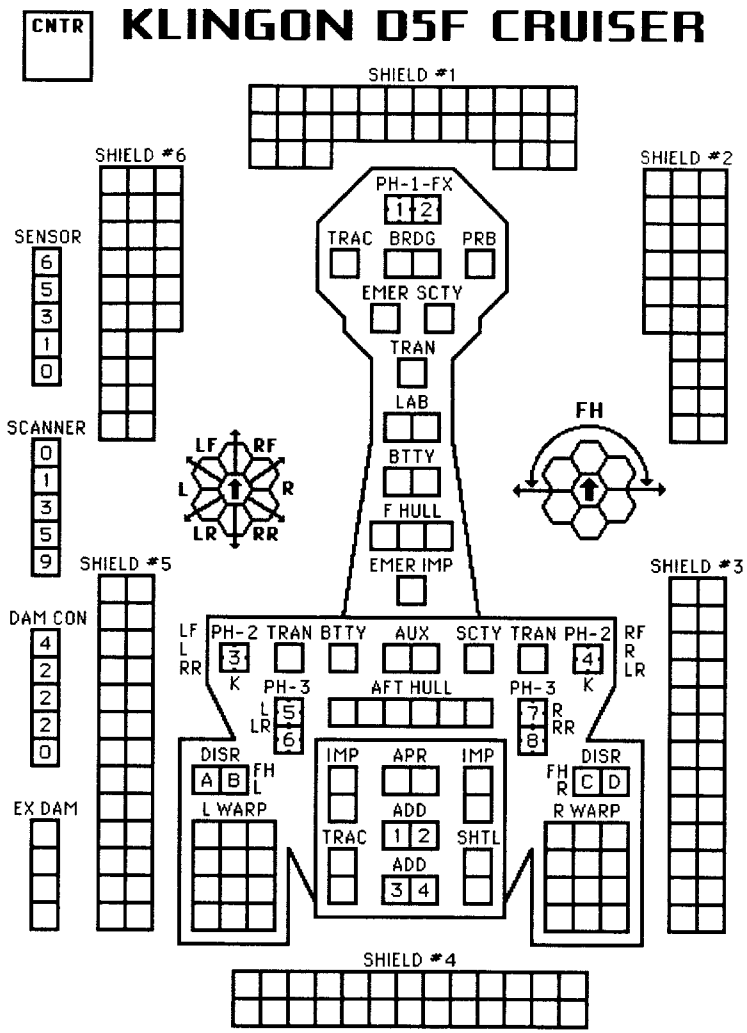
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

FX = L + LF + RF + R

DISRUPTOR TABLE

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

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).
PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

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

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

KLINGON D5H LIGHT TACTICAL TRANSPORT

CREW UNITS

		✱					10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

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

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

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

LIMITED AEGIS SYSTEM CONTROLS PH-3s.

SHIP DATA TABLE

TYPE	=	D5H
POINT VALUE	=	95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.54

1 UIM STANDARD

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN
UIM ☐
DERFACS ☐

NO POD

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SINGLE WEIGHT POD

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

DISRUPTOR TABLE

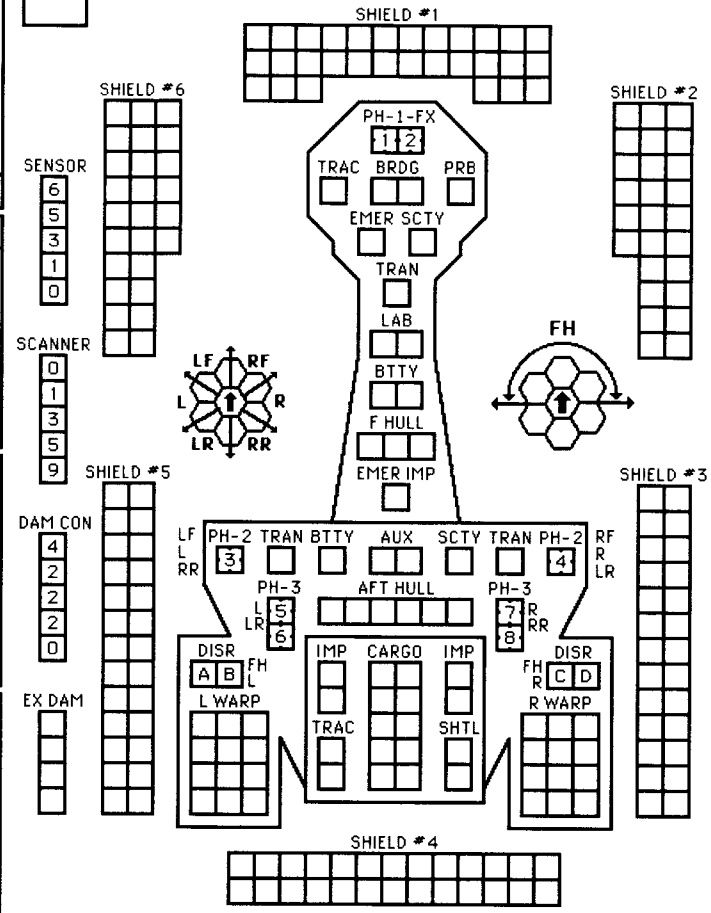
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING. SOME PODS INCLUDE ADDITIONAL SEEKING WEAPON CONTROL ABILITIES; IF SO, THESE ARE LISTED IN THE POD DESCRIPTIONS.

DOUBLE WEIGHT POD

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

FX = L + LF + RF + R



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP IF A POD IS NOT ATTACHED; SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). THE LR AND RR ARCS OF THESE PHASERS ARE BLOCKED IF A POD IS CARRIED.

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

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

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

KLINGON D5I (ISF) CRUISER

CREW UNITS 10 20 30 *

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 6

TRANSPORTER BOMBS D D D D

PROBES 5

DRONE RACKS

1 A B
2 A B

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

SHIP DATA TABLE		
TYPE	=	D5I
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.55
Y175 REFIT	=	+2

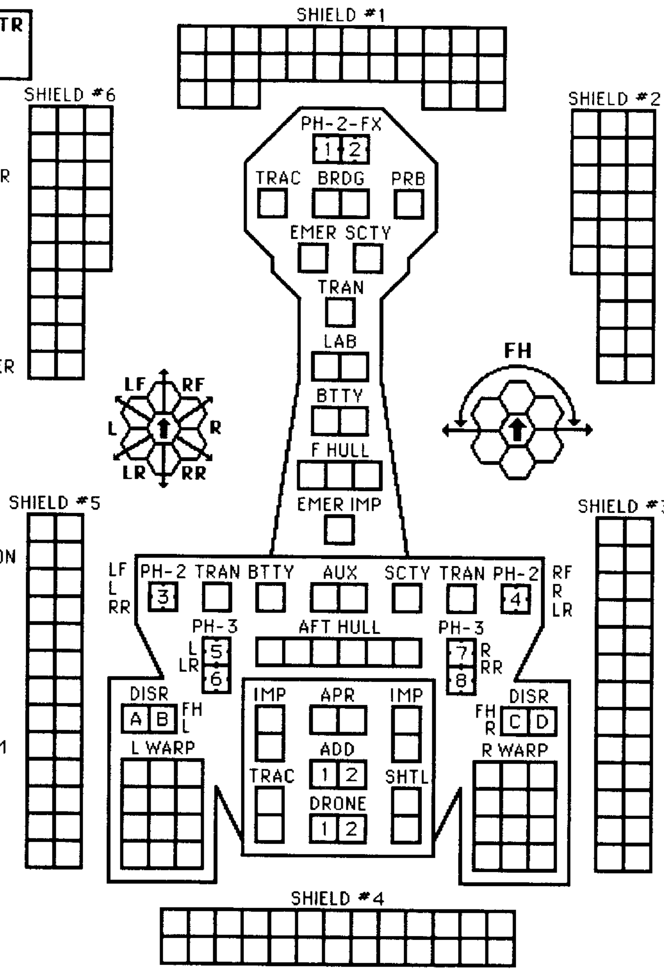
CNTR

SENSOR 6 5 3 1 0

SCANNER 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM



TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

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

ANTI-DRONES

1
2

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

ANTI-DRONE TABLE

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

FX = L + LF + RF + R

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

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

KLINGON D5M MINESWEEPER

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

							8

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

LIMITED AEGIS SYSTEM CONTROLS PH-3s.

SHIP DATA TABLE

TYPE	=	D5M
POINT VALUE	=	115/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.58
Y175 REFIT	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

							A			B
1							A			B
2										

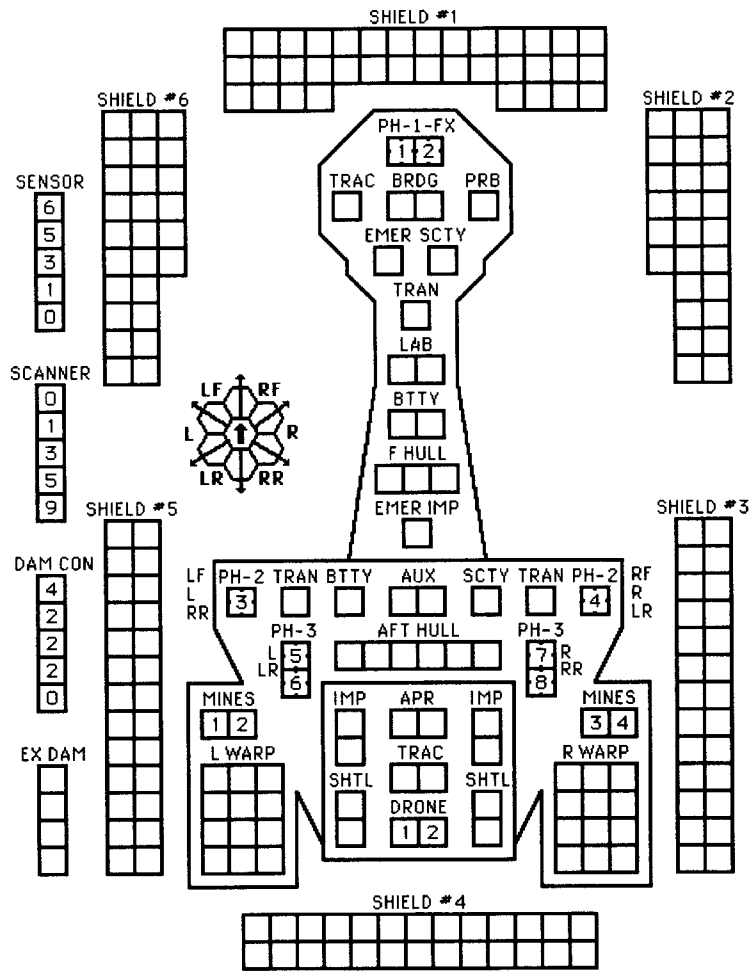
SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

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

MINE RACKS

1					
2					
3					
4					

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



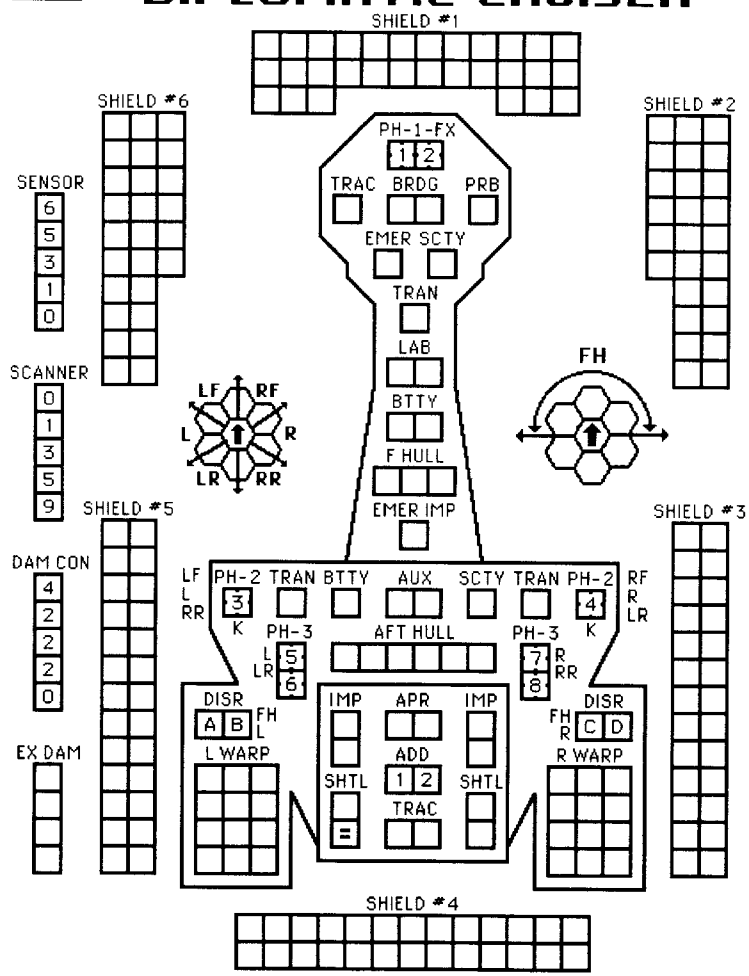
THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

FX = L + LF + RF + R

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

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

KLINGON D5N DIPLOMATIC CRUISER



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).
PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

CREW UNITS

		*							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREW

[1] THIS SHIP IS EXEMPT FROM MUTINY AS A DIPLOMATIC SHIP (G6.14).

PROBES

				5

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

SHIP DATA TABLE

TYPE	=	D5N
POINT VALUE	=	125/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.59
K REFIT	=	+2
1 UIM STANDARD		
NO MUTINY		

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN
UIM [ ]
DERFACS [ ]

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

TYPE II PHASER TABLE

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

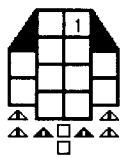
Z-YC FIGHTER
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

TYPE III DEFENSE PHASER

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

ANTI-DRONES

1																				
2																				



ANTI-DRONE TABLE

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

DISRUPTOR TABLE

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

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

THIS SHIP ALWAYS CARRIED ONE FIGHTER, BUT IT IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4.6).

FX = L + LF + RF + R

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

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

KLINGON D5S SCOUT CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1					A			B
2					A			B

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

SHIP DATA TABLE

TYPE	=	D5S
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.61
Y175 REFIT	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SENSOR

6	5	3	1	0

SCANNER

0	1	3	5	9

DAM CON

4	2	2	2	0

EX DAM

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

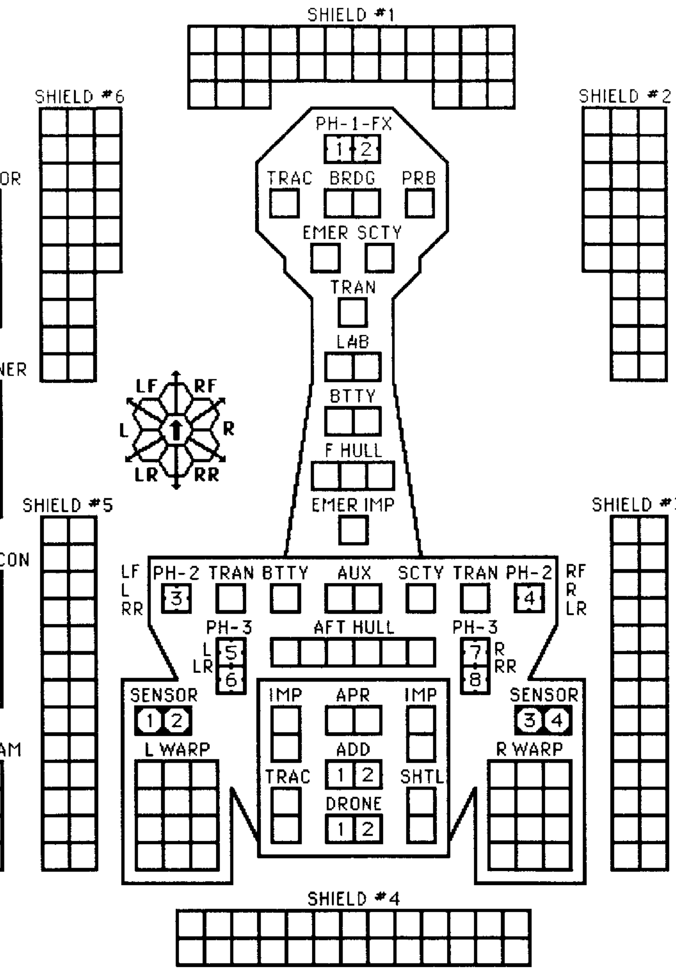
ANTI-DRONE TABLE

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

ANTI-DRONES

1
2

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.



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

FX = L + LF + RF + R

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

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

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

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

KLINGON D5V LIGHT CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

							8

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

					5

LIMITED AEGIS SYSTEM CONTROLS PH-3s.

SHIP DATA TABLE

TYPE	=	D5V
POINT VALUE	=	115/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.62
K REFIT	=	+2
1 UIM STANDARD		

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE II PHASER TABLE

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

HIT & RUN
UIM ☐
DERFACS ☐

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). PHASER-2s MARKED "K" ARE PHASER-1s ON THE K-REFIT.

FX = L + LF + RF + R

Z-Y FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY

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

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

KLINGON SPARROWHAWK LIGHT CRUISER

CREW UNITS — 10 / 20 / 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES — 10

TRANSPORTER BOMBS — D D D D

DRONE RACKS

1	A		B
2	A		B

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

PROBES — 5

SHIP DATA TABLE

TYPE	=	RKL
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.63
Y175 REFIT	=	+2
UIM REFIT	=	+5

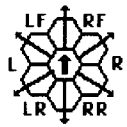
TYPE I OFFENSIVE PHASER TABLE

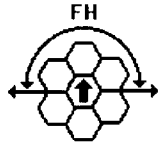
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN
UIM ☐
DERFACS ☐

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

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



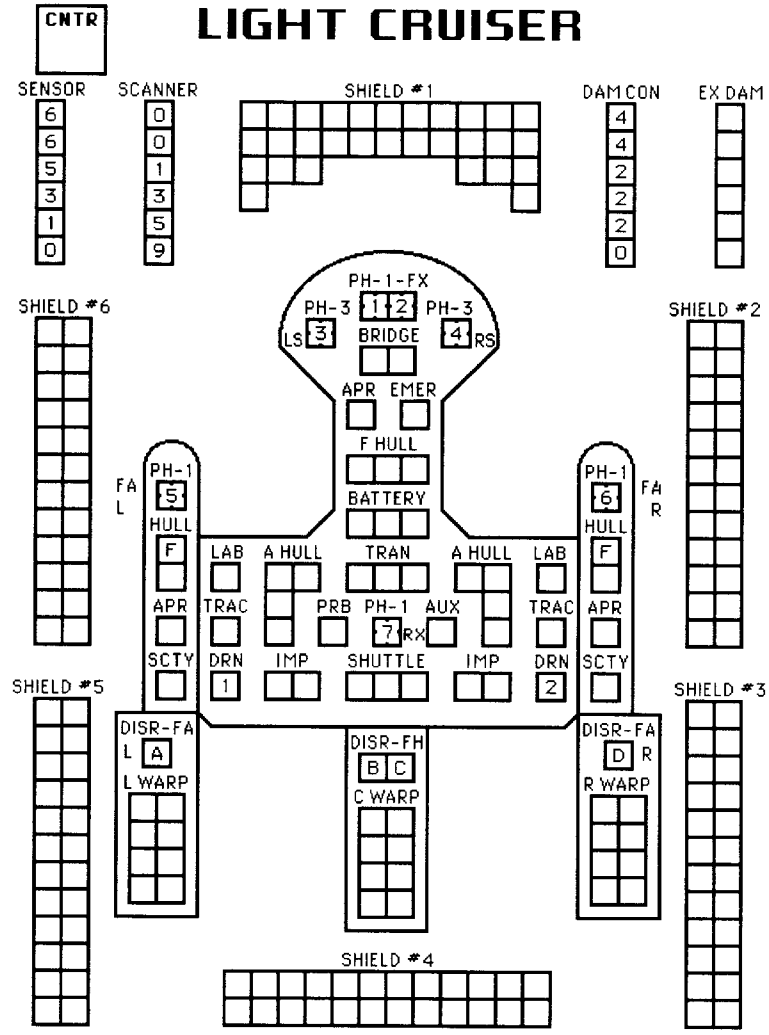


TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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



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

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

KLINGON F6 BATTLE FRIGATE

CREW UNITS: 10 / 20

BOARDING PARTIES: 10

DRONE RACKS: 1 B / 2 B

SHIP WAS BUILT WITH TYPE-B DRONE RACKS AND INCORPORATES B REFIT.

ADMINISTRATIVE SHUTTLE

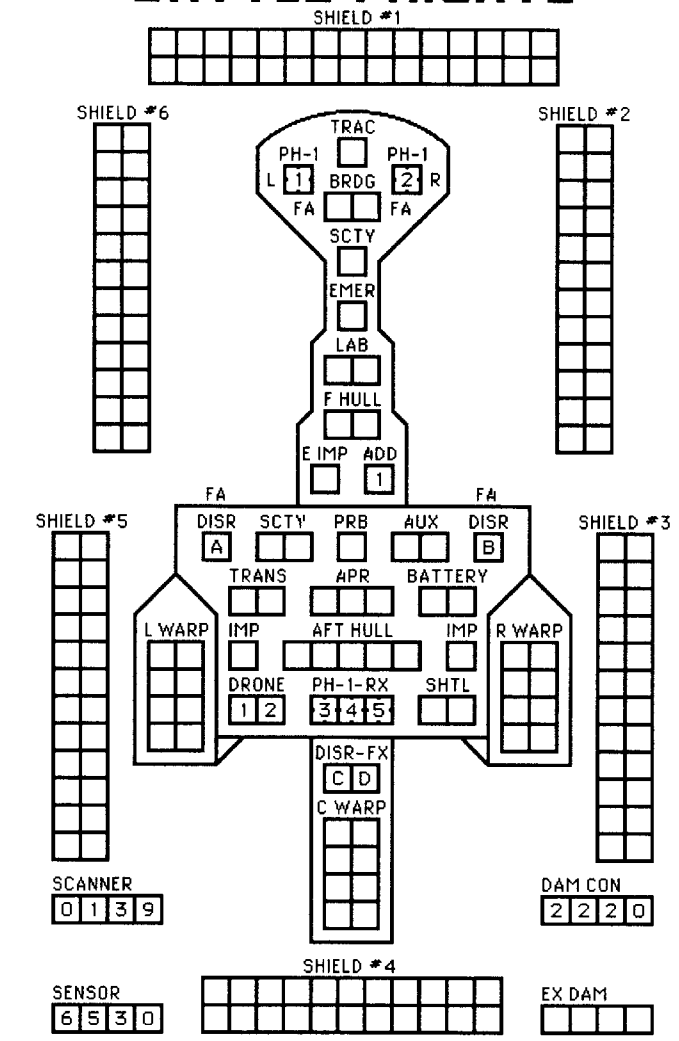
IDENT	HIT POINTS	NOTES

PROBES: 5

T-BOMBS: D D

SHIP DATA TABLE		
TYPE	=	F6
POINT VALUE	=	108
BREAKDOWN	=	4-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.64
1 UIM STANDARD		

CNTR



TYPE I OFFENSIVE PHASER TABLE

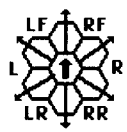
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN
UIM
DERFACS

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

TYPE III DEFENSE PHASER

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



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

ANTI-DRONE TABLE

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

ANTI-DRONES: 1

ANTI-DRONE ALWAYS HAD 12 ROUNDS.

DISRUPTOR TABLE

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

SEE (D23.0) FOR SHOCK DAMAGE.

SPECIAL FIRING ARCS: (D2.33).

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

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

KLINGON E5 BATTLE ESCORT

CNTR

CREW UNITS 10 20 (*)

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 6

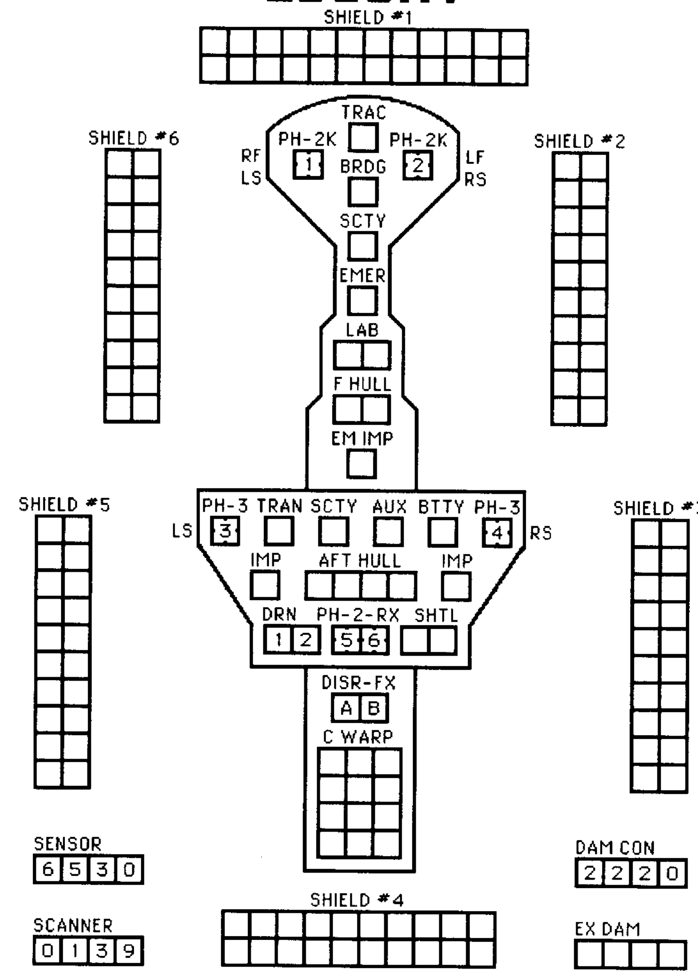
TRANSPORTER BOMBS D D

DRONE RACKS

1 A B
2 A B

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

SHIP DATA TABLE		
TYPE	=	E5
POINT VALUE	=	77
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.65
Y175 REFIT	=	+2
K REFIT	=	+2
UIM REFIT	=	+5



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

TYPE I OFFENSIVE PHASER TABLE

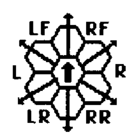
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN
UIM

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

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

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

KLINGON C8S SPACE CONTROL SHIP

CREW UNITS

BOARDING PARTIES

DECK CREWS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS THREE SHUTTLE BAYS.
REAR BAYS CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS D D D D D D

PROBES 5

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

SHIP DATA TABLE

TYPE	=	C8S
POINT VALUE	=	253/228
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.70

2 X UIM STANDARD

DRONE RACKS

1 2 G G

ONE RELOAD IS ENTIRELY ADDs.

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HET

BD

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

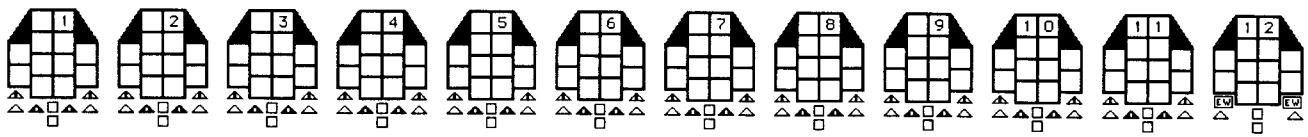
DISRUPTOR TABLE

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

UIM

DERFACS H&R

Z-Y FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY



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

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

KLINGON C9A STASIS DREADNOUGHT

CREW UNITS

		*					10
							20
							30
							40
							50
							60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	C9A
POINT VALUE	=	231
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.71

2 X UIM STANDARD

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

D D D D D D

PROBES

				5

THIS SHIP INCLUDED THE B, K, AND Y175 REFITS INTO ITS DESIGN.Y

DRONE RACKS

1									B
2									B
3									B
4									B

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONES

1

ANTI-DRONE TABLE

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

TYPE II PHASER TABLE

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

SEE (G16.52) FOR DAMAGE TO STASIS FIELD GENERATOR.

TYPE III DEFENSE PHASER

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

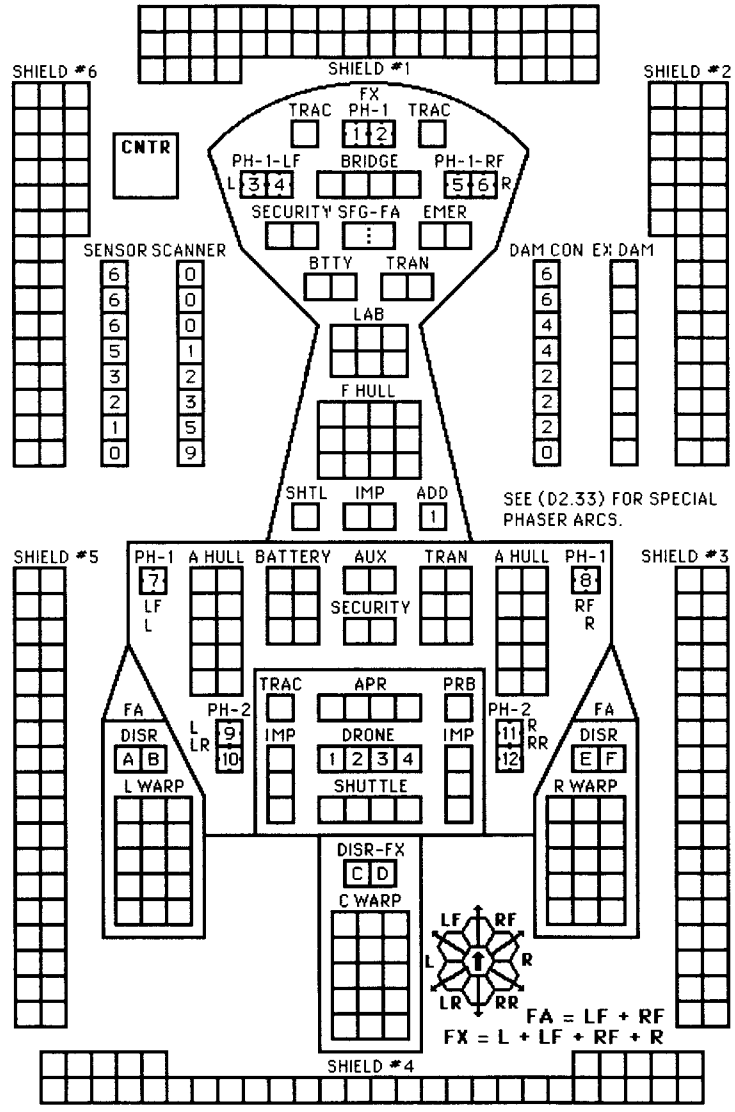
DISRUPTOR TABLE

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

HIT & RUN

UIM

DERFACS



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

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

KLINGON C7 HEAVY BATTLECRUISER

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10 20

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

ANTI-DRONES

1

ALWAYS HAD 12 ROUNDS.

SHIP DATA TABLE		
TYPE	=	C7
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.72
2xUIM STANDARD		

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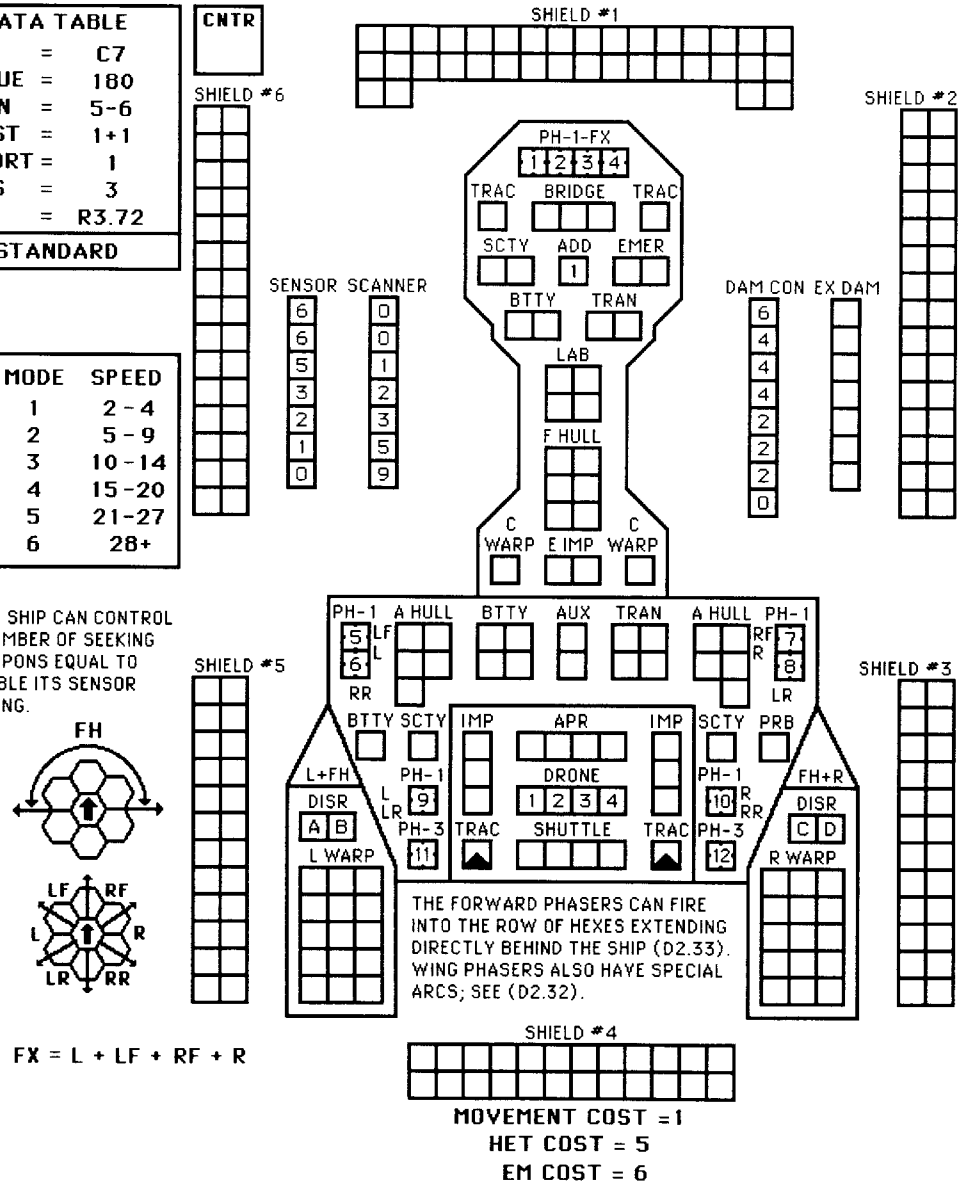


MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN
UIM
DERFACS

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1				B
2				B
3				B
4				B

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

RACKS HAD TRIPLE RELOADS.

ANTI-DRONE TABLE

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

FX = L + LF + RF + R

DISRUPTOR TABLE

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

KLINGON C7A HEAVY STASIS BATTLECRUISER

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10 20

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

ANTI-DRONES

1

ALWAYS HAD 12 ROUNDS.

SHIP DATA TABLE

TYPE	=	C7A
POINT VALUE	=	190
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.73

2xUIM STANDARD

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN

UIM

DERFACS

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1 B
2 B
3 B
4 B

RACKS HAD TRIPLE RELOADS.

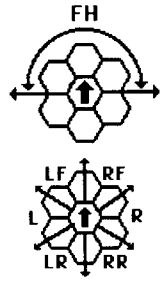
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

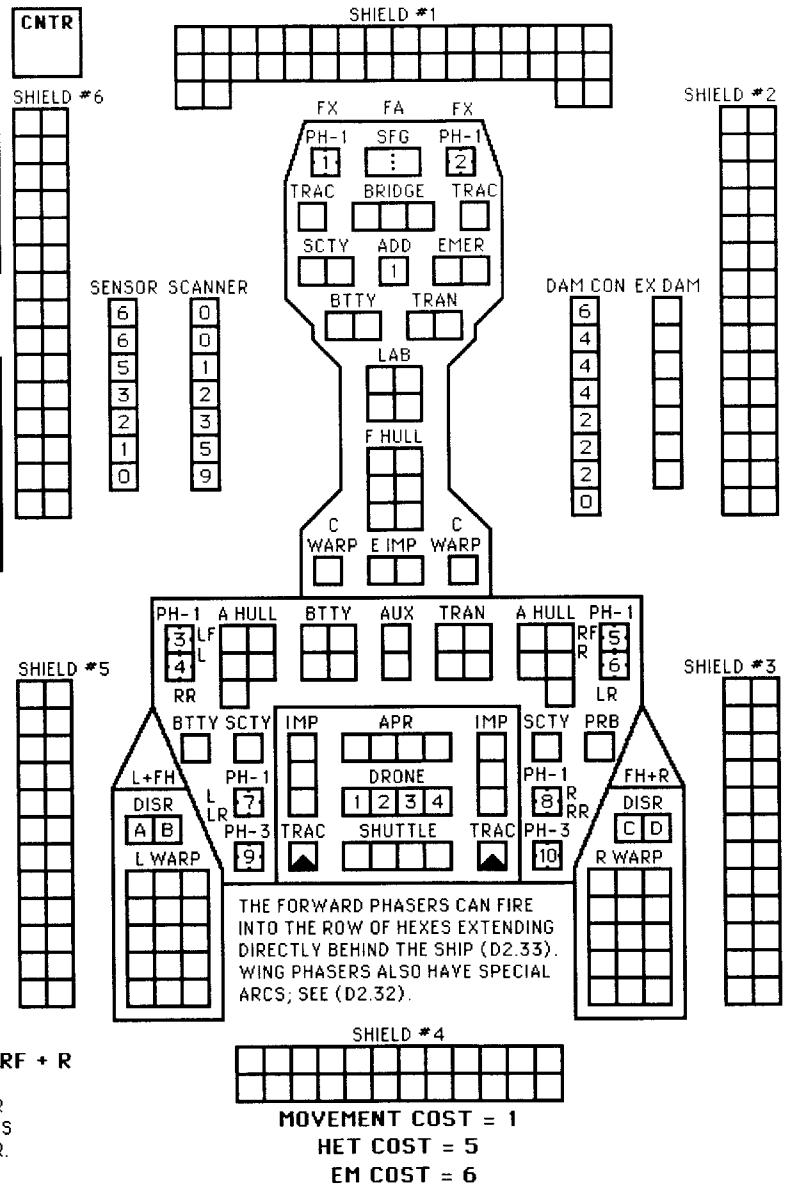
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD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



FA = LF + RF

FX = L + LF + RF + R

SEE (G16.52) FOR DAMAGE TO STASIS FIELD GENERATOR.



MOVEMENT COST = 1

HET COST = 5

EM COST = 6

KLINGON MD5 WAR CRUISER MAULER

CREW UNITS

		*							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D D D

PROBES: 5

ANTI-DRONES: 1 2

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SHIP DATA TABLE

TYPE	=	MD5
POINT VALUE	=	118
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.75
K REFIT	=	+2

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

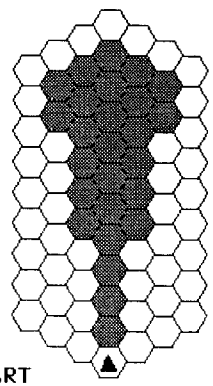
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



MAULER FIRING ARC

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

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

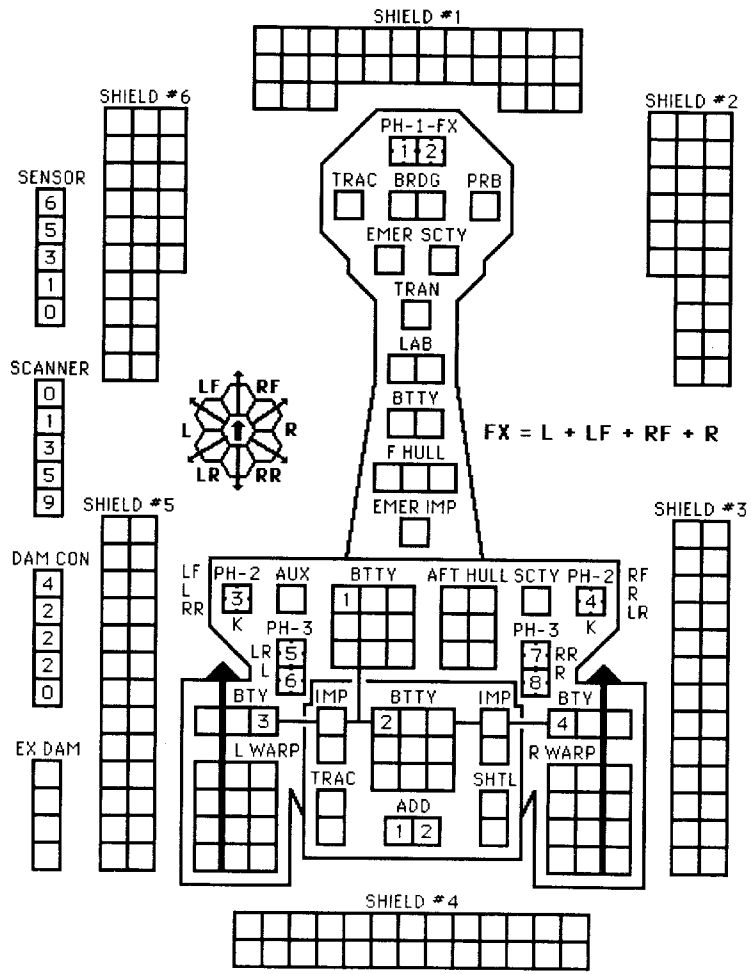
ANTI-DRONE TABLE

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

MAULER RANGE ADJUSTMENT CHART

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

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



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).
PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

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

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

KLINGON AD6 HEAVY ESCORT CRUISER

CREW UNITS

		✱					10
							20
							30
							40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

	2

PROBES

				5

ANTI-DRONES

1												
2												

ANTI-DRONES ALWAYS HAD 12 ROUNDS.

SHIP DATA TABLE

TYPE	=	AD6
POINT VALUE	=	119
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.76
K REFIT	=	+3
INCLUDES FULL AEGIS		

TYPE I OFFENSIVE PHASER TABLE

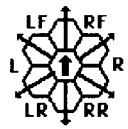
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

TYPE II PHASER TABLE

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



FA = LF + RF
FX = L + LF + RF + R

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

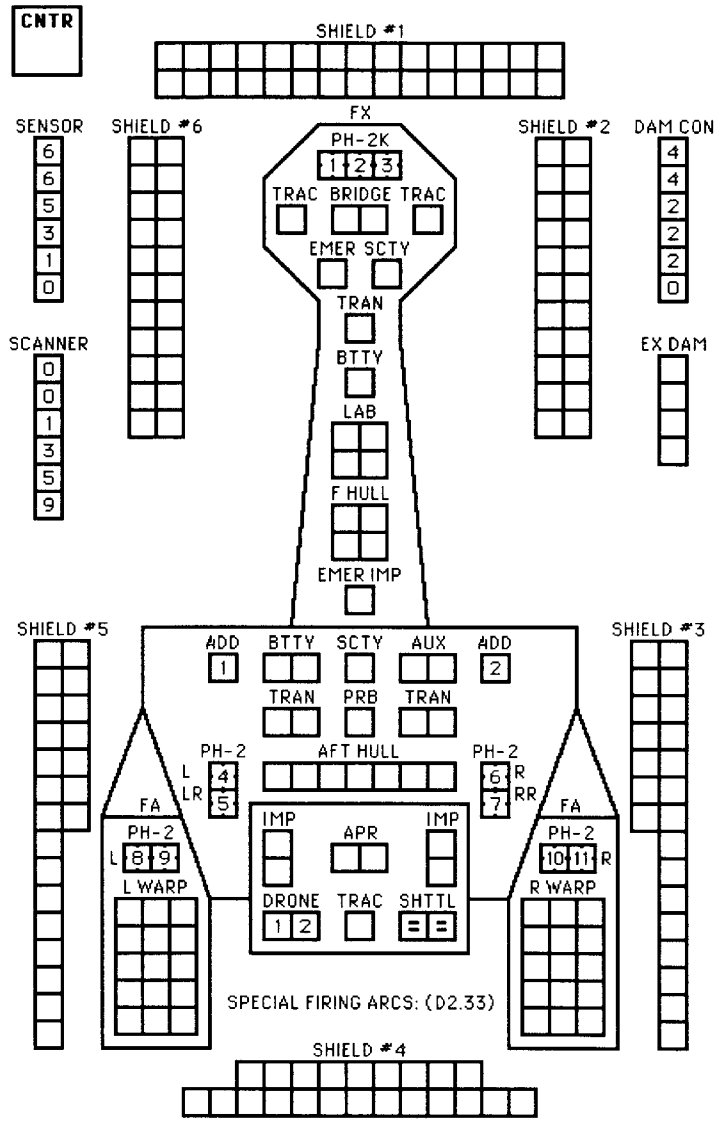
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

DRONE RACKS

									G
1									G
2									G

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

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



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

KLINGON F5E COMBAT ESCORT

CREW UNITS: * 10 20

BOARDING PARTIES: 8

DECK CREWS: 2

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS: D D

PROBES: 5

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

SHIP DATA TABLE		
TYPE	=	F5E
POINT VALUE	=	90
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.77
K REFIT	=	+2
INCLUDES LIMITED AEGIS		

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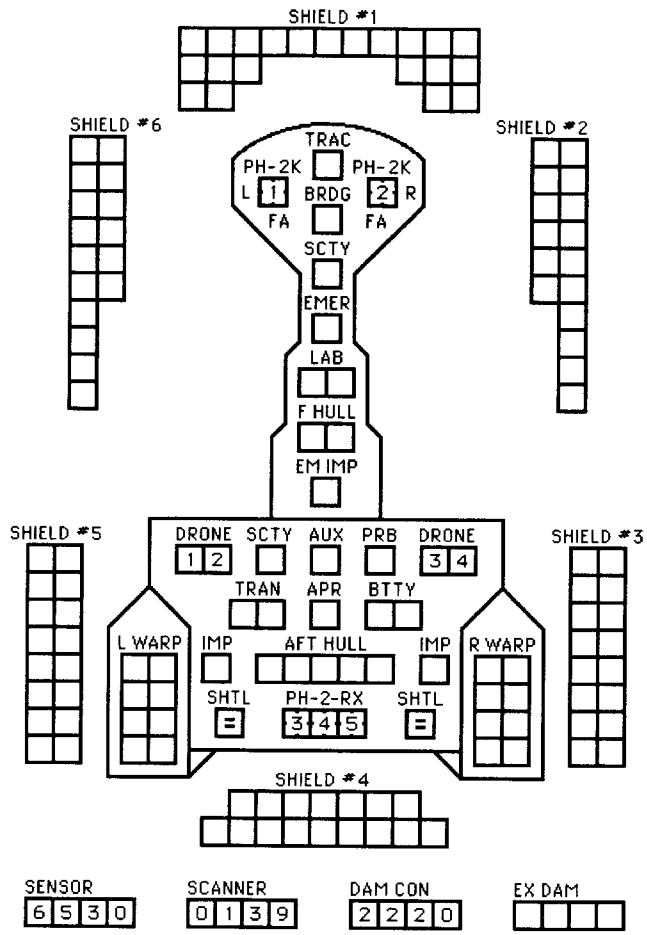


PHASER-2'S MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT.

SPECIAL FIRING ARCS: (D2.33)

SHIP DATA TABLE		
TYPE	=	AF5
POINT VALUE	=	100
REFERENCE	=	R3.78
K REFIT	=	+2
INCLUDES FULL AEGIS		
INCLUDES Y175 REFIT		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

FA = LF + RF

RX = L + LR + RR + R

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

TYPE III DEFENSE PHASER

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

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

ANTI-DRONE TABLE

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

DRONE RACKS

1							G
2							G
3							G
4							G

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

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

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

KLINGON E4D DRONE ESCORT

CNTR

CREW UNITS

			✱						10

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

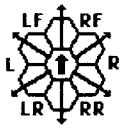
SHIP DATA TABLE

TYPE	=	E4D
POINT VALUE	=	63
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.79
Y175 REFIT	=	+4

DRONE RACKS

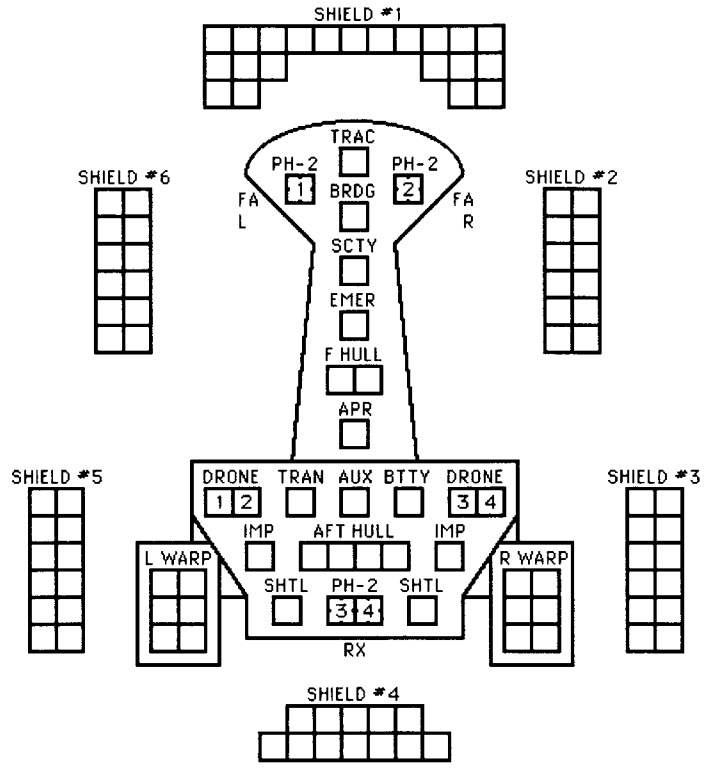
1						A				B
2						A				B
3						A				B
4						A				B

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



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

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



TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

SPECIAL FIRING ARCS: (D2.33)

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

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

KLINGON E4V ESCORT CARRIER (ISF)

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

ADMINISTRATIVE SHUTTLE

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

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

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

DECK CREWS: [ ][ ][ ][ ][ ][6]

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

SHIP DATA TABLE

TYPE	=	E4V
POINT VALUE	=	55/50
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.80
B REFIT BPV	=	+3

TYPE II PHASER TABLE

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

FA = LF + RF

RX = L + LR + RR + R

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

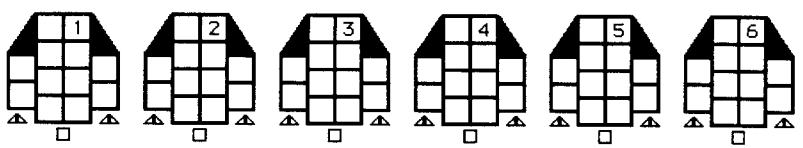
DISRUPTOR TABLE

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

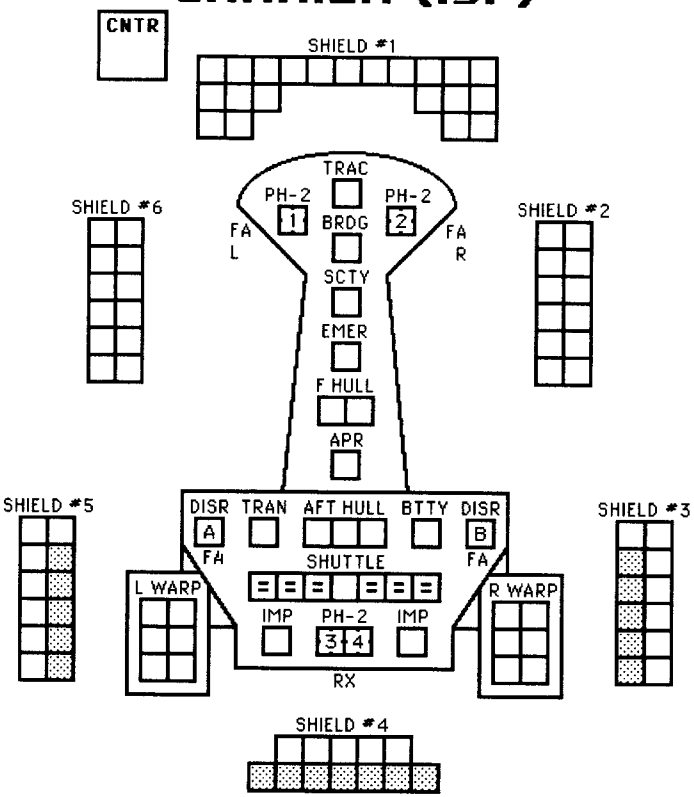
E4s ASSIGNED TO THE INTERNAL SECURITY FORCES HAVE INFERIOR FIRE CONTROL TO THOSE SHIPS IN THE DEEP SPACE FLEET.

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



Z-Ψ FIGHTERS
1xPh-3-FA
DFR = 3
CRIPPLE = 8
SPEED = 12



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

▒ SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)

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

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

KLINGON E3D DRONE ESCORT (ISF)

CREW UNITS: [ ][ ][*][ ][ ][ ][ ][ ][10] / [ ][ ]

ADMINISTRATIVE SHUTTLE

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

BOARDING PARTIES: [ ][ ][ ][ ][5]

T-BOMBS: [ ][ ] [D][D]

ANTI-DRONES: [1][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

6 ROUNDS BEFORE Y175 REFIT.

SHIP DATA TABLE		
TYPE	=	E3D
POINT VALUE	=	40
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.81
Y175 REFIT	=	+2

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TYPE III DEFENSE PHASER

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

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

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

DRONE RACKS

[1][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][E]

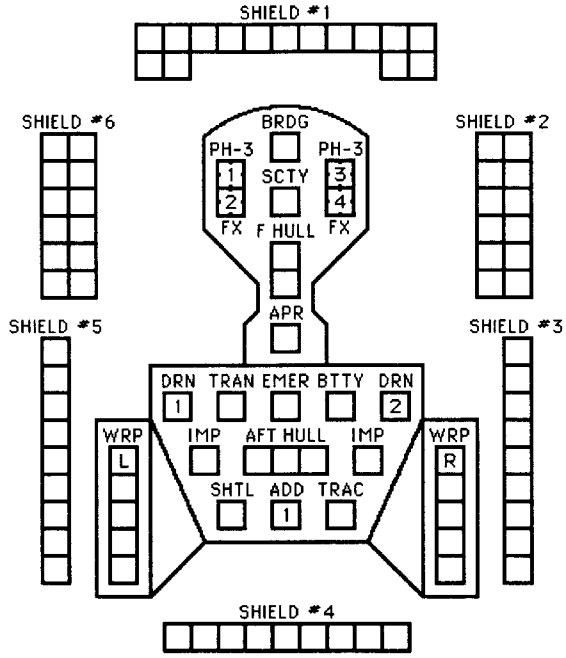
[2][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][E]

E-RACKS ALWAYS HAD TWO RELOADS.

ANTI-DRONE TABLE

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

FX = L + LF + RF + R



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

THE PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

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

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

HYDRAN LORD BISHOP COMMAND CRUISER

CREW UNITS

		*							10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

		3

PROBES

				5

SHIP DATA TABLE

TYPE	=	LB
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.30

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

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

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

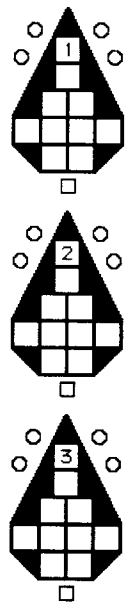
FUSION BEAM TABLE

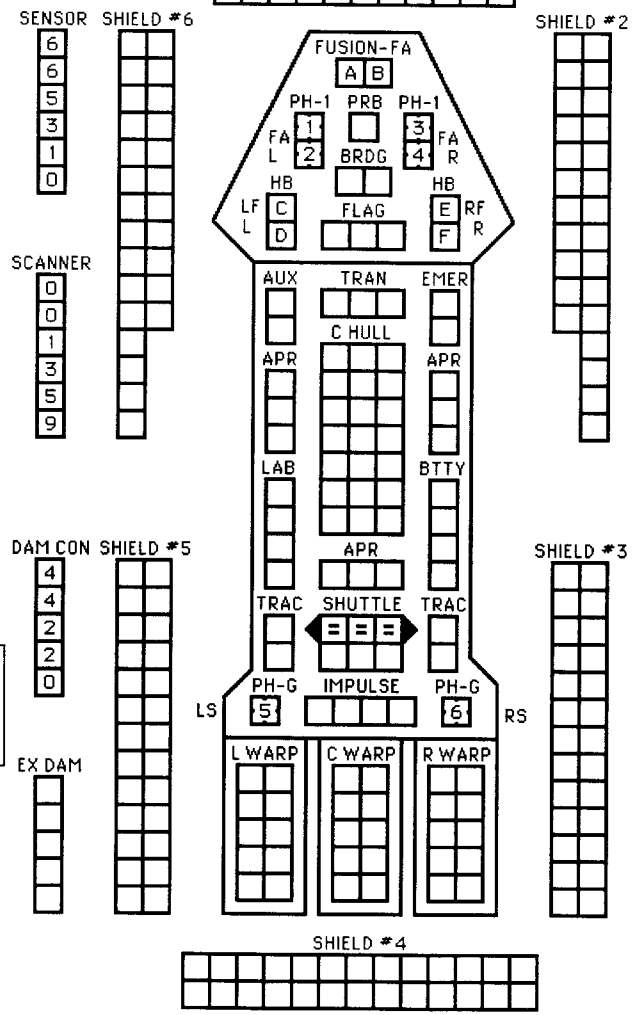
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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

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





HYDRAN OUTRIDER SURVEY SHIP

CNTR

CREW UNITS: * 10 20

BOARDING PARTIES: 8

DECK CREWS: 2

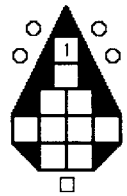
PROBES: 10

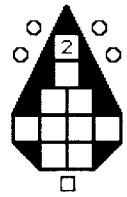
ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	105
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.31
PLUS REFIT	=	+10





TYPE I OFFENSIVE PHASER TABLE

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

T-BOMBS: [ ] [ ] [D] [D]

SEE (R9.R2).

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

FTR FUSION TABLE

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

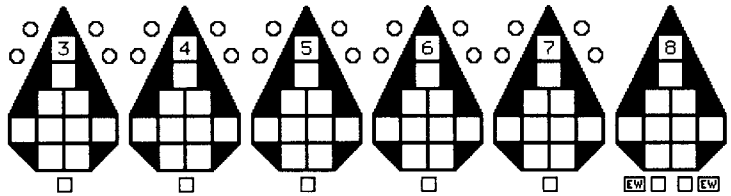
STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

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.

FIGHTERS AND DECK CREWS ADDED IN WARTIME. (R9.31A)

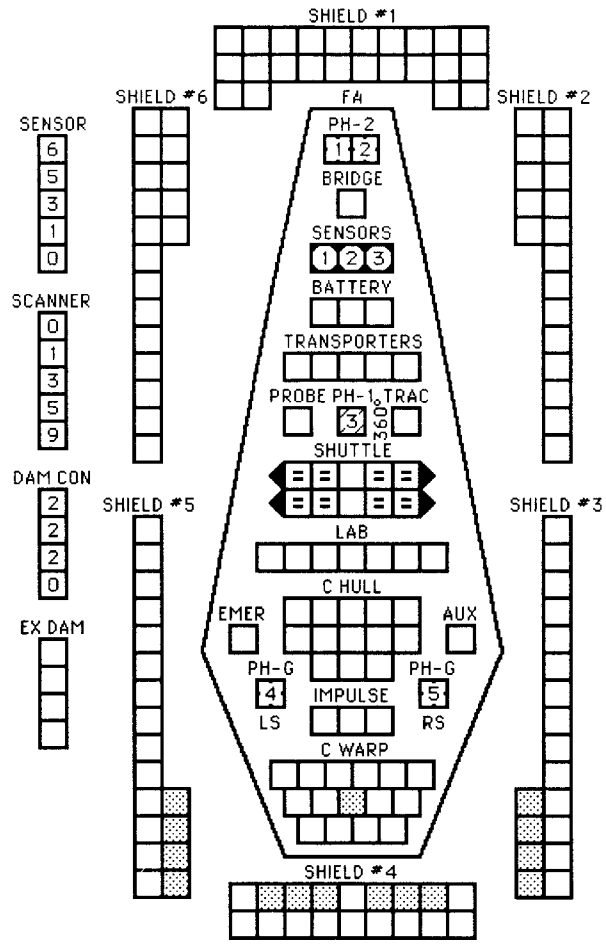


THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-2.

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

DECK CREWS: 6

SRV BPV = +12



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

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

HYDRAN BARON LIGHT COMMAND CRUISER

CREW UNITS: * 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES: 10

TRANSPORTER BOMBS: D D D D

DECK CREWS: 6

PROBES: 5

SHIP DATA TABLE		
TYPE	=	BAR
POINT VALUE	=	121
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.32

CNTR

SHIELD #1

SENSOR: 6 6 5 3 1 0

SHIELD #6

HB-FA A B

FUSION-FA

PH-1 C PH-1

FA 1 D 3 FA

L 2 BRIDGE 4 R

FLAG PROBE

APR

AUX TRAN

SHTL C HULL SHTL

LAB BTTY

EMER

PH-G 5 LS IMP RS 6 PH-G

TRAC TRAC

SHIELD #2

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

SHIELD #5

L WARP

R WARP

SHIELD #3

EX DAM

SHIELD #4

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HELLBORE COMBAT RESOLUTION TABLE

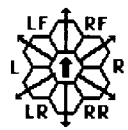
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

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

FUSION OVERLOAD

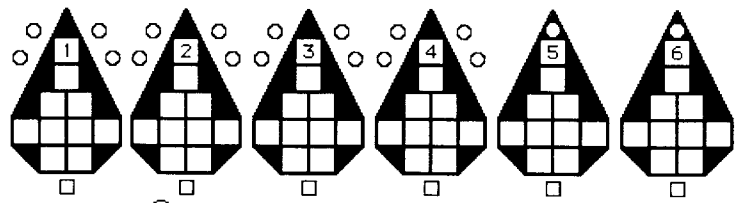
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0



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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15



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

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

HYDRAN TROOPER NEW LIGHT CARRIER

CREW UNITS

10 / 20 / 30

BOARDING PARTIES 10

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — TRANSFER BY (J1.59)

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	NVL
POINT VALUE	=	90/80
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.33
PLUS REFIT	=	+12

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

FTR FUSION TABLE

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

FIGHTER HELLBORE TABLE

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:
- DELETE THE SHADED BOXES.
- CHANGE THE PH-G ARCS TO RX.
- CHANGE THE PH-1s TO PH-2s.

SENSOR 6 6 5 3 1 0

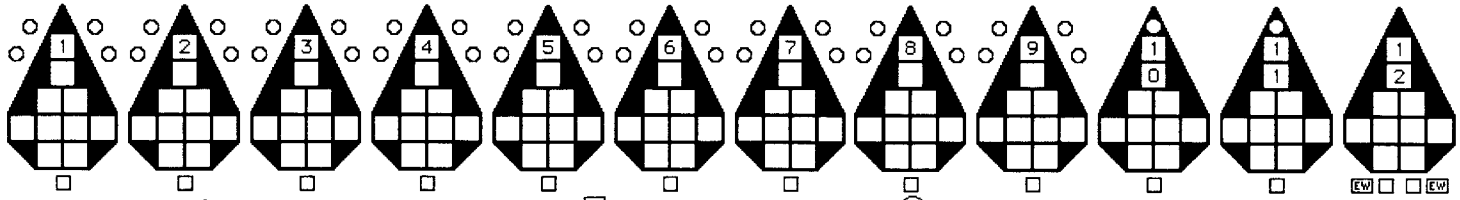
SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

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

PH-1-FA 1 2
LAB
PH-2 FA 3 L 4
BRIDGE
PH-2 5 FA 6 R
EMER APR PROBE
AUX BTTY TRAN
C HULL
SHTL SHTL
TRAC
PH-G 7 LS
PH-G RS 8
IMPULSE
L WARP
R WARP



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

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

HYDRAN NEW ESCORT CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES: 10

TRANSPORTER BOMBS: D D D D

DECK CREWS: 6

PROBES: 5

SHIP DATA TABLE

TYPE	=	NEC
POINT VALUE	=	95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.34
PLUS REFIT	=	+12
INCLUDES LIMITED AEGIS		

SHIP DATA TABLE

TYPE	=	NAC
POINT VALUE	=	105
REFERENCE	=	R9.34A
PLUS REFIT	=	+12
INCLUDES FULL AEGIS		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:
- DELETE THE SHADED BOXES.
- CHANGE THE PH-G ARCS TO RX.
- CHANGE THE PH-1s TO PH-2s.

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

FTR FUSION TABLE

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

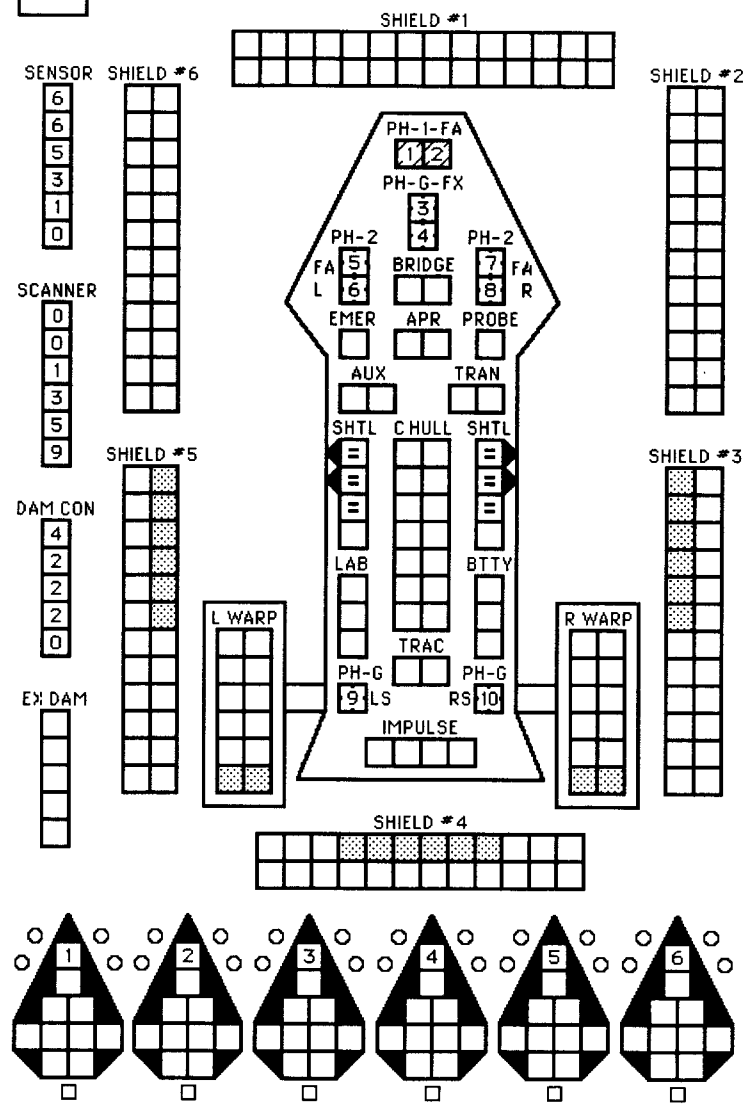
CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

EX DAM



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

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

HYDRAN
NEW MINSWEEPER

CREW UNITS

			*						10
									20

BOARDING PARTIES

							8

DECK CREWS

			4

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NMS
POINT VALUE	=	90/70
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.35

CNTR

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

FTR FUSION TABLE

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

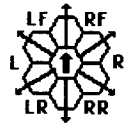
MINE RACKS

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

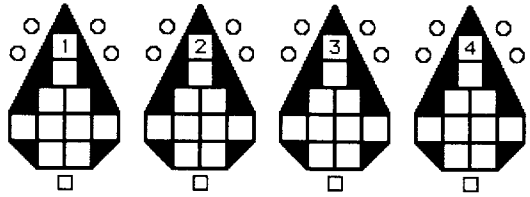
RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

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

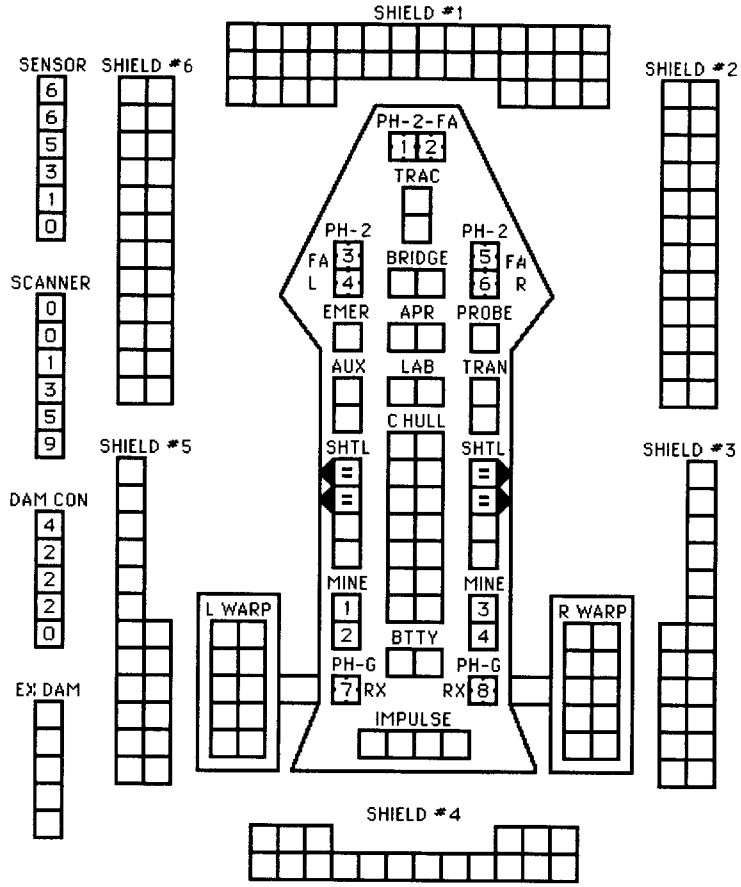
THIS SHIP NEVER RECEIVED A REFIT.



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



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

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

HYDRAN CHASSEUR
NEW SCOUT CRUISER

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ][ ][ ][20] / [ ][ ][ ][ ][ ][ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

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

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

DECK CREWS: [ ][ ][ ][ ][ ][6]

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

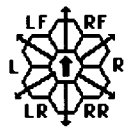
SHIP DATA TABLE

TYPE	=	NSC
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.36
PLUS REFIT	=	+10

CNTR

TYPE II PHASER TABLE

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



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

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

TYPE III DEFENSE PHASER

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

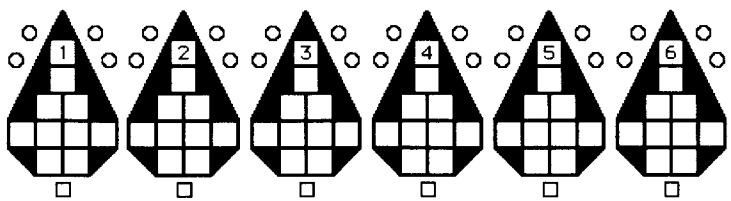
SCOUT FUNCTIONS SUMMARY

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

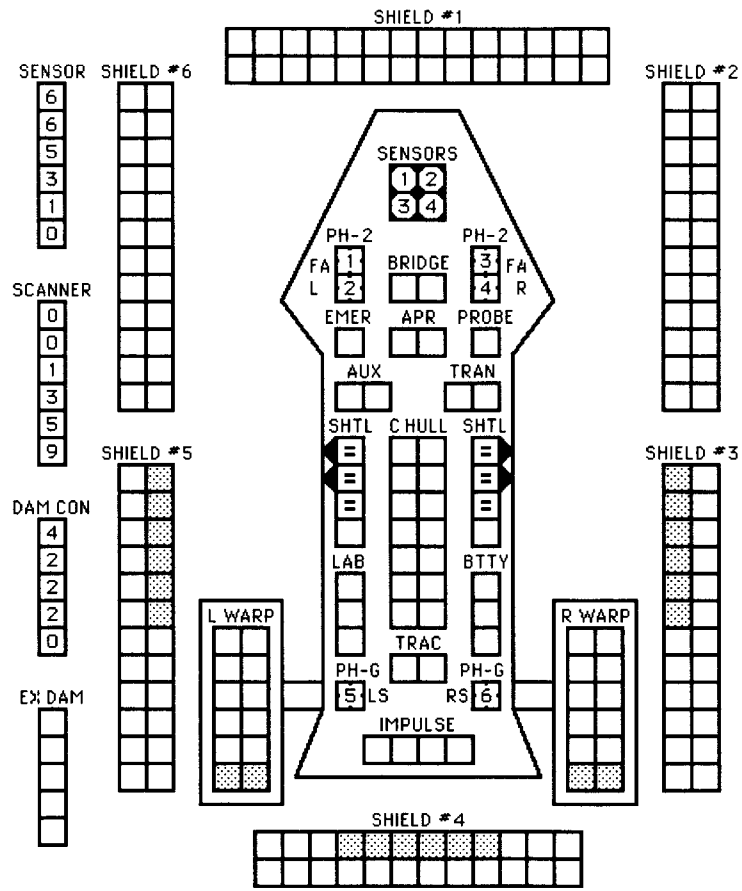
FTR FUSION TABLE

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:
DELETE THE SHADED BOXES.
CHANGE THE PH-G ARCS TO RX.

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

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

HYDRAN MULE LIGHT TACTICAL TRANSPORT

CREW UNITS: 10 / 20

BOARDING PARTIES: 4

DECK CREWS: 4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS: D D D D

PROBES: 5

SHIP DATA TABLE		
TYPE	=	LTT
POINT VALUE	=	80/70
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.38
PLUS REFIT	=	+10

CNTR

TYPE II PHASER TABLE

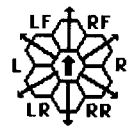
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

FTR FUSION TABLE

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

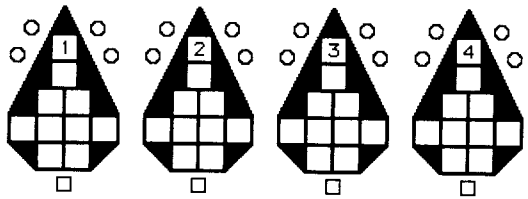


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RX = L + LR + RR + R

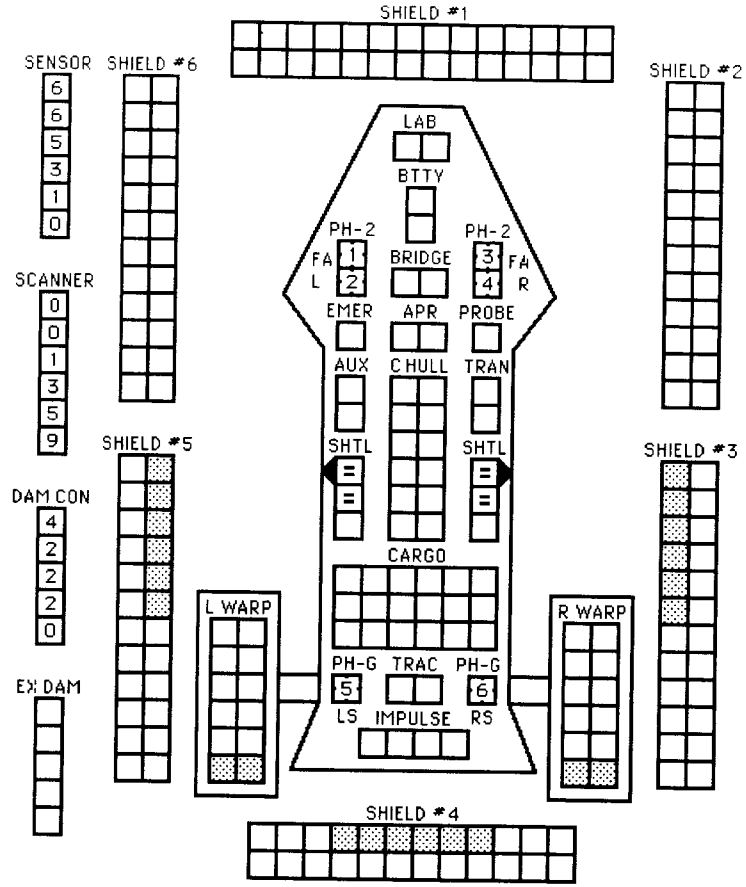
POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6

NO POD		
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:
DELETE THE SHADED BOXES.
CHANGE THE PH-G ARCS TO RX.

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

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

HYDRAN GENDARME POLICE SHIP

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

BOARDING PARTIES: [ ][ ][ ][4]

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

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

SHIP DATA TABLE

TYPE	=	GEN
POINT VALUE	=	42
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.39
PLUS REFIT	=	+2

TYPE II PHASER TABLE

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

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

NIMBLE SHIP

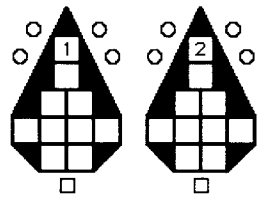
TYPE III DEFENSE PHASER

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

FIGHTERS SOMETIMES CARRIED

DECK CREWS [ ][2]

STINGER-2
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

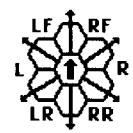


FUSION BEAM TABLE

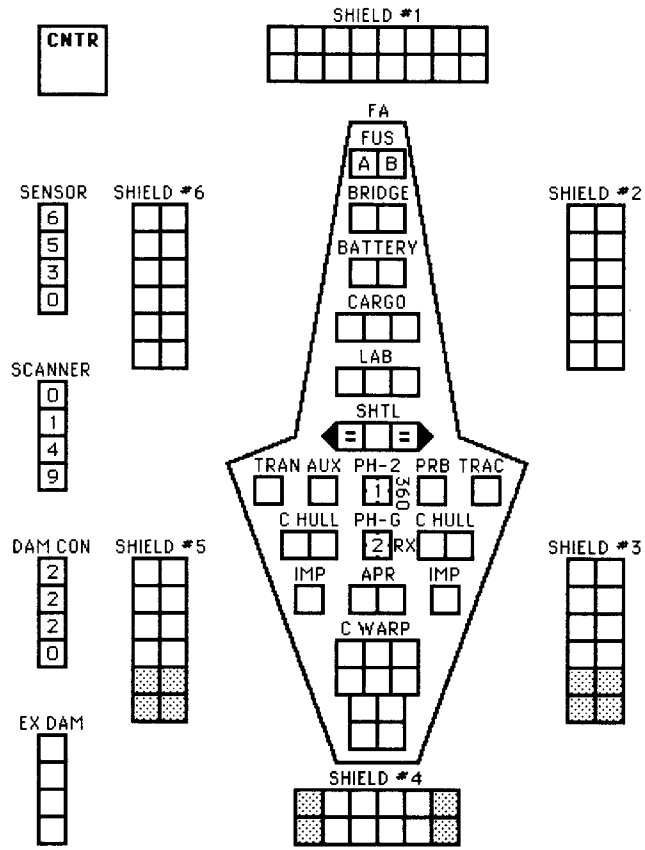
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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



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



SHADED BOXES ARE THE PLUS REFIT.

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

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

HYDRAN LORD COMMANDER COMMAND CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

SHIP DATA TABLE		
TYPE	=	LC
POINT VALUE	=	126
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.40

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

SEE (R9.R2).

DECK CREWS

					6

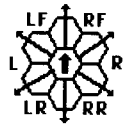
PROBES

				5

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

TYPE I OFFENSIVE PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

FIGHTER HELLBORE TABLE

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

FUSION BEAM TABLE

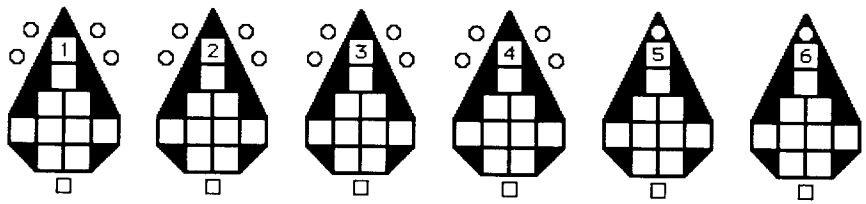
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

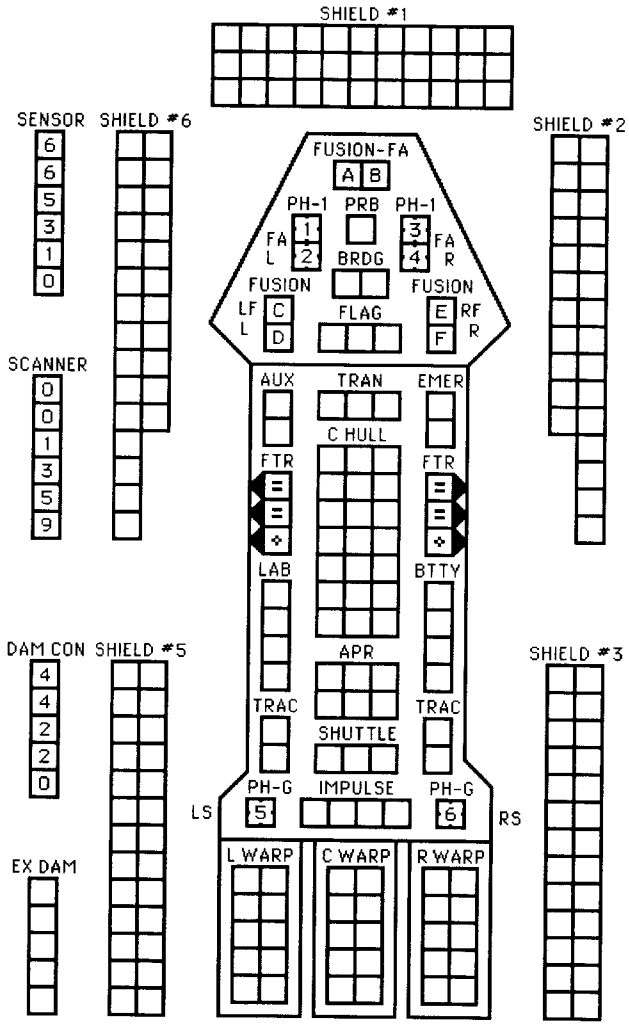
FUSION OVERLOAD

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

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15





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

HYDRAN CRUSADER FRIGATE LEADER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

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

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

CNTR

SHIP DATA TABLE

TYPE	=	CRU
POINT VALUE	=	76
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.41

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

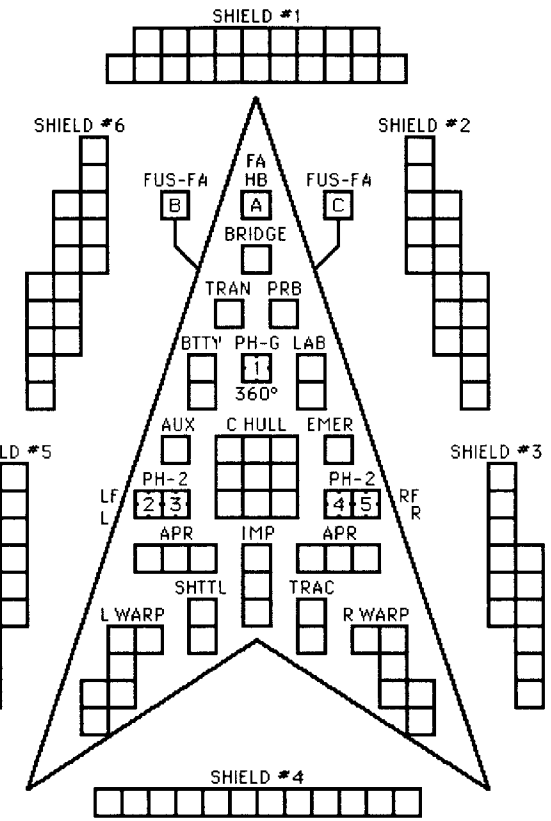
SCANNER [0][0][1][3][5][9]

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

EX DAM [ ][ ][ ][ ]

TURN MODE SPEED

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



TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

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	1	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

FA = LF + RF

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

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

HYDRAN IRON DUKE

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

BOARDING PARTIES

TRANSPORTER BOMBS D D D D D D

DECK CREWS

PROBES 5

SHIP DATA TABLE

TYPE	=	ID
POINT VALUE	=	205
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.42

CNTR

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

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

FA FUSION A B PH-1-FX 1 2 BRIDGE FLAG APR F HULL LAB SHUTTLE TRAC EMER TRAN AUX A HULL BATTERY A HULL L WARP R WARP PH-1-360° PRB 7 8 C WARP IMP IMP

HB-FA L C D HB-FA E F R

PH-1 L 3 FA 4 PH-1 5 R 6 FA

PH-G 9 RR LS PH-G LR 10 RS

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 6 6 4 4 2 2 2 2 0

EX DAM

LF RF L R LR RR

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

TYPE I OFFENSIVE PHASER TABLE

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

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

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

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	1	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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

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

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

HYDRAN
OVERLORD BATTLECRUISER

CREW UNITS

		*							10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

SHIP DATA TABLE

TYPE	=	OV
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.43

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

					D	D	D	D

SEE (R9.R2).

DECK CREWS

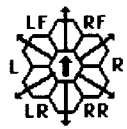
					6

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

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

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

FUSION BEAM TABLE

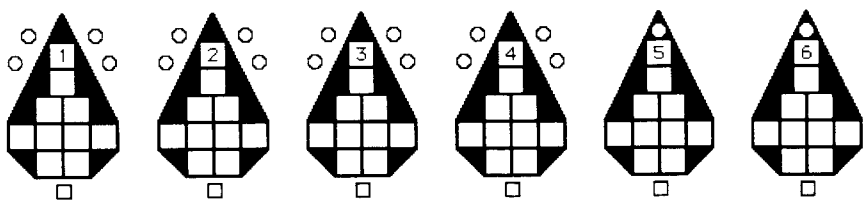
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

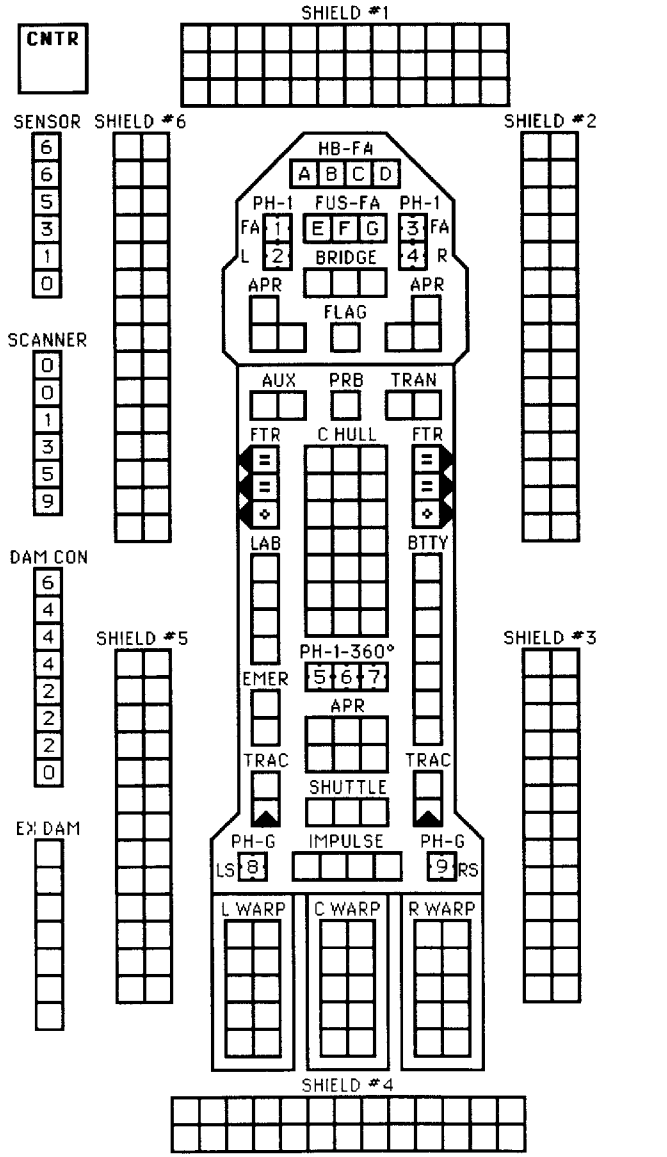
FUSION OVERLOAD

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15





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

HYDRAN SARACEN FRIGATE LEADER

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	SAR
POINT VALUE	=	70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.44

CNTR

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAM CON

2
2
2
0

EX DAM

TURN MODE SPEED

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

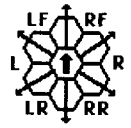
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FUSION BEAM TABLE

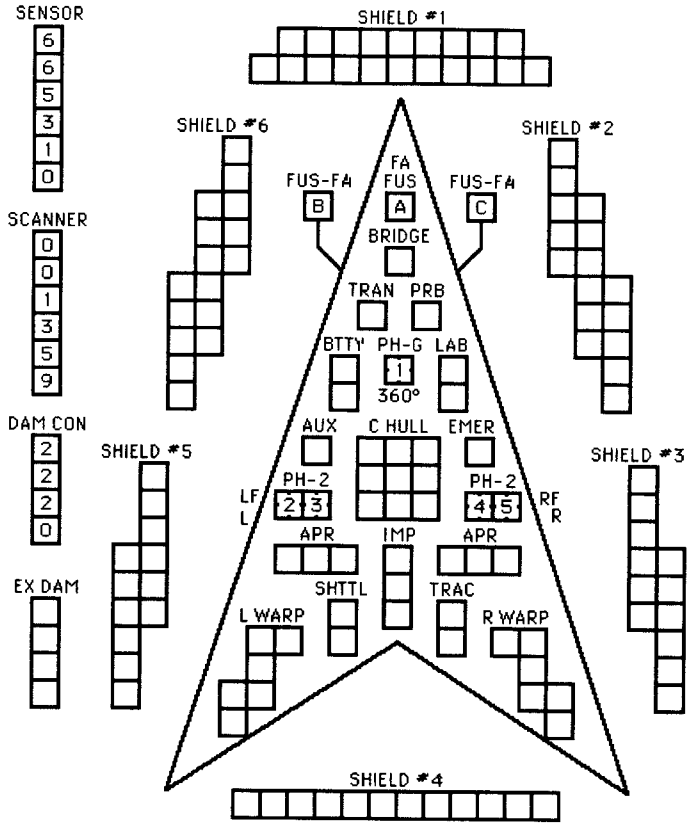
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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



FA = LF + RF



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

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

HYDRAN SCYTHIAN ESCORT CARRIER

CREW UNITS [10]

BOARDING PARTIES [6]

DECK CREWS [6]

PROBES [5]

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS [D][D]

SHIP DATA TABLE		
TYPE	=	CVE
POINT VALUE	=	68/48
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.46

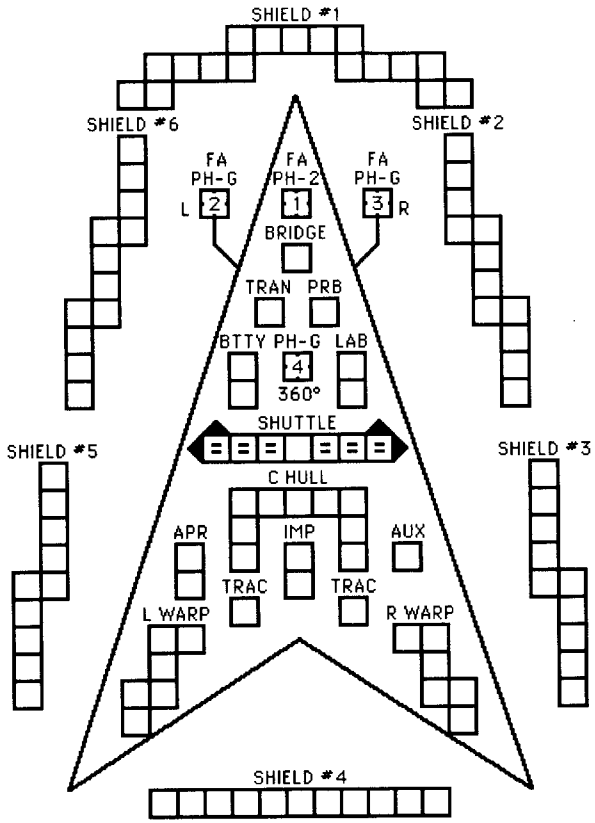
CNTR

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

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

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

EX DAM



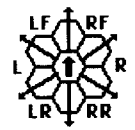
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

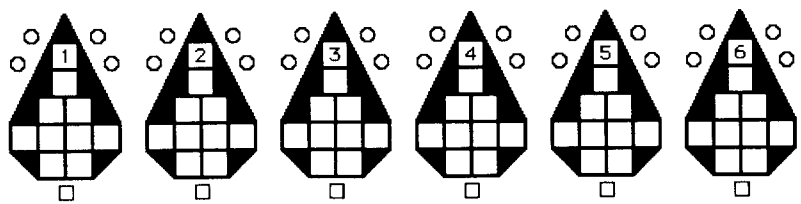


FA = LF + RF

FTR FUSION TABLE

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

STINGER-2
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

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

HYDRAN COSSACK MEDIUM CARRIER

CREW UNITS

		*					10
							20
							30
							40

BOARDING PARTIES

									10

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

	D	D	D	D

SHIP DATA TABLE

TYPE	=	COS
POINT VALUE	=	125/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.47

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

FTR FUSION TABLE

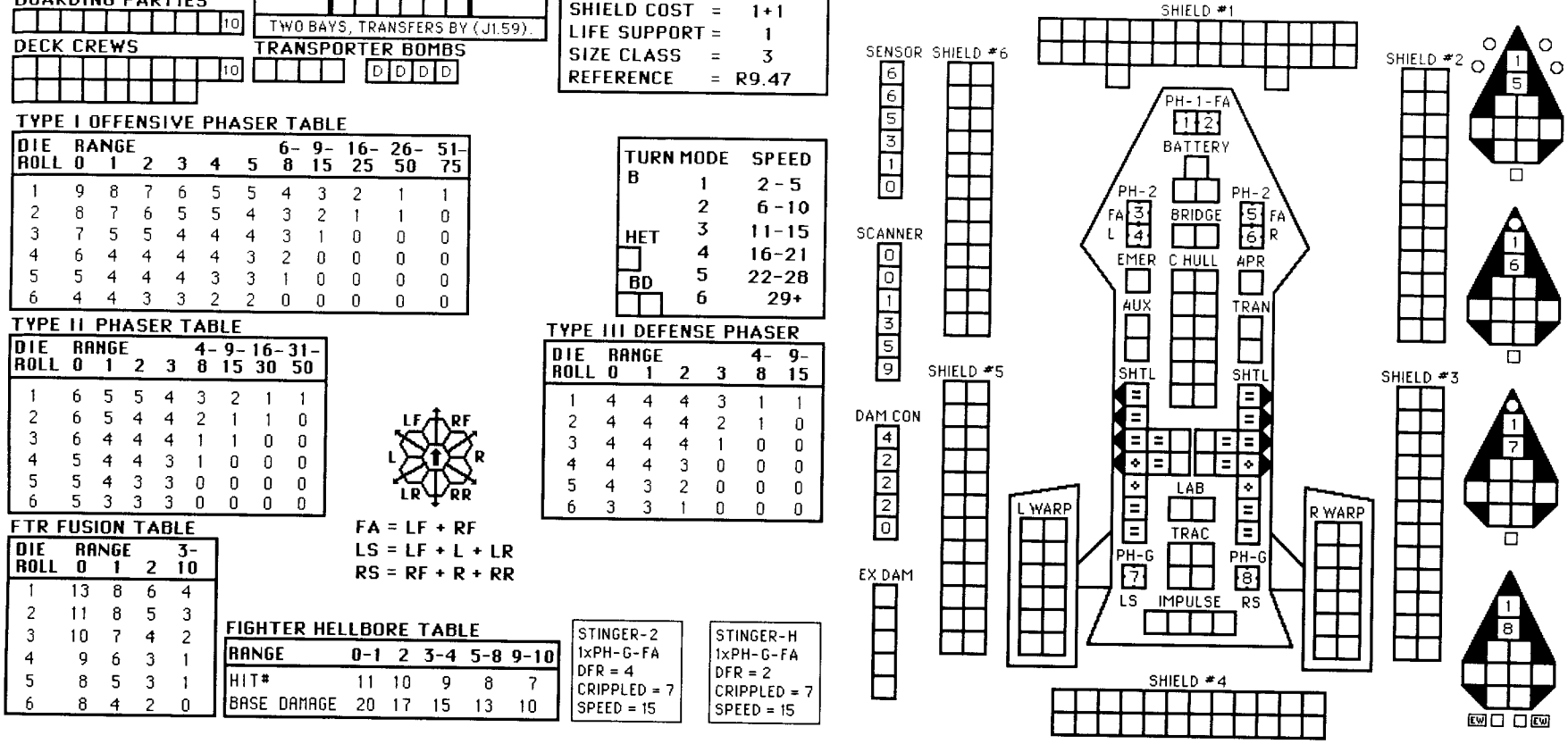
DIE ROLL	RANGE 0	1	2	3-10
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

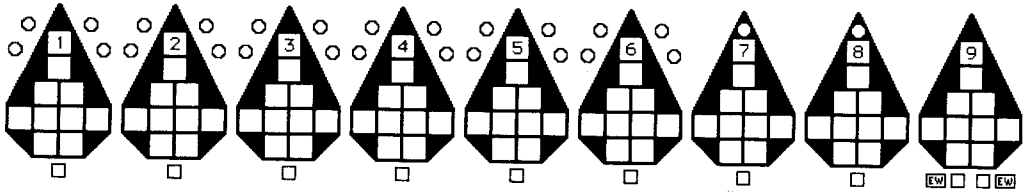
FIGHTER HELLBORE TABLE

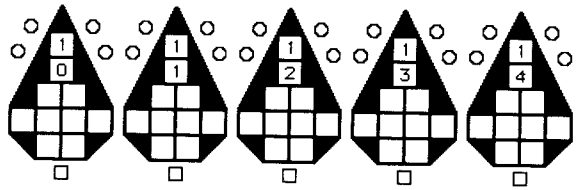
RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15







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

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

HYDRAN WARRIOR DESTROYER LEADER

CREW UNITS

									10
			*						20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS [ ] [ ] — [D] [D]

DECK CREWS [ ] [2]

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

SHIP DATA TABLE

TYPE	=	WAR
POINT VALUE	=	105
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.48

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

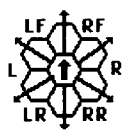
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FUSION BEAM TABLE

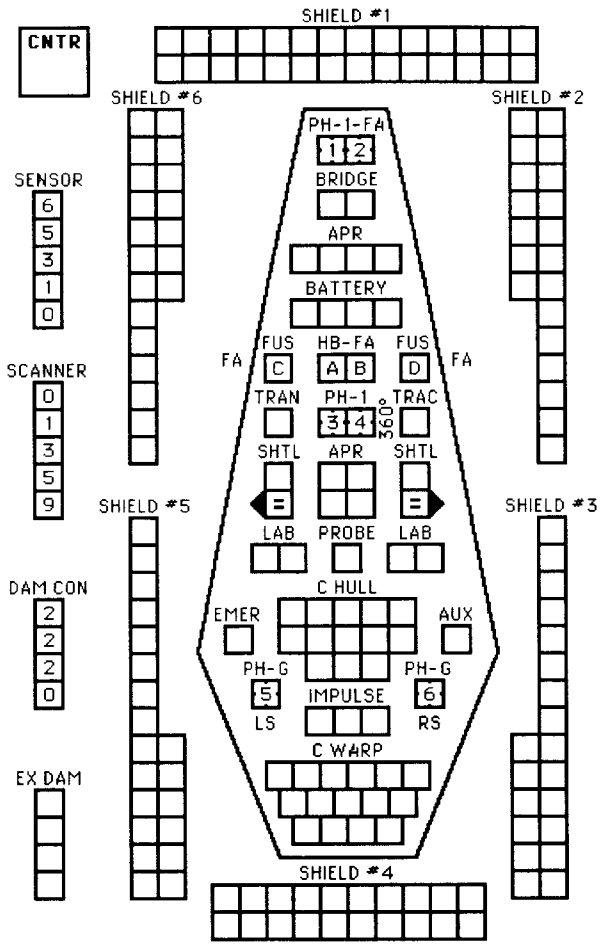
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

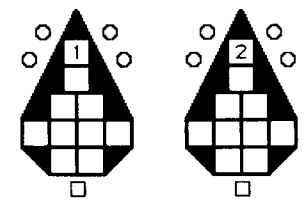
FUSION OVERLOAD

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



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





STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

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

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

HYDRAN MONGOL MEDIUM CRUISER

CNTR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS

				D	D D D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MNG
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.49

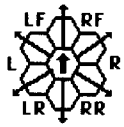
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

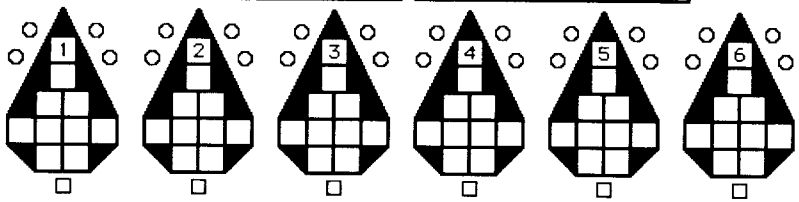
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FUSION BEAM TABLE

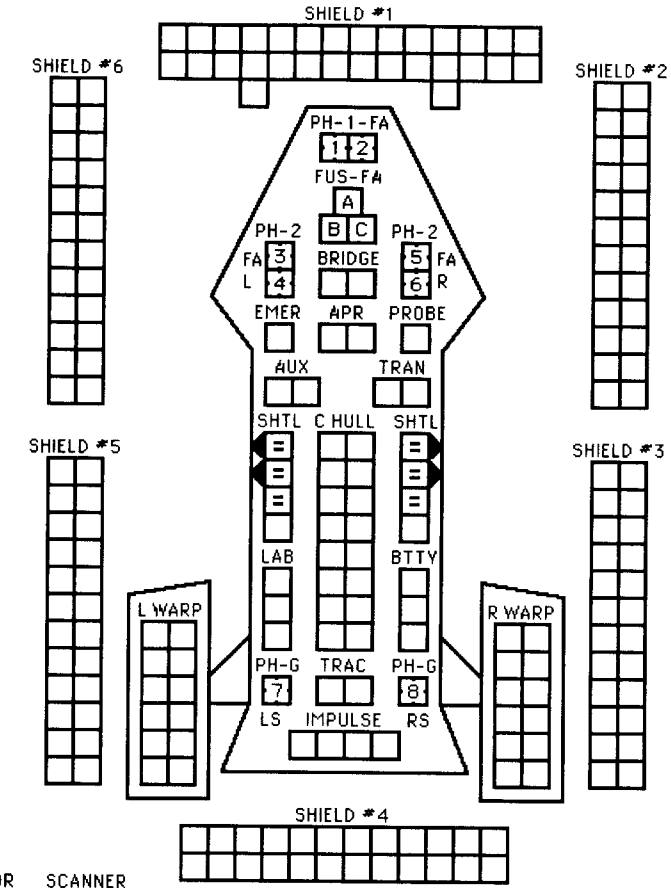
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

EX DAM

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

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

HYDRAN TARTAR MEDIUM CRUISER

CREW UNITS

			✱						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

					D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	TAR
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.50

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

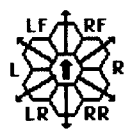
TYPE III DEFENSE PHASER

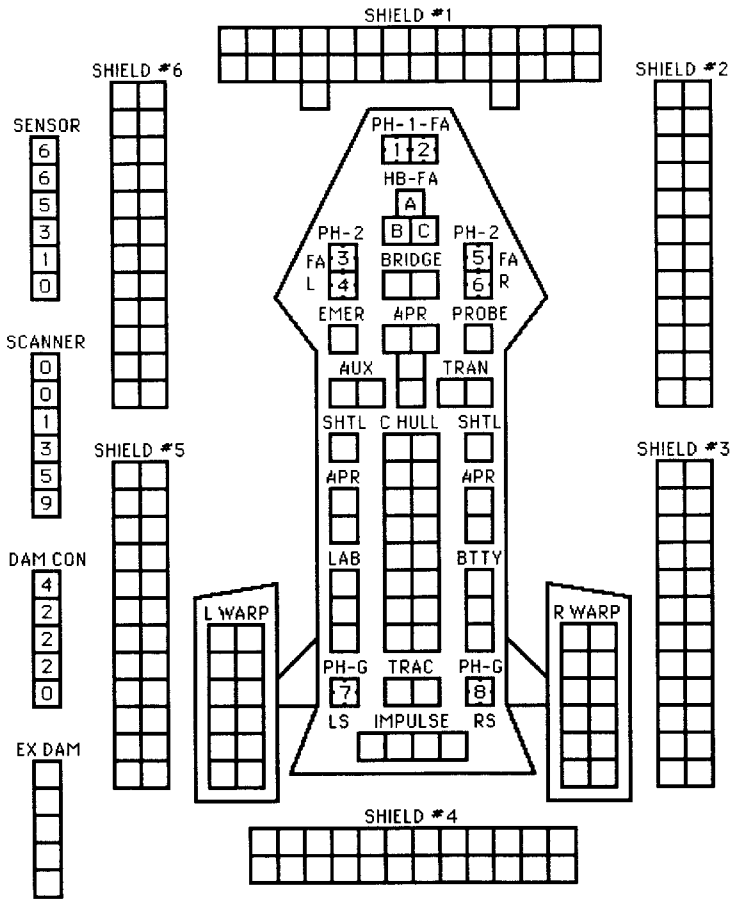
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

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





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

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

HYDRAN COMANCHE
MEDIUM COMMAND CRUISER

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES [10]

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

DECK CREWS [ ] [ ] [ ] [4]

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

SHIP DATA TABLE

TYPE	=	COM
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.51

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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

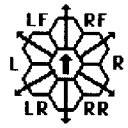
FUSION OVERLOAD

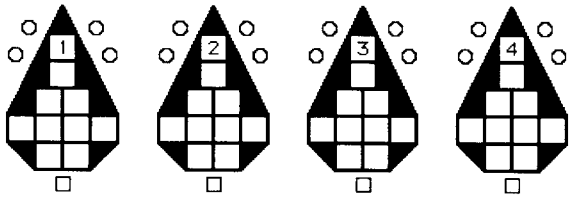
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

HELLBORE COMBAT RESOLUTION TABLE

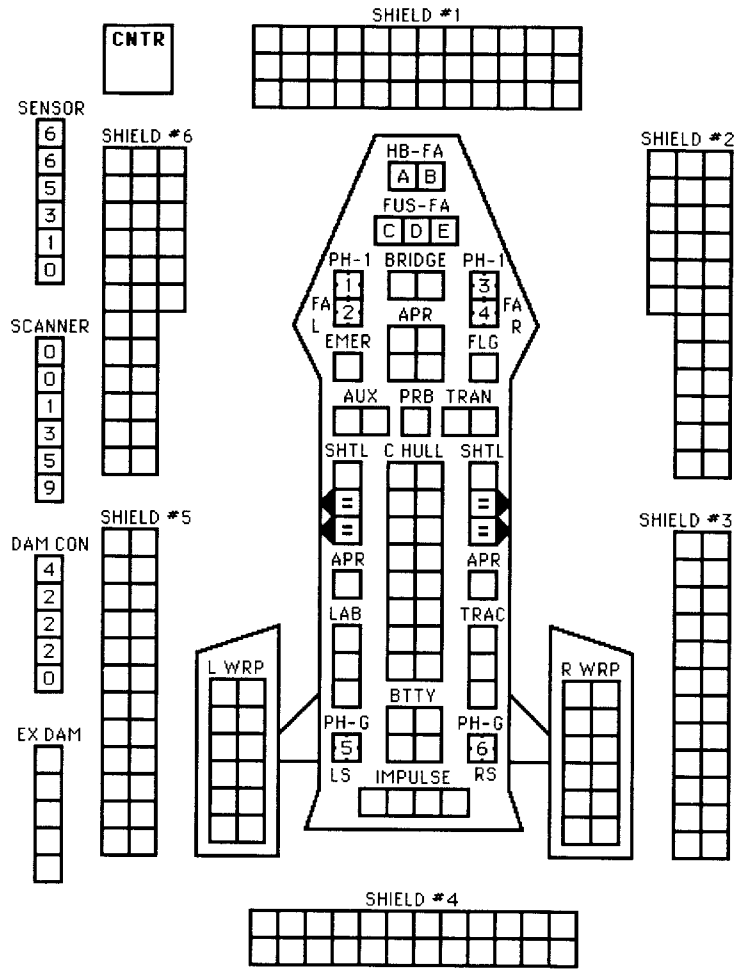
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

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





STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

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

HYDRAN APACHE MEDIUM COMMAND CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

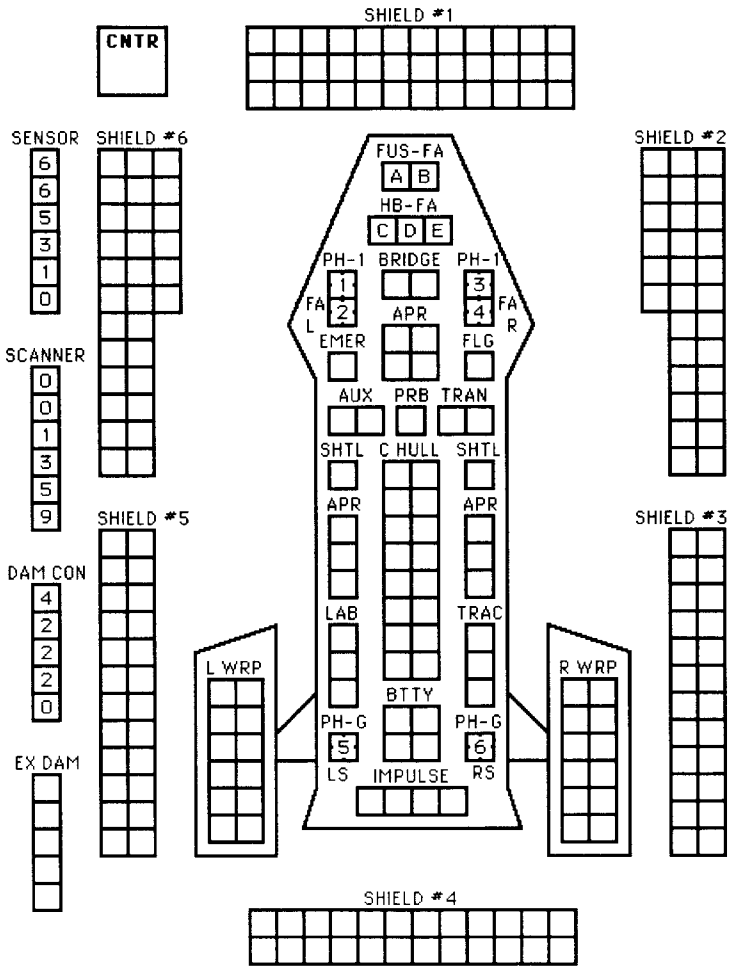
TRANSPORTER BOMBS

D D D D

PROBES

5

SHIP DATA TABLE		
TYPE	=	APA
POINT VALUE	=	139
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.52



TYPE I OFFENSIVE PHASER TABLE

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

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

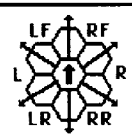
TYPE III DEFENSE PHASER

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

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

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



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	1	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

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

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

HYDRAN LORD PALADIN SPACE CONTROL SHIP

CNTR

SHIP DATA TABLE

TYPE	=	LP
POINT VALUE	=	210
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R9.54

CREW UNITS (10 20 30 40 50 60)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

DECK CREWS (10)

BOARDING PARTIES (10 20)

TRANSPORTER BOMBS (D D D D D D)

SEE (R9.R2).

PROBES (5)

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

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

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

FUSION BEAM TABLE

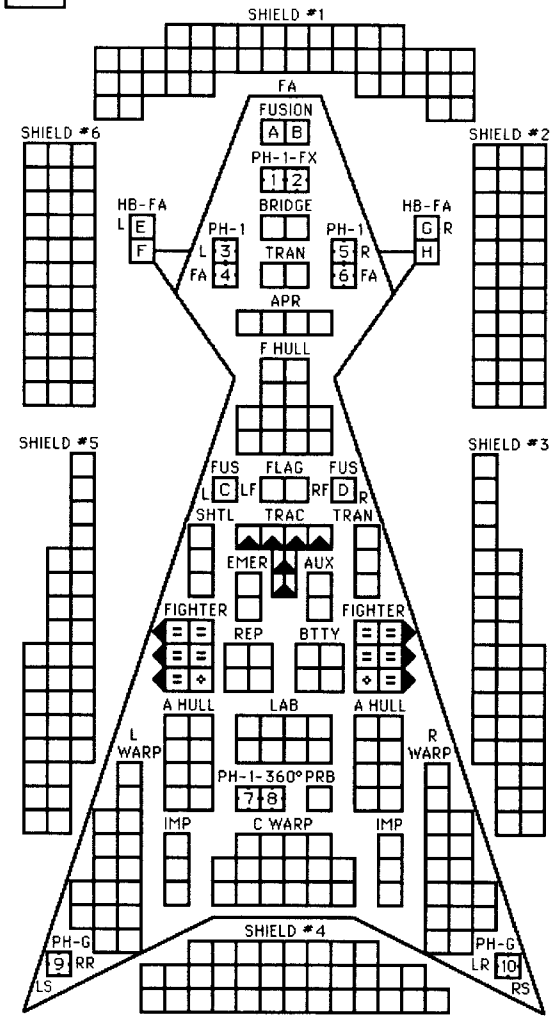
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

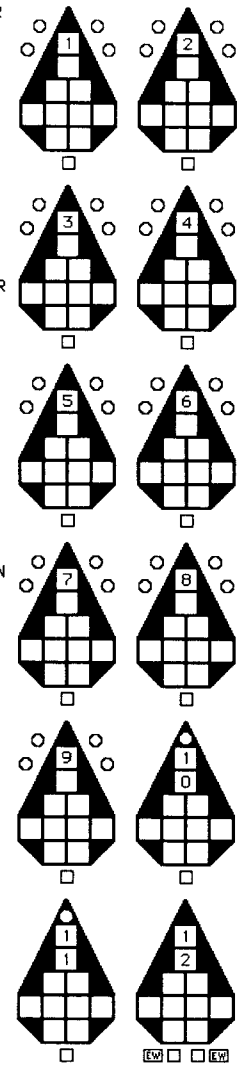


SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM



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

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

LYRAN YAGUARUNDI LIGHT CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

								10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVL
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.22
POWER PACK	=	+9
MECH LINKS	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

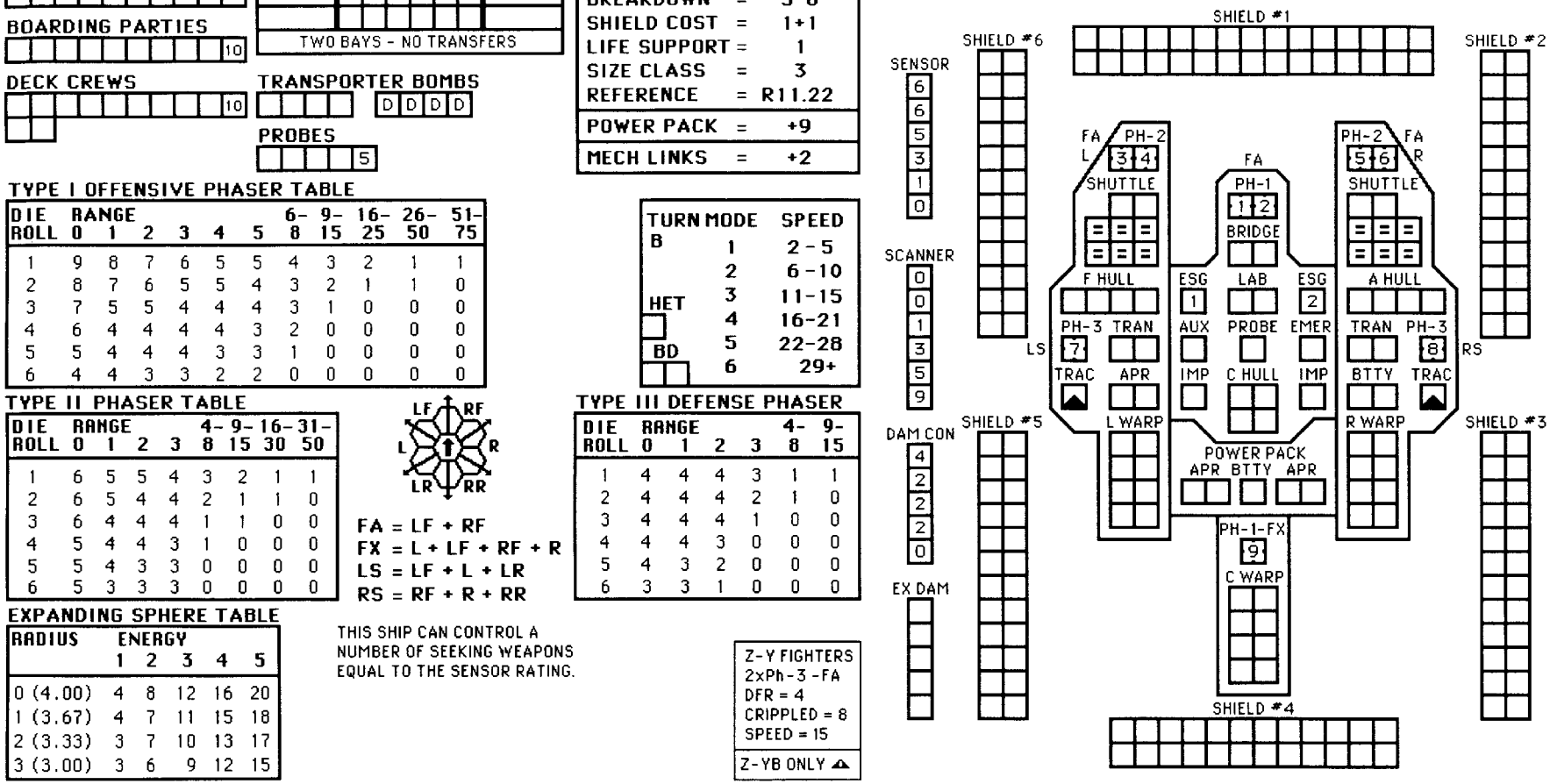
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

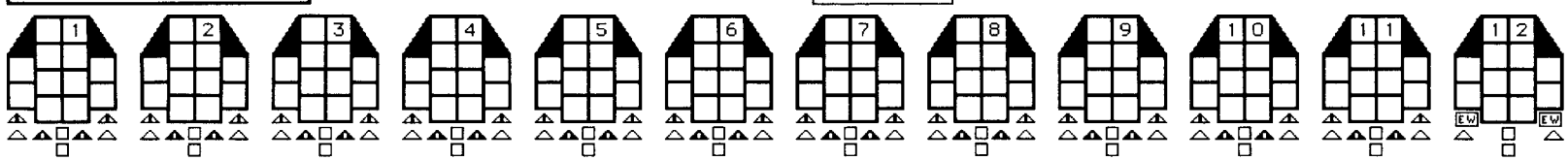
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

Z-Y FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY





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

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

LYRAN WAR CRUISER LEADER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

							10

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP DATA TABLE		
TYPE	=	CWL
POINT VALUE	=	134
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.23
PHASER REFIT	=	+4
POWER PACK	=	+9
1 X UIM STANDARD		
MECH LINKS	=	+2

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-1 FA L 3 4 FA DISR A TRAN AUX HULL F PH-3 7 8 TRAC APR L WARP LS

PH-1 FA 1 2 PRB BRIDGE FLAG ESG 1 LAB ESG 2 SHTL SHTL IMP C HULL IMP POWER PACK APR BTTY APR DSR-FX C D C WARP

PH-1 5 6 FA R TRAN FA DISR B EMER HULL R PH-3 9 10 BTTY TRAC R WARP RS

TYPE I OFFENSIVE PHASER TABLE

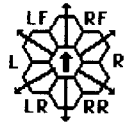
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

TYPE III DEFENSE PHASER

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



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

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

DISRUPTOR TABLE

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

HIT & RUN
UIM ☐
DERFACS ☐

[8] SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

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

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

LYRAN WAR ESCORT CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

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

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

DECK CREWS [ ][2]

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

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

SHIP DATA TABLE

TYPE	=	CWE
POINT VALUE	=	118
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.24
POWER PACK	=	+9
LIMITED AEGIS		

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	CWA
POINT VALUE	=	128
REFERENCE	=	R11.25
POWER PACK	=	+9
MECH LINKS	=	+2
FULL AEGIS		

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

B

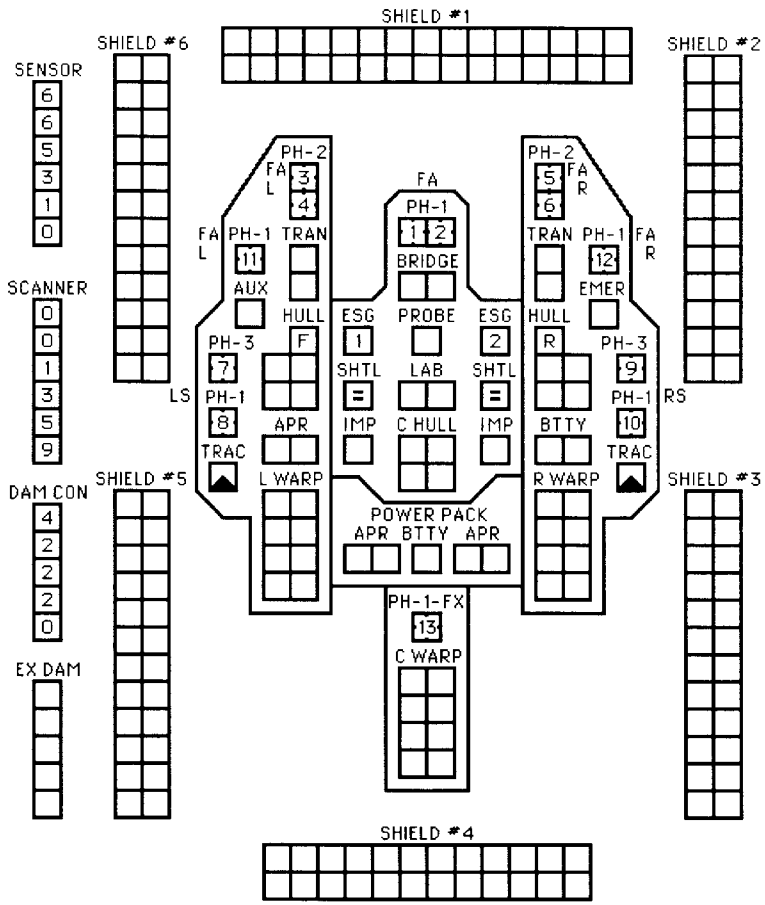
HET [ ]

BD [ ][ ]

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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



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

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

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

LYRAN WAR MINESWEEPER

CREW UNITS

		*						10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS
TWO BAYS - NO TRANSFERS		

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWM
POINT VALUE	=	115/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.26
PLUS REFIT	=	+2
MECH LINKS	=	+2

CNTR

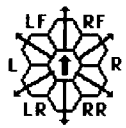
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

MINE RACKS

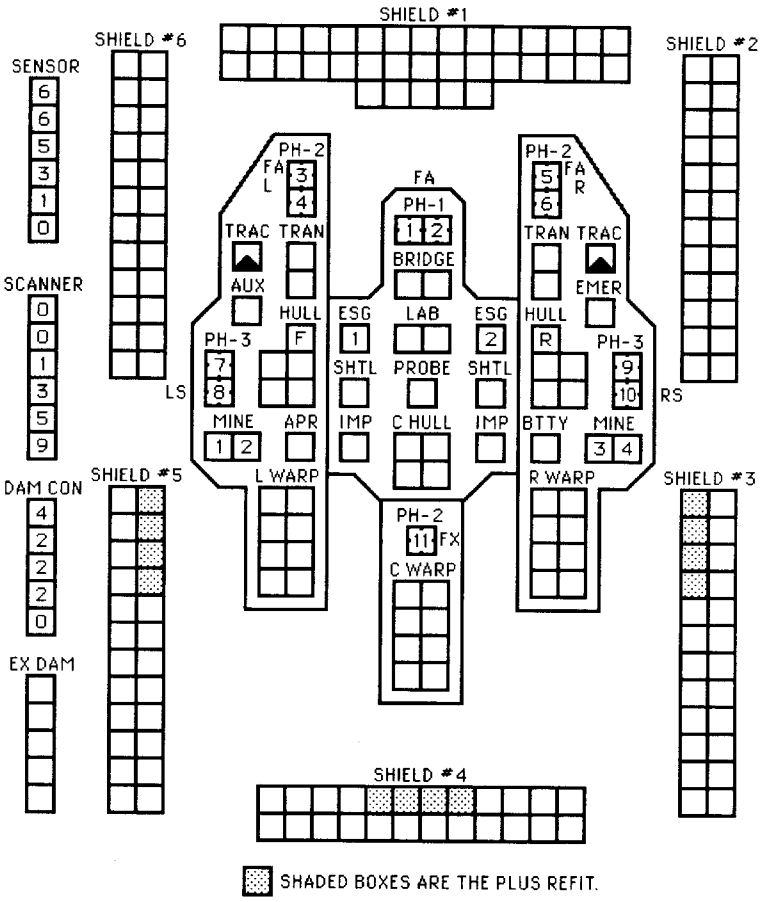
1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I

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

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



SHADED BOXES ARE THE PLUS REFIT.

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

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

LYRAN SERVAL WAR CRUISER SCOUT

CREW UNITS

			✱						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	133/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.27
PLUS REFIT	=	+2
POWER PACK	=	+9
MECH LINKS	=	+2

CNTR

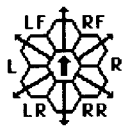
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

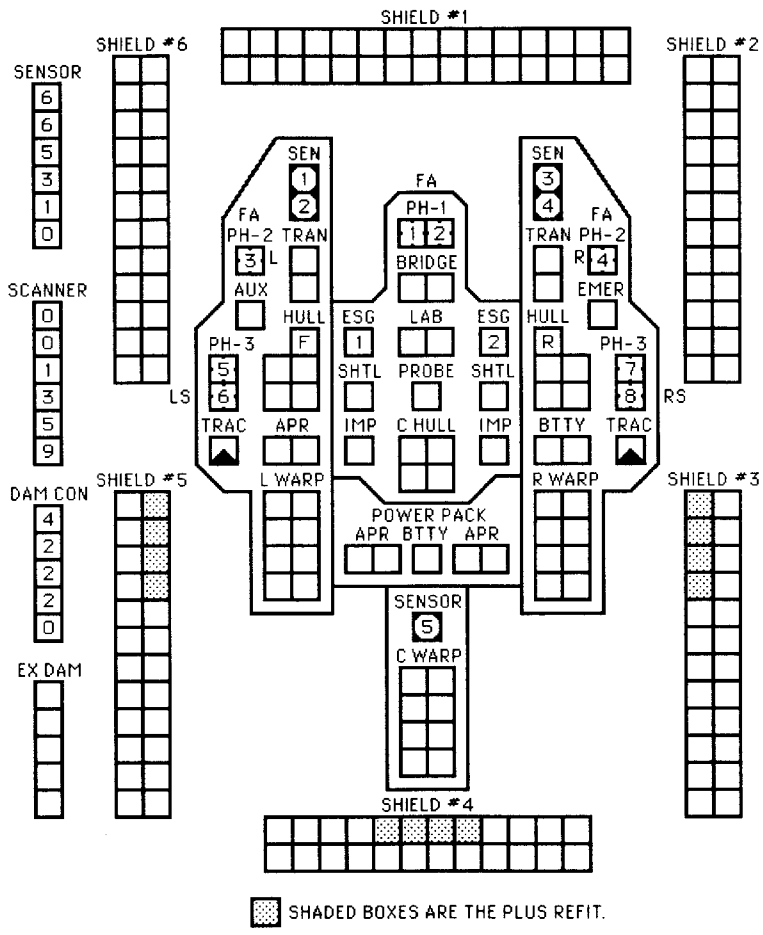
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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.



▒ SHADED BOXES ARE THE PLUS REFIT.

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

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

LYRAN SIBERIAN LION SCS

CREW UNITS

		*					10
							20
							30
							40
							50
							60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

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

BOARDING PARTIES

									10
									20

PROBES

1					5
2					5

TRANSPORTER BOMBS

D	D	D	D	D	D

DECK CREWS

										12

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	238
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R11.29

INCLUDES 2x UIM

INCLUDES POWER PACK

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

EXPANDING SPHERE TABLE

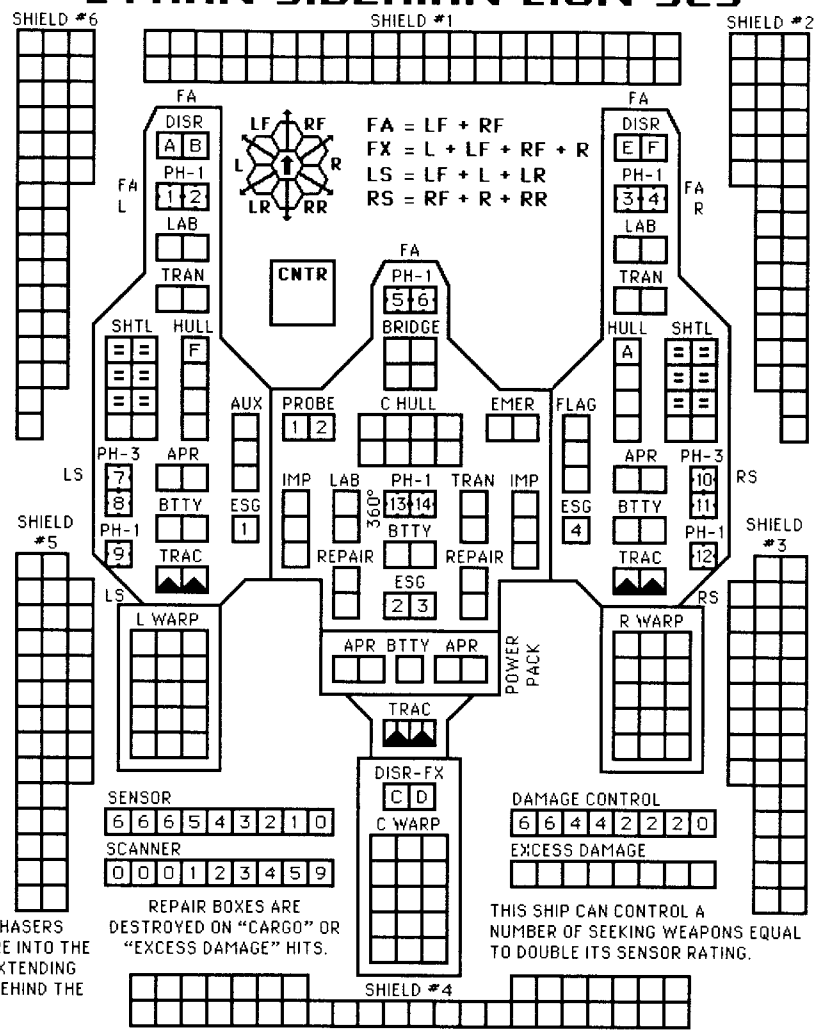
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

HIT & RUN UIM

DERFACS

DISRUPTOR TABLE

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

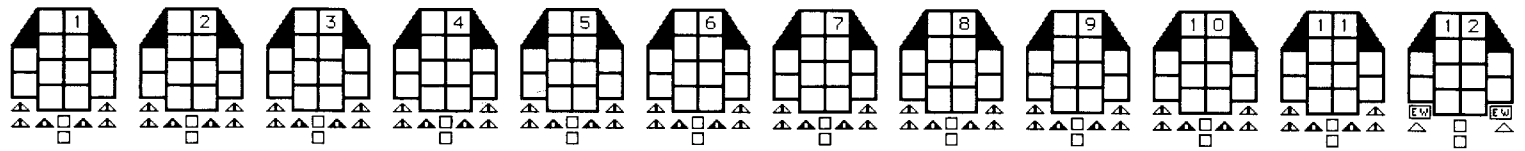


THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

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

Z-YC FIGHTERS
2x:Ph-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15



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

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

LYRAN BENGAL TIGER COMMAND CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10
									20

PROBES

				5

TRANSPORTER BOMBS

					D	D	D	D

ADMINISTRATIVE SHUTTLES

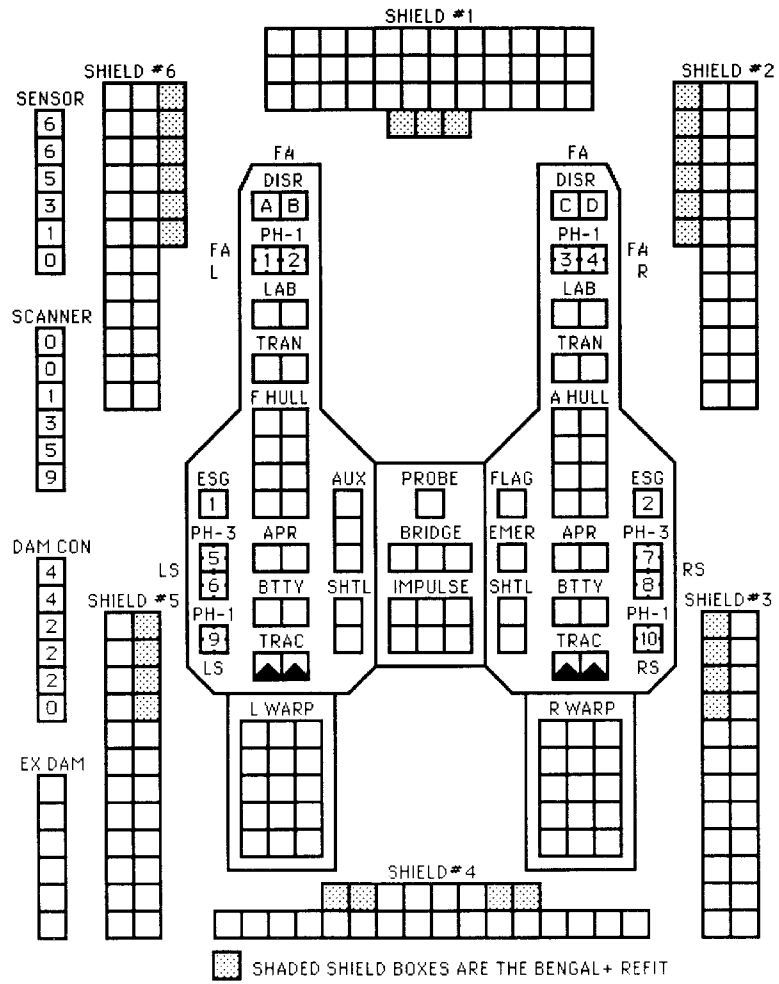
IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

HIT & RUN
UIM
DERFACS

SHIP DATA TABLE		
TYPE	=	CC
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.30
PLUS REFIT	=	+5
MECH LINKS	=	+4
1 UIM STANDARD		

CNTR



SHADED SHIELD BOXES ARE THE BENGAL+ REFIT

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

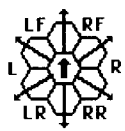
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

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

LYRAN MANX POLICE CORVETTE

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10] / [ ][ ][ ][ ][ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES: [ ][ ][ ][4]

T-BOMBS: [ ][ ] [D][D]

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

SHIP DATA TABLE		
TYPE	=	POL
POINT VALUE	=	52
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.31
PLUS REFIT	=	+2

CNTR

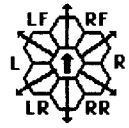
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

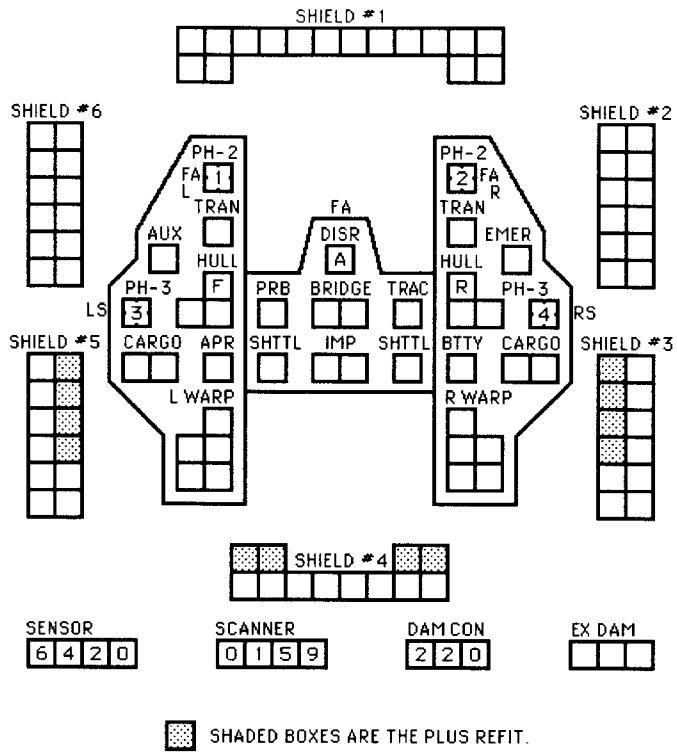
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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

DISRUPTOR TABLE

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



▒ SHADED BOXES ARE THE PLUS REFIT.

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

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

LYRAN PRAIRIE CAT SURVEY SHIP

CREW UNITS

10 / 20 / 30

BOARDING PARTIES

8

PROBES

1 — 10

2 — 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	SR
POINT VALUE	=	128/98
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.32
PLUS REFIT	=	+2
MECH LINKS	=	+2

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SEN 1 — PH-2 1 — LAB — TRAN — F HULL — ESG 1 — PH-3 3 4 — FA L

SEN 2 — PH-2 2 — LAB — TRAN — A HULL — ESG 2 — PH-3 5 6 — FA R

LAB — APR — AUX — BTTY — SHTL — TRAC

PROBE 1 2 — BRIDGE — IMPULSE — TRACTOR — LS — RS

CARGO — EMER — APR — BTTY — SHTL — TRAC

L WARP

R WARP

SHADED BOXES ARE THE PLUS REFIT.

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

LF RF L R LR RR

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

0-1 PALLETS

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

2 PALLET WEIGHTS

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

3 PALLET WEIGHTS

TURN MODE		SPEED
F	1	2 - 3
	2	4 - 5
	3	6 - 9
	4	10 - 13
HET	5	14 - 17
	6	18 - 23
BD	7	24 - 29
	8	30+

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.

POD/ PALLET WT	MOVE COST	HET COST	EM COST
0-1	1	5	6
2	1.5	7.5	9
3	2	10	12

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

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

LYRAN LIGHT TACTICAL TRANSPORT

CREW UNITS: * 10 20 30

BOARDING PARTIES: 8

PROBES: 5

ADMINISTRATIVE SHUTTLES

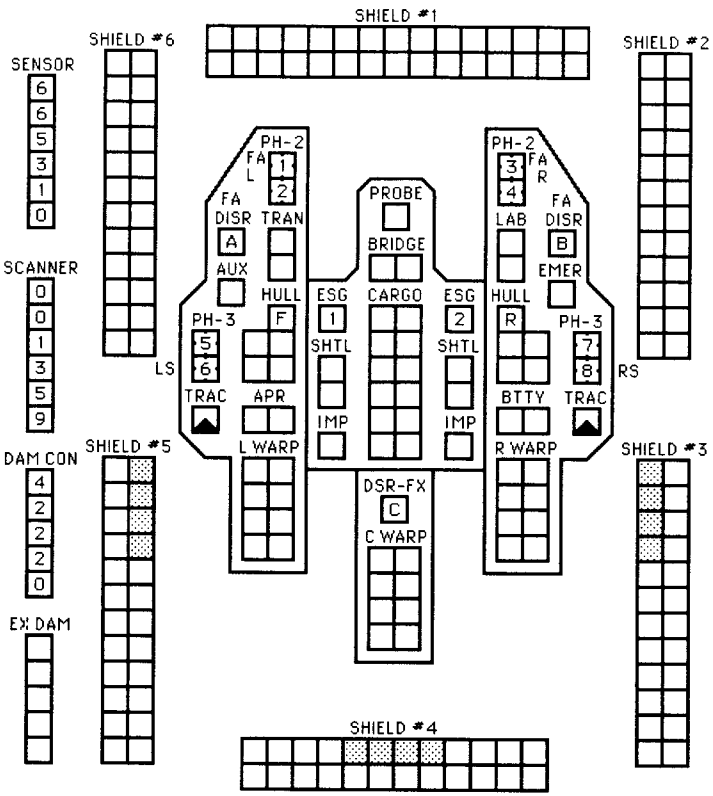
IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS: D D D D

SHIP DATA TABLE		
TYPE	=	LTT
POINT VALUE	=	118/98
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.33
PLUS REFIT	=	+2
MECH LINKS	=	+2

CNTR



TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

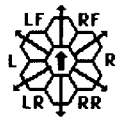
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



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

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

HIT & RUN DERFACS ☐

NO POD		
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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

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

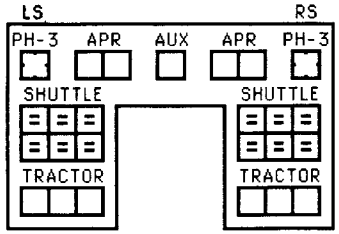
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

LYRAN CARRIER PALLET

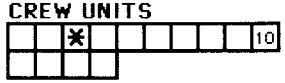


POD DATA TABLE		
TYPE	=	PAL-CV
BPV	=	25
SIZE	=	4
REF	=	R11.35

Z-V FIGHTERS
1xPh-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 12

A TUG WITH THIS POD CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

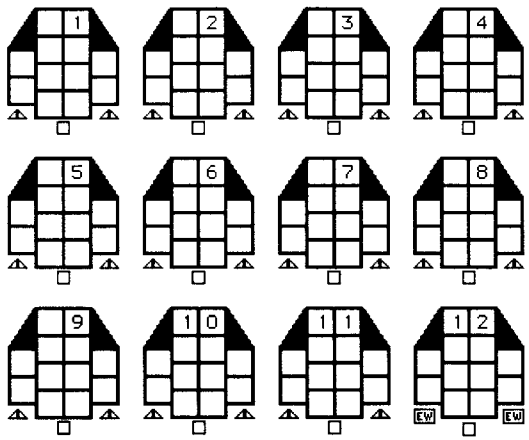
CREW UNITS



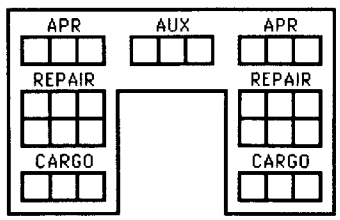
DECK CREWS

BOARDING PARTIES

Z-V FIGHTERS



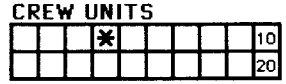
LYRAN REPAIR PALLET



BOARDING PARTIES

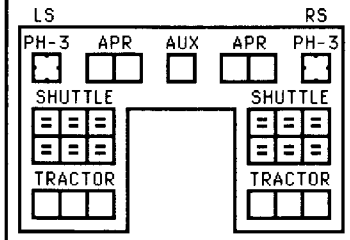
POD DATA TABLE		
TYPE	=	PAL-R
BPV	=	36/20
SIZE	=	4
REF	=	R11.34

CREW UNITS



REPAIR BOXES ARE DESTROYED ON "CARGO" HITS.

LYRAN CARRIER PALLET

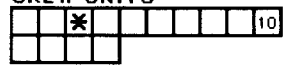


POD DATA TABLE		
TYPE	=	PAL-CV
BPV	=	25
SIZE	=	4
REF	=	R11.35

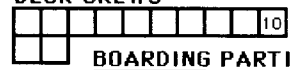
Z-Y FIGHTERS
2x Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY ▲

A TUG WITH THIS POD CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

CREW UNITS

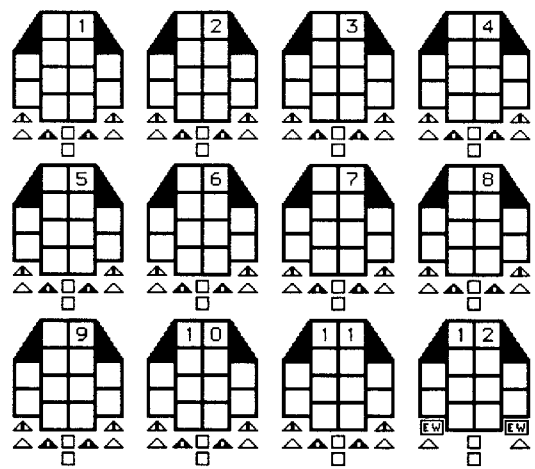


DECK CREWS



BOARDING PARTIES

Z-Y FIGHTERS



LYRAN HELLCAT
HEAVY BATTLECRUISER

CREW UNITS

		*					10
							20
							30
							40
							50

BOARDING PARTIES

							10
							20

PROBES

			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

HIT & RUN UIM

DERFACS

CNTR

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.36
INCLUDES 2X UIM		
POWER PACK	=	+18

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

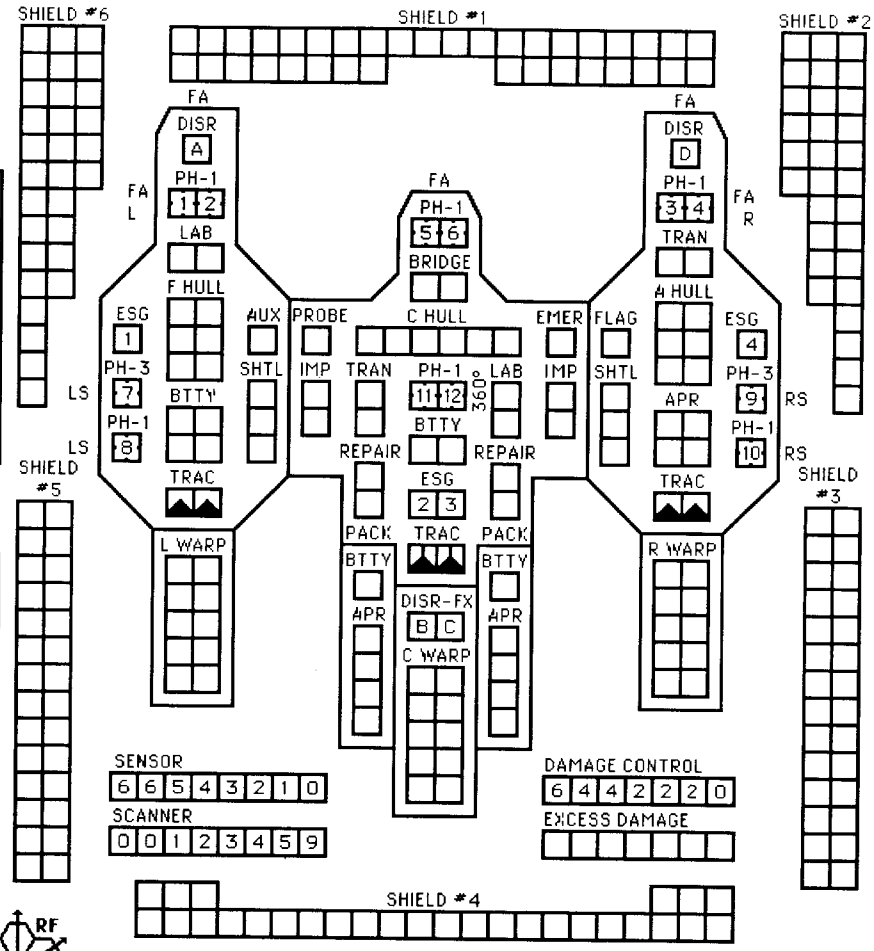
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

DISRUPTOR TABLE

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



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

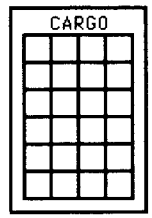
FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

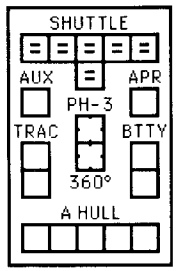
KLINGON PODS MODIFIED FOR LYRAN SERVICE

KLINGON-LYRAN CARGO POD



POD DATA TABLE		
TYPE	=	P-C1
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4
REF	=	R11.37A

KLINGON-LYRAN HANGAR POD



POD DATA TABLE		
TYPE	=	P-H5
BPV	=	14/12
SIZE	=	4
REF	=	R11.37E

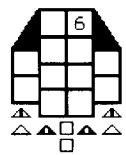
POD CAN CONTROL SEEKING WEAPONS EQUAL TO 1/2 THE TUG'S SENSOR RATING.

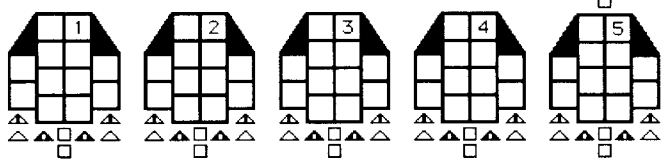
CREW UNITS [ ][ ][*][ ][ ][ ][ ][ ][10]

DECK CREWS [ ][ ][ ][ ][ ][6]

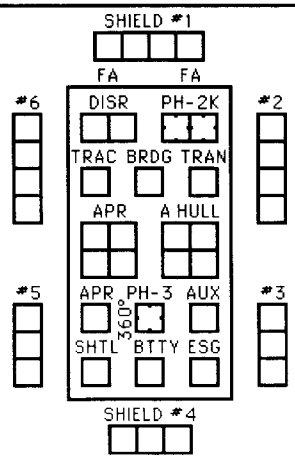
BOARDING PARTIES [ ][ ][3]

Z-Y FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY





KLINGON-LYRAN BATTLE POD



POD DATA TABLE		
TYPE	=	P-B4
BPV	=	34
SIZE	=	4
REF	=	R11.37D
K REFIT =		+2

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

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

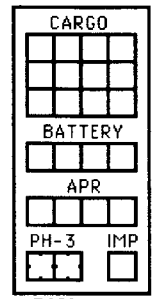
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

H&R UIM [ ]

K REFIT CHANGES PHASER-2S TO PHASER-1S.
POD CAN CONTROL THREE SEEKING WEAPONS.

KLINGON-LYRAN POWER BOOST POD

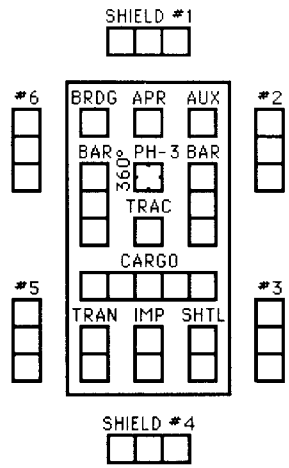


POD DATA TABLE		
TYPE	=	P-P2
BPV	=	28/15
SIZE	=	4
REF	=	R11.37B

CREW UNITS [*][ ][ ]

BOARDING PARTIES [ ]

KLINGON-LYRAN TROOP TRANSPORT POD



POD DATA TABLE		
TYPE	=	P-T3
BPV	=	30/20
SIZE	=	4
REF	=	R11.37C

GRAVITY LANDING (P2.432).

CREW UNITS

		*							10
									20

BOARDING PARTIES

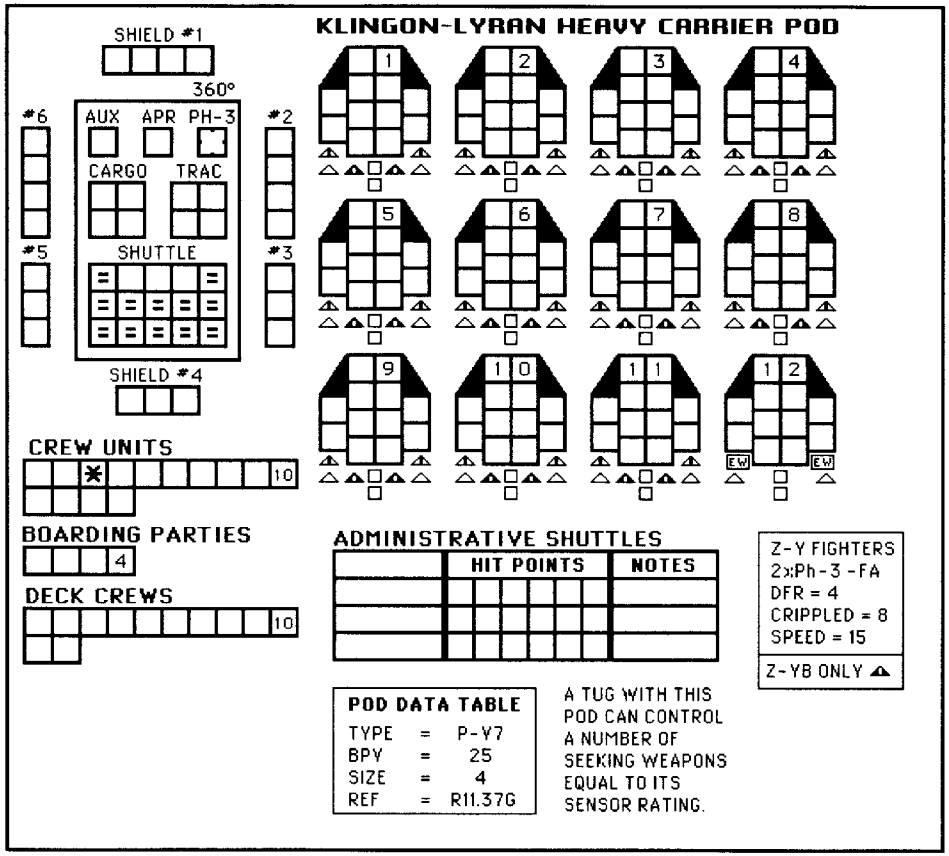
									10
									20
									30
									40

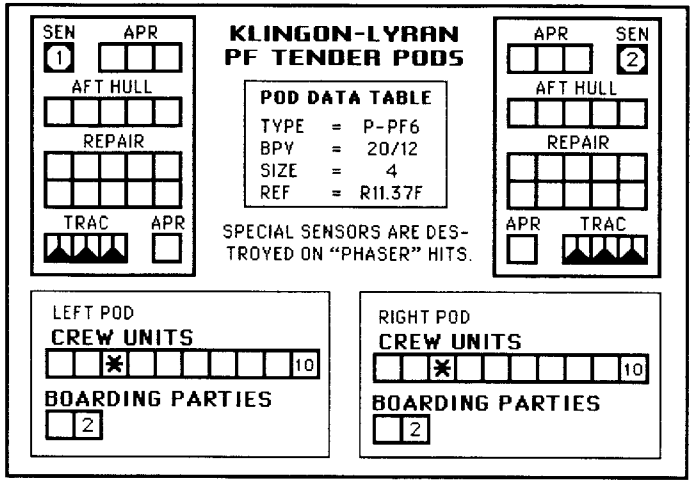
SENSOR [6][0]
SCANNER [0][9]
DAM CON [2][0]
EX DAM [ ]

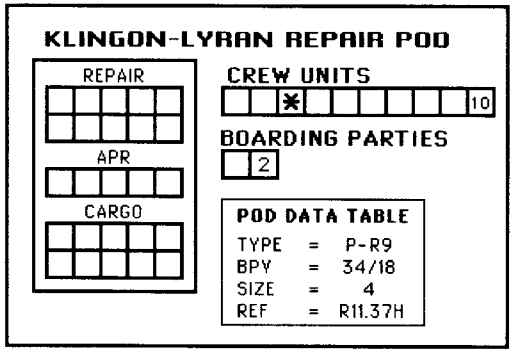
BARRACKS ARE DESTROYED ON "HULL" HITS.

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		GAS
		GAS







LYRAN WAR DESTROYER LEADER

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

								10

T-BOMBS

		D	D

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SHIP DATA TABLE

TYPE	= DWL
POINT VALUE	= 99
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.38
UIM REFIT	= +5
PHASER REFIT	= +2
POWER PACK	= +9
MECH LINK REFIT	= +2

CNTR

TURN MODE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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

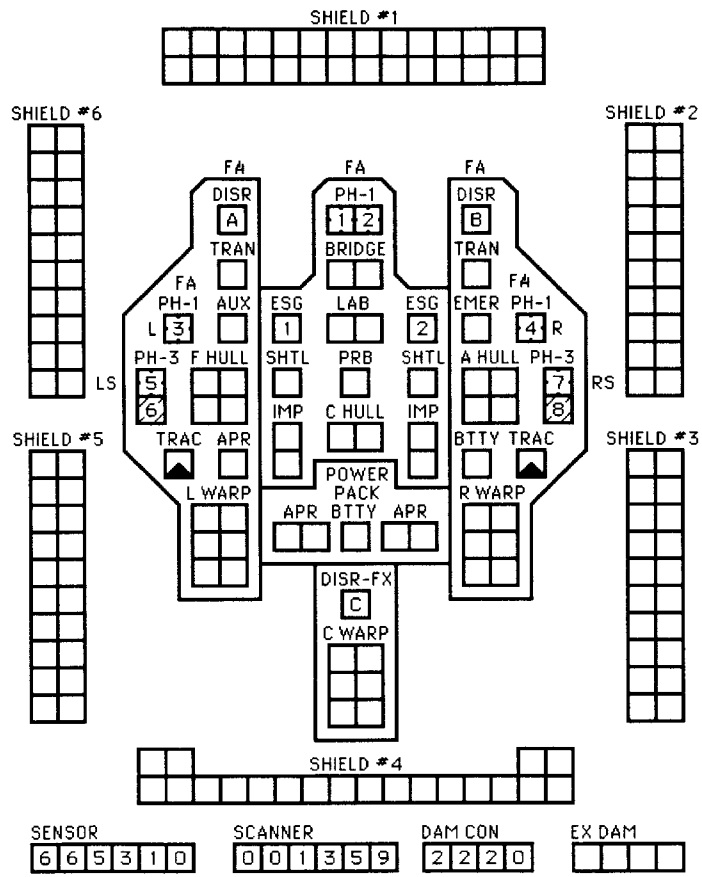
TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

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

HIT & RUN
UIM
DERFACS



[6] SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

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

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

LYRAN WAR ESCORT DESTROYER

CREW UNITS

			*					10
								20

BOARDING PARTIES

					6

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

T-BOMBS

		D	D

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

SHIP DATA TABLE

TYPE	=	DWE
POINT VALUE	=	85
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.39
PLUS REFIT	=	+2
POWER PACK	=	+9
LIMITED AEGIS		

SHIP DATA TABLE

TYPE	=	DWA
POINT VALUE	=	95
REFERENCE	=	R11.40
PLUS REFIT	=	+2
POWER PACK	=	+9
MECH LINK REFIT	=	+2
FULL AEGIS		

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

LS

RS

SHIELD #5

SHIELD #3

SHIELD #4

FA

PH-2 L 9 TRAN

PH-1 1 2 BRIDGE

PH-2 10 R TRAN

FA PH-2 L 3 AUX

ESG 1 LAB ESG 2

FA EMER PH-2 4 R

PH-3 5 6 F HULL

SHTL = IMP C HULL SHTL = IMP

A HULL PH-3 7 8

TRAC APR L WARP

POWER PACK APR BTTY APR

BTTY TRAC R WARP

PH-2 11 FX C WARP

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 2 2 2 0

EX DAM

SHADED BOXES ARE THE PLUS REFIT.

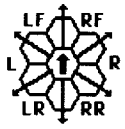
TYPE I OFFENSIVE PHASER TABLE

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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



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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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

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

LYRAN WAR DESTROYER SCOUT

CREW UNITS: 10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES: 6

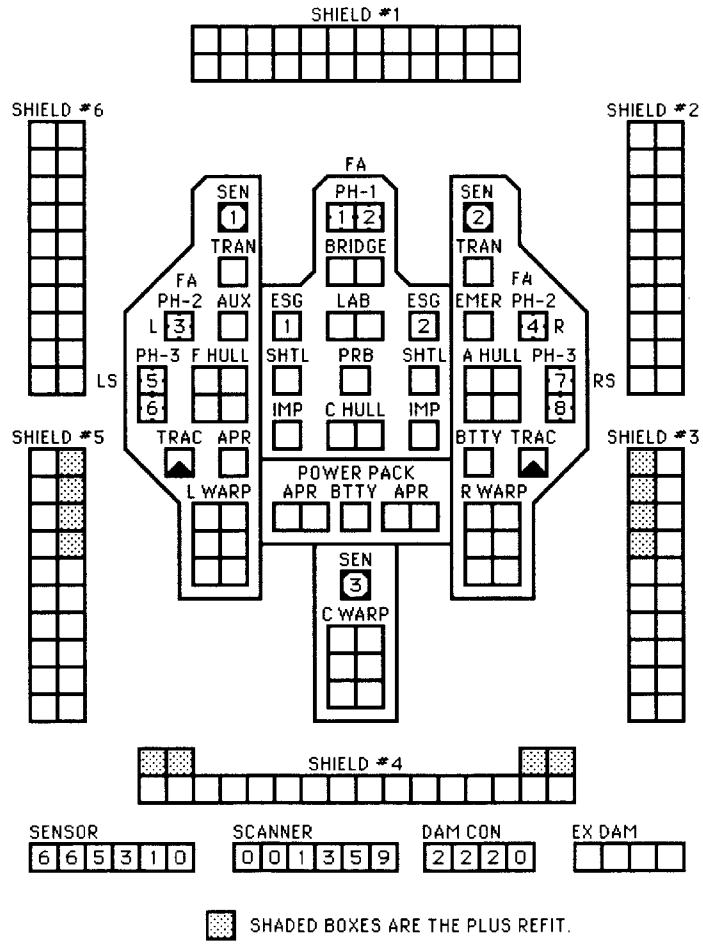
T-BOMBS: D D

PROBES: 5

CNTR

SHIP DATA TABLE

TYPE	= DWS
POINT VALUE	= 98/80
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.41
PLUS REFIT	= +2
POWER PACK	= +9
MECH LINK REFIT	= +2



SHADED BOXES ARE THE PLUS REFIT.

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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.

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

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

LYRAN WAR DESTROYER MINESWEEPER

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS
TWO BAYS - NO TRANSFERS		

SHIP DATA TABLE

TYPE	=	DWM
POINT VALUE	=	90/80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.42
PLUS REFIT	=	+2
MECH LINK REFIT	=	+2

BOARDING PARTIES

					6

T-BOMBS

		D	D

PROBES

				5

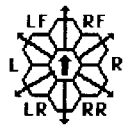
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

MINE RACKS

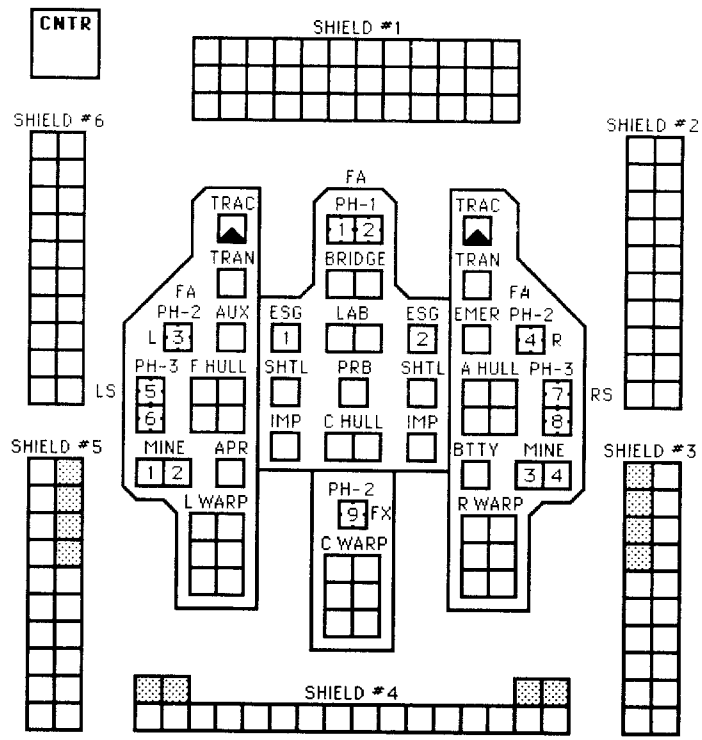
1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I

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

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



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

▒ SHADED BOXES ARE THE PLUS REFIT.

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

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

LYRAN SINGLE-TOOTH JAGUAR WAR MAULER

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	STJ
POINT VALUE	=	137
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.43
PLUS REFIT	=	+2
MECH LINKS	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

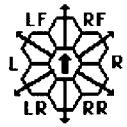
B: 1 = 2-5; 2 = 6-10; 3 = 11-15; 4 = 16-21; 5 = 22-28; 6 = 29+

HET

BD

TYPE III DEFENSE PHASER

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



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

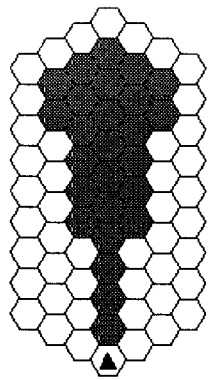
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.
ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

MAULER RANGE ADJUSTMENT CHART

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



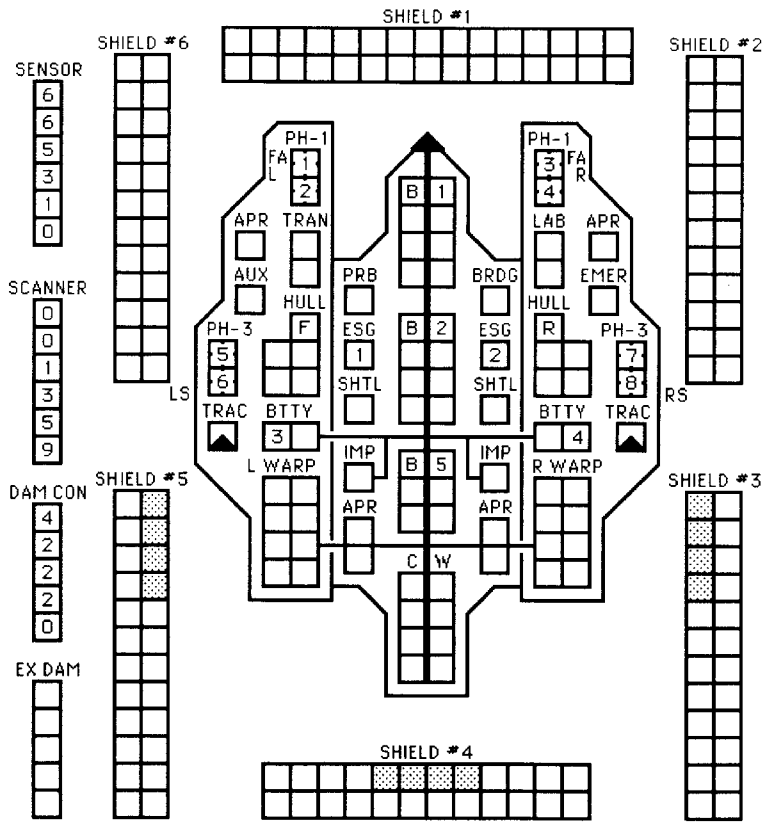
MAULER FIRING ARC

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM



SHADED BOXES ARE THE PLUS REFIT.

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

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

LYRAN LIGHT CARRIER TRANSPORT

CREW UNITS

BOARDING PARTIES

DECK CREWS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS — NO TRANSFERS

SHIP DATA TABLE

TYPE	=	LTV
POINT VALUE	=	145/125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.45
MECH LINKS	=	+2

CNTR

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

PROBES

TRANSPORTER BOMBS

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HET

BD

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

DISRUPTOR TABLE

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

HIT & RUN DERFACS

Z-Y FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

Z-YB ONLY

EX DAM

DAM CON

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

SHADED BOXES ARE PROVIDED BY THE POD.

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

LYRAN MILITARY POLICE SHIP

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MP
POINT VALUE	=	71
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.46
POWER PACK	=	+9
SHIELD REFIT	=	+2
UIM REFIT	=	+5

CNTR

TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

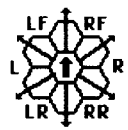
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

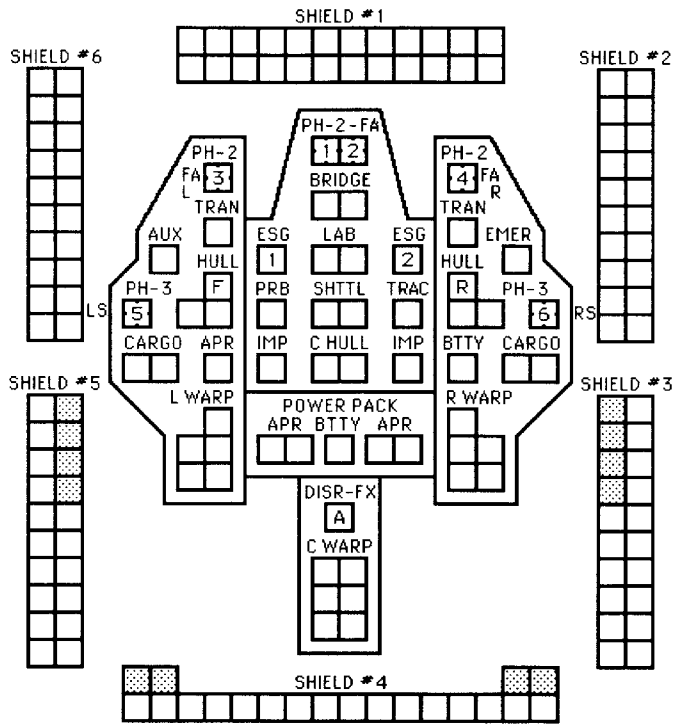
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

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



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



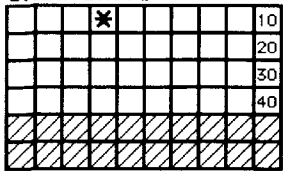
SHADED BOXES ARE THE PLUS REFIT.

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

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

LYRAN COUGAR BATTLE TUG

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

PROBES

TRANSPORTER BOMBS

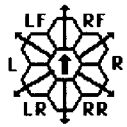
SHIP DATA TABLE

TYPE	=	TGB
POINT VALUE	=	184/180
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.16
BATTLE PALLET	=	R11.17
PLUS REFIT	=	+2
PHASER REFIT	=	+2
MECH LINKS	=	+4
UIM REFIT	=	+5

CNTR

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

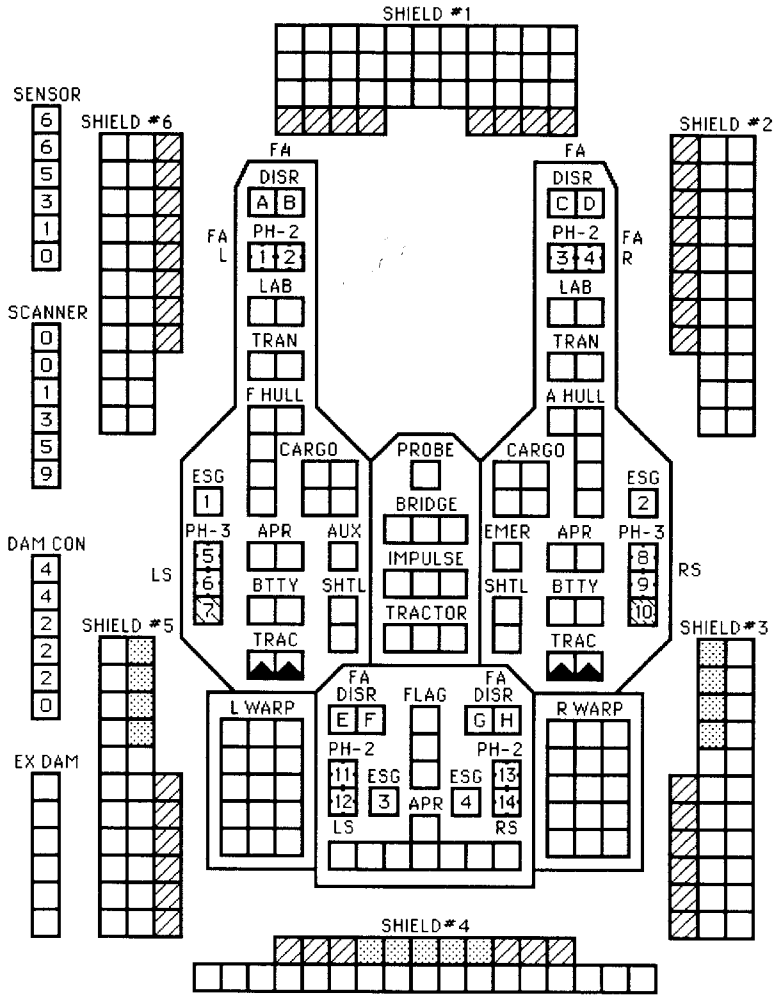
TURN MODE	SPEED
1	2-4
2	5-8
HET 3	9-12
4	13-17
BD 5	18-24
6	25+

DISRUPTOR TABLE

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

HIT & RUN
UIM ☐
DERFACS ☐

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



SHADED BOXES ARE PART OF PALLET.
SHADED BOXES ARE THE PLUS REFIT.
SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

WYN DOUBLE RAIDER

PURCHASED ORION SHIP

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

T-BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	ODR
POINT VALUE	=	93
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.14
OAKDISC	=	+12
STEALTH +2 ECM		

CNTR

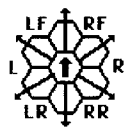
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

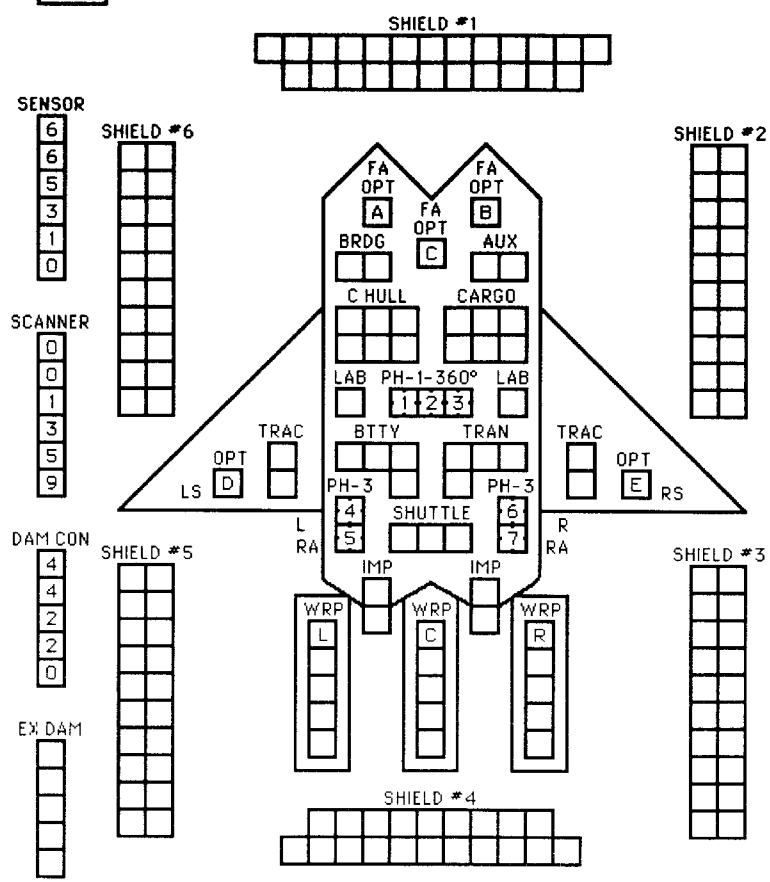


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
CANNOT DOUBLE ENGINES.
SEE ORION DBR (R8.14).
THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

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

WYN FRIGATE

(CAPTURED KLINGON PENAL SHIP)

CREW UNITS

			*							10

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	KE4
POINT VALUE	=	75
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.15

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

DRONE RACK

1						A
2						A

SHIP ALWAYS HAD TYPE-A RACKS WITH ONE RELOAD.

TYPE II PHASER TABLE

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

FA = LF + RF

RX = L + LR + RR + R

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

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

TYPE I OFFENSIVE PHASER TABLE

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

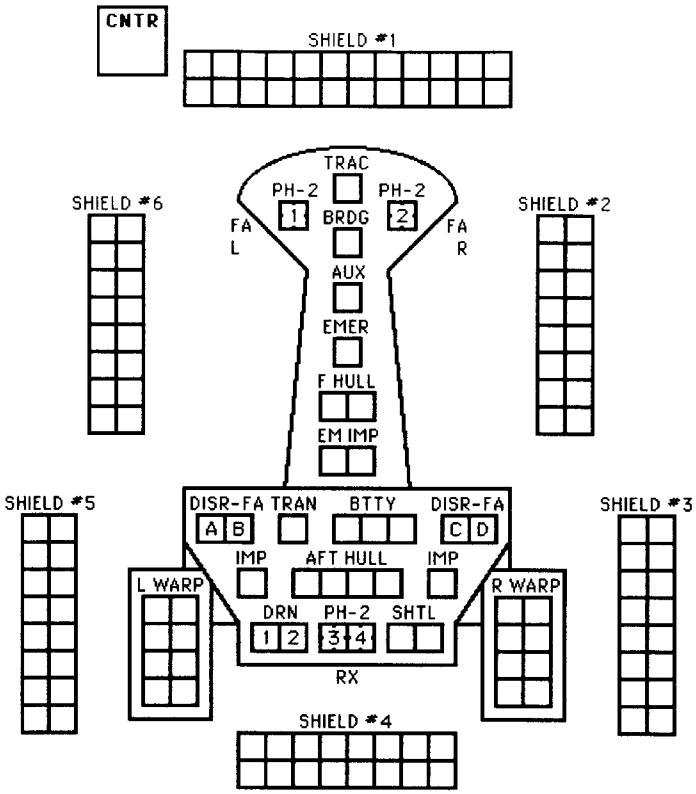
POSSIBLE LATER KE4s (R12.15A)

CONVERT ALL PH-2 TO PH-1.
CONVERT DRONE RACKS TO TYPE-B.
BPV = 81

DRONE RACKS

1										B
2										B

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



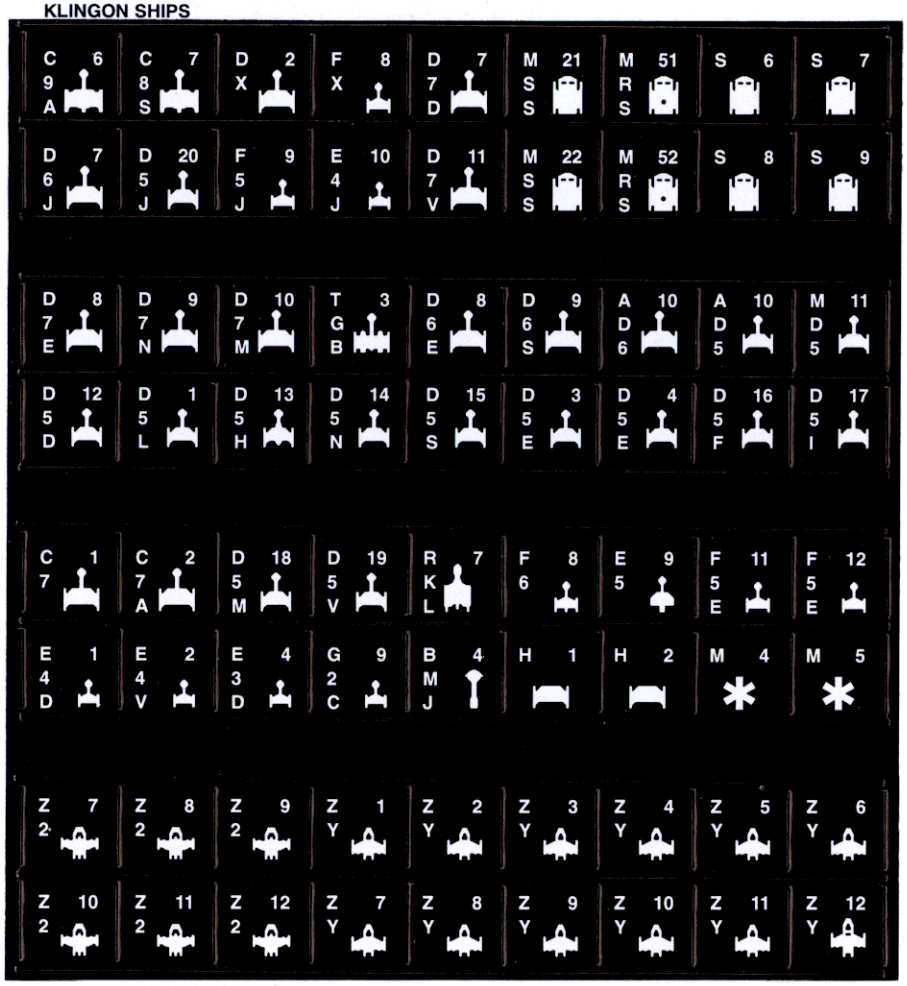
SENSOR				SCANNER				DAM CON				EX DAM			
6	5	3	0	0	1	3	9	2	2	2	0				

SPECIAL FIRING ARCS: (D2.33)

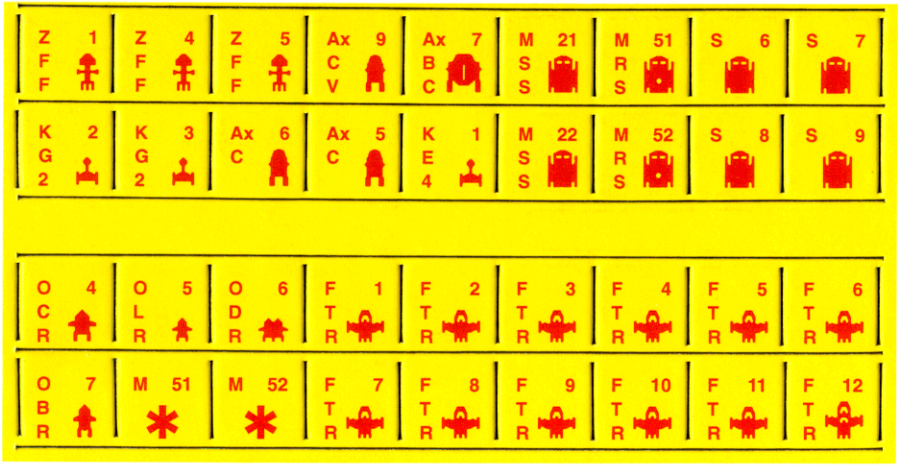
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

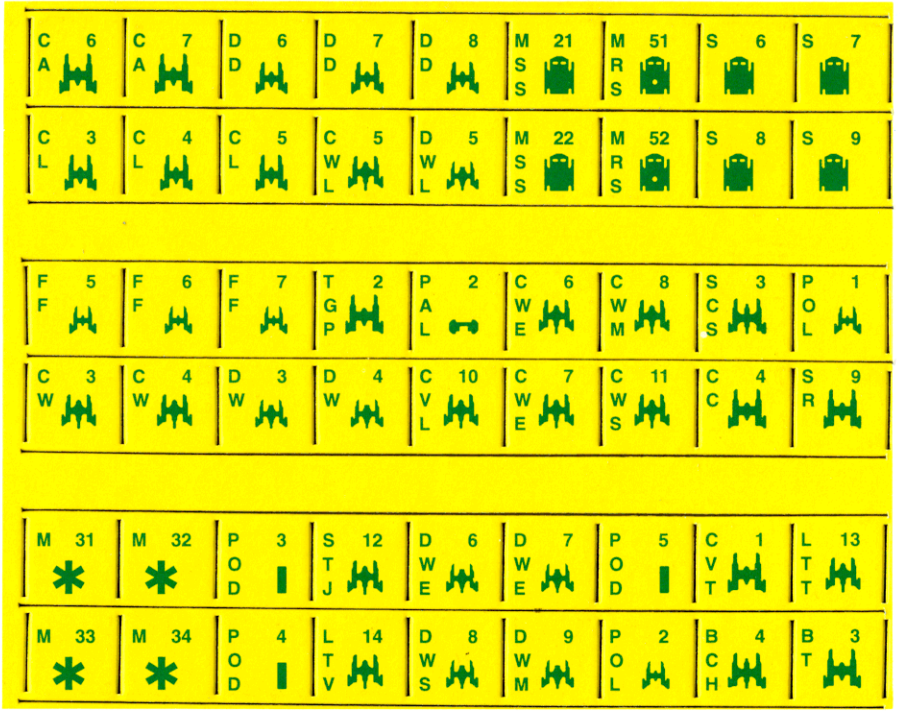
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

KLINGON SHIPS

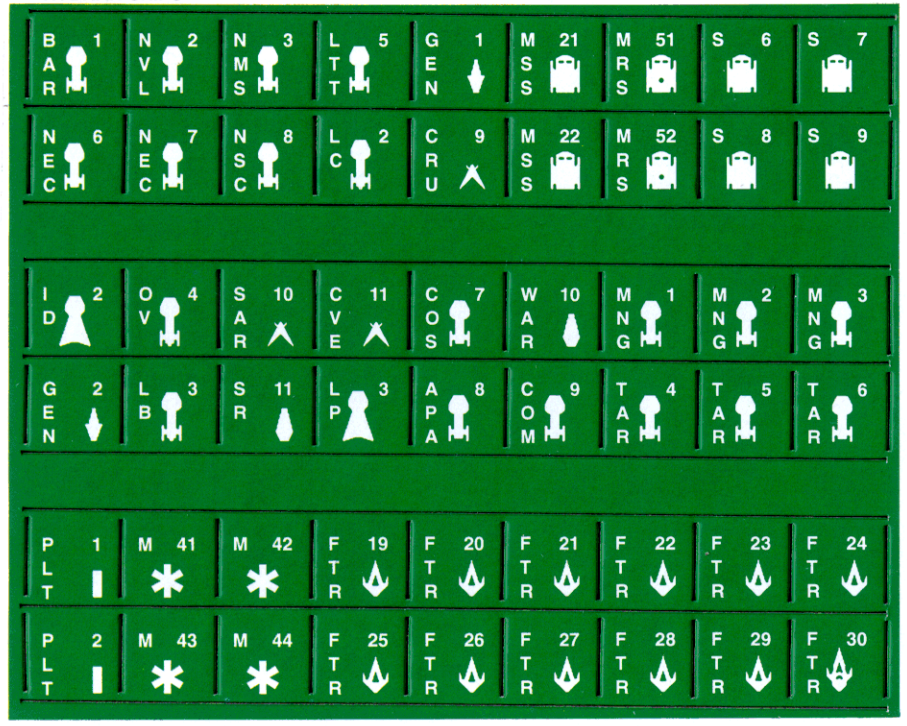


WYN STAR CLUSTER DEFENSE FORCES

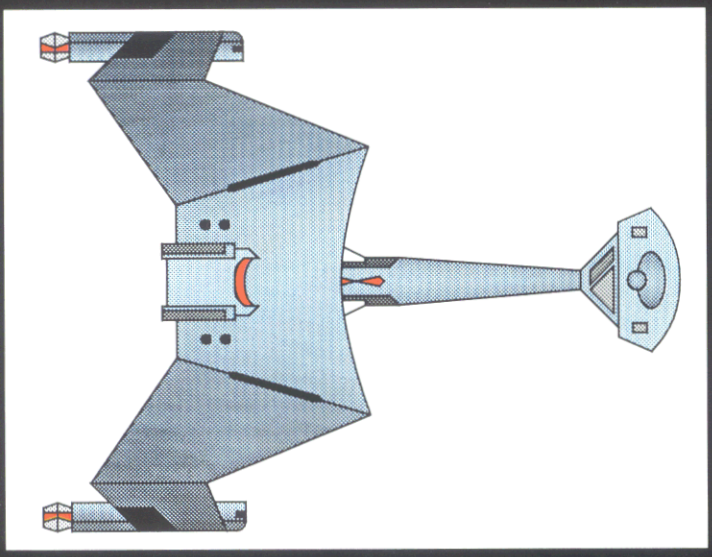




HYDRAN SHIPS

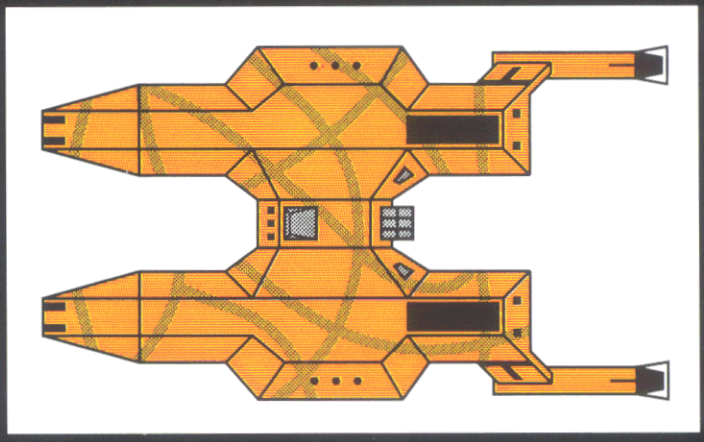


Shipyards throughout known space are preparing new ships for service in the Star Fleet Battles Universe — Module R3 covers new ships and scenarios for the following races.



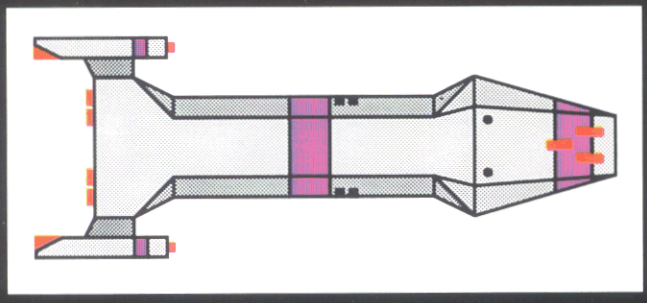
KLINGON SHIPS

NEW: E4V Escort Carrier ★ E3D Drone Escort ★ Also includes ★ C8S Space Control Ship ★ C7 Heavy Battlecruiser ★ MD5 War Mauler ★ RKL SparrowHawk ★ F6 Battle Frigate ★ D7D Drone Cruiser ★ 4 new pods ★ plus 27 other ships.



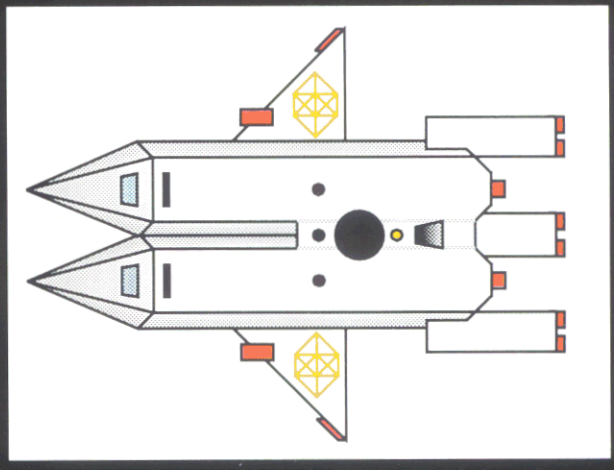
LYRAN SHIPS

NEW: Single-Tooth Jaguar Mauler ▲ Military Police Frigate ▲ Also includes Yaguarundi Light Carrier ▲ Siberian Lion Space Control Ship ▲ Hellcat Heavy Battlecruiser ▲ Bengal Tiger Command Cruiser ▲ plus 20 other units.



HYDRAN SHIPS

NEW: Comanche & Apache Medium Command Cruisers ◆ Also includes Lord Bishop Command Cruiser ◆ Iron Duke Heavy Carrier ◆ Warrior Destroyer Leader ◆ Lord Paladin Space Control Ship ◆ plus 16 other ships.



WYN SHIPS

NEW: Orion-built WYN Double Raider ● Also includes the captured Klingon KE4 Frigate ●

SCENARIOS

NEW: Quarantine ■ Justice Denied ■ Sacred ■ Moment of Glory ■
Also includes the classic scenarios ■ Radey to the Rescue ■ Dictator's Diplomat ■

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