KLINGON T10BT SUPER BATTLE TUG

CONJECTURAL REFIT FOR IKV *INVULNERABLE* BOOM

CREW UNITS

			*					10
								20
								30
								40
								50
								60

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS FOUR SHUTTLE BAYS

TRANSPORTER BOMBS

					D	D	D	D	D

SHIP DATA TABLE

TYPE	=	T10BT
POINT VALUE	=	333
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??
MECH LINKS	=	+4
SFG REFIT	=	+24

TWO UIM STANDARD

CNTR

DRONE RACKS

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

SHIP HAD TYPE-B DRONE RACKS (2 RELOADS) INCLUDES Y175, K AND B-REFITS.

PROBES

				5

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

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

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONES

1															

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

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

HIT & RUN PODS

LEFT RIGHT

UIM

DERFACS

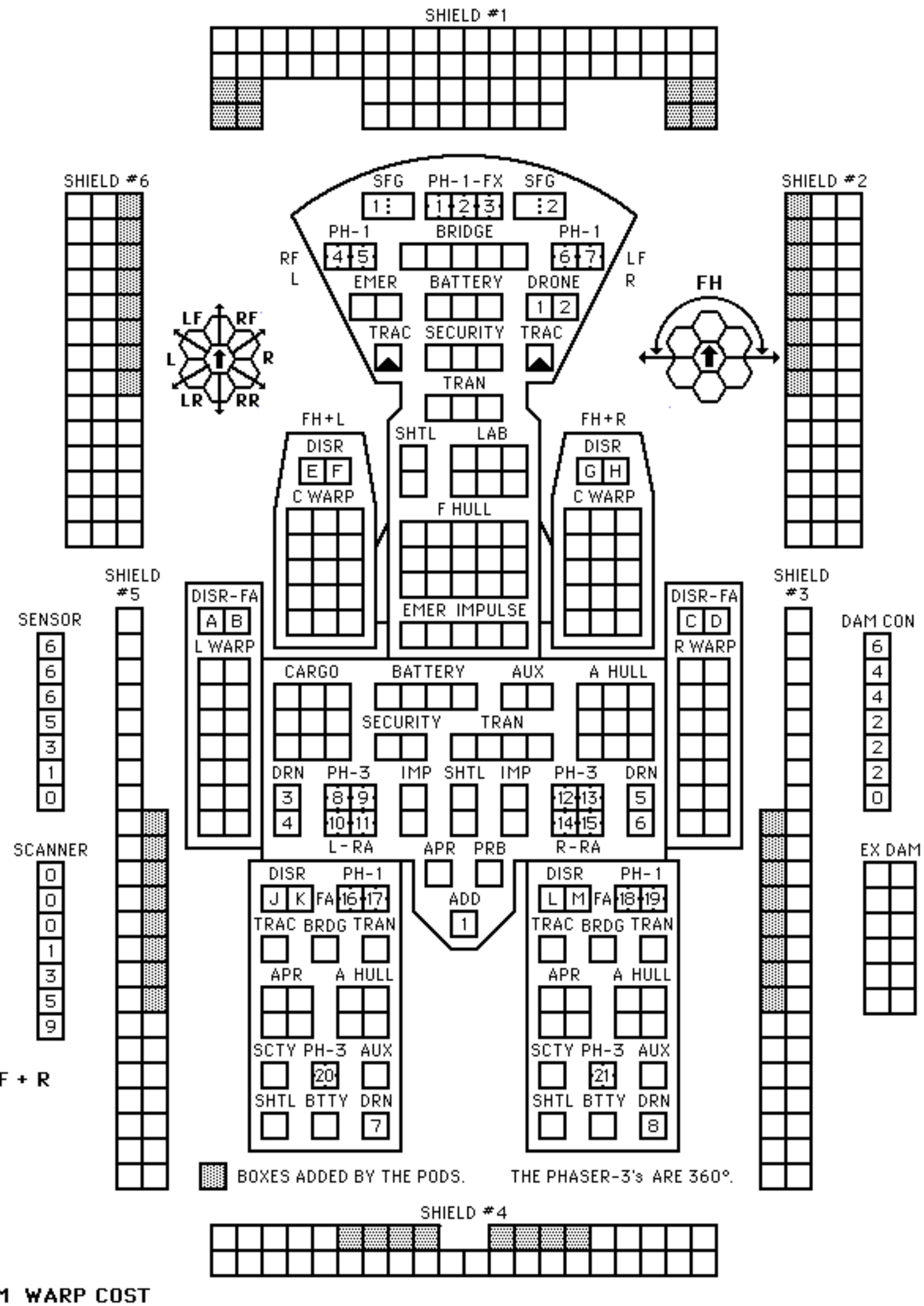
HIT & RUN BOOM

UIM DERFACS

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	PODS ONLY 23-30	C WARP ONLY 31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

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



WARP ENERGY MOVEMENT COST = 2 ENERGY POINT PER HEX [5] = HET COST (6) = EM WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

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KLINGON A-12 ADVANCED HEAVY BATTLESHIP

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS

SHIP DATA TABLE		
TYPE	=	A12
POINT VALUE	=	575
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??

THREE UIM STANDARD

FIRST GENERATION X-SHIP

CNTR

BOARDING PARTIES

TRANSPORTER BOMBS

D D D D D D

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

HIT & RUN

UIM DERFACS

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

DECK CREWS

PROBES

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

ANTI-DRONES

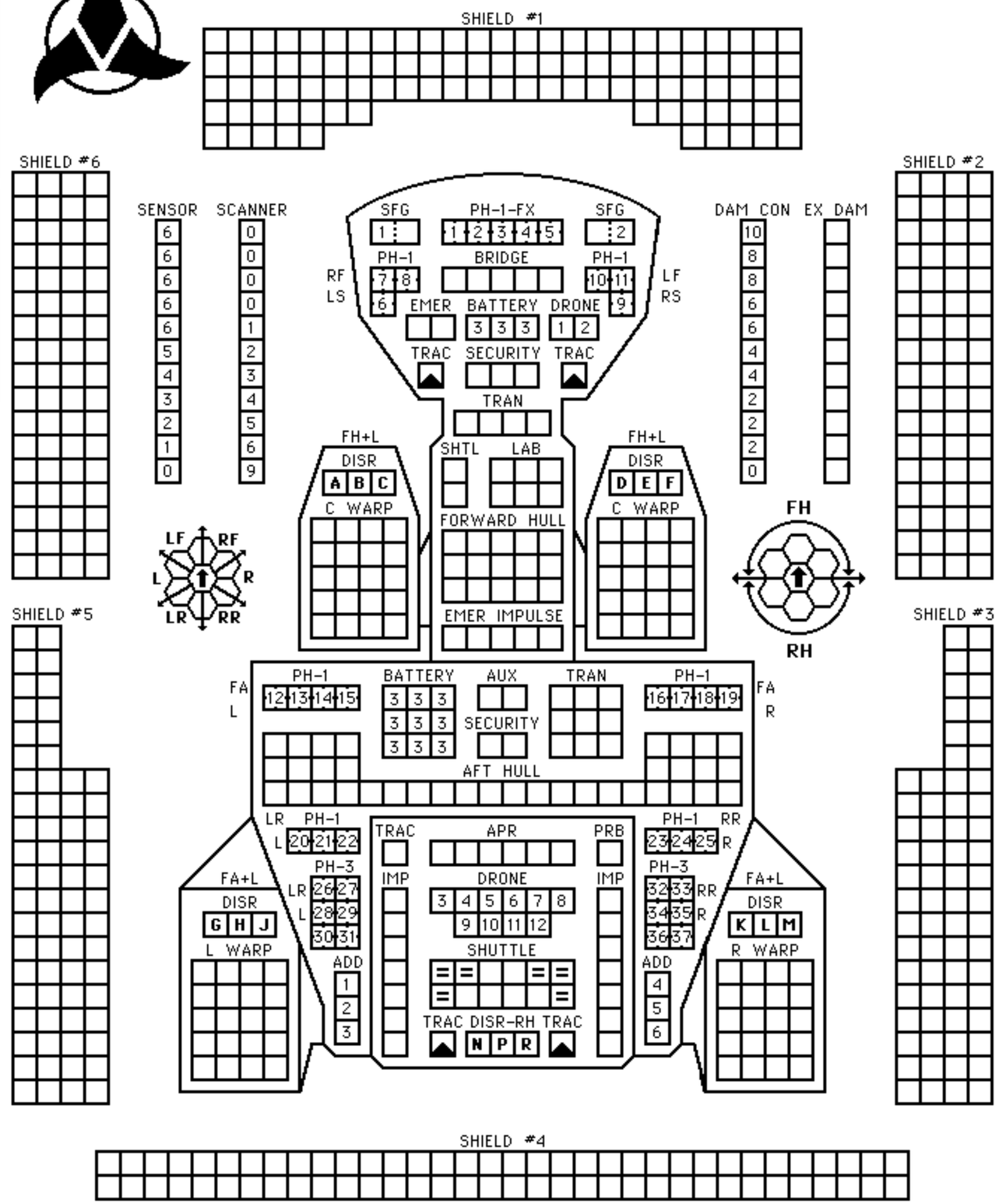
DRONE RACKS

ANTI-DRONE TABLE

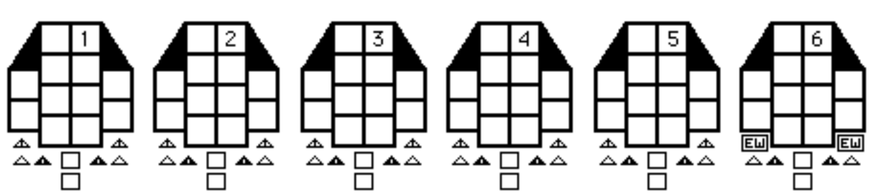
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

Z-YB FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

GX RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.



WING PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
SEE (G16.52) FOR SFG DAMAGE.
THIS SHIP IS EXEMPT FROM MUTINY (G6.14).
THIS SHIP IS UNIQUE.
THIS SHIP HAS AN OUTSTANDING CREW (G21.244).



WARP ENERGY MOVEMENT COST = 2 ENERGY POINT PER HEX 5 = HET COST 6 = EM WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

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KLINGON C7X ADVANCED BATTLECRUISER

STAR FLEET BATTLES

KLINGON C7X

CREW UNITS

			*					10
								20
								30
								40
								50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	C7X
POINT VALUE	=	270
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

FIRST GENERATION
X-SHIP

THREE UIM STANDARD

CNTR

BOARDING PARTIES

								10
								20

TRANSPORTER BOMBS

D	D	D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN

UIM

DERFACS

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

TYPE III DEFENSE PHASER

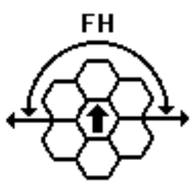
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

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

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

THREE RELOADS, ONE RELOAD IS ENTIRELY ADDs.



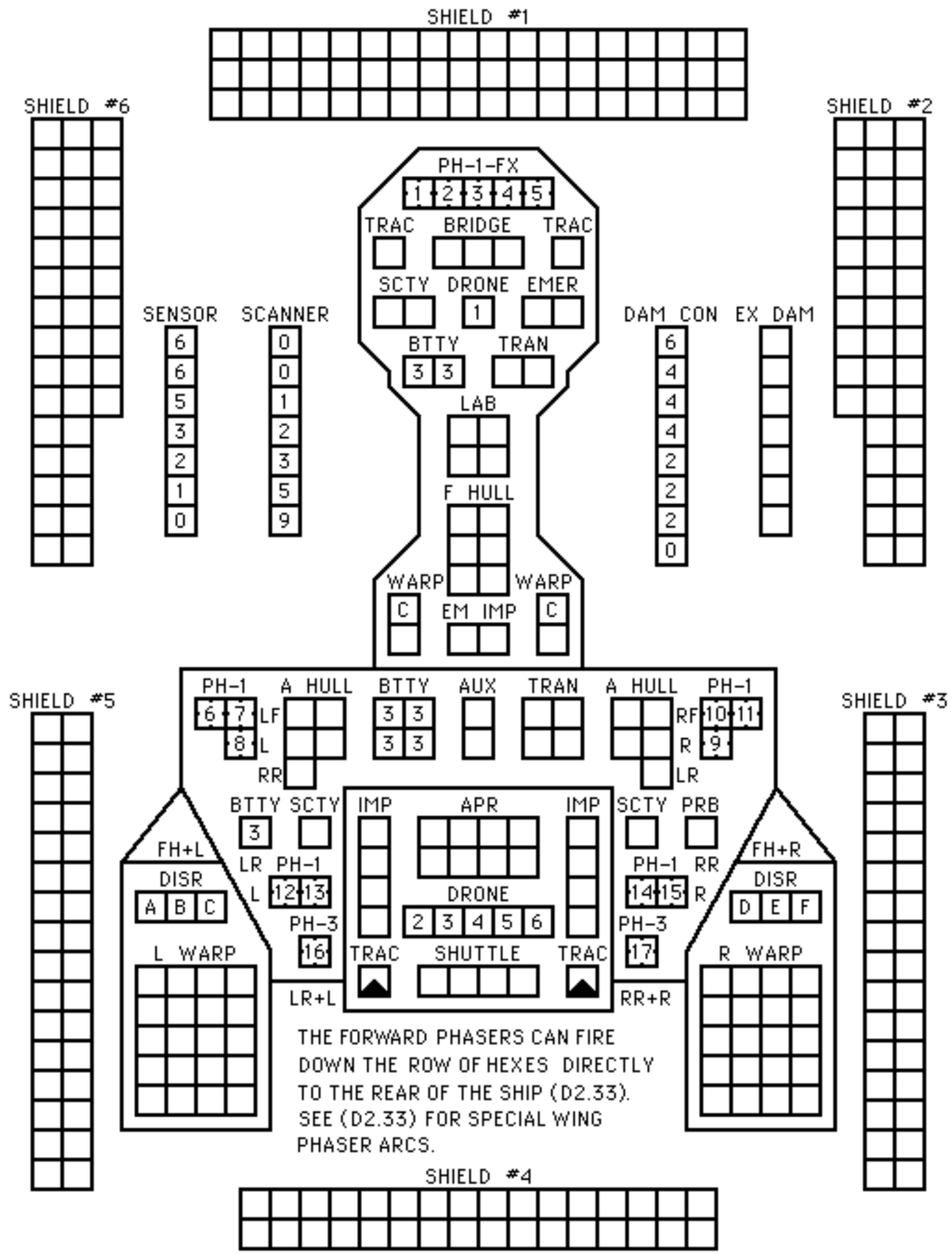
FX = LF + L + RF + R

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0



THE FORWARD PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP (D2.33). SEE (D2.33) FOR SPECIAL WING PHASER ARCS.

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

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KLINGON C8-D DREADNOUGHT

STAR FLEET BATTLES

R3.?? KLINGON C8-D

CREW UNITS

			*					10
								20
								30
								40
								50
								60

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	C8-D
POINT VALUE	=	256
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??

CNTR

DRONE RACKS

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

B RACKS HAD TWO RELOADS.

CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

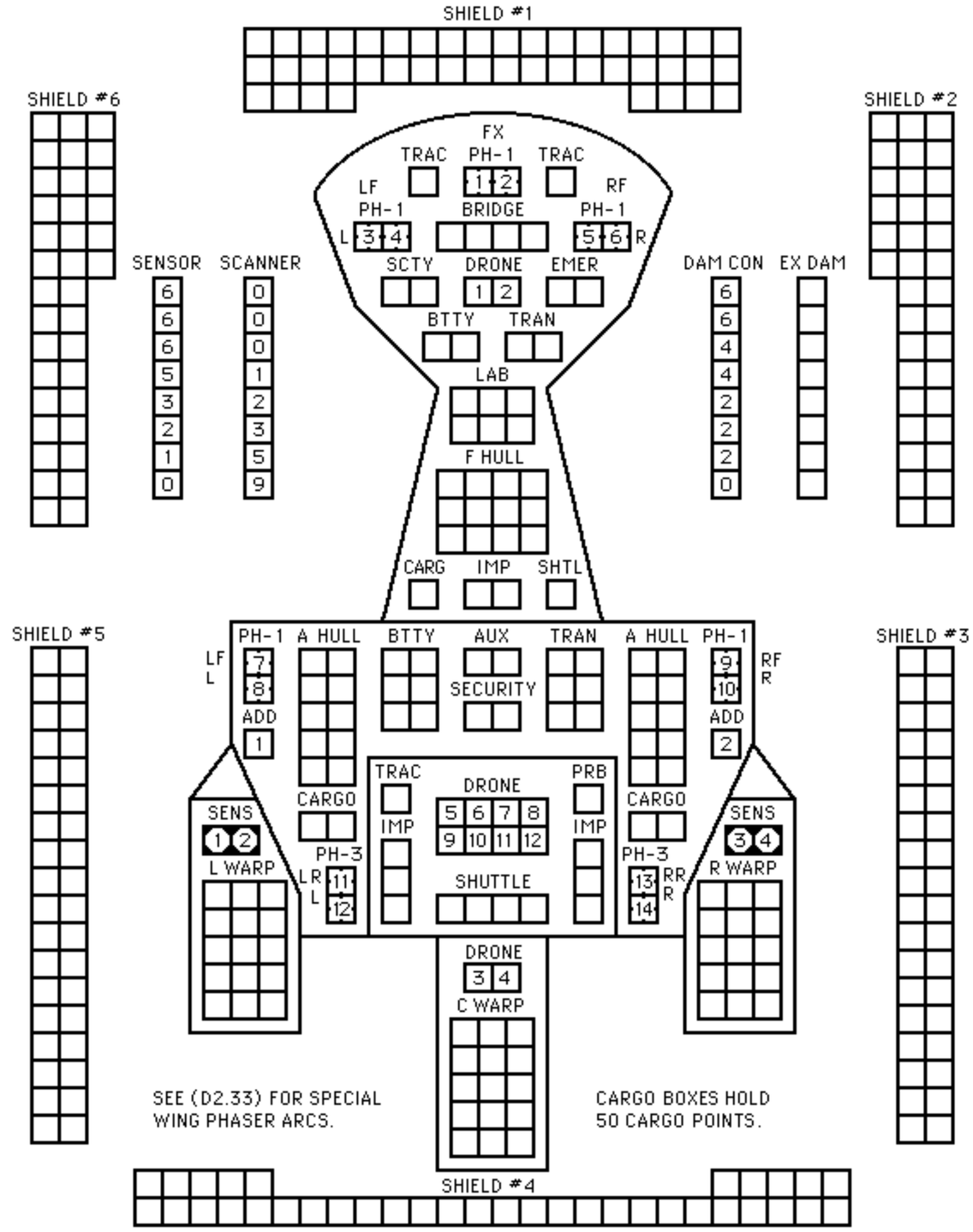
SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

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

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



TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

ANTI-DRONES

1												
2												

ANTI-DRONE TABLE

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

FX = LF + L + RF + R

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

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

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KLINGON C9-X ADVANCED DREADNOUGHT

STAR FLEET BATTLES

R3.?? KLINGON C9-X

CREW UNITS

		*						10
								20
								30
								40
								50
								60

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS

TRANSPORTER BOMBS

D	D	D	D	D	D

SHIP DATA TABLE

TYPE	=	C9-X
POINT VALUE	=	305
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??

FIRST GENERATION X-SHIP

CNTR

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

HIT & RUN

UIM DERFACS

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

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

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

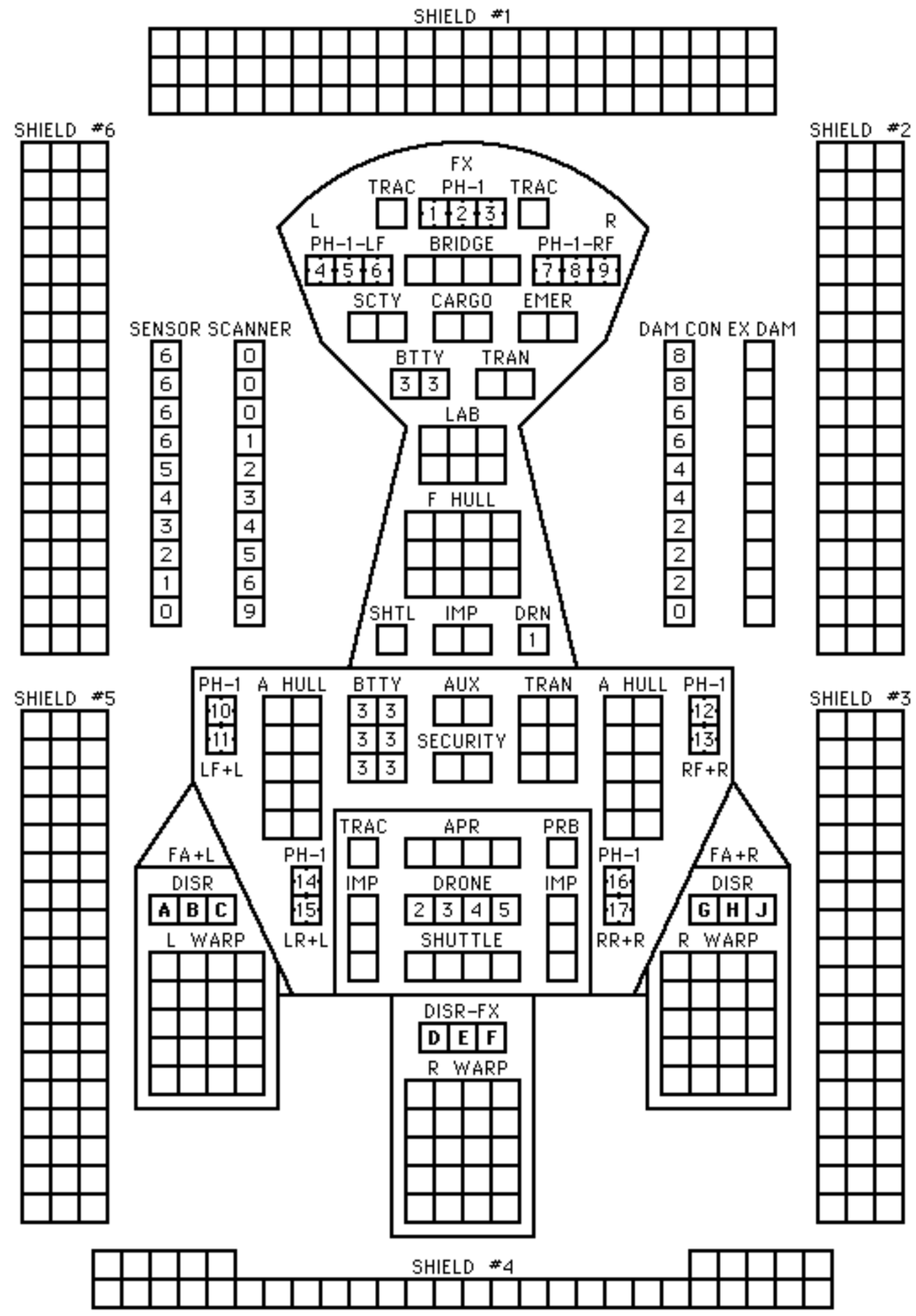
DRONE RACKS

1	⋮		⋮		⋮		⋮		⋮		⋮		GX
2	⋮		⋮		⋮		⋮		⋮		⋮		GX
3	⋮		⋮		⋮		⋮		⋮		⋮		GX
4	⋮		⋮		⋮		⋮		⋮		⋮		GX
5	⋮		⋮		⋮		⋮		⋮		⋮		GX

THREE RELOADS, ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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



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

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

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KLINGON C-18 DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50
									60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS

SHIP DATA TABLE

TYPE	=	C18
POINT VALUE	=	217
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??
K REFIT	=	+8
B REFIT	=	+7
Y175 REFIT	=	+8
TWO UIM STANDARD		

CNTR

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

DRONE RACKS

1						A			B
2						A			B
3						A			B
4						A			B
5						A			B
6						A			B

RACKS HAD ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER. B-REFIT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

HIT & RUN

UIM	DERFACS

TURN MODE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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

ANTI-DRONES

1											
2											

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

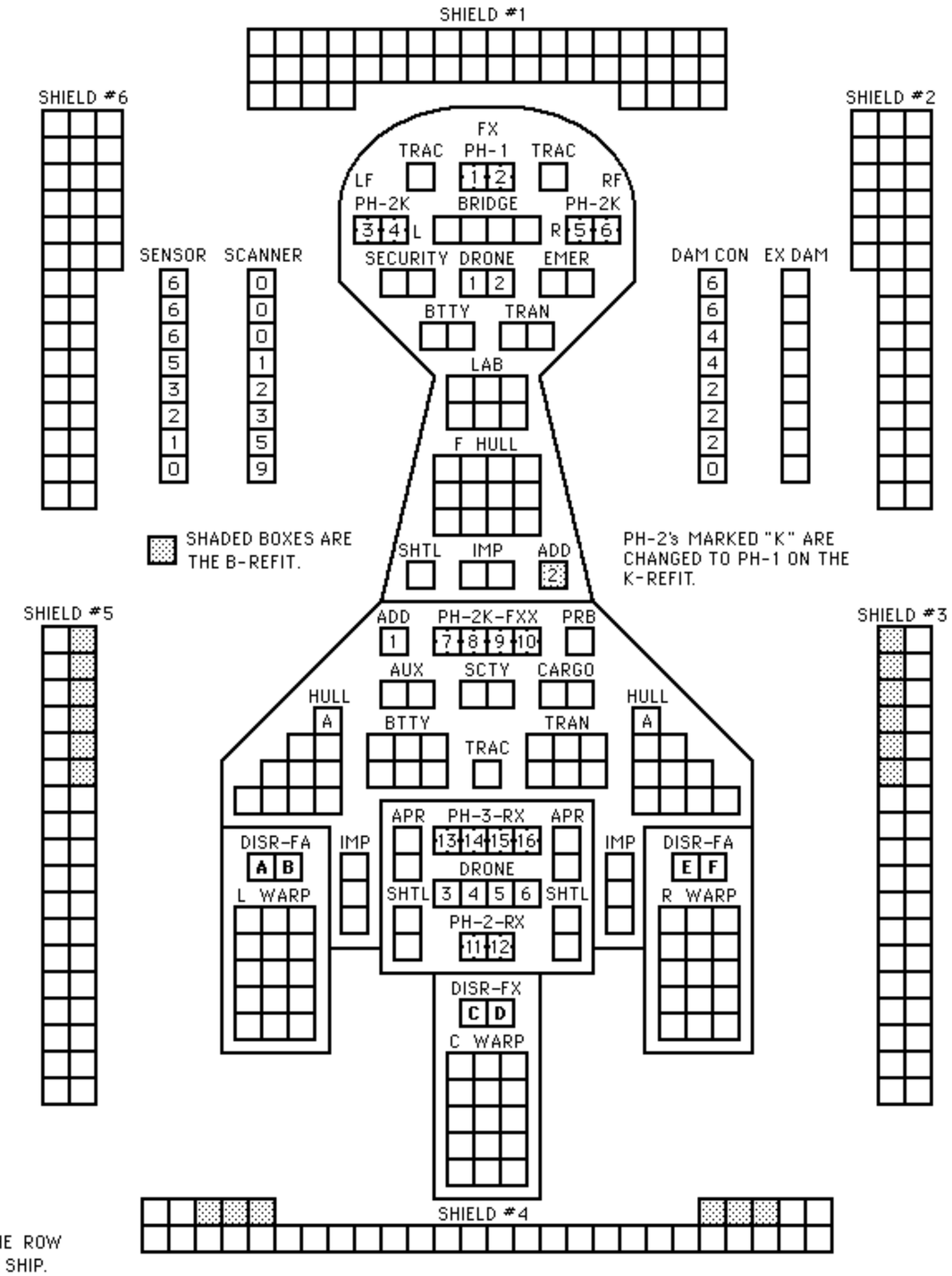
ANTI-DRONE TABLE

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

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0



SHADED BOXES ARE THE B-REFIT.

PH-2's MARKED "K" ARE CHANGED TO PH-1 ON THE K-REFIT.

CARGO BOXES HOLD 50 CARGO POINTS.

THE FXX PHASERS CANNOT FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE FRONT OF THE SHIP.

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

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

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KLINGON D-11 FAST CARRIER

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10
								20

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

UNUSUAL CONFIGURATION (JI.57)

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVF
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

ONE UIM STANDARD

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN

UIM

DERFACS

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1	:	:	:	:	:	:	:	G
2	:	:	:	:	:	:	:	G

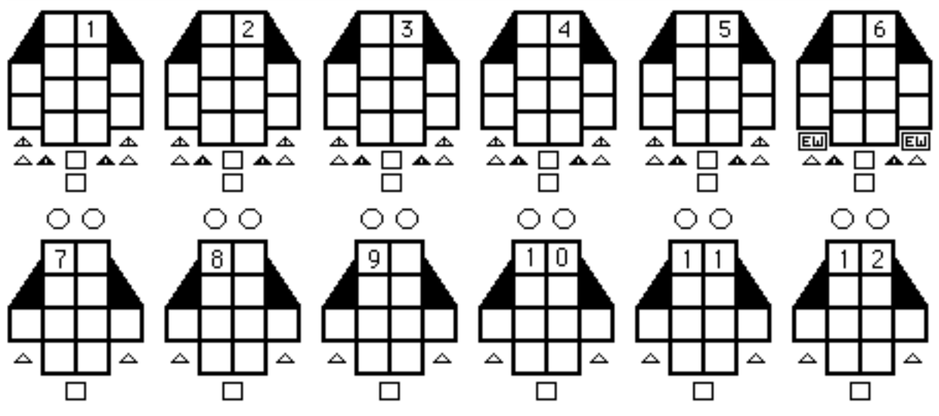
G RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

LF RF L R LR RR

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

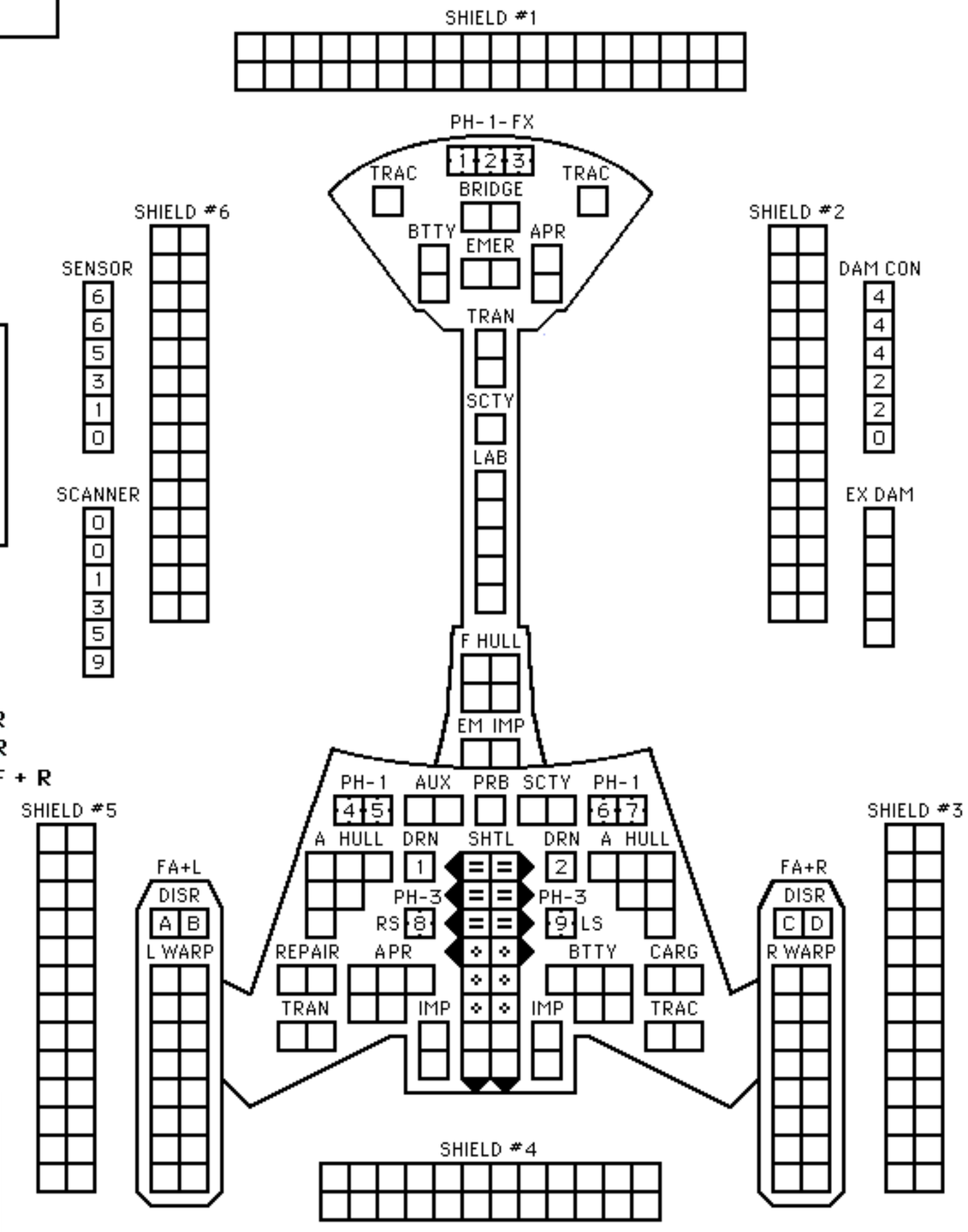
DISRUPTOR TABLE

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



Z-YB FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

Z-D FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLED = 7
SPEED = 10



SEE (D2.33) FOR SPECIAL WING PHASER ARCS.

THE FORWARD PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

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KLINGON D7R
ESG CRUISER

STAR FLEET BATTLES

CREW UNITS

			*						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	D7R
POINT VALUE	=	122
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
B REFIT	=	+5
K REFIT	=	+3
UIM REFIT	=	+5

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHADED BOXES ARE THE B REFIT.

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

HIT & RUN

UIM DERFACS

EXPANDING SPHERE TABLE

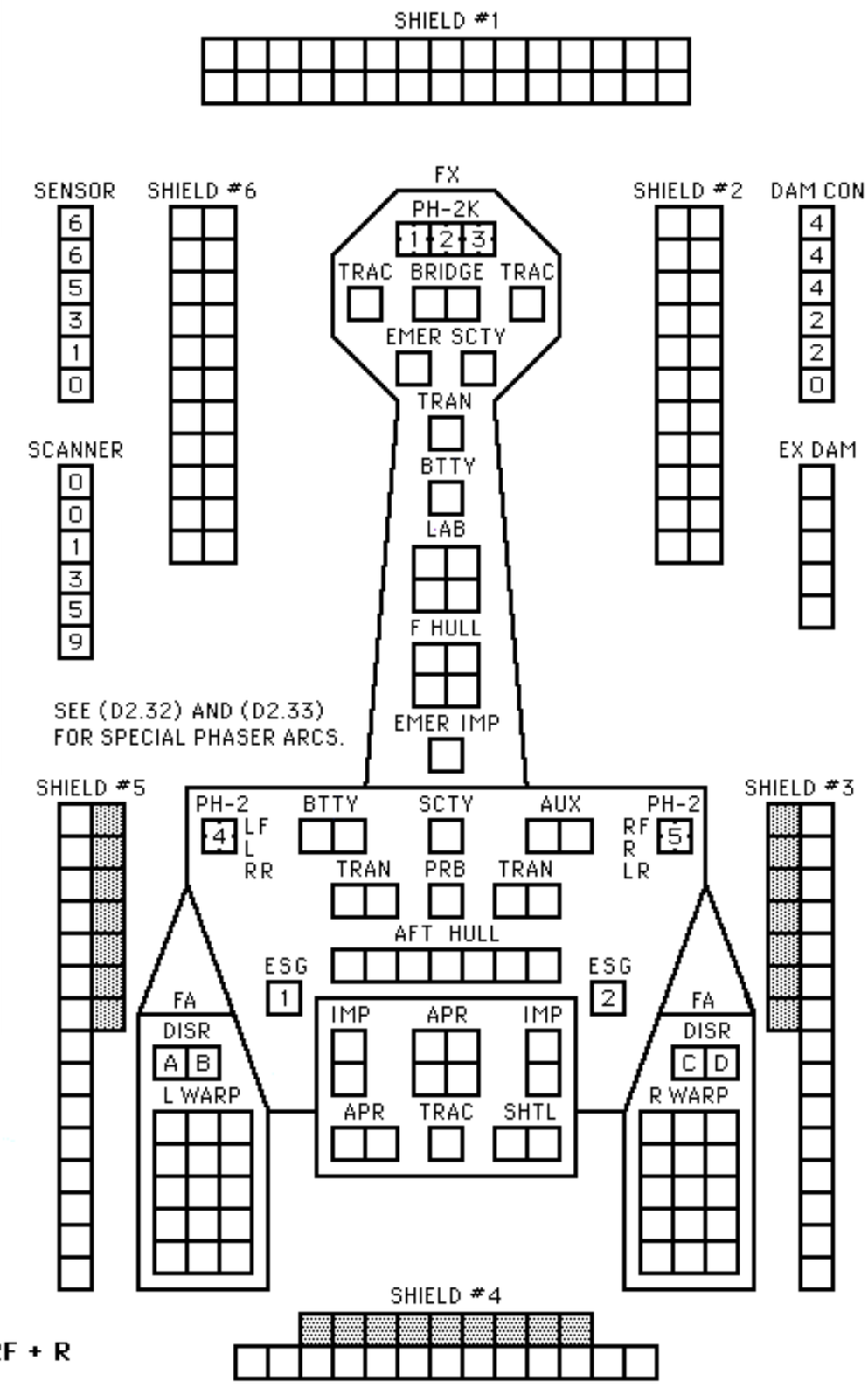
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

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

FA = LF + RF

FX = LF + L + RF + R



KLINGON D7R

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CREW UNITS

					*				10
									20
									30
								38	

BOARDING PARTIES

									10
									20

ANTI-DRONE TABLE

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

SHIP DATA TABLE

TYPE	=	D7N
POINT VALUE	=	325
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

CNTR

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

TYPE-B DRONE RACKS STANDARD. DESIGN INCORPORATES BOTH Y175 AND "B" REFITS.

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

TYPE I OFFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OVLD	10	10	8	8	6	0	0	0	0

PHOTON TORPEDO (D & H refits) TABLE

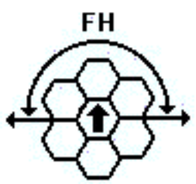
RANGE	0-1	2	3-4	5-8	9-12	13-30	31-40
HIT, STANDARD	1-5	1-6	1-5	1-4	1-3	1-2	1
HIT, PROXIMITY	1	1-2	1-3	1-4	1-5	1-4	1-3
HIT, OVERLOAD	1-7	1-6	1-5	1-4	NA	NA	NA
DAMAGE, STANDARD	10	10	10	10	10	10	10
DAMAGE, PROXIMITY	5	5	5	5	5	5	5
DAMAGE, OVERLOAD	---	VARIES	---		0	0	0

DRONE RACKS

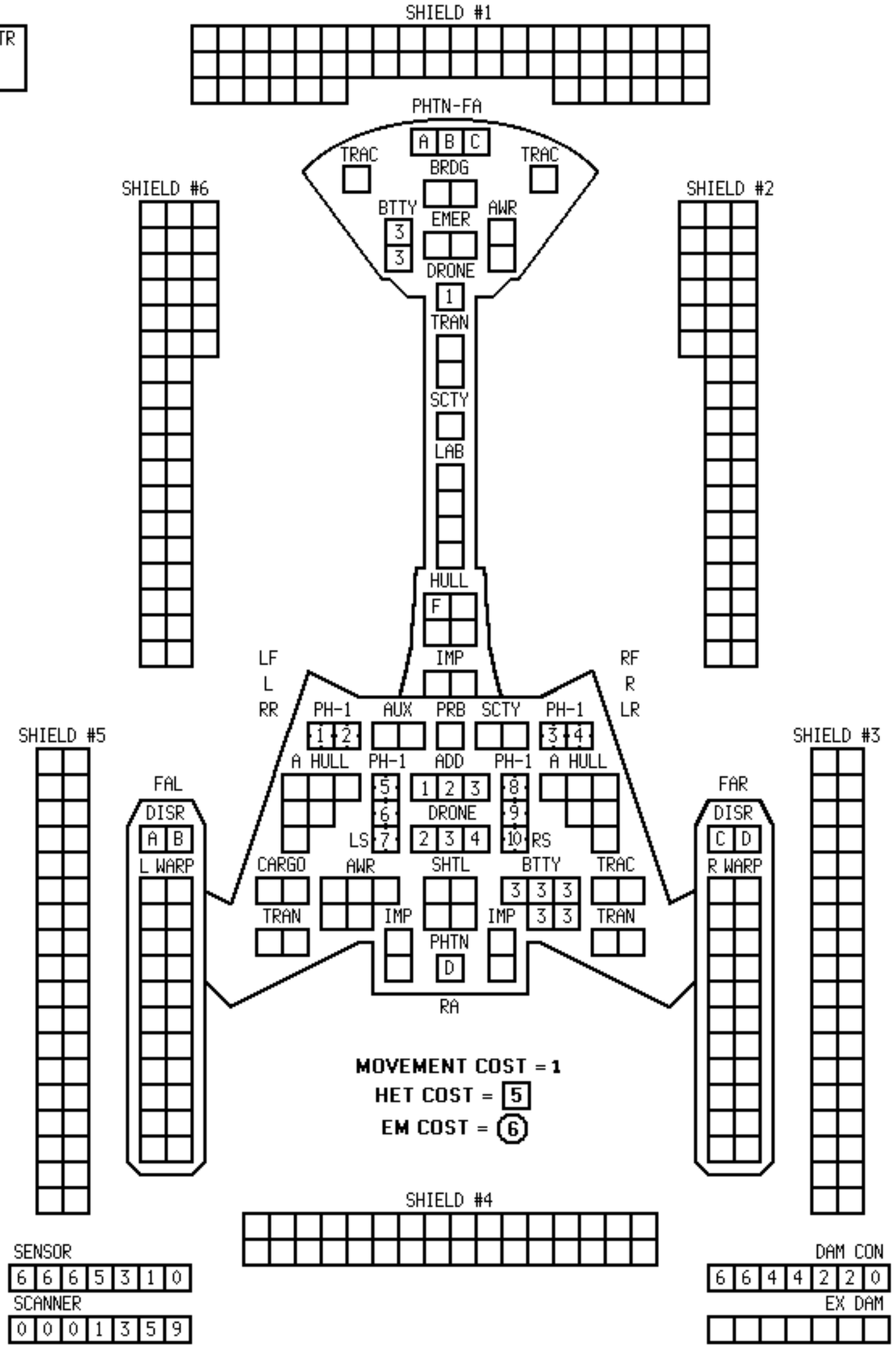
1																B
2																B
3																B
4																B

ANTI-DRONE AMMUNITION

1																12
2																12
3																12



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



SENSOR

6	6	6	5	3	1	0

SCANNER

0	0	0	1	3	5	9

DAM CON

6	6	4	4	2	2	0

EX DAM

KLINGON "K'TINGA" CLASS 1X BATTLECRUISER

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KLINGON D7-P PHOTON REFIT BATTLECRUISER

(CONJECTURAL DESIGN ONLY)

STAR FLEET BATTLES

KLINGON D7-P

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

D D D D

ANTI-DRONES

1												

ADD HAS 6 ROUNDS PRIOR TO Y175

SHIP DATA TABLE

TYPE	=	D7-P
POINT VALUE	=	146
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

DRONE RACKS

1							B
2							B

RACKS HAVE TWO RELOADS. CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

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

FH

TYPE III DEFENSE PHASER

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

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

FA = LF + RF

PHOTON TORPEDO TABLE

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

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

SHIELD #1

SENSOR: 6 6 5 3 1 0

SHIELD #6

SCANNER: 0 0 1 3 5 9

PHOT-FA: A B C

TRAC BRIDGE TRAC

EMER SCTY

TRAN

BTTY

LAB

F HULL

EMER IMP

SHIELD #2

DAM CON: 4 4 4 2 2 0

EX DAM

SEE (D2.33) FOR SPECIAL WING PHASER ARCS.

INCLUDES Y175, K AND B-REFITS.

SHIELD #5

PH-1: 1 LF L RR

BTTY ADD SCTY AUX

PH-1: RF R LR 2

TRAN PRB TRAN

PH-3: L 7 LR 8

AFT HULL

PH-3: 9 R 10 RR

FH+L

PH-1: 3 4

L WARP

IMP AWR IMP

DRONE PHOT SHTL

1 2 D

RA

FH+R

PH-1: 5 6

R WARP

SHIELD #3

SHIELD #4

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KLINGON D-8 LIGHT BATTLE CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	D-8
POINT VALUE	=	105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
B REFIT	=	+6
Y175 REFIT	=	+3
K REFIT	=	+3
UIM REFIT	=	+5

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1							A			B

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

TYPE II PHASER TABLE

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

ANTI-DRONES

1															
2															

ADD HAS 6 ROUNDS PRIOR TO Y175

ANTI-DRONE TABLE

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

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

NIMBLE SHIP

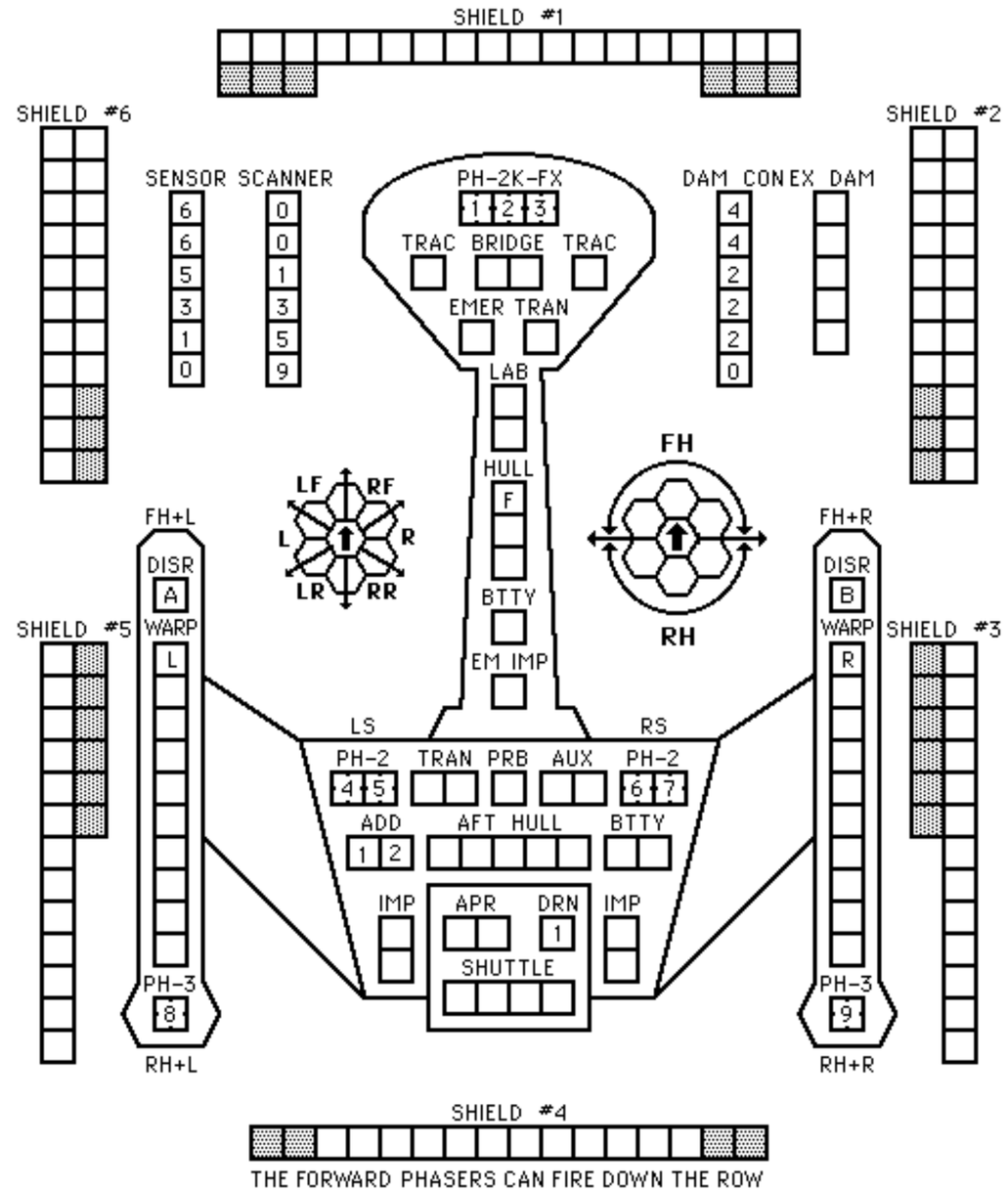
DISRUPTOR TABLE

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

HIT & RUN

UIM ☐ DERFACS ☐

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



THE FORWARD PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33)

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

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

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KLINGON D-10B "GRETH'ROR" BOMBARDMENT CRUISER

CREW UNITS

				*					10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

DRONE RACKS

1									B
2									B
3									B

TYPE-B DRONE RACKS STANDARD. DESIGN INCORPORATES Y175 REFIT.

PROBES

1				

ANTI-DRONE AMMUNITION

1															12
2															12

TRANSPORTER BOMBS

D	D	D	D

SHIP DATA TABLE

TYPE	=	D-10B
POINT VALUE	=	185
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

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

MOVEMENT COST = 1

HET COST = [5]

EM COST = (6)

TYPE I OFFENSIVE PHASER TABLE

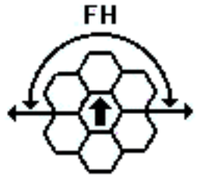
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

ANTI-DRONE TABLE

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

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



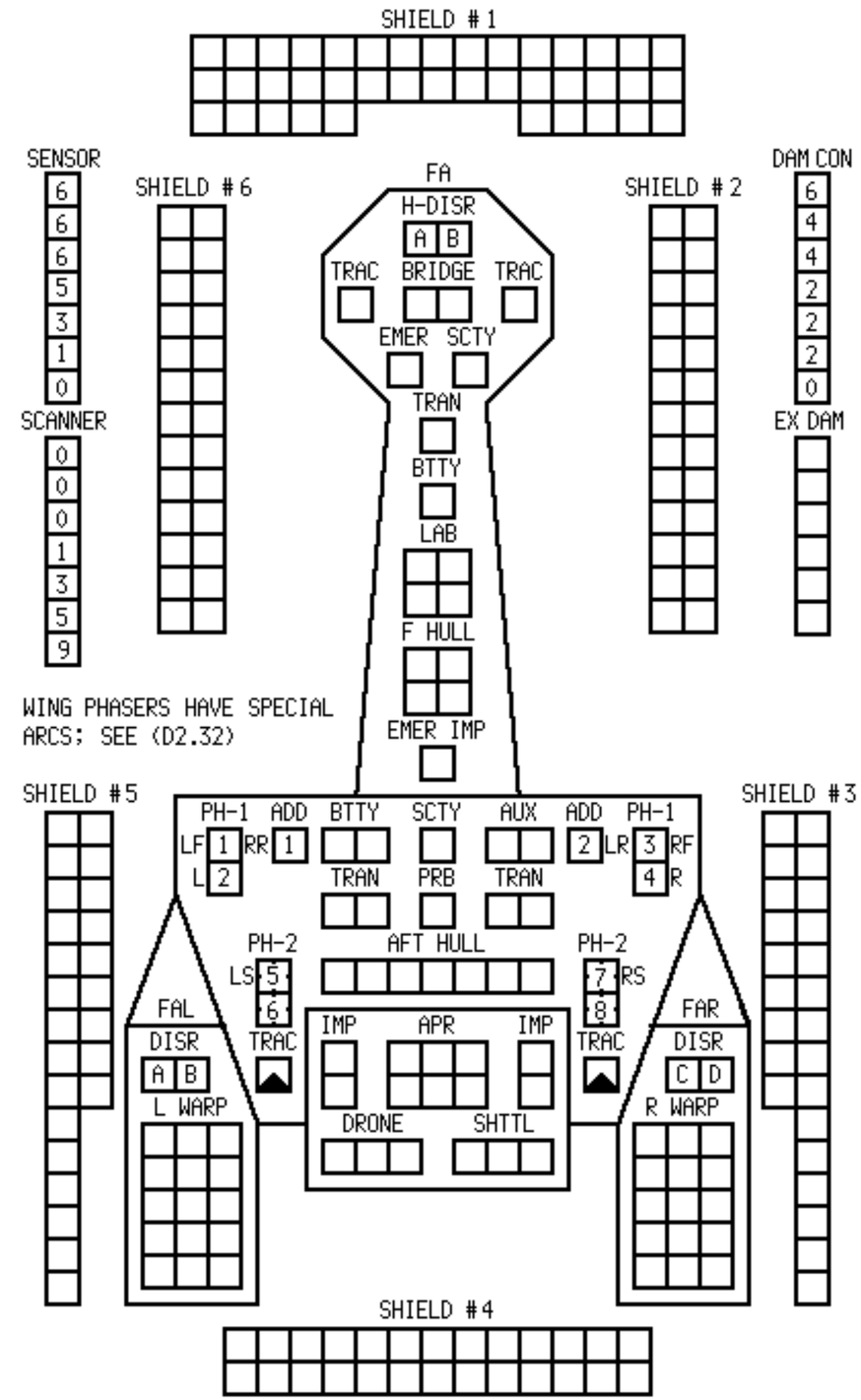
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

DISRUPTOR TABLE

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

HEAVY DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	1-6	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	N/A	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	N/A	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	N/A	N/A	N/A	N/A
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-4	N/A	N/A	N/A	N/A
DAMAGE, STD	10	10	8	8	6	6	4	4	4
DAMAGE, OVLD	20	20	16	16	12	0	0	0	0



HEAVY DISRUPTORS HAVE SHOCK EFFECTS; SEE (D23.0).

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KLINGON FWD DRONE DESTROYER

STAR FLEET BATTLES

R3.?? KLINGON FWD

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	FWD
POINT VALUE	=	112
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.??

CNTR

BOARDING PARTIES

				5

TRANSPORTER BOMBS

		D	D

ANTI-DRONES

1												

PROBES

				5

DRONE RACKS

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

SHIP HAD TYPE-B DRONE RACKS (2 RELOADS) INCLUDES Y175, AND B-REFITS.

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

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

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

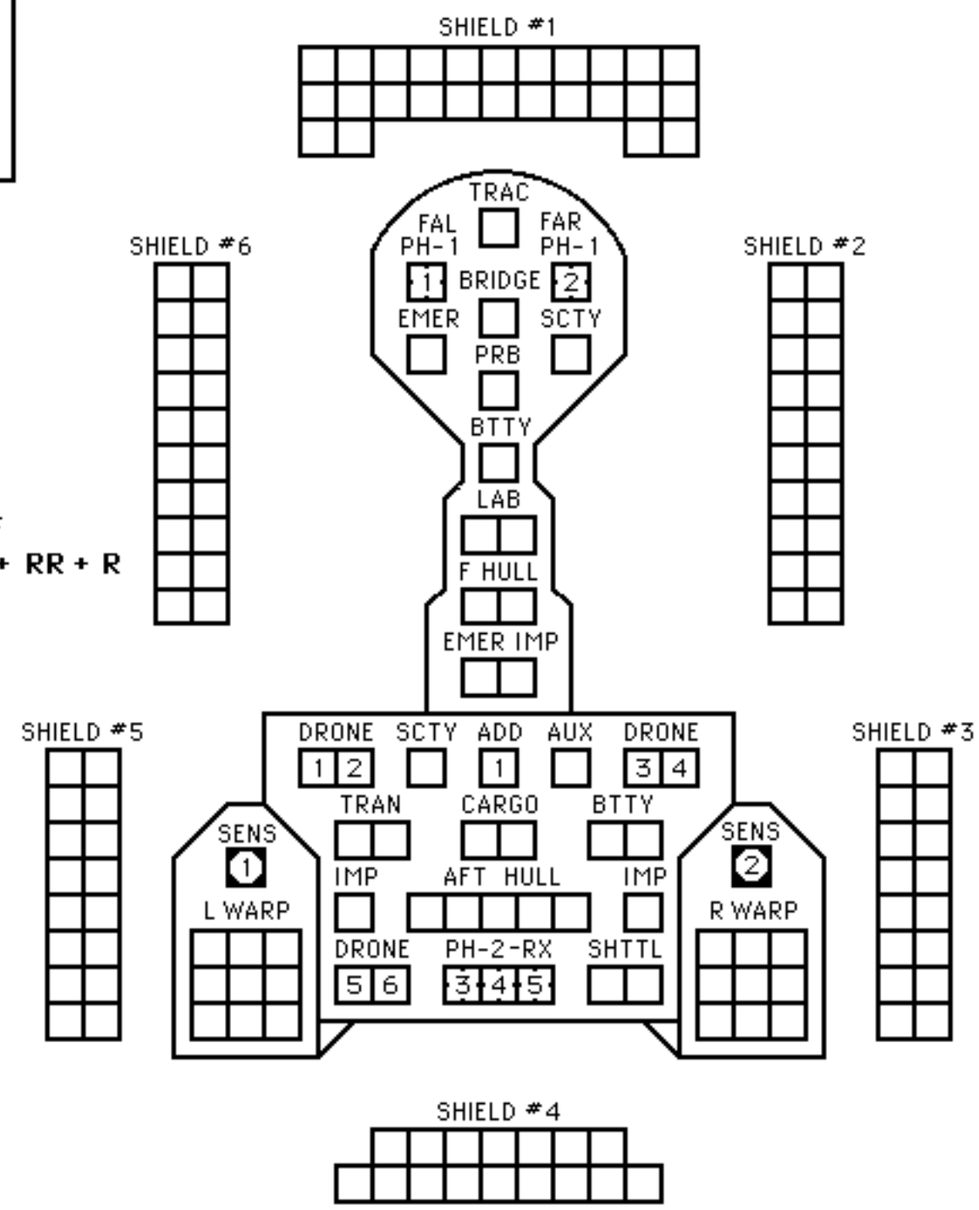
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

ANTI-DRONE TABLE

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

THE FORWARD PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP (D2.33).

CARGO BOXES HOLD 50 CARGO POINTS.



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

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

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

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KLINGON "NEGH'VAR" CLASS
4X HEAVY BATTLESHIP

CREW UNITS

							*	10
								20
								30
								40
								50
								60
								70
								80
								90
								00

BOARDING PARTIES

								10
								20
								30
								40
								50
								60
								70
								80

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

PROBES

1							8

TRANSPORTER BOMBS

D	D	D	D	D	D	D	D	D	D

SHIP DATA TABLE

TYPE	= HBBX
POINT VALUE	= 10000
BREAKDOWN	= 9-12
SHIELD COST	= 1+6
LIFE SUPPORT	= 4
SIZE CLASS	= 2
CLOAK COST	= 55

CNTR

HIT & RUN
CLOAK

HIT & RUN
UIM DERFACS

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

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

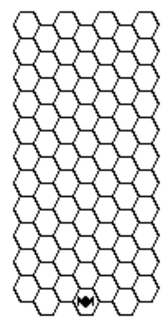
TYPE X HEAVY PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	25	20	20	20	20	15	12	10	8	6	5	4	3
2	25	20	20	20	15	12	11	9	8	6	4	3	2
3	20	20	20	15	12	11	10	8	7	5	4	2	1
4	20	20	20	15	11	10	9	8	6	4	3	1	0
5	20	20	15	12	10	9	8	7	5	3	2	0	0
6	20	15	15	10	9	8	7	6	5	3	1	0	0

HEAVY DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	1-6	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	N/A	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	N/A	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	N/A	N/A	N/A	N/A
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-4	N/A	N/A	N/A	N/A
DAMAGE, STD	10	10	8	8	6	6	4	4	4
DAMAGE, OVLD	20	20	16	16	12	0	0	0	0

NORMAL HEAVY DISRUPTORS REQUIRE 4 POINTS OF POWER TO ARM
OVERLOADED HEAVY DISRUPTORS REQUIRE 8 POINTS OF POWER TO ARM



POLERON CANNON FIRING ARC

POLERON CANNON TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-30	31-50	59-75
1	80/20	80/20	80/20	80/20	72/18	64/16	64/16	56/14	56/14	32/8	16/4
2	80/20	80/20	72/18	72/18	64/16	64/16	56/14	56/14	48/12	32/8	16/4
3	80/20	72/18	72/18	64/16	64/16	56/14	56/14	48/12	48/12	32/8	8/2
4	72/18	72/18	64/16	64/16	56/14	56/14	48/12	48/12	40/10	24/6	8/2
5	72/18	64/16	64/16	56/14	56/14	48/12	48/12	40/10	32/8	24/6	0
6	64/16	64/16	56/14	56/14	48/12	48/12	40/10	32/8	32/8	16/4	0

ARMING COST: 10/10, HOLD COST 8.
DAMAGE: SHIELDS/INTERNALS
THIS WEAPON HAS A RESTRICTIVE FIRING ARC.

SPECIAL SCANNER FUNCTIONS

1 BREAK PLASMA TORPEDO LOCK-ON.
2 GAIN FOUR INFORMATION POINTS ON ANY TARGET WITHIN RANGE 60.
3 REDUCE EFFECTIVE RANGE FROM YOUR SHIP TO ANY TARGET BY ONE.

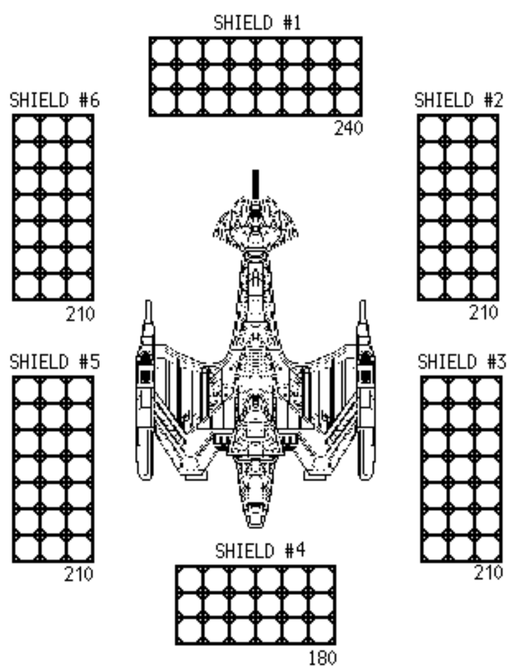
CAN BE USED ONCE PER TURN, ENERGY COST EQUALS TWO.

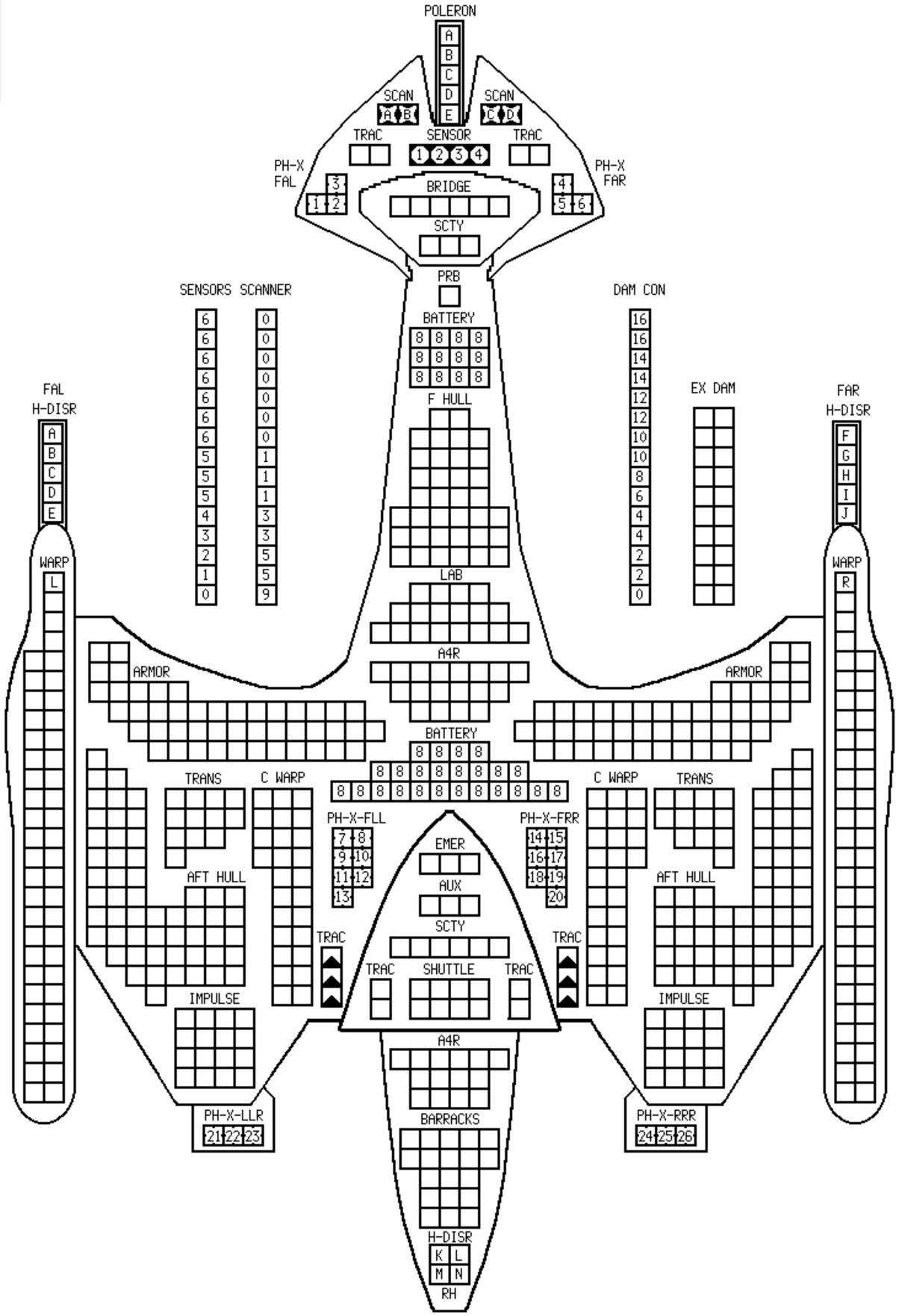
SPECIAL SCANNERS ARE DESTROYED ON TORPEDO HITS.

SCOUT SENSOR FUNCTIONS

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

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.





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KLINGON D5LT TOURNAMENT CRUISER

BOARDING PARTIES

									10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

ANTI-DRONE TABLE

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

PROBES

				5

SHIP DATA TABLE

TYPE	=	D5LT
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

REVISED 09 MAY 2003.

PLAYER	
TOURN	
ROUND	

SPECIAL RULES
1. No mutiny is possible.
2. Has one scatter-pack.
3. Can exchange two type-I drones for one type-IV drone (can do this twice).
4. Has firing arcs in (D2.32) and (D2.33).
5. Has two points for improved drones.

DRONE POINTS	:

DRONE RACKS (No Reloads)

1								B
2								B
ADD							6	6

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADD.

HIT & RUN

UIM ☐

DERFACS ☐

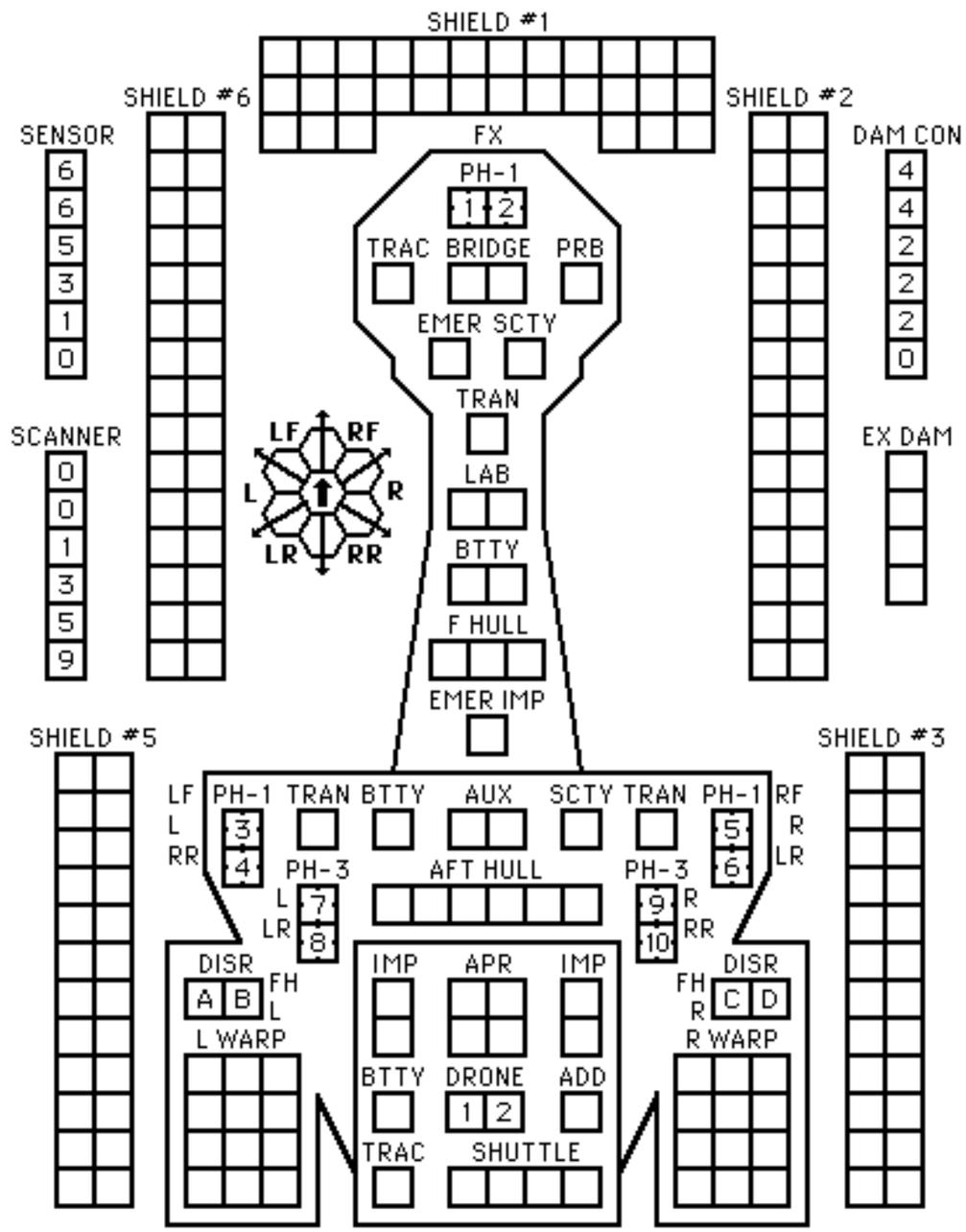
THE UIM BURNS OUT THE FIRST TIME IT IS USED. THE OWNING PLAYER DECIDES, WITH EACH DISRUPTOR SALVO, WHETHER OR NOT TO USE IT.

TURN MODE

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

DISRUPTOR TABLE

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



This SSD created by Jeremy Gray [jgray96@cox.net].
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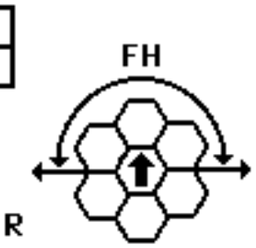
HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R



FX = L + LF + RF + R

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

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

KLINGON *NEGH'VAR* BATTLESHIP

CREW UNITS

							X		10
									20
									30
									40
									50
									60
									70
									80
									90

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS – NO TRANSFERS		

CNTR

BOARDING PARTIES

									10
									20
									30

TRANSPORTER BOMBS

D	D	D	D	D
D	D	D	D	D

PROBES

1										10
2										10

SHIP DATA TABLE

TYPE	=	NEG
POINT VALUE	=	850
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	50/12
REFERENCE	=	R3.506

FIRST GEN X-SHIP

BPV INCLUDES CLOAK

SEN: 6 6 6 6 5 4 3 2 1 0

SCAN: 0 0 0 1 2 3 4 5 6 9

DAM CON: 8 8 6 6 4 4 2 2 2 0

EX DAM

SHIELD #1

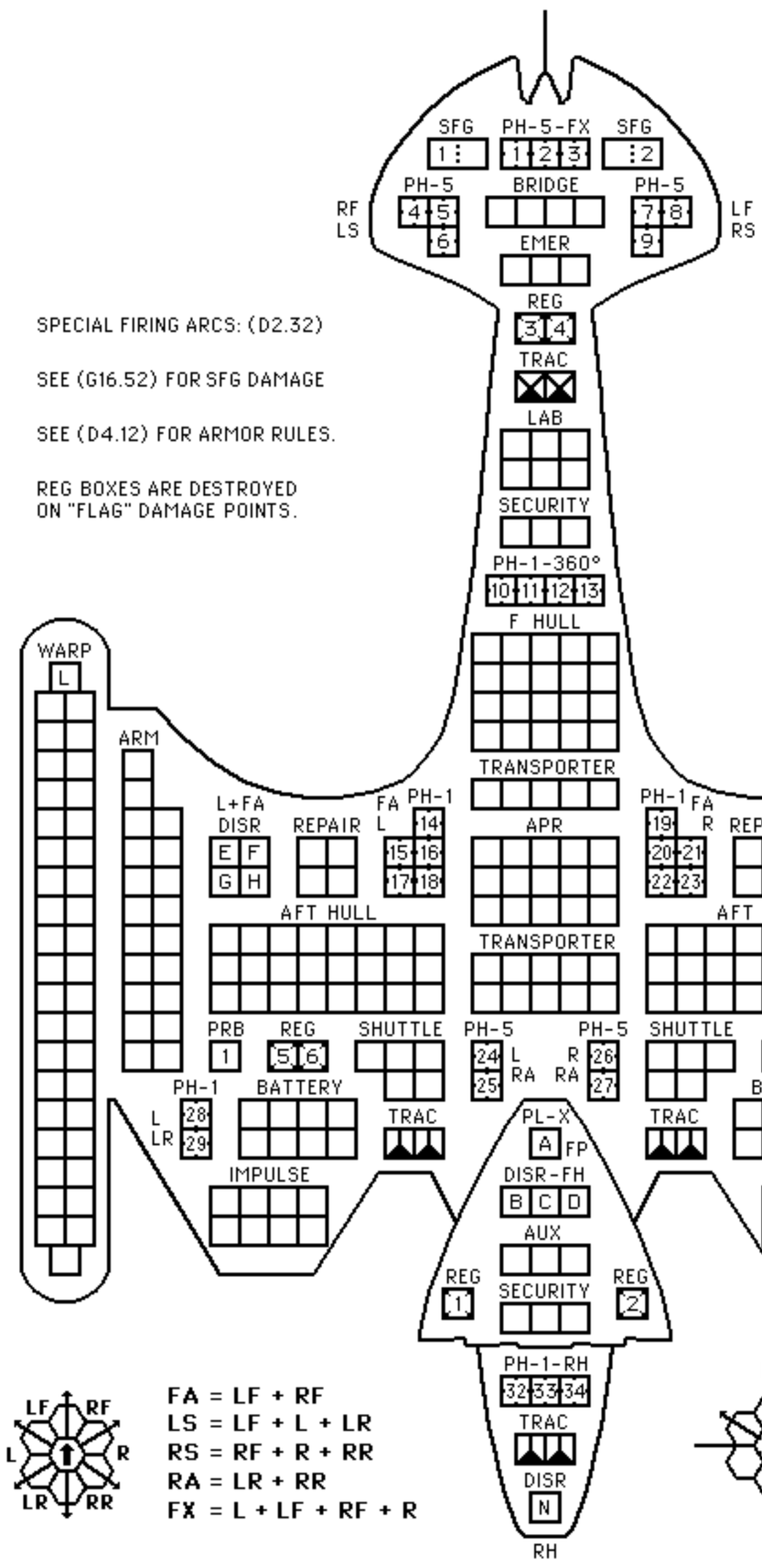
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6



SPECIAL FIRING ARCS: (D2.32)

SEE (G16.52) FOR SFG DAMAGE

SEE (D4.12) FOR ARMOR RULES.

REG BOXES ARE DESTROYED ON "FLAG" DAMAGE POINTS.

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	9	8	8	7	6	5	4	2	2	1	0	0
4	10	9	8	8	7	6	5	4	3	2	1	0	0	0
5	9	8	8	7	7	6	5	4	2	1	0	0	0	0
6	8	8	7	7	6	5	4	3	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
E	1	2 - 3
	2	4 - 6
	3	7 - 10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

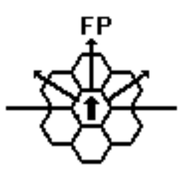
DISRUPTOR TABLE

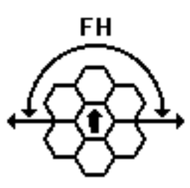
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	41-60
HIT (STD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-3	1-2	1
HIT(FOCUSED)	1-6	1-6	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-2
DAMAGE, STD	10	10	8	8	8	6	6	4	4	2
DAMAGE, OVLD	20	20	16	16	16	12	0	0	0	0
DMG, CRIT OVLD	30	30	24	24	24	0	0	0	0	0
DAMAGE, WEB	4	4	4	2	2	2	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE X	75	75	65	55	55	45	45	35	35	30	20	10	5	1
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE L	20	20	15	15	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

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





HIT & RUN CLOAK

SHIELD REGEN

12	12	9	9	6	6	3	3	0

WARP ENERGY MOVEMENT COST = 2

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

KLINGON G1-X ADVANCED PF FLOTILLA

PF	CREW			BP	
L-1					
2					
3					
S-4					
5					
6					

DRONE RACKS

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

⑥ = EM COST
5 = HET COST

TURN MODE		SPEED
AA	1	1 - 8
HET	2	9 - 16
	3	17 - 24
BD	4	25+
NIMBLE SHIPS		

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

PF DATA TABLE		
TYPE	=	G1-X
POINT VALUE	=	30/57
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	R3.??
LEADER BPV	=	60/75
SCOUT BPV	=	150/75
FIRST GENERATION X-SHIP		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

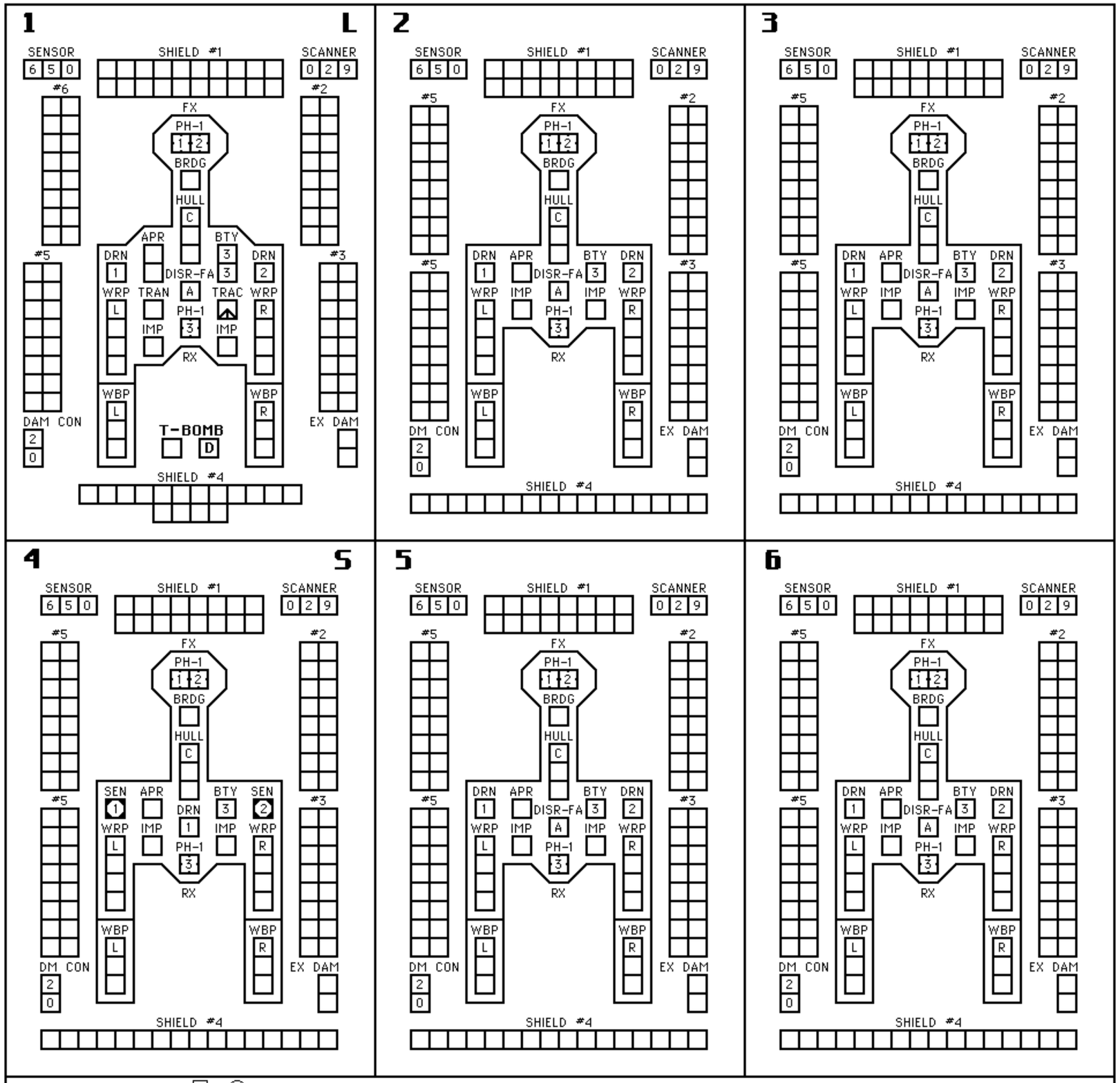
	CNTR	HET	BD	
1				
2				
3				
4				
5				
6				

TYPE I OFFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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



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

STAR FLEET BATTLES

R3.?? KLINGON G1-X ADVANCED PF FLOTILLA

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KLINGON KING-CONDOR BATTLESHIP CONVERSION

STAR FLEET BATTLES

R3.?? KLINGON RCN

CREW UNITS

			*					10
								20
								30
								40
								50
								60
								70
								80

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFER PER (J1.592)

SHIP DATA TABLE

TYPE	=	RCN
POINT VALUE	=	375
BREAKDOWN	=	2-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R3.??

LIMITED AEGIS CONTROLS ADDs AND PH-3s

THREE UIM STANDARD

CNTR

BOARDING PARTIES

								10
								20
								30

TRANSPORTER BOMBS

D D D D D D

PROBES

5

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

DECK CREWS

6

TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

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

SHIP HAD TYPE-B DRONE RACKS (2 RELOADS)

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN

UIM

DERFACS

ANTI-DRONES

1											
2											
3											
4											

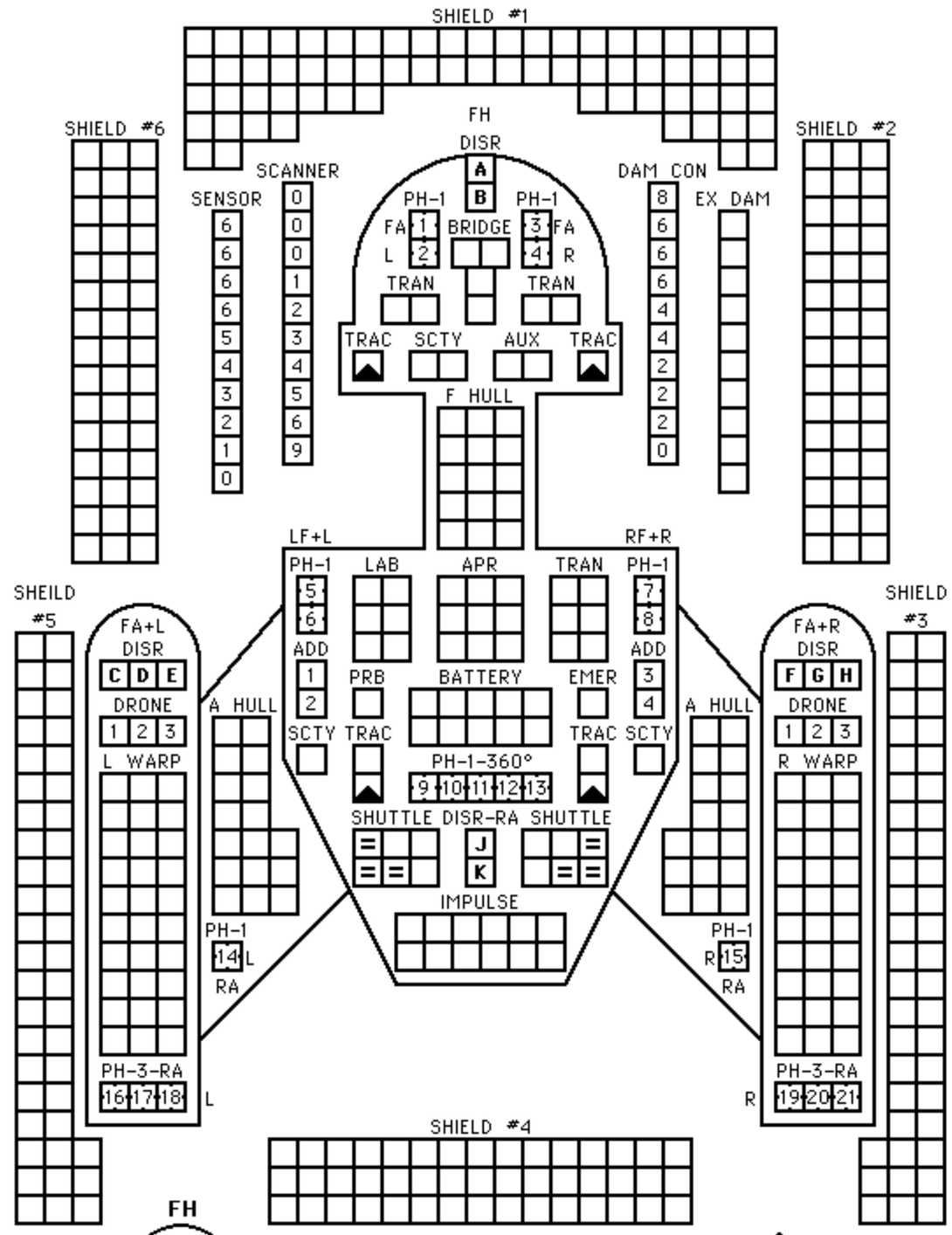
ANTI-DRONE TABLE

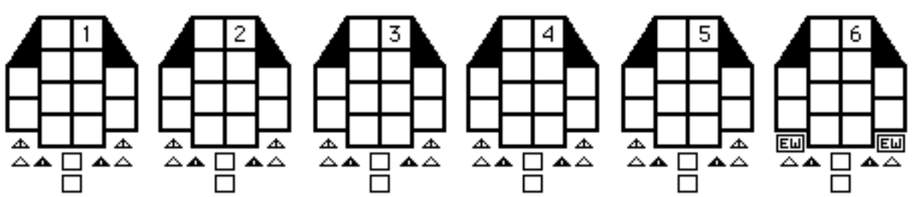
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

TYPE III DEFENSE PHASER

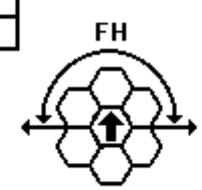
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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





Z-YB FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



FA = LF + RF
RA = LR + RR

WARP ENERGY MOVEMENT COST = 2 ENERGY POINT PER HEX 5 = HET COST 6 = EM WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

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KLINGON SKYHAWK DESTROYER

STAR FLEET BATTLES

KLINGON RKD

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	RKD
POINT VALUE	=	96
BREAKDOWN	=	6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
UIM REFIT	=	+5
Y175 REFIT	=	+3

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

		D	D

ANTI-DRONES

1													

ADD HAS 6 ROUNDS PRIOR TO Y175

DRONE RACKS

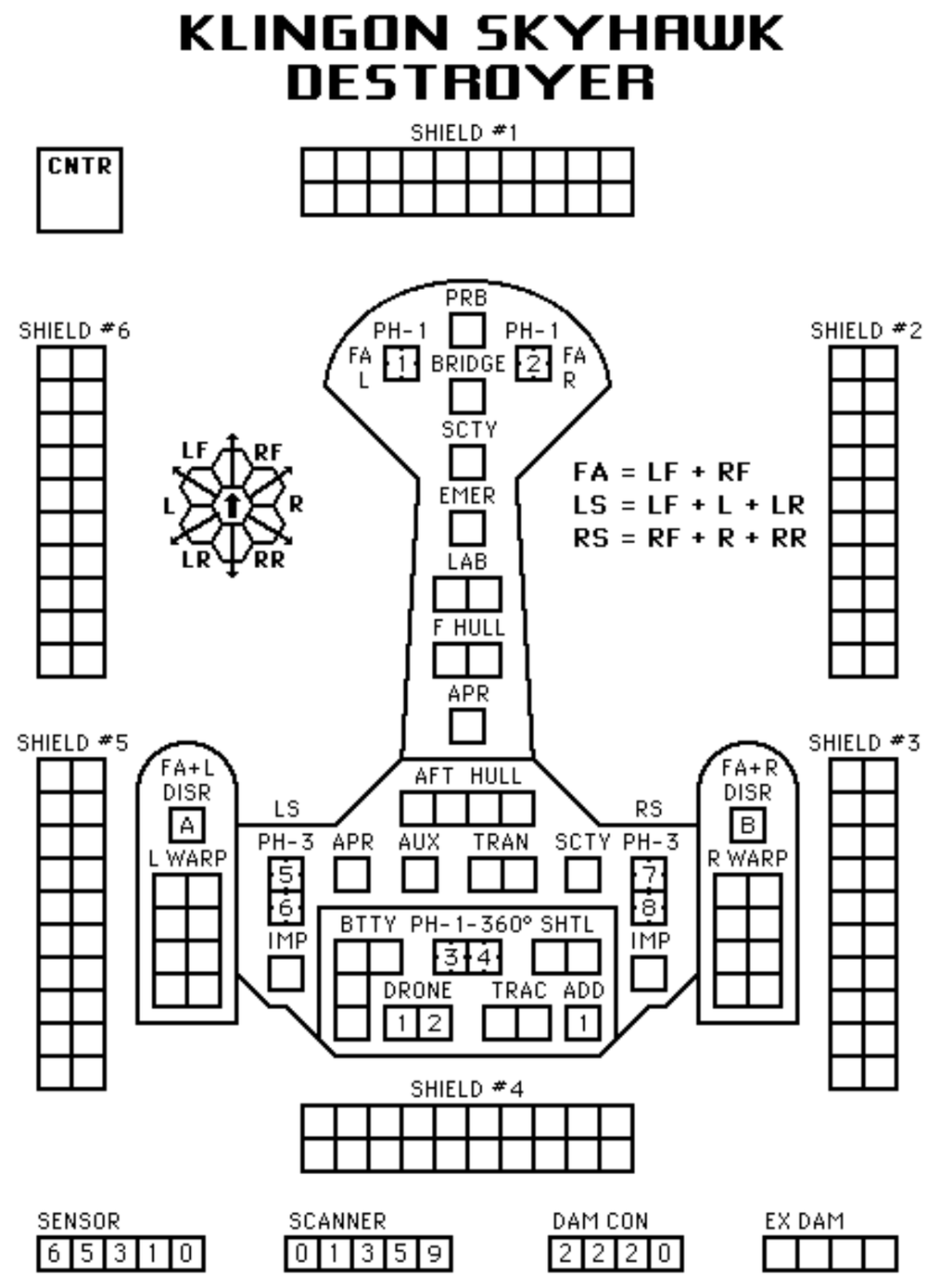
1						A				B		
2						A				B		

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

HIT & RUN

UIM [ ] DERFACS [ ]

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



TYPE 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

DISRUPTOR TABLE

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

ANTI-DRONE TABLE

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

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

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

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

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KLINGON FIREHAWK-K HEAVY CRUISER

STAR FLEET BATTLES

R3.?? KLINGON RKF

CREW UNITS

		*						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	RKF
POINT VALUE	=	165
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.??
Y175 REFIT	=	+4

ONE UIM STANDARD

CNTR

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

HIT & RUN

UIM ☐ DERFACS ☐

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

ANTI-DRONE TABLE

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

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

DISRUPTOR TABLE

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

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

DRONE RACKS

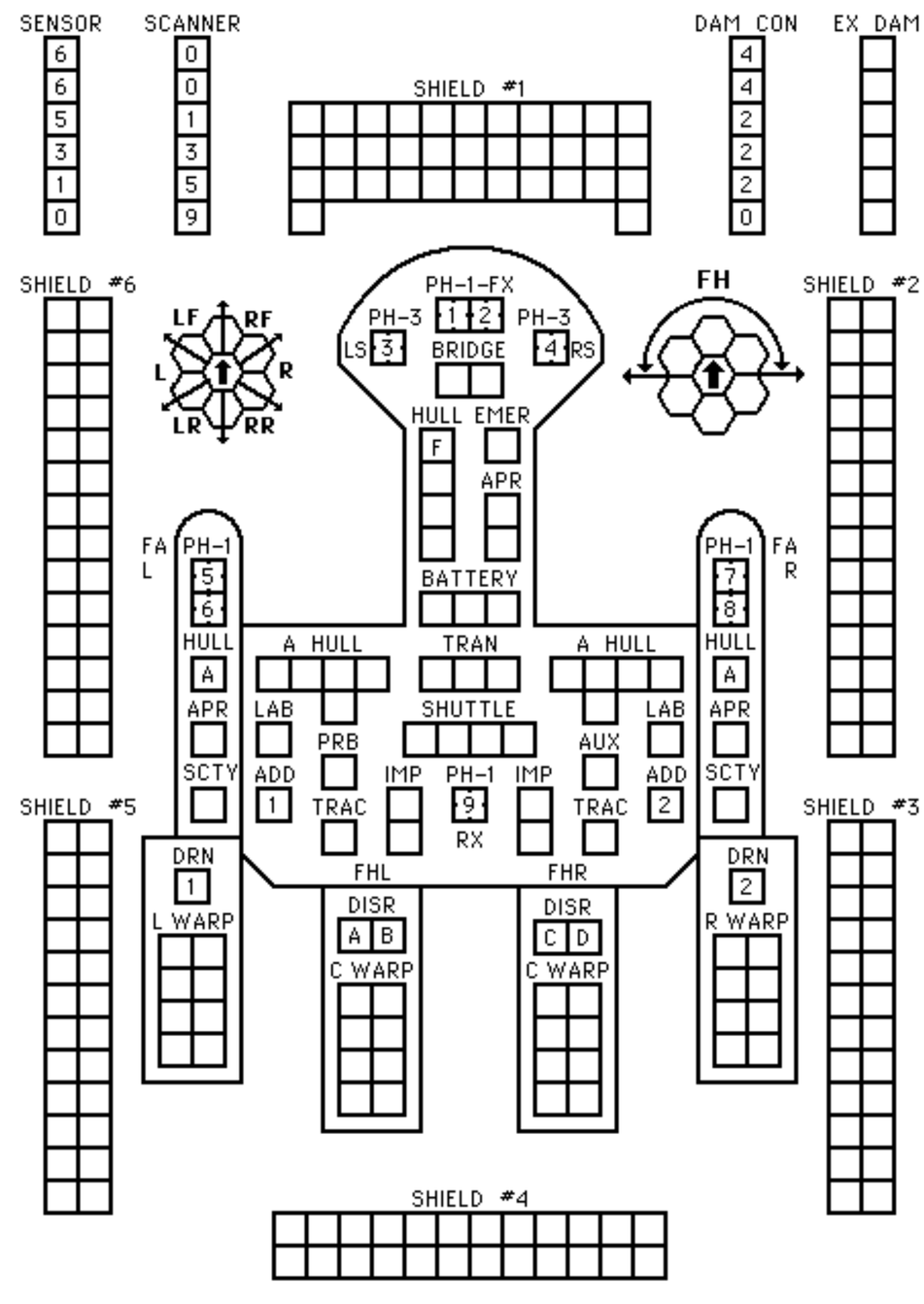
1								A				B
2								A				B

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

ANTI-DRONES

1													
2													

ADD HAS 6 ROUNDS PRIOR TO Y175



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

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CREW UNITS

		*						10
								20
								30
								40
								50
								60
								70
								80

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D D

SHIP DATA TABLE

TYPE	= K-ACX
POINT VALUE	= 2500
BREAKDOWN	= 4-6
SHIELD COST	= 1+4
LIFE SUPPORT	= 2
SIZE CLASS	= 2
CLOAK COST	= 25

CNTR

BOARDING PARTIES

								10
								20
								30
								40
								50
								60

PROBES

1

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

HIT & RUN

CLOAK

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

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 seperate 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

HIT & RUN

UIM DERFACS

HEAVY DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	1-6	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	N/A	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	N/A	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	N/A	N/A	N/A	N/A
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-4	N/A	N/A	N/A	N/A
DAMAGE, STD	10	10	8	8	6	6	4	4	4
DAMAGE, OVLD	20	20	16	16	12	0	0	0	0

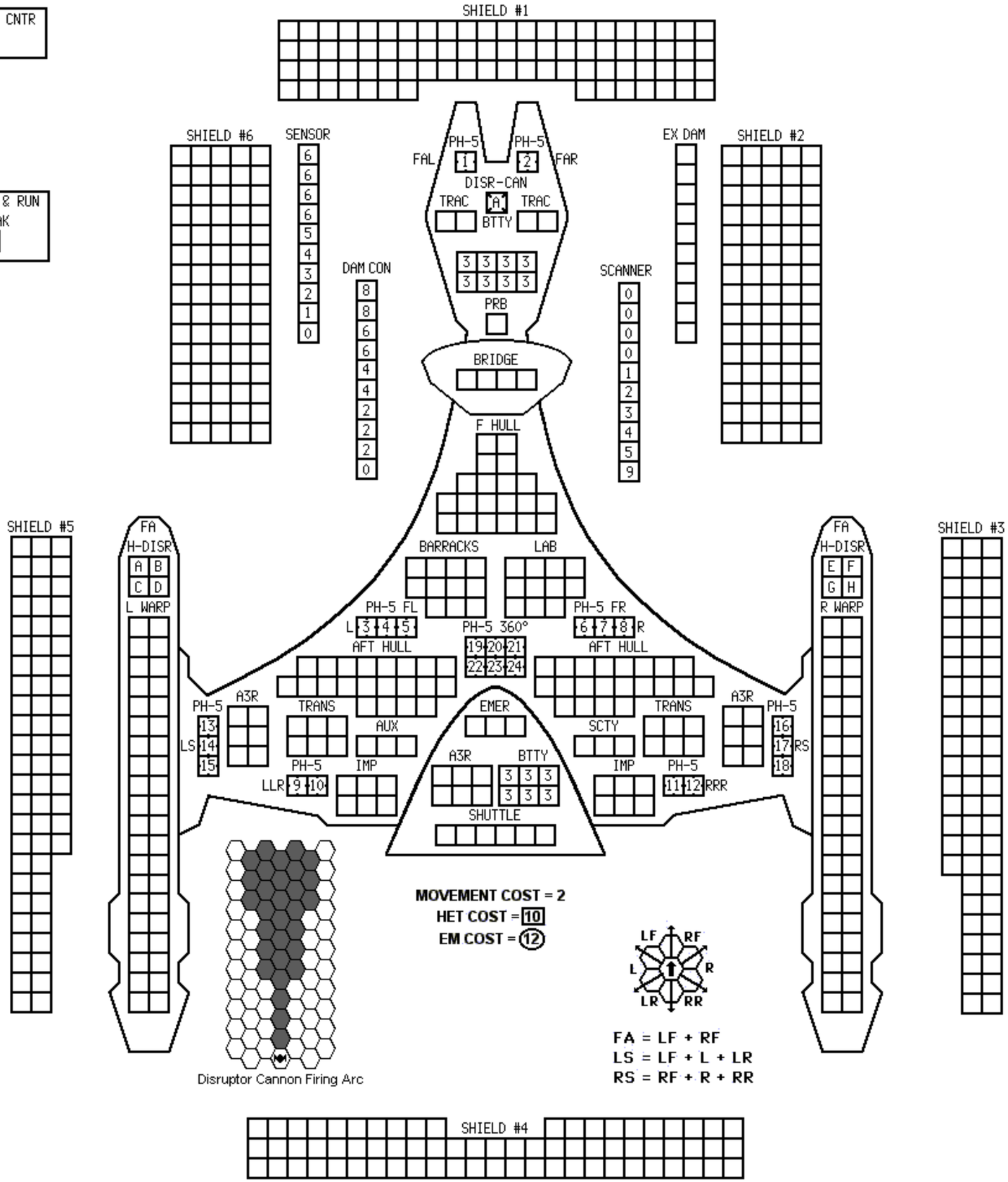
NORMAL HEAVY DISRUPTORS REQUIRE 4 POINTS OF POWER TO ARM
OVERLOADED HEAVY DISRUPTORS REQUIRE 8 POINTS OF POWER TO ARM

DISRUPTOR CANNON TABLE

RANGE	0-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30	31-33	34-36
HIT,	1-7	1-6	1-5	1-4	1-3	1-3	1-2	1-2	1-2	1-2	1	1
DMG,	60	52	44	30	26	22	18	16	14	12	10	9

DISRUPTOR CANNON ARMING COST: 10/10; HOLD COST = 5
FIRED USING MAULER FIRING ARC
REPAIR COST = 24
FIRING RESTRICTIONS: MAY ONLY BE FIRED AT SIZE CLASS 4 OR LARGER TARGETS.

KLINGON "VOR'CHA" CLASS 3X ATTACK CRUISER



STAR FLEET BATTLES

KLINGON "VOR'CHA" 3X ACX

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