IRIDANI BARQUE-B

CREW UNITS

			✕					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
		GIG
		MODULE
		MODULE
UP TO TWO BAYS - NO TRANSFERS		

COUNTER

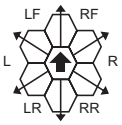
PROBES

				5

T-BOMBS

				D	D	D	D

FA = LF + RF



FOCUSED ENERGY BEAM TABLE

2-DIE ROLL	RANGE 0	1	2	3-4	5-8	9-14	15-22	23-32
2	12	11	10	9	8	7	6	4
3-4	11	10	9	8	7	6	4	3
5-6	10	9	8	7	6	5	3	1
7-9	8	7	6	5	4	3	1	0
10-12	6	5	4	3	2	1	0	0
11	3	2	1	0	0	0	0	0

SHIP DATA

TYPE	TABLE =	BQB
POINT VALUE	=	110
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR14.6B

PHASER-W1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	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+

VIP MODULE: PW-3- C SHTL — TYPE = VPM, BPV = 12/8

SHIPPING MODULE: CARGO — TYPE = SPM, BPV = 14/5

WEAPONS MODULE: PW-3- PW- L R APR — TYPE = WPM, BPV = 10

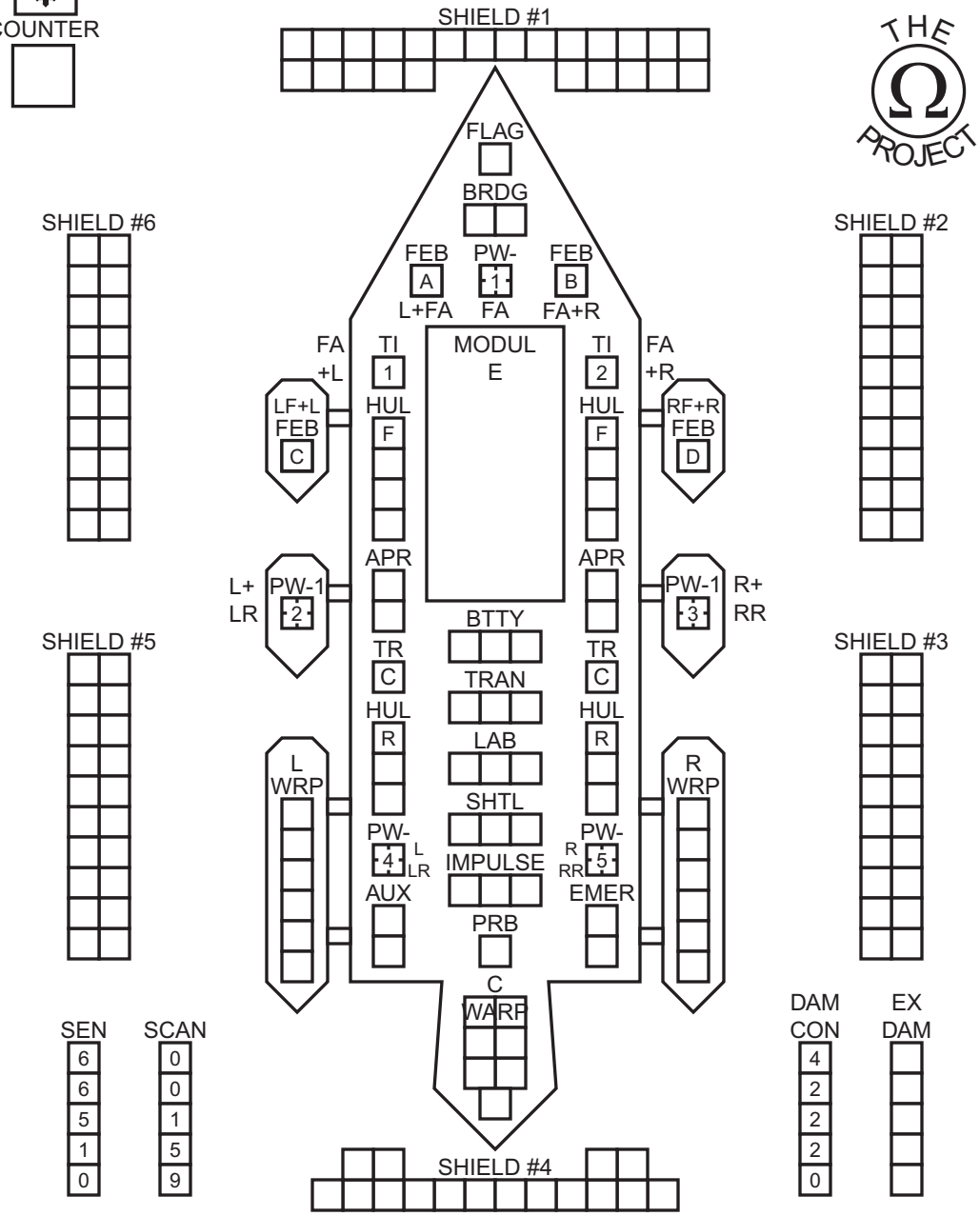
CARRIER MODULE: PW-3- FIGHTER = = = = = = TRAC — TYPE = CVM, BPV = 16/10

SURVEY MODULE: SEN LAB TRAN SHTL — TYPE = SRM, BPV = 24/16

DECK CREWS

PHASER-W3 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0



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5 = HET COST 6 = EM WARP COST

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

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0.67	1.33	2	2.67	3.33	4	4.67	5.33	6	6.67	7.33	8	8.67	9.33	10	10.6 7	11.3 3	12	12.6 7	13.3 3	14	14.6 7	15.3 3	16	16.6 7	17.3 3	18	18.6 7	19.3 3	20

IRIDANI CARAVEL-B

CREW UNITS

			✕					10
								20
								30

BOARDING PARTIES

								10

PROBES

				5

T-BOMBS

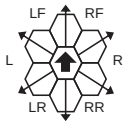
		D	D

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
		MODULE
		MODULE
UP TO TWO BAYS - NO TRANSFERS		

COUNTER

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



FOCUSED ENERGY BEAM TABLE

2-DIE ROLL	RANGE 0	1	2	3-4	5-8	9-14	15-22	23-32
2	12	11	10	9	8	7	6	4
3-4	11	10	9	8	7	6	4	3
5-6	10	9	8	7	6	5	3	1
7-9	8	7	6	5	4	3	1	0
10-11	6	5	4	3	2	1	0	0
12	3	2	1	0	0	0	0	0

SHIP DATA TABLE

TYPE	=	CRB
POINT VALUE	=	84
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	OR14.3B

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

PHASER-W1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

VIP MODULE
PW-3-360
C HULL
SHTL
TYPE = VPM, BPV = 12/8

SHIPPING MODULE
CARGO
TYPE = SPM, BPV = 14/5

WEAPONS MODULE
PW-3-360
PW-1
L R
APR
TYPE = WPM, BPV = 10

CARRIER MODULE
PW-3-360
FIGHTER
= =
= =
= =
TRAC
TYPE = CVM, BPV = 16/10

SURVEY MODULE
SEN
LAB
TRAN
SHTL
TYPE = SRM, BPV = 24/16

DECK CREWS

PHASER-W3 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

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

FLAG
BRDG
FEB A FA+L
TI 1 FX
FEB B FA+R
MODULE
LF+L PW-1 1
RF+R PW-1 2
L+ LR PW-1 3
PW-1 4 R+ RR
F HULL
APR BTTY APR
TRC TRAN TRC
HULL R LAB HULL R
SHTL
PW-3 5 L LR IMP R RR PW-3 6
AUX EMR
PRB
C WARP
L WRP
R WRP

SEN 6 6 3 0
SCAN 0 0 4 9
DAM CON 2 2 2 0
EX DAM

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5 = HET COST
6 = EM WARP COST

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

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

IRIDANI YAWL-B

THE Ω PROJECT

CREW UNITS

			✕					10
								20

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY		

COUNTER

BOARDING PARTIES

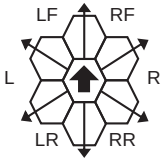
							8

PROBES

				5

T-BOMBS

		D	D



FA = LF + RF

FX = L + LF + RF + R

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRDG

FEB-FA (A B)

TI-FA (1)

HULL (F)

LF+L PW-1 (1)

RF+R PW-1 (2)

BTTY

L+ LR PW-1 (3)

R+ RR PW-1 (4)

APR

APR

TRC TRAN TRC

HULL (R)

HULL (R)

LAB

L WRP

R WRP

SHTL

SHTL

PRB

PW-3 (5)

PW-3 (6)

WARP

L LR

R RR

AUX

C

EMR

IMP

IMP

SEN: 6, 6, 3, 0

SCAN: 0, 0, 4, 9

DAM CON: 2, 2, 2, 0

EX DAM:

FOCUSED ENERGY BEAM TABLE

2-DIE ROLL	RANGE 0	1	2	3-4	5-8	9-14	15-22	23-32
2	12	11	10	9	8	7	6	4
3-4	11	10	9	8	7	6	4	3
5-6	10	9	8	7	6	5	3	1
7-9	8	7	6	5	4	3	1	0
10-11	6	5	4	3	2	1	0	0
12	3	2	1	0	0	0	0	0

SHIP DATA TABLE

TYPE	=	YWB
POINT VALUE	=	64
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	OR14.4B

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PHASER-W1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

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

PHASER-W3 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

5 = HET COST

⑥ = EM WARP COST

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

1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0.33	0.67	1	1.3	1.67	2	2.33	2.67	3	3.33	3.67	4	4.33	4.67	5	5.33	5.67	6	6.33	6.67	7	7.33	7.67	8	8.33	8.67	9	9.33	9.67	10

IRIDANI GALLEON–B

CREW UNITS

			X					10
								20
								30
								40

BOARDING PARTIES

								10

PROBES

				5

T-BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
		GIG
		MODULE
		MODULE
		MODULE
		MODULE

UP TO FOUR BAYS - TRANSFER BY (J1.59)
POSSIBLE BETWEEN NON-MODULE BAYS ONLY

FOCUSED ENERGY BEAM TABLE

2-DIE ROLL	RANGE 0	1	2	3-4	5-8	9-14	15-22	23-32
2	12	11	10	9	8	7	6	4
3-4	11	10	9	8	7	6	4	3
5-6	10	9	8	7	6	5	3	1
7-9	8	7	6	5	4	3	1	0
10-11	6	5	4	3	2	1	0	0
12	3	2	1	0	0	0	0	0

SHIP DATA TABLE

TYPE	=	GLB
POINT VALUE	=	124
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR14.2B

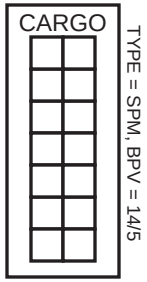
PHASER-W1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

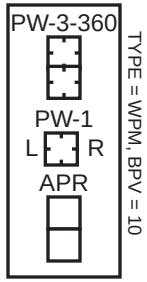
TURN MODE		SPEED
D	1	2 - 4
	2	5 - 8
HET	3	9 - 12
	4	13 - 17
BD	5	18 - 24
	6	25+

VIP MODULE

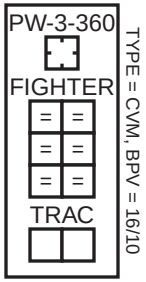
SHIPPING MODULE



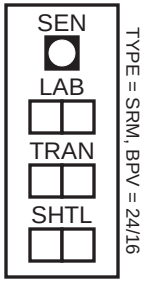
WEAPONS MODULE



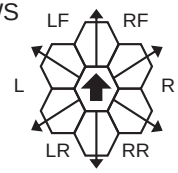
CARRIER MODULE



SURVEY MODULE



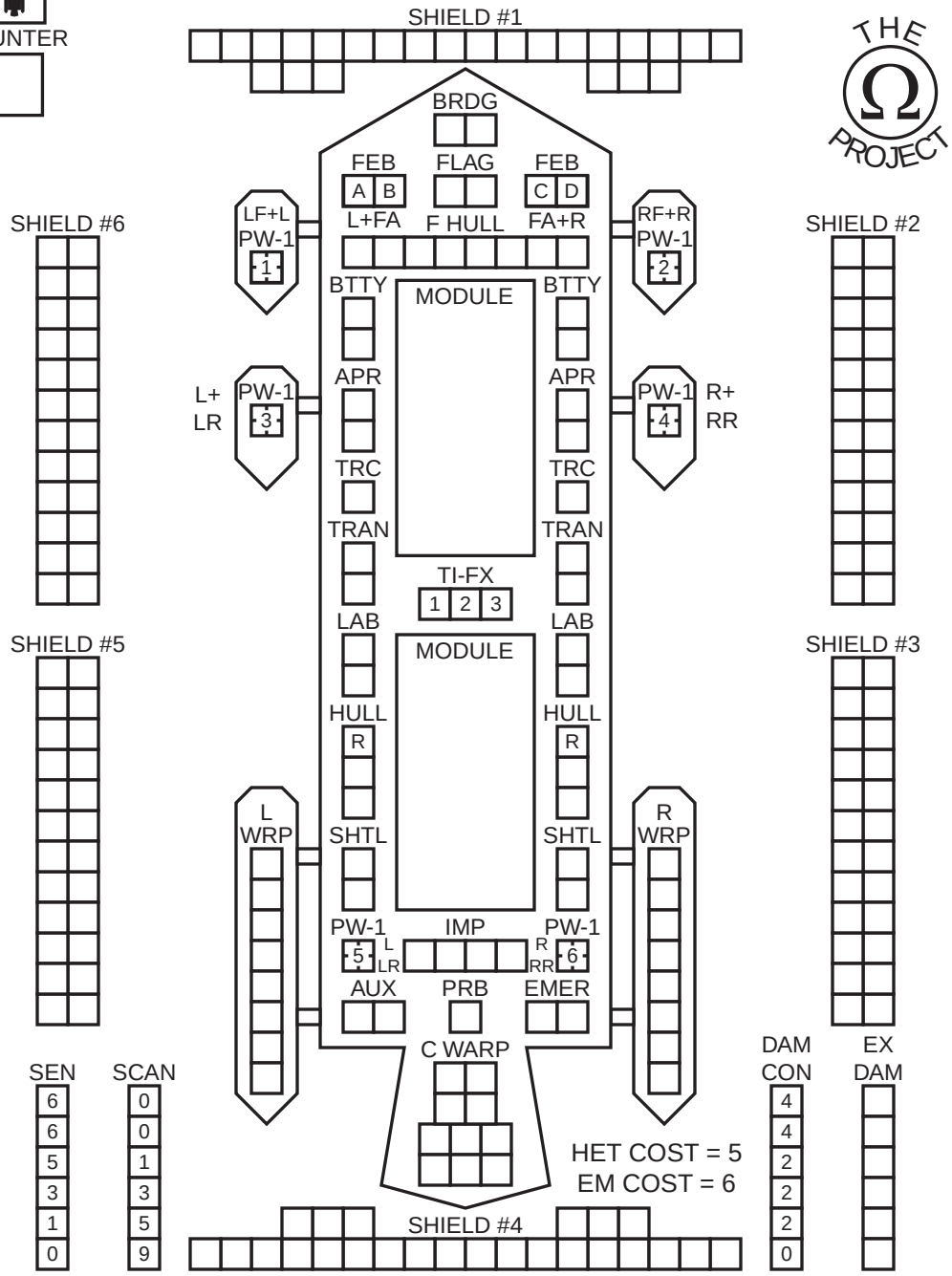
DECK CREWS



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

PHASER-W3 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0



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MOVEMENT COST = 1 ENERGY POINT PER HEX