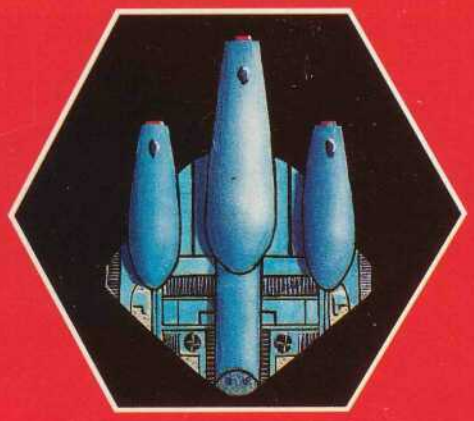
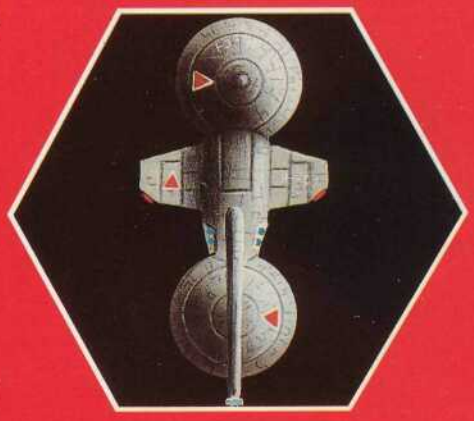
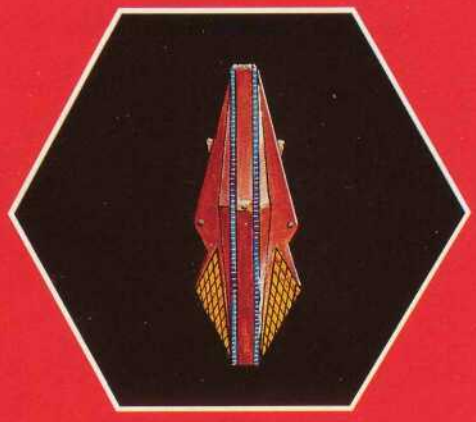
STAR FLEET BATTLES

MODULE R4







Romulan

ISC

Gorn

Tholian

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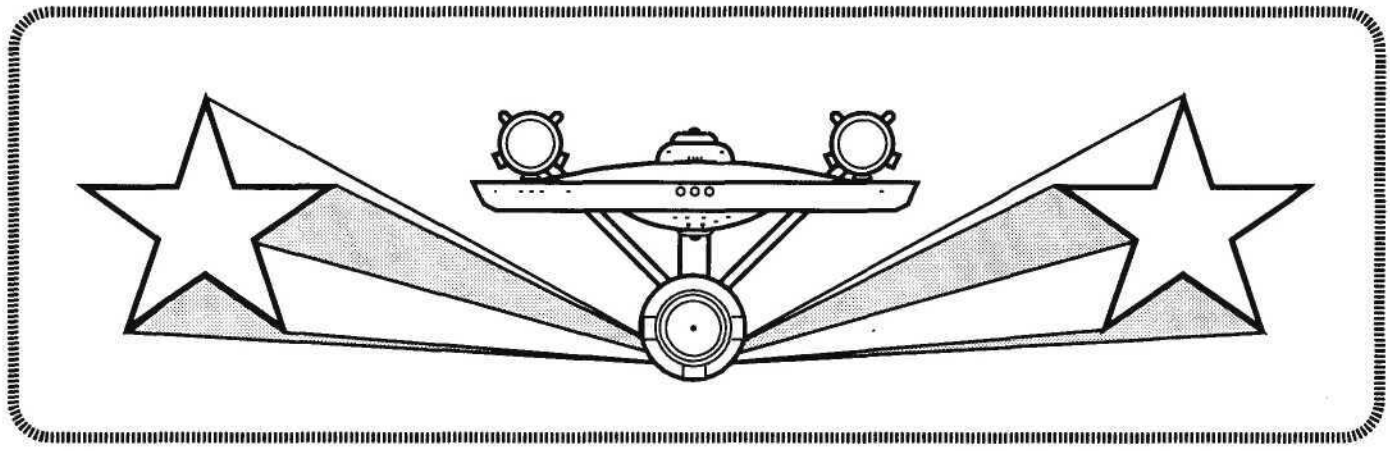
STAR FLEET BATTLES



CAPTAIN'S MODULE R4

NEW SHIPS FOR ROMULANS — GORNS — THOLIANS — INTERSTELLAR CONCORDIUM

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(Z17.0) NOTES ON MODULE R4

(Z17.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE R4 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 Interstellar Concordium, you must have Module C2. 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)

(Z17.2) DESIGNER'S NOTES

When the Captain's Edition was first organized, the R-Modules were created as a combination of the Volume III 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 and bases put into Module R1.

(Z17.3) DESIGN CREDITS

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(Z17.4) PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S EDITION MODULE R4 was created by Amarillo Design Bureau and published by:

TASK FORCE GAMES
POST OFFICE BOX 50145
AMARILLO, TEXAS 79159-0145

Send the following correspondence to Task Force Games:

- requests for a spare parts price list,
- orders for spare parts,
- requests for catalogs and product updates,
- replacement of defective or missing parts,
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- inquiries into the release schedule of various products,
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(Z17.5) 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. All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

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(Z17.6) SUBMISSIONS OF NEW MATERIAL

ADB welcomes the submission of new SFB material for possible publication. See details in Advanced Missions.

(Z17.7) COPYRIGHT & LICENSING

(R4.0) ROMULAN STAR EMPIRE

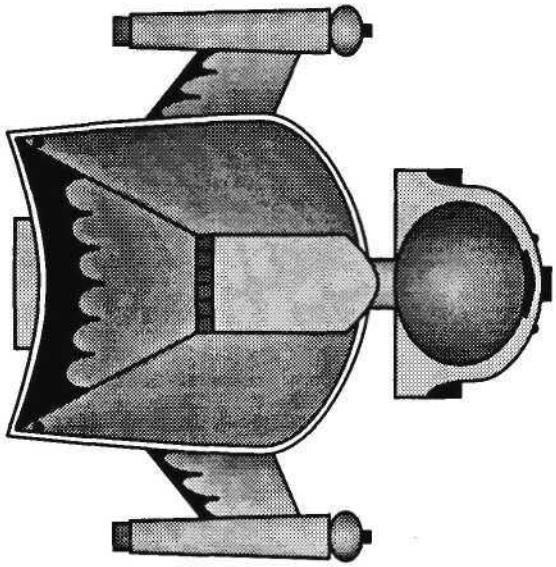
ROMULAN WARSHIPS AND VARIANTS

(R4.44) ROMULAN OPTIMIZED CONDOR (ROC): The Condor-class dreadnought *Senator* was badly damaged in fighting during Y179. It was assigned to the shipyard at Romulus for conversion to this "optimized" design. Delayed to add PF facilities, it was not completed in time to repel Operation Remus in Y181. By the time that battle was over, the ROC design was supplanted by the Phoenix; *Senator* was to remain as the only ROC, finally being destroyed in a battle with the ISC in Y187.

Only the two rear mech-links are repair capable, a clear design flaw. The ship operated both Centurions and StarHawks at various times, and in one instance recovered some PFs of each type after a disastrous battle and briefly operated a casual mixed flotilla.

The ROC was designed by Jeff Smith.

SSD and counter are in Module R4.



(R4.45) CONDOR-V HEAVY CARRIER (CNV): Heavy CVA-class ships built before PFs came into use, the Condor-Vs were converted from the last two Condors during construction. (The official Federation reporting name of "California Condor" never entered general use, Condor-V being more popular.)

The ships have two shuttle bays; each bay has three admin shuttles, six assault (plasma-F) fighters, and six superiority fighters. One or two admin shuttles (total) could be replaced by MRSs. Each of the bays has a large door able to operate one shuttle per impulse. Transfers by (J1.59) are possible.

The Condor-Vs were refitted in several stages over the course of the war.

- Y175: First Condor-V built with S-torps as standard equipment.
- Y176: First Condor-V refitted and second built as CNV+ (plus refit shown on SSD).
- Y184: Condor-Vs converted to Phoenix (R4.49).

Year	Escorts	Fighters
Y175-79	SPM, 2xSKEA	12xG-II, 12xG-SF
Y180+	SPM, 2xSKEA	12xG-III, 12xG-FSF

SSD and counter are in Module R4.

(R4.46) BATTLE HAWK DESTROYER (BH): Like the Snipe and Warbird, the Battle Hawk is an Old Series ship. The original Hawk class was built in competition with the Warbird, but the Romulans evidently preferred the latter ship as they produced several times more Warbirds than Hawks.

When warp technology became available, the Romulans converted some Hawks to Battle Hawks along with the first Warbird/War Eagle conversions. After a short time, it was decided to standardize on the War Eagle and the remaining Hawks were converted to

War Hawk light carriers (which in turn were converted to ChickenHawk PF tenders a decade later) or Pelican minesweepers. The plasma-G torpedoes cannot be upgraded or swiveled.

At the time it was originally built, the Hawk was classed as a "second-class cruiser." The Battle Hawk was treated as a destroyer in the warp era, although the classification of all old-series Romulan ships is somewhat tenuous. (They do not fit neatly into the traditional niches.)

The rear-phaser refit was added in Y172-4 for increased defense against Federation fighter-launched drones.

The BPV includes one NSM (M2.72).

SSD and counters are in Module R4.

Variants include the WarHawk light carrier (R4.7), Pelican Minesweeper (R4.8), ChickenHawk PF Tender (R4.13), and Battle Hawk-E Escort (R4.69).

(R4.47) HAWK+ IMPROVED SUBLIGHT DESTROYER: Prior to warp conversion, some older Hawk-class destroyers were given some advanced technology. Like the Snipe+, these were used only for local defense while awaiting their turn for conversion.

The BPV includes one NSM (M2.72).

SSD is in Module R4. Use Battle Hawk counters.

(R4.48) HAWK-S SUBLIGHT DESTROYER: This designation is applied to a Hawk which does not have the "advanced technology" (transporters, tractors, APRs, and phasers) of the Hawk+.

The BPV includes one NSM (M2.72).

The SSD is combined with the Hawk+; use the Battle Hawk counters.

(R4.49) PHOENIX SPACE CONTROL SHIP (PHX): Based on the Condor-V, the SCS variant reduced the fighters to a single squadron and added a flotilla of PFs.

The Condor-V *Leviathan* was placed in the shipyard at Remus in Y180 for conversion to this design. (Only two shipyards, those at Romulus and Remus, could accommodate a Condor.) The ship was partially dismantled when Operation Remus (the Federation-Kzinti-Gorn assaul on the Romulan capital) began and was towed to Romulus before Remus was destroyed. As the *Senator* was occupying that shipyard and was closer to completion, *Leviathan* waited in an incomplete state. The completion of *Leviathan* was further delayed while the damaged Condor *Gemini* was repaired and converted to a Phoenix. *Leviathan* was not completed until Y184.

While six tractor beams have mech links, only PFs on the two rear mech links can be repaired, a design flaw consistent with the

ROC. There is only one shuttle bay, but it has a large door able to operate one shuttle per impulse.

Year	Escorts	Fighters
Y180+	SPM, 2xSKEA	6xG–III, 6xG–FSF

The Phoenix was designed by Jeff Smith.
SSD and counter are in Module R4.

(R4.50) THUNDERHAWK BATTLE CONTROL SHIP (TH): An experimental conversion, the general concept was to hard weld SparrowHawk-E modules on a SuperHawk, providing a strong fighter squadron and a PF flotilla. This resulted in the only Battle Control Ship with special sensors. The ThunderHawk later proved very effective in hunting down Andromedan bases. Only one is confirmed to have been built, but names for three of these ships appear in the Romulan fleet registry, indicating that more may have been built, or at least planned.

The reporting name ThunderHawk was considered more suitable than the more correct SuperHawk–E or SUE.

There are two shuttle bays; (J1.59) transfers are possible.

This ship is a "Heavy Hawk;" see (R4.N3).

Year	Escorts	Fighters
Y183+	SPM, 2xSKEA	4xG–III, 4xG–FSF

The ThunderHawk was designed by Jeff Smith.
SSD and counter are in Module R4.

(R4.51) SPARROWHAWK-J ASSAULT CRUISER (SPJ): In an attempt to field ships with more plasma firepower, the Romulans created a very limited number of J-modules. In the process of adding two additional plasma-S torpedoes, the Romulans reduced the already inadequate number of phasers. The ship was not considered a satisfactory design, but was used to support base assaults. This ship was built only on refitted (SpH+) hulls.

The SPJ must roll for shock (D23.0) whenever it fires either of the side (non-center) plasma–S torpedoes. Roll for each torpedo separately (i.e., roll two dice if both are fired). Add two points to the die roll if the torpedo is an EPT or shotgun (ignore this if the torpedo, loaded in that manner, is bolted). Subtract one point (per die) if fired as a plasma–G, two if fired as a plasma–F. Ignore any result that is less than zero. See (D23.23).

Old style designation: SpH–J.
SSD and counter are in Module R4.

(R4.52) SPARROWHAWK-R REPAIR CRUISER (SPR): Other races provided a repair pod for their Light Tactical Transports; the Romulans created the same effect with a repair version of their modular cruiser. The ship was capable of performing minimal repairs on two other ships at the same time (one being docked to each side and using the repair facilities only in the module on that side). If one ship is to be repaired, both repair sections can work on it. While it was something of a waste to use a cruiser for this role, the ship had advantages in mobility and self-defense.

Plus refit was standard for all SparrowHawks.
Old style designation: SpH–R.
SSD and counter are in Module R4.

(R4.53) PIONEER EAGLE (PE): This early survey ship consisted of a standard Scout Eagle modified to carry a cargo pallet for additional supplies. It was used to search out new worlds and resources; in wartime the ships reverted to duty as SEs.

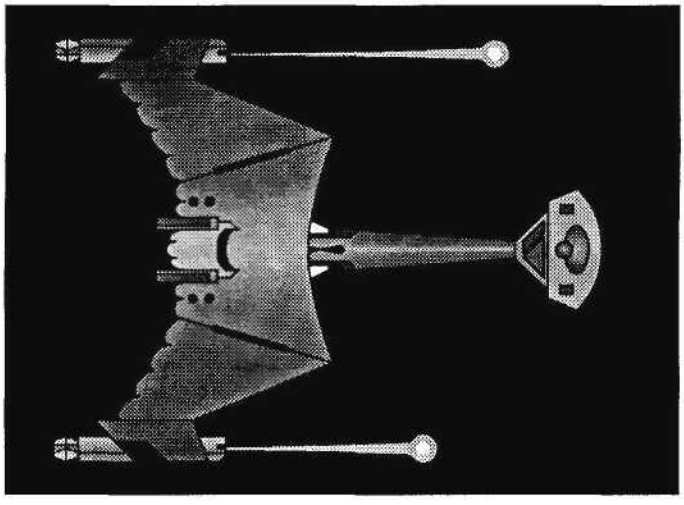
The cargo pallet (R4.30A) operates the same as the one on the Freight Eagle (R4.30). The BPV includes one NSM (M2.72).
SSD and counter are in Module R4.

(R4.54) COMMANDO EAGLE (CE): This is a standard Freight Eagle with extra boarding parties. Its ability to land on planets was a considerable advantage. The 24 boarding parties include 2 commando and 2 heavy weapon squads. There are two GCVs stored aboard; the ship carries two GAS shuttles.

The cargo pallet (R4.30A) operates the same as the one on the Freight Eagle (R4.30).
The BPV includes one NSM (M2.72).
SSD and counter are in Module M.

ROMULAN KR CONVERSIONS

(R4.N6) KR CONVERSIONS: The following ships are conversions of the KR-series ships in Romulan service. These do not represent additional deliveries by the Klingons, new construction by the Romulans, or additions to the Order of Battle. These designs are available for conversions of existing KRs and other Klingon-built ships. The Romulans, at one time or another, converted one or two of their KR-series ships to most of the classes listed below. Note that while the conversion is stated in terms of the Klingon ships (e.g., D6V, D6S, etc.), these ships were converted directly from KRs; the Klingons did not sell most variants to the Romulans. In a campaign where the Romulans obtain a Klingon variant, they can, of course, convert it to the Romulan corollary.



(R4.55) K5D ESCORT: Converted from K5Rs after the K4Ds proved inadequate in combat. K5Ds can replace K4Ds in the carrier group escort listings, but there were never enough K5Rs available for conversion to replace all of the K4Ds. These ships had full aegis and the B-refit.

Based on a suggestion by John Sickels.
SSD and counters are in Module R4.

(R4.56) KRV CARRIER: A somewhat unsuccessful conversion based on the D6V. The ship carries six superiority fighters in the upper bay; the lower bay has two admin shuttles and four assault fighters. Transfers use the Klingon elevator rule (R3.R6). There are only four plasma reload boxes; these are in the lower bay. The Romulans converted one of their KRs to this class in Y172 and another in Y175, but theoretically could have converted one KR (and two K4Rs) as early as Y170.

Year	Escorts	Fighters
Y170-72†	2xK4D	4xG–I, 6xG–F
Y173-79	2xK4D	4xG–II, 6xG–SF
Y180+	1xK5D, 1xK4D	4xG–III, 6xG–FSF
Y185+	2xK5D	4xG–III, 6xG–FSF

After Y175, the Romulans used K4Ds and K5Ds interchangeably, depending on what ships were available at any given time.

† First ship was not built until Y172.
Former designation: KVR.
SSD and counter are in Module R4.

(R4.57) KRG COMMANDO SHIP: The Romulans converted one (or perhaps two) KR ships to this commando design based on the Klingon D6G. The 48 boarding parties include 2 commando and 4 heavy weapon squads (identical to the battalion on the SPG). There are four GCVs stored aboard. There are three GAS, one HTS, and one Admin shuttles. The B-refit was added during conversion and hence was standard.

Former designation: KGR.
SSD and counter are in Module M.

(R4.58) KRP PF TENDER: The Romulans converted the two KREs to KRPs late in the General War. When the two KREs were converted to KRPs, they already had the B-refit. The KRE/KRPs never received S-torps, but the F-torps were upgraded to G-torps and given improved arcs during the KRP conversion. These two ships, *Endeavour* and *Explorer*, were the only KRE/KRPs.

Former designation: KPR.

SSD and counter are in Module R4.

(R4.59) KRS HEAVY SCOUT: Noting the success of the D6S in a heavy EW environment, the Romulans converted one KR to this variant about Y170 and may have converted another one later. Placing scout sensors on a heavy cruiser platform provided power to use those systems to the utmost and the survivability needed in fleet combat.

It is unclear if the first KRS received its B-refit at the time of conversion, hence the SSD shows it as an additional cost. The refit was certainly installed before the end of Y170.

Former designation: KSR.

SSD and counter are in Module R4.

(R4.60) KRE EXPLORATION SHIP: The Romulans converted two KRs to KRE survey cruisers in Y170 to reinforce the SPCs, but both spent more time in combat than exploring. There were only two of these ships, *Endeavour* and *Explorer.* They were both converted to KRPs (R4.58).

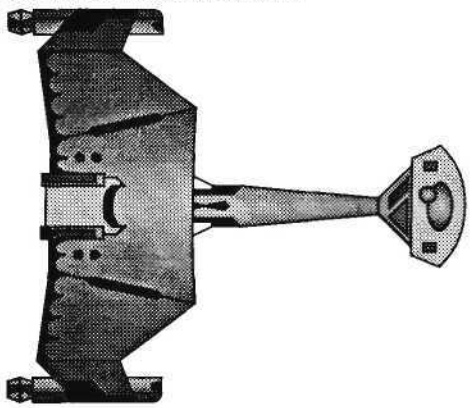
Former designation: KER.

SSD and counter are in Module R4.

(R4.61) KDR WAR CRUISER: The three D5s "exchanged" for the SparrowHawks (R3.63) were converted into this class. Evidence indicates that the Romulans, while initially annoyed at the exchange, found the twin S-torps on a war cruiser hull to be useful in base assaults and other situations, and the plasma racks made it a dangerous ship in a melee. Unfortunately, the Romulans had difficulty maintaining the KDRs (which did not use the same spare parts as the other KR-types) and did not obtain more of them. By this time, the Romulans probably could not have obtained more D5s in any case due to the Tholian blockade. The KDRs always had two sets of plasma–D reloads, but did not retain the aegis system of the original D5. The Romulans could have produced KDRs earlier if the Klingons had provided D5s. In a campaign, the Romulans can perform the conversion whenever they have D5s to convert.

Previous designation: KD5R.

SSD and counters are in Module R4.



(R4.62) KFR BATTLE FRIGATE: The Klingons never sold an F6 to the Romulans, but plans existed for a conversion. The ship would have been subject to a (D23.0) shock die roll when firing the plasma-G. Add two to the die roll if the plasma-G is fired as an EPT or shotgun. Subtract one from the die roll if the plasma–G is fired as a plasma–F.

Former designation: KF6R.

SSD and counter are in Module R4.

(R4.63) K5L FRIGATE LEADER: A variant of the F5L used to lead frigate squadrons, converted directly from the Klingon ship or from existing K5Rs. The type-G torpedoes cannot be upgraded; the refitted ship has swivel torpedoes.

Former designation: KF5LR.

SSD and counter are in Module R4.

(R4.64) K5M MINEHUNTER: The Klingons sold the Romulans three F5M minehunters, which the Romulans converted directly to their technology. Other K5Rs may have been converted later.

Former designation: KF5RM.

SSD and counter are in Module R4.

(R4.65) K7V STRIKE CARRIER: The Romulans never converted any of their K7R/D7s (they had only three) to this version (based on the D7V), but could have. Plans for a possible conversion indicated the intention to carry a pure superiority fighter group instead of the standard mixed group. The reasons for this are unclear, but might be related to the Gorn HDV. The ship would have been eligible for an MRS.

There would have been two bays (as on the D7V), each with six fighters and two admin shuttles. Transfers by an elevator (R3.R6) would have been possible. There would have been a four-position balcony adjacent to the lower bay.

Year	Escorts	Fighters
Y173-79	2xK4D	12xG–SF
Y180+	2xK4D	12xG–FSF

After Y175, the Romulans used K4Ds and K5Ds interchangeably, depending on what ships were available at any given time. By the time the ship would have been built, the B-refit would have been standard, and this is shown on the SSD.

Former designation: K7VR.

SSD and counter are in Module R4.

(R4.66) KDV WAR CARRIER: While no carrier version of the D5 was built by the Romulans, it would have been possible to do so. Plans indicate that the only fighters this ship could have carried are those armed with type-D plasma torpedoes; the bay does not have plasma-F holding boxes. There is one bay, with two launch tubes. There would not have been an aegis system.

Year	Escorts	Fighters
Y174-79	2xK4D	12xG–SF
Y180+	2xK4D	12xG–FSF

After Y175, the Romulans used K4Ds and K5Ds interchangeably, depending on what ships were available at any given time.

SSD and counter are in Module R4.

ROMULAN CARRIER ESCORTS

(R4.67) K4D ESCORT FRIGATE: An escort version of the K4R with D-racks replacing the plasma-F torpedoes was produced in Y172 by converting K4Rs. Most surviving K4Rs were converted to this variant, largely due to the need for replacement escorts for the KRVs and the perception that the K4R was too small for other missions. This ship had limited aegis. It never received the full aegis system. All K4Rs had received the B-refit by this time, or received it during the conversion.

Former designation: KE4RD.

SSD and counters are in Module R4.

(R4.68) SNIPE-E ESCORT FRIGATE (SNE): This was an escort version of the Snipe-A. (There was no escort version of the Snipe-B.) Ships of this type, which were relatively rare, were used only with WarHawk carrier groups. It had limited aegis and never received the full aegis upgrade.

The BPV includes one NSM (M2.72).

This ship is nimble.

SSD and counters are in Module R4.

(R4.69) BATTLE HAWK-E DESTROYER ESCORT (BHE): This was an attempt to get some use out of these old ships as escorts. The plasma torpedoes were replaced with plasma racks. Only a few were converted; they were used with WarHawk carrier groups because of the commonality of the ships. This ship had limited aegis, but never received the full aegis system.

The BPV includes one NSM (M2.72).

SSD and counters are in Module R4.

(R4.70) SPARROWHAWK-M ESCORT CRUISER (SPM): This was the escort cruiser version of the SparrowHawk, used to escort heavy carriers. There was no particular reason why it could not have escorted KR-series or Eagle-series ships, except that there were too few SPMs to spare.The Hawk-series captains (who dominated the fleet High Command) jealously guarded the few SPMs, and operational compatibility with KR/Eagle ships would have been a problem. (The Romulans used some SPMs to escort SPBs, but there were too few SPMs for this to be common practice.)

The Romulans developed the SPM after finding that the smaller SkyHawk-Es were inadequate for heavy combat. The ship was built with the full aegis system. The conversion (which included replacement of the type–F torpedoes with type–D racks) was permanent (outside of a major shipyard overhaul).

The SPM was built in Y175 with full aegis. SPMs were permanent conversions.

Previous designation: SpH–M.

SSD and counter are in Module R4.

ADDITIONAL ROMULAN WARSHIP VARIANTS

(R4.71) SPARROWHAWK-L (SPL): This module was intended to provide a Leader version of the SparrowHawk with increased command facilities at the expense of cramped crew quarters.

Former designation: SpH–L.

SSD and counter are in Module R4.

(R4.72) NOVAHAWK COMMAND CRUISER (NH): The NovaHawk was the heavy command ship of the Heavy Hawk series. The NovaHawk carried only K-modules, so the designation NHK is equally valid.

Designed by Jeff Smith.

This ship is a "Heavy Hawk;" see (R4.N3).

SSD and counter are in Module R4.

(R4.73) ROYALHAWK COMMAND CRUISER (RH): A limited-production variant of the NovaHawk-K designed to field the massive type-R torpedo in larger numbers to counter the Gorn CS. This ship only carried K-modules. This ship can be considered a BCH.

Designed by Ronald Spitzer.

This ship is a "Heavy Hawk;" see (R4.N3).

SSD and counter are in Module R4.

(R4.74) SKYHAWK-L DESTROYER LEADER (SKL): The ultimate member of the SkyHawk series, this ship pushed the design to (and beyond) the absolute limit. The boom section is entirely replaced with a new design having sufficient structural strength to mount a type-G plasma torpedo (non-upgradable). The conversion to the design is a permanent one requiring a shipyard and considerable time. The ship loses its modular ability in the conversion due to the reinforcements for the boom extending through the open spaces where the modules would normally be installed. Only A modules can be used with the L-boom. Note the shield refit added in Y178.

Designed by Jeff Smith.

Former designation: SkH–L.

SSD and counter are in Module R4.

(R4.75) ROMULAN FLAMEHAWK MAULER (FHF): Designed to provide the Romulans with a heavy cruiser-sized mauler after the end of Falcon production (and due to the shortage of KRMs). This was designated FireHawk–F, but the nickname FlameHawk became more popular. The FlameHawk is, like the SparrowHawk–F mauler, a permanent conversion.

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

As with the SparrowHawk–F, each mauler is linked to separate battery groups and warp engines. The power systems connected to one mauler cannot be used to fire the other mauler. The maulers can be fired simultaneously, and the quarter-turn delay rule applies to the mauler power source, not the mauler itself.

This ship is a "Heavy Hawk;" see (R4.N3).

SSD and counter are in Module R4.

ROMULAN SEAHAWK FRIGATES

(R4.N7) SEAHAWK FRIGATES: The smallest member of the "third generation" of Romulan ships, the SeaHawk entered service in Y174, well after its larger brethren. This was accepted because the Romulan shipbuilding program was very expensive, and large numbers of older ships (primarily Snipes) were available to fill the frigate role. While, in theory, SeaHawks could have been produced as early as Y171, this would have disrupted the production of other ships and, for all practical purposes, would have required cancelling the SkyHawk class. There are unconfirmed reports that one prototype actually was built in Y171.

SeaHawks were never produced in significant numbers; frigates were becoming tactically obsolete by Y175. Few SeaHawks served with the fleet; most were consigned to convoy escorts and other missions.

The SeaHawk is not modular, but several variants were built and are listed here.

(R4.76) SEAHAWK-A FRIGATE (SEA): The standard "combat" version of the SeaHawk was referred to as a "pocket SkyHawk" because it had the same battle speed and plasma armament. The ship was too small for fleet duties when built, but often served as a convoy escort. The police forces acquired some of these (with cloaks) by Y182 after most of the remaining Snipes in fleet service had been replaced and sent to the police.

This ship is nimble.

SSD and counters are in Module R4.

(R4.77) SEAHAWK-B ESCORT CARRIER (SEB): A variant with facilities for superiority fighters designed for use as a convoy escort. The plasma-D racks were provided for efficiency of operation. The ship was not popular or particularly successful. There is one shuttle bay.

Year	Escorts	Fighters
Y174-75	SED	6xG–F†
Y175-85	SEE	6xG–SF
Y182+	SEE	6xG-FSF

† Convoy escorts had to make do with the older G–F during their initial service. The one SEB that served with the fleet had G–SFs in Y174.

This ship is nimble.

SSD and counter are in Module R4.

(R4.78) SEAHAWK-C SCOUT (SEC): A variant of the SeaHawk-A with scout capabilities. By the time it was fielded, it was too small to survive in the fleet battles of the day. The few SECs actually built were used in secondary areas and as escorts for major convoys.

This ship is nimble.

SSD and counter are in Module R4.

(R4.79) SEAHAWK-D ESCORT (SED): The escort variant of the SeaHawk with plasma-racks replacing the type-F torpedoes. This variant had the limited aegis fire control gear.

This ship is nimble.

SSD and counters are in Module R4.

(R4.80) SEAHAWK-E ESCORT (SEE): The SeaHawk-Ds received full aegis fire control in Y175, resulting in the SeaHawk-E.

This ship is nimble.

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

NOTE: The "plasma rack refit" in (R4.77) and (R4.78) of the previous Commander's Edition was found to be in error. This data applies only to carrier escorts and is not a refit available to all Romulan ships.

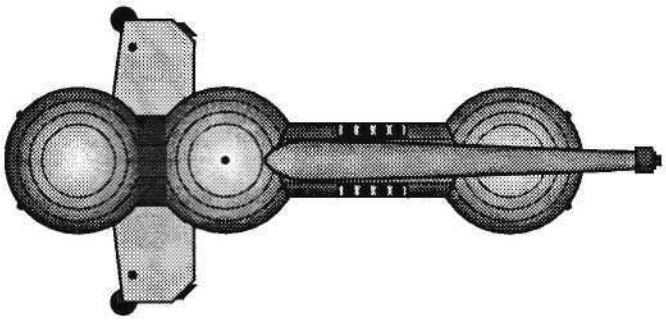
NOTE: SparrowHawks cannot mount K-modules.

R6.0 GORN HEGEMONY

(R6.20) SPACE CONTROL SHIP (SCS): The Gorn DN *"Sword of the Tri-Star"* was converted to this pattern near the end of the General War; it served in the ISC War and during the Andromedan Invasion. The Gorn SCS was typical of the breed (a dreadnought with 12 fighters and 6 PFs). There is a single large fighter bay with four balcony positions on each side. The PFs on the inner position of each wing can be repaired with collapsible bays.

Year	Escorts	Fighters
Y183+	HDA, 2xBDA	12xG-12
Y186+	2xHDA, BDA	12xG-12

Federation reporting name: *Tyrannosaurus SCS.*
Balcony positions: 4 left + 4 right.
SSD and counter are in Module R4.

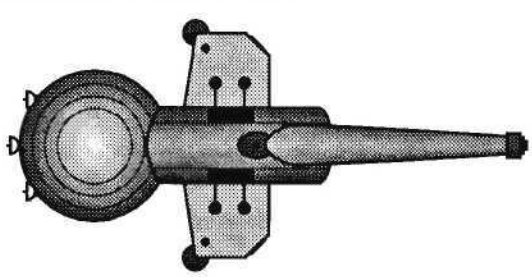


HEAVY DESTROYER VARIANTS

(R6.21) COMMAND DESTROYER (CDD): Designed to replace destroyed heavier ships in the role of squadron leader. The most significant increase in firepower was the replacement of the wing phaser-3s with phaser-1s. The 360° phasers cannot fire into the hex row directly to the rear of the ship due to the position of the engines.
Federation reporting name: *Stegosaurus–L.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.

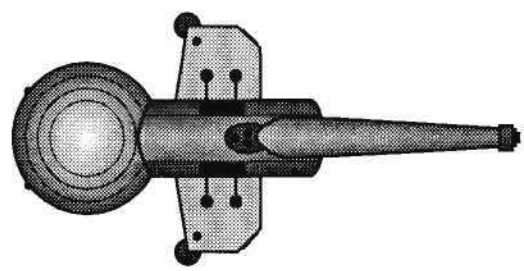
(R6.22) HDD MINESWEEPER (HMS): Far superior to the smaller DD-MS it replaced, the HMS was one of the earliest conversions. The ship has two MSS. Federation reporting name: *Stegosaurus–M.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.

(R6.23) HDD SCOUT (HDS): Another early conversion, the HDS was more efficient to produce than the electronically-equal Large Scout.
Federation reporting name: *Stegosaurus–S.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.



(R6.24) HDD ESCORT (HDE): Used as an escort for HDV carriers, where the similar operating systems made a more efficient squadron. This ship has limited aegis. Note that the design incorporated the D-refit (R6.R5).
Federation reporting name: *Stegosaurus–E.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counters are in Module R4.

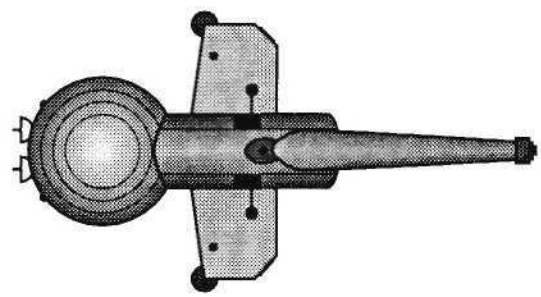
(R6.25) HDD AEGIS ESCORT (HDA): This is the HDE with a full aegis fire control system.
Federation reporting name: *Stegosaurus–A.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD is combined with that of the HDE. Use the HDE counters.



(R6.26) HDD PF TENDER (HDP): Like the HMS, this wartime conversion was superior to the PFT design based on the destroyer. As both appeared concurrently, it is assumed that the Gorns were (like most races) forced to use any available hull for the purpose. The PFs on the two innermost positions can be repaired with collapsible bays. The other positions are not repair-capable.

Refits: The plus refit (ph-3s) was standard in all PFTs and is included in the BPV. There are no other refits. Note that the HDP, being larger than the PFT, was expected to assume an "offensive" role and, hence, retained the heavier plasma-Fs.

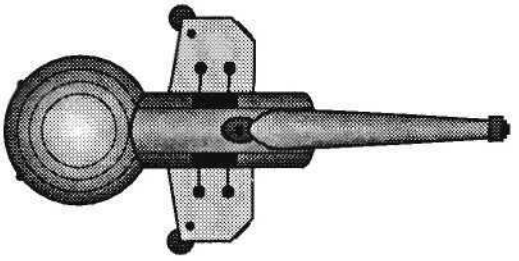
Federation reporting name: *Stegosaurus–P.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module K.



(R6.27) HDD CARRIER (HDV): Numerically, the most common Gorn carrier, and an excellent combat design (type D-racks were, in combat, equivalent to the heavier F-torps). The strike group was 12 G-18s; some may have carried G-20s at one point due to a temporary shortage or perhaps a training role. This was because HDVs were assigned to "fighter superiority" roles while CVs were assigned to "fighter assault" missions. At least one HDV switched to G-12s in Y180, but others continued carrying G-18s through the end of the Andromedan War.

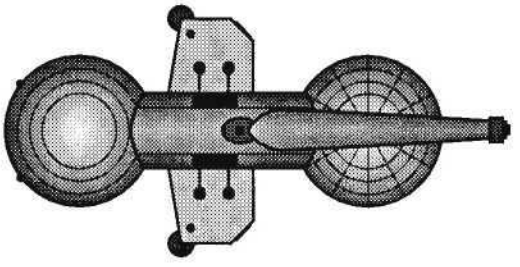
Year	Escorts	Fighters
Y174-75	HDE, BDE	12xG-18
Y175+	HDA, BDA	12xG-18
Y180+	HDA, BDA	12xG-12

Federation reporting name: *Stegosaurus-V.*
Balcony positions: 2 left + 2 right. One large shuttle bay.
SSD and counter are in Module R4.



(R6.28) HDD TRANSPORT (HDT): This is a heavily modified heavy destroyer used as a light tug. This ship can carry one pod. However, a heavy battle pod cannot charge or fire its weapons as the shock would cause severe damage to the ship; these pods would be carried only as cargo (treat all boxes as cargo).

Federation reporting name: *Stegosaurus-T.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.



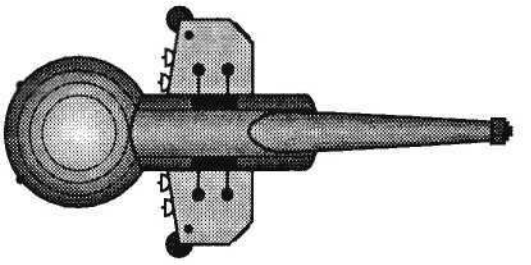
LIGHT CRUISER VARIANTS

(R6.29) COMMANDO TRANSPORT (COM): Three modified CLs were converted in Y125 to serve as commando transports. These were used to carry Gorn marines on raids against Romulan outposts and colonies and the occasional pirate base. The ship carries a battalion of 32 boarding parties, of which two are commandoes and three are heavy weapon squads. Three GCVs are stored aboard. The ship carries three GAS, one HTS, and one admin shuttle. The presence of GAS shuttles on many other ships in the Gorn fleet often allowed the entire battalion to land in a single wave.

Federation reporting name: *Megalosaurus-G.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module M.

(R6.30) SURVEY CRUISER (SR): Two CLs were converted (and slightly stretched) in Y150 to become Survey Cruisers and used to search for new worlds in and beyond the Gorn Confederation. The design was not based on the large scout, but the two ships are very similar and filled similar wartime roles.

Federation reporting name: *Megalosaurus-R.*
Balcony positions: 2 left + 2 right.



Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.

(R6.30A) SURVEY CARRIER (SRV): During the General War, the SRs carried six G-18 fighters, either for anti-piracy missions in the survey areas or, rarely, into frontline combat. Other information is the same as the basic SR.

SSD is combined with the SR; an SRV counter is provided in Module R5.

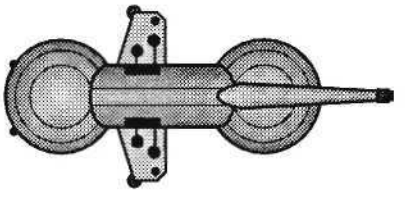
OTHER GORN WARSHIPS AND VARIANTS

(R6.31) BATTLE DESTROYER LEADER (BDL): The BDL was intended to provide a squadron leader for less cost than a Heavy Destroyer. The experiment was apparently not entirely successful from a financial standpoint. HDDs were, in the end, cheaper to build and more useful in combat than BDLs because the limits of the BDD design had been reached. The BDL is the maximum possible conversion of the BDD.

Even so, construction of BDLs continued to account for 25% of all BDDs simply because a slightly more powerful ship could be built without restricting the production of HDDs. This also allowed the Battle Destroyers to operate in three-ship independent squadrons.

As with the basic BDD, the BDL received a "plus" refit that included only two phaser-3s in Y175.

Federation reporting name: *Ceratosaurus-L.*
Ship designed by Frank Crull.
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.



(R6.32) DESTROYER LEADER (DDL): One of several attempts to improve the underpowered destroyer and produce a satisfactory ship design for use as a squadron leader.

Ship designed by Frank Crull.
Federation reporting name: *Carnosaurus-L.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.

(R6.33) FRIGATE/POLICE FRIGATE (FF): The smallest Gorn warship (other than PFs), the frigate was designed for police duties, but during the General War was occasionally forced into direct combat roles.

There is a plus refit, which added shield boxes and phaser-3s starting in Y170; all had this refit by Y175.

Federation reporting name: *Compsognathus.*
Balcony positions: 1 left + 1 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counters are in Module R4.

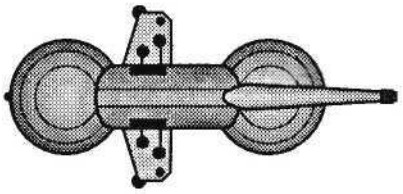
GORN PODS

(R6.34) PF TENDER POD (P-PF): The variety of pods available were intended to allow tugs to assume any role on demand. The PF Tender pod provided mech links and repair facilities for the Gorn Tug.
This is a single-weight pod.
Federation reporting name: *Dinosaur Egg P.*
SSD is on the Gorn Pod sheet in Module R4.

(R6.35) REPAIR POD (P-R): Similar to other wartime repair pods, used to support front-line combat.
This is a single-weight pod.
Federation reporting name: *Dinosaur Egg R.*
SSD is on the Gorn Pod sheet in Module R4.

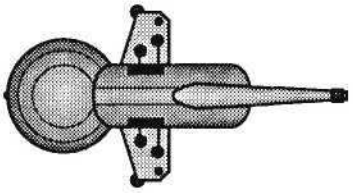
GORN CARRIER ESCORTS

(R6.36) BATTLE DESTROYER ESCORT (BDE): The escort for the HDV carriers (and later for the CVs). The ship has racks for type-D plasma torpedoes and has ready racks and deck crews for the carrier's fighters. These ships had limited aegis.
Federation reporting name (BDE): *Ceratosaurus–E.*
Design by Mark St Cyr.
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD is in Module J. Counters are in Modules J and R4.



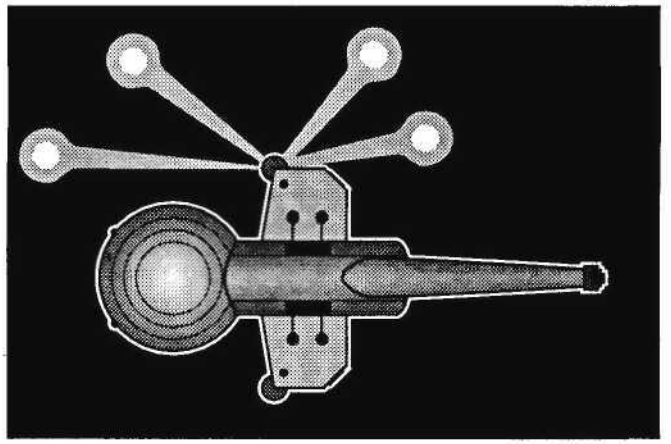
(R6.36A) AEGIS BATTLE DESTROYER (BDA): The BDEs were refitted with full aegis in Y175 and designated BDAs.
Federation reporting name (BDA): *Ceratosaurus–A.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD is combined with the BDE. Use the BDE counter.

(R6.37) DESTROYER ESCORT (DE): When the Gorns built their first carriers in Y173-4, they provided DE and CLE ships as escorts for the CV, while the HDV was provided with BDE and HDE escorts. The DE had the standard escort ready racks and deck crews. The heavy torpedo was retained for shotgun use, but also provided a direct-combat capability. These ships had limited aegis. The Gorns found these ships ineffective and stopped production, using BDEs thereafter.
Design by David M Porter.
Federation reporting name: *Carnosaurus–E.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD is in Module J. Counters are in Modules J and R4.



(R6.37A) AEGIS DESTROYER (DEA): DEs were refitted with full aegis in Y175 and became DEAs.
Federation reporting name: *Carnosaurus–A.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD is combined with the DE; use the DE counters.

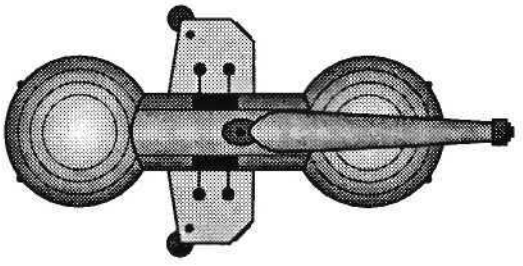
(R6.38) ESCORT CRUISER (CLE): This is a standard CL modified with the D-refit instead of the F-refit. It has two deck crews and ready racks for two fighters. There were only two ships of this class. *Dragonscale* (which had limited aegis) was lost within months of construction; *Ironcrest* was completed as a CLA (full aegis) in Y175. After that time, the Gorns preferred to use HDAs due to their being in production and the dwindling supply of CLs (which were reserved for conversion to BCs).
Federation reporting name: *Megalosaurus–E.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module J.



(R6.38A) AEGIS CRUISER (CLA): The CLE *Ironcrest* was completed with full aegis in Y175 as a CLA. Had *Dragonscale* (the only CLE) survived, it doubtless would have received the same conversion.
Federation reporting name: *Megalosaurus–A.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD is combined with the CLE; use the CLE counter.

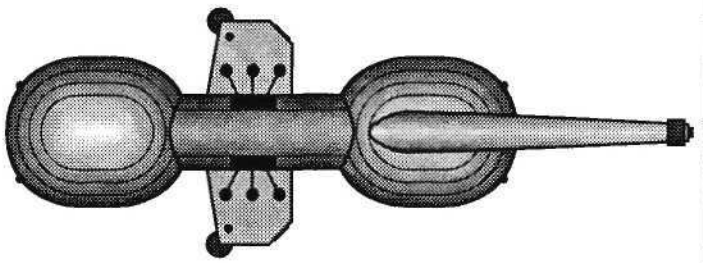
GORN WARSHIPS AND VARIANTS

(R6.39) MEDIUM CRUISER (CM): Showing surprising insight, the Gorns designed their Heavy Destroyer so that it could be modified into a heavier ship should the need arise. The result is fully equivalent to a battlecruiser, but is designated medium cruiser to avoid confusion. The ship was first built in Y173; production was limited due to yard capacity. The CM was a popular design and preferred over the BC due to the superior firing arcs of the heavy torpedoes. CMs replaced two HDDs per year in the production schedule from Y175, and several CMs (and CSs) were converted from HDDs.
Based on a proposal by Frank Crull.
Federation reporting name: *Epanterias.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counters are in Module R4.
Variants include the Strike Cruiser (R6.42) and Medium Command Cruiser (R6.43).



(R6.40) HEAVY BATTLECRUISER (BCH): As with other races, the Gorns eventually replaced dreadnought production with an improved battlecruiser design. This ship appeared in Y180. The additional torpedo took the design to the ultimate limit (short of causing "shock" effects). Increased power allowed the class to reach the full potential of the original CA design. The Plasma-F arcs were changed to the more aggressive LP/RP arcs, and the fortuitous inclusion of mech links for interceptors paid dividends when PFs appeared.

Ship design based on a series of proposals by Frank Crull.
Federation reporting name: *Albertosaurus Imperator.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.



(R6.41) LIGHT BATTLE POD (P-LB): A single-weight pod designed for use by the HDT, but usable by the standard tug. Note that the unusual arrangement (with the hull blocking the pod's forward firing arc) requires "reverse" plasma arcs (LP Reversed, RP Reversed) with 180° tracking and three launch directions. A tug cannot carry two battle pods (regardless of whether they are light, heavy, or one of each).

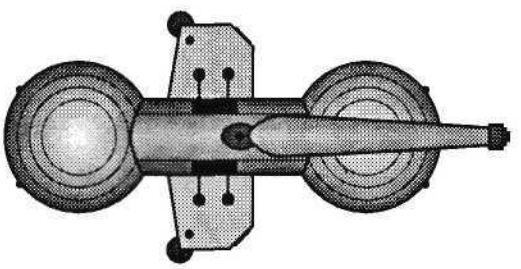
The pod is not capable of independent operations; the pod adds some systems to the tug carrying it.

Federation reporting name: *Dinosaur Egg LB.*
Based on a proposal by Frank Crull.
SSD is on the Gorn Pod sheet in Module R4. There is a counter and SSD for the Light Battle Transport in Module R4.

(R6.41A) LIGHT BATTLE POD EARLY (P-LBE): The light battle pod was originally built with type-S torpedoes. It could (in theory) have been built earlier for the fleet tug with fixed type-G torpedoes. (It was not built then because the Gorns preferred the Heavy Battle Pod.) This can be allowed in local campaigns.

(R6.42) STRIKE CRUISER (CS): A variant of the CM produced at a low rate with the heavier type-R plasma torpedo for special missions.

Federation reporting name: *Epanterias-K.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.

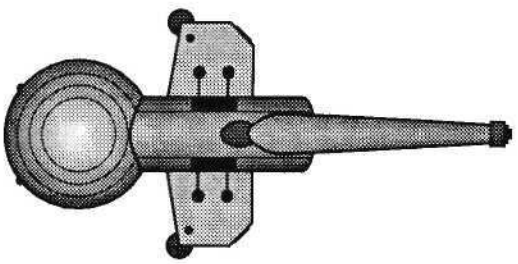


(R6.43) MEDIUM COMMAND CRUISER (MCC): Unlike the heavy cruisers, the addition of flag facilities was accompanied by a modest firepower increase. The Gorns were almost unique in building a command version of their "new heavy cruiser" (see Module R5).

There is no command variant of the CS.
Design by Frank Crull.
Federation reporting name: *Epanterias-L.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.

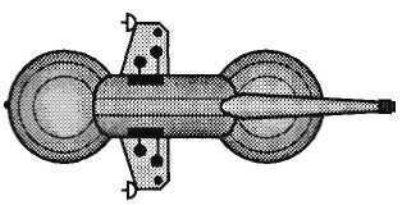
(R6.44) HEAVY COMMANDO DESTROYER (HCD): Intended to support planetary assaults with landing forces. The 32 boarding parties include 2 commando and 3 heavy weapon squads. There are three GCVs stored aboard. The ship has one admin, one HTS, and three GAS shuttles. Note that the Marine battalion and shuttle complement for this ship are identical to that for the COM, allowing for standardized doctrine.

Federation reporting name: *Stegosaurus-G.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module M.



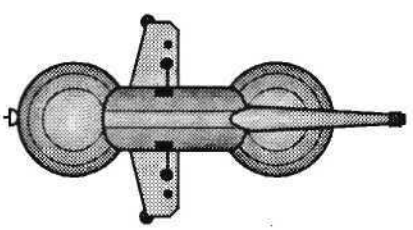
(R6.45) BATTLE DESTROYER SCOUT (BDS): A scout variant of the BDD. While these units were small and easily destroyed in fleet actions, the Gorns built them to help make up for heavy casualties among heavier scout ships.

Plus refit added two phaser-3s in Y175.
Federation reporting name: *Ceratosaurus-S.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.



(R6.46) BATTLE DESTROYER PF TENDER (BDP): A PF variant of the BDD, this ship was slightly more capable than the DD-based PFT. Most BDPs were, in fact, conversions of PFTs.

Federation reporting name: *Ceratosaurus-P.*
Balcony positions: 1 left + 1 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module R4.



GORN FLEET REFITS

(R6.R6) BATTLE DESTROYER REFIT: Battle destroyers and many of their variants received two phaser-3s (one on each wing) as a refit in Y175.

NOTE: The "plasma rack refit" in (R6.74) of the previous Commander's Edition was found to be in error. This data applies only to carriers and escorts (R6.R5) and is not a refit available to all Gorn ships.

(R7.0) THOLIAN HOLDFAST

THOLIAN WAR CRUISER VARIANTS

(R7.21) WAR CRUISER SCOUT (CWS): A variant of the war cruiser. Like all CW scouts, it was much more powerful than the earlier frigate-hull scouts and gave the Tholians an offensive EW capability in deep space.

SSD and counter are in Module R4.

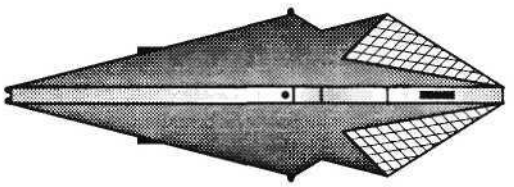
(R7.22) LIGHT TACTICAL TRANSPORT (LTT): A variant of the CW used for the Light Transport role. The LTT can carry one pack (R7.25) with a movement cost of 5/6; see (R7.14). Carrying a second pack increases the movement cost to 1 and increases the turn mode. The second pack must be of the cargo type, but does not block the weapons of any other pack. Packs do not block the weapons of the LTT.

This ship can carry one single-weight pod instead of two cargo packs, but the pod is treated as cargo only and cannot operate its systems. (The Tholians purchased Federation-type cargo pods. They also carry BLM pods in this manner. In theory, an LTT could carry a captured or rescued foreign pod as inactive cargo.) Carrying a pod will increase the movement cost to one and will increase the turn mode (Annex #3A). The LTT cannot carry double-weight pods.

SSD and counter are in Module R4.

(R7.23) PHOTON WAR CRUISER (CWP): A variant (R7.R1) of the war cruiser with photon torpedoes replacing the disruptors. This variant was relatively uncommon. The Klingons considered it uncommonly dangerous.

SSD and counter are in Module R4.



(R7.24) WAR MINESWEEPER (CWM): This variant of the war cruiser includes the traditional increased #1 shield, forward mounted tractors, and the replacement of heavy weapons with mine racks. The considerable forward arc phaser firepower made this an excellent minesweeper. Has two MSS.

SSD and counter are in Module R4.

THOLIAN PACKS

(R7.25) PACKS: The various packs listed here are treated as per (R7.14). The LTT can carry any pack. The CPC can carry any pack except the battle pack (which it could carry in inactive mode). The other Tholian ships can only carry cargo packs, and non-cargo packs in inactive mode. None of these packs can operate independently.

A-CARGO PACK (C-P): The standard pack; see (R7.14).

B-REPAIR PACK (R-P): Used to turn the LTT into a repair unit. An LTT with a repair pack accompanied the Tholian forces sent to Operation Cavalry.

C-TROOP TRANSPORT PACK (T-P): Used to carry troops on raids and to reinforce outposts. The 44 boarding parties include 2 commando and 4 HW. When carrying a TP, the LTT or CPC is issued four GCVs. An LTT carrying a TP would normally embark one HTS replacing two Admin shuttles. For barracks see (G28.0). See (R7.27).

D-POWER PACK (P-P): Used primarily when the ship is operating as a web tender.

E-SELF-DEFENSE PACK (SD-P): Used in combat areas.

F-BATTLE PACK (B-P): A barely successful design intended to allow the LTT to function in offensive combat during emergencies. Only the LTT can carry this pack. (There was no photon battle pack.) The disruptors are range 30.

G-PHASER PACK (P1-P): Intended for use around webs and bases.

SSDs and counters are in Module R4.

ADDITIONAL THOLIAN SHIPS AND VARIANTS

(R7.26) COMMANDO PATROL CORVETTE (CMC): Designed for small raids. The 24 boarding parties include 2 commando and 2 heavy weapon squads.

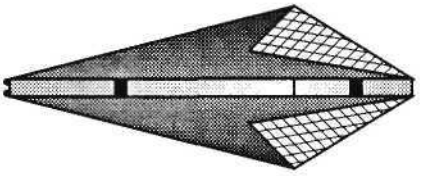
This ship can use the gravity landing system (P2.432).
This ship is nimble (C11.0).
Suggested by Demetrios Papadopoulos.
SSD and counter are in Module M.

(R7.27) COMMANDO TRANSPORT (CT): This is an LTT carrying a troop transport pack. Because of the specialized mission, the two ships of this type were semi-permanent configurations. See (R7.25C) for information regarding HTS and GCV carriage.

Designed by Stacy Bartley.
SSD and counter are in Module M.

(R7.28) ESCORT PATROL CORVETTE (PCE): An escort version of the PC used with the Black Widow. This ship had limited aegis. The shuttle bay has two deck crews and a ready rack as seen on the SSD.

This ship can use the gravity landing system (P2.432).
This ship is nimble (C11.0).
Suggested by Stacy Bartley.
SSD and counters are in Module J.



(R7.29) AEGIS PATROL CORVETTE (PCA): An upgrade of the PCE with the full aegis fire control system.

This ship can use the gravity landing system (P2.432).
Snare refit (R7.R4) in Y183.
This ship is nimble (C11.0).
Suggested by Stacy Bartley.
SSD is combined with the PCE. Use the PCE counters.

(R7.R1) THOLIAN PHOTON VARIANTS

(R7.R1) PHOTON TORPEDO VARIANTS: The Federation provided the Tholians with a number of photon torpedo launch systems after Y170. (This was apparently intended to encourage the Tholians to block the routes between the Klingons and Romulans. This blockade was primarily symbolic in nature until somewhat later.) Some of these were refitted to Tholian ships to provide increased firepower. The conversions were uncommon but interesting, and included the replacement of any APRs with AWRs in the design.

It is unclear why, with the exception of the CWP, CHP, DD, PPC, and MNP, the Tholians never totally replaced all the heavy weapons on any of their ships with photon torpedoes. This may have reflected a desire to not become dependent on the Federation for repair parts.

Like the disruptors, the photons could not be fired through the web, but the Tholians found that the powerful punch of these weapons (fully overloaded) waiting behind their globular webs could force caution on even the most aggressive attacker.

The refit includes the replacement of APRs with AWRs.

The concept of Tholian ships using photons was suggested by Arthur Townsend and Mike Hicks.

(R7.30) PHOTON PATROL CORVETTE (PPC): This ship was similar in design to the disruptor-armed corvette. The slow firing time and heavy energy demands of the photon torpedo limited the ship's ability to maneuver. However, the Tholians found these ships useful in the performance of long-range sniping. There does not appear to have been more than two of these ships. The PPC incorporated the PC+ refit and is sometimes called PPC+.

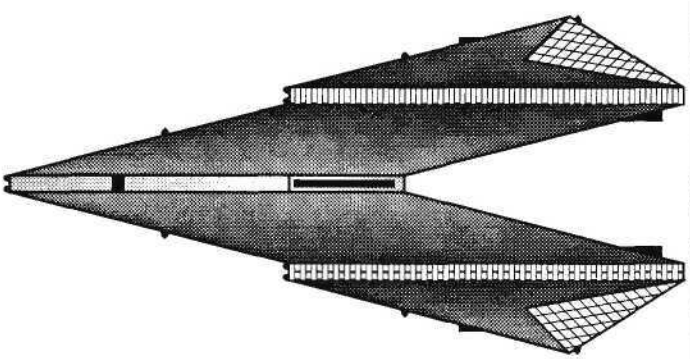
This ship is nimble (C11.0).

This ship can use the gravity landing system (P2.432).

SSD and counter are in Module R4.

(R7.31) PHOTON DREADNOUGHT (DP): This conversion replaced the forward phaser-3s with photon mounts. It was somewhat less than totally successful due to the restricted firing arcs of the photons (a problem with all the heavy weapons on this class). Prior to the arrival of the 312th Battle Squadron, this ship's combat capabilities were the best the Tholians could produce. All Tholian Ds were eventually converted to this design, and many would eventually receive the web caster refit (R7.R3), resulting in the DPW (R7.69).

SSD and counter are in Module R4.



(R7.32) PHOTON HEAVY CRUISER (CAP): This ship provided a potent punch to the Tholian fleet. The mounting of the photons in the forward positions enabled both to be brought to bear without really hindering the use of the remaining disruptors. Only one or two ships of this design were ever in service. The later web caster refit (R7.R3) added considerably to the ship's combat capability.

SSD and counter are in Module R4.

(R7.33) PHOTON COMMAND CRUISER (CCP): Like the CAP, the Tholians converted at least one of their CCs to use the photon torpedo. Also like the CAP, the design was considerably enhanced by the later web caster refit (R3.R7).

SSD and counter are in Module R4.

(R7.34) PHOTON DESTROYER (DDP): The Tholians converted at least one of their DDs (perhaps two) to this design. The photons had a more restrictive firing arc than the disruptors they replaced, but the maneuverability of the ship enabled it to make good use of them.

This ship is nimble (C11.0).

This ship can use the gravity landing system (P2.432).

SSD and counter are in Module R4.

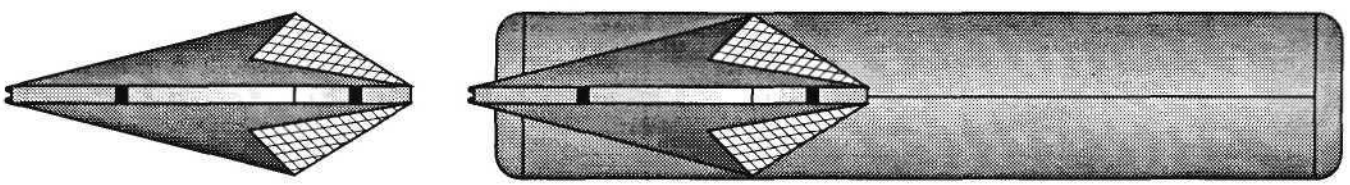
(R7.35) PHOTON MONITOR (MNP): The Tholians converted one of their Monitors to use photon torpedoes. The ship possessed awesome firepower and was not something any attacker wanted to encounter lurking behind a web. The photons all have FA firing arcs, and other than the APRs being converted to AWRs as per (R7.R1), this ship is governed by (R1.22).

The one photon-armed Monitor never received web casters. If it had, two web casters with FA firing arcs would replace four of the photons, i.e., identical to the Monitor-W.

Use the SSD for a Monitor provided in Advanced Missions with the above changes. There is a counter in Module R4. There is an SSD in Module R1 with the other Monitors.

THOLIAN PODS PURCHASED FROM FEDERATION

(R7.36) FEDERATION-TYPE CARGO POD (CPF): The Federation sold the Tholians several cargo pods, which their LTTs and CPCs could carry. The Federation never sold the Tholians other pod types. There is an SSD (on the packs page) and counter in Module R4.



THOLIAN CPC TOWING FEDERATION-TYPE CARGO POD

ADDITIONAL THOLIAN WAR CRUISER VARIANTS

(R7.37) AEGIS WAR ESCORT (CWA): This is a modified war cruiser designed as an escort ship for carriers (and later, for space control ships). It was built with full aegis; the CW did not exist before Y175.

Snare refit (R7.R4) in Y183.

It has deck crews and ready racks to support the carrier.

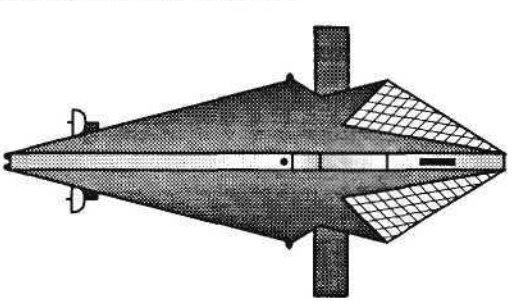
SSD is in Module J. Counters are in Modules J and R4.

(R7.38) WAR PF TENDER (PFW): A variant of the War Cruiser, the War PF Tender provided increased capabilities and survivability compared to the smaller PFT.

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

Designed by Steven Petrick.

SSD and counter are in Module K.



(R13.0) INTERSTELLAR CONCORDIUM

ISC ESCORTS AND CARRIERS

(R13.27) ESCORT CRUISER (CE): A variant of the ubiquitous light cruiser, the escort cruiser mounted plasma-D racks.

The ship was often part of an unusual ISC combat unit, the independent carrier squadron. A five-ship unit (a carrier group with extra frigates or destroyers) was used for border patrols during the General War and for constabulary patrols during the period of the "ISC Conquest."

Balcony positions: 2.

As a carrier escort, it had ready racks and deck crews to reload two superiority fighters, but no fighters of its own.

These ships had limited aegis.

SSD and counters are in Module R4.

(R13.27A) AEGIS CRUISER (CEA): The CEs were refitted with full aegis in Y175, becoming CEAs.

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

(R13.28) DESTROYER ESCORT (DE): This ship, used in carrier groups, is a variant of the destroyer. It has ready racks and deck crews for two superiority fighters, plus limited aegis. There is no balcony.

SSD and counters are in Module R4.

(R13.28A) AEGIS DESTROYER (DEA): The DEs were refitted in Y175 with full aegis to become DEAs.

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

(R13.29) ESCORT FRIGATE (FFE): This ship, used in some carrier groups, is a variant of the frigate. It has ready racks and deck crews for two superiority fighters, plus limited aegis. There is no balcony.

This ship is nimble (C11.0).

SSD and counters are in Module R4.

(R13.29A) AEGIS FRIGATE (FFA): The FFEs were refitted with full aegis in Y175 to become FFAs.

This ship is nimble (C11.0).

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

(R13.30) ESCORT CARRIER (CVE): This destroyer variant was designed primarily to provide fighter support for smaller detachments, such as the convoys used to support the bases in the outer reaches of ISC territory during the war and the bases where the ISC operated its Constabulary Fleets during the Pacification Program.

The CVE was the first ISC carrier. It was used to test fighters, develop doctrine, and as a patrol and convoy escort unit. The first ISC carrier duel (Y171) was the CVE *Declaration* against the Orion CVL *Shaperion's Peril* in a convoy battle.

Unlike the carriers used in echelon fleets, the CVE carried only superiority fighters and carried a unique eight-fighter group.

Based on a proposal by Josh Spencer.

ISC carriers were usually part of larger formations, and their escorts (listed below) were integrated into the general echelon. If operated independently (perhaps in one of the carrier group campaigns in Module J), the following escorts would be appropriate.

Year	Escorts	Fighters
Y170-74	2xFFE	8xAF
Y175+	2xFFA	8xSF
Y178+	1xDEA, 1xFFA	8xSF
Y180+	1xDEA, 1xFFA	8xFSF

Balcony positions: 2.

SSD and counters are in Module R4.

ISC LIGHT TUG AND POD

(R13.31) LIGHT TACTICAL TRANSPORT (LTT): A variant of the light cruiser used to supply distant ISC bases during the pacification period. Can carry one pod or operate without pods. Note that movement cost and turn mode increase when carrying a pod.

If an attached pod has hull boxes, the hull boxes on the ship are considered "aft hull" while the hull boxes on the pod are considered "forward hull." If the pod had no hull as originally built (e.g., a cargo pod), the normal center hull rule is used.

The LTT can carry (but not use) captured foreign pods and the "paired" pods used by the heavier Tug (P-B, P-CV, P-CVA, P-TB, P-PFT). These pods are treated as inactive cargo when carried. The LTT cannot carry double-weight pods. The LTT can carry and use P-LB, P-LPF, P-CVL, P-C, P-R, and P-T.

Balcony positions: 2.

SSD and counter are in Module R4.

(R13.32) LIGHT BATTLE POD (P-LB): Designed for use by the LTT, which could not use the standard Battle Pod. The Light Battle Pod cannot be used on the Fleet Tug. This was because of the arrangements and dynamic balance of the ships. The Light Battle Pod had to be mounted on the centerline, while the Battle Pods could not be. Either type could be carried as cargo by either tug (G30.4). This pod cannot operate independently.

An SSD of this pod is on one of the ISC pod sheets in Module R4. An SSD of this pod on an LTT is in Module R4.

MORE ISC WARSHIPS AND VARIANTS

(R13.33) COMMANDO CRUISER (CLG): Intended to support pacification efforts with landing forces when it was necessary to destroy weapons production facilities with surgical strikes that would minimize civilian casualties. The 32 boarding parties include 2 commando and 3 heavy weapons squads. Has three GCVs. The ship carries four GAS, two Admin, and one HTS shuttles.

Balcony positions: 4.

SSD and counters are in Module M.

(R13.34) PLASMA-G DESTROYER (DDG): This variant replaced some destroyers to provide heavier torpedo firepower on the gunline. Because the type-G torpedo could be fast-loaded, the DDG could provide a short-term increase in firepower. There is no balcony.

Designed by Frank Crull.

SSD and counters are in Module R4.

(R13.35) FRIGATE LEADER (FFL): Intended to provide a command ship for frigate squadrons with slightly increased capabilities. No more than 20% of all frigate hulls were of this type, and (except in a campaign where survivors of several fleets merged) there would almost never be two in one fleet.

Designed by Scot McConnachie.

SSD and counter are in Module R4.

(R13.36) DESTROYER PRIORITY TRANSPORT (DPT): Designed as a utility cargo transporter to support detachments on interdiction duty. It retained the weapons of the original DD hull (although more properly it was a CVE variant), allowing it to defend itself and to stand in the gunline if necessary. There is no balcony.

This ship can carry one 12-box cargo pallet (R13.36A), which increases the movement cost to 2/3 (does not change turn mode) and adds 12 points to the BPV. This pack cannot be carried by any other ISC ship, and the DPT cannot carry more than one of them. This ship cannot carry other pods.

Designed by Frank Crull.

SSD and counter are in Module R4.

(R13.36A) DESTROYER CARGO PALLET (DCP): This rule number is assigned to the cargo pack noted in (R13.36) for reference purposes. This pack cannot be carried by any ISC ship except a DPT. An SSD is on the DPT SSD, and a counter is provided in Module R4.

(R13.37) TORPEDO DREADNOUGHT (DNT): During the Andromedan War, some dreadnoughts had some of their PPDs replaced with plasma torpedoes to increase their effectiveness against Andromedans. This variant, designated DNT, was less susceptible to attack by a ship equipped with displacement devices.

Balcony positions: 2.

SSD and counters are in Module R4.

ADDITIONAL ISC PODS

(R13.38A) ISC PODS: ISC tugs (R13.22) must have two pods or none; they cannot carry only one. Pods for the tug come in two categories, combat and non-combat.

The battle (P-B), carrier (P-CV), heavy carrier (P-CVA), PF Tender (P-PFT), and torpedo (P-TB) pods are "combat" pods and can be mixed on a tug.

The non-combat pods [troop transport (P-T), repair (P-R), and cargo (P-C)] cannot be mixed with active combat pods. In such cases, the combat pod would be treated as inactive cargo.

(The rule in Module C2 prohibiting mixed pods is modified by this rule.)

The pods designed for use on LTTs (P-LB, P-LPF, P-CVL) can only be carried by tugs as inactive cargo, but will balance against a combat or non-combat pod.

No ISC pods (except the troop pod) are capable of independent operations.

The various pods (if active) add crew, boarding parties, (sometimes) deck crews, and (sometimes) shields to the tug.

An ISC pod counter is provided in Module R4.

(R13.38) CARRIER POD (P-CV): Like all races, the ISC built carrier pods for their tugs. The ISC, however, used these primarily to supply fighters to newly-built battle stations on the border with the Romulans and Gorns. They were available for use in combat during military emergencies.

As the ISC advanced into the galaxy on their great mission of peace, the pods proved valuable in escorting convoys and moving fighters to bases farther from home territory. This enabled the tug carrying the pods to defend itself. Again, like nearly all the other races in the galaxy, the ISC quickly found that having such pods could sometimes induce a local commander to use a tug as a carrier in direct combat.

The pods do not increase the tug's seeking weapon control ability as they were not originally designed for direct combat, and plasma torpedoes were self-guiding in any case. The pods do turn the tug into a true carrier for purposes of lending electronic warfare to the fighters.

These pods cannot be used by the LTT except as inactive cargo.

A carrier tug with these pods would have the same escorts and fighters as a CV.

Designed by Frank Crull and Stephen V. Cole.

Each pod has two balcony positions.

There are no transfers possible.

SSD is in Module R4.

(R13.39) HEAVY CARRIER POD (P-CVA): This was a larger and more expensive version of the normal carrier pod, used when many fighters had to be moved at once. These pods would allow the tug to completely resupply one CVA or nearly resupply three CVL/CVLS class ships. Also, like the CV pod above, these pods encouraged local commanders to use their tugs as front line carriers.

The pods do not increase the tug's seeking weapon control ability as they were not originally designed for direct combat, and plasma torpedoes were self-guiding in any case. The pods do turn the tug into a true carrier for purposes of lending electronic warfare to the fighters. These pods cannot be used by the LTT except as inactive cargo. A carrier tug with these pods would have the same escorts and fighters as a CVA.

Designed by Frank Crull and Stephen V. Cole.

Each pod has four balcony positions.

There are no transfers possible.

SSD is in Module R4.

(R13.40) LTT CARRIER POD (P-CVL): This pod was developed for use by the LTT. It turns the ship into a fully capable carrier. It was intended to be used to resupply operational carriers, but like the tug, the installation of this pod led many local commanders to use the LTT as a front line carrier. LTTs were, fortunately, more expendable than the tugs in this role. The pod does not increase the ship's seeking weapons control ability, although it does enable it to lend electronic warfare to the fighters. This pod cannot be carried by the tug except as inactive cargo.

An LTT with this pod would have the same escorts as a CVL and the same fighters as a CV.

Designed by Frank Crull and Stephen V. Cole.

This pod has four balcony positions.

There are no transfers possible.

SSD is in Module R4.

(R13.41) PFT POD (P-PFT): Shortly after they intruded into the rest of the galaxy, the ISC found difficulties in supplying operational units with PFs, whether full flotillas or simply individual replacement PFs. To speed the process of resupply, and lessen the time the tug would have to spend exposed to possible hostile attack, PFT pods were developed. Of course, carrying an active flotilla of PFs also greatly increased the tug's ability to defend itself.

The special sensors were something of an anomaly in the design, which indicated that, unlike the carrier pods, the ISC High Command did indeed intend for tugs equipped with PFT pods to be able to participate in operational combat.

The pods do not increase the tug's seeking weapon control ability. These pods cannot be used by the LTT except as inactive cargo. A tug can carry one pod of this type and one CVA pod. The pods were balanced for this purpose. This configuration would have the escorts of a CV or SCS.

SSD is in Module R4.

(R13.42) LIGHT PFT POD (P-LPF): This pod enabled the LTT to function as a fully capable PFT, although at the cost of some of the capabilities normally associated with a PFT. The pod appeared very shortly after PFs were developed by the ISC, and appears to have been developed before the pods for the tug. The pod does not increase the ship's seeking weapons control ability. This pod cannot be carried by the tug except as inactive cargo.

SSD is in Module R4.

(R13.43) TORPEDO POD (P-TB): The ISC discovered quite quickly that the Andromedans could avoid the maximum effectiveness of the PPD in many cases, especially if there were not enough PPDs to do the job. After careful consideration, the ISC High Command decided to convert one set of their available battle pods to this design along with the conversion of several DNs to the DNT design. The resulting pods are identical to the standard battle pods, except that the PPD in each pod was replaced with a plasma-S torpedo. The ISC found this pod set to be more effective in busting Andromedan satellite bases.

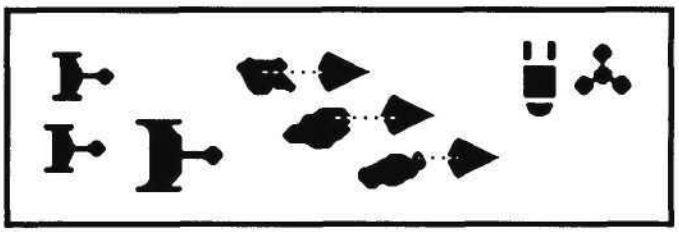
Designed by Frank Crull and Stephen V. Cole.

SSD is in Module R4.

NOTE: The "plasma rack refit" in (R13.73) of the previous Commander's Edition was found to be in error. This data applies only to carrier escorts and is not a refit available to all ISC ships.

NOTE: Counters for a BT and CVT are provided in Module R4.

(SH95.0) ASTEROID OPERATIONS



(Y167) *by Guy Arnold, England*

In Y167 the Tholians were preparing to upgrade one of their bases to a battle station. As part of this intended upgrade, they were gathering asteroids to deploy as additional anchor points for webs.

The procedure involved sending ships to find suitable asteroids, then accelerating the asteroids to near light speed. It would be months, sometimes years, before the selected asteroids would arrive at their destination, so considerable planning was involved.

The Klingons intended to destroy the station before the upgrade could be completed. To buy time to gather ships and set up diversions elsewhere, the Tholian Border Harassment Squadron interdicted the Tholian attempts to gather and position the asteroids. The result was a series of small vicious fights near the station.

(SH95.1) NUMBER OF PLAYERS: 2; the Tholian player and the Klingon player.

(SH95.2) INITIAL SET UP

THOLIANS: Base Station *Argon* in 3825 with 1x Hanger Bay Module (6x Spider-I), 1x Power Module, and 2x Federation Cargo Pods docked [(R1.1B) and (R1.3C)], rotation rate and initial facing at player's option, WS-III.

Small freighter docked (C13.0) to the base (player's option as to which docking module it is docked to), WS-I.

DD *Helix* in 3810, PC *Stalwart* in 3804, PC *Steadfast* in 4204: each ship is towing an asteroid [see (SH95.45)], heading D, speed 1, WS-III.

KLINGON: D6B *Desolation* in 0129, F5B *Blackguard* in 0130, F5B *Stormer* in 0128; all heading B, speed max, WS-III.

(SH95.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH95.4) SPECIAL RULES

(SH95.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Klingon units can only disengage from the 01xx map edge.

The Tholians can disengage from any map edge except the 01xx edge.

Any ship leaving the map through a disallowed map edge is considered to have been destroyed.

(SH95.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH95.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH95.431).

(SH95.422) EW fighters were not available at the time of this incident, although MRS shuttles were sometimes used in that role.

(SH95.423) There are no PFs in this scenario.

(SH95.43) COMMANDER'S OPTION ITEMS

(SH95.431) 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.

(SH95.432) 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.

(SH95.44) REFITS: Are as indicated in (SH95.2).

(SH95.45) ASTEROIDS: The Tholian ships were pulling asteroids to the base for anchors. The asteroids have been accelerated to near light speed, and will continue to move at a speed of 1 for the rest of the scenario. The asteroid counters each represent a single asteroid, and as such they can be ignored for most purposes (e.g., there is no die roll for asteroid damage if you enter their hex). The Klingon objective is to destroy the asteroids which, because of the time needed to get them to the base, will disrupt the Tholian time schedule. To destroy an asteroid it is necessary to score 100 points of damage on it. Asteroids cannot be lent ECM by the base, and OEW will not affect units firing at the asteroids (they are simply too big and slow). These asteroids are not "large" asteroids (P3.4) and cannot be docked to.

(SH95.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). In addition, each asteroid destroyed is worth 25 points to the Klingons, and each asteroid not destroyed is worth 25 points to the Tholians.

(SH95.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH95.61) Replace the Klingons with an Orion CR and two LRs (hired by the Klingons) with disruptors or drone racks in the option mounts.

(SH95.62) The Klingons must determine the focal point on the asteroid in order to destroy it. To do this, they must accumulate 25 points of lab information (G4.1) on a given asteroid before they can destroy. Alternatively, in this variation any given asteroid can be destroyed by 400 points of damage.

(SH95.63) For a smaller and faster battle, use only the Tholian DD and PCs on the Tholian side, and the Klingons use only the two F5Bs. The F5Bs have, in this case, intercepted the Tholians well away from the base.

(SH95.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH95.71) Change the D6B to a D7B or one of the Tholian PCs to a DD.

(SH95.72) Replace one or both of the F5Bs with an E4B.

(SH95.73) Delete or add a refit to the Klingon ships.

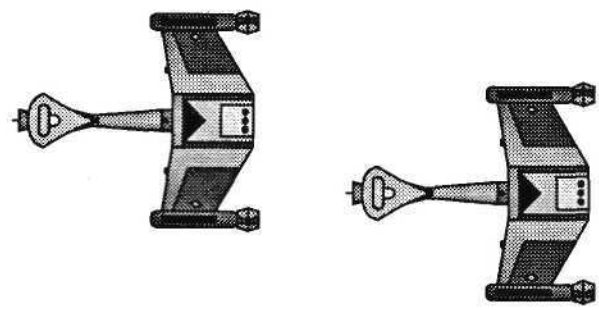
(SH95.8) TACTICS

THOLIANS: Look for a mistake. If he doesn't make one, arrange to give everyone (including the base) a shot on the same shield and try to punch through it. Get your ships within range 15 of the base, and accept lent ECM for two of the three units (expect the third to die). If the base fires, this will blind channels, so you might consider using loaning to just protect the DD and fire phaser-4s on impulse #32, bringing the other sensor on-line on impulse #1 to maintain your protection.

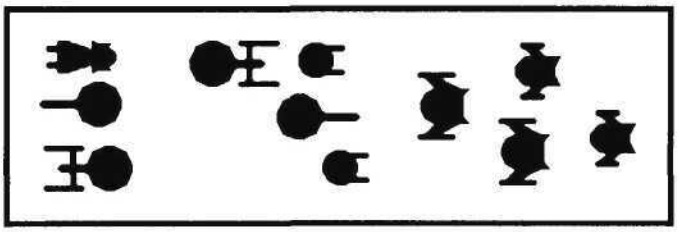
It may be necessary to sacrifice the outer two asteroids and defiantly defend the inner one closest to the base. Without heavy ship support, you cannot fight the Klingon ships successfully. Pull your ships to within 5 hexes of the base, and use the fighters to defend your ships from drones. If the Klingons try to close with your ships or the inner asteroid, they must face the heavy firepower of the base.

KLINGONS: Don't get closer to the base than range 18. Don't ignore the Tholians as their 12 phaser-1s can hurt you. Overload the disruptors but do not fire them so that the Tholians will have to keep away from you. Use your drones to kill the asteroids. If you go for the inner asteroid, plan on killing it with disruptor fire.

(SH95.9) PLAYTESTER COMMENTS: Killing the asteroid nearest the base without losing a ship is the real challenge.



(SH96.0) REVENGE OF THE EAGLES



(Y172) *by Vincent Solfronk, Alabama*

After the Romulan raid on Morkedian III (SH20.0), the Romulan border had become relatively stable and quiet. The most significant incident occurred when a Romulan free trader was destroyed by the newly arrived CVB *Nimitz*. While the commander of the *Nimitz* was relieved over the incident, the Romulans did not consider this sufficient apology for the affront. They planned their own revenge.

After carefully observing the *Nimitz's* patrol pattern, a force of Romulan ships slipped into Federation territory and carefully maneuvered themselves into a position between the *Nimitz* and the nearest Federation base. Then the Romulans uncloaked and attacked.

(SH96.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH96.2) INITIAL SET UP

FEDERATION: CVS *Nimitz* (12xF–4s VF12) in hex 2520, DE *Halsey* in hex 2621, FFR *Fletcher* in hex 2518, FFR *Spruance* in hex 2320; all heading F, speed 4, WS–0.

ROMULAN: King Eagle *Audax* in hex 2101, War Eagle *Acheron* in hex 2301, Snipe–A *Swan* in hex 2301, Snipe–A *Wolf* in hex 2101; all heading D, speed 15, WS–III.

(SH96.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH96.4) SPECIAL RULES

(SH96.41) MAP: Use a floating map.

The Romulans may only disengage in directions B or C.

The Federation may only disengage in directions F or E.

Any ship which disengages by separation or acceleration in other than in an allowed direction is considered destroyed.

(SH96.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH96.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH96.431).

(SH96.422) If using EW fighters, one of the F–4s on the CVS is an F–4E. If not using EW fighters, it is a standard F–4. In a variation using other carriers, use the standard EW fighter deployment if EW fighters are used.

(SH96.423) There are no PFs in this scenario.

(SH96.43) COMMANDER'S OPTION ITEMS

(SH96.431) 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.

(SH96.432) 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.

(SH96.44) REFITS: None of the ships listed in (SH96.2) have been refitted; the ships listed in (SH96.45) have received the plus refit only.

(SH96.45) REINFORCEMENTS: The *Nimitz* has sent out a call for help. During the Energy Allocation Phase of turn #1, the Federation player rolls one die and adds one to the total. This will determine what turn a Federation rescue force will arrive. The Federation rescue force consists of CA+ *Potemkin*, CL+ *Macedonia*, and DD+ *Darius*. They will arrive from direction F. They are placed on the board (using a second map) prior to the Energy Allocation Phase of their turn of arrival 30 hexes from the nearest unit of the *Nimitz* group. Each ship must be within 5 hexes of the other two ships. Their heading is C, speed max, WS–III.

(SH96.5) VICTORY CONDITIONS

If *Nimitz* is destroyed, and the *Audax* and *Acheron* disengage, it is a decisive Romulan victory.

If the *Audax* and *Acheron* are destroyed and *Nimitz* is destroyed, it is a draw.

If the *Audax* and *Acheron* are destroyed and the *Nimitz* is not destroyed, it is a decisive Federation victory.

If none of the above occur (e.g., *Nimitz* is destroyed and the *Audax* but not the *Acheron* is destroyed), use the Modified Victory Conditions (S2.2) to determine the winner.

(SH96.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH96.61) Replace the *Nimitz* with the Gorn CV *Archaeopteryx* carrying 6x G–18 and 6x G–10 fighters, one CLE and one DE escorts in place of the *Halsey* and the *Fletcher*, delete the *Spruance*. The reinforcements will be a Gorn BC, CLF, and DDF.

(SH96.62) Add a Scout Eagle to the Romulan side and a Scout to the Federation side.

(SH96.63) For a smaller and faster game, delete the War Eagle and one of the Snipes and the *Nimitz's* escorts. Limit the reinforcements to the CL+ and the DD+.

(SH96.64) Historically, the *Nimitz* was converted to a CVB configuration while undergoing repairs as a result of this engagement. Players may wish to investigate what might have happened had the *Nimitz* already undergone this modification. Replace the F–4s with F–15s, and install the plus refit on the *Nimitz* and the FFRs.

(SH96.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH96.71) Change one or both of the Snipe–As to Battle Hawks.

(SH96.72) Replace the F–4s with F–18s.

(SH96.73) Add two, or even three, to the die roll in (SH96.45) for reinforcements.

(SH96.8) TACTICS

FEDERATION: Pull your ships in tight and watch for shotguns. Get the fighters out of the carrier. Do not bother to arm half of them; just get them out as targets and to add their phasers. Arm the other half and get a couple weasels ready. You are not going fast enough at start to get away, and you are going to need weasels just to stay alive after the first turn because you have no defense against his plasmas that first turn at all.

On turn #1, use maximum ECM and go erratic as soon as you get six fighters out of the bay. This will give you a 1/6th chance that any given torpedo will do only 50% damage and a 1/3rd chance that any given attempt to tractor you will fail.

Next turn, get the other half of the fighters out of the bay. They should be armed with two type-I drones each, and you can consider trying to get a little payback. Land a few of the survivors of the first six, and try to get them reloaded, but watch your bay capacity.

Keep wild weasels ready in case he has a few torpedoes left, and keep the phasers charged. If you are not hurt too badly, look into loading a few photons and consider some revenge. If he is still around when help comes, leave the escorts, the fighters, and the reinforcements to pay them back and get the *Nimitz* out of there as fast as you can.

ROMULAN: The Federation reinforcement die roll is not a secret, so you will have to build your plan of action around it. In any case, no matter what, try to kill the *Nimitz* on turn #1. That is your best chance. Hit the ship with everything you have on turn #1.

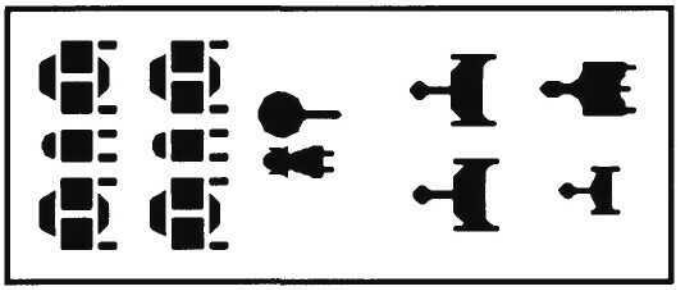
Forget fancy Mizia attacks; you want him to blow up.

If he is still alive on turn #2, reload the phasers and pound his down shield. If there is going to be time for another plasma salvo, take it. Remember to save your pseudo torpedoes until this second round of plasma since he cannot fire at them or weasel them the first time. Watch the fighters and the escorts; after the first turn, they become very dangerous.

HISTORICAL OUTCOME: *Nimitz* was severely damaged in the engagement, but survived due to the heroic efforts of her fighters and escorts and the timely arrival of help in the form of a small squadron which happened to be training nearby. However, her second com-

mander in a row was relieved of command because of the near loss of the ship and the total surprise the Romulan raiders had achieved despite the attack being deep in Federation space. The Romulan force disengaged at the approach of additional Federation reinforcements and sustained no significant damage in the encounter.

(SH97.0) MORKEDIAN DEATH MARCH



(Y173) *by Steve Saus, West Virginia*

Despite the best efforts of the Federation Sixth Fleet, the Romulans continued their initial push into Federation space. At Morkedian–III, a desperate defense by Federation ground formations created a momentary check in the Romulan advance, defeating an initial Romulan landing attempt. The Romulans had been surprised by the newly arrived Federation ground forces who had been assigned to the planet since they had last raided it (SH20.0). It was clear, however, that the planet could not be held in the face of the Federation's inability to maintain "space superiority" over the planet. Rather than throw more good ships and men into a hopeless defense, Admiral Matthews ordered the troops withdrawn and the planet abandoned.

Matthews' staff worked wonders, but most of the wounded from the planet had to be evacuated in freighters. Regrettably, before the withdrawal could be completed, the Romulans attacked again, and if the Sixth Fleet could not maintain space superiority over a planet, it also could not provide an adequate escort for the convoy.

There has been much debate on just why the Romulans attacked the convoy. Those who hate the Romulans insist that they must have known the ships were carrying wounded, and they were simply committing an atrocity out of anger for their recent reverse on Morkedian–III and sheer bloody-mindedness (and the Romulans have been known to commit the occasional atrocity, at least in Federation eyes).

Others agree with the Romulan version that they thought the convoy was trying to evacuate critical supplies, personnel, and materiel (and indeed, it must be admitted that some critical supplies, personnel, and materiel were on some of the ships, although hardly enough to justify the Romulan attack).

To the wounded men who were on the ships, the point was moot.

(SH97.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH97.2) INITIAL SET UP

FEDERATION: CL+ *Suffolk* in 3520, DD+ *Xerxes* in 0618; both heading E, speed 10, WS–III.
Four large freighters within 4 hexes of 3320, heading E, speed 10, WS–II.
Two small freighters within 3 hexes of 3525, heading E, speed 10, WS–II.

ROMULAN: KRB *Annihilation* in 3501, heading E, speed max, WS–III.
KRB *Retribution* in 4205, heading E, speed max, WS–III.
SPA+ *Avenger* in 4001, heading E, speed max, WS–III.
K5R *Tribune* in 3001, heading D, speed max, WS–III.

(SH97.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of turn 10.

(SH97.4) SPECIAL RULES

(SH97.41) MAP: Use a floating map. The Romulans must disengage by acceleration or distance by the end of turn 10, or they are considered destroyed. Romulan ships can only disengage in directions A, B, or C.

(SH97.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH97.421) One of the KRBs has an MRS shuttle.

(SH97.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.

(SH97.423) There are no PFs in this scenario.

(SH97.43) COMMANDER'S OPTION ITEMS

(SH97.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items.

Federation: The DD has one T–bomb and one dummy and four additional boarding parties, one of which is a commando. The CL has three T–bombs, but only one dummy; it has four commando boarding parties aboard. Each small freighter has four boarding parties aboard. Each large freighter has eight boarding parties aboard. See also (SH97.45).

Romulans: Both KRBs and the K5RB have only half their boarding parties (deducted at start). One KRB has two T–bombs and three dummies. One KRB has one T–bomb and no dummies. Both KRBs are missing one admin shuttle (they have both already used their spare). The K5RB has one T-bomb and one dummy. The SPA has five extra boarding parties, two T–bombs, and four dummies. See also (SH97.46).

The above represents the confused status of the supply systems of both fleets during this early stage of the Romulan invasion. The commando teams on the Federation ships are remnants of an elite unit being evacuated from the planet.

(SH97.432) All drones are "medium," speed–20.

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

(SH97.44) REFITS: The Romulan KRs have all received the "B" refit; the SPA has the plus refit. The Federation CL and DD both have their plus refits, but the CL has not received the AWR refit.

(SH97.45) FEDERATION: The freighters have boarding parties as outlined in (SH97.431). These boarding parties represent elements of the garrison being evacuated from Morkedian–III. The ships are crowded with additional crew units of "wounded" and "medical" personnel, i.e., non-combatants whose specific status need not be recorded. Resupply has been sporadic, and action heavy, which is why the Federation warships do not have all their T–bombs. In addition, score 10 internals as a single volley on the DD ignoring phaser directional damage, then repair two boxes of the owner's choice. In addition, delete five crew units from the DD and seven crew units from the CL; note that the added boarding parties will have to be accounted for. This represents the lack of spares, time to complete repairs, and the fact that there are no replacements available. The Federation ships cannot use continuous damage control in this scenario due to a lack of spares, but can use EDR (D14.0) and (D9.2).

(SH97.46) ROMULANS: The Romulan ships have been engaged in action since the Federation was invaded and have not had time to be fully resupplied. In addition to the limitations of (SH97.431), score five internals as a single volley on the K5RB, ignoring phaser directional damage, and repair one box. Score 10 points of internal damage as a single volley on each KRB, ignoring phaser directional damage, and then repair two boxes. In addition to crew units deleted due to missing boarding parties, delete an additional four crew units from each KRB and three crew units from the K5RB. This represents the lack of spares, time to complete repairs, and the fact that replacements have not been brought up as yet. Note that the reduction in crew units will affect your ability to form militia units. Note that SPA is newly arrived and has not been as hotly engaged. Only the SPA may use continuous damage repair. The other Romulan ships can only use EDR and (D9.2) as the Federation above.

(SH97.47) THE FREIGHTERS can use all repair systems allowed during a scenario; specifically (D9.2), (D9.7), (D14.0), and (G17.5) are all authorized. The freighters, being civilian units pressed into service for the evacuation, have not been in combat prior to this.

(SH97.48) TIME LIMIT: The Romulan ships were recalled by the fleet commander, which is why they must disengage by the end of turn 10.

(SH97.49) Any Federation unit disengaging by sublight evasion is considered to be destroyed. This is because the Romulan advance will leave the ship deep behind Romulan lines with no option but to surrender before its supplies run out.

(SH97.5) VICTORY CONDITIONS: The Federation player wins if 100 cargo boxes are undestroyed at the end of turn 10. Destroyed and repaired cargo boxes count as destroyed, but note that a repaired cargo box might protect a cargo box that has not been destroyed yet. Note that any plasma torpedoes launched on turn 10 must be resolved before the scenario is declared over.

The Romulans win if less than 100 cargo boxes survive.

If the Romulan K5RB is destroyed, the Federation receives a bonus of 50 cargo boxes (e.g., it is as if 50 cargo boxes were not destroyed, so that if only 51 cargo boxes remained at the end of the scenario and the K5RB was destroyed, the Federation would be counted as having 101 cargo boxes).

If a Romulan cruiser (KRB or SPA) is destroyed, the Federation receives a bonus of 100 cargo boxes. If a Romulan cruiser is crippled, the Federation receives a bonus of 50 cargo boxes.

If the K5RB is crippled, the Federation receives a bonus of 25 cargo boxes (crippling counts irrespective of whether or not the crippled unit manages to repair enough boxes to no longer be crippled).

(SH97.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH97.61) Replace the Romulans with a Lyran squadron of two CAs, a CW, and a DD. All have plus and ESG capacitor refits, and the CW has a power pack. Replace the Federation ships with a Kzinti DF and CL, fully refitted.
(SH97.62) Have the Federation player publicly assign numbers one to six to the six freighters, and have the Romulan player put eight counters numbered one to eight into a cup. The Federation player pulls two of these counters, examines them and places them face down in view of the Romulan player, setting the others aside (the Romulan player cannot examine these). If the Federation player draws any number from 1–6, the freighter designated with that number is a Q–ship, large or small as appropriate. When the Q–ship is revealed, the Federation player must show the number to the Romulan to confirm it. If a seven or eight is drawn, then there is no Q–ship for that counter. Note that it is possible for the Federation to have two, one, or no Q–ships, and that this variation will strongly favor the Federation.
(SH97.63) For a smaller and faster scenario, use only one KRB versus the CL and the two small freighters, and allow only five turns. The Federation wins if 20 cargo boxes survive or the KRB is destroyed. The Federation gains a 10 cargo box bonus if the KRB is crippled.

(SH97.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH97.71) Change one of the KRBs to a K7RB.
(SH97.72) Replace the CL with an NCL.
(SH97.73) Delete or add refits to or from one side.

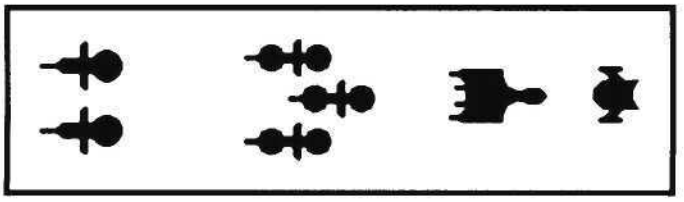
(SH97.8) TACTICS

FEDERATION: You have two choices: circle the wagons and wait for the Romulans to leave or run. If you circle the wagons, the Romulans will probably use shotguns to hit as many of your ships as they can. Movement, even at the slow speed of the freighters, is probably your best option. Have as many wild weasels ready as you can. You need time. Eventually, the Romulans have to leave. Can you survive until then?

ROMULAN: You must close fast as you have a limited amount of time to work with. The Federation destroyer is the only ship that can really hurt you. Finish it off early and you have no problems. Do not let your frigate get too near the DD as a narrow salvo of photons from it can blow it to pieces, and perhaps cost you the game.

HISTORICAL OUTCOME: The Romulans destroyed both the small freighters, and so badly crippled two large freighters that they were forced to return to the planet and surrender. Both the Federation warships were badly damaged, but managed to reach a Federation base in company with the two remaining freighters.The Romulans suffered damage to several of their ships, but sustained no losses.

(SH98.0) *STARHAWK* RISING



(Y177) *by William A. Ransdale, New Jersey*

In Y177 the Firehawk cruiser *Starhawk* was raiding Gorn shipping lanes, causing damage to several convoys. A Gorn force was dispatched to hunt it down. The Gorns caught up to the *Starhawk* near the Rek'Yak nebula. The *Starhawk* plunged into the nebula in an attempt to break contact, but the pursuing Gorn force plunged in after it, determined to end its depredations once and for all.

(SH98.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH98.2) INITIAL SET UP
TERRAIN: The action takes place entirely within a nebula (P6.0).
GORNS: BDL *Iron Fang* in 1010, BDD *Iron Hide* in 1107, BDD *Iron Scale* in 0711; all heading C, speed max, WS–III.
REINFORCEMENTS: CLF *Shima*, HDD *Eaglebane*; see (SH98.45).
ROMULAN: Firehawk-A *Starhawk* in 0828, heading B, speed 5, WS–III; see (SH98.47).
REINFORCEMENT: Battle Hawk *Starwing*; see (SH98.46).

(SH98.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH98.4) SPECIAL RULES
(SH98.41) MAP: Use a floating map to represent an engagement area that is actually 10 maps wide (at least). If the *Starhawk* successfully negotiates 10 maps in direction B/C, from the 01xx hex row to the 42xx hex row, it is considered to have disengaged irrespective of its damage status. The *Starwing* is considered to have disengaged when the *Starhawk* does, provided it has not previously been destroyed or captured. If the *Starwing* is the only remaining Romulan ship, it is considered to have disengaged under these conditions once it crosses the 42xx hex row of what would have been the 10th map that the *Starhawk* would have traversed.

The Romulans can only disengage as provided above.

The Gorns can disengage in any direction except off the 42xx hex row of any map.

Any unit that disengages in any direction or by any means not specifically allowed is considered to have been destroyed.
(SH98.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH98.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH98.431).
(SH98.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.
(SH98.423) There are no PFs in this scenario.
(SH98.43) COMMANDER'S OPTION ITEMS
(SH98.431) 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 the *Starhawk* is under some restrictions; see (SH98.47).
(SH98.432) In a variation of this scenario where ships armed with drones might be present, 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.
(SH98.44) REFITS: All ships in this scenario have received all refits available to that ship up to Y177. This includes the plus and F-refits for the Gorns and the rear phaser refit for the Romulan *Starwing*.

(SH98.45) GORN REINFORCEMENTS: The Gorns have called in other ships which were also hunting for Romulan raiders in this area. Two of these ships arrived in time to participate in the action.

(SH98.451) During the Energy Allocation Phase of turn #3, the HDD *Eaglebane* arrives anywhere along the 01xx hex row of the mapsheet the *Starhawk* is currently on. The *Eaglebane* must be at least 20 hexes from the *Starhawk* when it is placed. It must pay for a full turn of movement with no mid-turn speed changes allowed on its first turn. The *Eaglebane's* heading is B or C, speed max, WS–II.

(SH98.452) During the Energy Allocation Phase of turn #6, the CLF *Shima* arrives. The ship is placed 20 hexes in direction E or F from the *Starhawk*. The *Shima* heading is B or C, speed max, WS–II.

(SH98.46) *STARWING*: The *Starhawk* was acting as the coordinator for a number of raiding units. As the Gorns closed in, her Commander ordered the closest one of these smaller units to assist his ship in disengaging. During the Energy Allocation Phase of the third turn of the scenario, the Battle Hawk *Starwing* is considered to have entered the 42xx hex row of a map sheet which would be the 10th such sheet the *Starhawk* would enter. Players will have to keep track of this unit's movement until it enters the actual mapsheet where the action is taking place, some time in the future. The initial heading of the *Starwing* is E or F, speed max, WS–III.

(SH98.47) THE *STARHAWK* has used some of its PPTs in a previous action and has only two (Romulan player's choice).

(SH98.5) VICTORY CONDITIONS: Victory is determined under the conditions provided below:

If the *Starhawk* and the *Starwing* escape uncrippled, the Romulans win a decisive victory.

If the *Starhawk* escapes alone and uncrippled, the Romulans win a substantial victory.

If the *Starhawk* escapes alone and crippled, the Romulans win a marginal victory.

If the *Starhawk* and the *Starwing* escape crippled, the Gorns win a marginal victory.

If the *Starhawk* escapes crippled, and the *Starwing* is destroyed, the Gorns win a substantial victory.

If both the *Starhawk* and the *Starwing* are destroyed, the Gorns win a decisive victory.

(SH98.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH98.61) Replace the *Starhawk* with a Lyran CA+p and the *Starwing* with a Lyran DD+p. Replace the initial Gorn force with a Kzinti DWL and two DWs. Replace the CLF with a Kzinti CL+ and the HDD with a Kzinti CM.

(SH98.62) Randomly select a map within the nebula to also have a standard asteroid field (P3.0). Only nine maps should be considered for this as the mapsheet the *Starhawk* begins on is not counted. Place nine counters numbered from 1–9 in a cup, and draw one. The mapsheet corresponding to the number on the drawn counter will have an asteroid field. Which map this will be is known to both players at start.

(SH98.63) For a smaller and faster battle, replace the *Starhawk* with a SkyHawk-A and the starting Gorn ships with three frigates. Replace the two reinforcing Gorn ships with DDs (no refits). Replace the *Starwing* with a Snipe-A

(SH98.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH98.71) Change the Firehawk to a NovaHawk-A.

(SH98.72) Replace the A-modules with K-modules.

(SH98.73) Delete the F and/or plus refits from some or all of the Gorn ships.

(SH98.8) TACTICS

GORN: Charge! All the victory conditions are based on the Romulan's survival. Take your lumps and slow him down. This will allow the other ships to catch up and mop up.

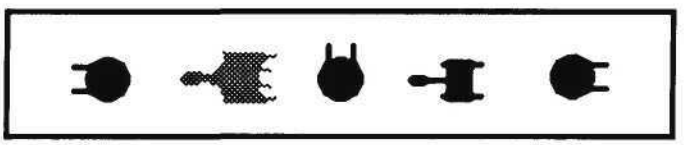
ROMULAN: Consider trying to brake and turn 180° so that you can retrograde. This is risky as you may be overrun. Other than that, run and look for opportunities to get plasma going downhill on your pursuers. This is easier for Gorns with their LS/RS plasma–Fs, but LP/RPs can be pretty good at it too. Use some power for ECM and perhaps EM to make it hard for them to hit you with their phasers (or plasma bolts). You only have to make it to the edge, but any internal damage will slow you down.

(SH98.9) PLAYTESTER COMMENTS: The game moves at a very high pace due to nebula restrictions and very high ECM. EPTs can strip your shields quickly, so be very careful around them.

HISTORICAL OUTCOME: Despite the ferocity of the Gorn pursuit, the *Starhawk* slipped out of the trap. However, the Romulan Command decided that things had gotten too hot in the area and withdrew the *Starhawk* and its raiding group. The Gorns had ended the depredations, but would have to wait for another day to gain their revenge.

(SH99.0) ROMULAN SHELL GAME

(Y178) *by David Zimdars, Montana*



The Romulans sent a special envoy to the Klingons through the area of space occupied by the Federation which divided them from the Klingon Empire. Knowing the area to be heavily patrolled, the Romulans needed a way to break contact once it (inevitably) occurred. They equipped a NovaHawk-K with a cloaked decoy and assigned a SkyHawk-D minesweeper as an escort. They knew that a larger force would attract entirely too much attention.

A squadron of Federation NCLs detected the approaching Romulan ships and intercepted them. The two Romulans cloaked and began executing the NovaHawk's breakaway maneuver.

(SH99.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH99.2) INITIAL SET UP

FEDERATION: CLC+ *Tacitus*, NCL+ *Ramadan*, NCL+ *Asawari*, anywhere within 3 hexes of the 01xx hex row, heading B or C, speed max, WS–III.

ROMULAN: NHK *Loyal Hawk*, SKD *Probe*, within 3 hexes of 2815, heading at the option of the Romulan player, speed 10, WS–III. See (SH99.45).

(SH99.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH99.4) SPECIAL RULES

(SH99.41) MAP: Use a floating map.

The Federation units can only disengage in direction E or F.

The Romulan units can disengage in any direction, but if the NovaHawk disengages in a direction other than E or F, it has failed to infiltrate past the Federation blockade.

Any unit which disengages in an illegal direction is considered to be destroyed.

(SH99.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH99.421) If using the optional MRS shuttles, the NovaHawk-K has one MRS.

(SH99.422) There are no fighters in this scenario. In a variation of this scenario where fighters are used, the standard deployment pattern for EW fighters is used if EW is used.

(SH99.423) There are no PFs in this scenario.

(SH99.43) COMMANDER'S OPTION ITEMS

(SH99.431) Each Federation 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.

The Romulan ships have the following special equipment in lieu of purchasing Commander's Option Items:

The NovaHawk-K has a cloaked decoy, NSM, its allowable load of T-bombs, and the MRS in (SH99.421).
The SkyHawk-D has has 6 large and 10 small mines in its mine racks.

(SH99.432) 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.

(SH99.44) REFITS: The Federation ships all have the plus, AWR, and Y175 refits. There are no applicable refits available to the Romulans.

(SH99.45) CLOAK: The Romulan ships cloaked on the turn preceding the scenario and are fully cloaked at start.

(SH99.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Romulans pay no penalty (and receive a 50-point bonus) for disengaging the NovaHawk by acceleration in direction F if the NovaHawk is not crippled AND if all three Federation ships have been crippled, destroyed, captured, or have disengaged. The Romulans receive a 25-point bonus for NOT using the cloaked decoy.

(SH99.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH99.61) Replace the Federation ships with a Gorn force consisting of a CDD and two HDDs with the heavy destroyer refit.

(SH99.62) Replace one of the Federation NCL+s with an NCD+.

(SH99.63) For a smaller and faster scenario, use only the NovaHawk-K and its allowed Commander's Options against the two Federation NCLs with their Commander's Options.

(SH99.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH99.71) Change the NovaHawk-K to a NovaHawk-A.

(SH99.72) Replace one of the NCLs with a DW.

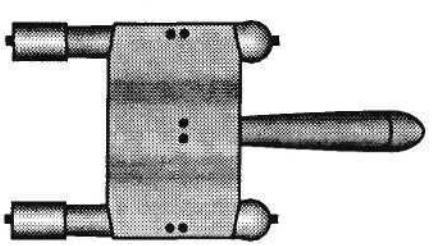
(SH99.73) Delete the plus or AWR refits from one or more of the Federation ships.

(SH99.8) TACTICS

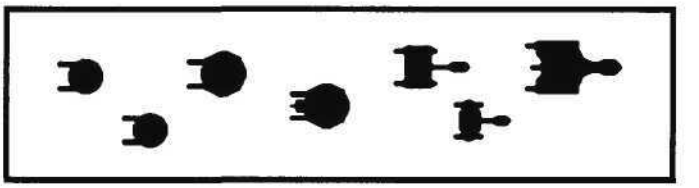
ROMULAN: You must use your cloaking devices, cloaked decoy, and mines to try to divide the Federation force. Once one NCL has been separated from the other two, it can be shot at outside of overload range of the other two NCLs. If one NCL is destroyed or crippled in trade for the cloaked decoy, then the fight against the other two can be waged at more respectable odds. Try to preserve the NovaHawk, and then disengage in direction F as soon as possible.

FEDERATION: While you have the upper hand in this scenario, one mistake can turn it into a meat grinder. Try to detect mines by (M7.0) if moving 6 or less, and be sure to map the path of the minesweeper. Try to keep your NCLs in relatively close formation and moving. Charge many wild weasels. Since the minesweeper can move quite fast under cloak, be prepared for it to overrun a stopped NCL that has spent its photons and "bracket" it with mines. Concentrate fire on the NovaHawk, and try to prevent it from disengaging.

HISTORICAL OUTCOME: The NovaHawk successfully broke contact with the Federation ships and continued on into Klingon-held space where it delivered its passengers.



(SH100.0) THE CHASE



(Y181) *by Steven Saus, West Virginia*

A Romulan squadron patrolling the war zone was suddenly confronted by a larger Federation Task Force. The Romulan Commander had to make a quick decision: cloak, or turn and try to disengage.

(SH100.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH100.2) INITIAL SET UP

FEDERATION: NCA *New York* in 0603, NCL+ *Michigan* in 0404, FFG *John Paul Jones* in 0401, FFG *Rickover* in 0303; all heading C, speed max, WS–III. See (490.46).

ROMULAN: SparrowHawk-A+ *Adversary* in 2316, SkyHawk-A *Poinard* in 2413, SeaHawk-A *Loyalty* in 2617; all heading E, speed 5, WS–I.

(SH100.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH100.4) SPECIAL RULES

(SH100.41) MAP: Use a floating map.

The Romulan ships can only disengage in directions B or C.

The Federation ships can only disengage in directions E or F.

Ships disengaging in directions other than those stated here are considered destroyed.

(SH100.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH100.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH100.431).

(SH100.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.

(SH100.423) There are no PFs in this scenario. One or more casual PFs might be added on mech links as a balance factor.

(SH100.43) COMMANDER'S OPTION ITEMS

(SH100.431) 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.

(SH100.432) All drones are "fast," speed–32.

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.

(SH100.44) REFITS: The Federation ships all have the rear phaser, AWR, plus, and Y175 refits if available for that ship. The Romulan SparrowHawk has the plus refit. The Federation NCA is in Module R5; substitute a CAR if you do not have this module.

(SH100.45) DRONES: The Federation ships have not had time to launch drones (S4.13) before this engagement begins.

(SH100.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Romulans receive a point bonus for each ship which disengages by acceleration or separation.

SHIP	BONUS
SparrowHawk-A	50
SkyHawk-A	30
SeaHawk-A	20

(SH100.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH100.61) Replace the Romulans with a force consisting of an Orion MR, DW, and LR.
(SH100.62) Add a FFS to the Federation force.
(SH100.63) For a smaller and faster battle, delete both of the Federation frigates and the Romulan SkyHawk-A.

(SH100.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH100.71) Change one of the FFGs to a DW.
(SH100.72) Replace the SeaHawk-A with another SkyHawk-A.
(SH100.73) Delete some of the refits from the Federation ships.

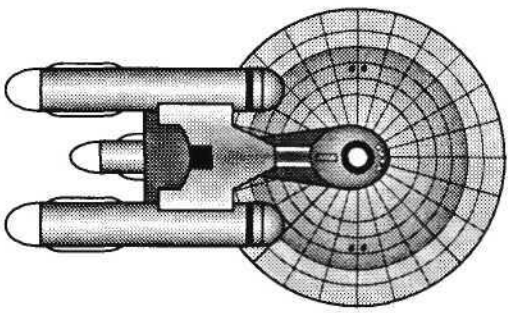
(SH100.8) TACTICS

FEDERATION: You will have to charge straight at the Romulans to stay close enough to inflict heavy damage. Overload your photons, and fire them near the end of the first turn so that you will get a second volley in the third turn. Don't sacrifice speed for weapons — your second volley of photons will have to be incomplete and underpowered. Be prepared to eat T-bombs, and perhaps NSMs, and save a few phasers for his plasma torpedoes. Keep in mind that a captured ship is worth twice its normal BPV. It may be a good idea to deploy ECM drones to dilute any possible Romulan weapons fire, but that is unlikely because of the danger of T-bombs and NSM explosions. This can also dilute your use of scatter-packs.

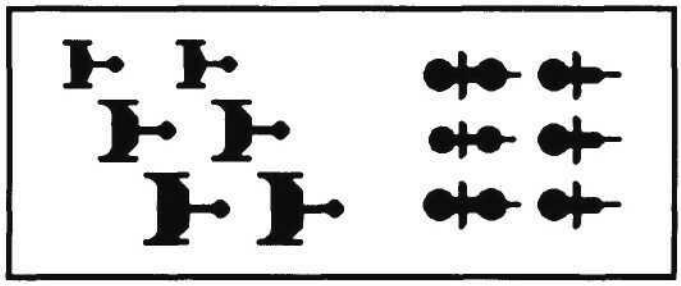
ROMULAN: Drop your offside shield at the beginning of the first turn, and lay a minor mine field with your transporters to force the Feds to go around or eat a few. Back it up with a few NSMs from your shuttle bays. Erratic maneuvers is probably a good idea shortly thereafter. Load your phasers on the first turn; it's probably the only chance you'll get. Look for opportunities to launch your LP/RP plasmas to the rear by changing your heading by 60° at appropriate moments. Remember that the F-torps are all loaded, and with the PPTs you can get up to 12 plasma-Fs on the map. This gives the Federation something to think about while he is running over the T-bombs and NSMs. You might also consider sacrificing your shuttles by launching all of them. While they are not individually dangerous, if the Federation player loses a shield, the Mizia effect of their phaser-3s at close range could strip critical weapons from the Federation ships. At worst, they may be able to draw some Federation fire (or power to tractor drag them to death) and perhaps pick off a few drones the Fed launches to chase you. If the Federation fires ADDs from his G-racks at your shuttles, at least he will not be able to launch drones at your ships. If the SkyHawk and SeaHawk still have their batteries on the turn you intend to disengage, have them cloak on the battery power as you run.

(SH100.9) PLAYTESTER COMMENTS: Sometimes discretion REALLY is the better part of valor, or as a Romulan survivor said: "We're lucky we got home at all after that DN and six cruisers jumped our three little ships!" Mistakes made by the Romulans are usually costly. Both Commanders must realize that this is a different type of scenario. The Romulans have little chance of winning, unless the Federation ships really get chewed up in the chase.

HISTORICAL OUTCOME: After a short but desperate flight, the Romulans broke contact and escaped, losing the SeaHawk. The Federation victory was a hollow one as the NCA had run over two nuclear space mines and was hit by two plasma-F torpedoes, severely damaging the ship. This action was the opening move for the Federation portion of Operation Remus.



(SH101.0) PLASMAS vs. DRONES



(Y182) *by Brian Baum, New Jersey*

A Klingon squadron broke through the Kzinti front and raced deep into the Kzinti rear area determined to destabilize the Alliance's plans to launch Operation Cavalry. The nearest Alliance force able to respond to the Klingon incursion happened to be a contingent of Gorn ships which had arrived to participate in the offensive.

While most Klingon Commanders had some idea of how to deal with plasma torpedoes as a result of their academy training, they were quite unprepared to encounter them in such large numbers.

On the Gorns part, the introduction to massed salvos of drones and the rapid-fire capabilities of disruptor-armed ships would prove an equally unpleasant surprise despite familiarization training provided by the Kzintis.

(SH101.1) NUMBER OF PLAYERS: 2; the Gorn player and the Klingon player.

(SH101.2) INITIAL SET UP

GORN: CCF *Chromaticon*, BC *Wyvericon*, CLF *First Strike*, HDD *Harmony*, HDD *Justicar*, and BDD *Smasher* within 5 hexes of 3507, heading E, speed max, WS–III.

KLINGON: D7L *Duelslayer*, D7D *Suffocator*, D5K *Ravager*, D5D *Catapult*, F5K *Dragon Cry*, F5K *Dragon Song* within 5 hexes of 1020, heading B, speed max, WS–III.

(SH101.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH101.4) SPECIAL RULES

(SH101.41) MAP: Use a floating map.
Gorn units may only disengage in directions A or B.
Klingon units may only disengage in directions D or E.
Any unit disengaging in a direction other than allowed above is considered to be destroyed.

(SH101.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH101.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH101.431).

(SH101.422) There are no fighters in this scenario. In a variation where EW fighters are present, use the standard deployment patterns.

(SH101.423) There are no PFs in the basic scenario; however, in a variation up to four standard PFs might be added to each side, carried on mech links.

(SH101.43) COMMANDER'S OPTION ITEMS

(SH101.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy.

(SH101.432) All drones are "fast," speed–32.

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.

(SH101.44) REFITS: All units that participated in this battle had all available refits. For the Klingons, this includes the K, B, UIM, Y175, and mech-link refits. For the Gorns, this includes the plus and mech-link refits.

(SH101.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.2).

(SH101.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH101.61) Replace the Klingon force with a Lyran force consisting of a CC, two CWs, and three DWs. All have the ESG capacitor, phaser, and plus refits. The CWs and DWs have also all received the power pack refit.
(SH101.62) Add a BDS to the Gorn force and an D5S to the Klingon force. Note that this will shift the balance toward the Gorns as their scout can use its channels to "turn off" Klingon drones.
(SH101.63) For a smaller and faster battle, use only the D7L and D7D on the Klingon side against the Gorn CCF and BC.
(SH101.64) Add up to four standard PFs to each side carried on the mech links.

(SH101.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH101.71) Change the CLF to an HHD.
(SH101.72) Replace the D5D with an F5D.
(SH101.73) Delete or add a small ship to either side.
(SH101.74) Replace one or both of the F5Ks with F5Ws.

(SH101.8) TACTICS

GORNS: Use your T-bombs to wipe out groups of drones. Because of your better initial power curve, use some power for an initial ECM advantage. Keep your speed up! Massed plasma bolts are very effective against the weaker Klingon ships. Kill ECM drones whenever possible. Try to divide the Klingons, and then concentrate on one ship or group. Do not go where the Klingons have been too often as the only real use they have for their T-bombs is to try to damage your ships.

KLINGONS: Start slow with a mid-turn speed change to fast. Get your drones out quickly so that they lead your fleet. The best use of your drones will probably be to draw out and limit the effects of the Gorn phaser batteries. Do not mass them too much so that you can minimize his use of T-bombs. Your selections of the sizes of the drones (how many type-I and how many type-IV) and what modules (do not forget armor) will be very important. He probably has about 22 T-bombs not counting dummies. Don't go so fast that you cannot HET. Fire all of your disruptors at the smallest Gorn ship in range, but do not forget to follow them up with phaser salvoes when possible without exposing yourself to seeking (as opposed to bolted) plasma strikes. The only real use for your own T-bombs will be to try to lure the Gorns over them.

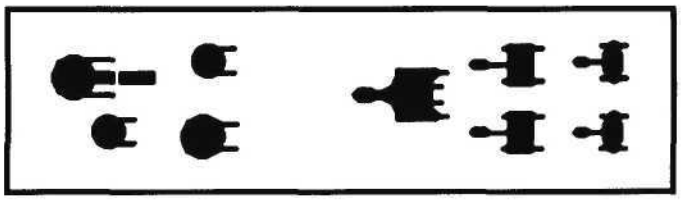
(SH101.9) PLAYTESTER COMMENTS: While at first glance this battle seems to have nothing of real interest to it, the match-up of two technologies which do not normally encounter each other in such large numbers makes for a very interesting battle. An exiting scenario, and different. A good classroom scenario of plasmas versus drones.

HISTORICAL OUTCOME: The result was a very confused battle as both sides sought to learn the weaknesses and strengths of the other. The Gorns had counted on having Kzinti and Federation ships present to assist in defending themselves from drones, and the Klingons simply had never encountered plasma torpedoes in such large numbers.

The Klingons detected the approach of reinforcements for the Gorns and turned for home. In the final analysis, the Klingons gave better than they received, although no ships on either side were destroyed. However, the Gorn contingent for Operation Cavalry was weakened as several of the ships involved in the battle had to be sent home to be fully repaired. This did not delay the operation. Some analysts believe that the Operations start should have been delayed until the Gorn ships were replaced. Others believe that such a delay would only have allowed the Klingons more time to strengthen their defenses. In any case, the Klingon ships damaged in this battle would not be available as reserves. Being closer to their sources of supply and repair, they would be fit for action again before new ships could arrive from Gorn space.

Some analysts also believe that this battle had an unexpected outcome in the mind of Gorn Admiral S'Treleg, who would command the major component of Operation Cavalry, perhaps explaining his otherwise inexplicable lack of decisiveness.

(SH102.0) ROMULA AUDACIA



(Y184) *by Vincent Solfronk, Alabama*

In Y184, the Federation launched an offensive against the Romulans in a half-hearted attempt to knock them out of the war. As the majority of the first-line combat ships were operating on the Klingon front at the time, many of the battle groups committed to this offensive were unusual, to say the least.

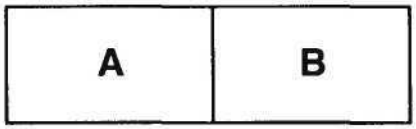
One such battle group was centered on the CVT+ *Wolf*. While inside Romulan space, the CVT picked up what seemed to be a large Romulan convoy and launched a strike to attack it. When the fighters reached the convoy's location, they discovered it was a ruse and wisely returned immediately to the carrier, which they discovered was fighting for its life.

(SH102.1) NUMBER OF PLAYERS: 3; the Romulan player and the Federation ship player and the Federation fighter player. Optionally, one player could control all the Federation forces.

(SH102.2) INITIAL SET UP
FEDERATION SHIP PLAYER: Set up on map B:
Tug+ *Wolf* with CVA and CVL pods in hex 0915
NAC *Hoerner* in hex 1213
FFRA+ *McCaffrey* in hex 1115
FFRA+ *Moore* in hex 0814
6xF-18Cs from *VF-72* anywhere within 7 hexes of the CVT
All ships heading B, speed 7, WS-III. The fighters have any heading at the player's option and are at speed max.
FEDERATION FIGHTER PLAYER: Fighter Wing #7
12 F-18C *VF-71*
6 F-18C *VF-72*
12 F-14B *VF-73*
All fighters in hex row 27xx of map A, heading and speed at player's option. All fighters are fully armed.
ROMULAN: Set up on map B:
NovaHawk-K *Imperial Hawk*
SkyHawk-L+ *Centurion Rogallus*
SkyHawk-A *Glaive*
SeaHawk-A *Steadfastly*
SeaHawk-A *Stalwartly*
2xCenturion PFs
All within 2 hexes of 4227; all are heading F, speed max, WS-III.

(SH102.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH102.4) SPECIAL RULES
(SH102.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The map consists (for this scenario) of two standard maps. The 42xx hex row of map A adjoins the 01xx hex row of map B. For all purposes, they are otherwise considered as a single map.



Any fighters which disengage and are not on their carrier are considered destroyed. Any fighters left on the map after all ships have disengaged are considered destroyed.

Romulan units can only disengage in directions C or D.

Federation units can only disengage in directions E or F.

Any unit disengaging by leaving the map in a direction other than provided is considered destroyed.

(SH102.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH102.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH102.431).

(SH102.422) If using EW fighters, two of the F-18Cs controlled by the fighter player are F-18Es and one of the F-14s is an F-14E. If not using EW fighters, they are standard F-18Cs or F-14As as appropriate.

(SH102.423) The Centurions are the standard type.

(SH102.43) COMMANDER'S OPTION ITEMS

(SH102.431) 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.

(SH102.432) All drones are "fast," speed-32.

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.

(SH102.44) REFITS: All ships, pods, and fighters are refitted as indicated in (SH102.2). The PFs have the shield refit. The NovaHawk has the mech-link refit.

(SH102.45) FIGHTERS: The six fighters with the carrier are half of one of the two F-18 squadrons which remained behind for local security. The EW fighter (if used) of this squadron accompanied the other half on the strike. The 18 F-18s in the returning strike are a squadron of 12 and a half squadron of 6 fighters.

(SH102.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SH102.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH102.61) Replace the Romulans with a Klingon force consisting of a C7, F5L, 2xF5Ks, an F5D, and 2xG-1s.

(SH102.62) Add a frigate-sized scout to each side.

(SH102.63) Use only the CVT with both of its pods and the 36 fighters on the Federation side. The Romulan side has only the SkyHawk-L+, the SkyHawk-A, and one SeaHawk-A.

(SH102.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH102.71) Change the F-14Bs to F-18Cs.

(SH102.72) Replace the NovaHawk-K with a FireHawk-K.

(SH102.73) Delete some refits from one side.

(SH102.74) Change the CVL pod to a self-defense pod, and delete 12 F-18Cs from the Fighter player's force.

(SH102.8) TACTICS

FEDERATION SHIPS: You are seriously outgunned at all but the closest ranges, and given your need to use phasers to block plasma torpedoes, you are outgunned all the time. This is not a battle you can win by sticking around. Recover the fighters, and get the heck out of there. Use your drones to try to kill a few of the smaller Romulan ships. It is probably not worthwhile to take an MRS shuttle on the CVT as it would probably wind up being used as a wild weasel in any case.

FEDERATION FIGHTERS: In order for you to simply survive, you have to reach the carrier or its escorts. Start salvoing drones at the Romulans when you come into range. Even if all you do is force them to cloak, this may give the ships time to recover you so that they can escape. Remember, if the carrier is in serious trouble, they will have to write you off. If that happens, use your phasers to go for any crippled Romulan (under cloak if need be) as they try to reach the map edge to disengage. Maybe you can take one with you.

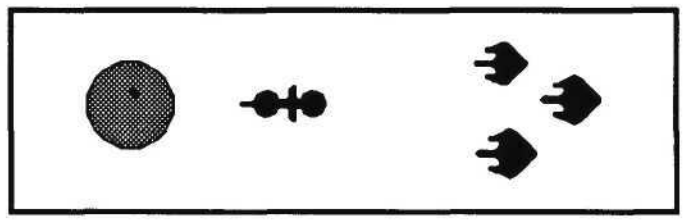
ROMULAN: The *Wolf* is the key to this so far as you are concerned. If it goes down, most of the fighters will be lost. You need to be wary of the forest of gatling phasers both in front of you and coming up fast. It is NOT a good idea to go after the approaching fighters. Their ability to launch drones is staggering to say the least, and they are going to be in among your ships by the end of the second turn as it is. You might want to try blocking their approach with your T-bombs, but you only have 12 of them (24 counting dummies) at most. You may have to go in for an anchor to hold the carrier still long enough to enable your ships to plant enough plasma into it to wreck it. You will win or lose on turn #1, turn #2 at the latest, in any case. If it goes to turn #3, the NovaHawk and the SkyHawk-L might be able to launch some last two-turn-Fs which you can support with whatever phasers remain on the other ships, but by that time it will be a suicide move on your part.

(SH102.9) PLAYTESTER COMMENTS: A good presentation of what must have been a common occurrence during the General War — entrapment of a carrier group whose fighter squadrons have been "called away."

(SH102.X) DESIGNER'S NOTES: The purpose of the third player controlling the fighters is to create the confusion in communications between a carrier and its fighters. It also stresses the importance of teamwork.

HISTORICAL OUTCOME: The tug was forced to drop the pods, which were then destroyed by the Romulans, in order to escape. Most of the Federation pilots were forced to surrender to the Romulans. Every ship of the Romulan force was damaged in the battle, but none were destroyed.

(SH103.0) FIRST ARREST



(Y186) *by Stephen V Cole, Texas*

The ISC Pacification Campaign (also known as the ISC Conquest) covered two years and 20,000 parsecs, but like all great marches began with a single step.

In order to delay exposing their intentions as long as possible, the ISC planned to take out the Romulan and Gorn frontier pickets before they could detect the main ISC fleet. More than a dozen such operations were launched, almost simultaneously, by the fleets that had long patrolled the borders.

The first such operation to begin was an attack by the Escort Carrier *Mandate* on a small Gorn mining station and the ship assigned to defend it. The ISC captain had orders: destroy the Gorn ship and the ground warning station without allowing any of your ships to be crippled. The easily replaceable fighters were expendable, but the carrier group (after picking up new fighters) was needed in the campaign itself.

Various factors conspired to make this battle the first in the campaign, since all of the ships near the border were in constant motion. It was, according to Galactic Standard Time, only a few minutes before other battles were joined.

But it *was* the first.

(SH103.1) NUMBER OF PLAYERS: 2; the ISC player and the Gorn player.

(SH103.2) INITIAL SET UP

TERRAIN: Small planet (no atmosphere) in hex 2215.

ISC: CVE *Mandate,* DEA *Conviction,* and FFA *Stockade* enter the map from the 42xx hex column on impulse #1 of turn #1, WS-III, speed max, heading toward planet. The CVE is carrying eight Fast Superiority Fighters but has not launched any of them.

GORN: Small mining station, ground-based phaser-4, and small ground warning station on hex side B of the planet.

BDD *Whiptail* anywhere within 4 hexes of the planet, speed 15, WS-III, heading at option of the Gorn player.

Two Gorn PFs anywhere within 6 hexes of the planet, speed 15, WS-III, heading at option of the Gorn player.

(SH103.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The scenario ends at the end of turn #6, when the Gorn BDD or GWS could spot the moving ISC fleet.

(SH103.4) SPECIAL RULES

(SH103.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The ISC units can only disengage from the 42xx hex column. The Gorn units can only disengage from the 01xx hex column or the xx01 hex row. Any unit disengaging from an illegal map edge is considered destroyed.

(SH103.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH103.421) 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 (SH103.431).

(SH103.422) If using EW fighters, one of the FSFs on the CVE is an EW variant. If not using EW fighters, it is a standard FSF.

(SH103.423) The Gorn PFs are standard Pterodactyls. They are treated as casual PFs and are not part of any flotilla.

(SH103.43) COMMANDER'S OPTION ITEMS

(SH103.431) 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.

(SH103.432) There are no drone-armed units in this scenario. In a variant set in the same year, all drones are "fast," speed-32. 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.

(SH103.44) REFITS: The Gorn BDD has the plus (phaser-3) refit. *For purposes of this scenario, the Ground Warning Station has two* landing pads for PFs. There are no refits for the ISC ships.

(SH103.45) RESTRICTION: The Gorn BDD cannot disengage until turn #6 or until the bases on the planet are all destroyed.

(SH103.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The ISC force receives no points for crippling the Gorn BDD or forcing it to disengage. (Their assignment is to destroy or capture it.) The Gorn player receives double the normal points for crippling or destroying the ISC CVE, regardless of the survival of the small ground warning station, and double points for any other ISC ship crippled or destroyed if the small ground warning station is not destroyed by the end of turn #6.

(SH103.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH103.61) Replace the Gorn ship with a Romulan Skyhawk, and allow it to disengage from the xx30 hex row instead of the xx01 hex row.

(SH103.62) Allow the Gorns to replace the BDD with any ship with a BPV of 100 or less, including fighters but not Commander's Options. Alternatively, allow the Gorns to use any PF variants. Use tactical intelligence.

(SH103.63) For a more elaborate scenario, replace the Gorn BDD with a CM and replace the ISC CVE with a CV.

(SH103.64) For a simpler scenario, eliminate the ISC DEA and the two Gorn PFs.

(SH103.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH103.71) Change the BDD to an HDD.

(SH103.72) Replace the CVE with a CVL, or replace the DEA with an FFA.

(SH103.73) Delete or add a Gorn PF.

(SH103.8) TACTICS

GORN: You can kick out four plasma-F torpedoes a turn which *will give the ISC ships something to think about, and the base can* support you with EW. Do not close with the ISC ships as there are too many plasma-Ds to fight if you do. Stay near the planet where that phaser-4 can toast a piece of ISC hide every turn.

One playtest group recommended a pre-emptive attack, storming the ISC carrier before it could launch its fighters. This would make for a short and exciting scenario.

Carefully select where you will lay your minefield (small as it is). Drop the mines from the hatch to avoid letting the enemy know where *they are, or use transporters so that the "known" field will channel the* enemy attack. The PFs are a critical element. You must get two volleys of plasma-Fs out of each PF. Turn toward the enemy, launch a volley, then turn away to outrun the plasma-Ds before turning back into the attack.

ISC: The Gorns have a range advantage in that they have a G torp and more plasma-Fs than you do. Worse, not only do you have a lot of short-ranged plasma-Ds, but also the burden of closing with the ground base is yours. Try to use the planet as a shield to get in position to launch your fighters to strike the base while the Gorn torpedoes are recycling. Getting to the base will at least cause the BDD to have to come to you.

On the first turn, use a mid-turn speed change about impulse #14 to #17 to get all of the fighters launched before accelerating into the attack. Concentrate on the ground-based phaser-4; the warning station can wait a few turns. The mining station is worth plenty of points if you capture it, but the BDD is probably full of Gorn Marines.

Don't waste time with ECM; use ECCM to get solid hits with the phasers. Hang EW pods on the fighters for their own protection.

(SH103.9) PLAYTESTER COMMENTS: An interesting small scenarios. The fighters are all the more enjoyable because there were y eight to deal with. Energy Allocation was a snap with so few ships. The deadline provided the necessary suspense.

(SH103.X) DESIGNER'S NOTES: I wanted a scenario that reflected the fighter concepts of F&E, wherein one could expend the fighters but needed to keep the carrier intact, while the enemy used "directed damage" to go for the carrier.

SCENARIO PLAYTESTERS

BATTLE GROUP AMARILLO: John Chisum.
BATTLE GROUP CHICAGO: John Berg, Randy Demsetz, Paul Miller, Andy Pundy, Paul Pundy, Alex Pundy, Joe Lewis.
BATTLE GROUP DETROIT-1: Keith Velleux, Paul Kondon, Matt Hargraves, Paul Geeting, David Oberheu, Bill Whaley, Ed Goodwin.
BATTLE GROUP DETROIT-2: David Watson, Mike Vinarcik, Bryan Schenk.
BATTLE GROUP FLORIDA: Frank Otto, Ed Marcellus, Scott Marcellus, Richard England, Danny Tuten, Larry Bruce, Gary Hacker.
BATTLE GROUP HOUSTON: Frank Crull, Eric Nussberger, John Viles, Henry Triplett, Terry Haugh, Matt Burleigh, Jason Faulks, Paul Hamilton, Brad Hinkle, Brian Klinger, Paul Kramer, Mike McKenzie, Greg Wheeless, Curtis Wood, James Chrysler and Jeff Kelley.
BATTLE GROUP INDIANA: Tony Zaraschuk, Jim Moran, Richard Willey, Jeff Burnett, Chris Pittman.
BATTLE GROUP LOS ANGELES: Ray Olesen, Thomas Gondolfi.
BATTLE GROUP MONTANA: David Zimdars, Matt Leuthold.
BATTLE GROUP NEW JERSEY I: Alan Gopin.
BATTLE GROUP OKLAHOMA: Chuck Strong, Eris Ellsworth, Tom Grulich, Mike Kahn, Joshua Zustiak, Robert Simmons, Randy Dullell, Craig Rutherford, Eddie Bowman.
BATTLE GROUP OREGON: Doug Junker, Stuart Craig, Joe Mihara, Gordon Nance, Paul Nance.
BATTLE GROUP PITTSBURGH: Mark Schultz, Mike West.
BATTLE GROUP ST LOUIS: Gregg Dieckhaus, Kent Logsdon, Richard Beyer, Gary Rucker, Allan Phelps, Dick Herbert, Jay Clendenny, Rod Uding, Greg Boschert.
CHAS GAMING: Charles Hunt, Philip LaBarge.
DAYTON STAR FLEET COUNCIL: Bruce Graw, Bruce Fiedler, Gary Fitzpatrick, Mike Filsinger, Dennis Frost, Wayne Rancy, Roger Randaon, Dave Waters, Kenneth Stith.
GROUP #279: Richard E. Beyer.
SIMULATION AND SPECULATIVE GAMING (NEW YORK): Johm Hammer, Johnathan Kapleau, Peter DiMitri, Matt Smith, Jeff House, Joe Mannino.

THE IMPERIAL ROMULAN FLEET (R4.0)

NEW SERIES ("HAWK") SHIPS BUILT DURING THE GENERAL WAR

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														
CON	60	20	234	5–6	1.50	2	2	E	6	170	12	28	10	
CON+	60	20	246	5–6	1.50	2	2	E	6	176	12	28	10	
CNV	66	16	220	5–6	1.50	2+4	2	E	45	175	12	26	10	V
ROC	66	20	266	5–6	1.50	2	2	E	44	183	12	28	10	P
PHX	66	20	244	5–6	1.50	2+4	2	E	49	184	12	26	10	P,V
HEAVY CRUISER AND VARIANTS														
FH-A	40	12	174	5–6	1.00	1	3	C	38	171	8	19	8	Y1
FH-K	40	12	179	5–6	1.00	1	3	C	38	174	8	19	8	
FH-F	40	12	169	5–6	1.00	1	3	C	75	175	8	19	8	S, ✚
KH-A	55	20	219	5–6	1.00	1	3	C	37	183	8	23	9	S, UNV
KH-K	55	20	224	5–6	1.00	1	3	C	37	183	8	24	9	S, Y1
NH-K	42	16	192	5–6	1.00	1	3	C	72	174	8	21	9	
SUP-A	45	15	192	5–6	1.00	1+2	3	C	34	170	8	21	9	V
SUP-B	42	8	196/181	5–6	1.00	1+4	3	C	29	173	8	19	9	V
SUP-K	45	15	197	5–6	1.00	1+2	3	C	34A	174	8	22	9	V
TH	47	14	196	5–6	1.00	1+2	3	C	50	183	8	19	9	L, V, P,◆
RH-K	42	16	192	5–6	1.00	1	3	C	73	175	8	21	9	
SPARROWHAWK WAR CRUISER AND VARIANTS														
SPA	36	10	125	5–6	0.67	1	3	B	14	168	7	16	6	
SPB	38	8	125/110	5–6	0.67	1+2	3	B	15	168	7	14	8	V
SPC	40	10	130/114	5–6	0.67	1	3	B	16	168	7	14	6	◆
SPD	32	6	110	5–6	0.67	1	3	B	17	168	7	14	6	MS
SPE	38	6	123	5–6	0.67	1	3	B	18	182	7	14	6	P,◆
SPF	32	6	120	5–6	0.67	1	3	B	19	168	7	23	6	S, ✚
SPG	44	48	143/110	5–6	0.67	1	3	B	20	168	7	14	6	T
SPH	34	8	124/100	5–6	0.67	1	3	B	31	168	7	14	6	
SPJ	36	8	173	5–6	0.67	1	3	B	51	177	7	16	6	S
SPL	40	10	133	5–6	0.67	1	3	B	71	173	7	17	7	
SPM	36	10	150	5–6	0.67	1	3	B	70	175	7	17	6	E, A, Y1
SPR	32	8	135/115	5–6	0.67	1	3	B	52	170	7	14	6	
SKYHAWK DESTROYER AND VARIANTS														
SKA	22	8	102	6	0.50	–	4	A	21	168	4	12	5	
SKB	24	6	92	6	0.50	0+2	4	A	22	168	4	10	6	V
SKC	24	6	93	6	0.50	–	4	A	23	182	4	10	5	P
SKD	20	6	95	6	0.50	2	4	A	24	168	4	10	5	MS
SKE	22	8	95	6	0.50	1	4	A	25	168	4	12	5	E, LA
SKEA	22	8	105	6	0.50	1	4	A	25A	175	4	12	5	E, A
SKF	22	8	110/90	6	0.50	1	4	A	26	168	4	10	5	◆
SKG	30	24	107/92	6	0.50	2	4	A	27	168	4	10	5	T
SKH	18	6	93/85	6	0.50	1	4	A	28	168	4	10	5	
SKL	25	10	122	6	0.50	1	4	A	74	172	4	14	6	
SKP	–	–	11	–	■	–	4°	–	28A	168	2	0	+0	
SEAHAWK FRIGATE AND VARIANTS														
SEA	16	6	80	6	0.33	–	4	A	76	174	4	8	3	N
SEB	18	4	75	6	0.33	0+1	4	A	77	174	4	8	4	V,N
SEC	16	6	105/80	6	0.33	–	4	A	78	174	4	8	3	◆,N
SED	16	6	84	6	0.33	–	4	A	79	174	4	8	3	E,LA,N
SEE	16	6	92	6	0.33	–	4	A	80	175	4	8	3	E,A,N

K-SERIES ("KESTREL") SHIPS PURCHASED FROM THE KLINGONS

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
KLINGON C9 DREADNOUGHT CONVERTED TO ROMULAN SERVICE														
K9R	64	20	250	3–6	1.50	2	2	D	40	172	12	27	10	Y2, UNV
K9RB	64	20	269	3–6	1.50	2	2	D	40	172	12	27	10	R
KLINGON D7C COMMAND CRUISER CONVERTED TO ROMULAN SERVICE														
KRC	48	16	171	5–6	1.00	1	3	B	32	165	7	19	9	
KRL	48	16	181	5–6	1.00	1	3	B	32	170	7	19	9	R
KLINGON D7 BATTLECRUISER CONVERTED TO ROMULAN SERVICE														
K7R	44	12	150	5–6	1.00	1	3	B	35	167	7	19	8	
K7V	44	6	174	5–6	1.00	2+2	3	B	65	173	7	18	8	V,UNV
K7RB	44	12	166	5–6	1.00	1	3	B	35	170	7	19	8	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
KLINGON D6 BATTLECRUISER CONVERTED TO ROMULAN SERVICE														
KR	40	10	115	5–6	1.00	1	3	B	4	160	7	17	8	
KRB	40	10	132	5–6	1.00	1	3	B	4	170	7	17	8	R
KRE	42	8	150/115	5–6	1.00	1	3	B	60	170	7	16	8	◆
KRG	50	48	133/103	5–6	1.00	1	3	B	57	166	7	15	8	T
KRP	46	6	124/104	5–6	1.00	1	3	B	58	182	7	17	8	P,◆
KRM	44	6	142	5–6	1.00	1	3	B	36	168	7	26	8	S, ✚
KRS	44	6	150/115	5–6	1.00	1	3	B	59	170	7	16	8	Y1◆
KRV	44	6	142	5–6	1.00	1+2	3	B	56	170	7	17	8	V
KRVB	44	6	159	5–6	1.00	1+2	3	B	56	172	7	17	8	V,R
KLINGON T6 TUG CONVERTED TO ROMULAN SERVICE														
KRT	20	6	140/128	3–6	1.00	1	3	†	33	162	7	18	6	TG
P–C1	0	0	14/10	–	■	–	4°	–	33A	162	3	0	–	
KLINGON D5 WAR CRUISER CONVERTED TO ROMULAN SERVICE														
KDR	36	8	128	5–6	0.67	1	3	B	61	174	6	16	6	N1, Y2, L
KDV	44	8	130/120	5–6	0.67	1+2	3	B	66	174	6	14	6	V,UNV, Y2
KLINGON F5 FRIGATE CONVERTED TO ROMULAN SERVICE														
K5R	20	5	78	4–6	0.50	–	4	A	5	160	4	9	4	
K5B	20	5	84	4–6	0.50	-	4	A	5	170	4	9	4	R
K5D	20	5	88	4–6	0.50	–	4	A	55	175	4	10	4	E, A
K5L	24	10	104	4–6	0.50	1	4	A	63	162	4	11	5	
K5M	20	6	85/67	4–6	0.50	–	4	A	64	168	4	9	4	MS
K5S	18	4	85/60	4–6	0.50	–	4	A	11	164	4	9	4	◆
KLINGON F6 BATTLE FRIGATE CONVERTED TO ROMULAN SERVICE														
KFR	26	12	120	4–6	0.67	1	4	A	62	176	5	14	5	CJ, S
KLINGON E4 ESCORT CONVERTED TO ROMULAN SERVICE														
K4R	13	4	60	4–6	0.33	–	4	A	10	168	3	7	3	
K4D	13	4	64	4–6	0.33	–	4	A	67	172	3	7	3	E, LA
K4B	13	4	63	4–6	0.33	-	4	A	10	168	3	7	3	R

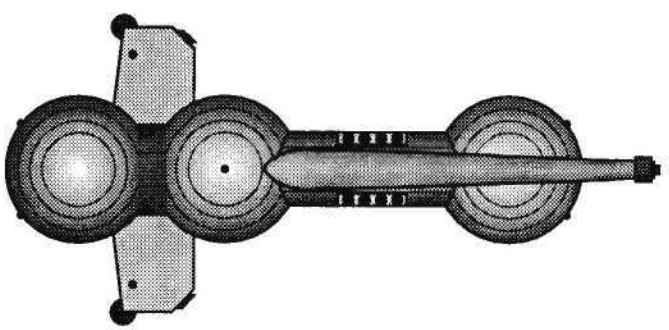
OLD SERIES ("EAGLE") SHIPS CONVERTED FROM SUBLIGHT SHIPS

WAR EAGLE HEAVY CRUISER AND VARIANTS														
WE	20	5	100	5–6	1.00	–	3	D	3	162	5	13	8	✱
WER	20	5	103	5–6	1.00	–	3	D	3	172	5	13	8	✱
KE	25	8	140	5–6	1.00	1	3	D	39	169	5	17	9	✱
FE	16	2	90/50	5–6	1.00†	–	3	D	30	165	5	12	3	✱
F–Pal	–	–	10	–	■	–	4°	–	30A	165	3	+0	–	
WB+	15	5	60	–	Δ	–	3	–	2	158	5	7	8	✱
WB	15	5	45	–	Δ	–	3	–	2	33	5	4	8	✱
SE	18	4	110/80	5–6	1.00	1	3	D	12	166	5	13	8	✱◆
CE	28	24	110/70	5–6	1.00†	1	3	D	54	166	5	12	3	T,✱
PE	18	4	120/90	5–6	1.00†	1	3	D	53	166	5	13	3	✱,◆
HAWK LIGHT CRUISER AND VARIANTS														
BH	16	5	85	5–6	0.50	1	4	D	46	162	5	10	6	✱
H+	16	5	50	–	Δ	1	4	–	47	158	5	10	6	✱
H-S	16	5	30	–	Δ	1	4	–	48	33	5	–	6	✱
WH	20	5	87/60	5–6	0.50	1+1	4	D	7	165	5	9	6	V, ✱
CH	22	4	93/58	5–6	0.50	1	4	D	13	182	5	9	6	P,✱
PEL	14	5	72/40	4–6	0.50	1	4	D	8	164	5	6	6	✱, MS
BHE	16	5	79	5–6	0.50	1	4	D	69	172	5	10	6	E, LA, ✱
FALCON MAULER														
FAL	12	2	88	4–6	1.00	–	3	D	9	164	5	21	8	S, ✚,✱
SNIPE FRIGATE AND VARIANTS														
SNS	10	4	38	–	Δ	–	4	–	41	33	2	4	3	N,✱
SNA	10	4	65	5–6	0.25	–	4	D	42	162	2	5	3	N,✱
SNB	10	4	75	5–6	0.25	–	4	D	43	169	3	6	3	N,✱
SNP	10	4	55	5–6	0.25	–	4	D	42A	162	2	5	3	N,✱ ,No Cloak
SNE	10	4	78	5–6	0.25	–	4	D	68	172	2	6	3	N, E, LA ✱

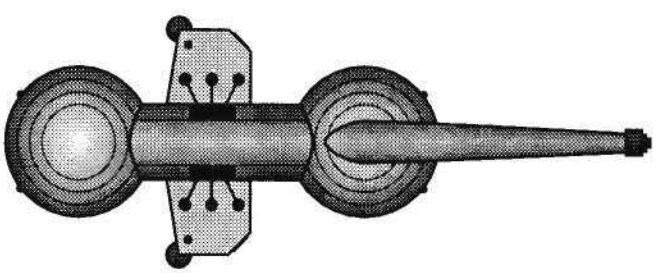
NOTE: All Romulan ships include the cloaking device except for freighters, Q–ships, pods, pallets, and the Snipe–P police ship. Romulan bases may be equipped with the cloaking device and, if so equipped, must add 15% to their BPV to pay for it. The presence or absence of a cloaking device on any given base is known before the scenario begins (and before the attacking player selects or deploys his forces).
N1: The KDR was the conversion of three D5s which arrived in the year shown. See (R4.61) for additional information.

THE GORN CONFEDERATION FLEET (R6.0)

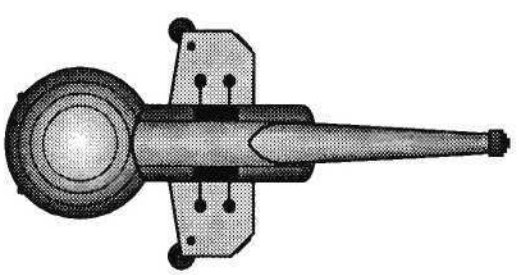
Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT AND VARIANTS														
DN	66	30	215	4–6	1.50	4	2	E	11	171	12	27	10	
DNF	66	30	229	4–6	1.50	4	2	E	11	175	12	27	10	R
CVA	70	24	240	4–6	1.50	2+4	2	E		175	12	27	10	V,CJ
SCS	70	24	268	4–6	1.50	2+4	2	E	20	183	12	27	10	V, P
HEAVY CRUISER AND VARIANTS														
CA	48	16	120	5–6	1.00	3	3	D	2	121	8	19	8	
CA+	48	16	146	5–6	1.00	3	3	D	2	170	8	19	8	R
BC	48	16	160	5–6	1.00	3	3	D	19	175	8	19	8	R
CC	50	20	124	5–6	1.00	3	3	D	18	140	8	19	9	
CC+	50	20	150	5–6	1.00	3	3	D	18	170	8	19	9	R
CCF	50	20	164	5–6	1.00	3	3	D	18	175	8	19	9	R
BCH	50	20	192	5–6	1.00	3	3	D	40	180	8	22	10	Y1
MEDIUM CRUISER (NEW HEAVY CRUISER) AND VARIANTS														
CM	42	14	161	5–6	1.00	2	3	D	39	173	8	18	8	
CS	42	14	161	5–6	1.00	2	3	D	42	173	8	18	8	
MCC	44	14	168	5–6	1.00	2	3	D	43	175	8	19	9	
LIGHT CRUISER AND VARIANTS														
CL	32	8	92	4–6	0.67	2	3	D	3	121	6	14	6	
CL+	32	8	108	4–6	0.67	2	3	D	3	170	6	14	6	R
CLF	32	8	122	4–6	0.67	2	3	D	3	175	6	14	6	R
CLE	32	8	134	4–6	0.67	2	3	D	38	173	6	14	6	E, LA
CLA	32	8	142	4–6	0.67	2	3	D	38A	175	6	14	6	E, A
LSC	30	8	110/80	4–6	0.67	2	3	D	10	170	6	12	6	Y1◆
COM	38	32	100/75	4–6	0.67	2	3	D	29	125	6	14	6	T
SR	32	8	115/95	4–6	0.67	2	3	D	30	150	6	13	6	◆
SRV	32	8	115/95	4–6	0.67	2+2	3	D	30A	175	6	13	6	V, ◆
CV	36	8	120	4–6	0.67	2+4	3	D	16	173	6	14	6	V,Y1



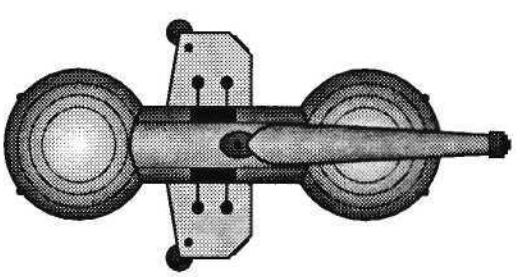
DREADNOUGHT



BATTLECRUISER

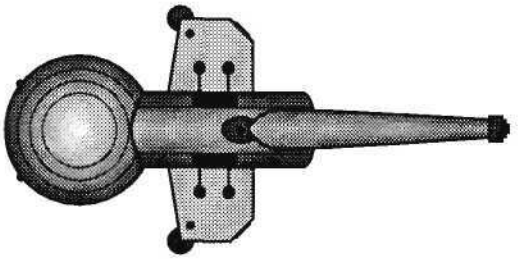


LIGHT CRUISER

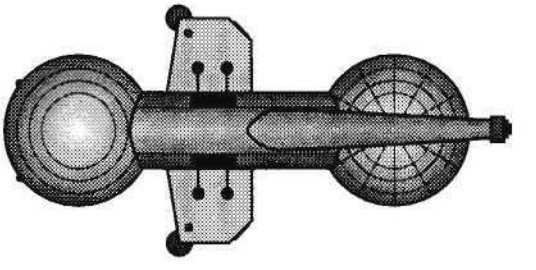


MEDIUM CRUISER

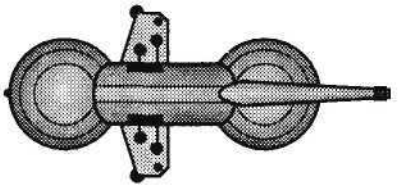
Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
HEAVY DESTROYER (WAR CRUISER) AND VARIANTS														
HDD	32	12	111	5–6	0.67	1	3	C	12	170	6	13	6	
HDD+	32	12	117	5–6	0.67	1	3	C	12	170	6	13	6	R
CDD	36	12	132	5–6	0.67	1	3	C	21	173	6	15	7	
HDA	30	10	130	5–6	0.67	1	3	C	25	175	6	15	6	E, A
HDE	30	10	116	5–6	0.67	1	3	C	24	174	6	15	6	E, LA
HDP	32	10	126/106	5–6	0.67	1	3	C	26	182	6	14	6	P,◆
HDT	26	8	116/86	5–6	†	1	3	C†	28	173	6	12	6	TG
HDV	32	10	116/101	5–6	0.67	1+2	3	C	27	174	6	13	6	V
HCD	38	32	116/96	5–6	0.67	1	3	C	44	172	6	12	6	T
HMS	30	10	116/96	5–6	0.67	1	3	C	22	173	6	13	6	MS
HDS	30	10	131/106	5–6	0.67	1	3	C	23	173	6	12	6	◆
BATTLE DESTROYER (WAR DESTROYER) AND VARIANTS														
BDD	24	8	96	5–6	0.50	1	4	B	17	169	4	11	5	
BDD+	24	8	98	5–6	0.50	1	4	B	17	175	4	11	5	R
BDL	30	12	103	5–6	0.50	1	4	B	31	172	4	12	6	
BDE	24	8	89	5–6	0.50	1	4	B	36	174	4	11	5	E, LA
BDA	24	8	99	5–6	0.50	1	4	B	36A	175	4	11	5	E, A
BDS	24	8	95/75	5–6	0.50	1	4	B	45	169	4	10	5	◆
BDP	24	6	100/80	5–6	0.50	1	4	B	46	182	4	10	5	P, ◆
DESTROYER AND VARIANTS														
DD	20	6	68	4–6	0.50	1	4	C	4	120	4	10	4	
DD+	20	6	74	4–6	0.50	1	4	C	4	170	4	10	4	R
DDF	20	6	91	4–6	0.50	1	4	C	4	175	4	10	4	R
DDL	24	10	100	4–6	0.50	1	4	C	32	165	4	12	5	
DE	20	6	80	4–6	0.50	1	4	C	37	173	4	10	4	E, LA
DEA	20	6	90	4–6	0.50	1	4	C	37A	175	4	10	4	E, A
SC	20	6	80/55	4–6	0.50	1	4	C	13	125	4	9	4	◆
PFT	20	4	87/72	4–6	0.50	1	4	C	14	182	4	8	4	P,◆
MS	20	4	70/55	4–6	0.50	1	4	C	15	168	4	9	4	MS
FRIGATE AND POLICE SHIP														
FF	12	4	45	4–6	0.33	1	4	B	33	125	3	7	3	
FF+	12	4	50	4–6	0.33	1	4	B	33	125	3	7	3	R
TUGS, TUG+POD COMBINATIONS, AND PODS														
Tug	23	4	96/44	2–6	†	2	3	†	5	130	8	14	8	TG
P-C	0	0	20/15	–	■	–	4°	–	6	130	3	0	–	
P-T	18	32	50/30	–	Δ	2	4°	–	7	130	3	+3	+0	T
P-SL	5+20	6	40/20	–	Δ	1	4°	–	9	130	3	+2	+0	
P-HB	20	8	45/97	–	■	–	4°	–	8	150	3	+4	+2	
P-HB+	20	8	60/120	–	■	–	4°	–	8	175	3	+4	+2	R
P-LB	10	2	20/50	–	■	–	4°	–	41	173	3	+4	+2	
P-LBE	10	2	16/34	–	■	–	4°	–	41	173	3	+4	+2	UNV
P-PF	20	6	38/24	–	■	–	4°	–	34	182	3	+1	+0	P,◆
P-R	20	4	40/20	–	■	–	4°	–	35	160	3	+2	+0	



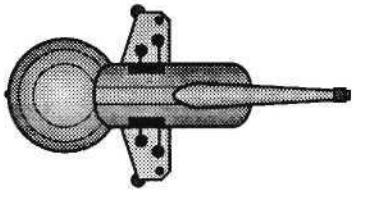
HEAVY DESTROYER



TUG



BATTLE DESTROYER



DESTROYER

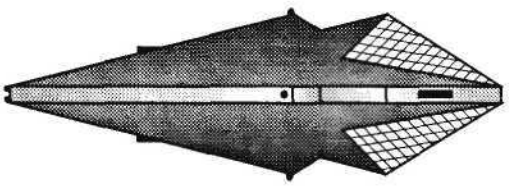
THE THOLIAN DEFENSE FLEET (R7.0)

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														
D	45	14	175	4–6	1.00	2	2	C	5	167	10	26	10	
DP	45	14	183	4–6	1.00	2	2	C	31	170	10	26	10	R
DPW	45	14	208	4–6	1.00	2	2	C	69	184	10	26	10	R
HEAVY CRUISER AND VARIANTS														
C	34	10	120	4–6	0.67	1	3	B	6	147	7	15	8	
CVA	40	8	141	4–6	0.67	1+4	3	B	9	173	7	15	10	V
CC	36	10	148	4–6	0.67	1	3	B	15	165	7	18	9	
CCP	36	10	148	4–6	0.67	1	3	B	33	170	7	18	9	R,L
CCW	36	10	163	4–6	0.67	1	3	B	67	184	7	18	9	R
CA	34	10	128	4–6	0.67	1	3	B	20	160	7	16	8	R
CAP	34	10	128	4–6	0.67	1	3	B	32	170	7	16	8	R,L
CAW	34	10	143	4–6	0.67	1	3	B	68	184	7	16	8	R
WAR CRUISER AND VARIANTS														
CW	30	10	126	5–6	0.67	1	3	B	19	179	6	15	6	Y1
CWS	28	8	130/110	5–6	0.67	1	3	B	21	179	6	14	6	Y1, ◆
CWP	30	10	126	5–6	0.67	1	3	B	23	179	6	15	6	Y1
CWA	30	10	140	5–6	0.67	1	3	B	37	179	6	16	6	E, A, Y1
CWM	28	8	120/100	5–6	0.67	1	3	B	24	179	6	14	6	MS, Y1
LTT	26	8	120/90	5–6	†	1	3	B†	22	179	6–7	13	6	TG, Y1
CT	46	52	132/140	5–6	0.67	1	3	B	27	179	6	13	6	T, Y1
PFW	32	8	132/102	5–6	0.67	1	3	B	38	181	6	13	6	P,◆

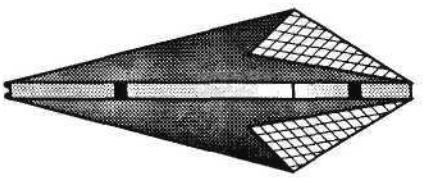
Note: Construction of CWs and variants is contingent on availability of Neo-Tholian technology. See ship description.
Docking point factor for an LTT is increased to 7 when carrying a pod.

DESTROYER AND VARIANTS														
DD	18	8	80	5–6	0.50	1	4	A	4	115	4	10	5	N
DDP	18	8	80	5–6	0.50	1	4	A	34	170	4	10	5	N,R,L
PFT	20	6	70	5–6	0.50	1	4	A	8	180	5	7	3	V, P,◆
PATROL CORVETTE AND VARIANTS														
PC	12	6	59	5–6	0.33	1	4	A	2	83	4	8	3	N
PC+	12	6	65	5–6	0.33	1	4	A	3	98	4	8	3	R, N
DPC	12	6	59	5–6	0.33	1	4	A	16	112	4	7	3	N
DPC+	12	6	65	5–6	0.33	1	4	A	16	165	4	7	3	R, N
PPC+	12	6	65	5–6	0.33	1	4	A	30	170	4	7	3	N, L
BW	20	6	65	5–6	0.33	1+2	4	A	7	169	4	7	5	V
CPC	12	4	55/50	5–6	0.33	1	4	A	11	90	4	7	3	N, TG
SC	12	4	90/50	5–6	0.33	1	4	A	12	125	4	6	3	N, ◆
MS	12	4	60/50	5–6	0.33	1	4	A	13	168	4	7	3	MS, N
PCE	12	6	71	5–6	0.33	1	4	A	28	170	4	7	3	E, LA, N
PCA	12	6	77	5–6	0.33	1	4	A	29	175	4	7	3	E, A, N
PR	12	4	60/50	5–6	0.33	1	4	A	18	160	4	7	3	N, TG
CMC	22	24	60/50	5–6	0.33	1	4	A	26	110	4	8	3	T, N

The CPC is nimble only when not carrying a pack or pod.



WAR CRUISER

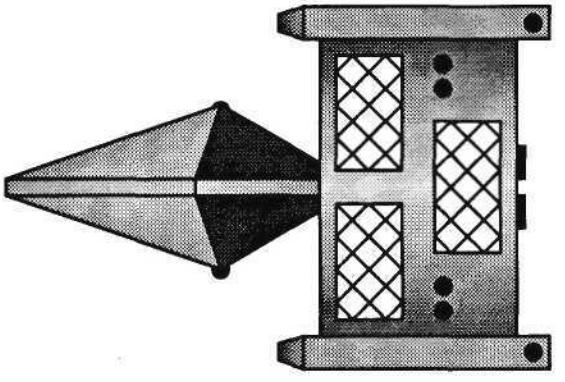


PATROL CORVETTE

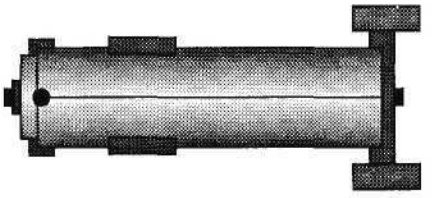
Ship Type	G9.0 Crew Units	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
WEB TENDER														
WT	10	5	70/30	3–6	0.33	1	4	C	10	150	3	11	3	ML
CAPTURED SHIP														
TK5	20	6	80	4–6	0.50	1	4	A	17	170	5	10	4	CP
CARGO PACKS														
C–P	0	0	6	–	■	–	5°	–	14	85	1	+0	–	
R–P	8	0	10	–	■	–	5°	–	25B	179	1	+0	+0	
T–P	22	44	12/50	–	■	–	5°	–	25C	179	1	+0	+0	T
P–P	4	0	10	–	■	–	5°	–	25D	179	1	+3	+0	
SD–P	5	2	15	–	■	–	5°	–	25E	179	1	+2	+0	
B–P	5	2	20/30	–	■	–	5°	–	25F	179	1	+2	+0	
P1-P	5	2	18/36	–	■	–	5°	–	25G	179	1	+2	+0	
PURCHASED FEDERATION CARGO POD														
CPF	0	0	21/15	–	■	–	4°	–	36	150	4	+0	+0	Y1
NEO-THOLIAN SHIPS (R7.60)														
NBB	80	26	340	3–6	2.00	2+2	2	D	60	178	32+2+2	33+3+4	10	L,CJ
NDN	60	20	240	4–6	1.50	2	2	C	62	178	12–10	24+4	10	L
NSCS	64	20	260	4–6	1.50	2+4	2	C	65	186	12–10	24+4	10	P, V, L
NCA	45	15	170	5–6	1.00	2	3	B	63	178	8–6	16+4	8	L
NCL	36	12	136	5–6	0.67	2	3	B	64	178	6–4	13+4	6	L
CoM	12	4	56/36	3–6	0.25	–	4	A	61	178	2	4	5	L
FCoM	12	4	62/42	3–6	0.25	–	4	A	61	178	2	4	6	L
SCoM	12	4	66/46	3–6	0.25	–	4	A	66	186	2	4	6	V, L
SPECIAL: THOLIAN UNITS WITH WEB CASTER (R7.R2)														
Mon+Pal	36	15	106/166	2–6	0.50	2	3	D	R1.22	184	6	18	6	ML
SBW	250	50	See Descrp.	–	■	6	1	–	1	180	–	54+	10	A,◆
BATSW	100	24	See Descrp.	–	■	4	2	–	2	183	–	18+	9	A, ◆
THOLIAN MONITORS														
MNP	30	15	85/145	2–6	0.50	2	3	D	22	140	6	18	6	ML

Command ratings assume the normal assignment of Command Modules. (Ratings of ships and command modules are not additive.) NCA or NCL with FCom or SCom add one. NDN or NSCS with CoM subtract one. Ship without command module, subtract 3.
Docking points: Lower number is used without a Command Module attached.
Explosion strengths show the rear hull (first) and Command Module separately.
Neo-Tholian BB shows the "collar" as the middle number in the Docking and Explosion columns; lack of this collar has no effect on the Command rating.

NOTE: The Tholian PC and Neo-Tholian ships were in service (in the Tholian Home Galaxy) long before the dates shown.
Y83 is the date of the first contact between the Klingons and Tholians.
See (S8.223) for command ratings of Tholian ships in Tholian space.



NEO-THOLIAN HEAVY CRUISER



WEB TENDER

THE INTERSTELLAR CONCORDIUM FLEET (R13.0)

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	64	24	280	3–6	1.50	4	2	E	2	171	14	31	10	
DNT	64	24	270	3–6	1.50	4	2	E	37	188	14	31	10	
CVA	66	20	245	3–6	1.50	4+8	2	E	3	176	14	31	10	V
SCS	70	20	248	3–6	1.50	4+4	2	E	4	182	14	31	10	P,V
HEAVY CRUISER AND VARIANTS														
CA	46	14	185	5–6	1.00	3	3	D	6	160	10	22	8	
CC	48	16	220	5–6	1.00	3	3	D	5	168	10	24	9	
CV	50	12	166	5–6	1.00	3+3	3	D	7	172	10	22	8	V
CVS	50	12	176	5–6	1.00	3+3	3	D	8	173	10	22	8	V
LIGHT CRUISER AND VARIANTS														
CL	36	12	145	5–6	0.67	2	3	C	9	160	6	17	6	
CE	34	10	129	5–6	0.67	2	3	C	27	172	6	17	6	E, LA
CEA	34	10	145	5–6	0.67	2	3	C	27A	175	6	17	6	E, A
CS	36	12	155	5–6	0.67	2	3	C	11	168	6	17	6	
SR	36	10	140/120	5–6	0.67	2	3	C	13	160	6	12	6	◆
CVL	40	10	135	5–6	0.67	2+2	3	C	10	171	6	17	6	V
CVLS	40	10	145	5–6	0.67	2+2	3	C	12	172	6	17	6	V
HSC	32	10	170/120	5–6	0.67	2	3	C	14	175	6	15	6	◆
LTT	32	6	140/100	5–6	†	2	3	C†	31	175	6	14	6	TG
PFT	36	10	160/140	5–6	0.67	2	3	C	15	183	6	17	6	P,◆
CLG	40	34	100/80	5–6	0.67	2	3	C	33	165	6	15	6	T
DESTROYER AND VARIANTS														
DD	24	8	92	6	0.50	2	4	B	17	160	4	12	4	
DDL	28	10	110	6	0.50	2	4	B	16	168	4	13	5	
DDG	24	8	94	6	0.50	2	4	B	34	177	4	12	4	
DE	24	8	88	6	0.50	2	4	B	28	171	4	12	4	E, LA
DEA	24	8	100	6	0.50	2	4	B	28A	175	4	12	4	E, A
CVE	30	6	100/90	6	0.50	1+2	4	B	30	170	4	12	5	V
DPT	23	6	90	6	0.50	2	4	B	36	188	4	12	4	
MS	20	6	92	6	0.50	1	4	B	19	168	4	11	4	MS
SC	22	8	126/90	6	0.50	1	4	B	18	160	4	11	4	◆
FRIGATE AND VARIANTS														
FF	16	6	73	6	0.33	1	4	A	20	160	4	9	3	N
FFL	16	6	83	6	0.33	1	4	A	35	170	4	9	4	N
FFE	16	6	67	6	0.33	1	4	A	29	170	4	9	3	E, LA, N
FFA	16	6	77	6	0.33	1	4	A	29A	175	4	9	3	E, A, N
POLICE FRIGATE														
POL	8	2	44	6	0.33	–	4	A	21	160	2	6	3	N
TUGS, TUG+POD COMBINATIONS, AND PODS														
Tug	40	10	124/90	3–6	†	2	3	†	22	160	7	18	8	TG
P-C	0	0	21/15	–	■	–	4°	–	23	160	3	+0	–	
P-T	22	32	36/20	–	Δ	–	4°	–	24	160	3	+2	+0	T
P-B	10	4	30/50	–	■	–	4°	–	25	168	3	+4	+2	N1
P-LB	8	4	30/60	–	■	–	4°	–	32	175	3	+4	+1	
P-R	15	2	32/18	–	■	–	4°	–	26	160	3	+1	+0	
P-CV	7	2	15	–	■	0+2	4°	–	38	175	3	+2	+1	V, N1
P-CVA	14	2	25	–	■	0+4	4°	–	39	178	3	+2	+1	V, N1
P-CVL	12	2	22	–	■	0+3	4°	–	40	175	3	+1	+1	V
P-PFT	14	2	28/12	–	■	–	4°	–	41	184	3	+1	+0	P, ◆
P-LPF	14	2	38/24	–	■	–	4°	–	42	185	3	+1	+0	P,◆
P-TB	10	4	38/55	–	■	–	4°	–	43	188	3	+4	+2	N1
DCP	0	0	12	–	■	–	4°	–	36A	188	1	+0	+0	

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.

ANNEX #7: SHIP DATA

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Romulan	SUB	24	4	4	150¥	24
	CNV	24	6	2	150¥	24
	PHX	12	6	1	75¥	12
	KCN	8	4	2	200¥	8
	K10R	8	6	2	200¥	8
	TH	8	4	2	50¥	8
	SPB	16	3	3	100¥	16
	SKB	8	2	1	50¥	8
	SEB	6	2	1	50¥	6
	SUP	8	4	2	50¥	8
	SUN	12	4	4	100¥	12
	WH	5	1	1	50¥	5
	KRV	10	2	2	60¥	10
	K7V	12	4	2	150¥	12
	KDV	12	2	1	150¥	12
Gorn	SCS	12	8	1	200¥	12
	CVA	24	8	2	400¥	24
	BB	6	14	2	100¥	6
	BCS	6	2	1	100¥	6
	BCV	12	2	1	200¥	12
	CVS	12	2	1	200¥	12
	CV	12	2	2	150¥	12
	HDV	12	2	1	150¥	12
	SRV	6	2	2	75¥	6
Tholian	CVA	24	4	1	0	24
	BW	8	1	1	0	8
	PFT	2	1	1	0	2
Neo-T	SCS	12	4	1	0	12
	SCoM	4	0	0	0	4
	NBB	4	5	2	0	4
ISC	SCS	12	6	2	250¥	12
	CVA	24	6	2	250¥	24
	BB	6	6	1	75¥	6
	BCS	6	2	1	75¥	6
	BCV	12	4	1	125¥	12
	CV	12	4	1	125¥	12
	CVS	12	4	1	125¥	12
	CVL	9	3	1	100¥	9
	CVLS	9	3	1	100¥	9
	CVE	8	4	1	125¥	8
	P-CV	6	0	1	75¥	6
	P-CVA	12	0	1	125¥	12
	P-CVL	12	0	1	125¥	12

† This assumes that drone-using fighters are present.
If fighters that use plasma-D are present, these are plasma-Ds.
¥ These are type-D plasma torpedoes, not drones.
‡ This is a Tug+Pod combination.
Federation carriers show SWACS in the Admin column (admin + SWAC).
MRS shuttles are not shown or included.
Tholian CVAs and BWs have one internal and multiple external bays. The Neo-Tholian SCS also uses some external fighter bays.
Drone storage from carrier pods is loaded into the cargo boxes of the tug itself (if any).
For casual carriers, see (J4.62).

ANNEX #7L: UNIT TOWING COSTS

This data is used for purposes of (G7.321).

PODS, PACKS, AND PALLETS

Cargo and other Packs, Tholian	0.1667
Cargo Pack, ISC Destroyer Priority Transport	0.1667
Pallets, Romulan Freight Eagle	0.3333
Cargo Pack, Romulan SkyHawk	0.1667
Pods, Federation single-weight used by Tholians	0.3333

ANNEX #10 TACTICAL INTELLIGENCE

ROMULAN SHIPS

KCN	Unique
CON	Condor, ROC, CVA‡.
CVA‡	Condor-V, Phoenix.
FH	SUP, KH§, FH, FHF§, TH§, SUB§, NH, RH§, SUN.
SpH	SpH (any type), SPB§, SPF§, SPE§; Klingon RKL.
SkH	SkH (all types), SKB§, SKL§.
SeH	SEA, SEB§, SEC, SED, SEE.
WE	WE, KE§, SE, FE, Falcon§, CE, PE, WB, WB+.
WH	WH, CH, Pelican, BH, BHE, H+, HS.
Snipe	SNA, SNP, SNE, SNB§, SNS.
Modules	A or K can be distinguished at level G when the phasers can be counted.
Cargo	Cargo packs on FE and SkH can be detected at level D.
Sublight	The sublight version of a given Old-Series hull type can be distinguished from the warp-powered version at level H (or when it moves at warp speeds).
See Also	Klingon B10, C‡, BCH‡, D‡, DV‡, DM‡, D5, F5, F6, E4, T‡. These ships may be distinguished indirectly by identifying their weapons.

GORN SHIPS

BB	Unique.
DN	DN, SCS, CVA.
CA	CA, BC, CC, CM‡, CVS, Tug with pods§, BH‡.
Tug	Tug without pods. (With pods in CA category.)
BH‡	BCH, CCH, BCV, BCS.
CM‡	CM, CS.
CL	CL, CV, LSC, SR, COM.
HDD	HDD, (HDD variants).
BDD	BDD, (BDD variants).
DD	DD, (DD variants).
FF	FF.

Note: Presence of the F refit will be detected at level F.

THOLIAN SHIPS

ARCHAEO-THOLIANS

D	DN, [DP and DPW distinguished at level F].
C	C, CC, CA, CVA§, CCH, CCW, CAW.
PC	CPC, BW§, PC, (PC variants).
DD	DD, PFT§.
CW	CW, (variants), CWH, CHP.
Pods	on LTT or CPC detected at level D§.
Packs	on any Tholian ship detected at level D§.
Web Caster	Refits with this weapon are detected at level F.
See Also	Klingon F5; Civilian small freighter.
Pinwheels	Identify the component ships individually.

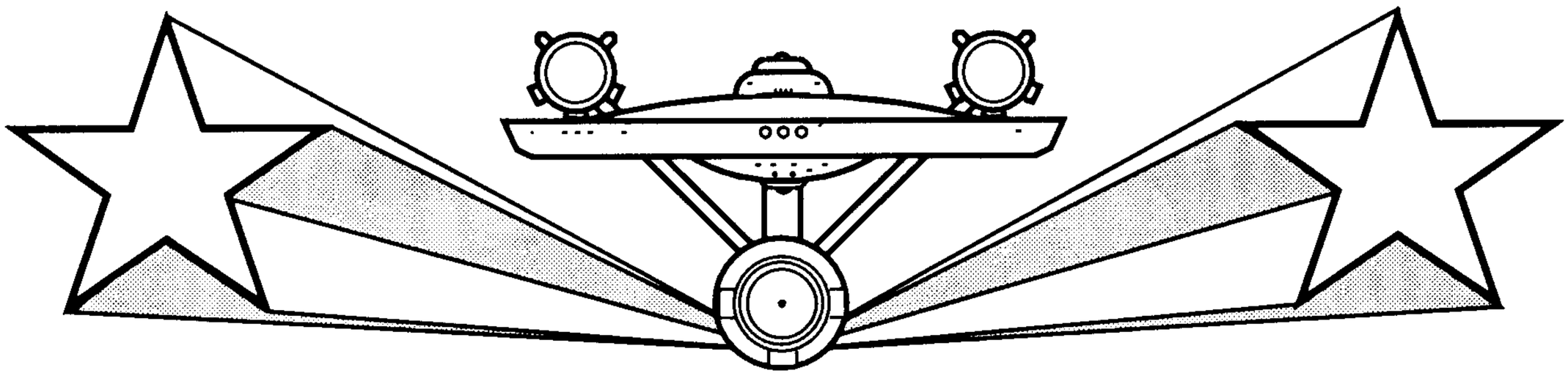
NEO-THOLIANS

NBB	Unique
NDN	NDN, NSCS§.
NCA	NCA.
NCL	NCL.
CoM	CoM, FCoM, SCoM§.
BB Collar	Unique.

INTERSTELLAR CONCORDIUM SHIPS

BB	Unique.
DN	DN, DNT, SCS, CVA.
CA	CC, CA, CV, CVS, BCS, BCV.
CL	CL, CS, CVL, CVLS, SR, HSC, PFT.
DD	DD (and variants), DPT (§ if with cargo pack).
FF	FF (and variants), PoI.
Tug	Tug (presence of pods detected at level D§).
LTT	LTT (presence of pods detected at level D§).
PPD	Variants with this weapon are often detected at level F.

STAR FLEET BATTLES



MODULE R4 — SSD BOOK

TABLE OF CONTENTS

ROMULAN OPTIMIZED CONDOR (ROC) DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50
								60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	= ROC
POINT VALUE	= 266
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.44

BPV INCLUDES CLOAK

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

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

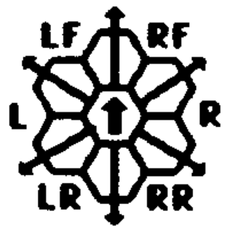
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] R [B] S [C] S [D] F [E] F

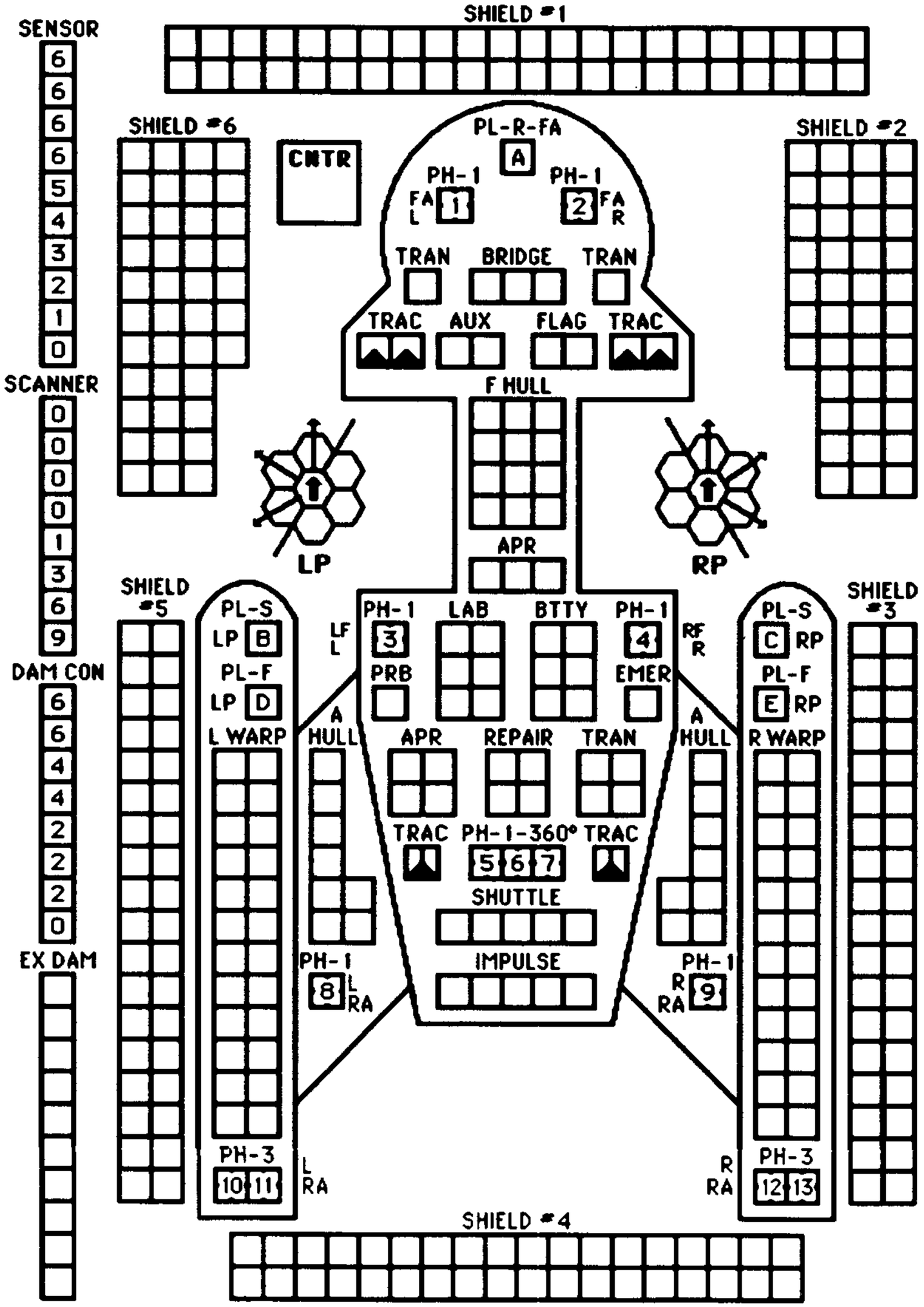
HIT & RUN CLOAK ☐



FA = LF + RF
RA = LR + RR

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

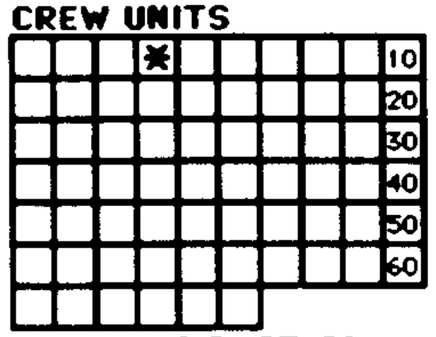


WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

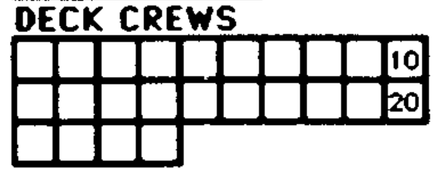
ROMULAN CONDOR-V HEAVY CARRIER

CREW UNITS



BOARDING PARTIES

DECK CREWS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS D D D D D D

PROBES 5

SHIP DATA TABLE

TYPE	= CNV
POINT VALUE	= 220
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.45
PLUS REFIT	= +12
BPV INCLUDES CLOAK	

SHADED BOXES ARE THE CNV+ 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

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

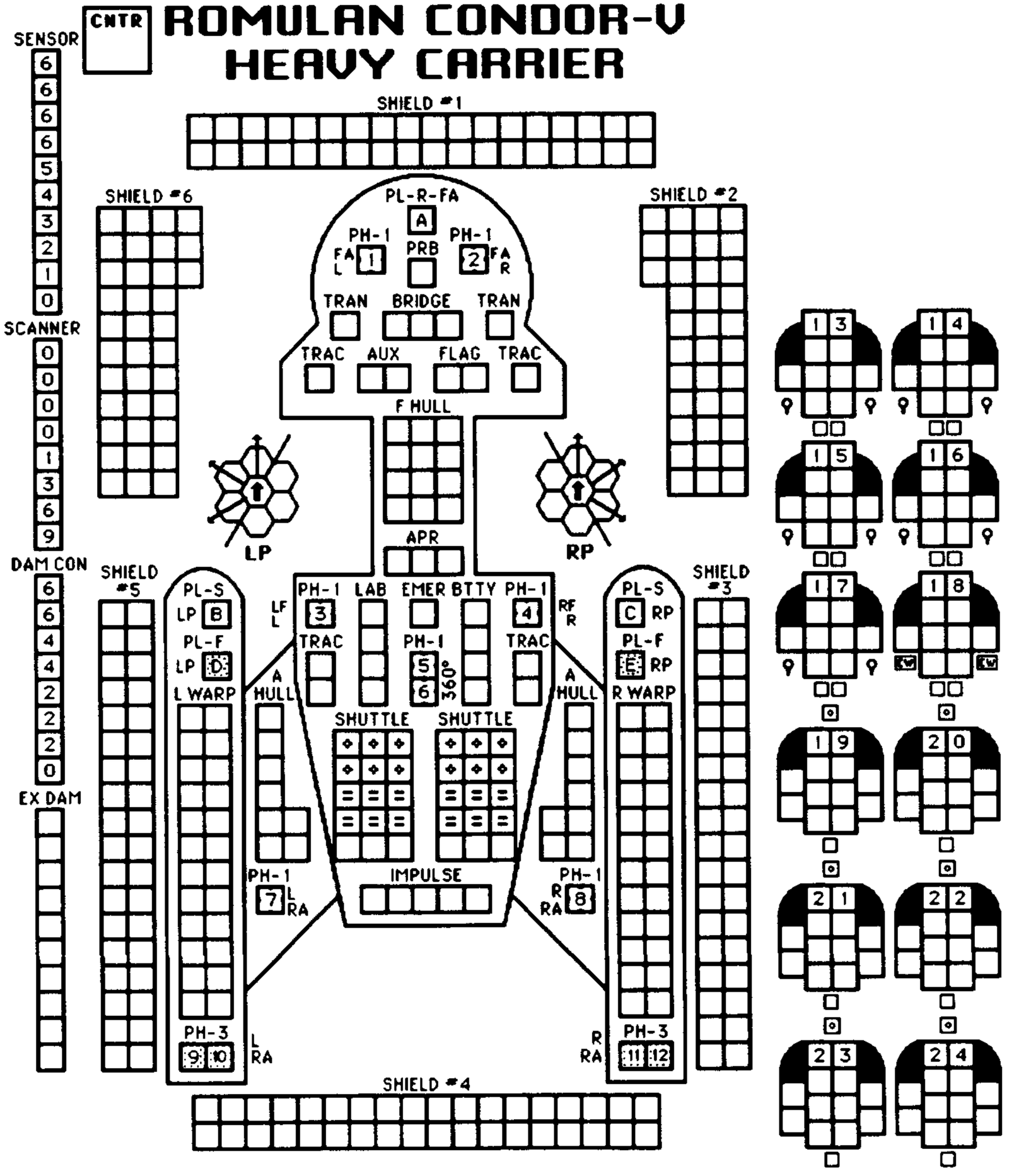
A R B S C S — REFIT ONLY: D F E F

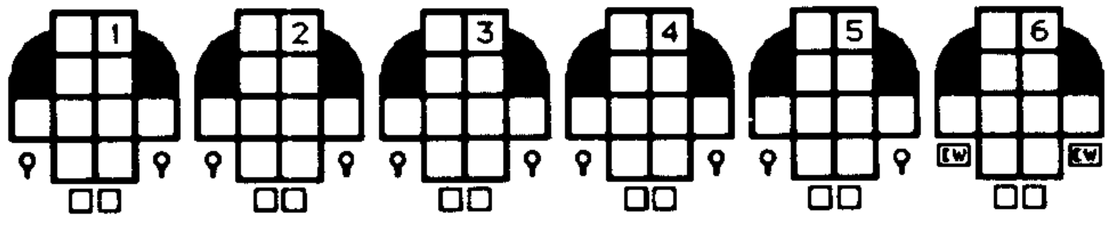
HIT & RUN CLOAK ☐

FA = LF + RF
RA = LR + RR

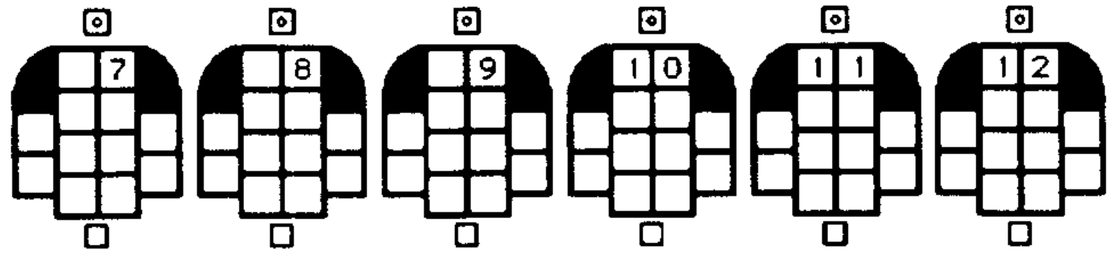
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					





GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12



GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 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

ROMULAN BATTLEHAWK DESTROYER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][5]

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

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

NSM [ ]

SHIP DATA TABLE

TYPE	=	BH
POINT VALUE	=	85
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.46
PHASER REFIT	=	+3

BPV INCLUDES CLOAK

CNTR [ ]

TYPE I OFFENSIVE PHASER TABLE

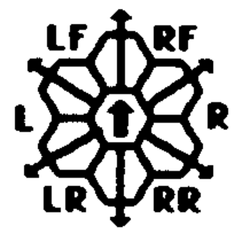
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK [ ]

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

TYPE III DEFENSE PHASER

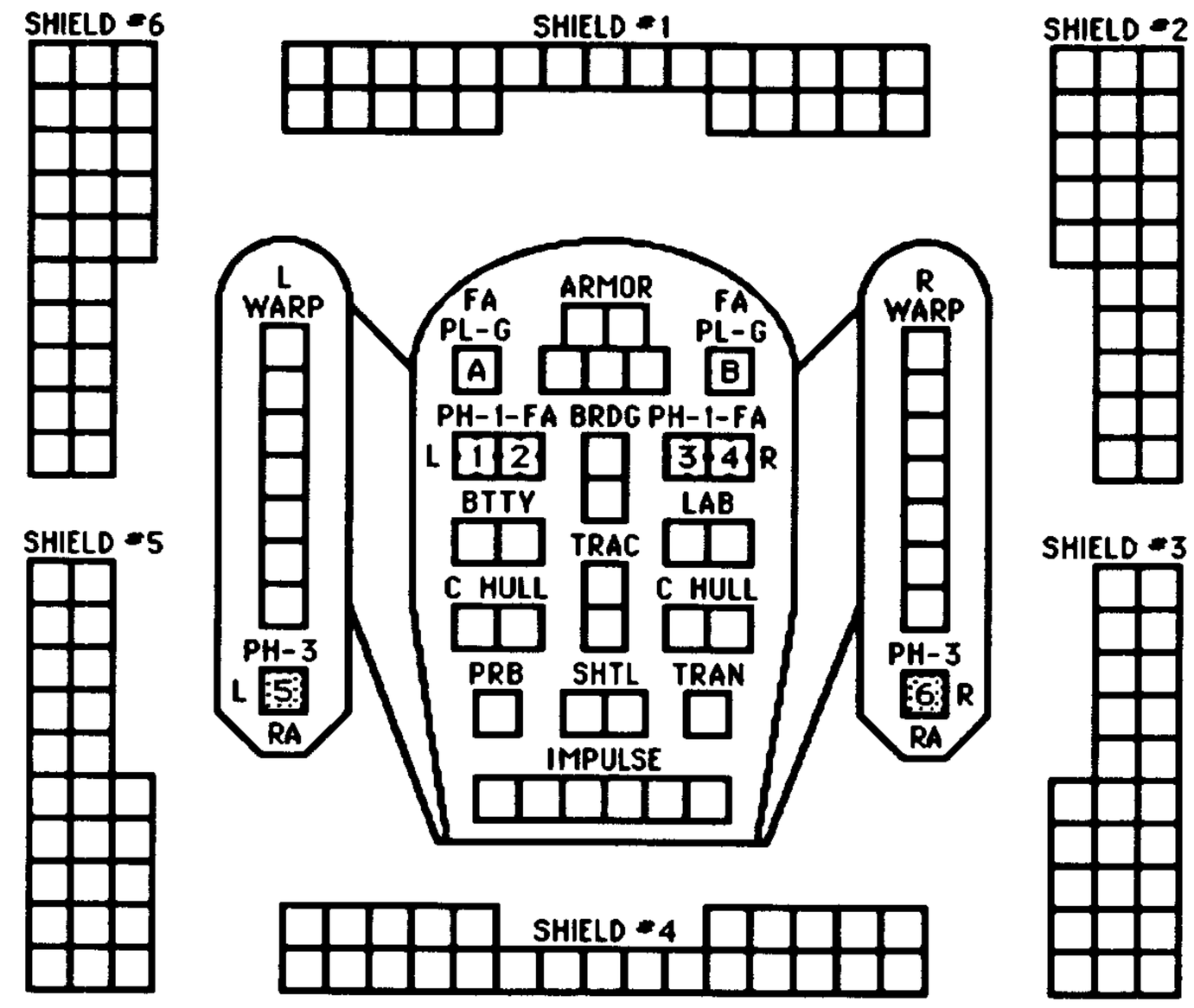
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
RA = LR + RR

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.



SENSOR [6][6][5][4][2][0]

SCANNER [0][0][0][3][6][9]

DAMAGE CONTROL [4][4][2][2][2][0]

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

▒ SHADED BOXES ARE THE REAR PHASER REFIT.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] G [B] G

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

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

CREW UNITS

			*					10

BOARDING PARTIES

				5

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

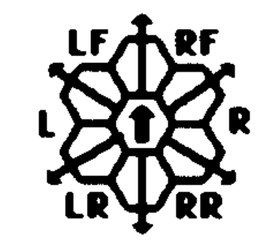
NSM

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



FA = LF + RF

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

SHIP DATA TABLE

TYPE	=	H-S
POINT VALUE	=	30
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	1
REFERENCE	=	R4.48

BPV INCLUDES CLOAK

SHIP DATA TABLE

TYPE	=	H+
POINT VALUE	=	50
REFERENCE	=	R4.47

BPV INCLUDES CLOAK

HIT & RUN CLOAK ☐

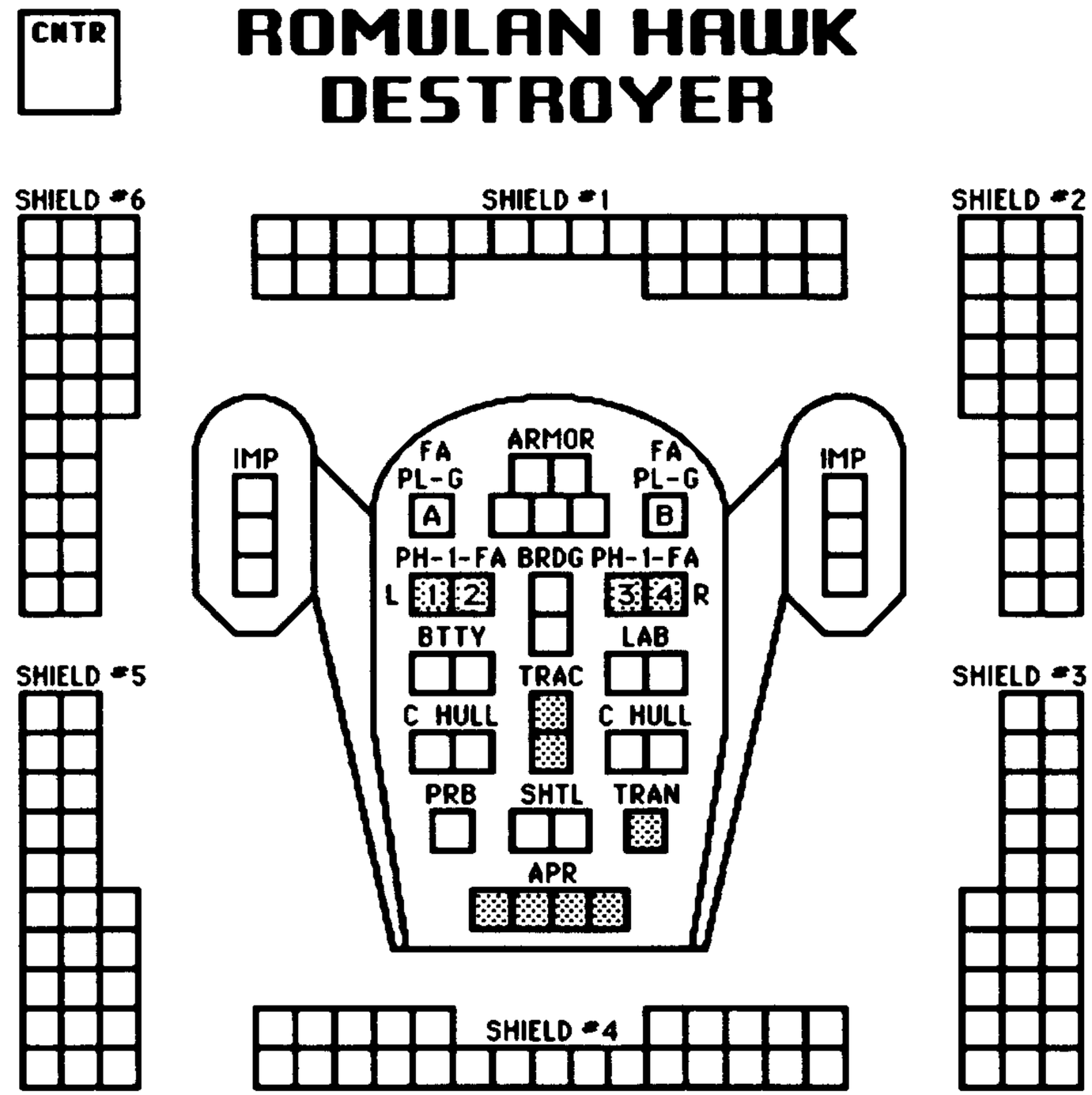
THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

PSEUDO-PLASMA TORPEDOES

[A] G [B] G

ROMULAN HAWK DESTROYER



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

▒ SHADED BOXES ARE THE HAWK+ REFIT, WITHOUT THE REFIT, DELETE THE SHADED BOXES.

THIS SHIP IS SUBLIGHT ONLY.
MOVEMENT COST (IMPULSE) = 1
MOVEMENT COST (TOWING) = 1/2
EM COST = 6

ROMULAN PHOENIX SPACE CONTROL SHIP

CREW UNITS (10 / 20 / 30 / 40 / 50 / 60)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES (10 / 20)

TRANSPORTER BOMBS D D D D D D

DECK CREWS (10)

PROBES (5)

SHIP DATA TABLE

TYPE	= PHX
POINT VALUE	= 244
BREAKDOWN	= 5-6
SHIELD COST	= 1÷3
LIFE SUPPORT	= 1÷1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.49

BPV INCLUDES CLOAK

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A R B S C S D F E F

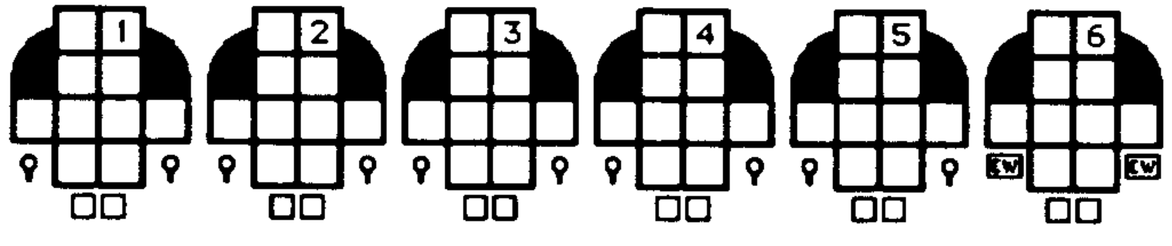
HIT & RUN CLOAK ☐

LF RF L R LR RR

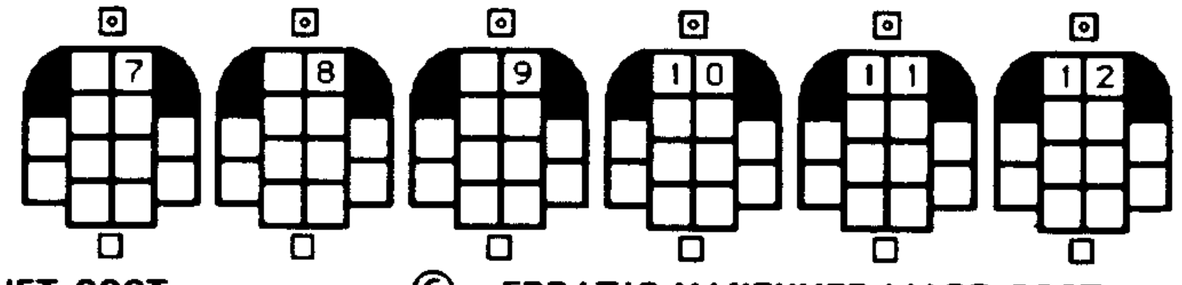
FA = LF + RF
RA = LR + RR

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					



GLADIATOR-FSF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



GLADIATOR-III
1xPh-3-FA
DFR = 2
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

ROMULAN THUNDERHAWK BATTLE CONTROL SHIP

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

DECK CREWS 8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; TRANSFERS POSSIBLE.

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	TH
POINT VALUE	=	196
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.50

BPV INCLUDES CLOAK

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 CLOAK ☐

LF RF L R LR RR

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A S B S C F D F

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

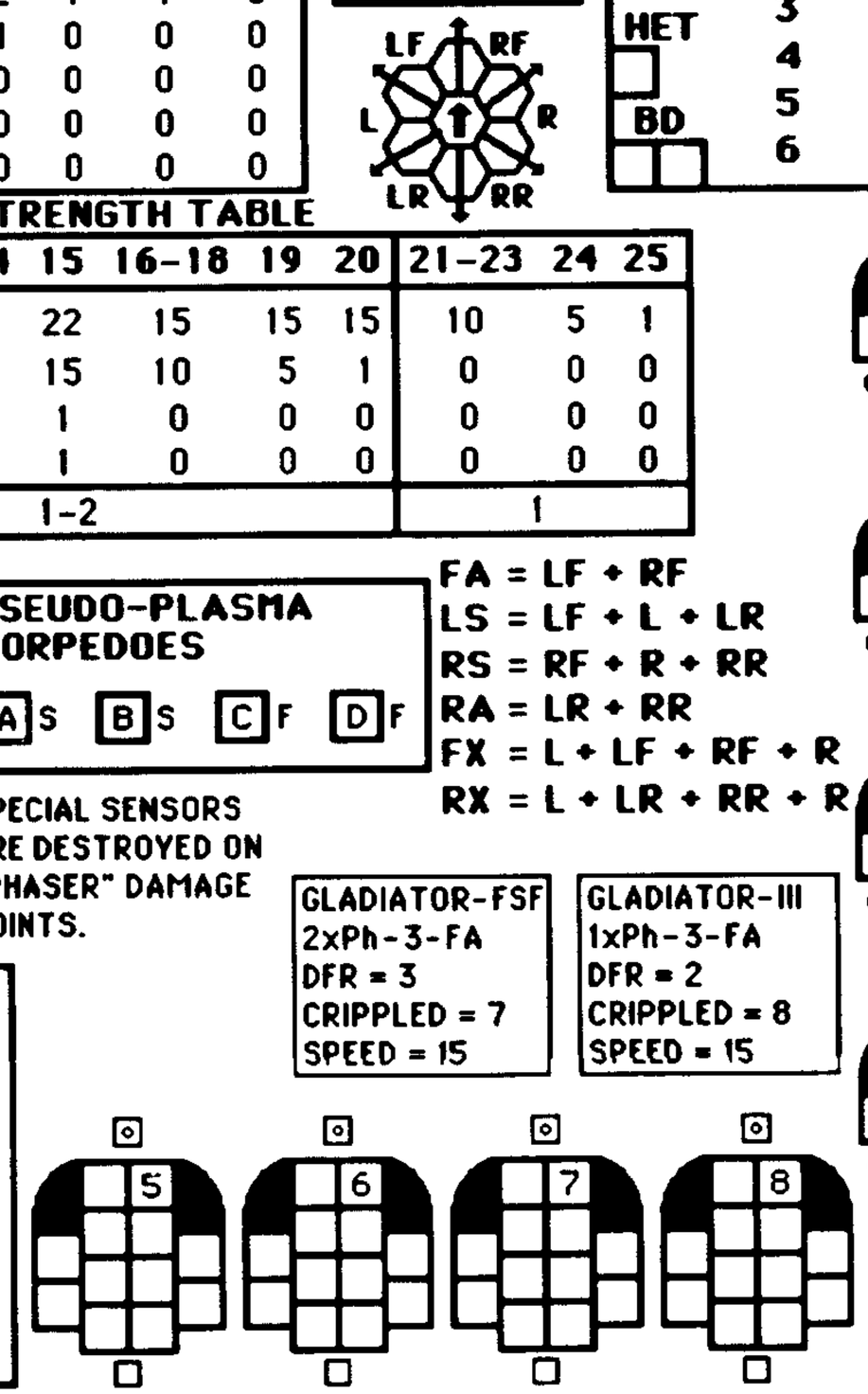
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

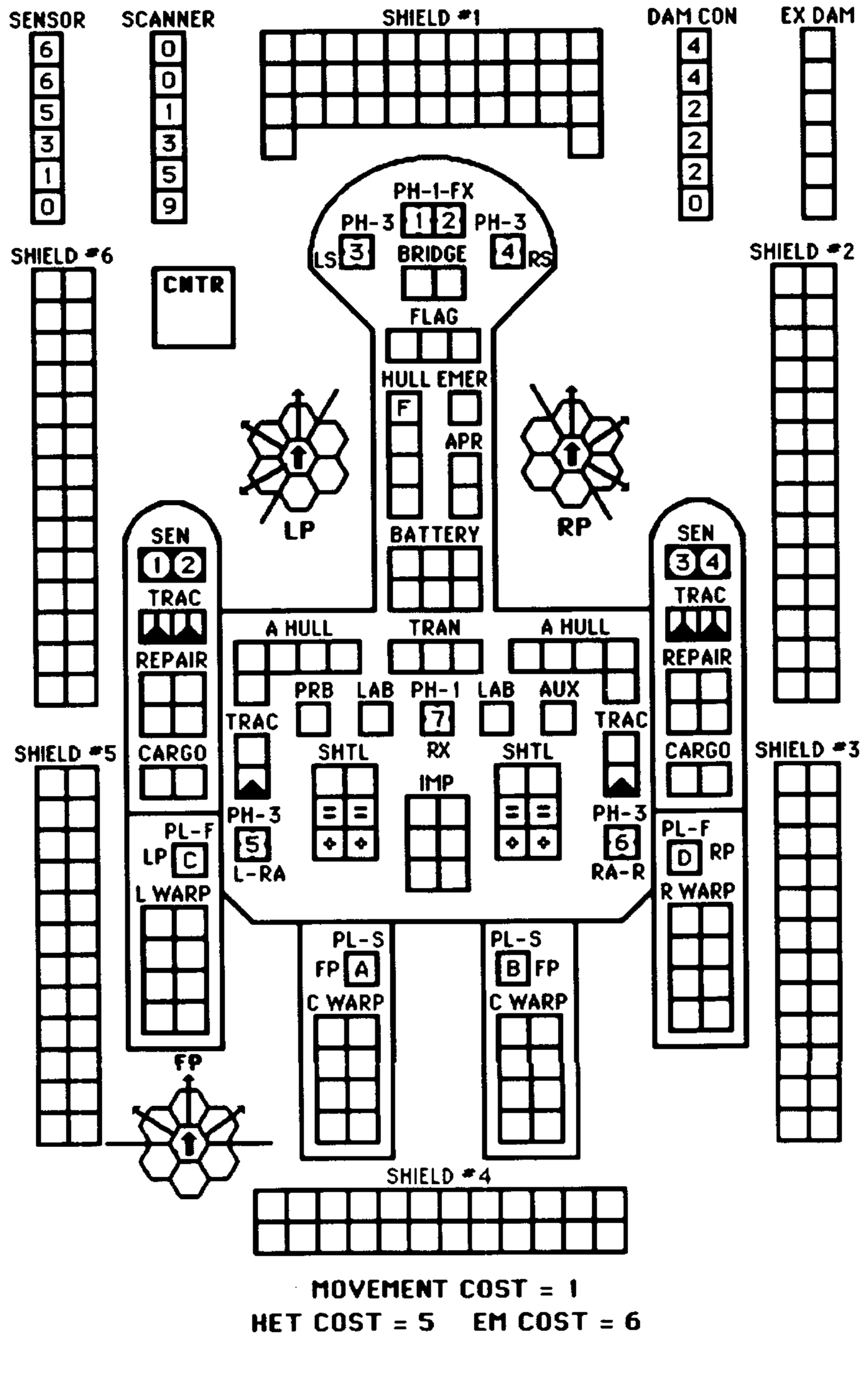
GLADIATOR-FSF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

GLADIATOR-III
1xPh-3-FA
DFR = 2
CRIPPLED = 8
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





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

ROMULAN SPARROWHAWK-J ASSAULT CRUISER

CREW UNITS — 10 / 20 / 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES — 8

TRANSPORTER BOMBS — D D D D

PROBES — 5

SEE (D23.23) FOR SHOCK DAMAGE

SHIP DATA TABLE

TYPE	=	SPJ
POINT VALUE	=	173
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.51

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

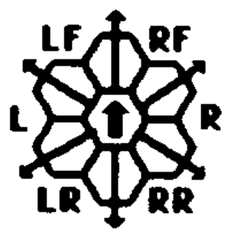
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

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



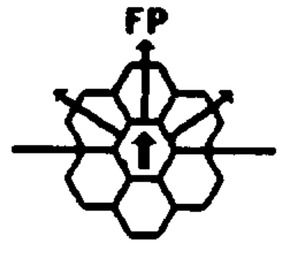
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

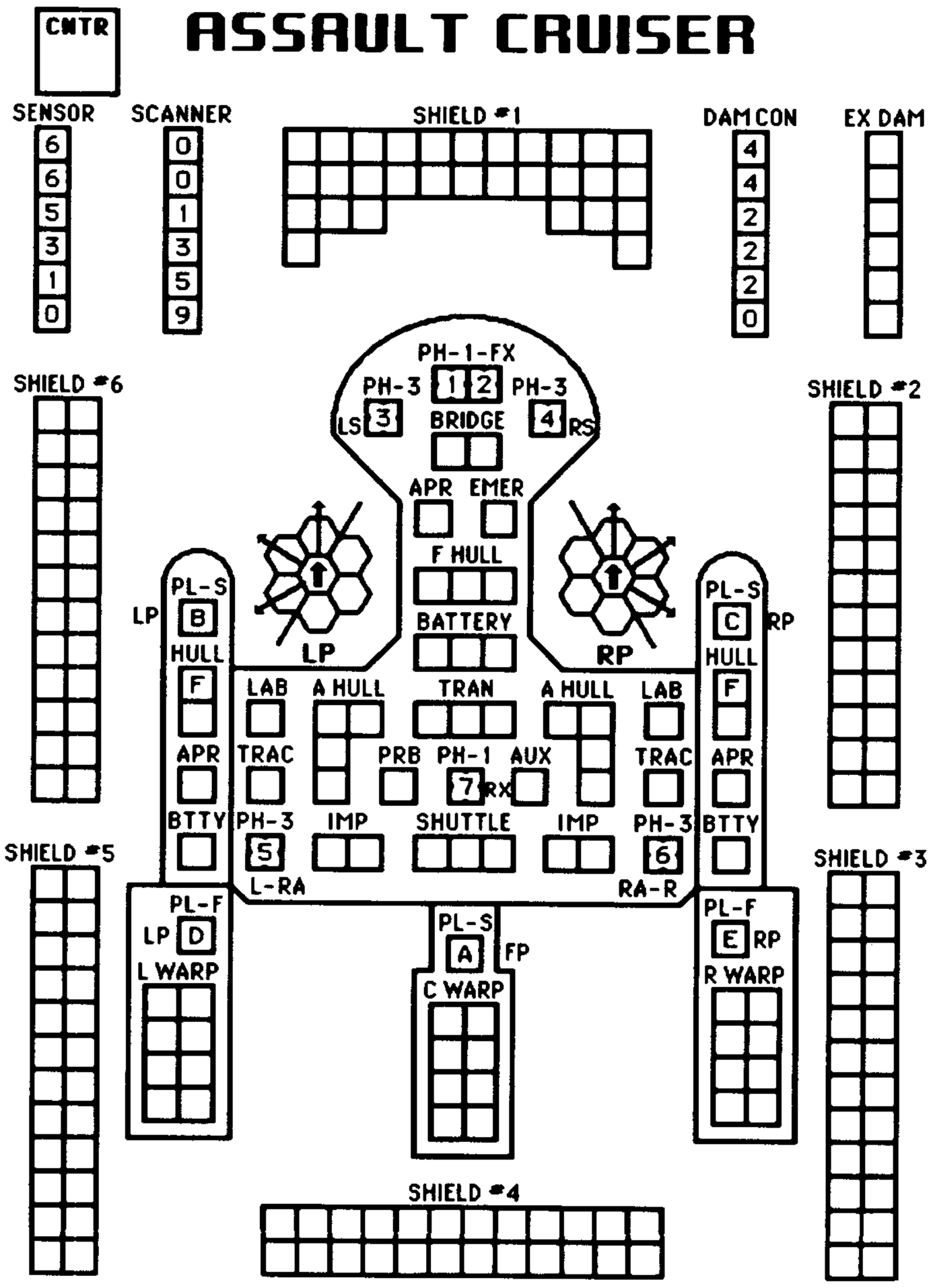
PSEUDO-PLASMA TORPEDOES

A S B F C F D S E S

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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





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

ROMULAN SPARROWHAWK-R REPAIR CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	SPR
POINT VALUE	=	135/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.52
PLUS REFIT	=	+10

BPV INCLUDES CLOAK

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 CLOAK ☐

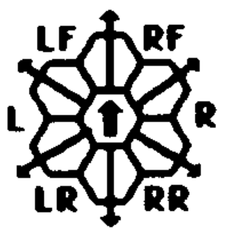
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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

PSEUDO-PLASMA TORPEDOES

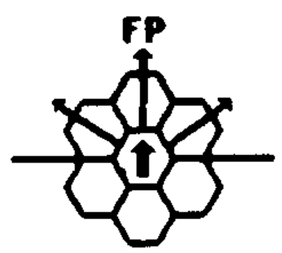
[A] G S [B] F [C] F

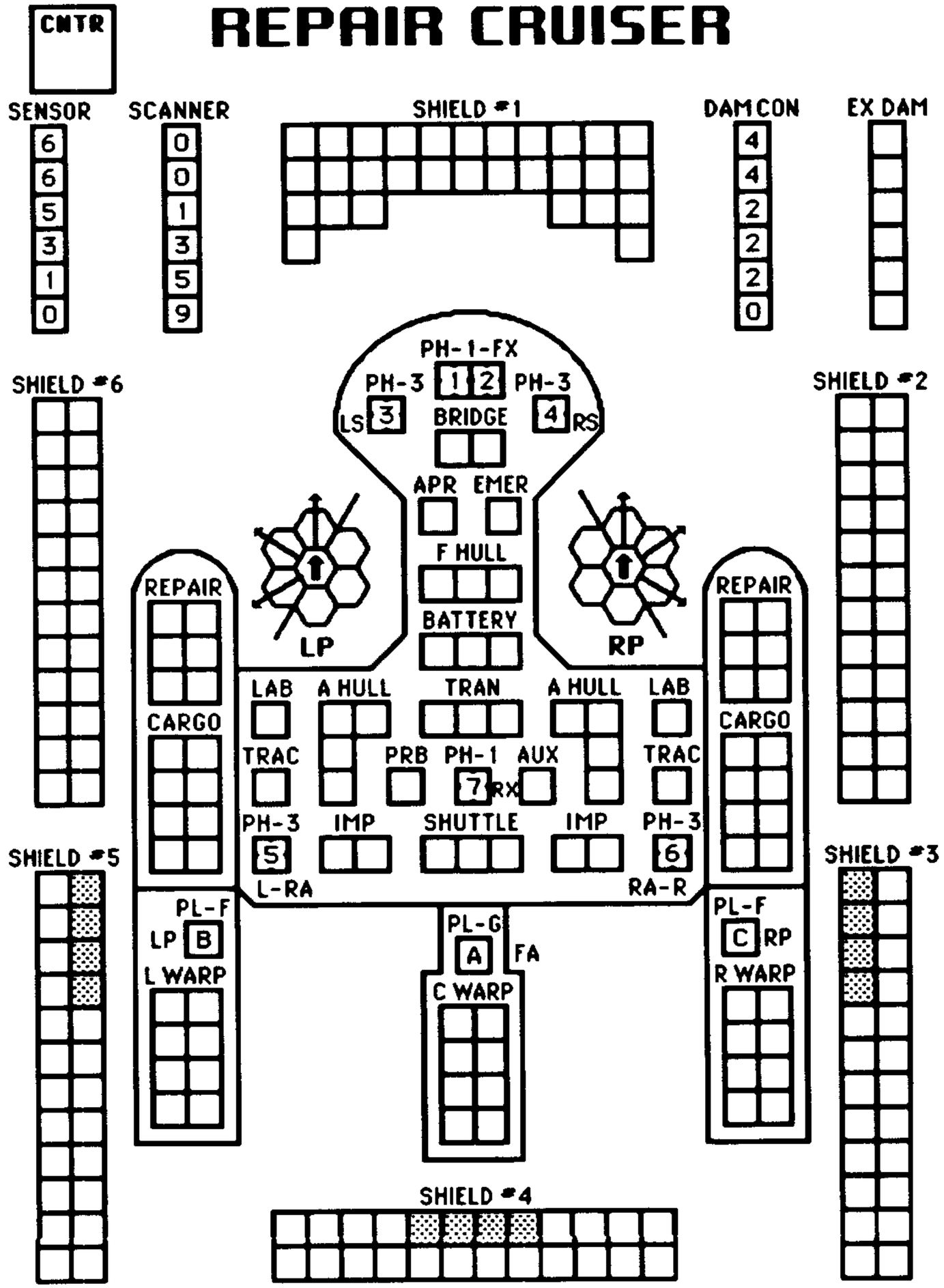


FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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





TO CONVERT THIS SHIP TO THE SPR+, ADD THE SHADED BOXES AND CHANGE THE PLASMA-G TORPEDO TO PLASMA-S (FP).

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

ROMULAN PIONEER EAGLE

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

			4

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

NSM ☐

SHIP DATA TABLE

TYPE	=	PE
POINT VALUE	=	120/90
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	6/4
REFERENCE	=	R4.53
PHASER REFIT	=	+3

BPV INCLUDES CLOAK

BPV INCLUDES PALLET

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

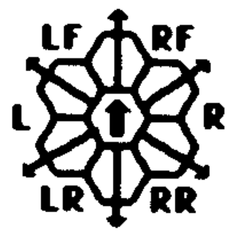
HIT & RUN CLOAK ☐

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

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 LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

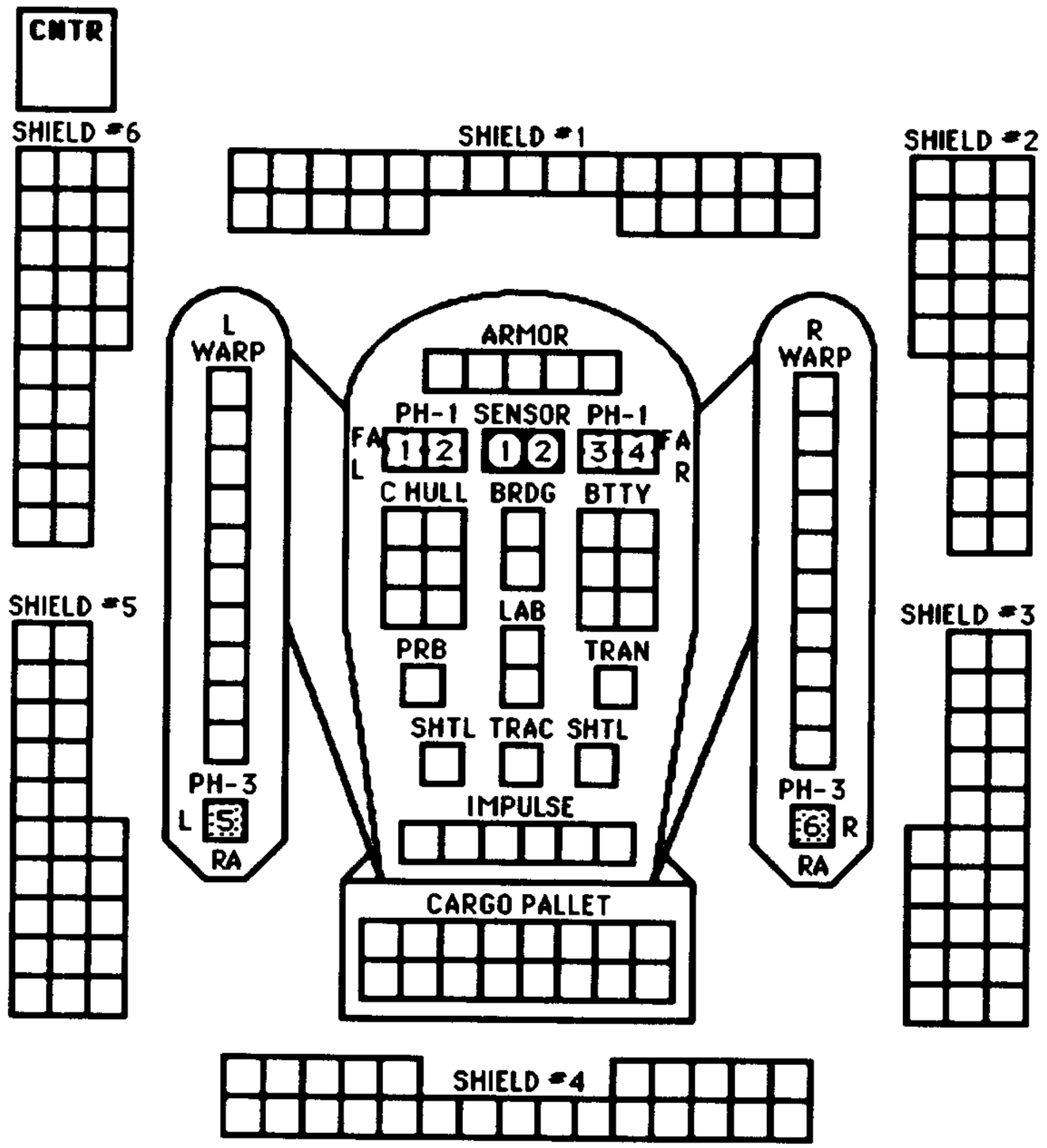


FA = LF + RF
RA = LR + RR

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

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

MOVEMENT COST = 1-1/3 WITH PALLET
HET COST = 6-2/3 WITH PALLET
EM COST = 8 WITH PALLET

▒ SHADED BOXES ARE THE REAR PHASER REFIT

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

ROMULAN K5D ESCORT

CREW UNITS

			*						10
									20

BOARDING PARTIES

				5

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

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

SHIP DATA TABLE

TYPE	=	K5D
POINT VALUE	=	88
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.55

BPV INCLUDES CLOAK

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

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

PLASMA-D RACKS

1						
2						
3						
4						

PLASMA RACKS ALWAYS HAD TWO RELOADS.

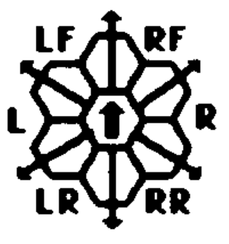
TYPE III DEFENSE PHASER

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

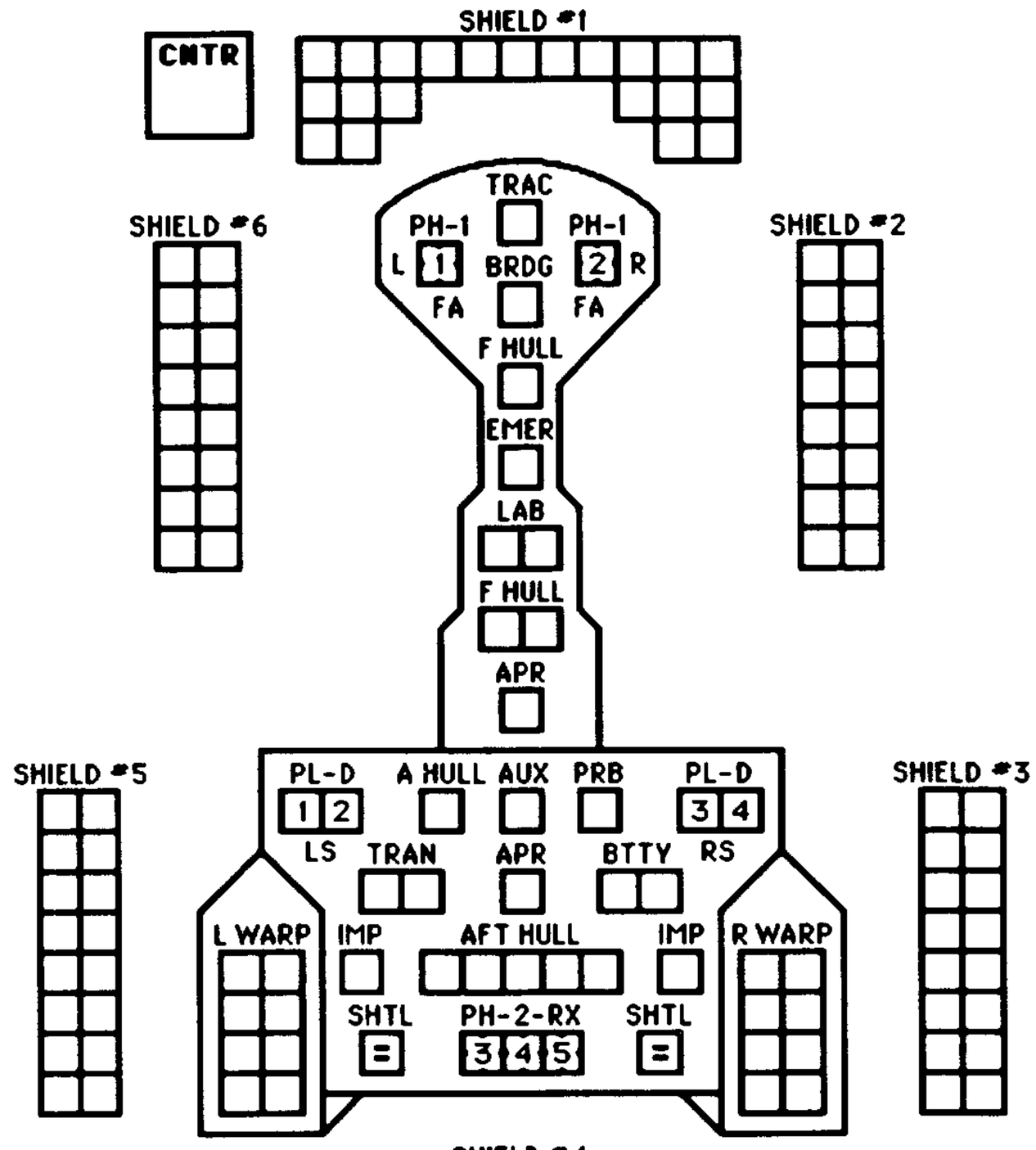
PLASMA TORPEDO WARHEAD TABLE

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

HIT & RUN CLOAK [ ]



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



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 = 1/2 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

ROMULAN KRV CARRIER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

D D D D

BOARDING PARTIES 6

PROBES 5

DECK CREWS 10

CLOAK H&R

SHIP DATA TABLE

TYPE	=	KRV
POINT VALUE	=	142
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.56
B-REFIT	=	+17
Y175 REFIT	=	+0

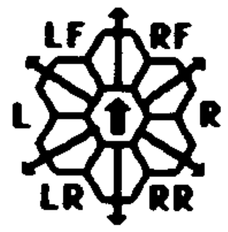
BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

PSEUDO-PLASMA TORPEDOES

A G S B G S

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

PLASMA-D RACKS

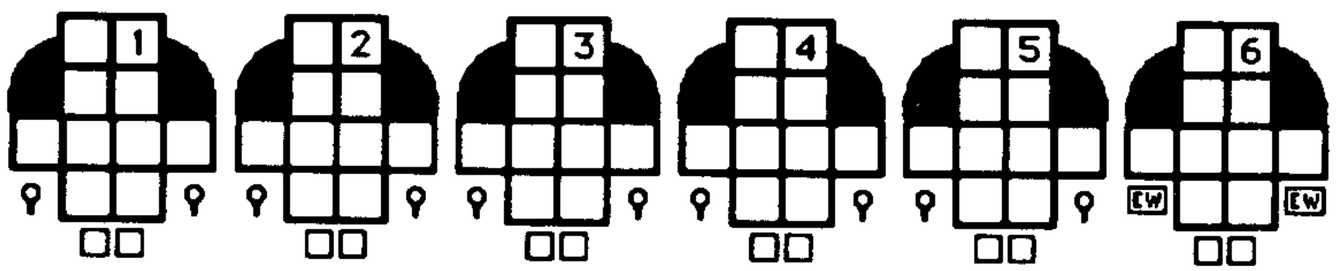
1 2

ONE RELOAD UNTIL THE Y175 REFIT, TWO THEREAFTER.

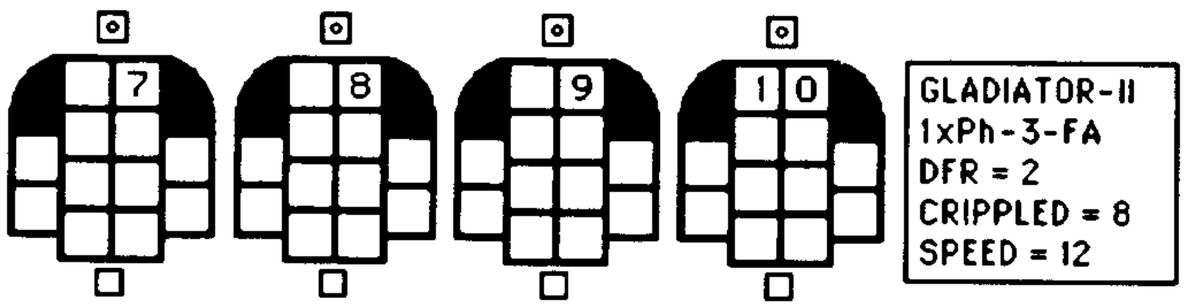
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

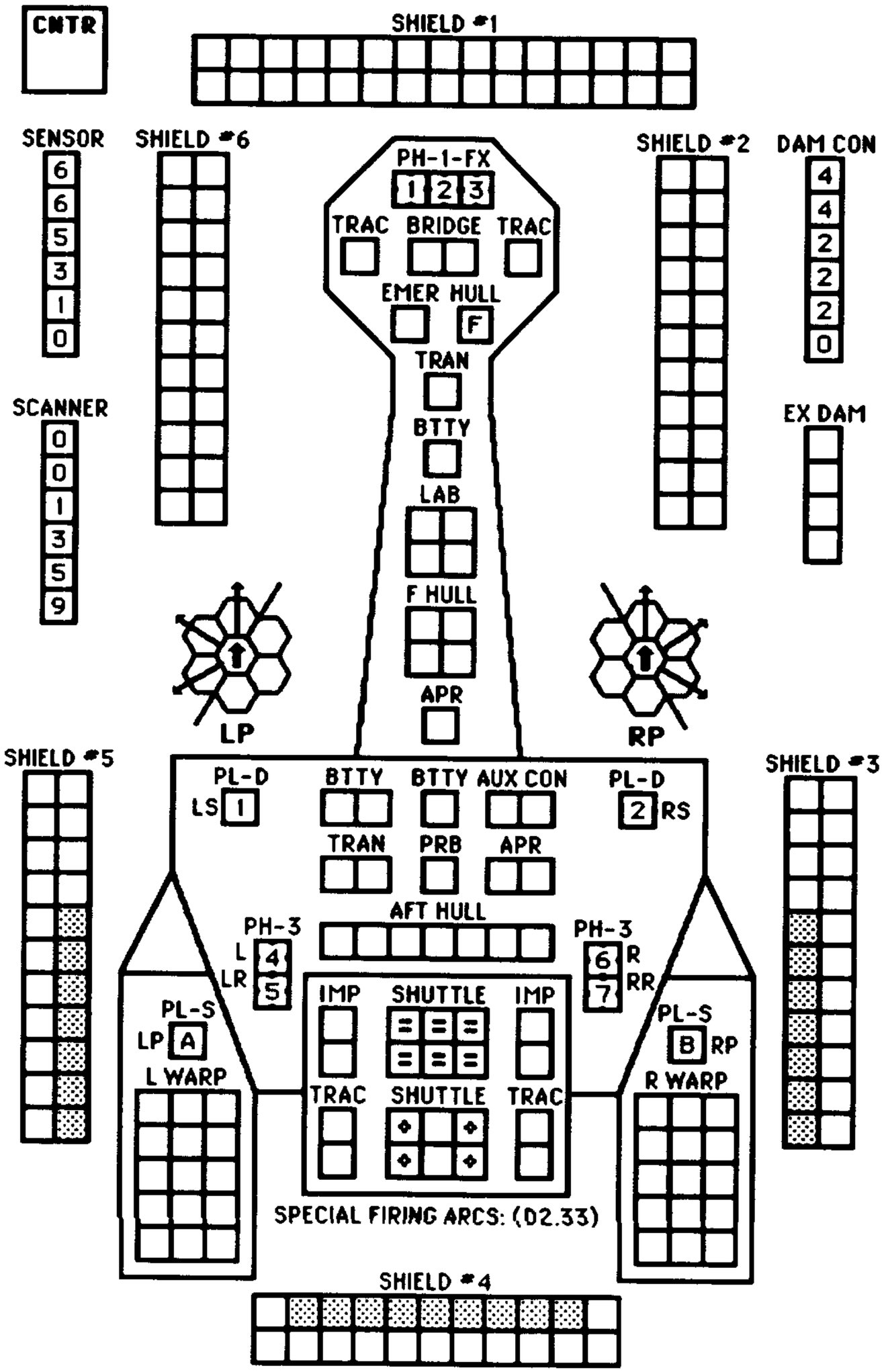
THE SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES AND CHANGE THE PLASMA-S TO PLASMA-G WITH FA FIRING ARCS.



GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12



GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12



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

ROMULAN KRP PF TENDER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	KRP
POINT VALUE	=	124/104
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.58

BPV INCLUDES CLOAK

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
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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

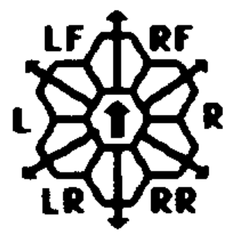
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

PSEUDO-PLASMA TORPEDOES

[A] G [B] G

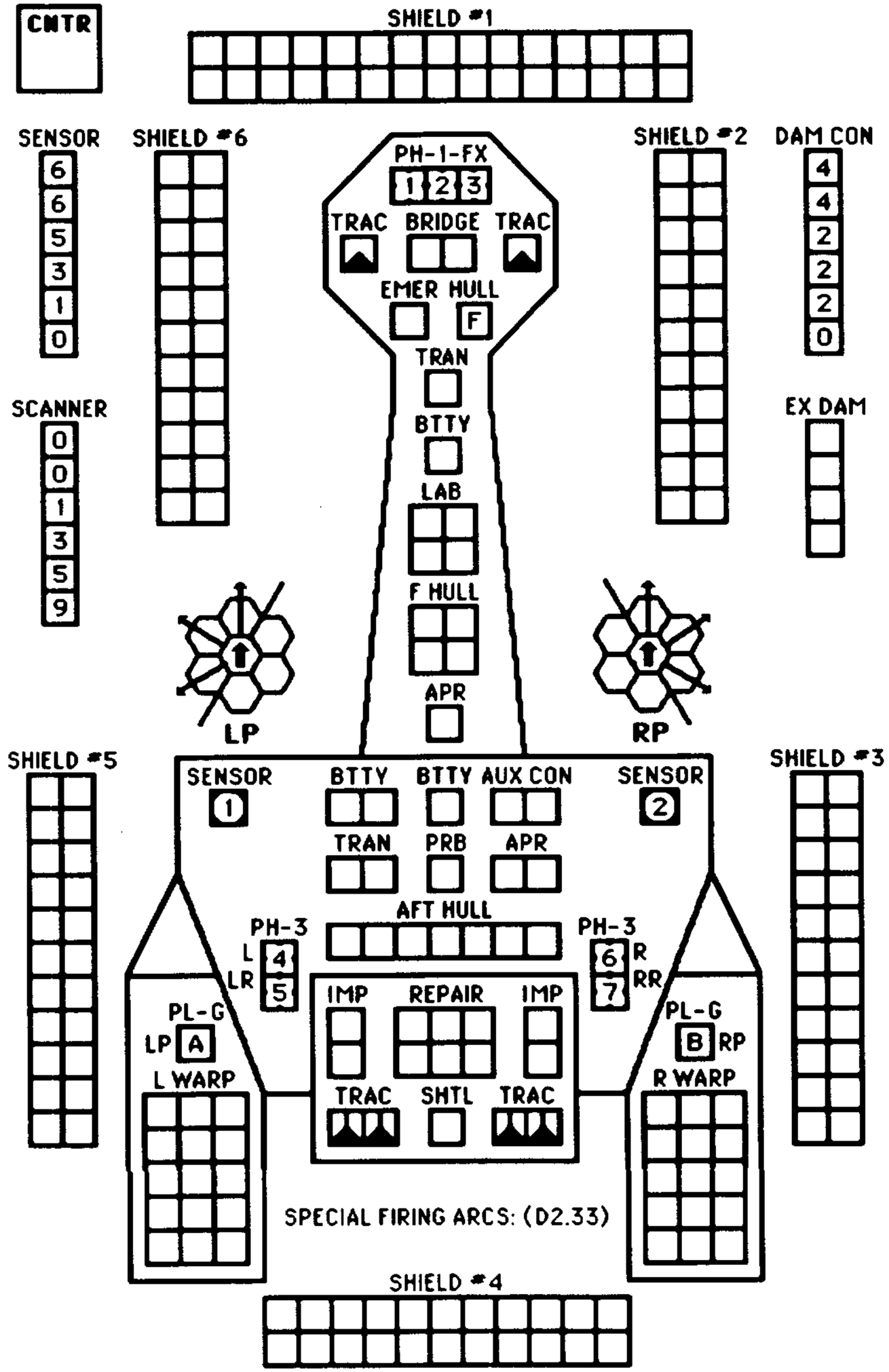
CLOAK

[ ] H&R



FX = L + LF + RF + R

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



ROMULAN KRS SCOUT CRUISER

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					6

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	KRS
POINT VALUE	=	150/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.59
B-REFIT	=	+4

BPV INCLUDES CLOAK

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

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

SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES.

CLOAK

	H&R

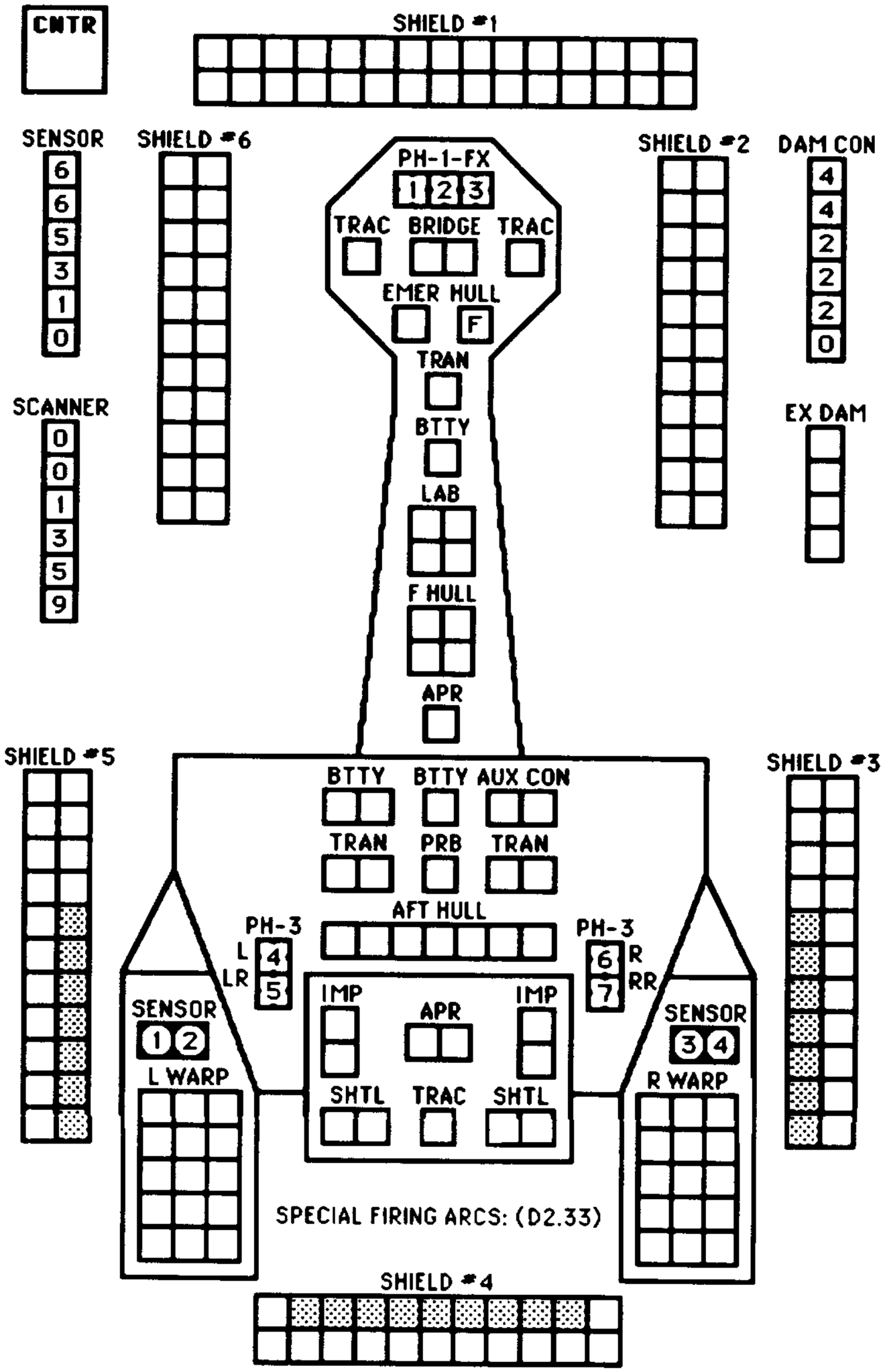
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

FX = L + LF + RF + R

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



ROMULAN KRE EXPLORATION CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	KRE
POINT VALUE	=	150/115
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.60
B-REFIT	=	+8

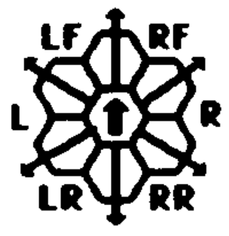
BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



FA = LF + RF
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+

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

CLOAK

[ ] 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

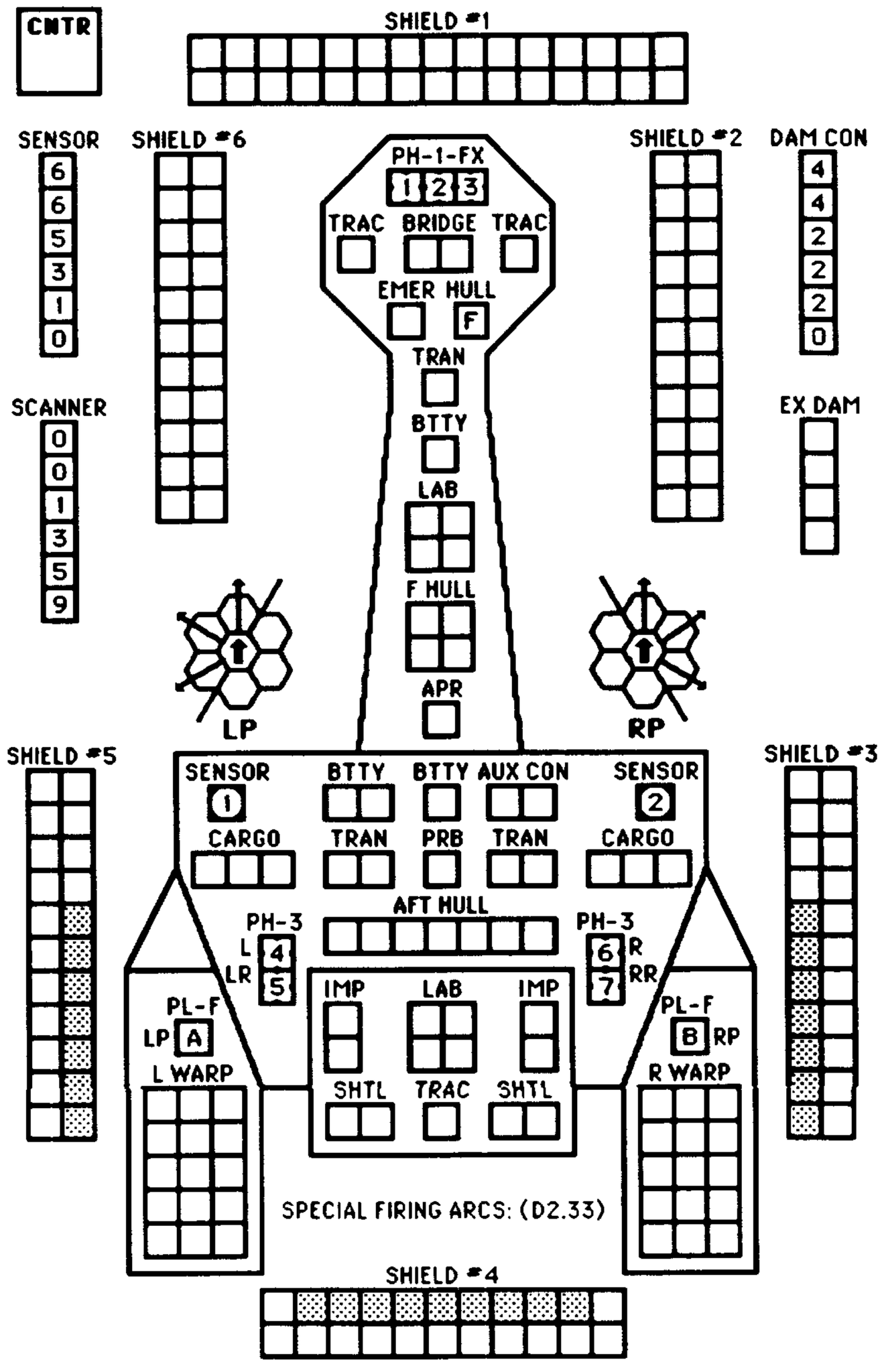
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD TABLE

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

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

THE SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES AND LIMIT THE PLASMA-FS TO AN FA LAUNCHING ARC.



ROMULAN KDR CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	KDR
POINT VALUE	=	137
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	16/4
REFERENCE	=	R4.61

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] S

PLASMA-D RACKS

1							
2							

RACKS ALWAYS HAD TWO RELOADS.

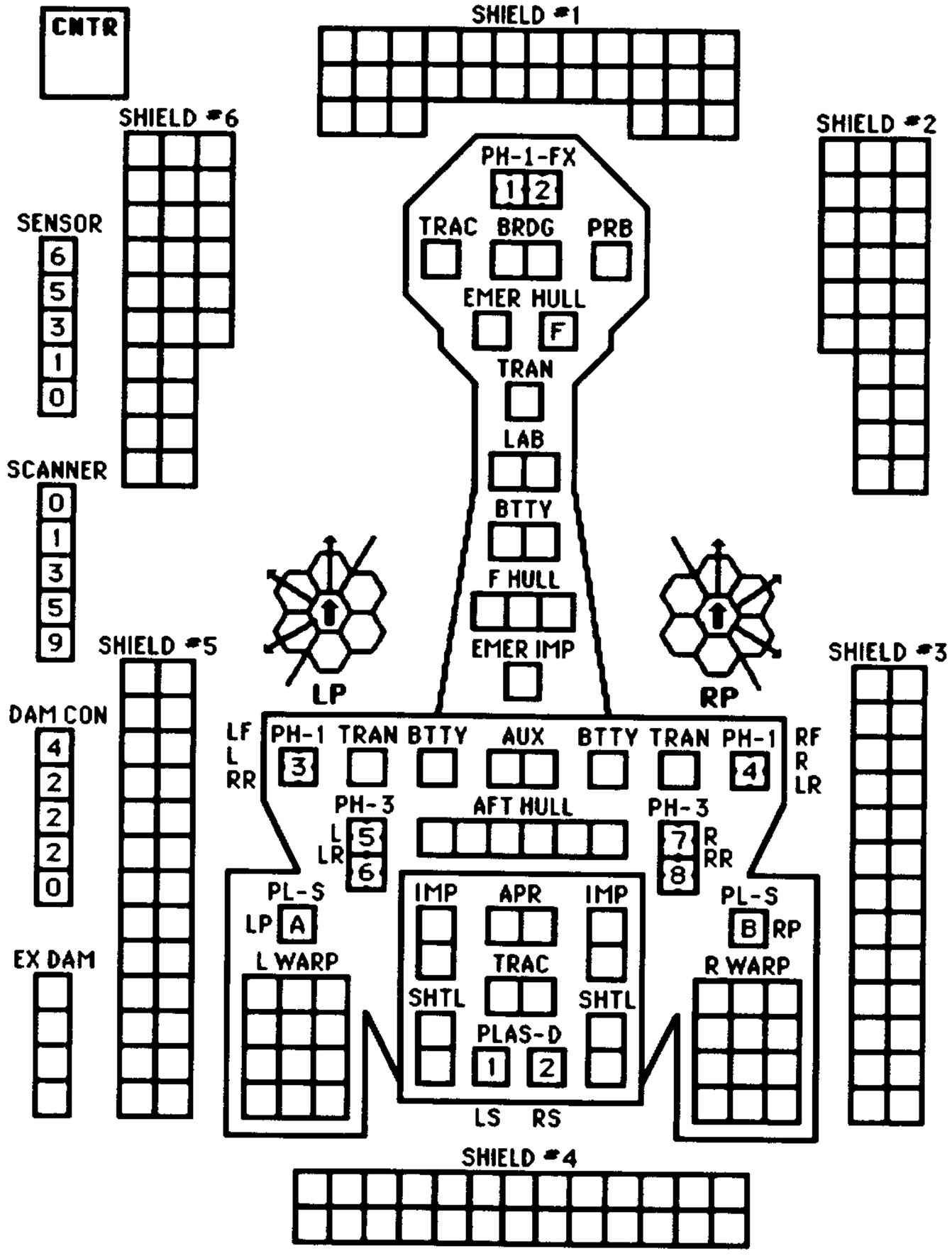
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

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

CLOAK

☐ H&R

☐ H&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).

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

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

ROMULAN KFR BATTLE FRIGATE

CREW UNITS

			*					10
								20

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	KFR
POINT VALUE	=	120
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	12/4
REFERENCE	=	R4.62

BPV INCLUDES CLOAK

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

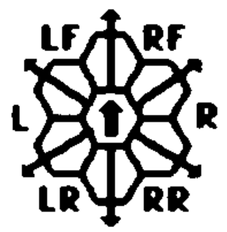
A	F	B	G	C	F

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

SEE (D23.0) FOR SHOCK DAMAGE.

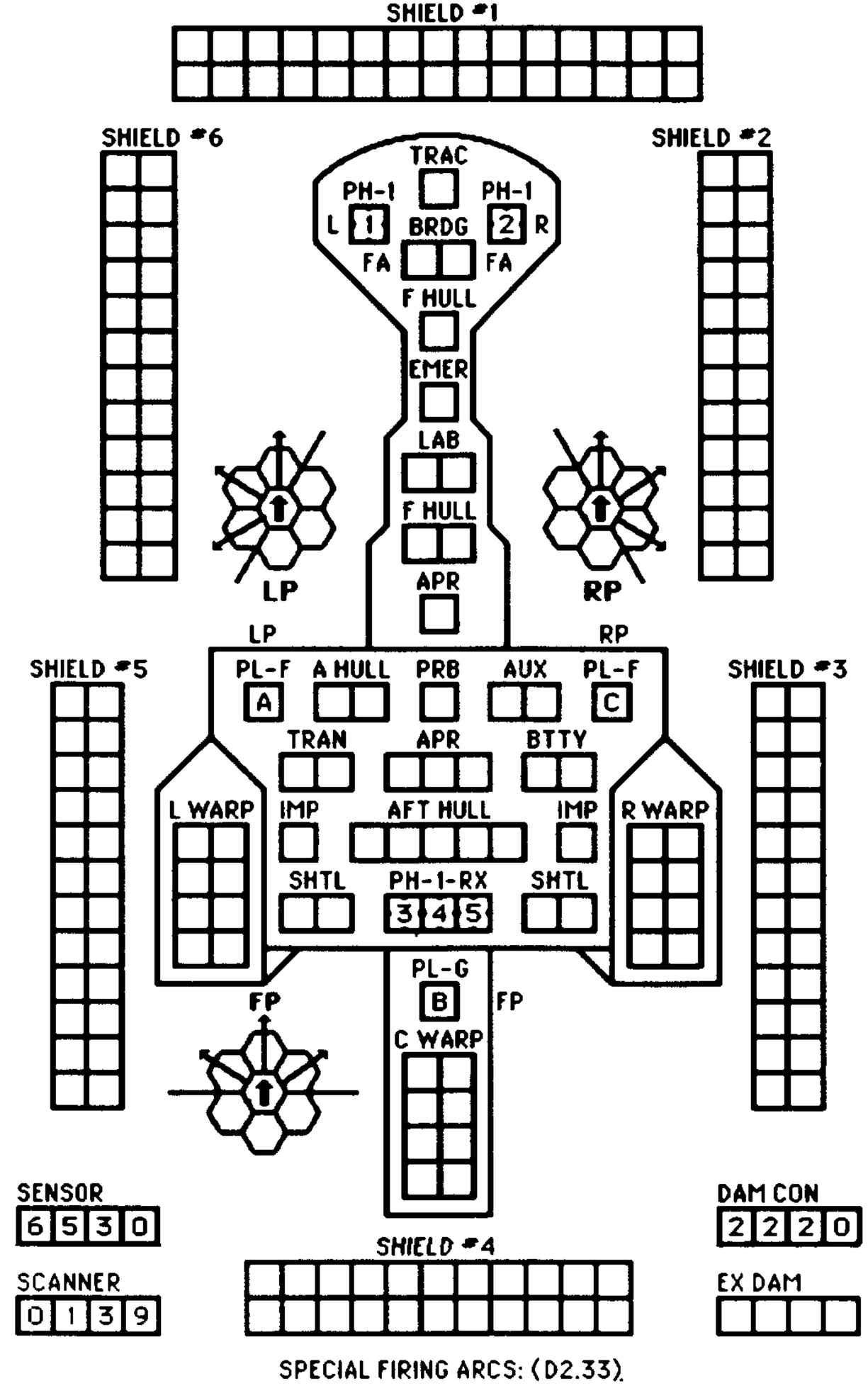
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+



CLOAK

	H&R

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



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

ROMULAN K5L DESTROYER

CREW UNITS

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

BOARDING PARTIES

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

PROBES

[ ][ ][ ][ ][5]

TRANSPORTER BOMBS

[ ][ ] [D][D]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	K5L
POINT VALUE	=	98
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.63
B-REFIT K5L	=	+6

BPV INCLUDES CLOAK

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] G [B] G

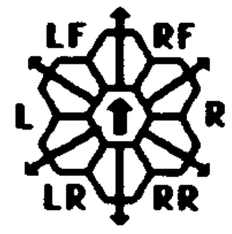
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

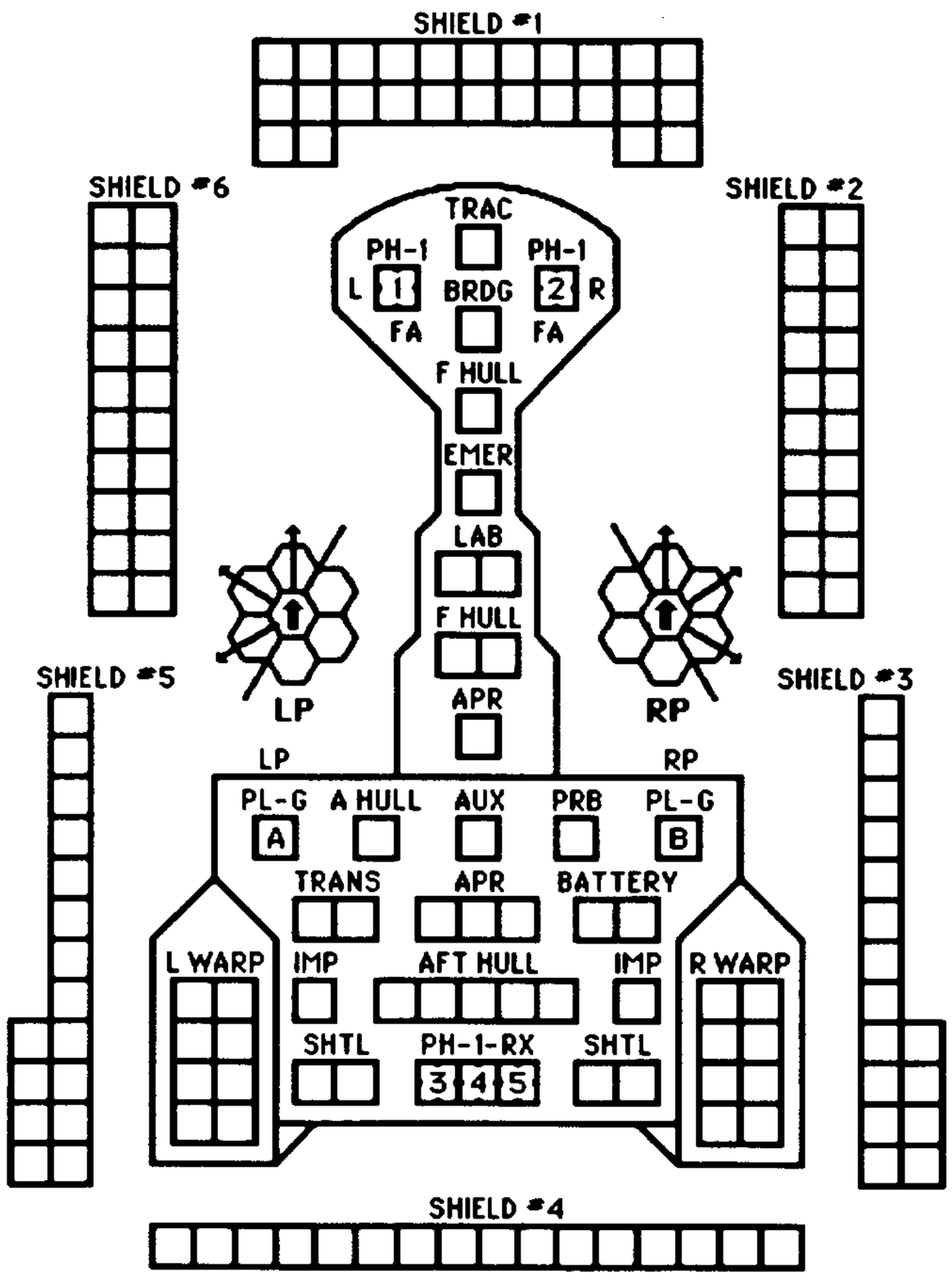
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

CLOAK

[ ] H&R



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



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

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

THE SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, THE PLASMA-Gs HAVE LF+L AND RF+R LAUNCHING ARCS.

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

ROMULAN K5M MINEHUNTER

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

HIT & RUN CLOAK ☐

SHIP DATA TABLE

TYPE	=	K5M
POINT VALUE	=	85/67
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.64
B-REFIT	=	+3

BPV INCLUDES CLOAK

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 OFFENSIVE/DEFENSIVE 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

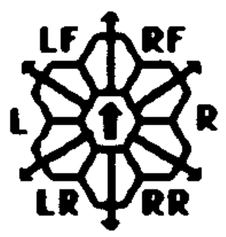
TYPE III DEFENSE PHASER

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

MINE RACKS

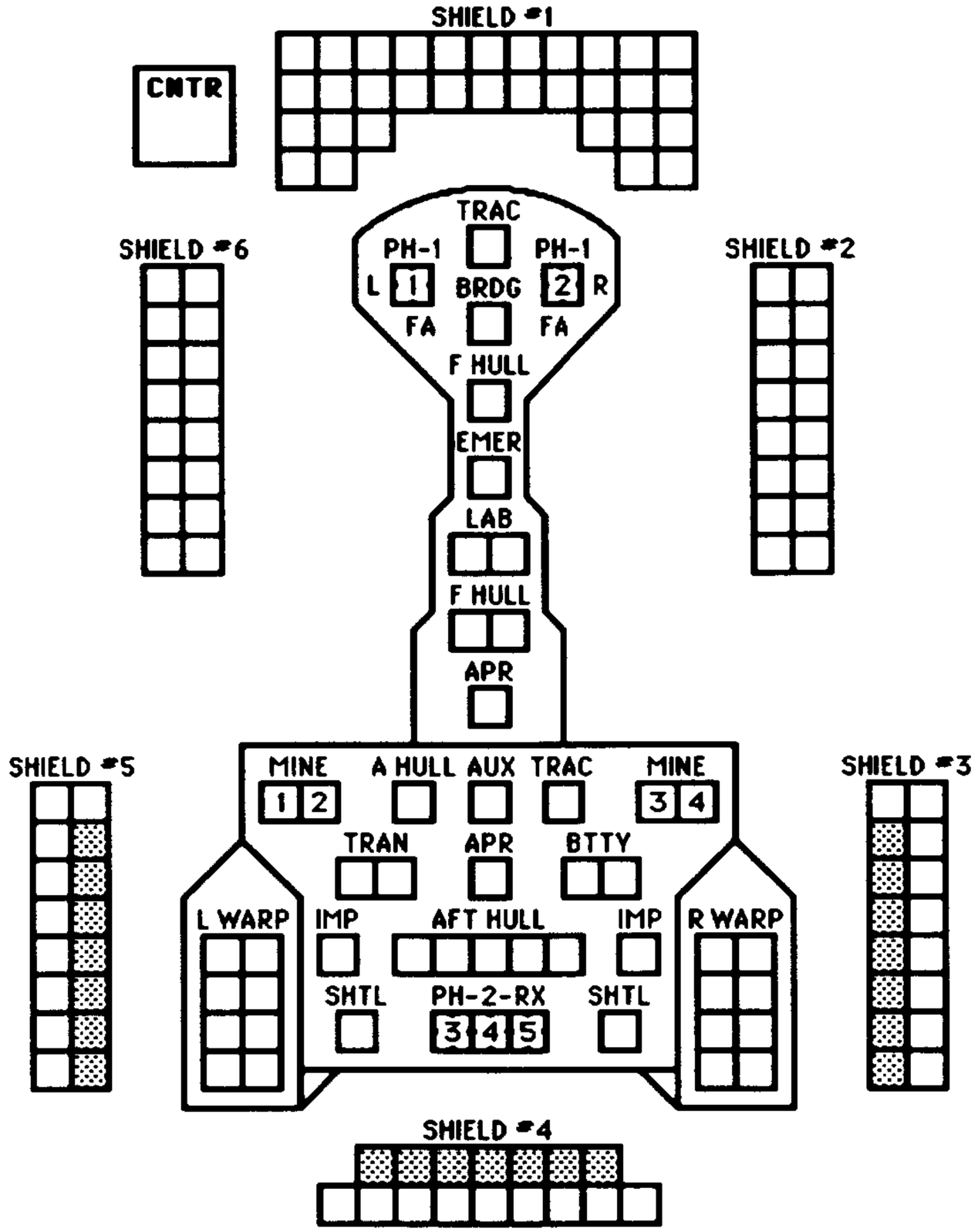
1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I

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



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

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



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 = 1/2 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

ROMULAN K7V STRIKE CARRIER

CREW UNITS

10 20 30 40

BOARDING PARTIES 6

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	= K7V
POINT VALUE	= 174
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.65

BPV INCLUDES CLOAK

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+

PSEUDO-PLASMA TORPEDOES A S B S

HIT & RUN CLOAK

LF RF L R LR 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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

1 2 3 4 5 6

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

7 8 9 10 11 12 (EW) (EW)

PLASMA-D RACKS

1 2

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

CNTR

SHIELD #1

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

SHIELD #6

SHIELD #2

DAM CON 4 4 2 2 2 0

EX DAM

PH-1-FX 1 2 3

TRAC BRIDGE TRAC

EMER HULL F

TRAN

BTTY

LAB

F HULL

APR

LP

RP

SHIELD #5

SHIELD #3

PH-1 LF 4 L RR

BTTY BTTY AUX

RF PH-1 R 5 LR

TRAN PRB APR

PH-3 6 L 7 LR

AFT HULL

PH-3 8 9 R RR

PL-S A LP

PL-D 1 LS

L WARP

PL-S RP B

PL-D RS 2

R WARP

IMP SHUTTLE IMP

TRAC SHUTTLE TRAC

SEE (D2.32) AND (D2.33) FOR SPECIAL FIRING ARCS

SHIELD #4

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

ROMULAN KDV CARRIER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES 8

TRANSPORTER BOMBS D D D D

DECK CREWS 10

PROBES 5

SHIP DATA TABLE

TYPE	=	KDV
POINT VALUE	=	130/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	16/4
REFERENCE	=	R4.66

BPV INCLUDES CLOAK

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

PSEUDO-PLASMA TORPEDOES

A S B S

LF RF L R LR RR

CLOAK H&R

FX = L + LF + RF + R

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

SENSOR 6 5 3 1 0

PH-1-FX 1 2

TRAC BRDG PRB

EMER HULL F

TRAN

LAB

SCANNER 0 1 3 5 9

BTTY

F HULL

EMER IMP

LP

RP

SHIELD #5

SHIELD #3

DAM CON 4 2 2 2 0

LF L RR PH-1 3 TRAN BTTY AUX BTTY TRAN PH-1 4 RF R LR

PH-3 L 5 LR 6

AFT HULL

PH-3 7 R RR 8

PL-S LP A

IMP TRAC IMP

PL-S B RP

L WARP

SHTL

R WARP

EX DAM

SHIELD #4

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).

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

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

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

ROMULAN K4D ESCORT

CREW UNITS

			*					10

BOARDING PARTIES

			4

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

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

SHIP DATA TABLE

TYPE	=	K4D
POINT VALUE	=	64
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.67

BPV INCLUDES CLOAK

LIMITED AEGIS

TYPE II OFFENSIVE/DEFENSIVE 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

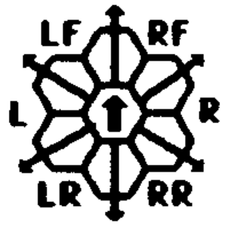
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA-D RACKS

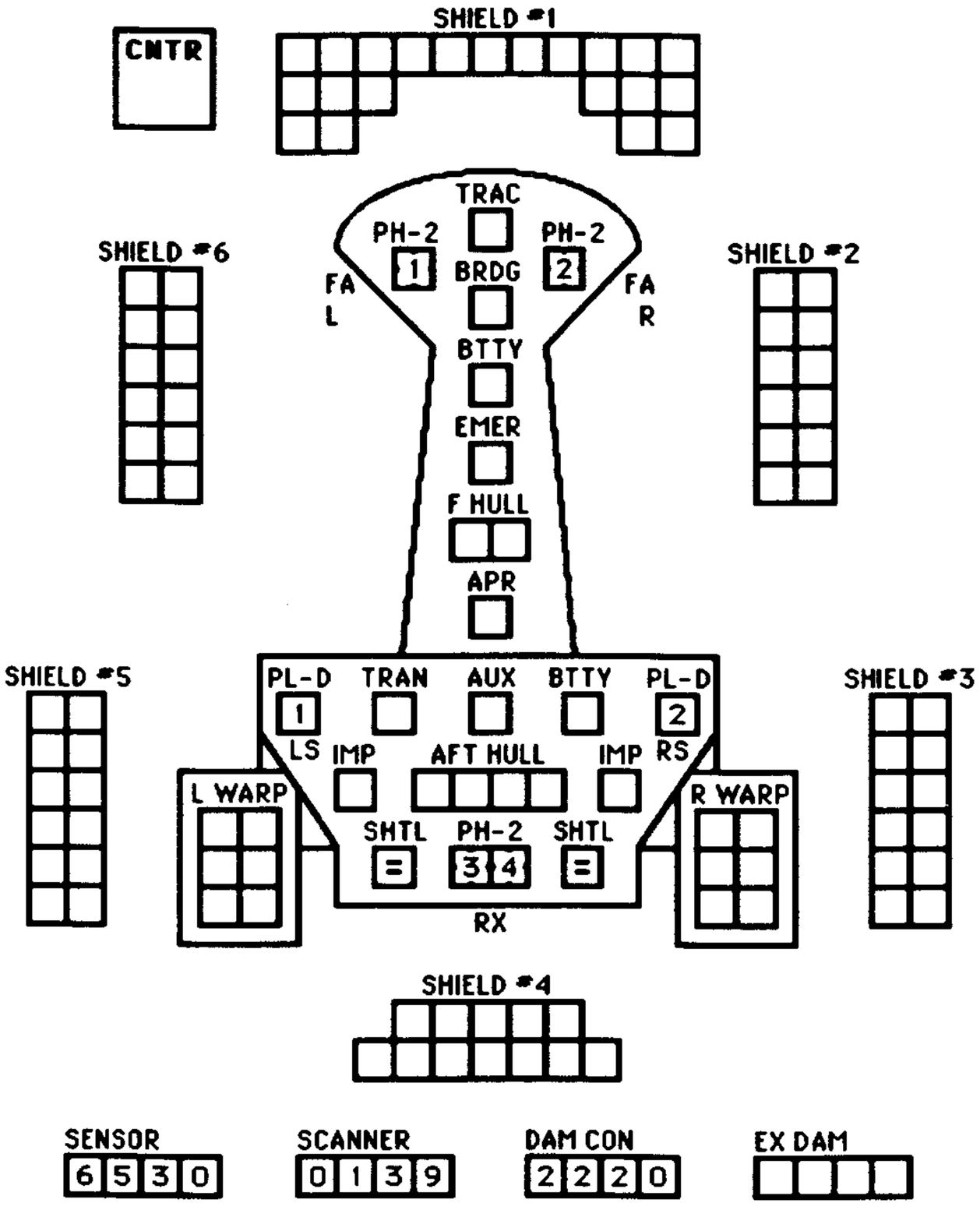
1							
2							

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

HIT & RUN CLOAK ☐



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



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

SPECIAL FIRING ARCS: (D2.33)

PLASMA TORPEDO WARHEAD TABLE

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

WARP ENERGY MOVEMENT COST = 1/3 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

ROMULAN SNIPE-E ESCORT FRIGATE

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

BOARDING PARTIES [ ][ ][ ][4]

DECK CREWS [ ][2]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

NSM [ ]

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

SHIP DATA TABLE

TYPE	=	SNE
POINT VALUE	=	78
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	2/1
REFERENCE	=	R4.68

LIMITED AEGIS

BPV INCLUDES CLOAK

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 CLOAK [ ]

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

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

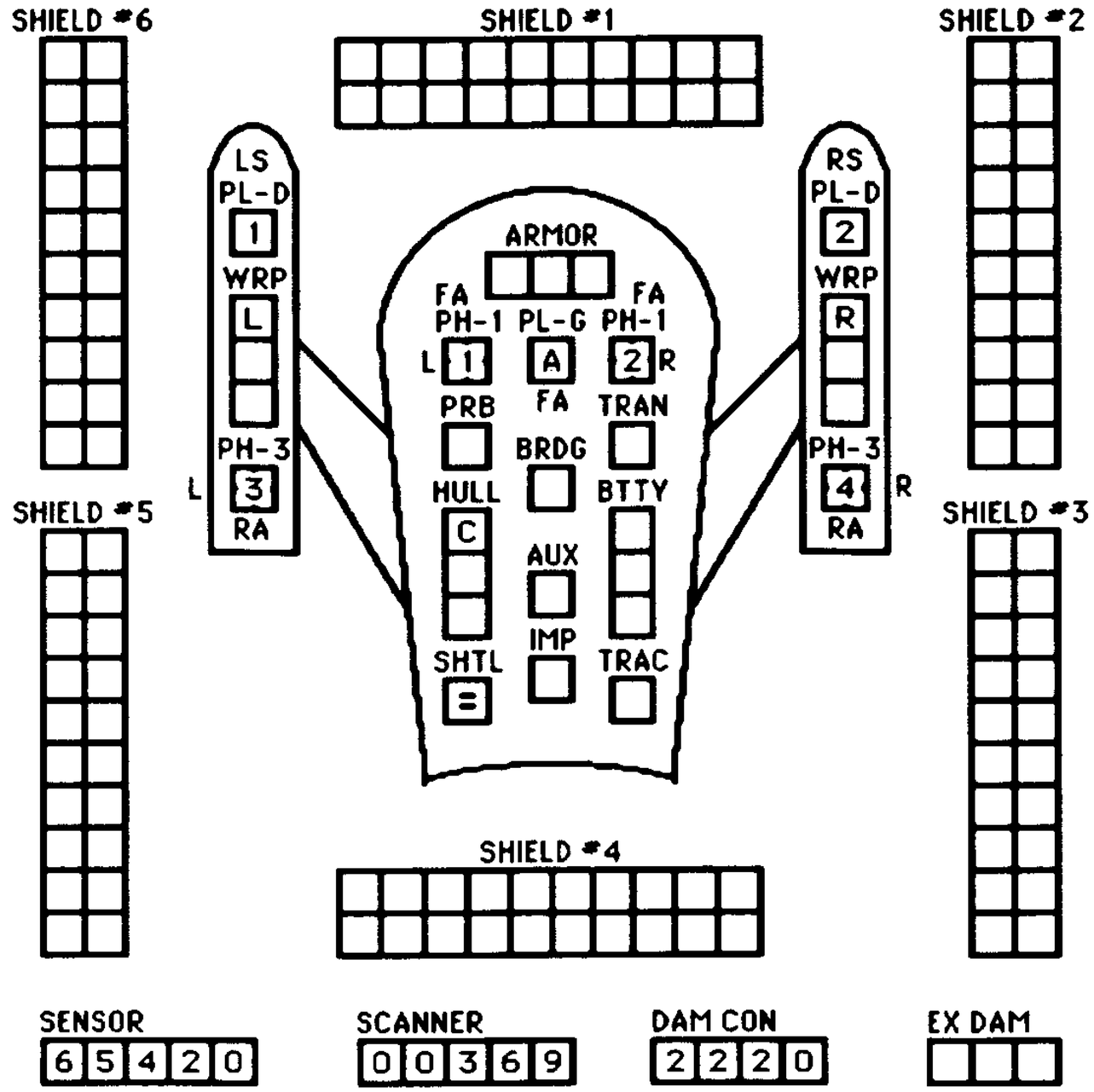
PSEUDO-PLASMA TORPEDO [A] G

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433). SEE (D4.12) FOR ARMOR RULES.

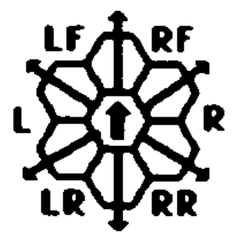
PLASMA-D RACKS

1	H	H	H	H	H
2	H	H	H	H	H

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



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



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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
TYPE D	10	8	5	2	1	0	0	0
BOLT	1-4	1-3	1-2					

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

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

ROMULAN BATTLEHAWK-E
CARRIER ESCORT

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

BOARDING PARTIES [ ][ ][ ][ ][5]

DECK CREWS [ ][2]

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

NSM [ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

PLASMA-D RACKS

1					
2					

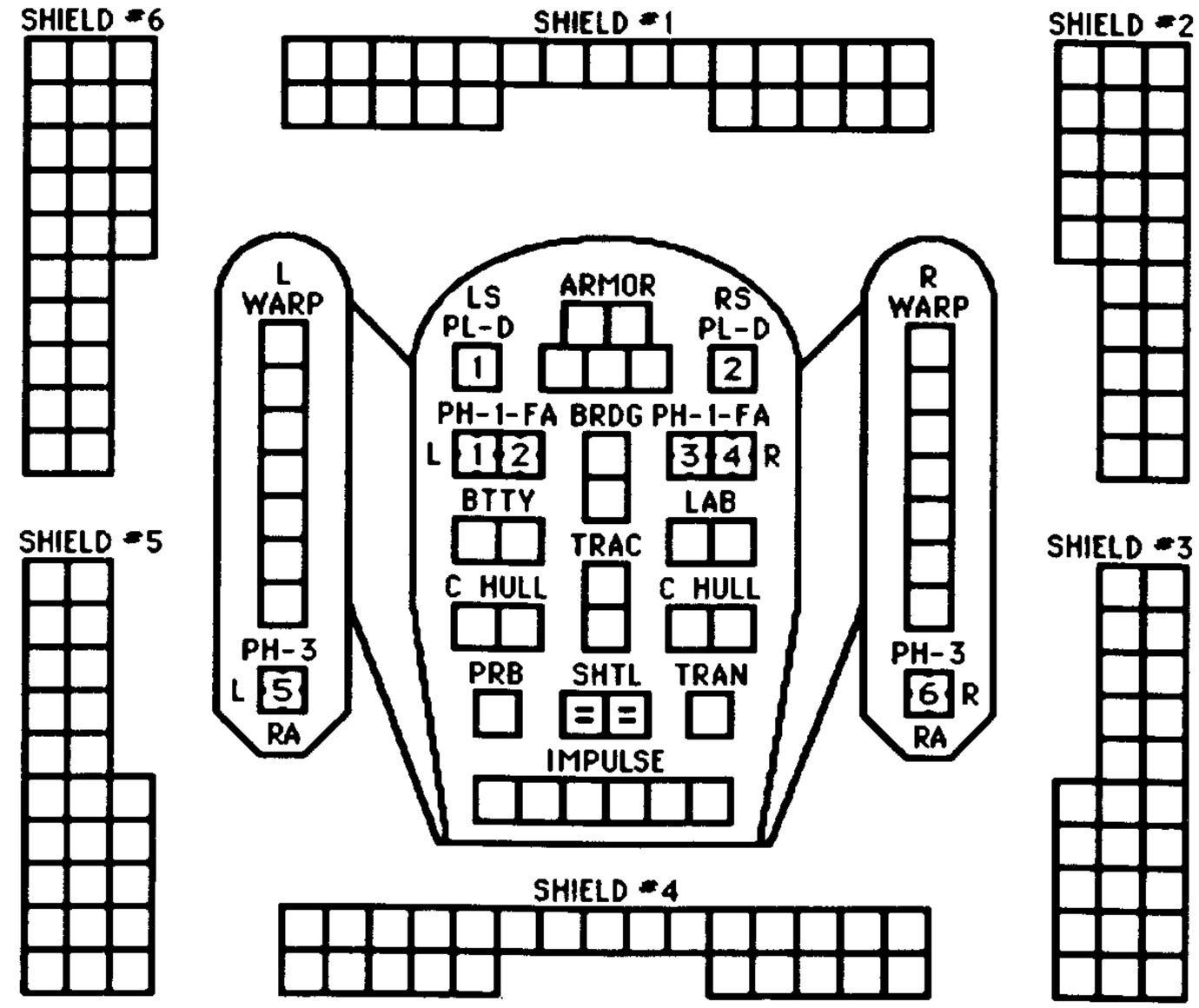
ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

SHIP DATA TABLE		
TYPE	=	BHE
POINT VALUE	=	79
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.69

LIMITED AEGIS

BPV INCLUDES CLOAK

CNTR [ ]



TYPE I OFFENSIVE PHASER TABLE

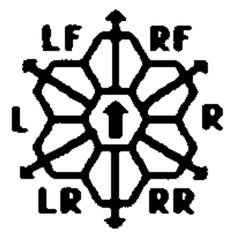
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK [ ]

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

TYPE III DEFENSE PHASER

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



FA = LF + RF
RA = LR + RR

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.

PLASMA TORPEDO WARHEAD TABLE

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

SENSOR [6][6][5][4][2][0]

SCANNER [0][0][0][3][6][9]

DAMAGE CONTROL [4][4][2][2][2][0]

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

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

ROMULAN SPARROWHAWK-M ESCORT CRUISER

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

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 ITS OWN.

SHIP DATA TABLE

TYPE	=	SPM
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.70

FULL AEGIS

BPV INCLUDES CLOAK

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 CLOAK ☐

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

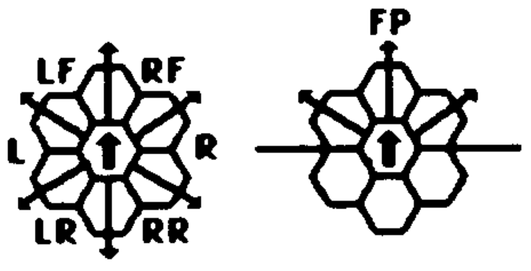
TYPE III DEFENSE PHASER

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

PLASMA-D RACKS

1							
2							
3							
4							

PLASMA RACKS ALWAYS HAD TWO RELOADS.



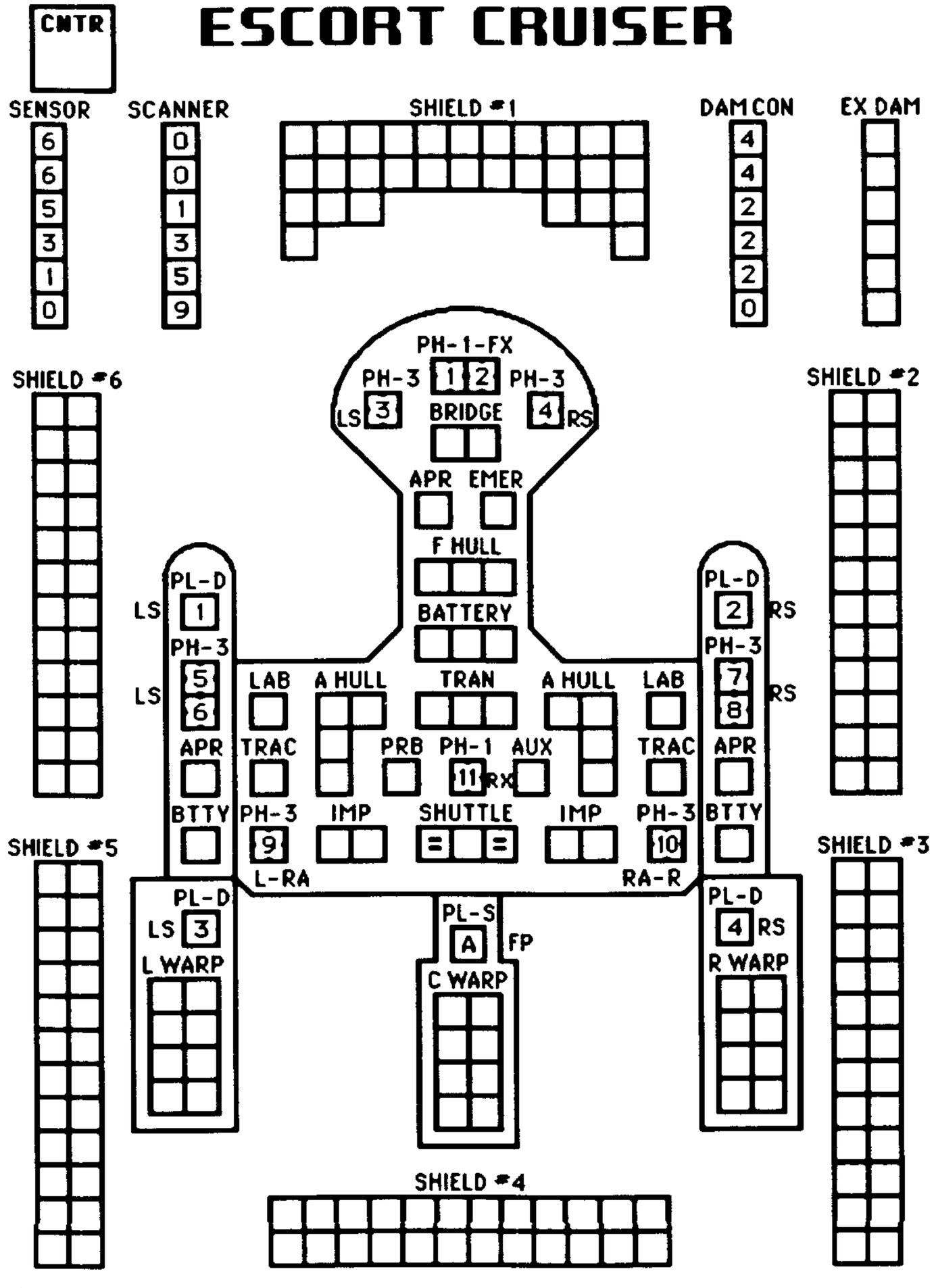
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDO

A S

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



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

ROMULAN SPARROWHAWK-L
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]

SHIP DATA TABLE

TYPE	=	SPL
POINT VALUE	=	133
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.71
PLUS REFIT	=	+10

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

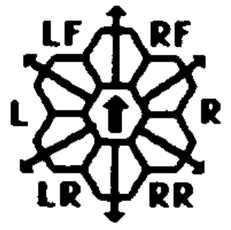
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDOES

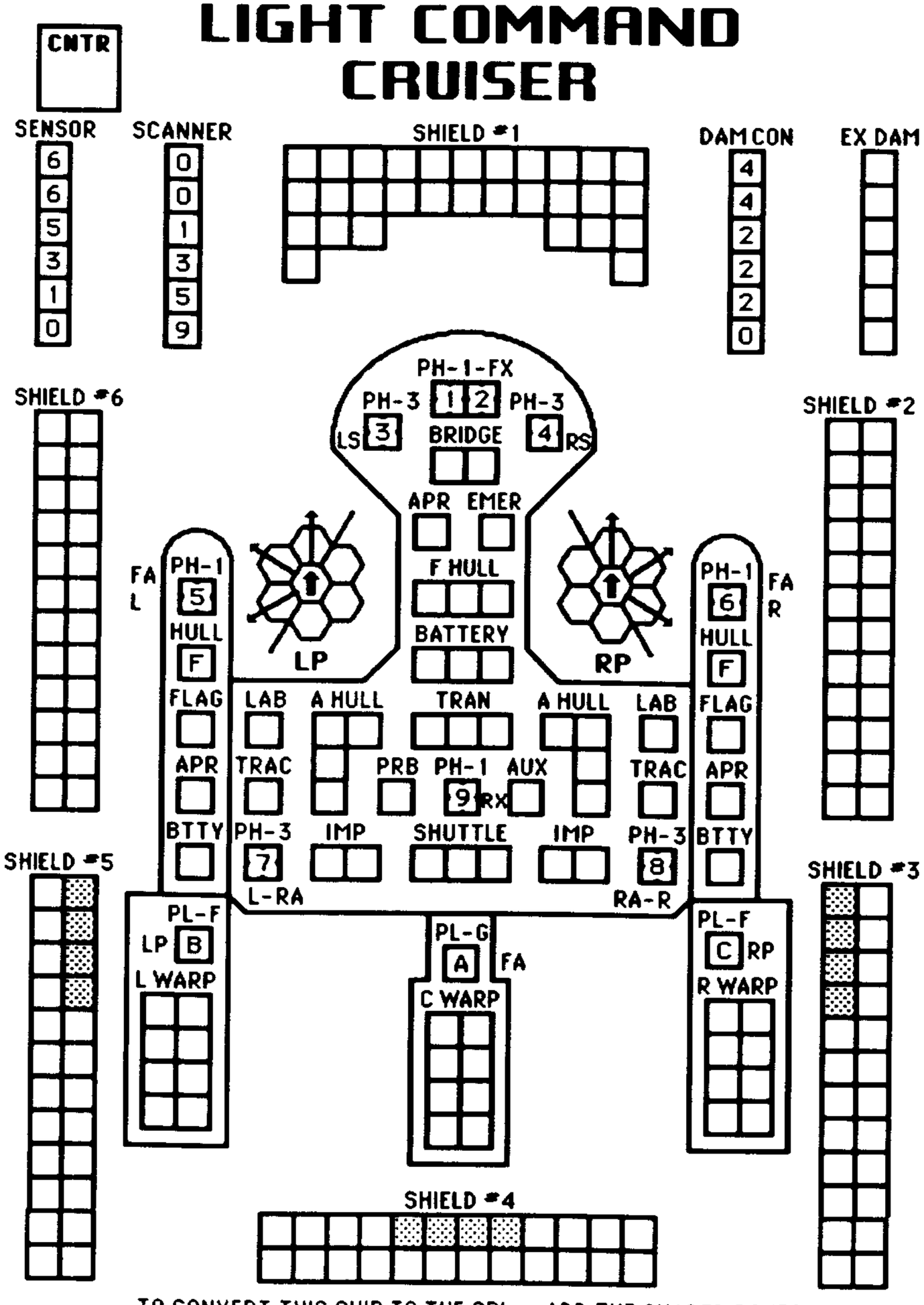
[A] G S [B] F [C] F

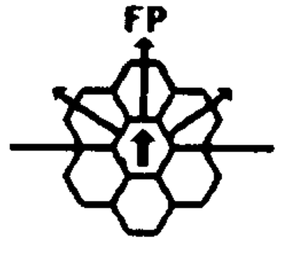
HIT & RUN CLOAK [ ]

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



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





PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

TO CONVERT THIS SHIP TO THE SPL+, ADD THE SHADED BOXES AND CHANGE THE PLASMA-G TORPEDO TO PLASMA-S (FP).

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

ROMULAN NOVAHAWK-K COMMAND CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; TRANSFERS POSSIBLE

TRANSPORTER BOMBS

D D D D

PROBES

5

SHIP DATA TABLE

TYPE	=	NHK
POINT VALUE	=	192
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.72

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

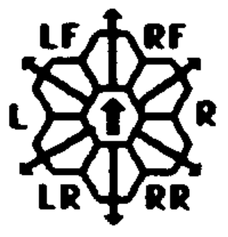
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK ☐

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



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

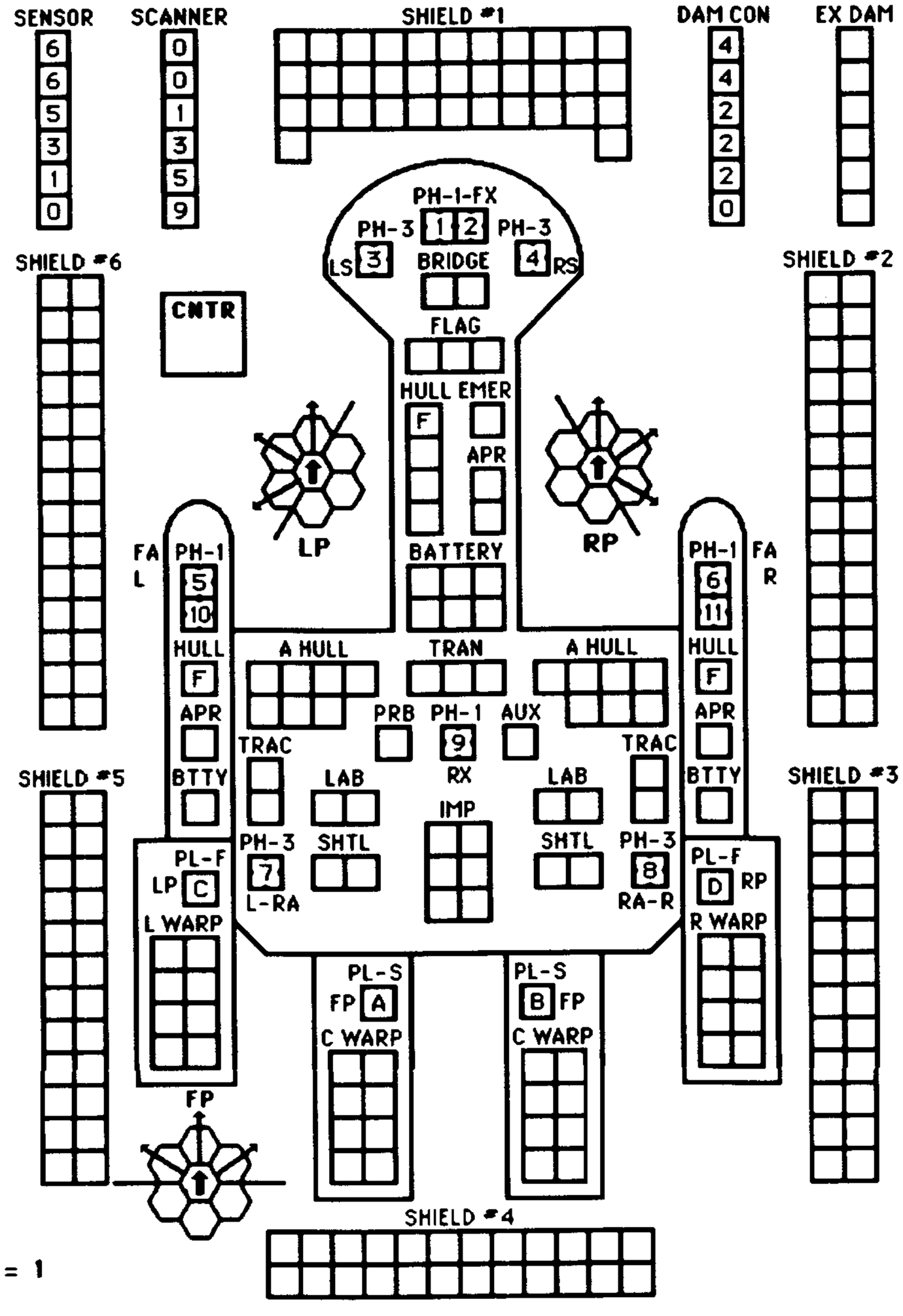
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

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



ROMULAN ROYALHAWK-K COMMAND CRUISER

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; TRANSFERS POSSIBLE.

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	RHK
POINT VALUE	=	192
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.73

BPV INCLUDES CLOAK

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 CLOAK ☐

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

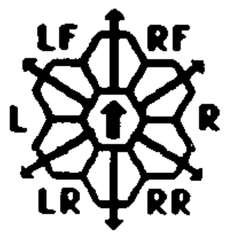
TYPE III DEFENSE PHASER

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

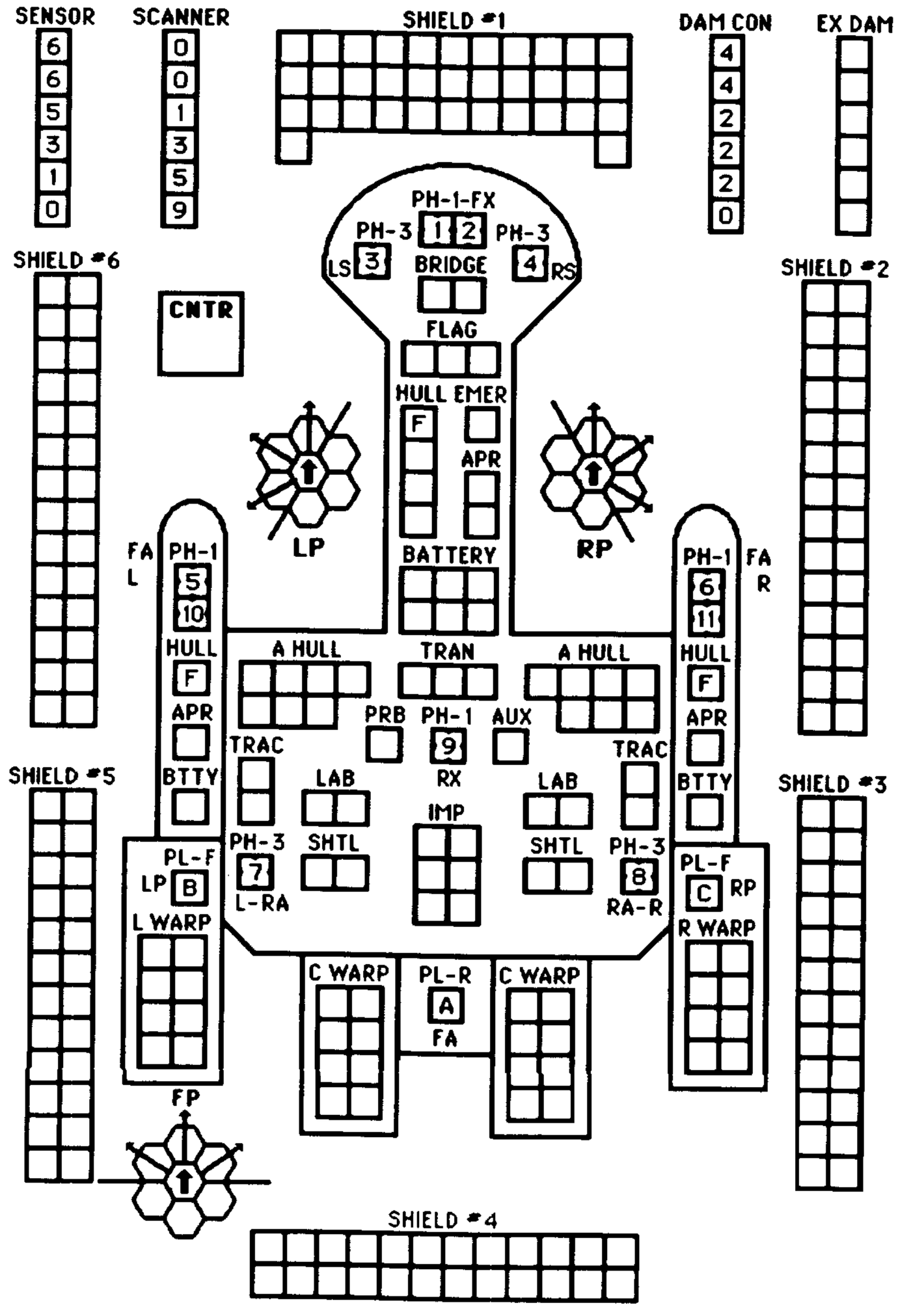
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

PSEUDO-PLASMA TORPEDOES

[A] R [B] F [C] F

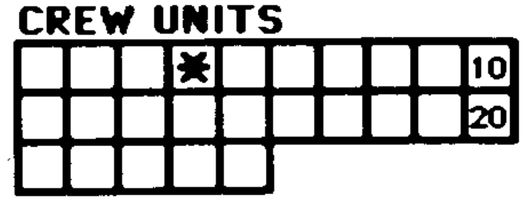


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



ROMULAN SKYHAWK-L DESTROYER LEADER

CREW UNITS



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	SKL
POINT VALUE	=	122
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.74
SHIELD REFIT	=	+2
BPV INCLUDES CLOAK		

TYPE I OFFENSIVE PHASER TABLE

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

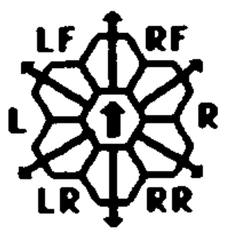
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

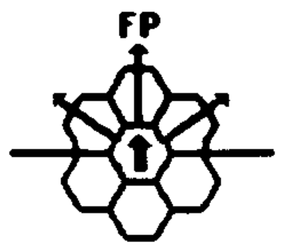
[A] G [B] F [C] F



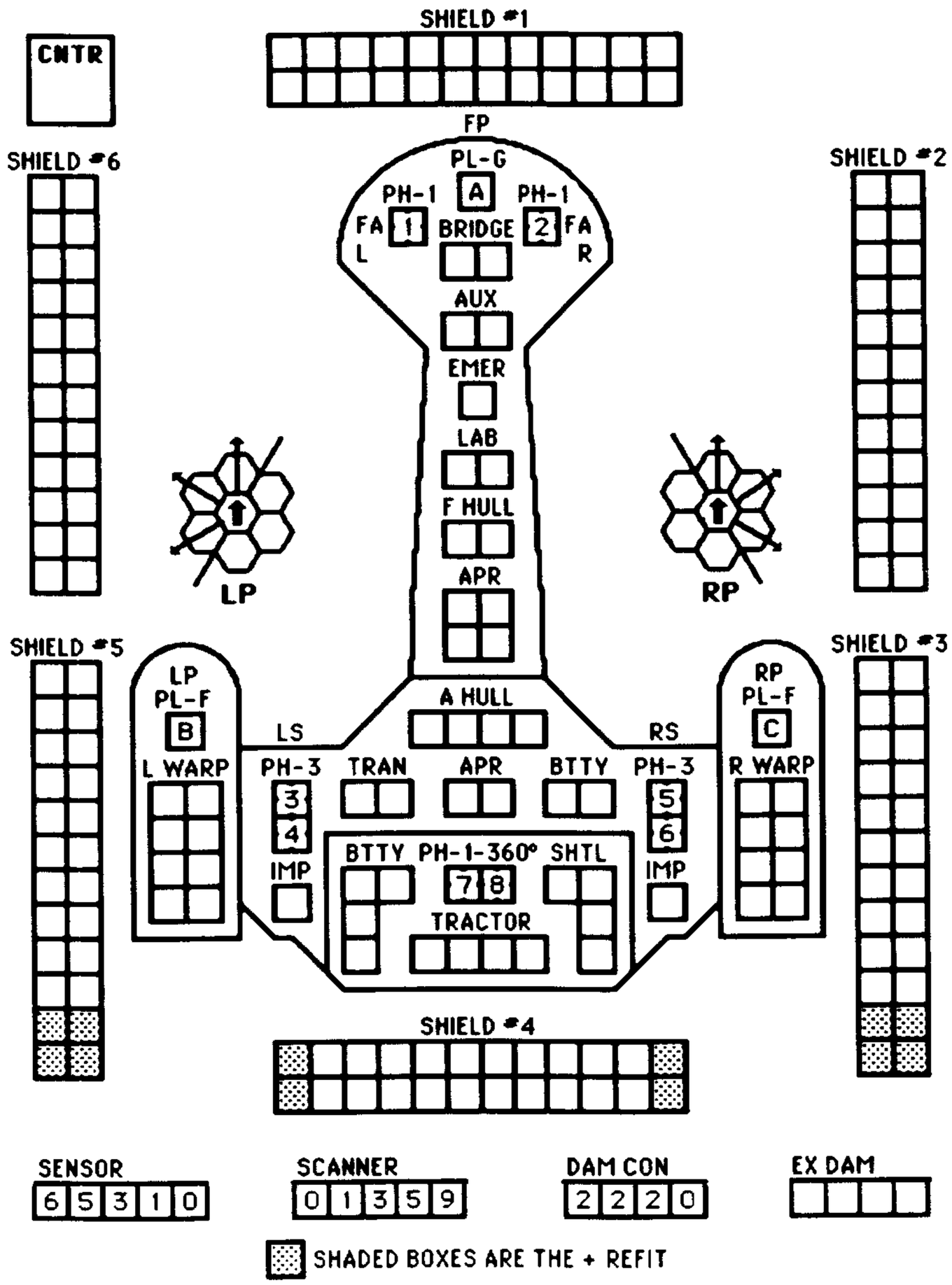
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



HIT & RUN CLOAK



SENSOR

SCANNER

DAM CON

EX DAM

▒ SHADED BOXES ARE THE + 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

ROMULAN FLAMEHAWK MAULER CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ONE SHUTTLE BAY

BOARDING PARTIES 10

PROBES 5

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	FHF
POINT VALUE	=	169
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.75

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

CLOAK ☐ H&R

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

PSEUDO-PLASMA TORPEDOES A S B S

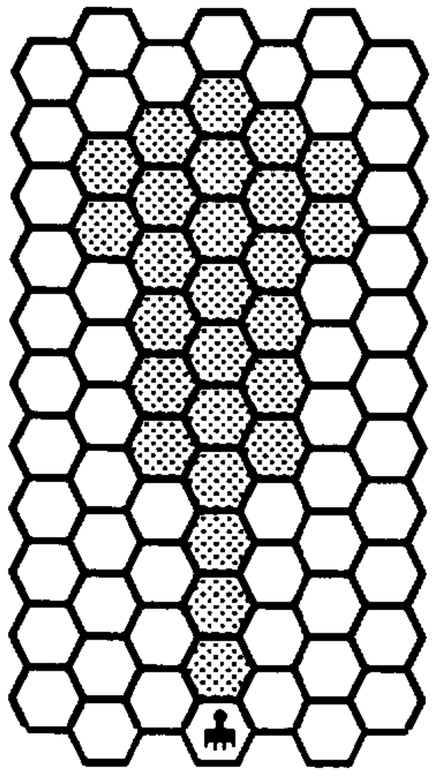
LF RF L R LR RR

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

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

MAULER FIRING ARC



SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

SHIELD #1

DAMCON 4 4 2 2 2 0

EX DAM

SHIELD #6

CNTR

PH-1-FX
PH-3 1 2 PH-3
LS 3 BRIDGE 4 RS
APR EMER
F HULL
BATTERY

SHIELD #2

BT TY 1
BT TY 2
BT TY 3
BT TY 4

LAB A HULL TRAN A HULL LAB
PH-3 5 RA L PRB PH-1 RX 7 AUX PH-3 RA R 6
TRAC SHTL IMP SHTL TRAC

PL-S A FP C WARP
PL-S B FP C WARP

L WP
R WP

SHIELD #5

SHIELD #3

SHIELD #4

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.11) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

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

ROMULAN SEAHAWK-A FRIGATE

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

				5

T-BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	SEA
POINT VALUE	=	80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.76

BPV INCLUDES CLOAK

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

PLASMA TORPEDO WARHEAD TABLE

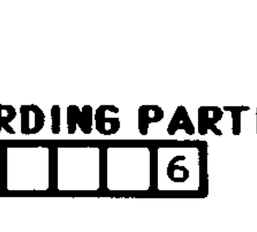
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO PLASMA TORPS

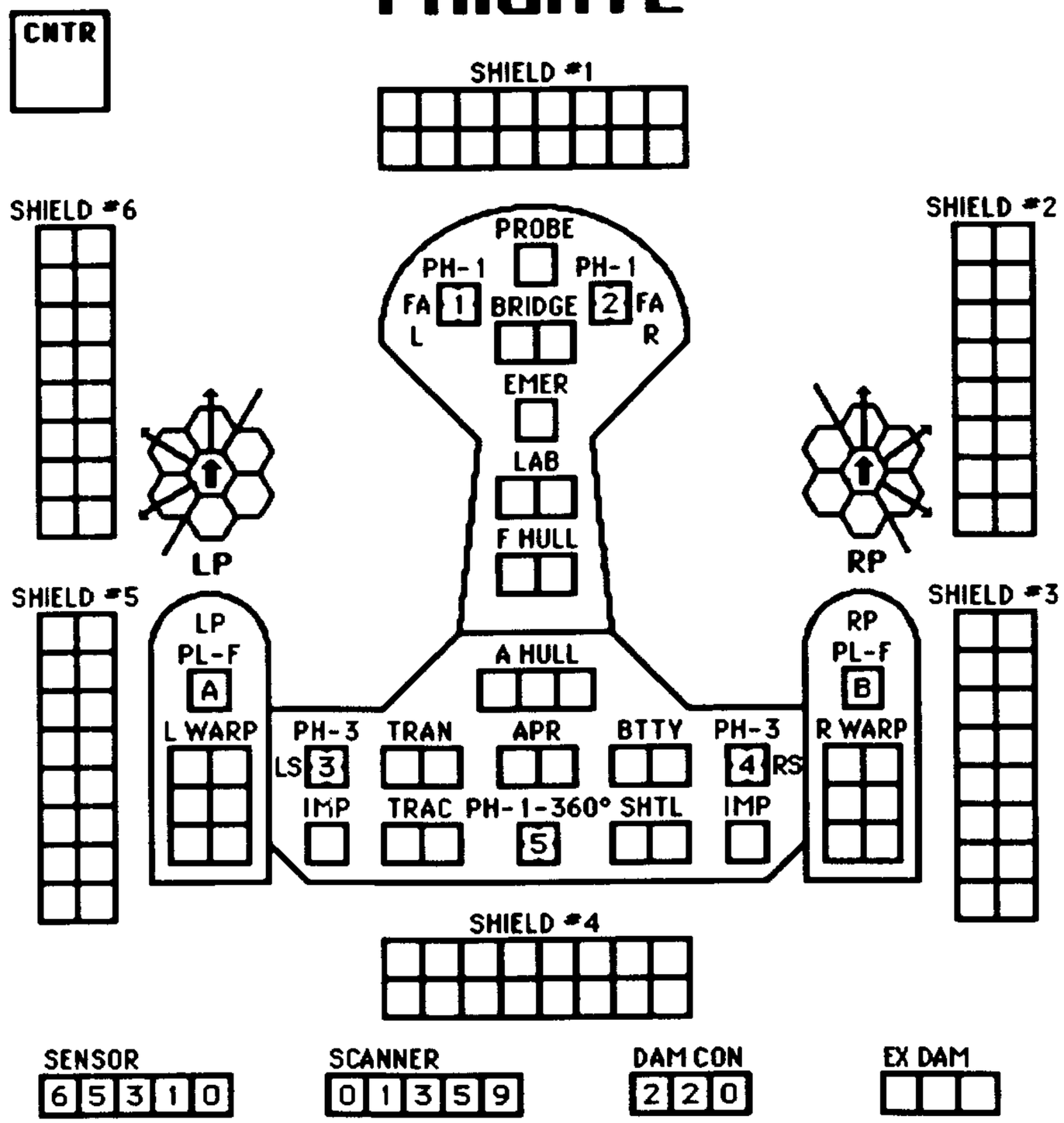
[A] F [B] F

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



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

ROMULAN SEAHAWK-B ESCORT CARRIER

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

BOARDING PARTIES [ ][ ][ ][4]

DECK CREWS [ ][ ][ ][ ][ ][6]

T-BOMBS [ ][ ] [D][D]

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	SEB
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.77
Y175 REFIT	=	+0

BPV INCLUDES CLOAK

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

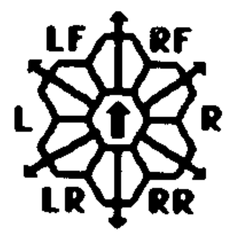
PLASMA TORPEDO WARHEAD TABLE

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

PLASMA-D RACKS

[1][ ][ ][ ][ ]
[2][ ][ ][ ][ ]

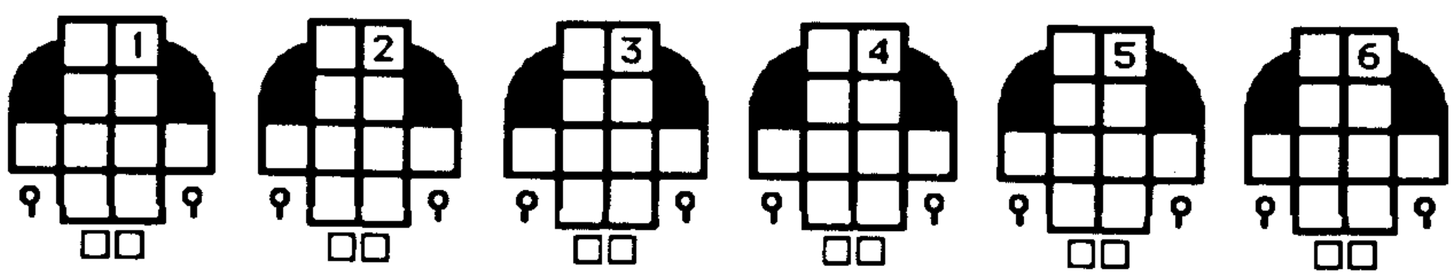
RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



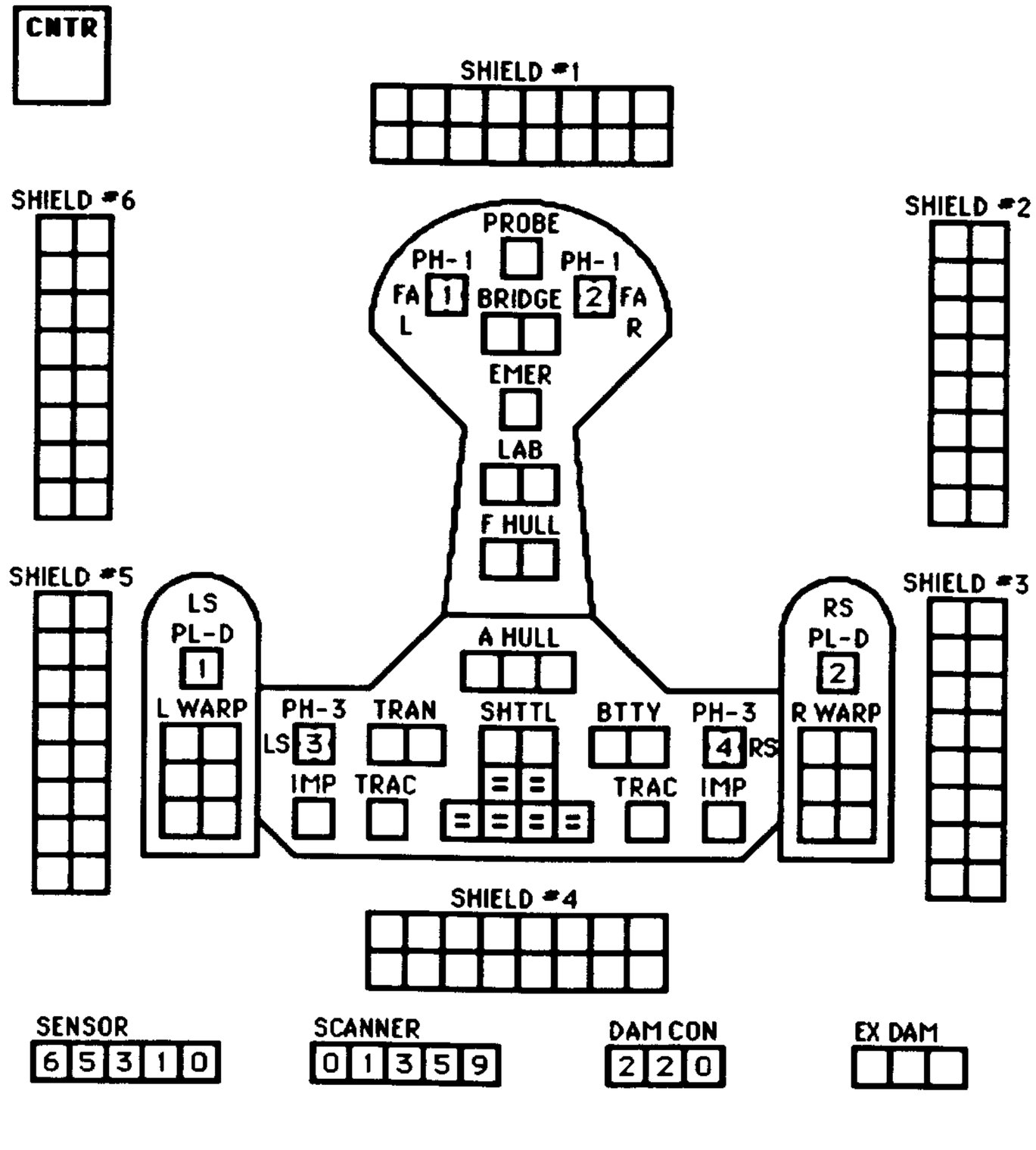
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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



GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12



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

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

DAM CON [2][2][0]

EX DAM [ ][ ][ ]

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

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

ROMULAN SEAHAWK-C SCOUT FRIGATE

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

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

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

T-BOMBS [ ][ ] [D][D]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	SEC
POINT VALUE	=	105/80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.78

BPV INCLUDES CLOAK

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

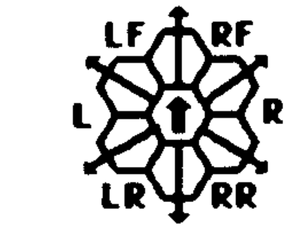
TYPE III DEFENSE PHASER

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

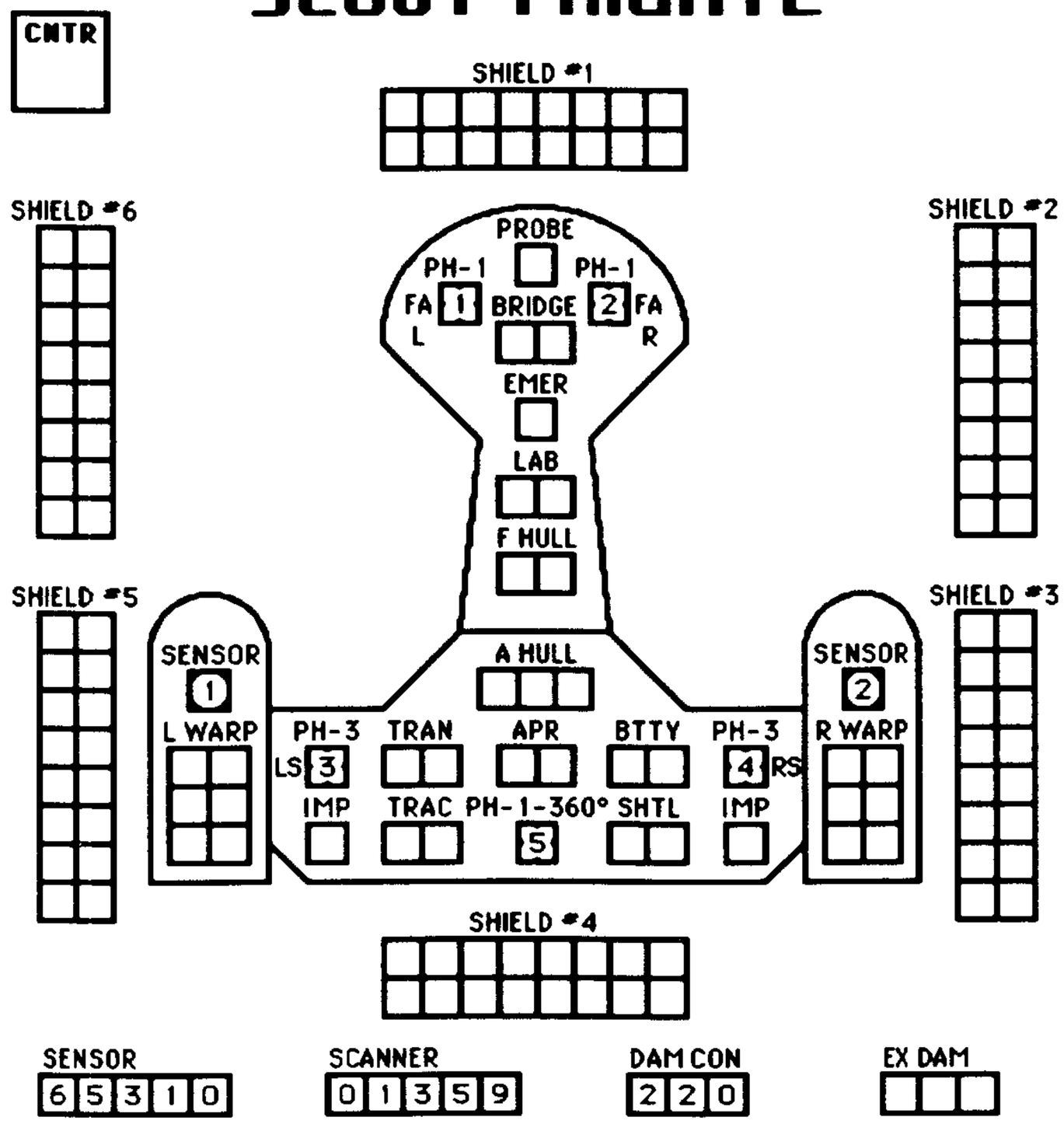
SCOUT FUNCTIONS SUMMARY

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



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

ROMULAN SEAHAWK-D ESCORT FRIGATE

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

ADMINISTRATIVE SHUTTLES

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

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

T-BOMBS: [ ][ ] [D][D]

DECK CREWS: [ ][2]

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

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

SHIP DATA TABLE

TYPE	=	SED
POINT VALUE	=	84
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.79
Y175 REFIT	=	+0

INLCUDES LIMITED AEGIS

BPV INCLUDES CLOAK

SHIP DATA TABLE

TYPE	=	SEE
POINT VALUE	=	92
REFERENCE	=	R4.80

INCLUDES FULL AEGIS

INCLUDES Y175 REFIT

BPV INCLUDES CLOAK

TURN MODE SPEED

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

NIMBLE 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

PLASMA TORPEDO WARHEAD TABLE

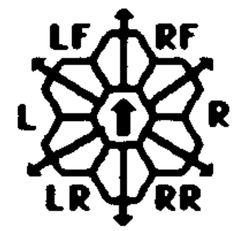
RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-D RACKS

1 [ ][ ][ ][ ]

2 [ ][ ][ ][ ]

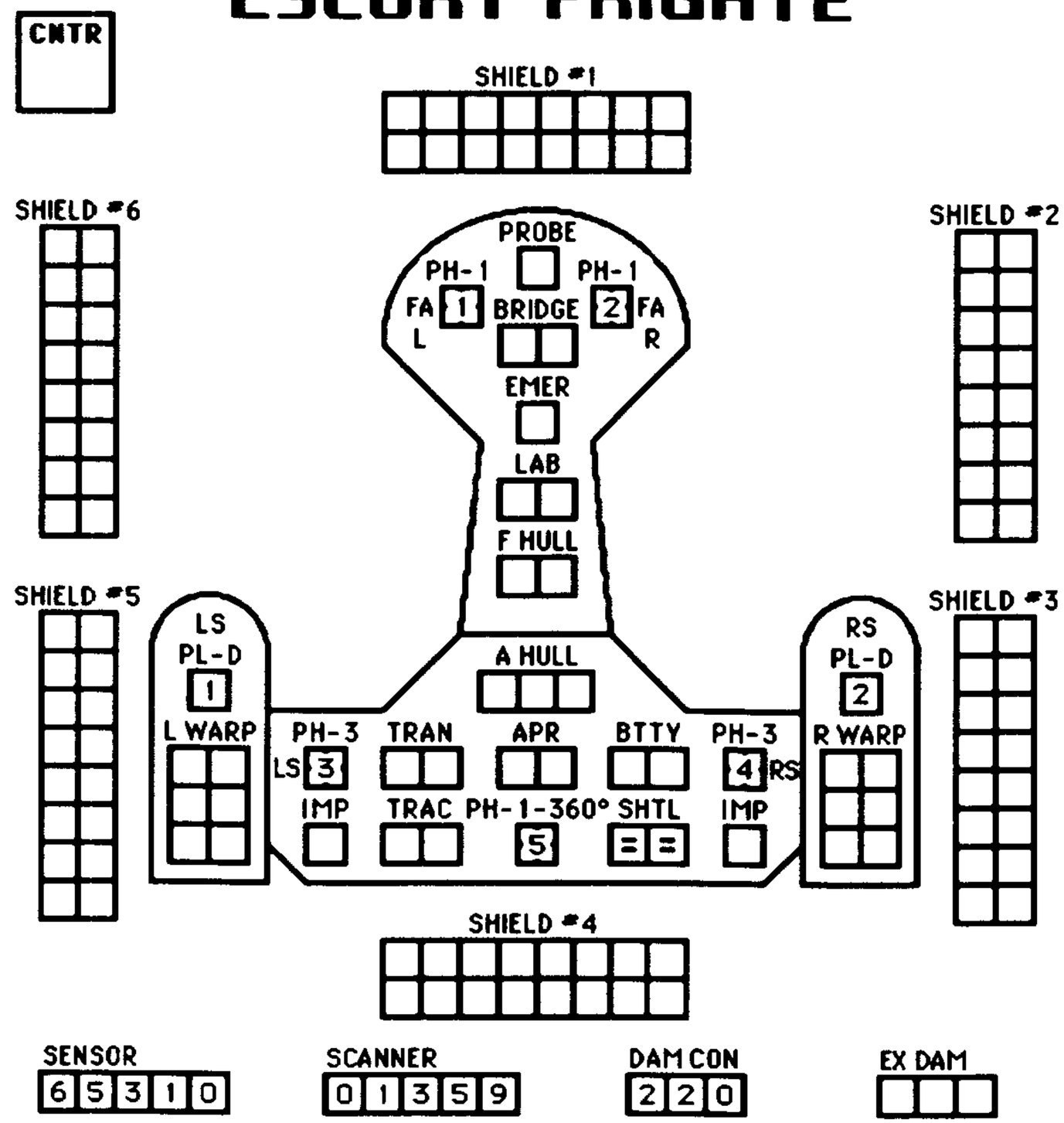
RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.



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



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

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

DAM CON [2][2][0]

EX DAM [ ][ ][ ]

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

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

ROMULAN WARHAWK
LIGHT CARRIER

CREW UNITS
[ ][ ][ ][*][ ][ ][ ][ ][ ][10]
[ ][ ][ ][ ][ ][ ][ ][ ][ ][20]

BOARDING PARTIES
[ ][ ][ ][ ][5]

DECK CREWS
[ ][ ][ ][ ][5]

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

NSM
[ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

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

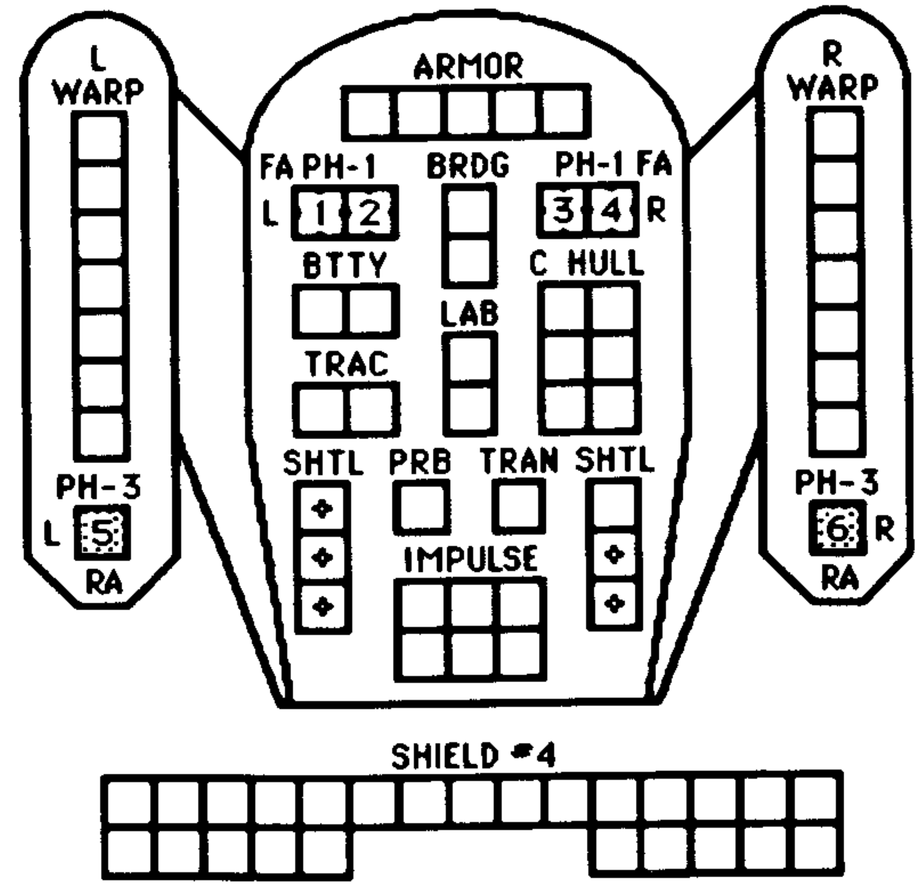
SHIP DATA TABLE		
TYPE	=	WH
POINT VALUE	=	87/60
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.7
PHASER REFIT	=	+3
BPV INCLUDES CLOAK		

CNTR

SHIELD #6

SHIELD #1

SHIELD #2



SHIELD #5

SHIELD #3

TYPE I OFFENSIVE PHASER TABLE

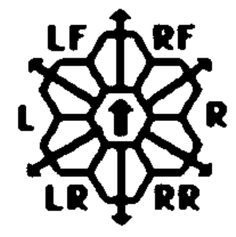
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK
[ ]

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

TYPE III DEFENSE PHASER

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



FA = LF + RF
RA = LR + RR

PLASMA TORPEDO WARHEAD TABLE

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SEE (D4.12) FOR ARMOR RULES.

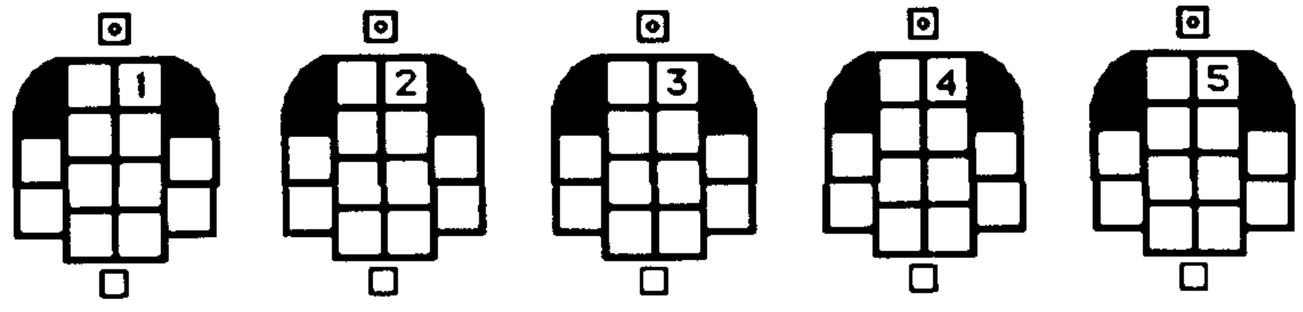
SENSOR
6 6 5 4 2 0

SCANNER
0 0 0 3 6 9

DAMAGE CONTROL
4 4 2 2 2 0

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

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12



▒ SHADED BOXES ARE THE REAR 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

ROMULAN SUPERHAWK-A COMMAND CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; TRANSFERS POSSIBLE

TRANSPORTER BOMBS

D D D D

PROBES

5

SHIP DATA TABLE

TYPE	=	SUP-A
POINT VALUE	=	192
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.34

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

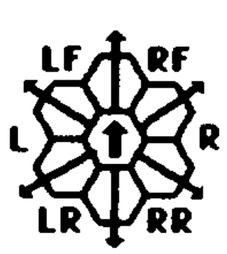
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN CLOAK

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



TYPE III DEFENSE PHASER

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

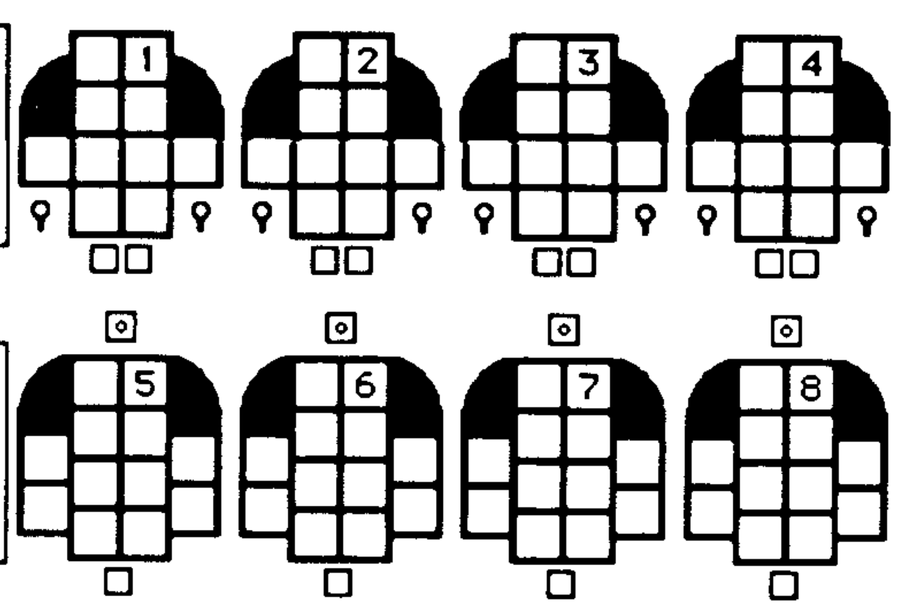
PSEUDO-PLASMA TORPEDOES

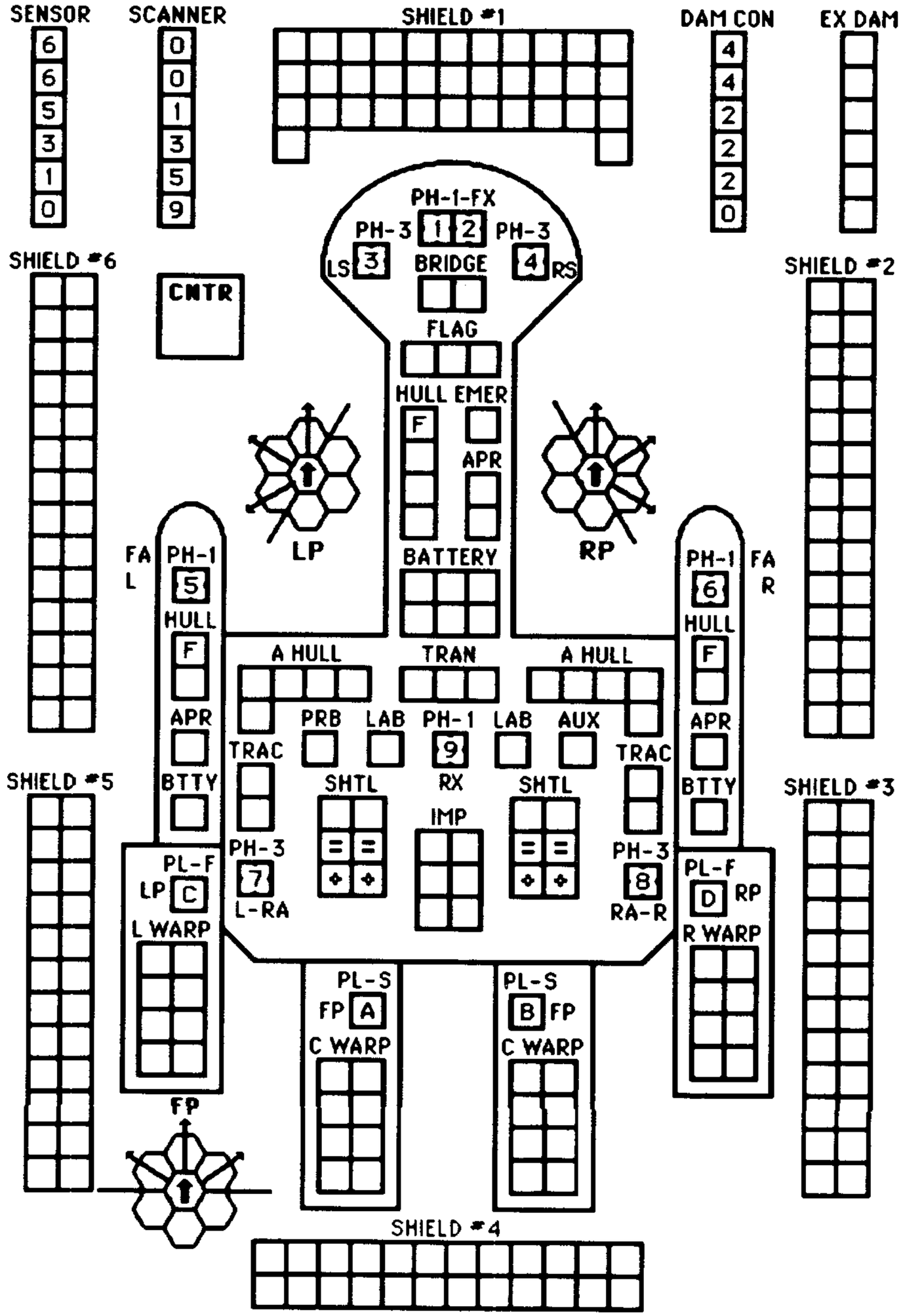
A S B S C F D F

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

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

GLADIATOR-II
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12





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

GORN SPACE CONTROL SHIP

CREW UNITS

			*				10
							20
							30
							40
							50
							60
							70

BOARDING PARTIES

							10
							20

DECK CREWS

							10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

SHIP DATA TABLE

TYPE	= SCS
POINT VALUE	= 268
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.20

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

PSEUDO-PLASMA TORPEDOES

[A] R [B] S [C] S [D] F [E] F

LP RP

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

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+

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

TYPE I OFFENSIVE PHASER TABLE

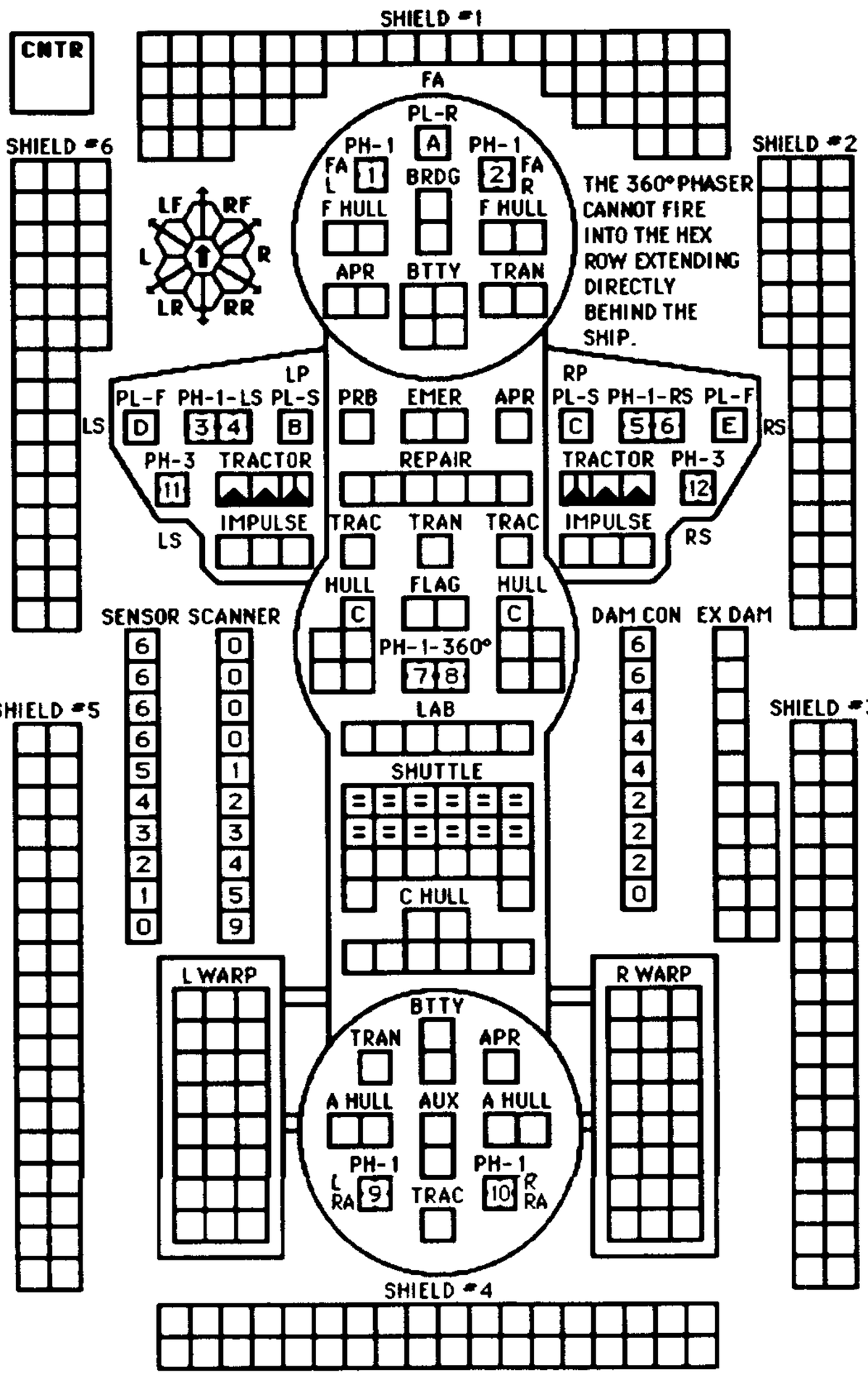
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

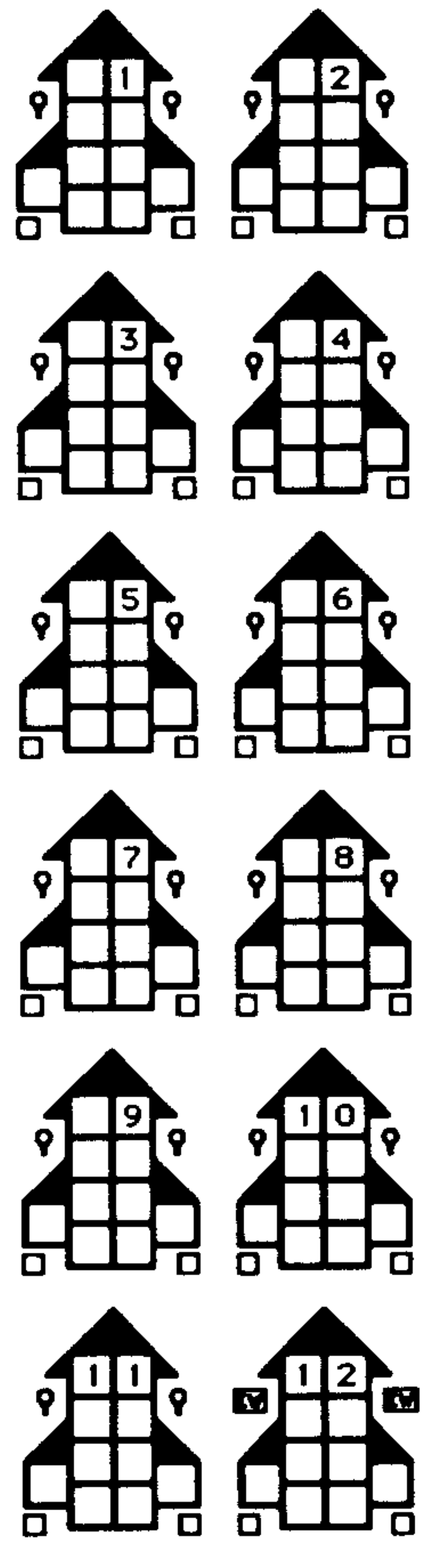
TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					





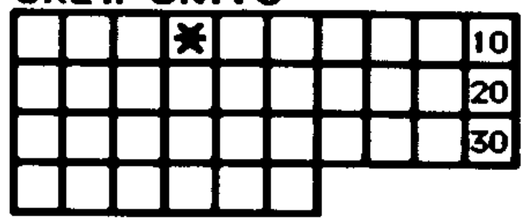
G-12 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

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

GORN HEAVY COMMAND DESTROYER

CREW UNITS



PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

SHIP DATA TABLE

TYPE	=	CDD
POINT VALUE	=	132
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.21

BOARDING PARTIES

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

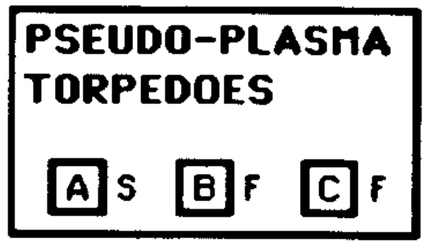
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

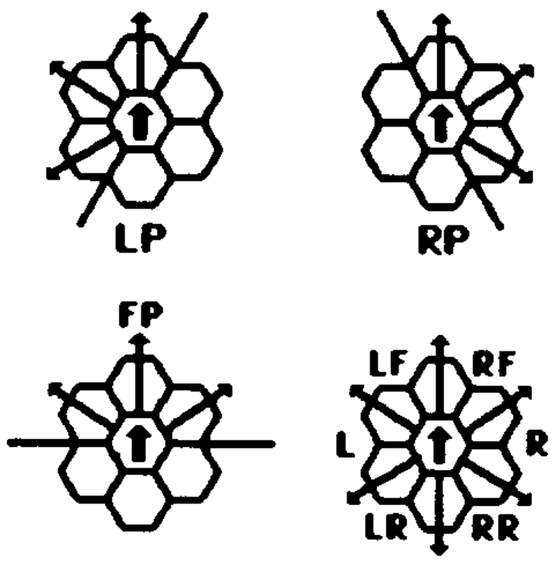
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

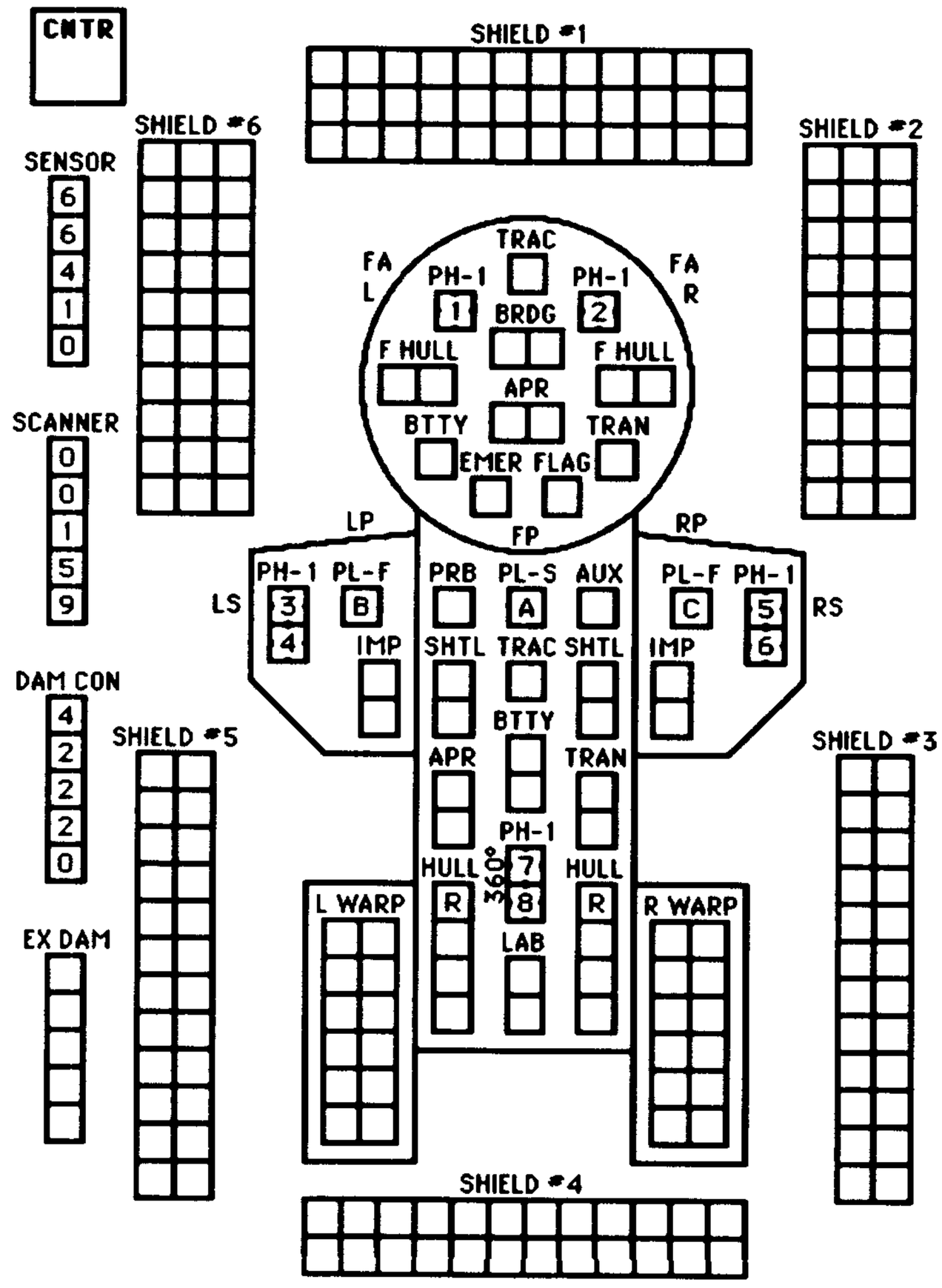


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

GORN HEAVY MINESWEEPER

CREW UNITS

			*						10
									20
									30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

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

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	HMS
POINT VALUE	=	116/96
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.22
PLUS REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

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

PLASMA TORPEDO WARHEAD TABLE

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

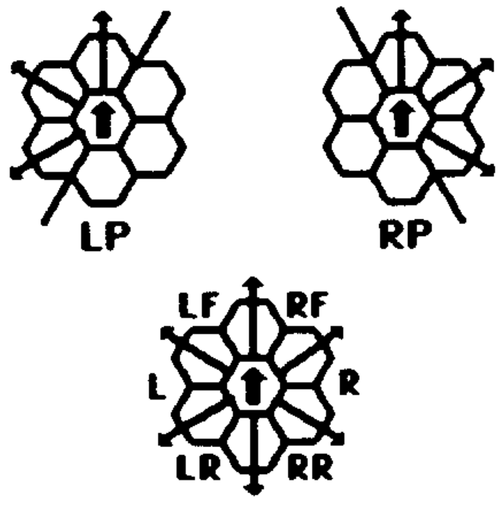
MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

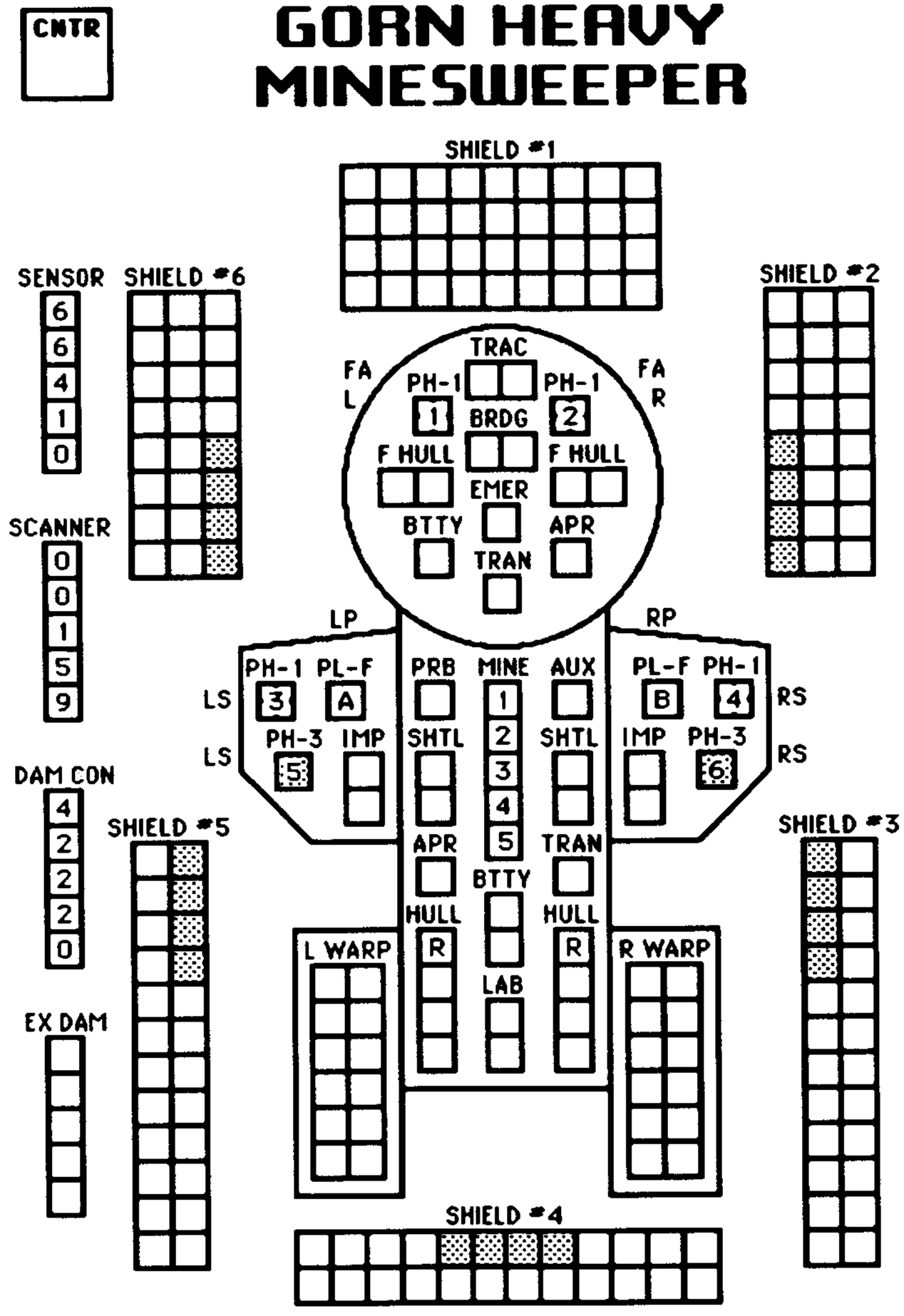
MINE RACKS

1	I	I	I	I
2	I	I	I	I
3	I	I	I	I
4	I	I	I	I
5	I	I	I	I

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

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





▒ SHADED BOXES ARE THE HMS+ 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

GORN HEAVY DESTROYER SCOUT

CREW UNITS

10 20 30

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	HDS
POINT VALUE	=	131/106
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.23
PLUS REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A F B F

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

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

LP RP

LF RF L R LR RR

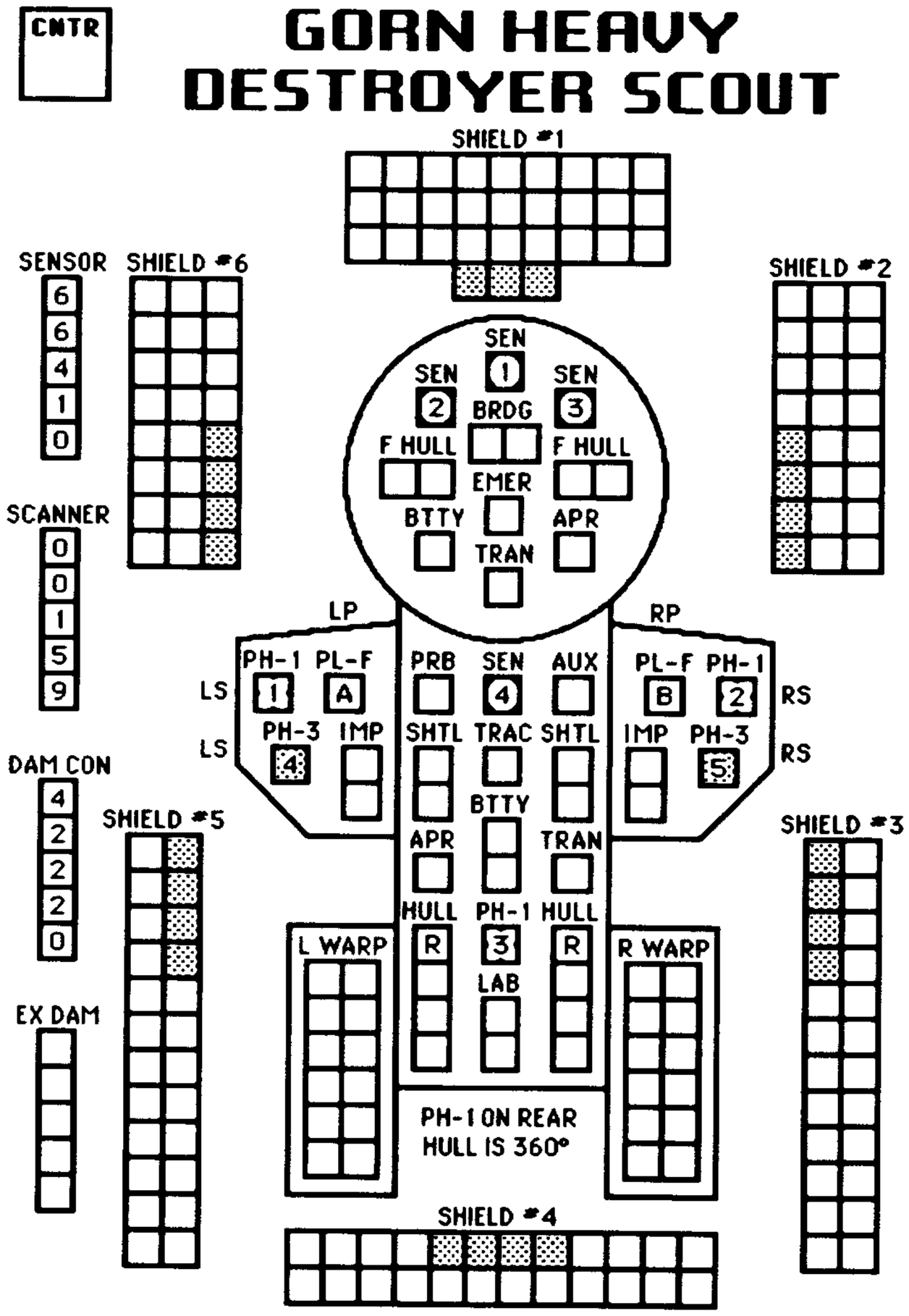
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD TABLE

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



SHADED BOXES ARE THE HDS+ REFIT.

THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

GORN HEAVY DESTROYER ESCORT

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

	2

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	HDE
POINT VALUE	=	116
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.24
PLUS REFIT	=	+4
INCLUDES LIMITED AEGIS		

SHIP DATA TABLE

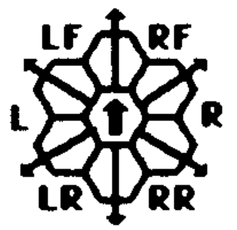
TYPE	=	HDA
POINT VALUE	=	130
REFERENCE	=	R6.25
INCLUDES PLUS REFIT		
INCLUDES FULL AEGIS		

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 III DEFENSE PHASER

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



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

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

PLASMA TORPEDO WARHEAD TABLE

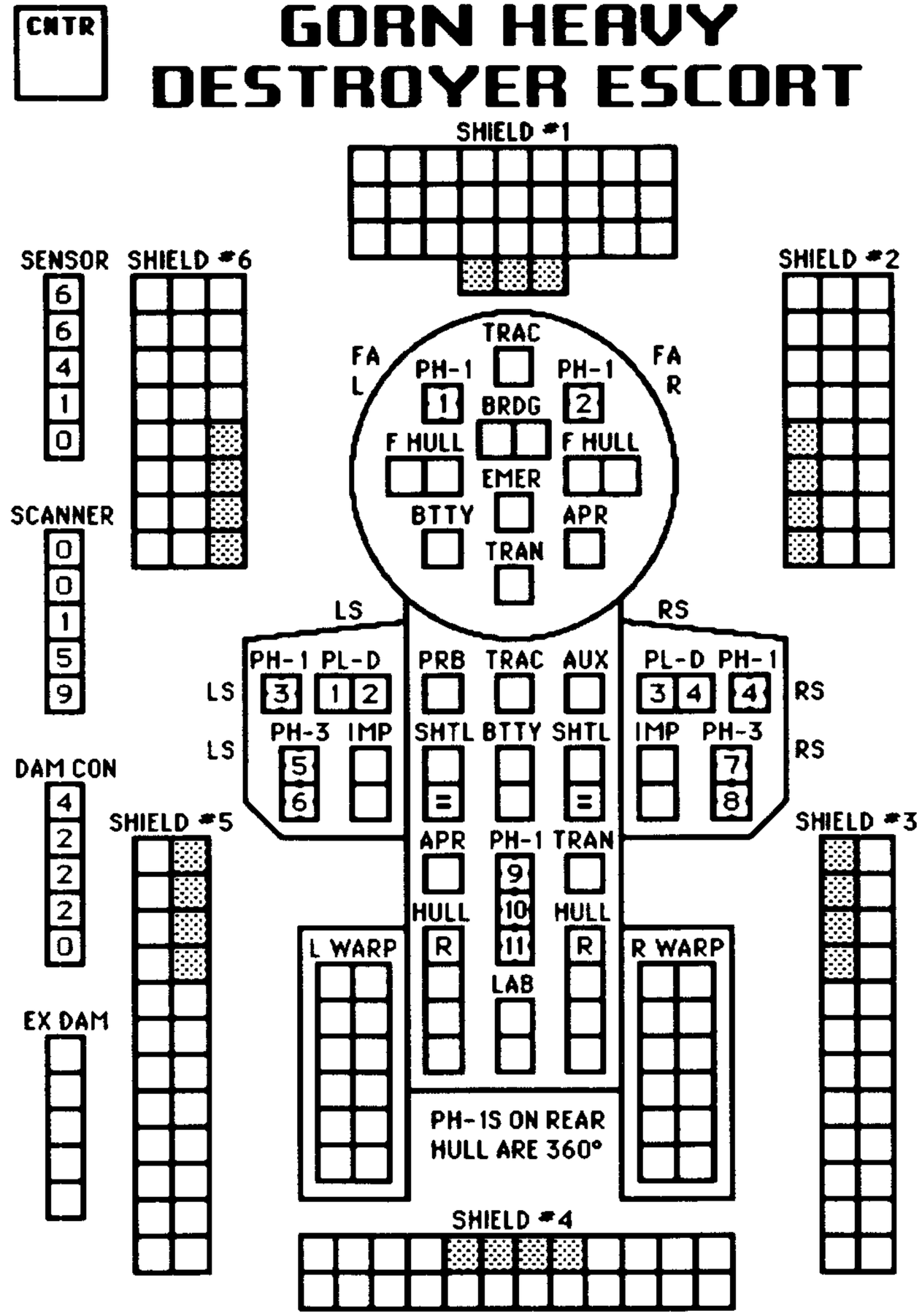
RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

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.

PLASMA-D RACKS

1					
2					
3					
4					

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



SHADED BOXES ARE THE HDE+ REFIT.

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

GORN HEAVY DESTROYER CARRIER

CREW UNITS

10 20 30

BOARDING PARTIES

10

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE		
TYPE	=	HDV
POINT VALUE	=	116/101
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.27
PLUS REFIT	=	+4

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A S

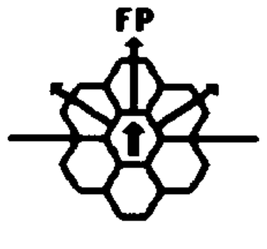
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

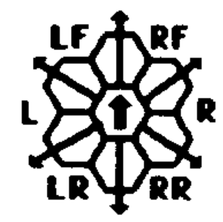
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

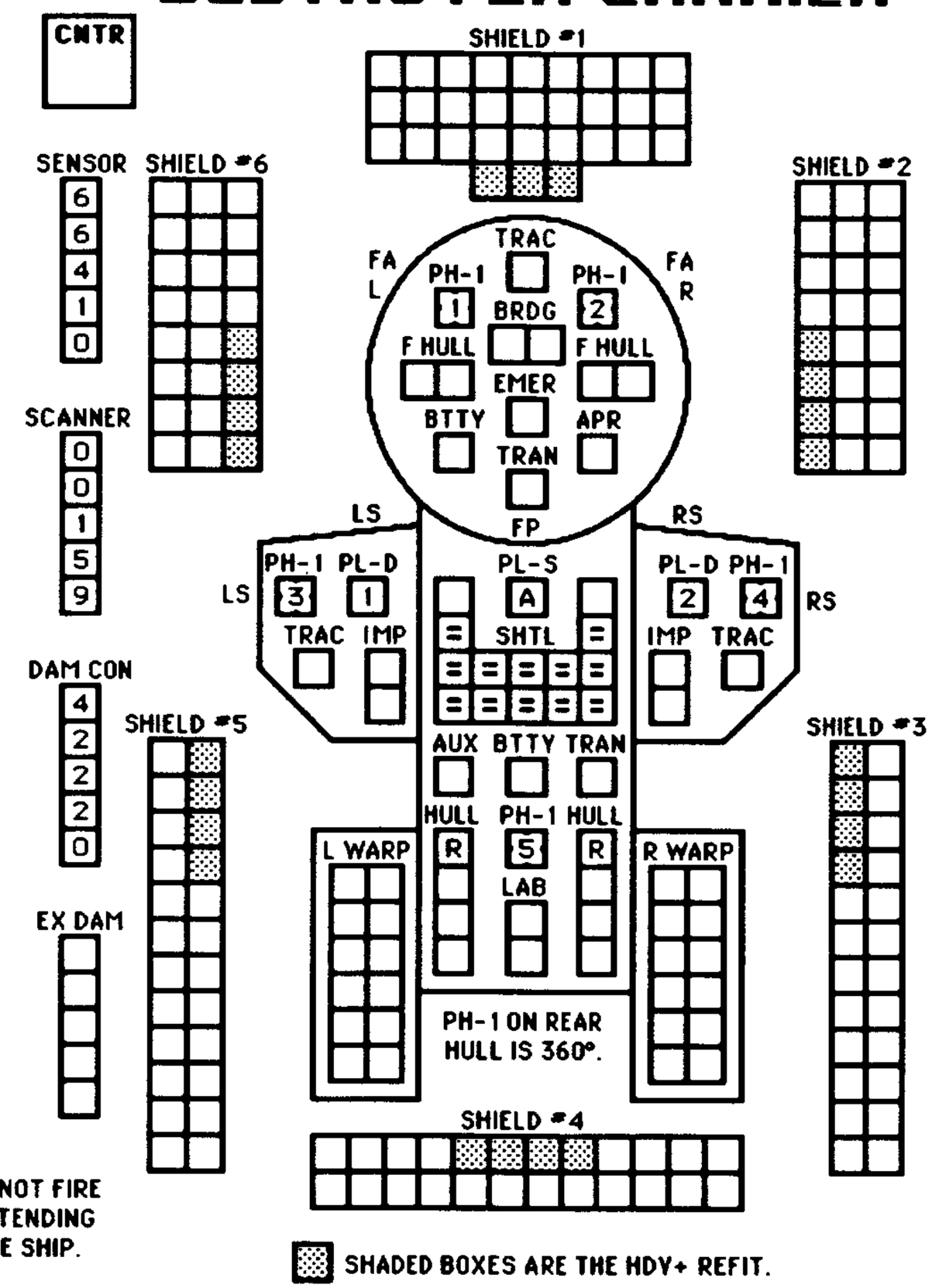
PLASMA-D RACKS

1 2

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





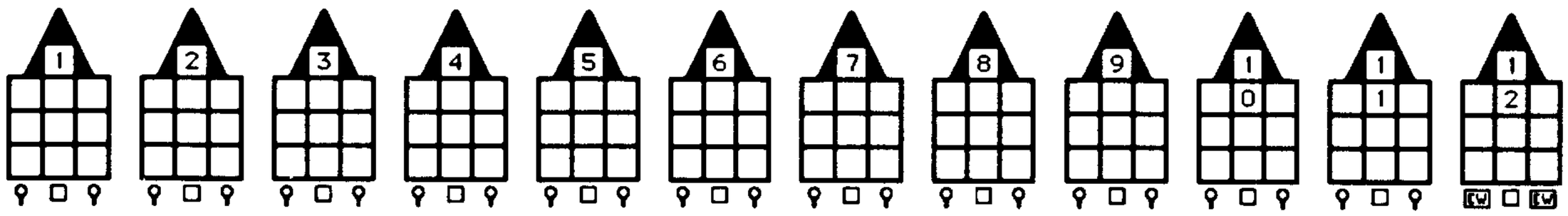


THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

SHADED BOXES ARE THE HDV+ REFIT.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



G-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

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

GORN HEAVY DESTROYER TRANSPORT

CREW UNITS

10 20

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

BOARDING PARTIES 8

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE

TYPE	=	HDT
POINT VALUE	=	116/86
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.28
PLUS REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

0 PODS

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

SINGLE 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+

DOUBLE WEIGHT POD

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

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

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

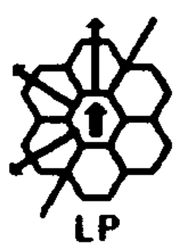
THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

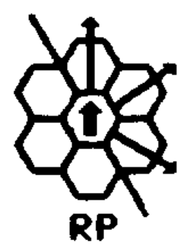
PLASMA TORPEDO WARHEAD TABLE

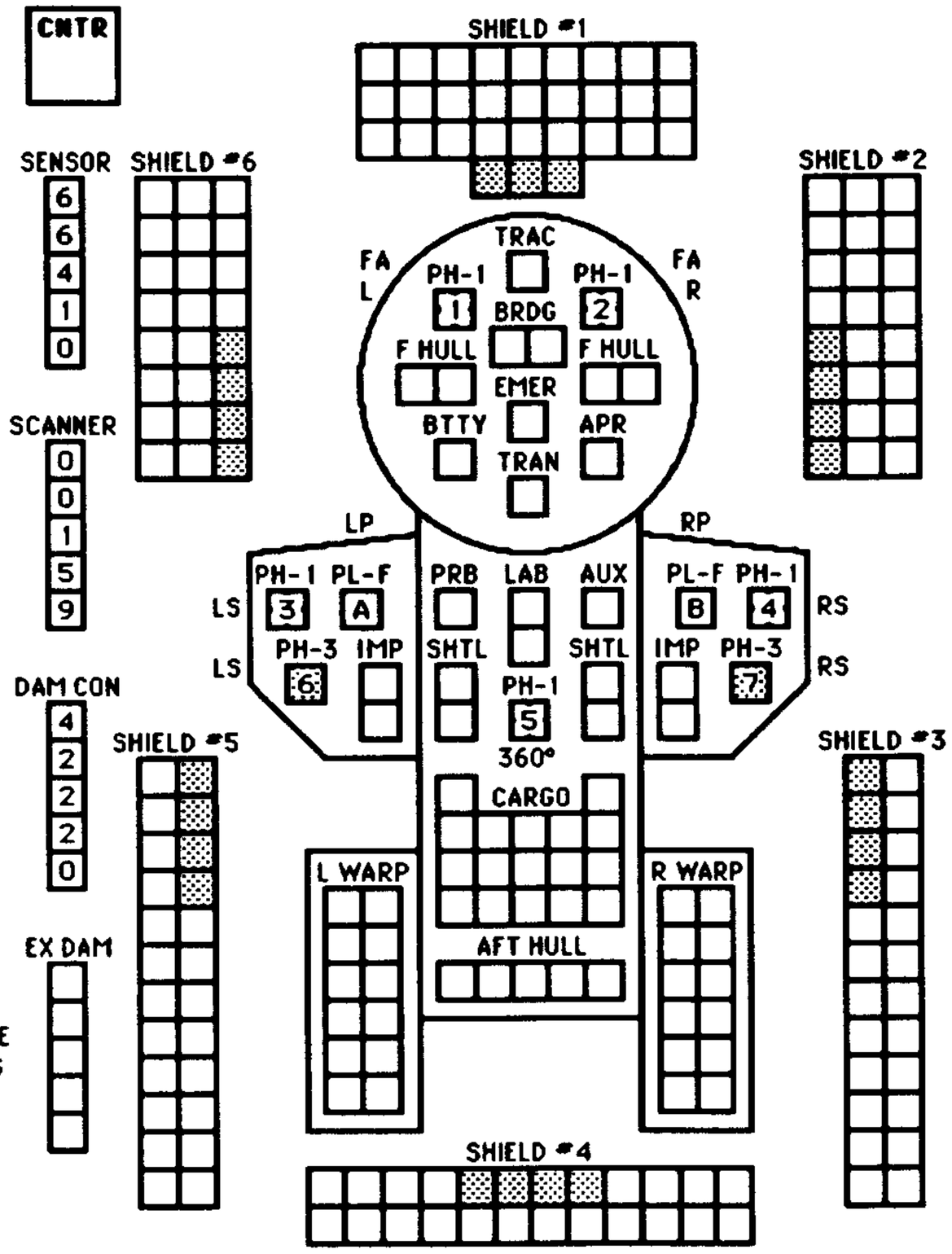
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES

A F B F







SHADED BOXES ARE THE HDT+ 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

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

GORN SURVEY CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

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

SHIP DATA TABLE

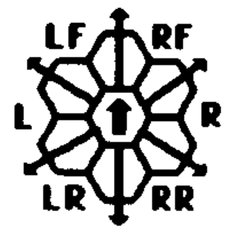
TYPE	=	SR
POINT VALUE	=	115/95
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.30
F REFIT	=	+14

PROBES

1										10
2										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



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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES SRF ONLY

[A] F [B] F

PLASMA TORPEDO WARHEAD TABLE

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

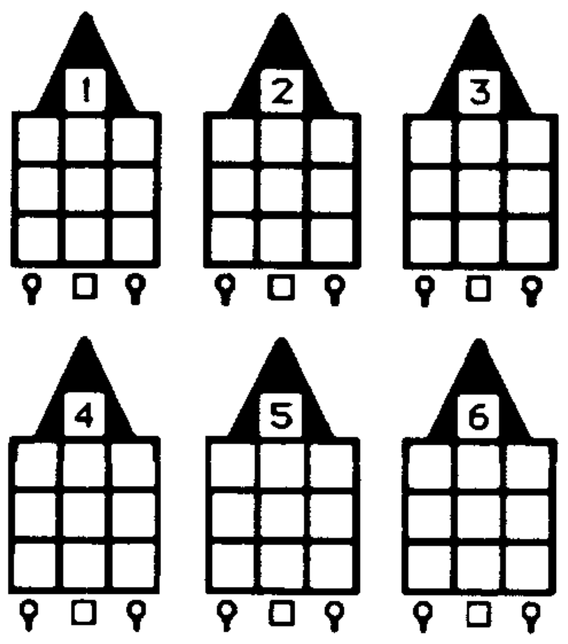
SCOUT FUNCTIONS SUMMARY

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.

WARTIME FIGHTERS — **SRV (R6.30A)**

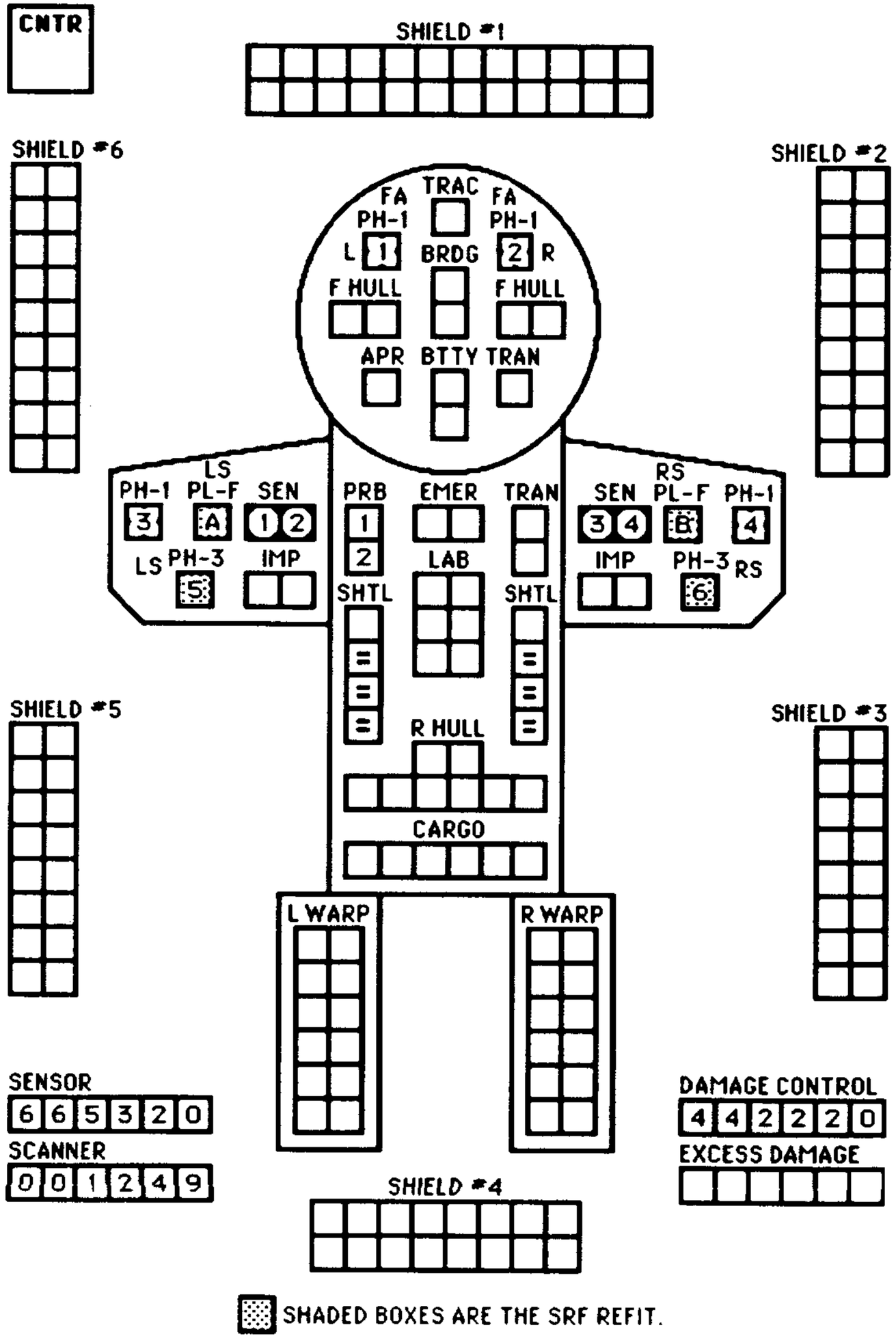
G-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13



DECK CREWS

					6

DURING THE GENERAL WAR, FIGHTERS REPLACED TWO ADMIN AND FOUR GAS SHUTTLES. THE DECK CREWS DO NOT INCREASE THE CREW.



▨ SHADED BOXES ARE THE SRF 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

GORN BATTLE DESTROYER LEADER

CREW UNITS

10 20 30

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS D D

PROBES 5

SHIP DATA TABLE

TYPE	=	BDL
POINT VALUE	=	103
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.31
PLUS 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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A G B F C F

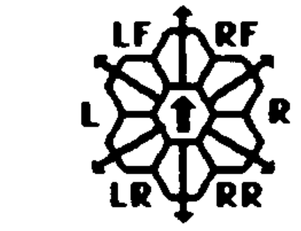
PLASMA TORPEDO WARHEAD STRENGTH TABLE

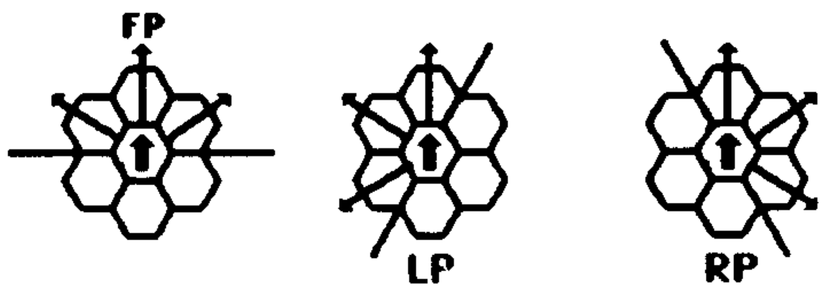
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

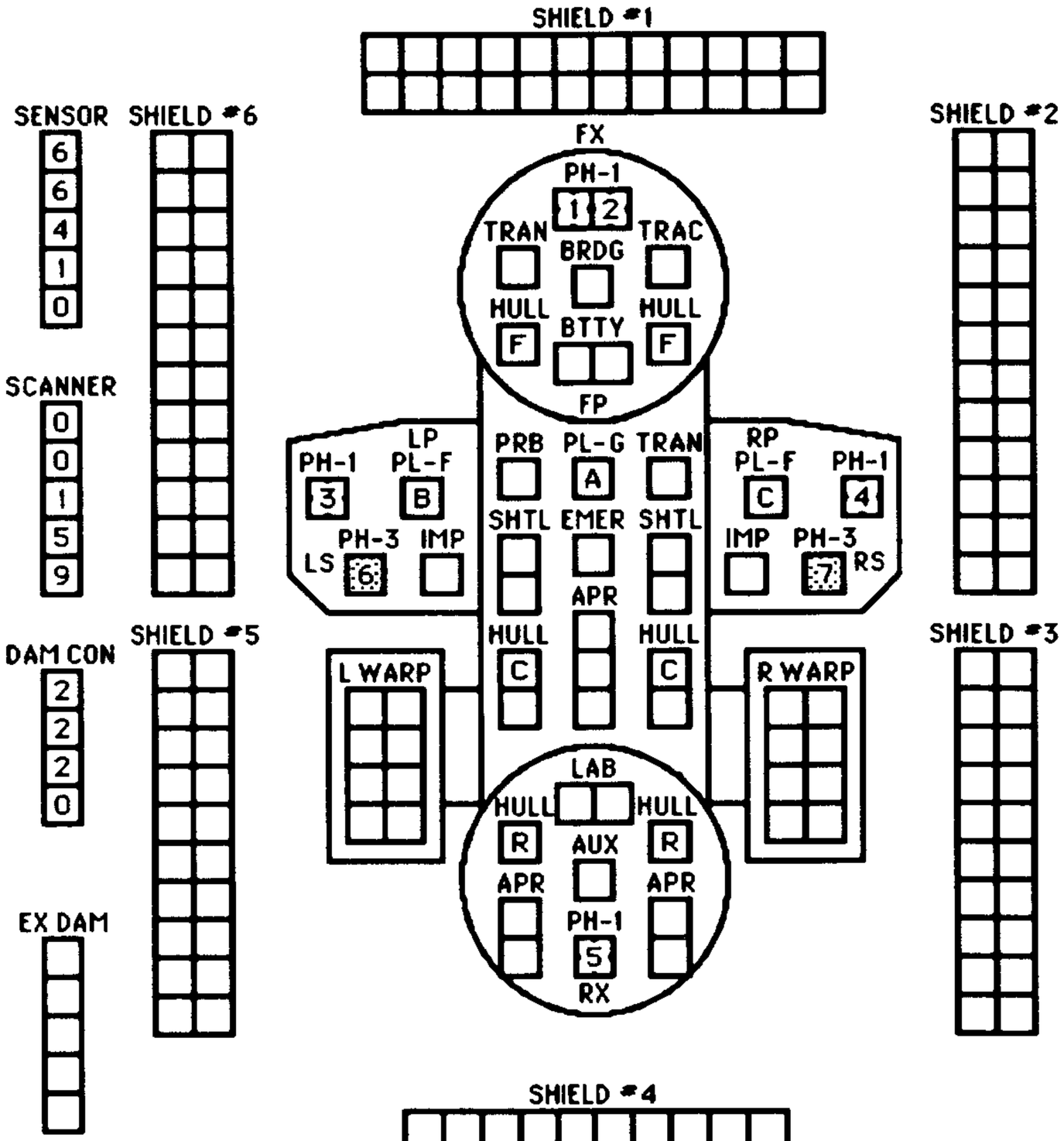
TURN MODE	SPEED
8 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET
BD

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







▩ SHADED PH-3 BOXES ARE THE BDL+ 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

GORN DESTROYER LEADER

CREW UNITS

			*						10
									20

PROBES

				5

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

SHIP DATA TABLE

TYPE	=	DDL
POINT VALUE	=	100
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.32
PLUS 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

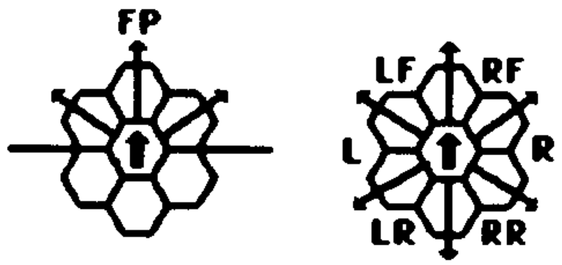
TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

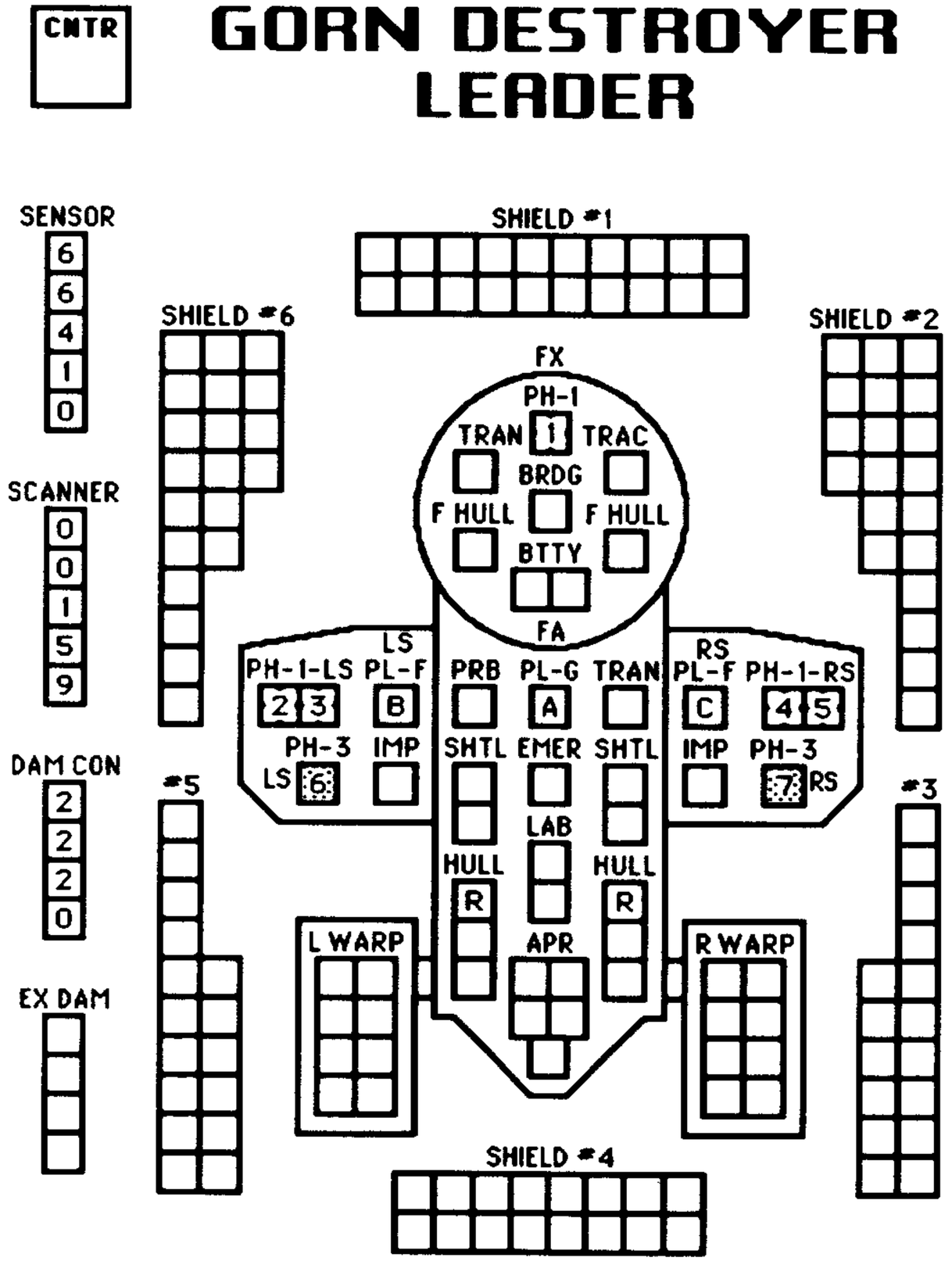
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+



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

PSEUDO-PLASMA TORPEDOES

[A] G [B] F [C] F



WITH THE DDL+ REFIT, CHANGE THE PLASMA-G TORPEDO FROM FA TO FP AND ADD THE SHADED PH-3s.

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

GORN POLICE FRIGATE

CREW UNITS

		*							10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.

CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	45
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.33
PLUS REFIT	=	+5

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE

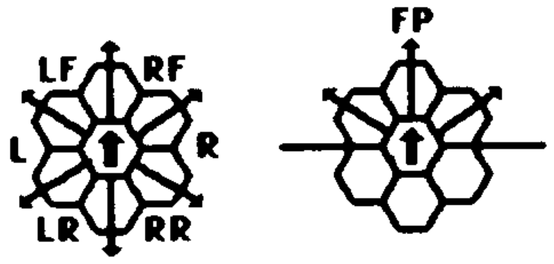
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

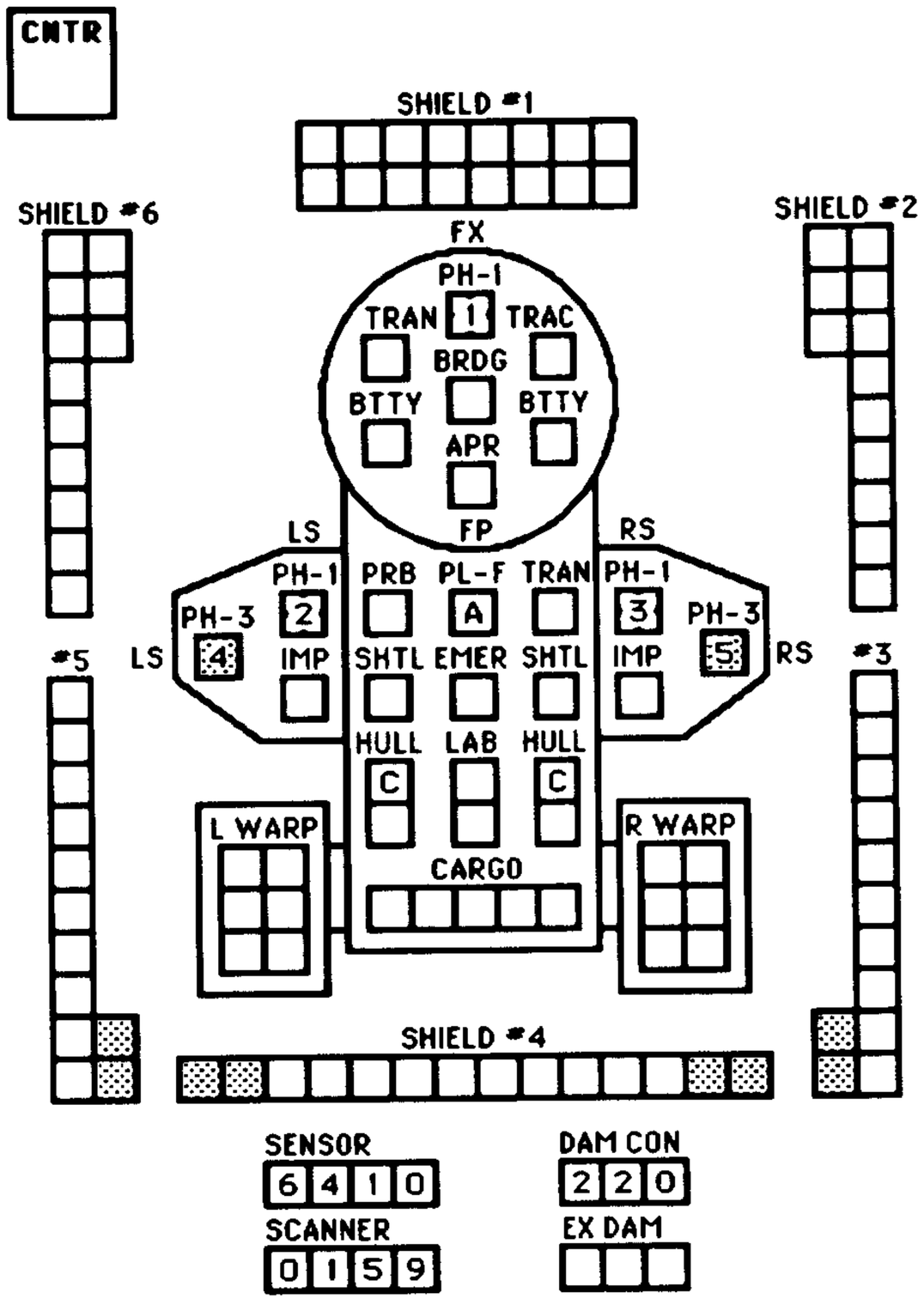
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDO

A	F



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



SHADED BOXES ARE THE FF+ REFIT. WITHOUT THE REFIT, DELETE THE SHADED BOXES AND THE PLASMA HAS AN FA TRACKING ARC.

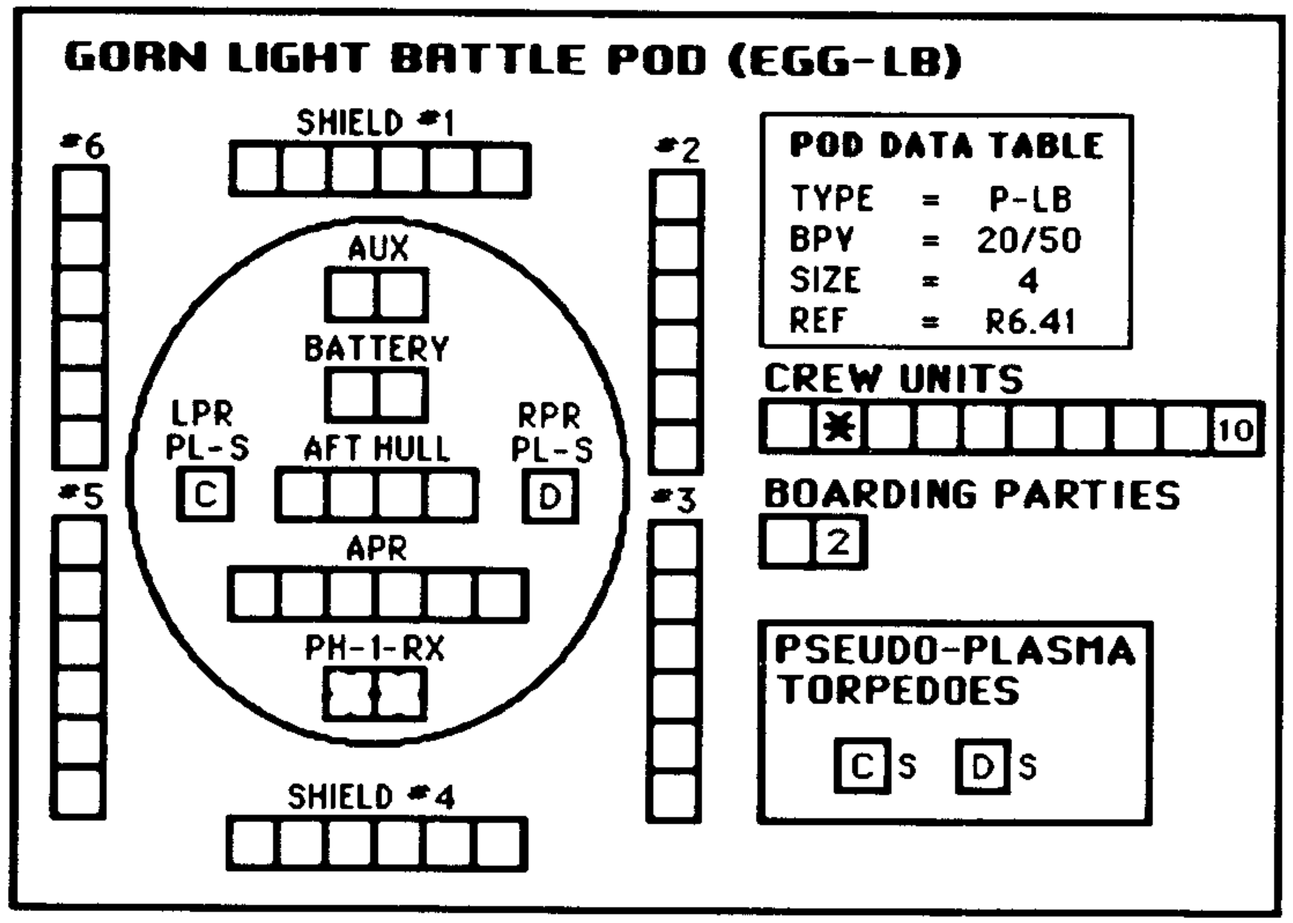
PLASMA TORPEDO WARHEAD TABLE

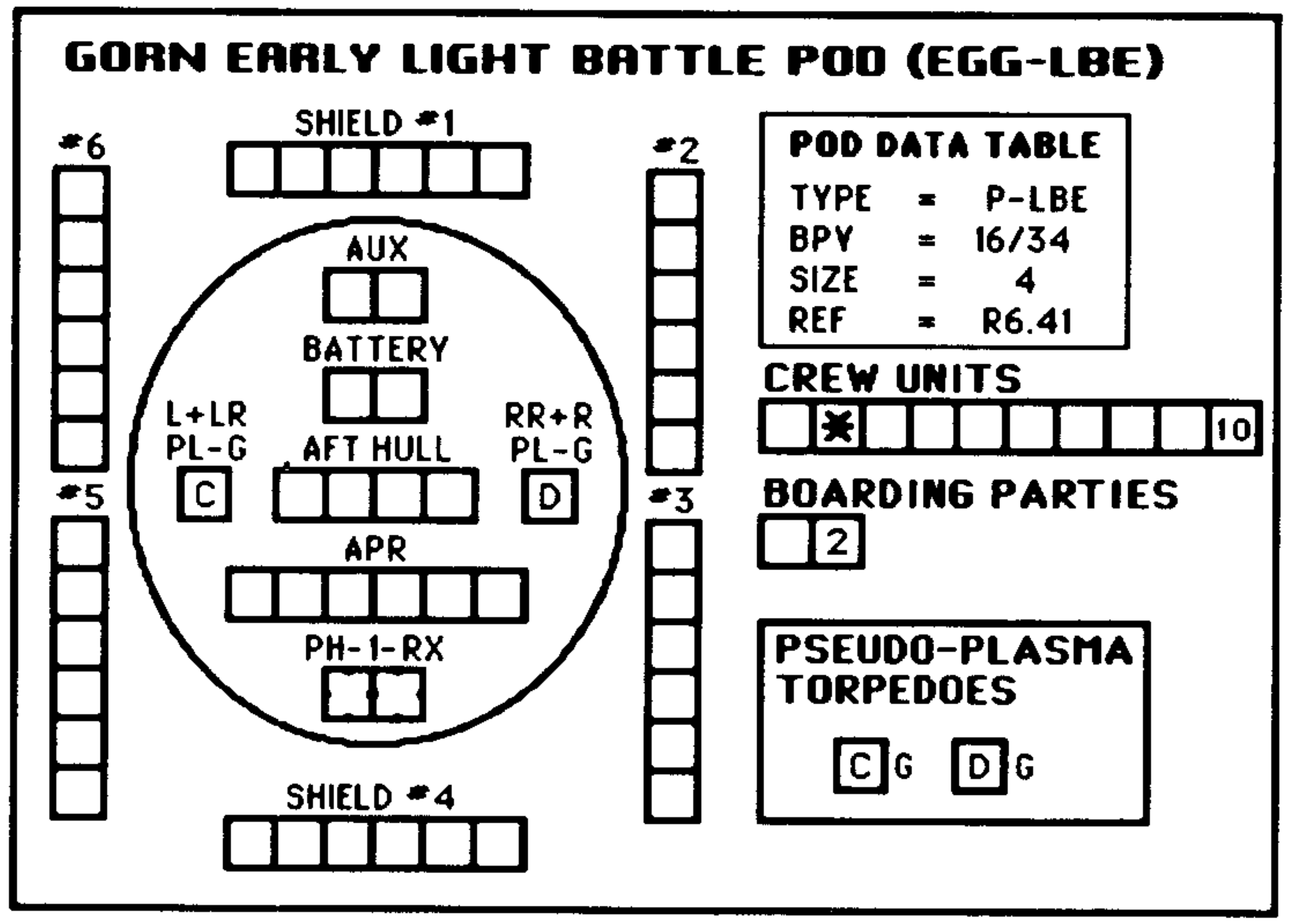
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

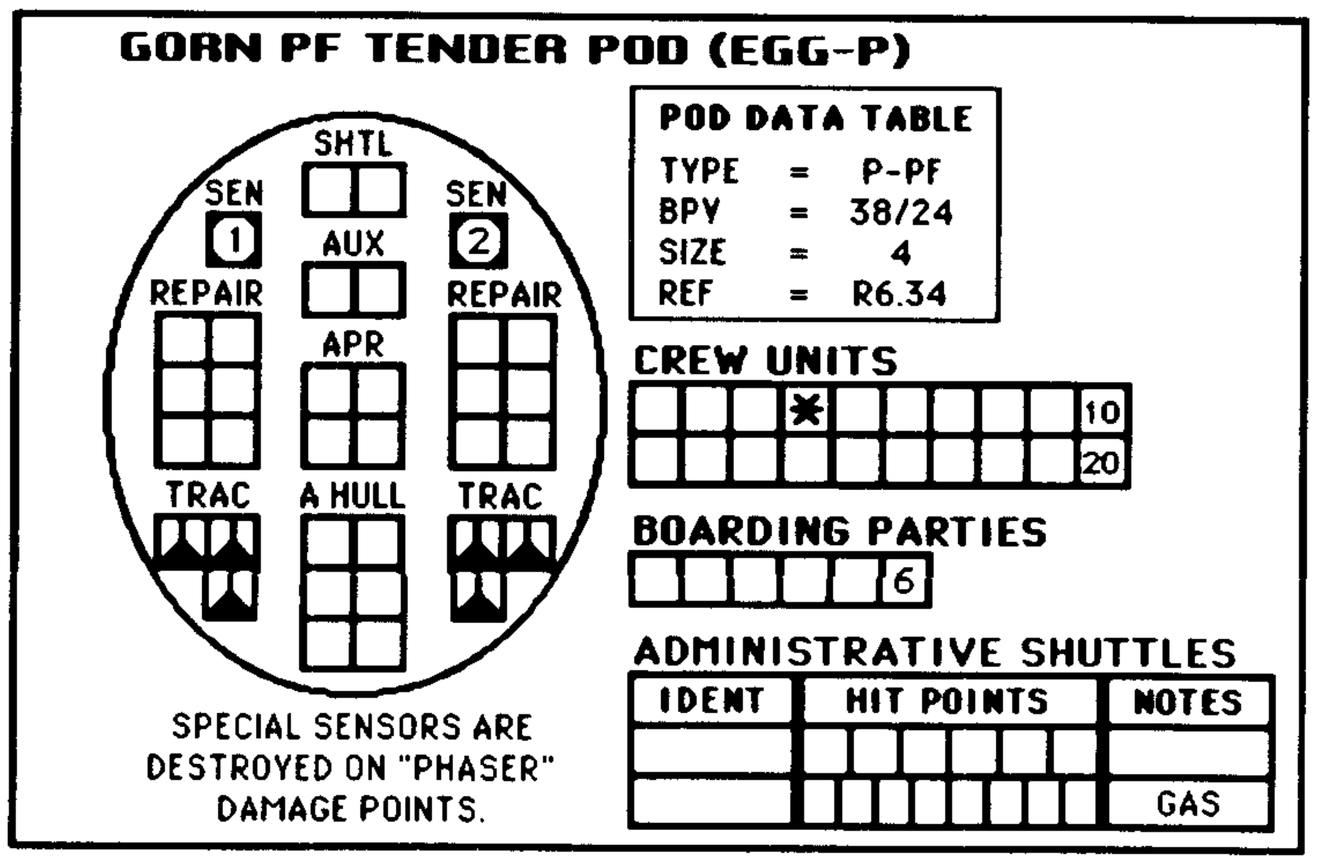
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

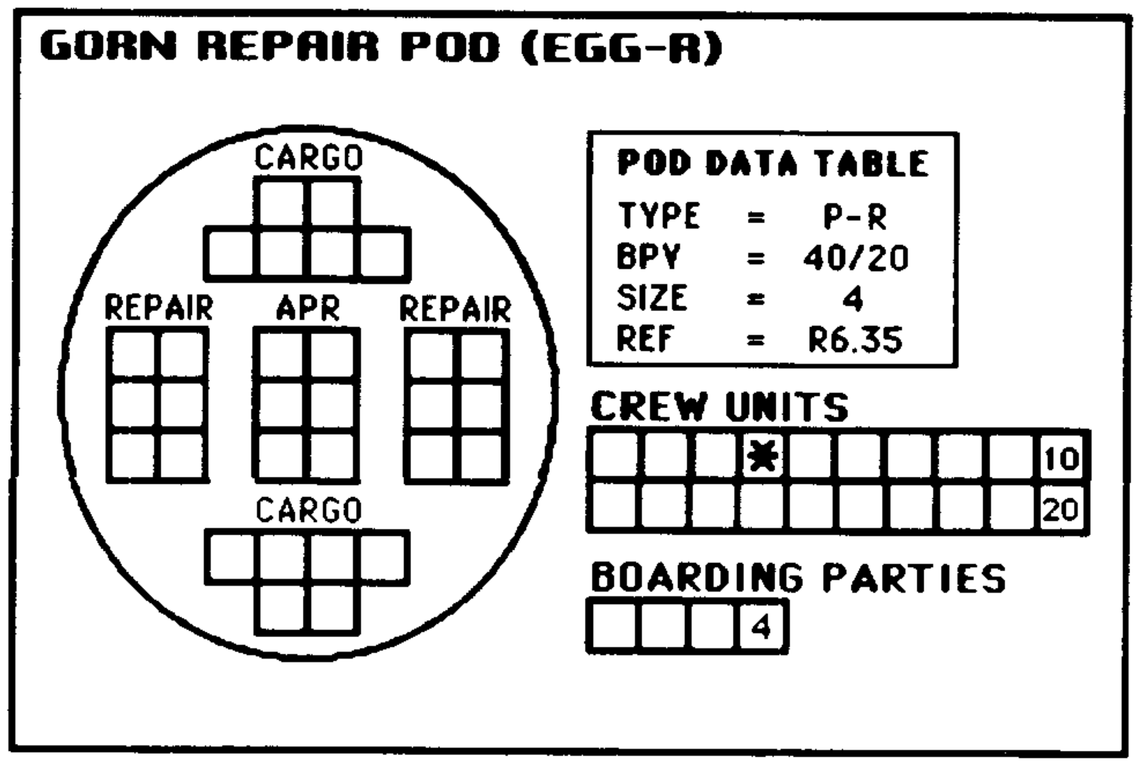
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3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

GORN PODS



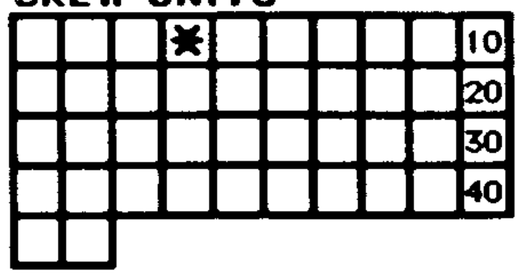




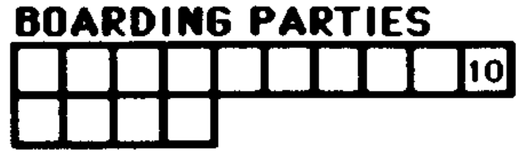


GORN MEDIUM CRUISER

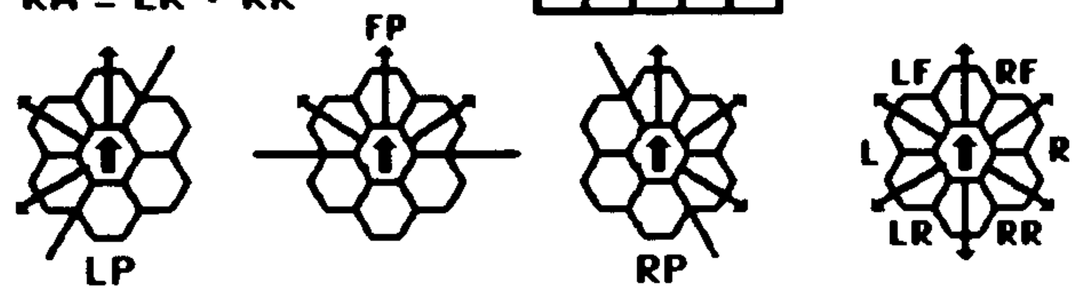
CREW UNITS



BOARDING PARTIES



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



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS

PROBES

SHIP DATA TABLE

TYPE	=	CM
POINT VALUE	=	161
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.39

CNTR

SENSOR
6
6
4
1
0

SCANNER
0
0
1
5
9

DAM CON
4
2
2
2
0

EX DAM

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

TYPE III DEFENSE PHASER

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

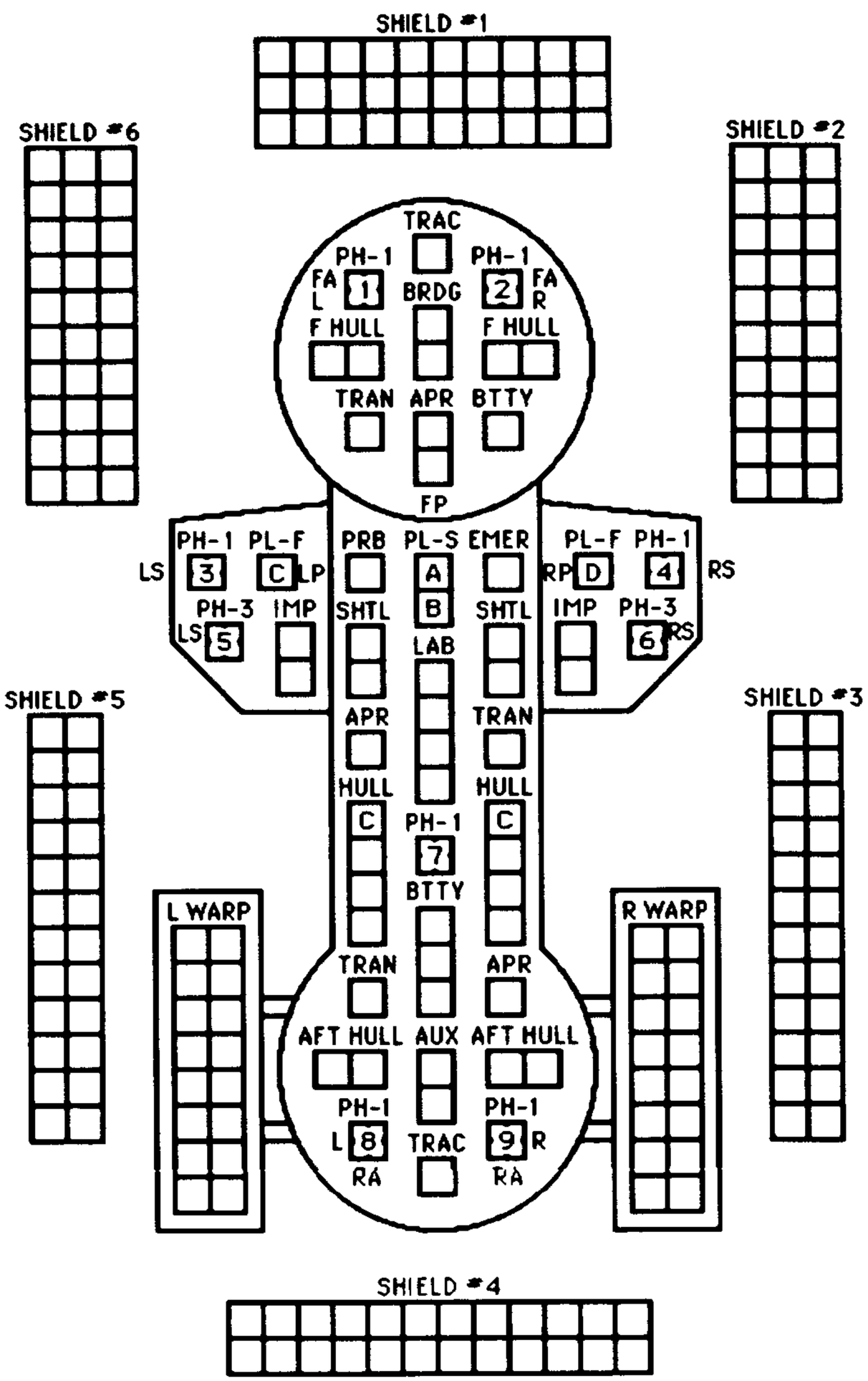
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

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



THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

GORN HEAVY BATTLECRUISER

CNTR

CREW UNITS

			*					10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	192
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.40

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

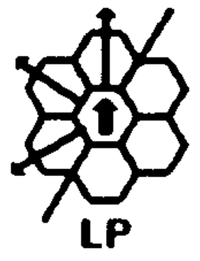
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

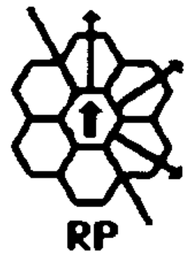
TYPE III DEFENSE PHASER

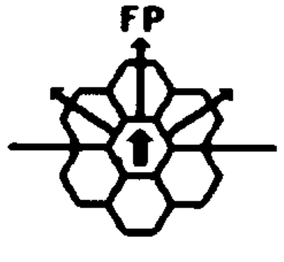
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

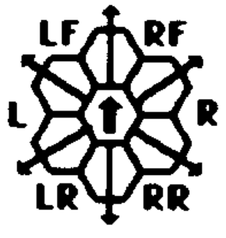
PSEUDO-PLASMA TORPEDOES

A S B S C S D F E F

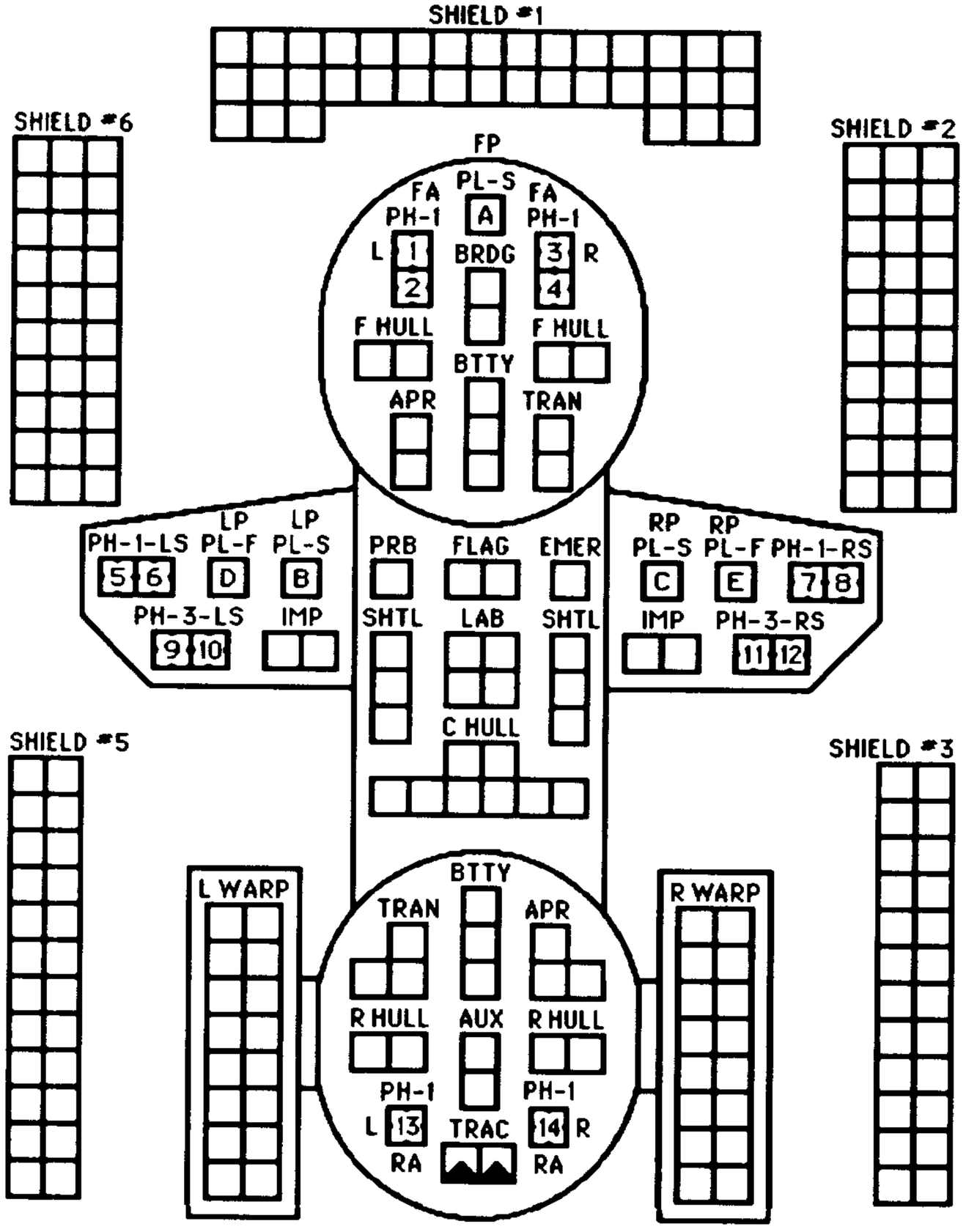








FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR



SENSOR

6	6	5	3	2	0

SCANNER

0	0	1	2	4	9

SHIELD #4

DAMAGE CONTROL

6	4	4	2	2	2	0

EXCESS DAMAGE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

GORN STRIKE CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS

D D D D

PROBES

5

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

LP RP

LF RF L R LR RR

SHIP DATA TABLE

TYPE	=	CS
POINT VALUE	=	161
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.42

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

HET
BD

CNTR

SENSOR: 6 6 4 1 0

SCANNER: 0 0 1 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

TYPE III DEFENSE PHASER

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

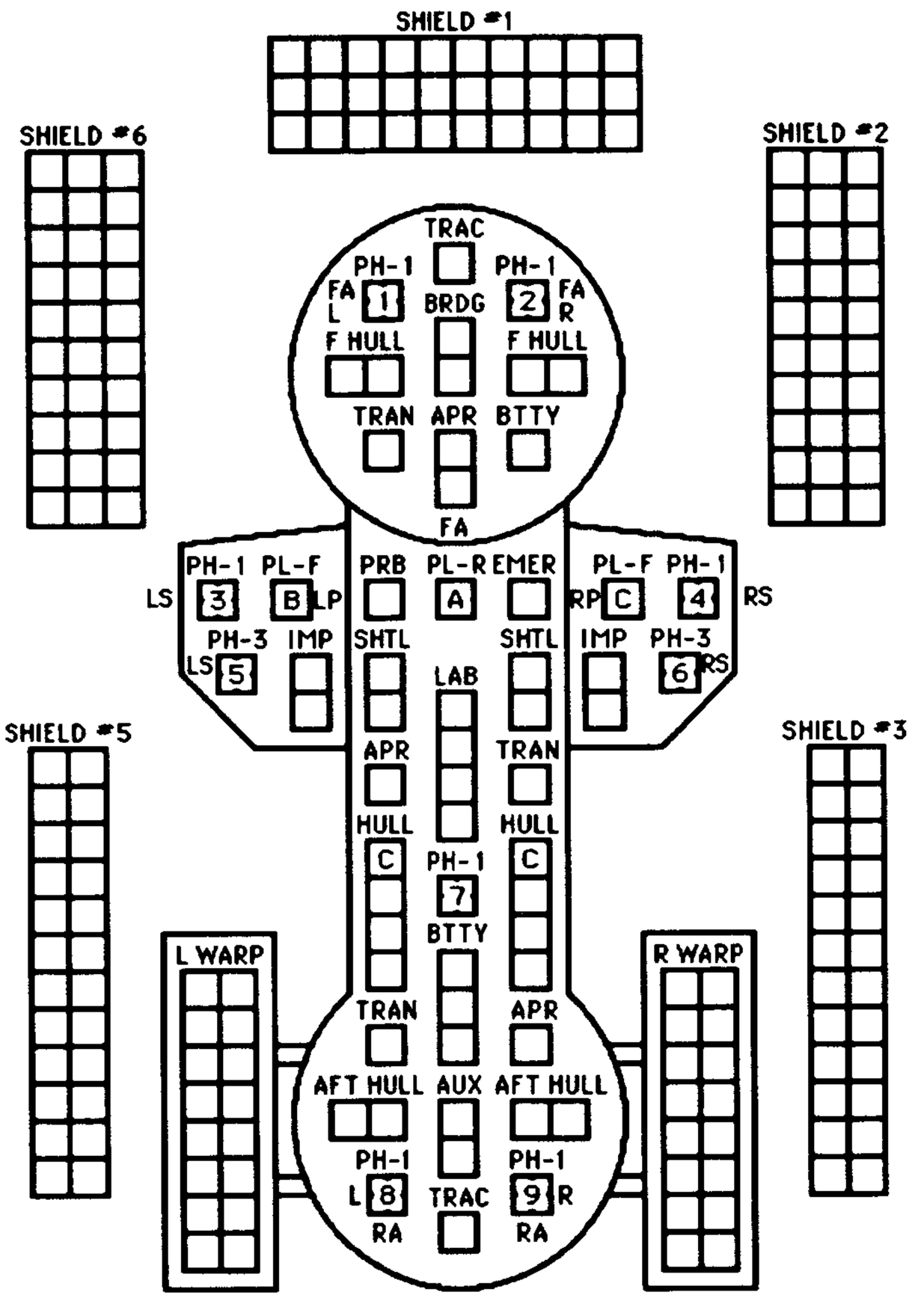
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] R [B] F [C] F

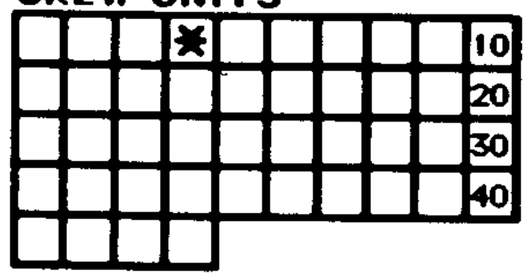
MOVEMENT COST = 1
HET COST = 5
EM COST = 6



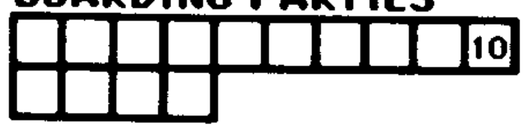
THE PH-1 IN THE CENTER HAS A 360° FIRING ARC. THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

GORN MEDIUM COMMAND CRUISER

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

SHIP DATA TABLE

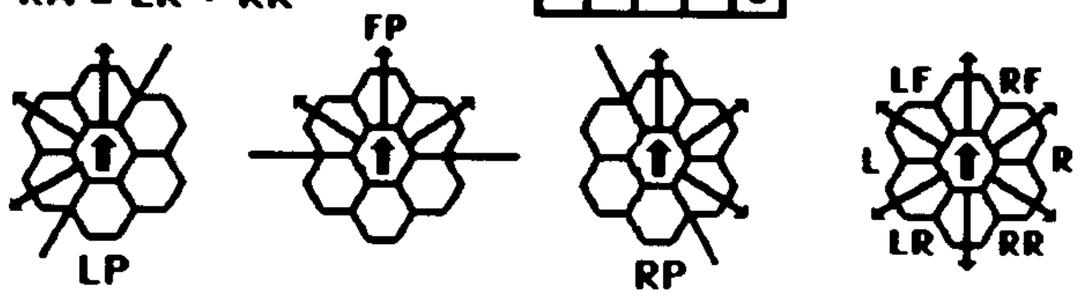
TYPE	=	MCC
POINT VALUE	=	168
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.43

CNTR

TRANSPORTER BOMBS

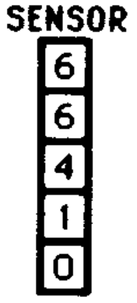
PROBES

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



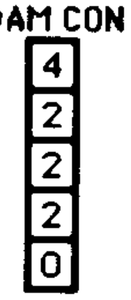
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

SENSOR

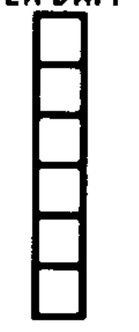


SCANNER

DAM CON



EX DAM



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

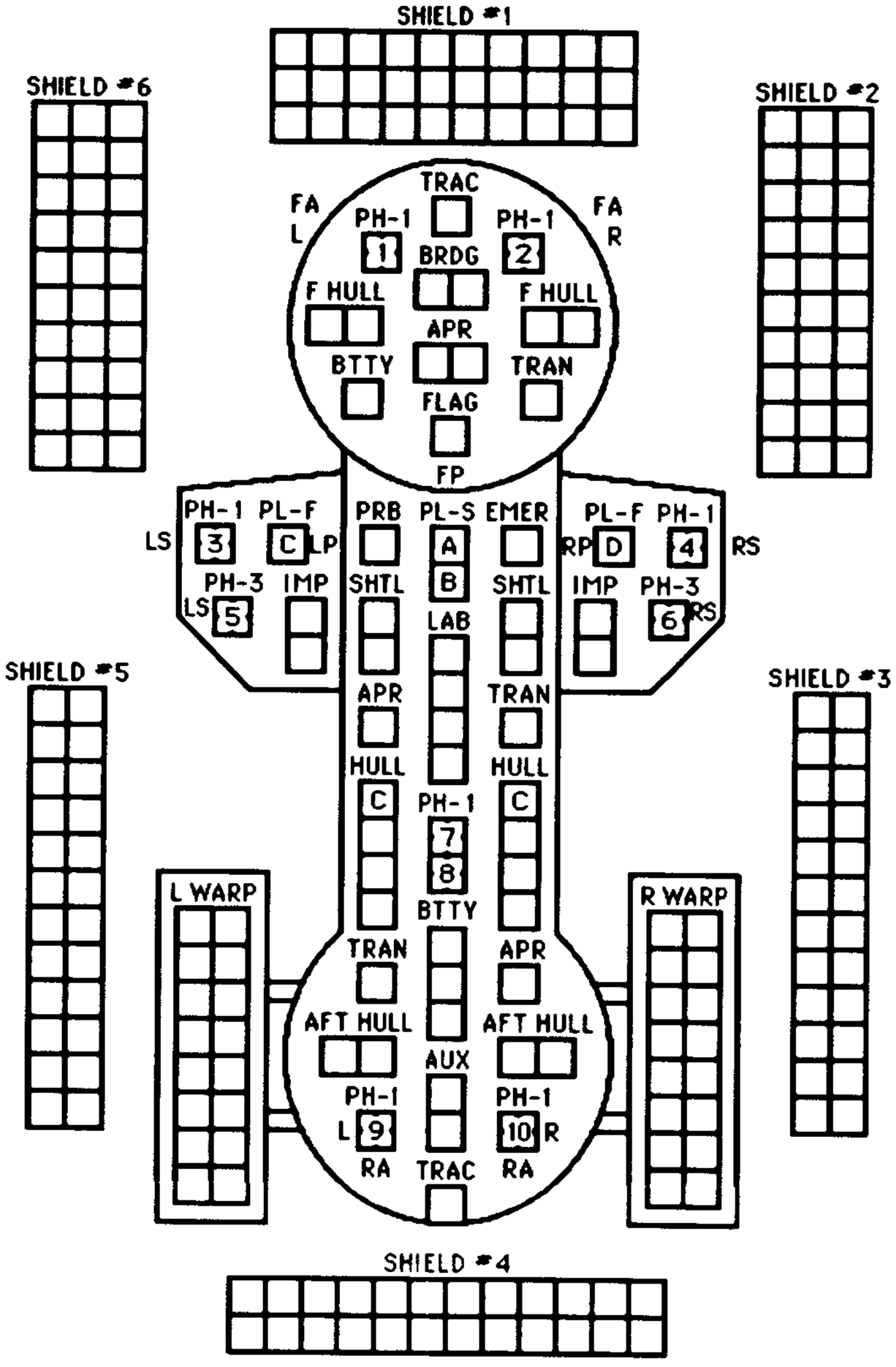
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] S [C] F [D] F

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



THE PH-1S IN THE CENTER HAVE A 360° FIRING ARC. THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

GORN BATTLE DESTROYER SCOUT

CREW UNITS

			*					10
								20

BOARDING PARTIES

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

TRANSPORTER BOMBS

PROBES

				5

SHIP DATA TABLE

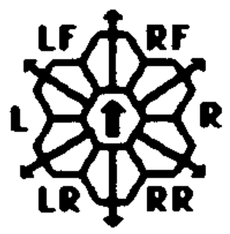
TYPE	=	BDS
POINT VALUE	=	95/75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.45
PLUS REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

8
HET
BD

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

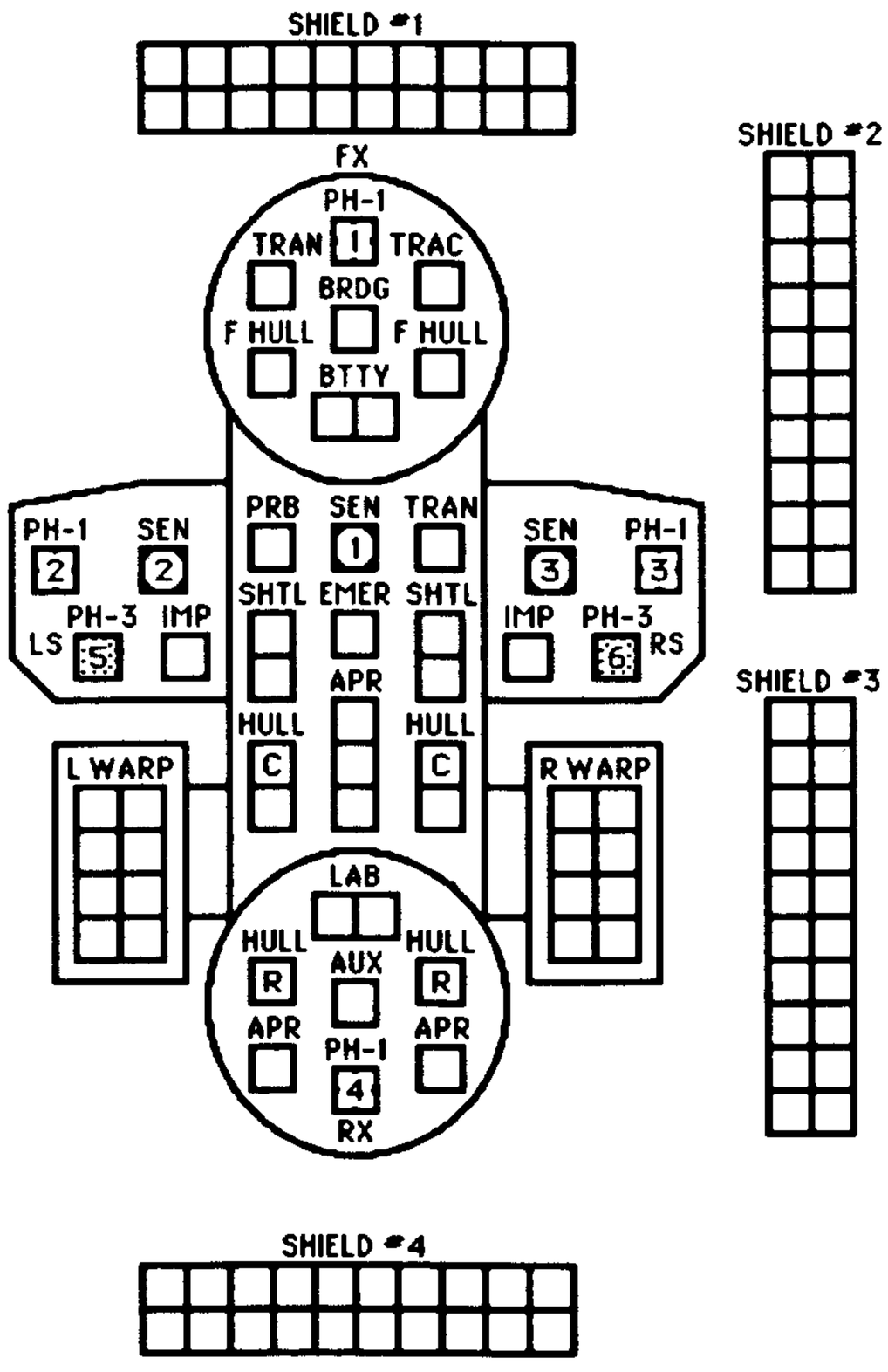
CNTR

SENSOR
6
6
4
1
0

SCANNER
0
0
1
5
9

DAM CON
2
2
2
0

EX DAM



SHADED PH-3 BOXES ARE THE BDS+ REFIT.

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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

GORN BATTLE DESTROYER
PF TENDER

CNTR

CREW UNITS

			*					10
								20

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

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSFERS POSSIBLE UNDER (J1.59).

SHIP DATA TABLE

TYPE	=	BDP
POINT VALUE	=	100/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.46

HAS 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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PLASMA-D RACKS

1 [ ][ ][ ][ ]

2 [ ][ ][ ][ ]

PLASMA RACKS ALWAYS HAD TWO RELOADS.

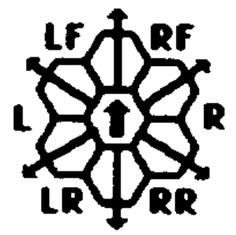
SCOUT FUNCTIONS SUMMARY

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

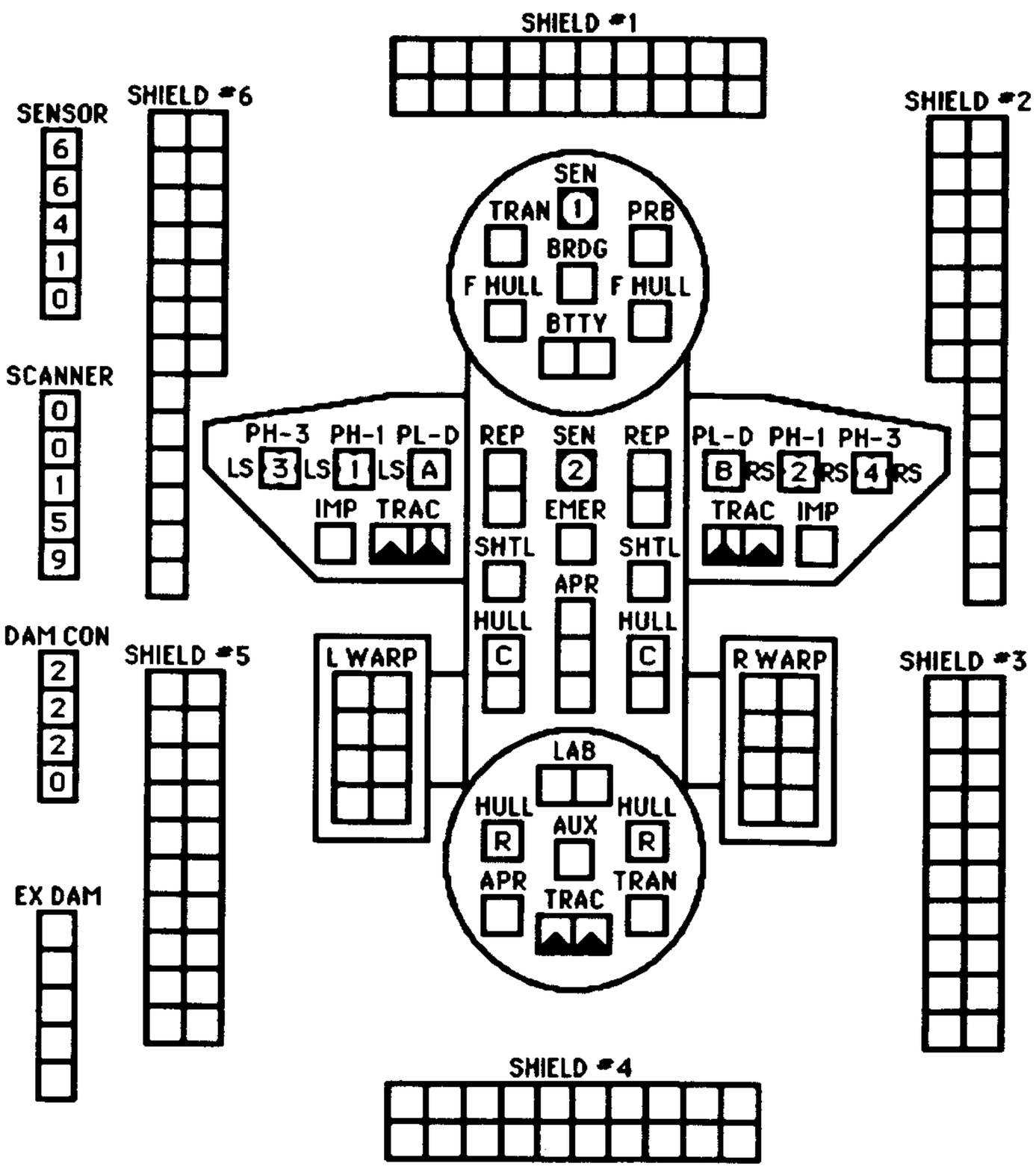
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE III DEFENSE PHASER

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



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

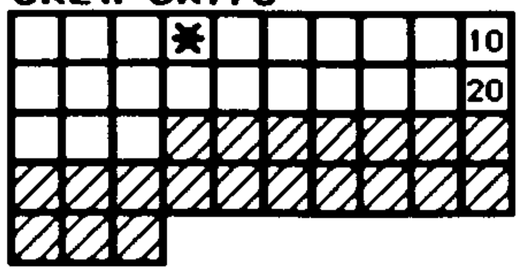


WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

GORN REPAIR TUG

CREW UNITS



PROBES

5

BOARDING PARTIES

4

TRANSPORTER BOMBS

D D D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

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

PSEUDO-PLASMA TORPEDOES

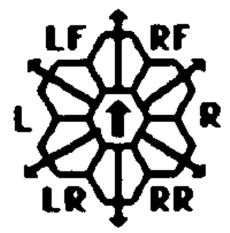
A F B F

SHIP DATA TABLE

TYPE	=	TUG
POINT VALUE	=	96/44
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.5
F REFIT	=	+14
TYPE	=	P-R
POINT VALUE	=	40/20
REFERENCE	=	R6.35

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



0 OR 1 PODS

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

TYPE III DEFENSE PHASER

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

3 POD 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+

2 POD 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+

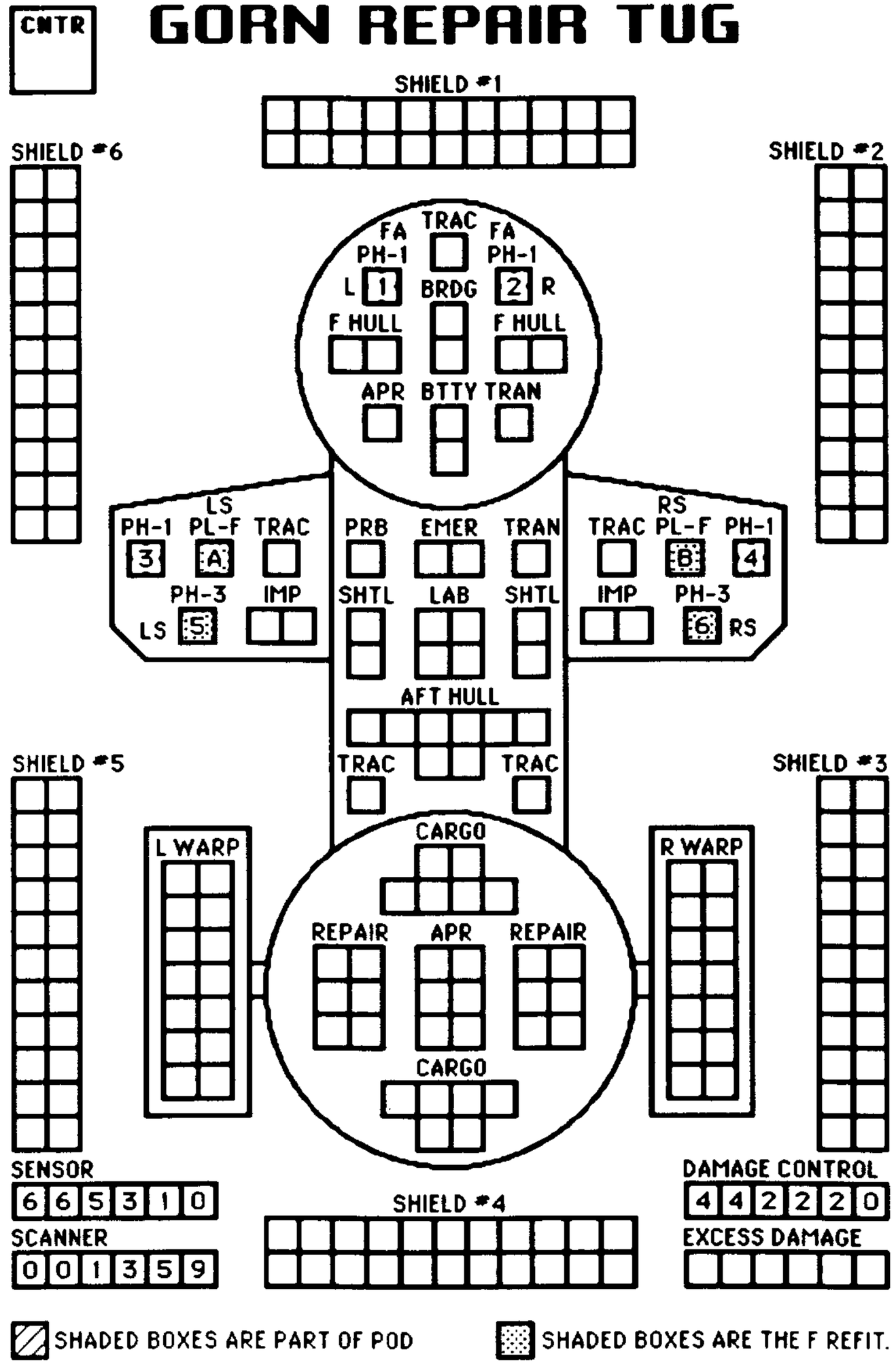
PLASMA TORPEDO WARHEAD TABLE

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

SHIP HAS ONE "POD WEIGHT"; CHARTS ARE PROVIDED IN CASE THE PLAYER ADDS ANOTHER.

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

PODS	MOVE COST	HET COST	EM COST
0-1	1.0	5	6
2	1.5	7.5	9
3	2.0	10	12



SHADED BOXES ARE PART OF POD

SHADED BOXES ARE THE F REFIT.

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

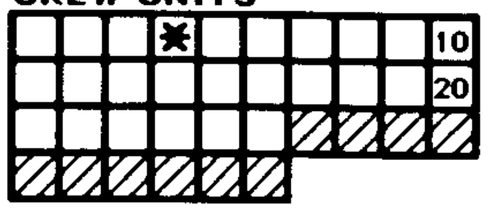
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

WARP ENERGY MOVEMENT COST = 2

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

GORN LIGHT BATTLE TRANSPORT

CREW UNITS



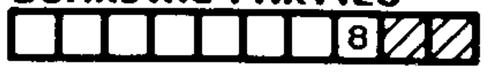
PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

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

BOARDING PARTIES



TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	HDT
POINT VALUE	=	116/86
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.28
PLUS REFIT	=	+6
POD BPV	=	20/50
REFERENCE	=	R6.41

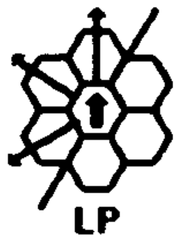
TYPE I OFFENSIVE PHASER TABLE

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

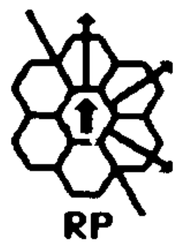
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

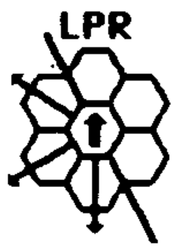
TYPE III DEFENSE PHASER

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



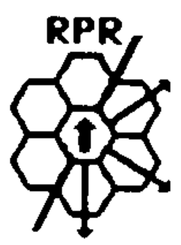
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RX = L + LR + RR + R





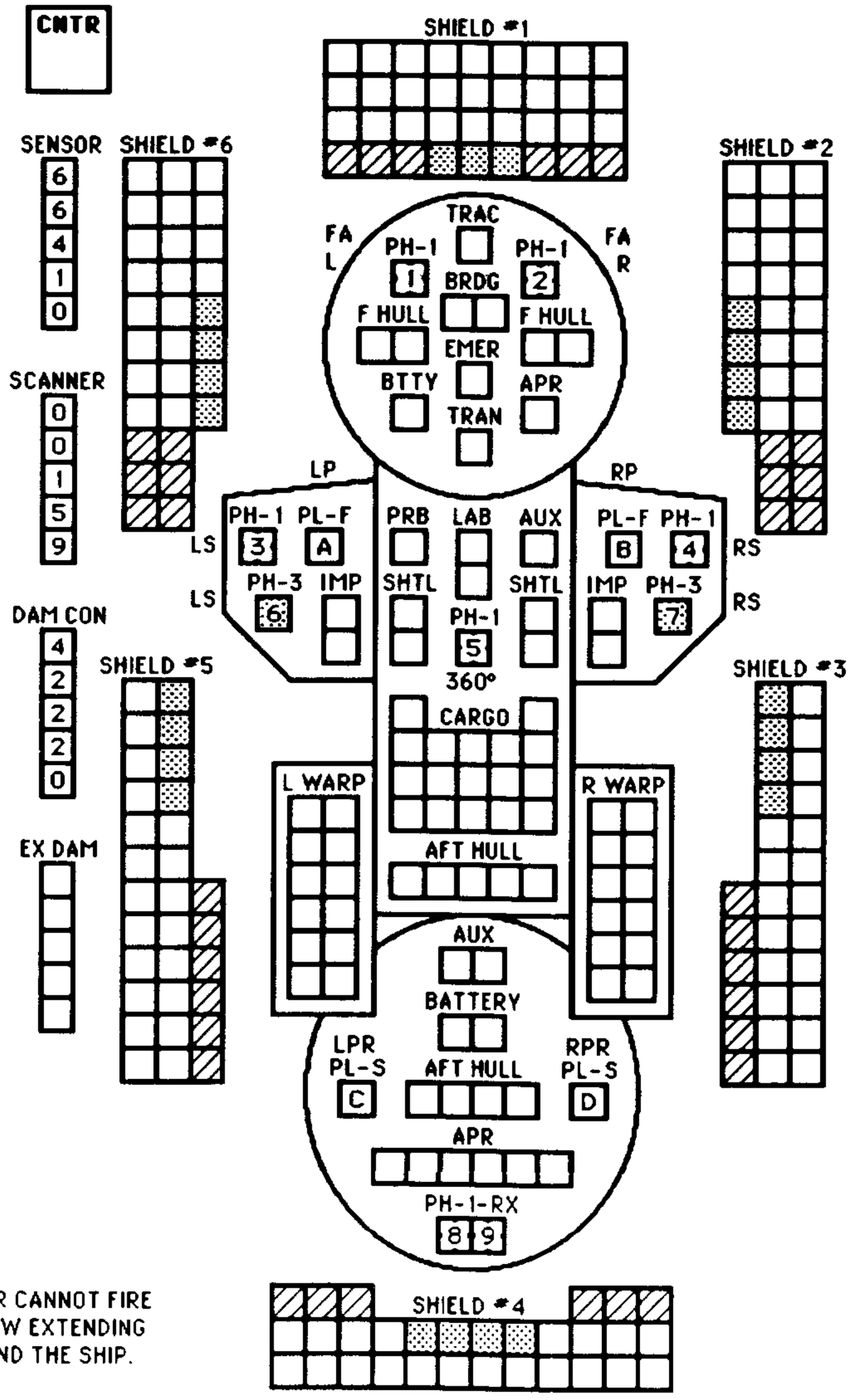
PSEUDO-PLASMA TORPS

A F B F C S D S



PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



THE 360° PHASER CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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

SHADED BOXES ARE THE HDT+ REFIT.

SHADED BOXES ARE PART OF POD

THOLIAN WAR CRUISER SCOUT

CREW UNITS

			*						10
									20

BOARDING PARTIES

							8

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	130/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.21
SNARE REFIT	=	+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
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

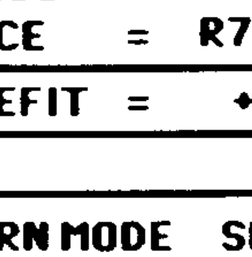
SCOUT FUNCTIONS SUMMARY

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

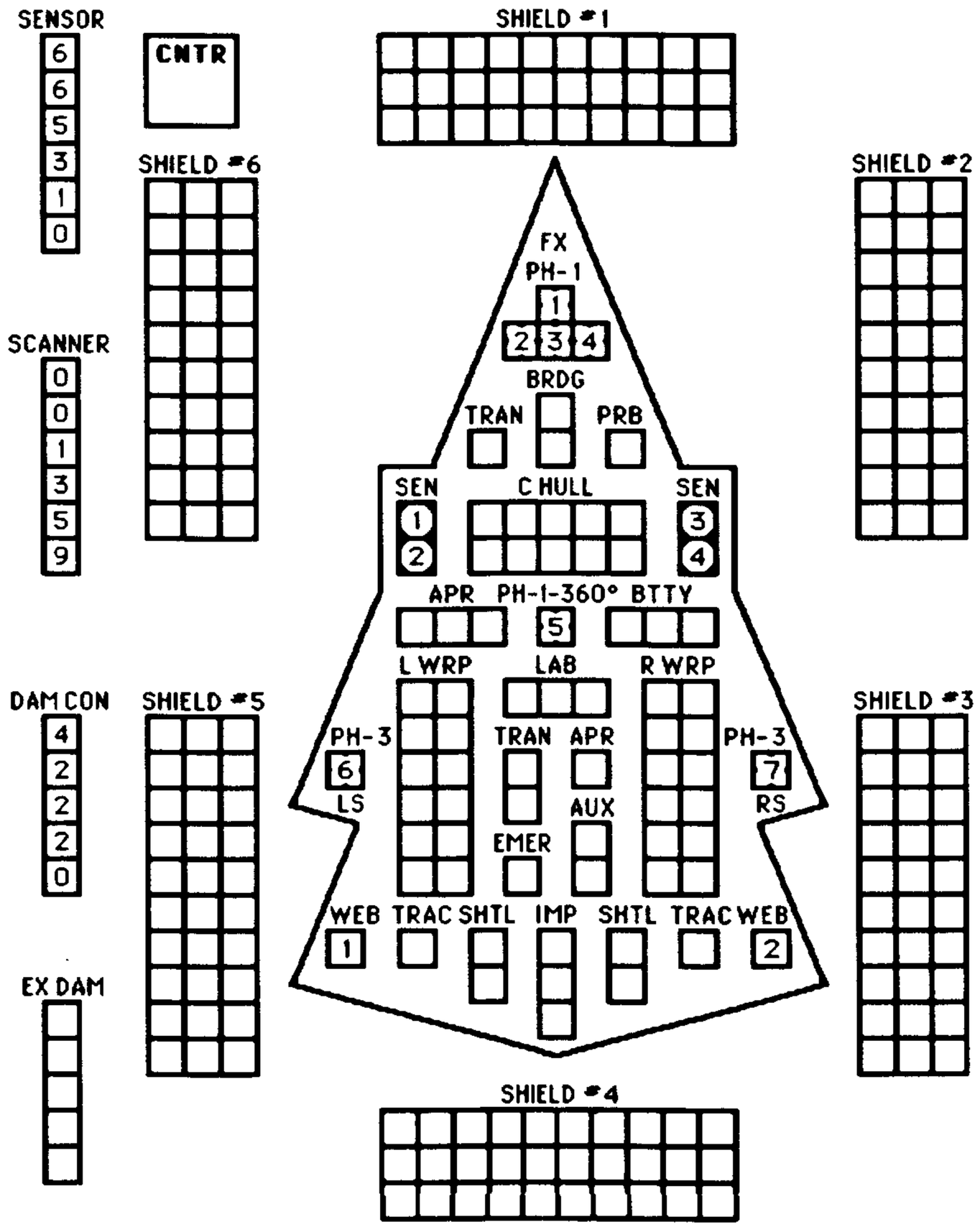
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



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

THOLIAN LIGHT TACTICAL TRANSPORT

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	120/90
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.22
SNARE REFIT	=	+6

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6

PACK WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	.83	4.16	5
2	1	5	6

0-1 PACKS, 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+

2 PACKS OR 1 POD

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

TYPE I OFFENSIVE PHASER TABLE

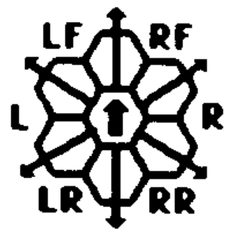
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

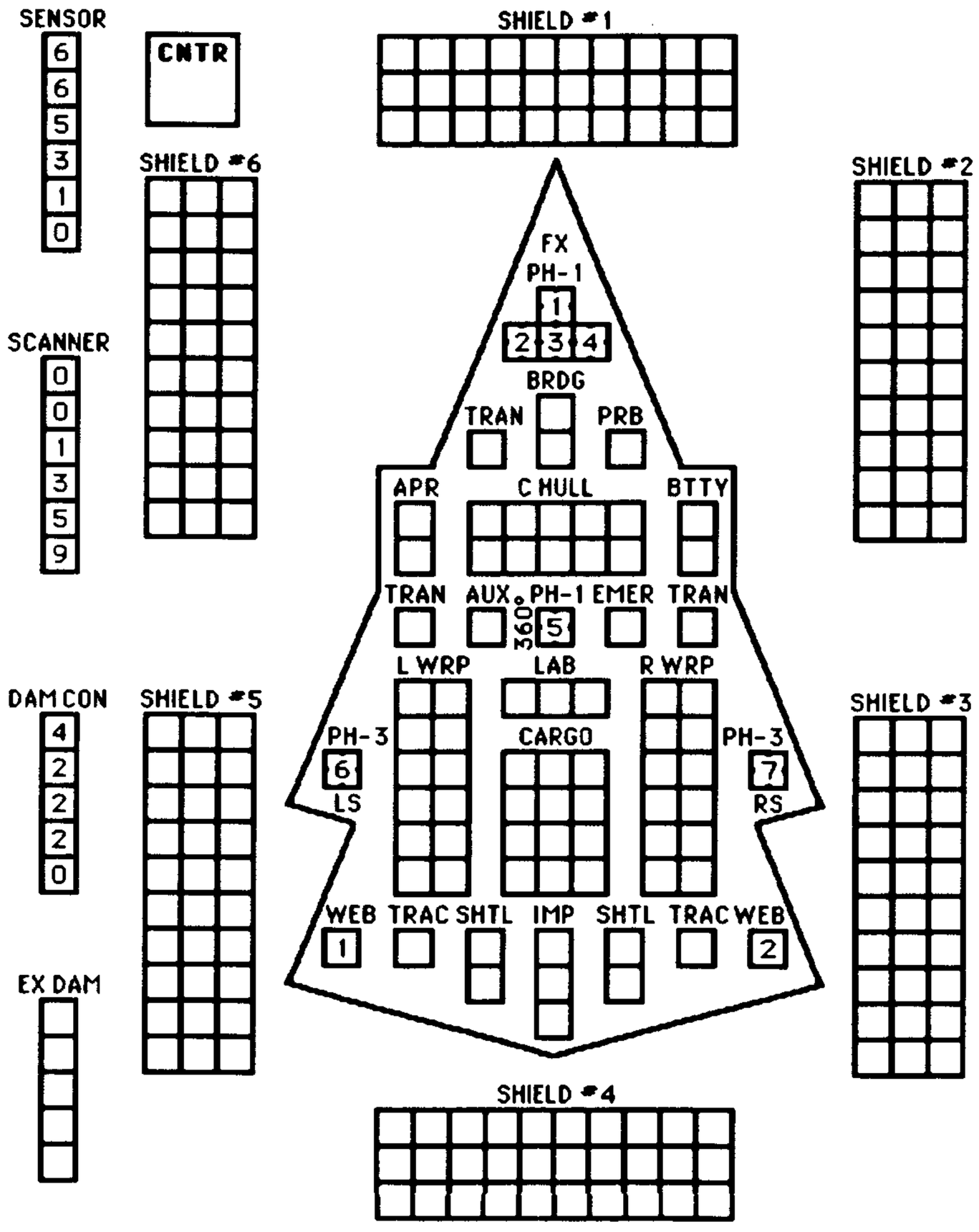
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



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

THOLIAN PHOTON WAR CRUISER

CREW UNITS

			✱						10
									20
									30

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	CWP
POINT VALUE	=	126
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.23
SNARE REFIT	=	+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

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

TYPE III DEFENSE PHASER

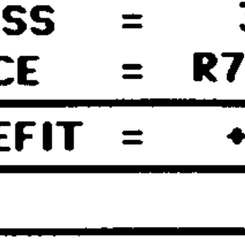
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

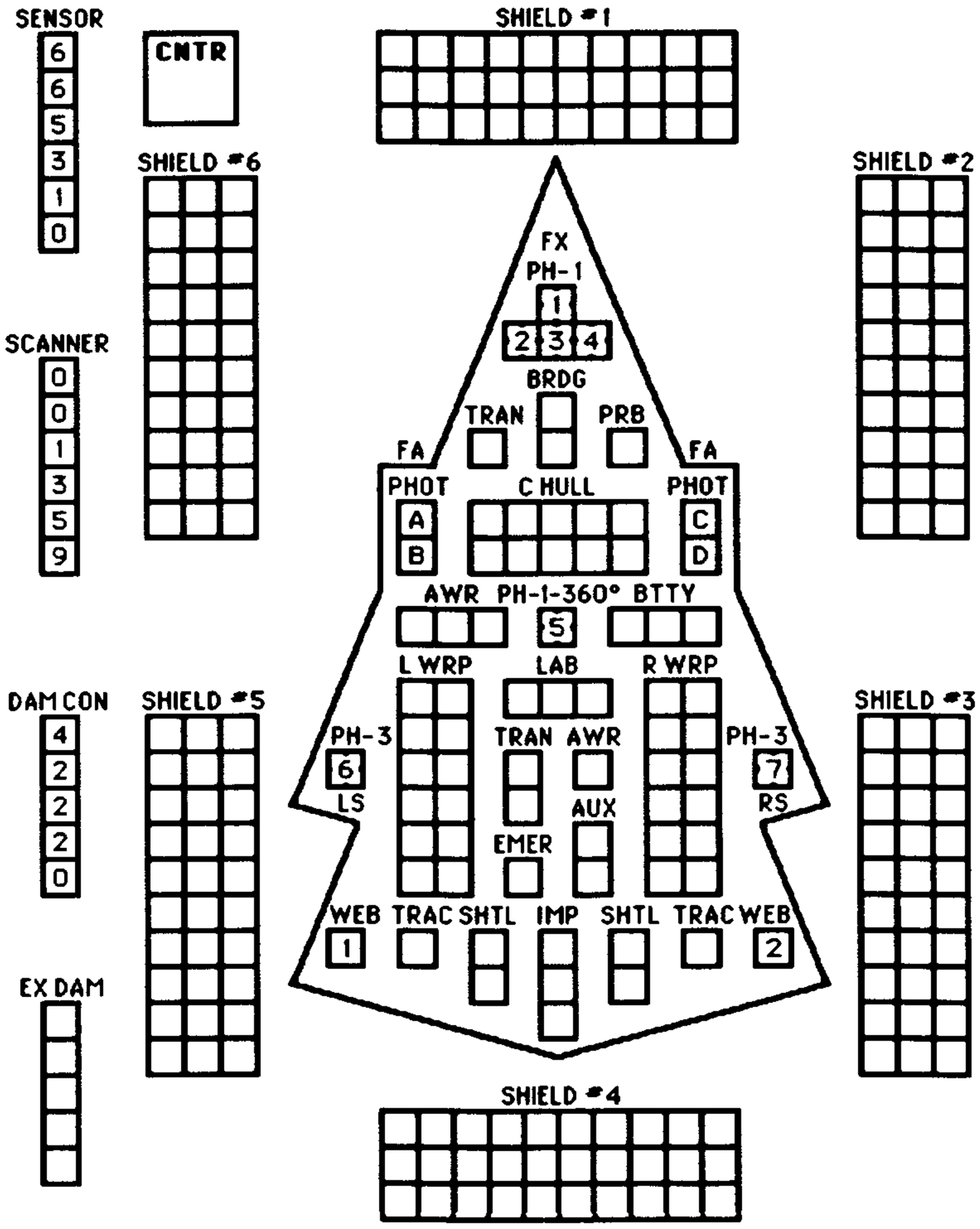
WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

PHOTON TORPEDO TABLE

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



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

THOLIAN WAR MINESWEEPER

CREW UNITS

			*						10
									20

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

SHIP DATA TABLE

TYPE	=	CWM
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.24
SNARE REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

MINE RACKS

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

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

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

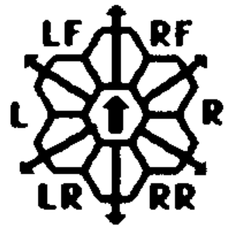
HET

BD

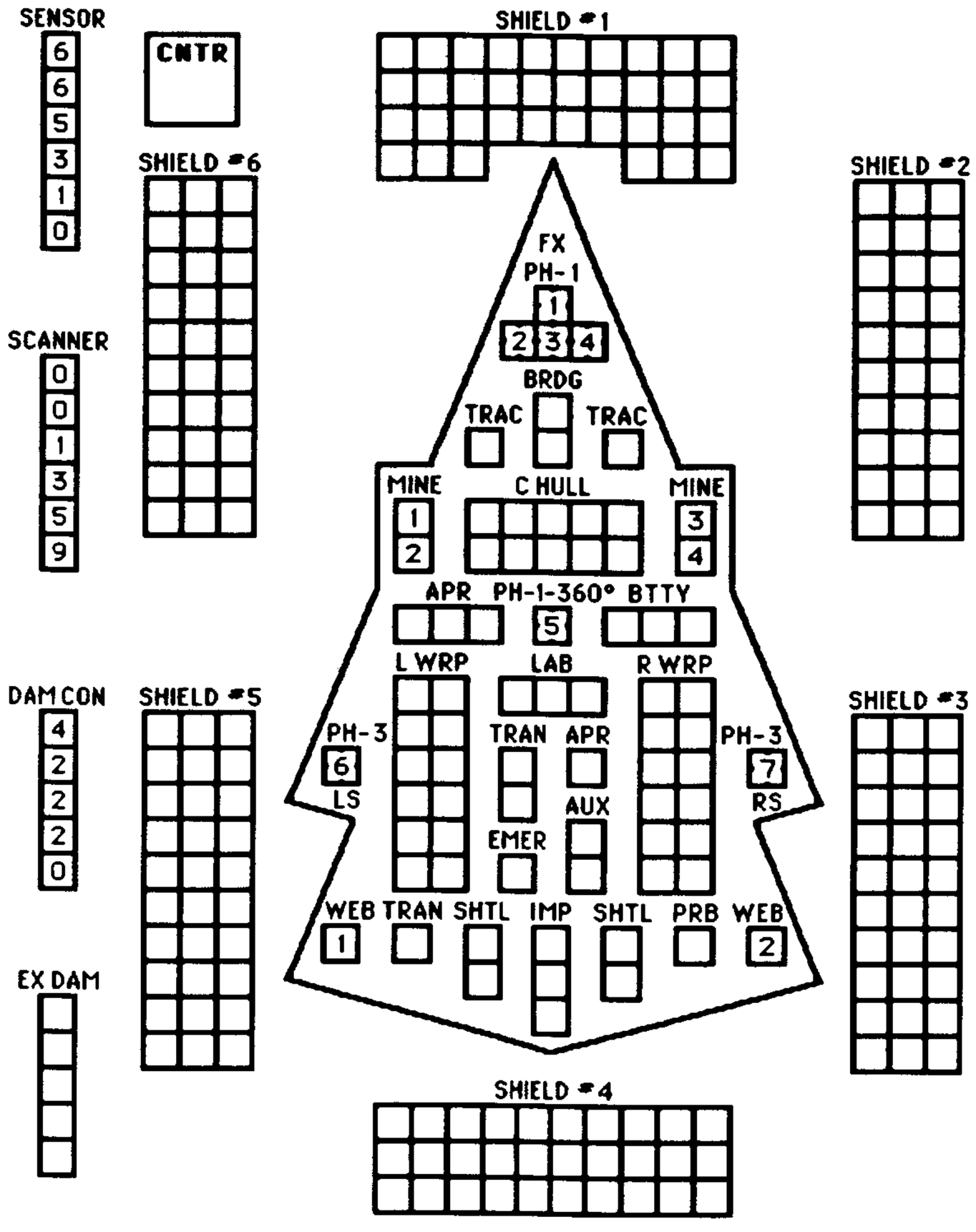
MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



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

THOLIAN PACKS AND POD

CARGO PACK

CARGO

PACK DATA TABLE		
TYPE	=	C-P
CREW	=	0
BPS	=	0
BPY	=	6
SIZE	=	5
REF	=	R7.14

CARGO PACK

CARGO

PACK DATA TABLE		
TYPE	=	C-P
CREW	=	0
BPS	=	0
BPY	=	6
SIZE	=	5
REF	=	R7.14

CARGO PACK

CARGO

PACK DATA TABLE		
TYPE	=	C-P
CREW	=	0
BPS	=	0
BPY	=	6
SIZE	=	5
REF	=	R7.14

PHASER PACK

PH-1-FA 8 9 10 11

APR

PACK DATA TABLE		
TYPE	=	P1-P
BPY	=	18/36
SIZE	=	5
REF	=	R7.25G

CREW UNITS * 5

BOARDING PARTIES 2

REPAIR PACK

REPAIR

PACK DATA TABLE		
TYPE	=	R-P
BPS	=	0
BPY	=	10
SIZE	=	5
REF	=	R7.25B

CREW UNITS * 8

TROOP PACK

BRRKS

TRAN

PACK DATA TABLE		
TYPE	=	T-P
BPY	=	12/50
SIZE	=	5
REF	=	R7.25C

CREW UNITS 10 20

BOARDING PARTIES 10 20 30 40

POWER PACK

APR

PACK DATA TABLE		
TYPE	=	P-P
BPS	=	0
BPY	=	10
SIZE	=	5
REF	=	R7.25D

CREW UNITS *

SELF-DEFENSE PACK

APR

PH-3 8 9 10 11 360°

PACK DATA TABLE		
TYPE	=	SD-P
BPY	=	15
SIZE	=	5
REF	=	R7.25E

CREW UNITS * 5

BOARDING PARTIES 2

BATTLE PACK

DISR-FA A B C D

APR

PACK DATA TABLE		
TYPE	=	B-P
BPY	=	20/30
SIZE	=	5
REF	=	R7.25F

HIT & RUN DERFACS

CREW UNITS * 5

BOARDING PARTIES 2

DISRUPTORS ARE RANGE 30.

FEDERATION CARGO POD

CARGO

POD DATA TABLE		
TYPE	=	CPF
CREW	=	0
BPS	=	0
BPY	=	21/15
SIZE	=	4
REF	=	R7.36

THOLIAN PHOTON-ARMED PATROL CORVETTE+

CREW UNITS: * 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 6

TRANSPORTER BOMBS: D D

PROBES: 5

SHIP DATA TABLE		
TYPE	=	PPC
POINT VALUE	=	65
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.30

TYPE I OFFENSIVE PHASER TABLE

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

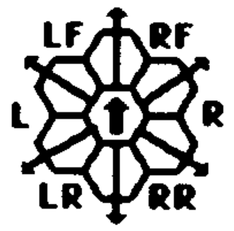
TYPE III DEFENSE PHASER

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

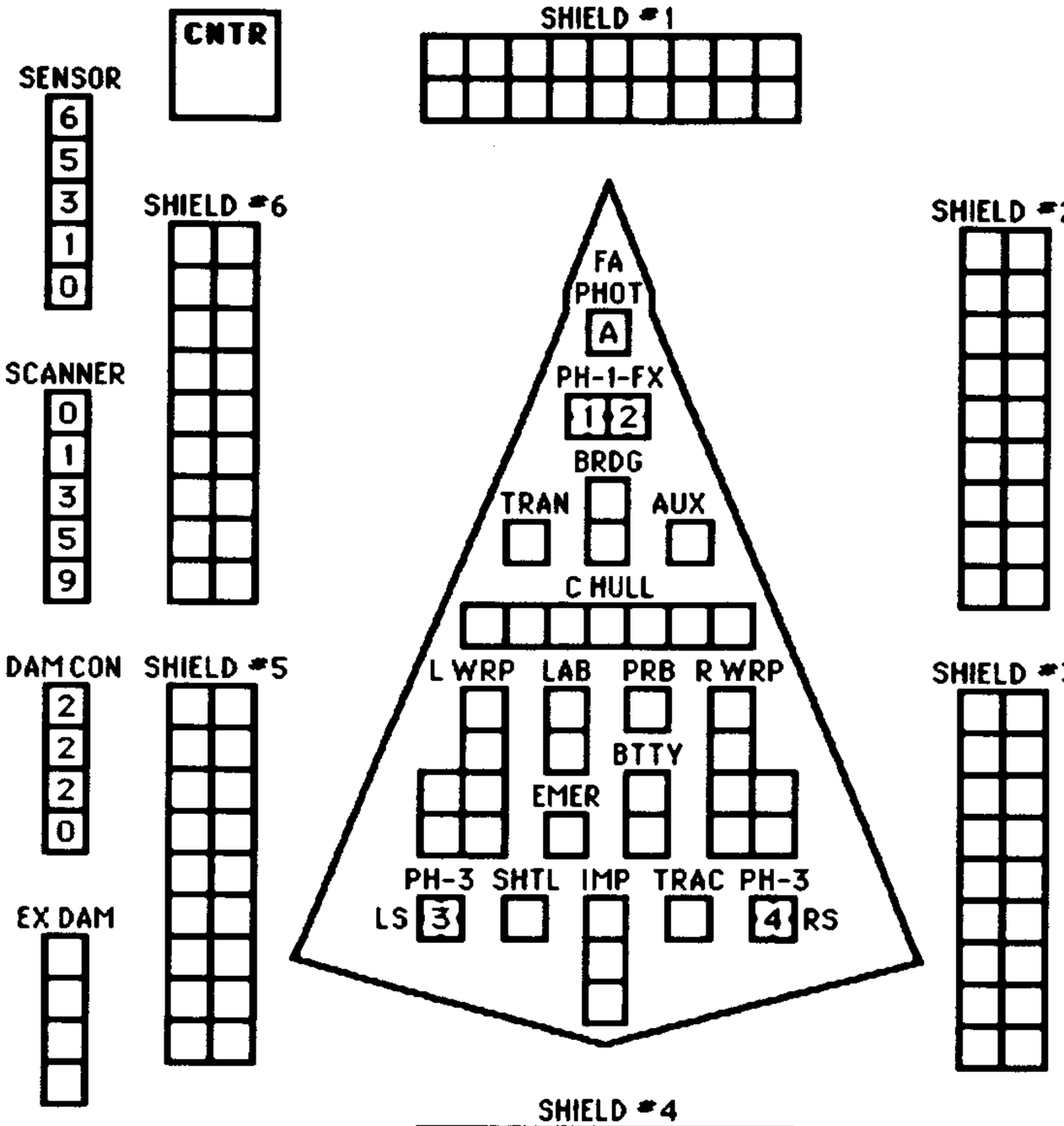
PHOTON TORPEDO TABLE

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

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



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



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

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

THOLIAN PHOTON-ARMED DREADNOUGHT

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES 10

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS

TRANSPORTER BOMBS D D D D D D

SHIP DATA TABLE		
TYPE	=	DP
POINT VALUE	=	183
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R7.31
SNARE REFIT	=	+6

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

PHOTON TORPEDO TABLE

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

DISRUPTOR TABLE

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

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

TYPE III DEFENSE PHASER

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

HIT & RUN DERFACS

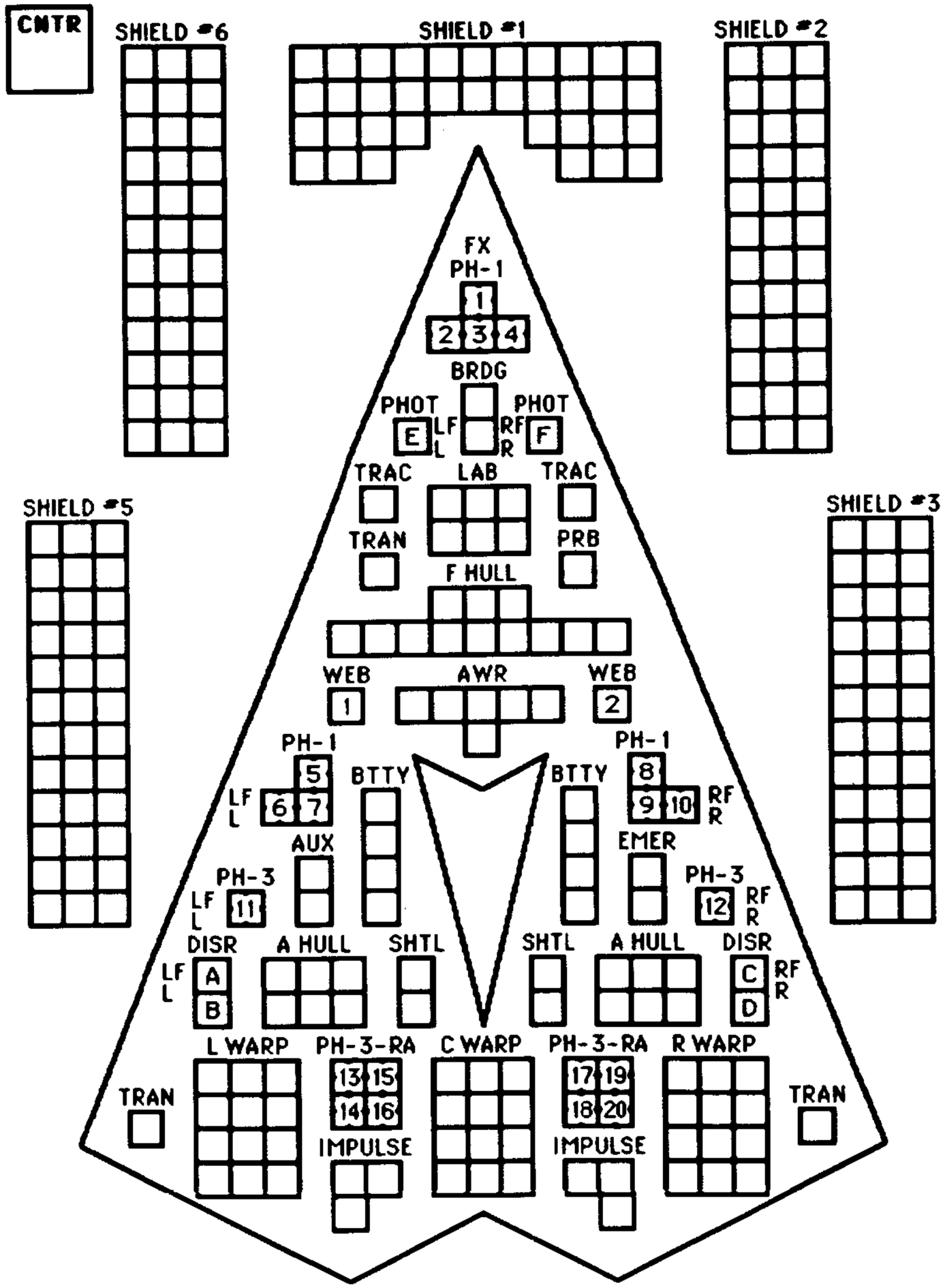
LF RF L R LR RR

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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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

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



SENSOR 6 6 6 5 3 2 1 0

SCANNER 0 0 0 1 2 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

THOLIAN PHOTON-ARMED HEAVY CRUISER

CNTR

CREW UNITS

10 20 30

BOARDING PARTIES 10

PROBES 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

SHIP DATA TABLE		
TYPE	=	CAP
POINT VALUE	=	128
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.32
SNARE REFIT	=	+6
WEB CASTER REFIT	=	+15

SHIELD #1 6 6 5 3 1 0

SHIELD #6 6 6 5 3 1 0

SHIELD #5 6 6 5 3 1 0

SHIELD #4 6 6 5 3 1 0

SHIELD #2 6 6 5 3 1 0

SHIELD #3 6 6 5 3 1 0

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

FA PHOT C

FA PHOT D

PH-1-FA L 1 2 3

PH-1-FA 4 5 6 R

BRDG

TRAC

PRB

WC-FA E

EMER

AUX

TRAC

DISR A LF L

C HULL

RF R DISR B

L WARP

BATTERY

AWR

LAB

IMPULSE

TRANS

SHUTTLE

R WARP

PH-3 WEB 7 1 RX 8

WEB PH-3 2 9 10 RX

SHIELD #4

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

TYPE III DEFENSE PHASER

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

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

LF RF L R LR RR

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

TYPE I OFFENSIVE PHASER TABLE

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

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

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

HIT & RUN DERFACS ☐

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

PHOTON TORPEDO TABLE

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

WARP ENERGY MOVEMENT COST = 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

THOLIAN PHOTON-ARMED COMMAND CRUISER

CNTR

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

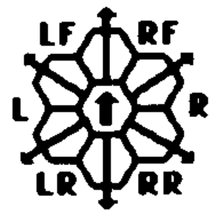
TYPE	=	CCP
POINT VALUE	=	148
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.33
SNARE REFIT	=	+6
WEB CASTER REFIT	=	+15

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

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

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

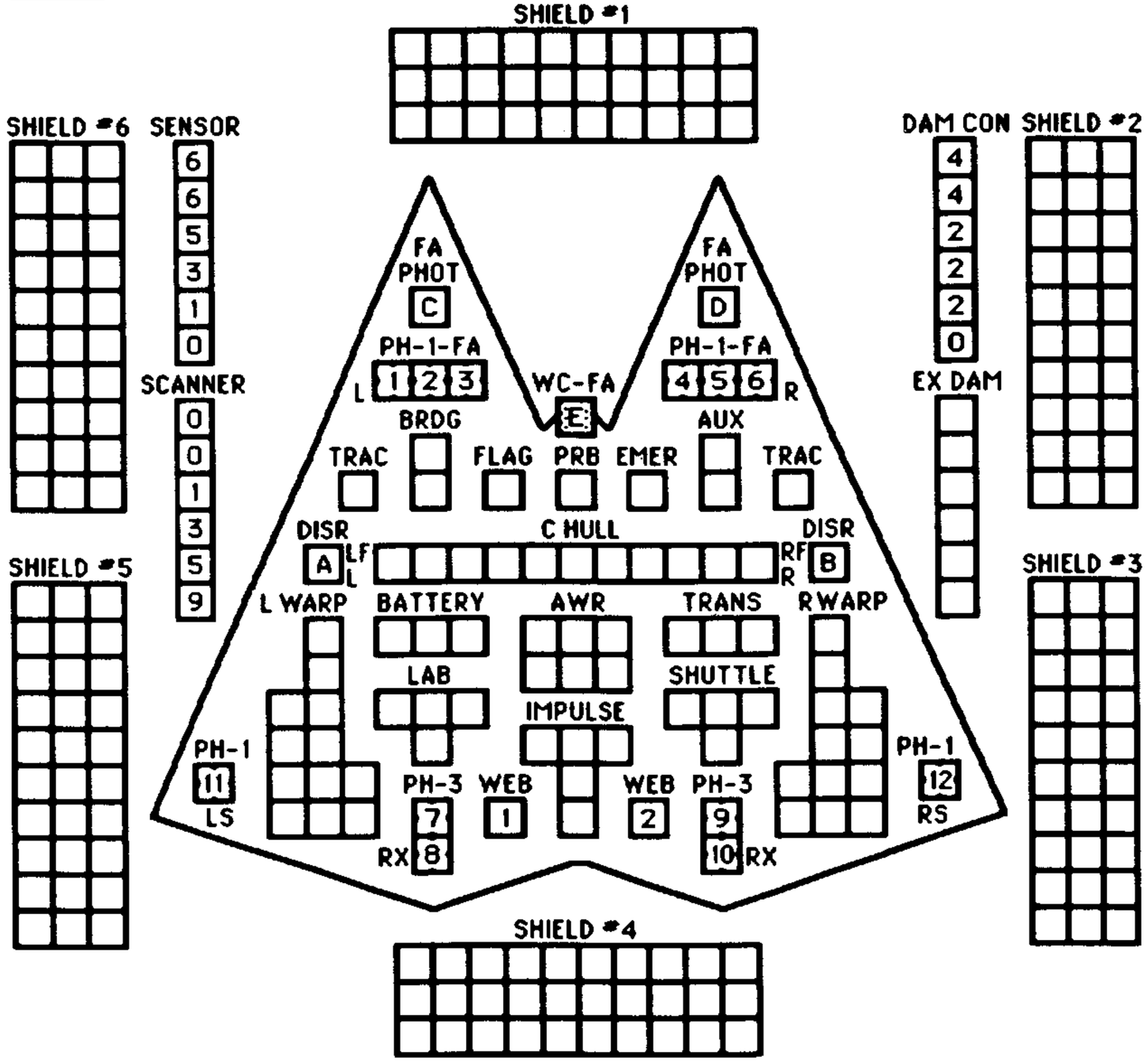
RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6

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

DISRUPTOR TABLE

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

HIT & RUN DERFACS ☐



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

[E] WEB CASTER ADDED BY WEB CASTER REFIT.

PHOTON TORPEDO TABLE

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

WARP ENERGY MOVEMENT COST = 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

THOLIAN PHOTON DESTROYER

CREW UNITS

			*					10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE		
TYPE	=	DDP
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.34
SNARE REFIT	=	+6

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

SENSOR

6
5
3
1
0

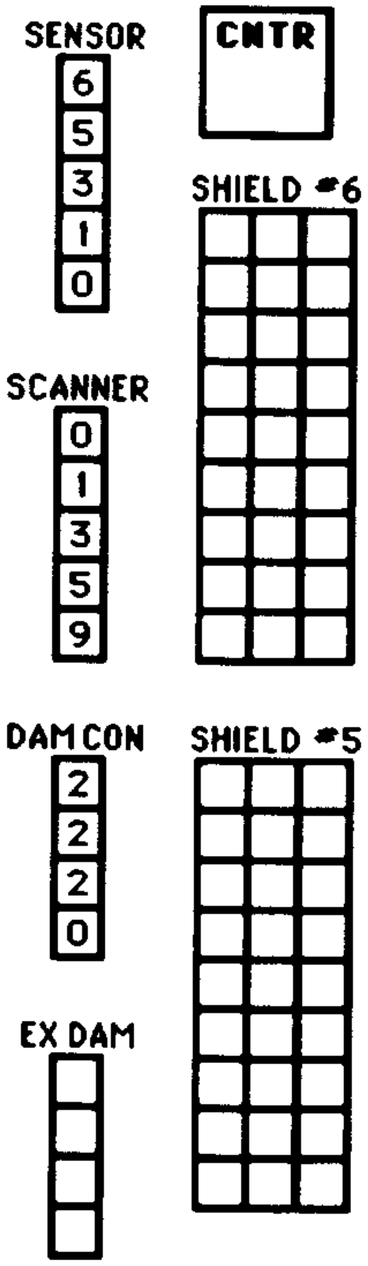
SCANNER

0
1
3
5
9

DAMCON

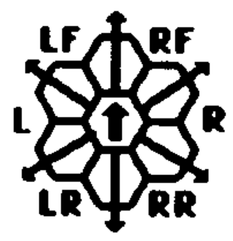
2
2
2
0

EX DAM



PHOTON TORPEDO TABLE

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



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

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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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

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

CNTR ISC ESCORT CRUISER

CREW UNITS

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

DECK CREWS

2

PROBES

5

SHIP DATA TABLE		
TYPE	=	CE
POINT VALUE	=	129
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.27
INCLUDES LIMITED AEGIS		

SHIP DATA TABLE		
TYPE	=	CEA
POINT VALUE	=	145
REFERENCE	=	R13.27A
INCLUDES FULL AEGIS		

PLASMA TORPEDO WARHEAD TABLE

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

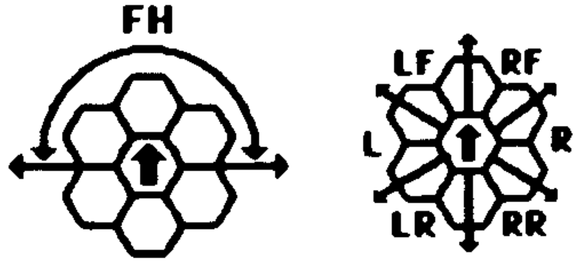
TYPE I OFFENSIVE PHASER TABLE

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

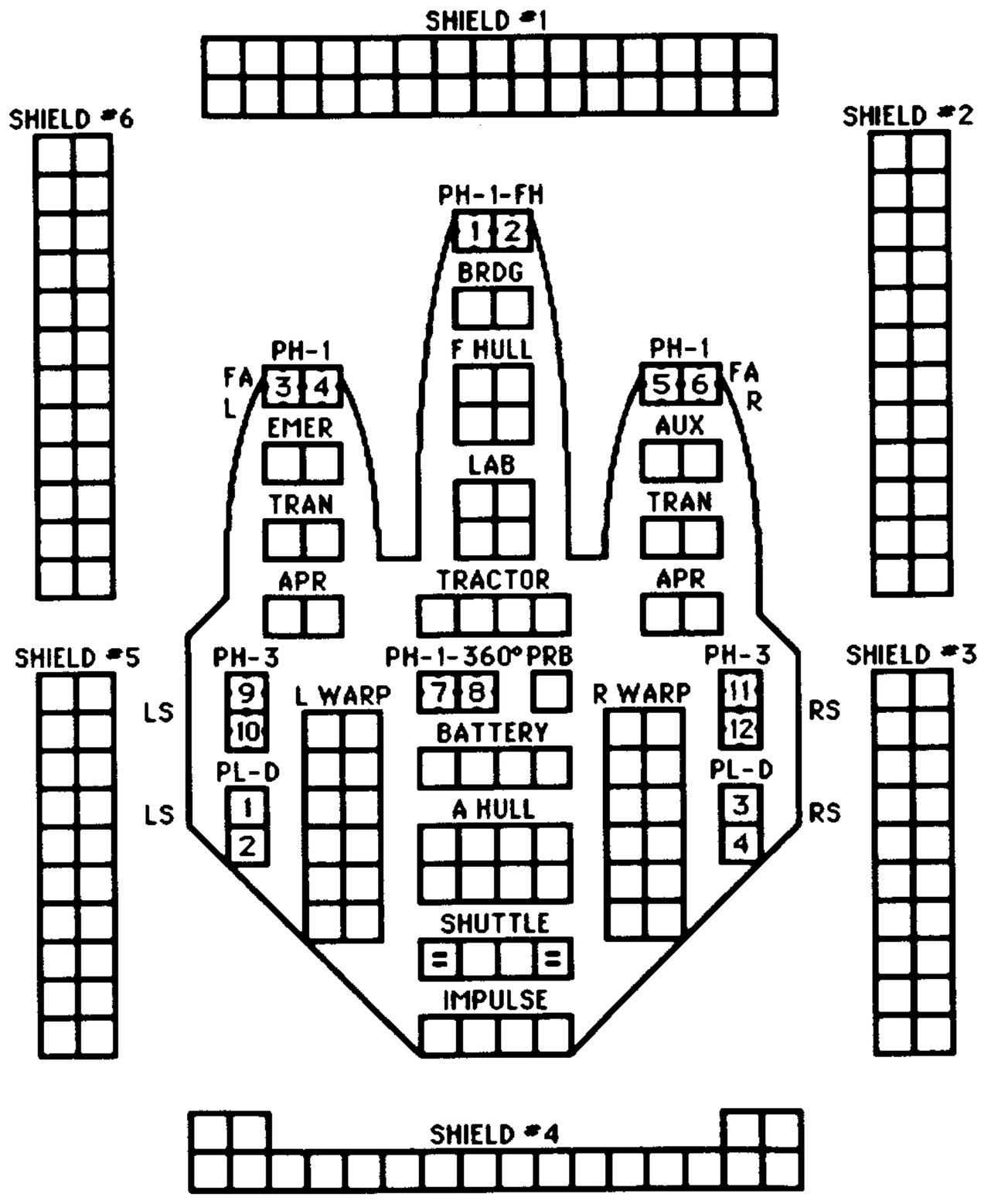


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PLASMA-D RACKS

1
2
3
4

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



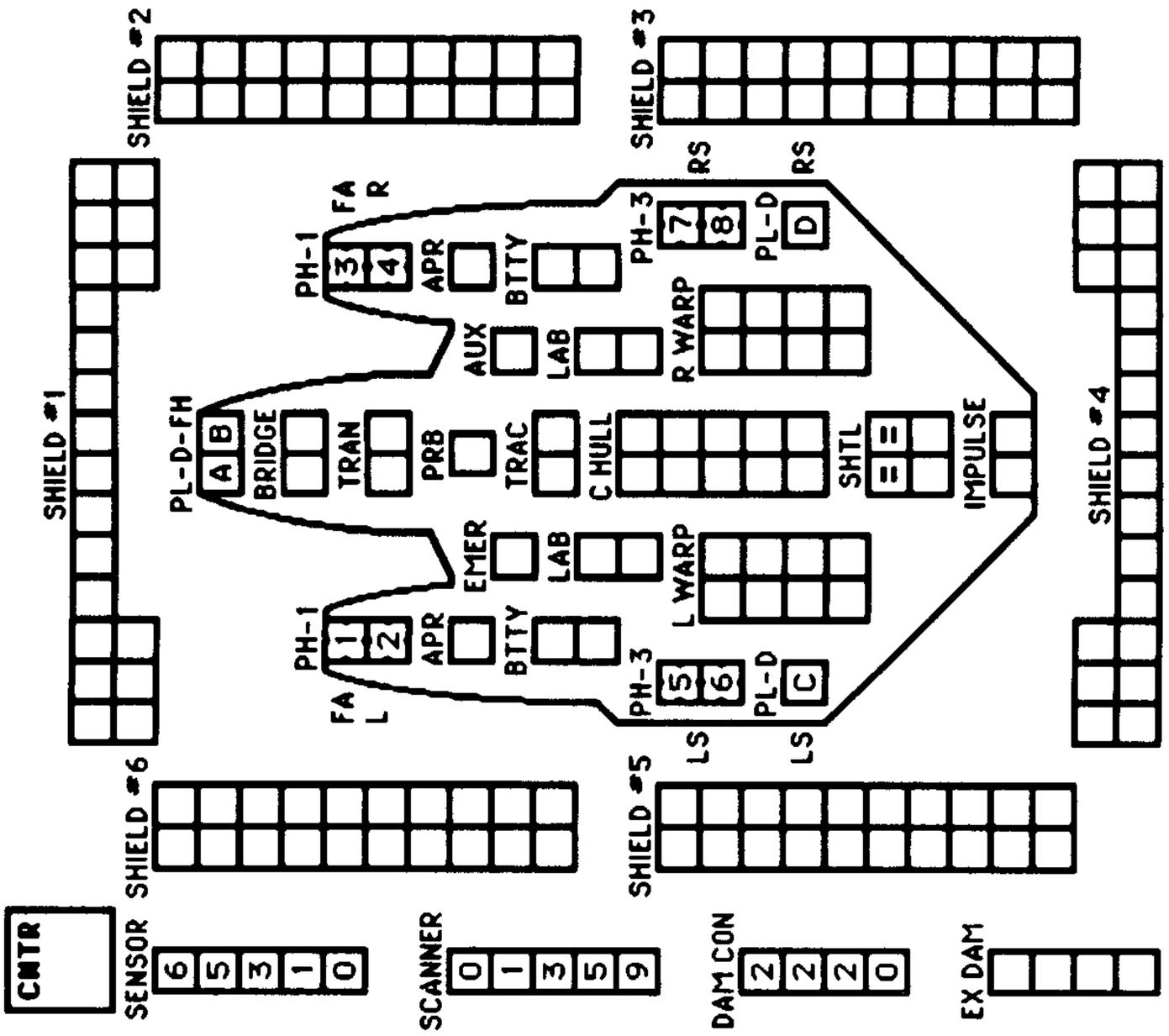
SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 2 2 2 0	

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

WARP ENERGY MOVEMENT COST = 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

ISC DESTROYER ESCORT



SHIP DATA TABLE	
TYPE	DE
POINT VALUE	88
BREAKDOWN	6
SHIELD COST	1/2+1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R13.28
INCLUDES LIMITED AEGIS	

SHIP DATA TABLE	
TYPE	DEA
POINT VALUE	100
REFERENCE	R13.28A
INCLUDES FULL AEGIS	

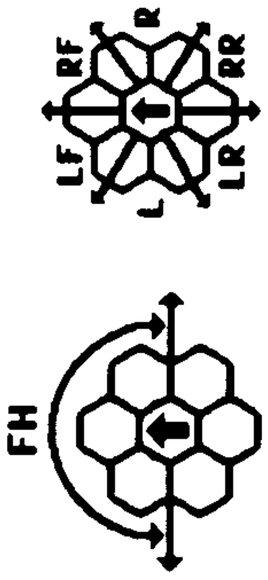
TURN MODE	SPEED
B	2-5
	6-10
	11-15
	16-21
	22-28
	29+
HET	
BD	

PLASMA-D RACKS

1	
2	
3	
4	

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

FH



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

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.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS 10 20 *

BOARDING PARTIES 8

DECK CREWS 2

T-BOMBS D D

PROBES 5

PLASMA TORPEDO WARHEAD TABLE

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

TYPE III DEFENSE PHASER

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

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

SPEED	1	2	3	4	5	⑥
Standard	1	1	2	2	3	3
Fract.	1/2	1	1 1/2	2	2 1/2	3

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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

ISC ESCORT FRIGATE

CREW UNITS

									10
			✱						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

T-BOMBS

		D	D

DECK CREWS

	2

SHIP DATA TABLE

TYPE	=	FFE
POINT VALUE	=	67
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.29

INCLUDES LIMITED AEGIS

SHIP DATA TABLE

TYPE	=	FFA
POINT VALUE	=	77
REFERENCE	=	R13.29A

INCLUDES FULL AEGIS

PLASMA TORPEDO WARHEAD TABLE

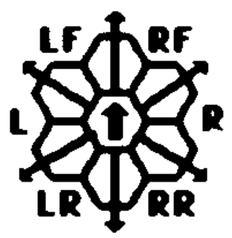
RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

TURN MODE SPEED

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

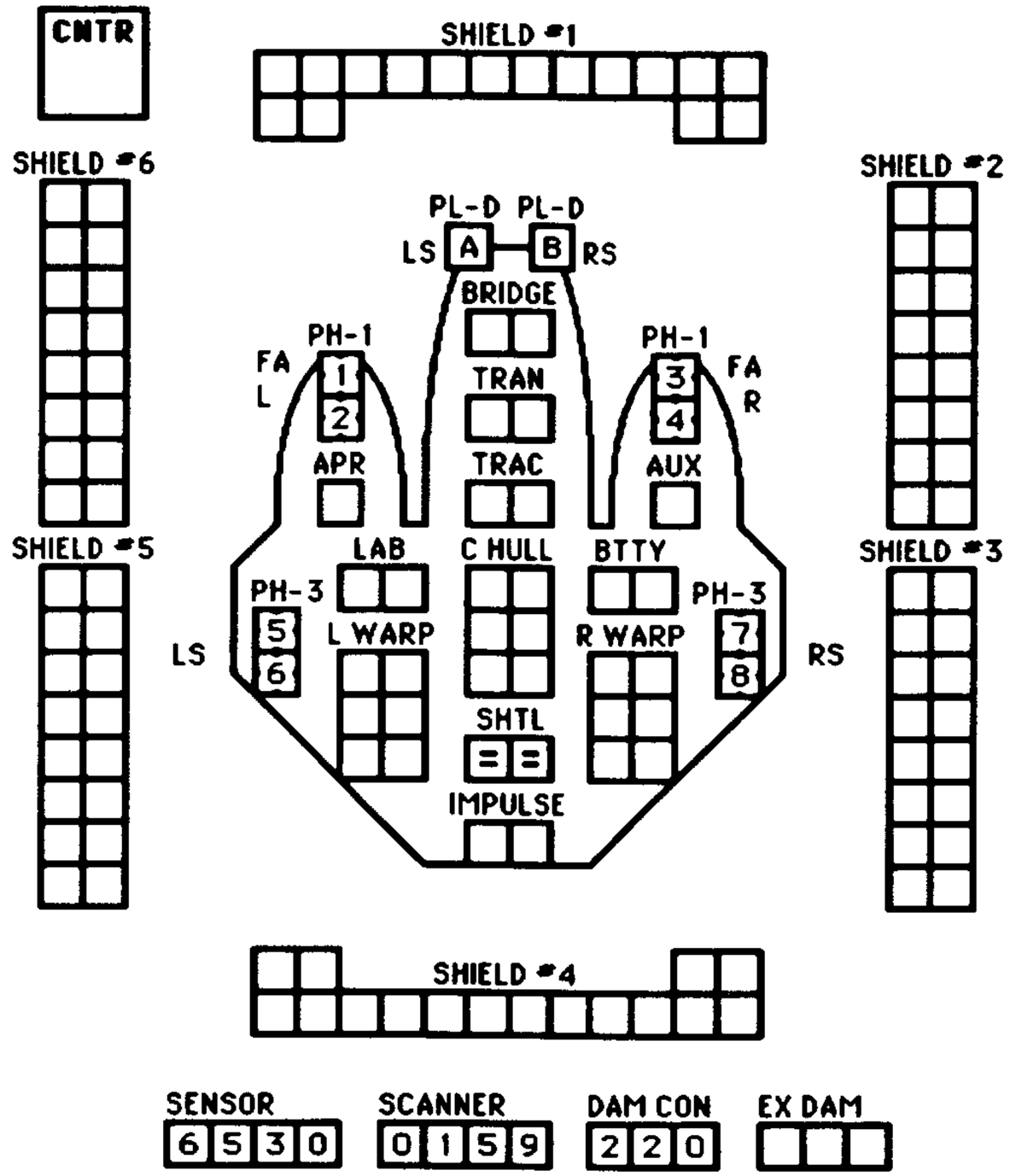
NIMBLE SHIP

PLASMA-D RACKS

1						
2						

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

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



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

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

CREW UNITS

			*							10
										20
										30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

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

T-BOMBS [ ][ ] [D][D]

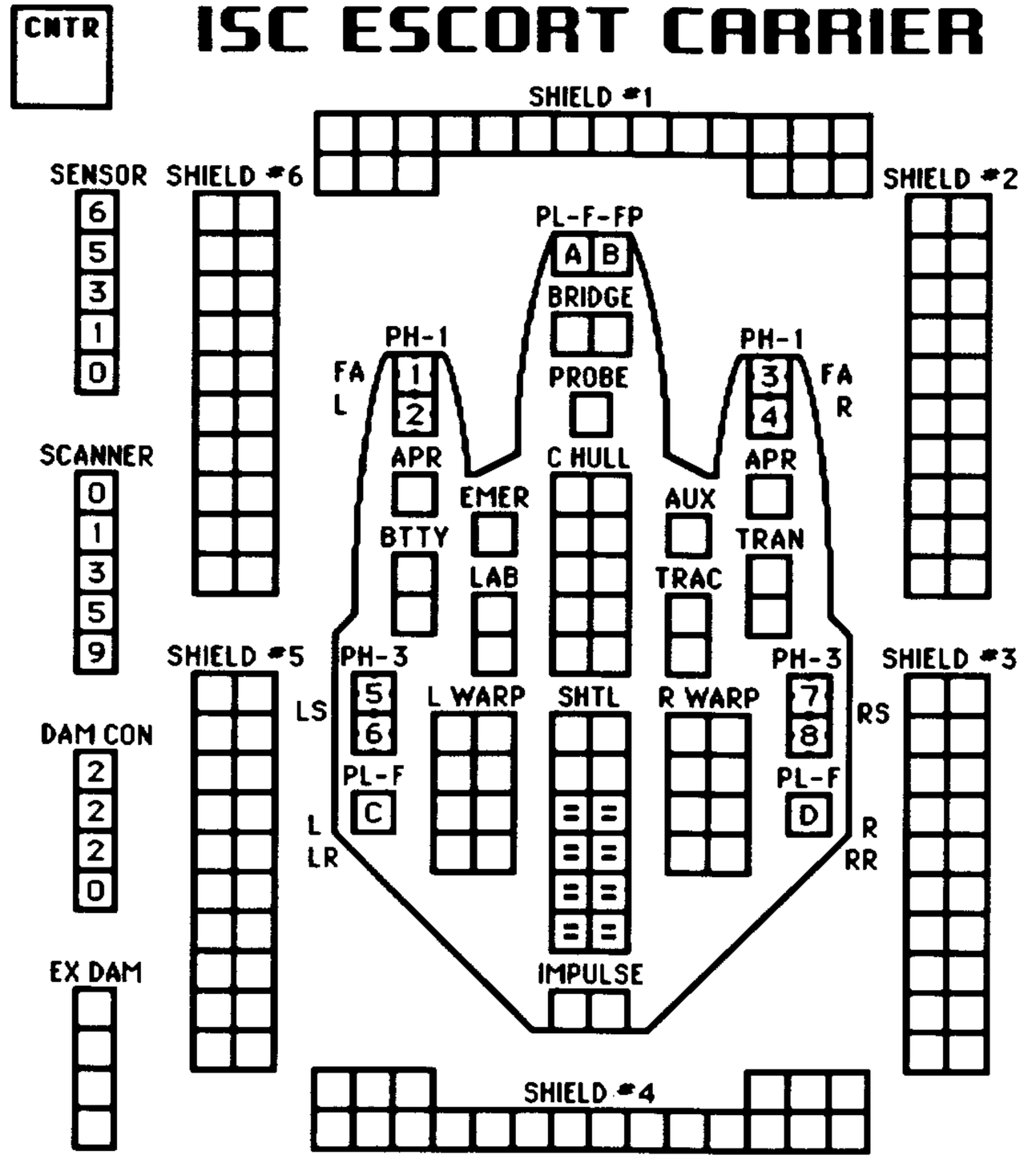
PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	CVE
POINT VALUE	=	100/90
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.30

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

ISC ESCORT CARRIER



TYPE I OFFENSIVE PHASER TABLE

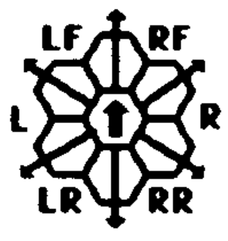
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

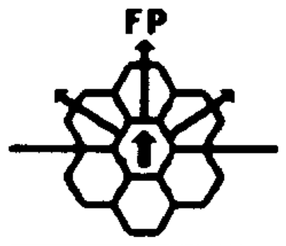
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE

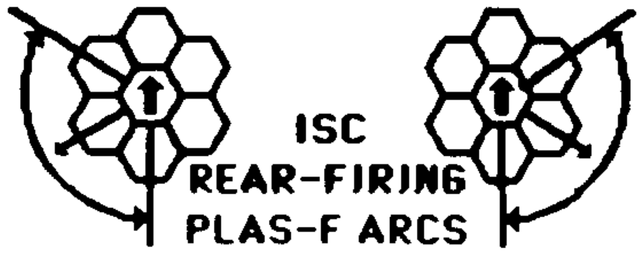
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		



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



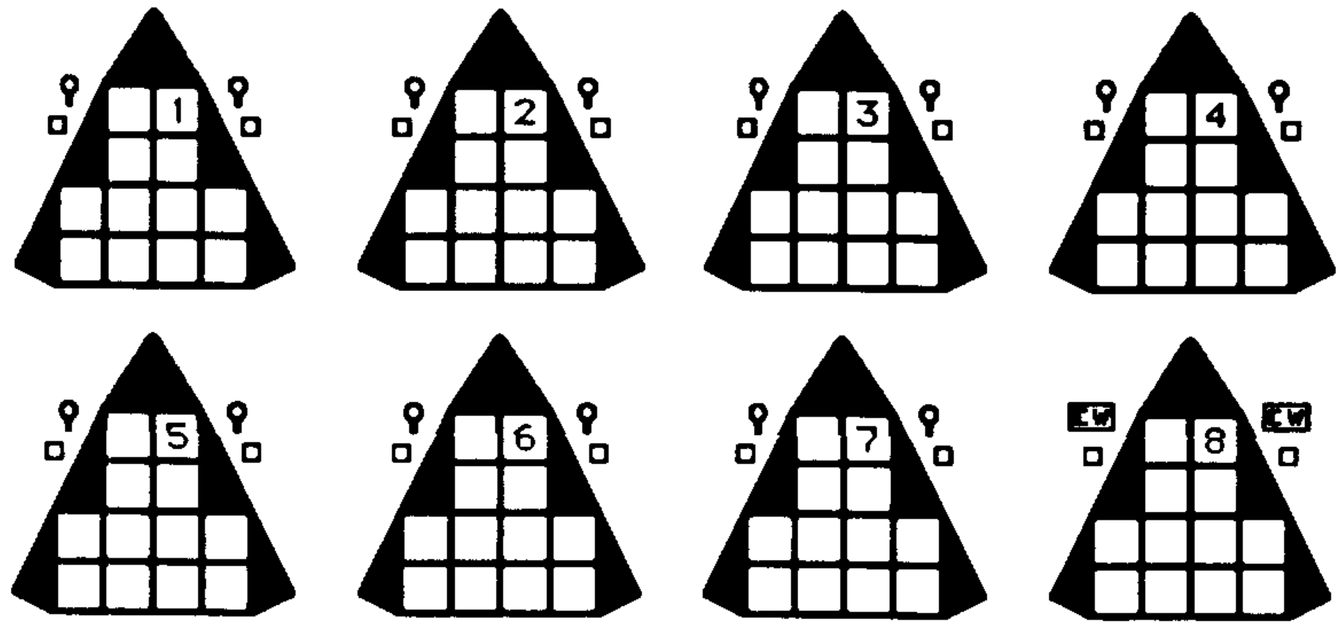
PSEUDO-PLASMA TORPEDOES
[A] F [B] F



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

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

EF FIGHTER
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 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

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

				D	D	D	D	

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	140/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.31

CARGO POD BPV = 21/15

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6

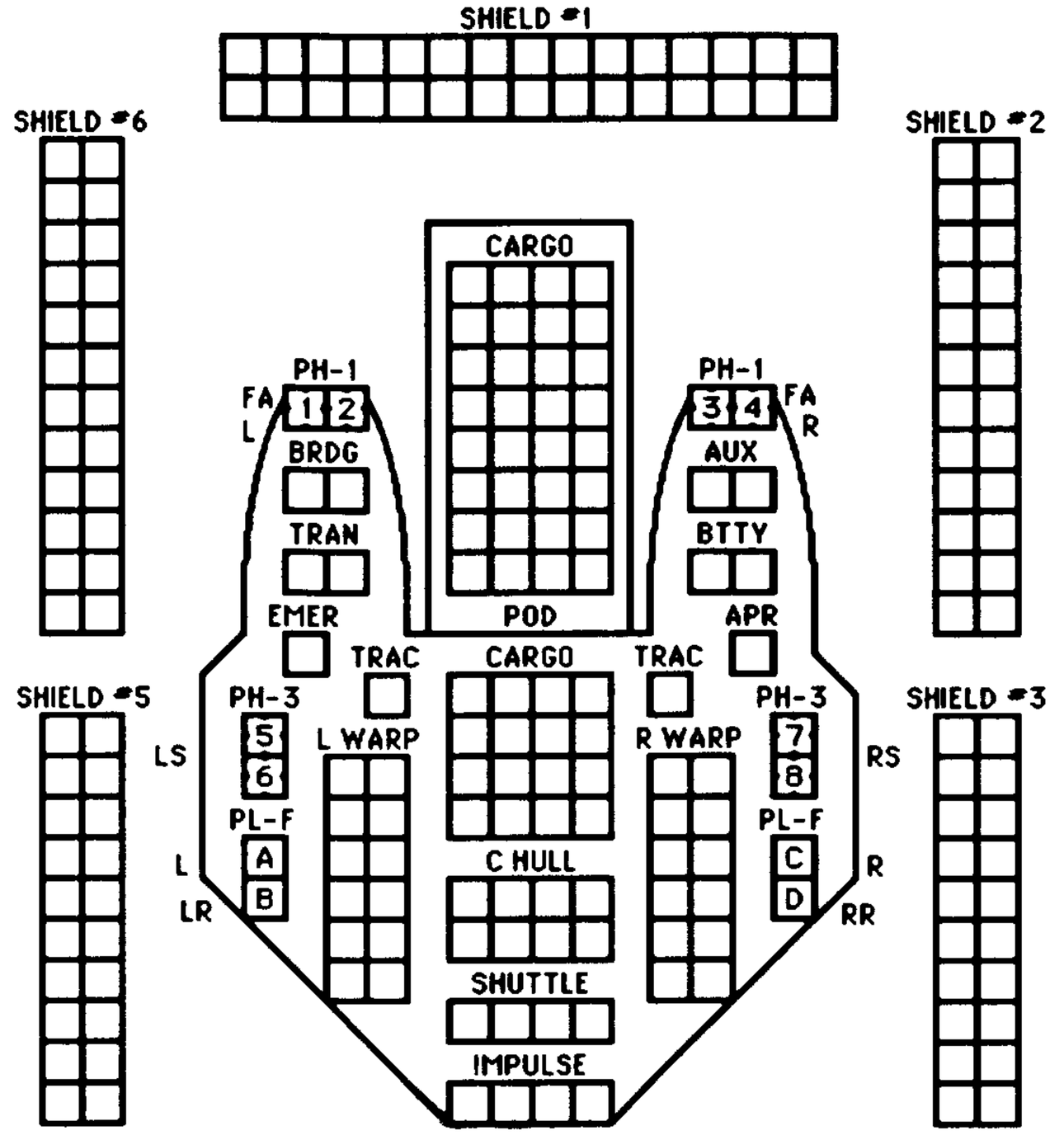
NO POD

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

WITH POD

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

CNTR ISC LIGHT TACTICAL TRANSPORT



SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	2	2	2	0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

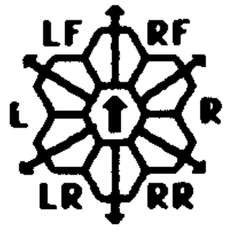
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

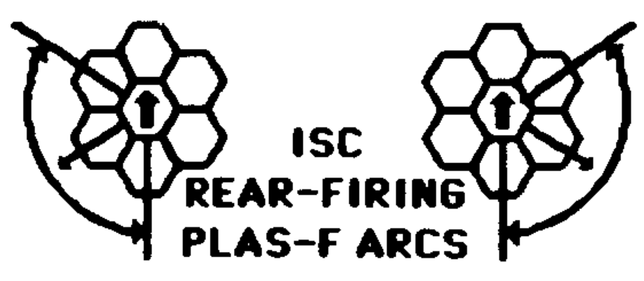
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD TABLE

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



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

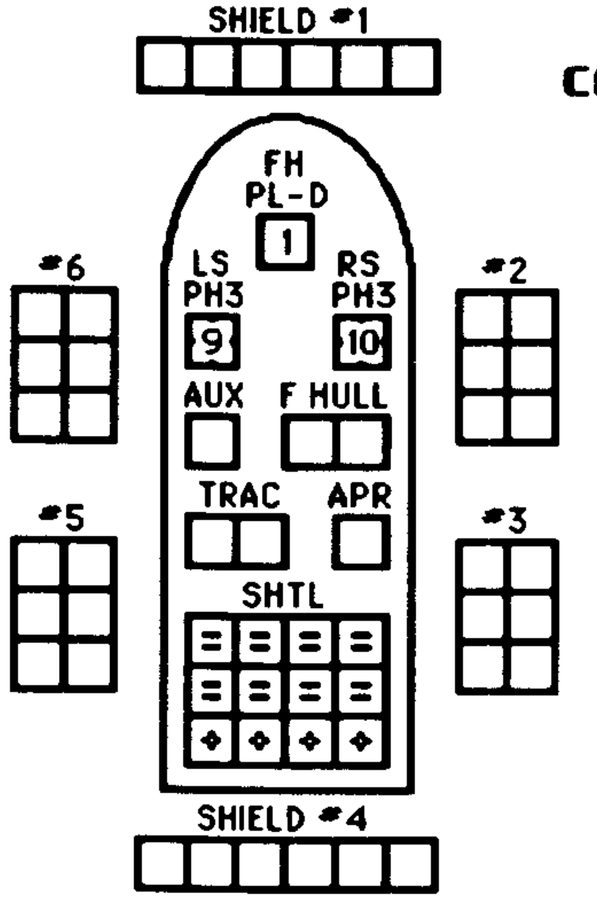


SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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

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

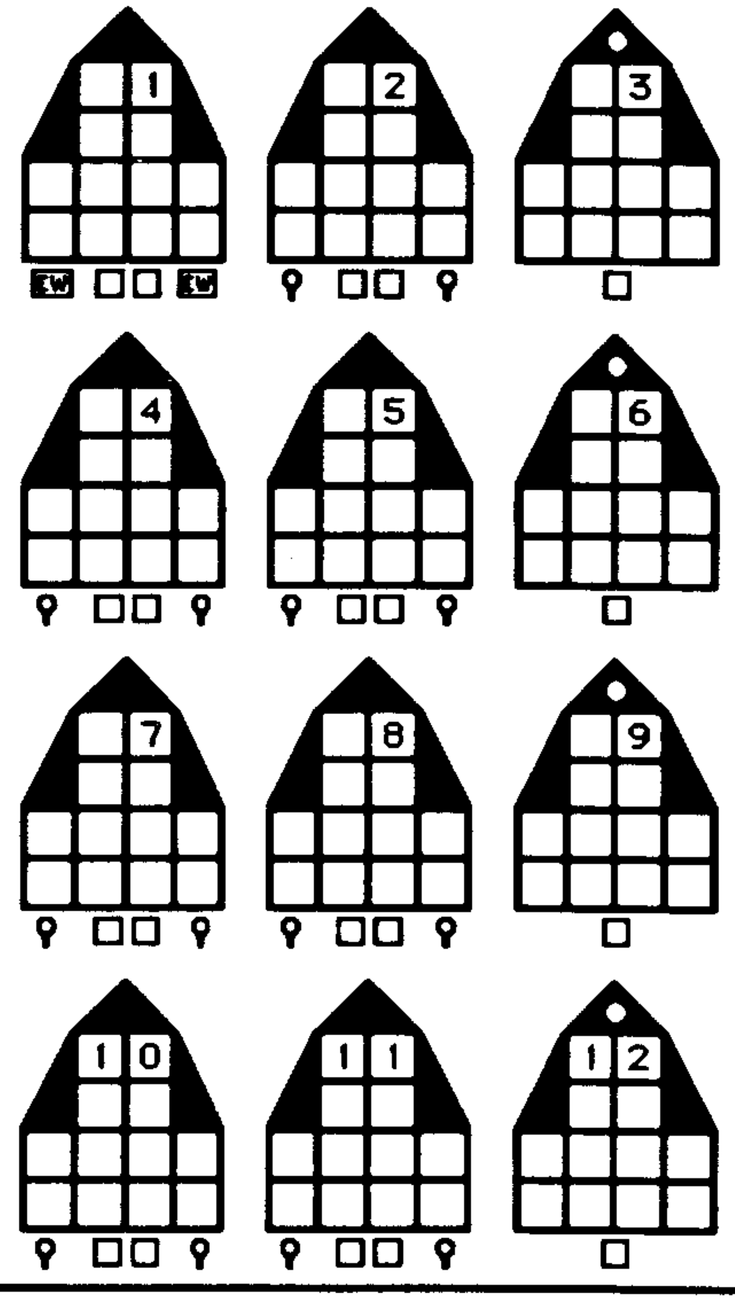
ISC LIGHT CARRIER POD



CREW UNITS: 6, 12 (* = 1)

BRDNG PRTS: 2

DECK CREWS: 6, 12



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

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

PLASMA-D RACKS

1

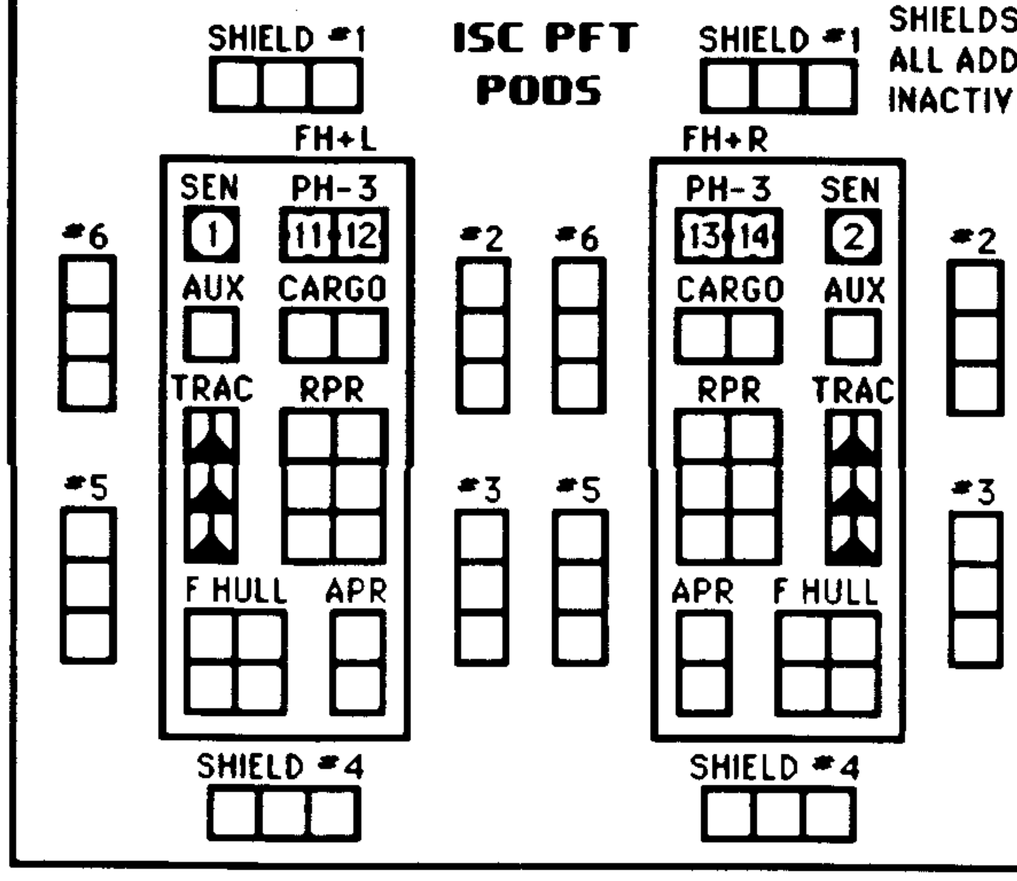
RACK ALWAYS HAD TWO RELOADS.

POD DATA TABLE

TYPE	=	P-CVL
BPV	=	22
SIZE	=	4
REF	=	R13.40

SHIELDS, BOARDING PARTIES, AND DECK CREWS ARE ALL ADDED TO THE LTT.

ISC PFT PODS



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

LEFT POD
CREW UNITS: 7, 14 (* = 1)
BRDNG PRTS: 2

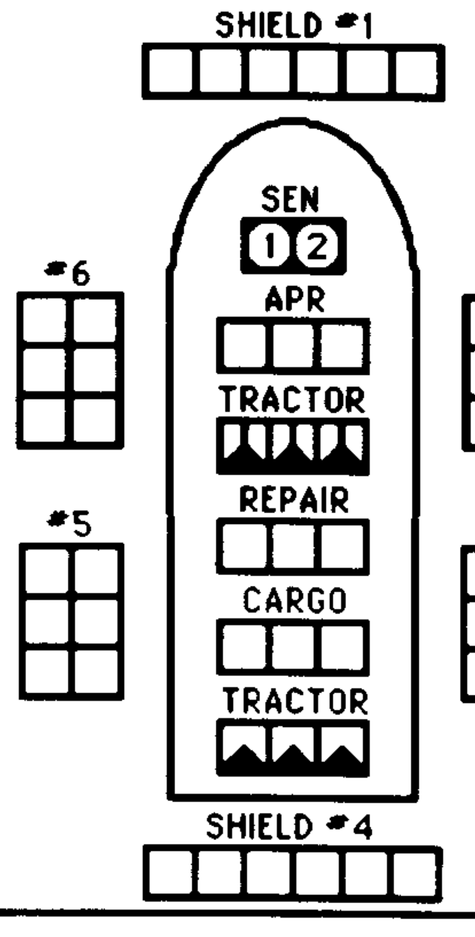
RIGHT POD
CREW UNITS: 7, 14 (* = 1)
BRDNG PRTS: 2

POD DATA TABLE

TYPE	=	P-PFT
BPV	=	28/12
SIZE	=	4
REF	=	R13.41

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

ISC LIGHT PF POD



SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

CREW UNITS: 7, 14 (* = 1)

BRDNG PRTS: 2

POD DATA TABLE

TYPE	=	P-LPF
BPV	=	38/24
SIZE	=	4
REF	=	R13.42

SHIELDS, BOARDING PARTIES AND CREW UNITS ARE ALL ADDED TO THE LTT.

ISC PLASMA G DESTROYER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DDG
POINT VALUE	=	94
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.34

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

TURN MODE / SPEED

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

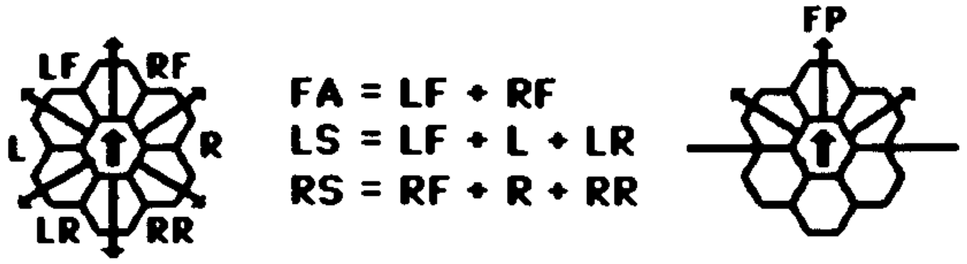
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

TYPE I OFFENSIVE PHASER TABLE

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

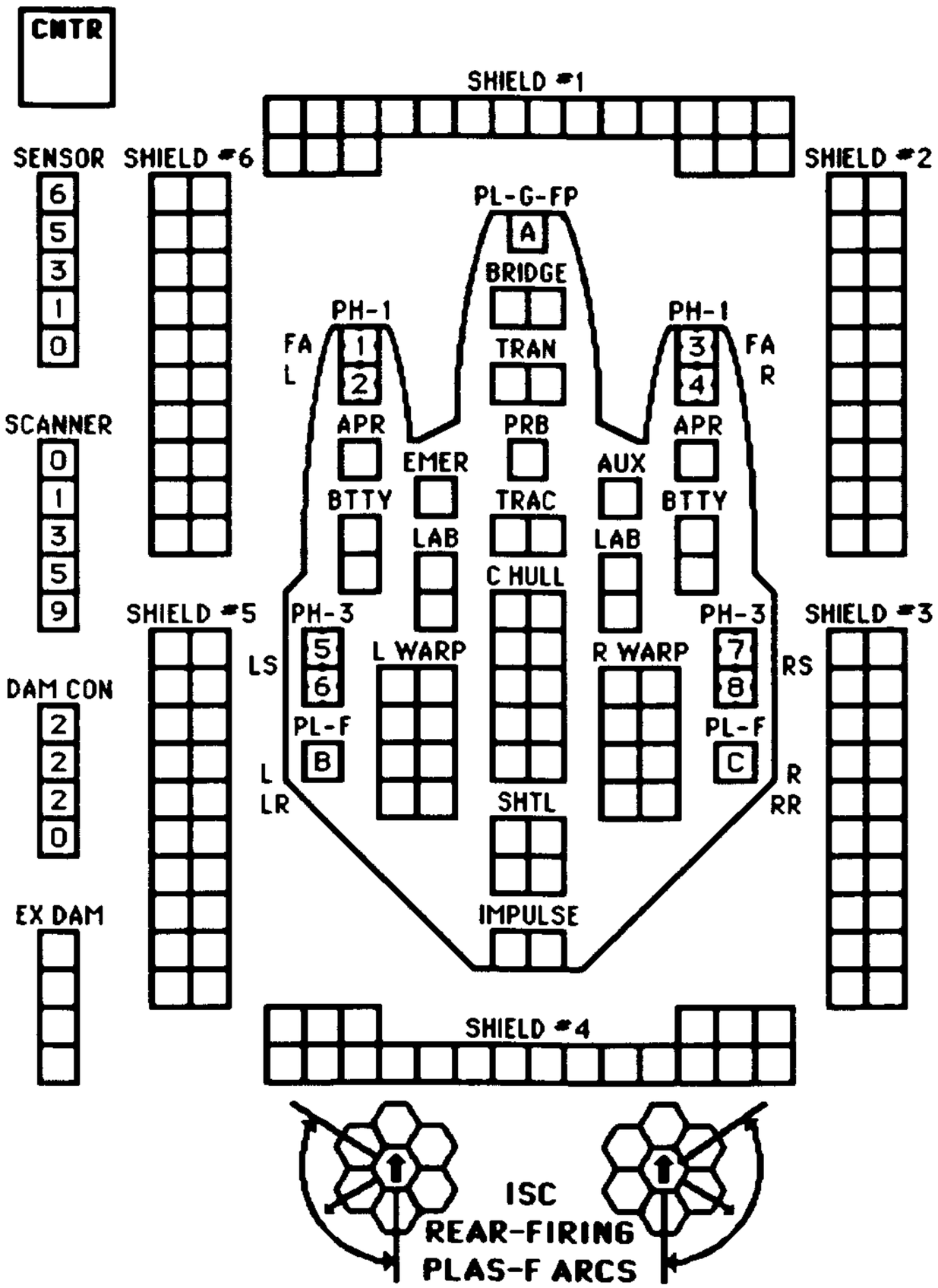
TYPE III DEFENSE PHASER

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



PSEUDO-PLASMA TORPEDO

A	G



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

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

ISC FRIGATE LEADER

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

T-BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	FFL
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.35

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

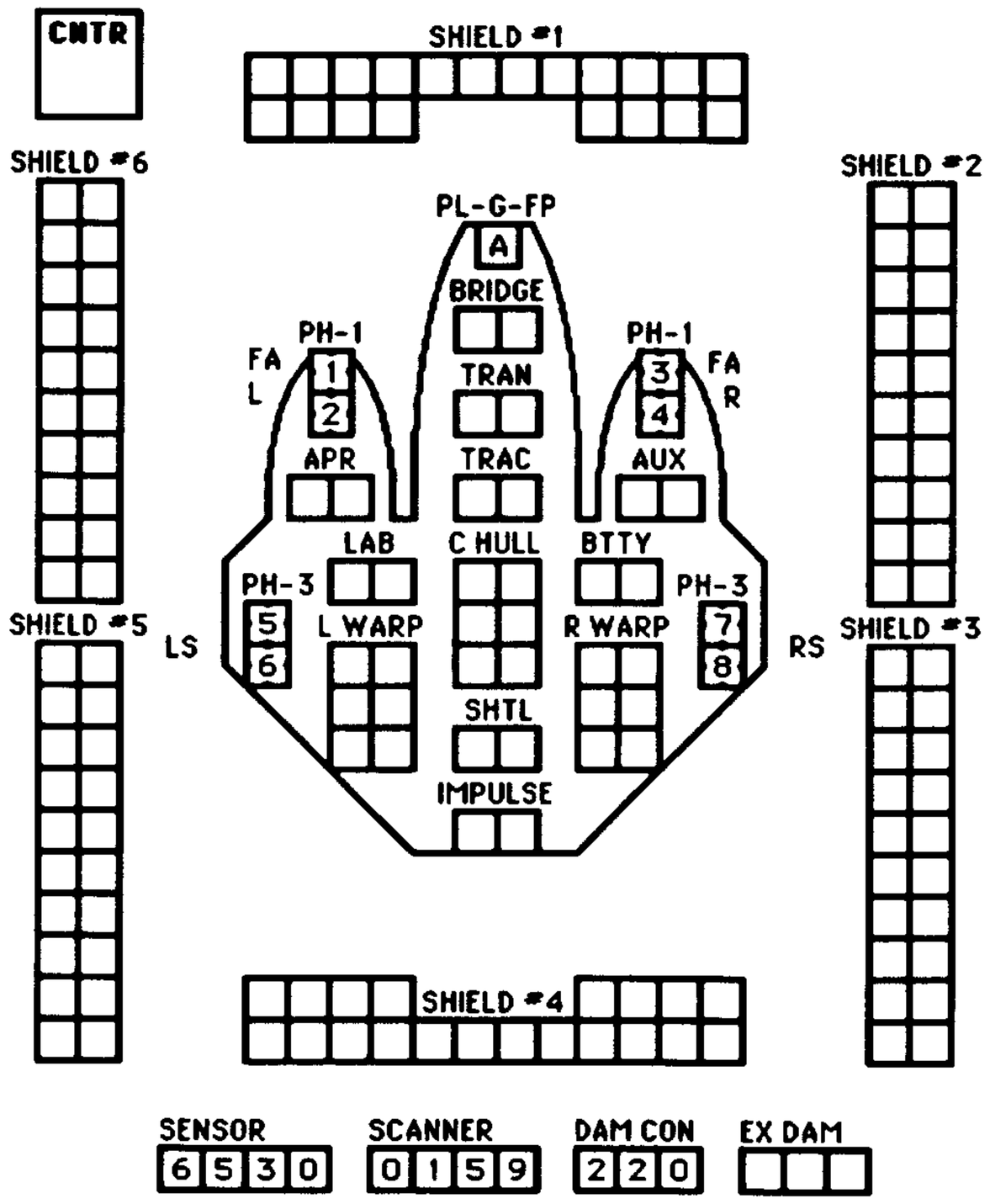
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

TYPE I OFFENSIVE PHASER TABLE

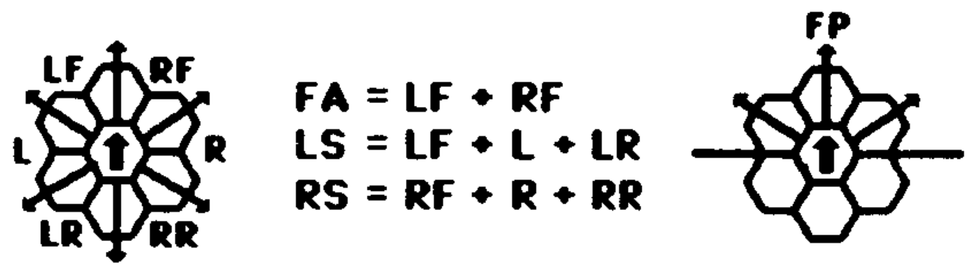
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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



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



PSEUDO-PLASMA TORPEDO

A	G

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

ISC PRIORITY TRANSPORT

CREW UNITS

			*						10
									20

BOARDING PARTIES

					6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

T-BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DPT
POINT VALUE	=	90
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.36

CARGO PACK BPV = 12

PLASMA TORPEDO WARHEAD TABLE

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

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

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

HET [ ]
BD [ ] [ ]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

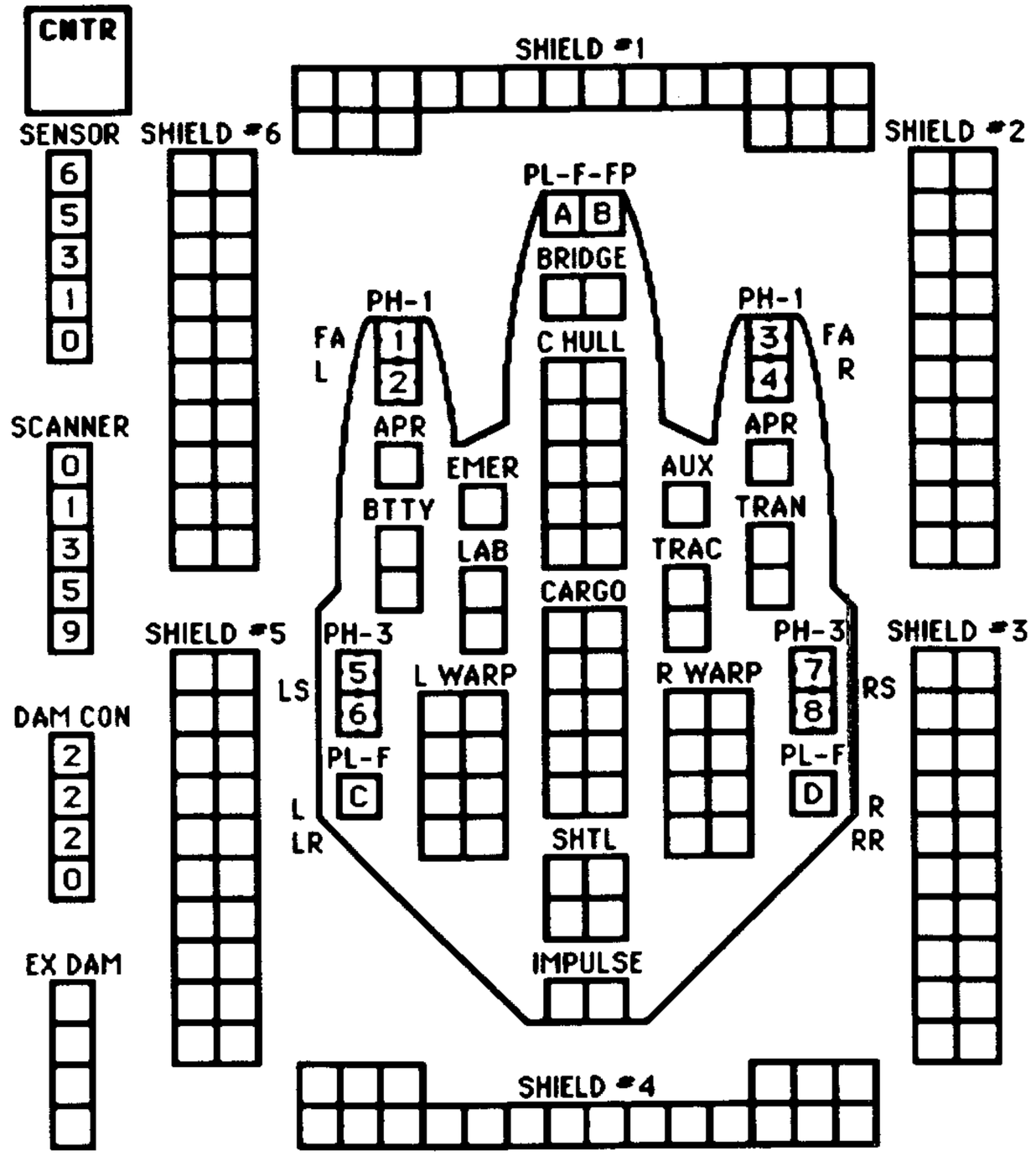
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

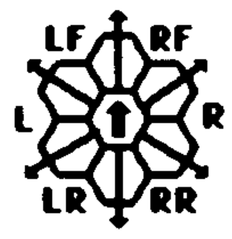
CARGO PACK DCP (R13.36A)

OPTIONAL CARGO PACK. IF USED, INCREASE SHIP'S MOVEMENT, HET, AND EM COSTS AS INDICATED BELOW.

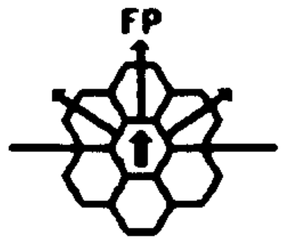
MOVE COST	HET COST	EM COST
.67	3.33	4

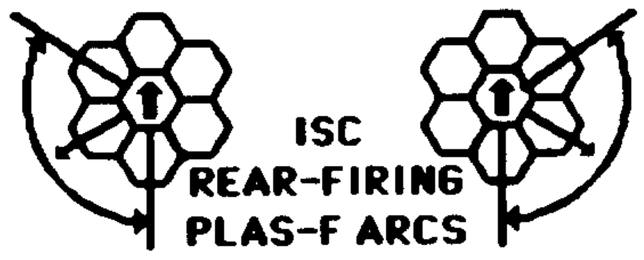
CARGO





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





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

WARP ENERGY MOVEMENT COST = 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

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

ISC TORPEDO DREADNOUGHT

CREW UNITS

10 20 30 40 50 60

BOARDING PARTIES

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES 5

TRANSPORTER BOMBS D D D D D D

SHIP DATA TABLE

TYPE	=	DNT
POINT VALUE	=	270
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.37

CNTR

SENSOR 6 6 6 6 5 4 3 2 1 0

SCANNER 0 0 0 0 1 2 3 4 5 9

DAM CON 6 6 4 4 4 2 2 2 0

EX DAM

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+

PLASMATIC PULSAR DEVICE COMBAT TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

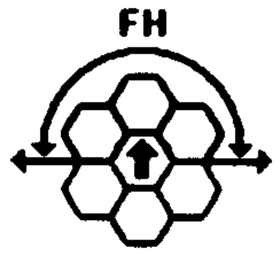
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

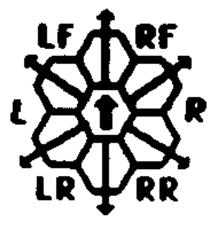
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES

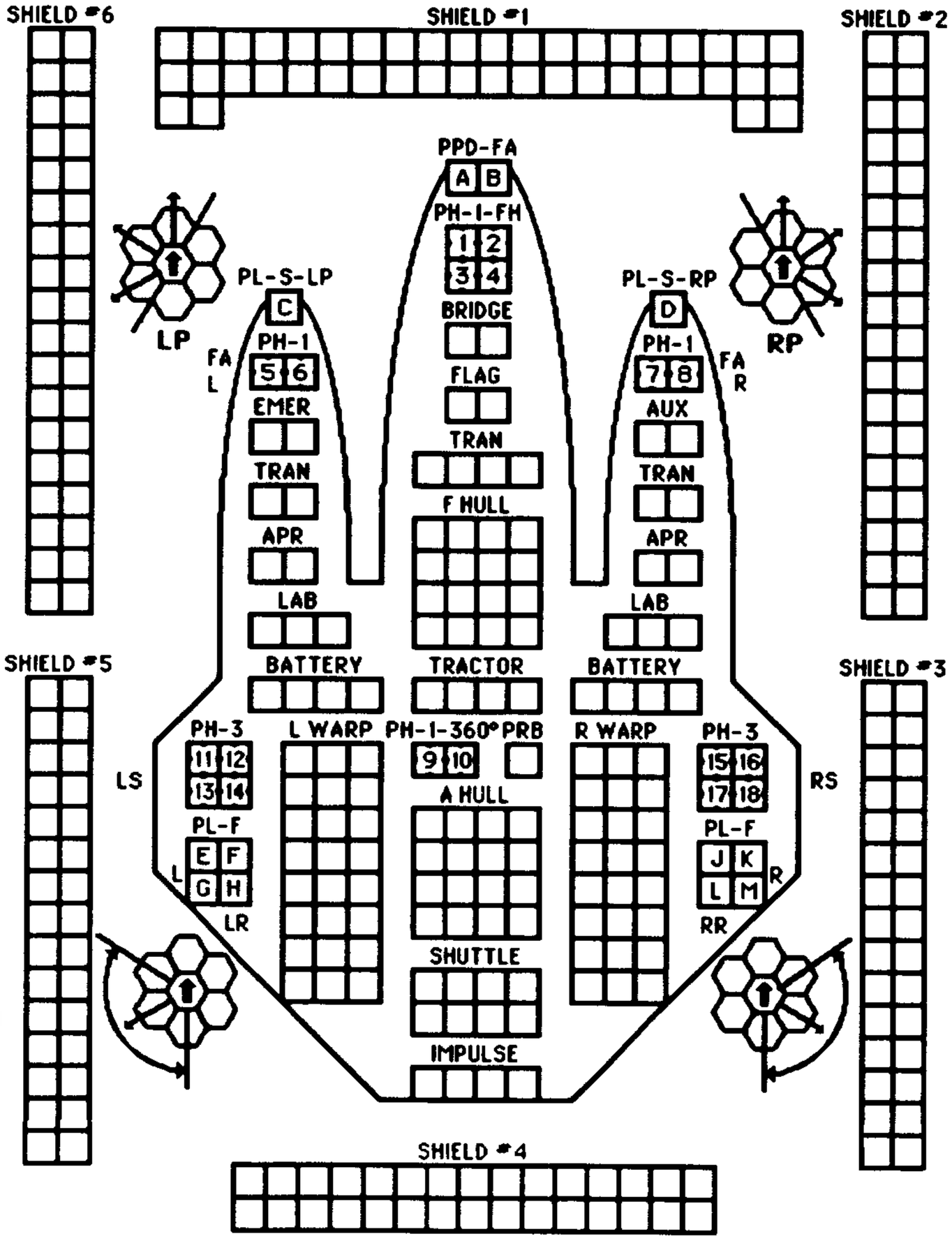
C S D S





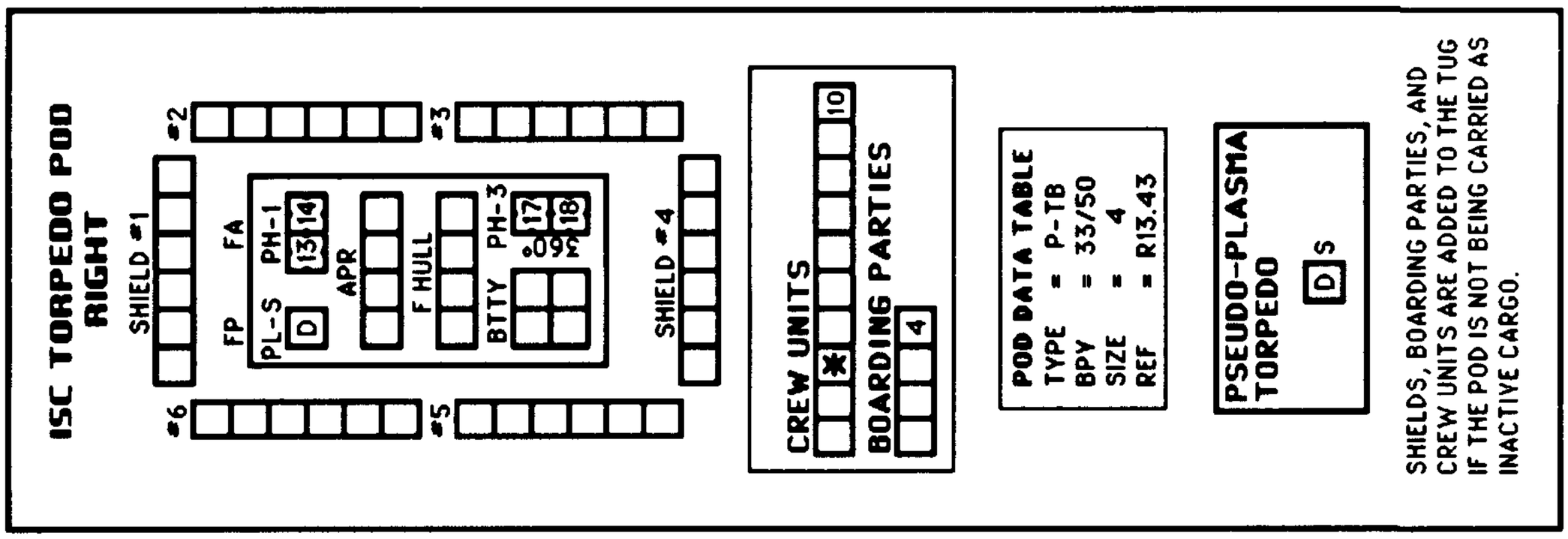
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

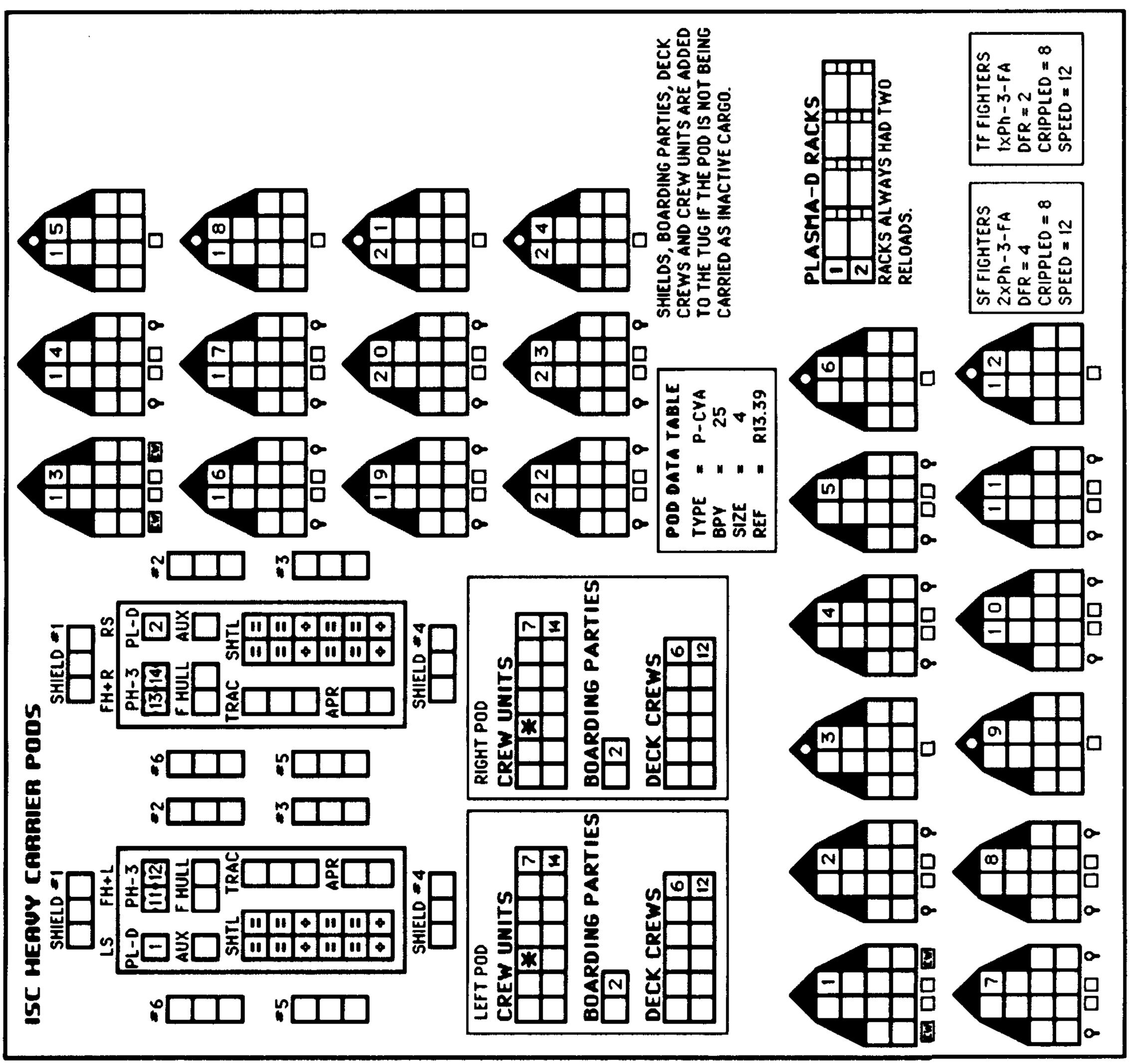
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.



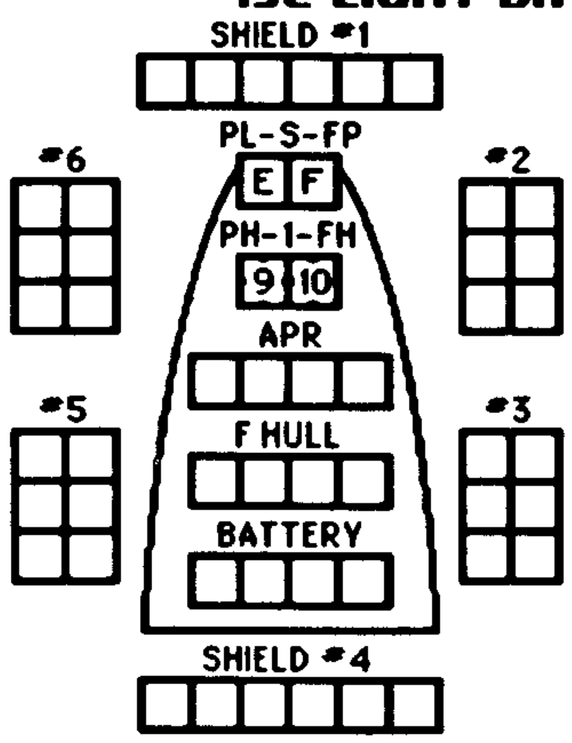
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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


ISC TORPEDO POD
RIGHT
SHIELD #1
#2
#3
FP FA
PL-S PH-1
D 13 14
APR
F HULL
BTTY PH-3
09 17 18
SHIELD #4
#6
#5
CREW UNITS
*
BOARDING PARTIES
4
POD DATA TABLE
TYPE = P-TB
BPV = 33/50
SIZE = 4
REF = R13.43
PSEUDO-PLASMA TORPEDO
D S
SHIELDS, BOARDING PARTIES, AND CREW UNITS ARE ADDED TO THE TUG IF THE POD IS NOT BEING CARRIED AS INACTIVE CARGO.


ISC HEAVY CARRIER PODS
SHIELD #1
FH+R RS
PH-3 PL-D
13 14 2
F HULL AUX
TRAC SHTL
APR
SHIELD #4
#2
#3
#6
#5
RIGHT POD
CREW UNITS
*
BOARDING PARTIES
2
DECK CREWS
6 12
LEFT POD
SHIELD #1
LS FH+L
PL-D PH-3
1 11 12
AUX F HULL
SHTL TRAC
APR
SHIELD #4
#2
#3
#6
#5
CREW UNITS
*
BOARDING PARTIES
2
DECK CREWS
6 12
PLASMA-D RACKS
1
2
RACKS ALWAYS HAD TWO RELOADS.
SF FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 12
TF FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 12
POD DATA TABLE
TYPE = P-CYA
BPV = 25
SIZE = 4
REF = R13.39
SHIELDS, BOARDING PARTIES, DECK CREWS AND CREW UNITS ARE ADDED TO THE TUG IF THE POD IS NOT BEING CARRIED AS INACTIVE CARGO.

ISC LIGHT BATTLE POD



SHIELDS, BOARDING PARTIES AND CREW UNITS ARE ALL ADDED TO THE LTT.

POD DATA TABLE		
TYPE	=	P-LB
BPV	=	30/60
SIZE	=	4
REF	=	R13.32

PSEUDO-PLASMA TORPEDOES

E S F S

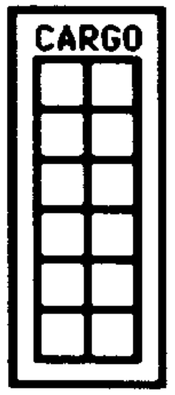
CREW UNITS

* 8

BOARDING PARTIES

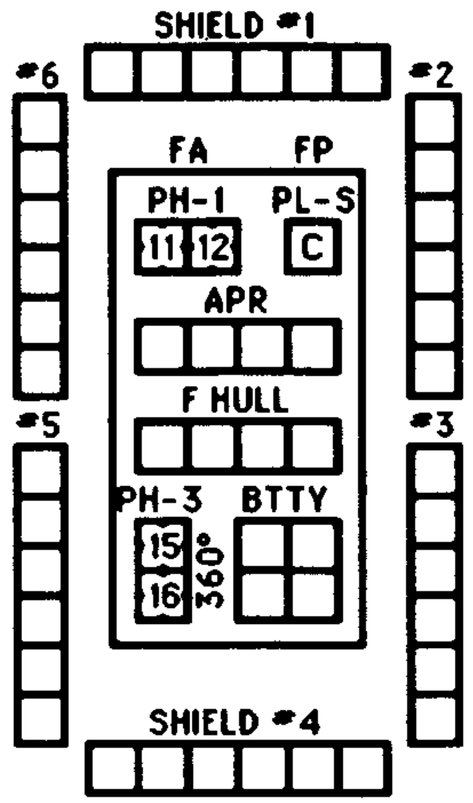
4

ISC DPT CARGO PACK



POD DATA TABLE		
TYPE	=	B
CREW	=	0
BPS	=	0
BPV	=	12
SIZE	=	4
REF	=	R13.36A

ISC TORPEDO POD LEFT



CREW UNITS

* 10

BOARDING PARTIES

4

POD DATA TABLE		
TYPE	=	P-TB
BPV	=	33/50
SIZE	=	4
REF	=	R13.43

PSEUDO-PLASMA TORPEDO

C S

SHIELDS, BOARDING PARTIES, AND CREW UNITS ARE ADDED TO THE TUG IF THE POD IS NOT BEING CARRIED AS INACTIVE CARGO.

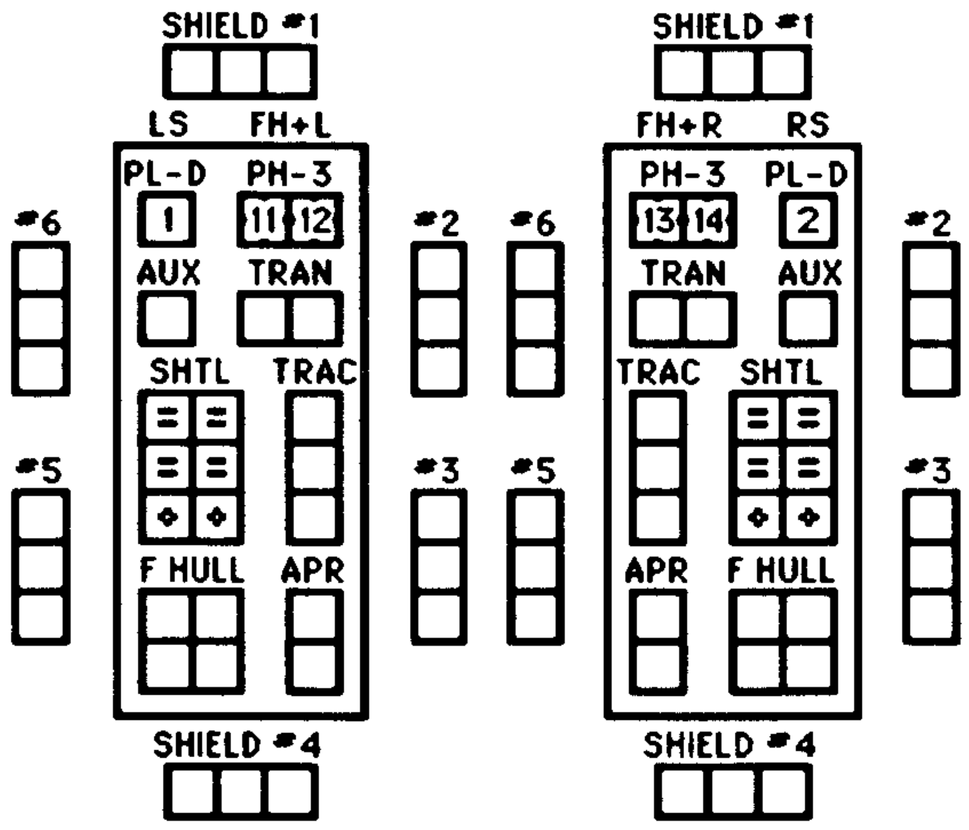
SHIELDS, BOARDING PARTIES, DECK CREWS AND CREW UNITS ARE ADDED TO THE TUG IF THE POD IS NOT BEING CARRIED AS INACTIVE CARGO.

PLASMA-D RACKS

1
2

RACKS ALWAYS HAD TWO RELOADS.

ISC CARRIER PODS



LEFT POD

CREW UNITS

* 7

BOARDING PARTIES

2

DECK CREWS

6

RIGHT POD

CREW UNITS

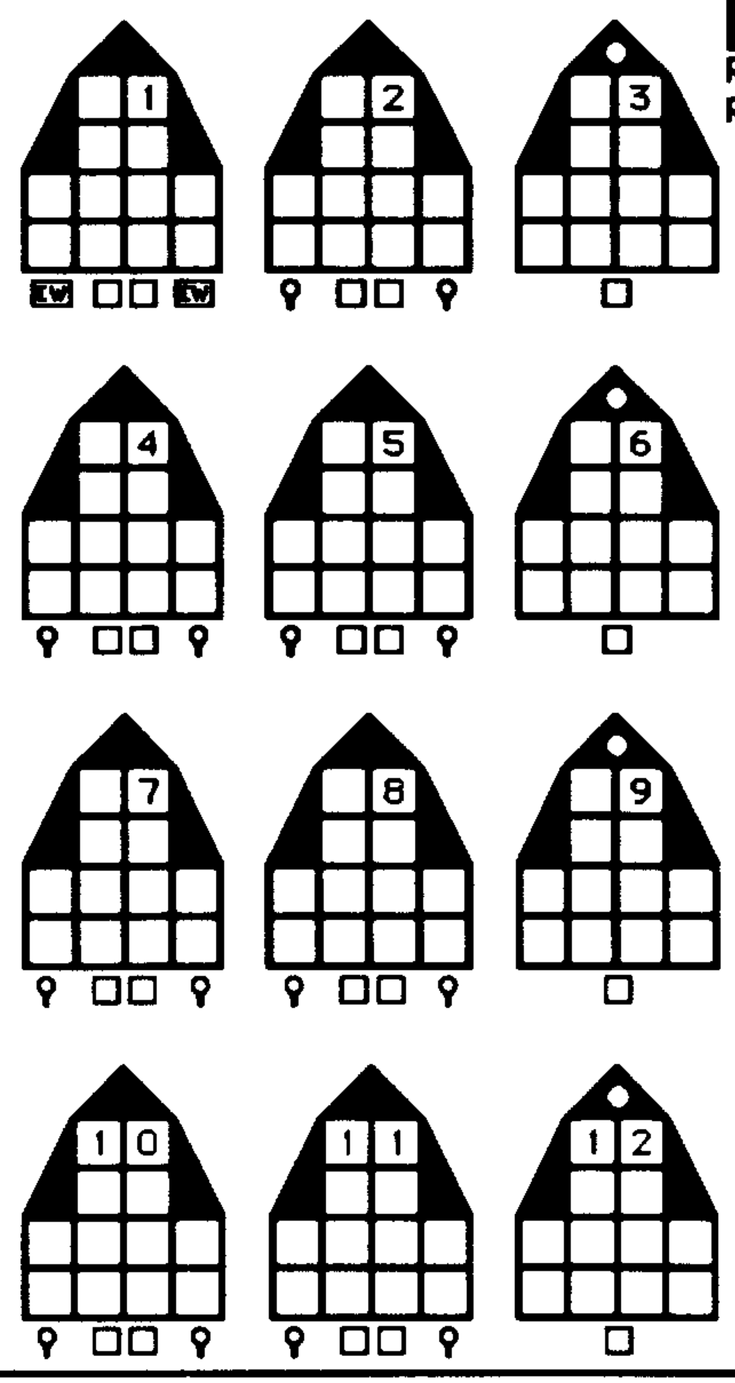
* 7

BOARDING PARTIES

2

DECK CREWS

6

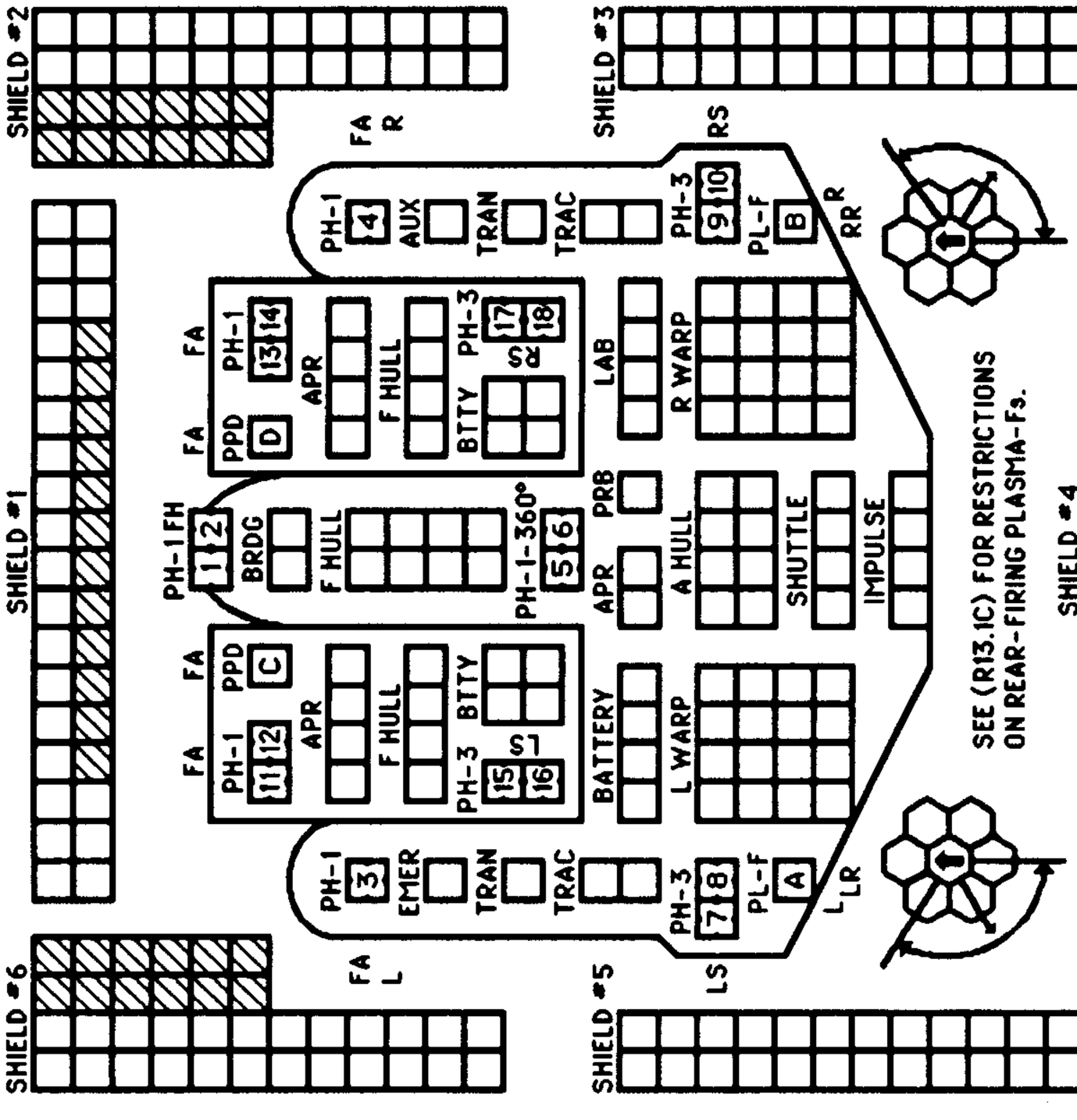


POD DATA TABLE		
TYPE	=	P-CY
BPV	=	15
SIZE	=	4
REF	=	R13.38

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

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

ISC BATTLE TUG



SHIP DATA TABLE	
TYPE	= TUG
POINT VALUE	= 124/90
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.22
POD BPV = 38/55 EACH	
REFERENCE	= R13.25

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

SHADED BOXES ARE PART OF PODS

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

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

EXCESS DAMAGE

DAM CON 4 2 2 2 0

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

⑥ = ERRATIC MANEUVER WARP COST

PLASMATIC PULSAR DEVICE COMBAT TABLE																														
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40	41-50	51-75	76-100	101-125	126-150	151-175	176-200	201-225	226-250	251-275	276-300	301-325	326-350	351-375	376-400	401-425	426-450	451-475	476-500	501-525	526-550	551-575	576-600
HIT*	-	9	8	7	6	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
DAMAGE	0	6	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1	0+1
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0	1+0

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

FH

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

TYPE I OFFENSIVE PHASER TABLE																														
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75	76- 100	101- 125	126- 150	151- 175	176- 200	201- 225	226- 250	251- 275	276- 300	301- 325	326- 350	351- 375	376- 400	401- 425	426- 450	451- 475	476- 500	501- 525	526- 550	551- 575	576- 600
1	9	8	7	6	5	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	8	7	6	5	5	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	7	5	5	4	4	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

PROBES 5

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

CREW UNITS

			*							10
										20
										30
		▨	▨	▨	▨	▨	▨	▨	▨	▨

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6	▨	▨	▨	▨

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	140/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.31

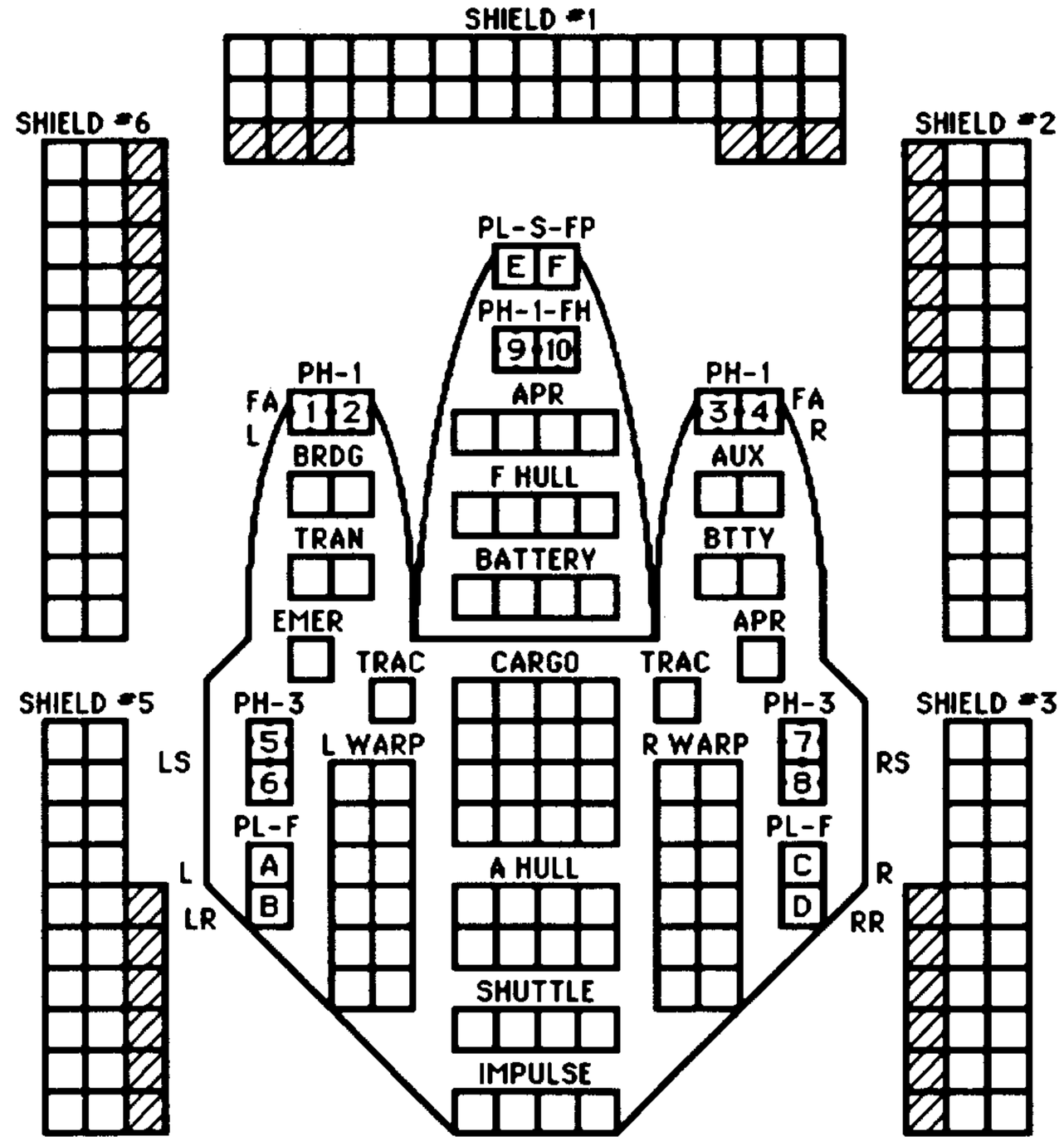
LIGHT BATTLE

POD BPV	=	30/60
REFERENCE	=	R13.32

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

CNTR

ISC LIGHT BATTLE TRANSPORT



SENSOR

6	6	5	3	1	0

SCANNER

0	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

TYPE III DEFENSE PHASER

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

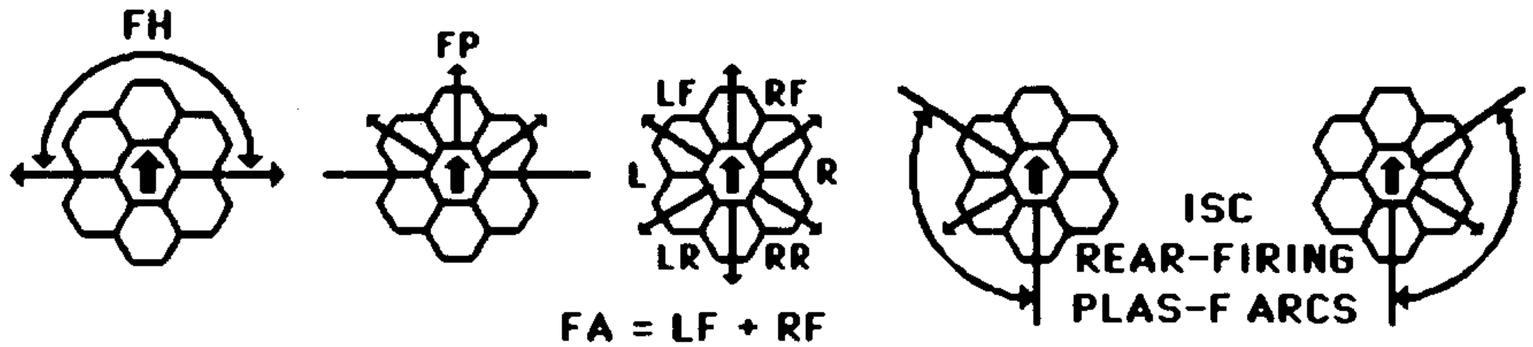
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PSEUDO-PLASMA TORPEDOES (POD)

[E]s [F]s

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

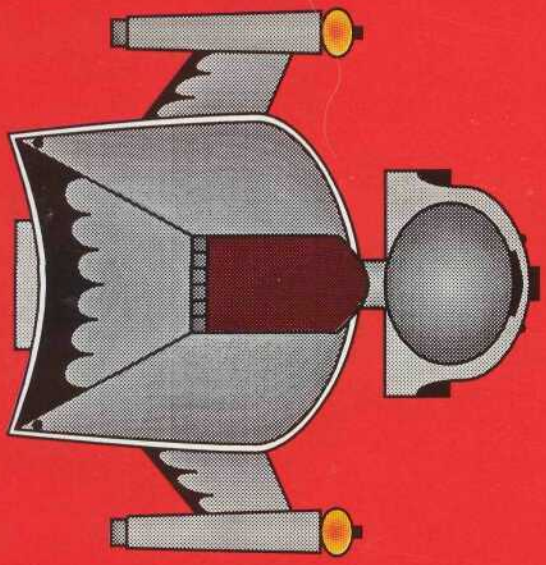


▨ SHADED BOXES ARE PART OF POD.

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

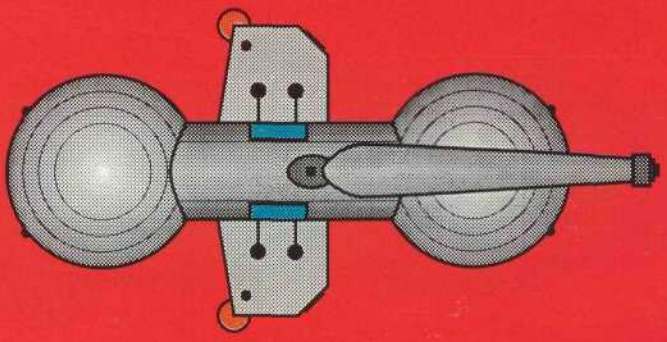
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

Shipyards throughout known space are preparing new ships for service in the Star Fleet Battles Universe — Module R4 covers new ships and scenarios for the following races.



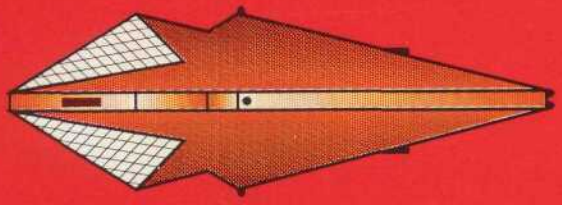
ROMULAN SHIPS

NEW: RoyalHawk ★ FlameHawk ★ Also includes Optimized Condor ★ Phoenix Space Control Ship ★ Thunder Hawk Battle Control Ship ★ KRV Carrier ★ Snipe–E Escort ★ Revised SparrowHawk–M Escort ★ plus 27 other ships.



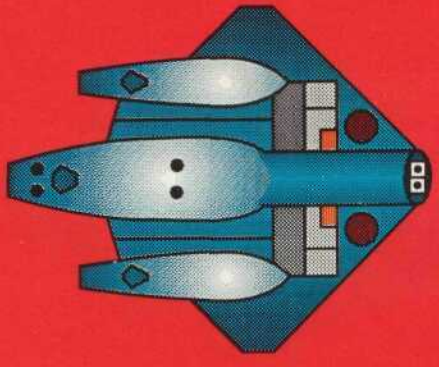
GORN SHIPS

NEW: Battle PF Tender ▲ Battle Destroyer Scout ▲ Also includes HDV Carrier ▲ Space Control Ship ▲ Heavy Battlecruiser ▲ Medium Command Cruiser ▲ plus 14 other ships and 4 pods.



THOLIAN SHIPS

NEW: 6 Photon-Armed Variants ◆ Also includes War Cruiser Scout ◆ Light Tactical Transport ◆ War Cruiser Minesweeper ◆ plus 8 packs and pods.



ISC SHIPS

NEW: Carrier and PFT pods ● Also includes Escort Cruisers ● Destroyer Escorts ● Light Tactical Transport ● plus 6 other ships and 3 other pods.

NEW SCENARIOS

■ Asteroid Operations ■ Revenge of the Eagles ■ Morkedian Death March ■ *StarHawk* Rising ■ ■ Romulan Shell Game ■ The Chase ■ Plasma–vs.–Drones ■ Romula Audacia ■ First Arrest ■

This product provides additional ships for use in Star Fleet Battles. You must have SFB Basic Set in order to utilize this material. You will need New Worlds II and Advanced Missions to use some of the ships.

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