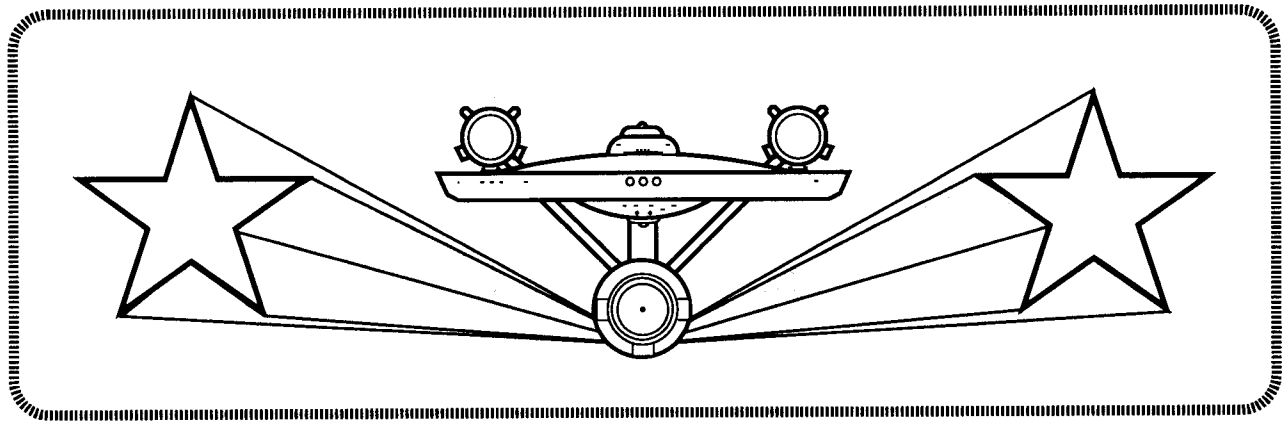


STAR FLEET BATTLES



CAPTAIN'S BASIC SET SSD BOOK 2000



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SMALL AUXILIARY CARRIER

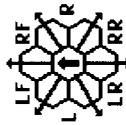
CREW UNITS		ADMINISTRATIVE SHUTTLES	
10	20	IDENT	HIT POINTS
			NOTES

BOARDING PARTIES	TRANSPORTER BOMBS
2	D D

DECK CREWS
10

SHIP DATA TABLE	
TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.13

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

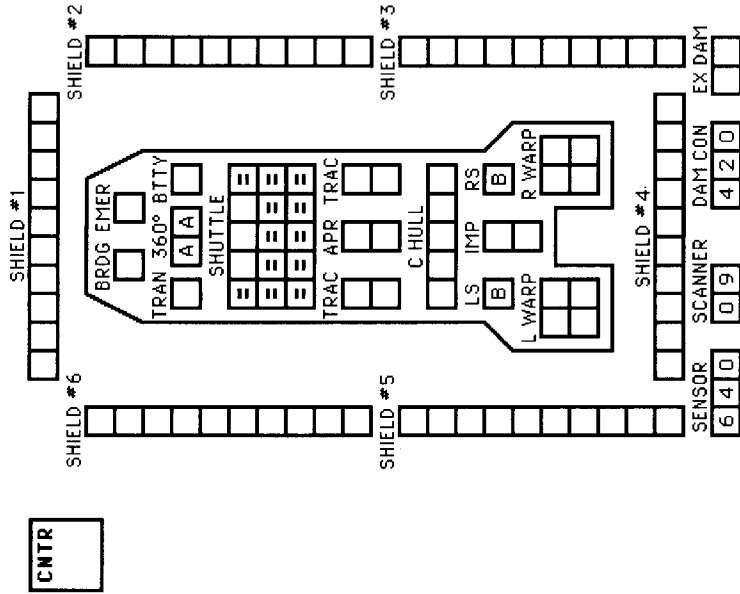


LS = LF + L + LR
RS = RF + R + RR

TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11
RANGE	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE												
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11
RANGE	0	1	2	3	4	5	6	7	8	9	10	11
1	6	5	5	4	4	3	2	1	1	1	1	1
2	6	5	4	4	2	1	1	1	0	0	0	0
3	6	4	4	4	1	1	0	0	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0	0	0
5	5	4	3	3	0	0	0	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER												
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11
RANGE	0	1	2	3	4	5	6	7	8	9	10	11
1	4	4	4	3	1	1	1	1	1	1	1	1
2	4	4	4	2	1	0	0	0	0	0	0	0
3	4	4	4	1	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0



THE WEAPONS USED BY EACH RACE ARE SPECIFIED IN (R1.13).

INSERT WEAPON SPECIFIED BY (R1.13)

ANTI-DRONE TABLE

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

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

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

LARGE FREIGHTER

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

CREW UNITS
*2

SHIP DATA TABLE

TYPE = F-L
 POINT VALUE = 61/18
 BREAKDOWN = 1-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.6

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31																
ROLL 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	30	50	
1	6	5	5	4	3	2	1	1										
2	6	5	4	4	2	1	1	0										
3	6	4	4	4	1	1	0	0										
4	5	4	4	3	1	0	0	0										
5	5	4	3	3	0	0	0	0										
6	5	3	3	3	0	0	0	0										

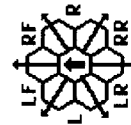
TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.
 THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.
 THIS SHIP DOES NOT CARRY T-BOMBS.



RA = LR + RR

CNTR

SHIELD #1

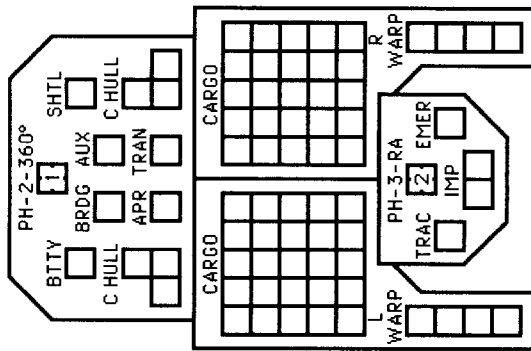
SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4



SENSOR 630
 SCANNER 029
 DAM CONTROL 220
 EX 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	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	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

CREW UNITS

10					
*					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS; NO (J1.59) TRANSFERS.

BOARDING PARTIES

8					
---	--	--	--	--	--

T-BOMBS

D	D
---	---

SHIP DATA TABLE

TYPE = L-Q
 POINT VALUE = 81
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

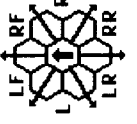
TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.
 SEE SPECIAL COMBAT RULES (R1.7).

PHOTON TORPEDO TABLE

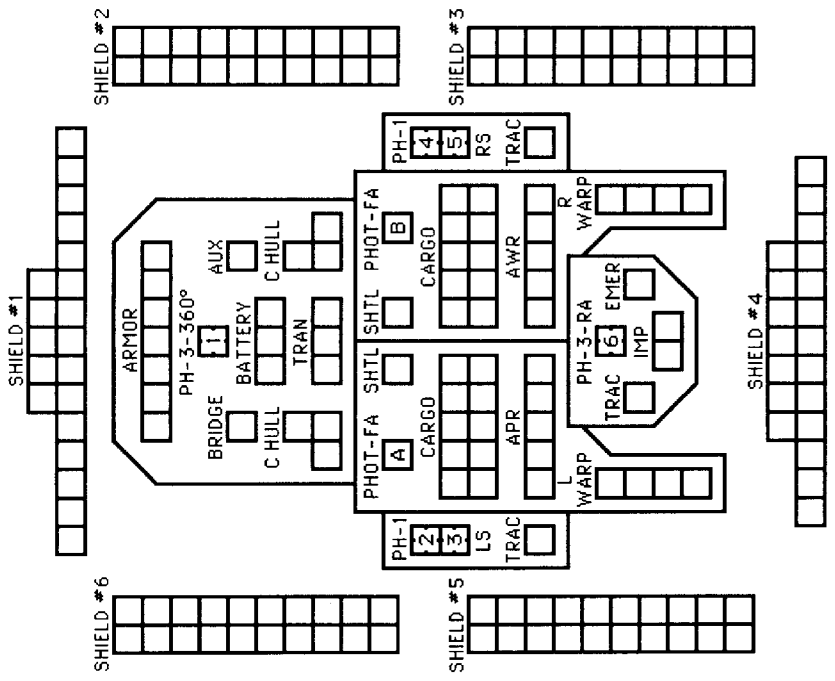
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DHGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA



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

FEDERATION LARGE Q SHIP

CNTR



SENSOR 6630
 SCANNER 0029
 DAM CONTROL 4120
 EX 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	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	
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

GORN SMALL Q SHIP

CREW UNITS

★			6
---	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

		5
--	--	---

T-BOMBS

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

SHIP DATA TABLE

TYPE = S-Q
 POINT VALUE = 35
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.7

TYPE I OFFENSIVE PHASER TABLE

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

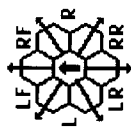
TURN MODE SPEED

C	1	2	3	4	5	6
NO						
HET						
BONUS						
BD						
						28+

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. SEE SPECIAL COMBAT RULES (R1.7).



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		

PSEUDO PLASMA TORPEDO

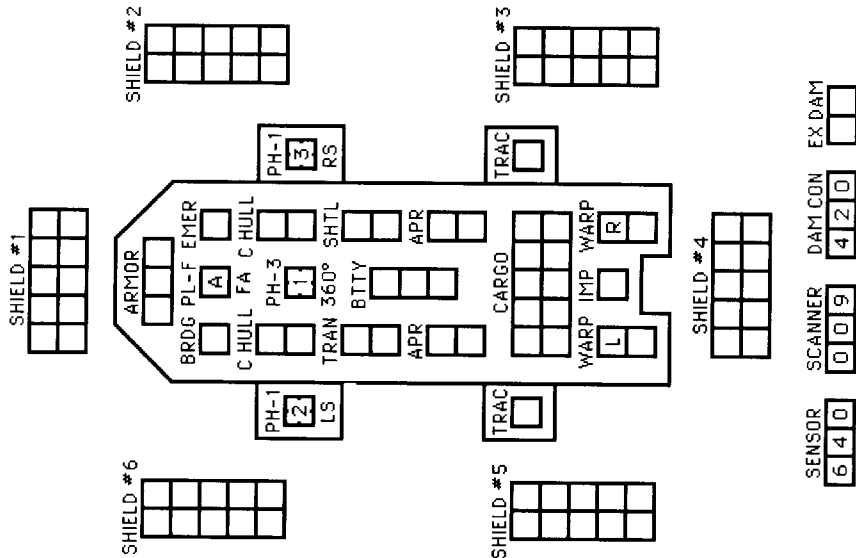
A	F
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WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

CNTR



FEDERATION SCOUT

CNTR

SHIP DATA TABLE	
TYPE	SC
POINT VALUE	= 120/100
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.7
PLUS REFIT	= +4

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

PROBES				
				5

BOARDING PARTIES				
				6

TRANSPORTER BOMBS		
		D D

TYPE I OFFENSIVE PHASER TABLE

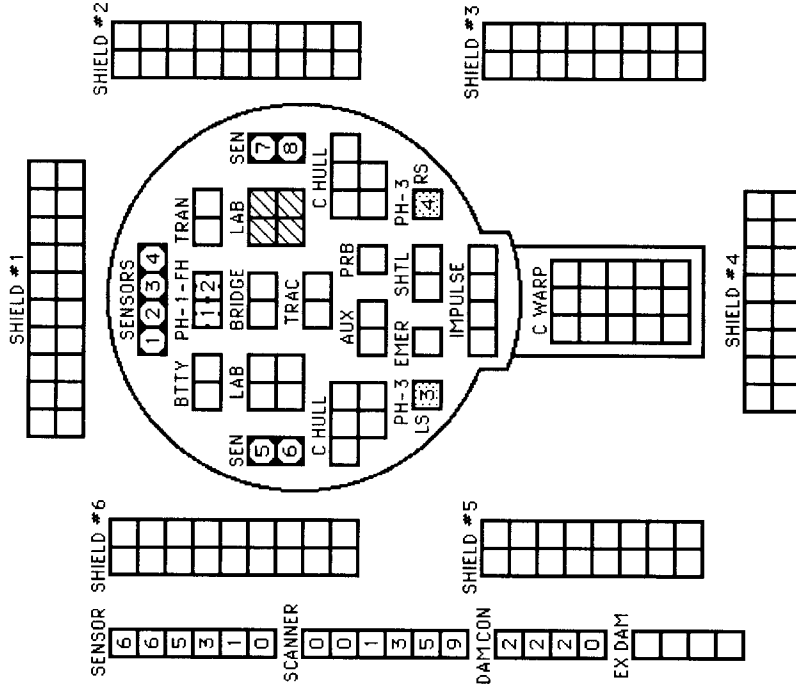
DIE RANGE	6-	9-	16-	26-	51-					
ROLL 0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	0	0
3	7	5	4	4	3	2	1	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TYPE III DEFENSE PHASER

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

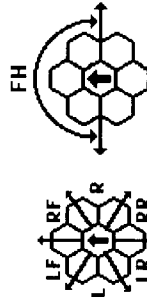
SCOUT FUNCTIONS SUMMARY

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



SHADED BOXES ARE THE SC+ REFIT.

FOUR OF THE LABS ARE REPLACED WITH APR BY THE SC+ REFIT.



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

SENSORS #1-#4 ARE DESTROYED ON TORPEDO HITS.
SENSORS #5-#8 ARE DESTROYED ON PHASER HITS.

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	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
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

ROMULAN WAR EAGLE CRUISER

CNTR

SHIP DATA TABLE	
TYPE	WE
POINT VALUE	= 100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 6/4
REFERENCE	= R4.3
PHASER REFIT	= +3
BPV INCLUDES CLOAK	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

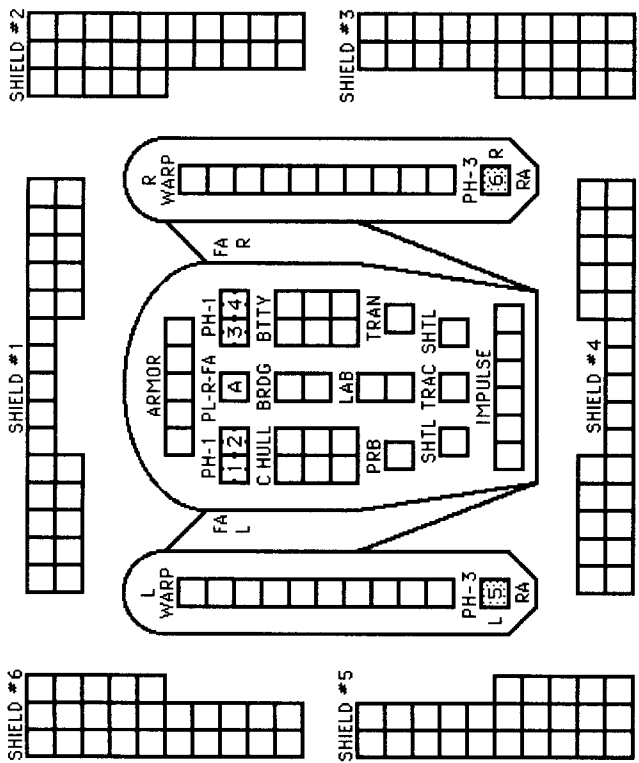
CREW UNITS		
	10	20
*		

BOARDING PARTIES		
	5	

TRANSPORTER BOMBS		
	D	D

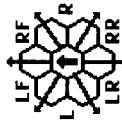
CLOAK	
	H&R

PROBES		
	5	



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

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



FA = LF + RF
RA = LR + RR

PSEUDO-PLASMA TORPEDO	
	A

TYPE III DEFENSE PHASER						
DIE RANGE	4-	9-	ROLL	0	1	2
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	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. SEE (D4.12) FOR ARMOR RULES.

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 REAR PHASER REFIT.

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	20	20	20	10	5	1	0
TYPE S	30	30	22	22	22	15	15	10	5	1	0	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								

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

KLINGON F5 FRIGATE

CREW UNITS		ADMINISTRATIVE SHUTTLE	
		IDENT	HIT POINTS
		10	
		20	

BOARDING PARTIES		TRANSPORTER BOMBS	

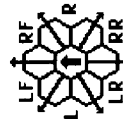
PROBES		ANTI-DRONES	

DRONE RACK	

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

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

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



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

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

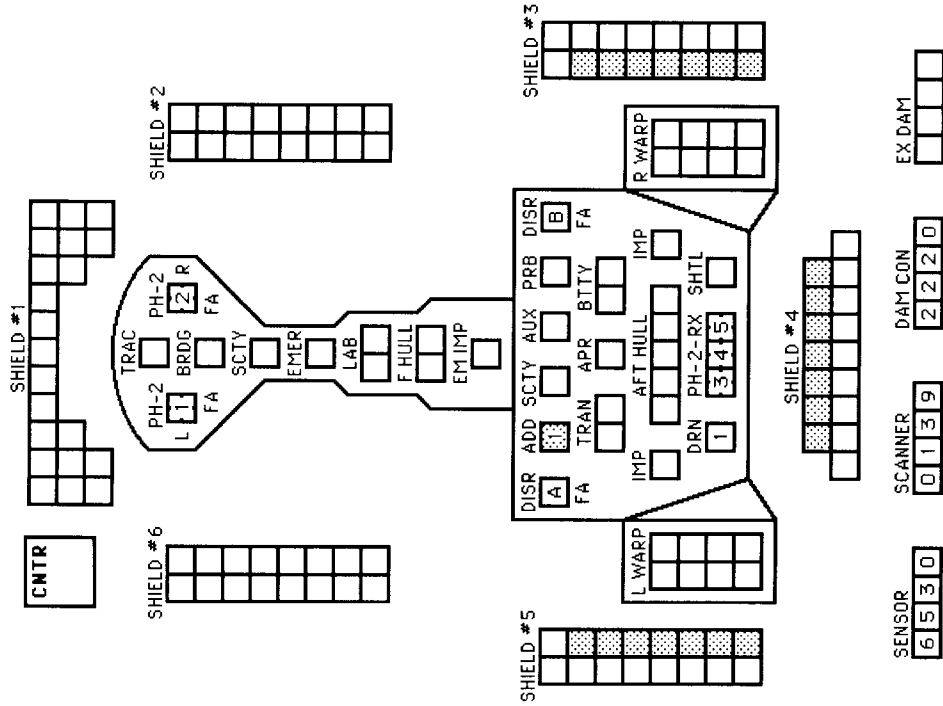
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
Standard	1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12 13 13 14 14 15 15
Fract.	1/2 1 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2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

SHIP DATA TABLE	
TYPE	F5
POINT VALUE	= 71
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.6
B REFIT	= +5
K REFIT	= +2
Y175 REFIT	= +3

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

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

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



SHADED BOXES ARE THE B-REFIT.
PHASER-2's MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT.
SPECIAL FIRING ARCS: (D2.33)

KZINTI FRIGATE

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10	20		

BOARDING PARTIES		PROBES	
6	5		

TRANSPORTER BOMBS	
D	D

SHIP DATA TABLE	
TYPE	FF
POINT VALUE	62
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R5.8
C-10 REFIT	+9
Y175 REFIT	+4

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

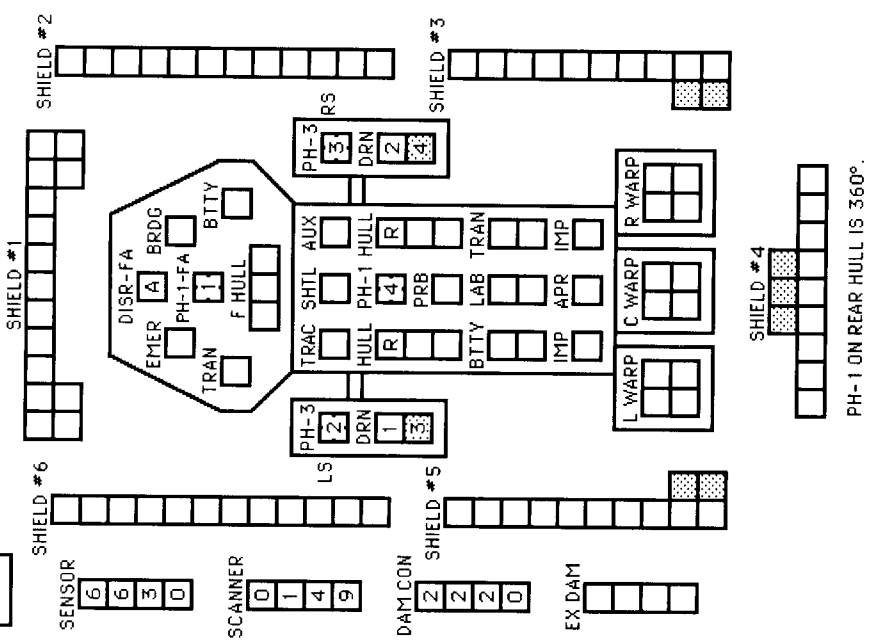
TURN MODE SPEED	
A	1 2-6
HET	2 7-12
BD	3 13-19
	4 20-26
	5 27+

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

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

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

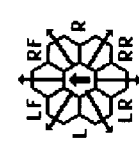
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	6	6	6	7	7	8	8	8	9	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10



PH-1 ON REAR HULL IS 360°. SHADED BOXES ARE THE C-10 REFIT.

DRONE RACKS			
1			
2			
3			
4			

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



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

KZINTI ESCORT FRIGATE KZINTI REGIS FRIGATE

SHIP DATA TABLE	
TYPE	= EFF
POINT VALUE	= 65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.20
C-10 REFIT	= +9
LIMITED AEGIS	

TYPE	= AFF
POINT VALUE	= 81
INCLUDES FULL AEGIS	
INCLUDES C-10 REFIT	

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

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

CREW UNITS			
IDENT	HIT POINTS	NOTES	
*	10		
	20		

ADMINISTRATIVE SHUTTLES

BOARDING PARTIES	
6	

TRANSPORTER BOMBS

D	D
---	---

DECK CREWS	
2	

ANTI-DRONES

1			
2			
3			

DRONE RACKS

1			A	C
2			A	C

EFF HAD TYPE-A DRONE RACKS (ONE RELOAD)
AFF HAD TYPE-C DRONE RACKS (TWO RELOADS)

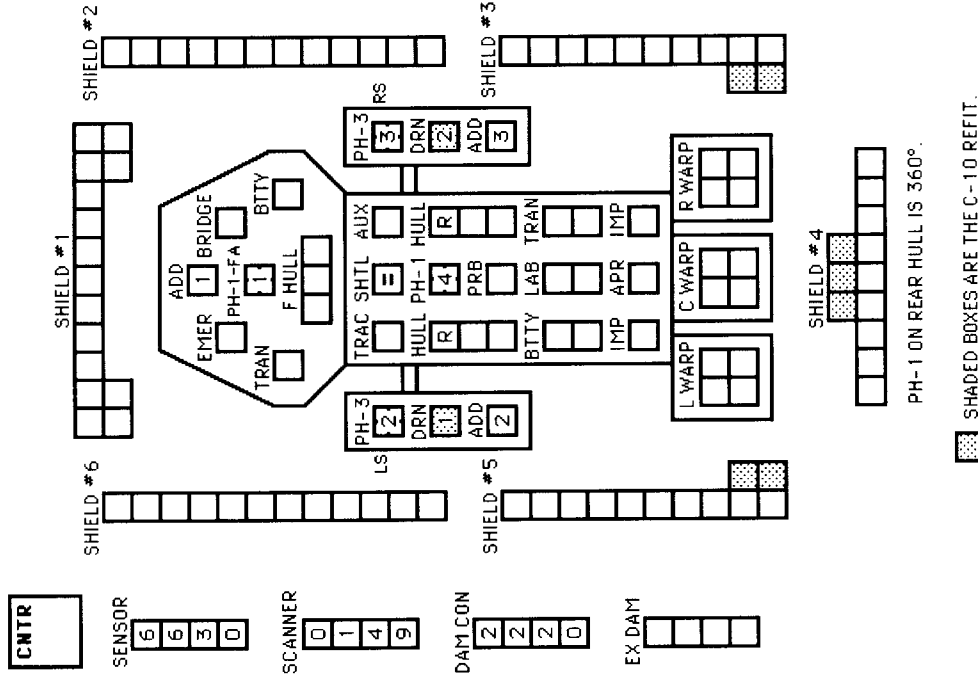
AS A CARRIER ESCORT, THIS SHIP HAS TWO DECK CREWS AND A READY RACK TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

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

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



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



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

THOLIAN PATROL CORVETTE

CREW UNITS									
*									10
ADMINISTRATIVE SHUTTLES									
IDENT									NOTES

BOARDING PARTIES									
TRANSPORTER BOMBS									
									D D

PROBES				
				5

CNTR

SENSOR				
6	5	3	1	0

SCANNER				
0	1	3	5	9

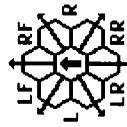
DAMCON				
2	2	2	0	
EX-DAM				

SHIP DATA TABLE	
TYPE	= PC
POINT VALUE	= 59
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.2
SNARE REFIT	= +6

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

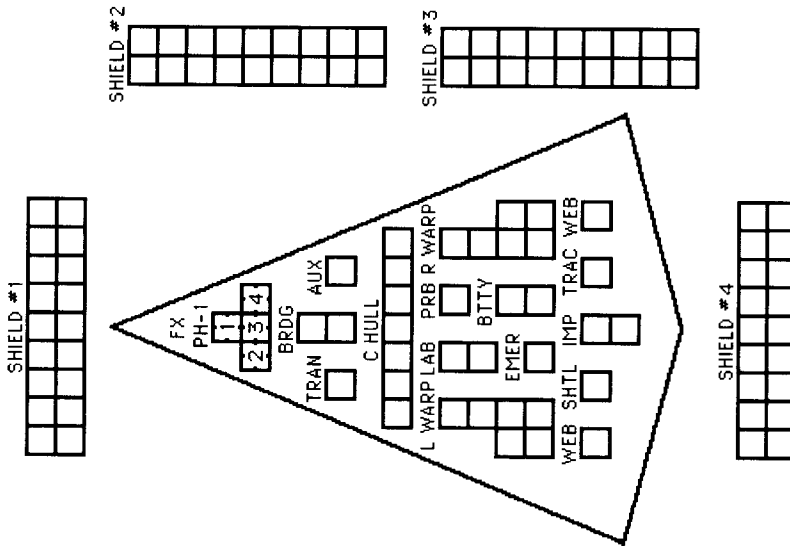
TYPE I OFFENSIVE PHASER TABLE										
DIE RANGE	6-	9-	16-	26-	51-					
ROLL 0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	4	3	2	1	0	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

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



FX = L + LF + RF + R

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432). WEB GENERATOR IS HIT ON "FLAG BRIDGE" HITS. SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES.



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

THOLIAN IMPROVED PATROL CORVETTE

CREW UNITS

10									
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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

6		
---	--	--

TRANSPORTER BOMBS

D	D
---	---

PROBES

5			
---	--	--	--

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

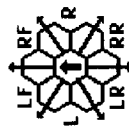
SHIP DATA TABLE

TYPE = PC+
 POINT VALUE = 65
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R7.3

TURN MODE SPEED

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

NIMBLE SHIP



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

CNTR

--	--	--	--

SENSOR

6	5	3	1	0
---	---	---	---	---

SCANNER

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

DAM CON SHIELD #5

2	2	2	0
---	---	---	---

EX DAM

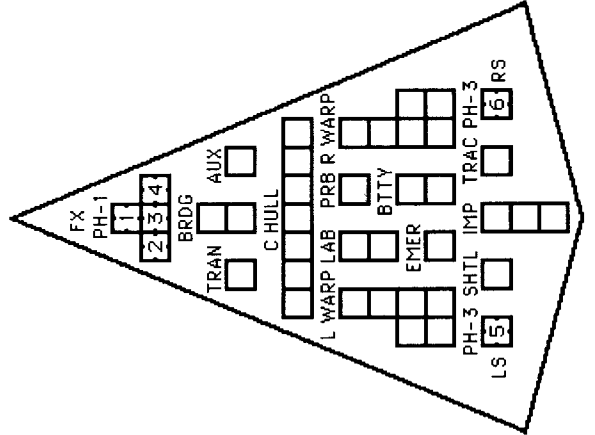
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SHIELD #1

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

SHIELD #2

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



SHIELD #3

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

SHIELD #4

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

SHIELD #6

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

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	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

ORION RAIDER CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10			
20			

BOARDING PARTIES	
10	

TRANSPORTER BOMBS	
D	D
D	D

CLOAK
 H&R
 IF INSTALLED

SHIP DATA TABLE	
TYPE	= CR
POINT VALUE	= 92
BREAKDOWN	= 6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
CLOAK COST	= 10/2
SIZE CLASS	= 3
REFERENCE	= R8.2
PLUS REFIT	= +8
CLOAK	= +18
DAKDISC	= +5
STEALTH	+2ECM

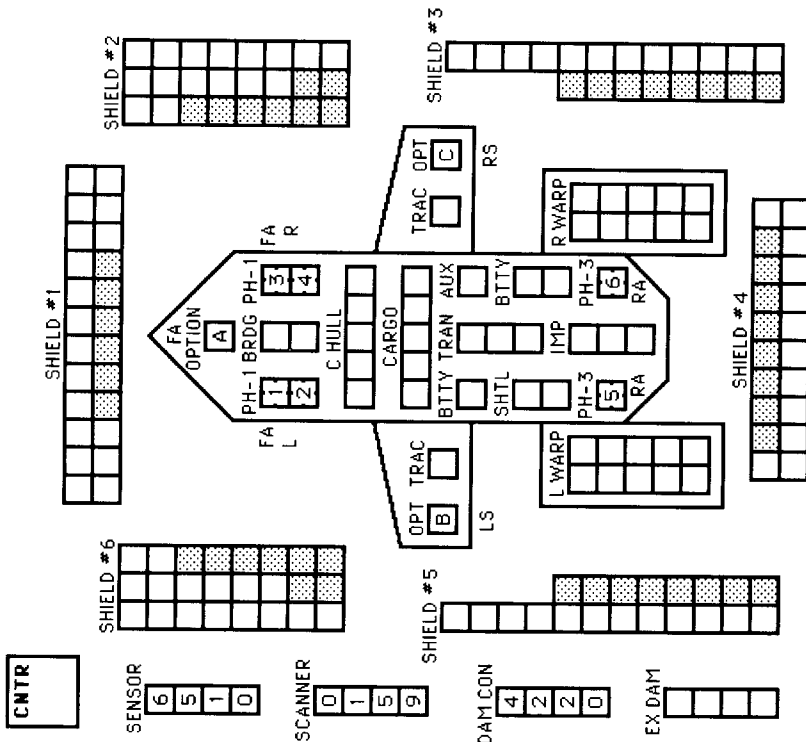
TURN MODE	SPEED
A	1 2-6
HET	2 7-12
BD	3 13-19
	4 20-26
	5 27+

NIMBLE SHIP

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

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

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



SHADED BOXES ARE THE PLUS REFIT.

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

INSERT OPTIONAL WEAPONS
 NO HELLBORES IN WING MOUNTS.
 SEE ANNEXES *8A AND *8B.

INSERT OPTIONAL WEAPONS
 NO HELLBORES IN WING MOUNTS.
 SEE ANNEXES *8A AND *8B.

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