

CREW UNITS

10	*
20	
30	
38	

BOARDING PARTIES

9

DECK CREWS

6

PASSENGERS

10
20
30
40
48

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

NSMs

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SHIP DATA TABLE

Ship Class = Reliant
 Model Number = Shattered Mk 3
 Point Value = 1472
 Breakdown = 6
 Shield Cost = 1+2
 Explosion Str = 241
 Size Class = 3
 Movement Cost = 1 (A)
 Reference = R2.268
 Total Power = 82 (+60)
 Opt Allowance = 44 (+6)
 3X Systems = (none)
 Ability to Double Engines
 Legendary Captain (Terrell)
 Legendary Admiral (Kirk)
 Legendary 1st Officer (Decker)
 Legendary Doctor (McCoy)

TURN MODE SPEED

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

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE

DIE ROLL	RANGE	13-	25-	49-	73-	97-
	0 1 2 3 4 5 6 7 8 9 10 11 12	24	48	72	96	120
1	7 7 7 7 7 6 6 5 5 4 4 3	3	2	2	1	1
2	7 7 7 7 7 6 6 5 5 4 4 3 3	2	2	1	1	0
3	7 7 7 7 6 6 5 5 4 4 3 3 2	2	1	1	0	0
4	7 7 7 6 6 5 5 4 4 3 3 2 2	1	1	0	0	0
5	7 7 6 6 5 5 4 4 3 3 2 2 1	1	0	0	0	0
6	7 6 6 5 5 4 4 3 3 2 2 1 1	0	0	0	0	0

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	8-	12-	18-	23-	41-	61-
	0 1 2 3 4 5 6 7	11	17	22	40	60	90
1	10 10 10 10 9 8 7 6	5	4	3	2	1	1
2	10 10 10 9 8 7 6 5	4	3	2	1	1	0
3	10 10 10 9 8 7 6 5	4	3	2	1	1	0
4	10 10 9 8 7 6 5 4	3	2	1	1	0	0
5	10 10 9 8 7 6 5 4	3	2	1	1	0	0
6	10 9 8 7 6 5 4 3	2	1	1	0	0	0

TYPE M MEGAPHASER TABLE

DIE ROLL	RANGE	6-	9-	16-	26-	51-
	0 1 2 3 4 5 8 15 25 50 75					
1	20 20 18 15 14 13 10 9 5 4 3					
2	20 18 15 13 12 10 9 5 3 2 1					
3	18 15 13 11 10 9 8 3 2 1 0					
4	15 13 11 10 9 8 5 2 1 0 0					
5	13 11 10 9 8 8 3 1 0 0 0					
6	11 10 9 8 6 5 1 0 0 0 0					

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

**SHATTERED UNIVERSE
 FEDERATION
 2Xs
 USS Reliant
 Former Research Cruiser**

SENSOR: 6 6 6 6 6 6 5 4 3 2
 SCANNER: 0 0 0 0 0 0 1 3 5 7
 DAMCON: 18 16 14 12 10 8 6 4 2 0
 EXCDAM: 10 9 8 7 6 5 4 3 2 1

SMILEY LICH
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SHIELD #1

80

SHIELD #6

80

SHIELD #2

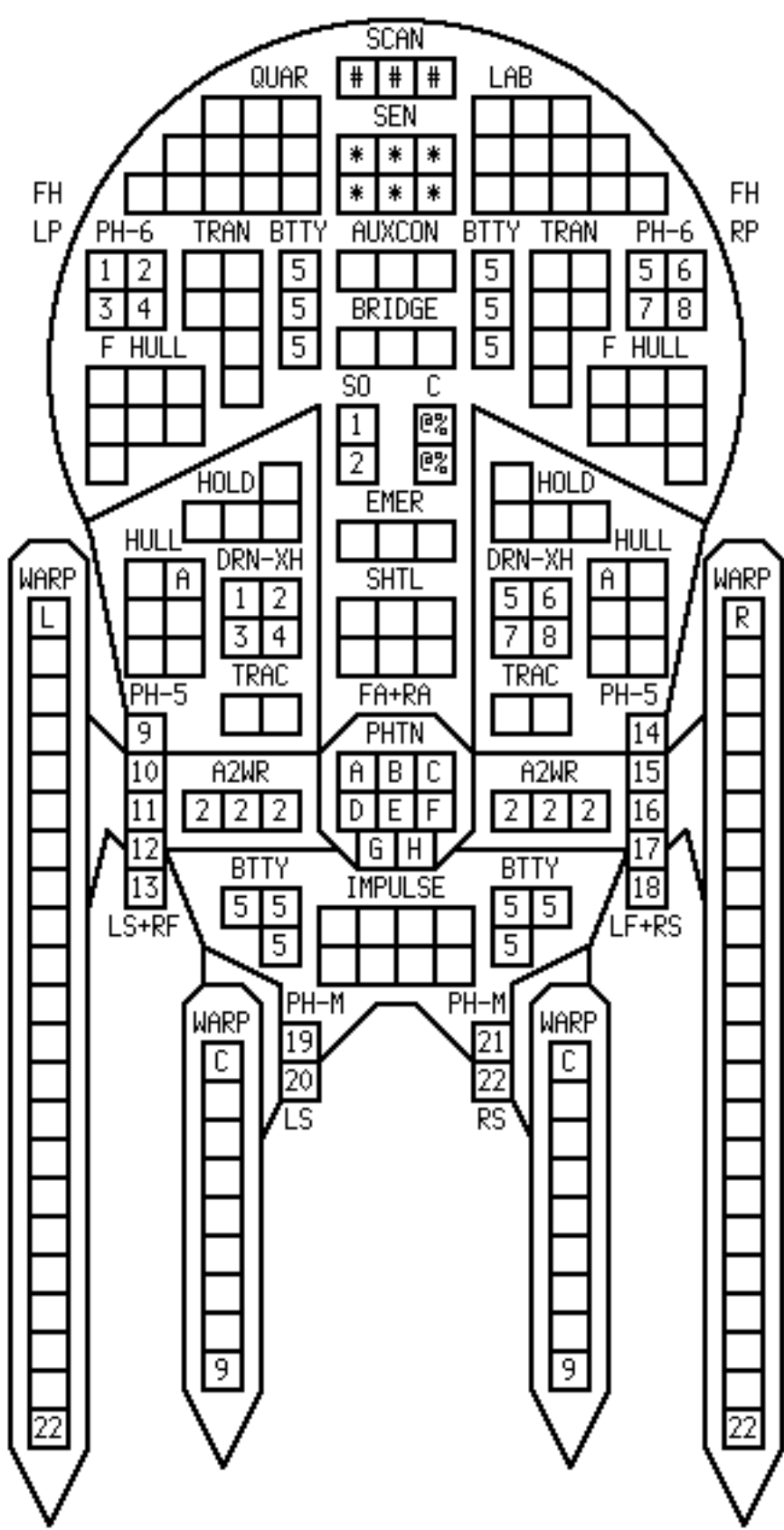
80

SHIELD #5

80

SHIELD #3

80



SHIELD #4

80

SHIELD UNITS = 81
 BOARDING PARTIES = 29
 DECK CREWS = 25
 PASSENGERS = 17

SHIELD 360°
 718 boxes

SHIP DATA TABLE

Ship Class	= Andor
Model Number	= Shattered MkVI
Point Value	= 6735
Breakdown	= 6^3
Shield Cost	= 2+13
Explosion Str	= 1084
Size Class	= 1
Movement Cost	= 1+3/4 (C)
Reference	= R2.366
Total Power	= 570 (+208)
Opt Allowance	= 0 (+0)
4X Systems	= (none)

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

SENSOR

6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6
6	6	5	4	3			

SCANNER

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

DAMCON

56	54	52	50	48	46	44	42
40	38	36	34	32	30	28	26
24	22	20	18	16	14	12	10
8	6	4	2	0			

EXCDAM

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

**SHATTERED
 UNIVERSE
 FEDERATION
 3X
 Andor Class
 Missile Cruiser
 (nonMegaBox SSD)**

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE

DIE	RANGE	13-	25-	49-	73-	97-
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12	24	48	72	96	120
1	7 7 7 7 7 6 6 5 5 4 4 3	3	2	2	1	1
2	7 7 7 7 7 6 6 5 5 4 4 3 3	2	2	1	1	0
3	7 7 7 7 6 6 5 5 4 4 3 3 2	2	1	1	0	0
4	7 7 7 6 6 5 5 4 4 3 3 2 2	1	1	0	0	0
5	7 7 6 6 5 5 4 4 3 3 2 2 1	1	0	0	0	0
6	7 6 6 5 5 4 4 3 3 2 2 1 1	0	0	0	0	0

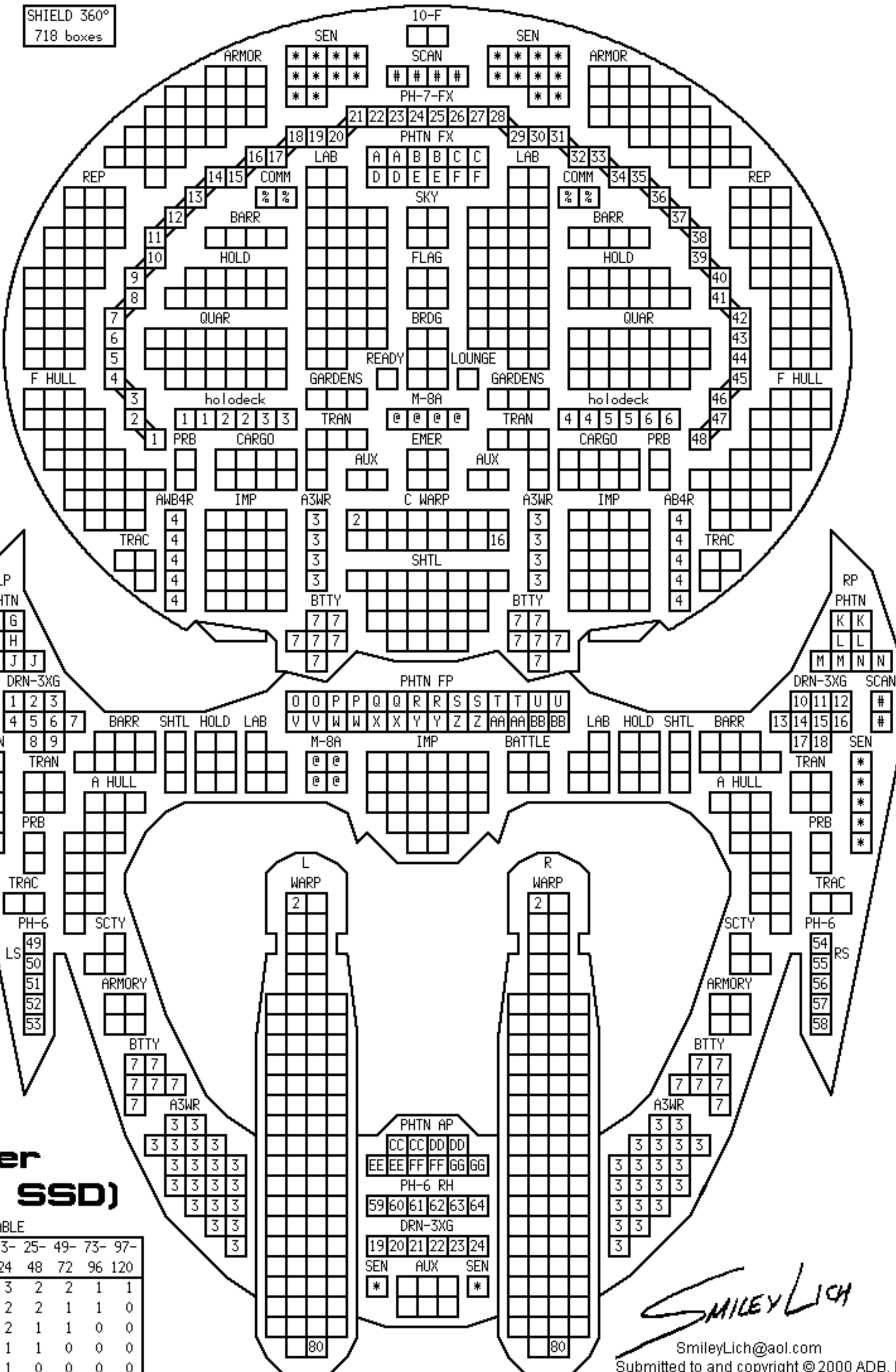
TYPE VII COLLIMATOR PHASER

DIE	RANGE	19	37	55	73	109
ROLL	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 36 54 72 108 164					
1	4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 1					
2	4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0					
3	4 4 4 4 3 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0 0					
4	4 4 4 3 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 0 0 0					
5	4 4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 1 0 0 0 0					
6	4 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1 1 0 0 0 0 0					

3X PHOTON TORPEDO TABLE (Double-Space)

RANGE	0-2	3-8	9-16	17-25	26-40	41-65	66-80
HIT, STANDARD	1-8	1-7	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-8	1-7	1-6	NA	NA	NA	NA
DMG, STANDARD	30	30	30	20	20	20	10
DMG, OVERLOAD	60	60	60	NA	NA	NA	NA

Fires 1/turn; Standard = 6 energy; Overload = 12 energy.
 Hold Standard = 1 energy; Hold Overload = 2 energy.



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 Happy Gaming!

CREW UNITS

7

BOARDING PARTIES

7

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Akira
Model Number	= Mk I
Point Value	= 12800
Breakdown	= 6^4
Shield Cost	= 1+1
Explosion Str	= 91
Size Class	= 2
Movement Cost	= 3/4 (C)
Reference	= R2.412
Total Power	= 74 +2 P0 (+32)
Opt Allowance	= 260 (+130)
5X Systems	= (none)

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-						
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).
Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

FEDERATION

4Xe

Akira Class

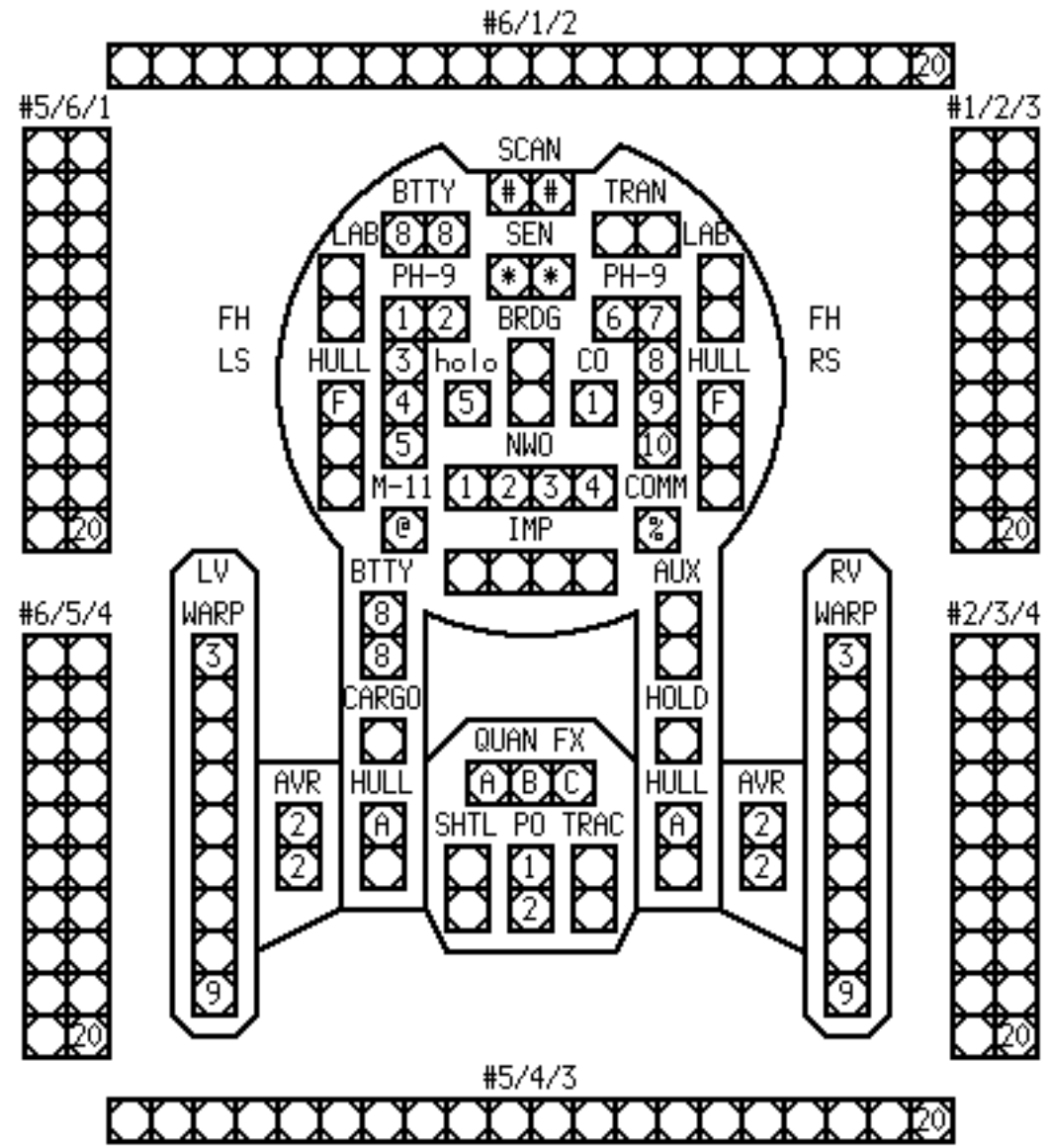
Battlecruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

TNG TURN MODE C

TURN MODE	SPEED
1	1-6
2	7-12
3	13-18
4	19-24
5	25-30
6	31-36
7	37+

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SENSOR: 7 7 3

SCANNER: 0 0 1

DAMCON: 15 10 5 0

EXCDAM: 5 4 3 2 1

FEDERATION 2Xs

Anaxagoras Battle Tug

CREW UNITS

											10
											20
	*	*	*								30
											1P 1P
1P	1P	1P	1P	2P	2P	2P	2P	2P	2P	2P	

BOARDING PARTIES

											10
				1P	2P						

DECK CREWS

											10
								16	1P	1P	2P

PASSENGERS

						6
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SHIP DATA TABLE

SHIP CLASS	= ANAXAGORAS	+1 POD	+2 PODS
MODEL NUMBER	= MK II (TUG) MK II-1 (BT1) MK II-2 (BT2)		
POINT VALUE	= 1404/1138	1640	1876/2142
BREAKDOWN	= 6^2	6	5-6
SHIELD COST	= 2+4	3+5	4+6
EXPLOSION STR	= 339	396	453
SIZE CLASS	= 2	2	2
MOVEMENT COST	= 1+1/4 (B)	1+1/2 (C)	1+3/4 (D)
REFERENCE	= R2.222	R2.222	R2.222
FILENAME	= FED-ANAX	FED-ANAX	FED-ANAX
TOTAL POWER	= 170 (+40)	196 (+65)	222 (+90)
BOX SCALE	= NORMAL	NORMAL	NORMAL
OPT ALLOWANCE	= 150 (+50)	150 (+50)	150 (+50)
IX SYSTEMS	= NONE	NONE	NONE

SHIELDS

SHIELD #	=	90	+1P	+2P
SHIELD #1	=	90	115	140
SHIELD #2	=	90	115	140
SHIELD #3	=	90	115	140
SHIELD #4	=	90	115	140
SHIELD #5	=	90	115	140
SHIELD #6	=	90	115	140

TYPE 6 PHASER TABLE

DIE ROLL	RANGE																	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13-25	25-49	49-73	73-97	97-120
1	7	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1
2	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
3	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
4	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
5	7	7	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

TYPE 6 PHASER OVERLOAD

DIE ROLL	RANGE												
	0	1	2	3	4	5	6	7	8	9	10	11	12
1	10	10	10	10	10	10	9	9	7	7	6	6	4
2	10	10	10	10	10	9	9	7	7	6	6	4	4
3	10	10	10	10	9	9	7	7	6	6	4	4	3
4	10	10	10	9	9	7	7	6	6	4	4	3	3
5	10	10	9	9	7	7	6	6	4	4	3	3	1
6	10	9	9	7	7	6	6	4	4	3	3	1	1

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-3
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

FIRES 1/T. ENERGY COST = 4 (STD), 8 (OVER).

HOLD COST = 1 (STD), 2 (OVER).

DRONE RACKS

1																			XG
2																			XG

+2P

SENSOR
6

SCAN
0

DAMCON
16

EXCDAM
16 15

+1P

SENSOR
6

SCAN
0

DAMCON
14

EXCDAM
14 13

+0P

SENSOR
6 6 6 6 6 6 6 6 5 4 3 2

SCANNER
0 0 0 0 0 0 0 0 0 1 2 3 7

DAMCON
12 10 10 8 8 6 6 4 4 2 2 0

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

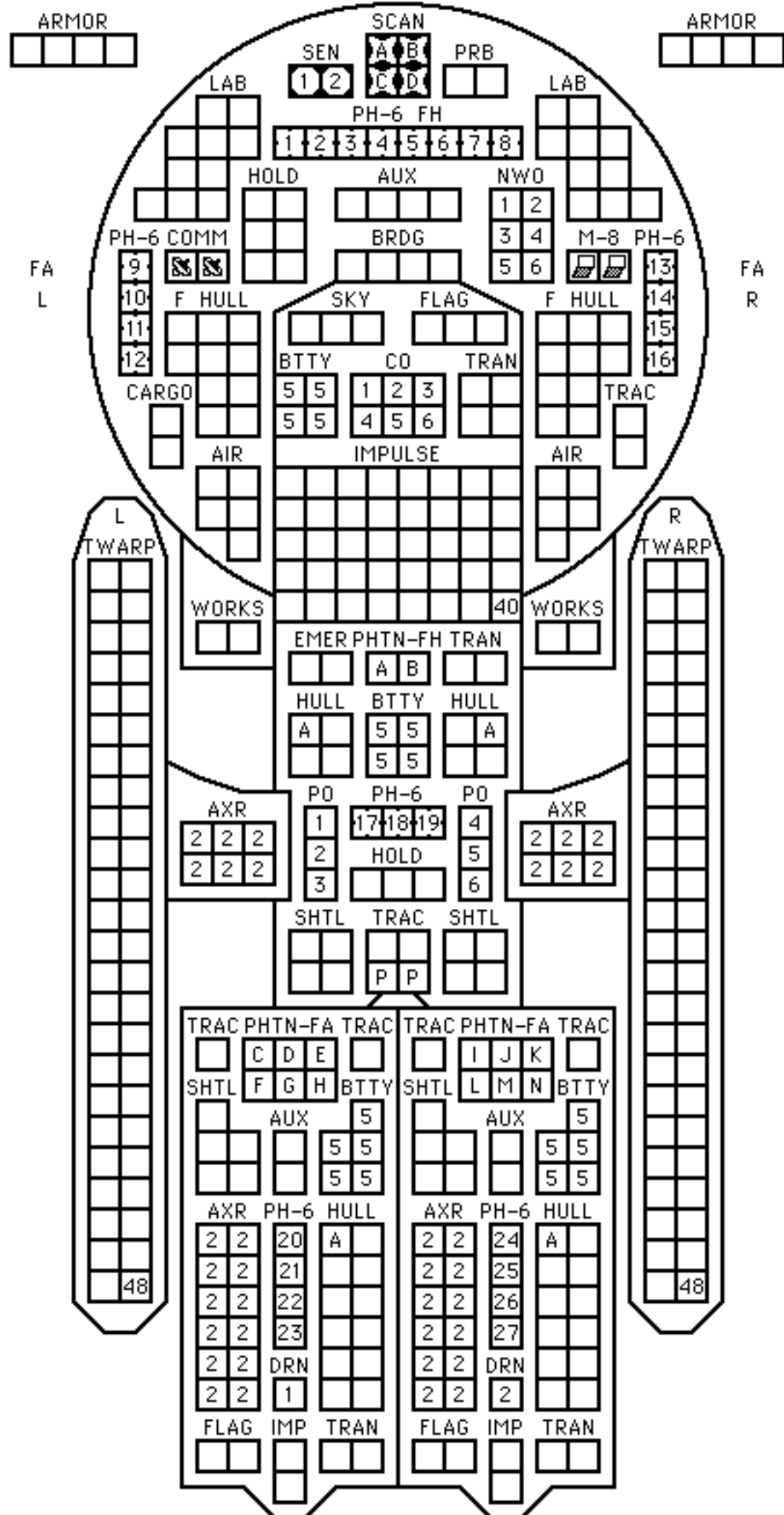
TURN MODE	SPEED
B	1 1-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

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

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

Donald Miller

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Unlabeled Phasers are 360°

CREW UNITS

*										10
										16

BOARDING PARTIES

					5
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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

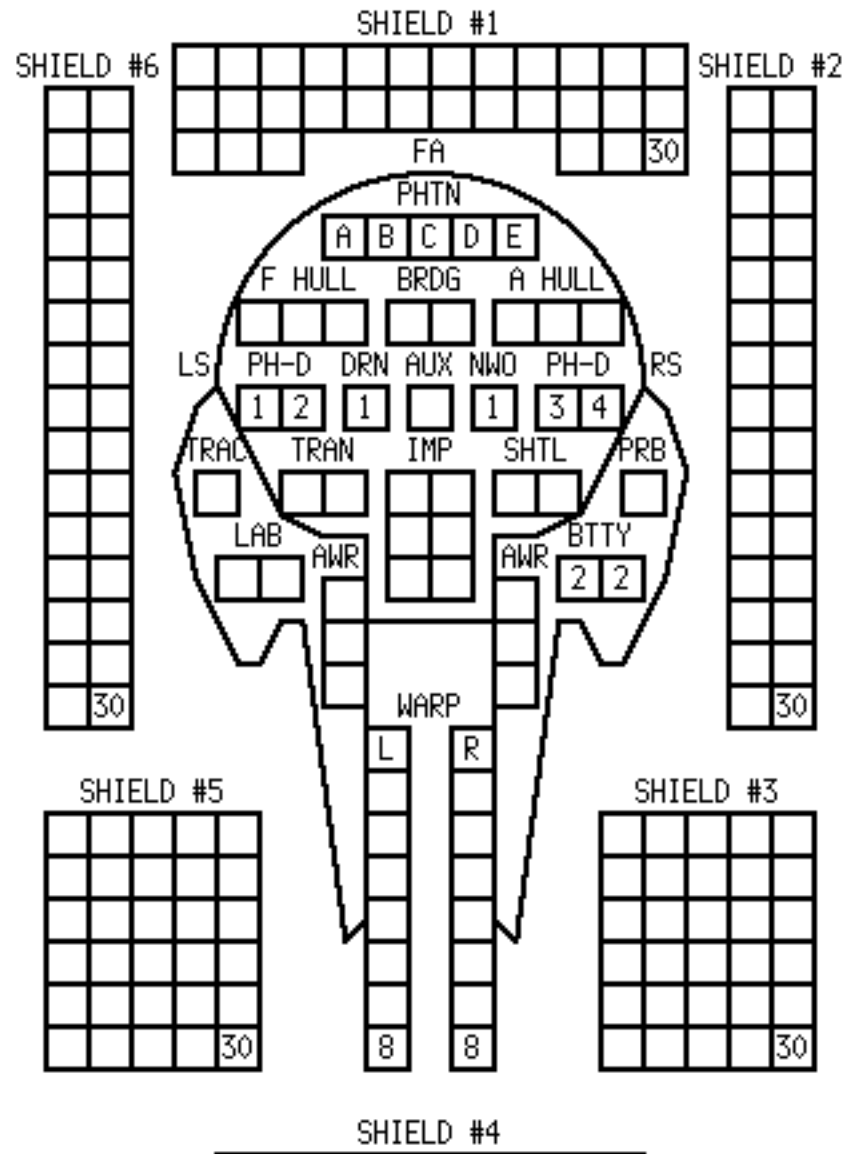
THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = Ando (FFM+)
 Model Number = Mk -I
 Point Value = 103
 Breakdown = 6
 Shield Cost = ½+½
 Explosion Str = 65
 Size Class = 4
 Movement Cost = 1/3 (AA)
 Reference = R2.002-A
 Total Power = 28 (+4)
 Opt Allowance = 3 (+0)
 1X Systems = PHTN

TURN MODE SPEED

AA	1	1-8
HET	2	9-16
	3	17-24
BD	4	25+



TYPE II OFFENSIVE/DEFENSIVE PHASER

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	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

Plasma version:
 Replace all photons with PL-F FP
 Replace AWR with APR
 BPV is 96

Drone version:
 Replace all photons with DRN-G
 Replace old DRN-G with PHTN FA
 Replace AWR with APR
 BPV is 99

DRONE RACKS (Drone version):

A							G
B							G
C							G
D							G
E							G

DRONE RACK

1							G
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ANTI-DRONE TABLE

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

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 Enjoy!

FEDERATION OXI

Ando Class Improved Missile Frigate

CREW UNITS									
				*					10
									20
					26				
BOARDING PARTIES									
									7
DECK CREWS									
									4
PASSENGERS									
									2

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE	
Ship Class	= Andor (CML)
Model Number	= Mk I-L
Point Value	= 496
Breakdown	= 5-6
Shield Cost	= 1+7
Explosion Str	= 162
Size Class	= 3
Movement Cost	= 3/4 (C)
Reference	= R2.105-A
Total Power	= 56 +2 PO (+32)
Opt Allowance	= 32 (+0)
2X Systems	= BTTY, AXR

SHIELD #1									
									75

T-BOMBS							
D	D	D	D	D	D	D	D

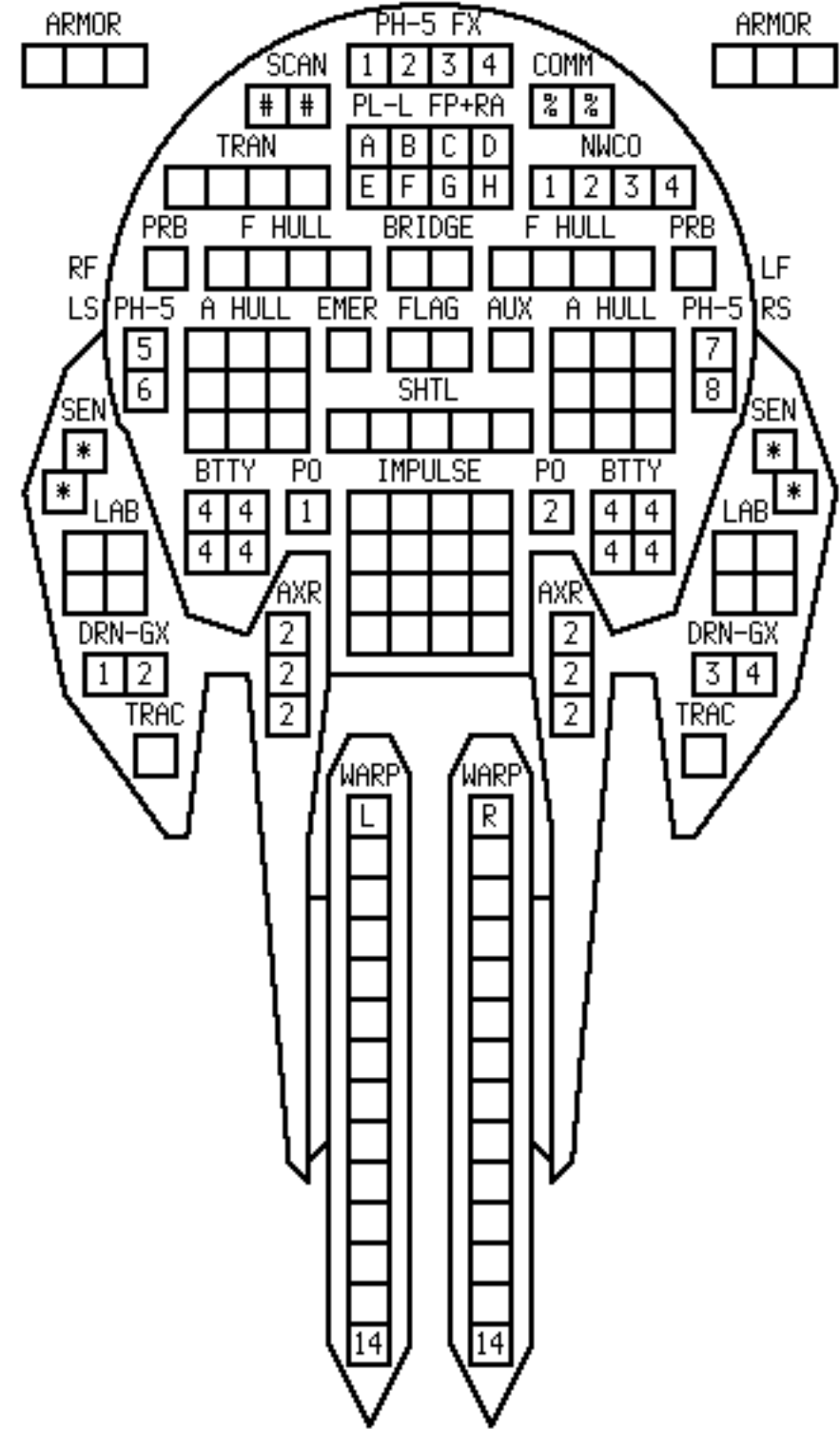
PROBES									
									10
									10

SHIELD #6									
									75

SHIELD #5									
									75

SHIELD #4									
									75

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



DAMCON									
8	6	6	4	4	2	2	0		
EXCDAM									
8	7	6	5	4	3	2	1		

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0
Fires 1/turn; Energy Cost = 2 (4 for overload). 2 point capacitor at 0X, 4 point capacitor at 1X, 6 point capacitor at 2X. Cannot overload at 0X. Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.														

TYPE V PHASER OVERLOAD															
DIE	RANGE														
ROLL	0	1	2	3	4	5	6	7							
1	15	15	15	15	13	12	10	9							
2	15	15	15	13	12	10	9	7							
3	15	15	15	13	12	10	9	7							
4	15	15	13	12	10	9	7	6							
5	15	15	13	12	10	9	7	6							
6	15	13	12	10	9	7	6	4							

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

DRONE RACKS									
1									GX
2									GX
3									GX
4									GX

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE											
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE GL	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	

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

FEDERATION

1X

Andor Class

Plasma Cruiser Leader

Dan Moore

CREW UNITS

	*									10
										15

BOARDING PARTIES

				4
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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	= Andor
Model Number	= Mk 0
Point Value	= 100
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 75
Size Class	= 4
Movement Cost	= 2/3 (C)
Reference	= R2.004
Total Power	= 32 (+4)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

PROBES

				5
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T-BOMBS

		D	D	D
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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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

TURN MODE SPEED

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



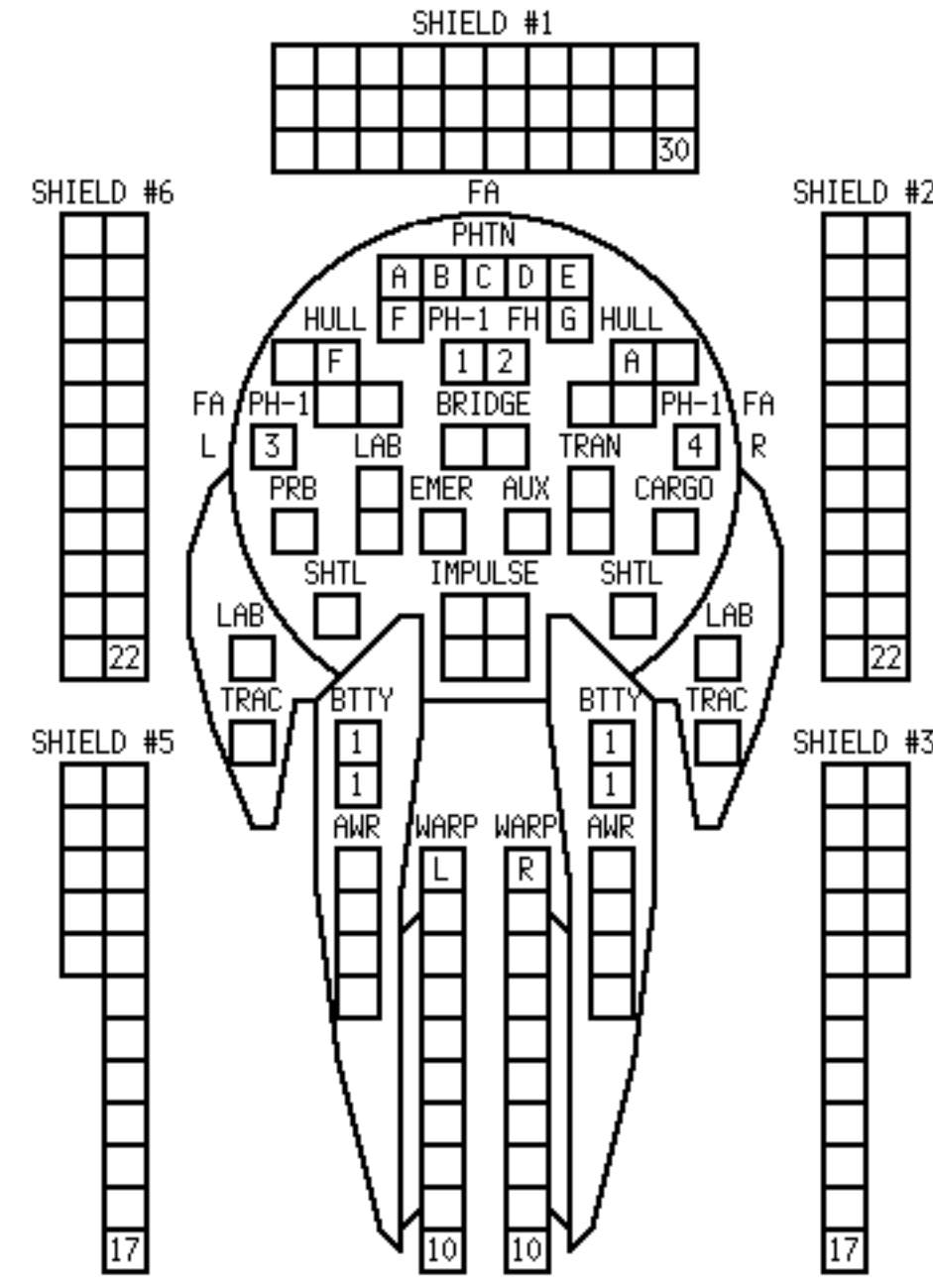
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FEDERATION

OXs

Andor Class

Light Missile Cruiser



SHIELD #4: [Grid] 15

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

SENSOR: 6 6 5 3 0

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

DAMCON: 4 2 2 0

0	0	2	4	9
---	---	---	---	---

SCANNER: 0 0 2 4 9

4	3	2	1
---	---	---	---

EXCDAM: 4 3 2 1

CREW UNITS									
				*					10
									20
					24				
BOARDING PARTIES									
									6
DECK CREWS									
									3
PASSENGERS									
									4

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							
THIS SHIP HAS ONE SHUTTLE BAY.									

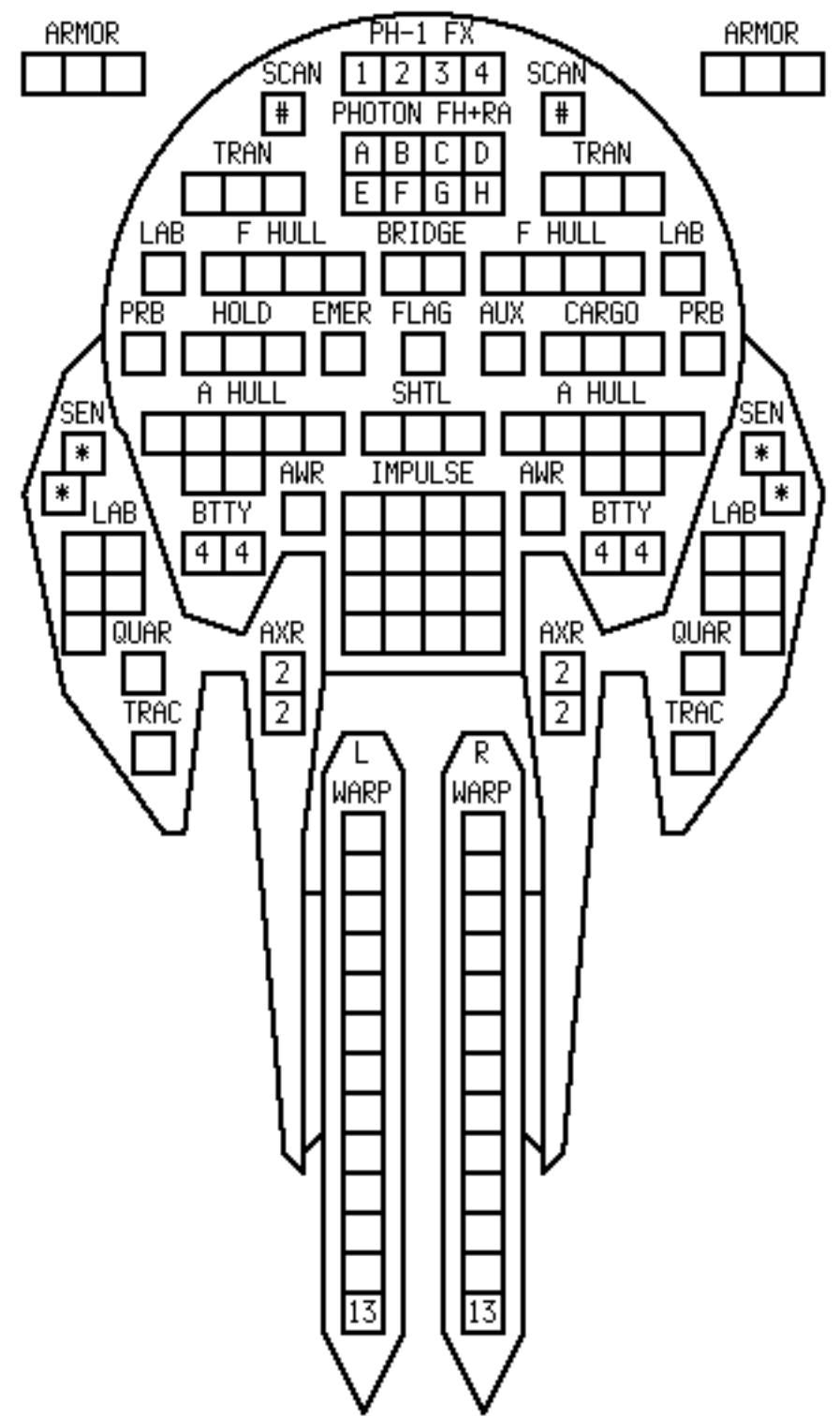
SHIP DATA TABLE									
Ship Class	= Andor	(CM)							
Model Number	= Mk I								
Point Value	= 357								
Breakdown	= 5-6								
Shield Cost	= 1+7								
Explosion Str	= 147								
Size Class	= 3								
Movement Cost	= 3/4 (C)								
Reference	= R2.105								
Total Power	= 52 (+16)								
Opt Allowance	= 0 (+0)								
2X Systems	= BTTY, AXR								

TRANSPORTER BOMBS									
					D	D	D	D	D

PROBES									
									10
									10

SHIELD #1									
									75

SHIELD #6									
									75



SHIELD #2									
									75

SHIELD #3									
									75

SHIELD #5									
									75

SHIELD #4									
									75

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

PH-1 OVERLOAD									
DIE	RANGE	0	1	2	3	4	5		
ROLL		0	1	2	3	4	5		
1		13	12	10	9	7	7		
2		12	10	9	7	7	6		
3		10	7	7	6	6	6		
4		9	6	6	6	6	4		
5		7	6	6	6	4	4		
6		6	6	4	4	3	3		

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

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

PH-3 OVERLOAD									
DIE	RANGE	0	1	2					
ROLL		0	1	2					
1		6	6	6					
2		6	6	6					
3		6	6	6					
4		6	6	4					
5		6	4	3					
6		4	4	1					

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PHOTON TORPEDO (D & H refits) TABLE									
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40		
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1		
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3		
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA		
DAMAGE, STANDARD	10	10	10	10	10	10	10		
DAMAGE, PROXIMITY	5	5	5	5	5	5	5		
DAMAGE, OVERLOAD	20	20	20	20	20	20	20		

FEDERATION

1X

Andor Class

Missile Cruiser

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

DAMCON									
6	6	4	4	4	2	2	0		
EXCDAM									
8	7	6	5	4	3	2	1		

FEDERATION

3X

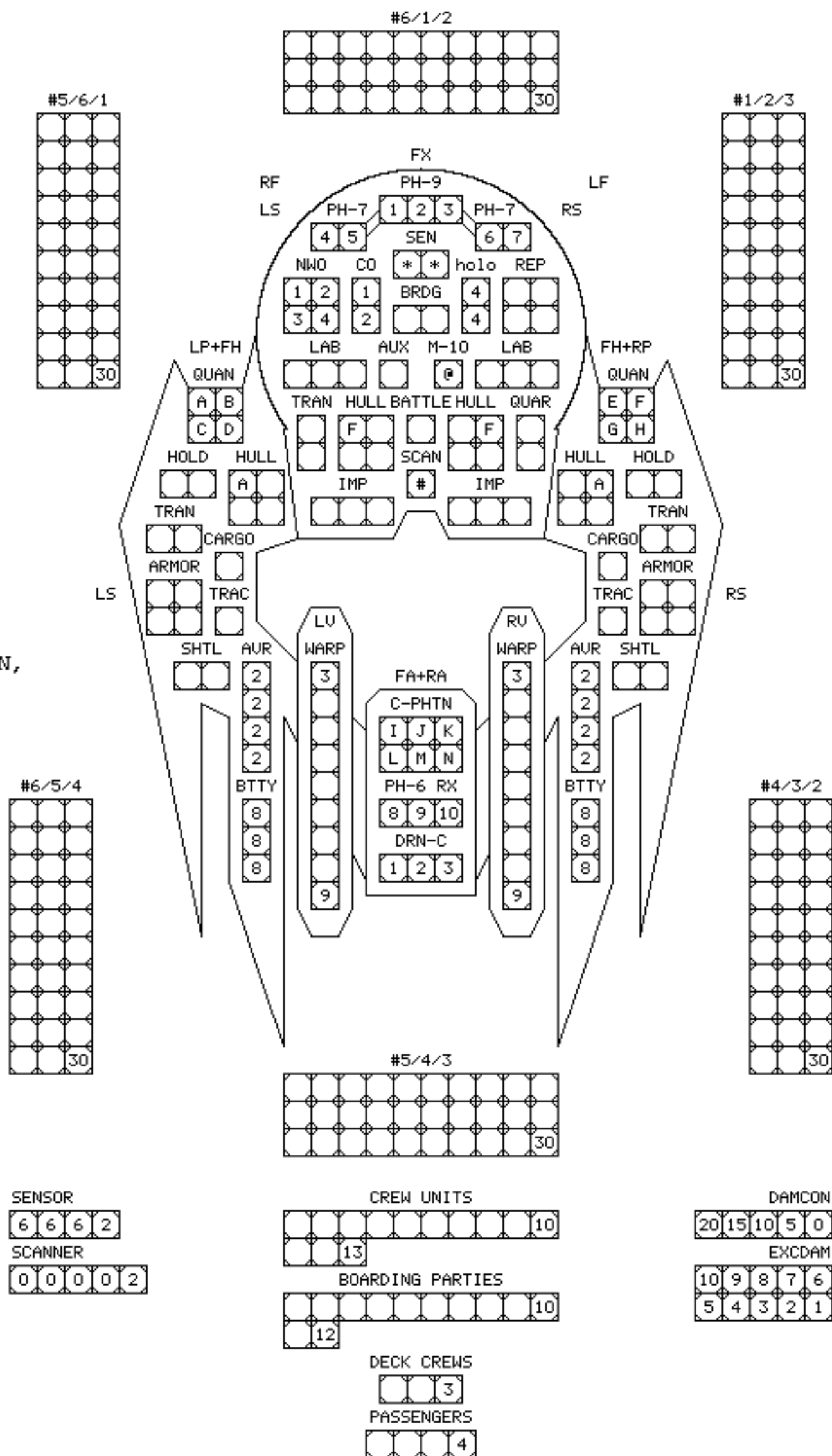
Andor Class

Missile Cruiser

Ship Class = Andor (CM)
 Model Number = Mk IX
 Point Value = 10000
 Breakdown = 6^4
 Shield Cost = 1+4
 Explosion Str = 148
 Size Class = 1
 Movement Cost = 2 (E)
 Reference = R2.306

 Total Power = 92 (+48)
 Opt Allowance = 180 (+100)
 4X Systems = PH-9, C-PHTN,
 QUAN

Legendary First Officer



CREW UNITS							
				*			10
							20
			24				

BOARDING PARTIES							
							10

PROBES							
							7
							7

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
THIS SHIP HAS ONE SHUTTLE BAY.					

TRANSPORTER BOMBS							

SHIP DATA TABLE	
Ship Class	= Andor
Model Number	= Mk II
Point Value	= 418
Breakdown	= 6
Shield Cost	= 1+7
Explosion Str	= 211
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R2.106
Total Power	= 72 (+18)
Opt Allowance	= 0 (+0)
2X Systems	= (none)

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

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE	8-	12-	18-	23-	41-	61-
ROLL		11	17	22	40	60	90
1	10 10 10 10 9 8 7 6	5	4	3	2	1	1
2	10 10 10 9 8 7 6 5	4	3	2	1	1	0
3	10 10 10 9 8 7 6 5	4	3	2	1	1	0
4	10 10 9 8 7 6 5 4	3	2	1	1	0	0
5	10 10 9 8 7 6 5 4	3	2	1	1	0	0
6	10 9 8 7 6 5 4 3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
2 point capacitor at 0X, 4 point capacitor at 1X,
6 point capacitor at 2X. Cannot overload at 0X.
Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets.
Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

FEDERATION
1X
Andor Class
Missile Cruiser

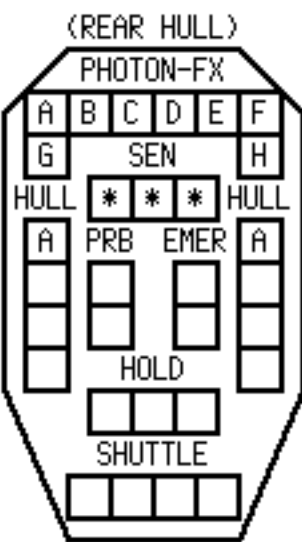
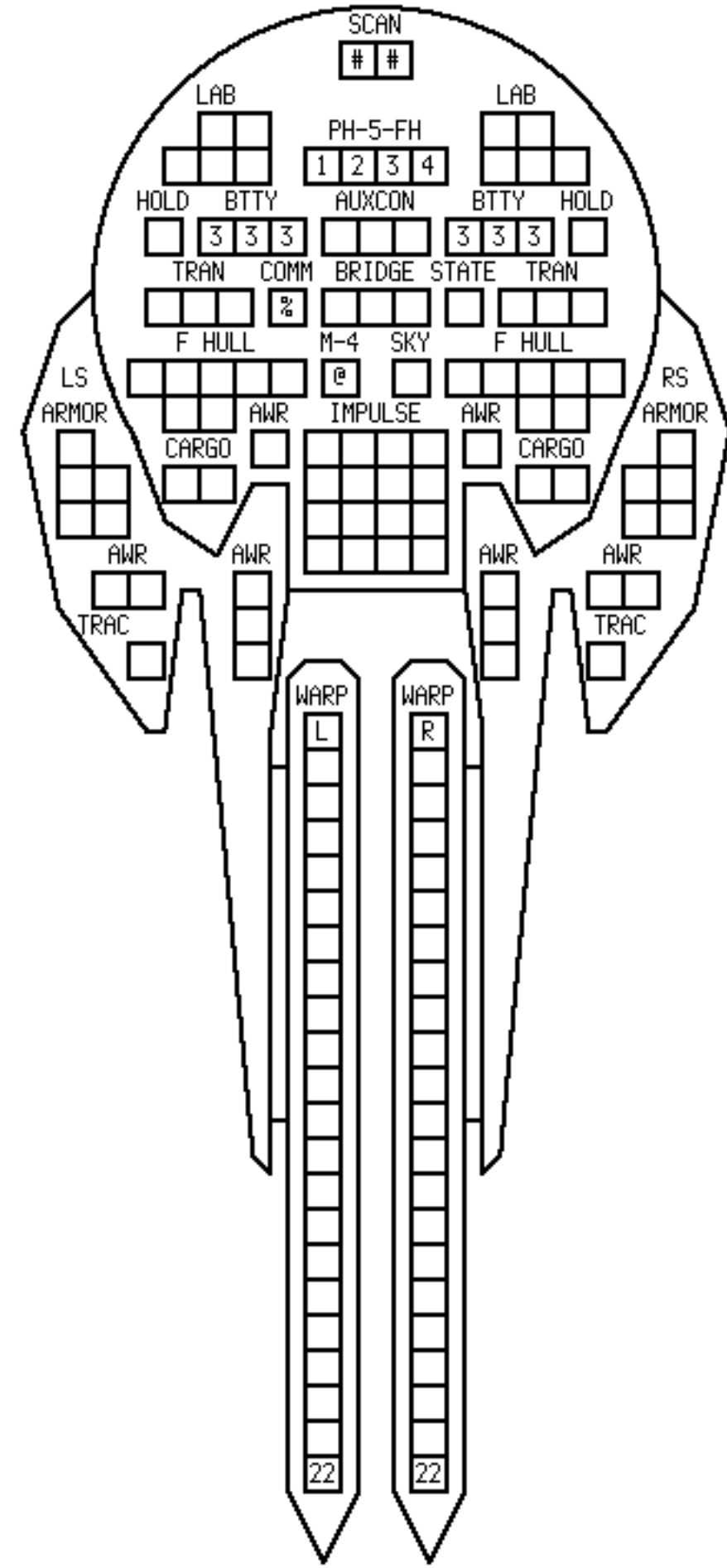
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SHIELD #1																		
																		75

SHIELD #6											
											75

SHIELD #2											
											75

SHIELD #4																		
																		75



CREW UNITS

		*							10
									20
									30

BOARDING PARTIES

							7
--	--	--	--	--	--	--	---

PROBES

								10
								10
								10

TYPE I OFFENSIVE PHASER TABLE

DIE	RANGE										
	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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class = Anton
 Model Number = Mk VII
 Point Value = 187
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 131
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R2.012
 Total Power = 42 +4 PO (+8)
 Opt Allowance = 28 (+0)
 1X Systems = (none)

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

DRONE RACKS

1							G
2							G
3							G
4							G

SHIELD #6

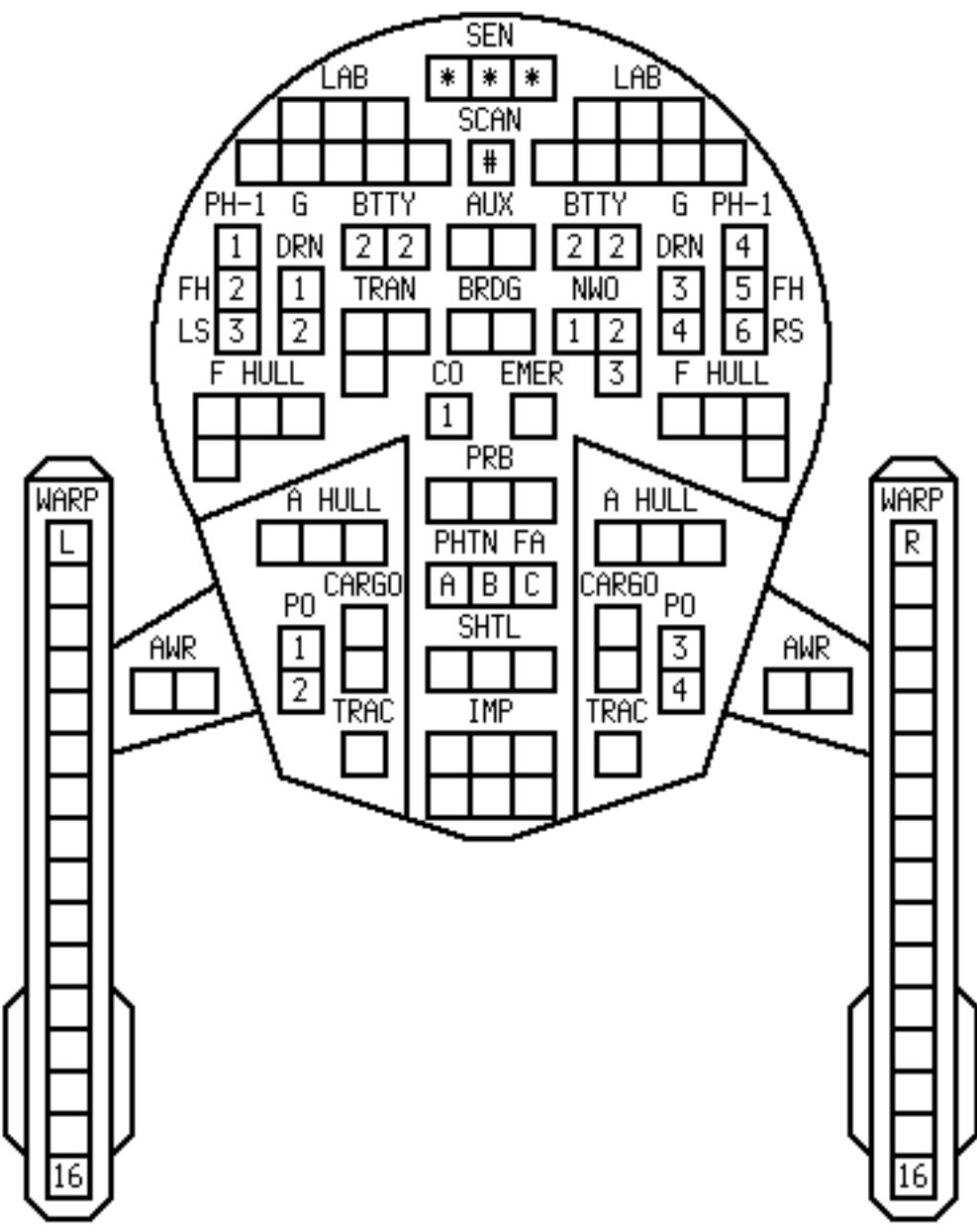
												21
--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #1

												21
--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #2

												21
--	--	--	--	--	--	--	--	--	--	--	--	----



SHIELD #5

												21
--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #4

												21
--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #3

												21
--	--	--	--	--	--	--	--	--	--	--	--	----

SENSOR
6 6 4 2 0
SCANNER
0 0 0 2 4 9

DAMCON
6 6 4 4 2 2 0
EXCDAM
7 6 5 4 3 2 1

FEDERATION OXI

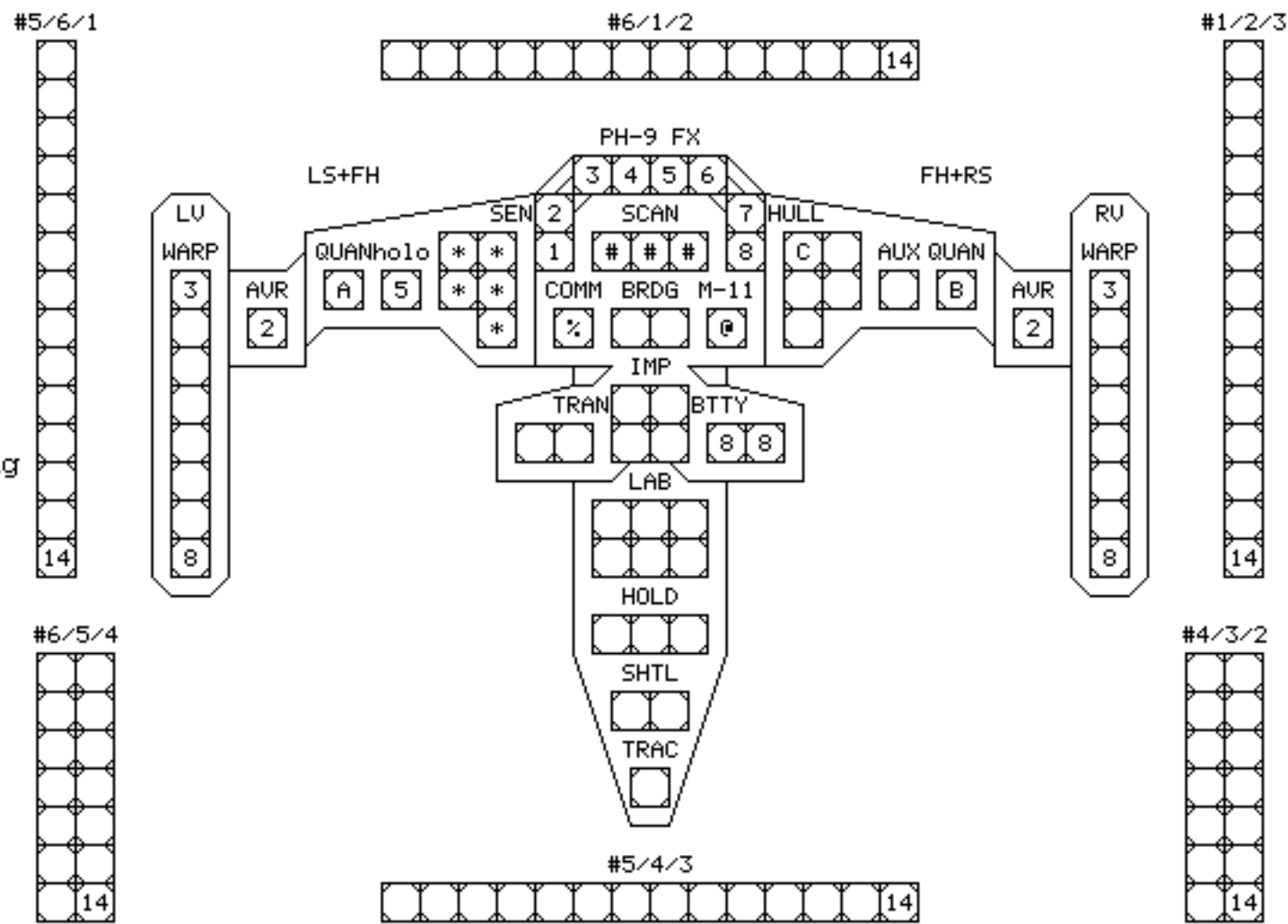
Anton Class Research Cruiser

Donald Miller
 dsm131@psu.edu
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FEDERATION 4Xe Armstrong Class Scout

Ship Class = Armstrong
 Model Number = Mk II
 Point Value = 11500
 Breakdown = 6^5
 Shield Cost = 0+1
 Explosion Str = 72
 Size Class = 2
 Movement Cost = ½ (C)
 Reference = R2.403

 Total Power = 60 (+16)
 Opt Allowance = 0
 5X Systems = (none)



SENSOR
 7 7 6 3
 SCANNER
 0 0 0 0 2

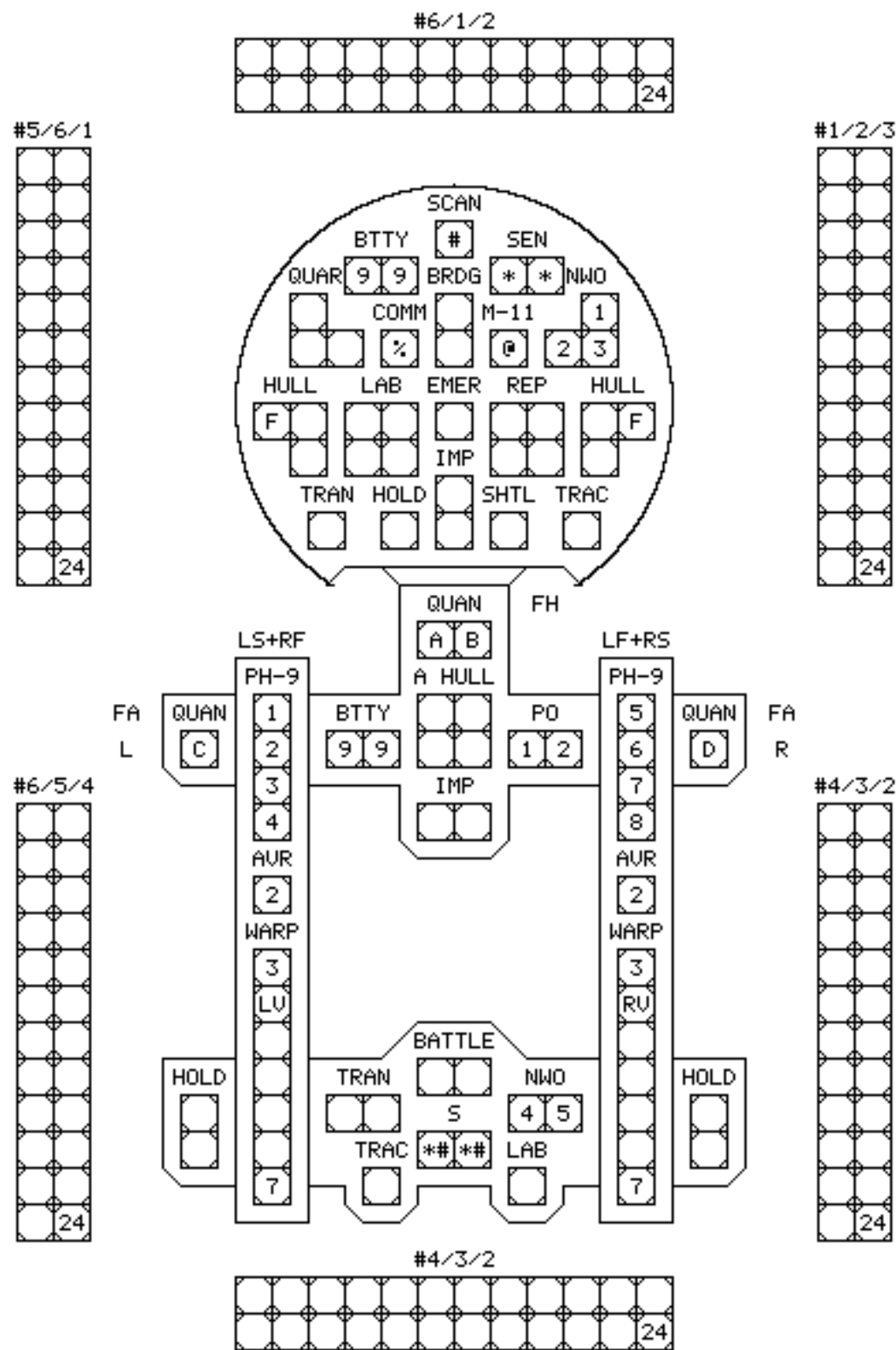
CREW UNITS
 2
 BOARDING PARTY
 1
 DECK CREW
 1
 PASSENGERS
 1

DAMCON
 10 5 0
 EXCDAM
 2 1

FEDERATION 4Xe Aurora Class Strike Cruiser

Ship Class = Aurora (CS)
 Model Number = Mk II
 Point Value = 11400
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 95
 Size Class = 2
 Movement Cost = 1 (E)
 Reference = R2.404

Total Power = 54 (+36)
 Opt Allowance = 465
 5X Systems = (none)



SENSOR
 7 6 6 3
 SCANNER
 0 0 1 2

CREW UNITS
 6
 BOARDING PARTIES
 4
 DECK CREWS
 2
 PASSENGERS
 2

DAMCON
 15 10 5 0
 EXCDAM
 4 3 2 1

CREW UNITS						
		*				10
						20
						30
		34				
BOARDING PARTIES						
						10
DECK CREWS						
						7
PASSENGERS						
		3				

ADMINISTRATIVE SHUTTLES						
IDENT	HIT POINTS			NOTES		
THIS SHIP HAS TWO SHUTTLE BAYS.						
TRANSPORTER BOMBS						
				D	D	D
PROBES						
						7

SHIP DATA TABLE	
Ship Class	= Baker
Model Number	= Mk V
Point Value	= 419
Breakdown	= 5-6
Shield Cost	= 1+3
Explosion Str	= 148
Size Class	= 3
Movement Cost	= 1 (E)
Reference	= R2.110-A
Total Power	= 49 +4 PO (+9)
Opt Allowance	= 100 (+0)
2X Systems	= (none)

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
2 point capacitor at 0X, 4 point capacitor at 1X,
6 point capacitor at 2X. Cannot overload at 0X.
Overloaded is x1.5 damage or as 4 Ph-1 versus separate
targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

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 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

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

1										GX
2										GX
3										GX
4										GX

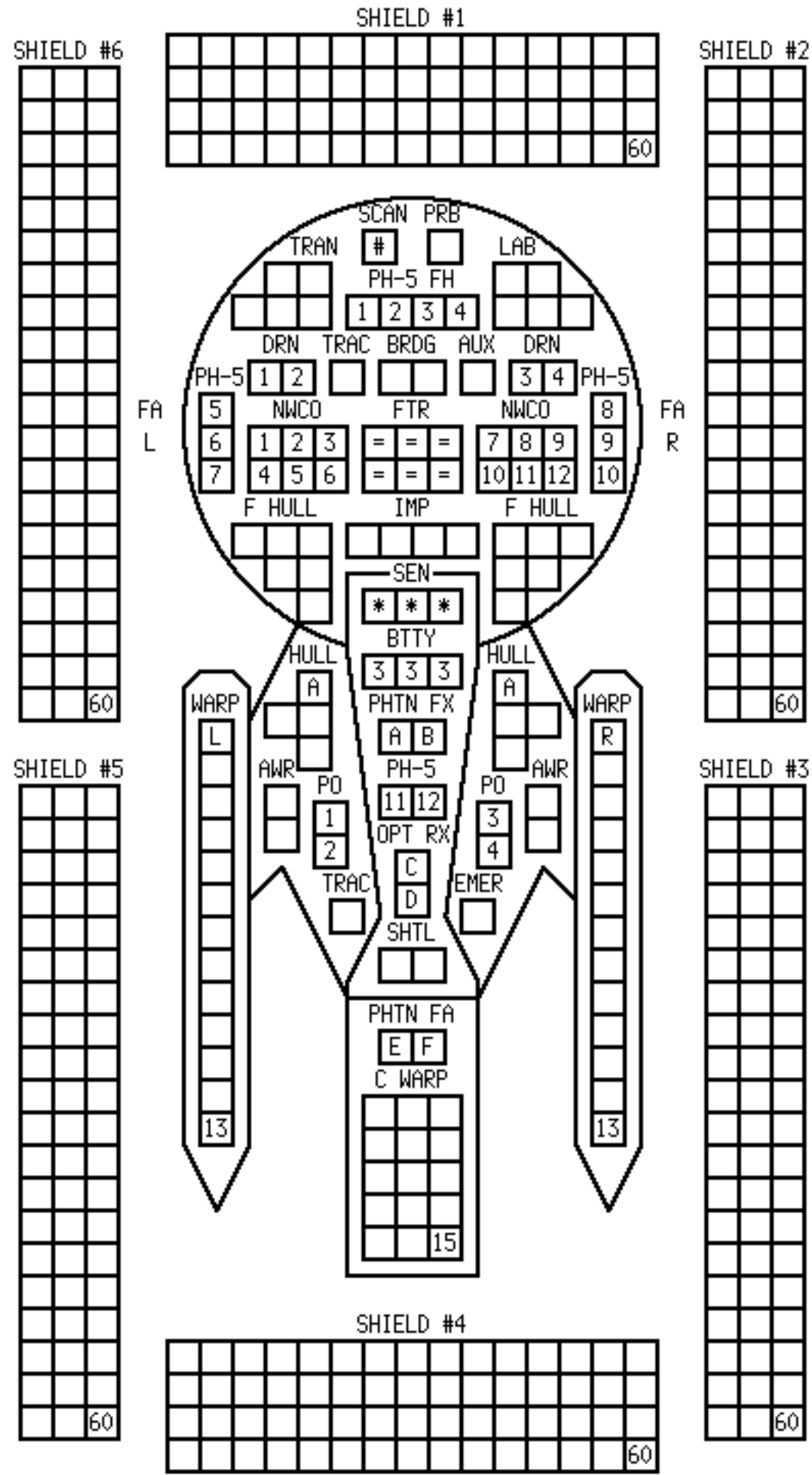
ANTI-DRONE TABLE

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

Roberto Mueck

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FEDERATION Baker Class Heavy War Destroyer



SENSOR

6	6	6	5	4	0
---	---	---	---	---	---

SCANNER

0	0	0	1	2	9
---	---	---	---	---	---

PH-5 #11-12 arc is RH
Center engine is attached to saucer, not rear hull.

DAMCON

6	4	4	2	2	0
---	---	---	---	---	---

EXCDAM

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

CREW UNITS

	*				10
					20
	24				

BOARDING PARTIES

							9
--	--	--	--	--	--	--	---

PROBES

					7
					7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	Balclutha
Model Number	=	Mk III
Point Value	=	560
Breakdown	=	6
Shield Cost	=	1+1
Explosion Str	=	196
Size Class	=	3
Movement Cost	=	1+1/3 (C)
Reference	=	R2.144
Total Power	=	84 (+42)
Opt Allowance	=	30 (+0)
2X Systems	=	LAB, PHTN
Filename	=	FED-BALX

TURN MODE SPEED

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

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE V PHASER OVERLOAD

DIE	RANGE							
	0	1	2	3	4	5	6	7
1	15	15	15	15	13	12	10	9
2	15	15	15	13	12	10	9	7
3	15	15	15	13	12	10	9	7
4	15	15	13	12	10	9	7	6
5	15	15	13	12	10	9	7	6
6	15	13	12	10	9	7	6	4

DRONE RACKS

1																GX	
2																GX	
3																GX	
4																GX	
5																	BX
6																	BX
7																	BX
8																	BX

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
 Hold Standard = 1 energy; Hold Overload = 2 energy.

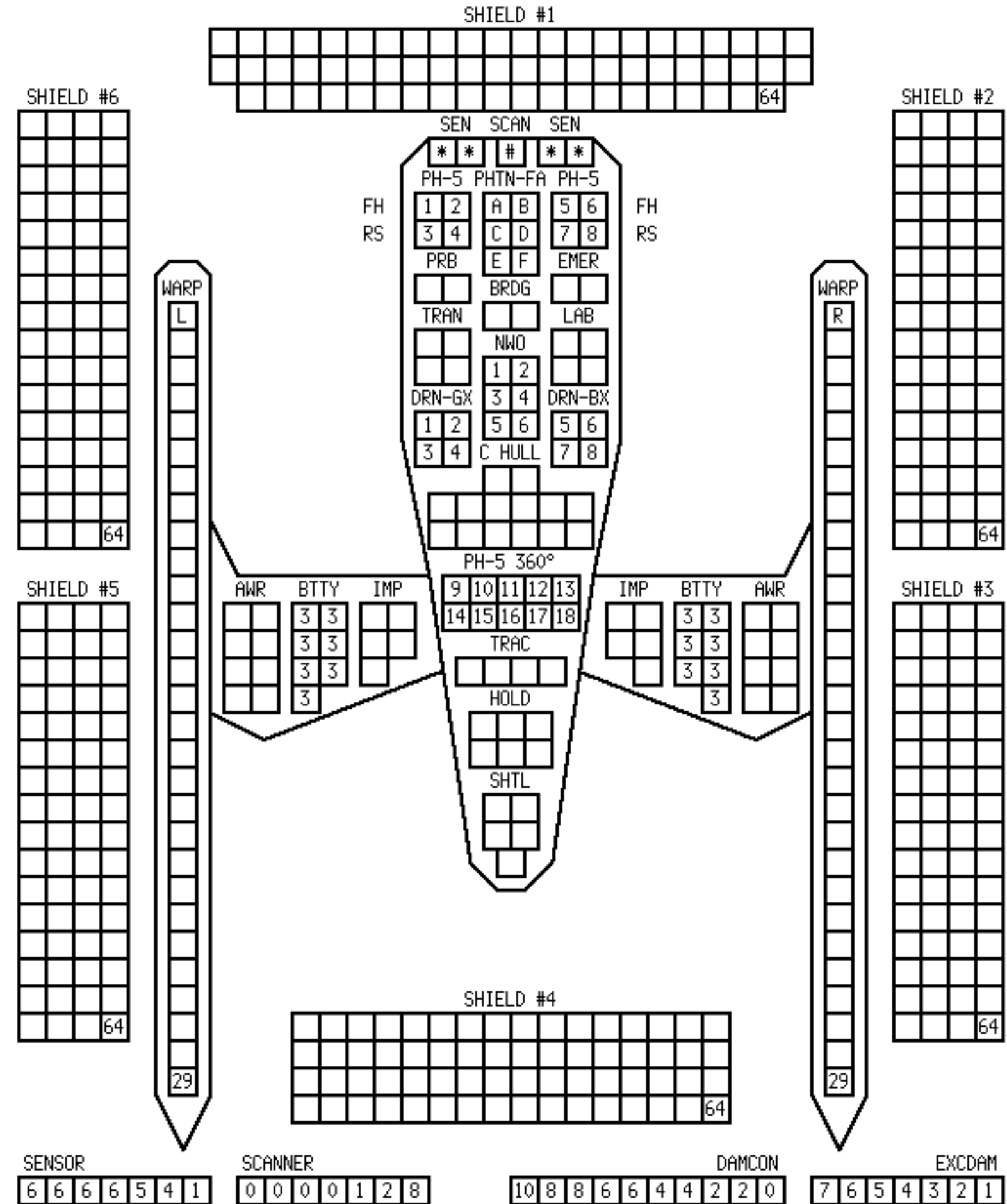

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FEDERATION

1X

Balclutha class

Auxiliary Cruiser



CREW UNITS
!! 5
COMMANDO SQUADS
 5
PRIME TEAMS
 2

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Barracuda
Model Number	= Mk II
Point Value	= 39100 *
Breakdown	= 7^4
Shield Cost	= 2+2
Explosion Str	= 146
Size Class	= 1
Movement Cost	= 1 (C)
Reference	= R2.416
Total Power	= 230 (+64)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device	(20)

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6 9 12 15 18 21					
1	2 2 2 2 2 2 1 1 1 1 1 1					
2	2 2 2 2 2 2 1 1 1 1 1 0					
3	2 2 2 2 1 1 1 1 1 1 0 0					
4	2 2 2 1 1 1 1 1 1 0 0 0					
5	2 2 1 1 1 1 1 1 0 0 0 0					
6	2 1 1 1 1 1 1 0 0 0 0 0					

Fires 2/turn (4/turn at 4X).
Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

TNG TURN MODE C

TURN MODE	SPEED
1	1-6
2	7-12
3	13-18
4	19-24
5	25-30
6	31-36
7	37+

DRONE RACKS

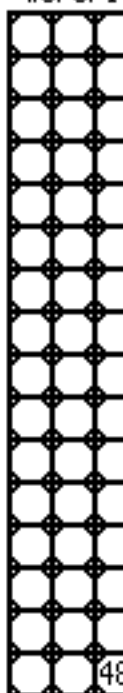
1 5 BPV 150 (4X); Repair 20; 3 space.
 2 5
Fires 1/turn.

Drone Type	Spaces	HitPts	Damage	Notes
Quintruple	5	5	10	---
Saberfish	2	2	1xPh-9	---
Stingfish	3	NA	5	Direct-Fire
Intelligence	4	7	0	1 INTEL box
Replicator	6	6	0	Launches 1 single /t

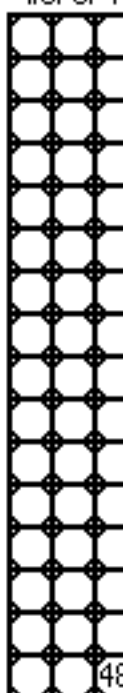
ISCTYS:

Acts as an INTEL, SCTY, and BRDG box.
BPV 100 (4X); Repair 13; 3 space.

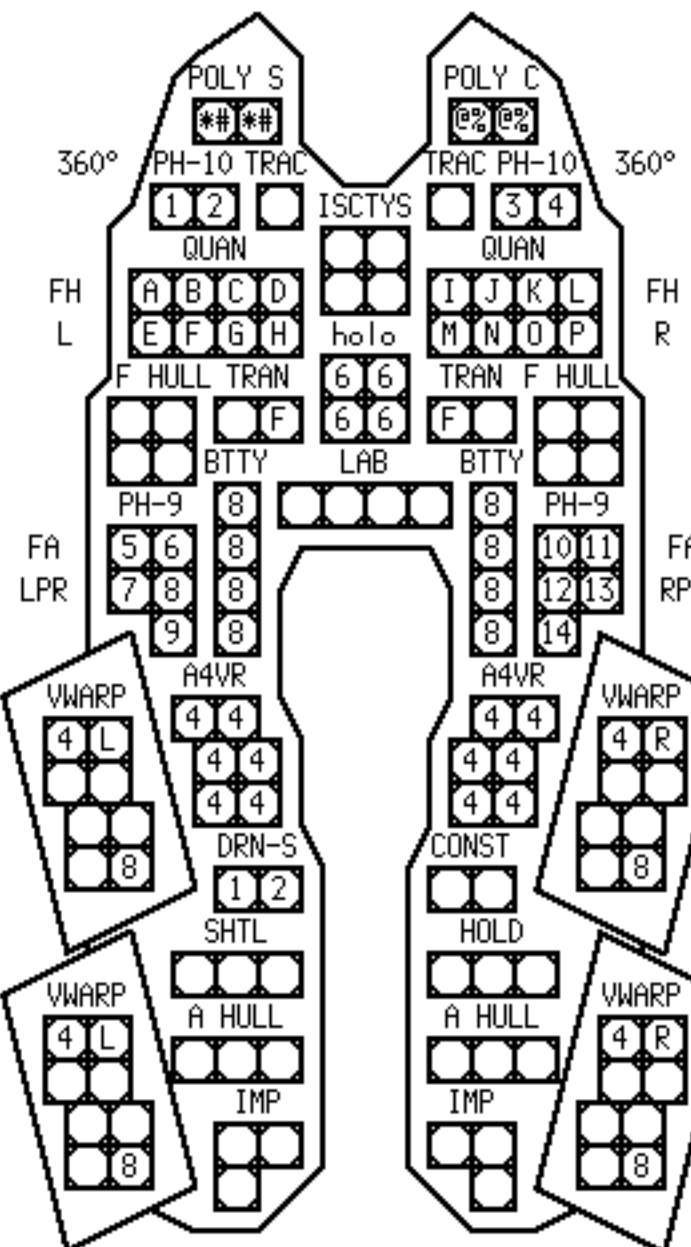
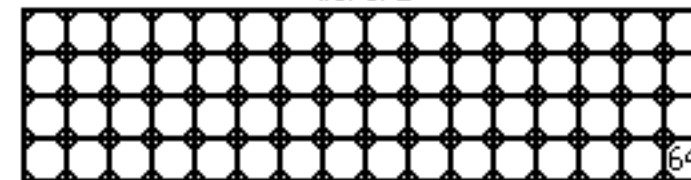
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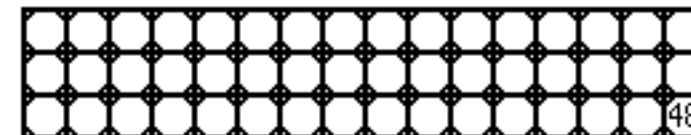
#6/5/4



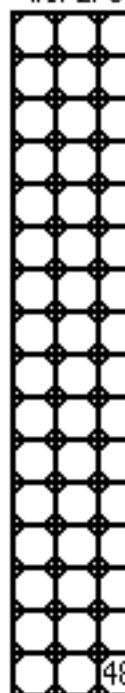
#6/1/2



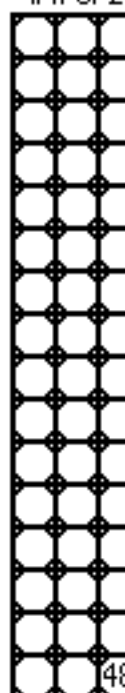
#5/4/3



#1/2/3



#4/3/2



SENSOR

6
SCANNER
 0

DAMCON

5 0
EXCDAM
 1

FEDERATION

4Xs

Barracuda Class Heavy War Cruiser

dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

This design is very roughly based on an image from
The Ship Schematic Database
<http://www.shipschematics.net/>

FEDERATION OXs Heavy Phaser Cruiser

CREW UNITS

		*			10
					20
					30
					40
					43

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

PROBES

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



SHIP DATA TABLE

SHIP CLASS	=	CAP
MODEL NUMBER	=	MK I-P
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	109
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.057
FILENAME	=	FED-CAP
TOTAL POWER	=	34 +2 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
PLUS REFIT	=	+14
CAPR REFIT	=	+4

TYPE 1 PHASER TABLE

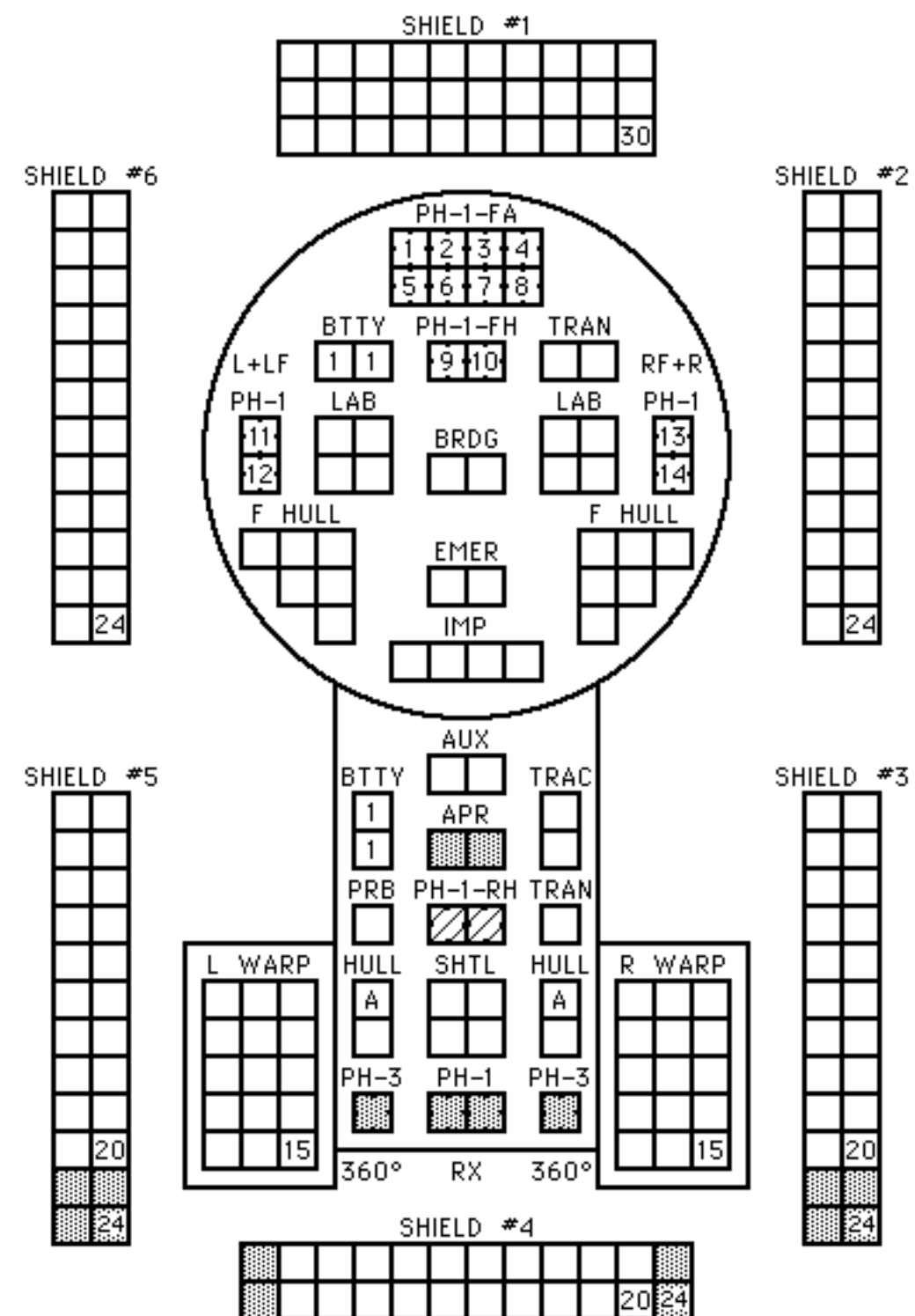
DIE ROLL	RANGE						6- 9- 16- 26- 51-				
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

-  SHADED BOXES ARE THE PLUS REFIT.
-  STRIPED BOXES ARE THE CAPR REFIT.

Donald Miller

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CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Centaur
Model Number	= Mk I
Point Value	= 12500
Breakdown	= 6^4
Shield Cost	= 1+0
Explosion Str	= 92
Size Class	= 3
Movement Cost	= 1/2 (B)
Reference	= R2.413
Total Power	= 88 +2 PO (+16)
Opt Allowance	= 180 (+180)
5X Systems	= (none)

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6 9 12 15 18 21					
1	2 2 2 2 2 2 1 1 1 1 1 1					
2	2 2 2 2 2 2 1 1 1 1 1 1 0					
3	2 2 2 2 1 1 1 1 1 1 1 0 0					
4	2 2 2 1 1 1 1 1 1 0 0 0 0					
5	2 2 1 1 1 1 1 1 0 0 0 0 0					
6	2 1 1 1 1 1 1 0 0 0 0 0 0					

Fires 2/turn (4/turn at 4X).

Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

FEDERATION

4Xe

USS Centaur

NCC-39412

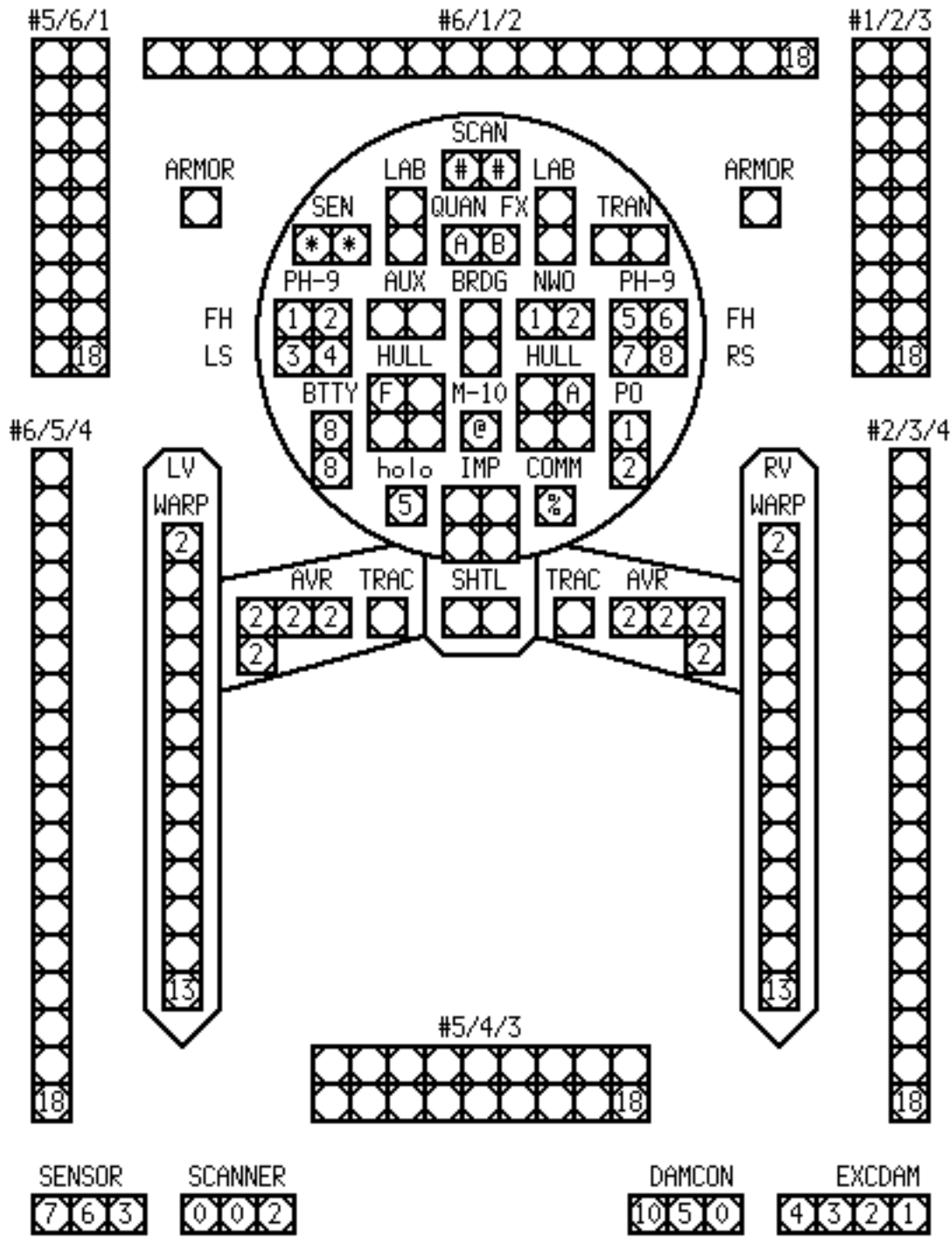
Centaur Class

Light Cruiser

TNG TURN MODE	B
1	1-7
2	8-14
3	15-21
4	22-28
5	29-35
6	36+

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MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.



CREW UNITS

		*							10
									20
								28	

BOARDING PARTIES

									9
--	--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = CFF
 Model Number = Mk III
 Point Value = 100
 Breakdown = 5-6
 Shield Cost = 1/2+1/2
 Explosion Str = 73
 Size Class = 4
 Movement Cost = 1/2 (B)
 Reference = R2.053-A
 Total Power = 23 (+3)
 Opt Allowance = 6 (+0)
 1X Systems = (none)

PROBES

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

TRANSPORTER BOMBS

		D	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	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	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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

1								G
2								G

ANTI-DRONE TABLE

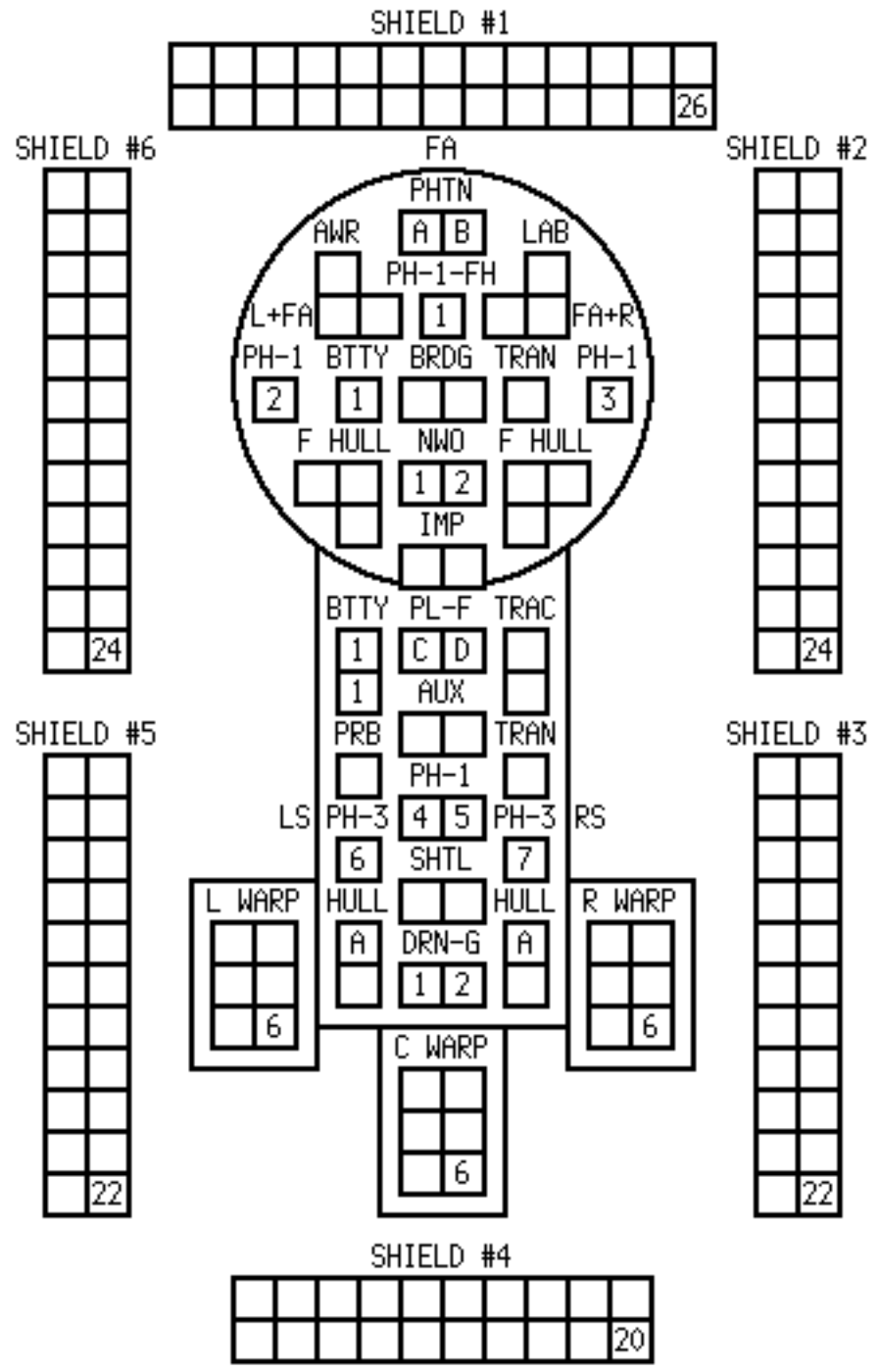
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PLASMA TORPEDO 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	1-2	1-2

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 "Old Ships"
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FEDERATION OXs Command Frigate



SENSOR
6 6 4 2 0

SCANNER
0 0 2 4 9

PL-F C-D arc is FP
 PH-1 4-5 arc is 360°

DAMCON
3 3 2 1 0

EXCDAM
5 4 3 2 1

CREW UNITS

10
20
30
40
48

BOARDING PARTIES

10
15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	=	CFX
Model Number	=	2
Point Value	=	283
Breakdown	=	6
Shield Cost	=	1+1
Explosion Str	=	132
Size Class	=	3
Movement Cost	=	1 (C)
Reference	=	R2.134
Total Power	=	56 (+21)
Opt Allowance	=	0 (+0)
2X Systems	=	(none)

SHIELD #1

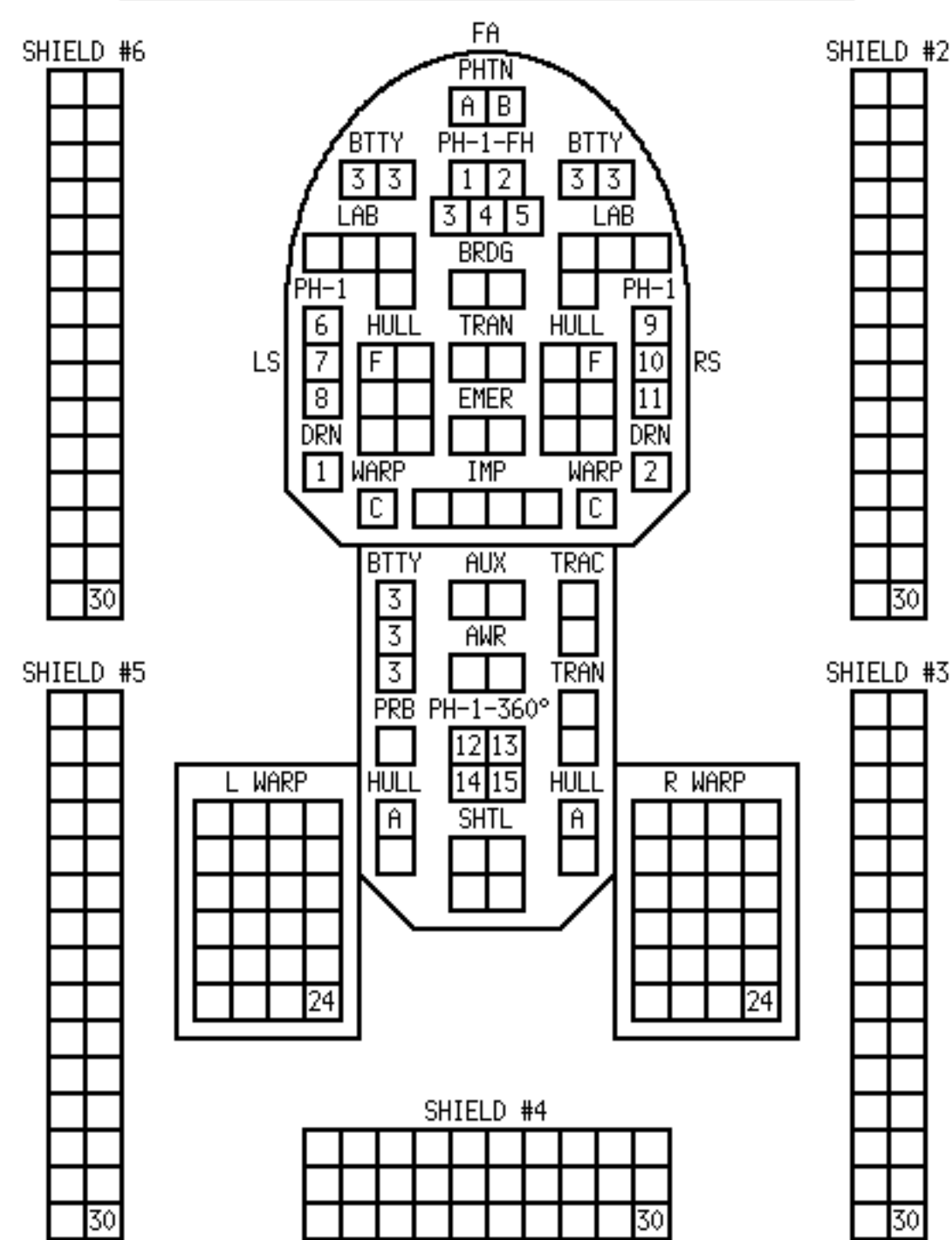
40

PROBES

7

TRANSPORTER BOMBS

D D D D 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	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	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

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

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

1											GX
2											GX

ANTI-DRONE TABLE

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

FEDERATION
1X
Advanced Fast Cruiser

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SENSOR

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

DAMCON

6 6 4 4 2 2 0
EXCDAM
7 6 5 4 3 2 1

CREW UNITS						
	*					10
						20
						30
BOARDING PARTIES						
						10
TRANSPORTER BOMBS						
						12

ADMINISTRATIVE SHUTTLES						
IDENT	HIT POINTS			NOTES		
ONE SHUTTLE BAY.						

SHIP DATA TABLE	
Ship Class	= CG
Model Number	= Mk I
Point Value	= 142
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 91
Size Class	= 3
Movement Cost	= 2/3 (C)
Reference	= R2.055
Total Power	= 27 +6 PO (+2)
Opt Allowance	= 118 (+32)
1X Systems	= (none)

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 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				

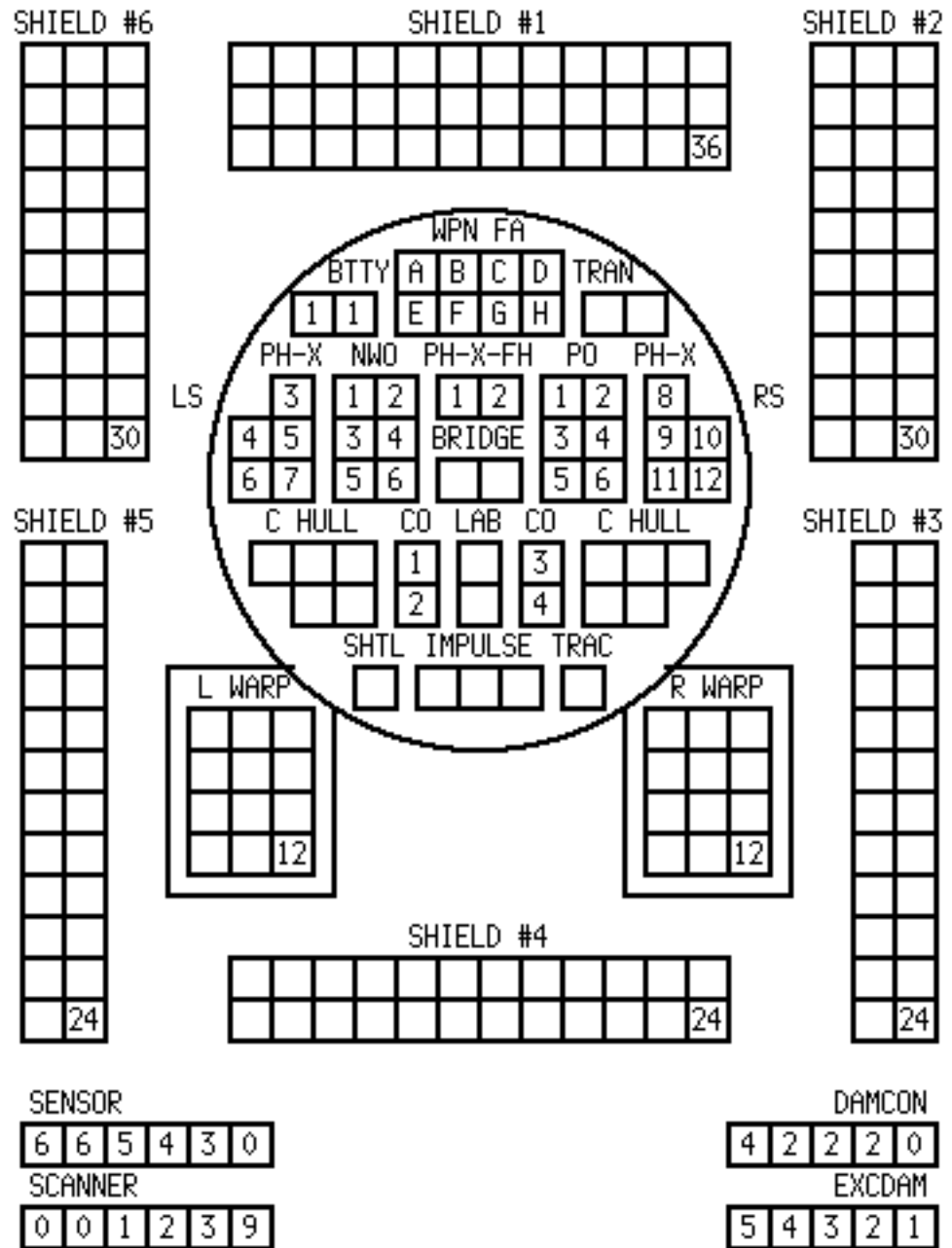
TURN MODE		SPEED
C	1	1-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS						
A						G
B						G
C						G
D						G
E						G
F						G
G						G
H						G

PLASMA TORPEDO 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	1-2	1-2

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



FEDERATION OXI Generic Cruiser

FEDERATION

3X

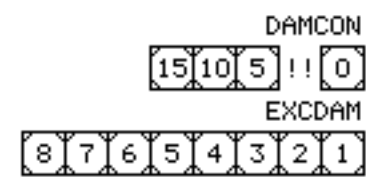
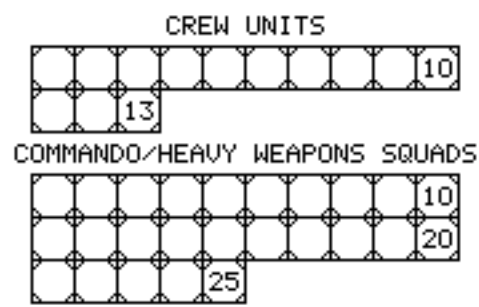
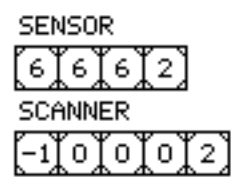
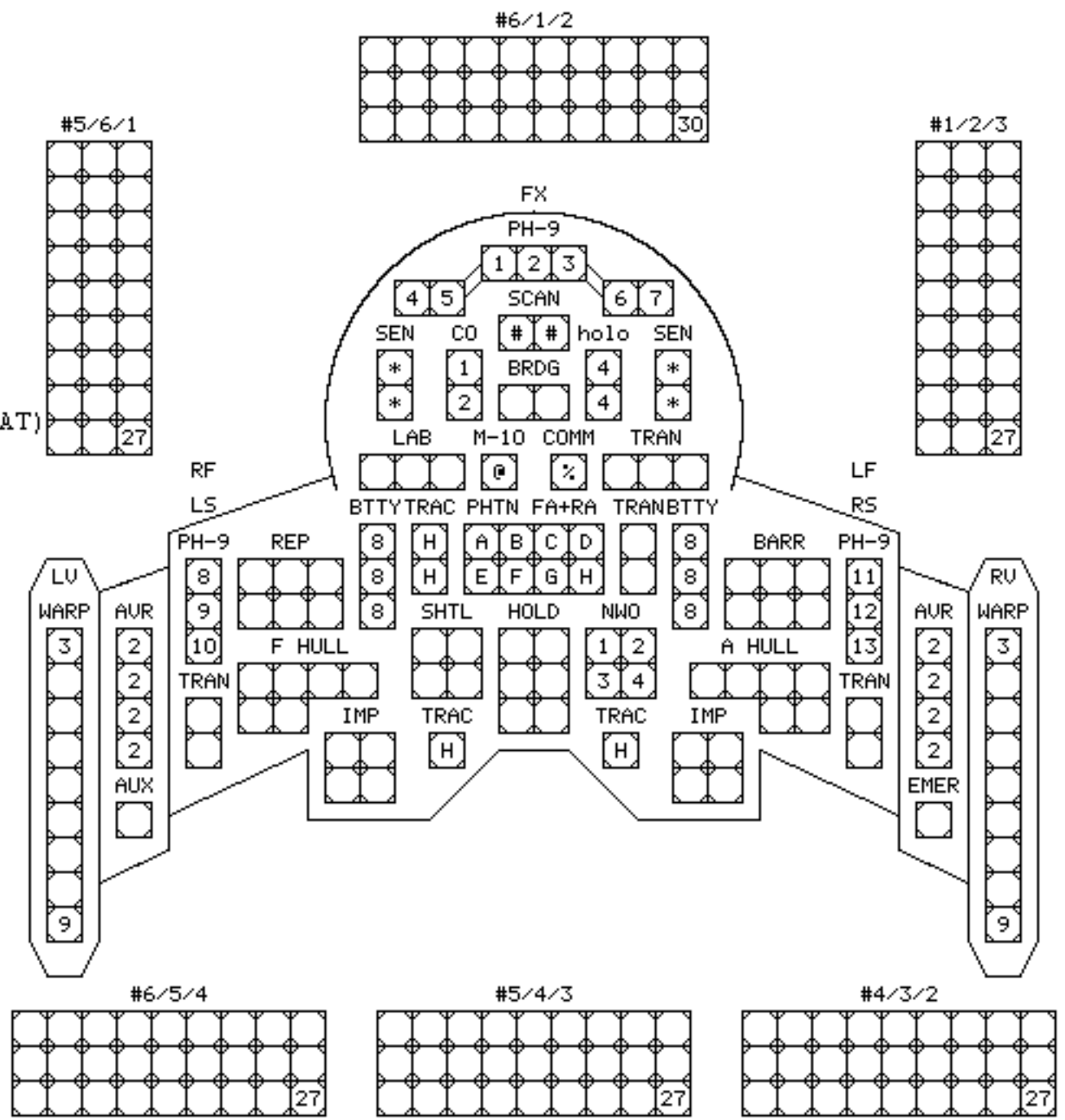
Chandley Class

Assault Transport

Ship Class = Chandley(FFAT)
 Model Number = Mk VIII
 Point Value = 11400
 Breakdown = 6^4
 Shield Cost = 1+4
 Explosion Str = 143
 Size Class = 1
 Movement Cost = 2 (C)
 Reference = R2.316

 Total Power = 94 (+48)
 Opt Allowance = 180 (+120)
 4X Systems = PH-9, TRAN

Legendary Marine Major

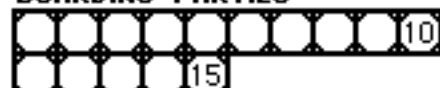


FEDERATION 3X Chandley Frigate

CREW UNITS



BOARDING PARTIES



PASSENGERS



ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

ONE SHUTTLE BAY.

SHIP DATA TABLE

SHIP CLASS	=	CHANDLEY
MODEL NUMBER	=	MK VII
POINT VALUE	=	8000
BREAKDOWN	=	6^3
SHIELD COST	=	1+2
EXPLOSION STR	=	120
SIZE CLASS	=	1
MOVEMENT COST	=	1+1/2 (G)
REFERENCE	=	R2.384
FILENAME	=	FED-3XCA
TOTAL POWER	=	60 (+28)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	440 (+220)
4X SYSTEMS	=	NONE

TNG TURNMODE G

TURNMODE	SPEED
1	1-2
2	3-4
3	5-6
4	7-8
5	9-10
6	11-12
7	13-14
8	15-16
9	17-18
10	19-20
11	21+

TYPE 7 COLLIMATOR PHASER TABLE

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

FIRES 1/TURN.
ENERGY = 1/2 (STD),
1 (OVER = x2 DMG)
4 POINT CAPACITOR
(5 AT 4X).

TYPE 9 PHASER TABLE

DIE	RANGE						7-	10-	13-	16-	19-	
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	1	1	1	1	1	1	1
2	2	2	2	2	1	1	1	1	1	1	0	0
3	2	2	2	1	1	1	1	1	1	0	0	0
4	2	2	1	1	1	1	1	1	0	0	0	0
5	2	2	1	1	1	1	1	0	0	0	0	0
6	2	1	1	1	1	1	0	0	0	0	0	0

FIRES 2 TURN
(4/TURN AT 4X).
ENERGY = 1/2 PER SHOT.
6 POINT CAPACITOR
(16 AT 4X).

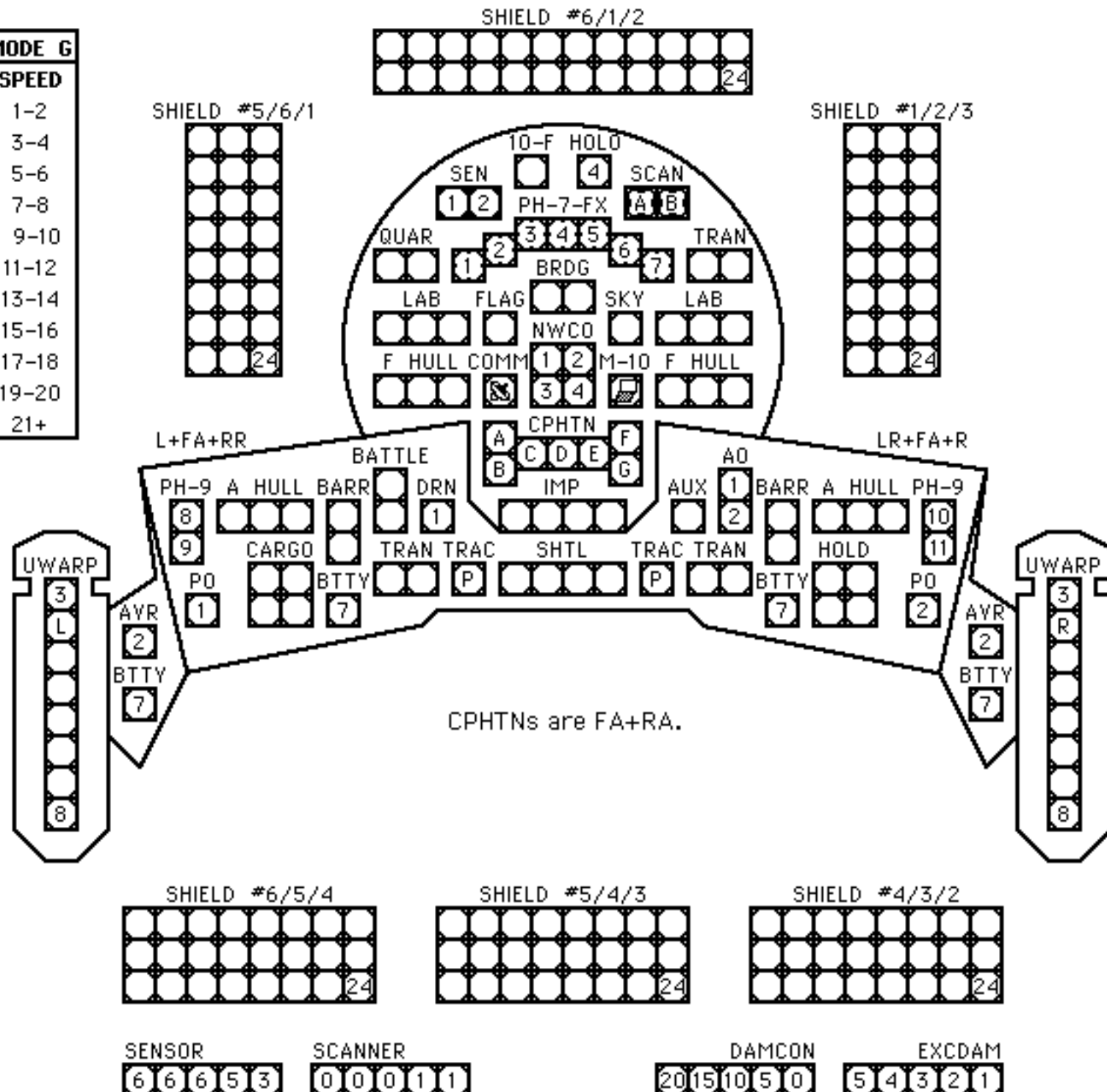
3X/4X PHOTON TORPEDO TABLE (HIT # AT RANGE)

FIRE MODE	ARM	HOLD	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4	7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8	7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2	9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4	9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*	AUTO HIT OUT TO RANGE 10									

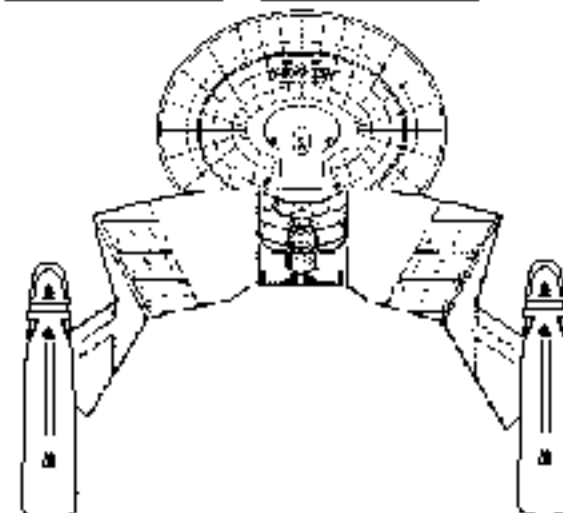
4X PHOTON HAS A +1 TO HIT BONUS.

COLLIMATED PHOTONS (CPHTN) MAY BE COMBINED INTO ONE HARD HIT.

DRONE RACK



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FEDERATION OXs CLC / HDW

CREW UNITS

		*			10
					20
					30
					40
				48	

BOARDING PARTIES

					10
					16

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	CLC/HDW
MODEL NUMBER	=	MK 1
POINT VALUE	=	206
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
EXPLOSION STR	=	125
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.014-D
FILENAME	=	FED-CLHD
TOTAL POWER	=	48 (+3)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	22 (+0)
1X SYSTEMS	=	NONE
REPLACE PHTN G-H W/ PL-F LP/RP		+0 BPY

TYPE 1 PHASER TABLE

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

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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS

1									B
2									B
3									B
4									B
5								G	
6								G	

PLASMA TORPEDO TABLE

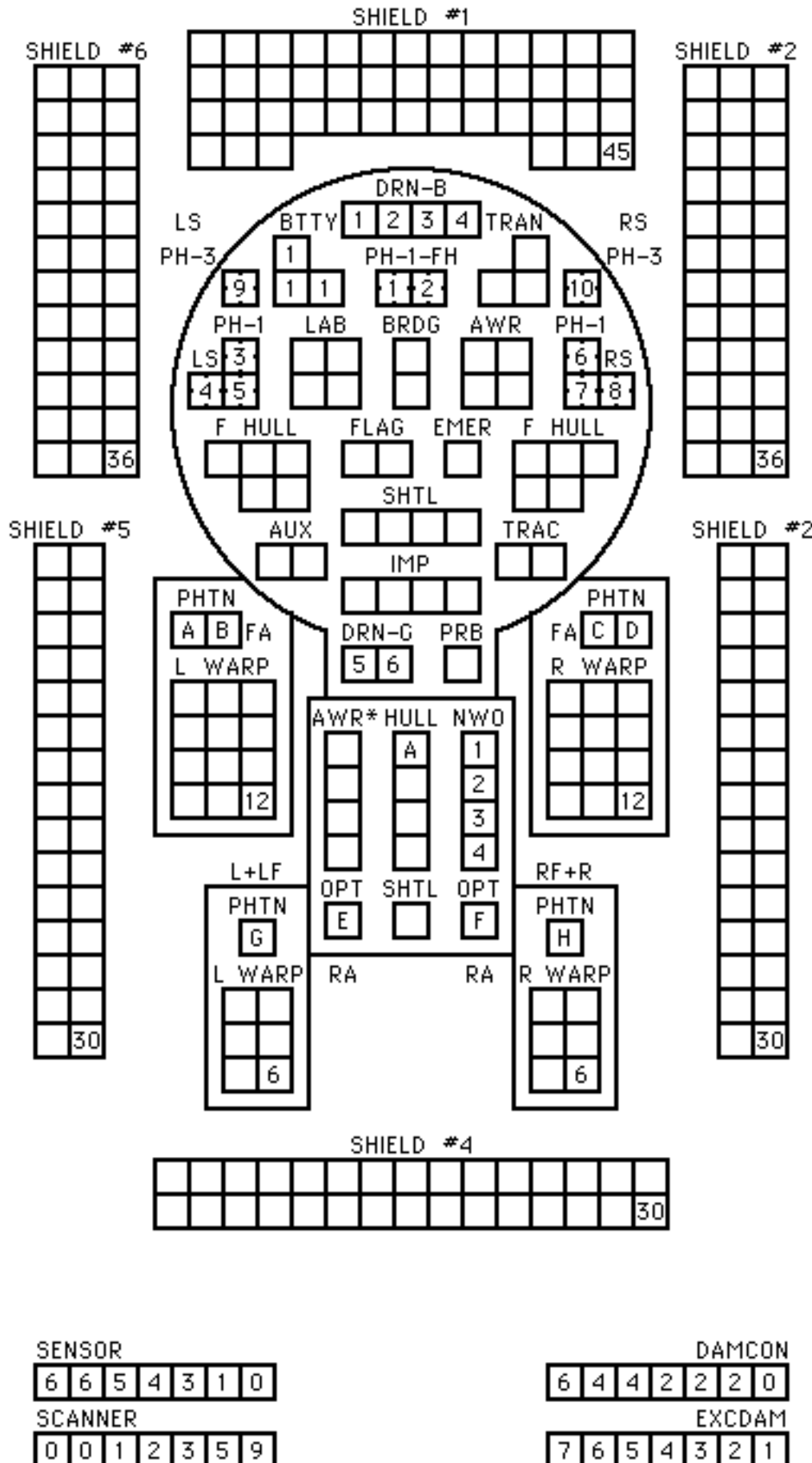
RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3		1-2	

ANTI-DRONE TABLE

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

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FEDERATION OXs CLC / POL

CREW UNITS

			*							10
										20
										30
										40
										43

BOARDING PARTIES

											10
											13

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	CLC/POL
MODEL NUMBER	=	MK 1
POINT VALUE	=	195
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
EXPLOSION STR	=	128
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.014-C
FILENAME	=	FED-CLPO
TOTAL POWER	=	45 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE
REPLACE PHTN D-E W/ PL-F LP/RP	=	+0 BPY

TYPE 1 PHASER TABLE

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

DIE ROLL	RANGE					
	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 1-4
	2 5-8
HET	3 9-12
	4 13-17
BD	5 18-24
	6 25+

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS

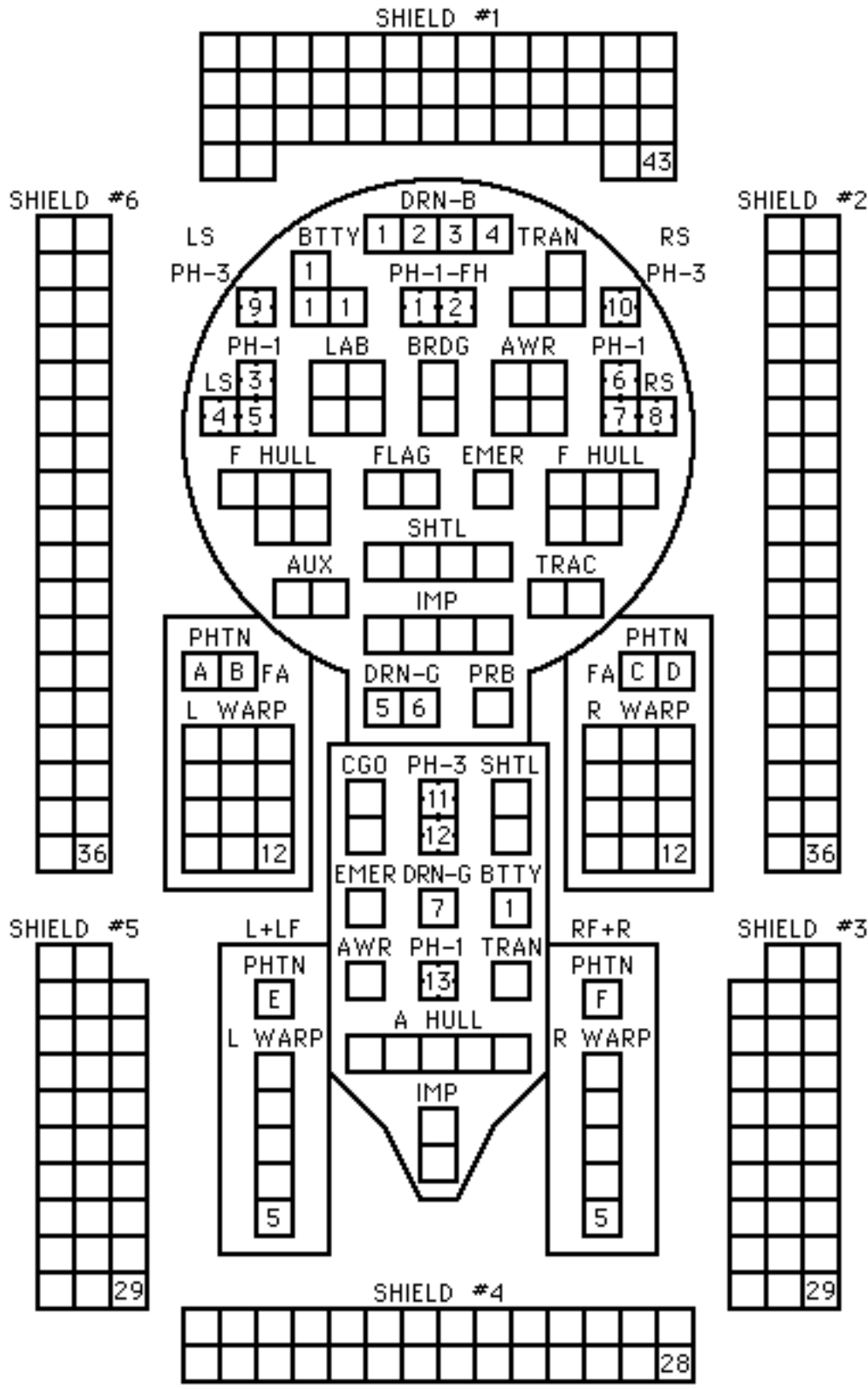
1									B
2									B
3									B
4									B
5									G
6									G
7									G

PLASMA TORPEDO 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	

ANTI-DRONE TABLE

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



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SENSOR	6 6 5 4 3 1 0	DAMCON	6 4 4 2 2 2 0
SCANNER	0 0 1 2 3 5 9	EXCDAM	8 7 6 5 4 3 2 1

CREW UNITS

	*									10
										20
										30
										40
										50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = Const -Fast
 Model Number = Mk II-CF
 Point Value = 220
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 161
 Size Class = 3
 Movement Cost = 1 (D)
 Reference = R2.001-C
 Total Power = 70 (+4)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

BOARDING PARTIES

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

DECK CREWS

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

PASSENGERS

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

TRANSPORTER BOMBS

										D D D 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	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

PROBES

											5
											5

TURN MODE SPEED

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

PHOTON TORPEDO TABLE

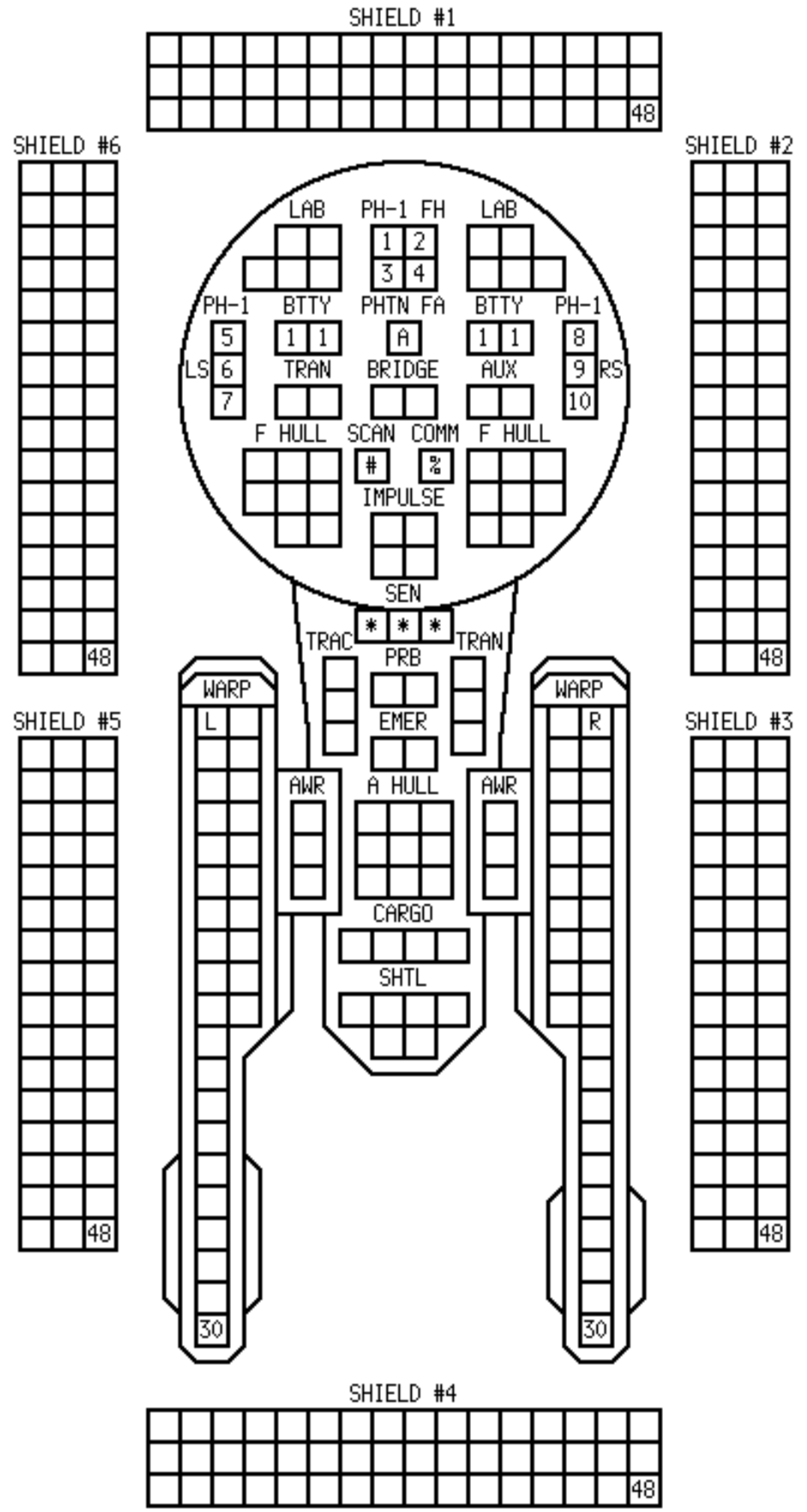
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

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

**FEDERATION
 OXs
 Constitution Class
 Heavy Cruiser
 Fast Cruiser Variant**

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 Enjoy!



SENSOR

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

SCANNER

0	0	2	4	6	9
---	---	---	---	---	---

DAMCON

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

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

CREW UNITS

	*					10
						20
						30
						40
		43				

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	=	Const - Carrier
Model Number	=	Mk II-CV
Point Value	=	167
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	133
Size Class	=	3
Movement Cost	=	1 (D)
Reference	=	R2.001-A
Total Power	=	48 (+4)
Opt Allowance	=	0 (+0)
IX Systems	=	(none)

TRANSPORTER BOMBS

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

BOARDING PARTIES

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

DECK CREWS

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

PASSENGERS

										14
--	--	--	--	--	--	--	--	--	--	----

PASSENGERS

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

TYPE I OFFENSIVE PHASER TABLE

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

PROBES

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

TURN MODE SPEED

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

ANTI-DRONES

1						6
2						6

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

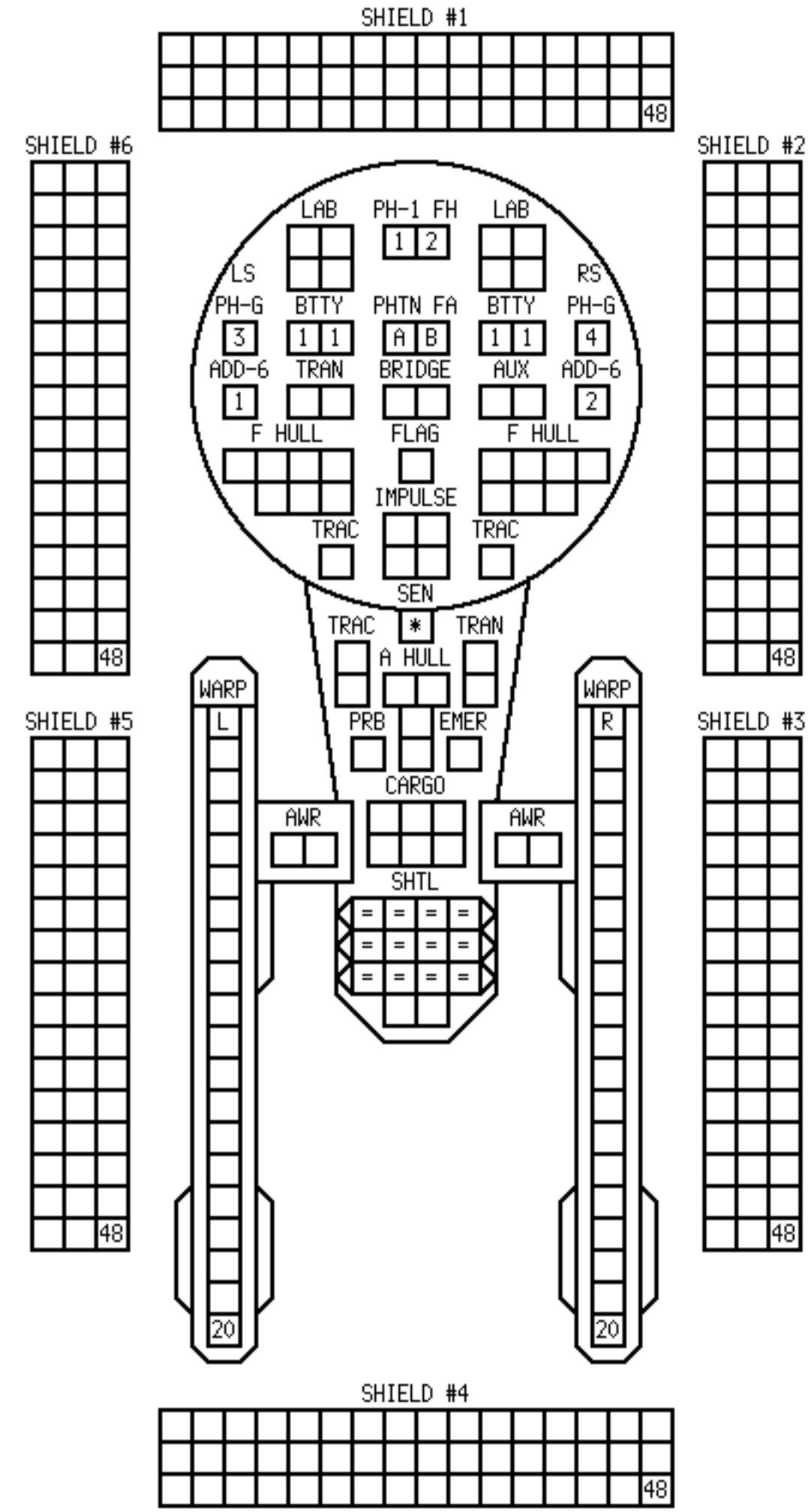
TYPE III DEFENSE PHASER

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

**FEDERATION
OXs
Constitution Class
Heavy Cruiser
Carrier Version**



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SENSOR

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

SCANNER

0	0	2	4	6	9
---	---	---	---	---	---

DAMCON

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

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

FEDERATION

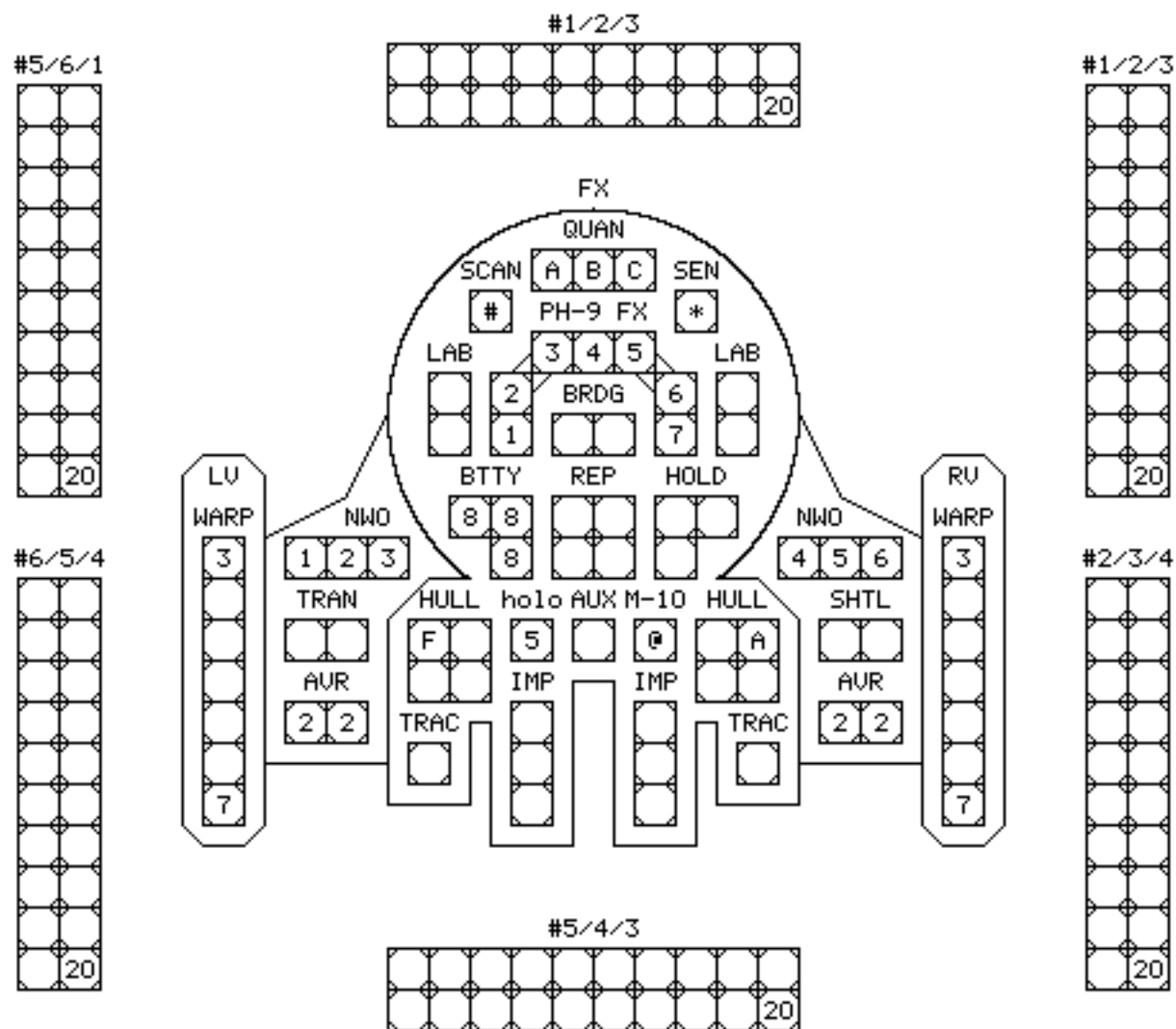
4Xe

Comet Class

Destroyer

Ship Class = Comet (DD)
 Model Number = Mk I
 Point Value = 9500
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 82
 Size Class = 2
 Movement Cost = 1 (B)
 Reference = R2.402

 Total Power = 64 (+24)
 Opt Allowance = 135
 5X Systems = (none)



SENSOR
 7 6 3
 SCANNER
 0 0 2

CREW UNITS
 4
 BOARDING PARTIES
 2
 DECK CREW
 1
 PASSENGERS
 1

DAMCON
 15 10 5 0
 EXCDAM
 3 2 1

CREW UNITS

	*					10
						20
						30
						40
						43

BOARDING PARTIES

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

DECK CREWS

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

PASSENGERS

						6
--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	Constitution
Model Number	=	Mk II
Point Value	=	162
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	126
Size Class	=	3
Movement Cost	=	1 (D)
Reference	=	R2.001
Total Power	=	48 (+4)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	6-	9-	16-	26-	51-						
		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

PROBES

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

TURN MODE SPEED

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

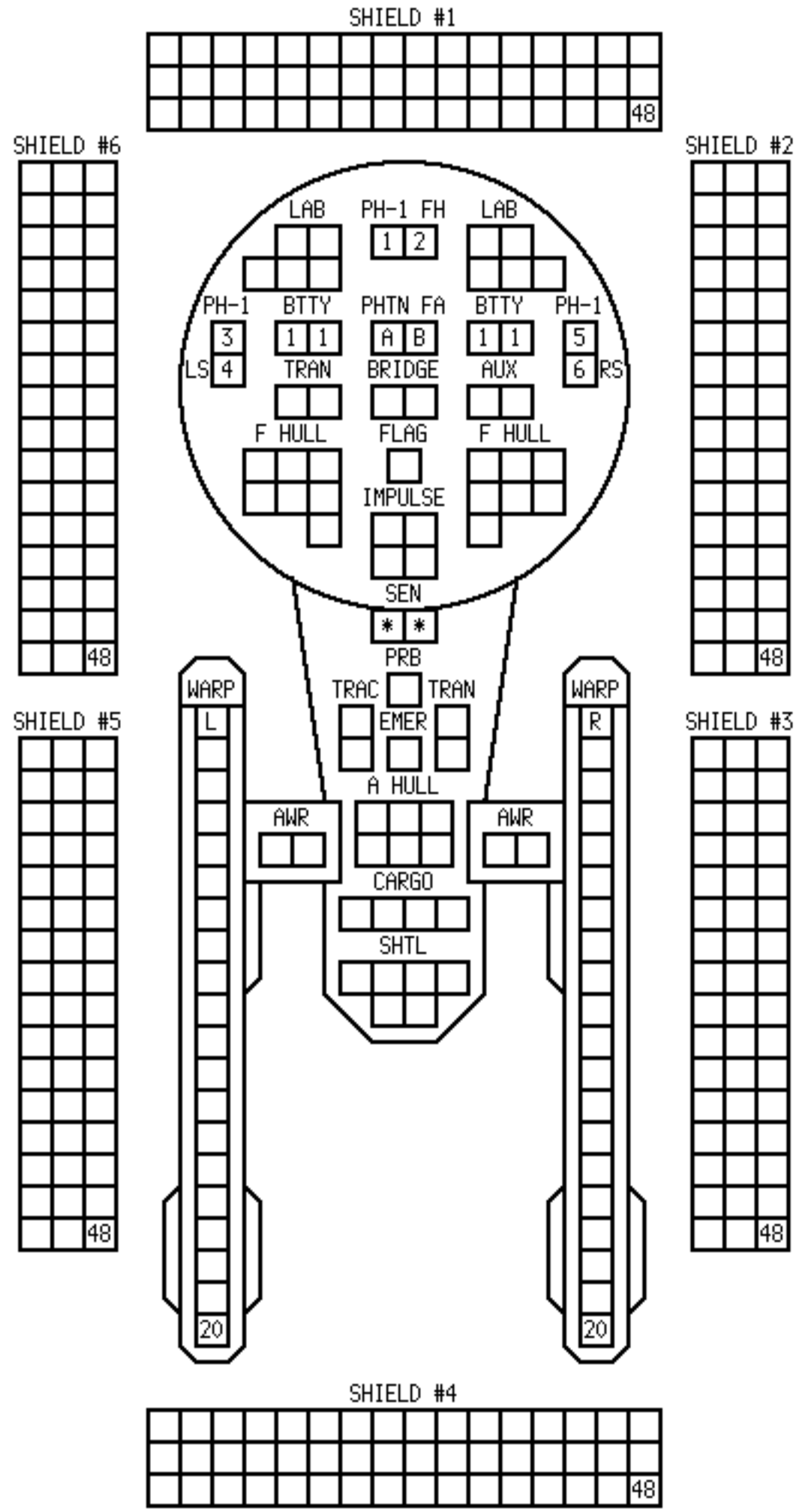
TYPE III DEFENSE PHASER

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

FEDERATION OXs Constitution Class Heavy Cruiser

David M. Smith

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SENSOR

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

SCANNER

0	0	2	4	6	9
---	---	---	---	---	---

DAMCON

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

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

CREW UNITS

10
20
30
40
45

BOARDING PARTIES

10
13

DECK CREWS

6

PASSENGERS

3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

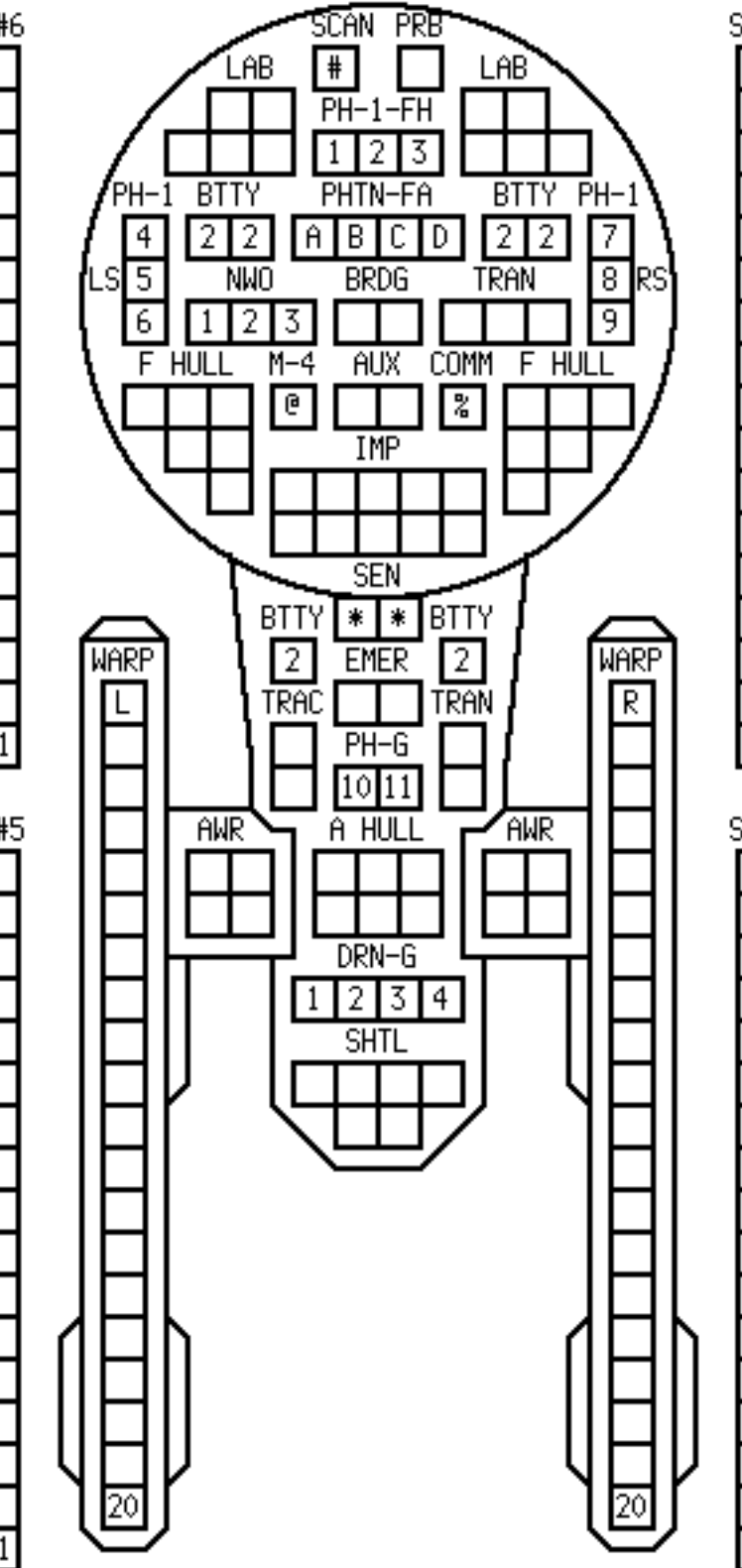
Ship Class = Constitution
 Model Number = Mk V
 Point Value = 241
 Breakdown = 6
 Shield Cost = 1+4
 Explosion Str = 150
 Size Class = 3
 Movement Cost = 1 (D)
 Reference = R2.005-A
 Total Power = 58 (+12)
 Opt Allowance = 9 (+1)
 1X Systems = SHIELDS

SHIELD #1

51

SHIELD #6

51



SHIELD #2

51

SHIELD #3

51

SHIELD #5

51

SHIELD #4

51

TYPE I OFFENSIVE PHASER TABLE

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

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

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

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

DRONE RACKS

1						G
2						G
3						G
4						G

ANTI-DRONE TABLE

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

FEDERATION OXI Constitution Class Improved Heavy Cruiser

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SENSOR

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

SCANNER

0	0	0	2	4	6	9
---	---	---	---	---	---	---

PH-G's are 360°.

DAMCON

8	6	6	4	4	2	2	0
---	---	---	---	---	---	---	---

EXCDAM

8	7	6	5	4	3	2	1
---	---	---	---	---	---	---	---

CREW UNITS

						*			10
12									

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = Continent
 Model Number = Mk I-M
 Point Value = 487
 Breakdown = 6
 Shield Cost = 1+1
 Explosion Str = 214
 Size Class = 3
 Movement Cost = 1 (E)
 Reference = R2.129-A
 Total Power = 44 +4PO (+165)
 Opt Allowance = 54 (+0)
 2X Systems = (none)

TRANSPORTER BOMBS

					D	D	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	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

PH-1 OVERLOAD

DIE	RANGE	6-	9-	16-	26-	51-	
ROLL		0	1	2	3	4	5
1		13	12	10	9	7	7
2		12	10	9	7	7	6
3		10	7	7	6	6	6
4		9	6	6	6	6	4
5		7	6	6	6	4	4
6		6	6	4	4	3	3

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+

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

1												GX
2												GX
3												GX
4												GX

ANTI-DRONE TABLE

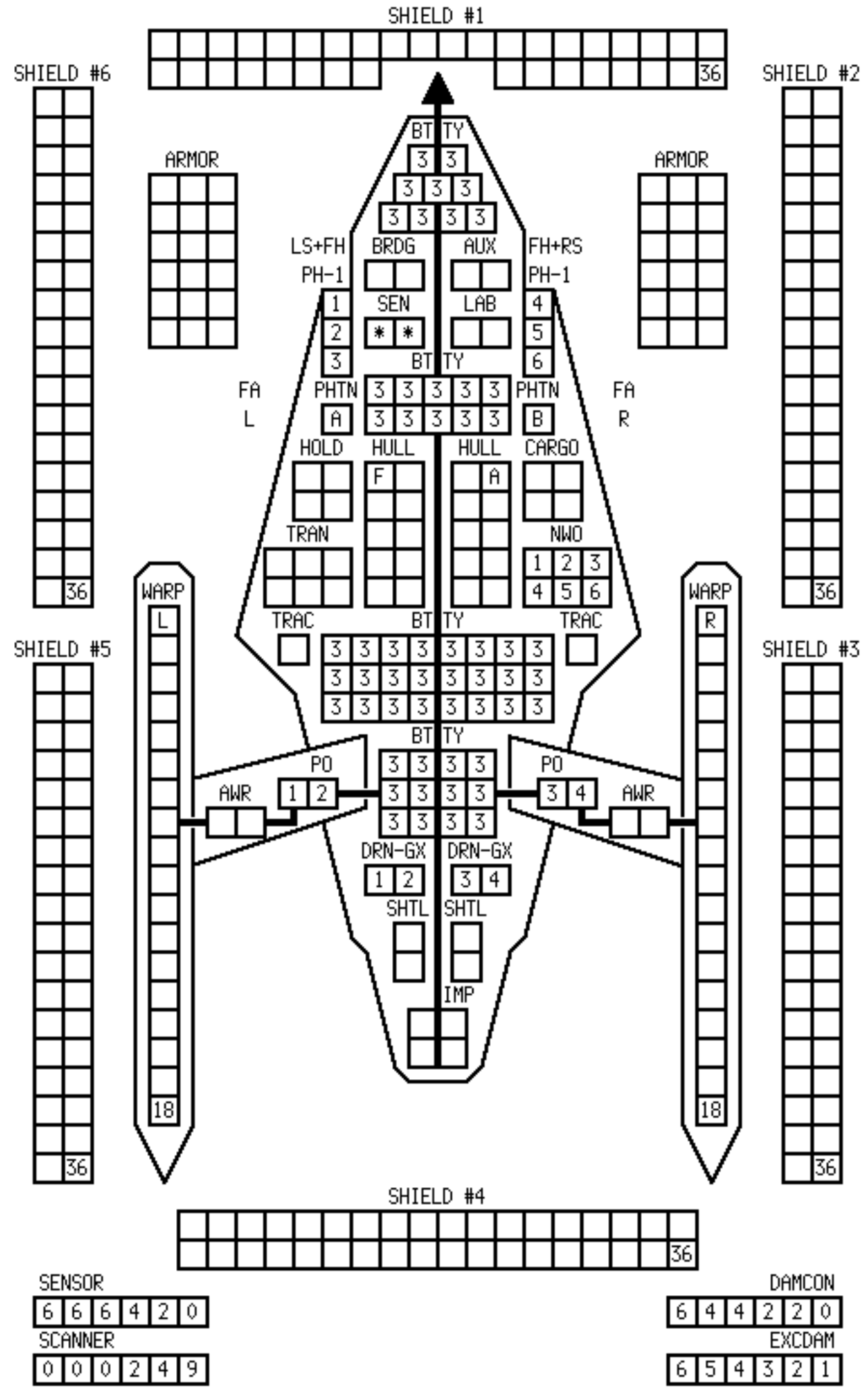
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

FEDERATION
1X
Continent Class
Heavy Mauler Ship


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 dsm1311@home.com



CREW UNITS

		*							10
									20
									30
									40
								45	

BOARDING PARTIES

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

DECK CREWS

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

PASSENGERS

								6
--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class = Const -Opt
 Model Number = Mk II-Opt
 Point Value = 193
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 133
 Size Class = 3
 Movement Cost = 1 (D)
 Reference = R2.001-E
 Total Power = 65 (+35)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

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

PROBES

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

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

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO 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	1-2	1-2

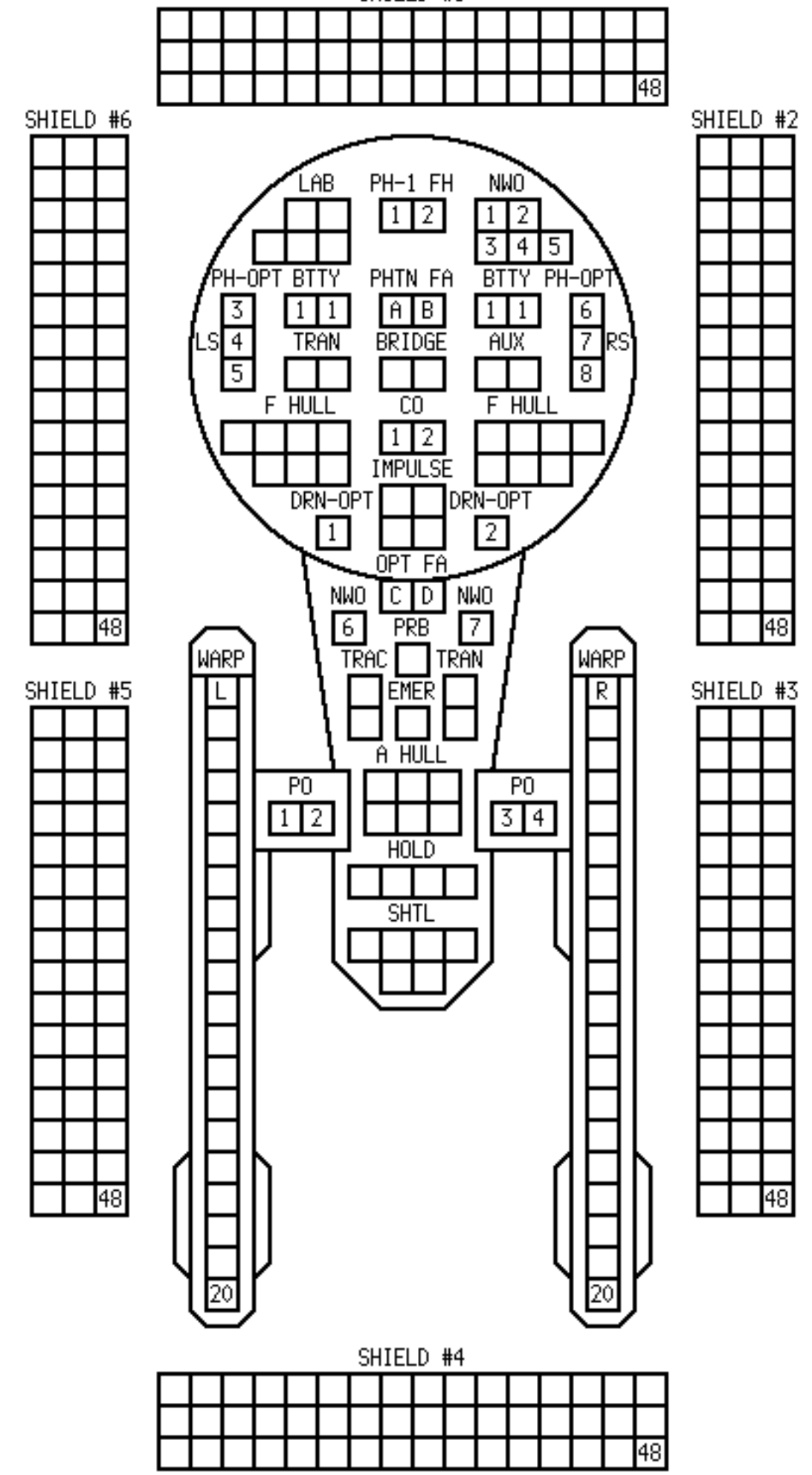
DRONE OPTIONS

1							G			H			B
2							G			H			B

FEDERATION OXs Constitution Class Heavy Cruiser Option Mount Variant



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 Enjoy!



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

DAMCON
4 4 4 2 2 2 0
EXCDAM
7 6 5 4 3 2 1

				*					10
									20
									30
									40
									50

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

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

Ship Class	=	DNG/CVA+
Model Number	=	Mk I
Point Value	=	248
Breakdown	=	4-6
Shield Cost	=	1+3
Explosion Str	=	179
Size Class	=	2
Movement Cost	=	1+1/2 (F)
Reference	=	R2.006
Total Power	=	69 (+8)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

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

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

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					

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
F	1 1-3
	2 4-5
	3 6-9
	4 10-13
HET	5 14-17
	6 18-23
BD	7 24-29
	8 30+

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

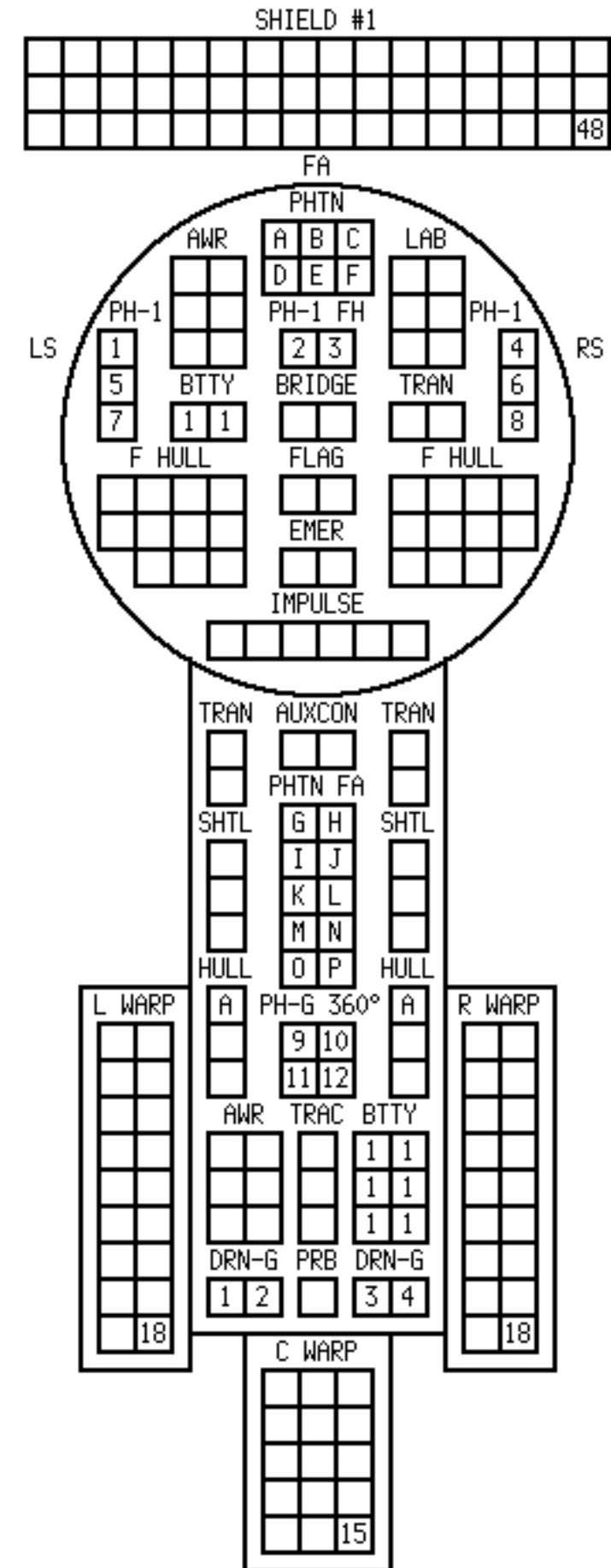
1									G
2									G
3									G
4									G

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

FEDERATION OXs DNG Saucer on Commander's Edition CVA Rear Hull



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6	6	6	6	6
5	3	1	0	

0	0	0	0	0
2	4	6	9	

8	8	6	6	4
4	2	2	0	

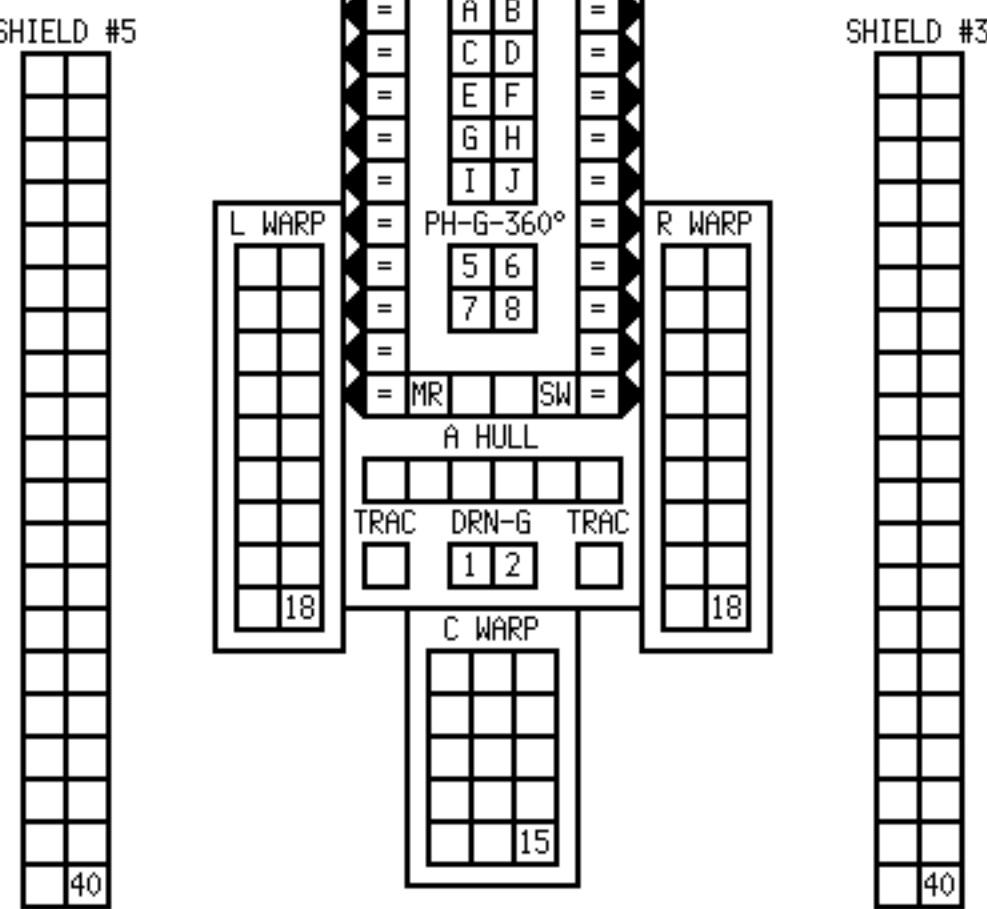
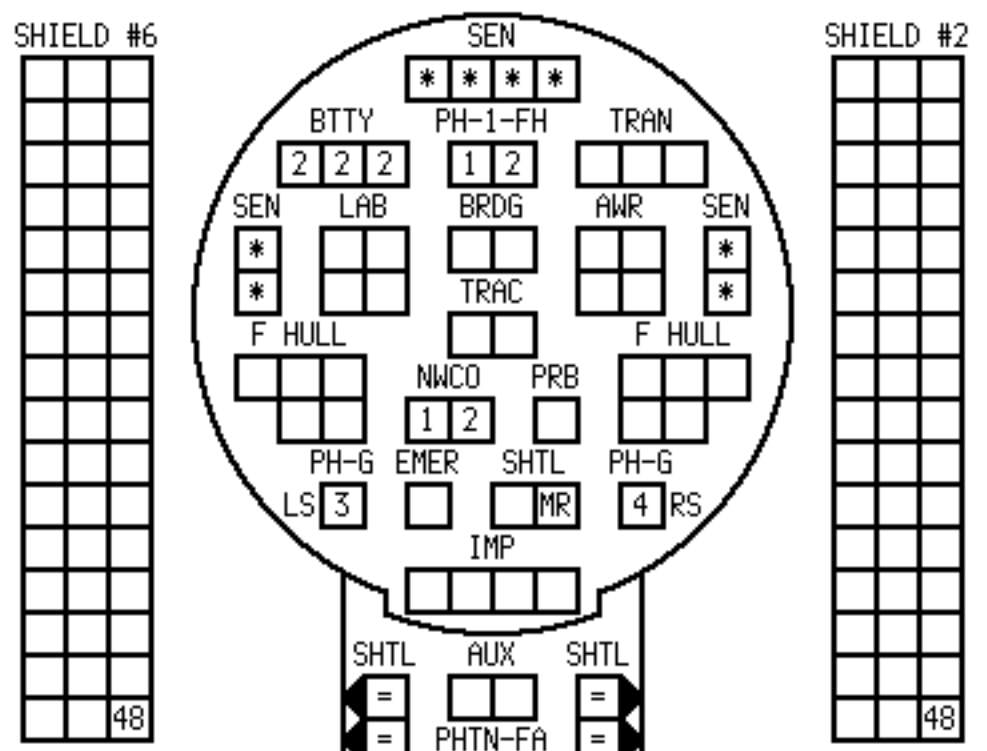
9	8	7	6	5
4	3	2	1	

CREW UNITS									
			*						10
									20
									30
									40
									50
									52
BOARDING PARTIES									
									10
									12
DECK CREWS									
									10
									20
									24

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS				NOTES				
									MRS
									MRS
									SWAC
THIS SHIP HAS TWO SHUTTLE BAYS.									
TRANSPORTER BOMBS									
									12
PROBES									
									10

SHIP DATA TABLE	
Ship Class	= CVSC
Model Number	= Mk III
Point Value	= 266/224
Breakdown	= 3-6
Shield Cost	= 1+3
Explosion Str	= 169
Size Class	= 2
Movement Cost	= 1+1/2 (E)
Reference	= R2.006-B
Total Power	= 59 (+6)
Opt Allowance	= 6 (+0)
1X Systems	= (none)
Full Aegis: Triple Sen Control	

SHIELD #1									
									54



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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

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

NWCO:
Can hold any 1 space General or Control system.
Damaged on "F Hull" hits.

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**FEDERATION
OXI
Commander's Edition
SC saucer on CVA rear hull**

SHIELD #4									
									40

SENSOR									
6	6	6	6	5	3	1	0		
SCANNER									
0	0	0	0	1	3	5	9		

DAMCON									
8	6	6	4	4	2	2	0		
EXCDAM									
8	7	6	5	4	3	2	1		

CREW UNITS

*										10
										20

BOARDING PARTIES

						6
--	--	--	--	--	--	---

PASSENGERS

1

PROBES

		3
--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

T-BOMBS **NSM**

		D	
--	--	---	--

SHIP DATA TABLE

Ship Class = Daedalus
 Model Number = Mk II
 Point Value = 75
 Breakdown = 2-6
 Shield Cost = 1+0
 Explosion Str = 109
 Size Class = 3
 Movement Cost = 1 (G)
 Reference = R2.018
 Total Power = 20 (+2)
 Opt Allowance = 0 (+0)
 -IX Systems = MISSILE, LASER

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TURN MODE SPEED

G	1	1-3
	2	4-5
	3	6-8
	4	9-12
HET	5	13-16
	6	17-21
BD	7	22-26
	8	27+

No HET bonus.

TYPE 0 EARLY TECH PHASER

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

LASER TABLE

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

SWARP-½:
 Each box produces 1/2 of a point of power.
 BPV/Repair 2; 1 space; hit on "Warp".

ASWR:
 Each box produces 1 SemiWarp power which cannot be used for movement.
 BPV/Repair 2.5; 1 space; hit on "APR".

FEDERATION ACCELERATOR CANNON TABLE (FAC)

RANGE	0	1	2	3	4	5	6	7
TO HIT	1-6	1-5	1-4	1-3	1-3	1-2	1-2	1
DMG, STD	4	4	3	3	2	2	1	1
DMG, OVER	8	7	6	5	4	3	2	1

SUBLIGHT MISSILE RACKS

C				
D				
E				
F				

DRONE RACKS

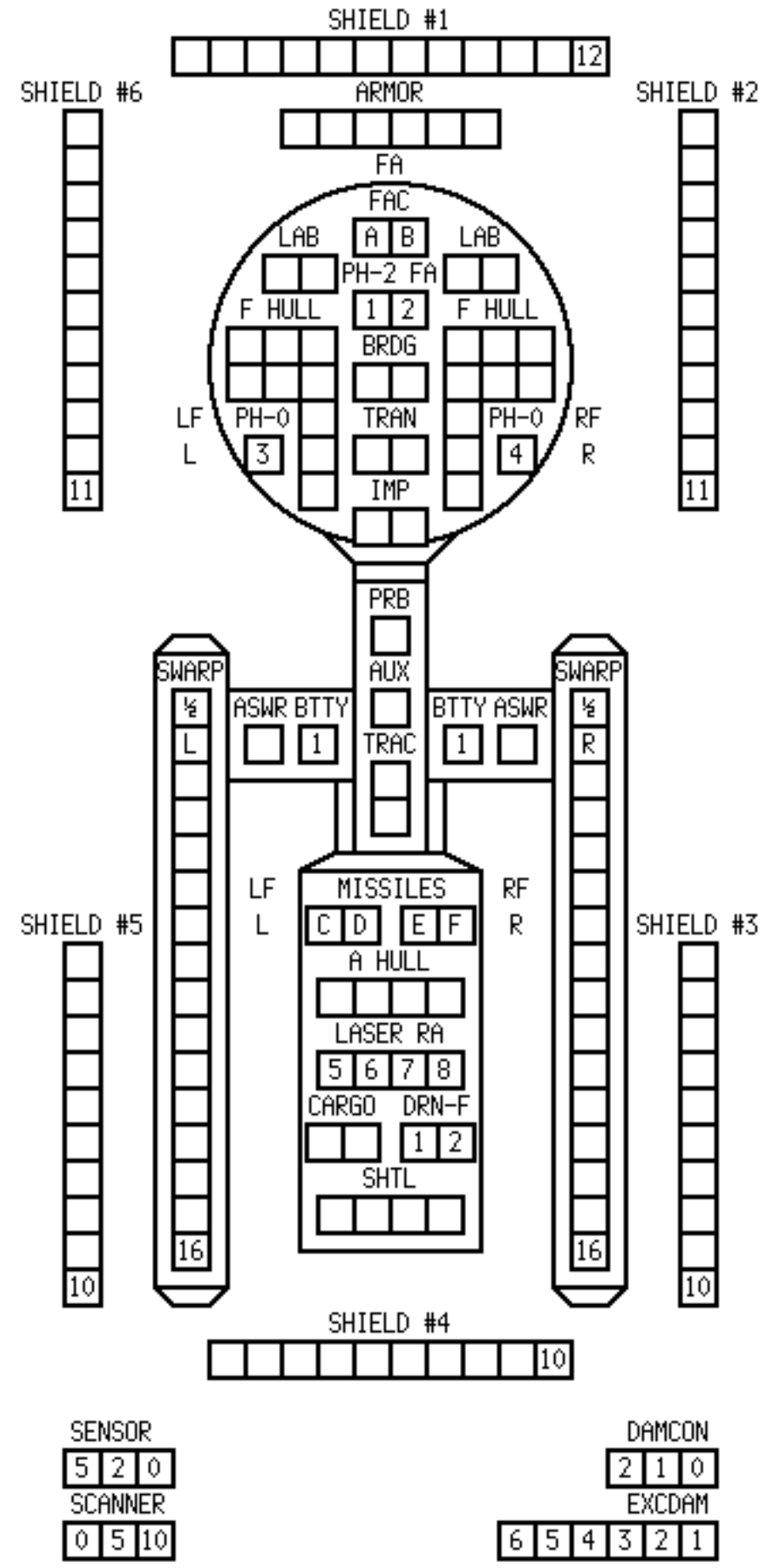
1								F
2								F

Fires 1/turn.
 Standard = 1-1-1 (requires SWARP energy)
 Overload = 2-2-2 (requires SWARP energy)
 Hold Cost = 1 (Standard), 2 (Overload)

Launch 1/turn.
 Energy Cost = 2.
 Acts as a speed 1 drone with warhead 2 and 1 hit point.

Launch 1 per 2 turns.

FEDERATION OXe Daedalus Class Heavy Cruiser



Douglas Miller

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 Enjoy!

CREW UNITS

*									10
									20
		24							

BOARDING PARTIES

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

PASSENGERS

		2							
--	--	---	--	--	--	--	--	--	--

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

T-BOMBS NSM

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

SHIP DATA TABLE

Ship Class = Daedalus
 Model Number = Mk III
 Point Value = 102
 Breakdown = 3-6
 Shield Cost = 1+0
 Explosion Str = 109
 Size Class = 3
 Movement Cost = 1 (F)
 Reference = R2.018-A
 Total Power = 36 (+2)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

TURN MODE	SPEED
F	1 1-3
	2 4-5
	3 6-9
	4 10-13
HET	5 14-17
	6 18-23
BD	7 24-29
	8 30+

Does get normal HET bonus.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4

Cannot overload at OXe tech level.
 Photons may be armed with SWARP energy, but it requires 4 turns to arm (1 energy per turn for 4 turns).

FEDERATION ACCELERATOR CANNON TABLE (FAC)

RANGE	0	1	2	3	4	5	6	7
TO HIT	1-6	1-5	1-4	1-3	1-3	1-2	1-2	1
DMG, STD	4	4	3	3	2	2	1	1
DMG, OVER	8	7	6	5	4	3	2	1

Fires 1/turn.
 Standard = 1-1-1 (requires SWARP energy)
 Overload = 2-2-2 (requires SWARP energy)
 Hold Cost = 1 (Standard), 2 (Overload)

DRONE RACKS

1								A
2								A

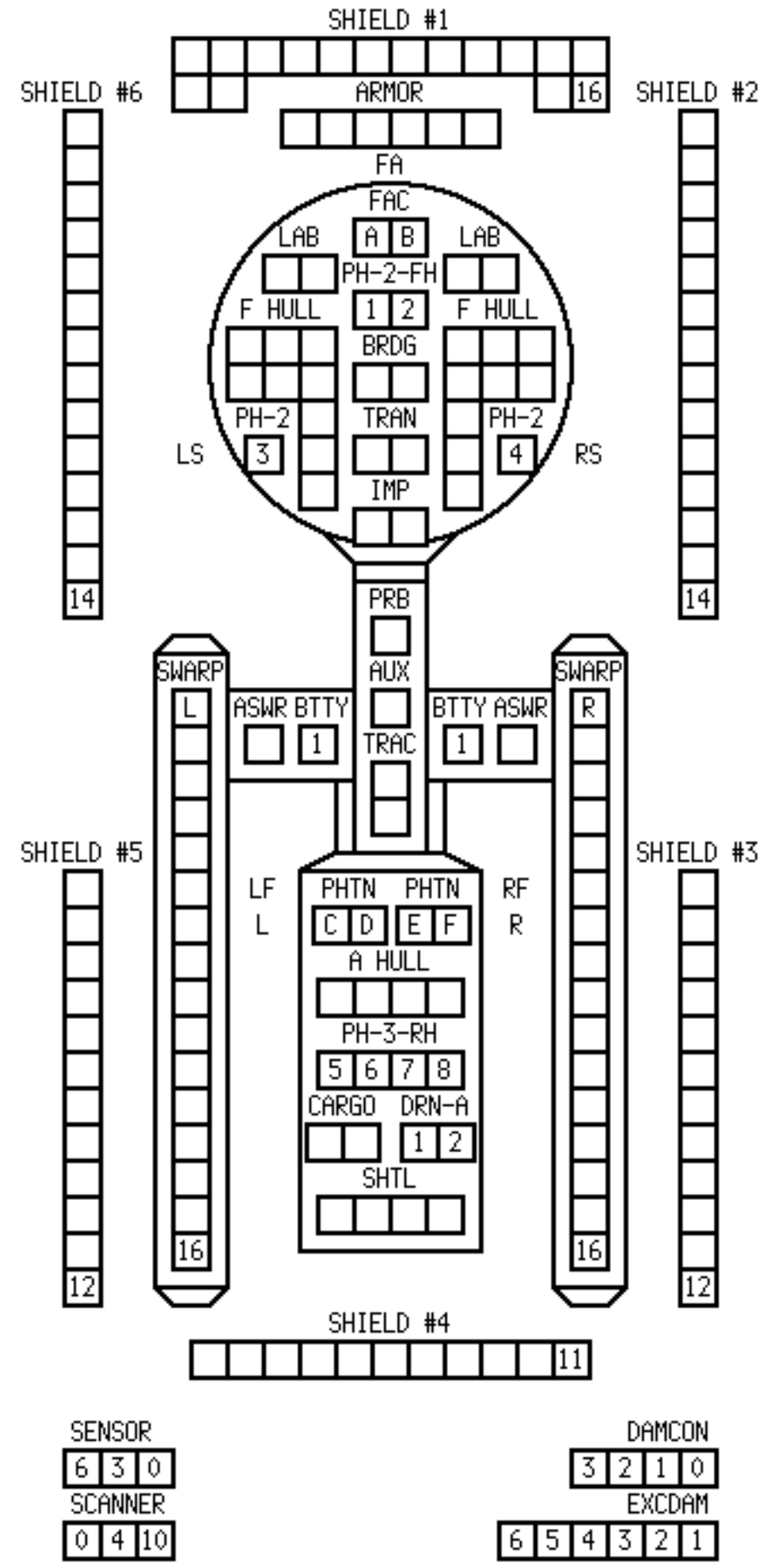
Launch 1 per rack per turn.

SWARP boxes produce 1 power each.

ASWR:
 Each box produces 1 SemiWarp power which cannot be used for movement.
 BPV/Repair 2.5; 1 space; hit on "APR".

Robert Miller

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 Enjoy!



FEDERATION OXe

Daedalus Class Improved Heavy Cruiser

Crew units, Boarding Parties, Deck Crews, Passengers, Probes, Transporter Bombs grid.

Administrative Shuttles table with columns for IDENT, HIT POINTS, and NOTES.

SHIP DATA TABLE listing Ship Class, Model Number, Point Value, Breakdown, Shield Cost, Explosion Str, Size Class, Movement Cost, Reference, Total Power, Opt Allowance, 2X Systems, and PHTN A-F arc is FH.

TURN MODE SPEED table listing E, HET, and BD with corresponding speed ranges.

DRONE RACKS table with 12 rows and 6 columns for drone slots.

TYPE V OFFENSIVE PHASER TABLE showing die rolls and damage for ranges 0-7.

TYPE V PHASER OVERLOAD table showing die rolls and damage for ranges 0-7.

TYPE III DEFENSE PHASER table showing die rolls and damage for ranges 4-9.

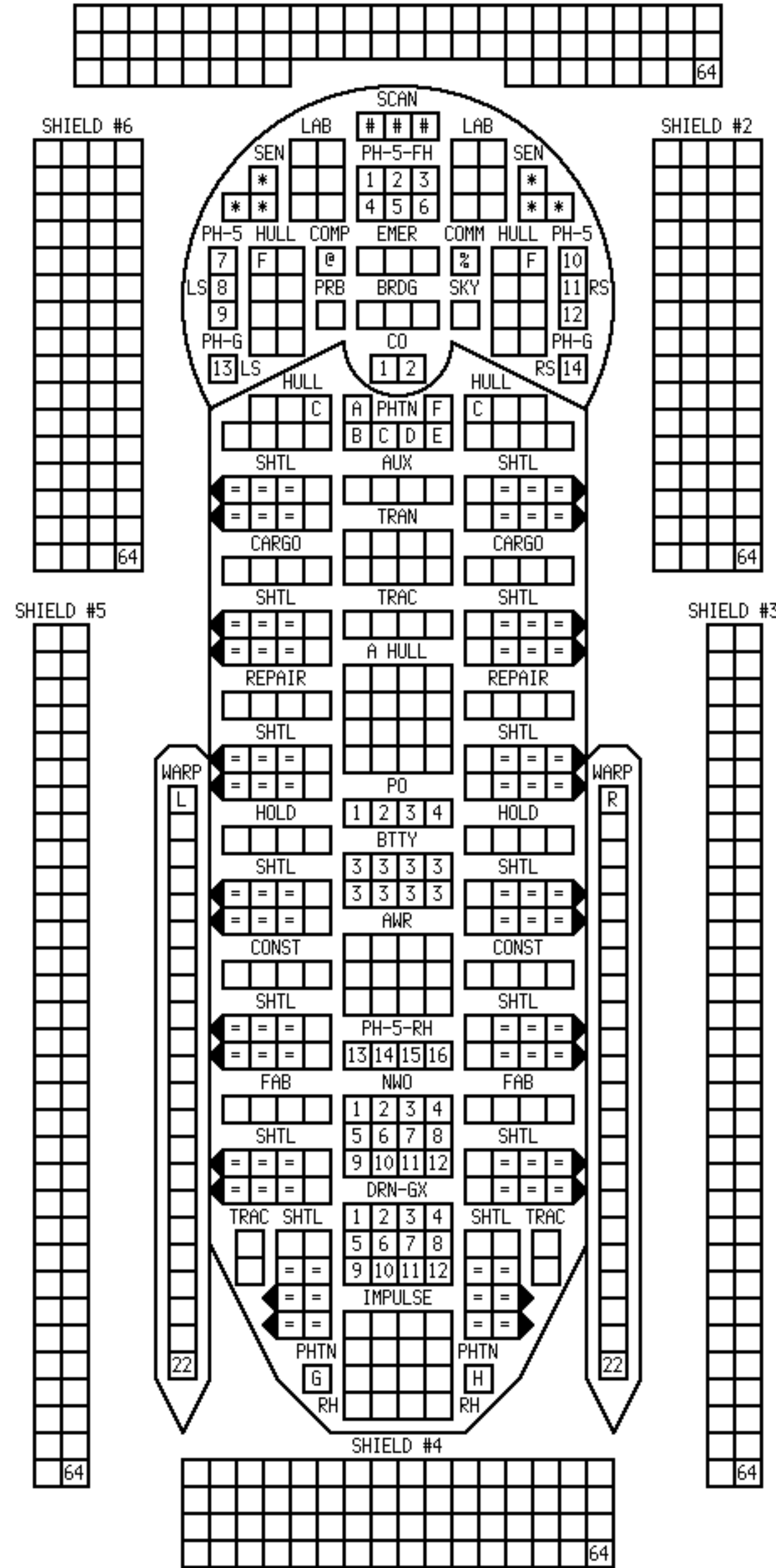
PHOTON TORPEDO (D & H refits) TABLE showing hit and damage for ranges 0-1 to 31-40.

ANTI-DRONE TABLE showing hit and damage for ranges 0 to 4+.

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FEDERATION 1X Dakota Class Heavy Shuttle Carrier

SENSOR, SCANNER, DAMCON, EXCDAM rows with numerical values.



FEDERATION OXs

Double-size DWZ

CREW UNITS

				*	10
					20
					30
					40

BOARDING PARTIES

					10
					16

PROBES

			5
			5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ONE SHUTTLE BAY

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	DDWZ
MODEL NUMBER	=	1
POINT VALUE	=	212
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
EXPLOSION STR	=	133
SIZE CLASS	=	3
MOVEMENT COST	=	1 (F)
REFERENCE	=	R2.014-E
FILENAME	=	FED-DDWZ
TOTAL POWER	=	46 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	(none)

TYPE 1 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

TURN MODE SPEED

TURN MODE	SPEED
F	1 1-3
	2 4-5
	3 6-9
	4 10-13
HET	5 14-17
	6 18-23
BD	7 24-29
	8 30+

TYPE 3 PHASER TABLE

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

DRONE RACKS

1					G
2					G
3					G
4					G
5					G
6					G
7					G
8					G

PHOTON TORPEDO TABLE

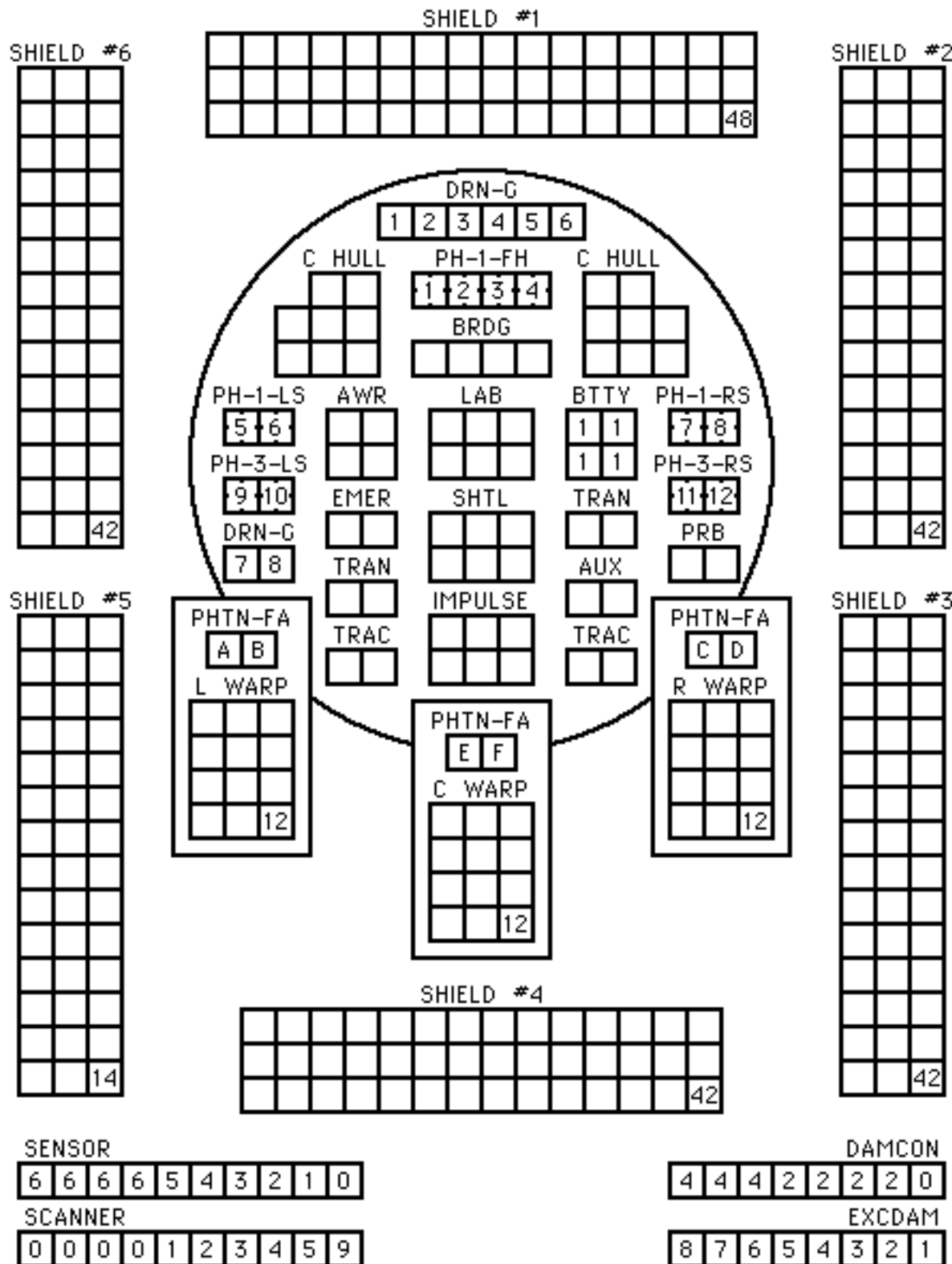
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

ANTI-DRONE TABLE

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



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FEDERATION

3X

USS Defiant

NX-74205

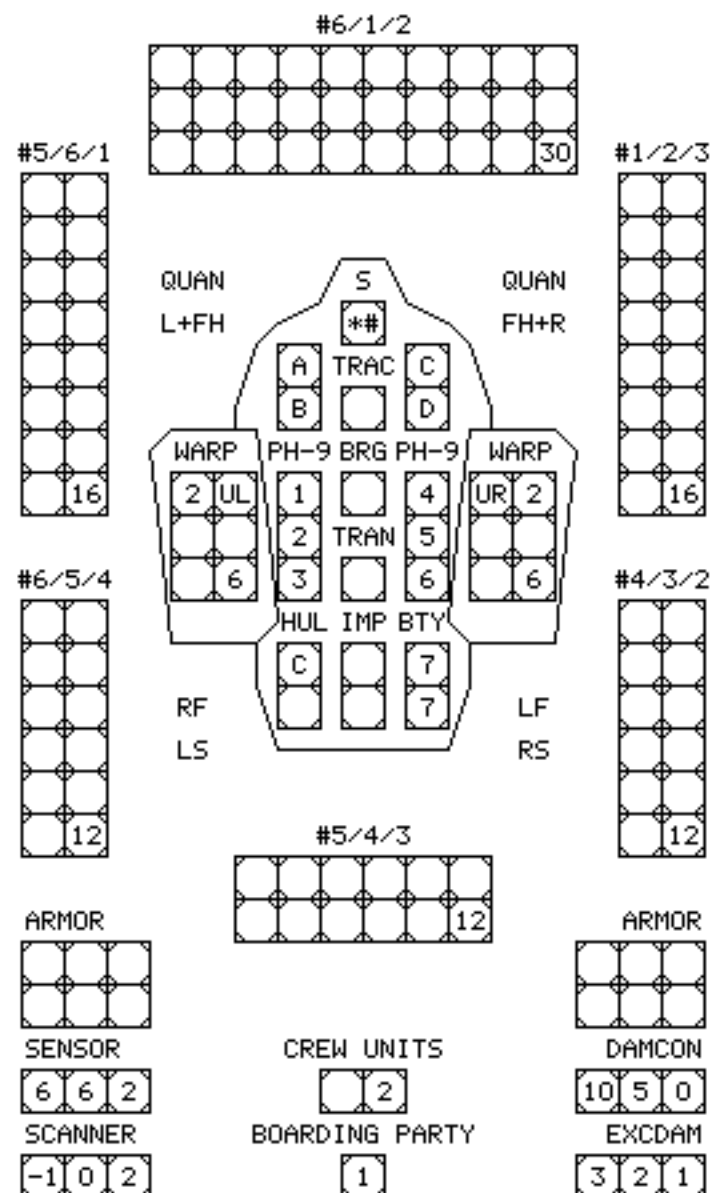
Experimental War Cruiser

Ship Class = Defiant (CWX)
 Model Number = Mk I (Experimental)
 Point Value = 5400 *
 Breakdown = 6
 Shield Cost = 1+2
 Explosion Str = 50
 Size Class = 3
 Movement Cost = ½ (C)
 Reference = R3.303

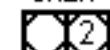
Total Power = 26 (+14)
 Opt Allowance = 0
 4X Systems = QUAN, PH-9

Ability to Double Weapons

Cloaking Device (8)



CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLE

IDENT	HP	SHIELD	NOTES
	○	○	

THIS SHIP HAS NO SHUTTLE BAYS; IT HAS ONE SMALL SHUTTLE IN THE SYS BOX.

SHIP DATA TABLE

Ship Class	= Defiant (CWX+)
Model Number	= Mk II
Point Value	= 14700 *
Breakdown	= 6
Shield Cost	= 1+3
Explosion Str	= 71
Size Class	= 3
Movement Cost	= 1/2 (C)
Reference	= R3.409
Total Power	= 51 (+25)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device (9)	
Ability to Double Weapons	
USS DEFIANT, NX-74205:	
8X Watched by the Prophets	
Add the legendary officers on the DS9 SSD; BPV = 23500 *	

TYPE IX PULSE PHASER TABLE

DIE ROLL	RANGE											
	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).

Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

FEDERATION

4Xe

USS Defiant, NX-74205

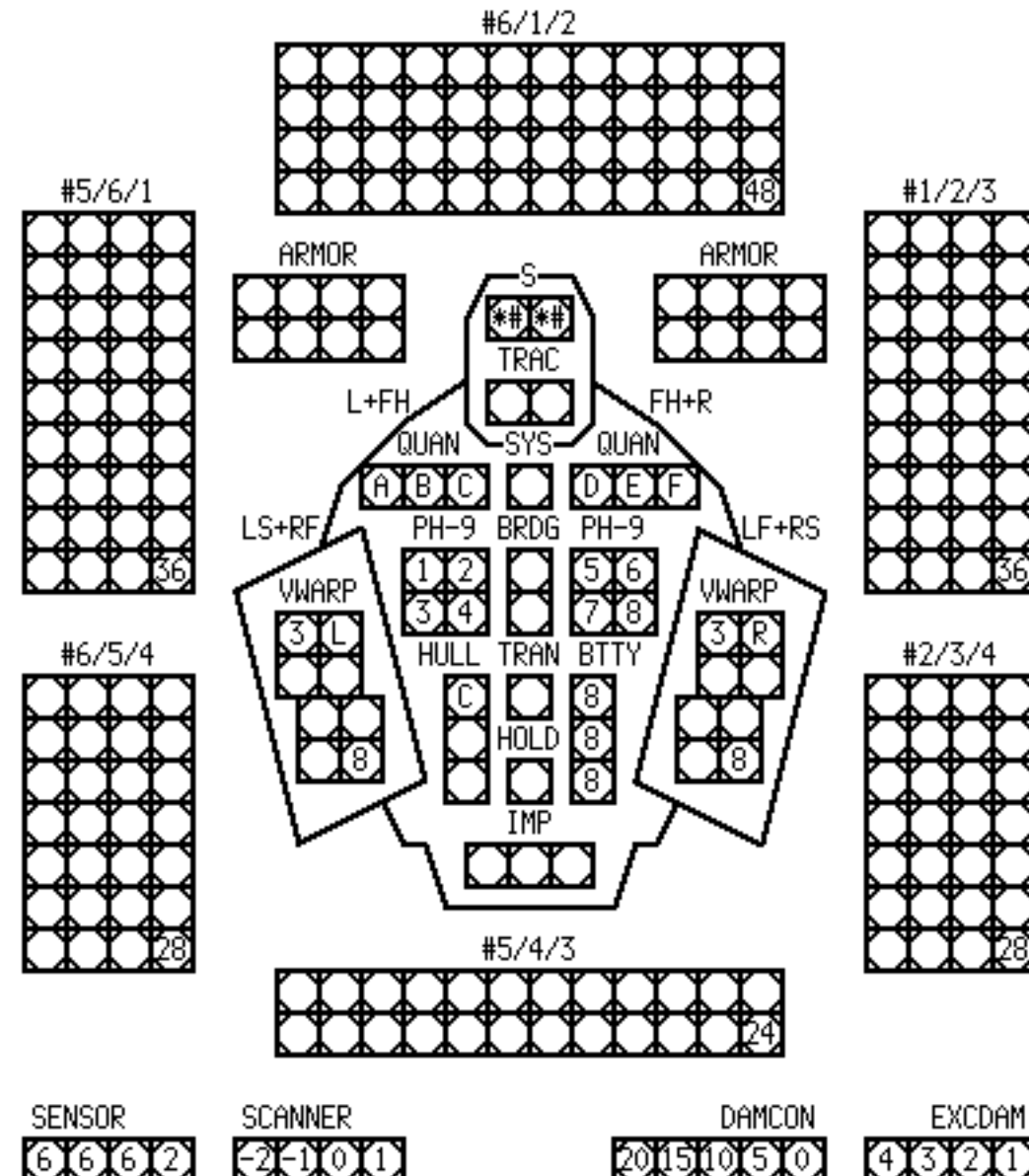
Defiant Class

War Cruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

TNG	TURN	MODE	C
TURN	MODE	SPEED	
1		1-6	
2		7-12	
3		13-18	
4		19-24	
5		25-30	
6		31-36	
7		37+	

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CREW UNITS

			*	6
--	--	--	---	---

BOARDING PARTIES

			4
--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

 THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	= Defiant (CWX-)
Model Number	= Mk -I
Point Value	= 376/465 *
Breakdown	= 6
Shield Cost	= 1/2+1/2
Explosion Str	= 71
Size Class	= 4
Movement Cost	= 1/3 (AA)
Reference	= R2.199
Total Power	= 51 (+9)
Opt Allowance	= 0 (+0)
2X Systems	= (none)
Cloaking Device	(8+10)

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE							8-11				12-17				18-23				23-31				31-41				41-61				61-90			
	0	1	2	3	4	5	6	7	11	17	22	40	60	90	11	17	22	40	60	90	11	17	22	40	60	90	11	17	22	40	60	90			
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1																					
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0																					
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0																					
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0																					
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0																					
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0																					

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

1X QUANTUM TORPEDO TABLE

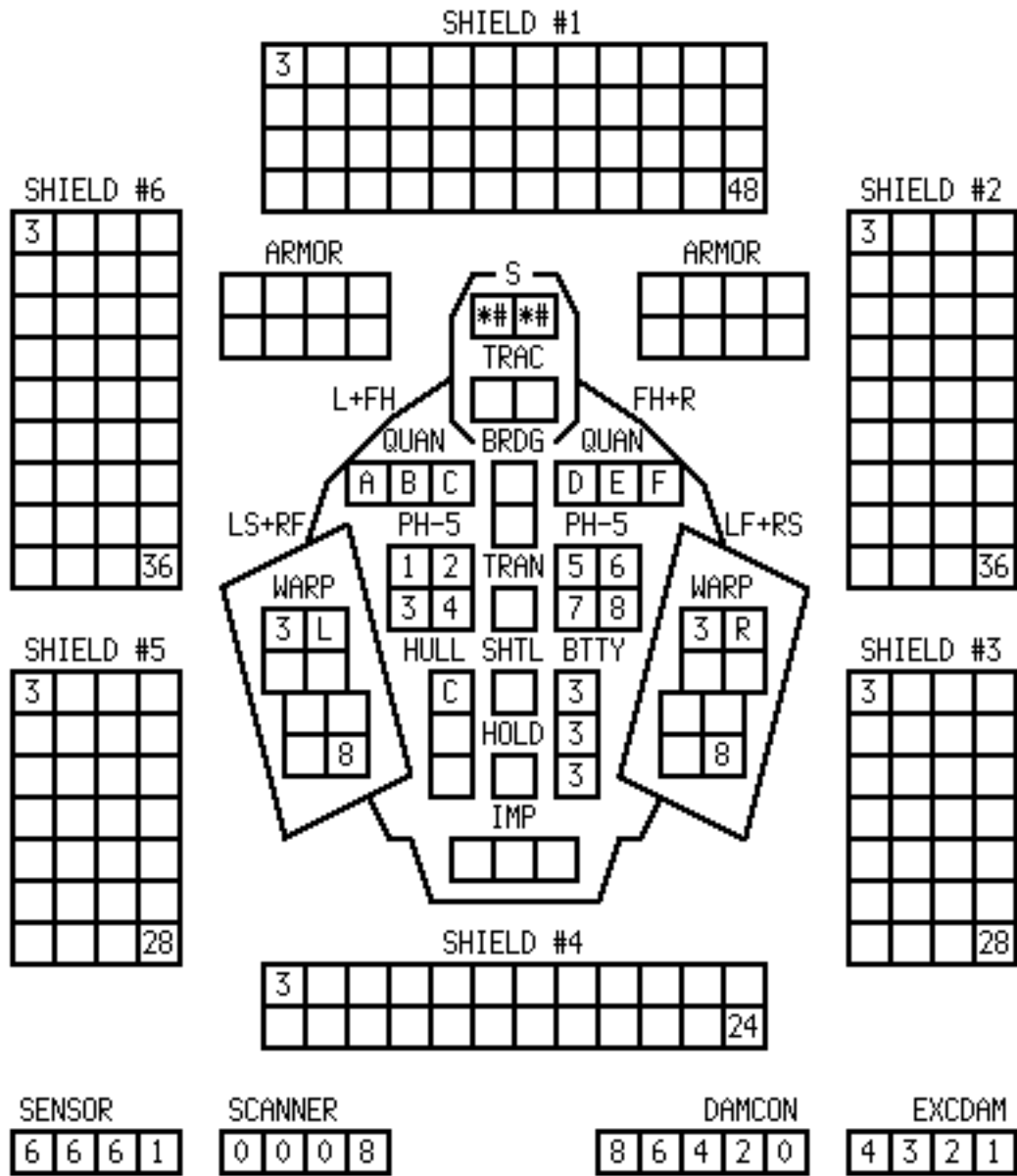
RANGE	0-2	3-4	5-8	9-12	13-30	31-45
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	15	15	15	15	15	15
DMG, PROXIMITY	NA	8	8	8	8	8
DMG, OVERLOAD	30	30	30	30	NA	NA

Standard: Energy = 6, Hold = 1.
 Proximity: Energy = 5, Hold = 1.
 Overload: Energy = 11, Hold = 2.
 BPV/Repair Cost = 6, 1 space.

TURN MODE SPEED

AA	1	1-8
HET	2	9-16
	3	17-24
BD	4	25+

FEDERATION 1X Defiant Class War Cruiser



WARP-3: 3 point warp engines. Each engine produces 1 warp power plus 2 extra warp power which cannot be used for movement.
 BPV/Repair Cost = 10, 3 spaces, hit on "Warp".

SHIELD-3: Each box takes 3 damage to destroy. Fractional damage is still kept track of; if a box is repaired all damage (fractional or not) is repaired.
 BPV/Repair Cost = 1.

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CREW UNITS
(none)
BOARDING PARTIES
(none)
M-5 cannot be hit
in a H&R raid.

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		
Since this ship is unmanned, shuttles must be WW, SS, or SP. "Normal" (Ph-3) shuttles are not allowed.		

SHIP DATA TABLE	
Ship Class	= DefShip
Model Number	= Mk 0 (proto)
Point Value	= 201
Breakdown	= 7
Shield Cost	= 0+2
Explosion Str	= 60
Size Class	= 4
Movement Cost	= 2/3 (A)
Reference	= R2.040
Total Power	= 50 (+6)
Opt Allowance	= 0 (+0)
IX Systems	= M-5
Super-Intelligent Computer (M-5) (effect included in data above)	
Robot Controlled	

SHIELD #1									
									60

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

TYPE III DEFENSE PHASER					
DIE	RANGE				
ROLL	0	1	2	3	8
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

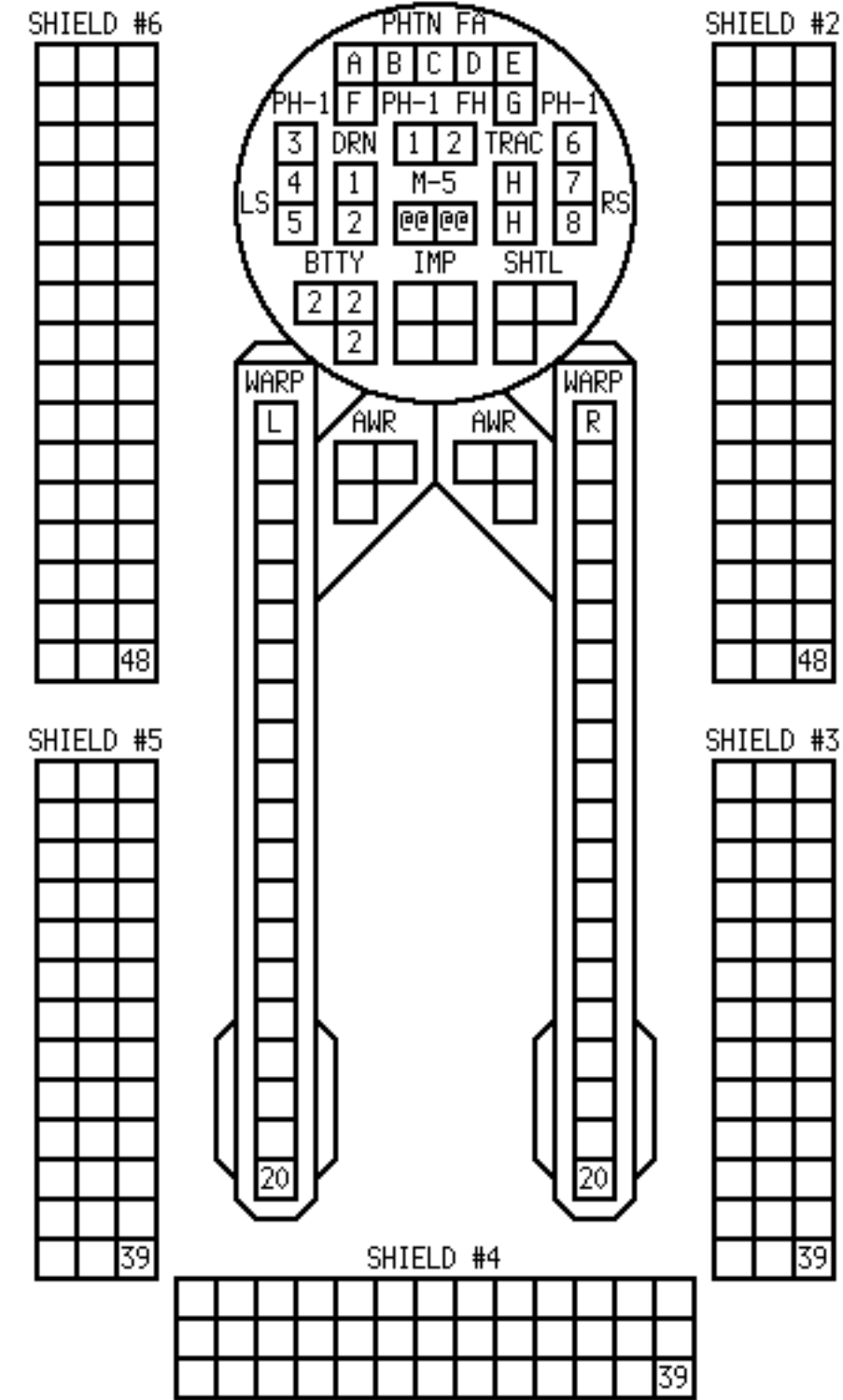
DRONE RACKS					
1					6
2					6

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

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

Because of M-5, this ship has the following:
 -1 to hit bonus with weapons.
 HET cost is only 4 movements.
 Minimum shields is 10 boxes in every direction.
 Weapon Status is always III.
 All Drone Racks reload fully every turn.
 All objects within 100 hexes are identified.
 Generates 6 points of EW at no cost, can generate an extra 6 more for 6 energy.
 Photons get D&H refits (in addition to -1 above)

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20



FEDERATION OXI

Automated Defense Ship using M-5 computer (prototype)

David Miller

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 Evaluation by ADB, Inc. is pending.

SENSOR				
6	6	5	4	0
SCANNER				
0	0	1	2	9

DAMCON				
8	6	4	2	0
EXCDAM				
3	2	1		

CREW UNITS

				*	10
					20
					30
					40
			44		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = DFFB
 Model Number = Mk II
 Point Value = 174
 Breakdown = 3-6
 Shield Cost = 2+0
 Explosion Str = 125
 Size Class = 3
 Movement Cost = 2/3 (D)
 Reference = R2.052
 Total Power = 40 (+4)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

TRANSPORTER BOMBS (ALL REAL)

									12
									24

BOARDING PARTIES

									10
									20

PROBES

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

TURN MODE SPEED

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

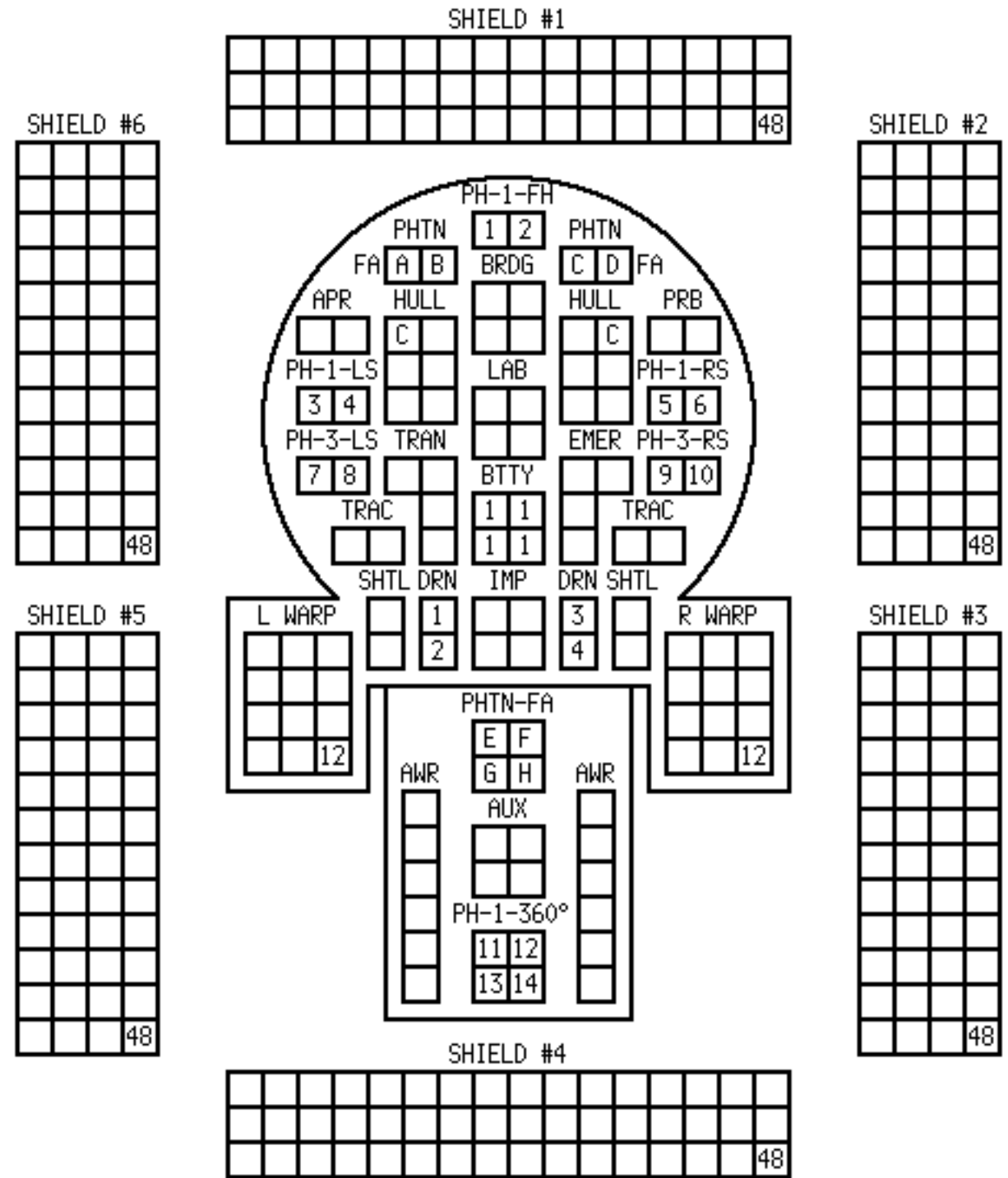
1										G
2										G
3										G
4										G

ANTI-DRONE TABLE

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

FEDERATION OXs Double Battle Frigate

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

DAMCON
 4 4 4 2 2 2 0
 EXCDAM
 8 7 6 5 4 3 2 1

FEDERATION OXI DN of Constitution (MegaPhasers)

CREW UNITS

				*	10
					20
					30
					40
					50
					60
					68

PROBES

			5
			5

T-BOMBS

D	D	D	D	D	D

SHIP DATA TABLE

SHIP CLASS	=	DNM (IOWA)
MODEL NUMBER	=	MK III-M
POINT VALUE	=	332
BREAKDOWN	=	3-6
SHIELD COST	=	1+5
EXPLOSION STR	=	199
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/2 (E)
REFERENCE	=	R2.007-A
FILENAME	=	FED-DNCM
TOTAL POWER	=	78 (+14)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE
REPLACE ALL PH-M W/PL-F -20		

BOARDING PARTIES

					10
					20

DECK CREWS

			3
--	--	--	---

PASSENGERS

					6
--	--	--	--	--	---

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SMILEY LICH

TYPE M PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6-	9-	16-	26-	51-
		8	15	25	50	75						
1	20	20	18	15	14	13	10	9	5	4	3	
2	20	18	15	13	12	10	9	5	3	2	1	
3	18	15	13	11	10	9	8	3	2	1	0	
4	15	13	11	10	9	8	5	2	1	0	0	
5	13	11	10	9	8	8	3	1	0	0	0	
6	11	10	9	8	6	5	1	0	0	0	0	

SENSOR

6	6	6	6	6	6	5	4	3	0
---	---	---	---	---	---	---	---	---	---

SCANNER

0	0	0	0	0	0	2	4	6	9
---	---	---	---	---	---	---	---	---	---

DAMCON

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

EXCDAM

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

TYPE 1 PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6-	9-	16-	26-	51-
		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 3 PHASER TABLE

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

PLASMA TORPEDO 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	

DRONE RACKS

1						G
2						G
3						G
4						G
5						B
6						B
7						B

ANTI-DRONE TABLE

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

Firing Arcs with a "T" in front are turreted arcs. Thus, TLF is a turreted arc which begins combat facing the LF arc. Turrets may change once per impulse (my 10 impulse system) or once per four impulse (standard 32 impulse system).

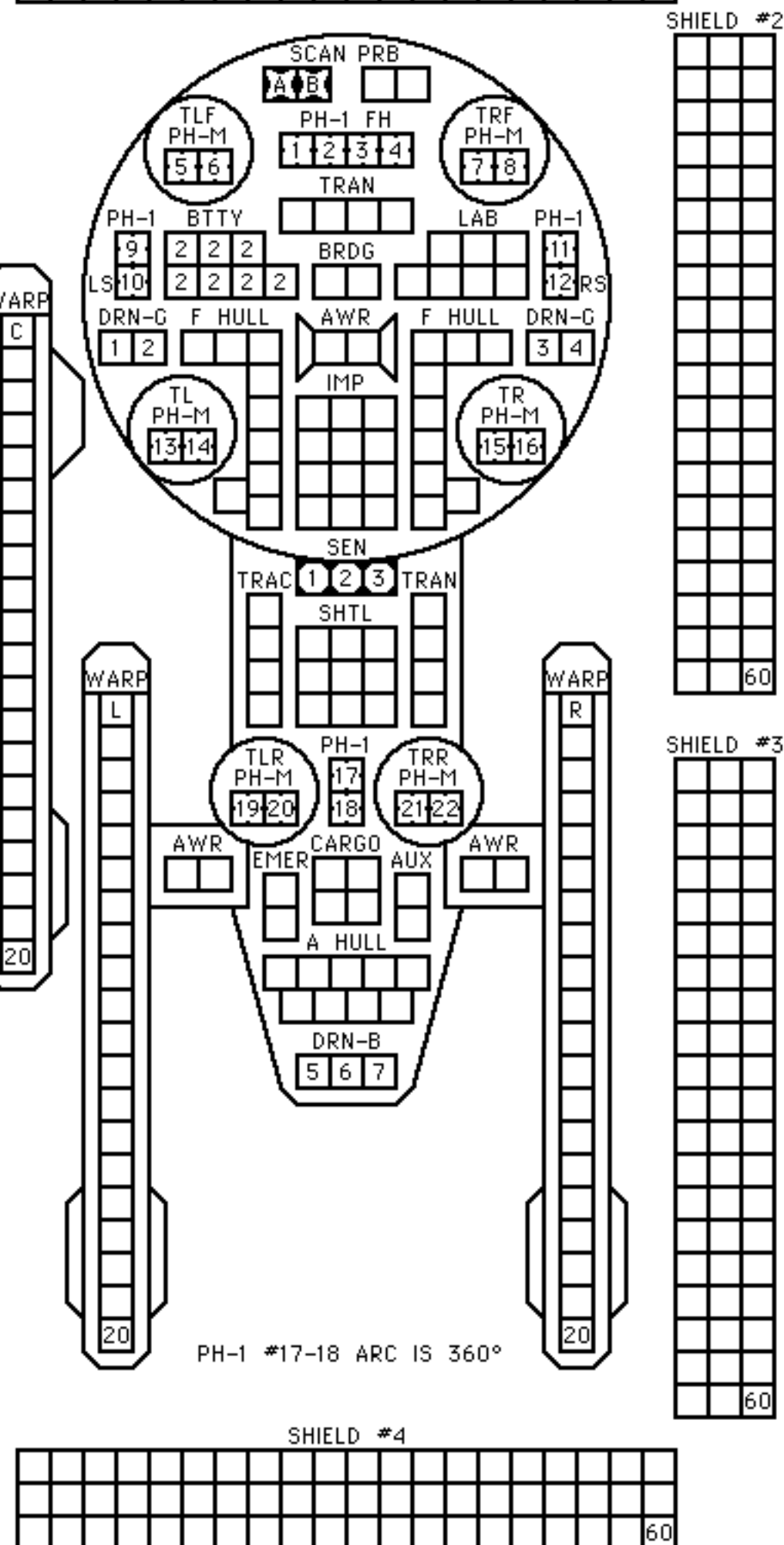
SHIELD #1									
									60

SHIELD #6

									60

SHIELD #5

									60



SHIELD #4									
									60

FEDERATION OXI DN of Constitution (MegaPhasers)

THANKSGIVING FIRST REQUEST #10 (JOHN SICKLES)

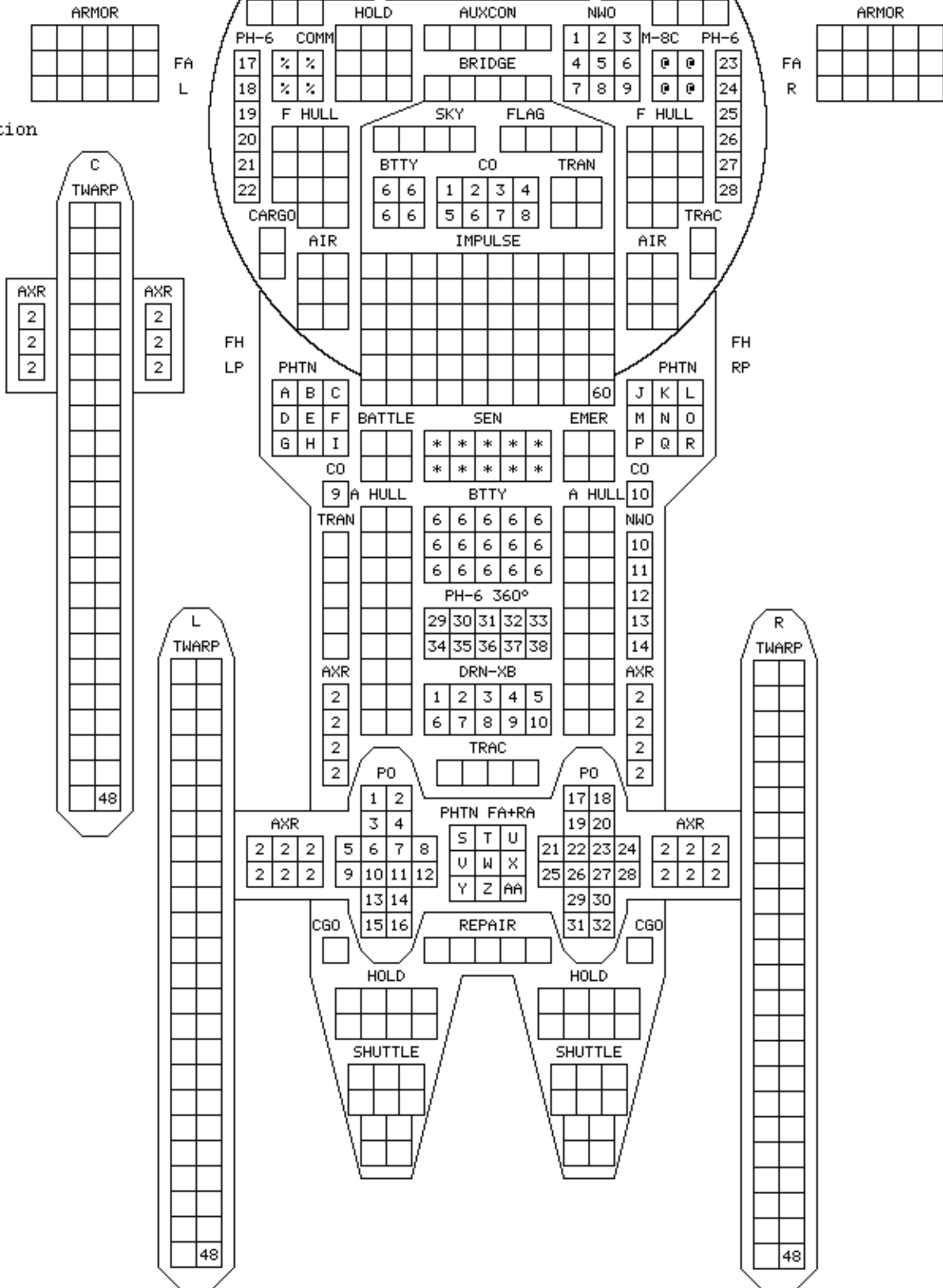
FEDERATION 2X1 DN of Excelsior Class

SHIELD #1 = 180
SHIELD #2 = 180
SHIELD #3 = 180
SHIELD #4 = 180
SHIELD #5 = 180
SHIELD #6 = 180

USS Excitation
NX-2098

Ship Class = Excitation
Model Number = Mk I
Point Value = 3362
Breakdown = 6
Shield Cost = 3+3
Explosion Str = 726
Size Class = 2
Movement Cost = 2 (D)
Reference = R2.207

Total Power = 268 +32 P0
(+114)
Opt Allow = 480 (+0)
3X Systems = (none)



SENSOR

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

SCANNER

0	0	0	0	0	0
0	0	0	0	0	1
2	3	4	5	6	7

CREW UNITS

					10
					20
					30
					40
					50
					60
					70
					80
					90
					1 00
					1 10
					1 20

DAMCON

30	30	28	26	26	24
22	22	20	18	18	16
14	14	12	10	10	8
6	6	4	2	2	0

EXCDAM

24	23	22	21	20	19
18	17	16	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

BOARDING PARTIES

					10
					20
					30

DECK CREWS

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

PASSENGERS

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

CREW UNITS									
		*							10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS			NOTES					
THIS SHIP HAS ONE SHUTTLE BAY.									

SHIP DATA TABLE	
Ship Class	= DNFZ
Model Number	= Mk I
Point Value	= 224
Breakdown	= 3-6
Shield Cost	= 1+3
Explosion Str	= 158
Size Class	= 2
Movement Cost	= 1+1/2 (E)
Reference	= R2.047-A
Total Power	= 59 (+5)
Opt Allowance	= 0 (+0)
IX Systems	= (none)

SHIELD #1									
									48

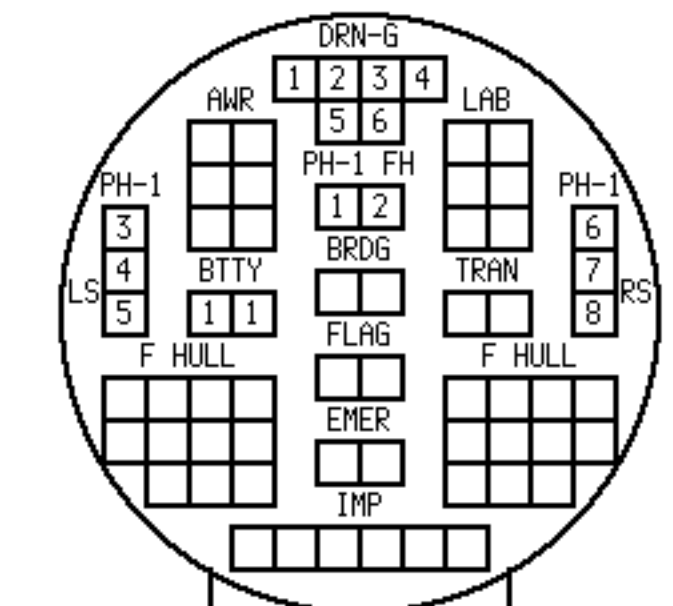
BOARDING PARTIES									
									10
									20

PROBES				
				5

TRANSPORTER BOMBS									
						D	D	D	D

SHIELD #6									
									39

SHIELD #2									
									39



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

PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

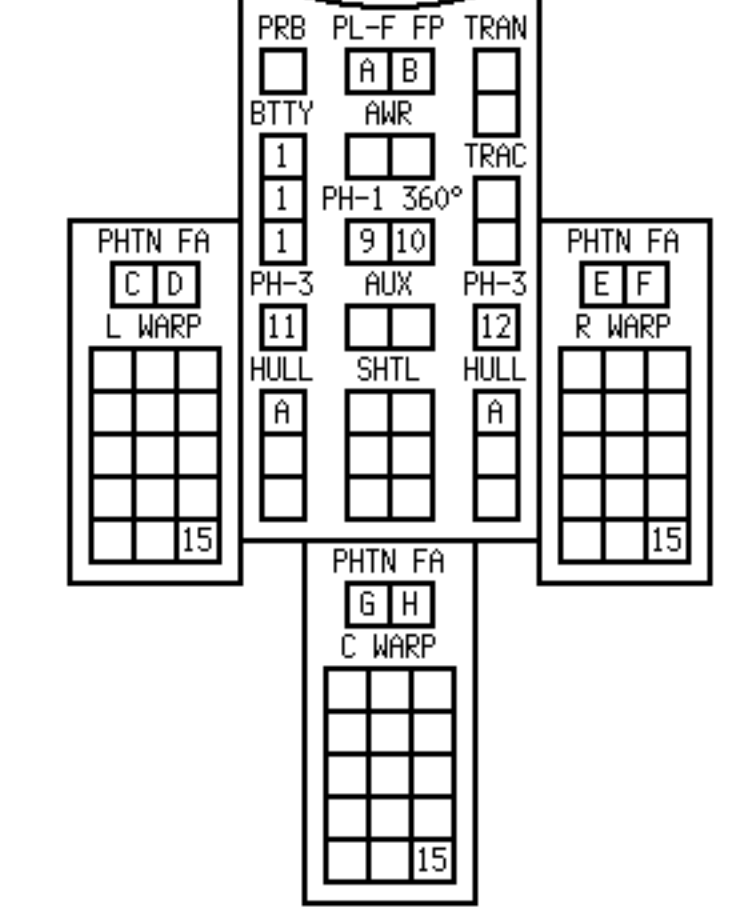
DRONE RACKS						
1						G
2						G
3						G
4						G
5						G
6						G

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

PLASMA TORPEDO 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	1-2	1-2

SHIELD #5									
									36

SHIELD #3									
									36



SHIELD #4									
									36

FEDERATION OXs DN Saucer on Bismarck Rear Hull (Alternate Weapons "Z")

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Evaluation by ADB, Inc. is pending.
Enjoy!

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

DAMCON									
6	6	6	4	4	4	2	2	2	0
EXCDAM									
10	9	8	7	6	5	4	3	2	1

PH-3 arc is 360°.

FEDERATION OXs Police Destroyer

CREW UNITS

			*							10
			12							

BOARDING PARTIES

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

PROBES

					5
					5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	DPOL
MODEL NUMBER	=	2
POINT VALUE	=	92
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	87
SIZE CLASS	=	4
MOVEMENT COST	=	1/2 (C)
REFERENCE	=	R2.020-A
FILENAME	=	FED-DPOL
TOTAL POWER	=	21 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	(none)

TYPE 1 PHASER TABLE

DIE ROLL	RANGE							6-	9-	16-	26-	51-
	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	

TURN MODE SPEED

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

TYPE 3 PHASER TABLE

DIE ROLL	RANGE					4-	9-
	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	

DRONE RACKS

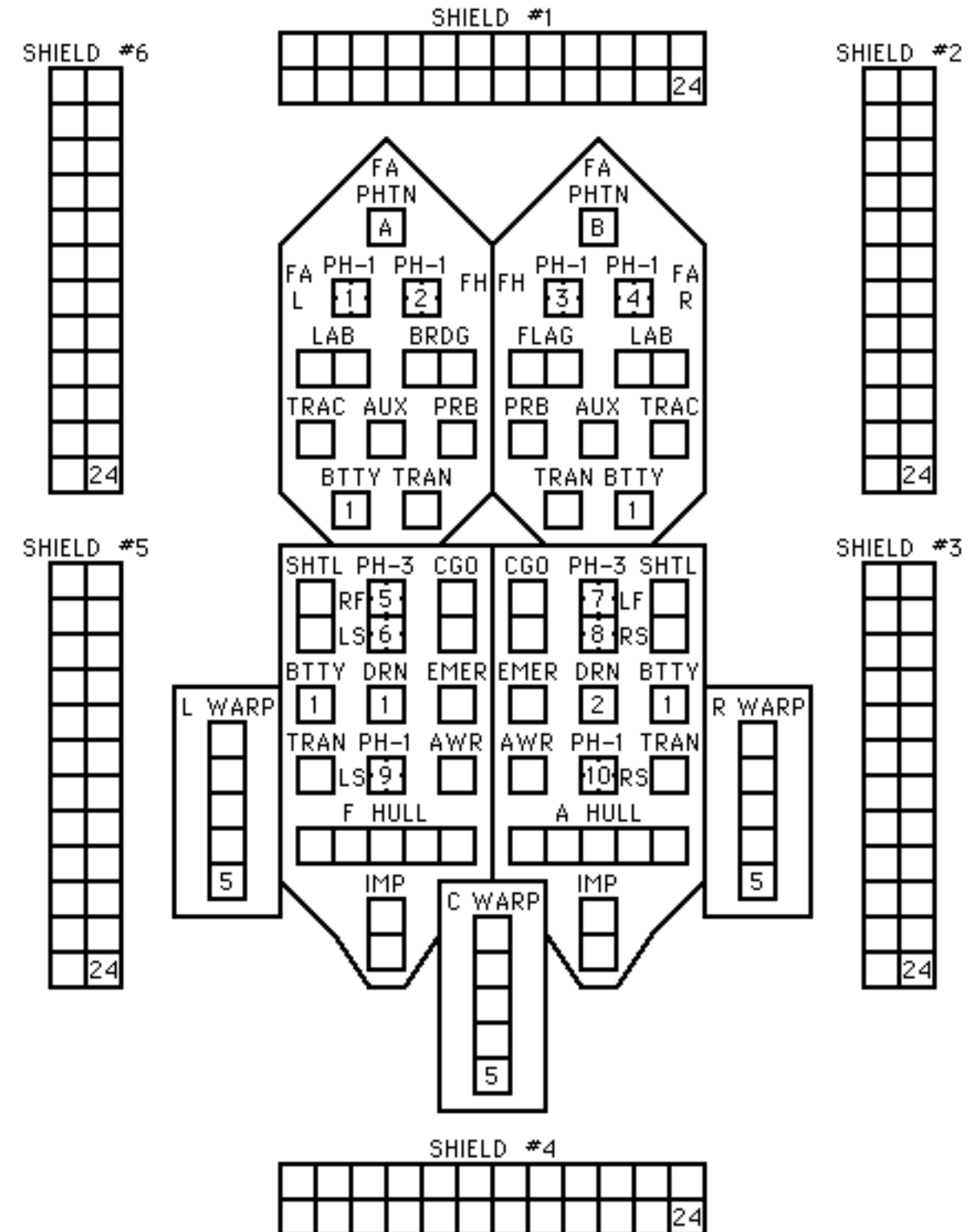
1							G
2							G

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA



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SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

CREW UNITS

				*			10
							20
							30
						38	

BOARDING PARTIES

							10
							12

DECK CREWS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D

PROBES

											7
--	--	--	--	--	--	--	--	--	--	--	---

SHIP DATA TABLE

Ship Class = Durrett
 Model Number = Mk IV
 Point Value = 542
 Breakdown = 6
 Shield Cost = 1+4
 Explosion Str = 182
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R2.127-A
 Total Power = 60 +3 PO (+21)
 Opt Allowance = 43 (+0)
 2X Systems = (none)
 Ability to Double Engines
 (Unusual for a Fed ship)

SENSOR

6
6
6
6
6
6
6
5
3
1
0

SCANNER

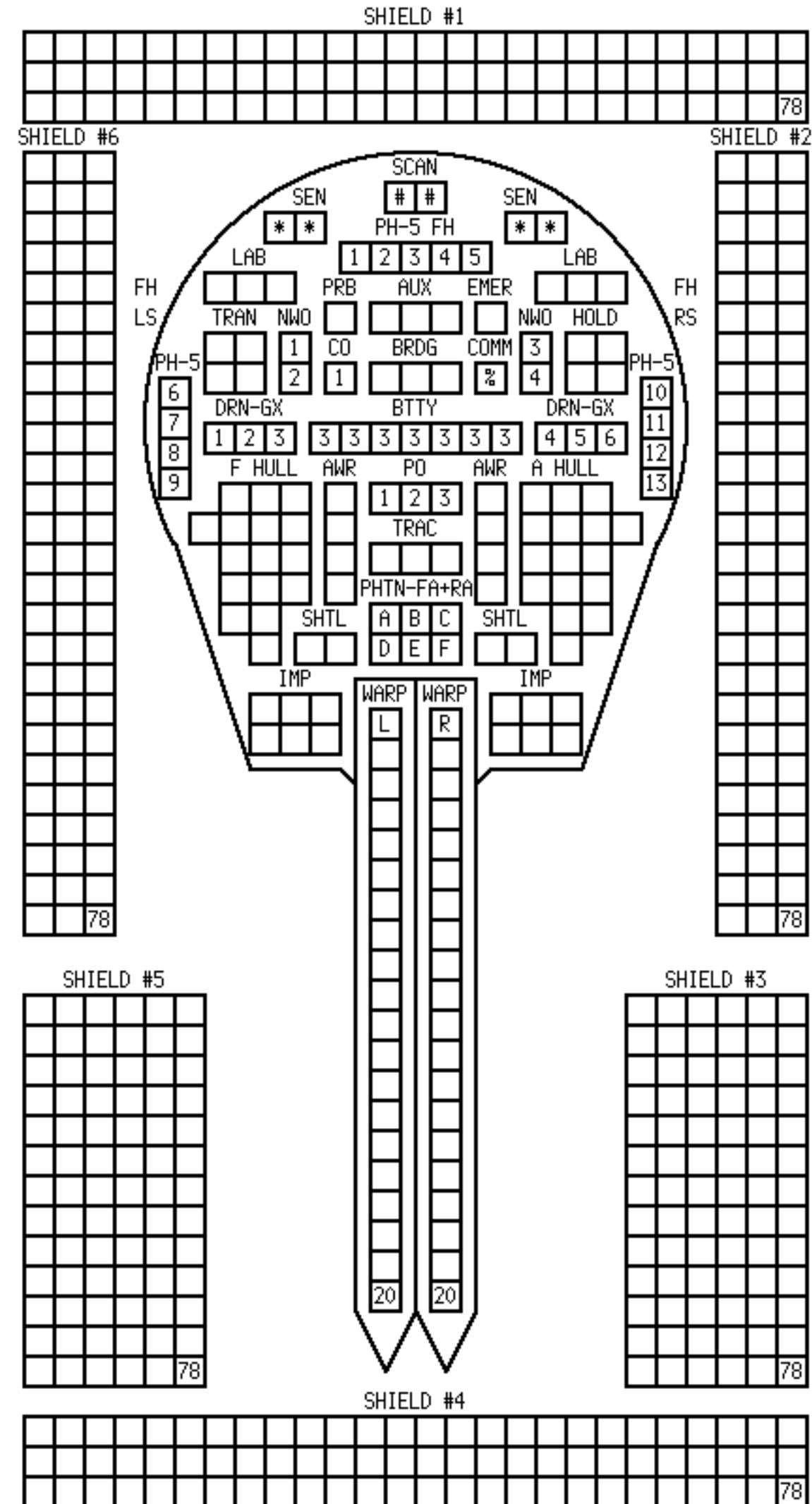
0
0
0
0
0
1
3
5
9

DAMCON

10
10
8
8
6
6
4
4
2
2
0

EXCDAM

11
10
9
8
7
6
5
4
3
2
1



TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE	8-	12-	18-	23-	41-	61-
ROLL	0 1 2 3 4 5 6 7	11	17	22	40	60	90
1	10 10 10 10 9 8 7 6	5	4	3	2	1	1
2	10 10 10 9 8 7 6 5	4	3	2	1	1	0
3	10 10 10 9 8 7 6 5	4	3	2	1	1	0
4	10 10 9 8 7 6 5 4	3	2	1	1	0	0
5	10 10 9 8 7 6 5 4	3	2	1	1	0	0
6	10 9 8 7 6 5 4 3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

DIE	RANGE	8-	12-	18-	23-	41-	61-
ROLL	0 1 2 3 4 5 6 7	11	17	22	40	60	90
1	15 15 15 15 13 12 10 9	5	4	3	2	1	1
2	15 15 15 13 12 10 9 7	4	3	2	1	1	0
3	15 15 15 13 12 10 9 7	4	3	2	1	1	0
4	15 15 13 12 10 9 7 6	3	2	1	1	0	0
5	15 15 13 12 10 9 7 6	3	2	1	1	0	0
6	15 13 12 10 9 7 6 4	2	1	1	0	0	0



PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

1									GX
2									GX
3									GX
4									GX
5									GX
6									GX

ANTI-DRONE TABLE

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

TURN MODE SPEED

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

FEDERATION

1X

Durrett Class

Light Battlecruiser

CREW UNITS

				*					10
									20
									30
	32								

BOARDING PARTIES

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

DECK CREWS

	2								
--	---	--	--	--	--	--	--	--	--

PASSENGERS

	1								
--	---	--	--	--	--	--	--	--	--

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

PROBES

									7
									7

SHIP DATA TABLE

Ship Class	= Durrett
Model Number	= Mk II
Point Value	= 469
Breakdown	= 6
Shield Cost	= 1+3
Explosion Str	= 166
Size Class	= 3
Movement Cost	= 3/4 (B)
Reference	= R2.127
Total Power	= 40 +2 PO (+18)
Opt Allowance	= 52 (+0)
2X Systems	= (none)
Ability to Double Engines	(Unusual for a Fed ship)

SENSOR

6
6
6
6
6
6
6
5
3
1
0

SCANNER

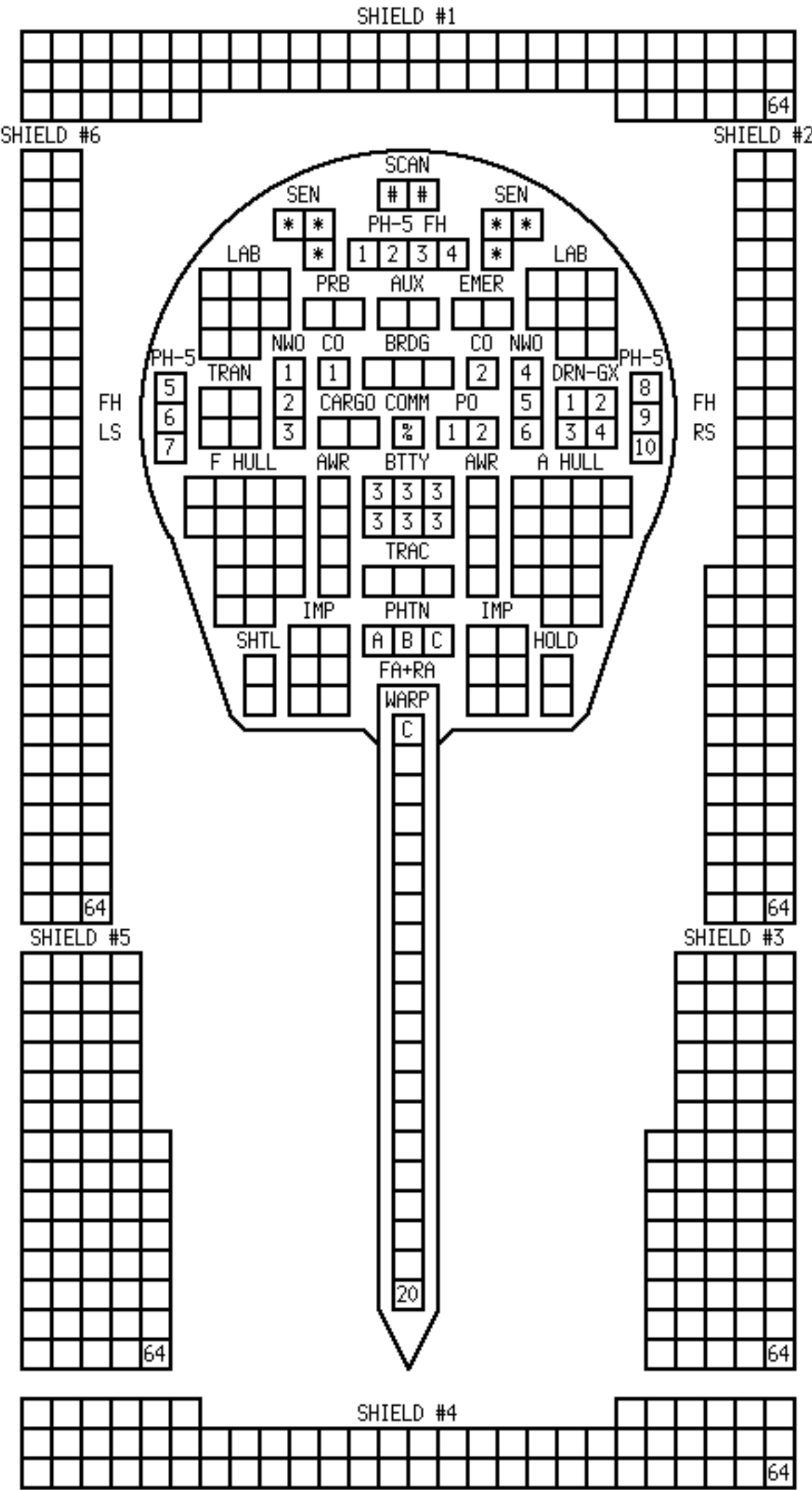
0
0
0
0
0
1
3
5
9

DAMCON

10
10
8
8
6
6
4
4
2
2
0

EXCDAM

11
10
9
8
7
6
5
4
3
2
1



TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
2 point capacitor at 0X, 4 point capacitor at 1X,
6 point capacitor at 2X. Cannot overload at 0X.
Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

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PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

1										GX
2										GX
3										GX
4										GX

ANTI-DRONE TABLE

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

TURN MODE SPEED

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

FEDERATION

1X

Durrett Class Light Cruiser

CREW UNITS

*											10
						15					

BOARDING PARTIES

										7
--	--	--	--	--	--	--	--	--	--	---

DECK CREWS

	2
--	---

PASSENGERS

	2
--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	EEH
Model Number	=	Mk I
Point Value	=	106
Breakdown	=	5-6
Shield Cost	=	1/2+1/2
Explosion Str	=	89
Size Class	=	4
Movement Cost	=	2/3 (B)
Reference	=	R2.048
Total Power	=	30 (+2)
Opt Allowance	=	3 (+0)
1X Systems	=	(none)

TURN MODE SPEED

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

TYPE II OFFENSIVE/DEFENSIVE PHASER

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	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

Romulan border variant:
 Replace DRN-G with DRN-A.
 Replace 2 PH-2 RX with 1 PH-G 360°.
 No BPV adjustment.

LIGHT/MINI PHOTON TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	4	4	4	4	4	4
DAMAGE, PROXIMITY	0	2	2	2	2	2
DAMAGE, OVERLOAD	8	8	8	8	0	0

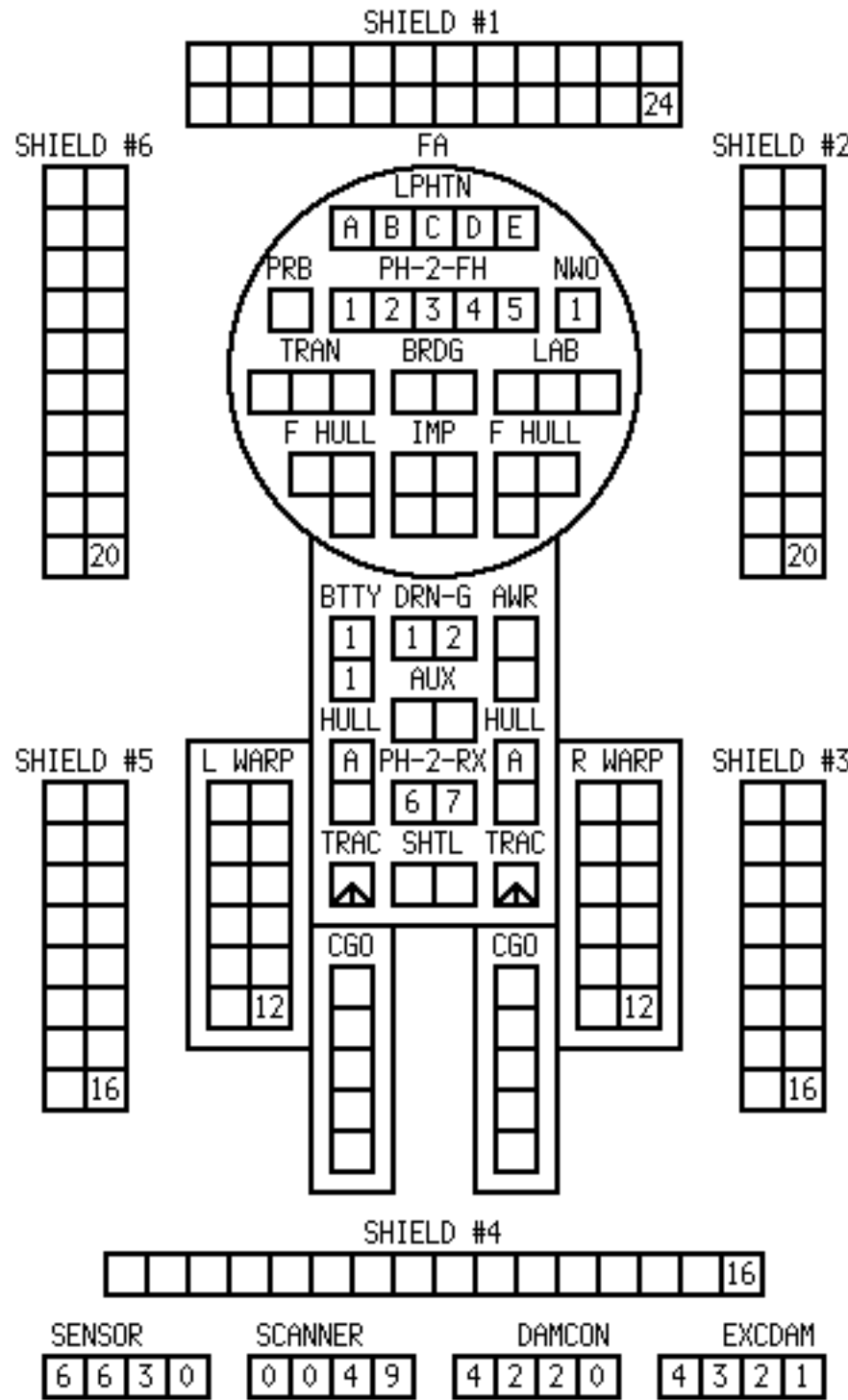
DRONE RACKS

1							A	G
2							A	G

Only has 2 sets of reloads (1xDRN, 1xADD).

ANTI-DRONE TABLE

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



FEDERATION OXs Private Service Heavy Escort

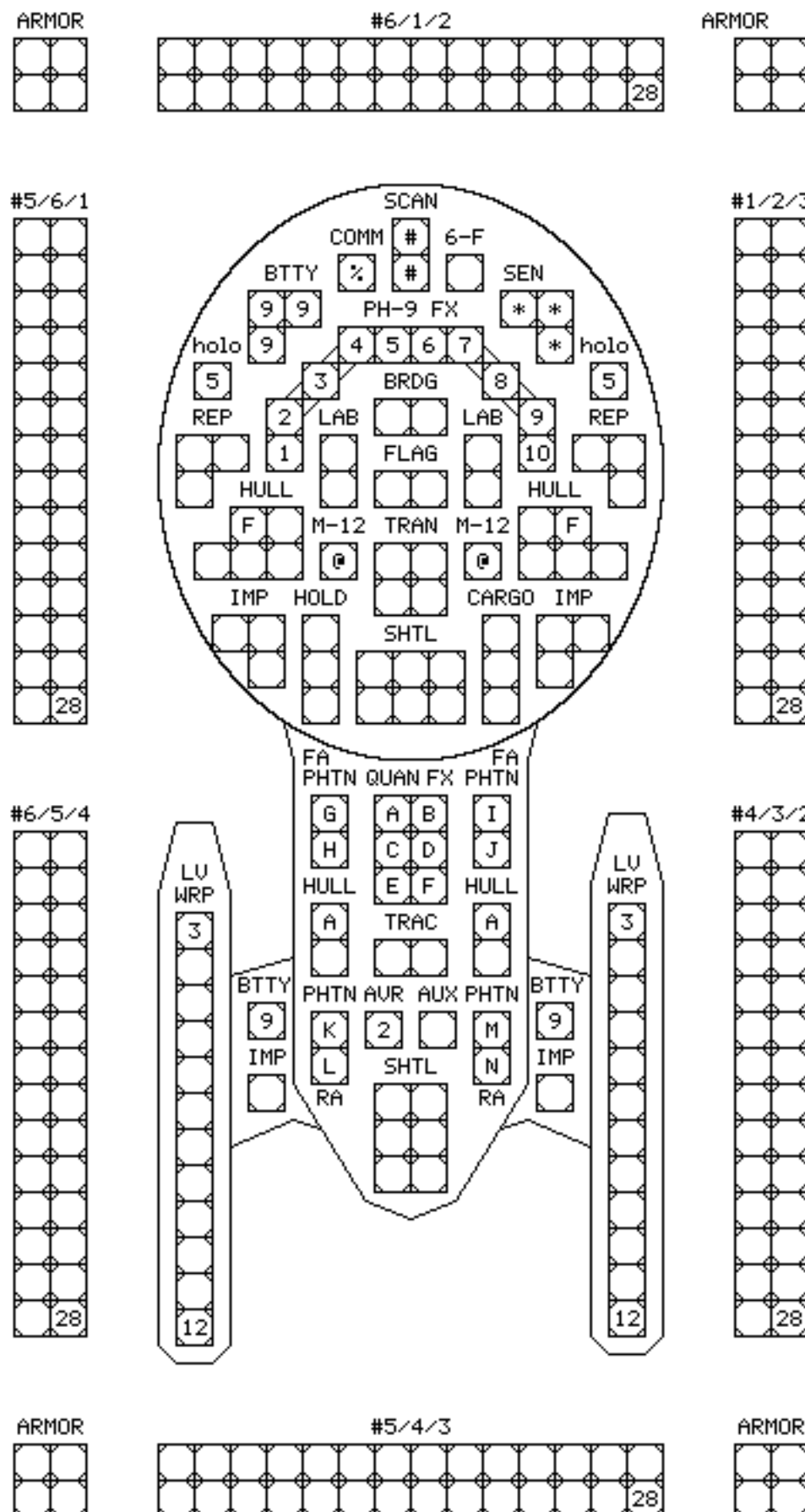
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 Enjoy!

FEDERATION 4Xs USS Enterprise NCC-1701-E Sovereign Class Battlecruiser

Ship Class = Sovereign (BCH)
 Model Number = Mk I
 Point Value = 16000
 Breakdown = 6^5
 Shield Cost = 1+2
 Explosion Str = 128
 Size Class = 1
 Movement Cost = 2 (B)
 Reference = R2.401

Total Power = 82 (+45)
 Opt Allowance = 0
 5X Systems = (none)

*Thanks goes out to Neghvar for this
 alternative SSD.*



SENSOR	CREW UNITS	DAMCON
7 7 6 3	8	20 15 10 5 0
SCANNER	BOARDING PARTIES	EXCDAM
0 0 0 6	4	8 7 6 5 4 3 2 1
	DECK CREWS	
	2	
	4	

CREW UNITS

Table with 10 columns and 4 rows for crew units.

BOARDING PARTIES

Table with 10 columns and 2 rows for boarding parties.

DECK CREWS

Table with 6 columns and 2 rows for deck crews.

PASSENGERS

Table with 6 columns and 2 rows for passengers.

PROBES

Table with 15 columns and 2 rows for probes.

ADMINISTRATIVE SHUTTLES

Table with 3 columns and 5 rows for administrative shuttles.

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

Table with 6 columns and 2 rows for transporter bombs.

SHIP DATA TABLE

Ship data table listing attributes like Ship Class, Model Number, Point Value, Breakdown, etc.

Table with 2 columns: TURN MODE, SPEED. Lists various turn modes and their corresponding speed ranges.

TYPE V OFFENSIVE PHASER TABLE

Table with 3 columns: DIE ROLL, RANGE (0-7), and various die roll outcomes for Type V phaser.

Text describing phaser overload rules: Fires 1/turn; Energy Cost = 2 (4 for overload), 2 point capacitor at 0X, etc.

TYPE V PHASER OVERLOAD

Table with 3 columns: DIE ROLL, RANGE (0-7), and die roll outcomes for Type V phaser overload.

TYPE I OFFENSIVE PHASER TABLE

Table with 3 columns: DIE ROLL, RANGE (0-7), and die roll outcomes for Type I phaser.

(With Sulu & Legendary Crew)

Table with 2 columns: TURN MODE, SPEED. Lists turn modes AA, HET, and BD with their speed ranges.

Breakdown is 6^5

PHOTON TORPEDO (D & H refits) TABLE

Table with 2 columns: RANGE and die roll outcomes for Photon Torpedo.

Sensor table with 2 columns: SENSOR, Scanner, Damcon, and Excdam values.

Handwritten signature of Donald Miner.

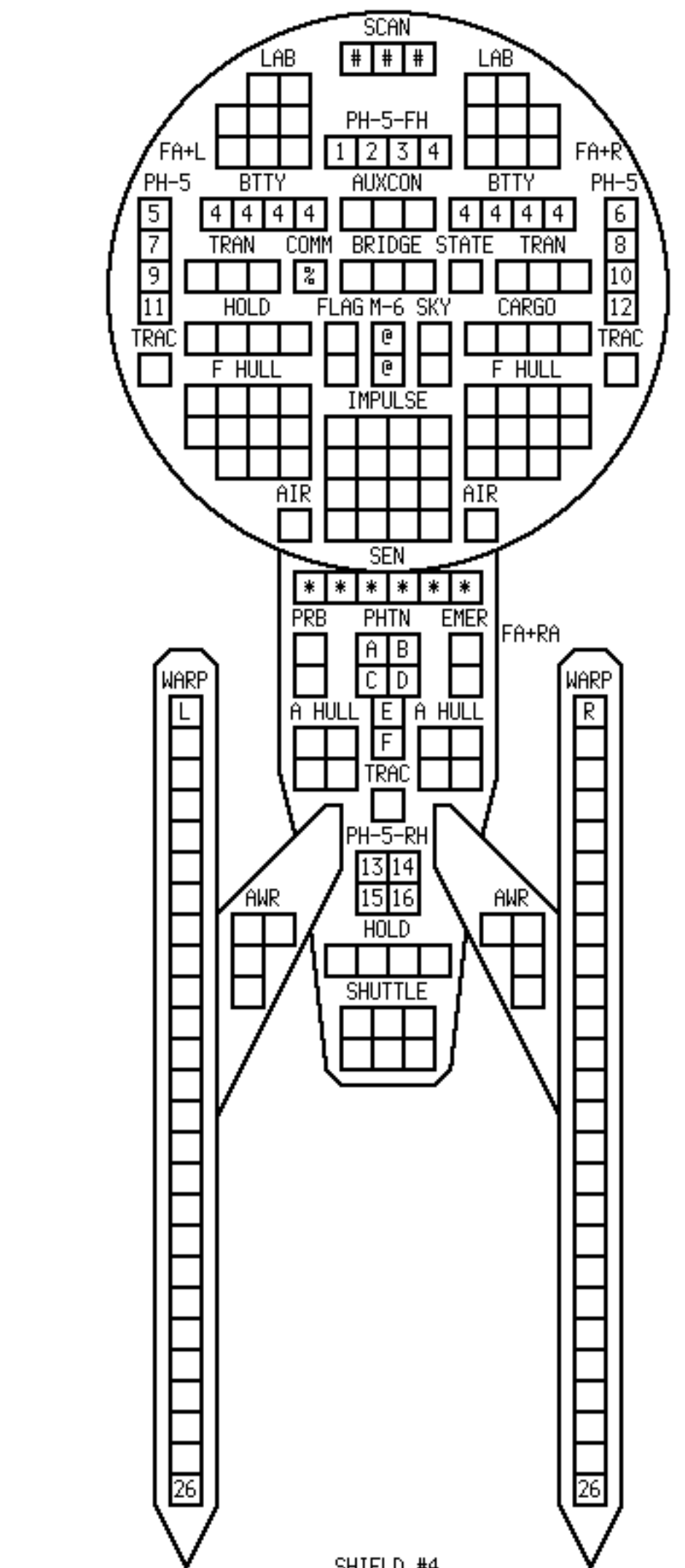
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FEDERATION 1X Enterprise Class Command Cruiser

Shield #1 grid (96 points)

Shield #2 grid (96 points)

Shield #6 grid (96 points)



Shield #5 grid (96 points)

Shield #3 grid (96 points)

Shield #4 grid (96 points)

CREW UNITS

										10
*										20
										30
										40
										45

BOARDING PARTIES

										10
										14

DECK CREWS

										6
--	--	--	--	--	--	--	--	--	--	---

PASSENGERS

										6
--	--	--	--	--	--	--	--	--	--	---

2X ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

D	D	D	D	

Fires 2/turn
 6 pt capacitor
 Energy Cost=1/shot
 Overload = 2/shot

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13-24	25-48	49-72	73-96	97-120
1		7	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1
2		7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
3		7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
4		7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
5		7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
6		7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1		10	10	10	10	9	8	7	6	5	4	3	2	1	1
2		10	10	10	9	8	7	6	5	4	3	2	1	1	0
3		10	10	10	9	8	7	6	5	4	3	2	1	1	0
4		10	10	9	8	7	6	5	4	3	2	1	1	0	0
5		10	10	9	8	7	6	5	4	3	2	1	1	0	0
6		10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	5
DAMAGE, OVERLOAD	20	20	20	NA	NA	NA	NA

SHIP DATA TABLE

SHIP CLASS = ENTERPRISE
 MODEL NUMBER = MK IV (CC+)
 POINT VALUE = 1295
 BREAKDOWN = 6^3
 SHIELD COST = 1+8
 EXPLOSION STR = 271
 SIZE CLASS = 3
 MOVE COST = 1 (B)
 REFERENCE = R2.211

SECOND GENERATION X-SHIP

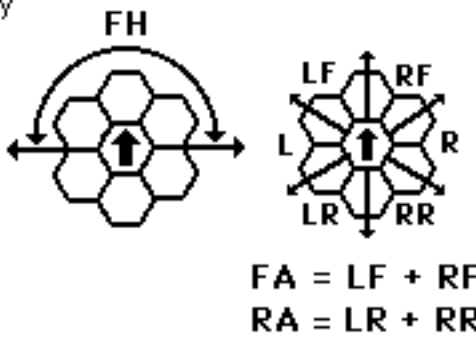
TOTAL POWER = 104 +5 PO (+50)
 OPT ALLOWANCE = 165 (+85)
 3X SYSTEMS = (NONE)

FEDERATION
2Xe
USS Enterprise
NCC-1701-A
Enterprise Class
Command Cruiser

DONALD MILLER
 dsm131@psu.edu

TURN MODE SPEED

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



SHIELD #1 = 128
 SHIELD #2 = 128
 SHIELD #3 = 128
 SHIELD #4 = 128
 SHIELD #5 = 128
 SHIELD #6 = 128

SENSOR

6
6
6
6
6
6
6
6
6
6
5
4
1

SCANNER

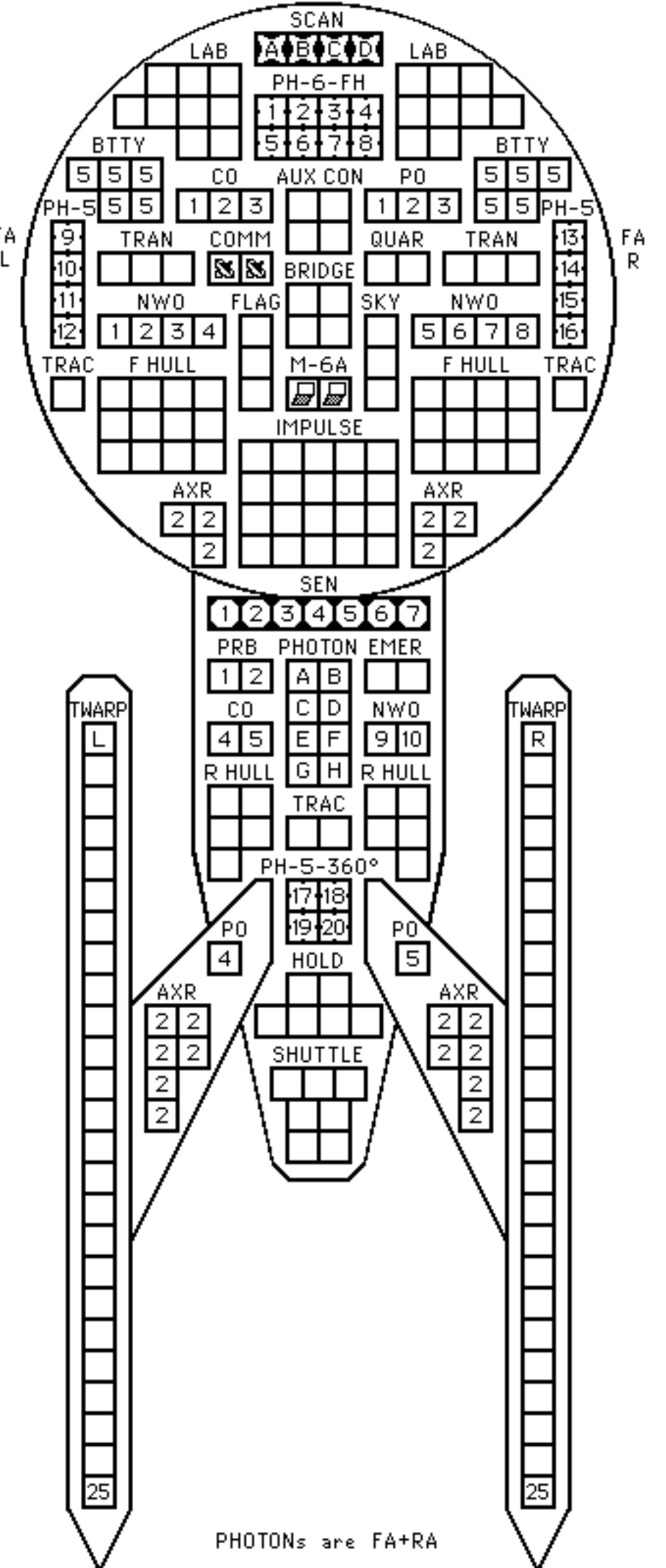
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
1
8

DAM CON

14
14
12
10
10
8
6
6
4
2
2
0

EXC DAM

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



PHOTONS are FA+RA

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS.

SHIP DATA TABLE

Ship Class	= Galaxy
Model Number	= Mk II
Point Value	= 6900
Breakdown	= 6^4
Shield Cost	= 1+2
Explosion Str	= 110
Size Class	= 1
Movement Cost	= 1 (D)
Reference	= R2.301
Total Power	= 54 (+28)
Opt Allowance	= 0 (+0)
4X Systems	= (none)

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)

TNG TURN MODE D

TURN MODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

TYPE VI COMBAT PHASER

DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 12		
1	1 1 1 1 1 1		
2	1 1 1 1 1 0		
3	1 1 1 1 0 0		
4	1 1 1 0 0 0		
5	1 1 0 0 0 0		
6	1 0 0 0 0 0		

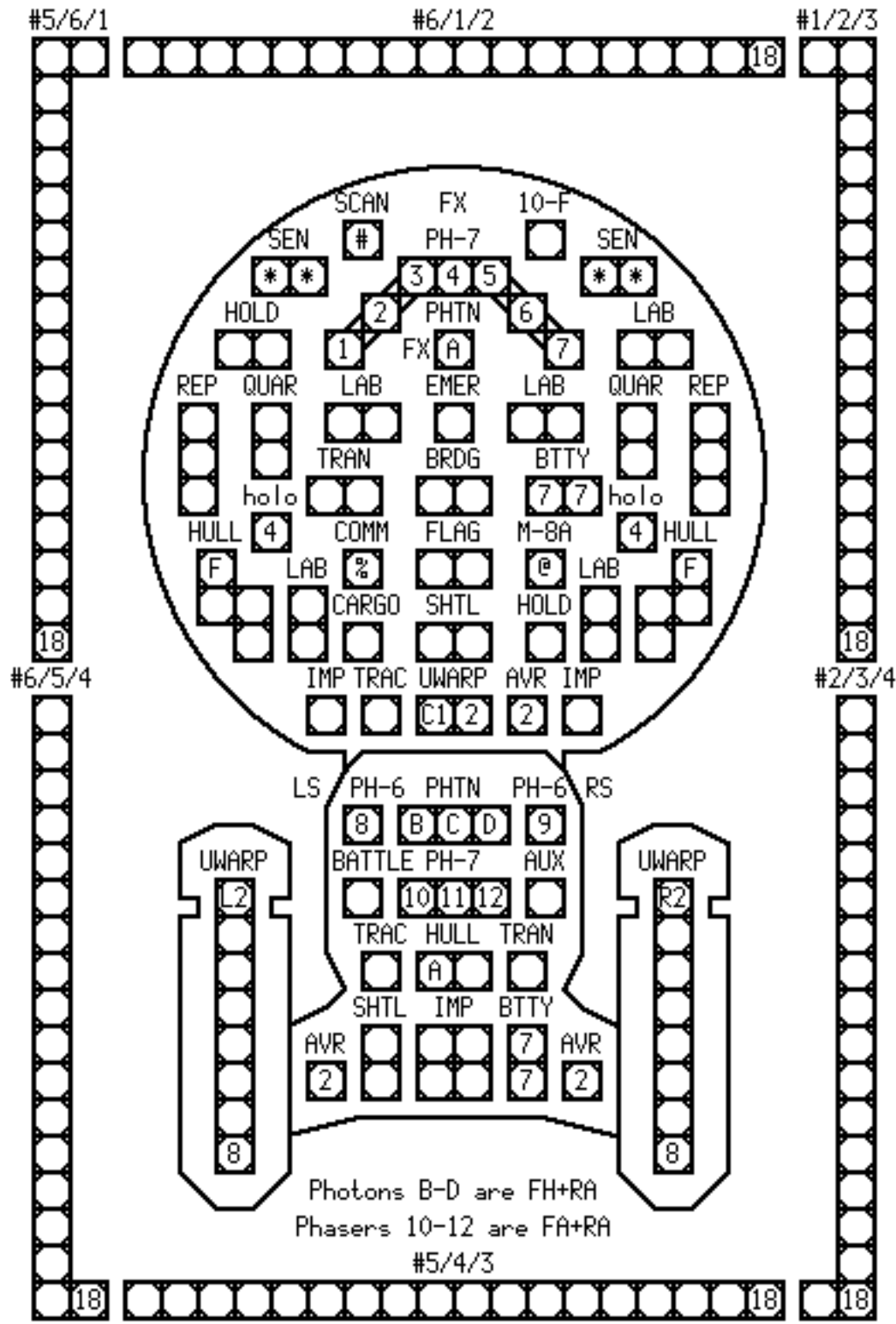
Fires 2/turn (not on same impulse)
 Energy = 1/2 (Std), 1 (Over) per shot
 Overload is double damage
 3 {4} Energy Capacitor

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

David Miller

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 Enjoy!



SENSOR
 6 6 6 2
 SCANNER
 0 0 0 2

DAMCON
 15 10 5 0
 EXCDAM
 4 3 2 1

FEDERATION
3X
Galaxy Class
Flagship

CREW UNITS	9
BOARDING PARTIES	5
DECK CREWS	3
PASSENGERS	4

ADMINISTRATIVE SHUTTLES			
IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS.

SHIP DATA TABLE	
Ship Class	= Sovereign
Model Number	= Mk III
Point Value	= 24400
Breakdown	= 6^5
Shield Cost	= 1+3
Explosion Str	= 171
Size Class	= 1
Movement Cost	= 2 (B)
Reference	= R2.401-B
Total Power	= 120 (+63)
Opt Allowance	= 0 (+0)
5X Systems	= (none)

TYPE IX PULSE PHASER TABLE

DIE ROLL	RANGE	7-	10-	13-	16-	19-
1	2	2	2	2	2	1
2	2	2	2	2	2	1
3	2	2	2	2	2	1
4	2	2	2	2	2	1
5	2	2	2	2	2	1
6	2	2	2	2	2	1

Fires 2/turn (4/turn at 4X).
Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TNG TURN MODE B	TURN MODE	SPEED
1	1-7	
2	8-14	
3	15-21	
4	22-28	
5	29-35	
6	36+	

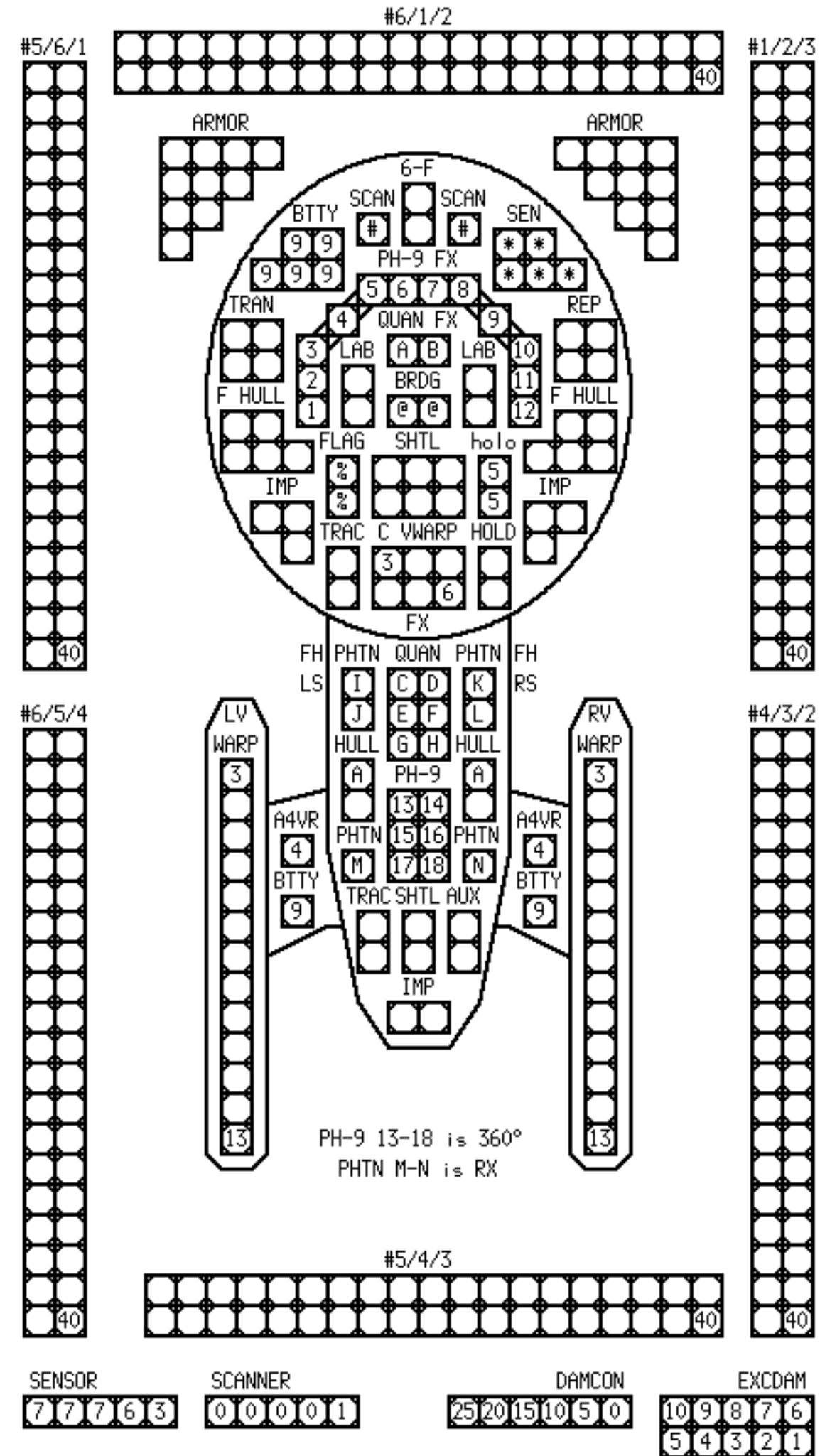
3X/4X PHOTON TORPEDO TABLE			(hit # at range)										
FIRE MODE	ARM	HOLD	BASE DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4	7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8	7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2	9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4	9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*	auto hit out to range 10									

QUANTUM TORPEDO TABLE					
FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE
STANDARD	3	1	2	3	7 6 5 4 3 2
OVERLOAD	6	2	3	4	7 6 5 3 1 -1
PROXIMITY	3	1	1	3	9 8 7 6 5 4
LEVEL 6	3	2	3	1*	auto hit out to range 20

FEDERATION
4Xs
Sovereign Class
Battlecruiser
USS Enterprise
NCC-1701-E



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Enjoy!



FEDERATION 6Xs USS Enterprise NCC-1701-J

OUTSTANDING CREW UNITS



PHASED BOARDING PARTIES



PASSENGERS



SHTL:

The shuttles on this ship are generated from energy patterns. Up to 20 patterns per SHTL box may be stored at a time. A new pattern may be created per turn. 6X shuttles are speed 60, and are armed with 1 PH-10.

PH-11:

The PH-11 fires a compressed anti-Time beam which slows the target to the point of inactivity.

Has a limited form of "Poly" built in:

The 1st shot costs 1 TimeWarp, the 2nd costs 2 TimeWarp, the 3rd costs 3 TimeWarp, and so on (this cost becomes 1/shot at 7X).

Each TimeWarp energy may be replaced with 2 QWARP energy.

Capacitor = Equal to total power of ship (for all PH-11 boxes on the ship, and of the same type of power).

Damage = 10, out to range 250 hexes (400 hexes at 7X).

Affects any target regardless of Temporal/Phase/Cloak state.

When PH-11 does internals, the boxes are disabled instead of destroyed. In reality, the system in question has been stopped in time and cannot be accessed for any function.

PH-10:

Fires 9/turn at 6X, but not more than three times per impulse.

Each shot requires 5 energy to fire.

45 point capacitor at 6X.

Any 1 target within 150 hexes takes 1 internal per shot.

There is no firing chart; the weapon automatically hits. No defensive system (PA, REF, or even Borg Adaption) has any effect. The weapon does not actually traverse the distance between the ships; so terrain such as Web and Black Holes have no effect.

At 6X which internal is hit is selected by the firing ship 2 times in 6.

QPT:

Phase-Push Torpedo (improved 6X version; the 5X version is called PPT).

Fires 1/turn. Energy Cost = 10 QWARP. Hold Cost = 5.

Has three firing modes: Damaging, PhasePush, PhaseStop.

Damaging mode does (30-R)*10 damage, where R is range to target.

PhasePush mode causes the target to phase out as if a Phasing Device has been used; each weapon the target fires next impulse has only a 1 in 6 chance of being able to affect anything in normal space.

PhaseStop mode prevents the target from "going into warp" next impulse. 7X+ ships may throw off the effects of PhasePush or PhaseStop by using a LAB box (per QPT that hits).

BPV 270 (at 6X); Repair 16; hit on "Torpedo".

AQX:

This is identical to an APX (Advanced Phase Reactor), except it produces QWARP (instead of PWARP) power.

Produces 30 QWARP power which cannot be used for movement.

Produces an additional 60 generic or 30 QWARP power which cannot be used for movement (the Total Power calculation assumes the 60 generic power option was used).

SHIP DATA TABLE

SHIP CLASS	=	ASPIRANT	
MODEL NUMBER	=	MK IV	
POINT VALUE	=	22 MILLION	
BREAKDOWN	=	6^12	
SHIELD COST	=	3+8	(x10)
EXPLOSION STR	=	69	(x10)
SIZE CLASS	=	0	(x10)
MOVEMENT COST	=	6 (SW)	
REFERENCE	=	R2.601	
FILENAME	=	FED-ENTJ	
TOTAL POWER	=	864 (+288)	(x10)
BOX SCALE	=	SUPER (x100)	
OPT ALLOWANCE	=	0 (+0)	
7X SYSTEMS	=	LAB	
TIME/REALITY STABILITY			
TRITANIUM MESH HULL			
PHASING DEVICE		(75)	

HOLOSYS:

Duplicates any "Generic" type system which does not use ammo or option allowance.

BRDG, AUX *:

These boxes have included POLY special SEN, SCAN, COMM, and COMP boxes.

TRITANIUM MESH HULL:

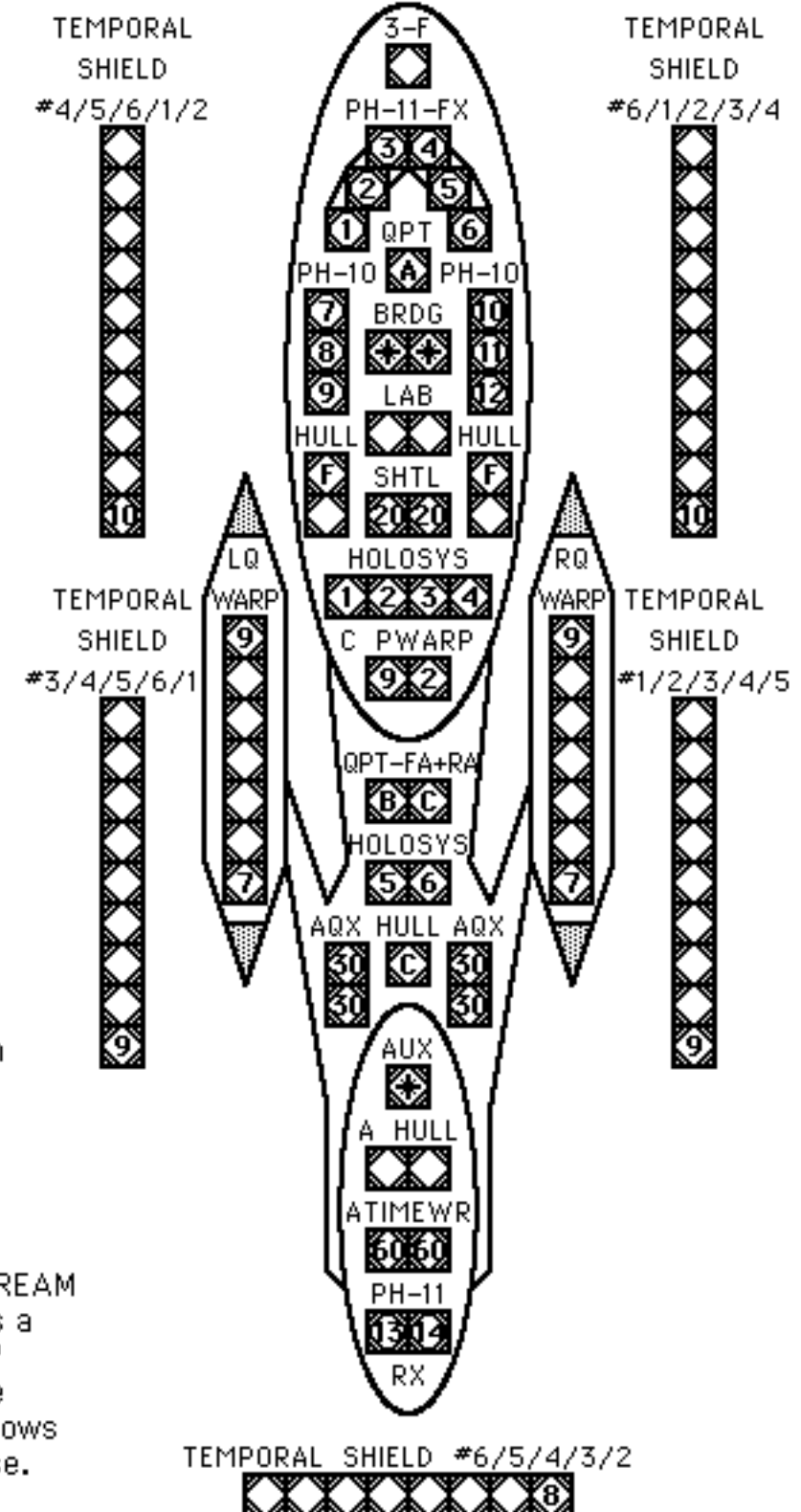
This ship suffers only 1/10 damage from weapons of lower tech than itself (i.e. weapons of 5X tech or lower).

This ship suffers no damage from 2X or lower sources.

QWARP:

This is a combination PWARP and SLIPSTREAM in one box. QWARP can either operate as a normal warp field (using PWARP "in warp" formulas), or can generate a three phase Slipstream. A three phase Slipstream allows up to 3 units to enter or leave per impulse.

TEMPORAL SHIELD #5/6/1/2/3



QPT A ARC IS FX
ALL PH-10'S ARE 360°

SMILEYLICH

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FEDERATION 8X1

USS Enterprise

NCC-1701-R

CREW UNITS



PHASED BOARDING PARTIES



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SHIP DATA TABLE

SHIP CLASS	=	ISTARI	
MODEL NUMBER	=	MK 1	
POINT VALUE	=	2.8 BILLION	
BREAKDOWN	=	NEYER	
SHIELD COST	=	1	(x1000)
EXPLOSION STR	=	134	(x1000)
SIZE CLASS	=	1	
MOVEMENT COST	=	1 (SW)	
REFERENCE	=	R2.801	
FILENAME	=	FED-ENTR	
TOTAL POWER	=	1740(+1080)	(x1000)
BOX SCALE	=	GOD (x1000)	
OPT ALLOWANCE	=	INFINITE	
9X SYSTEMS	=	NONE	
CONTINUOUS 8X WARP DOUBLING			
POSITRON FLYWHEEL			
TIME/REALITY STABILITY			
LOCAL PHYSICAL LAW INDEPEND.			
POSITRONIC COMPUTER			
TRITANIUM MESH HULL			

SHIELD 360:
2000 Godboxes

PH-16:

Fires any number of times per turn (POLY).
Energy Cost = 1. Capacitor = 9.
Does 3000 - R*2 Godboxes of damage, where R is range to target.
Ignores Solid Neutronium Hull, Temporal Exclusion, and Phasing Devices.
BPV 40000 (at 8X); Repair 16; 180 spaces; hit on "Phaser".

SNARK:

Snark Torpedoes. Fires 6/turn (max 1/impulse).
Energy Cost = 4/shot. Hold Cost = 1/shot.
Does 4000 Godboxes of damage out to range 1000.
Can instead be fired in "Boojum" mode, this does 400 Godboxes of damage out to range 100 which ignores all defenses.

HOLOSYS:

Duplicates any system of 8X tech or lower.

STOR:

Storage. Treat as cargo with a near-infinite amount of space.

CALL:

Duplicates all control spaces which are listed as 1 space in the Great List of Systems. Can use 1 function per impulse.

RWARP / CONTINUOUS WARP DOUBLING:

RWARP is "RealityWarp", an engine type used to travel quickly between galaxies. RWARP (along with QWARP) falls between PWARP and TimeWARP for purposes of initiative.
With Continuous Warp Doubling, each grouping of N RWARP boxes produces N^3 power (for example, each 7 box nacelle produces 7^3 = 343 power.)
Continuous Warp Doubling does not damage the engines.

ARR:

Auxiliary RealityWarp Reactor. Each box produces 250 power which cannot be used for movement.

BTTY:

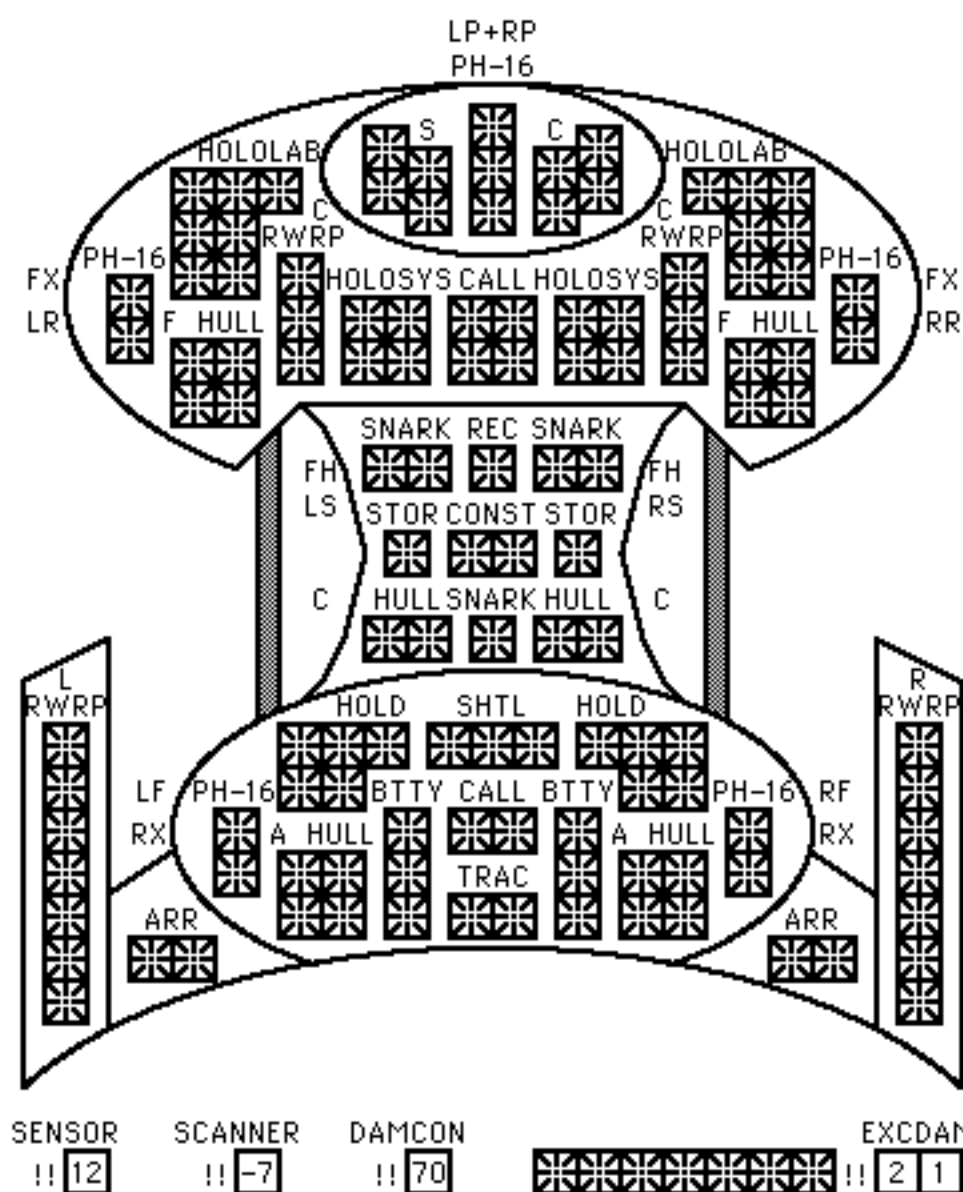
Each BTTY holds 180 power.

TRITANIUM MESH ARMOR:

This ship takes 1/10 damage from ships of 7X tech or lower.

POSITRONIC COMPUTER:

The ship effectively has one of every Legendary Officer type on board.



SENSOR !! 12 SCANNER !! -7 DAMCON !! 70 EXCDAM !! 2 1

SFB:TNG 5X-9X Combat Supplement:

This is a few notes about my optional abbreviated 5X-9X combat system.
This ship has the following values:
Defensive Value = 134 * 3.375 * 100 = 45225
Offensive Value = 50 * 3.375 * 100 * 11 + 40 * 3.375 * 100 * 5 = 253125
(The Offensive Value given assumes the defender is using regular shields, recalculate otherwise.)
SNARK is 4 damage vs. Solid Neutronium Hull and Temporal Exclusion Device, it is 40 damage otherwise.
When fleeing (or pursuing a fleeing vessel), RWARP counts as +4 (one better than QWARP).

CREW UNITS

0 0 * 4

BOARDING PARTIES

0 0 3

THIS SHIP DOES NOT NORMALLY HAVE SHUTTLECRAFT, BUT ONE COULD BE PLACED IN AN AO.

TRANSPORTER BOMBS

0 0 0 0 0 D D D D

SHIP DATA TABLE

Ship Class	= Epsilon
Model Number	= Mk III
Point Value	= 172
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 61
Size Class	= 4
Movement Cost	= 1/3 (B)
Reference	= R2.109-A
Total Power	= 27 (+9)
Opt Allowance	= 18 (+0)
2X Systems	= (none)

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE							8-11	12-17	18-22	23-40	41-60	61-90	
	0	1	2	3	4	5	6							7
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
2 point capacitor at 0X, 4 point capacitor at 1X,
6 point capacitor at 2X. Cannot overload at 0X.
Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

FEDERATION

1X

Epsilon Class Heavy Cutter

TYPE V PHASER OVERLOAD

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

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

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

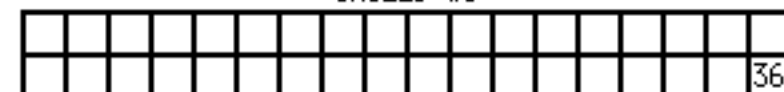


ANTI-DRONE TABLE

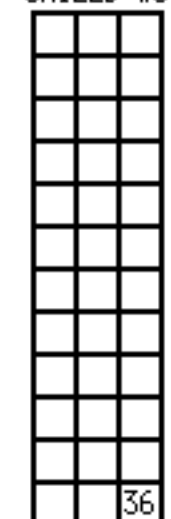
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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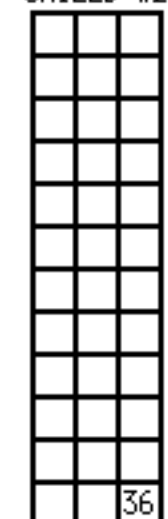
SHIELD #1



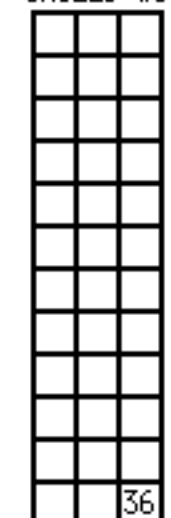
SHIELD #6



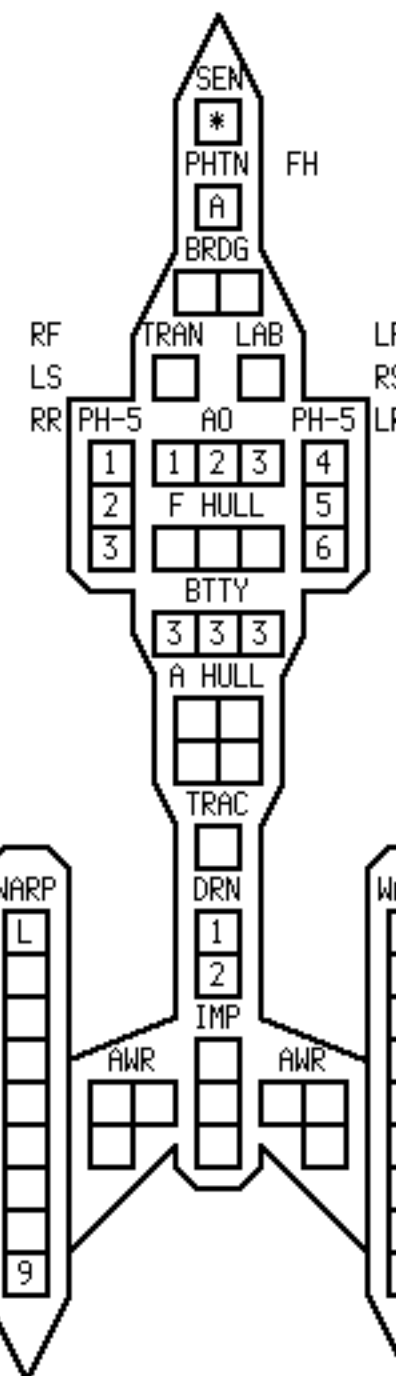
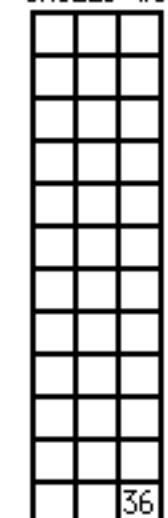
SHIELD #2



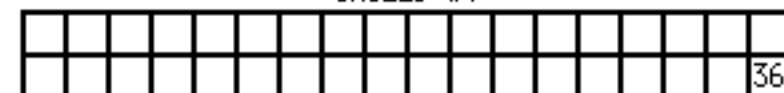
SHIELD #5



SHIELD #3



SHIELD #4



SENSOR
6 6 0
SCANNER
0 0 9

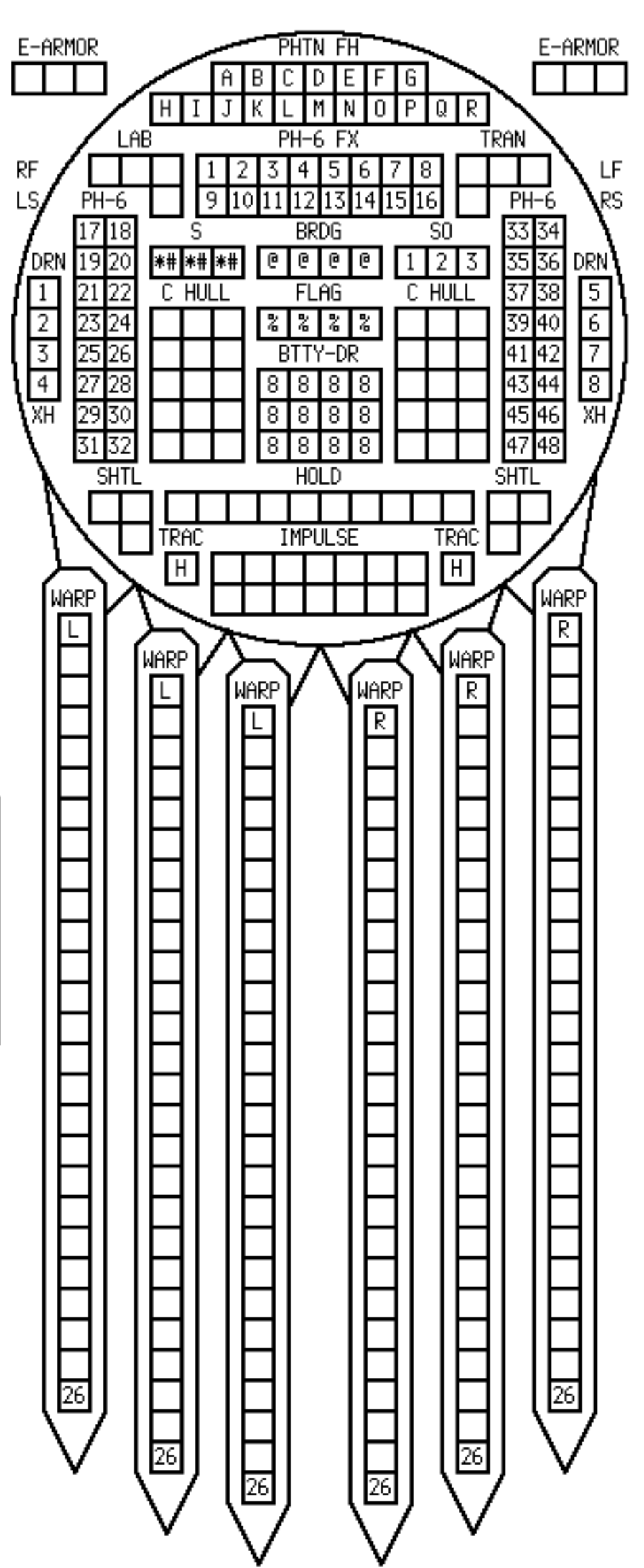
DAMCON
2 2 0
EXCDAM
3 2 1

CREW UNITS					
					10
*					20
					30
					40
				47	
BOARDING PARTIES					
					10
					20
				24	
PASSENGERS					
					10
					20
					29

ADMINISTRATIVE SHUTTLES						
IDENT	SHIELD	HIT POINTS	NOTES			
THIS SHIP HAS TWO SHUTTLE BAYS.						
NSMs						
					D	D

SHIP DATA TABLE		
Ship Class	=	XMAS Evader
Model Number	=	Mk II
Point Value	=	1890
Breakdown	=	6^2
Shield Cost	=	None
Explosion Str	=	345
Size Class	=	3
Movement Cost	=	1 (C)
Reference	=	R2.266
Total Power	=	170 (+96)
Opt Allowance	=	66 (+34)
3X Systems	=	(none)
Ability to Double Engines	=	

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



TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE																		
DIE	RANGE																	
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13-24	25-48	49-72	73-96	97-120
1	7	7	7	7	7	6	6	5	5	4	4	3	3	3	2	2	1	1
2	7	7	7	7	6	6	5	5	4	4	3	3	3	2	2	1	1	0
3	7	7	7	6	6	5	5	4	4	3	3	2	2	2	1	1	0	0
4	7	7	6	6	5	5	4	4	3	3	2	2	2	1	1	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)
Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.
Overload is x1.5 damage or 2 non-overloaded Ph-6 shots at separate targets. Maximum overload range = 12.

TYPE VI PHASER OVERLOAD													
DIE	RANGE												
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12
1	10	10	10	10	10	10	9	9	7	7	6	6	4
2	10	10	10	10	10	9	9	7	7	6	6	4	4
3	10	10	10	10	9	9	7	7	6	6	4	4	3
4	10	10	10	9	9	7	7	6	6	4	4	3	3
5	10	10	9	9	7	7	6	6	4	4	3	3	1
6	10	9	9	7	7	6	6	4	4	3	3	1	1

DRONE RACKS																
1																XH
2																XH
3																XH
4																XH
5																XH
6																XH
7																XH
8																XH

Launches 9/turn. Ship has a total of 1800 spaces of reloads.

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

SENSOR									
6	6	6	6	6	6	6	6	6	2
SCANNER									
0	0	0	0	0	0	0	0	0	7
DAMCON									
18	16	14	12	10	8	6	4	2	0
EXCDAM									
10	9	8	7	6	5	4	3	2	1

Variant Photon Ammo:
Genesis: Does 1 damage; if it's an internal, the target turns into solid rock. Destroys all life on any size -3 or smaller target. Costs 10 turns to arm (8 energy per turn); Hold = 20.
Slag: Does 200 damage but only vs. size 0 or larger targets.
Flash-Hide: Target gains 16 ECM (+4 to hit penalty) for both weapons fired at or from it. This effect lasts for 1 turn. Seeking weapons (including V'Ger plasmas) lose seeking on a "1" on 1d6 (roll once per impulse).

SHATTERED UNIVERSE FEDERATION 2Xs Evader Plasma-Killer



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Happy Gaming!

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	=	Excelsior
Model Number	=	Mk VIII
Point Value	=	4800
Breakdown	=	6^3
Shield Cost	=	1+1
Explosion Str	=	81
Size Class	=	2
Movement Cost	=	1 (D)
Reference	=	R2.315
Total Power	=	38 +2 P0 (+21)
Opt Allowance	=	270 (+0)
2X Systems	=	M-8A, ARMOR

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)

TYPE VI COMBAT PHASER

DIE	RANGE	4-	9-			
ROLL	0	1	2	3	8	12
1	1	1	1	1	1	1
2	1	1	1	1	1	0
3	1	1	1	1	0	0
4	1	1	1	0	0	0
5	1	1	0	0	0	0
6	1	0	0	0	0	0

Fires 2/turn (not on same impulse)
 Energy = 1/2 (Std), 1 (Over) per shot
 Overload is double damage
 3 {4} Energy Capacitor

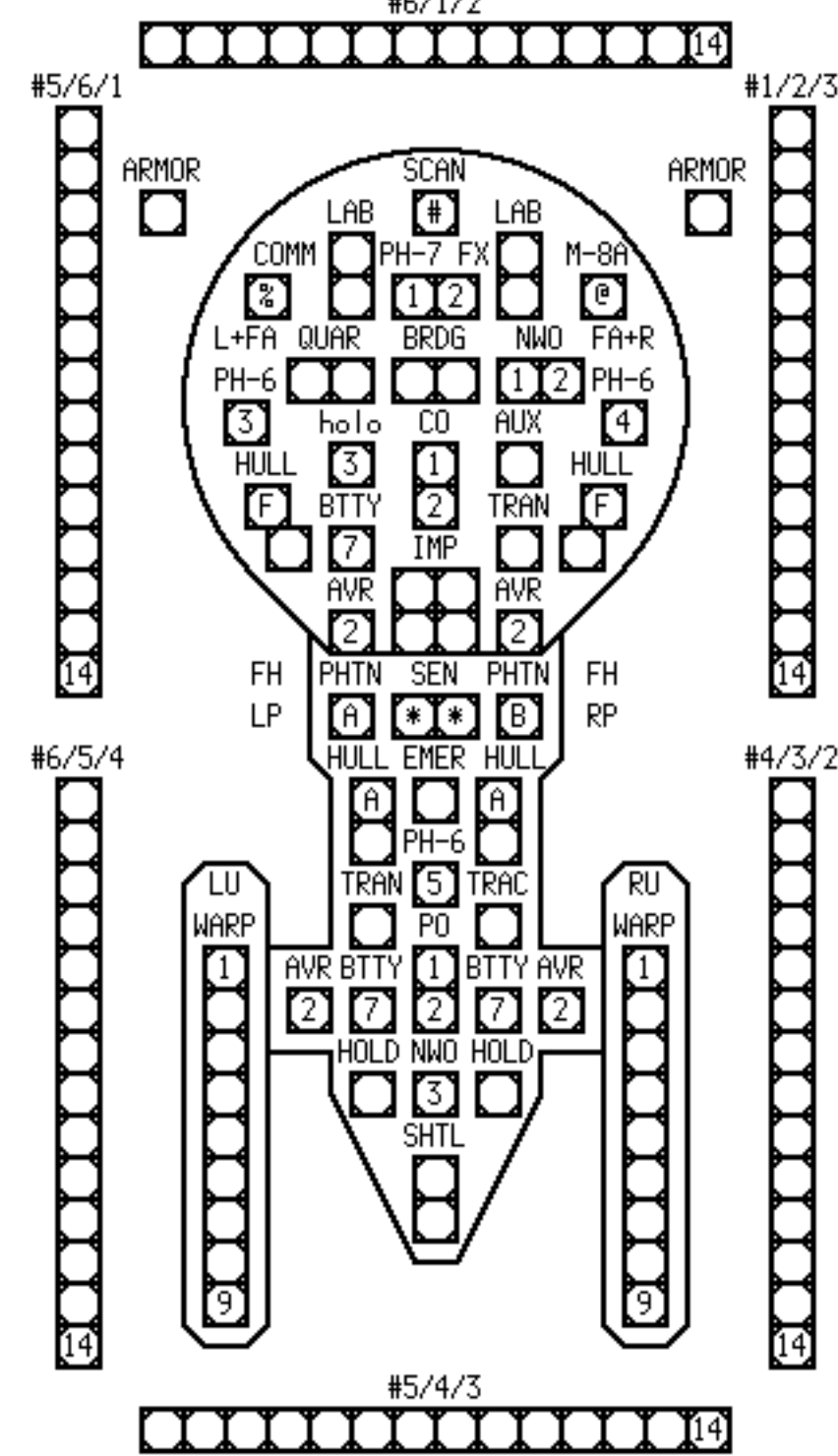
3X/4X PHOTON TORPEDO TABLE

FIRE MODE	ARM	HOLD	BASE	DMG	(hit # at range)									
					0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

TNG	TURN	MODE	D
	TURN	MODE	SPEED
1	1	1-5	
2	2	6-10	
3	3	11-15	
4	4	16-20	
5	5	21-25	
6	6	26-30	
7	7	31-35	
8	8	36+	



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 Enjoy!



SENSOR
 6 6 2
 SCANNER
 0 0 2

DAMCON
 10 5 0
 EXCDAM
 4 3 2 1

FEDERATION

3X

Excelsior Class

Battle Destroyer

CREW UNITS

2

BOARDING PARTIES

1

PASSENGERS

1

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
	1	1	
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	= Expedition
Model Number	= Mk I
Point Value	= 8400
Breakdown	= 6^4
Shield Cost	= 0+1
Explosion Str	= 54
Size Class	= 3
Movement Cost	= 1/3 (AA)
Reference	= R2.417
Total Power	= 52 (+16)
Opt Allowance	= 90 (+0)
5X Systems	= (none)

TYPE IX PULSE PHASER TABLE

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

Fires 2/turn (4/turn at 4X).

Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

FEDERATION

4Xe

Expedition Class

Fast Corvette

TNG	TURN	MODE	AA
TURN	MODE	SPEED	
1		1-9	
2		10-18	
3		19-27	
4		28+	



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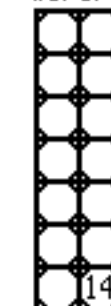
Ship outline based on an image from

The Ship Schematic Database

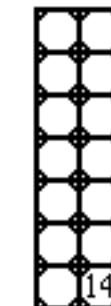
<http://www.shipschematics.net/>

Nice work, guys!

#5/6/1

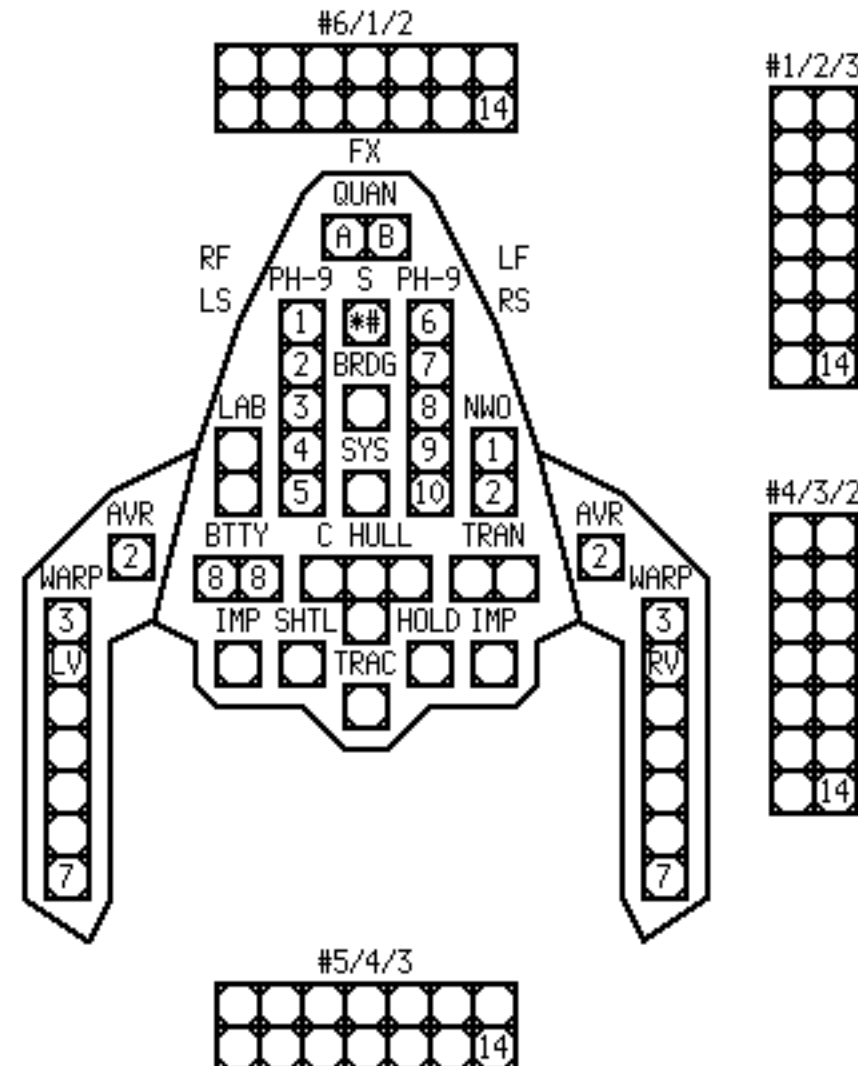


#6/5/4



SENSOR

7 7 3



SCANNER

0 0 1

DAMCON

10 5 0

EXCDAM

3 2 1

CREW UNITS

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

								17
--	--	--	--	--	--	--	--	----

BOARDING PARTIES

			4
--	--	--	---

PROBES

			5
--	--	--	---

T-BOMBS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Andor
Model Number	= Mk 0
Point Value	= 143
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 97
Size Class	= 4
Movement Cost	= 2/3 (B)
Reference	= R2.004-A
Total Power	= 44 (+4)
Opt Allowance	= 9 (+0)
1X Systems	= (none)

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 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	

DRONE RACK

1										6
---	--	--	--	--	--	--	--	--	--	---

ANTI-DRONE TABLE

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

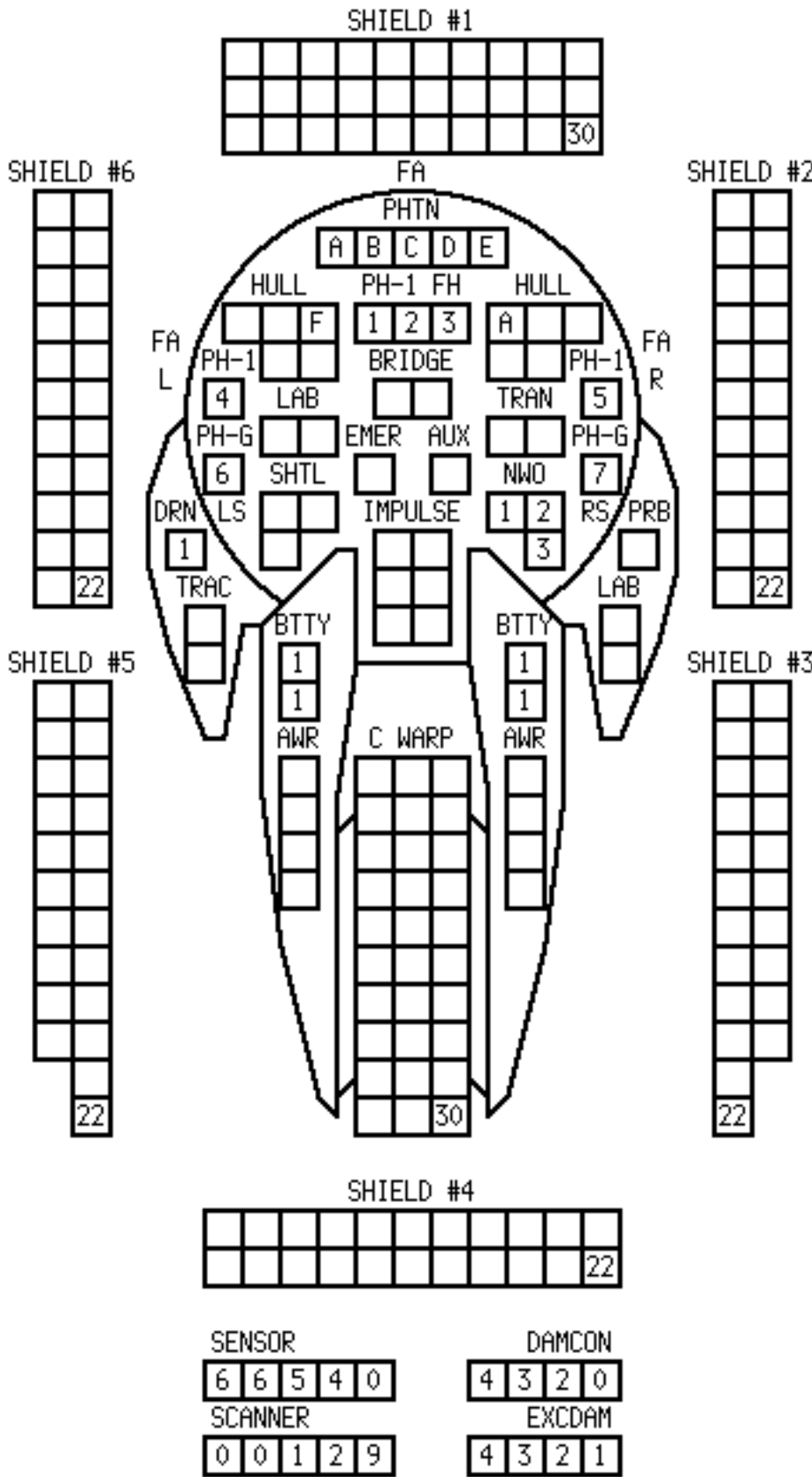
TURN MODE SPEED

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

**FEDERATION
OXs
Andor Class
Fast Missile Cruiser**



David Miller

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SENSOR					DAMCON				
6	6	5	4	0	4	3	2	0	
SCANNER					EXCDAM				
0	0	1	2	9	4	3	2	1	

FEDERATION OXs

FFB Saucer / POL Rear

CREW UNITS

✳									10
									20
21									

BOARDING PARTIES

						7				
--	--	--	--	--	--	---	--	--	--	--

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOUR SHUTTLE BAYS.

T-BOMBS

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

TYPE 1 PHASER TABLE

DIE ROLL	RANGE					6-9-16-26-51-					
	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 3 PHASER TABLE

DIE ROLL	RANGE			4-9-		
	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

DRONE RACKS

1							G
2							G

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

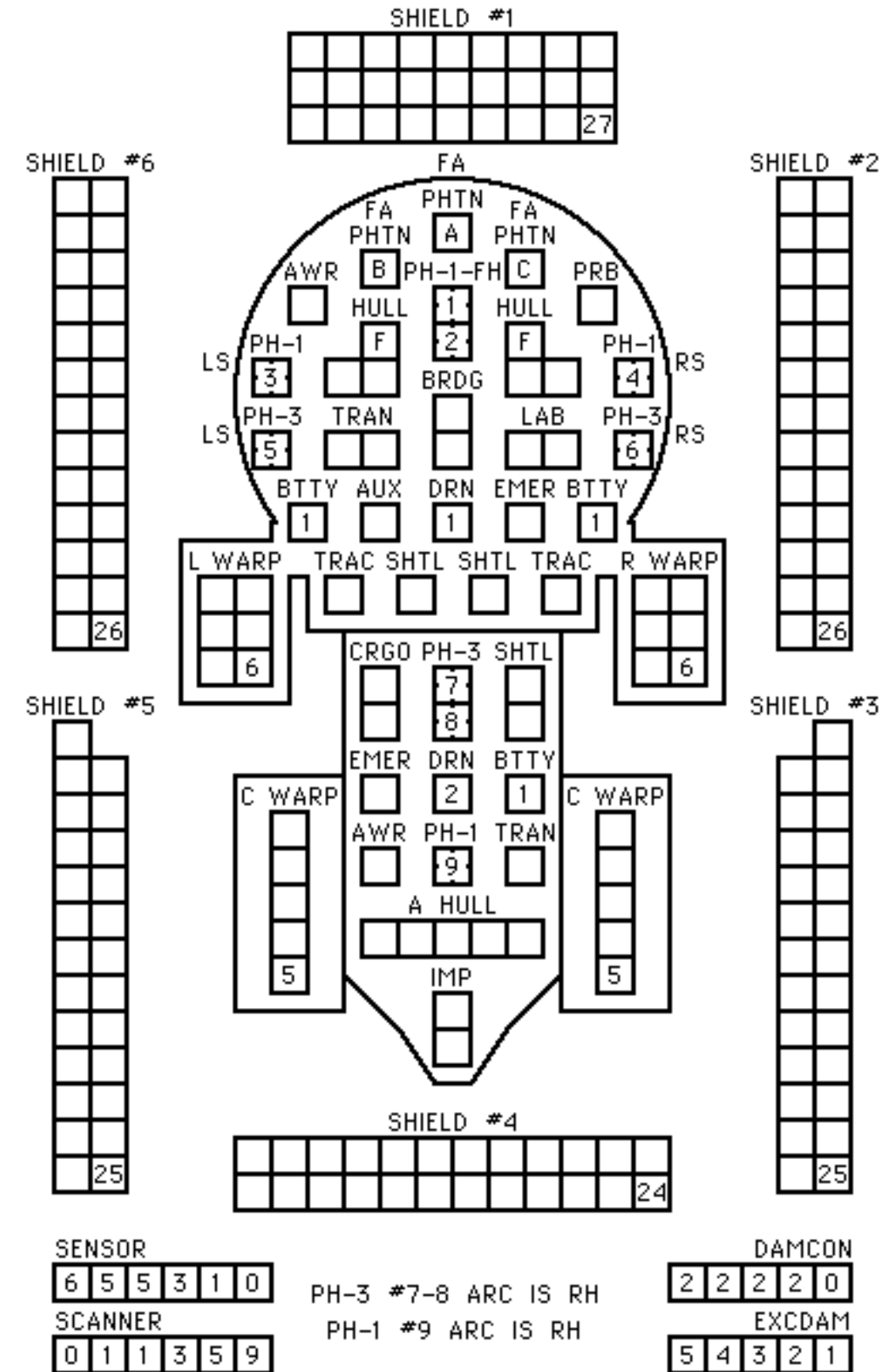
SHIP DATA TABLE

SHIP CLASS	=	FFB/POL
MODEL NUMBER	=	1
POINT VALUE	=	105
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	93
SIZE CLASS	=	4
MOVEMENT COST	=	2/3 (B)
REFERENCE	=	R2.068
FILENAME	=	FED-FBPL
TOTAL POWER	=	26 (+3)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE

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



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FEDERATION

4X1

Future USS Defiant

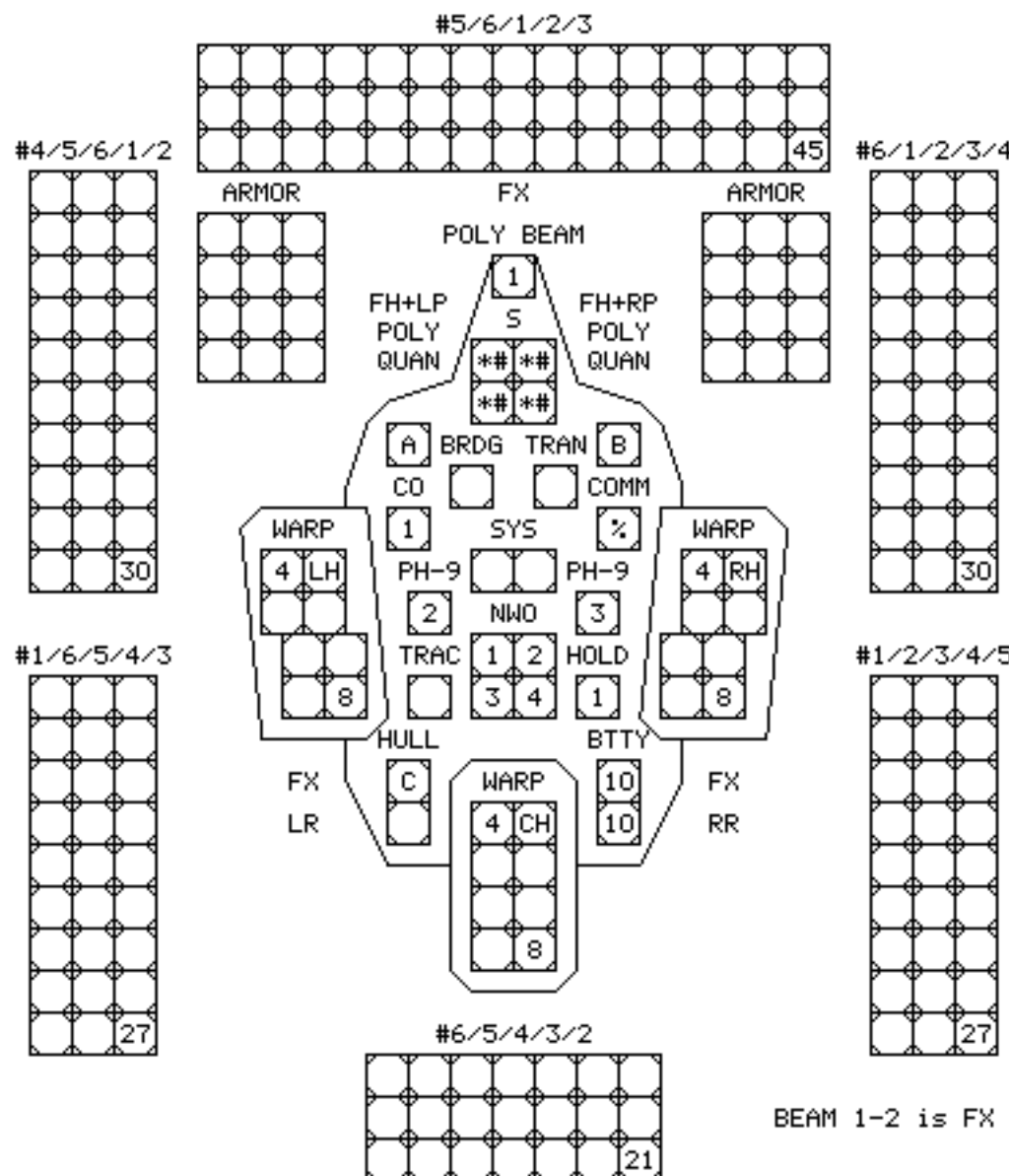
NCC-74205

Pocket Dreadnought

Ship Class = Defiant
 Model Number = Mk V
 Point Value = 34200*
 Breakdown = 6^3
 Shield Cost = 1+2
 Explosion Str = 81
 Size Class = 3
 Movement Cost = 1/3 (SW)
 Reference = R2.408

Total Power = 96 (+20)
 Opt Allowance = 225 (+0)
 5X Systems = (none)
 8X Systems = WATCHED BY THE
 PROPHETS

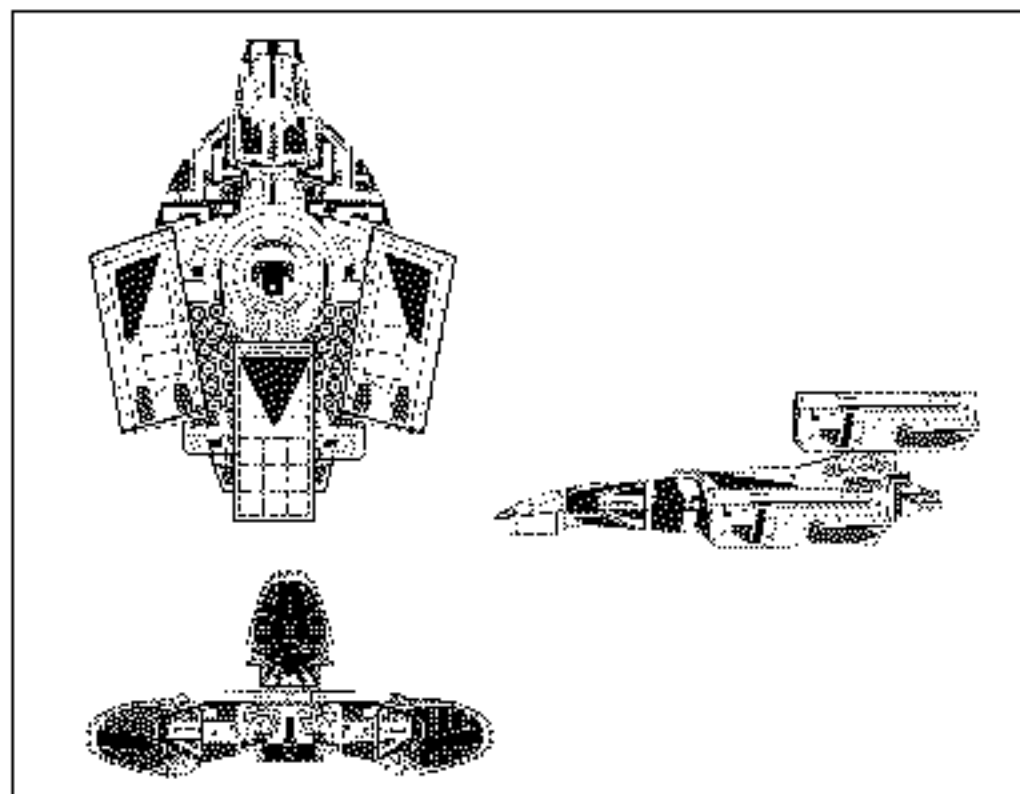
Cloaking Device (10)
 Watched by the Prophets
 All Weapons (incl. PH-9s) are POLY
 Legendary Captain (Sisko)
 Legendary First Officer (Kira)
 Legendary Weapons Officer (Worf)
 Legendary Engineer (O'Brien)
 Legendary Engineer (Rom)
 Legendary Engineer (Nog)
 Legendary Doctor (Bashir)
 Legendary Doctor (LMH Supplement)
 Legendary Science Officer (Dax)
 Legendary Security Officer (Odo)
 Legendary Counselor (Quark)
 Legendary Diplomat (Garak)
 Outstanding Crew



SENSOR
 7 7 7 6 3
 SCANNER
 -3 -2 -1 0 1

CREW UNITS
 2
 BOARDING PARTIES
 2

DAMCON
 50 40 30 20 10
 EXCDAM
 5 4 3 2 1



CREW UNITS

BOARDING PARTIES

DECK CREWS

PASSENGERS

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	Galaxy
Model Number	=	Mk XI
Point Value	=	49300 *
Breakdown	=	6^7
Shield Cost	=	2+2
Explosion Str	=	176
Size Class	=	1
Movement Cost	=	1 (SW)
Reference	=	R2.405
Total Power	=	270 +2 PO (+60)
Opt Allowance	=	780 (+1560)
5X Systems	=	(none)
Cloaking Device (30)		
Positron Flywheel		

TNG	TURN	MODE	SW
	TURN MODE	SPEED	
1		1-11	
2		12+	

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)

Energy = 1/2 std; 1 over (double dmg)

Ph-76 Fires 4/turn; Cap = 16 (20)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE								
					0	1	2-3	4-6	7-12	13-24			
STANDARD	3	1	2	3	7	6	5	4	3	2			
OVERLOAD	6	2	3	4	7	6	5	3	1	-1			
PROXIMITY	3	1	1	3	9	8	7	6	5	4			
LEVEL 6	3	2	3	1*	auto hit out to range 20								

FEDERATION**4XI****Future USS *Enterprise*****NCC-1701-D****Galaxy Class****Heavy Command Cruiser**

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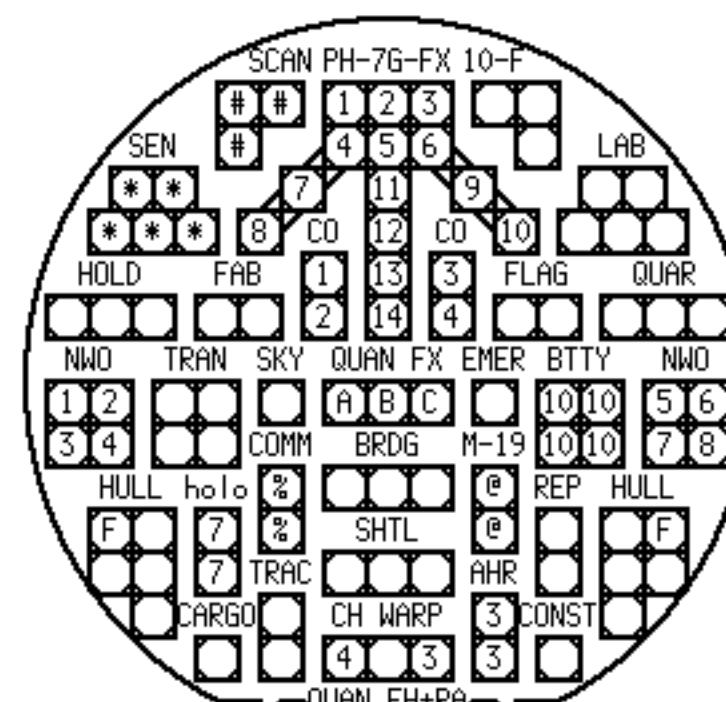
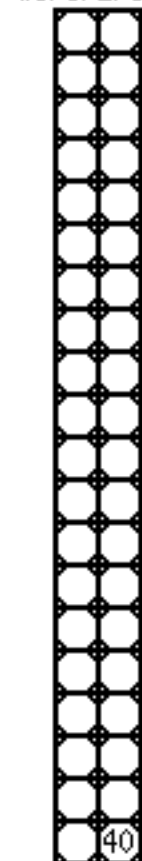
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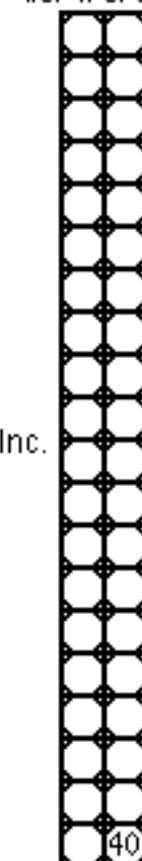
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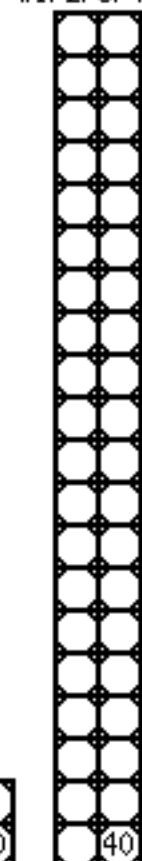
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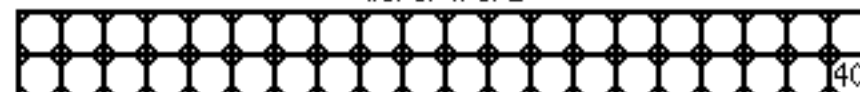
#3/4/5/6/1



#1/2/3/4/5



#6/5/4/3/2



SENSOR

8 8 7 7 6 6 3

SCANNER

-2 -2 -1 -1 0 0 1

PH-76 #15-17 is 360°

DAMCON

70 60 50 40 30 20 !! 10

EXCDAM

8 7 6 5 4 3 2 1

FEDERATION OXs FFT / LBP

CREW UNITS

10
20
30

BOARDING PARTIES

10

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE SHUTTLE BAYS

T-BOMBS

D	D
---	---

SHIP DATA TABLE

SHIP CLASS	=	FF-BT
MODEL NUMBER	=	1
POINT VALUE	=	128/95
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	88
SIZE CLASS	=	4
MOVEMENT COST	=	1/2 (D)
REFERENCE	=	R2.068-A
FILENAME	=	FED-FFBT
TOTAL POWER	=	26 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	(none)

SHIELD #6

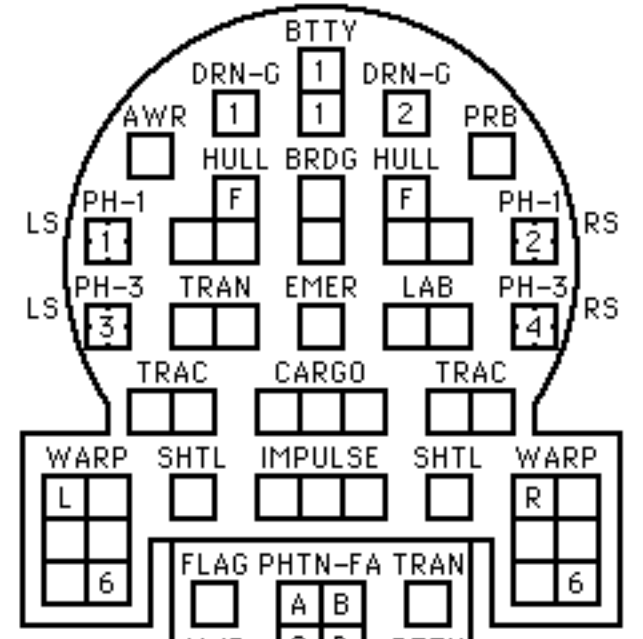
24

SHIELD #1

24

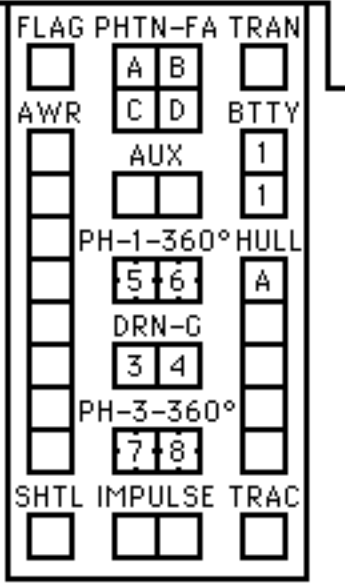
SHIELD #2

24



SHIELD #5

24



SHIELD #3

24

SHIELD #4

24

TYPE 1 PHASER TABLE

DIE	RANGE										
	0	1	2	3	4	5	6-	9-	16-	26-	51-
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 3 PHASER TABLE

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

TURN MODE SPEED

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS

1							G
2							G
3							G
4							G

ANTI-DRONE TABLE

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


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SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

5	4	3	2	1
---	---	---	---	---

FEDERATION

5X

Future USS Voyager

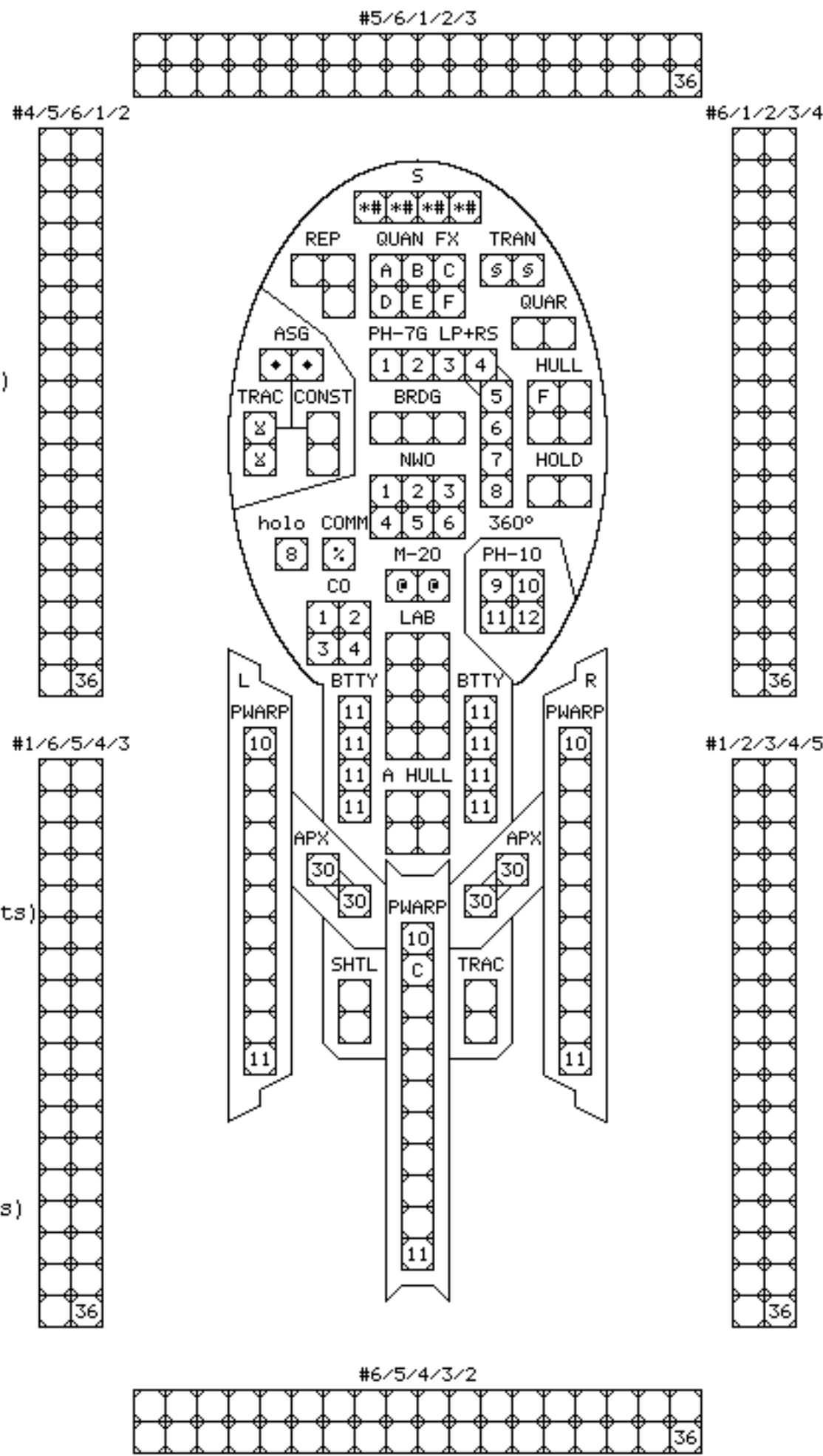
NCC-74656

Galactic Survey Cruiser

Ship Class = Intrepid (originally)
 Model Number = unique
 Point Value = 147700*
 Breakdown = 6^8
 Shield Cost = 1+3
 Adapt Cost = 0
 Explosion Str = 129
 Size Class = 2
 Movement Cost = 1/2 (SW)
 Reference = R2.501

Total Power = 450 (+88)
 Opt Allowance = 360 (+1440)
 4X Systems = CLOAK, QUAN, PH-9
 6X Systems = PWARP, APX
 8X Systems = WATCHED BY KES

Cloaking Device (22)
 Watched by Kes (same ability as Prophets)
 Legendary Captain (Janeway)
 Legendary First Officer (Chakotay)
 Legendary Helmsman (Paris)
 Legendary Engineer (Torres)
 Legendary Engineer (Seven of Nine)
 Legendary Doctor (EMH Supplement)
 Legendary Security Officer (Tuvok)
 Legendary Counselor (Neelix)
 Legendary Weapons Officer (Kim)
 Legendary Crew (x2 Outstanding bonus)



SENSOR
 8 8 7 6 5 4 3

SCANNER
 -2 -2 -1 -1 0 0 1

CREW UNITS
 6

BORG UNIT
 1


BOARDING PARTIES
 4


DECK CREWS
 2


PASSENGERS
 4


DAMCON
 105 90 75 60 45 30 15

EXCDAM
 7 6 5 4 3 2 1

CREW UNITS
 10

BOARDING PARTIES
 6

DECK CREWS
 3


PASSENGERS
 6

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

SHIP DATA TABLE

Ship Class = Galaxy
 Model Number = Mk IV
 Point Value = 13800
 Breakdown = 6^5
 Shield Cost = 1+2
 Explosion Str = 131
 Size Class = 1
 Movement Cost = 3/4 (D)
 Reference = R2.410
 Total Power = 60 +4 PD (+40)
 Opt Allowance = 420 (+420)
 5X Systems = (none)

#6/1/2
 24

THIS SHIP HAS TWO SHUTTLE BAYS.

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6	9	12	15	18	21
1	2 2 2 2 2 2	1 1 1 1 1 1				
2	2 2 2 2 2 1	1 1 1 1 1 0				
3	2 2 2 2 1 1	1 1 1 1 0 0				
4	2 2 2 1 1 1	1 1 1 0 0 0				
5	2 2 1 1 1 1	1 0 0 0 0 0				
6	2 1 1 1 1 1	0 0 0 0 0 0				

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TNG TURN MODE D

TURN MODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

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TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)


QUANTUM TORPEDO TABLE

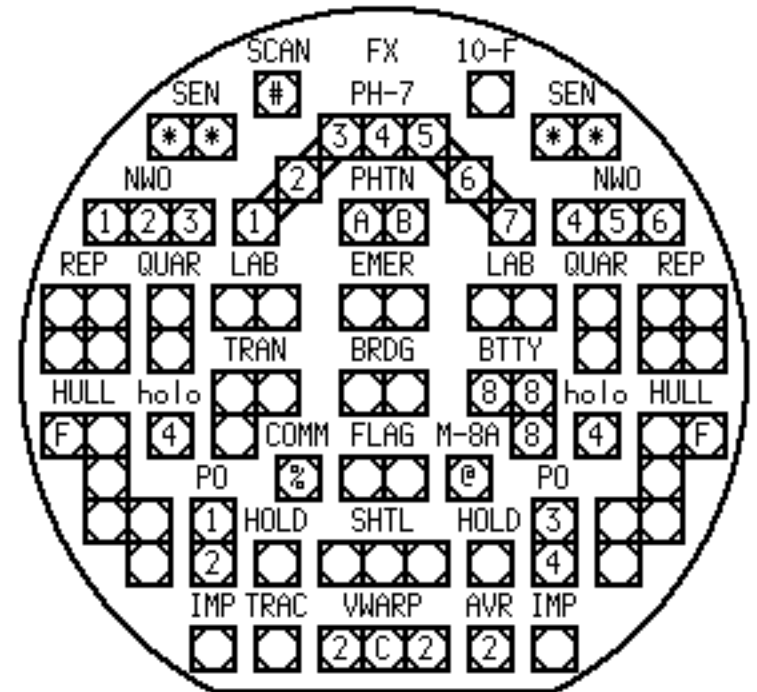
FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					


3X/4X PHOTON TORPEDO TABLE (hit # at range)

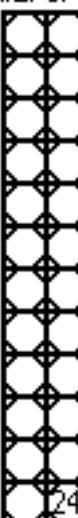
FIRE MODE	ARM	HOLD	BASE DMG	hit # at range									
				0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4	7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8	7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2	9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4	9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*	auto hit out to range 10									


#5/6/1
 24


#6/5/4
 24





#1/2/3
 24


#2/3/4
 24

SENSOR
 7 6 6 6 2

SCANNER
 0 0 0 0 1

#5/4/3
 24

DAMCON
 20 15 10 5 0

EXCDAM
 5 4 3 2 1

FEDERATION 4Xe Galaxy Class Command Cruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

CREW UNITS
 BOARDING PARTIES
 DECK CREWS
 PASSENGERS

9
7
2
3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Galactic
Model Number	= Mk III
Point Value	= 19200
Breakdown	= 6^4
Shield Cost	= 2+2
Explosion Str	= 126
Size Class	= 1
Movement Cost	= 1 (C)
Reference	= R2.418
Total Power	= 80 (+48)
Opt Allowance	= 0 (+0)
5X Systems	= (none)

TNG TURN MODE C

TURN MODE	SPEED
1	1-6
2	7-12
3	13-18
4	19-24
5	25-30
6	31-36
7	37+

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)
 PH-7G fires 4/turn;
 Capacitor = 16 (20 at 4X)

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-						
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

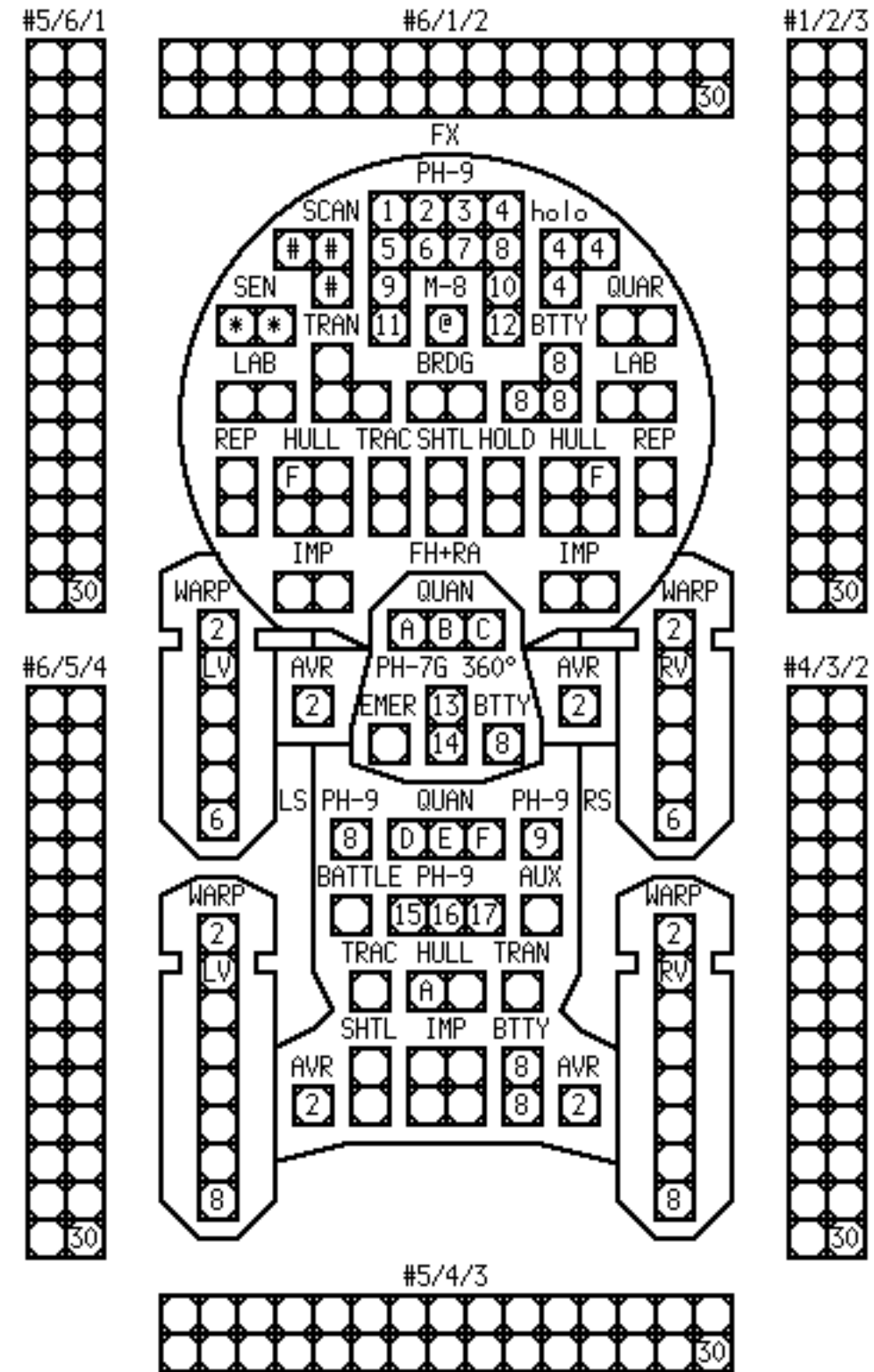
FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

FEDERATION

4Xe

Galactic Class

Heavy Command Cruiser



SENSOR
 7 7 6 6 2
 SCANNER
 0 0 0 0 1

DAMCON
 20 15 10 5 0
 EXCDAM
 5 4 3 2 1

David Miller

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 Evaluation by ADB, Inc. is pending.
 Enjoy!

CREW UNITS

	*								10
									20
	22								

BOARDING PARTIES

						7
--	--	--	--	--	--	---

PROBES

				5
				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE

Ship Class	=	GSD
Model Number	=	Mk I
Point Value	=	124/90
Breakdown	=	6
Shield Cost	=	1/2+1/2
Explosion Str	=	87
Size Class	=	4
Movement Cost	=	1/2 (C)
Reference	=	R2.036
Total Power	=	26 (+2)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

TRANSPORTER BOMBS

			D	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	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

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

DRONE RACKS

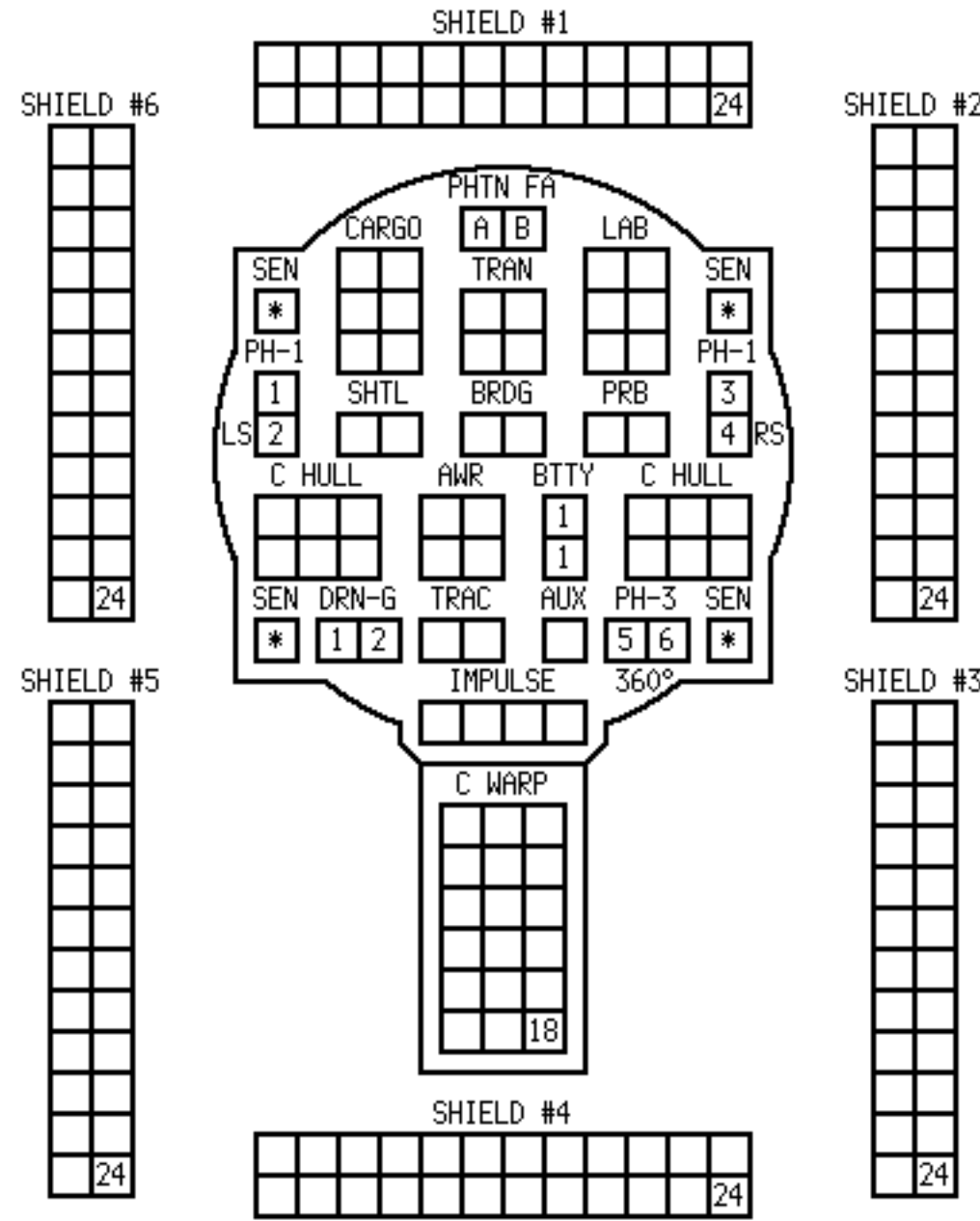
1										6
2										6

ANTI-DRONE TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0



SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

5	4	3	2	1
---	---	---	---	---

DONALD MILLER
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FEDERATION OXs Galactic Survey Destroyer

FEDERATION

2Xe

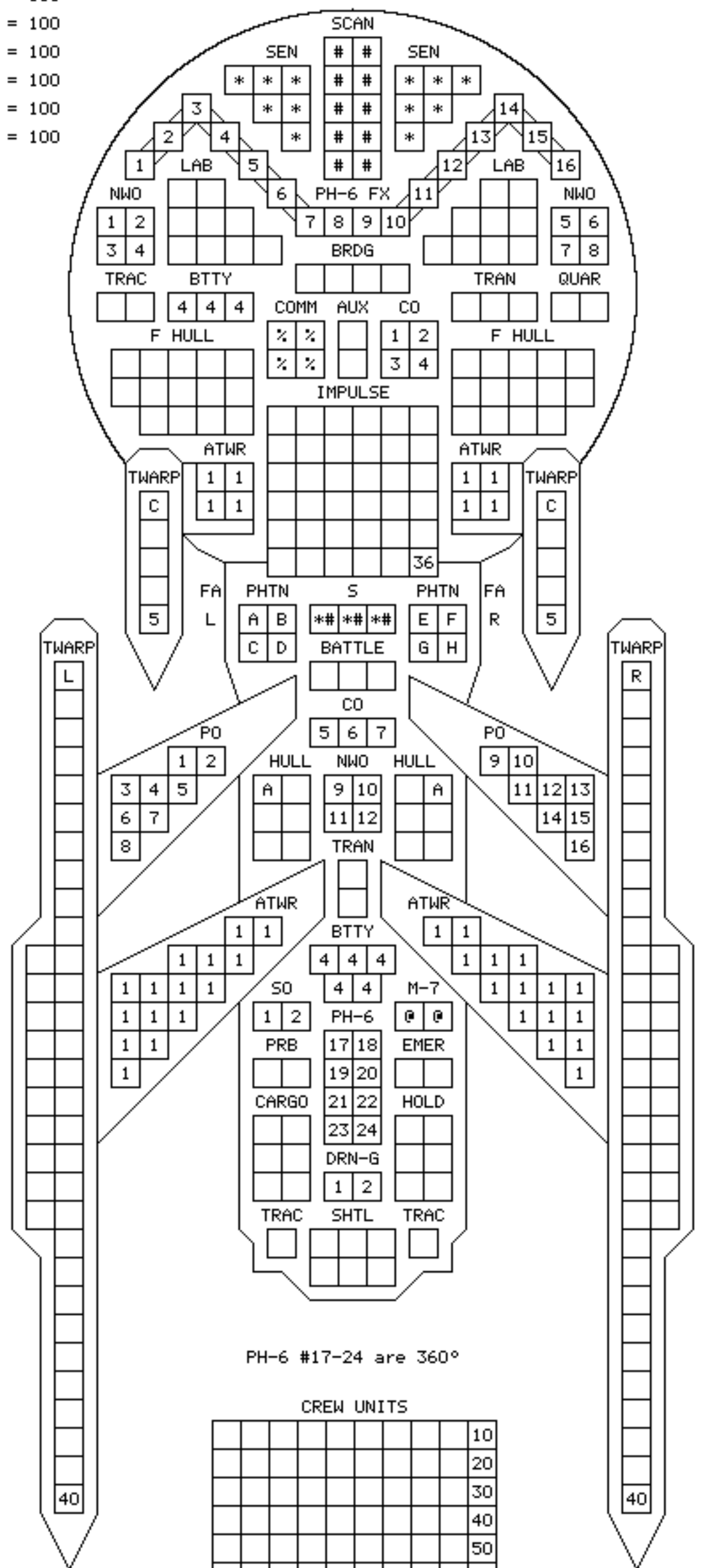
Hawthorne Class

Galaxy Ship

SHIELD #1 = 300
 SHIELD #2 = 100
 SHIELD #3 = 100
 SHIELD #4 = 100
 SHIELD #5 = 100
 SHIELD #6 = 100

Ship Class = Hawthorne
 Model Number = Mk I
 Point Value = 2069
 Breakdown = 6^3
 Shield Cost = 5+15
 Explosion Str = 387
 Size Class = 2
 Movement Cost = 1 (AA)
 Reference = R2.214

Total Power = 114 +16 P0 (+32)
 Opt Allowance = 300 (+300)
 3X Systems = (none)



CREW UNITS

*						10
						20
		25				

BOARDING PARTIES

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

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

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

SHIP DATA TABLE

Ship Class	=	Half BCF
Model Number	=	Mk II
Point Value	=	86
Breakdown	=	6
Shield Cost	=	1/2 + 1/2
Explosion Str	=	71
Size Class	=	4
Movement Cost	=	1/2 (B)
Reference	=	R2.053
Total Power	=	22 (+4)
Opt Allowance	=	0 (+0)
IX Systems	=	(none)

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 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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

1						G
2						G

ANTI-DRONE TABLE

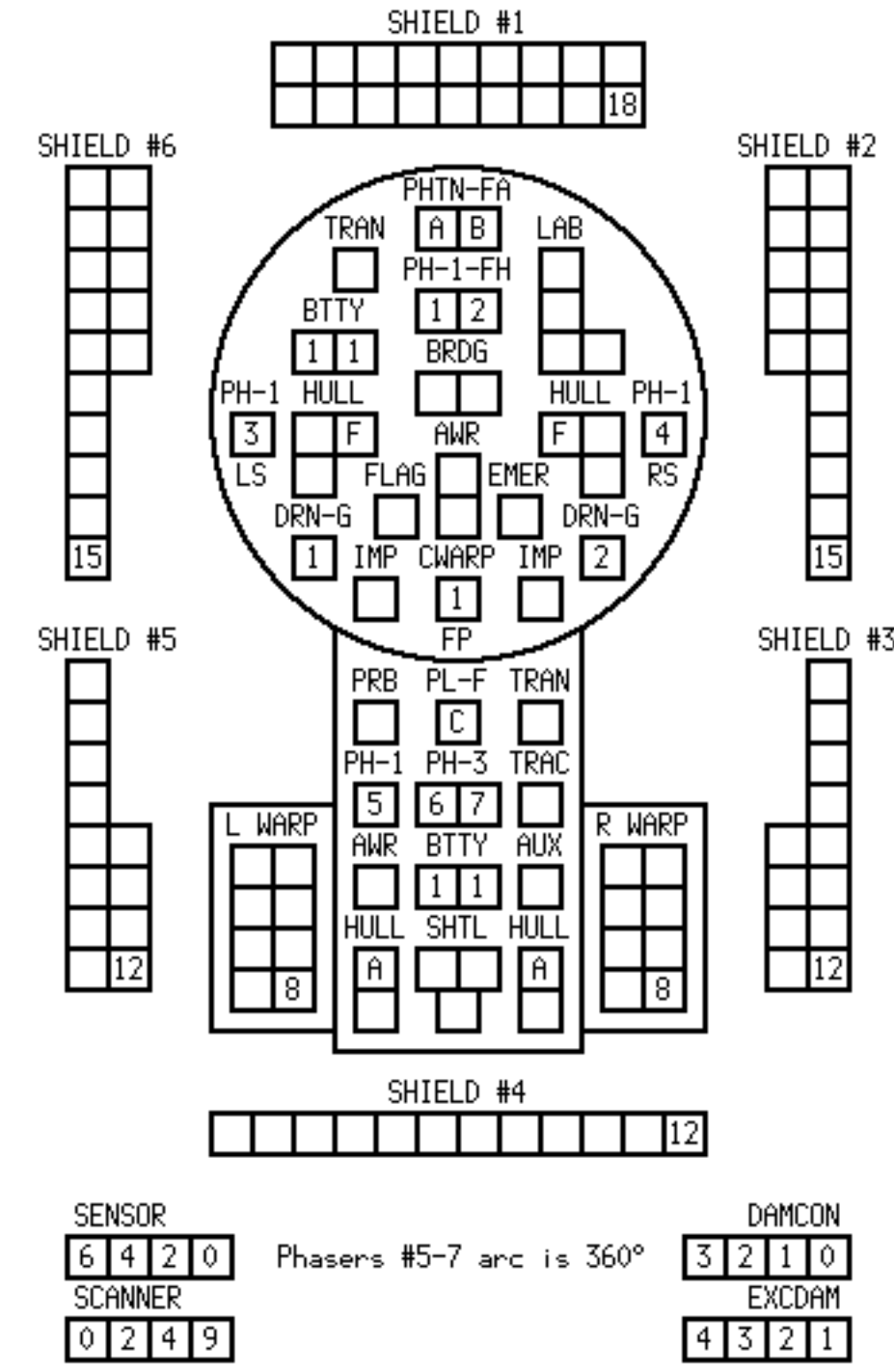
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PLASMA TORPEDO 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	1-2	1-2

Donald Miller
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FEDERATION OXs Battle Destroyer (Half-size BCF Battlecruiser)



CREW UNITS

*										10
										20

BOARDING PARTIES

						6
--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	=	HDDM
Model Number	=	Mk II
Point Value	=	100
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	81
Size Class	=	4
Movement Cost	=	2/3 (D)
Reference	=	R2.015
Total Power	=	28 (+4)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

PROBES

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

T-BOMBS

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

TURN MODE SPEED

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

PHOTON TORPEDO (H refit) TABLE

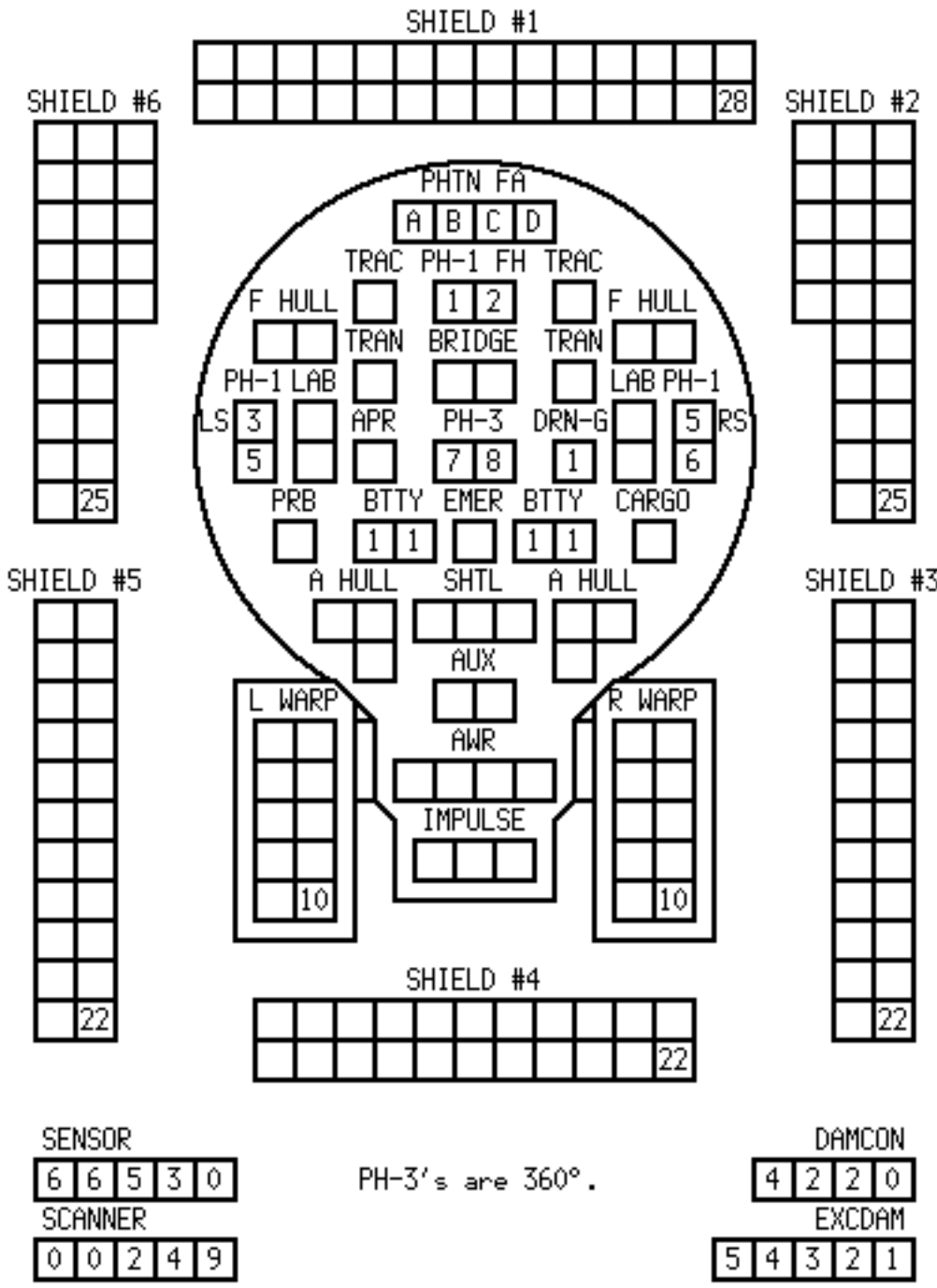
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

DRONE RACK

1						G
---	--	--	--	--	--	---

ANTI-DRONE TABLE

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



FEDERATION OXI Heavy Destroyer

David M. Smith

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Evaluation by ADB, Inc. is pending.
Enjoy!

CREW UNITS									*	10
										20
										30
										40
										50
										60
										70
									74	

BOARDING PARTIES										10
										20
										30

DECK CREWS										10
										18

PASSENGERS										8
------------	--	--	--	--	--	--	--	--	--	---

DIE ROLL	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

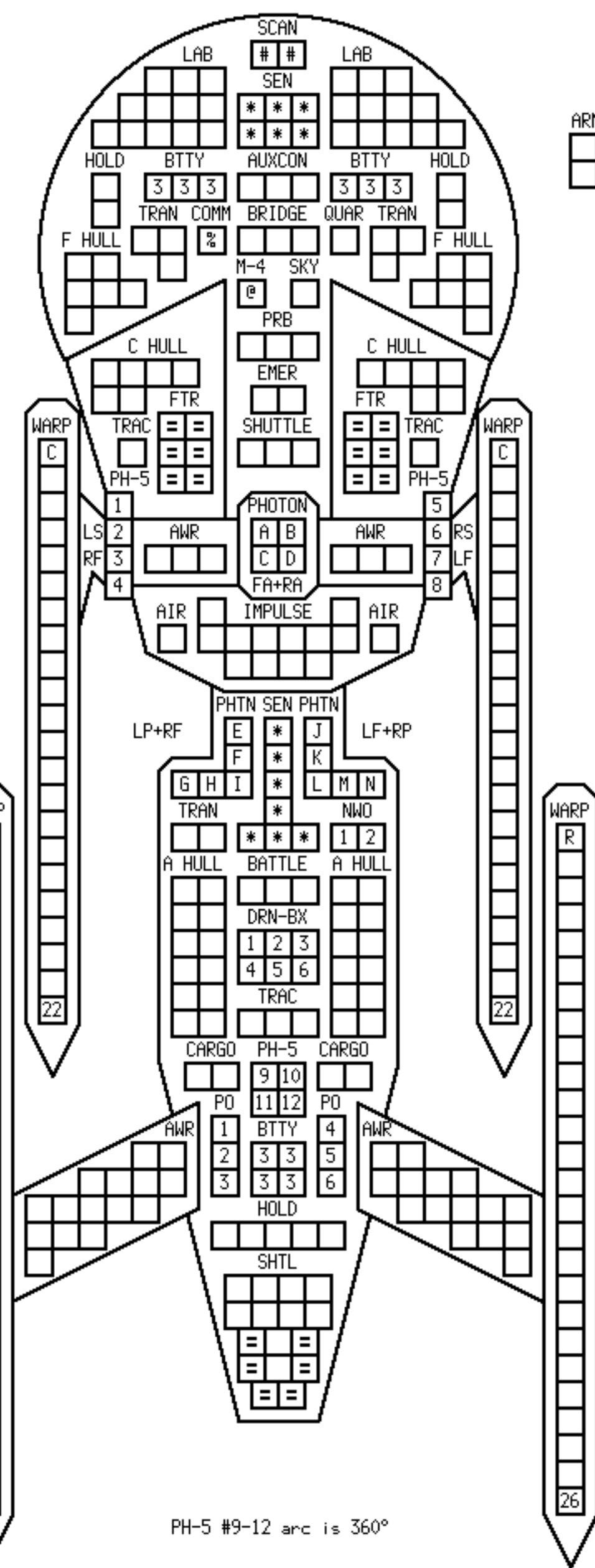
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

IDENT	HIT POINTS	NOTES

THIS SHIP HAS FOUR SHUTTLE BAYS

SHIP DATA TABLE
 Ship Class = Indomitable
 Model Number = Mk IV-R
 Point Value = 1005
 Breakdown = 5-6
 Shield Cost = 3+2
 Explosion Str = 386
 Size Class = 2
 Movement Cost = 1+1/2 (D)
 Reference = R2.128-A
 Total Power = 146 +6PD (+30)
 Opt Allowance = 46 (+0)
 2X Systems = (none)

SHIELD #1 = 100
 SHIELD #2 = 100
 SHIELD #3 = 100
 SHIELD #4 = 100
 SHIELD #5 = 100
 SHIELD #6 = 100



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

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



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1															BX
2															BX
3															BX
4															BX
5															BX
6															BX

SENSOR	6	6	6	6	6	6	6	6	6	5	4	3	2	1	0		
SCANNER	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5	9	
DAMCON	16	16	14	14	12	12	10	10	8	8	6	6	4	4	2	2	0
EXCDAM	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

FEDERATION
1X
Indomitable Class
Fast Battleship

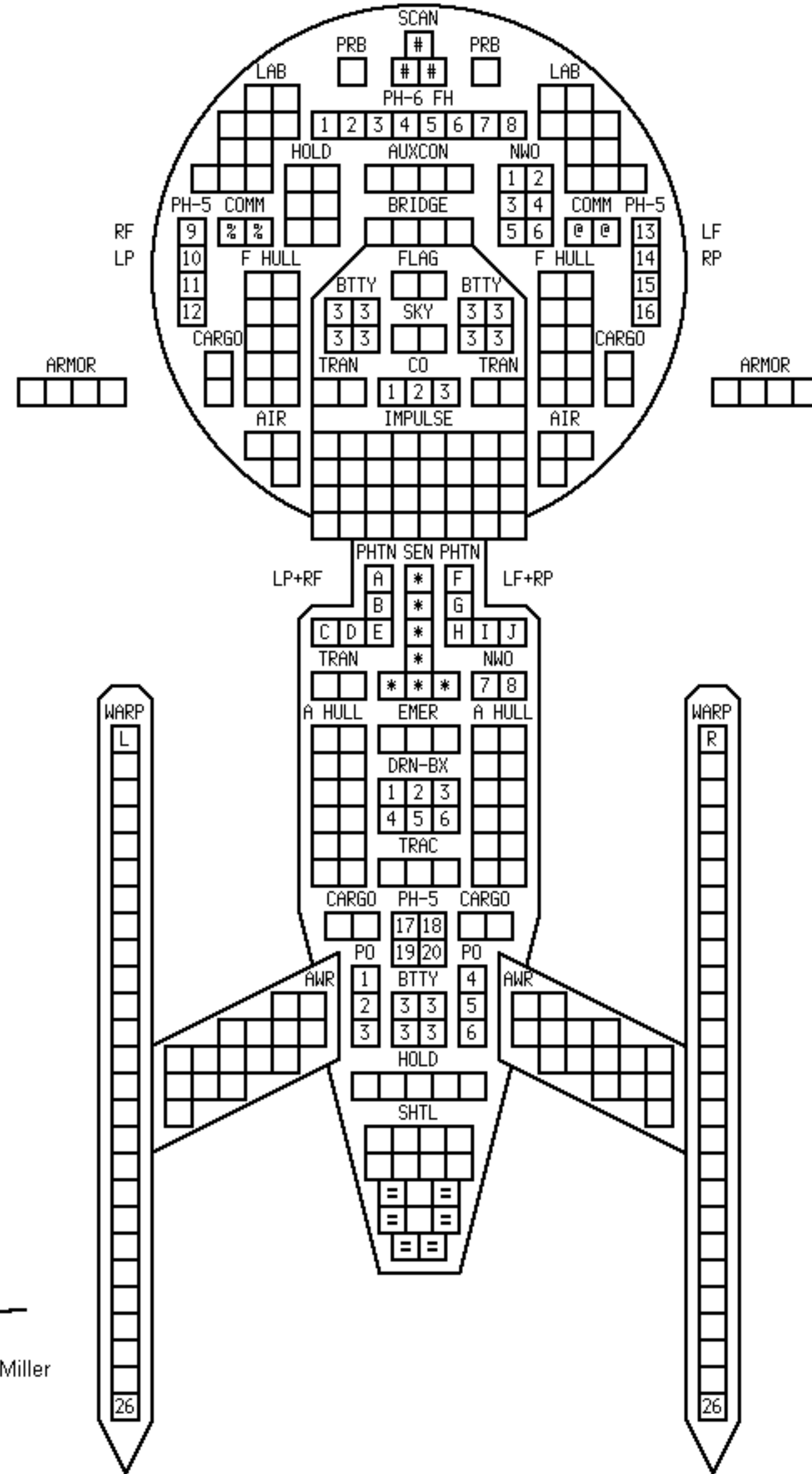
PH-5 #9-12 arc is 360°

CREW UNITS									
					*				10
									20
									30
									40
									50
									60
									62
BOARDING PARTIES									
									10
									20
DECK CREWS									
									10
PASSENGERS									
									4

ADMINISTRATIVE SHUTTLES									
IDENT									
HIT POINTS									
NOTES									
THIS SHIP HAS ONE SHUTTLE BAY.									

SHIP DATA TABLE									
Ship Class	= Indomitable								
Model Number	= Mk II								
Point Value	= 898								
Breakdown	= 6								
Shield Cost	= 2+2								
Explosion Str	= 350								
Size Class	= 2								
Movement Cost	= 1+1/4 (C)								
Reference	= R2.128								
Total Power	= 120 +6PD (+36)								
Opt Allowance	= 91 (+0)								
2X Systems	= PH-6, M-8								

SHIELD #1 = 80
 SHIELD #2 = 80
 SHIELD #3 = 80
 SHIELD #4 = 80
 SHIELD #5 = 80
 SHIELD #6 = 80



TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE																		
DIE ROLL	RANGE												13-	25-	49-	73-	97-	
	0	1	2	3	4	5	6	7	8	9	10	11	12	24	48	72	96	120
1	7	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1
2	7	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
3	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
4	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)
 Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.
 Overload is x1.5 damage or 2 non-overloaded Ph-6 shots at separate targets. Maximum overload range = 12.

TYPE VI PHASER OVERLOAD													
DIE ROLL	RANGE												
	0	1	2	3	4	5	6	7	8	9	10	11	12
1	10	10	10	10	10	10	9	9	7	7	6	6	4
2	10	10	10	10	10	9	9	7	7	6	6	4	4
3	10	10	10	10	9	9	7	7	6	6	4	4	3
4	10	10	10	9	9	7	7	6	6	4	4	3	3
5	10	10	9	9	7	7	6	6	4	4	3	3	1
6	10	9	9	7	7	6	6	4	4	3	3	1	1

TYPE V OFFENSIVE PHASER TABLE														
DIE ROLL	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE V PHASER OVERLOAD									
DIE ROLL	RANGE								
	0	1	2	3	4	5	6	7	
1	15	15	15	15	13	12	10	9	
2	15	15	15	13	12	10	9	7	
3	15	15	15	13	12	10	9	7	
4	15	15	13	12	10	9	7	6	
5	15	15	13	12	10	9	7	6	
6	15	13	12	10	9	7	6	4	

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

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS									
1									BX
2									BX
3									BX
4									BX
5									BX
6									BX

FEDERATION
1X
Indomitable Class
Light Battleship

SENSOR									
6	6	6	6	6	6	6	6	5	4
SCANNER									
0	0	0	0	0	0	0	0	1	3
DAMCON									
14	14	12	12	10	10	8	8	6	6
EXCDAM									
15	14	13	12	11	10	9	8	7	6

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PH-5 #17-20 arc is 360°

CREW UNITS				
*				5

BOARDING PARTIES		
		2

ADMINISTRATIVE SHUTTLES								
IDENT	HIT POINTS				NOTES			
THIS SHIP HAS TWO SHUTTLE BAYS.								

PROBES										
										10

T-BOMBS			
		D	D

TYPE II OFFENSIVE/DEFENSIVE PHASER

DIE	RANGE	4-		9-		16-		31-	
		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	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

Ph-D costs 2 energy to fire and fires 3 Ph-2 shots per turn.

TYPE III DEFENSE PHASER

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

SHIP DATA TABLE	
Ship Class	= Karekh
Model Number	= Mk II
Point Value	= 78
Breakdown	= 6
Shield Cost	= 1/2+1/2
Explosion Str	= 50
Size Class	= 4
Movement Cost	= 1/3 (B)
Reference	= R2.019
Total Power	= 15 (+2)
Opt Allowance	= 4 (+0)
IX Systems	= (none)

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

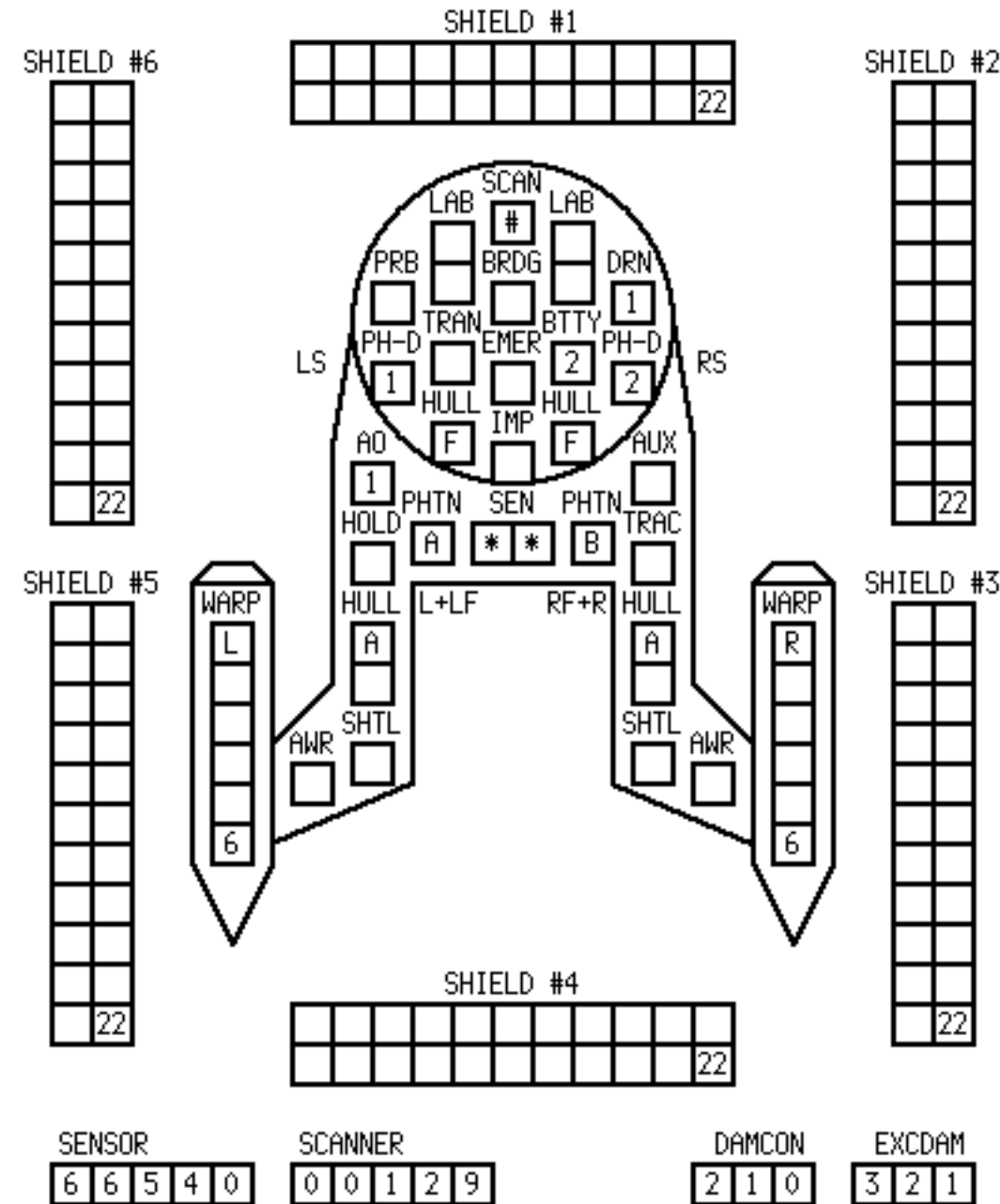
PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACK					
1					G

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

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FEDERATION OXI

Karekh Class Light Explorer

CREW UNITS
 * 10
BOARDING PARTIES
 5
DECK CREWS
 1

PROBES
 7
 7
 7
 7

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

TRANSPORTER BOMBS
 D D D D D

SHIP DATA TABLE

Ship Class = Keith
 Model Number = Mk IV
 Point Value = 354
 Breakdown = 6
 Shield Cost = 1+2
 Explosion Str = 147
 Size Class = 3
 Movement Cost = 2/3 (D)
 Reference = R2.119
 Total Power = 39 +3 PO (+9)
 Opt Allowance = 53 (+0)
 2X Systems = (none)

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE							8-	12-	18-	23-	41-	61-		
	ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1	
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0	
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0	
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0	
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0	
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0	

TYPE V PHASER OVERLOAD

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

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS

1 GX
 2 GX

ANTI-DRONE TABLE

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

TURNOVER MODE SPEED

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

FEDERATION

1X

Keith Class Heavy Scout

Robert Miller

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SHIELD #1
 48

SHIELD #6

48

SHIELD #5

48

SHIELD #2

48

SHIELD #3

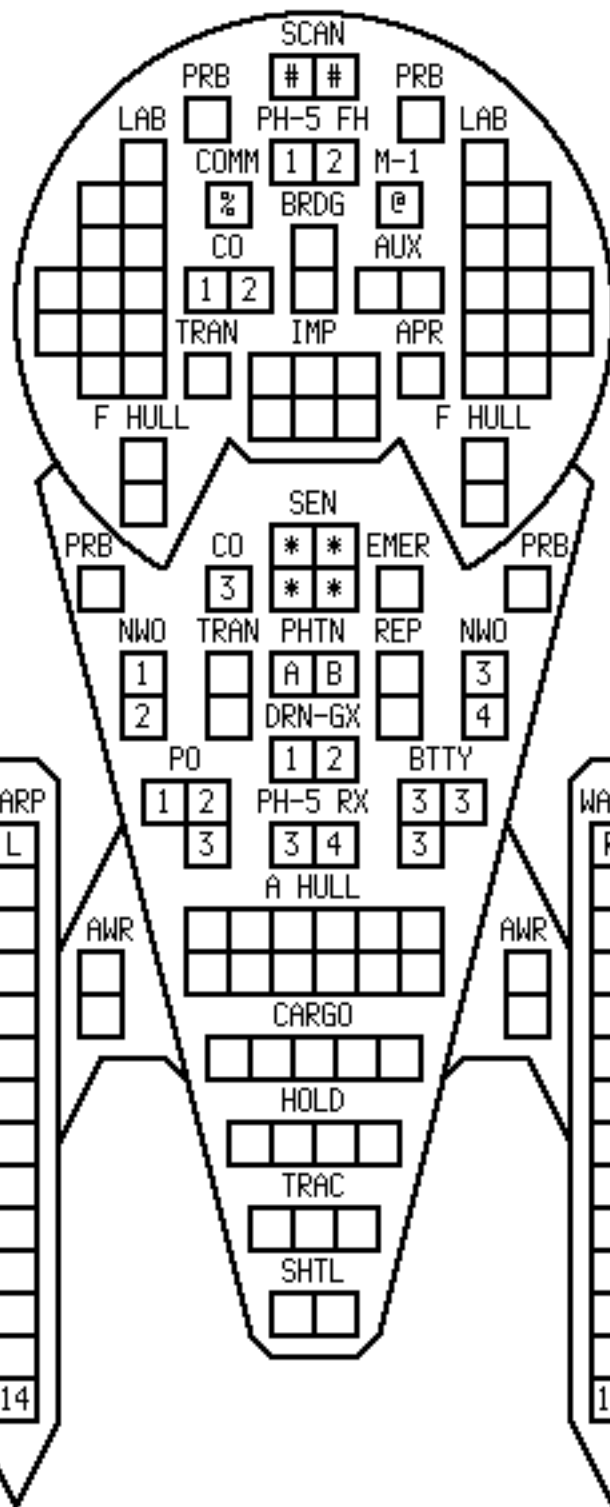
48

SHIELD #4
 48

SENSOR
 6 6 6 6 6 0
SCANNER
 0 0 0 0 0 9

PHTN A-B arc is FX

DAMCON
 6 4 4 2 2 0
EXCDAM
 6 5 4 3 2 1



CREW UNITS									
*									10
									20
24									
BOARDING PARTIES									
6									
DECK CREWS									
4									
PASSENGERS									
2									

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
THIS SHIP HAS ONE SHUTTLE BAY.			

TRANSPORTER BOMBS				
		D	D	D
PROBES				
				5

SHIP DATA TABLE	
Ship Class	= Larson
Model Number	= Mark IX
Point Value	= 162
Breakdown	= 4-6
Shield Cost	= ½+½
Explosion Str	= 107
Size Class	= 4
Movement Cost	= 1/2 (D)
Reference	= R2.008-A
Total Power	= 28 +4 PD (+8)
Opt Allowance	= 28 (+0)
IX Systems	= (none)

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

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

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

DRONE RACKS					
1					G
2					G

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

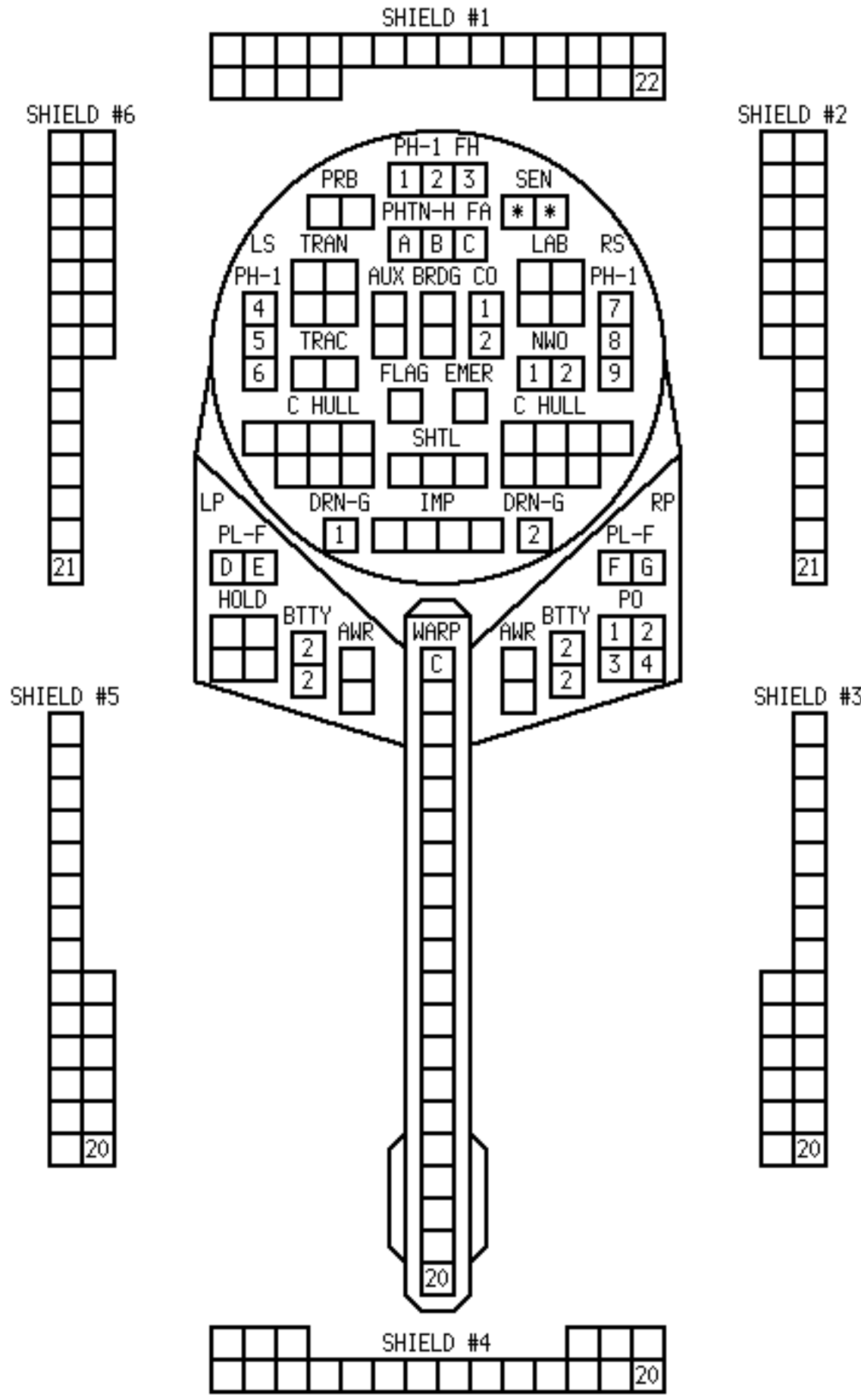
PHOTON TORPEDO (H refit) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

PLASMA TORPEDO 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	1-2	1-2

**FEDERATION
OXI
Larson Class
Destroyer Leader**

David M. M...

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SENSOR	6	6	4	0	
SCANNER	0	0	2	4	9
DAMCON	4	4	2	2	0
EXCDAM	5	4	3	2	1

CREW UNITS

*										10
										20

BOARDING PARTIES

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

DECK CREWS

		3
--	--	---

PASSENGERS

1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

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

PROBES

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

SHIP DATA TABLE

Ship Class	= Larson
Model Number	= Mark VII
Point Value	= 110
Breakdown	= 4-6
Shield Cost	= ½+½
Explosion Str	= 85
Size Class	= 4
Movement Cost	= 1/2 (D)
Reference	= R2.008
Total Power	= 26 +2 PO (+4)
Opt Allowance	= 17 (+0)
IX Systems	= (none)

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE	RANGE					
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

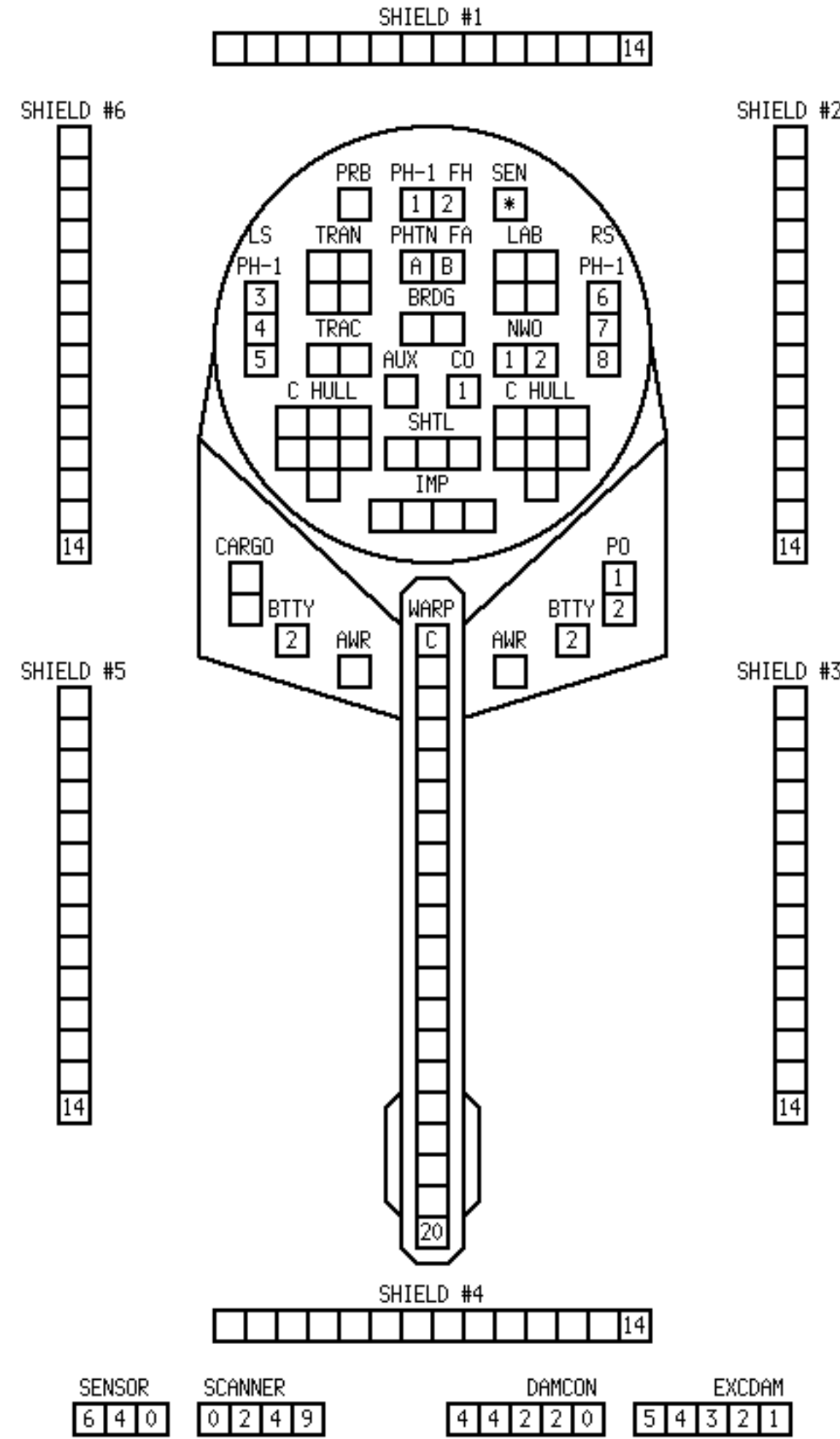
PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

FEDERATION OXI Larson Class Destroyer



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FEDERATION OXI Light War Destroyer

CREW UNITS

	*									10
										15

BOARDING PARTIES

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

PROBES

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

ADMINISTRATIVE SHUTTLES

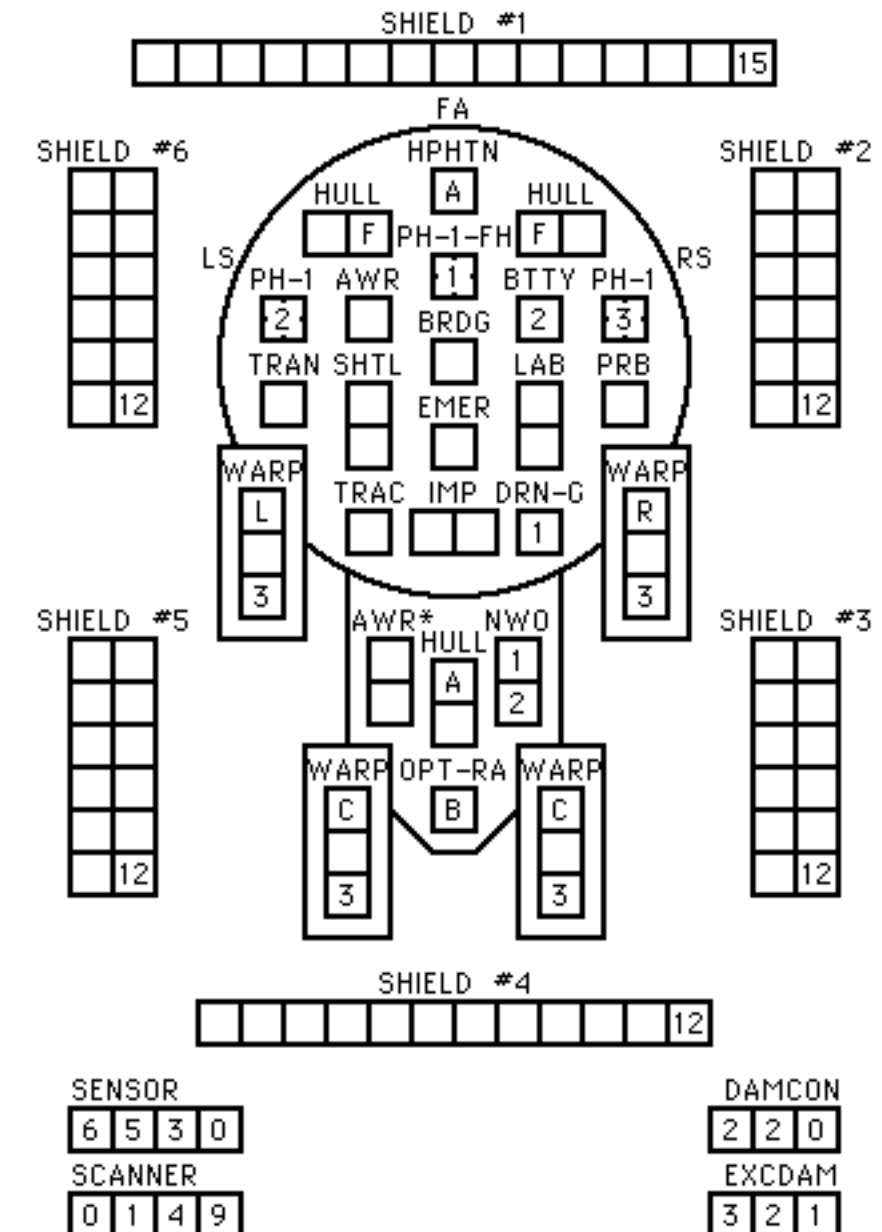
IDENT	HIT POINTS	NOTES
		ONE SHUTTLE BAY.

T-BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	LDW
MODEL NUMBER	=	1
POINT VALUE	=	66
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	47
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (B)
REFERENCE	=	R2.072
FILENAME	=	FED-LDW
TOTAL POWER	=	17 (+2)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	11 (+0)
1X SYSTEMS	=	NONE



TYPE 1 PHASER TABLE

DIE ROLL	RANGE					6-	9-	16-	26-	51-	
	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

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

TYPE 3 PHASER TABLE

DIE ROLL	RANGE				4-	9-
	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

DRONE RACKS

1						G
---	--	--	--	--	--	---

ANTI-DRONE TABLE

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

PLASMA TORPEDO 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	

DRONE RACK (OPTIONAL)

B						G
---	--	--	--	--	--	---

HEAVY PHOTON TORPEDO TABLE (H REFIT)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	12	12	12	12	12	12	12
DMG, PROXIMITY	6	6	6	6	6	6	6
DMG, OVERLOAD	24	24	24	24	NA	NA	NA

PHOTON TORPEDO TABLE (H REFIT)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	8	8	8	8	8	8	8
DMG, PROXIMITY	4	4	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA	NA

Fires 1 per 2 turns.
Standard/Proximity: Arm cost 3 + 3; Hold cost 1+1/2.
Overload: Arm cost 6 + 6; Hold cost 3.

Donald Miller

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FEDERATION 1X Section 31 Heavy DD *USS Robert E Lee*

CREW UNITS

			*		10
					20
		24			

BOARDING PARTIES

					10
					20
		24			

PROBES

										15
										15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC
TWO SHUTTLE BAYS.		

SHIP DATA TABLE

SHIP CLASS	=	ROBERT E LEE
MODEL NUMBER	=	MK II
POINT VALUE	=	354
BREAKDOWN	=	6
SHIELD COST	=	1+1
EXPLOSION STR	=	160
SIZE CLASS	=	3
MOVEMENT COST	=	1/2 (C)
REFERENCE	=	R2.122
FILENAME	=	FED-LEEX
TOTAL POWER	=	57 (+30)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
OX SYSTEMS	=	CLOAK
2X SYSTEMS	=	NONE
CLOAKING DEVICE (2+8)		
REPLACE PH-1'S W/ PH-5'S +29		

CLOAKING DEVICE BOXES (CLK) DESTROYED ON DRONE HITS.

TYPE 1 PHASER TABLE

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

HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT #	11	10	9	8	7	6	5
DMG, STD	20	16	15	13	10	8	4
DMG, OYER	30	25	22	19	0	0	0

TYPE 5 PHASER TABLE

DIE	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6							7
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE 3 PHASER TABLE

DIE	RANGE				4-	9-
	0	1	2	3		
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 (D+H REFITS)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	10
DMG, PROXIMITY	NA	5	5	5	5	5	5
DMG, OVERLOAD	20	20	20	20	NA	NA	NA

DRONE / ANTI-DRONE RACKS

1											16	
2											16	
3											16	
4												CX
5												CX
6												CX
7												CX
8												CX

ANTI-DRONE TABLE

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

SHIELD #1

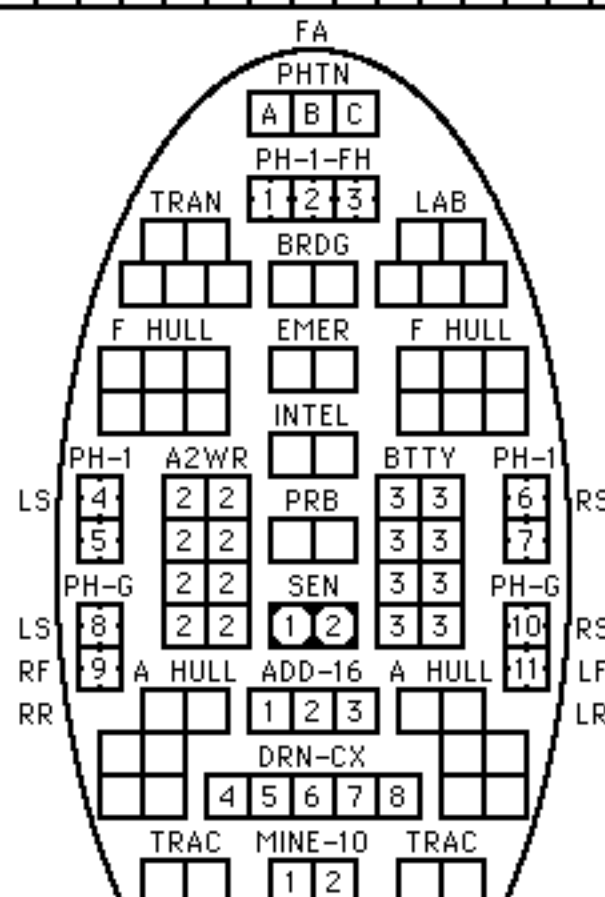
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SHIELD #6

																							34
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #2

																								34
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----



SHIELD #5

																								28
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #3

																								28
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #4

																									24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SENSOR

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

SCANNER

0	0	0	1	2	3	9
---	---	---	---	---	---	---

Original Robert E Lee
design by Tito Quintana

DAMCON

6	6	4	4	2	2	0
---	---	---	---	---	---	---

EXCDAM

9	8	7	6	5	4	3	2	1
---	---	---	---	---	---	---	---	---

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FEDERATION 1X Robert E Lee Section 31 DDH

FEDERATION OXs Light Frigate

CREW UNITS

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

BOARDING PARTIES

1	2	3	4
---	---	---	---

PROBES

1	2	3	4	5
---	---	---	---	---

ADMINISTRATIVE SHUTTLES

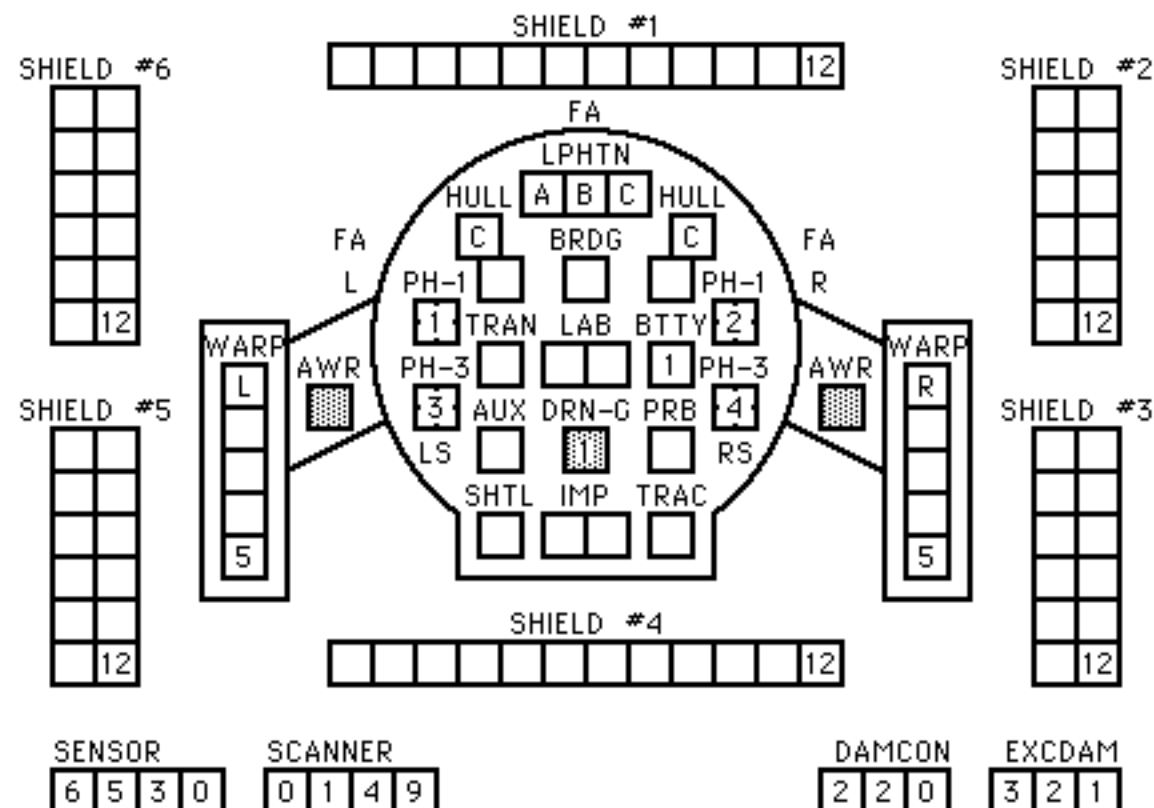
IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY.		

T-BOMBS

1	D	D
---	---	---

SHIP DATA TABLE

SHIP CLASS	=	LFF
MODEL NUMBER	=	1
POINT VALUE	=	45
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	41
SIZE CLASS	=	4
MOVEMENT COST	=	1/4 (A)
REFERENCE	=	R2.071
FILENAME	=	FED-LFF
TOTAL POWER	=	12+2AWR(+1)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
PLUS REFIT (SHADED BOXES)	+5	
L REFIT (+1 TO HIT W/ LPHTN, BTTY IS 2 POINT)	+2	



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TYPE 1 PHASER TABLE

DIE ROLL	RANGE					6- 9- 16- 26- 51-					
	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

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

TYPE 3 PHASER TABLE

DIE ROLL	RANGE				4- 9-	
	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

DRONE RACK

1						G
---	--	--	--	--	--	---

ANTI-DRONE TABLE

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

PLASMA TORPEDO TABLE

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

LFFL variant: Replace all LPHTN with LPL-F.
LPL-F's fire 1 per 3 turns.
Arm cost 1/2 + 1/2 + 3/2; Hold cost 0.
Cannot envelope or shotgun.

LIGHT PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	4	4	4	4	4	4
DMG, PROXIMITY	NA	2	2	2	2	2
DMG, OVERLOAD	8	8	8	8	NA	NA

LIGHT PHOTON TORPEDO TABLE (H REFIT)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	4	4	4	4	4	4	4
DMG, PROXIMITY	2	2	2	2	2	2	2
DMG, OVERLOAD	8	8	8	8	NA	NA	NA

LPHTN:

Fires 1 per 2 turns.
Standard/Proximity:
Arm cost 1 + 1; Hold cost 1/2.
Overload:
Arm cost 2 + 2; Hold cost 1.

CREW UNITS

	*								8
--	---	--	--	--	--	--	--	--	---

 BOARDING PARTIES

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

 DECK CREWS

1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	= Loknar
Model Number	= Mk V
Point Value	= 160
Breakdown	= 4-6
Shield Cost	= 1+5
Explosion Str	= 107
Size Class	= 3
Movement Cost	= 3/4 (D)
Reference	= R2.009
Total Power	= 37 +2 PO (+3)
Opt Allowance	= 32 (+0)
IX Systems	= (none)

TRANSPORTER BOMBS

			D	D	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 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

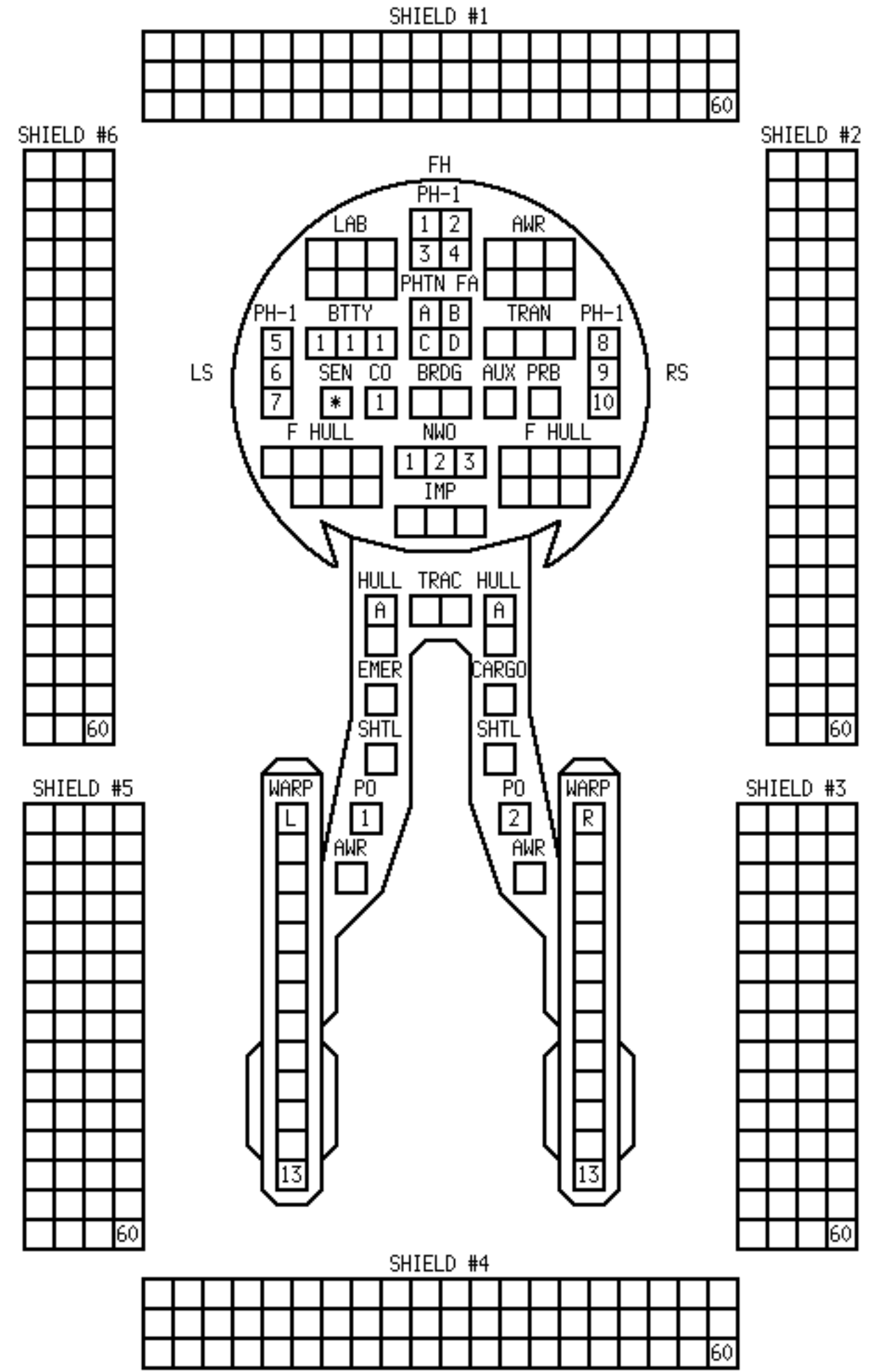
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

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

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 Enjoy!

FEDERATION OXs Loknar Class Frigate



SENSOR

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

 SCANNER

0	0	2	4	6	9
---	---	---	---	---	---

DAMCON

6	6	4	4	2	2	2	0
---	---	---	---	---	---	---	---

 EXCDAM

8	7	6	5	4	3	2	1
---	---	---	---	---	---	---	---

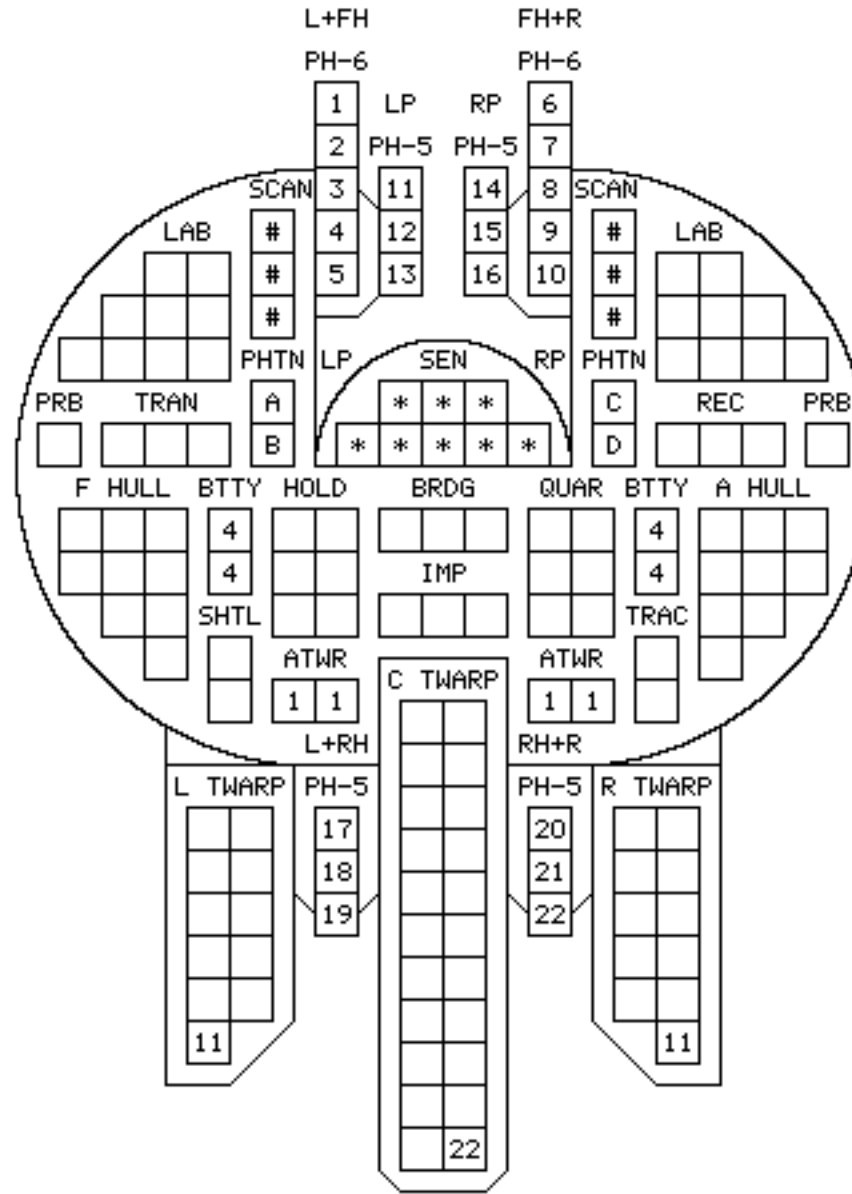
FEDERATION 2Xe London Class Galaxy Ship

Ship Class = London
 Model Number= Mk II
 Point Value = 879
 Breakdown = 6^3
 Shield Cost = 3+12
 ExplosionStr= 173
 Size Class = 4
 Move Cost = 1/3 (C)
 Reference = R2.212
 Total Power = 51
 (+16)
 Opt Allow = 0 (+0)
 3X Systems = (none)

SHIELD #1																				
																			2	00

SHIELD #6					
				1	00

SHIELD #5					
				1	00



SHIELD #2					
				1	00

SHIELD #3					
				1	00

SHIELD #4																				
																			1	00

SENSOR							
6	6	6	6	6	6	5	1
SCANNER							
0	0	0	0	0	0	2	8

CREW UNITS					
					10
					20
					30
					40

DAMCON						
10	8	6	6	4	2	0
EXCDAM						
8	7	6	5	4	3	1

BOARDING PARTIES					
					10

PASSENGERS					
					10
					20

CREW UNITS

Table with 10 columns and 18 rows for crew units, including a sub-table for boarding parties.

DECK CREWS

1

ADMINISTRATIVE SHUTTLES

Table with 3 columns: IDENT, HIT POINTS, NOTES. Includes a note about shuttle bays.

TRANSPORTER BOMBS table with 7 columns.

PROBES table with 7 columns.

TURN MODE SPEED table with columns for mode and speed ranges.

SHIP DATA TABLE

Ship Class = Makin, Model Number = Mk III, Point Value = 296/192, Breakdown = 6, Shield Cost = 1+1, Explosion Str = 121, Size Class = 3, Movement Cost = 1/2 (D), Reference = R2.107, Total Power = 24 +2 PO (+12), Opt Allowance = 47 (+0), 2X Systems = (none), Can safely land on planets.

DRONE RACKS table with 2 rows and 12 columns.

ANTI-DRONE TABLE with columns for RANGE and HIT#.

TYPE V OFFENSIVE PHASER TABLE

Table with 2 main sections for die rolls and range damage values.

Fires 1/turn; Energy Cost = 2 (4 for overload). 2 point capacitor at 0X, 4 point capacitor at 1X, 6 point capacitor at 2X. Cannot overload at 0X. Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TYPE V PHASER OVERLOAD

Table with 2 main sections for die rolls and range damage values.

TYPE I OFFENSIVE PHASER TABLE

Table with 2 main sections for die rolls and range damage values.

PHOTON TORPEDO (D & H refits) TABLE

Table with 8 columns for RANGE and rows for HIT, DAMAGE, STANDARD, PROXIMITY, OVERLOAD.

FEDERATION

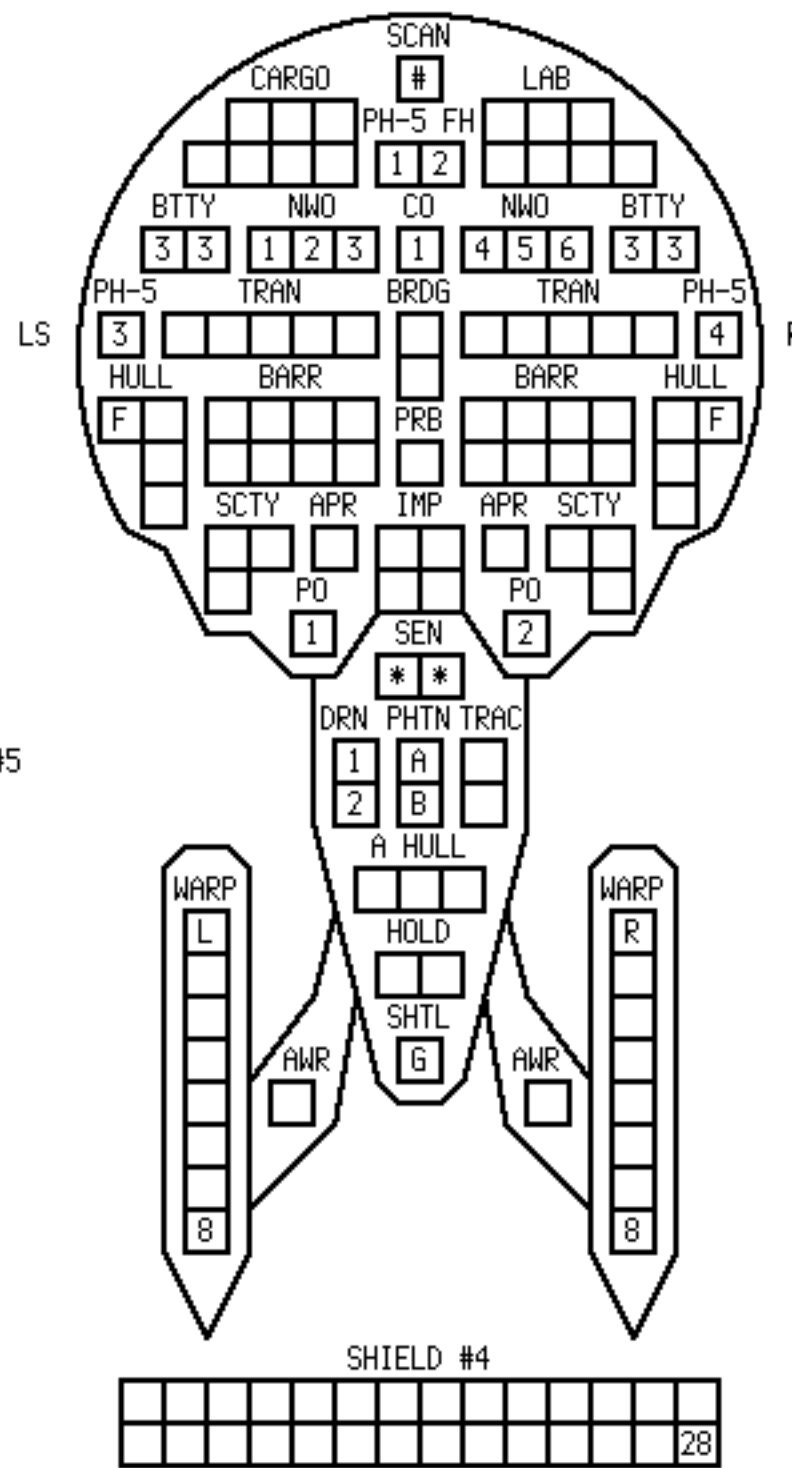
1X Makin Class Assault Ship

Handwritten signature of Donald Mitchell.

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SHIELD #6 grid with 28 points.

SHIELD #5 grid with 28 points.



SENSOR 6 6 4 0 and SCANNER 0 0 2 9.

PHTN A-B arc is FA+RA

DAMCON 4 4 2 2 0 and EXCDAM 5 4 3 2 1.

SHIELD #1

Standard Saucer

SHIELD #6

SHIELD #2

SENSOR 6 5
SCANNER 0 2

BPV = 38
ExpStr = 37
Move Cost = 1/3

DAMCON 4 2 0
EXCDAM 3 2 1

SHIELD #1

Battle Saucer

SHIELD #6

SHIELD #2

SENSOR 6 5
SCANNER 0 2

BPV = 44
ExpStr = 42
Move Cost = 1/3

DAMCON 4 2 0
EXCDAM 3 2 1

SHIELD #1

Command Saucer

SHIELD #6

SHIELD #2

SENSOR 6 6
SCANNER 0 1

BPV = 46
ExpStr = 43
Move Cost = 1/3

DAMCON 4 2 0
EXCDAM 3 2 1

PH-1 #1 arc is FH

SHIELD #1

Escort Saucer

SHIELD #6

SHIELD #2

SENSOR 6 6
SCANNER 0 2

BPV = 39
ExpStr = 33
Move Cost = 1/4

DAMCON 3 1 0
EXCDAM 2 1

Standard

Rear Hull

SHIELD #5

SHIELD #3

SHIELD #4

SENSOR 6 4 0
SCANNER 0 4 9

BPV = 78
ExpStr = 58
Move Cost = 2/3

DAMCON 4 2 0
EXCDAM 3 2 1

Carrier

Rear Hull

SHIELD #5

SHIELD #3

SHIELD #4

SENSOR 6 4 0
SCANNER 0 4 9

BPV = 86
ExpStr = 63
Move Cost = 2/3

DAMCON 4 2 0
EXCDAM 3 2 1

Destroyer

Rear Hull

SHIELD #5

SHIELD #3

SHIELD #4

SENSOR 6 0
SCANNER 0 9

BPV = 43
ExpStr = 27
Move Cost = 1/6

DAMCON 2 0
EXCDAM 1

Battlecruiser

Rear Hull

SHIELD #5

SHIELD #3

SHIELD #4

SENSOR 6 6 3 0
SCANNER 0 0 5 9

BPV = 112
ExpStr = 77
Move Cost = 1

DAMCON 6 4 2 0
EXCDAM 4 3 2 1

PL-F are FP

PH-1 are RH

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FEDERATION OXs Modular Ship (Sheet 1)

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	6-	9-	16-	26-	51-						
		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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

PLASMA TORPEDO 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	1-2	1-2

Instructions:
Choose a Saucer and a Rear Hull. Crew = (# Hull boxes)*2. Boarding Parties = (# Hull boxes).
BPV, Explosion Strength, and Move Cost is the sum of the pieces.

CREW UNITS							
						*	10
							20
							30
							40
							50
							59

BOARDING PARTIES							
							10
							19

DECK CREWS							
							10
							20

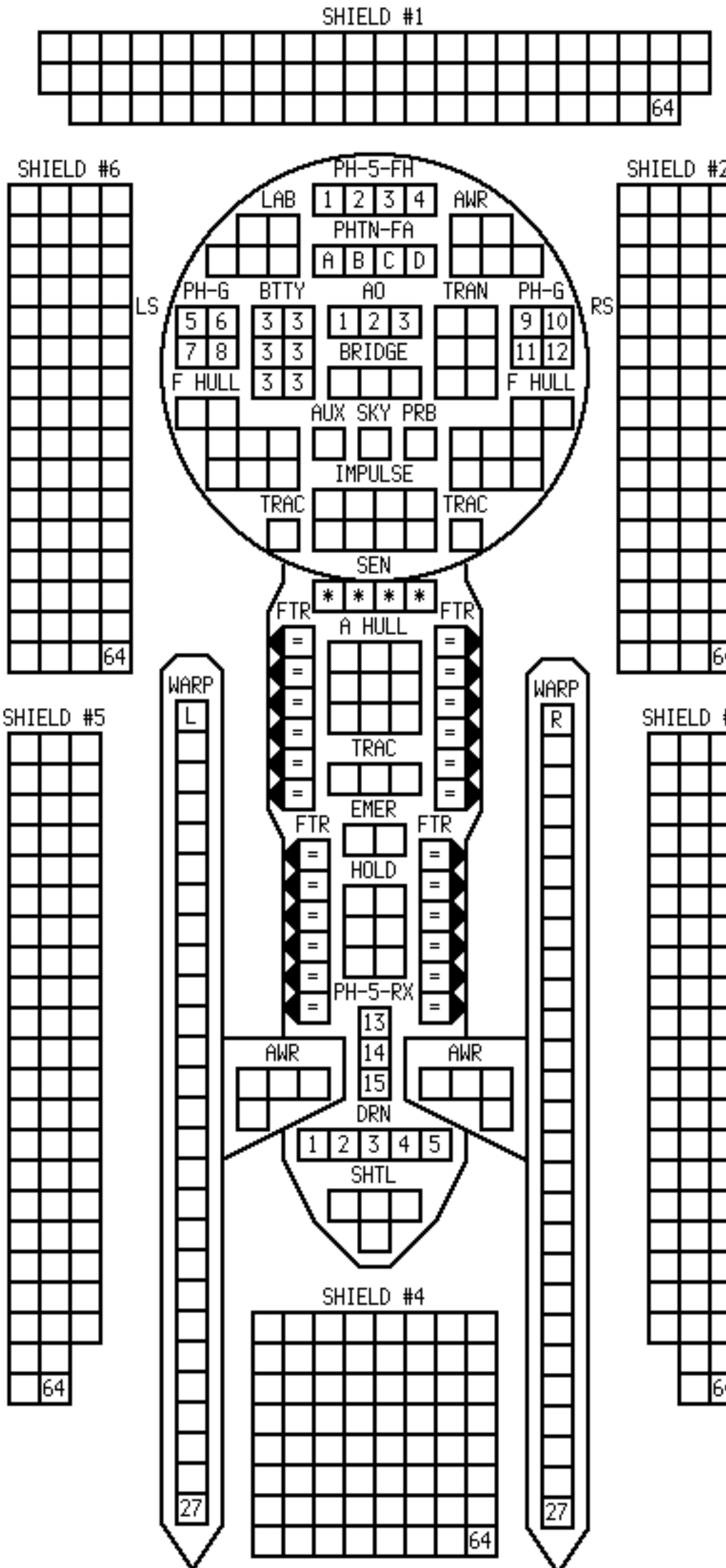
PASSENGERS							
							6

ADMINISTRATIVE SHUTTLES							
	IDENT			HIT POINTS			NOTES

TRANSPORTER BOMBS											
									D	D	D

PROBES						
						7

SHIP DATA TABLE	
Ship Class	= Napoleon
Model Number	= Mk II
Point Value	= 489
Breakdown	= 5-6
Shield Cost	= 2+0
Explosion Str	= 206
Size Class	= 2
Movement Cost	= 1+1/4 (D)
Reference	= R2.148
Total Power	= 75 (+18)
Opt Allowance	= 18 (+0)
2X Systems	= (none)
Filename	= FED-NAPX



TYPE V OFFENSIVE PHASER TABLE																				
DIE ROLL	RANGE							8-11		12-17		18-22		23-30		41-50		61-70		
	0	1	2	3	4	5	6	7	11	17	22	40	60	90	0	1	1	0	0	0
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1						
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0						
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0						
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0						
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0						
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0						

TYPE V PHASER OVERLOAD										
DIE ROLL	RANGE									
	0	1	2	3	4	5	6	7	8	9
1	15	15	15	15	13	12	10	9		
2	15	15	15	13	12	10	9	7		
3	15	15	15	13	12	10	9	7		
4	15	15	13	12	10	9	7	6		
5	15	15	13	12	10	9	7	6		
6	15	13	12	10	9	7	6	4		

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

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE			4-9		9-
	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

PH-3 OVERLOAD			
DIE ROLL	RANGE		
	0	1	2
1	6	6	6
2	6	6	6
3	6	6	6
4	6	6	4
5	6	4	3
6	4	4	1

DRONE RACKS									
1									GX
2									GX
3									GX
4									GX
5									GX

SENSOR							
6	6	6	6	5	4	3	1
SCANNER							
0	0	0	0	1	2	3	8
DAMCON							
8	6	6	4	4	2	2	0
EXCDAM							
8	7	6	5	4	3	2	1

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

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

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FEDERATION

1X

Napolean Class Heavy Carrier

CREW UNITS									
		*							10
									20
									30
									40
								46	

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS				NOTES				
THIS SHIP HAS ONE SHUTTLE BAY.									

SHIP DATA TABLE	
Ship Class	= NBCL
Model Number	= Mk II
Point Value	= 224
Breakdown	= 3-6
Shield Cost	= 1+2
Explosion Str	= 141
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R2.014-A
Total Power	= 48 (+12)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

SHIELD #1									
									54

SHIELD #6									
									45

SHIELD #2									
									45

BOARDING PARTIES									
									10
									15

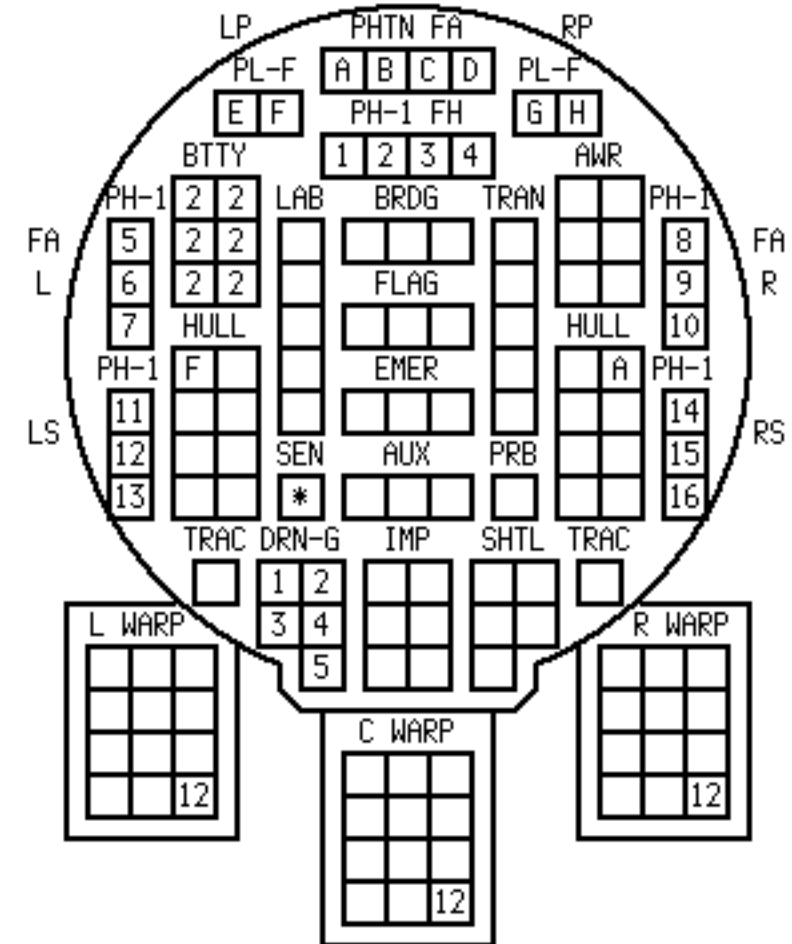
PROBES									
									5

TRANSPORTER BOMBS									
							D	D	D
							D	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	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	
HET	3		9-12	
	4		13-17	
BD	5		18-24	
	6		25+	

SHIELD #5									
									40



SHIELD #3									
									40

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

DRONE RACKS									
1									G
2									G
3									G
4									G
5									G

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

SHIELD #4									
									40

PHOTON TORPEDO (H refit) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

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SENSOR									
6	6	6	6	5	3	1	0		
SCANNER									
0	0	0	0	1	3	5	9		

DAMCON									
8	6	6	4	4	2	2	0		
EXCDAM									
8	7	6	5	4	3	2	1		

FEDERATION OXI New Battlecruiser Leader

FEDERATION 1Xe Chandley Heavy Frigate

CREW UNITS

		*							10
									20
			25						

BOARDING PARTIES

									10
									20
			24						

DECK CREWS

	2
--	---

SHIP DATA TABLE

SHIP CLASS	=	CHANDLEY
MODEL NUMBER	=	MK 0
POINT VALUE	=	303
BREAKDOWN	=	6
SHIELD COST	=	1+1
EXPLOSION STR	=	126
SIZE CLASS	=	3
MOVEMENT COST	=	1/2 (A)
REFERENCE	=	R2.139
FILENAME	=	FED-NCHA
TOTAL POWER	=	38 (+12)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	42 (+8)
2X SYSTEMS	=	(NONE)

TYPE 5 PHASER TABLE

DIE	RANGE													
	0	1	2	3	4	5	6	7	8-	12-	18-	23-	41-	61-
ROLL									11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

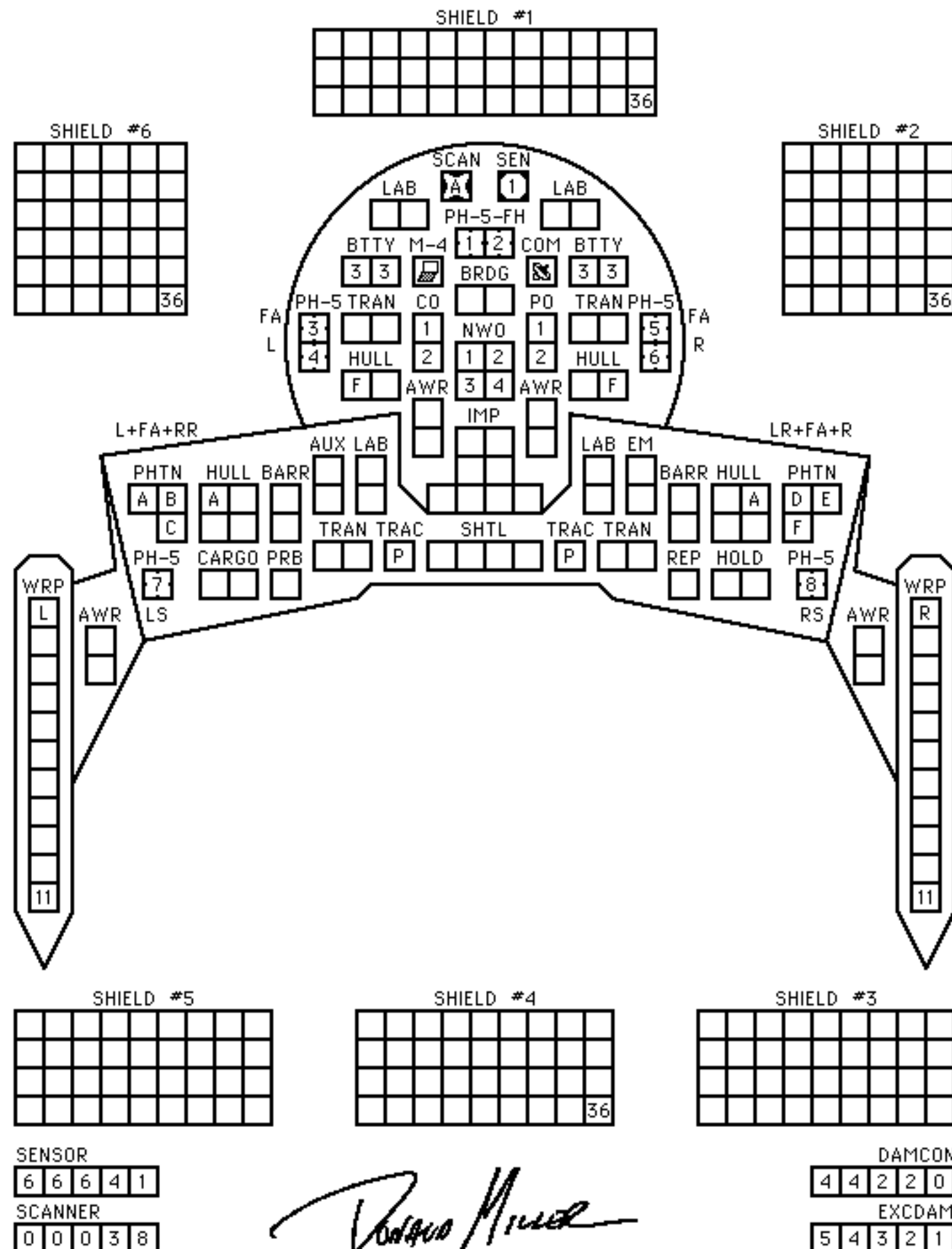
TYPE 5 PHASER OVERLOAD

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

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

PHOTON TORPEDO TABLE (D+H REFITS)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	10
DMG, PROXIMITY	NA	5	5	5	5	5	5
DMG, OVERLOAD	20	20	20	20	NA	NA	NA



Donald Miller

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CREW UNITS

	*								10
									20
									30

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class	=	NCM
Model Number	=	Mk I
Point Value	=	125
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	92
Size Class	=	3
Movement Cost	=	3/4 (C)
Reference	=	R2.050
Total Power	=	33 (+8)
Opt Allowance	=	8 (+2)
1X Systems	=	(none)

PROBES

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

T-BOMBS

		D	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	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

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

DRONE RACKS

1										G
2										G

ANTI-DRONE TABLE

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

PLASMA TORPEDO 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	1-2	1-2

TYPE II OFFENSIVE/DEFENSIVE PHASER

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	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

HEAVY PHOTON TORPEDO TABLE

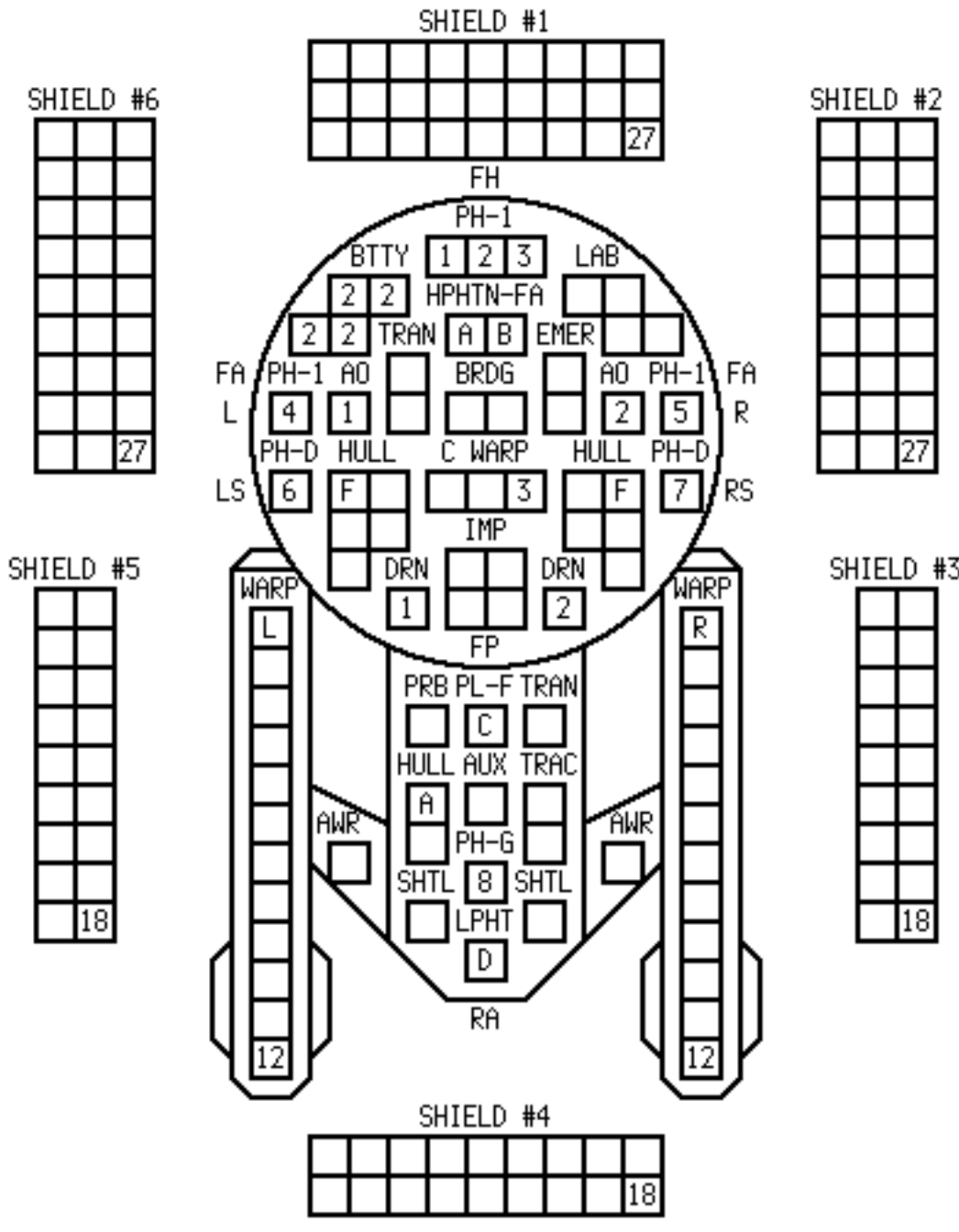
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	12	12	12	12	12	12
DAMAGE, PROXIMITY	0	6	6	6	6	6
DAMAGE, OVERLOAD	24	24	24	24	24	24

Arming Cost = 3-3 (std), 6-6 (overload).

LIGHT/MINI PHOTON TABLE

RANGE	0	1	2-3	4-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	4	4	4	4	4	4
DAMAGE, PROXIMITY	0	2	2	2	2	2
DAMAGE, OVERLOAD	8	8	8	8	0	0

Arming Cost = 1-1 (std), 2-2 (overload).



SENSOR

6	5	4	3	0
---	---	---	---	---

SCANNER

0	1	2	3	9
---	---	---	---	---

PH-G #8 arc is RX

DAMCON

4	3	2	1	0
---	---	---	---	---

EXCDAM

5	4	3	2	1
---	---	---	---	---

FEDERATION OXI New Medium Cruiser

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CREW UNITS

			*				10
							20
							30
							40
							50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = NDN
 Model Number = Mk I
 Point Value = 200
 Breakdown = 3-6
 Shield Cost = 1+3
 Explosion Str = 130
 Size Class = 2
 Movement Cost = 1+1/2 (E)
 Reference = R2.017-A
 Total Power = 56 (+8)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

TRANSPORTER BOMBS

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

BOARDING PARTIES

										10
										14

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
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

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	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

DRONE RACKS

1										G
2										G
3										G
4										G

ANTI-DRONE TABLE

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

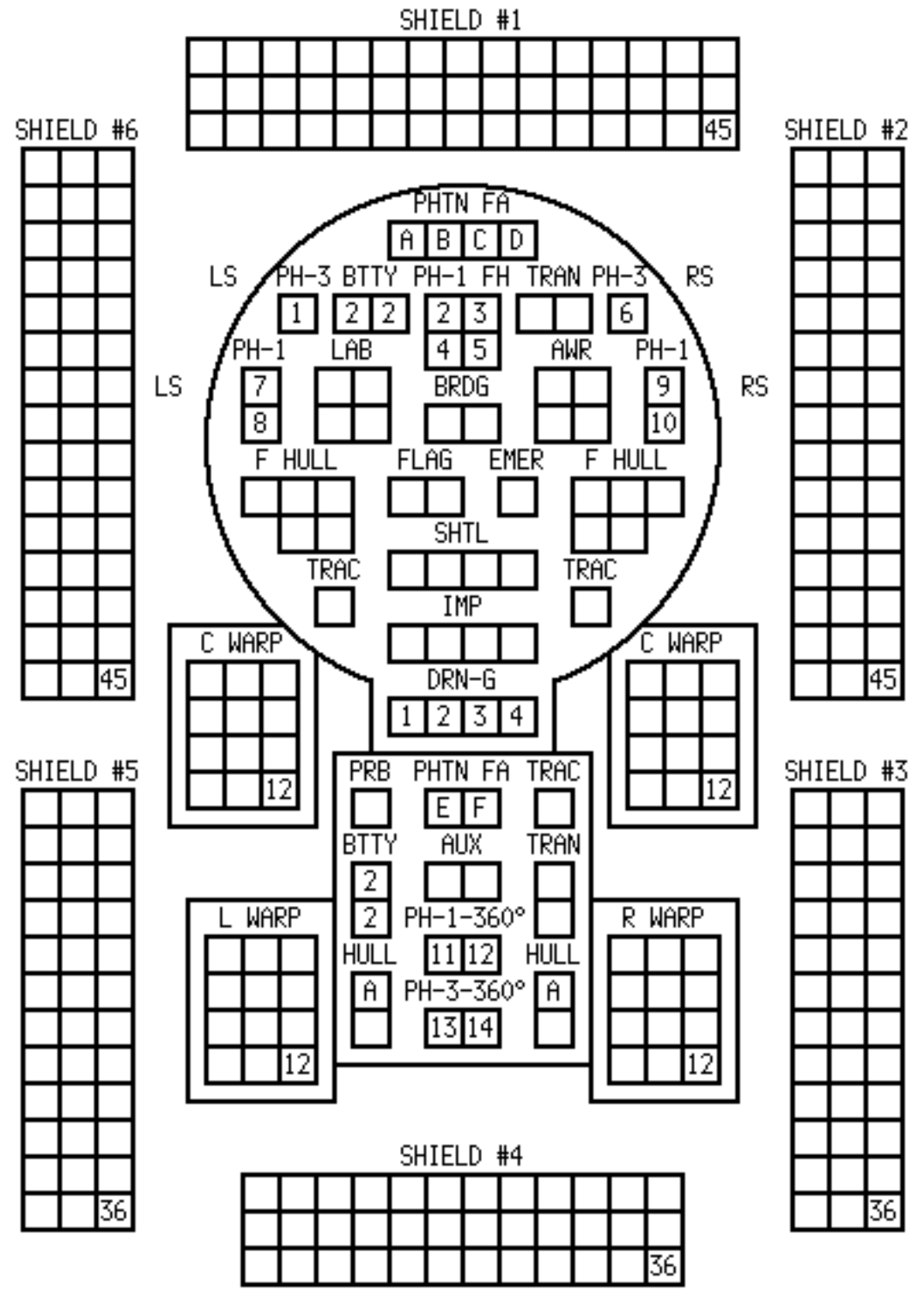
PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

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FEDERATION OXI New Dreadnought



SENSOR

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

SCANNER

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

DAMCON

6	6	4	4	2	2	0
---	---	---	---	---	---	---

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

CREW UNITS

			*			10
						20
						30
						40
						50
					55	

BOARDING PARTIES

						10
						15

DECK CREWS

		3
--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

Ship Class = NDNG
 Model Number = Mk III
 Point Value = 239
 Breakdown = 3-6
 Shield Cost = 1+3
 Explosion Str = 148
 Size Class = 2
 Movement Cost = 1+1/2 (E)
 Reference = R2.017-B
 Total Power = 63 (+10)
 Opt Allowance = 0 (+0)
 1X Systems = DRN-GX

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	

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	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		

DRONE RACKS

1											GX
2											GX
3											GX
4											GX
5											GX
6											GX
7											GX

ANTI-DRONE TABLE

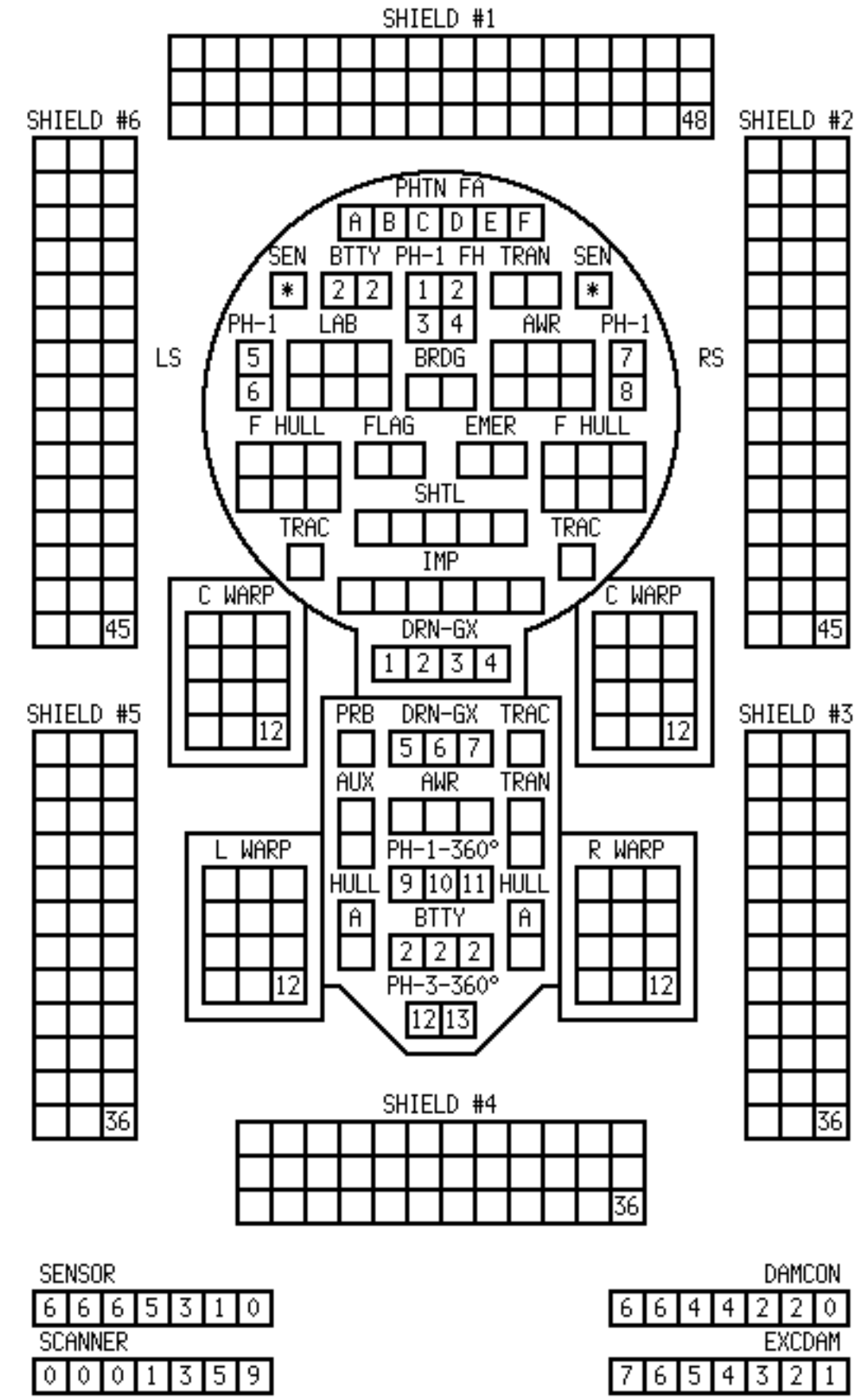
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

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SENSOR

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

SCANNER

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

DAMCON

6	6	4	4	2	2	0
---	---	---	---	---	---	---

EXCDAM

7	6	5	4	3	2	1
---	---	---	---	---	---	---

FEDERATION OXI
 Improved New Dreadnought

CREW UNITS	6
BOARDING PARTIES	2
DECK CREWS	1
PASSENGERS	4

ADMINISTRATIVE SHUTTLES			
IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE	
Ship Class	= Nebula
Model Number	= Mk I
Point Value	= 4800
Breakdown	= 6^3
Shield Cost	= 1+1
Explosion Str	= 73
Size Class	= 2
Movement Cost	= 1 (D)
Reference	= R2.302
Total Power	= 36 (+21)
Opt Allowance	= 0 (+0)
4X Systems	= (none)

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
Energy = 1/2 std; 1 over (double dmg)

TYPE VI COMBAT PHASER

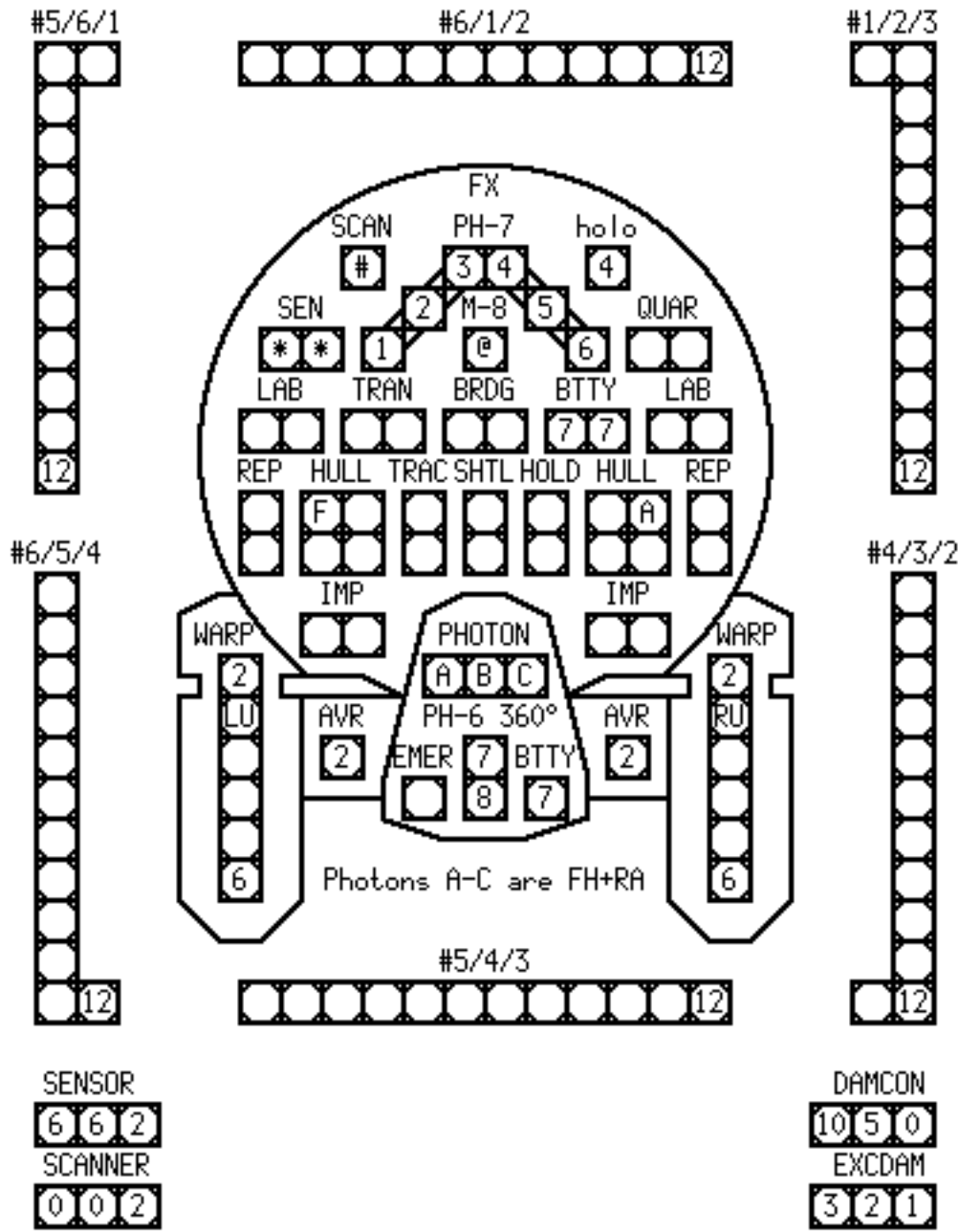
DIE	RANGE	4-	9-			
ROLL	0	1	2	3	8	12
1	1	1	1	1	1	1
2	1	1	1	1	1	0
3	1	1	1	1	0	0
4	1	1	1	0	0	0
5	1	1	0	0	0	0
6	1	0	0	0	0	0

Fires 2/turn (not on same impulse)
Energy = 1/2 (Std), 1 (Over) per shot
Overload is double damage
3 {4} Energy Capacitor

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

TNG	TURN	MODE	D
TURN	MODE	SPEED	
1		1-5	
2		6-10	
3		11-15	
4		16-20	
5		21-25	
6		26-30	
7		31-35	
8		36+	



SENSOR
6 6 2
SCANNER
0 0 2

DAMCON
10 5 0
EXCDAM
3 2 1

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FEDERATION

3X

Nebula Class Light Cruiser

CREW UNITS

10
18

BOARDING PARTIES

5

DECK CREWS

10
12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = Nelson
 Model Number = Mk VII-A
 Point Value = 154
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 100
 Size Class = 4
 Movement Cost = 1/2 (D)
 Reference = R2.010-A
 Total Power = 31 (+4)
 Opt Allowance = 3 (+0)
 1X Systems = (none)

PROBES

10

T-BOMBS

D	D
---	---

TYPE M MEGAPHASER TABLE

DIE	RANGE					6-	9-	16-	26-	51-	
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	20	20	18	15	14	13	10	9	5	4	3
2	20	18	15	13	12	10	9	5	3	2	1
3	18	15	13	11	10	9	8	3	2	1	0
4	15	13	11	10	9	8	5	2	1	0	0
5	13	11	10	9	8	8	3	1	0	0	0
6	11	10	9	8	6	5	1	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1							6
2							6
3							6

ANTI-DRONE TABLE

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

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

**FEDERATION
OXI
Nelson Class
Light Carrier**



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SHIELD #1

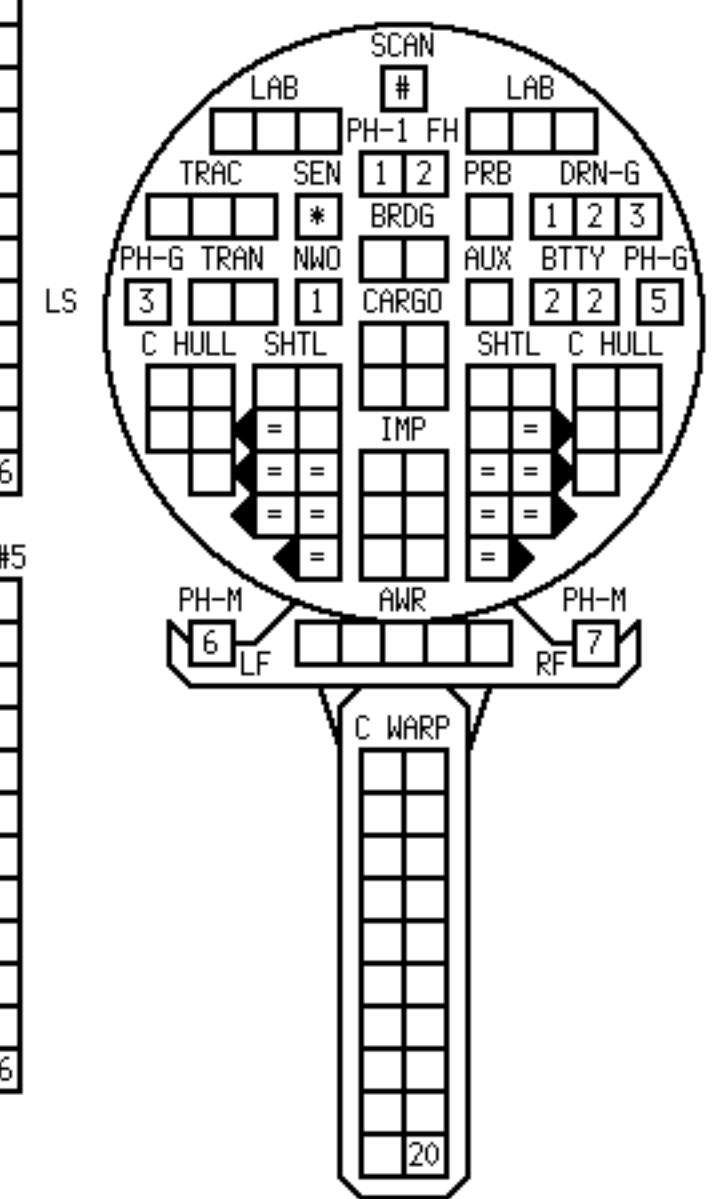
36

SHIELD #6

36

SHIELD #2

36



SHIELD #5

36

SHIELD #3

36

SHIELD #4

36

SENSOR

6	6	4	0
---	---	---	---

SCANNER

0	0	3	6	9
---	---	---	---	---

DAMCON

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

EXCDAM

5	4	3	2	1
---	---	---	---	---

CREW UNITS

	*						10
							20
		25					

BOARDING PARTIES

						7
--	--	--	--	--	--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	NFF
Model Number	=	Mk I
Point Value	=	99
Breakdown	=	6
Shield Cost	=	1/2+1/2
Explosion Str	=	70
Size Class	=	4
Movement Cost	=	1/3 (A)
Reference	=	R2.041
Total Power	=	19 (+6)
Opt Allowance	=	6 (+0)
1X Systems	=	(none)

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

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 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

DRONE RACKS

1						G
2						G
3						G

ANTI-DRONE TABLE

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

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

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SHIELD #1

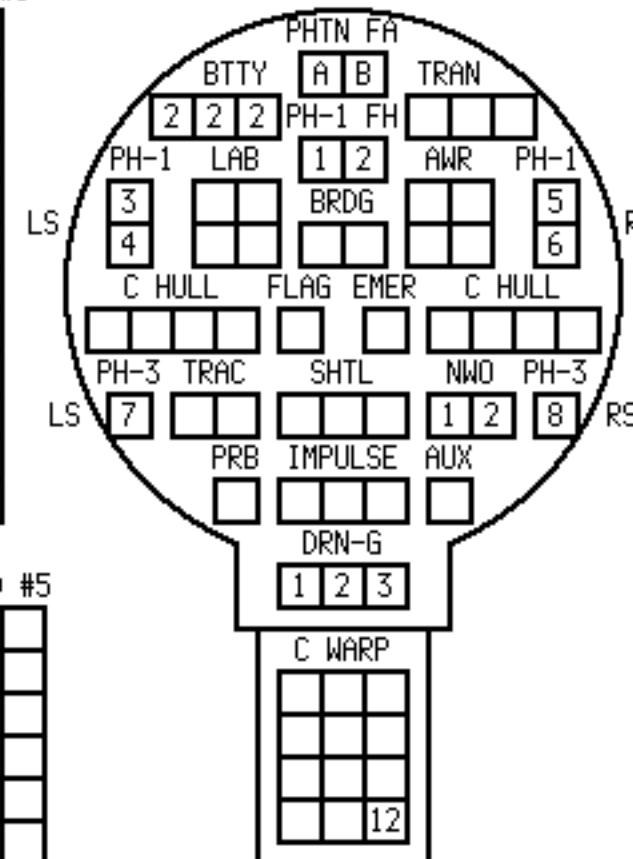
																28
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #6

																	24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #2

																	24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----



SHIELD #5

																	24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #3

																	24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

																	24
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

4	3	2	1
---	---	---	---

**FEDERATION
OXI
New Frigate**

FEDERATION 1X New Heavy Destroyer

CREW UNITS

		*				10
						20
					28	

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS.

T-BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	NHDX
MODEL NUMBER	=	MK 1
POINT VALUE	=	251
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	98
SIZE CLASS	=	4
MOVEMENT COST	=	1/2 (C)
REFERENCE	=	R2.138
FILENAME	=	FED-NHDX
TOTAL POWER	=	37 (+6)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	42 (+8)
2X SYSTEMS	=	NONE

TYPE 5 PHASER TABLE

DIE	RANGE	8-	12-	18-	23-	41-	61-							
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

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

TYPE 5 PHASER OVERLOAD

DIE	RANGE	0	1	2	3	4	5	6	7
1	15	15	15	15	13	12	10	9	
2	15	15	15	13	12	10	9	7	
3	15	15	15	13	12	10	9	7	
4	15	15	13	12	10	9	7	6	
5	15	15	13	12	10	9	7	6	
6	15	13	12	10	9	7	6	4	

TYPE 3 PHASER TABLE

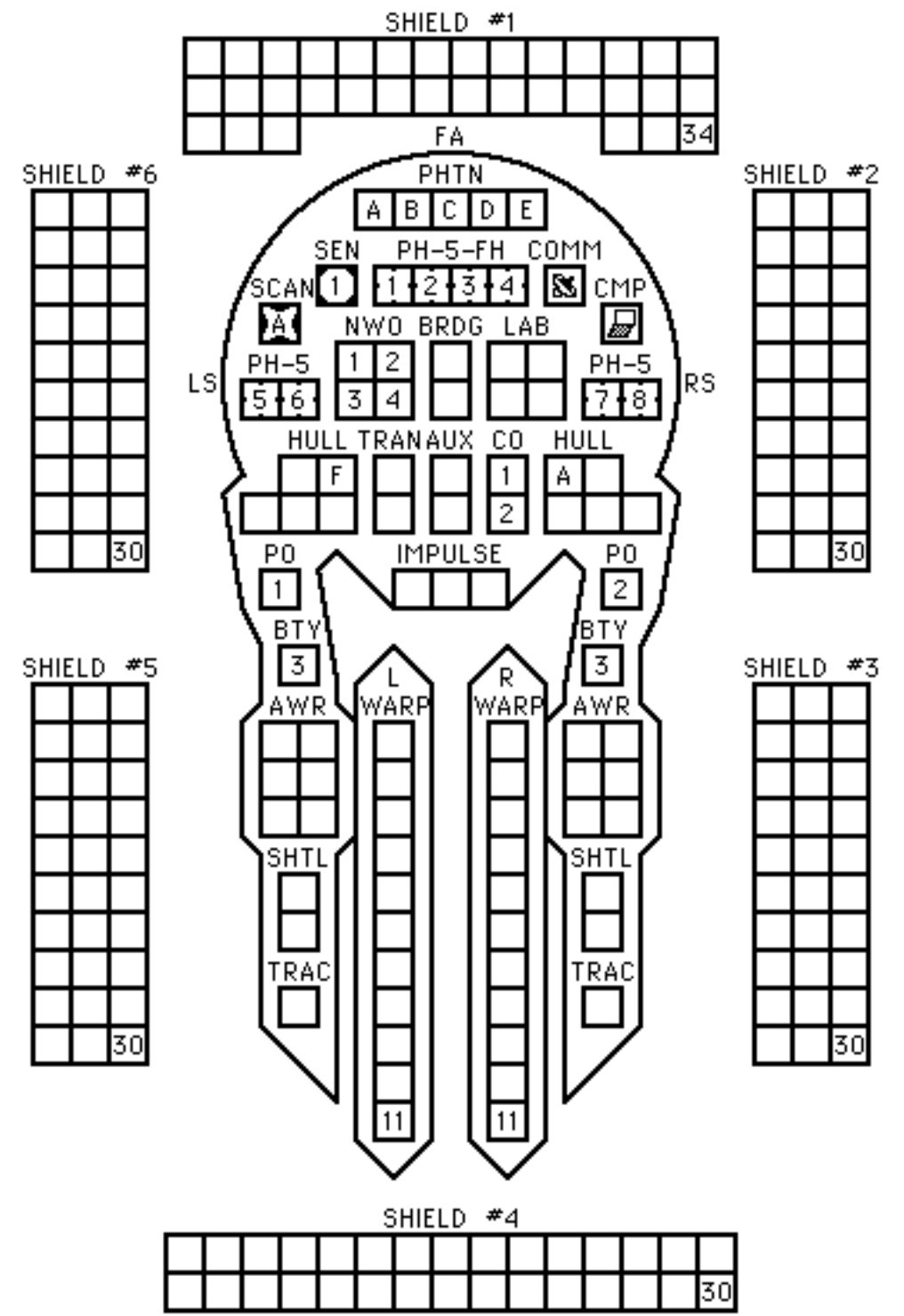
DIE	RANGE	4-	9-			
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE 3 PHASER OVERLOAD

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

PHOTON TORPEDO TABLE (D+H REFITS)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	10
DMG, PROXIMITY	NA	5	5	5	5	5	5
DMG, OVERLOAD	20	20	20	20	NA	NA	NA



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CREW UNITS
 BOARDING PARTIES

6
 3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= Ninja
Model Number	= Mk I
Point Value	= 16200 *
Breakdown	= 6^2
Shield Cost	= 2+4
Explosion Str	= 102
Size Class	= 2
Movement Cost	= 2/3 (D)
Reference	= R2.415
Total Power	= 99 (+32)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device (13)	
Ability to Double Weapons	

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6	9	12	15	18	21
1	2 2 2 2 2 2	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2	2 2 2 2 2 2	1 1 1	1 1 1	1 1 1	1 1 1	0 0 0
3	2 2 2 2 1 1	1 1 1	1 1 1	1 1 1	0 0 0	0 0 0
4	2 2 2 1 1 1	1 1 1	1 1 1	0 0 0	0 0 0	0 0 0
5	2 2 1 1 1 1	1 1 1	0 0 0	0 0 0	0 0 0	0 0 0
6	2 1 1 1 1 1	1 1 1	0 0 0	0 0 0	0 0 0	0 0 0

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 *	auto hit out to range 20					

TNG	TURN MODE	D
1	1-5	
2	6-10	
3	11-15	
4	16-20	
5	21-25	
6	26-30	
7	31-35	
8	36+	

DRONE RACKS

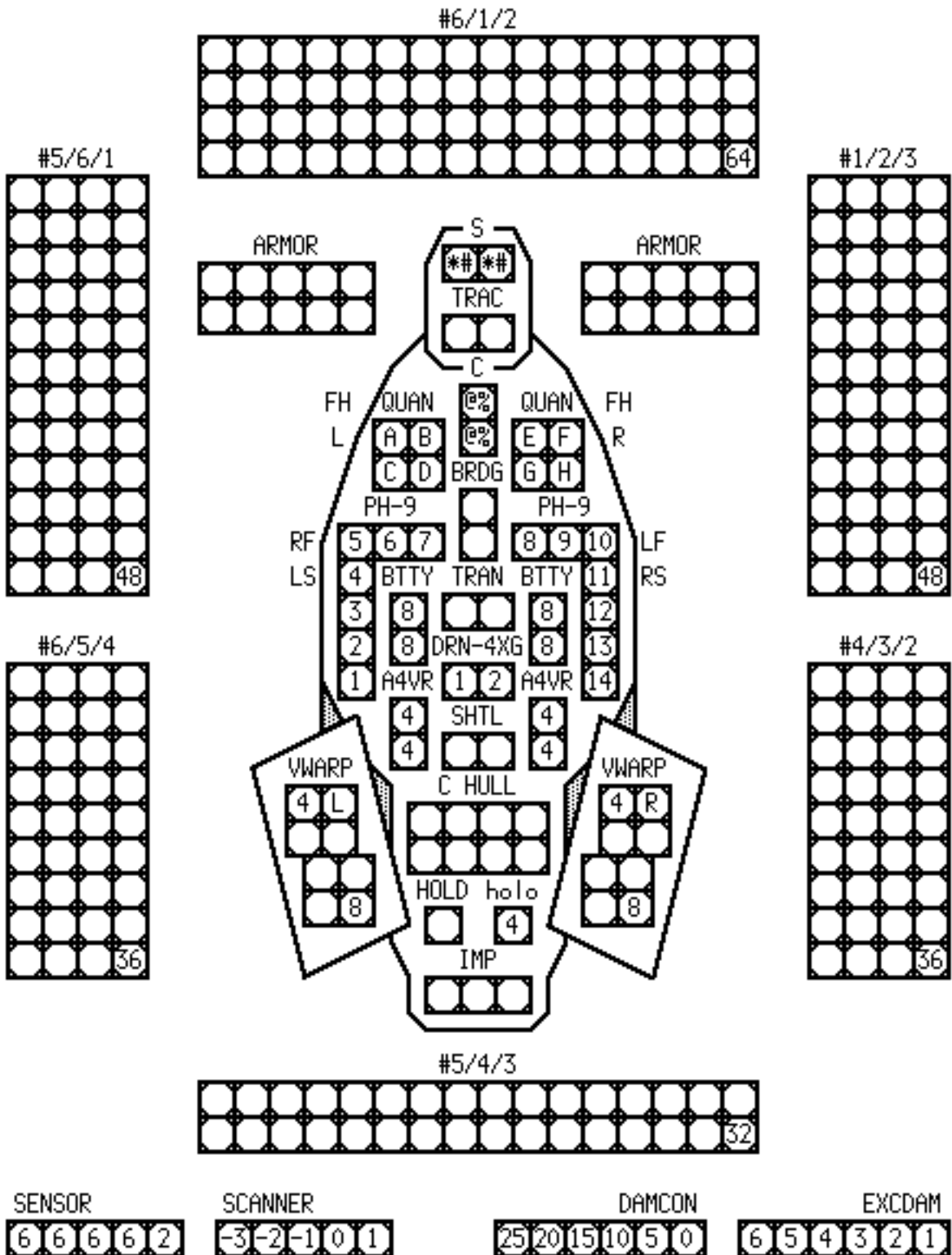
1												4XG
2												4XG

Seven sets of reloads

FEDERATION
4Xs
Ninja Class
War Dreadnought



dsm131@psu.edu
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 Evaluation by ADB, Inc. is pending.
 Enjoy!
 Ship outline based on an image from
 The Ship Schematic Database
<http://www.shipschematics.net/>
 Nice work, guys!



SENSOR: 6 6 6 6 2
 SCANNER: -3 -2 -1 0 1
 DAMCON: 25 20 15 10 5 0
 EXCDAM: 6 5 4 3 2 1

CREW UNITS									
	*								10
									20
								27	
BOARDING PARTIES									
									10
DECK CREWS									
	2								

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS				NOTES				
	THIS SHIP HAS ONE SHUTTLE BAY.								

SHIP DATA TABLE

Ship Class = Santa Maria
Model Number = Mk IV (SHDWX)
Point Value = 286
Breakdown = 5-6
Shield Cost = 1/2+1/2
Explosion Str = 117
Size Class = 4
Movement Cost = 2/3 (B)
Reference = R2.141-A
Total Power = 44 (+15)
Opt Allowance = 36 (+0)
2X Systems = (none)
Filename = FED-NINX

T-BOMBS									
D	D	D	D						7

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	

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

TYPE II OFFENSIVE/DEFENSIVE PHASER

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	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

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DRONE RACKS							
1							GX
2							GX

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

SHIELD #6

SHIELD #1									
									42

SHIELD #2

									37

SHIELD #5

									32

SHIELD #3

									32

SENSOR

6	6	6	5	4	1
---	---	---	---	---	---

SCANNER

0	0	0	1	2	8
---	---	---	---	---	---

SHIELD #4

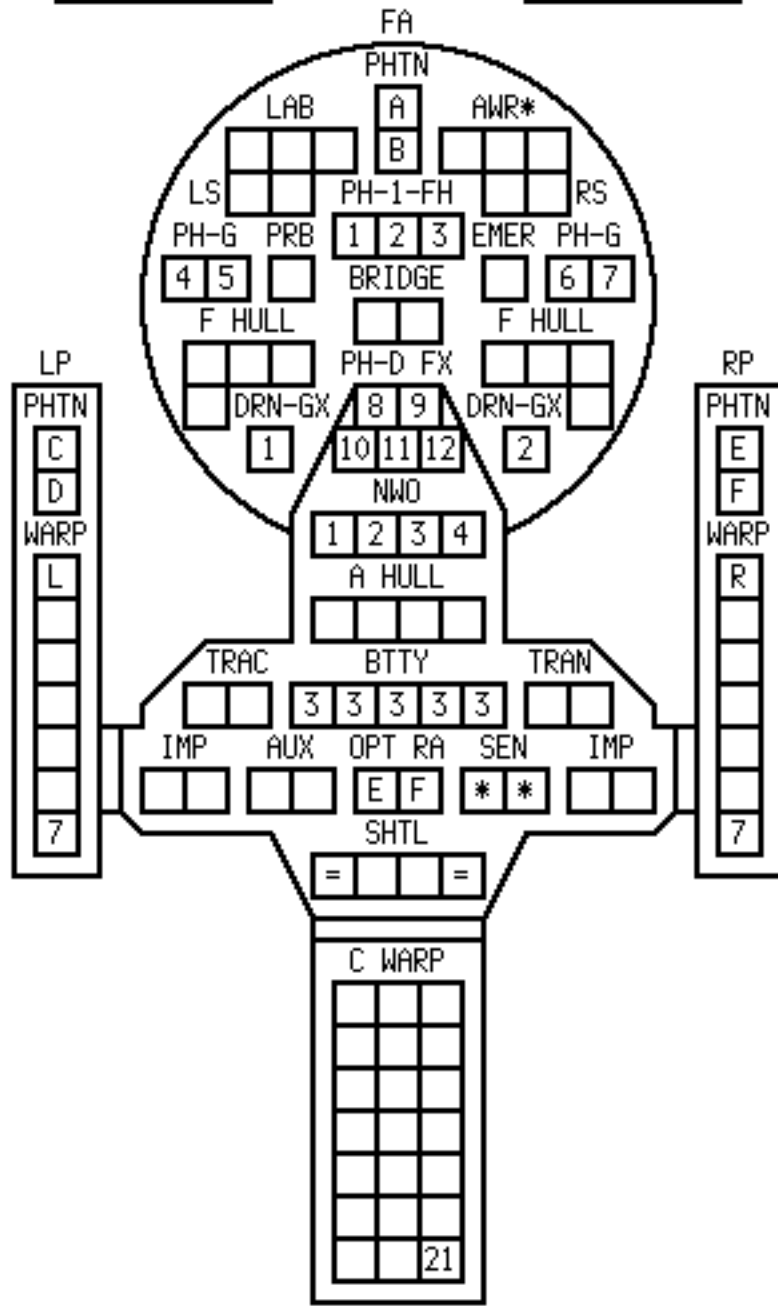
									32

DAMCON

6	4	4	2	2	0
---	---	---	---	---	---

EXCDAM

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



FEDERATION

1X

USS Niña

NX-712

Santa Maria Class

Scout/Heavy War Destroyer

Donald Miller

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CREW UNITS	
	10
	20
	30
33	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE	
Ship Class	= Northampton
Model Number	= Mk III
Point Value	= 641
Breakdown	= 6
Shield Cost	= 1+2
Explosion Str	= 243
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R2.115
Total Power	= 80 +4 PD (+50)
Opt Allowance	= 64 (+36)
2X Systems	= (none)

BOARDING PARTIES	
	10
	20
	30
	40
45	

DECK CREWS	
	6

TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets.
 Maximum overload range = 7.

TYPE V PHASER OVERLOAD

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

DRONE RACKS

DRONE	1	2	3	4	5	6	7	8	9	10	GX	
1												
2												
3												
4												

ANTI-DRONE TABLE

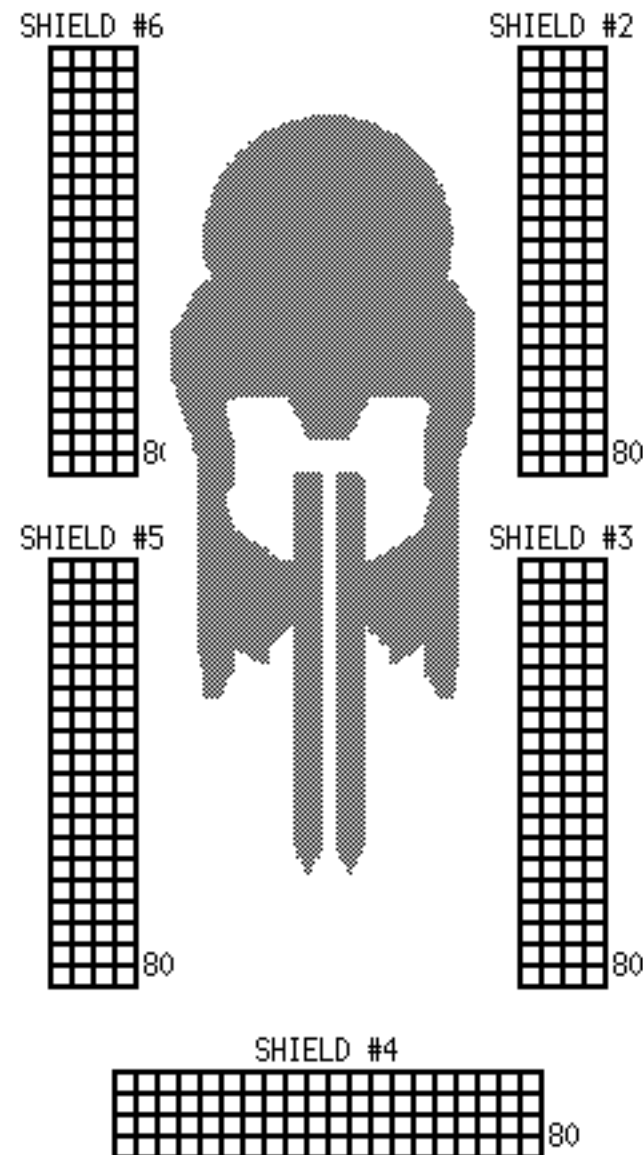
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

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

SHIELD #1	
	80



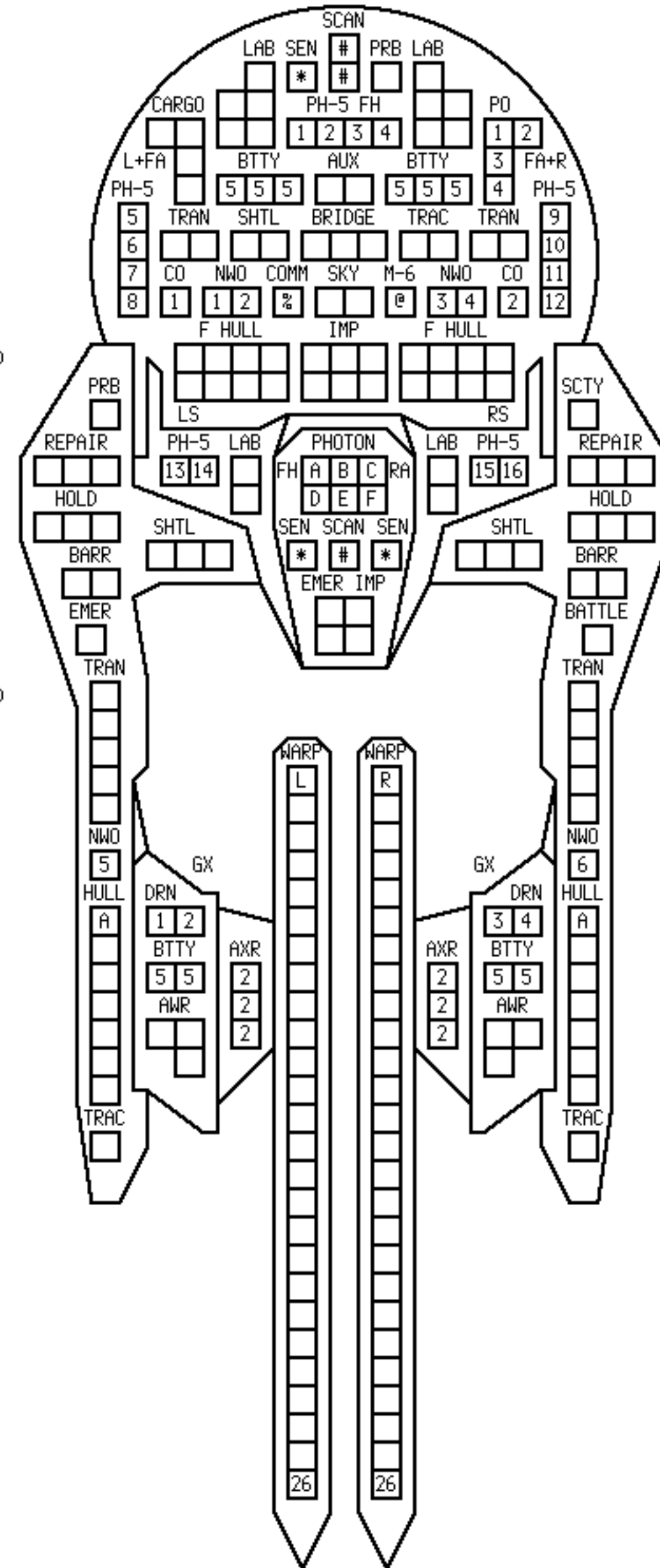
SENSOR									
6	6	6	6	6	5	3	1	0	
SCANNER									
0	0	0	0	0	1	3	5	9	
DAMCON									
10	8	8	6	6	4	4	2	2	0
EXCDAM									
10	9	8	7	6	5	4	3	2	1

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 Enjoy!

FEDERATION

1X

Northampton Class Heavy Frigate



FEDERATION 4Xe Nova Linear Cruiser

CREW UNITS

10

13

BOARDING PARTIES

7

PASSENGERS

6

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

FOUR SHUTTLE BAYS.

SHIP DATA TABLE

SHIP CLASS	=	NOYA4
MODEL NUMBER	=	MK 4-I
POINT VALUE	=	20000
BREAKDOWN	=	6^4
SHIELD COST	=	3+0
EXPLOSION STR	=	140
SIZE CLASS	=	1
MOVEMENT COST	=	2 (D)
REFERENCE	=	R2.419
FILENAME	=	FED-NOY4
TOTAL POWER	=	132 (+32)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	0 (+0)
5X SYSTEMS	=	NONE

TYPE 9 PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-
ROLL	0 1 2 3 4 5 6 9 12 15 18 21					
1	2 2 2 2 2 2 1 1 1 1 1 1					
2	2 2 2 2 2 1 1 1 1 1 1 0					
3	2 2 2 2 1 1 1 1 1 1 0 0					
4	2 2 2 1 1 1 1 1 1 0 0 0					
5	2 2 1 1 1 1 1 1 0 0 0 0					
6	2 1 1 1 1 1 1 0 0 0 0 0					

FIRES 2/TURN (4/TURN AT 4X).

ENERGY = 1/2 PER SHOT.

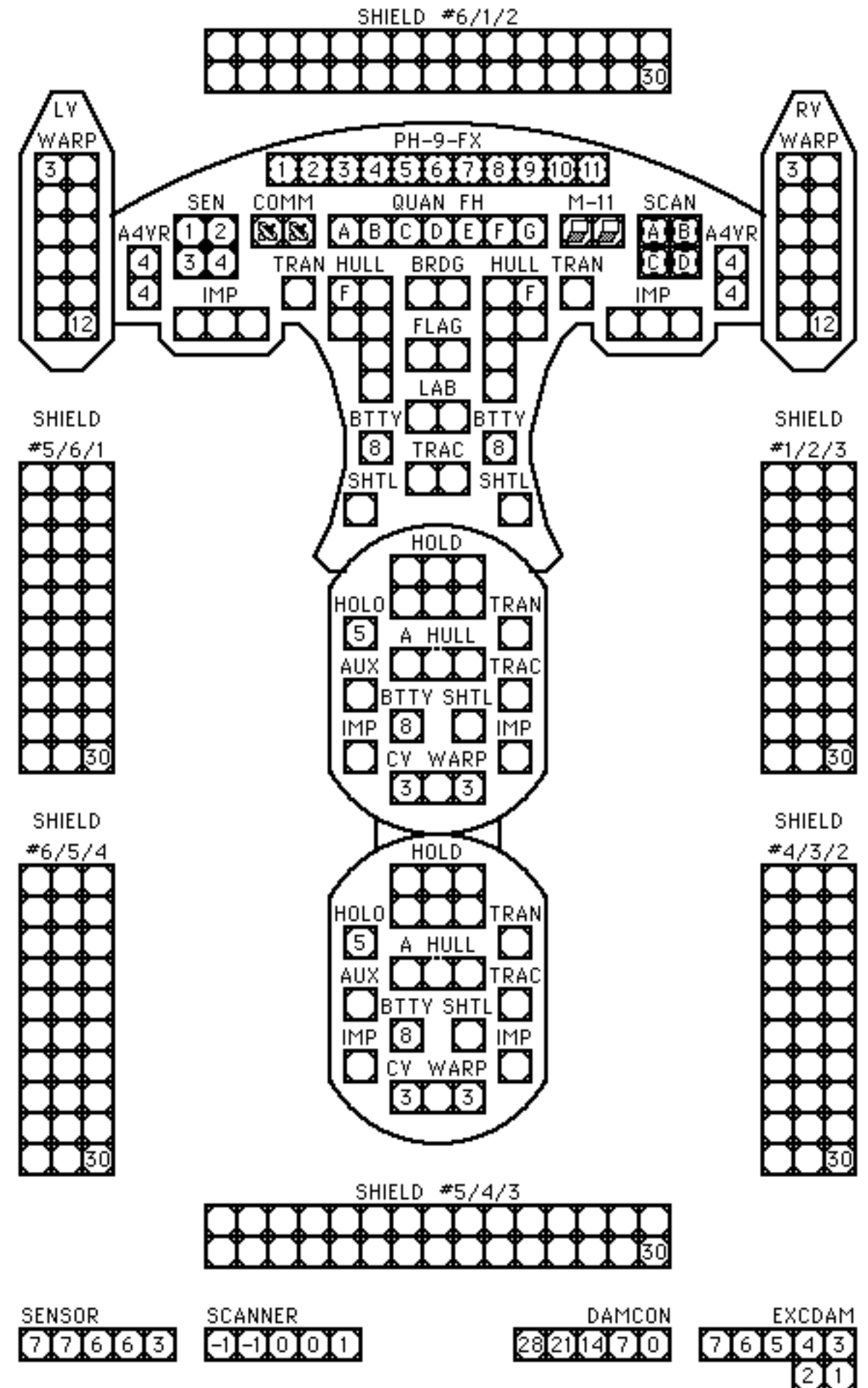
6 POINT CAPACITOR (16 AT 4X).

TNG TURNMODE D

TURNMODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	# OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1 (HEX)	AUTO HIT OUT TO RANGE 20					



SMILEYLICH

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Ship design concept from
"Star Trek: The Next Generation
Technical Manual"

FEDERATION 1X New Planar Cruiser

CREW UNITS

			✱	10
				20
				30
				40
				50
				60
		65		

BOARDING PARTIES

								10
								20

DECK CREWS

									10
	12								

PASSENGERS

								9
--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE SHUTTLE BAYS.

PROBES

				7
				7

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	NPLX
MODEL NUMBER	=	MK 1
POINT VALUE	=	813
BREAKDOWN	=	5-6
SHIELD COST	=	1+2
EXPLOSION STR	=	269
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/3 (D)
REFERENCE	=	R2.137
FILENAME	=	FED-NPLX
TOTAL POWER	=	84 (+30)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	112 (+38)
2X SYSTEMS	=	NONE

TYPE 5 PHASER TABLE

DIE ROLL	RANGE												8-	12-	18-	23-	41-	61-
	0	1	2	3	4	5	6	7	11	17	22	40	60	90				
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1				
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0				
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0				
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0				
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0				
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0				

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

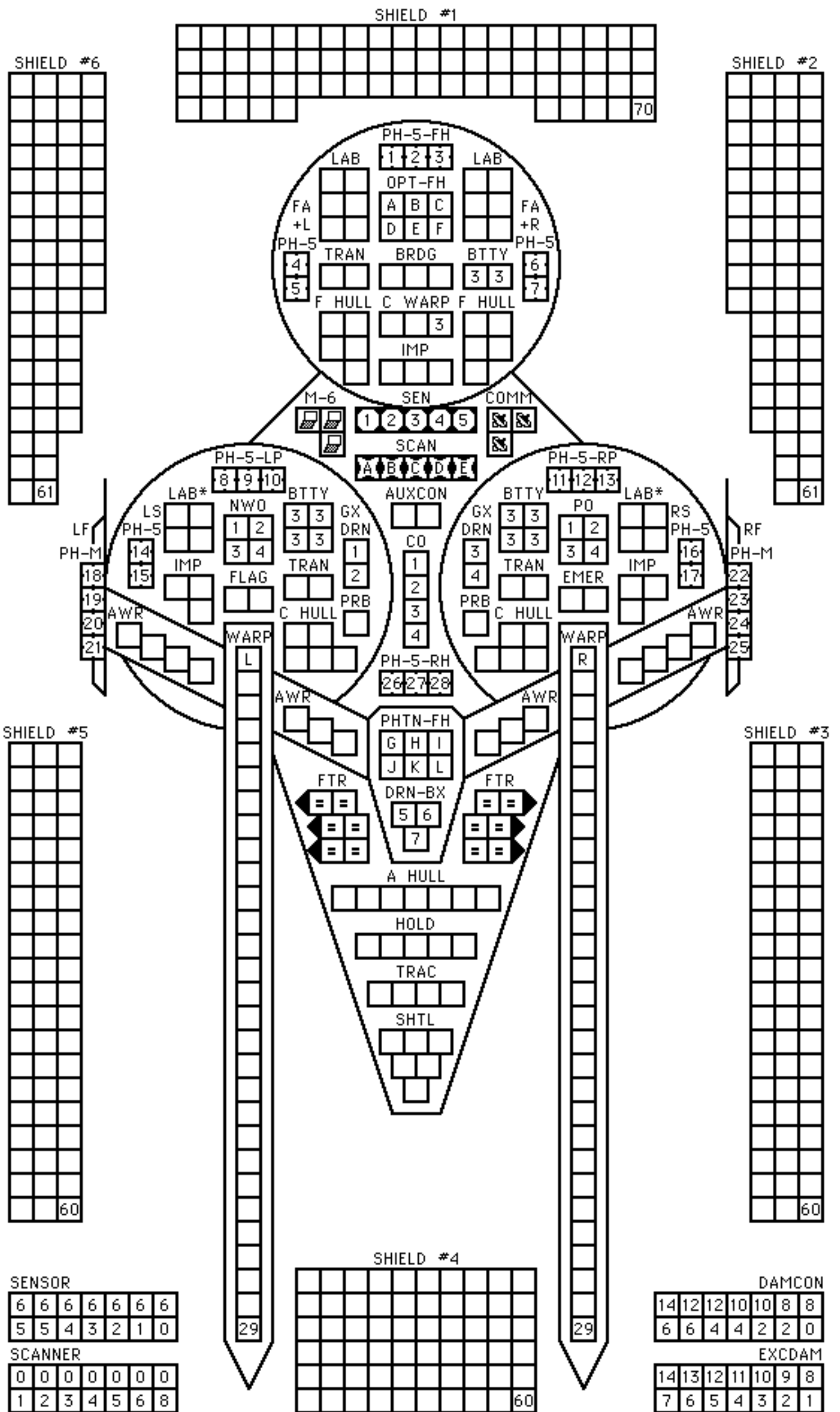
PHOTON TORPEDO TABLE (D+H REFITS)

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	10
DMG, PROXIMITY	NA	5	5	5	5	5	5
DMG, OVERLOAD	20	20	20	20	NA	NA	NA

DRONE RACKS

1													GX
2													GX
3													GX
4													GX
5													BX
6													BX
7													BX

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FEDERATION (HUMAN) OXe SS Enterprise, NX-01

CREW UNITS

✱									9
---	--	--	--	--	--	--	--	--	---

BOARDING PARTIES

		3
--	--	---

PASSENGERS

		2
--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HITPOINTS	NOTES
SUBLIGHT SHUTTLES		

SHIP DATA TABLE

SHIP CLASS	=	ENTERPRISE
MODEL NUMBER	=	MK I NX-01
POINT VALUE	=	81
BREAKDOWN	=	3-6
SHIELD COST	=	NA
EXPLOSION STR	=	77
SIZE CLASS	=	4
MOVEMENT COST	=	1 (E)
REFERENCE	=	R2.056
FILENAME	=	FED-NX01
TOTAL POWER	=	22 (+2)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE

TYPE 3 PHASER TABLE

DIE	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

OX LASER TABLE

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

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

If you feel the NX-01 should only have Lasers, replace each PH-3 with a LASER. BPV is reduced by 5.

FEDERATION ACCELERATOR CANNON TABLE (FAC)

RANGE	0	1	2	3	4	5	6	7
TO HIT	1-6	1-5	1-4	1-3	1-3	1-2	1-2	1
DMG, STD	4	4	3	3	2	2	1	1
DMG, OYER	8	7	6	5	4	3	2	1

This weapon is sort of an energized nuclear missile.

Fires 1 per 3 turns.

Standard = 1 + 1 + 1 (requires SWARP or WARP energy).

Overload = 2 + 2 + 2 (requires WARP energy).

Hold = 1 (Standard), 2 (Overload).

If you feel the NX-01 should only have Missile racks, replace each FAC with a MISSILE. BPV is reduced by 4.

SMILEYLICH

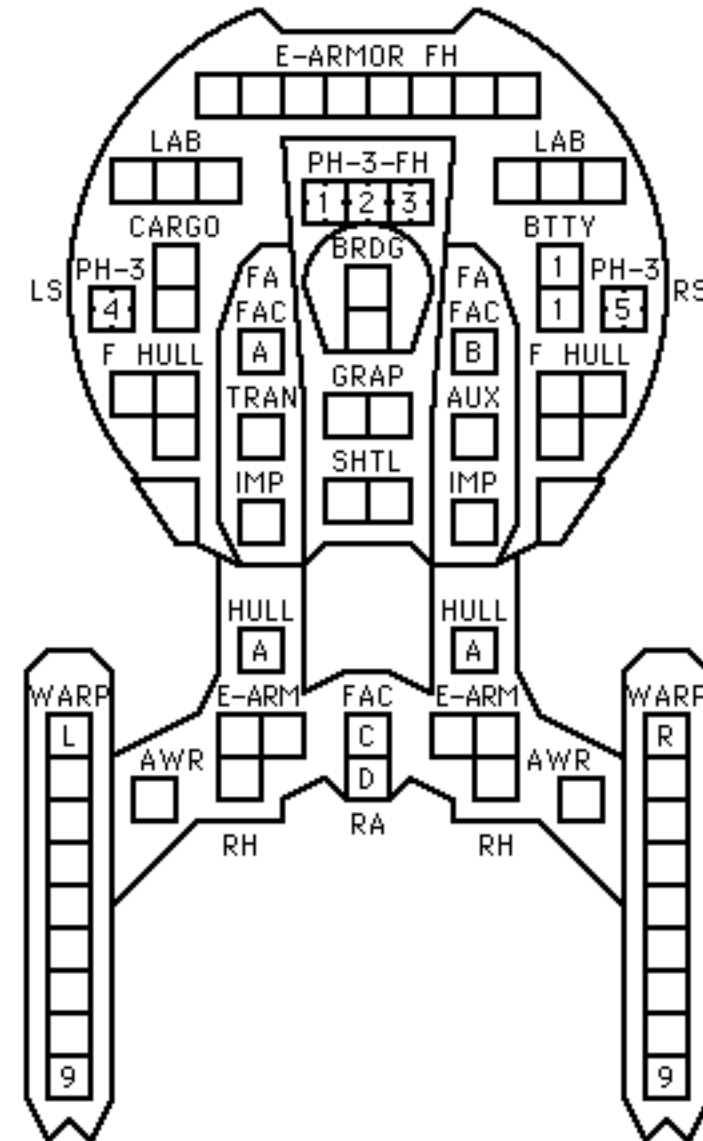
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E-ARMOR:

Energizable Armor. Treat as normal Armor, except it can be reinforced (like a shield). Each 1 energy provides 1 reinforcement.

GRAP:

Grapples. Treat as a strength 1 Tractor Beam with a range of 0. Costs no energy to use.



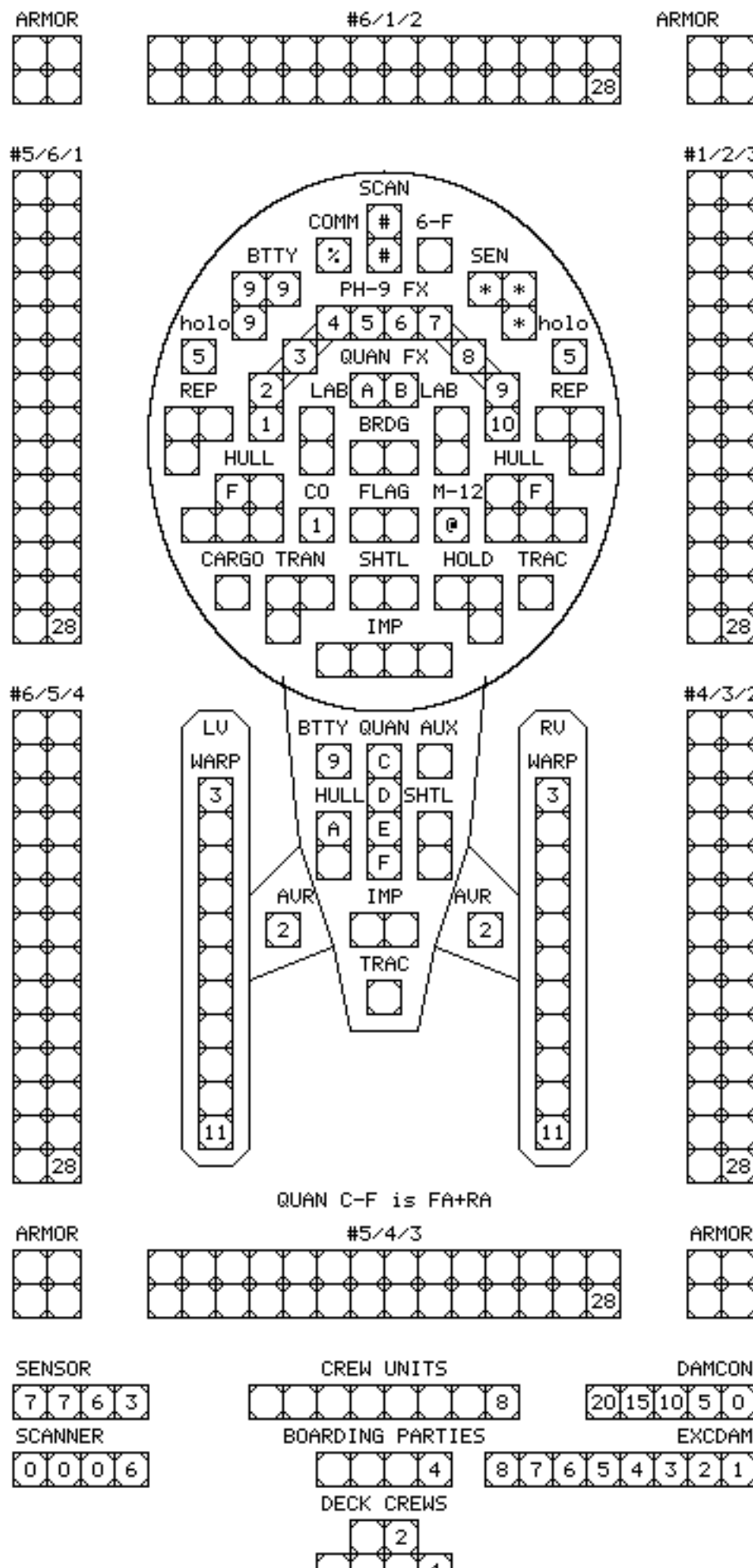
SENSOR	6	3	0
SCANNER	0	4	9

DAMCON	2	1	0
EXCDAM	3	2	1

FEDERATION 4Xs USS Enterprise NCC-1701-E Sovereign Class Battlecruiser

Ship Class = Sovereign (BCH)
 Model Number = Mk I
 Point Value = 13800
 Breakdown = 6^5
 Shield Cost = 1+2
 Explosion Str = 128
 Size Class = 1
 Movement Cost = 1 (B)
 Reference = R2.401

 Total Power = 80 (+36)
 Opt Allowance = 45 (+0)
 5X Systems = (none)



QUAN C-F is FA+RA

CREW UNITS	4
BOARDING PARTIES	2
DECK CREWS	2
PASSENGERS	10
	16

ADMINISTRATIVE SHUTTLES			
IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE	
Ship Class	= Olympic
Model Number	= Mk I
Point Value	= 15800/6500
Breakdown	= 6^8
Shield Cost	= 1+1
Explosion Str	= 94
Size Class	= 3
Movement Cost	= 1/2 (SW)
Reference	= R2.406
Total Power	= 56 +3 PD (+20)
Opt Allowance	= 585 (+1170)
5X Systems	= (none)
Positron Flywheel	

TYPE VII COLLIMATOR PHASER TABLE														
DIE	RANGE				5-		8-		10-		12-		14-	
ROLL	0	1	2	3	4	7	9	11	13	15				
1	2	2	2	2	1	1	1	1	1	1				1
2	2	2	2	1	1	1	1	1	1	0				0
3	2	2	2	1	1	1	1	1	0	0				0
4	2	2	1	1	1	1	1	0	0	0				0
5	2	2	1	1	1	1	0	0	0	0				0
6	2	1	1	1	1	0	0	0	0	0				0

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)
 Ph-7G Fires 4/turn; Cap = 16 (20)

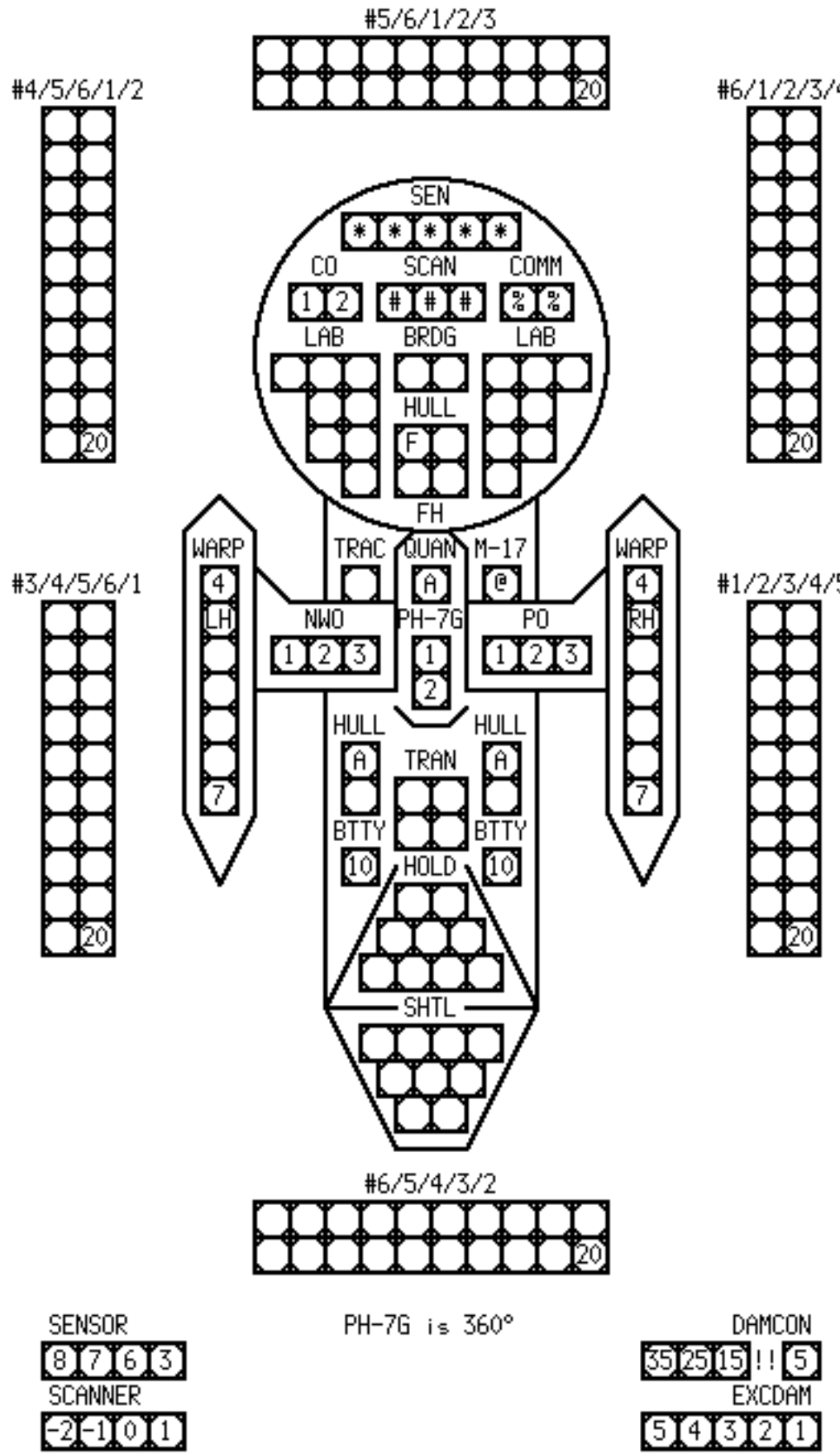
TNG	TURN	MODE	SW
	TURN	MODE	SPEED
1			1-11
2			12+

QUANTUM TORPEDO TABLE										
FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

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FEDERATION
4XI
Future USS Pasteur
Olympic Class
Medical Ship / Light Survey Cruiser



CREW UNITS									
	*								10
							18		
BOARDING PARTIES									
									6

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS			NOTES	
THIS SHIP HAS ONE SHUTTLE BAY.					

SHIP DATA TABLE	
Ship Class	= Pol-BC
Model Number	= Mk II
Point Value	= 98
Breakdown	= 5-6
Shield Cost	= 1/2+1/2
Explosion Str	= 75
Size Class	= 4
Movement Cost	= 1/2 (A)
Reference	= R2.022
Total Power	= 22 (+4)
Opt Allowance	= 6 (+0)
1X Systems	= (none)

PROBES				
				5

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

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE					
	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

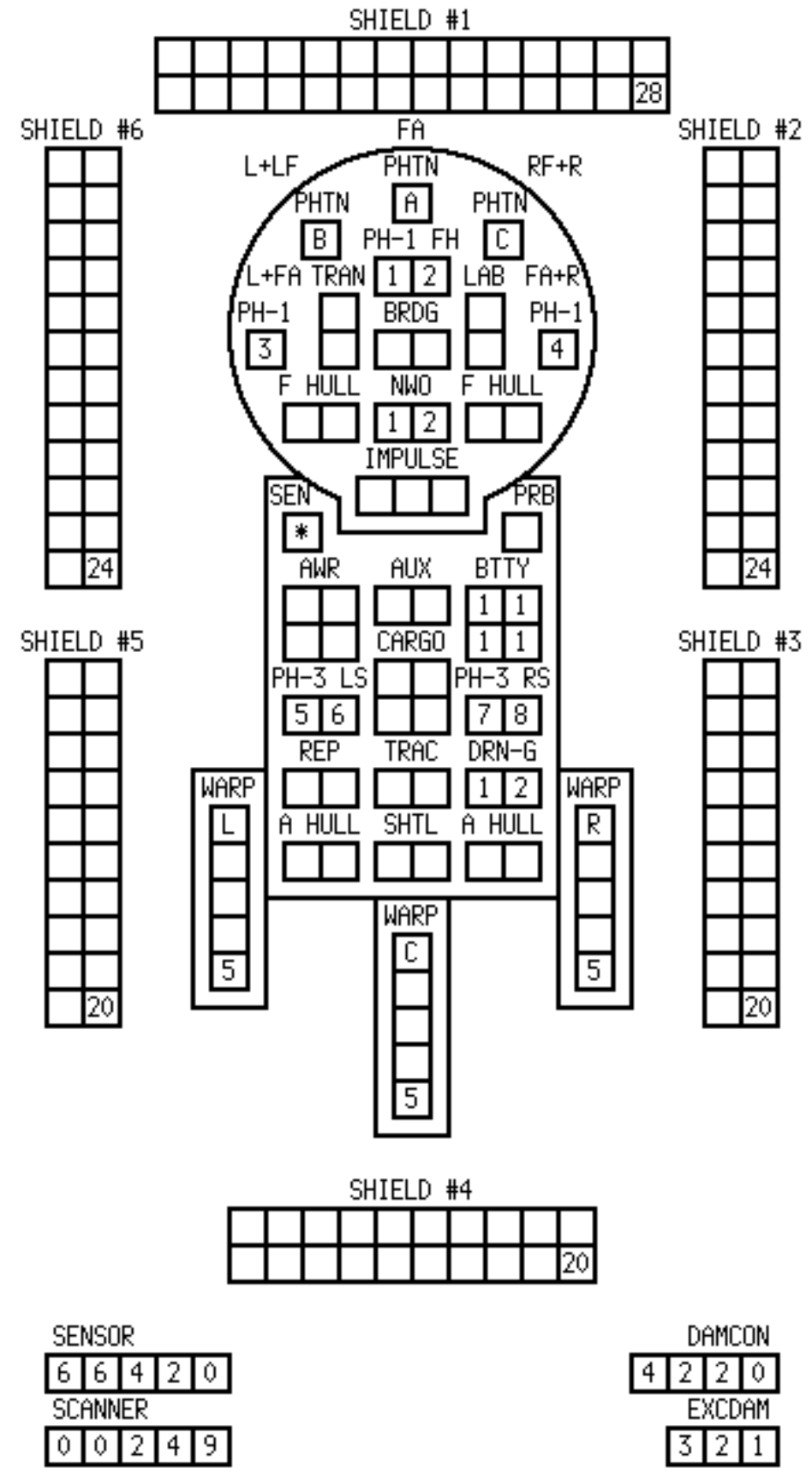
DRONE RACKS						
1						G
2						G

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

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

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PHOTON TORPEDO TABLE						
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0



FEDERATION

OXs

Police Battlecruiser

CREW UNITS									
				*					10
									20
								28	
BOARDING PARTIES									
									8
DECK CREWS									
									10
PASSENGERS									
									10
									17

T-BOMBS				
D	D	D	D	

SHIP DATA TABLE	
Ship Class	= Pearl
Model Number	= Mk II
Point Value	= 796/169
Breakdown	= 6^2
Shield Cost	= 4+0
Explosion Str	= 244
Size Class	= 1
Movement Cost	= 3 (H)
Reference	= R2.121-A
Total Power	= 32 +1 PO (+18)
Opt Allowance	= 26 (+0)
2X Systems	= REPAIR

SHIELD #6									
									30

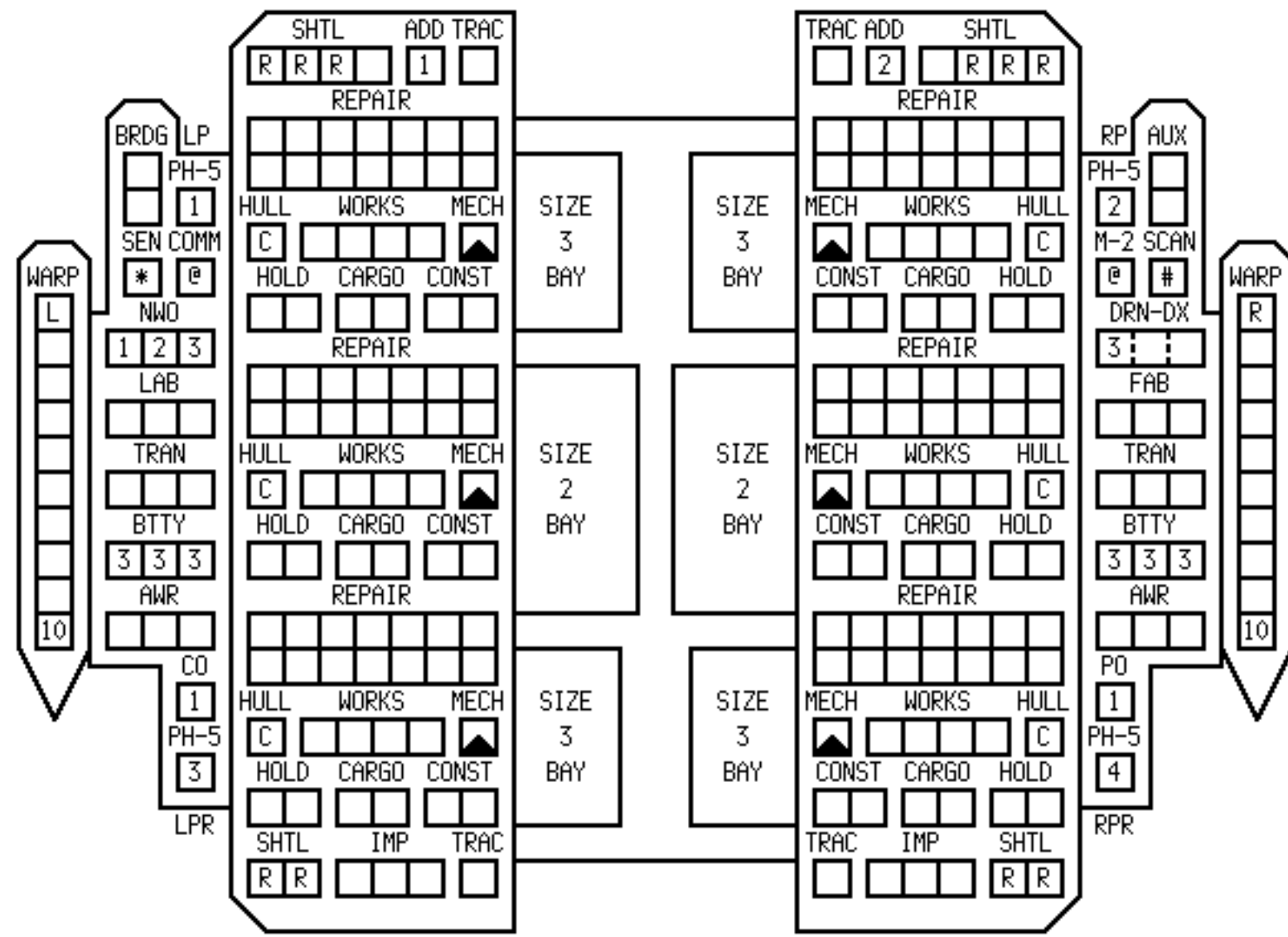
SHIELD #1									
									30

SHIELD #2									
									30

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
THIS SHIP HAS FOUR SHUTTLE BAYS		
Repair shuttles have no Ph-3 but provide 1 repair point to a ship they are docked to if the ship is moving speed 1 or less.		

TURN	MODE	SPEED
H	1	2
	2	3-4
	3	5-7
	4	8-11
	5	12-15
HET	6	16-19
	7	20-23
BD	8	24-29
	9	30+

DRONE/ANTI-DRONE RACKS									
1									30
2									30
3									DX



SHIELD #5									
									30

SHIELD #4									
									30

SHIELD #3									
									30

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

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE V PHASER OVERLOAD														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	15	15	15	15	13	12	10	9	5	4	3	2	1	1
2	15	15	15	13	12	10	9	7	5	4	3	2	1	0
3	15	15	15	13	12	10	9	7	5	4	3	2	1	0
4	15	15	13	12	10	9	7	6	5	4	3	2	1	0
5	15	15	13	12	10	9	7	6	5	4	3	2	1	0
6	15	13	12	10	9	7	6	4	5	4	3	2	1	0

SENSOR				
6	6	6	6	0
SCANNER				
0	0	0	0	9

DAMCON									
36	34	32	30	28	26	24	22	20	18
16	14	12	10	8	6	4	2	0	
EXCDAM									
5	4	3	2	1					

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FEDERATION

1X

Pearl Class

Heavy Mobile Repair Facility

CREW UNITS

10	*
20	
22	

BOARDING PARTIES

6

DECK CREWS

10

PASSENGERS

14

T-BOMBS

D	D	D

SHIP DATA TABLE

Ship Class	= Pearl
Model Number	= Mk I
Point Value	= 710/75
Breakdown	= 6^3
Shield Cost	= 3+0
Explosion Str	= 212
Size Class	= 1
Movement Cost	= 2+1/2 (6)
Reference	= R2.121
Total Power	= 19 +1 PO (+9)
Opt Allowance	= 26 (+0)
2X Systems	= REPAIR

SHIELD #6

20

SHIELD #1

20

SHIELD #2

20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R
		R

THIS SHIP HAS FOUR SHUTTLE BAYS
Repair shuttles have no Ph-3 but provide 1 repair point to a ship they are docked to if the ship is moving speed 1 or less.

Note this ship has a Left Warp engine but not a Right one.

TURN MODE SPEED

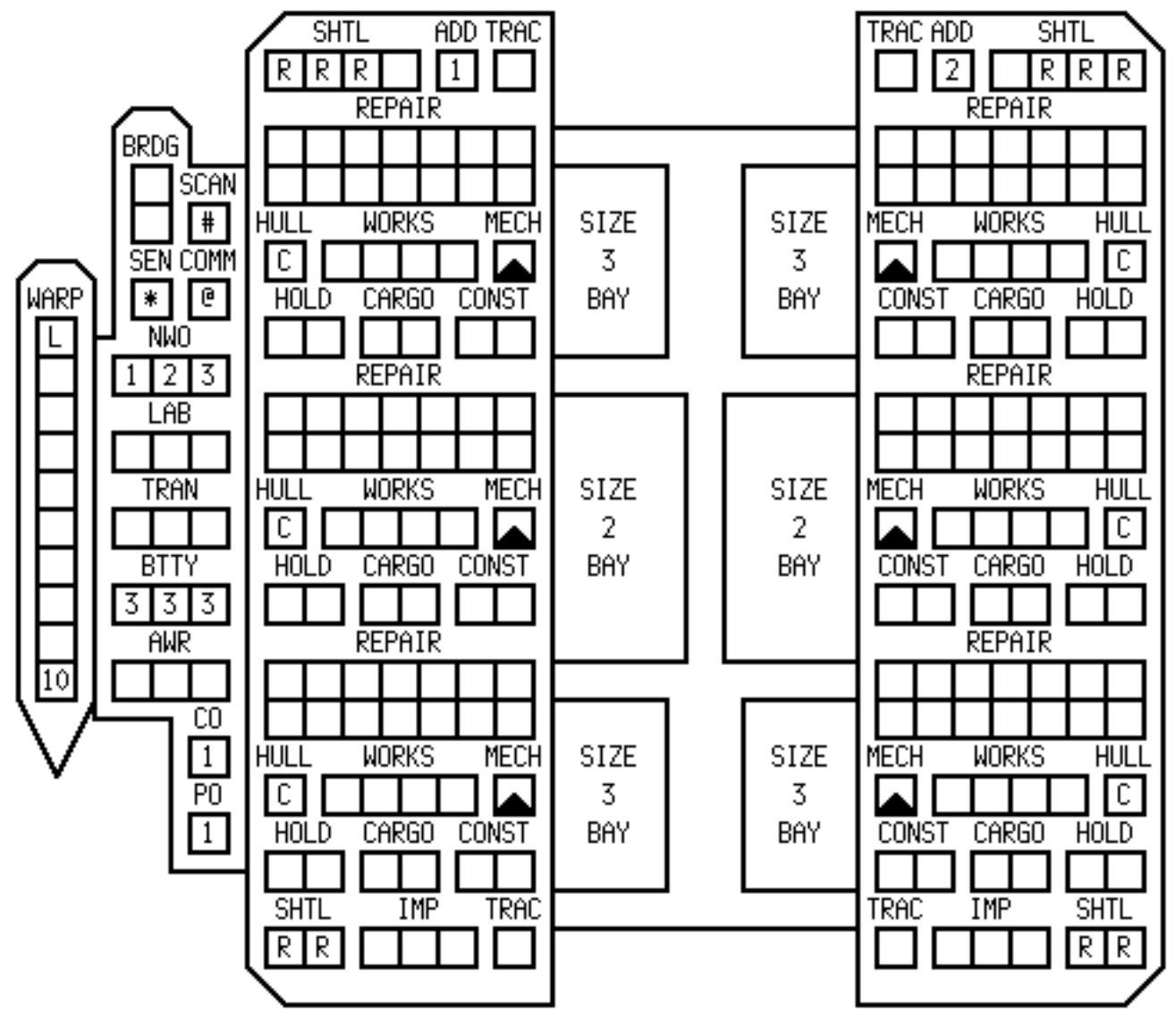
TURN MODE	SPEED
G 1	1-3
2	4-5
3	6-8
4	9-12
HET 5	13-16
6	17-21
BD 7	22-26
8	27+

ANTI-DRONE RACKS

1	30
2	30

ANTI-DRONE TABLE

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



SHIELD #5

20

SHIELD #4

20

SHIELD #3

20

SENSOR

6	6	6	0
---	---	---	---

SCANNER

0	0	0	9
---	---	---	---

DAMCON

36	34	32	30	28	26	24	22	20	18
16	14	12	10	8	6	4	2	0	

EXCDAM

5	4	3	2	1
---	---	---	---	---

FEDERATION
1X
Pearl Class
Mobile Repair Facility

FEDERATION 2Xs PF Group

SMILEYLICH

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ALL SHIPS (EXCEPT #4 AND #6) ARE MOVE COST 1/5

① HALF-SIZED XDD #1

CREW #6
BRDP #5
PHTN ARE FA
P=16(+10)
BPY 206

SENSORS
SCANNERS
DAMCONS
EXCDAMS

#2
#3
#4
#5
#6

② SCORPIO-2X #1

CREW !! 1
BRDPRT 2
SENSOR 6 6
SCANNER 4 2
DAMCON 0 0
EXCDAM 3 7
PHTN IS FA+RA
P=14(+10)
BPY 220

SENSORS
SCANNERS
DAMCONS
EXCDAMS

#2
#3
#4
#5
#6

③ REVISED LOWER TECH RUNABOUT #1

CREW 2
BRDP 2
SENSOR 6 6
SCANNER 5 0
DAMCON 0 0
EXCDAM 1 9
PHTN IS FA+RA
P=21(+10)
BPY 185

SENSORS
SCANNERS
DAMCONS
EXCDAMS

#2
#3
#4
#5
#6

④ MINI EXCELSIOR SUPER-HEAVY PF #1

CREW 6
BRDPRT 3
SENSOR 6 6 6
SCANNER 5 4 2
DAMCON 0 0 0
EXCDAM 1 2 7
PHTN ARE FA
P=48(+20)
BPY 418

SENSORS
SCANNERS
DAMCONS
EXCDAMS

#2
#3
#4
#5
#6

⑤ THUNDERBOLT-2X #1

CREW 5
BRDPRT 4
SENSOR 6 6 5 4 2
SCANNER 0 0 2 4 7
DAMCON 4 4 2 2 0
EXCDAM 3 2 1
PHTN IS FA+RA
P=18(+10)
BPY 176

SENSORS
SCANNERS
DAMCONS
EXCDAMS

#2
#3
#4
#5
#6

⑥ REVISED LOWER TECH DELTA FLYER #1

CREW 1
BRDP 1
SENSOR 6 6 5 4 0
SCANNER 0 0 1 2 9
DAMCON 4 3 2 1 0
EXCDAM 2 1
PHTN IS FA+RA
P=15(+5)
BPY 222

SENSORS
SCANNERS
DAMCONS
EXCDAMS

#2
#3
#4
#5
#6

THANKSGIVING FIRST REQUEST #8 (ANTHONY ELLERD)

FEDERATION 2Xs PF Group

SMILEY LICH

①

CREW 2
BRDP 1

SHIP DATA
DEFIANT-PF
BPY = 5000*
EXPSTR = 30
SIZE = 4
MOYE 1/3(A)
R2.420-A
POWER = 25 (+1)

PH-9 #1-2 ARC IS LS+RF
PH-9 #3-4 ARC IS LF+RS
CLOAKING DEVICE (5)
ABILITY TO DOUBLE WEAPONS

②

CREW 1
BRDP 1
PASS 1

SHIP DATA
RUNABOUT-X
BPY = 2600
EXPSTR = 20
SIZE = 5
MOYE 1/4(AA)
R2.420-B
POWER = 19 (+1)

③

CREW 2
BRDP 1
DECK 1

SHIP DATA
4X FAST PF
BPY = 4400
EXPSTR = 25
SIZE = 4
MOYE 1/3(A)
R2.420-C
POWER = 25 (+2)

④

CREW 4
BRDP 15

SHIP DATA
MINI MONITOR
BPY = 6500
EXPSTR = 45
SIZE = 4
MOYE 1/2(B)
R2.420-D
P = 58 (+4)

⑤

CREW 4
BRDP 2

SHIP DATA
THUNDERBOLT
BPY = 4700
EXPSTR = 34
SIZE = 5
MOYE 1/3(AA)
R2.420-E
POWER = 22+12BP(+18)

⑥

CREW 2
BRDP 2

SHIP DATA
SYS DEF PF
BPY = 4900
EXPSTR = 35
SIZE = 5
MOYE 1/3(A)
R2.420-F
P = 19 (+2)

THANKING 2001 FIRST REQUEST #5 (BRIAN BLANEY)

FEDERATION 4Xe PF Group

CREW UNITS

		*									10
											20
								26			

BOARDING PARTIES

											9
--	--	--	--	--	--	--	--	--	--	--	---

PROBES

											5
											5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MRS
		SWAC

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class = Santa Maria
 Model Number = Mk III (SHDF)
 Point Value = 162
 Breakdown = 4-6
 Shield Cost = 1/2+1/2
 Explosion Str = 106
 Size Class = 4
 Movement Cost = 2/3 (B)
 Reference = R2.002-B
 Total Power = 34 (+8)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

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

TURN MODE SPEED

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

TYPE II OFFENSIVE/DEFENSIVE PHASER

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	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

PHOTON TORPEDO (H refit) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

DRONE RACKS

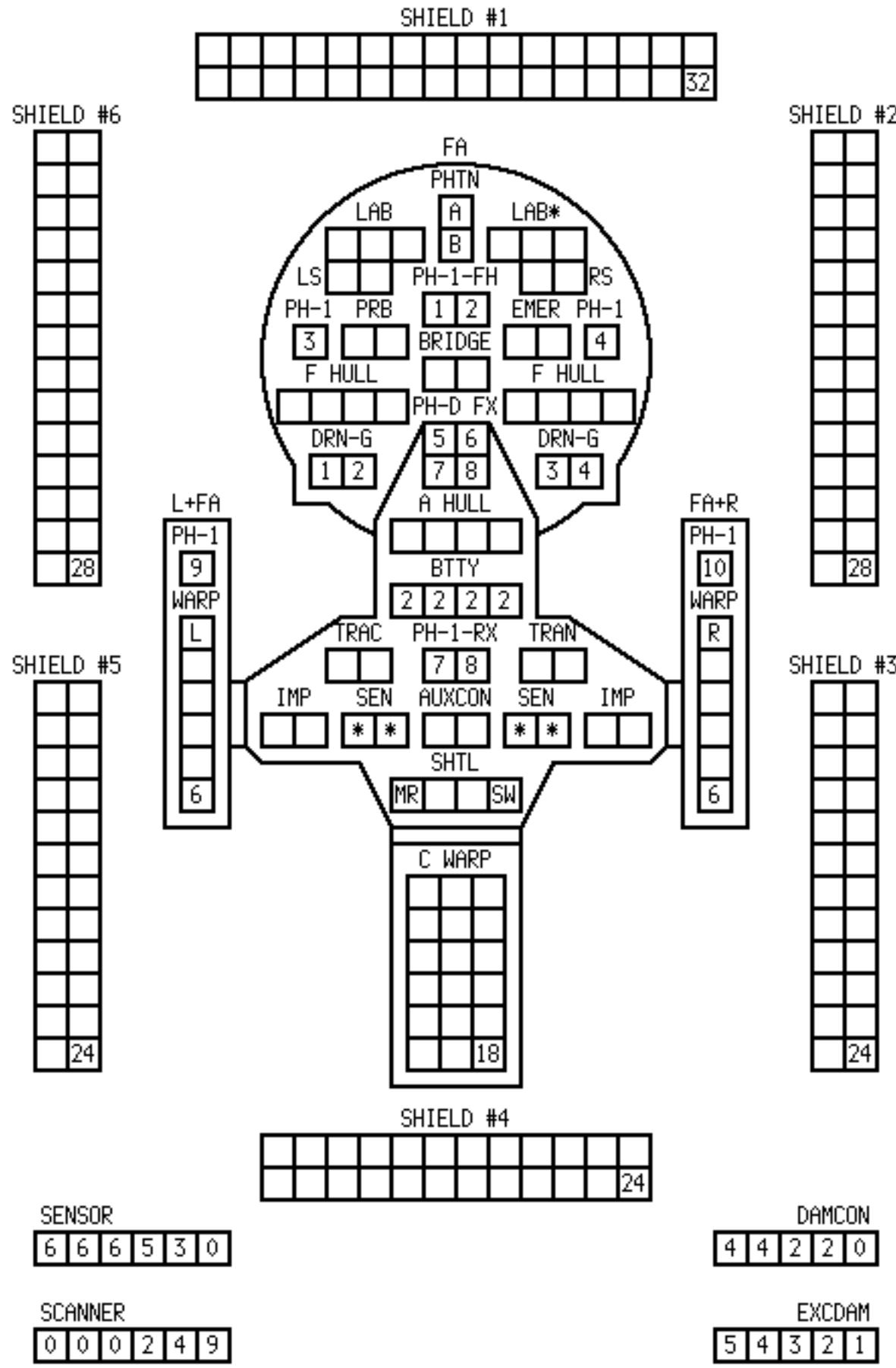
1								G
2								G
3								G
4								G

ANTI-DRONE TABLE

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

**FEDERATION
OXI
USS Pinta
NX-713
Santa Maria Class
Scout/Heavy Fast Destroyer**

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 Enjoy!



CREW UNITS
 * 8
 BOARDING PARTIES
 3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = Pol-Tanker
 Model Number = Mk III
 Point Value = 100
 Breakdown = 4-6
 Shield Cost = 2+0
 Explosion Str = 78
 Size Class = 4
 Movement Cost = 2/3 (E)
 Reference = R2.020
 Total Power = 25 (+3)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

PROBES
 5

T-BOMBS
 D 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 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	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

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

DRONE RACKS

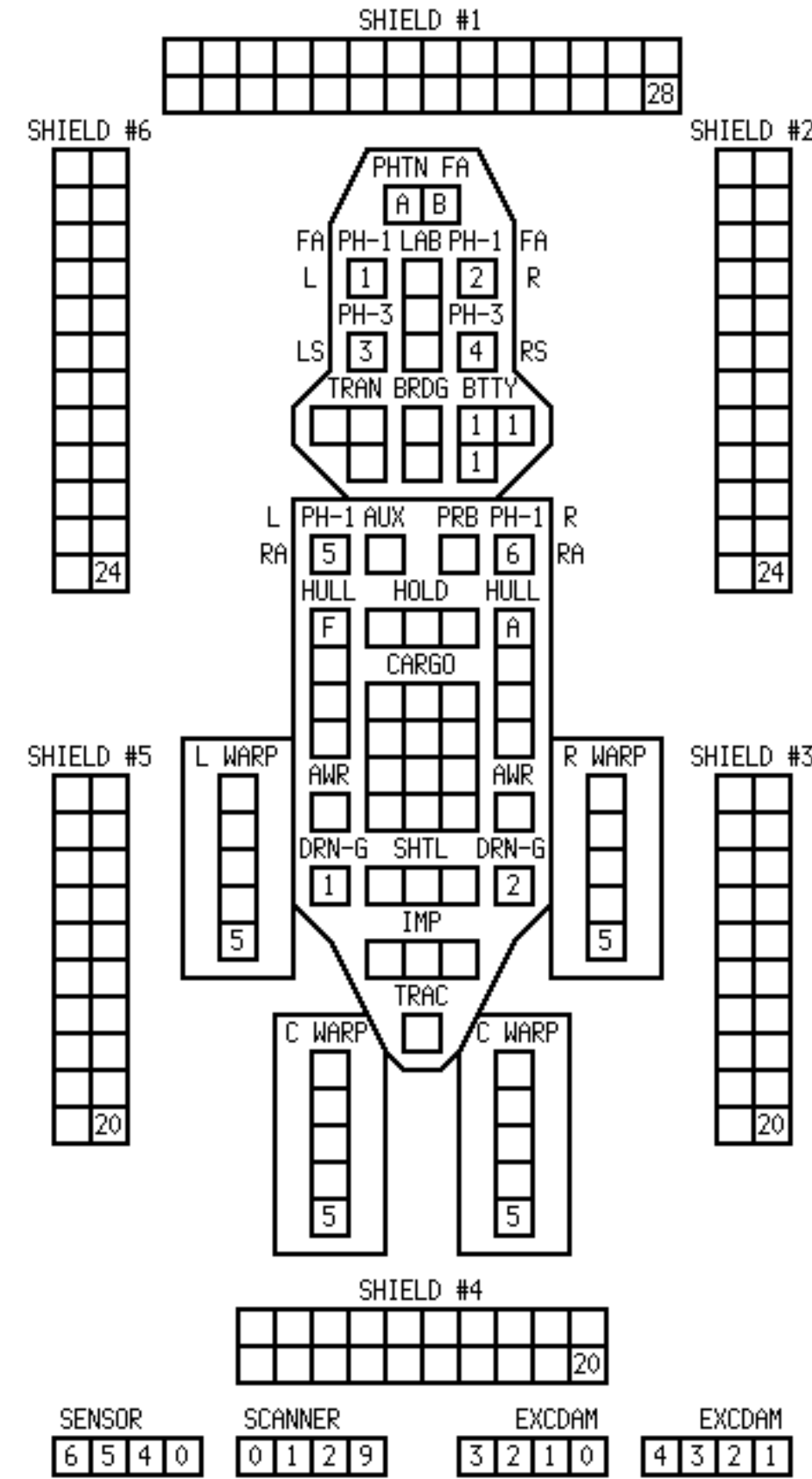
1						G
2						G

ANTI-DRONE TABLE

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

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FEDERATION OXs Police Tanker

CREW UNITS
 BOARDING PARTIES
 DECK CREWS

4
4
3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class = Prometheus
 Model Number = Mk I
 Point Value = 34700
 Breakdown = 6^4
 Shield Cost = 1+1 each set
 Explosion Str = 147
 Size Class = 1
 Movement Cost = 1 each (AA)
 Reference = R2.414
 Total Power = 190 (+20)
 Opt Allowance = 0 (+0)
 SX Systems = (none)
 Always has Legendary Doctor
 Ability to Double Weapons

TYPE IX PULSE PHASER TABLE

DIE	RANGE	7-	10-	13-	16-	19-						
ROLL	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	1	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TYPE VII-G COLLIMATOR PHASER TABLE

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

Fires 4/turn; Capacitor = 16
 Energy = 1/2 std; 1 over (double dmg)

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

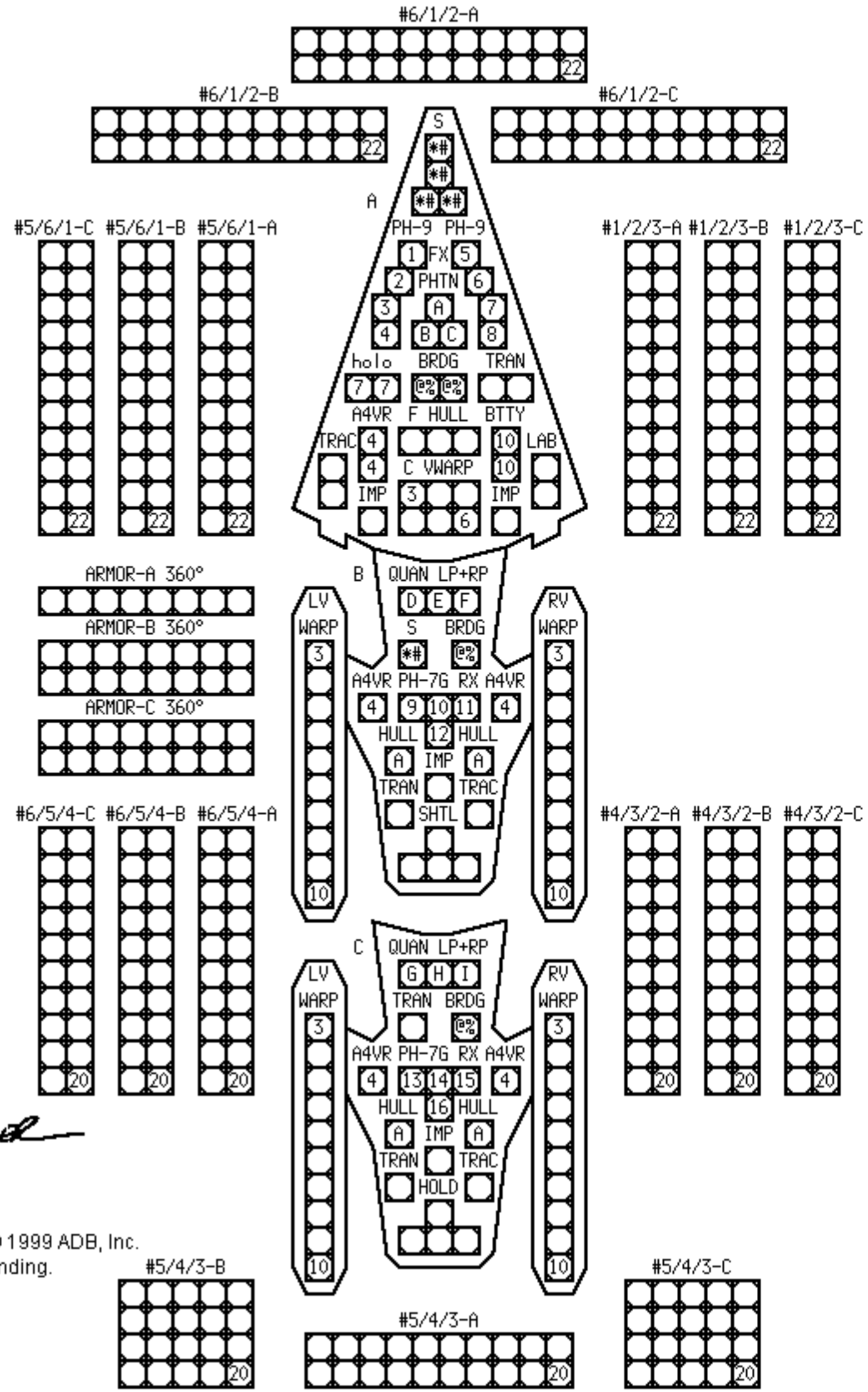
QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

TNG TURN MODE AA

TURN MODE	SPEED
1	1-9
2	10-18
3	19-27
4	28+

SENSOR-A	8 7 6 3	SENSOR-B	7 6 3	SENSOR-C	7 6 3
SCANNER-A	0 0 0 1	SCANNER-B	-1 0 1	SCANNER-C	-1 0 1
DAMCON-A	3 0 2 0 1 0 0	DAMCON-B	2 0 1 0 0	DAMCON-C	2 0 1 0 0
EXCDAM-A	3 2 1	EXCDAM-B	2 1	EXCDAM-C	2 1



FEDERATION

4Xs

Promethius

Multi-Vector Attack Ship

Joshua Miller
 dsm131@psu.edu
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 Enjoy!

PILOT

!! 1

THIS SHIP HAS NO SHUTTLECRAFT.
(Actually, it *IS* a shuttlecraft!)

THIS SHIP HAS NO TRANSPORTER BOMBS.

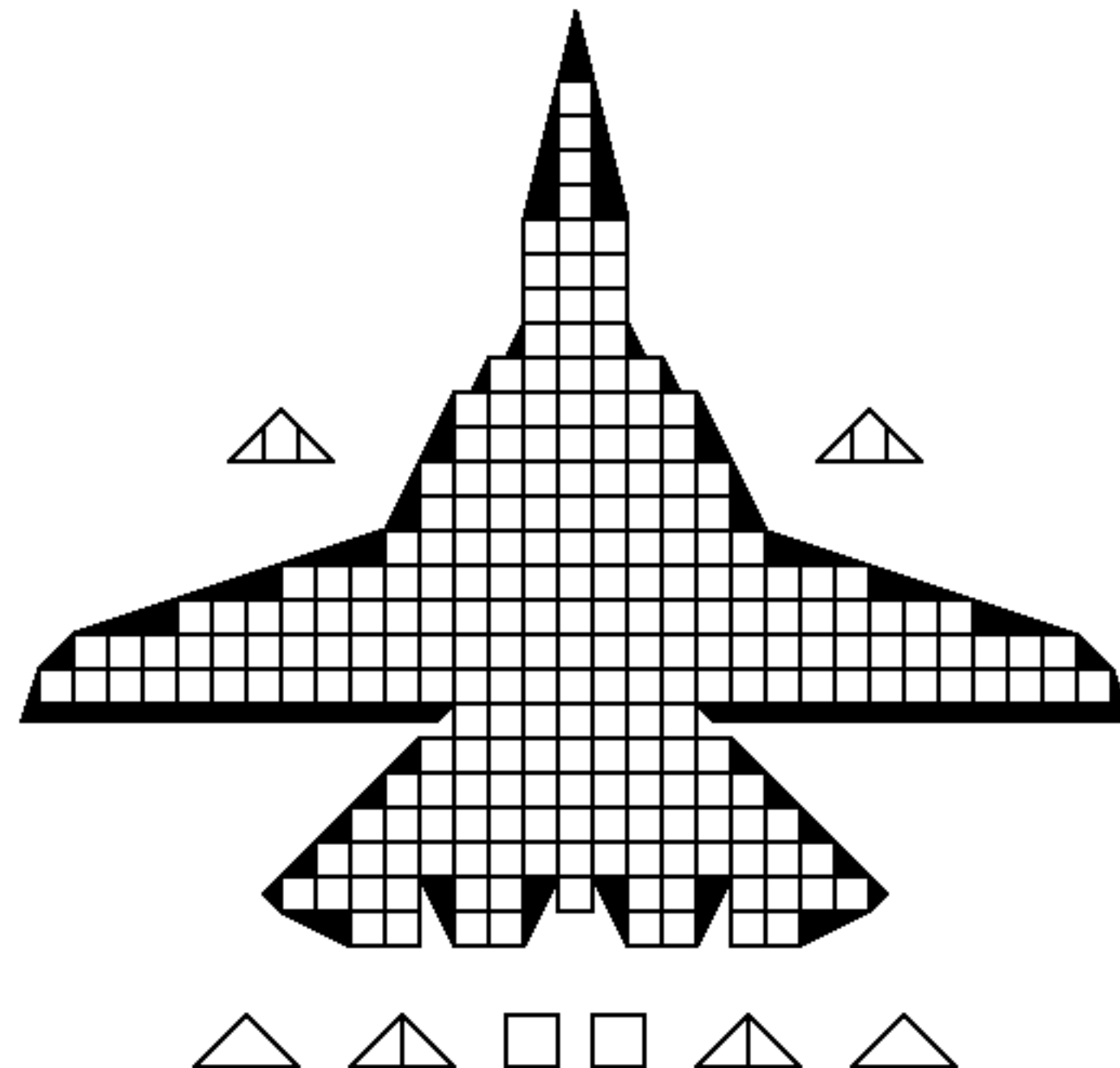
SHIP DATA TABLE

Ship Class	= BIG Fighter
Model Number	= F-14D
Point Value	= 300/900
Breakdown	= Never
Shield Cost	= NA
Explosion Str	= 240 (0)
Size Class	= 2
Movement Cost	= 0 (SF)
Reference	= R2.066
Total Power	= 0 (+0)
Opt Allowance	= 0 (+0)
IX Systems	= (none)

Has one Ph-G 360°.

Speed 300 normally (moves 9 each impulse, +1 more on speed 12).
Speed 600 with packs (moves 18 each impulse, +1 more on speed 24).

Cannot dogfight (except vs. other fighter's its own size). :P



[Enlarged 20 times] TYPE III DEFENSIVE PHASER

DIE	RANGE					
ROLL	0-19	20-39	40-59	60-79	80-179	180-300
1	80	80	80	60	20	20
2	80	80	80	40	20	0
3	80	80	80	20	0	0
4	80	80	60	0	0	0
5	80	60	40	0	0	0
6	60	60	20	0	0	0

Ph-G fires 4/turn.

[Enlarged 20 times] DRONES

TYPE	SPACES	SPEED	ENDUR.	WARHEAD	DAMAGE
I [20]	20	640	3	240	80
IV [20]	40	640	3	480	120
VI [20]	10	640	1	160	60

TURN MODE	SPEED
SF 1	1-11
2	12-23
3	24+

This fighter cannot land in a fighter box (yes, I had to say it).
It also cannot be reloaded unless 10 space, 20 space, and 40 space
drones can somehow be constructed.

Speed 640 drones move 20 hexes per impulse (!).

These drones cannot be Wild Weaseled or SpecSen lock-broken.

A Wild SWAC would act as a Wild Weasel vs. these drones.

The Type VI drones do only 20 damage vs. Size 1 or larger targets.

Chaff pods:

When used, roll a die. If 1-4, then it acts as a wild weasel vs. all seeking weapons.

The fighter cannot fire for 1/4 turn after using a chaff pod.

FEDERATION

OXs

"Pyrolisk"

F-14D Tomcat class Fighter

[Enlarged 20 times normal size]

SMILEY LICH

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FEDERATION

3X

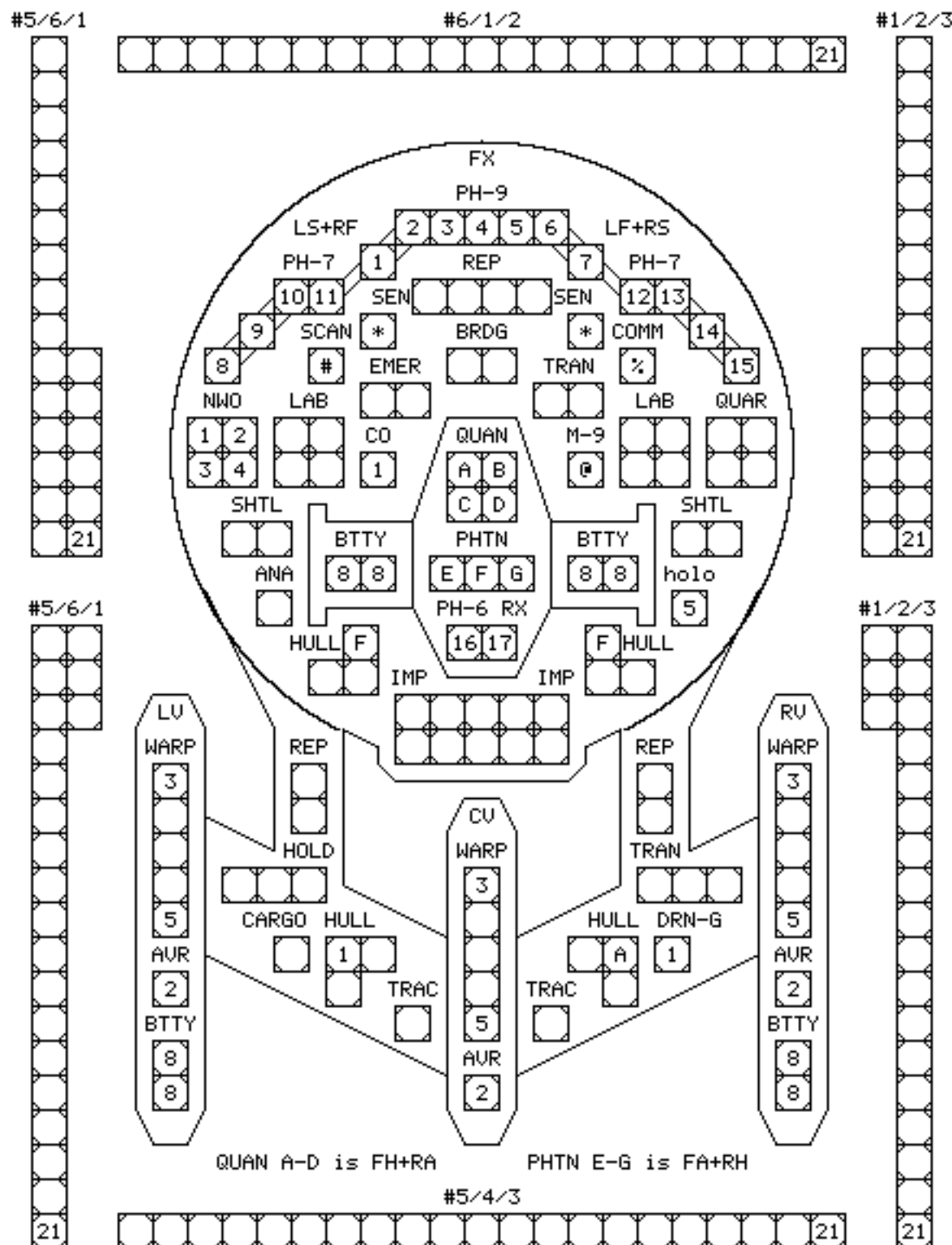
Quasar Class

Light War Cruiser

Ship Class = Quasar (CLW)
 Model Number = Mk II
 Point Value = 10000
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 132
 Size Class = 1
 Movement Cost = 1½ (B)
 Reference = R2.305

Total Power = 61 (+64)
 Opt Allowance = 150 (+100)
 4X Systems = PH-9, QUAN,
 SHIELDS

Legendary Captain



SENSOR
 6 6 6 2
 SCANNER
 0 0 0 2

CREW UNITS
 10
 BOARDING PARTIES
 9

DAMCON
 15 10 5 0
 EXCDAM
 5 4 3 2 1

DECK CREW
 1
 PASSENGERS
 5

CREW UNITS

		*			10
					20
					30
					40
				48	

BOARDING PARTIES

					10
					20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = RCC
 Model Number = Mk I
 Point Value = 158
 Breakdown = 4-6
 Shield Cost = 1+1
 Explosion Str = 123
 Size Class = 3
 Movement Cost = 1 (D)
 Reference = R2.039

Total Power = 44 (+8)
 Opt Allowance = 0 (+0)
 1X Systems = (none)

PROBES

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

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	6-	9-	16-	26-	51-
	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					

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE	4-	9-
	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		

DRONE RACK

1										G
---	--	--	--	--	--	--	--	--	--	---

ANTI-DRONE TABLE

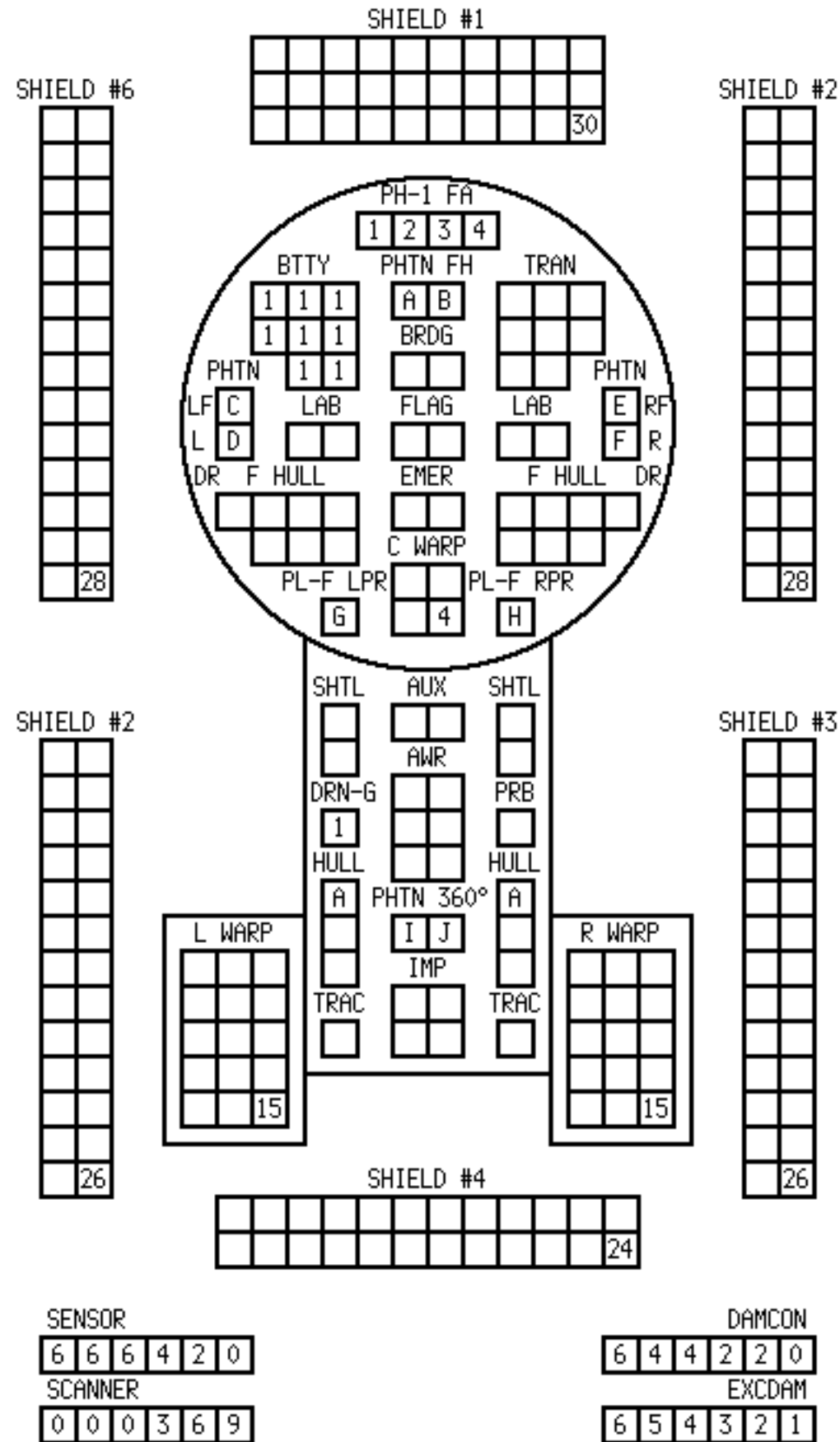
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

PLASMA TORPEDO 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	1-2	1-2



FEDERATION OXs Reversed Systems Command Cruiser



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 Enjoy!

FEDERATION 6Xs

USS Relativity

NCV-474439-G

SHIP DATA TABLE

SHIP CLASS	=	RELATIVITY	
MODEL NUMBER	=	MK I	
POINT VALUE	=	14 MILLION	
BREAKDOWN	=	6^12	
SHIELD COST	=	2+4	(x10)
EXPLOSION STR	=	51	(x10)
SIZE CLASS	=	2	
MOVEMENT COST	=	4 (SW)	(x10)
REFERENCE	=	R2.602	
FILENAME	=	FED-RELA	
TOTAL POWER	=	468 (+216)	(x10)
BOX SCALE	=	SUPER (x100)	
OPT ALLOWANCE	=	0 (+0)	
7X SYSTEMS	=	LAB, TRAN-T	
TIME/REALITY STABILITY			
TRITANIUM MESH HULL			
PHASING DEVICE (60)			

HOLOSYS:

Duplicates any "Generic" type system which does not use ammo or option allowance.

BRDG ✦:

These boxes have included POLY special SEN, SCAN, COMM, and COMP boxes.

TRITANIUM MESH HULL:

This ship suffers only 1/10 damage from weapons of lower tech than itself (i.e. weapons of 5X tech or lower). This ship suffers no damage from 2X or lower sources.

QWARP:

This is a combination PWARP and SLIPSTREAM in one box. QWARP can either operate as a normal warp field (using PWARP "in warp" formulas), or can generate a three phase Slipstream. A three phase Slipstream allows up to 3 units to enter or leave per impulse.

TRAN-T:

Temporal Transporter. Can be used 1/turn. Energy Cost = 60. Can transport one crew unit (any type) up to 6000 years into the past or future. Each time this is done, roll 1d6 and add to a total. When this total reaches 10 or higher, the unit is killed due to temporal stress. This total is lowered by 1 for each "real" day that passes.

SHTL:

The shuttles on this ship are generated from energy patterns. Up to 20 patterns per SHTL box may be stored at a time. A new pattern may be created per turn. 6X shuttles are speed 60, and are armed with 1 PH-10.

OUTSTANDING CREW UNITS



PHASED BOARDING PARTIES



PASSENGERS



PH-11:

The PH-11 fires a compressed anti-Time beam which slows the target to the point of inactivity. Has a limited form of "Poly" built in: The 1st shot costs 1 TimeWarp, the 2nd costs 2 TimeWarp, the 3rd costs 3 TimeWarp, and so on (this cost becomes 1/shot at 7X). Each TimeWarp energy may be replaced with 2 QWARP energy. Capacitor = Equal to total power of ship (for all PH-11 boxes on the ship, and of the same type of power). Damage = 10, out to range 250 hexes (400 hexes at 7X). Affects any target regardless of Temporal/Phase/Cloak state. When PH-11 does internals, the boxes are disabled instead of destroyed. In reality, the system in question has been stopped in time and cannot be accessed for any function.

PH-10:

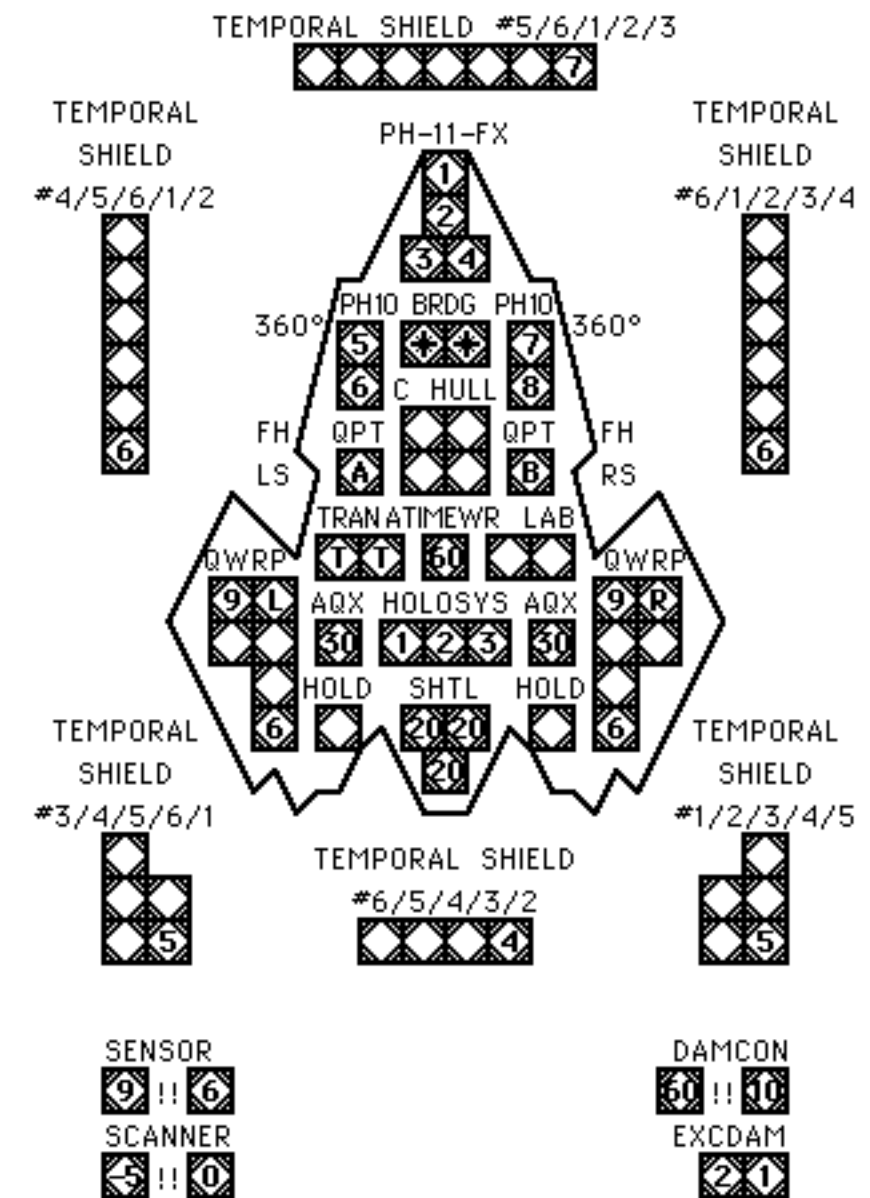
Fires 9/turn at 6X, but not more than three times per impulse. Each shot requires 5 energy to fire. 45 point capacitor at 6X. Any 1 target within 150 hexes takes 1 internal per shot. There is no firing chart; the weapon automatically hits. No defensive system (PA, REF, or even Borg Adaption) has any effect. The weapon does not actually traverse the distance between the ships; so terrain such as Web and Black Holes have no effect. At 6X which internal is hit is selected by the firing ship 2 times in 6.

QPT:

Phase-Push Torpedo (improved 6X version; the 5X version is called PPT). Fires 1/turn. Energy Cost = 10 QWARP. Hold Cost = 5. Has three firing modes: Damaging, PhasePush, PhaseStop. Damaging mode does (30-R)*10 damage, where R is range to target. PhasePush mode causes the target to phase out as if a Phasing Device has been used; each weapon the target fires next impulse has only a 1 in 6 chance of being able to affect anything in normal space. PhaseStop mode prevents the target from "going into warp" next impulse. 7X+ ships may throw off the effects of PhasePush or PhaseStop by using a LAB box (per QPT that hits). BPV 270 (at 6X); Repair 16; hit on "Torpedo".

AQX:

This is identical to an APX (Advanced Phase Reactor), except it produces QWARP (instead of PWARP) power. Produces 30 QWARP power which cannot be used for movement. Produces an additional 60 generic or 30 QWARP power which cannot be used for movement (the Total Power calculation assumes the 60 generic power option was used).



Donald Miller

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← Note:
The "TRAN-T" system is the only "new" system that doesn't appear on the Enterprise-J SSD.

CREW UNITS
*

ADMINISTRATIVE SHUTTLES			
IDENT	SHIELD	HIT POINTS	NOTES

SHIP DATA TABLE
Ship Class = Ross
Model Number = Mk II
Point Value = 11927
Breakdown = 5-6
Shield Cost = 2+0
Explosion Str = 569
Size Class = 2
Movement Cost = 1+1/2 (F)
Reference = R2.268
Total Power = 286 (+100)
Opt Allowance = 176 (+74)
3X Systems = PH-7
5X Systems = SKIN
Ability to Double Engines
Ability to Double Reactors

BOARDING PARTIES

DECK CREWS

NSMs

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE																			
DIE	RANGE	13-	25-	49-	73-	97-													
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	24	48	72	96	120	
1	7	7	7	7	7	6	6	5	5	4	4	3	3	3	2	2	1	1	1
2	7	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
3	7	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
4	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0

Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)
 Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.
 Overload is x1.5 damage or 2 non-overloaded Ph-6 shots at separate targets. Maximum overload range = 12.

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE	8-	12-	18-	23-	41-	61-							
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

TURN MODE	SPEED
F	1 1-3
	2 4-5
	3 6-9
	4 10-13
HET	5 14-17
	6 18-23
BD	7 24-29
	8 30+

SKIN:
 This ship ignores the first 1000 damage on any given turn.
 The next 1000 damage in the same turn would destroy the SKIN box.
 At that point the normal shields and such could be hit.

2X PHOTON TORPEDO TABLE							
RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
 Hold Standard = 1 energy; Hold Overload = 2 energy.

SENSOR
6 6 6 6 6 6 6 6 6 2
SCANNER
-2 -2 -1 -1 -1 0 0 0 0 7
DAMCON
18 16 14 12 10 8 6 4 2 0
EXCDAM
40 39 38 37 36 35 34 33 32 31
30 29 28 27 26 25 24 23 22 21
20 19 18 17 16 15 14 13 12 11
10 9 8 7 6 5 4 3 2 1

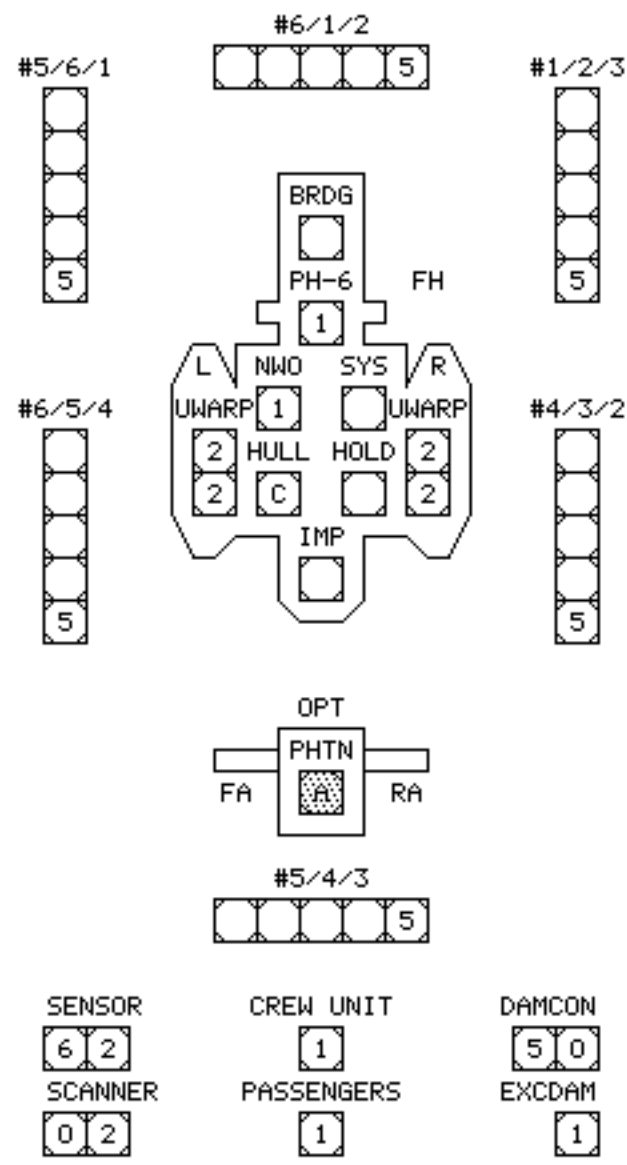
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**SHATTERED UNIVERSE
 FEDERATION
 2Xs
 Ross Class
 Super Battleship**

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

FEDERATION 3X Runabout Class Patrol Frigate

Ship Class	= Runabout	Runabout
Model Number	= Mk I	Mk II
Point Value	= 700	800
Breakdown	= 6^4	6^4
Shield Cost	= 0	0
Explosion Str	= 15	16
Size Class	= 5	5
Movement Cost	= 1/4 (B)	1/4 (B)
Reference	= R2.314-1	R2.314-2
Total Power	= 9 (+1)	9 (+1)
Opt Allowance	= 30 (+0)	30 (+0)
4X Systems	= (none)	(none)



FEDERATION 2Xe Revised Lower Tech Andor Class Missile Cruiser

CREW UNITS

				10
				20
		*		30
				40
				50
				60
				70
				80
				90
				1 00
				1 10
				1 20

BOARDING PARTIES

				10
				20
				30
				40
				50
				60

PROBES

2X PH-I TABLE

DIE ROLL	RANGE										11- 17- 31- 51-101-					
	0	1	2	3	4	5	6	7	8	9	10	16	30	50	100	150
1	9	9	8	8	7	7	6	6	5	5	4	4	3	2	1	1
2	9	8	8	7	7	6	6	5	5	4	4	3	2	1	1	0
3	8	8	7	7	6	6	5	5	4	4	3	3	1	0	0	0
4	8	7	7	6	6	5	5	4	4	3	3	2	0	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	0	0	0	0

Fires 1/turn.
Energy = 1 (std),
2 (over/pulse).
Capacitor = 3.
Overload uses given
overload table.
Pulse is 4 PH-J at
separate targets,
or size 5 & smaller
targets.

2X PH-I OVERLOAD TABLE

DIE ROLL	RANGE										
ROLL	0	1	2	3	4	5	6	7	8	9	10
1	14	13	12	12	11	10	9	9	8	7	6
2	13	12	12	11	10	9	9	8	7	6	6
3	12	12	11	10	9	9	8	7	6	6	5
4	12	11	10	9	9	8	7	6	6	5	4
5	11	10	9	9	8	7	6	6	5	4	3
6	10	9	9	8	7	6	6	5	4	3	3

2X PH-J TABLE

DIE ROLL	RANGE										7- 17-	
ROLL	0	1	2	3	4	5	6	16	30	7	17-	
1	4	4	4	3	3	3	2	1	1			
2	4	4	3	3	3	2	2	1	0			
3	4	3	3	3	2	2	2	0	0			
4	3	3	3	2	2	2	1	0	0			
5	3	3	2	2	2	1	1	0	0			
6	3	2	2	2	1	1	1	0	0			

2X HEAVY PHOTON (J REFIT) TABLE

RANGE	0-1	2-7	8-11	12-14	15-28	29-35	36-52
HIT, STD (d6)	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVER (d6)	1-7	1-6	1-5	1-4	NA	NA	NA
HIT, PROX (d12)	1-18	1-16	1-14	1-12	1-10	1-8	1-6
DMG, STD	15	15	15	15	15	15	15
DMG, OVER	30	30	28	26	NA	NA	NA
DMG, PROX	7	7	7	7	7	7	7

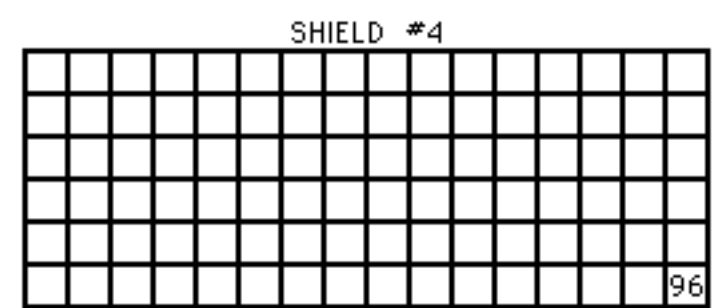
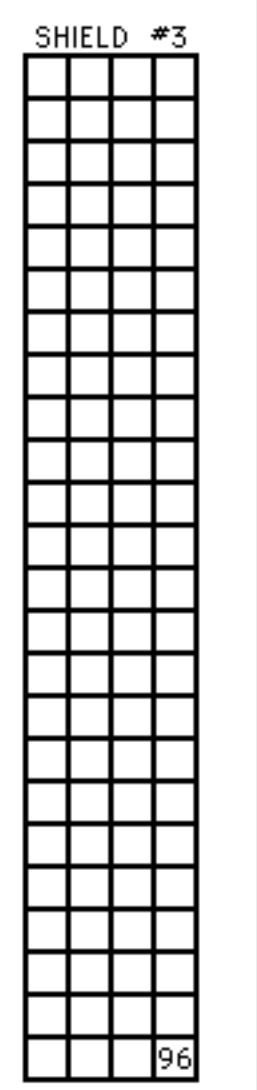
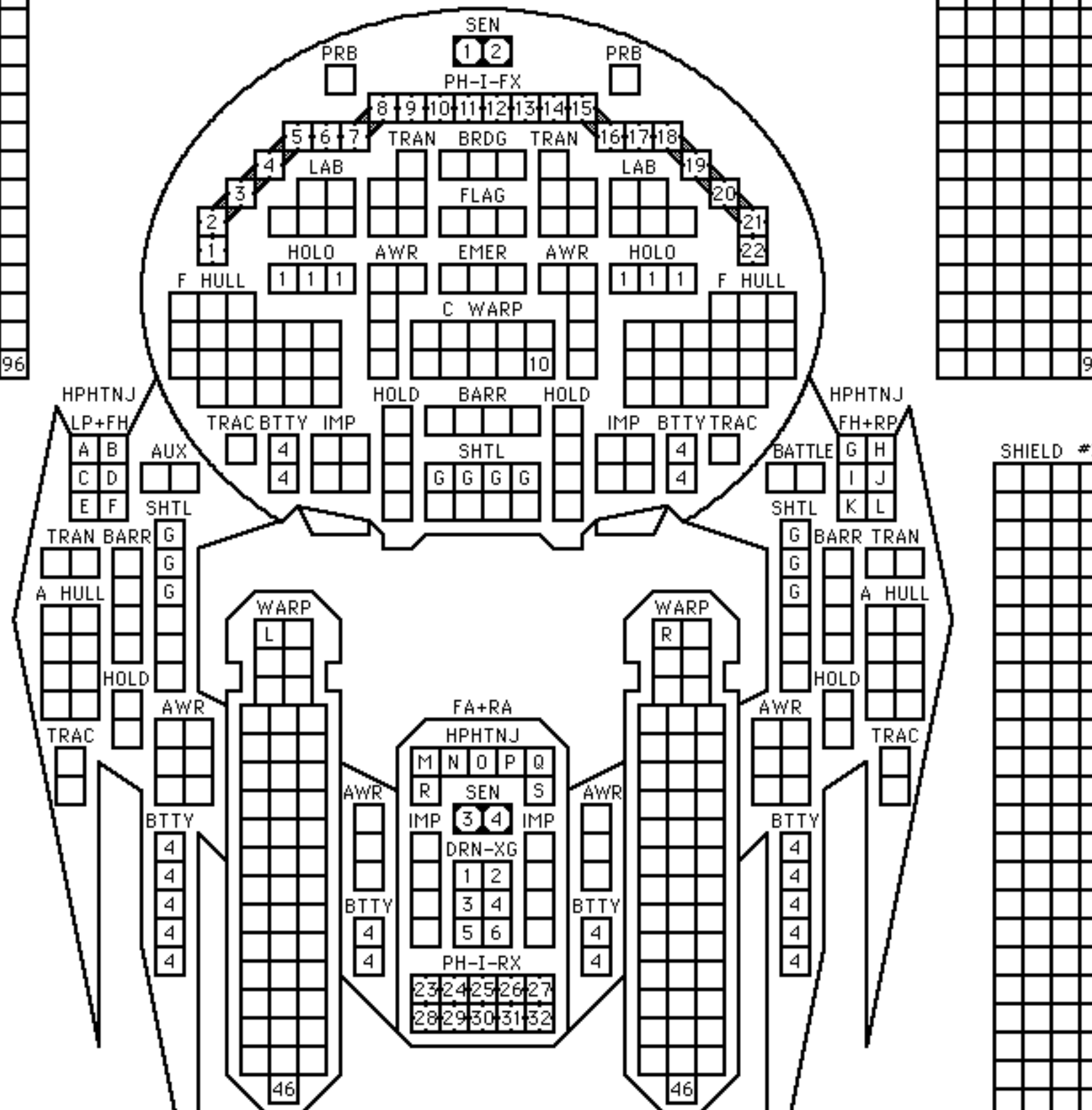
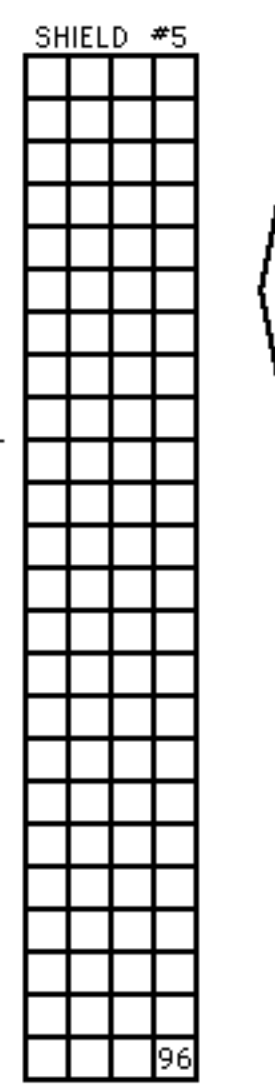
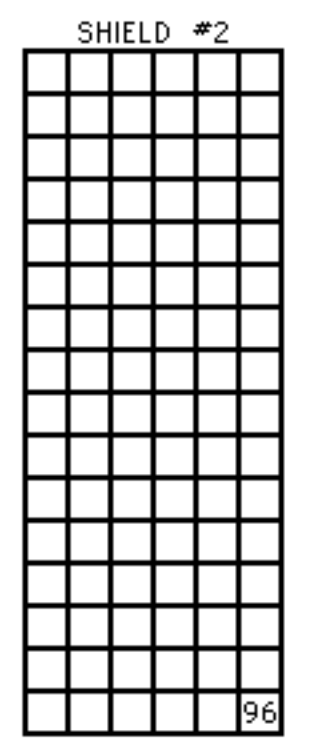
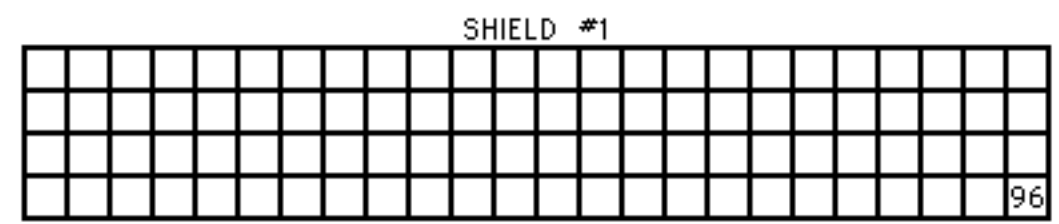
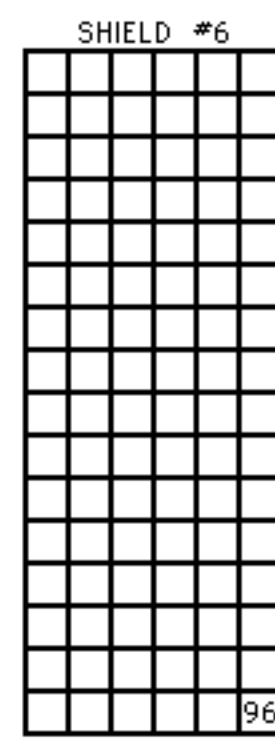
Fires 1/turn.
Energy Cost =
6 (std/prox)
or 12 (overload)
Hold Cost =
1+1/2 (std/prox)
or 3 (overload)
Has a "Level 6"
mode (2/4 dmg
to entire hex).
Has a "Mine" mode
(lay as a mine).

SHIP DATA TABLE

SHIP CLASS = ANDOR XCM
 MODEL NUMBER = MK VIII REV
 POINT VALUE = 1545
 BREAKDOWN = 5-6
 SHIELD COST = 3+4
 EXPLOSION STR = 393
 SIZE CLASS = 2
 MOVEMENT COST = 1+3/4 (E)
 REFERENCE = R2.286
 FILENAME = FED-RYAN
 TOTAL POWER = 146 (+72)
 BOX SCALE = NORMAL
 OPT ALLOWANCE = 0 (+0)
 3X SYSTEMS = NONE

SmileyLich

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SENSOR

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

SCANNER

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

DAMCON

14	12	12	10	10	8	8
6	6	4	4	2	2	0

EXCDAM

14	13	12	11	10	9	8
7	6	5	4	3	2	1

CREW UNITS

											10
			*								20
		24									

COMMANDO SQUADS

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

DECK CREWS

		2									
--	--	---	--	--	--	--	--	--	--	--	--

PASSENGERS

		2									
--	--	---	--	--	--	--	--	--	--	--	--

PRIME TEAMS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC
THIS SHIP HAS ONE BAY.		

PROBES

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

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	Section31 CInt
Model Number	=	Mk I
Point Value	=	189 *
Breakdown	=	6^2
Shield Cost	=	2+0
Explosion Str	=	66
Size Class	=	4
Movement Cost	=	1/2 (AA)
Reference	=	R2.043
Total Power	=	25 (+3)
Opt Allowance	=	14 (+11)
IX Systems	=	C&C
Cloaking Device	(4+7)	

PHASER-MR TABLE

DIE	RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12
1		2	3	4	4	5	6	7	6	5	4	4	3	2
2		1	2	3	3	5	5	6	5	5	3	3	2	1
3		0	1	2	3	4	4	5	4	4	3	2	1	0
4		0	0	1	2	4	4	4	4	4	2	1	0	0
5		0	0	0	1	3	4	4	4	3	1	0	0	0
6		0	0	0	0	2	3	3	3	2	0	0	0	0

PHASER-SR TABLE

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

TYPE 31 PHOTON TORPEDO TABLE

RANGE	0-2	3-4	5-7	8	9-15	16-35
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	5	4	4	4	4	3
DAMAGE, PROXIMITY	0	2	2	2	2	2
DAMAGE, OVERLOAD	9	8	8	8	8	7

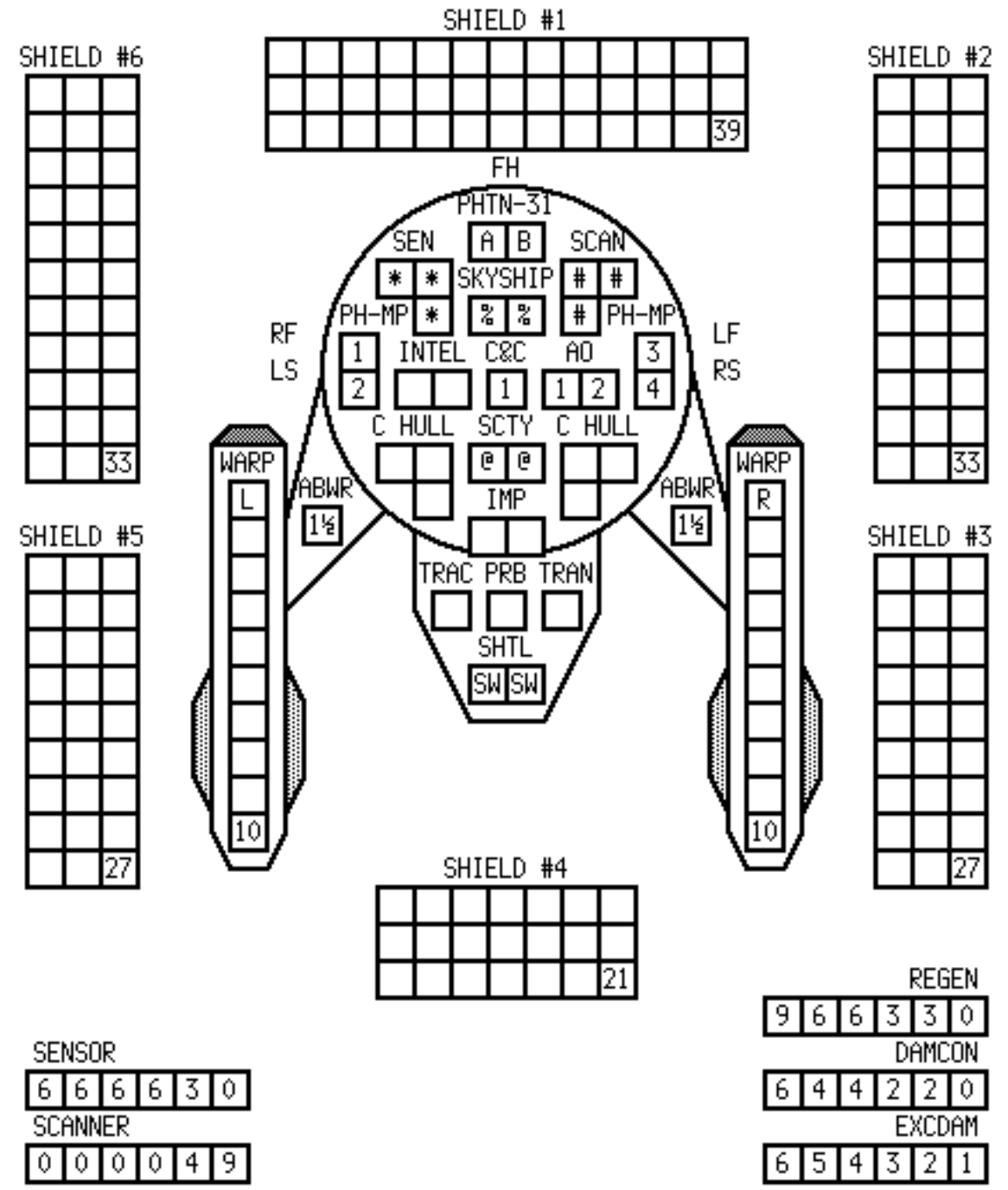
Fires 2/turn.
 Standard/Proximity Energy = 1-1 (hold ½) per shot
 Overload Energy = 2-2 (hold 1) per shot
 BPV/Repair Cost = 8, hit on Torpedo, 2 spaces.

ABWR: Produces 1½ warp energy per turn.
 Can hold an additional 1½ energy just like a battery.
 BPV/Repair = 5.5, hit on APR, 2 spaces.

C&C: BPV/Repair = 18, hit on "Emer".
 May be used 1/turn. Roll a die when used:
 1 = The ship using the C&C decloaks if cloaked, and does not move or fire weapons for 1 turn.
 2-4 = The device simply does not function this turn.
 5-6 = One target unit within 20 hexes becomes under complete control of the C&C using ship, it may fire at friendly units and move as desired. The ship is considered Undermanned as it is assumed the crew refuse to obey the orders.

AO: Any Option. Can hold anything an NWO, PO, or CO can hold. Two AO's together can hold anything an SO can hold. Cannot hold systems hit on Phaser/Torp/Drone. Gives 7 Allowance towards Options. BPV/Repair Cost = 9, hit on "A Hull".

FEDERATION OXs SECTION 31 Intelligence Cruiser



David Miller

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 Enjoy!

CREW UNITS

												10
												20
	*											30
											36	

COMMANDO SQUADS

												10
												12

DECK CREWS

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

PRIME TEAMS

												3
--	--	--	--	--	--	--	--	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC
		SWAC
		SWAC

THIS SHIP HAS TWO BAYS.

PROBES

												10
												10

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class = Section31 IntC
 Model Number = Mk I
 Point Value = 384 *
 Breakdown = 6
 Shield Cost = 3+0
 Explosion Str = 133
 Size Class = 3
 Movement Cost = 1 (A)
 Reference = R2.061

Total Power = 54 (+16)
 Opt Allowance = 36 (+14)
 1X Systems = POLY S31 PHTN

Cloaking Device (6+11)
 Ability to Double Engines
 Ability to Double Reactors

A2BWR: Produces 2 power per turn. Can hold an additional 2 power like a battery.
 BPV/Repair = 8; 3 spaces; hit on APR.

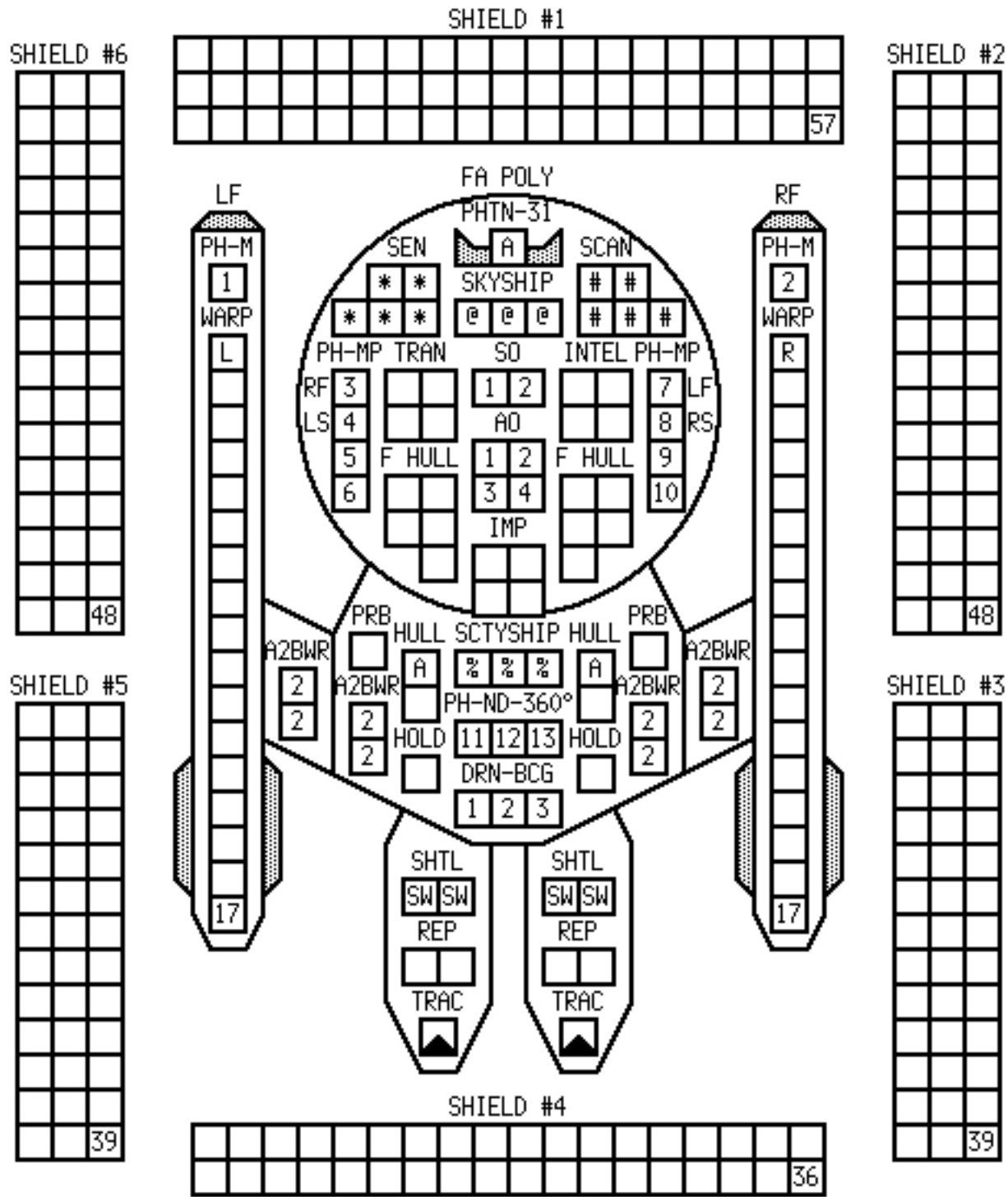
ANTI-DRONE TABLE

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

DRONE RACKS

1									BCG
2									BCG
3									BCG

Launches up to 2/turn. Has ADD mode as per DRN-G.
 BPV/Repair = 8; 2 spaces; hit on Drone.



PHASER-MR TABLE

DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	4	5	6	7	6	5	4	4	3	2
2	1	2	3	3	5	5	6	5	5	3	3	2	1
3	0	1	2	3	4	4	5	4	4	3	2	1	0
4	0	0	1	2	4	4	4	4	4	2	1	0	0
5	0	0	0	1	3	4	4	4	3	1	0	0	0
6	0	0	0	0	2	3	3	3	2	0	0	0	0

PHASER-NR TABLE

DIE ROLL	0	1	2	3	4	5	6	7
1	3	4	5	6	6	5	4	3
2	2	3	4	5	5	4	3	2
3	1	2	3	4	4	3	2	1
4	0	1	2	4	4	2	1	0
5	0	0	1	3	3	1	0	0
6	0	0	0	3	3	0	0	0

PHASER-SR TABLE

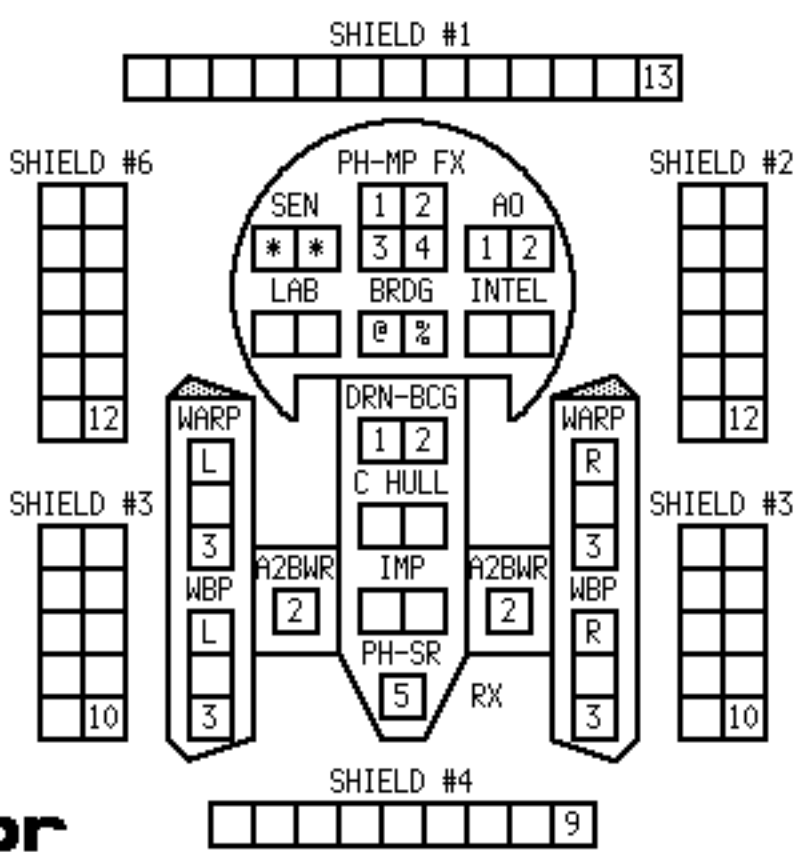
DIE ROLL	0	1	2	3
1	4	4	4	4
2	4	4	4	4
3	3	4	4	3
4	2	4	4	2
5	1	3	3	1
6	0	3	3	0

POLY SECTION 31 PHOTON TORPEDO TABLE

RANGE	0-2	3-4	5-7	8	9-15	16-35
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
DMG, OVERLOAD	5	4	4	4	4	3

Can fire any number of times per turn.
 Each shot can be armed in a single turn.
 Arm Cost = 2/shot; Hold Cost = 1/shot.
 Can hold any number of shots ready at once.
 Has no overload or proximity mode.
 BPV/Repair 50 (75 at 1X); 10 spaces; hit on Torp.

FEDERATION OXI SECTION 31 Combat Interceptor



SENSOR (6, 6, 6, 6, 6, 4, 2, 0)

SCANNER (0, 0, 0, 0, 0, 3, 6, 9)

SMILEY LICH

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SECTION 31 PF

BPV = 75
 EXP STR = 41
 MOVE C = 1/5 (AA)
 No cloak or doubling

TURN MODE SPEED

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

SENSOR (6, 6, 0) | **DAMCON** (2, 0) | **REGEN** (3, 0)

SCANNER (0, 0, 9) | **EXCDAM** (2, 1)

PH-ND: Fires up to 3/turn.
 Energy Cost = 2/3 per shot.
 2 point capacitor.
 Each shot uses the PH-NR table.

REGEN (12, 9, 9, 6, 6, 3, 3, 0)

DAMCON (8, 6, 6, 4, 4, 2, 2, 0)

EXCDAM (8, 7, 6, 5, 4, 3, 2, 1)

CREW UNITS								
*								9
BOARDING PARTIES								
								2
DECK CREWS								
								4
PASSENGERS/SPECIALISTS								
								10

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		
ONE SHUTTLE BAY.				

SHIP DATA TABLE	
Ship Class	= SAGAN
Model Number	= Mk IV
Point Value	= 641
Breakdown	= 6^3
Shield Cost	= 1+4
Explosion Str	= 123
Size Class	= 4
Movement Cost	= 1/3 (AA)
Reference	= R2.202
Total Power	= 38 (+24)
Opt Allowance	= 0 (+0)
3X Systems	= (none)

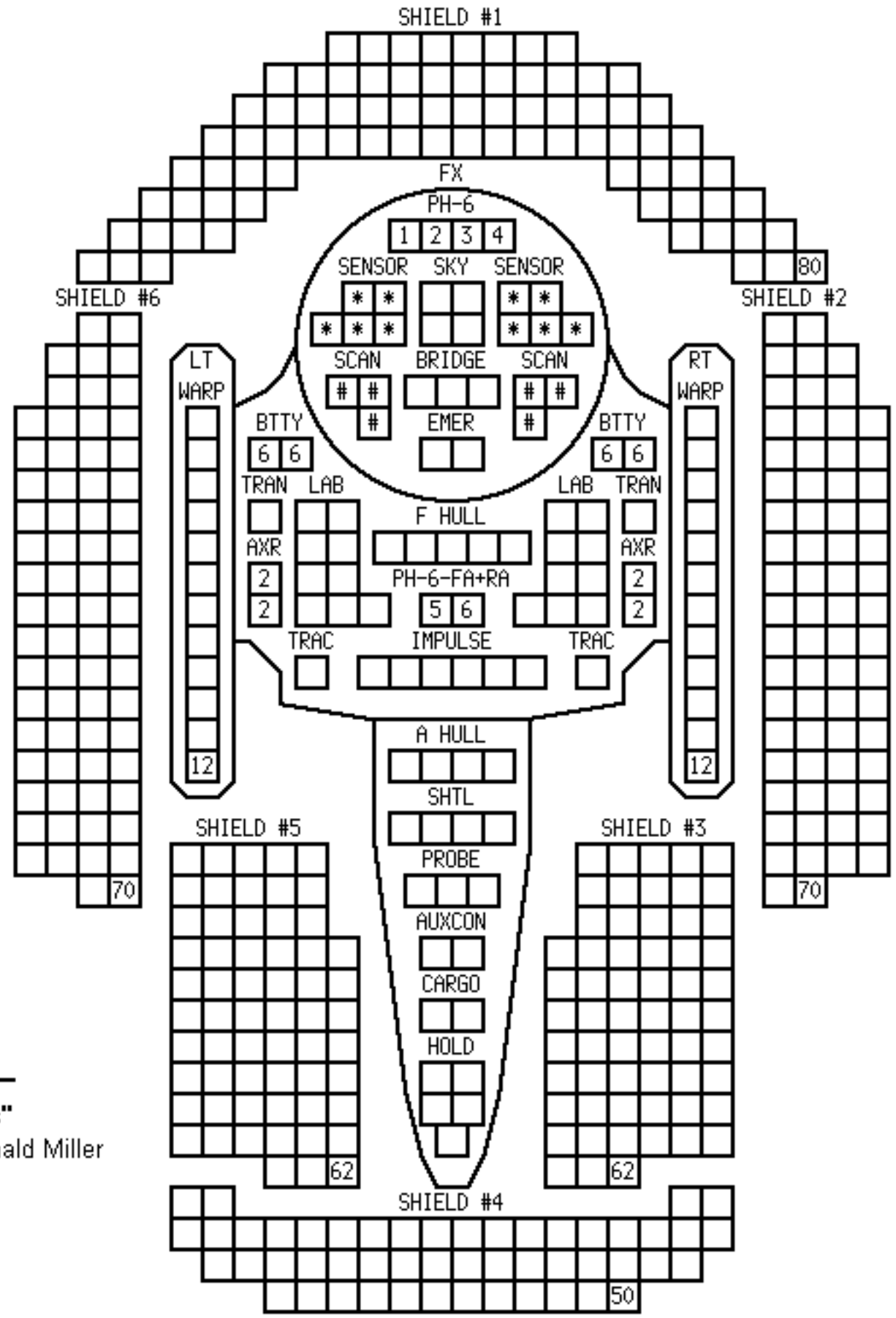
PROBES														
														14
														14
														14

TRANSPORTER BOMBS					
			D	D	D

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE																			
DIE	RANGE														13-	25-	49-	73-	97-
ROLL		0	1	2	3	4	5	6	7	8	9	10	11	12	24	48	72	96	120
1		7	7	7	7	7	6	6	5	5	4	4	3		3	2	2	1	1
2		7	7	7	7	6	6	5	5	4	4	3	3		2	2	1	1	0
3		7	7	7	6	6	5	5	4	4	3	3	2		2	1	1	0	0
4		7	7	6	6	5	5	4	4	3	3	2	2		1	1	0	0	0
5		7	6	6	5	5	4	4	3	3	2	2	1		1	0	0	0	0
6		7	6	6	5	5	4	4	3	3	2	2	1		0	0	0	0	0
Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)																			
Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.																			
Overload is x1.5 damage or 2 non-overloaded Ph-6 shots at separate targets. Maximum overload range = 12.																			

TYPE VI PHASER OVERLOAD														
DIE	RANGE													
ROLL		0	1	2	3	4	5	6	7	8	9	10	11	12
1		10	10	10	10	10	10	9	9	7	7	6	6	4
2		10	10	10	10	10	9	9	7	7	6	6	4	4
3		10	10	10	10	9	9	7	7	6	6	4	4	3
4		10	10	10	9	9	7	7	6	6	4	4	3	3
5		10	10	9	9	7	7	6	6	4	4	3	3	1
6		10	9	9	7	7	6	6	4	4	3	3	1	1

TURN MODE	SPEED
AA	1 1-8
HET	2 9-16
	3 17-24
BD	4 25+



FEDERATION

2Xs

Sagan Research Cruiser

Donald Miller
"Old Ships"
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SENSOR					
6	6	6	6	6	6
6	6	6	4	2	0

DAMCON			
4	2	2	0

SCANNER					
0	0	0	0	0	2
4	8				

EXCDAM			
4	3	2	1

SHIP DATA TABLE 2/3/5/6 1(L) 4(S)

Ship Class	= PFX	PFXL	PFXS
Model Number	= Mk 2	Mk 2L	Mk 2S
Point Value	= 78/103	99/141	116/57
Breakdown	= 6^2	6^2	6^3
Shield Cost	= 0+2	0+2	0+2
Explosion Str	= 25	30	30
Size Class	= 5	5	5
Movement Cost	= 1/10 A	1/10 A	1/10 A
Reference	= R2.108	-L	-S
Total Power	= 13(+3)	13(+6)	15(+3)
Opt Allowance	= 11(+0)	22(+0)	6(+0)
2X Systems	= (none)	(none)	(none)
Ability to Double Engines			
Nimble Ships			
Maximum Weapon Range = 22			

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

TYPE V OFFENSIVE PHASER TABLE

DIE	RANGE	8-12	18
ROLL	0 1 2 3 4 5 6 7 11 17 22		
1	10 10 10 10 9 8 7 6 5 4 3		
2	10 10 10 9 8 7 6 5 4 3 2		
3	10 10 10 9 8 7 6 5 4 3 2		
4	10 10 9 8 7 6 5 4 3 2 1		
5	10 10 9 8 7 6 5 4 3 2 1		
6	10 9 8 7 6 5 4 3 2 1 1		

PHOTON TORPEDO (D & H refits) TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-22
HIT, STD	1-5	1-6	1-5	1-4	1-3	1-2
HIT, PROX	1	1-2	1-3	1-4	1-5	1-4
HIT, OVER	1-7	1-6	1-5	1-4	NA	NA
DMG, STD	10	10	10	10	10	10
DMG, PROX	5	5	5	5	5	5
DMG, OVER	20	20	20	20	NA	NA

DRONE RACKS

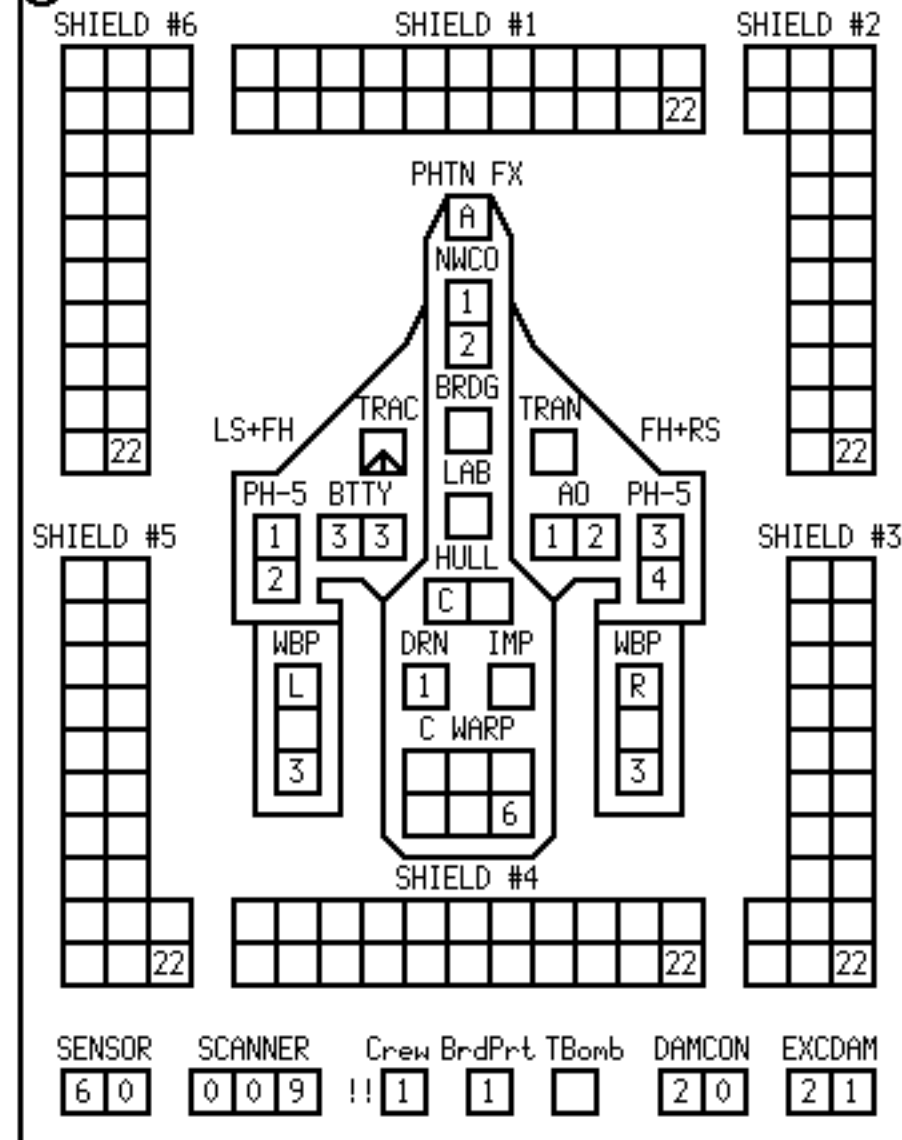
①	1																				GX	
②	1																					GX
③	1																					GX
④	1																					GX
⑤	1																					GX
⑥	1																					GX

FEDERATION

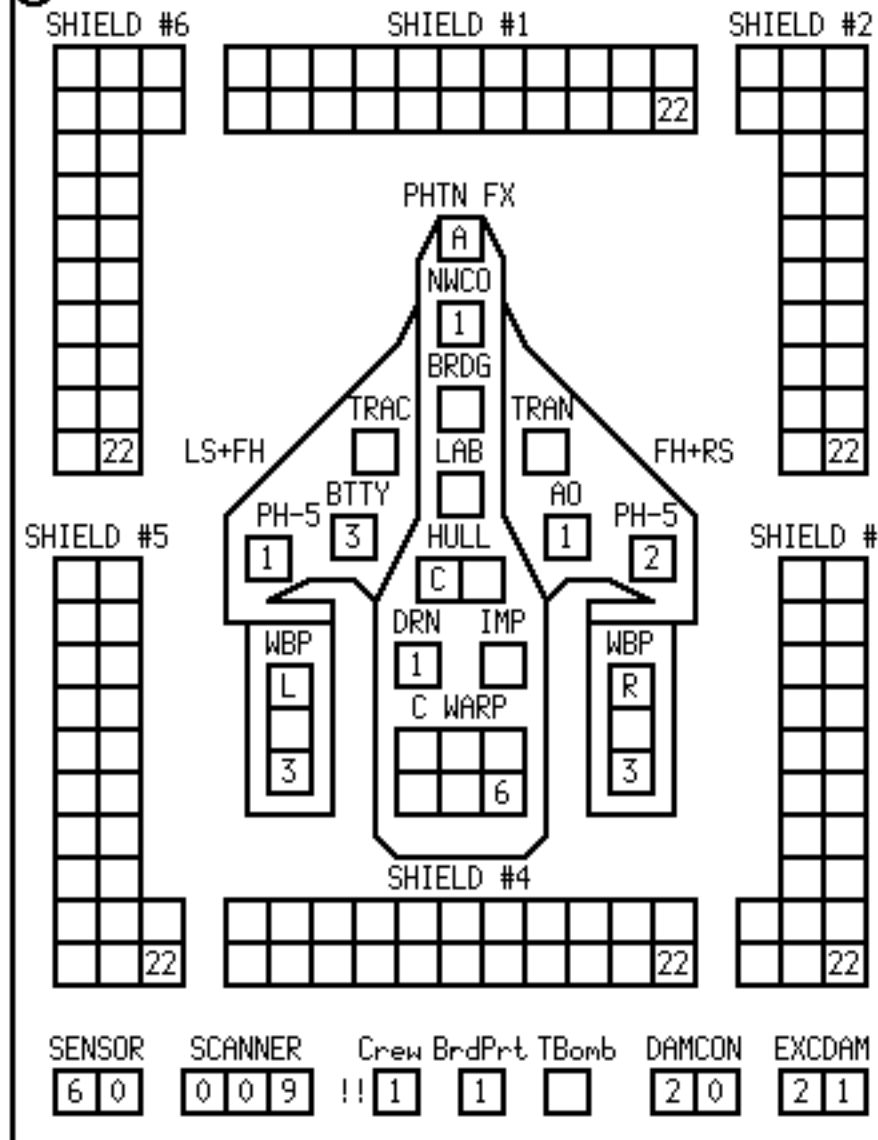
1X

Scorpio Class Patrol Frigate Group

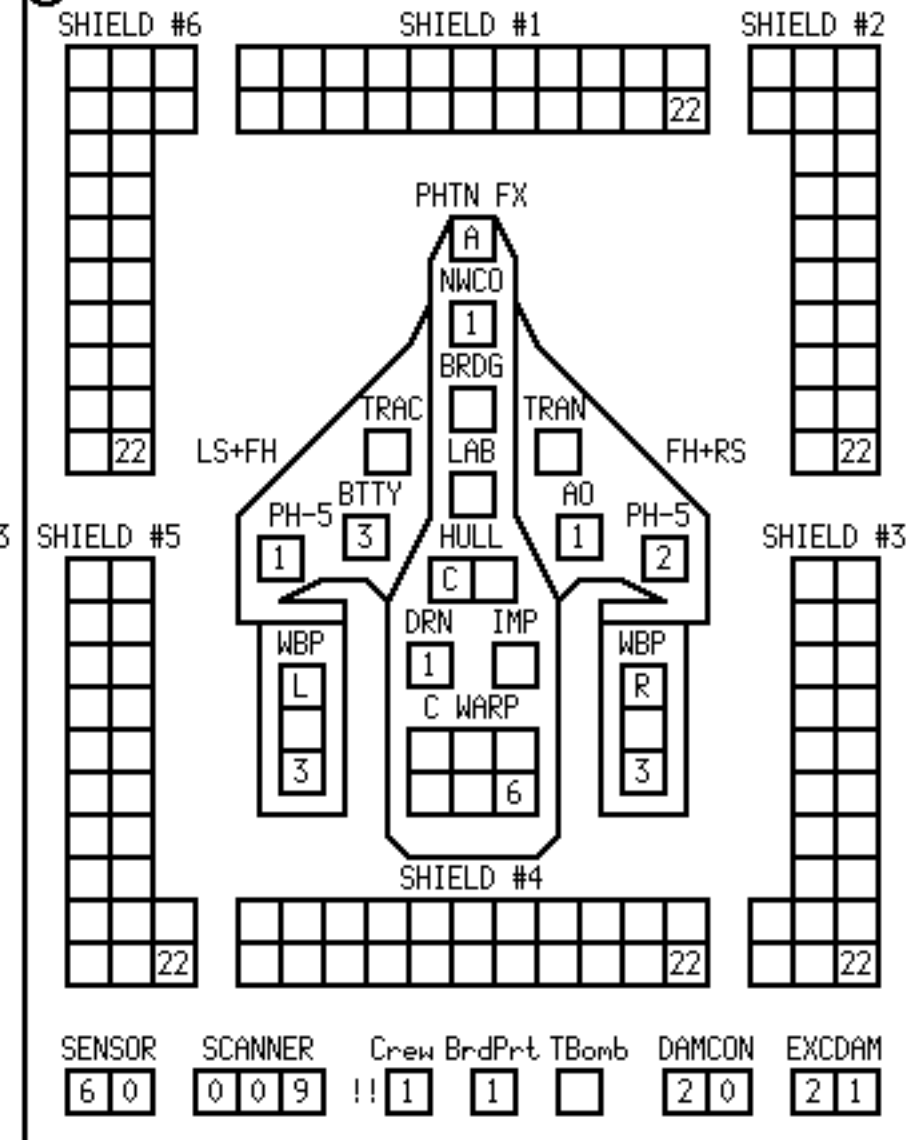
① (Leader)



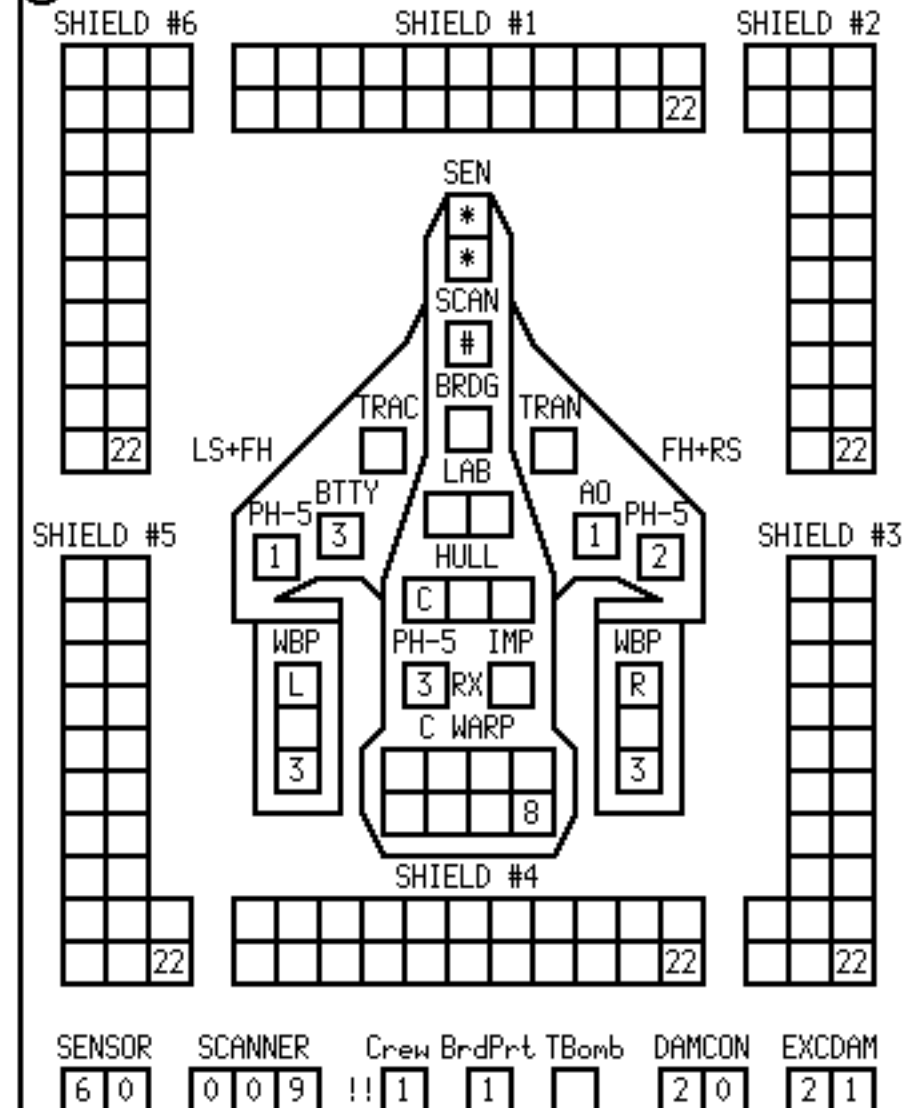
②



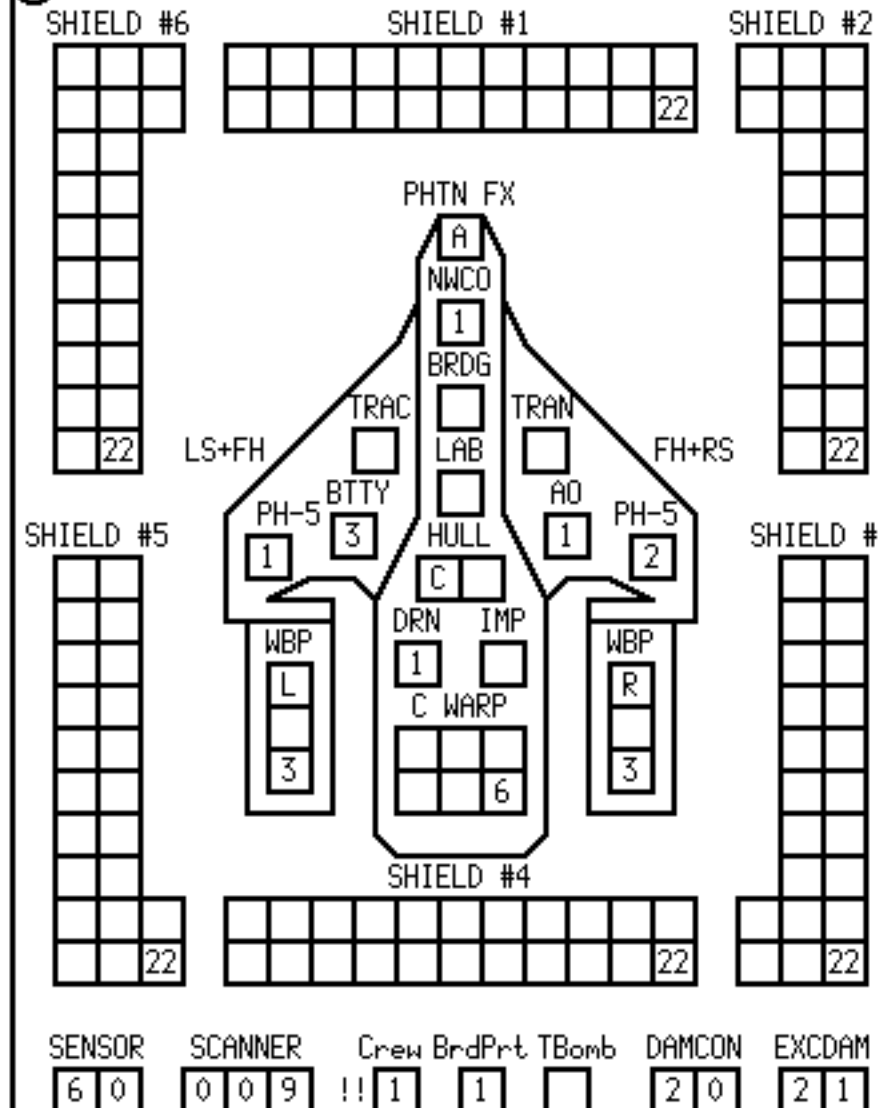
③



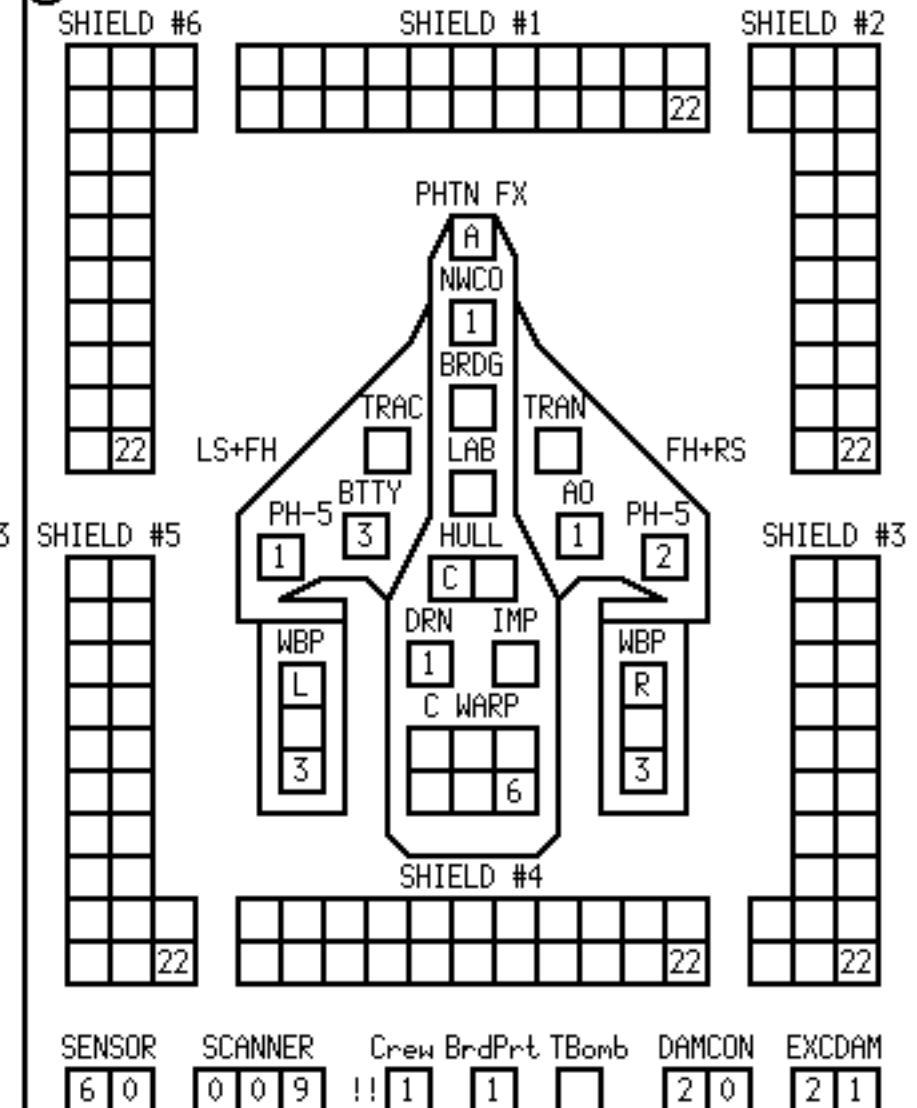
④ (Scout)



⑤



⑥



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CREW UNITS

Grid for crew units with numbers 10, 20, 30, 40, 50, 60, 70, 80, 90, 1 00, 1 10, 1 20, 1 30, 1 40, 1 50, 1 60, 1 70, 1 80, 1 90, 2 00, 2 10, 2 20, 2 30, 2 40, 2 50

BOARDING PARTIES

Grid for boarding parties with numbers 10, 20, 30, 40, 50, 60, 70

DECK CREWS

Grid for deck crews with numbers 10, 20, 30

PASSENGERS

Grid for passengers with numbers 10, 20

ADMINISTRATIVE SHUTTLES

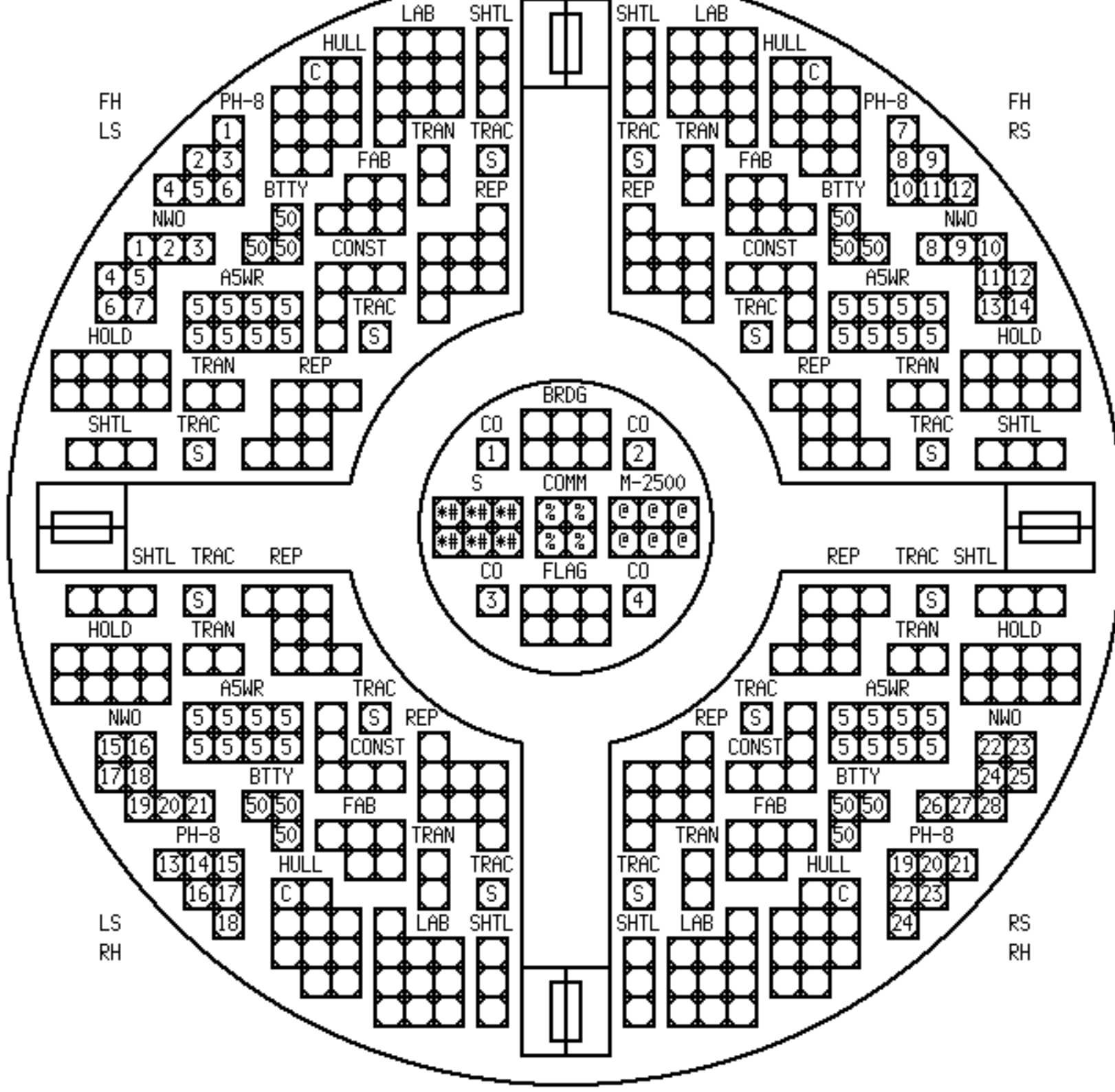
THIS BASE HAS A TOTAL OF 240 SHUTTLES OF VARIOUS TYPES IN ITS EIGHT SHUTTLE BAYS.

Super Tractor Beam: (TRAC-S) Acts as a TRAC-H, but if you spend 1 turn in preparation with 10 energy (making it a two-turn arming system), the maximum range becomes 10 and the system functions as a TRAC-HH. BPV/Repair 2.5; 2 spaces; hit on "Trac".

SHIP DATA TABLE

Ship Class = Spacedock SB, Model Number = Mk I, Point Value = 250000, Breakdown = 6^9, Shield Cost = 8+62, Explosion Str = 4520, Size Class = 0, Movement Cost = 450 (Z), Reference = R2.125, Total Power = 1600 (+6000), Opt Allowance = 840 (+200000), 2X Systems = REP, CONST, FAB, PH-8, M-2500, S, COMM, FLAG, CO, DAMCON, Positional Stabilizer, Mega-Batteries, Positional Reactors, Has eight Size 2 Bays

SHIELD 360° = 840 (mega-boxes)



TYPE VIII HEAVY PHASER

Table with columns DIE, RANGE, and values for ranges 8-15, 16-30, 31-45, 46-60, 61-90, 91-120, 121-150

Fires 1/turn. Energy Cost = 4. Capacitor = 4*(tech level). This weapon requires a positional stabilizer to fire. Overload costs 8 energy, and does x2 damage out to range 60. Overload can instead fire as 2 overloaded Ph-4's at separate targets. Pulse mode costs 8 energy, and operate as one of the following modes (vs. separate targets or vs. size 6 and smaller targets): 8 Ph-1, 10 Ph-2, 32 Ph-3, 4 Ph-4, 6 Ph-5, 8 Ph-6, 6 Ph-7. BPV/Repair 8; 4 spaces; hit on "Phaser".

PH-8 OVERLOAD

Table with columns DIE, RANGE, and values for ranges 8-15, 16-30, 31-45, 46-60

Note that each box on this SSD represents 10 Ph-8's. Also note the phaser capacitor is only 4 energy (requiring 4 more to overload).

Grids for SENSOR, DAMCON, and EXCDAM with numbers 1-10

FEDERATION 1X Spacedock (Mega-box SSD)

Handwritten signature of Joshua Miller

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FEDERATION OXs SF-1 Starfleet One

(R2.054) FEDERATION SF-1 Presidential Ship

OUTSTANDING CREW UNITS

1	10
2	20
3	30
4	40
5	50

COMMANDO SQUADS

1	10
2	20
3	30

DECK CREWS

1	10
2	20

PASSENGERS

1	10
2	20
3	30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MRS
		MRS
		SWAC
ONE SHUTTLE BAY.		

TRANSPORTER BOMBS

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

PRIME TEAM

1

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	SF-1
MODEL NUMBER	=	MK 1
POINT VALUE	=	289
BREAKDOWN	=	6
SHIELD COST	=	1+2
EXPLOSION STR	=	167
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R2.054
FILENAME	=	FED-SF1
TOTAL POWER	=	50 (+8)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE
OUTSTANDING CREW		

TYPE 1 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 3 PHASER TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS (SHIP)

1											G
2											G

ESCAPE PF

BPV = 54

EXP STR = 43

MOVE = 1/5 (AA)

OCCUPIES 2 MECH

CREW UNITS = 6

COMMANDOES = 3

ANTI-DRONE TABLE

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

DRONE RACKS (PF)

1											G
2											G

SENSOR

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

SCANNER

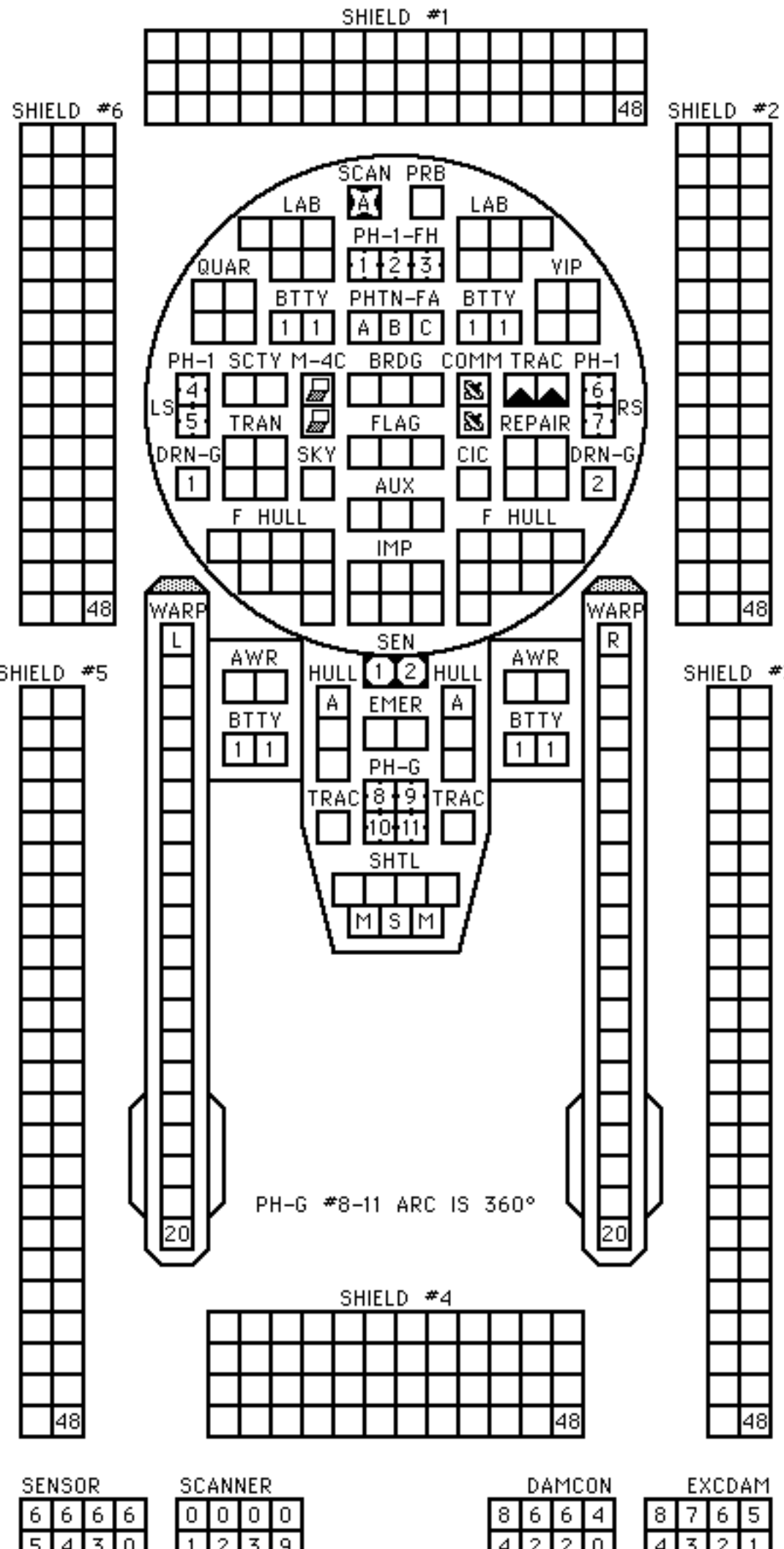
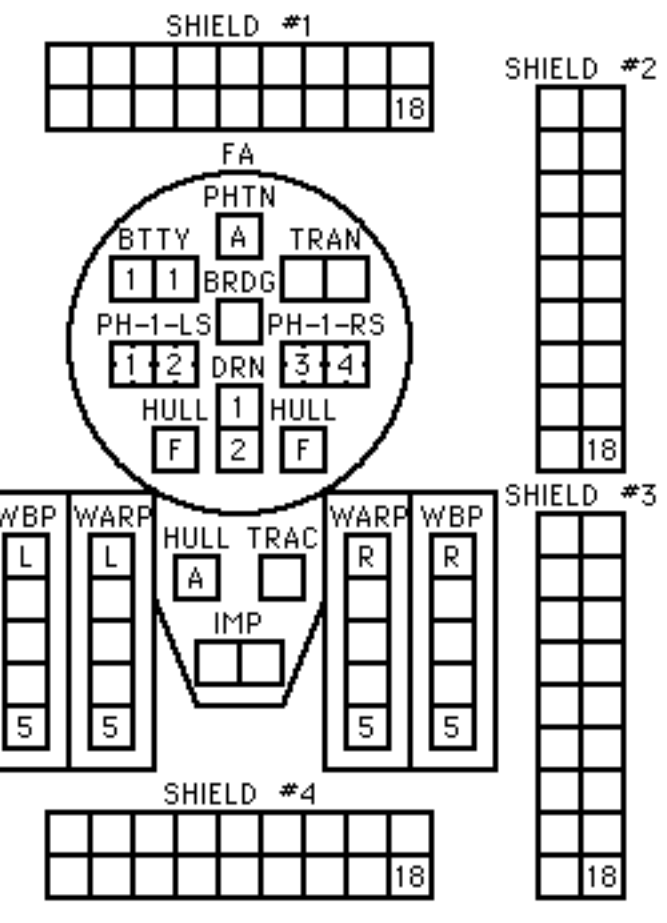
0	1	9
---	---	---

DAMCON

2	1	0
---	---	---

EXCDAM

3	2	1
---	---	---



6	6	6	6
5	4	3	0

0	0	0	0
1	2	3	9

8	6	6	4
4	2	2	0

8	7	6	5
4	3	2	1

CREW UNITS									
		*							10
									20
22									
BOARDING PARTIES									
									8

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS					NOTES			
THIS SHIP HAS ONE SHUTTLE BAY.									

SHIP DATA TABLE	
Ship Class	= Santa Maria
Model Number	= Mk I (SHDD)
Point Value	= 129
Breakdown	= 4-6
Shield Cost	= 1/2+1/2
Explosion Str	= 92
Size Class	= 4
Movement Cost	= 2/3 (B)
Reference	= R2.002
Total Power	= 34 (+8)
Opt Allowance	= 0 (+0)
1X Systems	= (none)

PROBES				
				5

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

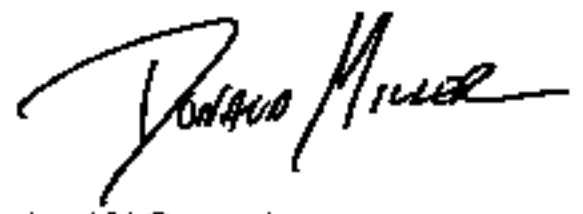
TYPE II OFFENSIVE/DEFENSIVE PHASER								
DIE	RANGE			4-	9-	16-	31-	
ROLL	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

PHOTON TORPEDO (H refit) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8	8
DAMAGE, PROXIMITY	4	4	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0	0

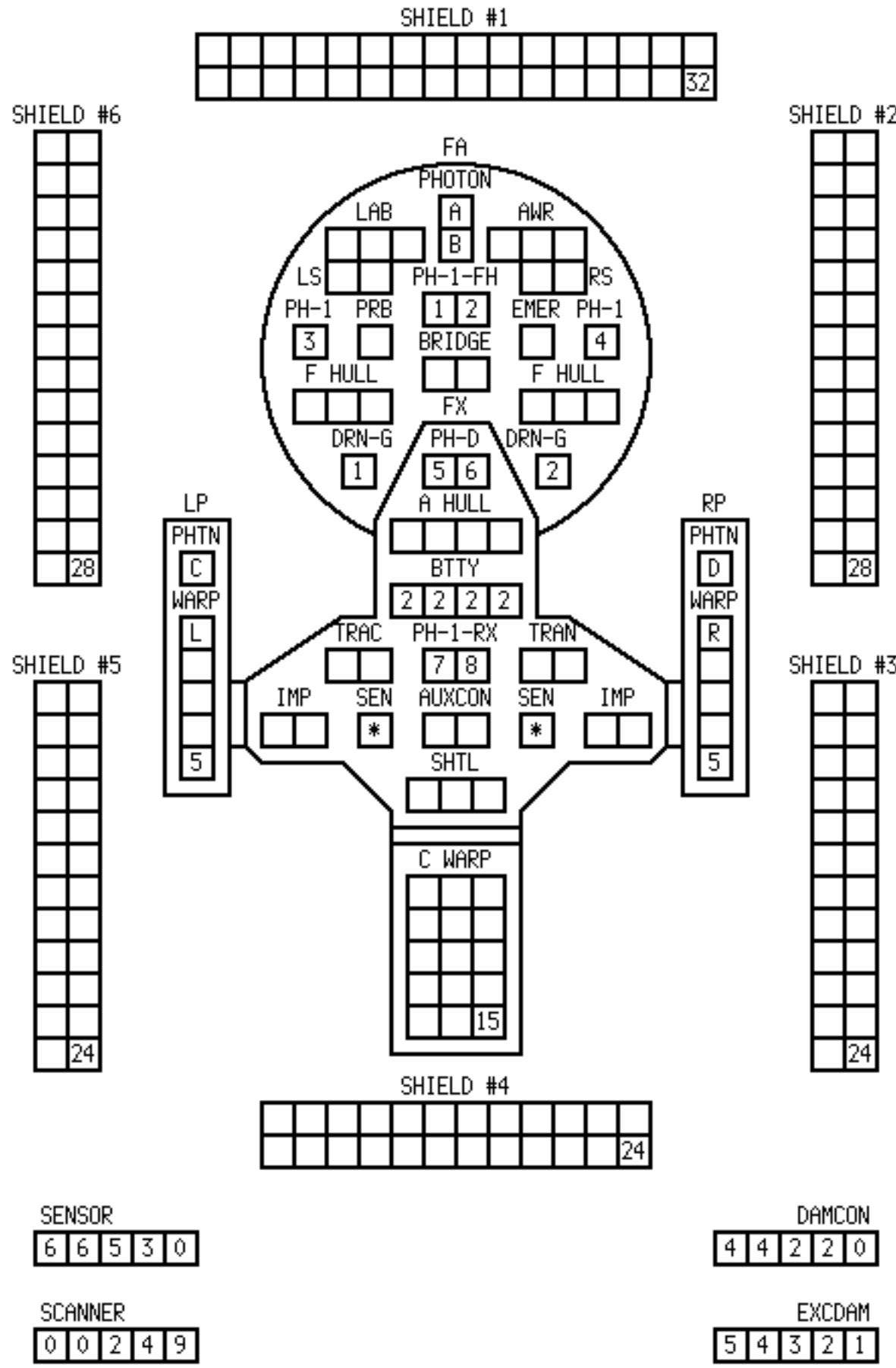
DRONE RACKS						
1						6
2						6

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



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 Enjoy!

**FEDERATION
 OXI
 USS Santa Maria
 NX-711
 Santa Maria Class
 Scout/Heavy Destroyer**



SENSOR				
6	6	5	3	0
SCANNER				
0	0	2	4	9

DAMCON				
4	4	2	2	0
EXCDAM				
5	4	3	2	1

CREW UNITS

DEFENSIVE BOARDING PARTIES

infinite
DECK CREWS
infinite
PASSENGERS

These two are infinite because the ship creates Synthetic Holographic Lifeforms ("Holo-Androids") upon command for 0 energy. These forms cannot be then deactivated, however.

TYPE Xs TELEPORTING/X-RAY PHASER [special Stun setting variant]

This is a Stun Ph-10 that disables crew instead of doing damage. Fires 15/turn. Energy Cost = 3/shot. Capacitor = 60. Weapon Range = 200 hexes. There is no firing chart, the weapon automatically hits. No defensive system (PA, REF, ADAPT) has any effect. The weapon does not actually traverse the distance between the ships; so terrain such as Web or Black Holes has no effect. The weapon does not do damage, instead, one SuperBox of crew (of any type decided by the firing ship) is disabled per shot. If all crew of all types have been disabled, further shots disable (but not destroy) control boxes on the ship.

TYPE XI NULLIFICATION PHASER

The Ph-11 fires a compressed AntiTime beam which slows the target to the point of inactivity. Fires any number of times per turn (has "Poly" built in). Energy Cost = 1 TimeWarp per shot. Capacitor = Ship's Total Power (84 here unless hSYS is used). Damage = 1 SuperBox per shot out to range 400 hexes. The damage is multiplied by 10 if striking a defensive system that absorbs damage (such as Shields or PAs). Affects any target regardless of Temporal/Phase/Cloak state. When Ph-11 does internals, the boxes are disabled instead of destroyed. In reality, the system in question has been stopped in time and cannot be accessed for any function.

TIME-PUSH TORPEDO (TPT)

This weapon is similar to TDD (Temporal Displacement Device). Fires 1/turn. Energy Cost = 10 TimeWarp. Hold Cost = 4. Has three firing modes: Damaging, TimePush, TimeStop. Damaging mode does 100-R damage (in SuperBoxes), where R is the range to target. TimePush mode pushes the target ahead in time by up to 100-R turns, where R is the range to target. The firing ship may then prepare for fighting the vessel while it "catches up" to it. The TimePushed target can do nothing (and is in fact unaware of the time distortion) until the firing ship has caught up to him. TimeStop catches the target in a SFG-like field. This may be maintained (for no energy cost) for up to 100-R impulses, where R is the range to the target.

29th CENTURY FEDERATION 7X Shuttlecraft

[Super-box SSD]

Each box on this SSD is 10 MegaBoxes, each of which in turn is 10 "normal SFB" boxes. Damage and Energy Ratings are given in Super scale, but ranges are still using the Mega scale of 1 hex = 100,000 km.

Positronic Computer: This ship uses a Positronic Brain as a computer. It acts as a Legendary Crew and has one of every Legendary Officer on board. This is similar to the "EMH" of Star Trek: Voyager, except *every* crew function is duplicated in this way (not just medical). One Human (or other Federation race) is greatly desired for implementation of Federation policy however.

Tritanium Mesh Hull Composition: This ship suffers only 1/10 damage from ships of 6X or lower tech level, and takes no damage at all from any source of 2X or lower tech level.

Time/Reality Stability: In the case of Temporal Paradoxes or Alternate Reality shifts (including Causality Loops), the ship may "escape the timeline" and ignore such effects. This of course is done immediately without conscious effort by the computer or crew.

Local Physical Law Independence: In the case of visiting other galaxies (or areas under a great amount of continuum bias), this ship may create a "bubble" of it's own realm so it can safely ignore the differences in local physical laws.

Holographically Regenerating Forceshield: A large Holoemitter projects the defense screens and keeps it in place. Treat this as 9 SuperBoxes of Non-Ablative shielding.

pS: An "S" (SpecSen/Scan) box with the "Poly" function built in, i.e. it can be used any number of times per turn.

hSYS: HoloSystems. This is a Holodeck that can create "real" ship systems that actually function. Any known system of 7X or lower tech can be duplicated, and the system may be changed once per impulse activity.

SHIP DATA TABLE

Ship Class	= 7X SHTL
Model Number	= Mk I
Point Value	= 2000000000
Breakdown	= 8^7
Shield Cost	= 0+0
Explosion Str	= 20 [super]
Size Class	= 6
Movement Cost	= 0 [see below]
Reference	= R2.701
Total Power	= 84 (+0) [super]
Opt Allowance	= infinite
8X Systems	= (none)
Positronic Computer	
Tritanium Mesh Hull Composition	
Time/Reality Stability	
Local Physical Law Independence	

HOLOGRAPHICALLY REGENERATING

FORCESHIELD 360°



SENSOR !! [1] SCANNER !! [7] DAMCON !! infinite EXCDAM [1]

TT is FX PH-10s is 360°

This ship has a movement cost of 0 because it can effectively move any number of hexes in a single moment (due to the TimeWarp drive). It also does not increase the movement cost of any ship towing it with a Tractor Beam (just like any other shuttlecraft). For simplicity's sake, assume it to have a movement cost of 1/100 when dealing with other ships that also have TimeWarp drive.

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Submitted to and copyright © 1999 ADB, Inc. Evaluation by ADB, Inc. is pending, however I suspect this SSD is a little bit out of the reach of what ADB considers reasonable. Really, just a little bit. :P

FEDERATION OXs

Slow Heavy Cruiser

CREW UNITS

		*					10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ONE SHUTTLE BAY

SHIP DATA TABLE

SHIP CLASS	=	SLOW CA
MODEL NUMBER	=	1
POINT VALUE	=	173
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
EXPLOSION STR	=	134
SIZE CLASS	=	3
MOVEMENT COST	=	1 (E)
REFERENCE	=	R2.069
FILENAME	=	FED-SLCA
TOTAL POWER	=	44 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	3 (+0)
1X SYSTEMS	=	NONE

BOARDING PARTIES

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

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D	D

PROBES

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

TYPE 1 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 3 PHASER TABLE

DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 15		
1	4 4 4 3 1 1		
2	4 4 4 2 1 0		
3	4 4 4 1 0 0		
4	4 4 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, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DMG, STANDARD	8	8	8	8	8	8
DMG, PROXIMITY	NA	4	4	4	4	4
DMG, OVERLOAD	16	16	16	16	NA	NA

DRONE RACKS

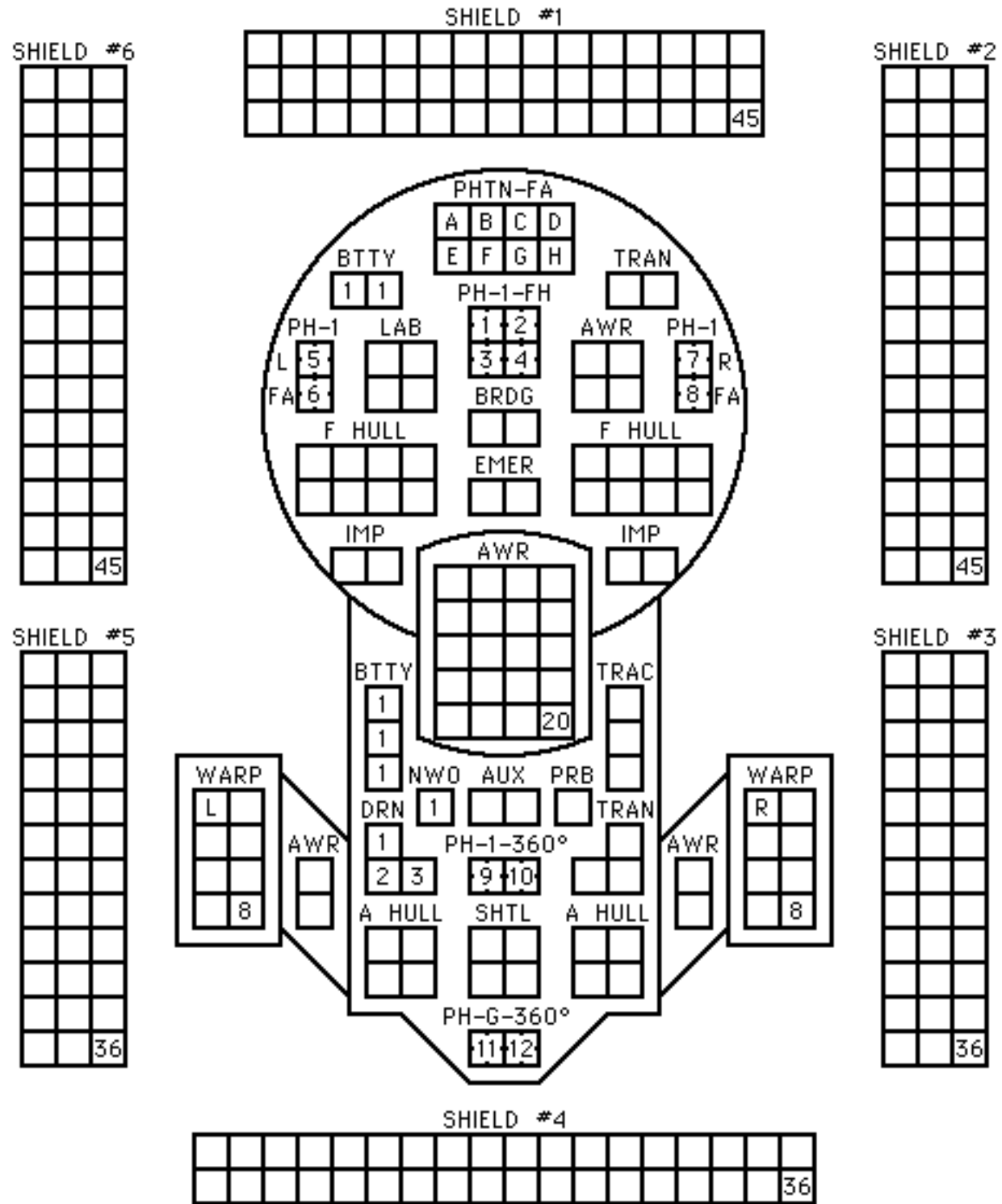
1						G
2						G
3						G

ANTI-DRONE TABLE

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

TURN MODE	SPEED
E	1 1-3
	2 4-6
	3 7-10
HET	4 11-14
NONE	5 15-20
BD	6 21-29
	7 30+

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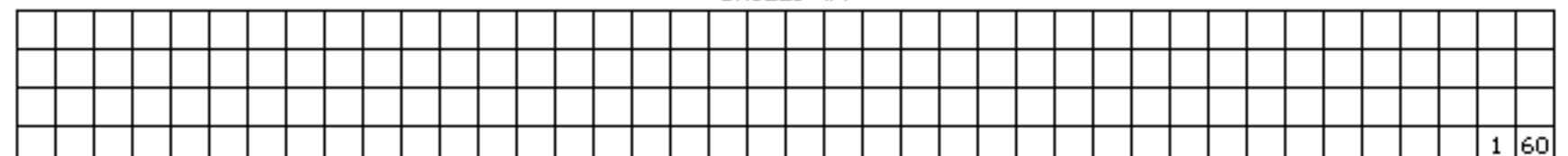
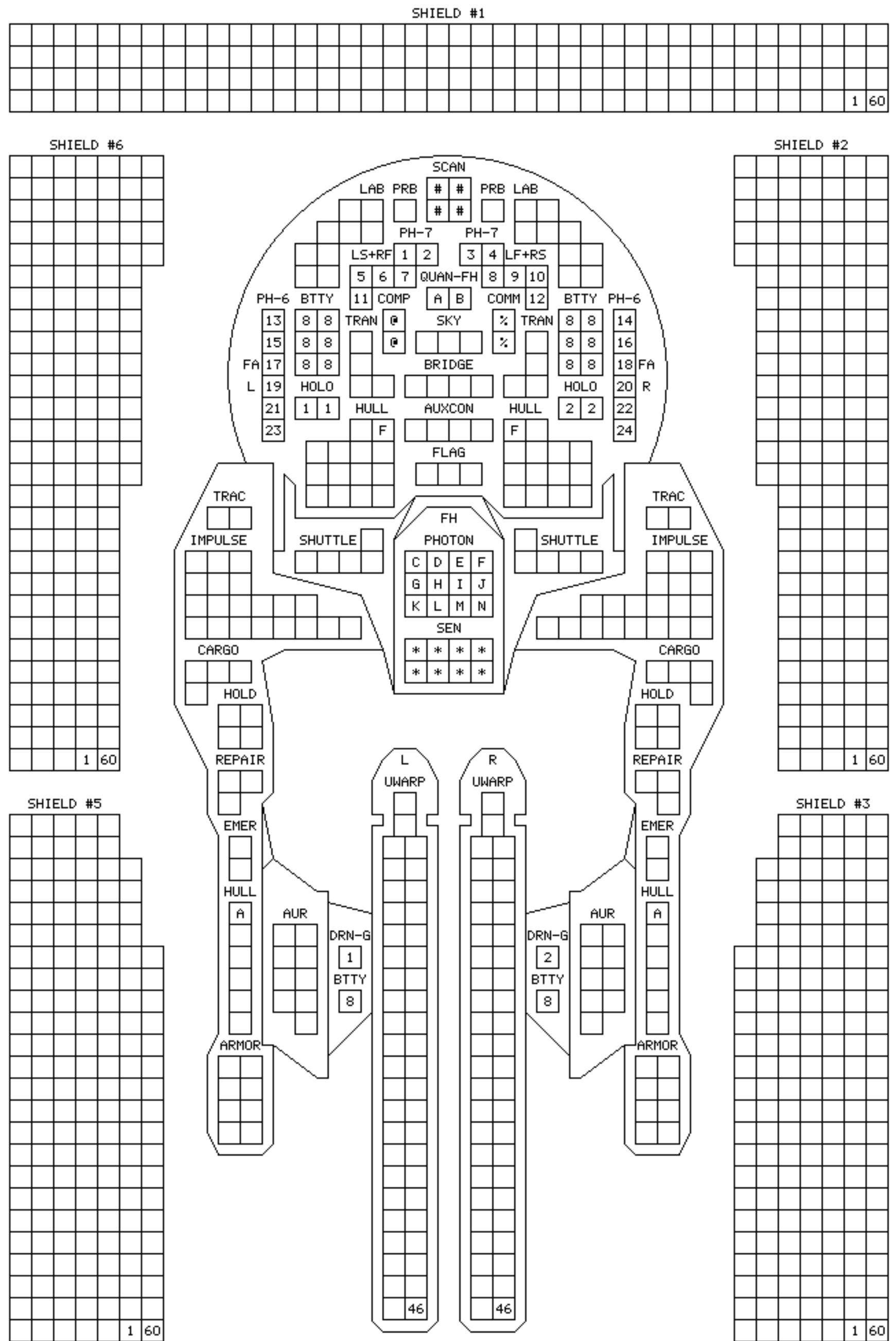


THIS SHIP CANNOT MAKE HIGH-ENERGY TURNS.

FEDERATION 2X1 USS Southampton Northampton Class Transwarp Frigate

Ship Class = Northampton
 Model Number = Mk VIII
 Point Value = 1857
 Breakdown = 6^3
 Shield Cost = 2+12
 Explosion Str = 379
 Size Class = 2
 Movement Cost = 1 (C)
 Reference = R2.210

Total Power = 150 (+112)
 Opt Allowance = 0 (+0)
 3X Systems = HOLO, PH-7,
 UWARP, AUR
 4X Systems = QUAN



SENSOR						
6	6	6	6	6	6	6
6	6	6	5	3	1	0
SCANNER						
0	0	0	0	0	0	0
0	0	0	2	4	6	8

CREW UNITS				
				10
				20
				30
				40

DAMCON						
18	18	16	14	14	12	10
8	8	6	4	4	2	0
EXCDAM						
14	13	12	11	10	9	8
7	6	5	4	3	2	1

BOARDING PARTIES				
				10
				20

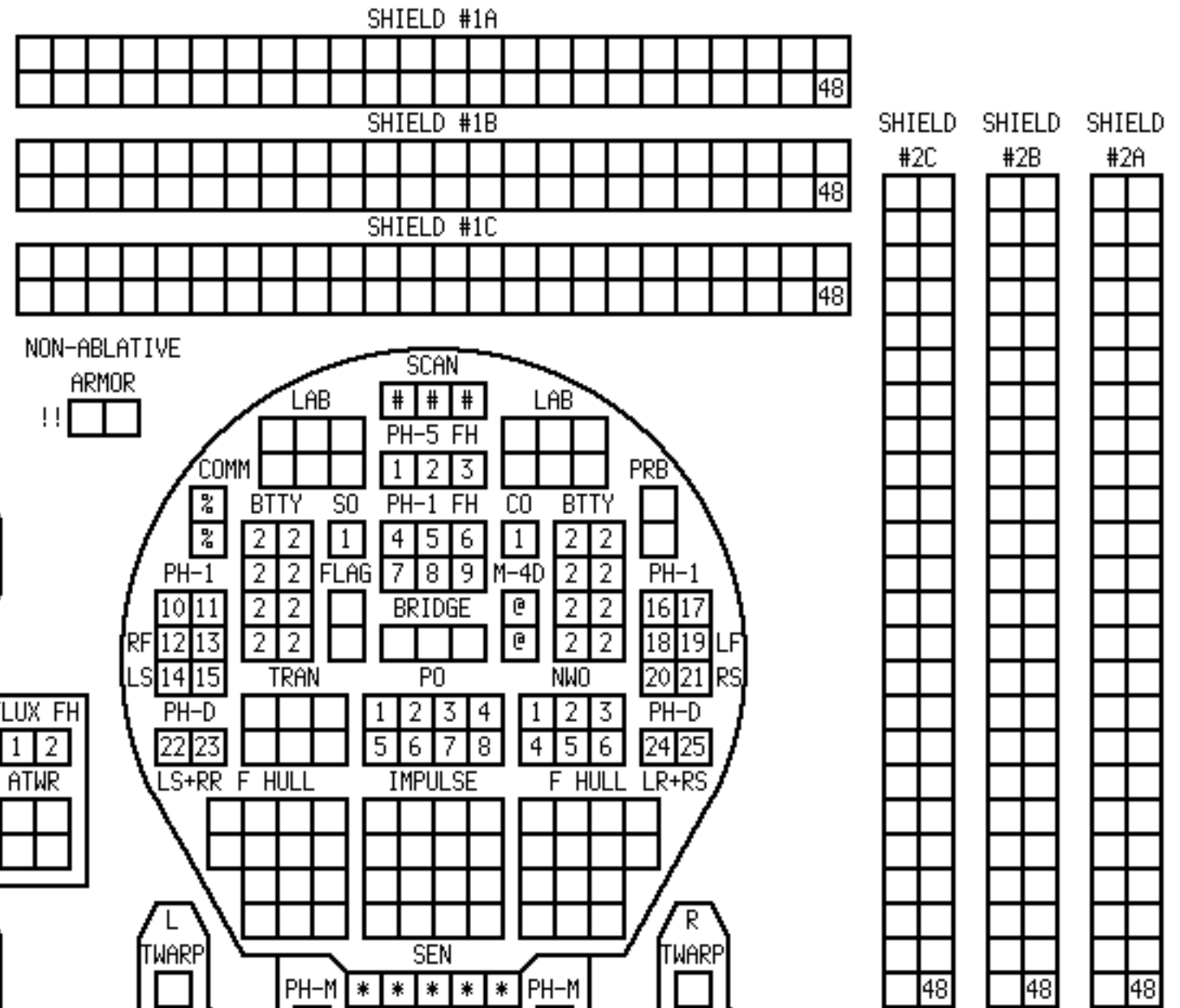
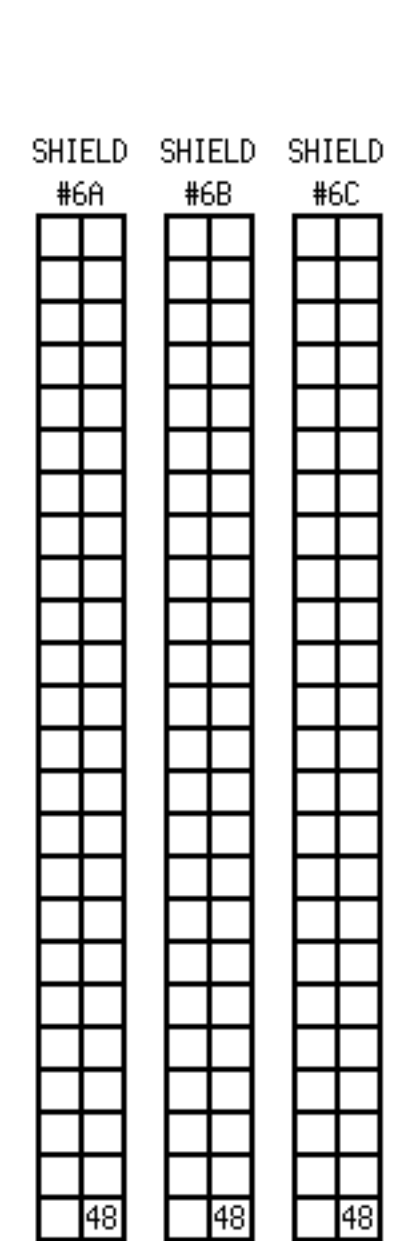
DECK CREWS				
				10

PASSENGERS				
				10

CREW UNITS			*	10
				20
				30
				40
				50
				60
				68
BOARDING PARTIES				10
				20
				28
DECK CREWS			6	
PASSENGERS			4	
PROBES			5	
			5	

SHIP DATA TABLE	Ship Class = Star Empire
	Model Number = Mk X (DN)
	Point Value = 611
	Breakdown = 3-6
	Shield Cost = 1+3+1+9+1+18
	Explosion Str = 309
	Size Class = 2
	Movement Cost = 1+1/2 (D)
	Reference = R2.032
	Total Power = 94 +8 PD (+32)
	Opt Allowance = 59 (+41)
	1X Systems = (none)

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



ADMIN SHUTTLES	ID	HIT POINTS	NOTE
THIS SHIP HAS ONE BAY.			

Shield status may be switched during impulse activity only.
 Non-Ablative Armor reduces all weapon damage by 2 per weapon that does internals.

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

SCANNER	0
	0
	0
	0
	0
	0
	0
	1
	2
	3
	4
	5
	9

TYPE V OFFENSIVE PHASER TABLE														
DIE ROLL	RANGE							8-	12-	18-	23-	41-	61-	
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

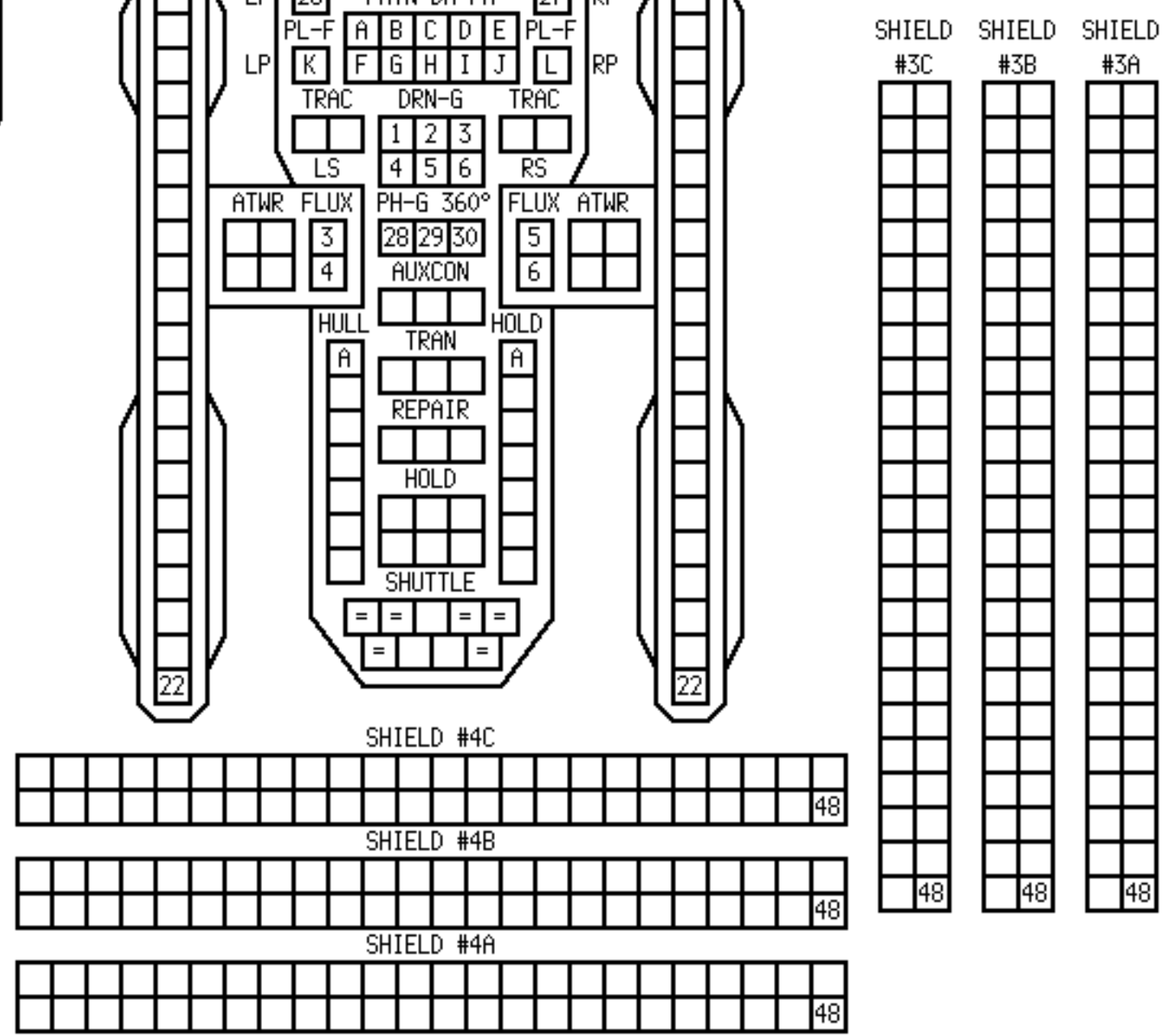
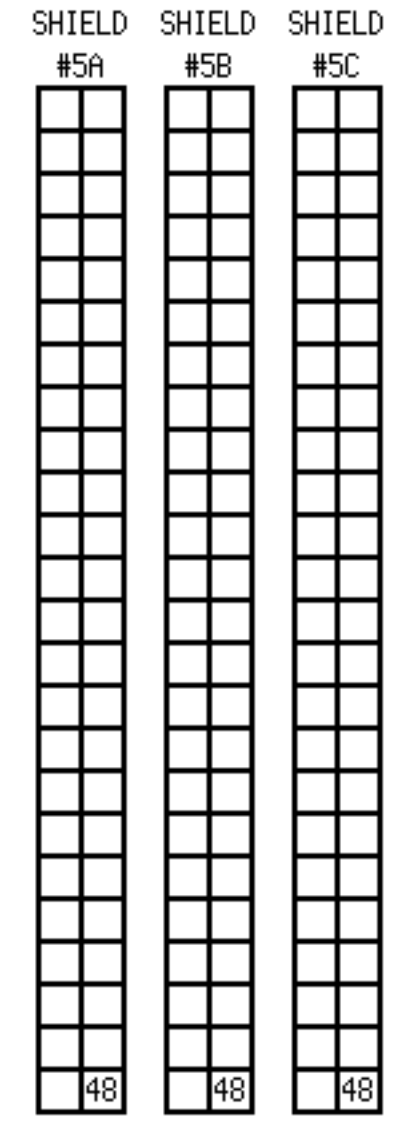
TYPE M MEGAPHASER TABLE														
DIE ROLL	RANGE								6-	9-	16-	26-	51-	
	0	1	2	3	4	5	8	15	25	50	75			
1	20	20	18	15	14	13	10	9	5	4	3			
2	20	18	15	13	12	10	9	5	3	2	1			
3	18	15	13	11	10	9	8	3	2	1	0			
4	15	13	11	10	9	8	5	2	1	0	0			
5	13	11	10	9	8	8	3	1	0	0	0			
6	11	10	9	8	6	5	1	0	0	0	0			

DRONE RACKS					
1					G
2					G
3					G
4					G
5					G
6					G

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

PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

DAMCON	12
	10
	10
	8
	8
	6
	6
	4
	4
	2
	2
	0



FEDERATION
OXI
USS Star Empire
MKC-2331
Experimental Dreadnought

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 Evaluation by ADB, Inc. is pending.
 Enjoy!

HALLUC	1
	2
	3
	4
	5
	6
	7
	8
	8
	7
	6
	5
	4
	4
	3
	2
	1

CREW UNITS	
	10
*	20
	30
	40
	50
	60
	70
	75

BOARDING PARTIES	
	10
	20
	30
	34

DECK CREWS	
	6

PASSENGERS	
	4

PROBES	
	7

TRANSPORTER BOMBS	
	7
D	D
D	D
D	D
D	D
D	D
D	D

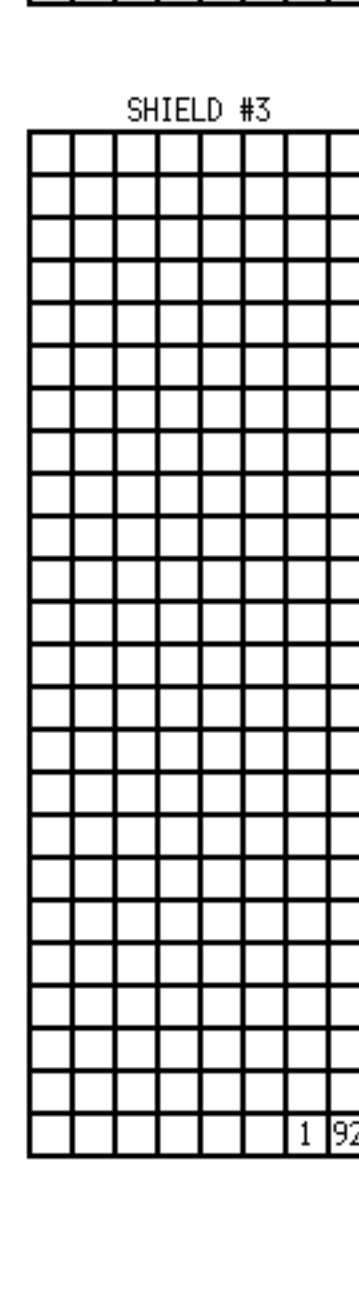
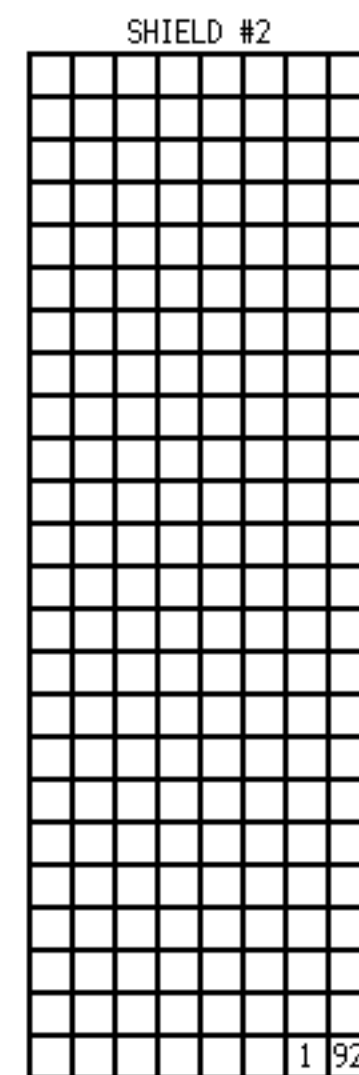
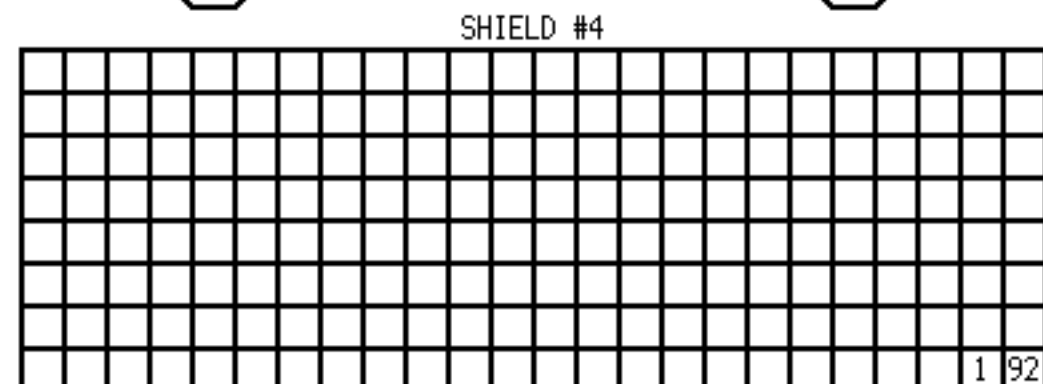
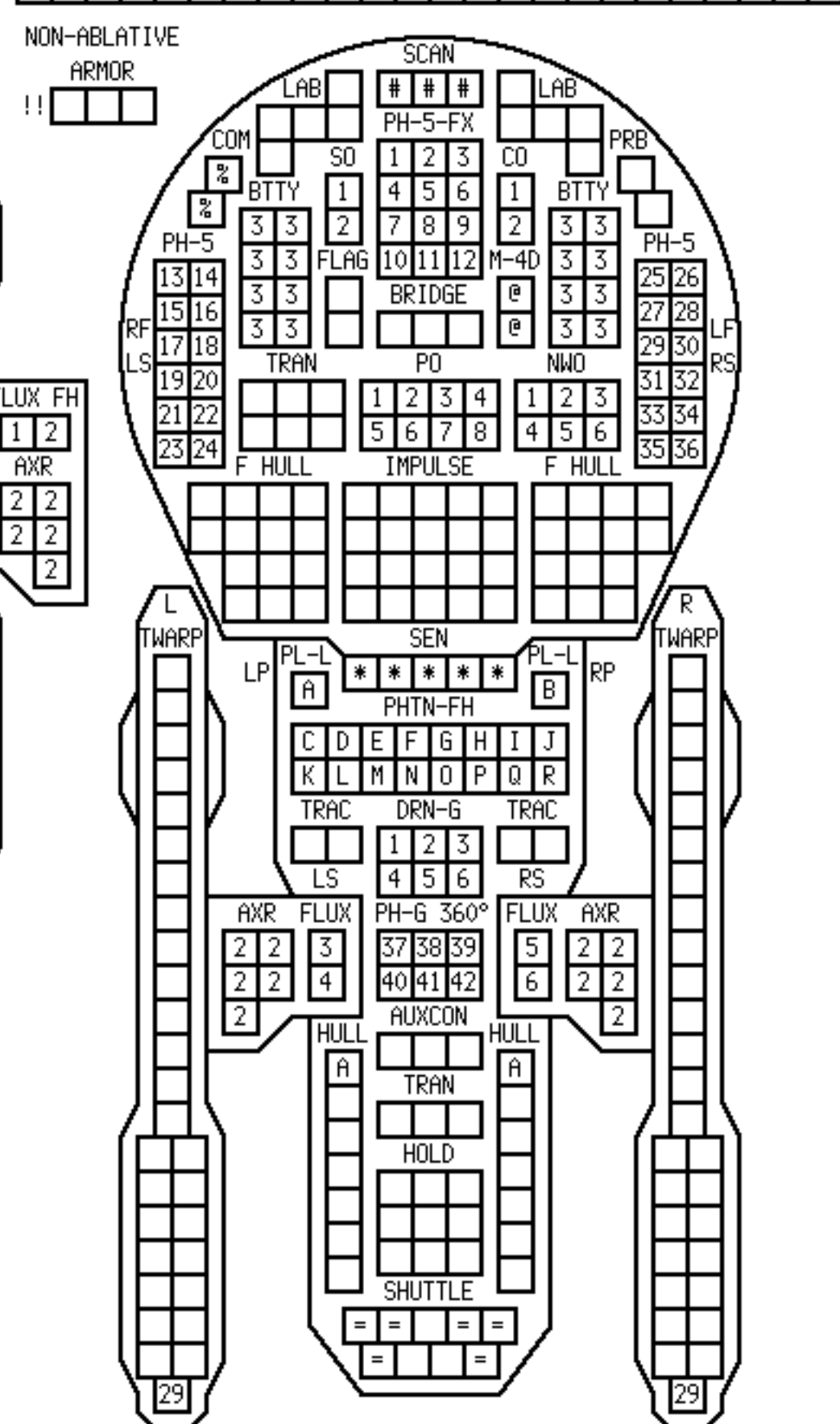
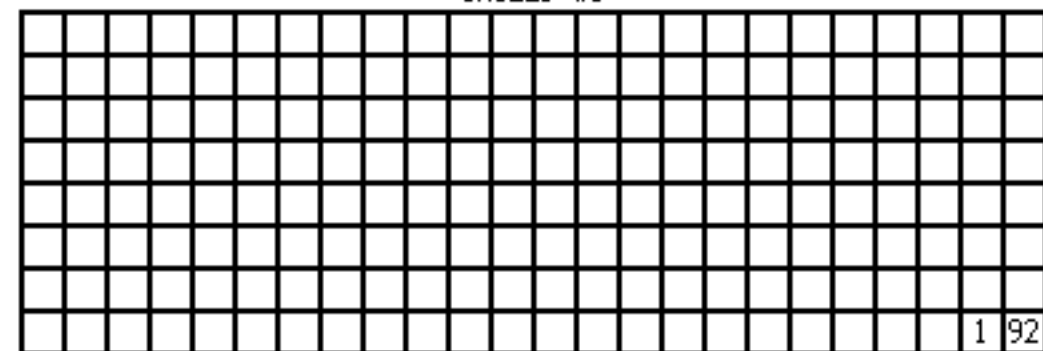
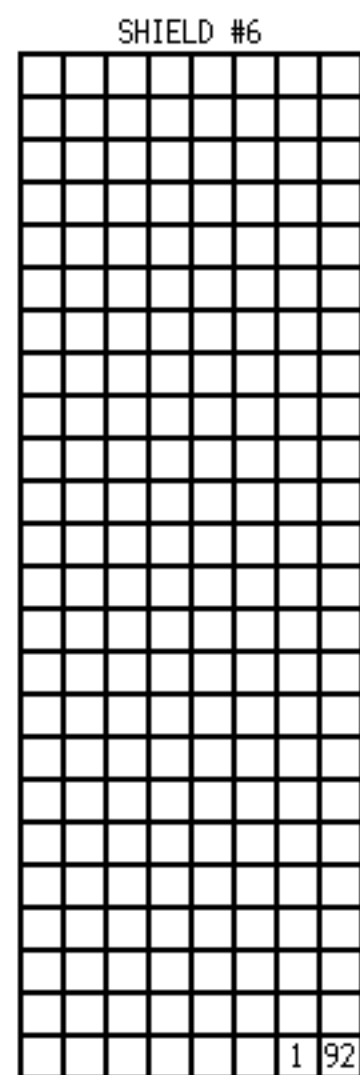
SHIP DATA TABLE	
Ship Class	= Star Empire
Model Number	= Mk XI (DNX)
Point Value	= 1279
Breakdown	= 4-6
Shield Cost	= 3+3+12
Explosion Str	= 351
Size Class	= 2
Movement Cost	= 1+1/2 (D)
Reference	= R2.146
Total Power	= 137 +8 P0 (+48)
Opt Allowance	= 118 (+82)
2X Systems	= (none)
Shield Cost is Minimum + Half + Full shields	
Non-Ablative Armor reduces all weapon damage by 3 per weapon that does internals.	
Filename	= FED-STAX

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

SCANNER	
	0
	0
	0
	0
	0
	0
	0
	0
	0
	0
	1
	2
	3
	4
	5
	8

DAMCON	
	14
	12
	10
	10
	8
	8
	6
	6
	4
	4
	4
	2
	2
	0

EXCDAM	
	15
	14
	13
	12
	11
	10
	9
	8
	7
	7
	6
	5
	4
	3
	2
	1



TYPE V OFFENSIVE PHASER TABLE

DIE ROLL	RANGE								8-	12-	18-	23-	41-	61-
	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	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+

FLUX BEAM TABLE

RANGE	0-2	3-5	6-8	9-11	12-14	15-17
HIT (2d6)	9	8	7	6	5	4
# OF SYS	3	3	2	2	1	1

Fires 1/turn
Energy = 6 TransWarp
Hold = 2 TransWarp

If Flux strikes a shield, roll 1d6 for "# of Sys" above, the total is number of disabled shield boxes. Disabled shields cost half to repair.

If Flux strikes an unshielded ship, roll a group on the DAC for each of the "# of Sys" above. Each group changes ("fluxes") into another system type; determined by rolling again on the DAC.

For more rulings, see the OX/1X and the TNG rules supplements.

PHOTON TORPEDO (D & H refits) TABLE



RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

HALLUC	
	1
	2
	3
	4
	5
	6
	7





**FEDERATION
1X
USS Star Empire
MKC-2331
Experimental Dreadnought**

Donald Miller

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CREW UNITS
 5
 BOARDING PARTIES
 6

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
			
			

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Steamrunner
Model Number	= Mk I
Point Value	= 11000
Breakdown	= 6^3
Shield Cost	= 1+1
Explosion Str	= 76
Size Class	= 2
Movement Cost	= 2/3 (D)
Reference	= R2.411
Total Power	= 54 (+16)
Opt Allowance	= 0 (+0)
SX Systems	= (none)

TYPE IX PULSE PHASER TABLE

DIE ROLL	RANGE											
	0	1	2	3	4	5	6	9	12	15	18	21
1	2	2	2	2	2	2	1	1	1	1	1	1
2	2	2	2	2	2	1	1	1	1	1	1	0
3	2	2	2	2	1	1	1	1	1	1	0	0
4	2	2	2	1	1	1	1	1	1	0	0	0
5	2	2	1	1	1	1	1	1	0	0	0	0
6	2	1	1	1	1	1	1	0	0	0	0	0

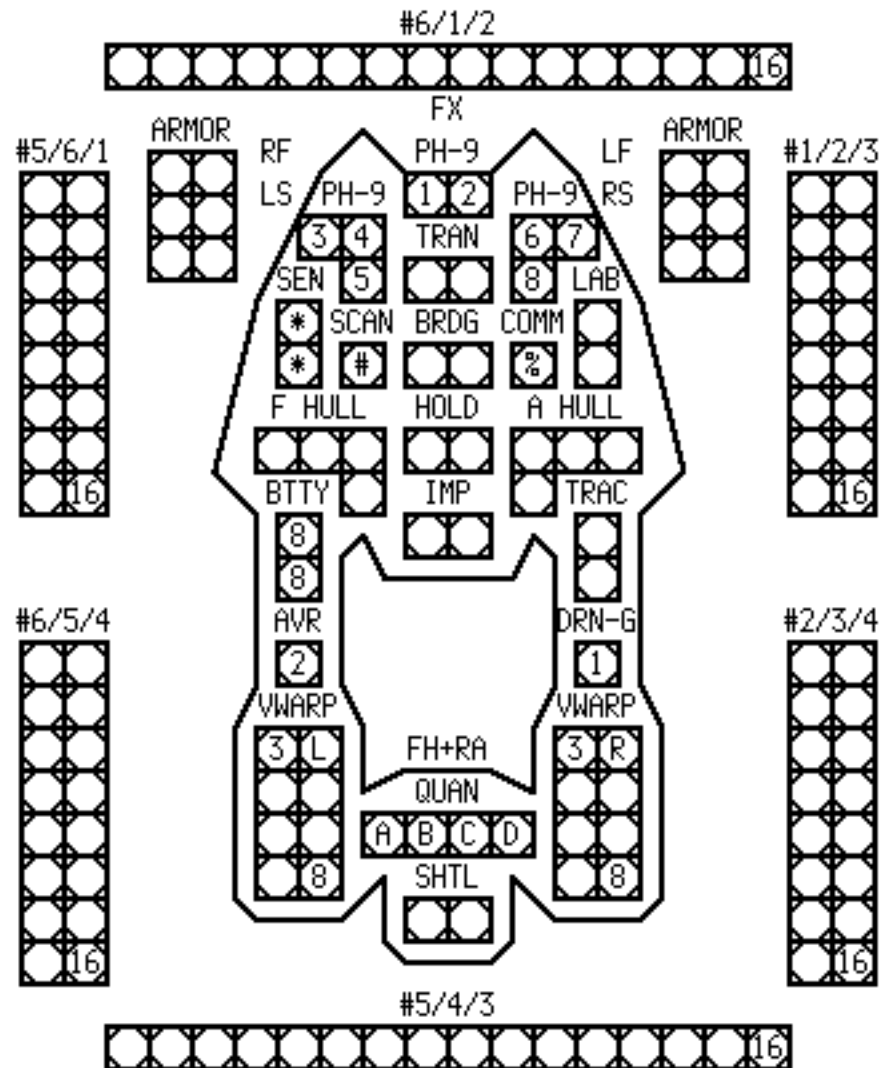
Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

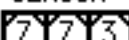
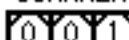

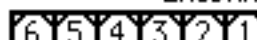
QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE					
					0	1	2-3	4-6	7-12	13-24
STANDARD	3	1	2	3	7	6	5	4	3	2
OVERLOAD	6	2	3	4	7	6	5	3	1	-1
PROXIMITY	3	1	1	3	9	8	7	6	5	4
LEVEL 6	3	2	3	1*	auto hit out to range 20					

TNG	TURN MODE	D
1	1-5	
2	6-10	
3	11-15	
4	16-20	
5	21-25	
6	26-30	
7	31-35	
8	36+	

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SENSOR	SCANNER	DAMCON	EXCDAM
 7 7 3	 0 0 1	 15 10 5 0	 6 5 4 3 2 1

FEDERATION

4Xe

Steamrunner Class

Battlecruiser

MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

CREW UNITS

10
16

BOARDING PARTIES

10

DECK CREWS

4

PASSENGERS

5

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS.

SHIP DATA TABLE

Ship Class = Superlative
 Model Number = Mk I
 Point Value = 38300
 Breakdown = 6^4
 Shield Cost = 2+4
 Explosion Str = 255
 Size Class = 1
 Movement Cost = 4 (D)
 Reference = R2.401-C
 Total Power = 200 (+63)
 Opt Allowance = 0 (+0)
 5X Systems = (none)

TYPE IX PULSE PHASER TABLE

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

Fires 2/turn (4/turn at 4X).
 Energy = 1/2 per shot; Capac = 6 (16 at 4X)

TNG TURN MODE D

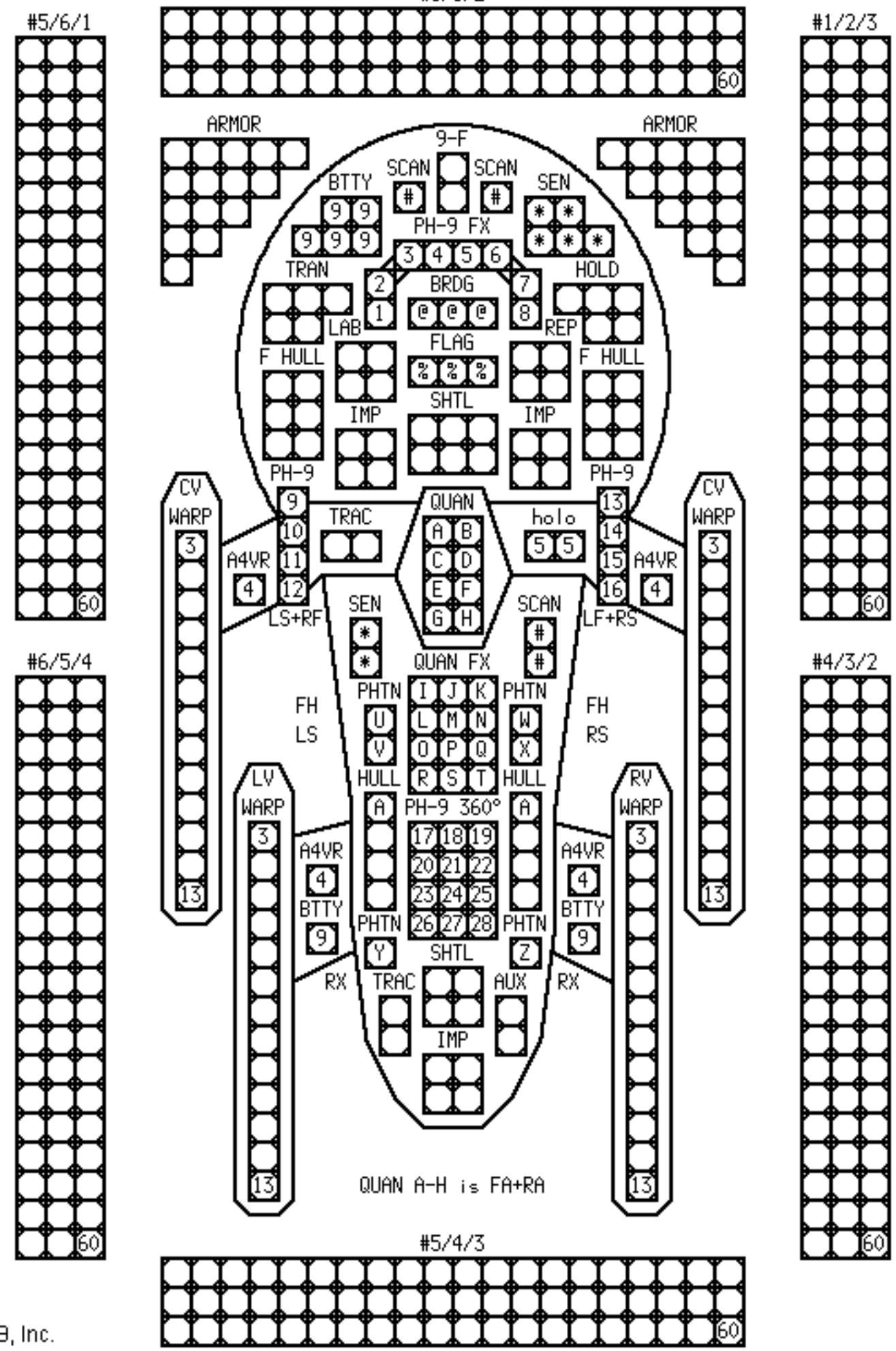
TURN MODE	SPEED
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25
6	26-30
7	31-35
8	36+

3X/4X PHOTON TORPEDO TABLE (hit # at range)

FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4	7	6	5	4	3	2	1	0	-1	-2	
OVERLOAD	4	1	8	7	6	5	3	1	-1	-3	N	N	N	
PROXIMITY	2	1/2	2	9	8	7	6	5	4	3	2	1	0	
PROX-OVER	4	1	4	9	8	7	5	3	1	-1	-3	N	N	
LEVEL 6	6	1+1/2	1*	auto hit out to range 10										

QUANTUM TORPEDO TABLE

FIRE MODE	ENERGY TO FIRE	ENERGY TO HOLD	NUMBER OF SHOTS	DAMAGE /HIT	HIT # AT RANGE
					0 1 2-3 4-6 7-12 13-24
STANDARD	3	1	2	3	7 6 5 4 3 2
OVERLOAD	6	2	3	4	7 6 5 3 1 -1
PROXIMITY	3	1	1	3	9 8 7 6 5 4
LEVEL 6	3	2	3	1*	auto hit out to range 20



FEDERATION
4Xs
Superlative Class
Battleship
(BB of Sovereign Class)

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7	7	7	7	7	6	3
0	0	0	0	0	0	1
30	25	20	15	10	5	0
18	17	16	15	14	13	
12	11	10	9	8	7	
6	5	4	3	2	1	

FEDERATION

2Xe

Transwarp Accelerator Base

SHIELD #1 = 20
 SHIELD #2 = 40
 SHIELD #3 = 40
 SHIELD #4 = 20
 SHIELD #5 = 40
 SHIELD #6 = 40

Ship Class = TAB
 Model Number = Mk I
 Point Value = 2298/766
 Breakdown = 6^5
 Shield Cost = 4+0
 Explosion Str = 171 [x2]
 Size Class = 2
 Movement Cost = 1 [x2] (D) LS
 Reference = R2.215

Total Power = 196 (+2240)
 Opt Allowance = 0 (+0)
 3X Systems = (none)

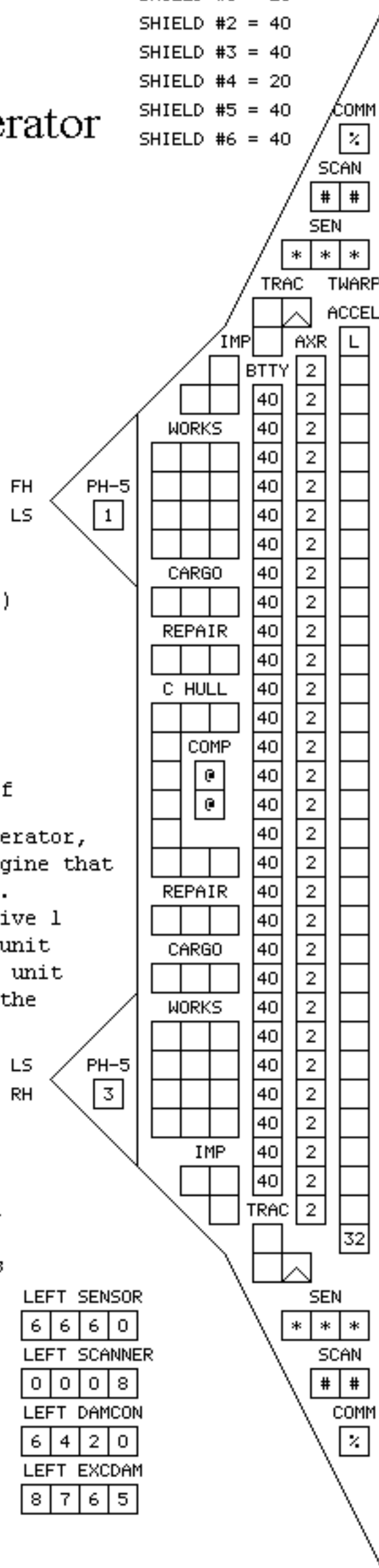
Robot Controlled (no crew)
 Positional Stabilizer
 Positional Batteries: Act as Btty-4 if Stabilizer is off

TWARP ACCEL: Transwarp Accelerator, a special form of TWARP engine that can accelerate other units. Each TWARP ACCEL box can give 1 energy of movement to any unit in the hex. The receiving unit must be willing to accept the movement energy. BPV/Repair Cost = 7.

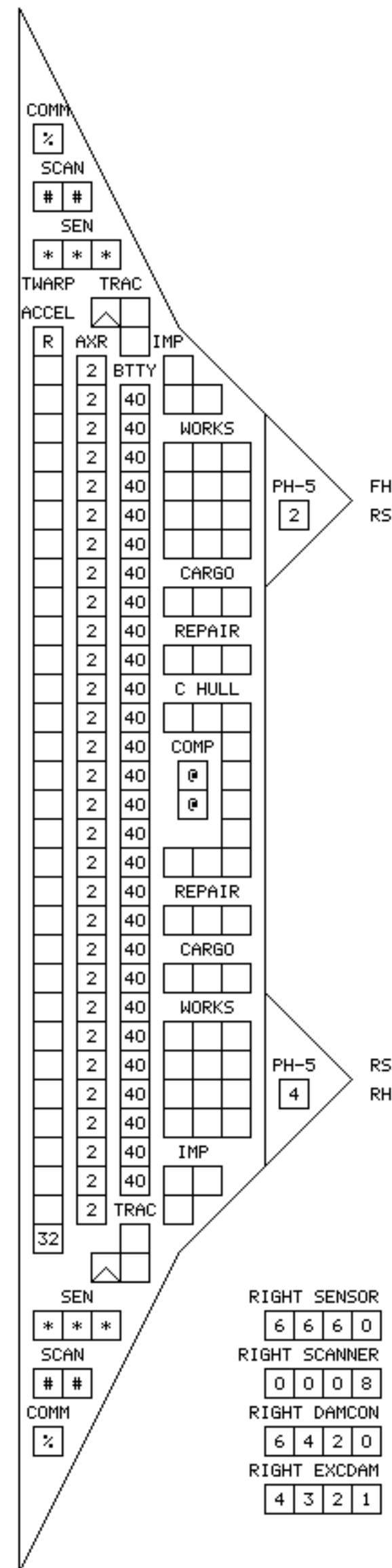
This base has 2 operating modes:

Normal Mode: The base has Positional Stabilizer off, and is mining nearby asteroids for fuel. It is joined together as 1 unit.

Accelerating Mode: The base divides into two sections and once into place, it fills its high capacity batteries awaiting the fleet it will accelerate.



LEFT SENSOR [6 6 6 0]
 LEFT SCANNER [0 0 0 8]
 LEFT DAMCON [6 4 2 0]
 LEFT EXCDAM [8 7 6 5]

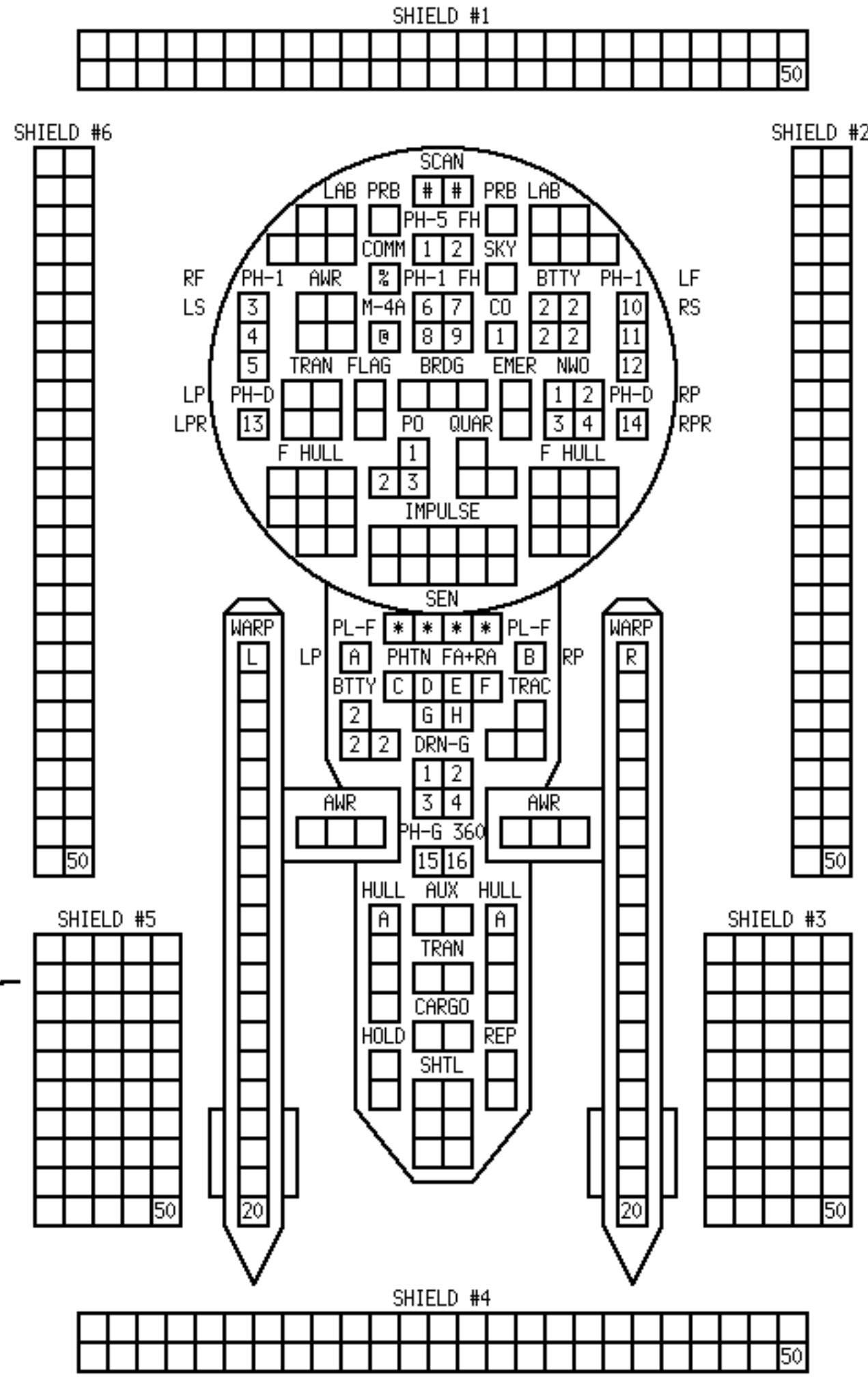


RIGHT SENSOR [6 6 6 0]
 RIGHT SCANNER [0 0 0 8]
 RIGHT DAMCON [6 4 2 0]
 RIGHT EXCDAM [4 3 2 1]

CREW UNITS		*							10
									20
									30
									40
BOARDING PARTIES									10
PASSENGERS									10

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
THIS SHIP HAS ONE SHUTTLE BAY.			

SHIP DATA TABLE	
Ship Class	= TBCH
Model Number	= Mk I
Point Value	= 261
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 193
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R2.030
Total Power	= 60 +3 P0 (+14)
Opt Allowance	= 27 (+0)
1X Systems	= LAB, PH-1, PH-D, PHTN



PROBES				5
				5

TRANSPORTER BOMBS					
				D	D
				D	D

TYPE V OFFENSIVE PHASER TABLE														
DIE	RANGE							8-	12-	18-	23-	41-	61-	
ROLL	0	1	2	3	4	5	6	7	11	17	22	40	60	90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	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+	

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			

PLASMA TORPEDO 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	1-2	1-2

TYPE II OFFENSIVE/DEFENSIVE 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	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			

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PHOTON TORPEDO (D & H refits) TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	20	20	20	20	20	20	20

FEDERATION OXI Heavy Battlecruiser

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

DAMCON							
8	8	6	6	4	4	2	2
EXCDAM							
9	8	7	6	5	4	3	2

CREW UNITS									
									10
	*								20
									30
									40
									50

ADMINISTRATIVE SHUTTLES												
IDENT	SHIELD	HIT POINTS	NOTES									

SHIP DATA TABLE	
Ship Class	= Thoreau
Model Number	= Mk I
Point Value	= 1275
Breakdown	= 6^3
Shield Cost	= 4+12
Explosion Str	= 270
Size Class	= 3
Movement Cost	= 2/3 (SW)
Reference	= R2.213
Total Power	= 76 +6 PO (+36)
Opt Allowance	= 150 (+150)
3X Systems	= (none)

SHIELD #1															
														2	40

BOARDING PARTIES									
									10
									20

DECK CREWS				
				6

PASSENGERS									
									10
									20

TYPE VI OFFENSIVE/DEFENSIVE PHASER TABLE																		
DIE ROLL	RANGE																	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13-24	25-48	49-72	73-96	97-120
1	7	7	7	7	7	6	6	5	5	4	4	3	3	3	2	2	1	1
2	7	7	7	7	6	6	5	5	4	4	3	3	3	2	2	1	1	0
3	7	7	7	6	6	5	5	4	4	3	3	2	2	2	1	1	0	0
4	7	7	6	6	5	5	4	4	3	3	2	2	2	1	1	0	0	0
5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
6	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0

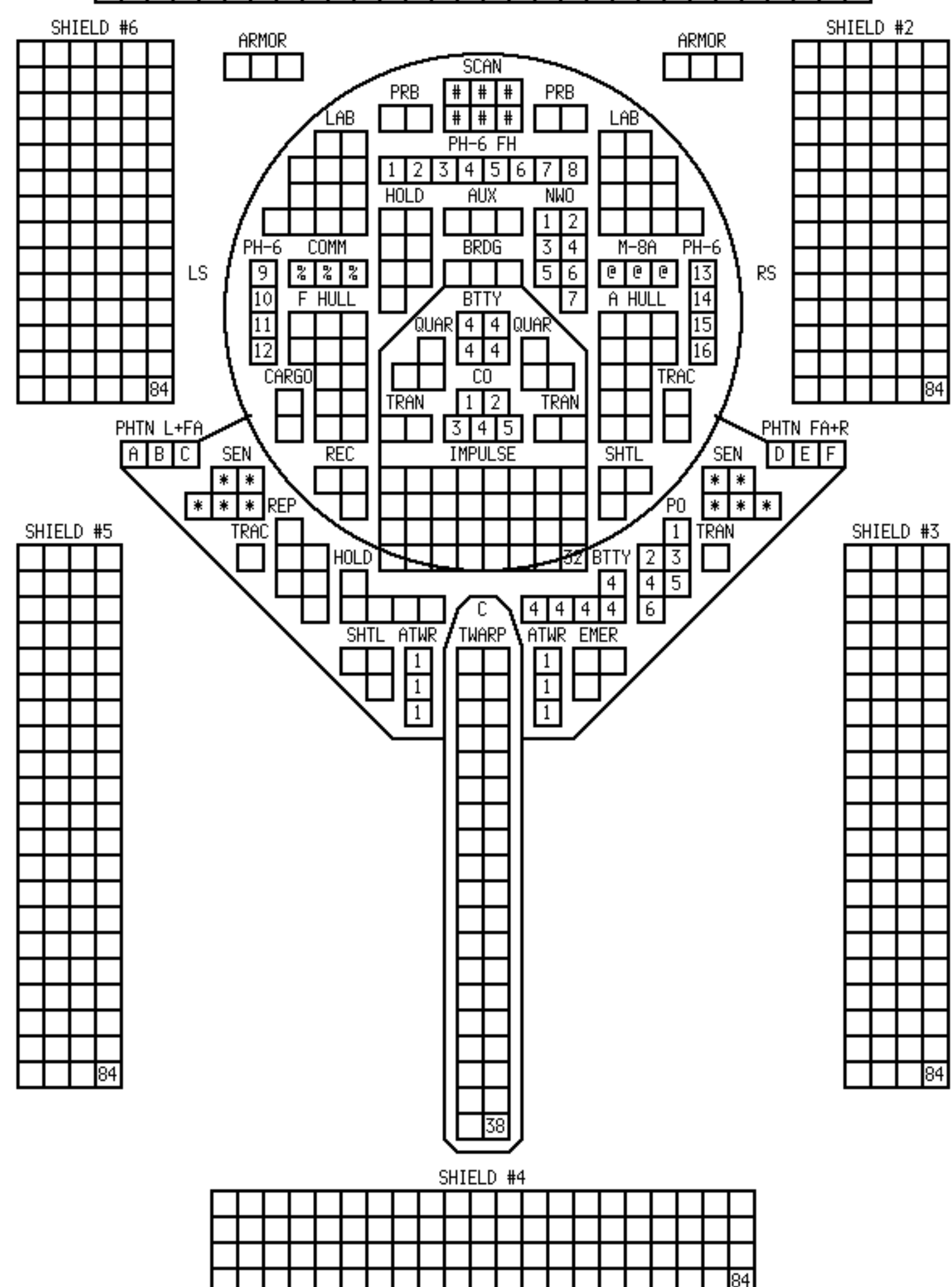
Fires 2/turn; Energy Cost = 1/shot (std), 2/shot (over)
Capacitor is 4 at 1X, 6 at 2X, 8 at 3X.
Overload is x1.5 damage or 2 non-overloaded Ph-6 shots at separate targets. Maximum overload range = 12.

TYPE VI PHASER OVERLOAD													
DIE ROLL	RANGE												
	0	1	2	3	4	5	6	7	8	9	10	11	12
1	10	10	10	10	10	10	9	9	7	7	6	6	4
2	10	10	10	10	10	9	9	7	7	6	6	4	4
3	10	10	10	10	9	9	7	7	6	6	4	4	3
4	10	10	10	9	9	7	7	6	6	4	4	3	3
5	10	10	9	9	7	7	6	6	4	4	3	3	1
6	10	9	9	7	7	6	6	4	4	3	3	1	1

2X PHOTON TORPEDO TABLE							
RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-2
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

Fires 1/turn; Standard = 4 energy; Overload = 8 energy.
Hold Standard = 1 energy; Hold Overload = 2 energy.

SENSOR												
6	6	6	6	6	6	6	6	6	5	4	2	
SCANNER												
0	0	0	0	0	0	0	0	0	0	0	1	7
DAMCON												
12	10	10	8	8	6	6	4	4	2	2	0	
EXCDAM												
12	11	10	9	8	7	6	5	4	3	2	1	



FEDERATION

2Xe

Thoreau

Galaxy Ship

(DD of Excelsior Class)

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CREW UNITS

*							8
---	--	--	--	--	--	--	---

BOARDING PARTIES

		3
--	--	---

PROBES

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

T-BOMBS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

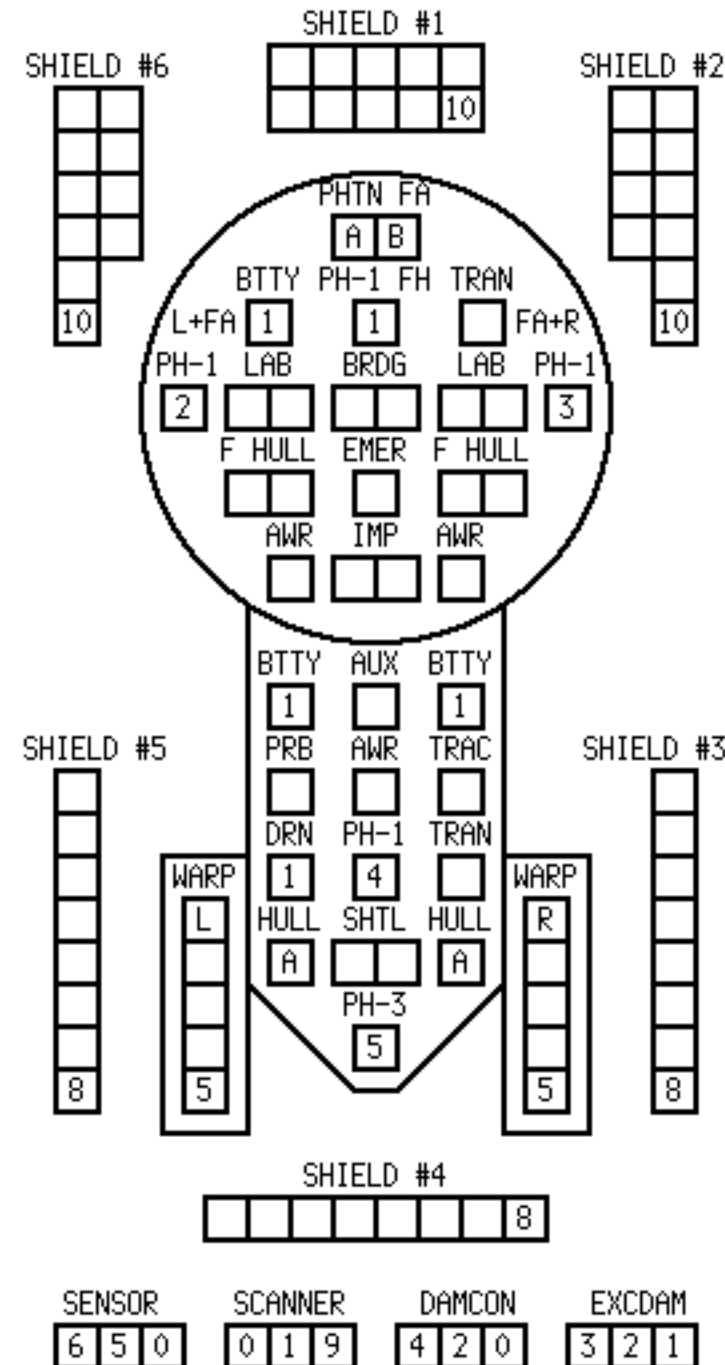
THIS SHIP HAS ONE BAY.

DRONE RACKS

1						G
---	--	--	--	--	--	---

SHIP DATA TABLE

Ship Class	= Training C
Model Number	= Mk I
Point Value	= 50
Breakdown	= 6^2
Shield Cost	= 1
Explosion Str	= 52
Size Class	= 4
Movement Cost	= 1/3 (B)
Reference	= R2.038
Total Power	= 15 (+3)
Opt Allowance	= 0 (+0)
1X Systems	= (none)



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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STANDARD	1-4	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	NA	1	1-2	1-3	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STANDARD	8	8	8	8	8	8
DAMAGE, PROXIMITY	0	4	4	4	4	4
DAMAGE, OVERLOAD	16	16	16	16	0	0

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FEDERATION OXs Training Cruiser

ALL UNLABELED PHASERS ARE 360°.

FEDERATION

4Xe

Union Class

Fed/Andro/Kli/Al-Sufian Conglomerate Warship

USS Union	NX-3000
USS Constitution	NCC-3001
USS Republic	NCC-3002
USS Enterprise	NCC-1701-C
USS Exeter	NCC-3003

Ship Class = Union
 Model Number = Mk I
 Point Value = 228700/2000000*
 Breakdown = 6^4
 Shield Cost = 3+0
 PA Cost = 6+6
 Explosion Str = 168
 Size Class = 1
 Movement Cost = 2 (SW)
 Reference = R2.407

Total Power = 395 (+52)
 Opt Allowance = (none)
 3X Systems = DISR, SHTL, CLOAK
 5X Systems = POLY S-PHTN

Ability to Double Engines
 Cloaking Device (24)

Note: This ship is NOT the Enterprise-C of ST:TNG; the builders of this ship only knew of an Enterprise-B before they left the Milky Way galaxy.

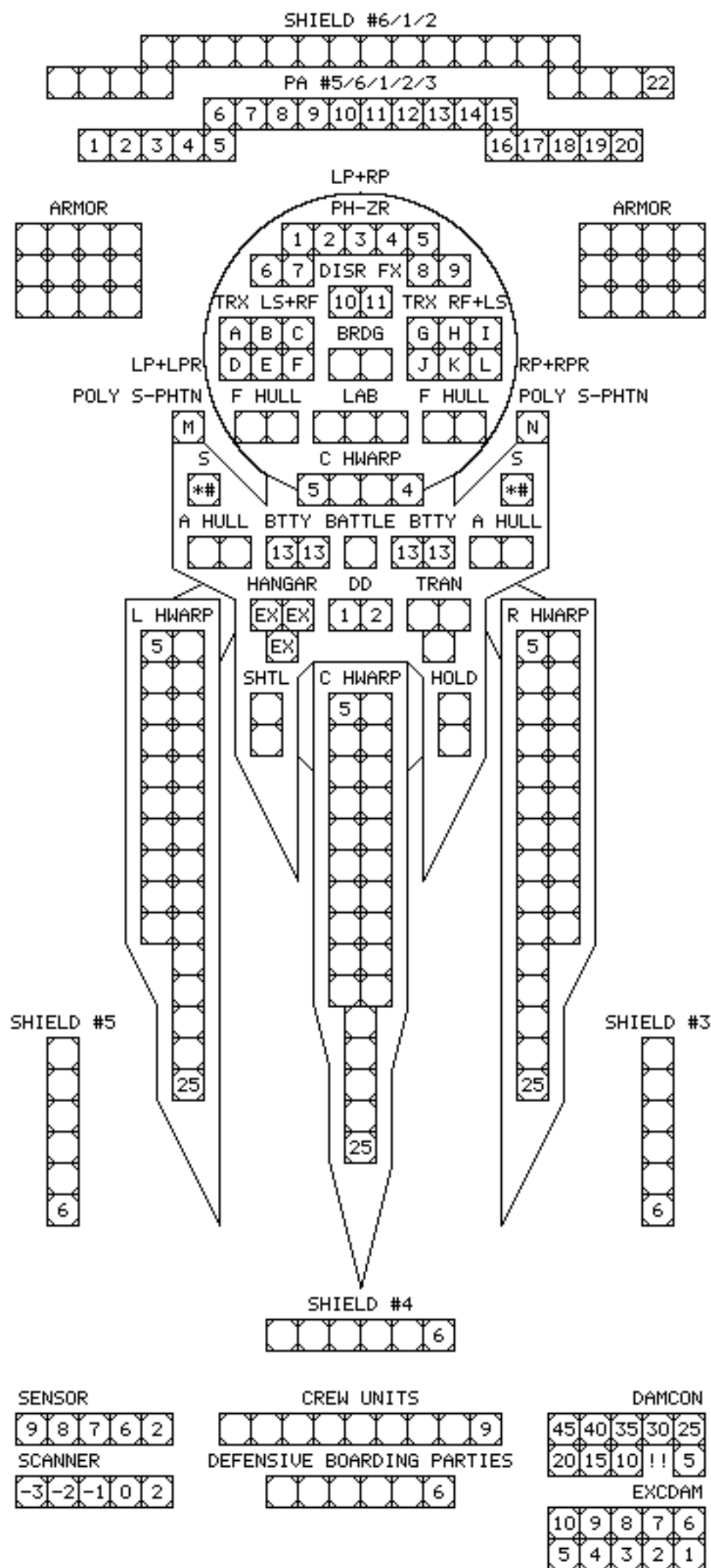
POLY S-PHTN: Poly Super Photon Torpedo.
 The stats below are for the 4X version.
 Ammo limit of 10000.

Has only 1 firing mode (overload).
 Can fire any number of times per turn.
 Energy to Fire = 2.
 Energy to Hold = cannot be held.
 Base Damage = 10.
 Range: 0 1 2 3 4 5 6 7 8 9 10-14 15-18
 Hit #: 11 10 9 8 7 6 5 4 3 2 1 0
 The Hit #'s are for a single 1d6.
 Construction: BPV NA {900}; Repair 120;
 10 spaces; hit on "Torpedo".

This ship may use PAs and Shields at the same time without any adverse effects. This effect increases the BPV of both systems by 25%.

See the Neo-Andromedan 4Xs Crusader for descriptions of the other strange systems (PH-ZR, TRX, HANGAR-EX).

Historically, only the USS Union had the Cloaking Device. However, Species 8472 is immune to the effects of Cloak, so the system made little difference.



SENSOR				
9	8	7	6	2
SCANNER				
-3	-2	-1	0	2

CREW UNITS								
DEFENSIVE BOARDING PARTIES								
6								

DAMCON				
45	40	35	30	25
20	15	10	!!	5
EXCDAM				
10	9	8	7	6
5	4	3	2	1

CREW UNITS
 [6]
BOARDING PARTIES
 [2]
DECK CREWS
 [1]
PASSENGERS
 [3]

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	= Intrepid
Model Number	= Mk I
Point Value	= 6400
Breakdown	= 6^4
Shield Cost	= 1+1
Explosion Str	= 68
Size Class	= 2
Movement Cost	= 1/2 (C)
Reference	= R2.304
Total Power	= 46 (+21)
Opt Allowance	= 0 (+0)
4X Systems	= SEN, SCAN, COMM, VWARP, IMP, AVR, BTTY

TYPE VII COLLIMATOR PHASER TABLE

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

Fires 1/turn; Capacitor = 4 (5 at 4X)
 Energy = 1/2 std; 1 over (double dmg)

3X/4X PHOTON TORPEDO TABLE (hit # at range)

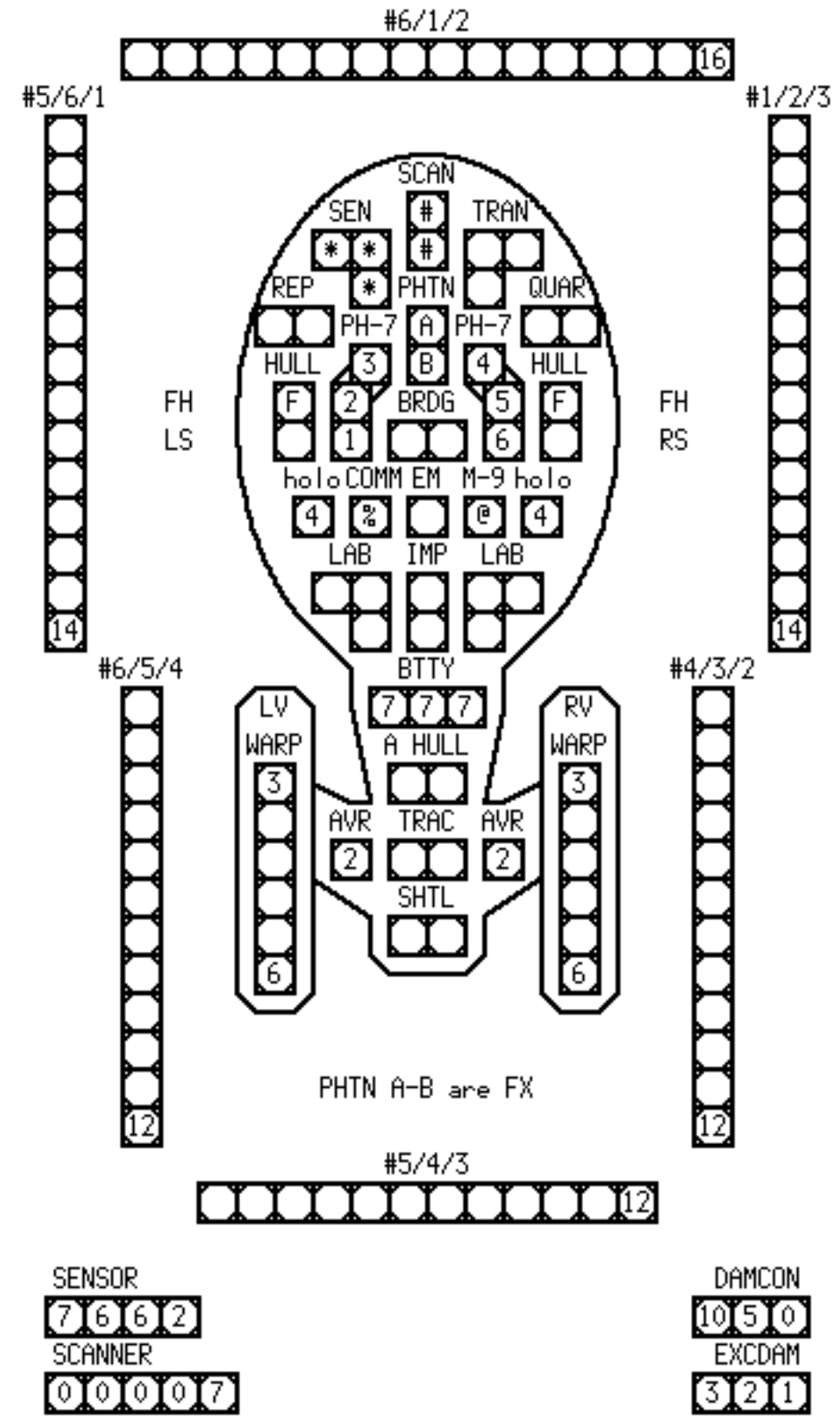
FIRE MODE	ARM	HOLD	BASE	DMG	0	1	2	3	4	5	6	7	8	9
STANDARD	2	1/2	4		7	6	5	4	3	2	1	0	-1	-2
OVERLOAD	4	1	8		7	6	5	3	1	-1	-3	N	N	N
PROXIMITY	2	1/2	2		9	8	7	6	5	4	3	2	1	0
PROX-OVER	4	1	4		9	8	7	5	3	1	-1	-3	N	N
LEVEL 6	6	1+1/2	1*		auto hit out to range 10									

TNG	TURN	MODE	C
	TURN	MODE	SPEED
1			1-6
2			7-12
3			13-18
4			19-24
5			25-30
6			31-36
7			37+

FEDERATION
3X
Intrepid Class
Galactic Survey Cruiser

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 Enjoy!



FEDERATION 2Xe Chandley Heavy Frigate

CREW UNITS

				*		10
						20
					28	

BOARDING PARTIES

						10
						20
						30
					36	

DECK CREWS

	2
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TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	CHANDLEY
MODEL NUMBER	=	MK III-N
POINT VALUE	=	894
BREAKDOWN	=	6^2
SHIELD COST	=	1+2
EXPLOSION STR	=	227
SIZE CLASS	=	3
MOVEMENT COST	=	1/2 (A)
REFERENCE	=	R2.239
FILENAME	=	FED-XNCH
TOTAL POWER	=	73 (+60)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	135 (+15)
3X SYSTEMS	=	(NONE)

TYPE 5 PHASER TABLE

DIE	RANGE													
	0	1	2	3	4	5	6	7	8-11	12-17	18-22	23-40	41-60	61-90
1	10	10	10	10	9	8	7	6	5	4	3	2	1	1
2	10	10	10	9	8	7	6	5	4	3	2	1	1	0
3	10	10	10	9	8	7	6	5	4	3	2	1	1	0
4	10	10	9	8	7	6	5	4	3	2	1	1	0	0
5	10	10	9	8	7	6	5	4	3	2	1	1	0	0
6	10	9	8	7	6	5	4	3	2	1	1	0	0	0

TYPE 5 PHASER OVERLOAD

DIE	RANGE							
	0	1	2	3	4	5	6	7
1	15	15	15	15	13	12	10	9
2	15	15	15	13	12	10	9	7
3	15	15	15	13	12	10	9	7
4	15	15	13	12	10	9	7	6
5	15	15	13	12	10	9	7	6
6	15	13	12	10	9	7	6	4

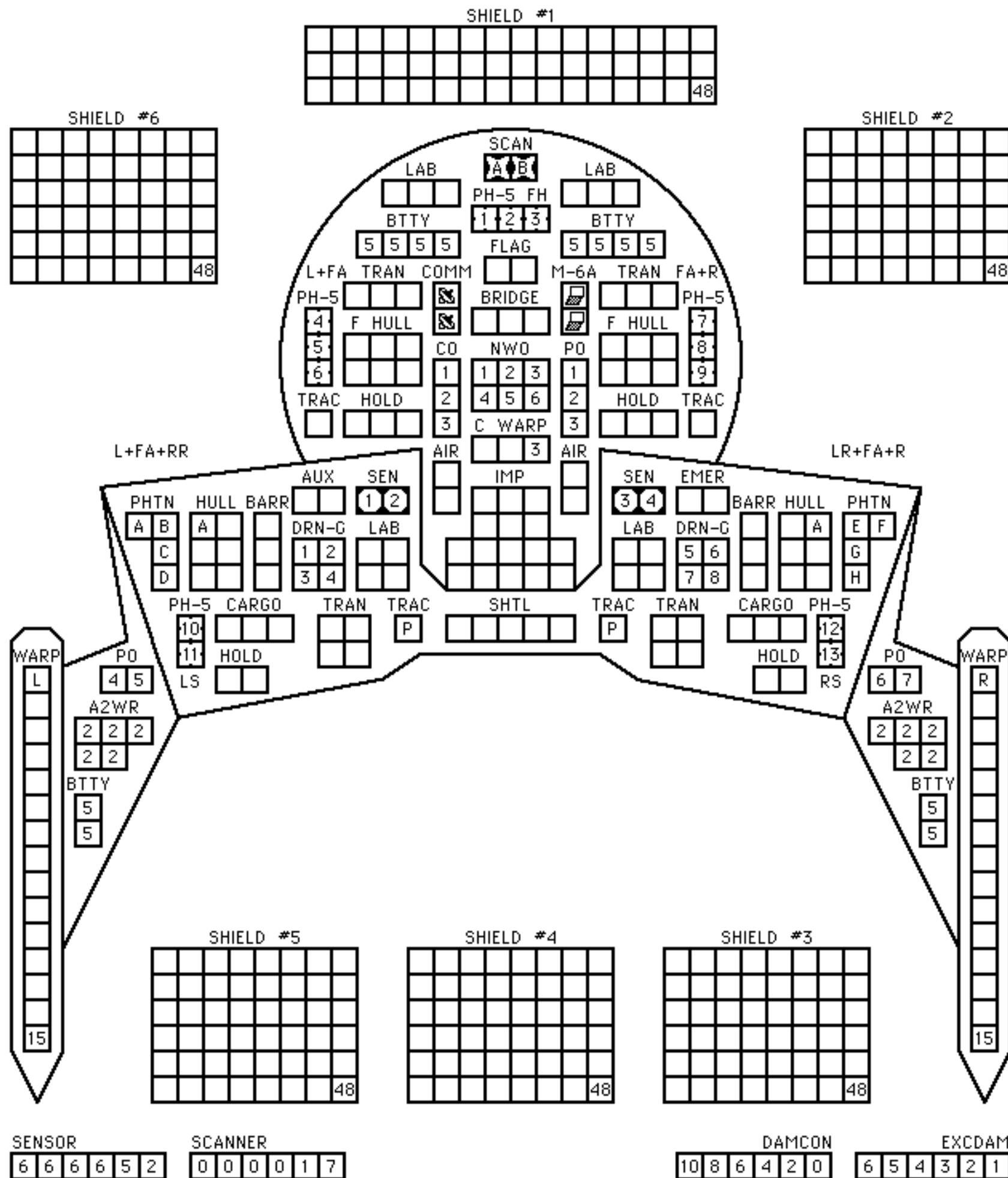
TURN MODE	SPEED
A	1-6
HET	2-12
	3-13-19
BD	4-20-26
	5-27+

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-3
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

FIRES 1/T. ENERGY COST = 4 (STD), 8 (OVER).

HOLD COST = 1 (STD), 2 (OVER).



FEDERATION 2Xe Space Control Ship

CREW UNITS

						*	10
							20
							30
							40
							50
							60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

SHIP CLASS	=	XSCS
MODEL NUMBER	=	3
POINT VALUE	=	707
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
EXPLOSION STR	=	224
SIZE CLASS	=	2
MOVEMENT COST	=	1 (E)
REFERENCE	=	R2.224
FILENAME	=	FED-XSCS
TOTAL POWER	=	79 (+45)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	32 (+18)
3X SYSTEMS	=	NONE
ADD SHADED PL-L2'S	=	+18

BOARDING PARTIES

						10
						20
						23

TRANSPORTER BOMBS

										12
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TYPE 1 PHASER TABLE

DIE ROLL	RANGE					6-	9-	16-	26-	51-	
	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 1 PHASER OVERLOAD

DIE ROLL	RANGE					
	0	1	2	3	4	5
1	13	12	10	9	7	7
2	12	10	9	7	7	6
3	10	7	7	6	6	6
4	9	6	6	6	6	4
5	7	6	6	6	4	4
6	6	6	4	4	3	3



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TYPE 3 PHASER TABLE

DIE ROLL	RANGE					4-	9-
	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	

PH-3 OVERLOAD

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

DRONE RACKS

1														XG
2														XG
3														XG
4														XG
5														XG

2X PHOTON TORPEDO TABLE

RANGE	0-1	2-8	9-12	13-16	17-30	31-40	41-60
HIT, STANDARD	1-7	1-6	1-6	1-5	1-4	1-3	1-3
HIT, OVERLOAD	1-7	1-6	1-5	NA	NA	NA	NA
DMG, STANDARD	10	10	10	10	10	10	5
DMG, OVERLOAD	20	20	20	NA	NA	NA	NA

FIRES 1/T. ENERGY COST = 4 (STD), 8 (OVER).
HOLD COST = 1 (STD), 2 (OVER).

PLASMA TORPEDO TABLE

RANGE	0-10	11-15	16-20	21-23	24	25
TYPE L2	30	22	15	10	5	1
BOLT	1-5	1-4		1-3		

FIRES 1/TURN.
ENERGY = 8 (STD), 12 (ENVELOPE).
HOLD = 0 (STD), 4 (ENVELOPE).
CANNOT SHOTGUN OR DOWNLOAD TO A SMALLER TYPE.

SENSOR

6	6	6	6	6	5	3	1	0
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SCANNER

0	0	0	0	0	0	1	3	5	9
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DAMCON

12	10	8	8	6	4	4	2	0
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EXCDAM

9	8	7	6	5	4	3	2	1
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