

KLINGON PODS

KLINGON P-V7 CVA POD

SHIELD #1

 360°

#6

--	--	--	--	--

 #5

--	--	--	--	--

AUX SCTY PH-3

 CARGO TRAC

 SHUTTLE

 SHIELD #4

--	--	--	--	--

#2

--	--	--	--	--

 #3

--	--	--	--	--

CREW UNITS

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

 * 10

BOARDING PARTIES

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

 4

DECK CREWS

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

 10

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

Z-Y FIGHTERS
 2xPh-3 -FA
 DFR = 4
 CRIPPLED = 8
 SPEED = 15
 Z-YB ONLY ▲

A TUG OR LTT CARRYING ONE OR TWO
 CVA PODS HAS THE ABILITY TO CONTROL
 A NUMBER OF SEEKING WEAPONS EQUAL
 TO DOUBLE ITS SENSOR RATING. THIS IS
 NOT INCREASED BY A SECOND POD.

POD DATA TABLE
 TYPE = P-Y7
 BPY = 25
 SIZE = 4
 REF = R3.67

KLINGON P-R9 REPAIR POD

 REPAIR

 APR

 CARGO

CREW UNITS

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

 * 10

BOARDING PARTIES

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

 2

POD DATA TABLE
 TYPE = P-R9
 BPY = 34/18
 SIZE = 4
 REF = R3.69

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

KLINGON P-PF6 PF TENDER PODS

 SEN APR

 AFT HULL

 REPAIR

 SCTY TRAC

 SEN 2

POD DATA TABLE
 TYPE = P-PF6
 BPY = 20/12
 SIZE = 4
 REF = R3.66

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

LEFT POD
 CREW UNITS

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

 * 10

BOARDING PARTIES

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

 2

RIGHT POD
 CREW UNITS

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

 * 10

BOARDING PARTIES

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

 2

KLINGON P-D8 DRONE BOMBARDMENT PODS

 SHIELD #1

 #6

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

 #5

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

SEN APR SCTY

 1
 A HULL

 APR

 DRN CARGO DRN

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

POD DATA TABLE
 TYPE = P-D8
 BPY = 22
 SIZE = 4
 REF = R3.68

EACH POD HAS 150 SPACES OF DRONES IN ITS CARGO BOXES.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

LEFT POD
 CREW UNITS

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

 * 10

BOARDING PARTIES

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

 6

DRONE RACKS

 1 2 3 4 5 6

RIGHT POD
 CREW UNITS

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

 * 10

BOARDING PARTIES

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

 6

DRONE RACKS

 7 8 9 10 11 12

EACH POD CAN CONTROL THREE SEEKING WEAPONS SO LONG AS IT HAS ONE UNDESTROYED DRONE RACK BOX. EACH POD CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES (TYPE-D DRONE RACKS) DURING EACH TURN.

KLINGON D6J PENAL BATTLECRUISER

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

SENSOR
 6 5 3 1 0

DAMCON
 4 4 2 2 0

EX DAM
 0 0 0 0 0

SCANNER
 0 0 1 3 5 9

PH-2-FX
 1 2 3

TRAC BRIDGE TRAC
 EMER TRAN
 SCTY
 BTTY
 LAB
 F HULL
 WRP IMP WRP

PH-2
 L 4 5
 LR 5

PH-2
 RR 6 7

BTTY
 SCTY
 TRAN
 PRB
 TRAN
 AFT HULL
 IMP
 APR
 DRONE TRAC SHTL

PH-2
 FA
 DISR
 LWARP
 FA
 DISR
 CWARP

DRONE
 1 2

SPECIAL FIRING ARCS: (D2 33)
 SHIELD #4
 SHADED BOXES ARE THE B-REFIT.

SHIP DATA TABLE
 TYPE = D6J
 POINT VALUE = 123/98
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R3.36
 B REFIT = +4
 Y175 REFIT = +2

TURN MODE SPEED

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

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) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

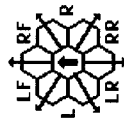
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
 D D D D D

PROBES
 5



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

CREW UNITS

*						10
						20
						30
						40

BOARDING PARTIES
 10

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

TYPE II PHASER TABLE

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-4	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NR	NR
DAMAGE, STD	0	5	4	4	3	3	2
DAMAGE, OULD	10	10	8	8	6	0	0

KLINGON D5J PENAL WAR CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= D5J
POINT VALUE	= 114/95
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.37
V175 REFIT	= +2

SEE (R3.R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

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

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

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

DERFACS
 H&R

FX = L + LF + RF + R

CREW UNITS

10					
20					
30					
40					

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBS

DRONE RACKS

PROBES

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	4	5	6	7	8	9	15	16	25	26	31	51	75
1	9	8	7	6	5	4	3	2	1	1				
2	8	7	6	5	4	3	2	1	0	0				
3	7	5	4	4	4	3	1	0	0	0				
4	6	4	4	4	4	3	2	0	0	0				
5	5	4	4	4	3	3	1	0	0	0				
6	4	4	3	3	2	2	0	0	0	0				

TYPE II PHASER TABLE

DIE ROLL	RANGE	4	9	16	31
1	6	5	4	3	2
2	6	5	4	2	1
3	6	4	4	1	0
4	5	4	4	1	0
5	5	4	3	0	0
6	5	3	3	0	0

ANTI-DRONES

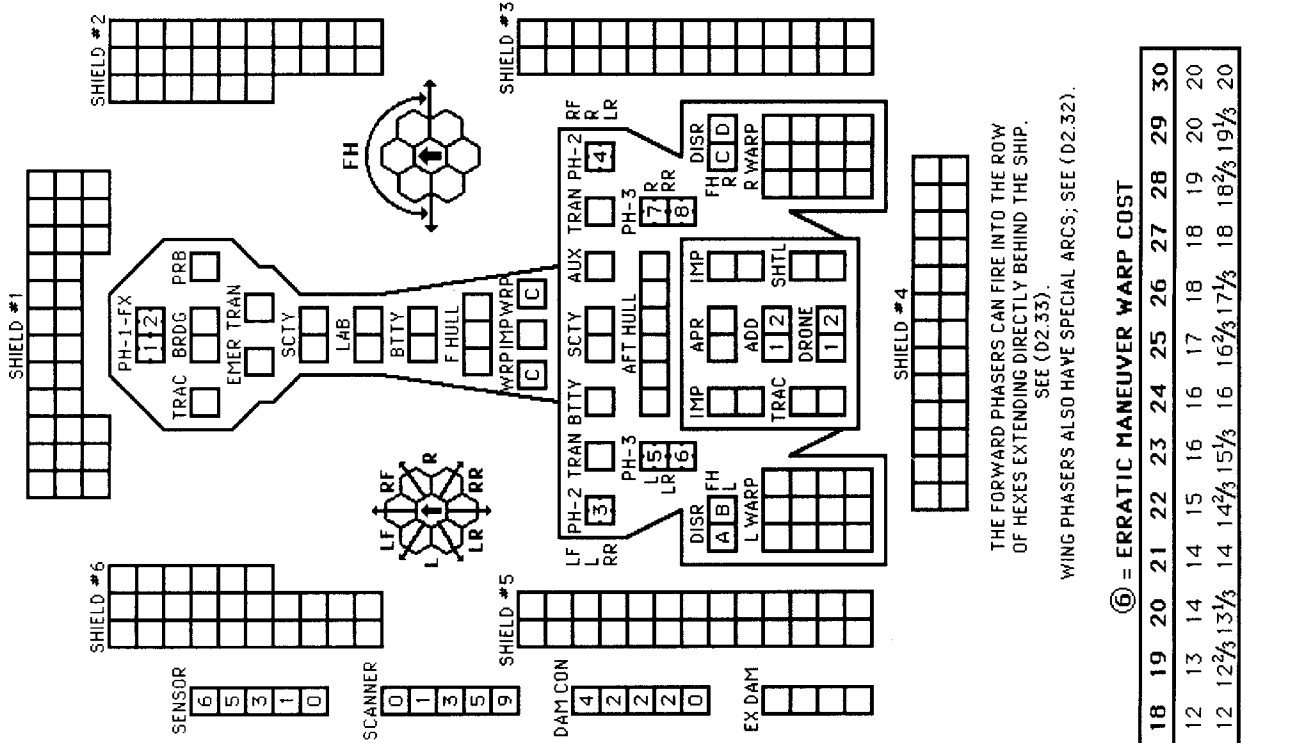
LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

DISRUPTOR TABLE

RANGE	0	1	2	3	4	5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-4	1-3	1-2																				
HIT (DERFACS)	NR	1-5	1-5	1-4	1-4	1-4	1-4	1-3	1-3																				
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NR	NR	NR																				
DAMAGE, STD	0	5	4	4	3	3	2	2																					
DAMAGE, OULD	10	10	8	8	6	6	0	0																					

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

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



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

⑤ = HET COST
⑥ = ERRATIC MANEUVER WARP COST

KLINGON F5J PENAL FRIGATE (DSF)

CREW UNITS		ADMINISTRATIVE SHUTTLE	
10	20	IDENT	HIT POINTS
			NOTES

BOARDING PARTIES		TRANSPORTER BOMBS	
8		D	D

PROBES: 5
SEE (R3,R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.

DRONE RACK: A H H H A H H B

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

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

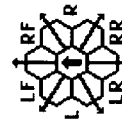
DIE RANGE	4-9	15
ROLL 0	1 2 3 8 15	
1	4 4 4 3 1 1 1	
2	4 4 4 2 1 0 0	
3	4 4 4 1 0 0 0	
4	4 4 3 0 0 0 0	
5	4 3 2 0 0 0 0	
6	3 3 1 0 0 0 0	

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

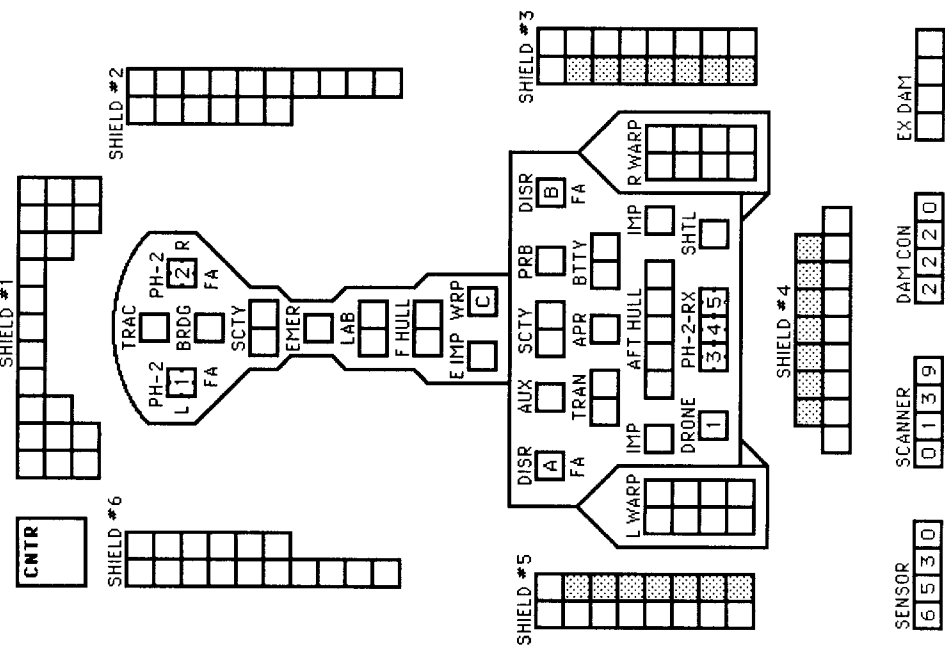
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
Standard	1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12 13 13 14 14 15 15
Fract.	1/2 1 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2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

TYPE	= F5J
POINT VALUE	= 75/60
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.38
B REFIT	= +4
Y175 REFIT	= +1

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



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



SHADED BOXES ARE THE B-REFIT.
SPECIAL FIRING ARCS: (D2.33).

SENSOR	6 5 3 0	SCANNER	0 1 3 9	DAM CON	2 2 2 0	EX DAM	
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KLINGON E4J PENAL ESCORT (ISF)

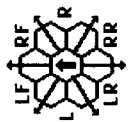
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SHIP DATA TABLE	
TYPE	E4J
POINT VALUE	= 62/40
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.39
B REFIT BPV	= +3
Y175 REFIT	= +1

CREW UNITS		ADMINISTRATIVE SHUTTLE	
10		IDENT	HIT POINTS
			NOTES

BOARDING PARTIES		TRANSPORTER BOMBS	
6		D	D

SEE (R3,R5) FOR SPECIAL RULES PERTAINING TO THIS SHIP.



DRONE RACK	
1	A
2	B

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

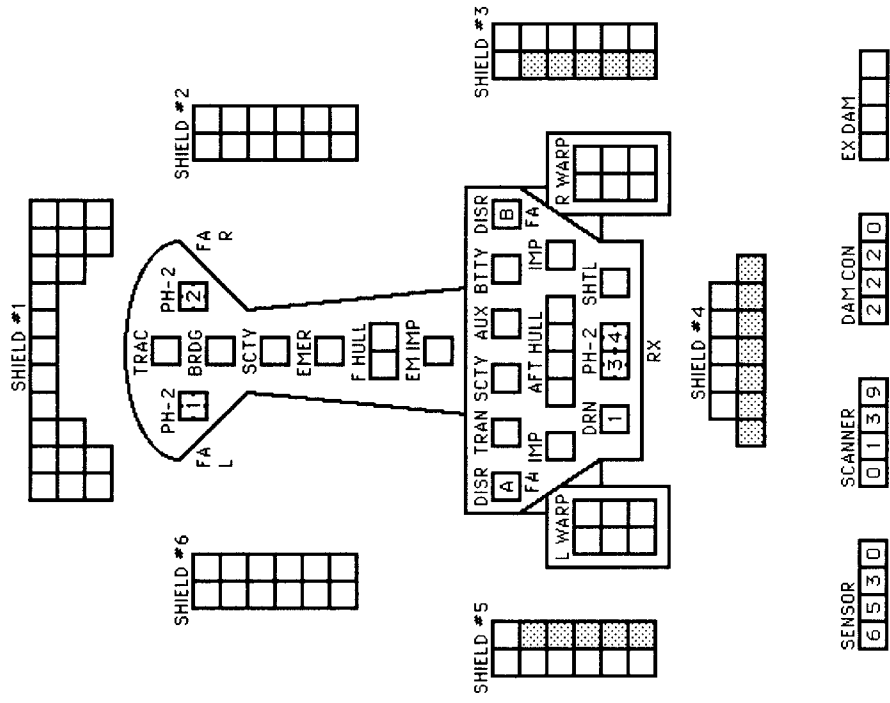
FA = LF + RF
RX = L + LR + RR + R

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

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15-ROLL
0	1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 4 3 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 9-10
HIT (STD)	NR 1-5 1-5 1-4 1-4 1-4
HIT (OVERLOAD)	1-6 1-5 1-5 1-4 1-4 NR
DAMAGE, STD	0 5 4 4 3 3
DAMAGE, OULD	10 10 8 8 6 0

E4s ASSIGNED TO THE INTERNAL SECURITY FORCES HAVE INTERIOR FIRE CONTROL TO THOSE SHIPS IN THE DEEP SPACE FLEET.



SENSOR	6 5 3 0	SCANNER	0 1 3 9	DAM ICON	2 2 2 0	EX DAM	
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SHADED BOXES ARE THE B-REFIT.
SPECIAL FIRING ARCS: (D2.33)

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

KLINGON D7E SURVEY CRUISER

CNTR

SHIP DATA TABLE	
TYPE = D7E	POINT VALUE = 140/120
BREAKDOWN = 5-6	SHIELD COST = 1+1
LIFE SUPPORT = 1	SIZE CLASS = 3
REFERENCE = R3.43	B REFIT = +4
Y175 REFIT = +1	YIM REFIT = +5

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS		
	D	D

PROBES	
	10

CREW UNITS			
*	10	20	30

BOARDING PARTIES		
	10	

DRONE RACK	
1	2
A	B

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

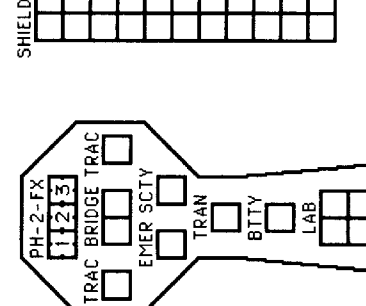
TYPE II PHASER TABLE		TYPE III DEFENSE PHASER							
DIE ROLL	RANGE	4-9	16-31	DIE ROLL	1	2	3	4	8-15
1	6	5	4	3	2	1	1	1	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	0	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	4	3	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0

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

SCOUT FUNCTIONS SUMMARY		
21	LENDING ECM OR ECCM	MOVEMENT COST = 1
22	BREAKING LOCK-ONS	HET COST = 5
23	ATTRACTING DRONES	EM COST = 6
24	CONTROLLING SEEKING WEAPONS	
25	IDENTIFYING DRONES	
26	DETECTING MINES	
27	GATHERING SCIENCE INFORMATION	
28	SELF-PROTECTION JAMMING	
29	TACTICAL INTELLIGENCE	

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SHIELD #1	



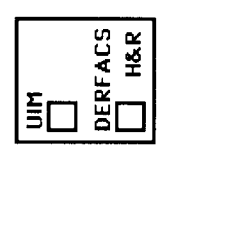
SENSOR		SHIELD #2		DAM CON	
6	6			4	4
5	3			2	2
1	0			2	0

EX DAM	

SCANNER	
0	0
1	3
5	9

SENSOR		SHIELD #3	
1			

SHIELD #4	



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



SHADED BOXES ARE THE B-REFIT.

KLINGON D7V STRIKE CARRIER

CREW UNITS			
*		10	
		20	
		30	
		40	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (JL59):

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

BOARDING PARTIES

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

DECK CREWS

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

PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

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

SHIP DATA TABLE

TYPE	=	D7V
POINT VALUE	=	123
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.44
K REFIT	=	+3
UIM REFIT	=	+5

TURN MODE

B	1	2	3	4	5	6
	1	2-5	6-10	11-15	16-21	22-28

HET

BD

29+

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN CONTROL 4 SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

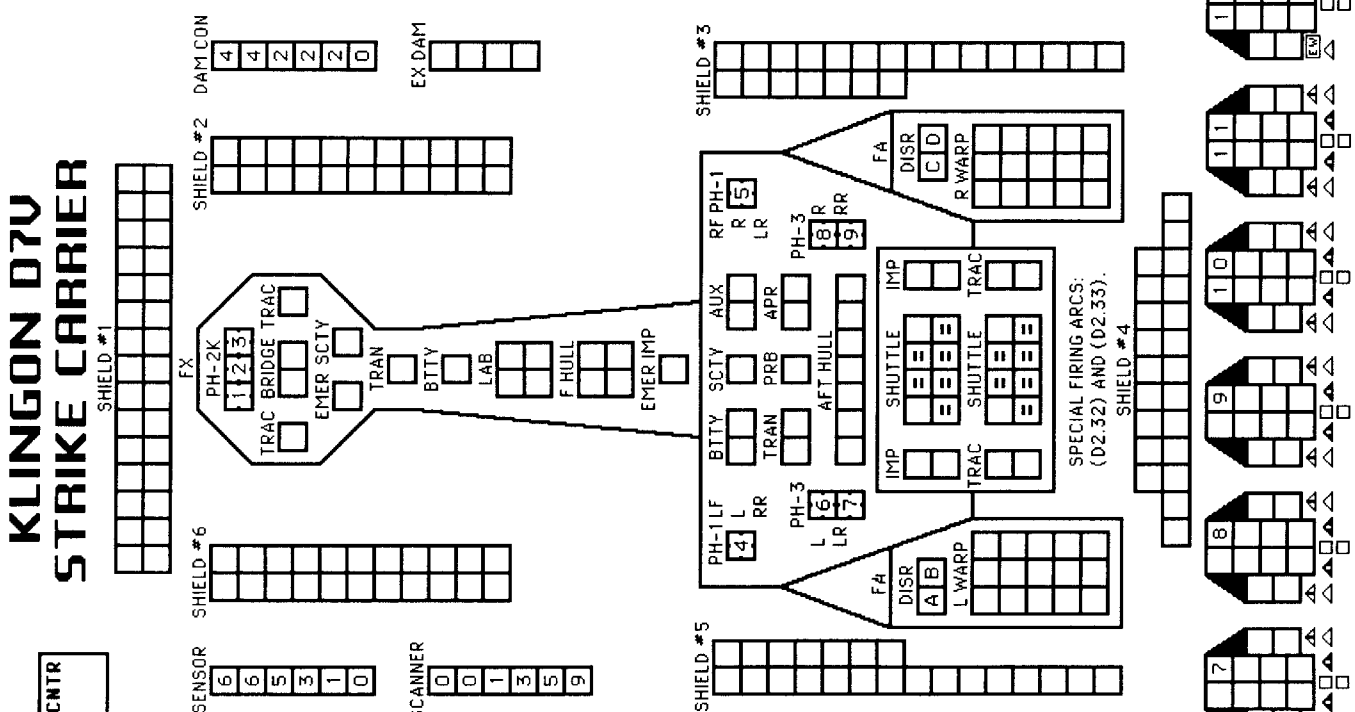
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-2
HIT (DEFAC)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-4	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-Y FIGHTERS

2xPh-3 -FA	
DFR = 4	
CRIPPLED = 8	
SPEED = 15	

Z-YE ONLY



KLINGON D7N DIPLOMATIC CRUISER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS

10
20
30
40

BOARDING PARTIES

10

SHIP DATA TABLE

TYPE = D7N
 POINT VALUE = 154/119
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R3.45

K REFIT = +3
 1 UIM STANDARD
 NO MUTINY

TRANSPORTER BOMBS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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WHEN EQUIPPED WITH A FIGHTER, THIS SHIP IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4.6).

PROBES

5

SENSOR

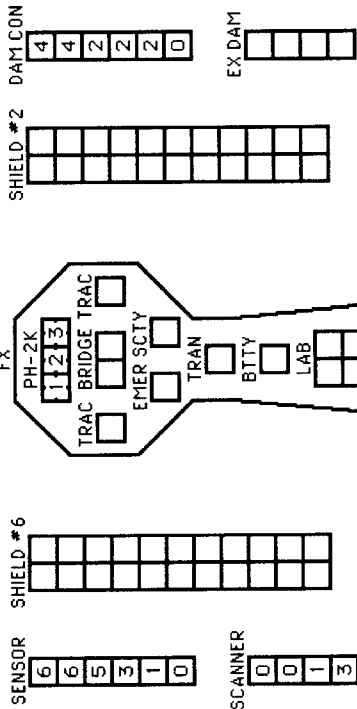
6	6	5	3	1	0
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SCANNER

0	0	1	3	5	9
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CNTR

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THIS SHIP IS EXEMPT FROM MUTINY AS A DIPLOMATIC SHIP (G6.14).

TURN MODE SPEED

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

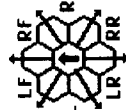
UIM
 DERFACS
 H&R

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

TYPE II PHASER TABLE

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

DISRUPTOR TABLE

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

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

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

POST Y167

BEST AVAILABLE FIGHTER FOR YEAR OF SCENARIO.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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DECK CREW

Z-YC FIGHTER	2xPh-3-FA	DFR = 4	CRIPPLED = 8	SPEED = 15
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PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

KLINGON D6E SURVEY CRUISER

CREW UNITS		
10		
20		
30		
40		

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES		
10		

TRANSPORTER BOMBS		
	D	D
	D	D
	D	D
	D	D

PROBES		
		10

DRONE RACK		
1	H	H
2	H	H
3	A	H
4	H	B

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

SHIP DATA TABLE	
TYPE	= D6E
POINT VALUE	= 132/112
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.46
B REFIT	= +6
Y175 REFIT	= +1
UIM REFIT	= +5

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

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

CNTR	
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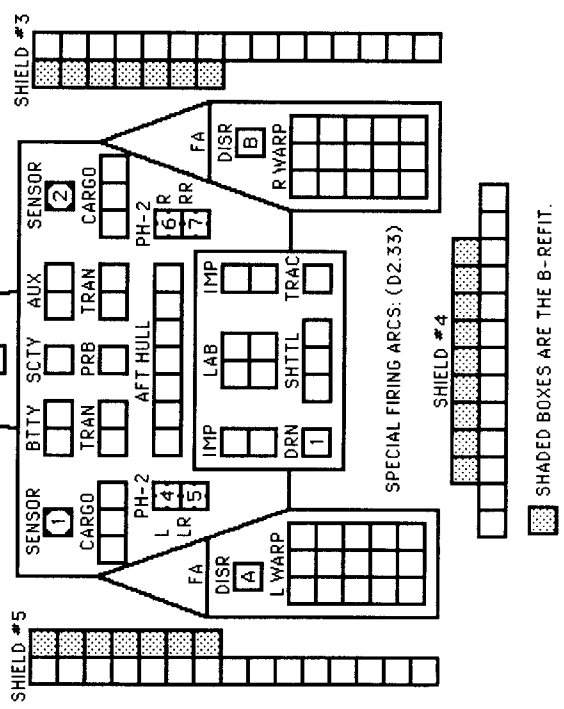
SENSOR	6
	6
	5
	3
	1
	0

SCANNER	0
	0
	1
	3
	5
	9

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

DAM CON	4
	4
	2
	2
	2
	0

EX DAM	

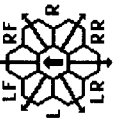


UIM	
DERFACS	
H&R	

DISRUPTOR TABLE		B REFIT						
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 (OVERLORD)	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, OULD	10	10	8	8	6	0	0	0

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

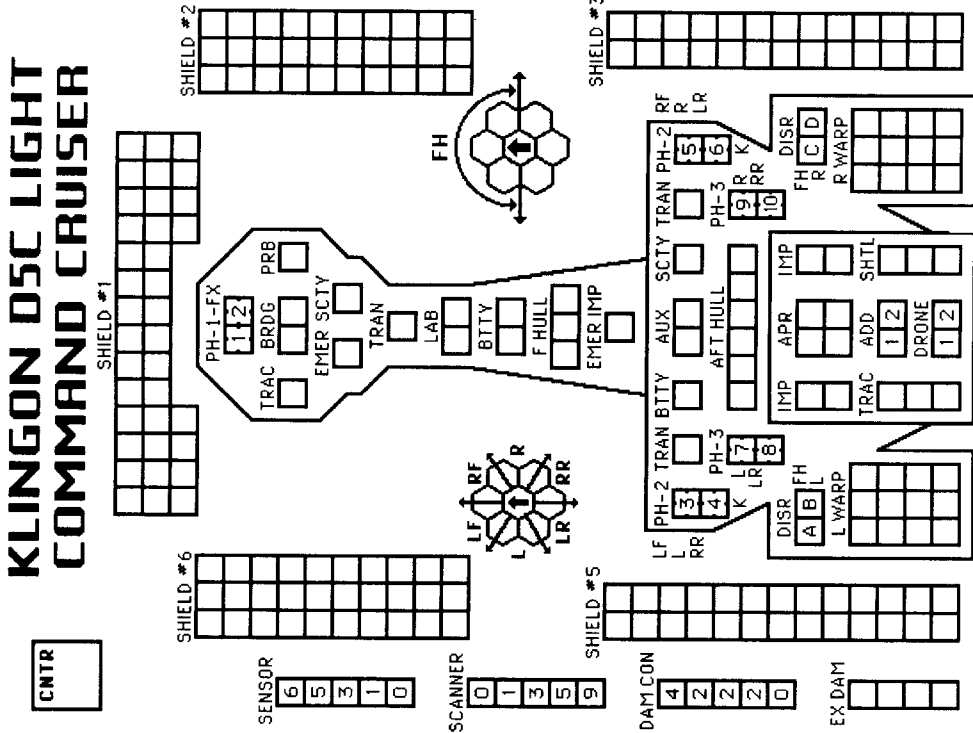


MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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

SHADED BOXES ARE THE B-REFIT.

KLINGON D5C LIGHT COMMAND CRUISER



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

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

SHIP DATA TABLE	
TYPE	= D5C
POINT VALUE	= 126
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.49
Y175 REFIT	= +0
1 UIM STANDARD	

SHIP DATA TABLE	
TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
Y175 REFIT	= +0
INCLUDES K REFIT	
1 UIM STANDARD	

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

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

HIT & RUN

UIM

DERFACS

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

BOARDING PARTIES			TRANSPORTER BOMBERS		
DRONE RACKS	DRONE RACKS	DRONE RACKS	DRONE RACKS	DRONE RACKS	DRONE RACKS
5	1				
	2				

SHIP HAD TYPE-B DRONE RACKS WITH ONE RELOAD UNTIL THE Y175 REFIT WHICH ADDED A SECOND RELOAD.

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

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

TYPE III DEFENSE PHASER												
DIE RANGE	4-9	9-16	16-31	31-50								
ROLL 0	1	2	3	8	15							
1	4	4	4	3	1	1	1	1	4	4	3	1
2	4	4	4	4	2	1	0	0	2	4	4	2
3	4	4	4	4	1	0	0	0	3	4	4	1
4	4	4	3	1	0	0	0	0	4	4	4	3
5	4	3	3	0	0	0	0	0	5	4	3	2
6	4	3	3	0	0	0	0	0	6	3	3	1

ANTI-DRONES												
LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.												
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, OULD	10	10	8	8	6	6	0	0				

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

⑤ = HET COST

FX = L + LF + RF + R

⑥ = ERRATIC MANEUVER WARP COST

KLINGON D5D DRONE CRUISER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

CREW UNITS

				10
				20
				30
				40

BOARDING PARTIES

PROBES

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	6-9	16	26	51-75
1	9	8	7	6
2	8	7	6	5
3	7	5	4	4
4	6	4	4	3
5	5	4	4	3
6	4	4	3	2

TYPE II PHASER TABLE

DIE ROLL	4	9	16	31
1	6	5	4	3
2	6	5	4	2
3	6	4	4	1
4	5	4	4	1
5	5	4	3	0
6	5	3	3	0

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

SHIP DATA TABLE

TYPE	=	D5D
POINT VALUE	=	111
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.50
Y175 REFIT	=	+0

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE ROLL	4	9
1	4	4
2	4	4
3	4	4
4	4	3
5	4	3
6	3	3

ANTI-DRONE TABLE

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

ANTI-DRONES

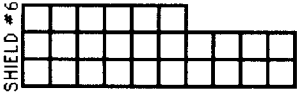
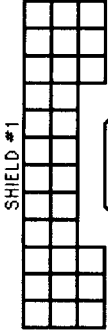
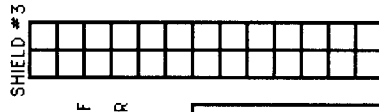
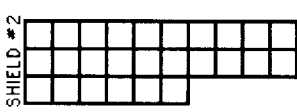
1																								
2																								

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

FX = L + LF + RF + R

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

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



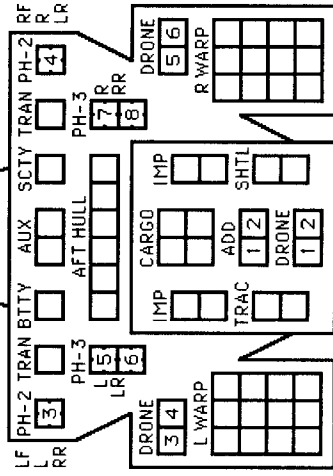
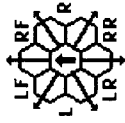
CNTR								
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SENSOR	6	5	3	1	1	0
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SCANNER	0	1	1	3	5	9
---------	---	---	---	---	---	---

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

EXDAM									
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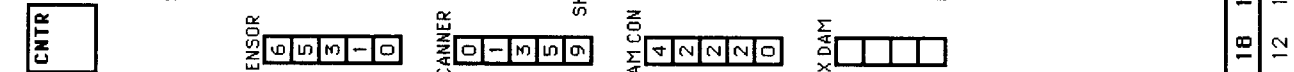


THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

⑥ = ERRATIC MANEUVER WARP COST

KLINGON D5F CRUISER



SHIP DATA TABLE	
TYPE	= D5F
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.52
K REFIT	= +2
1 UIM STANDARD	

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

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

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

FX = L + LF + RF + R

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

ANTI-DRONES			
1	2	3	4

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

HIT & RUN	
UIM	<input type="checkbox"/>
DERFACS	<input type="checkbox"/>

CREW UNITS	
*	

BOARDING PARTIES	
	8

PROBES	
	5

TRANSPORTER BOMBS	
	D D D D

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

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

DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15 16-22 23-30
HIT (STD)	NR 1-5 1-4 1-4 1-4 1-3 1-2
HIT (UIM)	NR 1-5 1-4 1-4 1-4 1-4 1-2
HIT (DERFACS)	NR 1-5 1-4 1-4 1-4 1-3 1-3
HIT (OVERLOAD)	1-6 1-5 1-4 1-4 1-4 NR NR
HIT (OL/UIM)	1-6 1-5 1-5 1-5 1-5 NR NR
DAMAGE STD	0 5 4 4 3 3 2 2
DAMAGE OULD	10 10 8 8 6 6 0 0

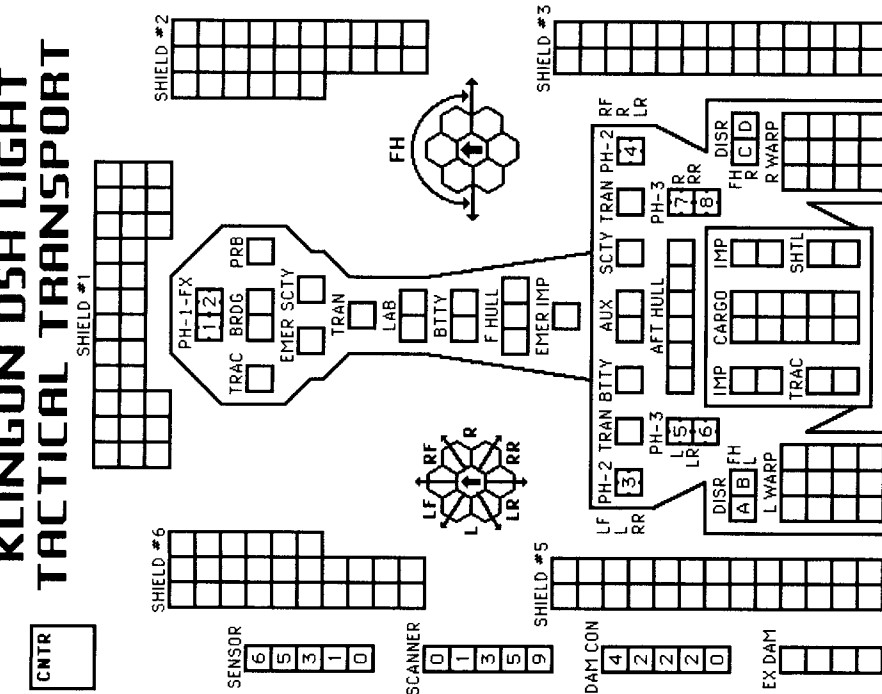
LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDS.

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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

⑤ = HET COST
⑥ = ERRATIC MANEUVER WARP COST

KLINGON D5H LIGHT TACTICAL TRANSPORT



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP IF A POD IS NOT ATTACHED; SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32). THE LR AND RR ARCS OF THESE PHASERS ARE BLOCKED IF A POD IS CARRIED.

SHIP DATA TABLE	
TYPE	D5H
POINT VALUE	95
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R3.54
1 UIM STANDARD	

NO POD	
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+
HET	
BD	

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

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

FX = L + LF + RF + R

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	
20	
30	

BOARDING PARTIES PROBES	
POD MOVE	HET
WT	COST
0	.67
1	1
2	1.33

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

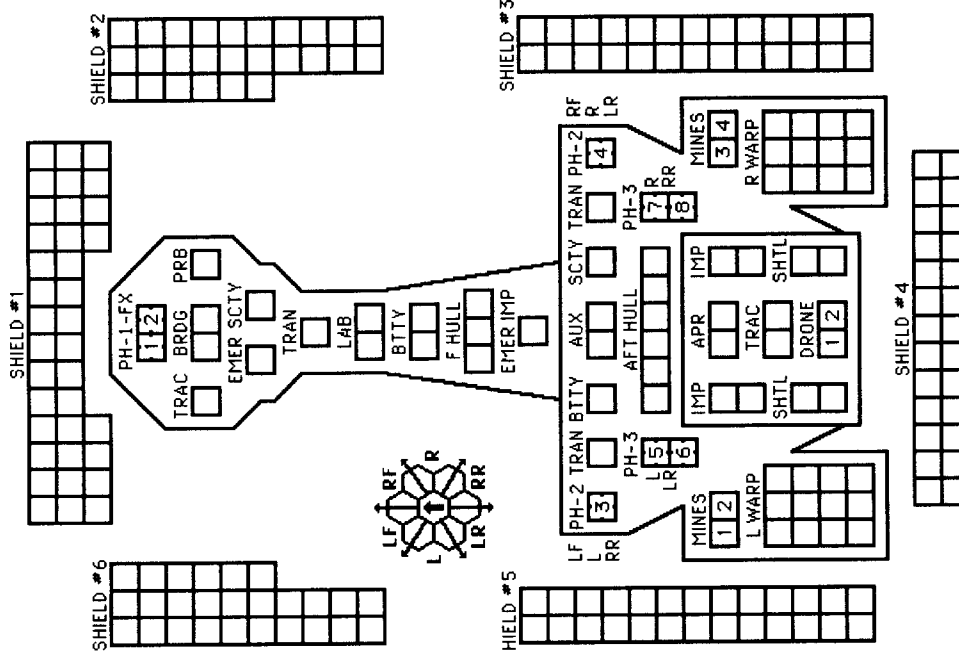
TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-50
ROLL 0	1 2 3 8 15 30 50
1	6 5 4 3 2 1 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 1 1 0 0 0
4	5 4 4 3 1 0 0 0
5	5 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0

TYPE III DEFENSE PHASER	
DIE RANGE	1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18-19-20-21-22-23-30
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 30
HIT (STD)	NA 1-5 1-4 1-4 1-4 1-3 1-2
HIT (UIM)	NA 1-5 1-4 1-4 1-4 1-4 1-2
HIT (DERFRACS)	NA 1-5 1-4 1-4 1-4 1-3 1-3
HIT (OVERLOAD)	1-6 1-5 1-4 1-4 NA NA NA
HIT (OL/UIM)	1-6 1-5 1-5 1-5 NA NA NA
DAMAGE, STD	0 5 4 4 3 3 2 2
DAMAGE, OULD	10 10 8 6 6 0 0 0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING. SOME PODS INCLUDE ADDITIONAL SEEKING WEAPON CONTROL ABILITIES; IF SO, THESE ARE LISTED IN THE POD DESCRIPTIONS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
Standard	1 2 3 4 4 5 6 6 7 8 8 9 10 10 11 12 13 14 15 16 17 18 19 20 22 23 24 26 27 28 30 31 32 34 35 36 38 39 40
Fract.	1/3 2/3 2/3 3/3 4 4 4 5 5 6 6 6 6 7 7 8 8 8 8 9 9 10 10 10 11 11 12 12 12 13 13 13 14 14 14 15 15 16 16 16 17 17 18 18 18 18 19 19 20 20 21 21 22 22 23 23 24 24 25 25 26 26 27 27 28 28 29 29 30 30 31 31 32 32 33 33 34 34 35 35 36 36 37 37 38 38 39 39 40 40

KLINGON D5M MINESWEEPER



SHIP DATA TABLE	
TYPE	= D5M
POINT VALUE	= 115/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.58
Y175 REFIT	= +2

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

MINE RACKS			
1	1	1	1
2	1	1	1
3	1	1	1
4	1	1	1

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

FX = L + LF + RF + R

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		MSS
		MSS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS			

LIMITED AEGIS SYSTEM
CONTROLS PH-3s.

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

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

DRONE RACKS			
1			
2			

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

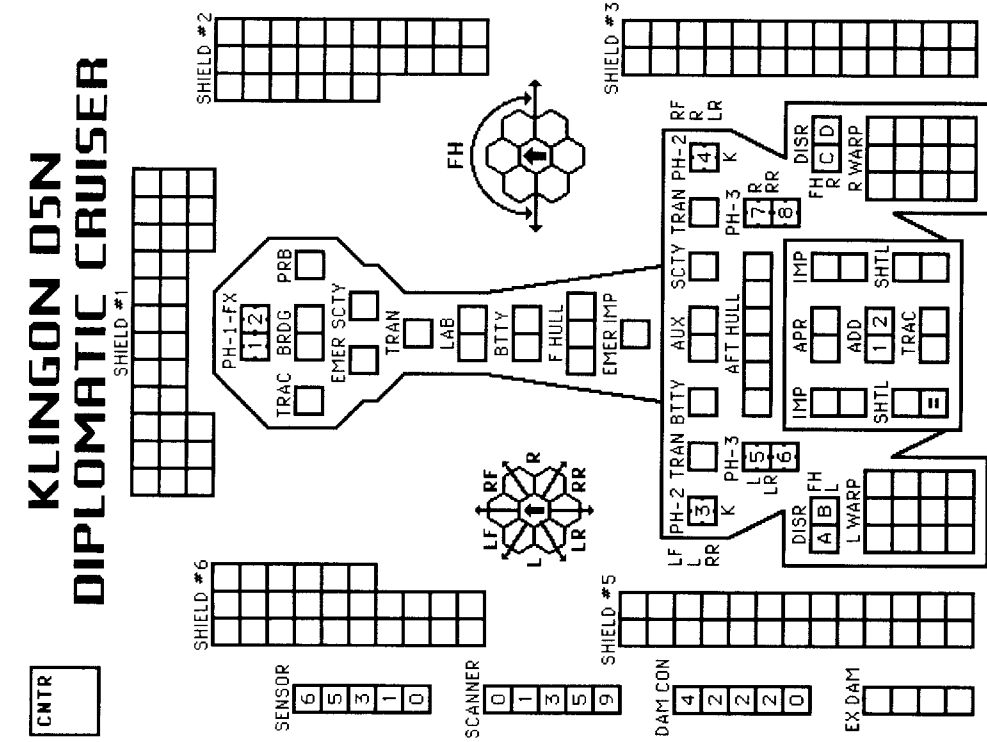
MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

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

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	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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

KLINGON D5N DIPLOMATIC CRUISER



SHIP DATA TABLE	
TYPE	= D5N
POINT VALUE	= 125/110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.59
K REFIT	= +2
1 UIM STANDARD	
NO MUTINY	

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

DECK CREW	
1	THIS SHIP IS EXEMPT FROM MUTINY AS A DIPLOMATIC SHIP (G6.14)
2	THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.
PROBES	

TURN MODE SPEED	
B	1 2-5
	2 6-10
	3 11-15
	4 16-21
	5 22-28
	6 29+
HIT & RUN	
UIM	<input type="checkbox"/>
DERFACS	<input type="checkbox"/>

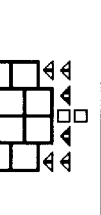
TYPE I OFFENSIVE PHASER TABLE						
DIE RANGE	1	2	3	4	5	6
ROLL	0	1	2	3	4	5
1	9	8	7	6	5	4
2	8	7	6	5	4	3
3	7	5	4	4	3	2
4	6	4	4	4	3	2
5	5	4	4	3	3	1
6	4	4	3	3	2	0

TYPE II PHASER TABLE						
DIE RANGE	1	2	3	4	5	6
ROLL	0	1	2	3	4	5
1	6	5	4	3	2	1
2	6	5	4	2	1	0
3	6	4	4	1	0	0
4	5	4	3	1	0	0
5	4	3	3	0	0	0
6	5	3	3	0	0	0

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

ANTI-DRONE TABLE		
RANGE	0	1
HIT*	-	-
1-2	1-3	1-4
3-4	1-3	1-4
5-6	1-3	1-4
7-8	1-3	1-4
9-10	1-3	1-4

ANTI-DRONE TABLE				
RANGE	0	1	2	3
HIT*	-	-	-	-
1-2	1-3	1-4	1-4	1-4
3-4	1-3	1-4	1-4	1-4
5-6	1-3	1-4	1-4	1-4
7-8	1-3	1-4	1-4	1-4
9-10	1-3	1-4	1-4	1-4



LIMITED AEGIS SYSTEM
CONTROLS PH-3s AND ADDs.

THIS SHIP ALWAYS CARRIED ONE FIGHTER, BUT IT IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4.6).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	3	4	5	6	7	8	9	10	11	12
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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	3	4	5	6	7	8	9	10	11	12
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

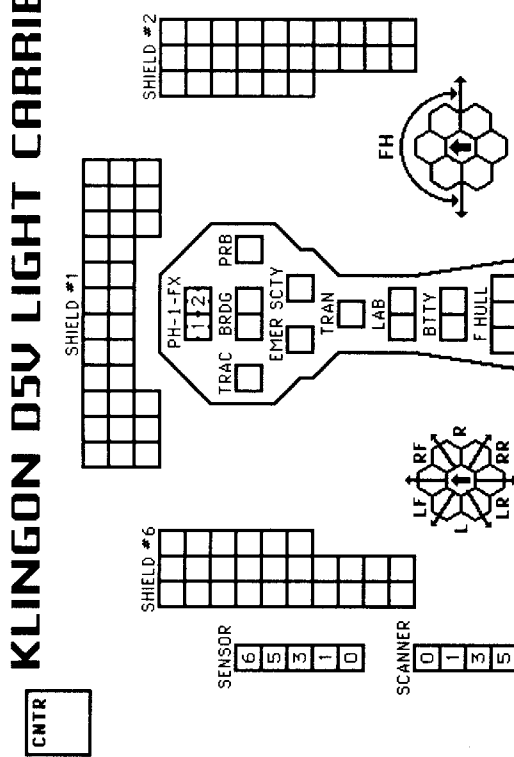
ERRATIC MANEUVER WARP COST												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	3	4	5	6	7	8	9	10	11	12
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8

ERRATIC MANEUVER WARP COST												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	3	4	5	6	7	8	9	10	11	12
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

ERRATIC MANEUVER WARP COST												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
Standard	1	2	3	4	5	6	7	8	9	10	11	12
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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).
PHASER-2s MARKED "K" ARE PH-1s ON THE K-REFIT.

KLINGON D5V LIGHT CARRIER



SHIP DATA TABLE

TYPE = D5V
 POINT VALUE = 115/103
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R3.62
 K REFIT = +2
 1 UJM STANDARD

TURN MODE SPEED

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

PROBES LIMITED REGIS SYSTEM CONTROLS PH-3s.

DECK CREWS

BOARDING PARTIES

CREW UNITS

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

HIT & RUN

DERFACS

DISRUPTOR TABLE

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

Z-Y FIGHTERS

2xPh-3-FA
 DFR = 4
 CRIPPLED = 8
 SPEED = 15
 Z-YB ONLY

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

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

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

CREW UNITS

★	IDENT	HIT POINTS	NOTES
		10	
		20	
		30	

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

DRONE RACKS

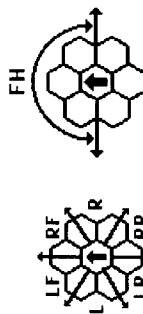
1						A			B
2						A			B

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

TYPE I OFFENSIVE PHASER TABLE

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

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



SHIP DATA TABLE

TYPE = RKL
 POINT VALUE = 110
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R3.63
 Y175 REFIT = +2
 UIM REFIT = +5

HIT & RUN

UIM

DERFACS

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE RANGE	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

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(DEFRACS)	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, STO	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	6	0	0

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

SPEED

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

SCANNER

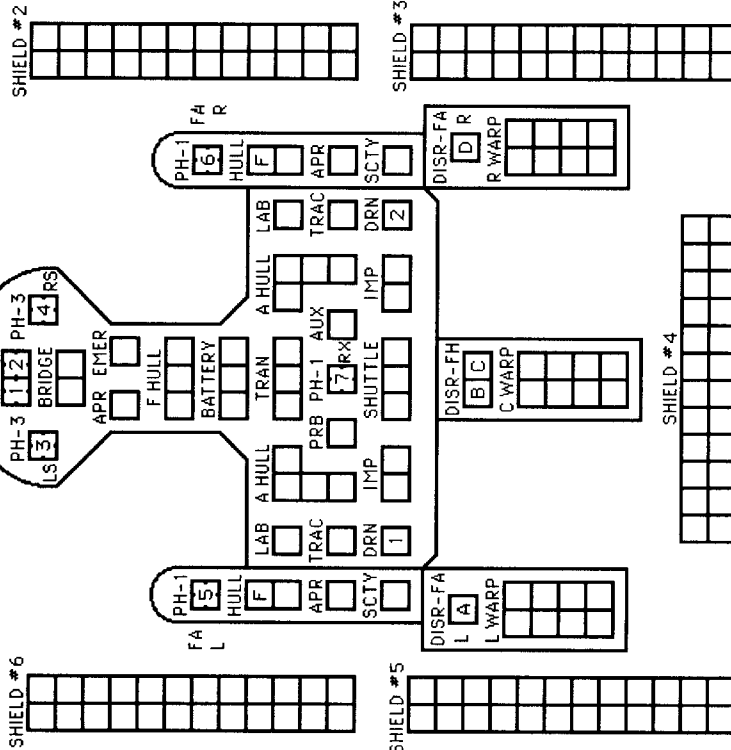
0	0	0	1	3	5	9
---	---	---	---	---	---	---

DAMICON

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

EX DAM

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



KLINGON E5 BATTLE ESCORT

CREW UNITS

★								10			
								20			

BOARDING PARTIES

		6
--	--	---

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)

SHIP DATA TABLE

TYPE = E5
 POINT VALUE = 77
 BREAKDOWN = 4-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R3.65
 Y175 REFIT = +2
 K REFIT = +2
 UIM REFIT = +5

TURN MODE SPEED

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

HIT & RUN

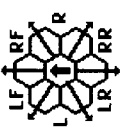
UIM

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	4	8	15	30	50
1	6	5	4	3	2	1	1	0	0
2	6	5	4	4	2	1	0	0	0
3	6	4	4	1	1	0	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	4	3	3	0	0	0	0	0
6	5	3	3	0	0	0	0	0	0



SHIELD #1

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SHIELD #2

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SHIELD #6

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SHIELD #5

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SHIELD #3

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CNTR

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DAM CON

2	2	2	0
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EX DAM

--	--	--	--

SENSOR

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

SCANNER

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

SHIELD #4

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TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	4	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

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

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 (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, OULD	10	10	8	8	6	0	0

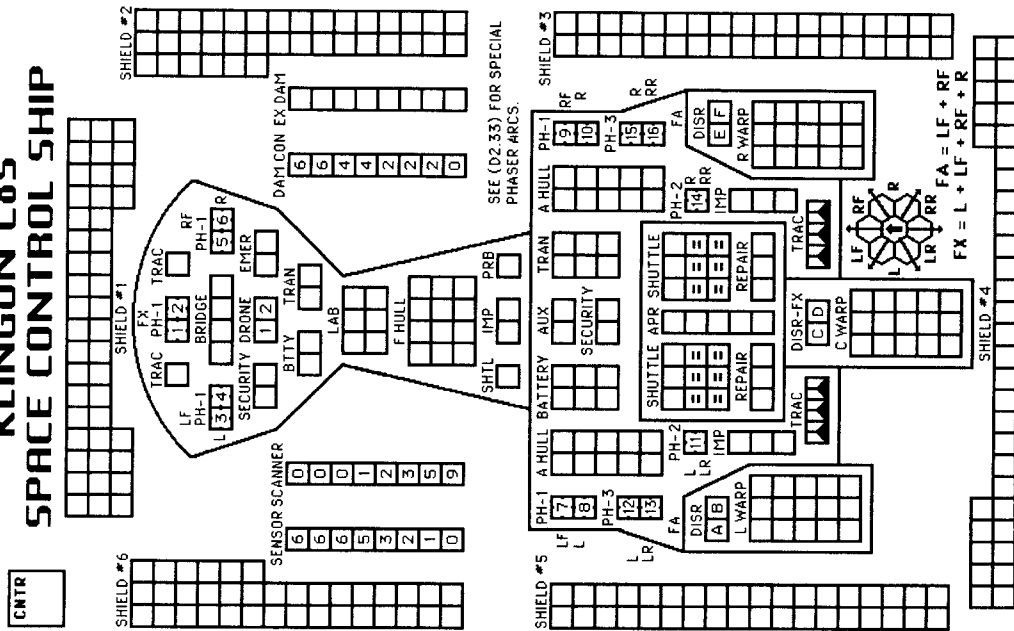
PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

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

SPEED

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

KLINGON C85 SPACE CONTROL SHIP



SHIP DATA TABLE	
TYPE	CBS
POINT VALUE	= 253/228
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.70
2 X UIM STANDARD	

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

DRONE RACKS	
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

ONE RELOAD IS ENTIRELY ADDS.

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	20
30	40
50	60
NOTES	
THIS SHIP HAS THREE SHUTTLE BAYS.	
REAR BAYS CAN TRANSFER BY (JIS9).	

TRANSPORTER BOMBS	
10	20
30	40
50	60
PROBES	
10	20
30	40
50	60

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

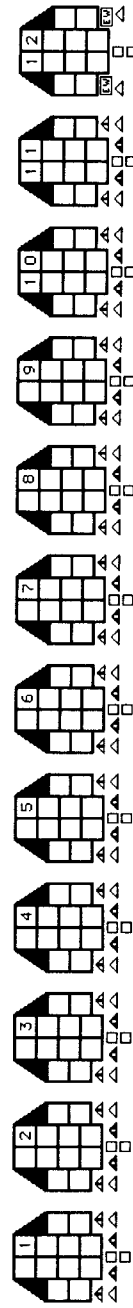
TYPE II PHASER TABLE	
DIE RANGE	4- 9- 16- 31-
ROLL 0	1 2 3 8 15 30 50
1	6 5 4 3 2 1 1 1 0 0
2	6 5 4 4 2 1 1 0 0 0
3	6 4 4 4 1 1 0 0 0 0
4	5 4 4 3 1 0 0 0 0 0
5	5 4 4 3 0 0 0 0 0 0
6	5 3 3 3 0 0 0 0 0 0

TYPE III DEFENSE PHASER	
DIE RANGE	4- 9- 16- 26- 51-
ROLL 0	1 2 3 8 15 30 50
1	4 4 4 4 3 1 1 0 0 0
2	4 4 4 4 2 1 1 0 0 0
3	4 4 4 4 1 1 0 0 0 0
4	4 4 4 4 1 0 0 0 0 0
5	4 4 4 3 1 0 0 0 0 0
6	3 3 3 3 1 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)	NR 1-5 1-4 1-4 1-4 1-3 1-2
HIT (UIM)	NR 1-5 1-4 1-4 1-4 1-4 1-2
HIT (DERFACS)	NR 1-5 1-4 1-4 1-4 1-3 1-3
HIT (OVERLOAD)	1-6 1-5 1-4 1-4 NR NR NR
HIT (OL/UIM)	1-6 1-5 1-5 1-5 NR NR NR
DAMAGE, STD	0 5 4 4 3 3 2 2 1
DAMAGE, OULD	10 10 8 6 6 0 0 0 0

WARP ENERGY MOVEMENT COST = 1 + 1/2 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 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. 1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45	



KLINGON C9A STASIS DREADNOUGHT

CREW UNITS

* 1	10
2	20
3	30
4	40
5	50
6	60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

10	20
10	20

TRANSPORTER BOMBS

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

DRONE RACKS

1			
2			
3			
4			

PROBES

5

THIS SHIP INCLUDED THE B, K, AND Y175 REFFITS INTO IT'S DESIGN.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	8	15	30	50
1	6	5	4	3	2	1	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

SEE (G16.52) FOR DAMAGE TO STASIS FIELD GENERATOR.

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	6	15
1	4	4	4	4	3	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONES

1

ANTI-DRONE TABLE

RANGE	0	1	2	3	4
HIT*	-	1-2	1-3	1-4	-

SHIP DATA TABLE

TYPE = C9A

POINT VALUE = 231

BREAKDOWN = 3-6

SHIELD COST = 1+3

LIFE SUPPORT = 1+1/2

SIZE CLASS = 2

REFERENCE = R3.71

2 X UIM STANDARD

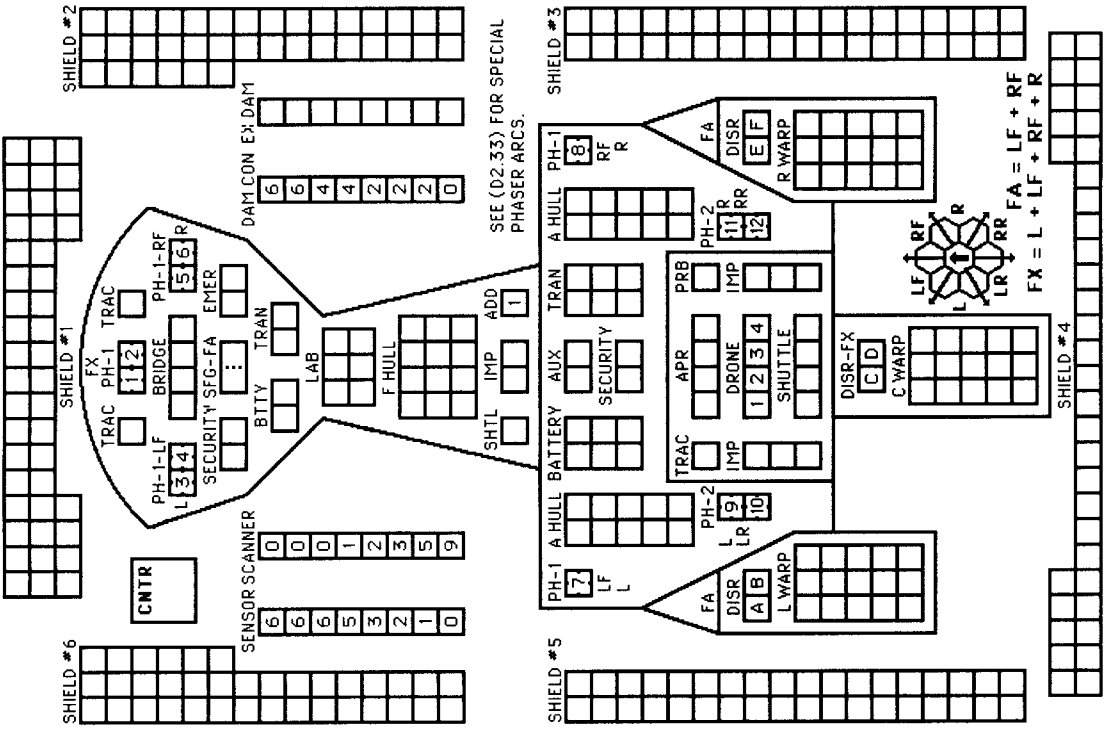
TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

HIT & RUN UIM

DERFACS

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.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45



SEE (D2.33) FOR SPECIAL PHASER ARCS.

FX = L + LF + RF + R

FX = L + LF + RF + R

KLINGON AD6 HEAVY ESCORT CRUISER

CREW UNITS

10	
20	
30	
40	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10		
----	--	--

DECK CREWS

2	
---	--

TRANSPORTER BOMBS

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

PROBES

5

SHIP DATA TABLE

TYPE	=	AD6
POINT VALUE	=	119
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.76
K REFIT	=	+3

INCLUDES FULL AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

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

TURN MODE SPEED

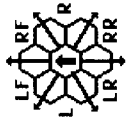
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

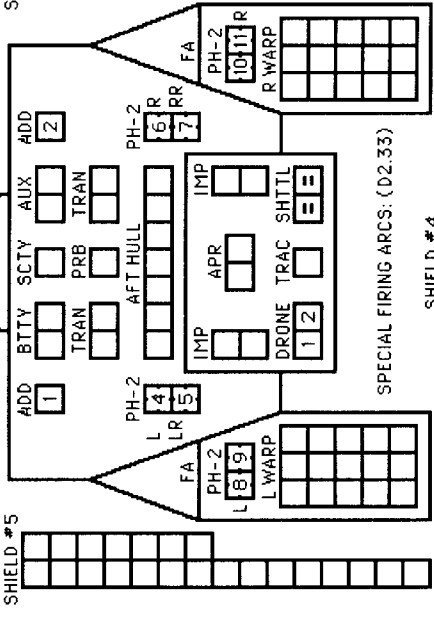
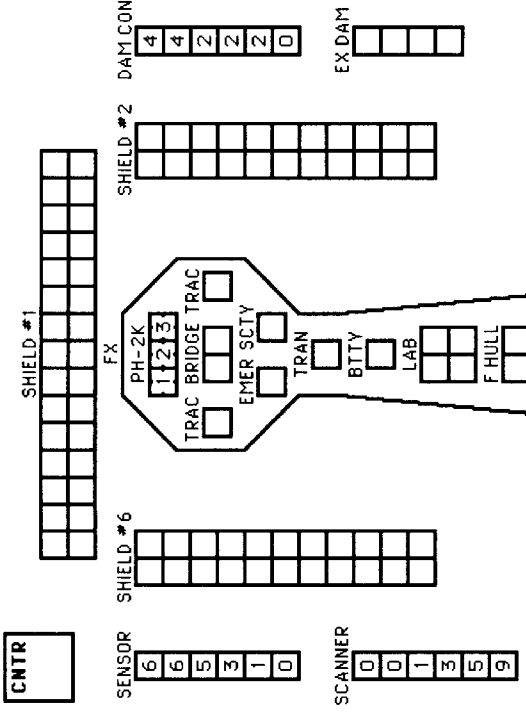


FA = LF + RF
 FX = L + LF + RF + R
 DRONE RACKS
 RACKS ALWAYS HAD THREE RELOADS.
 THIRD RELOAD IS ENTIRELY AD6'S.

ANTI-DRONE TABLE

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

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



PH-2'S MARKED "K" ARE PH-1 ON THE K-REFIT.

KLINGON F5E COMBAT ESCORT

CNTR

SHIP DATA TABLE	
TYPE	= F5E
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.77
K REFIT	= +2
INCLUDES LIMITED AEGIS	

SHIP DATA TABLE	
TYPE	= AF5
POINT VALUE	= 100
REFERENCE	= R3.78
K REFIT	= +2
INCLUDES FULL AEGIS	
INCLUDES Y175 REFIT	

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

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

DRONE RACKS				
1	∴	∴	∴	∴
2	∴	∴	∴	∴
3	∴	∴	∴	∴
4	∴	∴	∴	∴

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDS.

CREW UNITS	
*	10
	20

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS

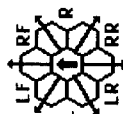
THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS	
	D
	D

DECK CREWS	
2	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	4	3	2	1	1	1	1
2	8	7	6	5	4	3	2	1	1	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

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



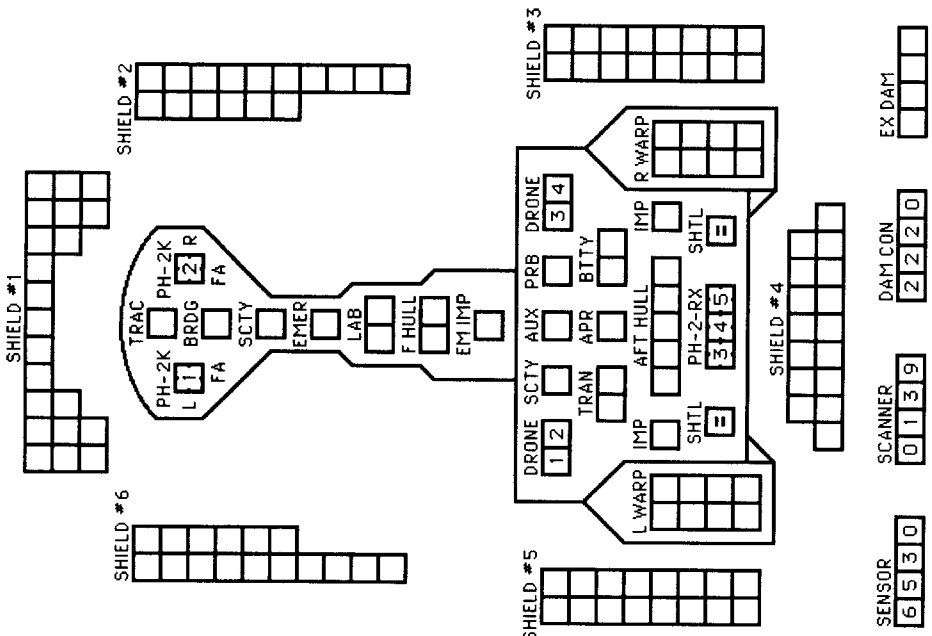
FA = LF + RF
RX = L + LR + RR + R

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

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

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

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



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

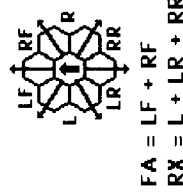
KLINGON E4D DRONE ESCORT

CNTR	
SHIP DATA TABLE	
TYPE	= E4D
POINT VALUE	= 63
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.79
Y175 REFIT	= +4

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

CREW UNITS		
		10
BOARDING PARTIES		
		6
TRANSPORTER BOMBS		
		D D

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

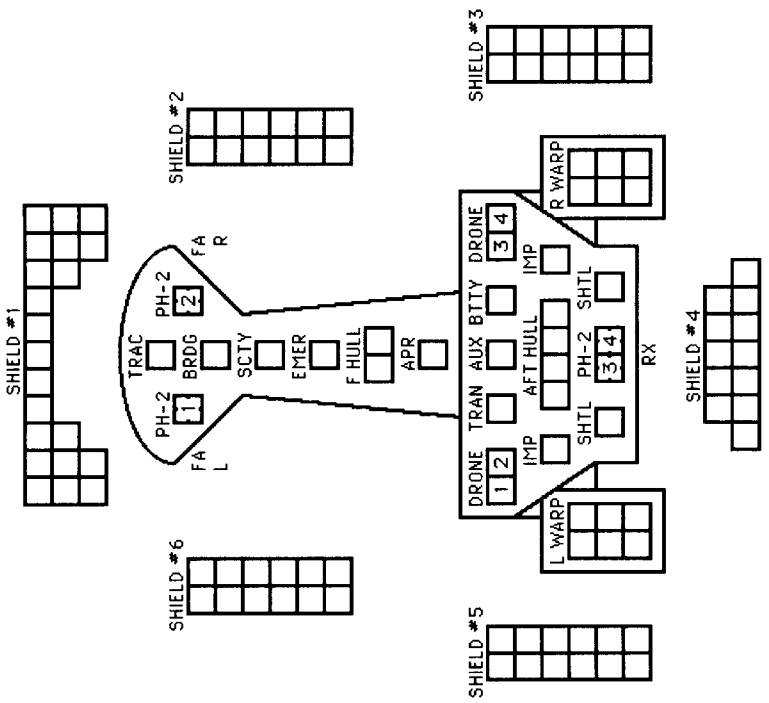


DRONE RACKS	A	B
1		
2	A	B
3	A	B
4	A	B

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

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

TYPE II PHASER TABLE		
DIE RANGE	4-9-16-31-	50
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	



SENSOR	6 5 3 0	SCANNER	0 1 3 9	DAM CON	2 2 2 0	EX DAM	
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SPECIAL FIRING ARCS: (D2.53)

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

KLINGON E4V ESCORT CARRIER (ISF)

CREW UNITS

★											10
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ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

6					

TRANSPORTER BOMBS

D	D	

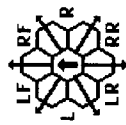
DECK CREWS

6					

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

TYPE II PHASER TABLE

DIE ROLL	4-9-16-31-50				
	0	1	2	3	50
1	6	5	5	4	3
2	6	5	4	4	2
3	6	4	4	4	1
4	5	4	4	3	1
5	5	4	3	3	0
6	5	3	3	3	0



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

SHIP DATA TABLE

TYPE = E4V
POINT VALUE = 55/50
BREAKDOWN = 4-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R3.80
B REFIT BPV = +3

TURN MODE SPEED

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

SHIELD #1

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

SHIELD #2

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

SHIELD #6

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

SHIELD #3

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

SHIELD #4

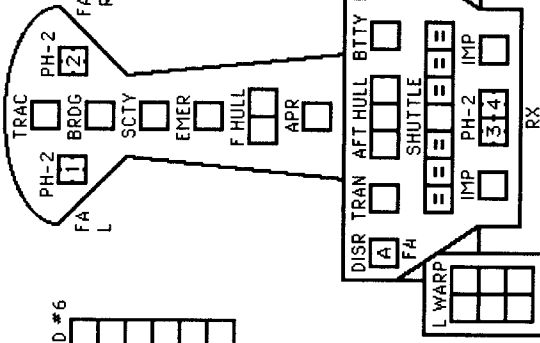
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SHIELD #5

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SHIELD #7

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

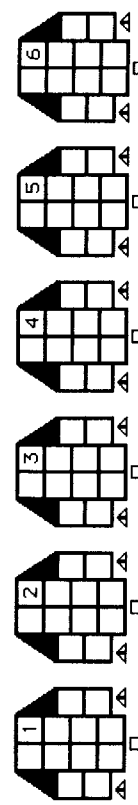
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	4	5	5	5	6	6	6	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

TYPE III DEFENSE PHASER

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

Z-V FIGHTERS

1xPh-3-FA
DFR = 3
CRIPPLE = 8
SPEED = 12



DISRUPTOR TABLE

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

E4s ASSIGNED TO THE INTERNAL SECURITY FORCES HAVE INFERIOR FIRE CONTROL TO THOSE SHIPS IN THE DEEP SPACE FLEET.

SENSOR 6 5 3 0

SCANNER 0 1 3 9

DAM CON 2 2 2 0

EX DAM

SHADED BOXES ARE THE B-REFIT.
SPECIAL FIRING ARCS: (D2.33)

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

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

KLINGON E3D DRONE ESCORT (ISF)

CREW UNITS

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

5			
---	--	--	--

T-BOMBS

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

ANTI-DRONES

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

6 ROUNDS BEFORE Y17S REFIT.

TYPE III DEFENSE PHASER

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

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

DRONE RACKS

1										E
2										E

E-RACKS ALWAYS HAD TWO RELOADS.

SHIP DATA TABLE

TYPE = E3D
 POINT VALUE = 40
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R3.81
 Y17S REFIT = +2

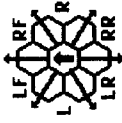
TURN MODE SPEED

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

NIMBLE SHIP

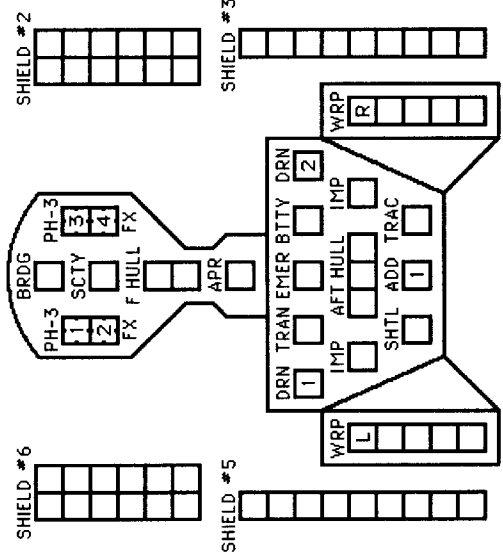
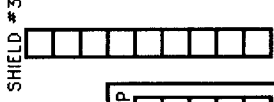
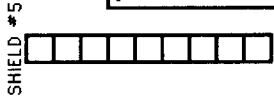
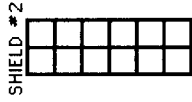
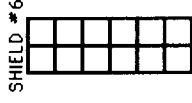
ANTI-DRONE TABLE

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



FX = L + LF + RF + R

CNTR



SENSOR 6 | 5 | 3 | 0

SCANNER 0 | 1 | 3 | 9

DAM CON 2 | 2 | 2 | 0

EX DAM

THE PHASERS MAY FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

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

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

HYDRAN LORD BISHOP
COMMAND CRUISER

CNTR

SHIP DATA TABLE

TYPE = LB
 POINT VALUE = 150
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R9.30

CREW UNITS

10	20	30	40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

TRANSPORTER BOMBERS

DECK CREWS

PROBES

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11-15	16-20	21-25	26-30	31-40
1	9	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0
4	6	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0
5	5	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0

TURN MODE SPEED

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

HET

BD

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11-15	16-20
1	4	4	4	3	1	1	1	1	1	0	0	0	0
2	4	4	4	2	1	0	0	0	0	0	0	0	0
3	4	4	4	1	0	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0	0

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0



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

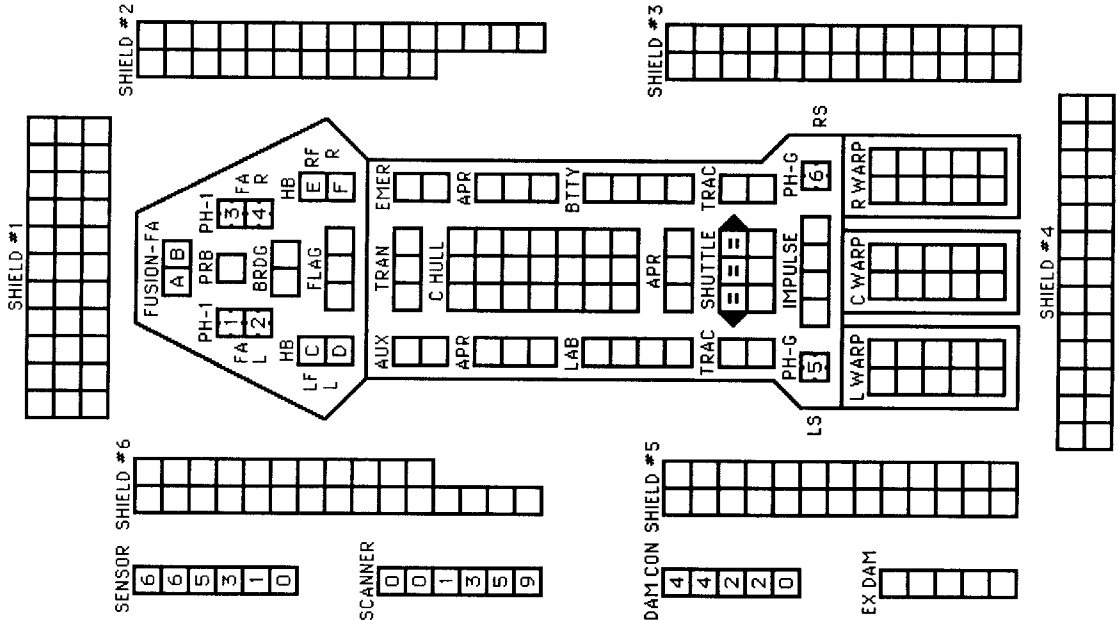
STINGER-2
 IXPH-G-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15

FUSION BEAM TABLE

DIE ROLL	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

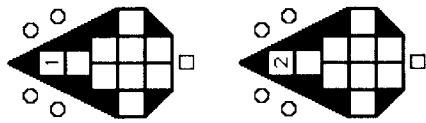
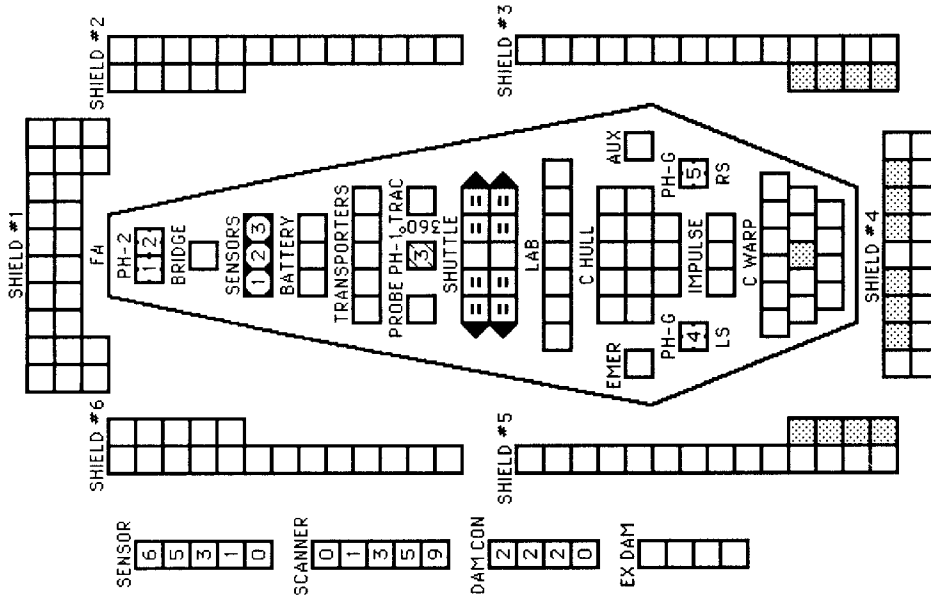
DIE ROLL	0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0



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

HYDRAN OUTRIDER SURVEY SHIP

CNTR



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

SHIP DATA TABLE

TYPE = SR
POINT VALUE = 105
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R9.31
PLUS REFIT = +10

TURN MODE

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

HET
BD

FTR FUSION TABLE

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

TYPE II PHASER TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
10		
20		

BOARDING PARTIES

8

DECK CREWS

2

PROBES

10

FIGHTERS AND DECK CREWS ADDED IN WARTIME. (R9.31A)

DECK CREWS

SRV BPV = +12

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

THIS SSD SHOWS THE REFITTED SHIP, WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-2.

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

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

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

HYDRAN TROOPER NEW LIGHT CARRIER

CNTR

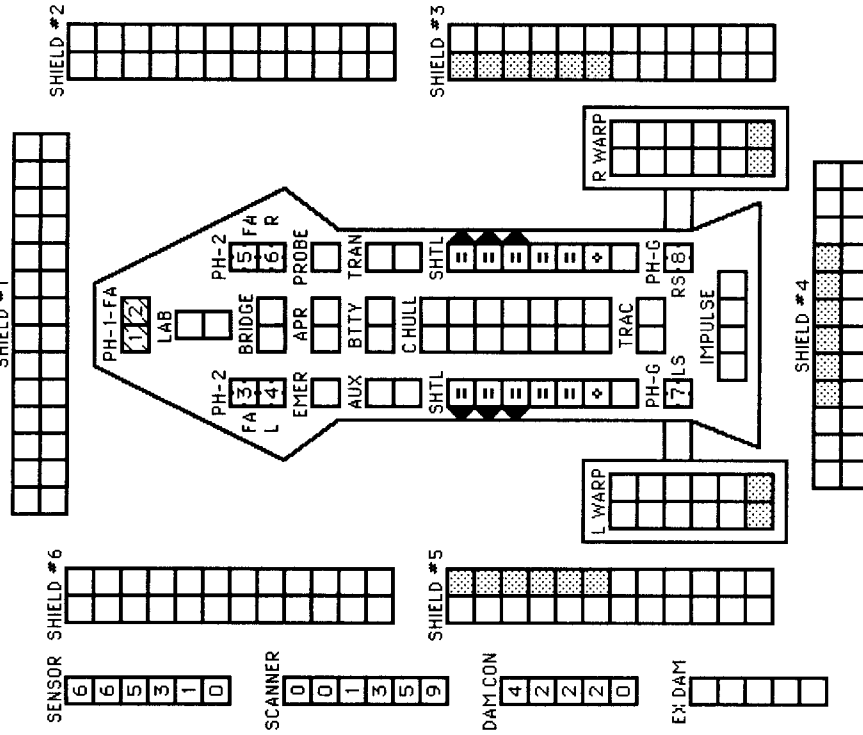
SHIP DATA TABLE	
TYPE	= NVL
POINT VALUE	= 90/80
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.33
PLUS REFIT	= +12

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
	10		
	20		
	30		

TWO BAYS - TRANSFER BY (J1.59)

BOARDING PARTIES		TRANSPORTER BOMBS	
		D	D
	10		

DECK CREWS		PROBES	
	10		5



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

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

STINGER-2	
1xPH-G-FA	STINGER-H
DFR = 4	DFR = 2
CRIPPLED = 7	CRIPPLED = 7
SPEED = 15	SPEED = 15

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

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

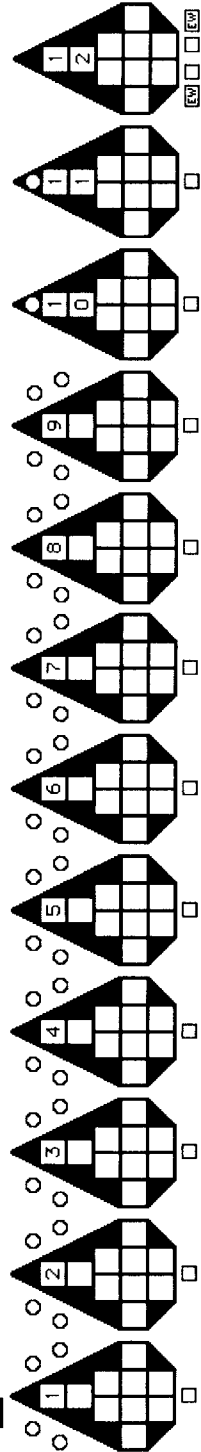
LF RF
L R
LR RR

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

FIGHTER HELLBORE TABLE	
RANGE	0-1 2 3-4 5-8 9-10
HIT#	11 10 9 8 7
BASE DAMAGE	20 17 15 13 10

FTR FUSION TABLE	
DIE RANGE	3- 10
ROLL 0	1 2 10
1	13 8 6 4
2	11 8 5 3
3	10 7 4 2
4	9 6 3 1
5	8 5 3 1
6	8 4 2 0

THIS SSD SHOWS THE REFITTED SHIP, WITHOUT THE REFIT:
 DELETE THE SHADED BOXES.
 CHANGE THE PH-G ARCS TO RX.
 CHANGE THE PH-1s TO PH-2s.



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

HYDRAN NEW ESCORT CRUISER

CREW UNITS

*	10	20	30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES	

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

10	10	10	10

DECK CREWS

6	6	5	5

SHIP DATA TABLE

TYPE = NEC	POINT VALUE = 95
BREAKDOWN = 5-6	LIFE SUPPORT = 1+1
SHIELD COST = 1+1	SIZE CLASS = 3
REFERENCE = R9.34	PLUS REFIT = +12
INCLUDES LIMITED AEGIS	

SHIP DATA TABLE

TYPE = NAC	POINT VALUE = 105
REFERENCE = R9.34A	PLUS REFIT = +12
INCLUDES FULL AEGIS	

TURN MODE SPEED

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

FTR FUSION TABLE

DIE ROLL	3-6	7-8	9-10
1	13	8	6
2	11	8	5
3	10	7	4
4	9	6	3
5	8	5	3
6	8	4	2

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	4	8	15	30	50	50
1	6	5	4	3	2	1	1	1	1	1
2	6	5	4	4	2	1	1	0	0	0
3	6	4	4	4	1	1	0	0	0	0
4	5	4	4	3	1	0	0	0	0	0
5	4	3	3	0	0	0	0	0	0	0
6	5	3	3	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

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

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

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

TURN MODE SPEED

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

FTR FUSION TABLE

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

THIS SSD SHOWS THE REFITTED SHIP, WITHOUT THE REFIT:
 DELETE THE SHADED BOXES.
 CHANGE THE PH-G ARCS TO RX.
 CHANGE THE PH-Is TO PH-2s.

CNTR

SENSOR SHIELD #6

SCANNER

SHIELD #5

DAMCON

EX DAM

SHIELD #4

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

HYDRAN NEW MINSWEEPER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
* 10	20	IDENT	HIT POINTS
			NOTES
			MSS
			MSS
BOARDING PARTIES		TWO BAYS - NO TRANSFERS	
	8	TRANSPORTER BOMBS	
			D D D D
DECK CREWS			
	4		
PROBES			
	5		

SHIP DATA TABLE	
TYPE	= NMS
POINT VALUE	= 90/70
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.35

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

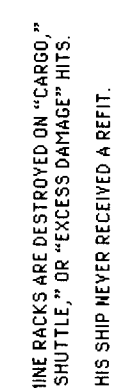
TYPE III DEFENSE PHASER		4-9-	
DIE RANGE	ROLL 0 1 2 3 8 15		
1	4 4 4 3 1 1		
2	4 4 4 2 1 0		
3	4 4 4 1 0 0		
4	4 4 3 0 0 0		
5	4 3 2 0 0 0		
6	3 3 1 0 0 0		

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

FTR FUSION TABLE	
DIE RANGE	3-
ROLL 0 1 2 10	
1	13 8 6 4
2	11 8 5 3
3	10 7 4 2
4	9 6 3 1
5	8 5 3 1
6	8 4 2 0

MINE RACKS	
1	1 1 1 1 1 1
2	1 1 1 1 1 1
3	1 1 1 1 1 1
4	1 1 1 1 1 1

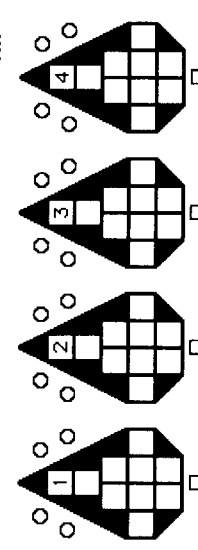
RACKS ARE SHOWN FOR LARGE MINES. FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.



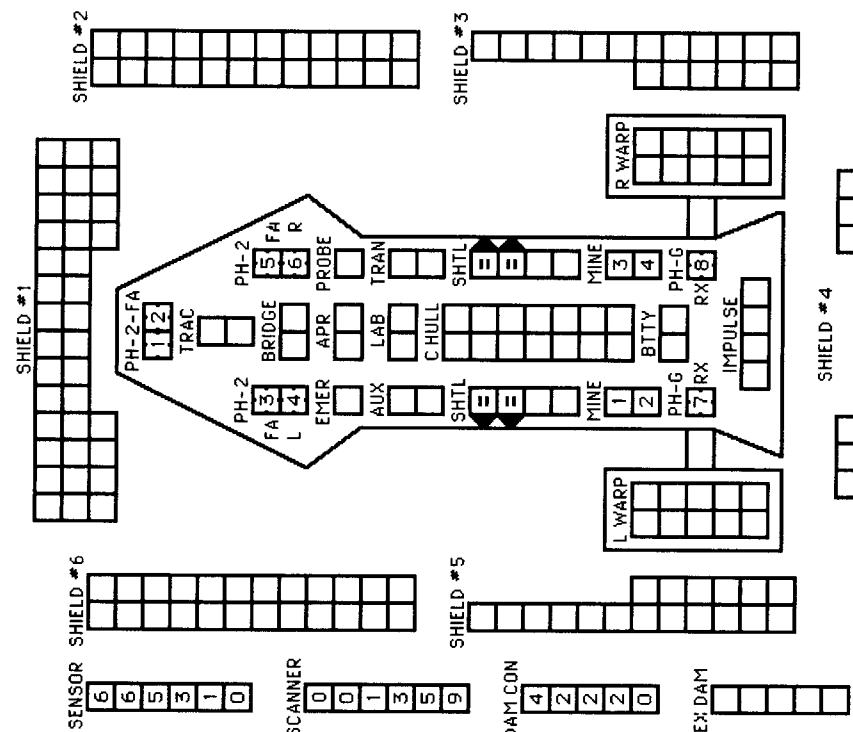
MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS. THIS SHIP NEVER RECEIVED A REFIT.

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

STINGER-2	1xPH-G-FA
DFR = 4	
CRIPPLED = 7	
SPEED = 15	

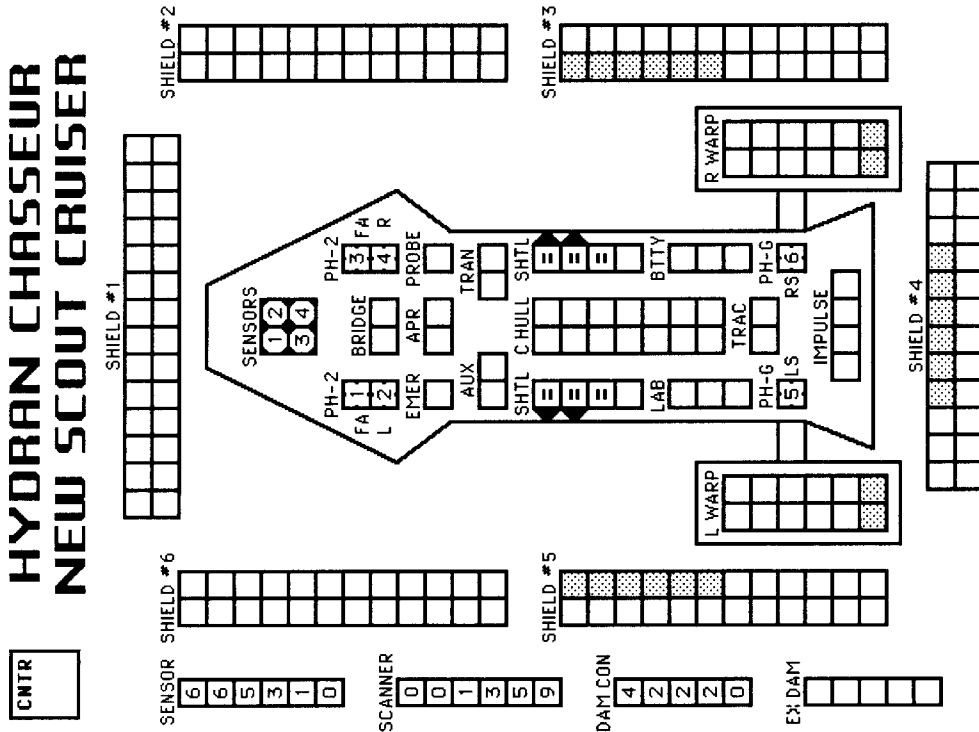


CNTR	
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WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		SPEED		5 = HET COST		6 = ERRATIC MANEUVER WARP COST																								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	3	4	4	5	6	6	7	8	8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

HYDRAN CHASSEUR NEW SCOUT CRUISER



SHIP DATA TABLE	
TYPE	= NSC
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.36
PLUS REFIT	= +10

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

FTR FUSION TABLE	
DIE RANGE	3-10
ROLL 0	1 2 10
1	13 8 6 4
2	11 8 5 3
3	10 7 4 2
4	9 6 3 1
5	8 5 3 1
6	8 4 2 0

CREW UNITS	
10	20

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES	
8	

TRANSPORTER BOMBS				
D	D	D	D	D

DECK CREWS	
6	5



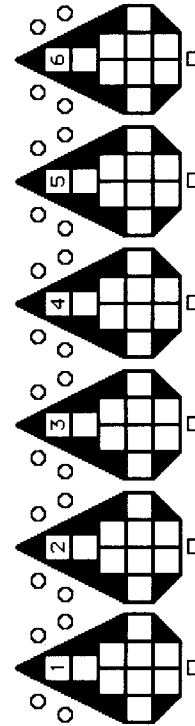
FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR
 RX = L + LR + RR + R

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

SCOUT FUNCTIONS SUMMARY	
21	LEADING 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

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



STINGER-2	1xPH-G-FA
DFR	= 4
CRIPPLED	= 7
SPEED	= 15

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:
 [Shaded Box] DELETE THE SHADED BOXES.
 [Arc] CHANGE THE PH-G ARCS TO RX.

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

HYDRAN MULE LIGHT TACTICAL TRANSPORT

CREW UNITS

										10		
	*									20		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

		4								

TRANSPORTER BOMBS

PROBES

											5

SHIP DATA TABLE

TYPE = LTT
POINT VALUE = 80/70
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R9.38
PLUS REFIT = +10

CNTR	
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SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #6

SHIELD #5

SENSOR

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

SCANNER

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

DAMCON

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

EX-DAM

--	--	--	--	--

TYPE II PHASER TABLE

DIE RANGE	4-9			16-31			30-50			DIE RANGE	3-10		
	ROLL	0	1	2	3	4	5	6	7		8	9	
1	6	5	4	3	2	1	1	1	1	1	1	1	
2	6	5	4	4	2	1	1	0	2	1	0	0	
3	6	4	4	4	1	0	0	0	3	1	0	0	
4	5	4	4	3	1	0	0	0	4	4	3	1	
5	5	4	3	3	0	0	0	0	5	4	3	2	
6	5	3	3	3	0	0	0	0	6	3	3	1	

TYPE III DEFENSE PHASER

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

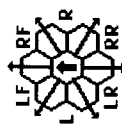
FTR FUSION TABLE

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

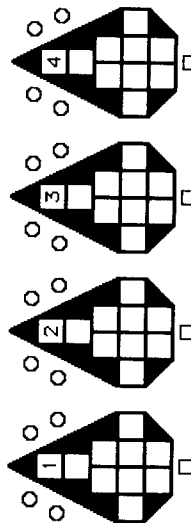
POD	MOVE	HET	EM	WT	COST	COST
0	.67	1	1	3	.53	4
1				5		6

NO POD	TURN MODE	SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

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



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



STINGER-2	
1xPH-G-FA	
DFR = 4	
CRIPPLED = 7	
SPEED = 15	

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT:
 DELETE THE SHADED BOXES.
 CHANGE THE PH-G ARCS TO RX.

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

Ⓢ = HET COST

Ⓢ = ERRATIC MANEUVER WARP COST

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

HYDRAN GENDARME POLICE SHIP

CREW UNITS

1	2	3	4	5	6	7	8	9
*								

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE = GEN
 POINT VALUE = 42
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R9.39
 PLUS REFIT = +2

BOARDING PARTIES

1	2	3	4	5

PROBES

1	2	3	4	5

TRANSPORTER BOMBS

D	D
---	---

TYPE II PHASER TABLE

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

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

NIMBLE SHIP

FIGHTERS SOMETIMES CARRIED

DECK CREWS

1	2
---	---

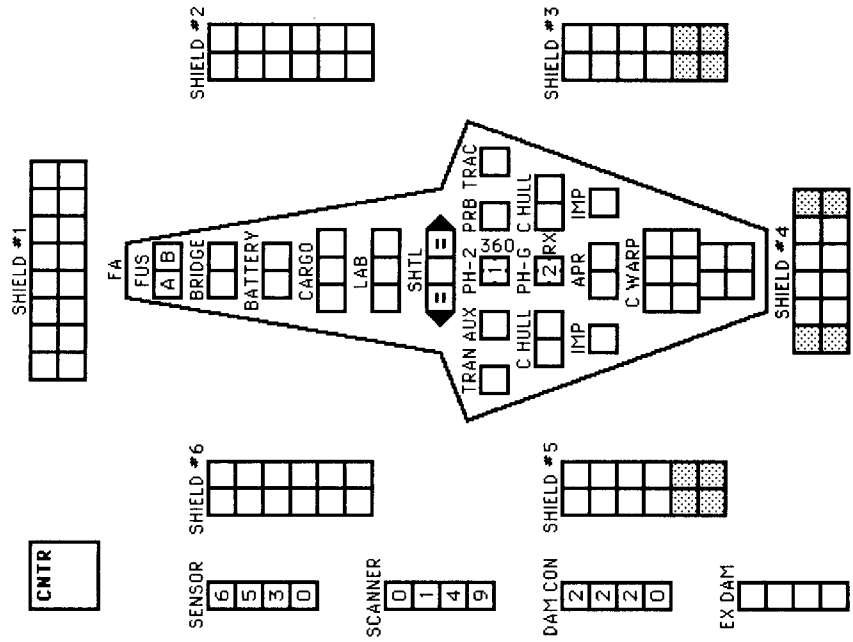
STINGER-2
 IxPh-G-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15

FUSION OVERLOAD

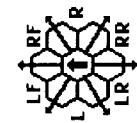
DIE RANGE	0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

FUSION BEAM TABLE

DIE RANGE	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0



SHADED BOXES ARE THE PLUS REFIT.



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

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

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

③ = ERRATIC MANEUVER WARP COST
 ⑤ = HET COST

HYDRAN CRUSADER FRIGATE LEADER

CNTR

SHIP DATA TABLE	
TYPE	= CRU
POINT VALUE	= 76
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.41

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS	
	D D

BOARDING PARTIES	
	8

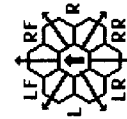
PROBES	
	5

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

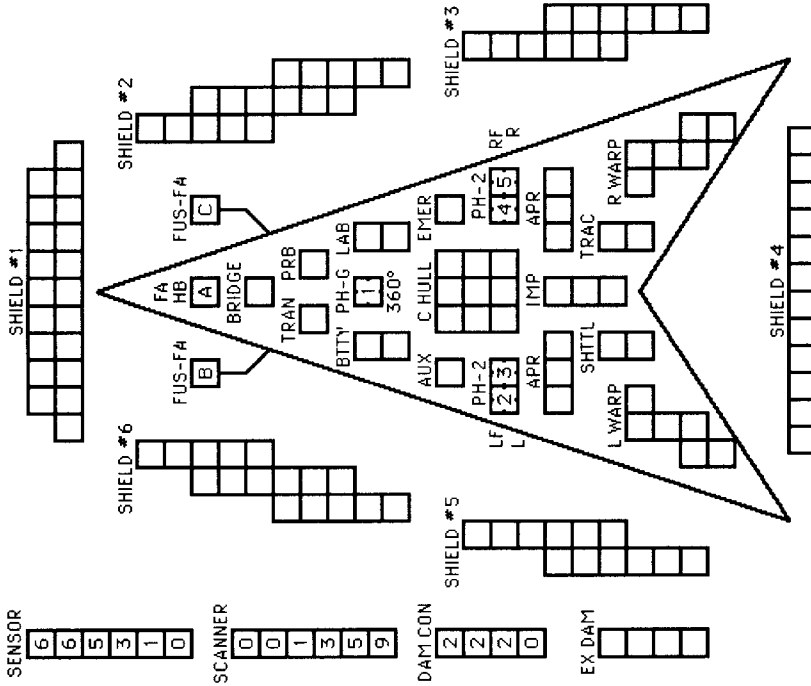
TYPE III DEFENSE PHASER	
DIE RANGE	4-9- ROLL 0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

FUSION BEAM TABLE	
DIE RANGE	3-10 11-15 16-24
1	13 8 6 4 3 2
2	11 8 5 3 2 1
3	10 7 4 2 1 0
4	9 6 3 1 1 0
5	8 5 3 1 0 0
6	8 4 2 0 0 0

FUSION OVERLOAD	
DIE RANGE	0 1 2 3-8
1	19 12 9 6
2	16 12 7 4
3	15 10 6 3
4	13 9 4 1
5	12 7 4 1
6	12 6 3 0



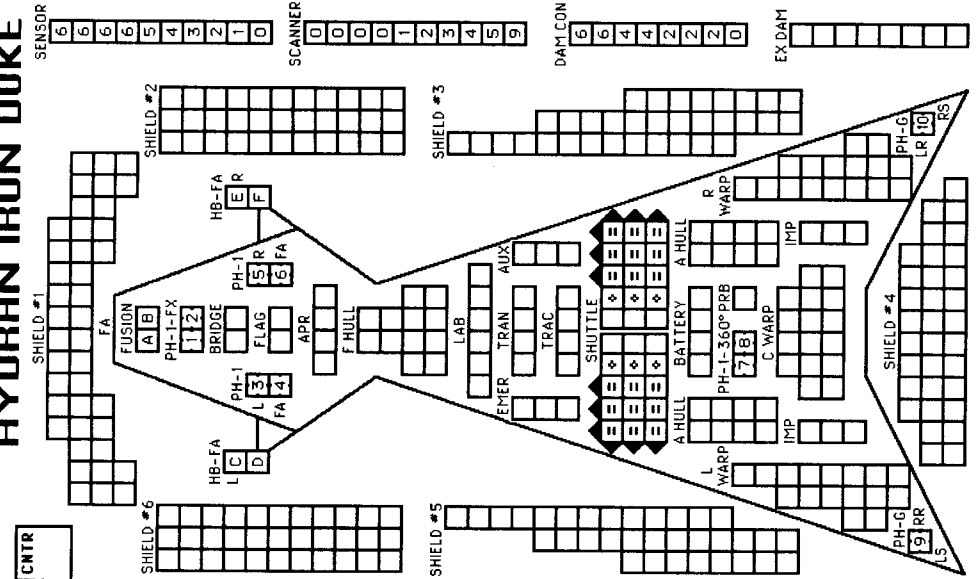
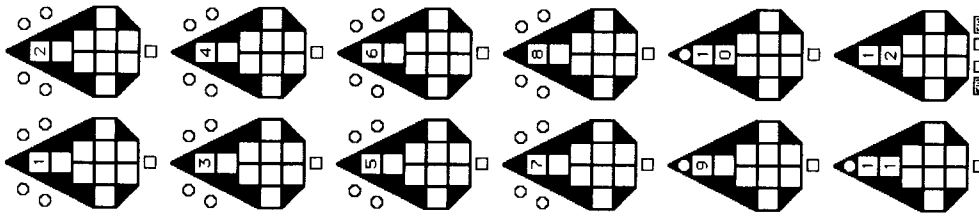
FA = LF + RF



HELLBORE COMBAT RESOLUTION TABLE	
RANGE	0-1 2 3-4 5-8 9-15 16-22 23-40
HIT#	11 10 9 8 7 6 5
BASE DAMAGE	20 17 15 13 10 8 4
O/L DAMAGE	30 25 22 19 0 0 0

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

HYDRAN IRON DUKE

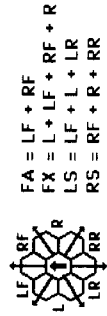


SHIP DATA TABLE

TYPE = ID
 POINT VALUE = 205
 BREAKDOWN = 4-6
 SHIELD COST = 1+3
 LIFE SUPPORT = 1+1/2
 SIZE CLASS = 2
 REFERENCE = R9.42

TURN MODE

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



HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DRMRGE	20	17	15	13	10	8	4
O/L DRMRGE	30	25	22	19	0	0	0

FUSION OVERLOAD

DIE RANGE	0	1	2	3-8
ROLL	1	19	12	9
1	2	16	12	7
2	3	15	10	6
3	4	13	9	4
4	5	12	7	4
5	6	12	6	3
6				0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TYPE I DEFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL	0	1	2
1	9	8	7
2	7	6	5
3	7	5	4
4	6	4	4
5	5	4	4
6	4	4	3
7	4	3	2
8	4	3	2
9	4	3	2
10	4	3	2
11	4	3	2
12	4	3	2
13	4	3	2
14	4	3	2
15	4	3	2
16	4	3	2
17	4	3	2
18	4	3	2
19	4	3	2
20	4	3	2
21	4	3	2
22	4	3	2
23	4	3	2
24	4	3	2
25	4	3	2
26	4	3	2
27	4	3	2
28	4	3	2
29	4	3	2
30	4	3	2
31	4	3	2
32	4	3	2
33	4	3	2
34	4	3	2
35	4	3	2
36	4	3	2
37	4	3	2
38	4	3	2
39	4	3	2
40	4	3	2
41	4	3	2
42	4	3	2
43	4	3	2
44	4	3	2
45	4	3	2

TYPE III DEFENSE PHASER

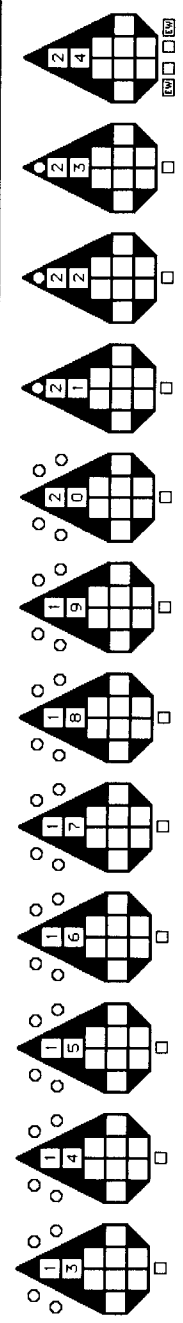
DIE RANGE	4-9	8-15
ROLL	0	1
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	4	4
7	4	4
8	4	4
9	4	4
10	4	4
11	4	4
12	4	4
13	4	4
14	4	4
15	4	4
16	4	4
17	4	4
18	4	4
19	4	4
20	4	4
21	4	4
22	4	4
23	4	4
24	4	4
25	4	4
26	4	4
27	4	4
28	4	4
29	4	4
30	4	4
31	4	4
32	4	4
33	4	4
34	4	4
35	4	4
36	4	4
37	4	4
38	4	4
39	4	4
40	4	4

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

FUSION BEAM TABLE

DIE RANGE	0	1	2	3-10	11-15	16-24
ROLL	0	1	2	3	4	5
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0



HYDRAN SARACEN FRIGATE LEADER

CMTR

SHIP DATA TABLE

TYPE = SAR
 POINT VALUE = 70
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R9.44

TURN MODE SPEED

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

BOARDING PARTIES

PROBES

									5
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TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE		4-9	15		
ROLL		0	1	2	3
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

FUSION BEAM TABLE

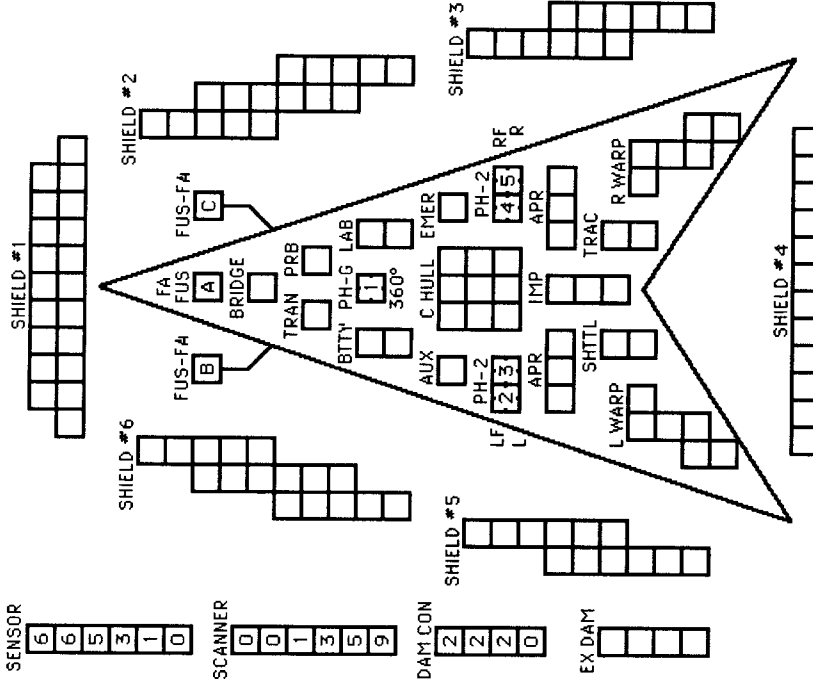
DIE RANGE		3-10	11-15	16-24
ROLL		0	1	2
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

FUSION OVERLOAD

DIE RANGE		3-8	
ROLL		0	1
1	19	12	9
2	16	12	7
3	15	10	6
4	13	9	4
5	12	7	4
6	12	6	3



FA = LF + RF



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

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

HYDRAN SCYTHIAN ESCORT CARRIER

CNTR

SENSOR
6
5
3
1
0

SCANNER
0
1
3
5
9

DAMCON
2
2
2
0

EX.DAM
3
3
3

SHIP DATA TABLE	
TYPE	= CVE
POINT VALUE	= 68/48
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.46

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

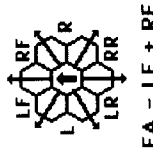
FTR FUSION TABLE		
DIE ROLL	RANGE	3-10
1	13	8 6 4
2	11	8 5 3
3	10	7 4 2
4	9	6 3 1
5	8	5 3 1
6	8	4 2 0

CREW UNITS		ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS	NOTES	
10			

BOARDING PARTIES		TRANSPORTER BOMBS	
5		D	D

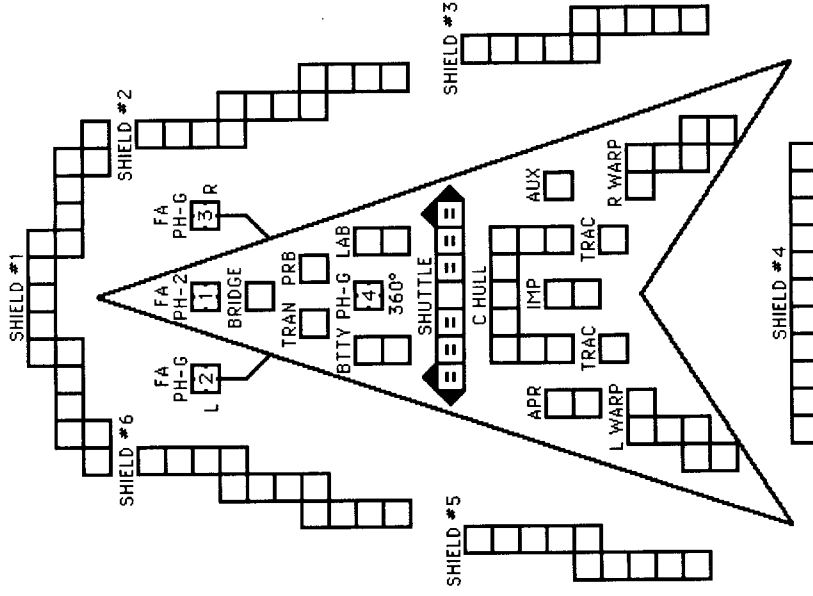
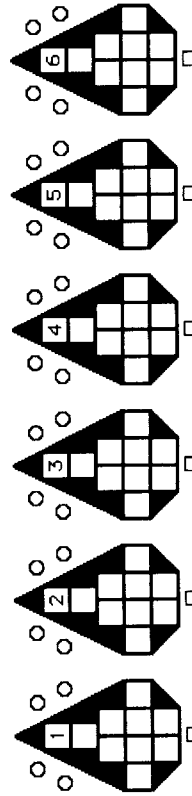
TYPE II PHASER TABLE	
DIE ROLL	4-9-16-31-50
1	6 5 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	5 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0

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



FA = LF + RF

STINGER-2
IXPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

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

HYDRAN COSSACK MEDIUM CARRIER

CNTR

SHIP DATA TABLE

TYPE = COS
 POINT VALUE = 125/105
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R9.47

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, TRANSFERS BY (JL59):
 TRANSPORTER BOMBS: [D][D][D][D]

CREW UNITS

*	10	20	30	40

BOARDING PARTIES

10	20	30	40

DECK CREWS

10	20	30	40

TURN MODE SPEED

B	1	2	3	4	5	6

HET: 11-15
 BD: 16-21, 22-28, 29+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31
ROLL 0	1	2
1	6	5
2	5	4
3	4	4
4	4	3
5	4	3
6	3	2

TYPE III DEFENSE PHASER

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

FTR FUSION TABLE

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

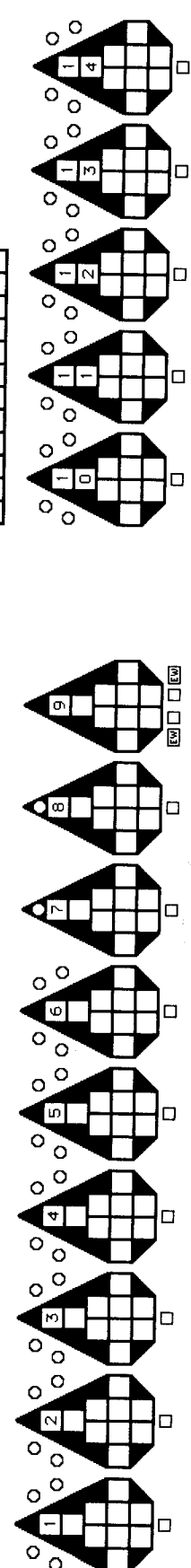
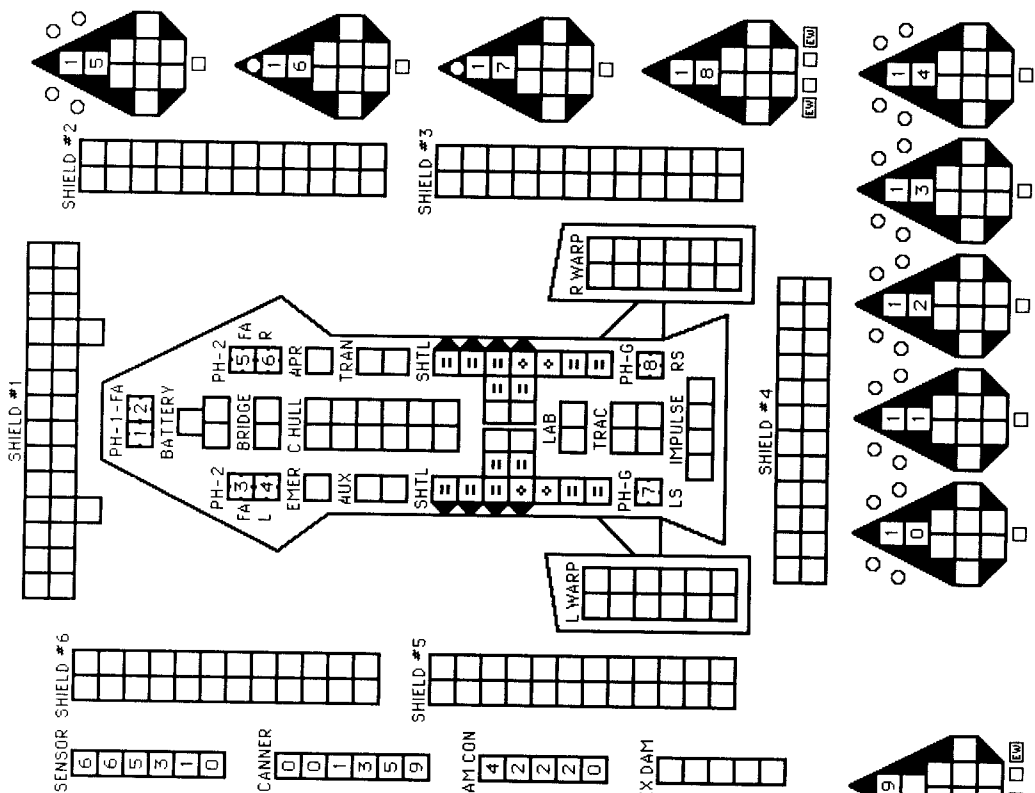
FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT*	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

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

STINGER-2
 1xPH-G-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15

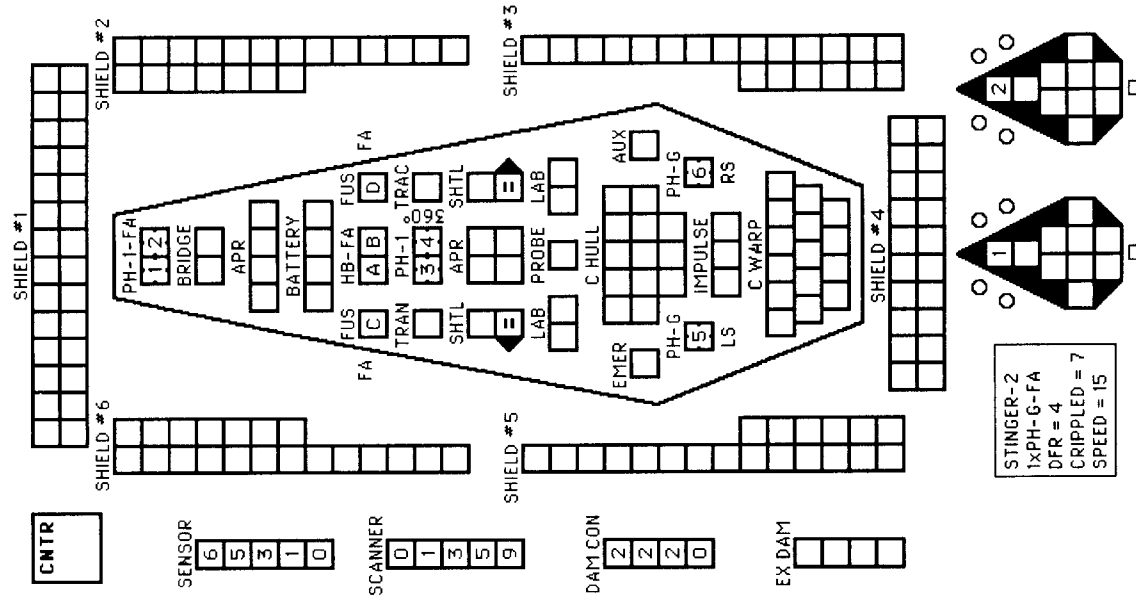
STINGER-H
 1xPH-G-FA
 DFR = 2
 CRIPPLED = 7
 SPEED = 15



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

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

HYDRAN WARRIOR DESTROYER LEADER



STINGER-2
1XPH-6-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

SHIP DATA TABLE

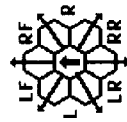
TYPE = WAR
POINT VALUE = 105
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R9.48

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE RANGE	4-9-	9-	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



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

PROBES

CREW UNITS

10	20	30

BOARDING PARTIES

DECK CREWS

TYPE I OFFENSIVE PHASER TABLE

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

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

FUSION BEAM TABLE

DIE RANGE	13-8	6	4	3	2	
ROLL 0	1	2	3-10	11-15	16-24	
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

DIE RANGE	19	12	9	6
ROLL 0	1	2	3-8	
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0

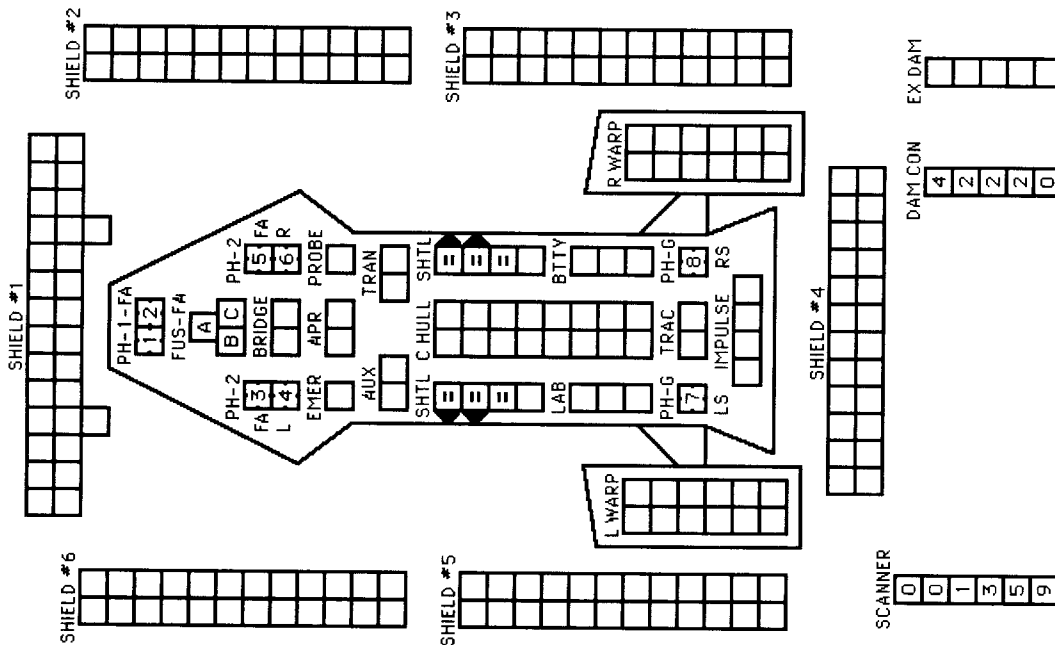
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

[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	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

HYDRAN MONGOL MEDIUM CRUISER

CNTR



SHIP DATA TABLE

TYPE = MNG
 POINT VALUE = 100
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R9.49

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

PROBES

						5
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TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

FUSION BEAM TABLE

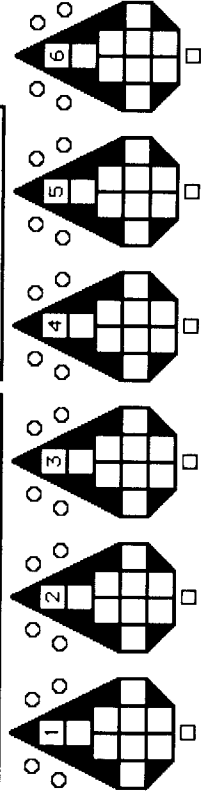
DIE RANGE	3	10	11	15	16	24
ROLL 0	1	2	3	10	11-15	16-24
1	13 8 6 4	3	2			
2	11 8 5 3	2	1			
3	10 7 4 2	1	0			
4	9 6 3 1	1	0			
5	8 5 3 1	0	0			
6	8 4 2 0	0	0			

FUSION OVERLOAD

DIE RANGE	1	2	3-8
ROLL 0	1	19	12 9 6
2	16	12 7 4	
3	15	10 6 3	
4	13	9 4 1	
5	12	7 4 1	
6	12	6 3 0	



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



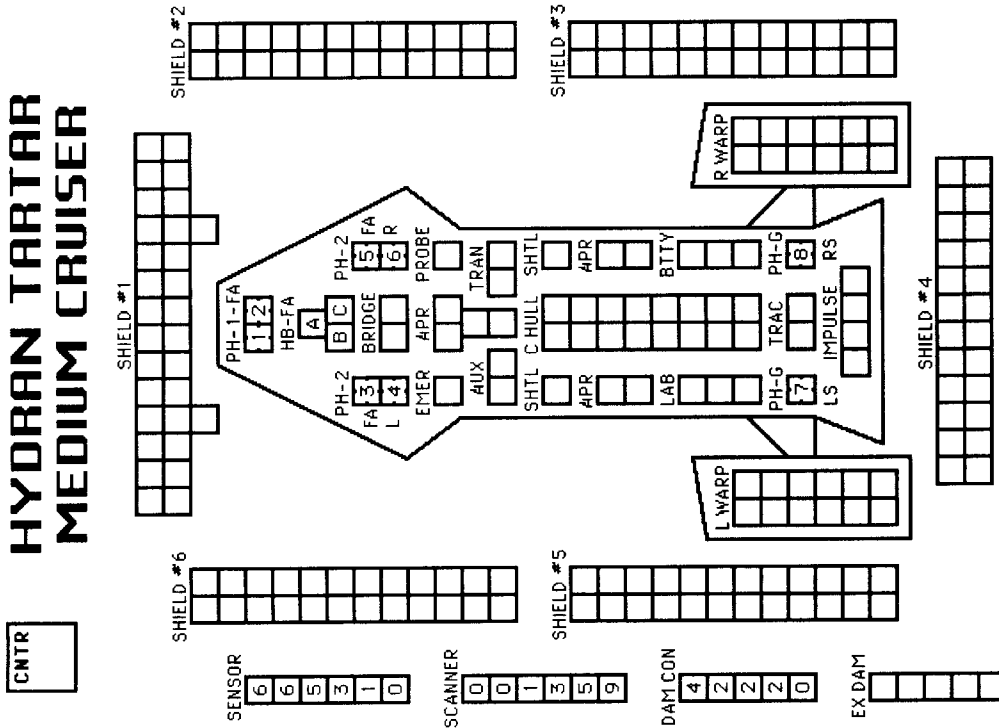
SENSOR: 6, 6, 5, 3, 1, 0
 SCANNER: 0, 0, 1, 3, 5, 9
 STINGER-2: IxPH-G-FA, DFR = 4, CRIPPLED = 7, SPEED = 15

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

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

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

HYDRAN TARTAR MEDIUM CRUISER



SHIP DATA TABLE

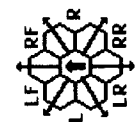
TYPE = TAR
 POINT VALUE = 125
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R9.50

TURN MODE SPEED

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

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



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

CREW UNITS

BOARDING PARTIES

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II 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 1
2	6 5 4 4 2 1 1 0 0
3	6 4 4 4 1 1 0 0 0
4	5 4 4 3 1 0 0 0 0
5	4 3 3 0 0 0 0 0 0
6	5 3 3 0 0 0 0 0 0

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT*	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

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	4	5	6	6	7	8	8	9	10	10	11	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

HYDRAN COMANCHE MEDIUM COMMAND CRUISER

CREW UNITS

						10
						20
						30
						40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

DECK CREWS

			4							5
--	--	--	---	--	--	--	--	--	--	---

PROBES

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

SHIP DATA TABLE

TYPE = COM
POINT VALUE = 120
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R9.51

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-			9-			16-26-			51-75		
	ROLL	0	1	2	3	4	5	6	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	4	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	2	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	

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-	4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5	
BASE DAMAGE	20	17	15	13	10	8	4	
O/L DAMAGE	30	25	22	19	0	0	0	

FUSION BEAM TABLE

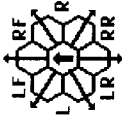
DIE RANGE	3-			11-16-			24		
	ROLL	0	1	2	10	15	24		
1	13	8	6	4	3	2			
2	11	8	5	3	2	1			
3	10	7	4	2	1	0			
4	9	6	3	1	1	0			
5	8	5	3	1	0	0			
6	8	4	2	0	0	0			

TURN MODE SPEED

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

FUSION OVERLOAD

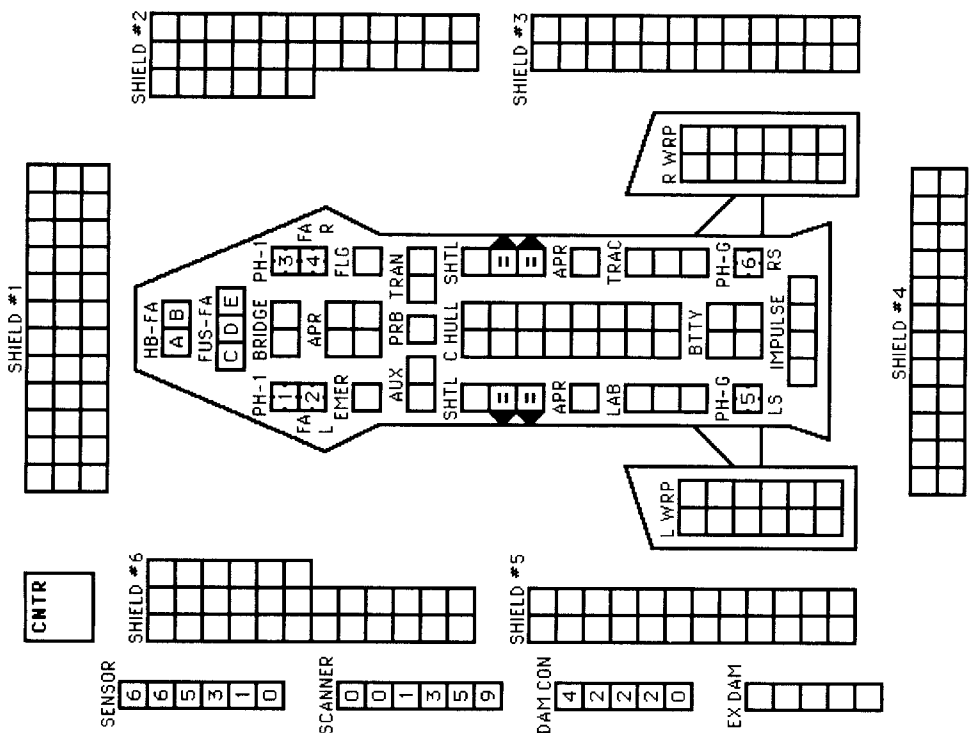
DIE RANGE	3-				
	ROLL	0	1	2	8
1	19	12	9	6	
2	16	12	7	4	
3	15	10	6	3	
4	13	9	4	1	
5	12	7	4	1	
6	12	6	3	0	



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

STINGER-2

1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

WARP ENERGY 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.	$\frac{2}{3}$	$\frac{1}{2}$	$\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20	

HYDRAN APACHE MEDIUM COMMAND CRUISER

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
	10		
	20		
	30		
	40		

TWO BAYS - NO TRANSFERS

BOARDING PARTIES		TRANSPORTER BOMBS		PROBES	
	10		D D D D		5

SHIP DATA TABLE	
TYPE	= APA
POINT VALUE	= 139
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.52

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

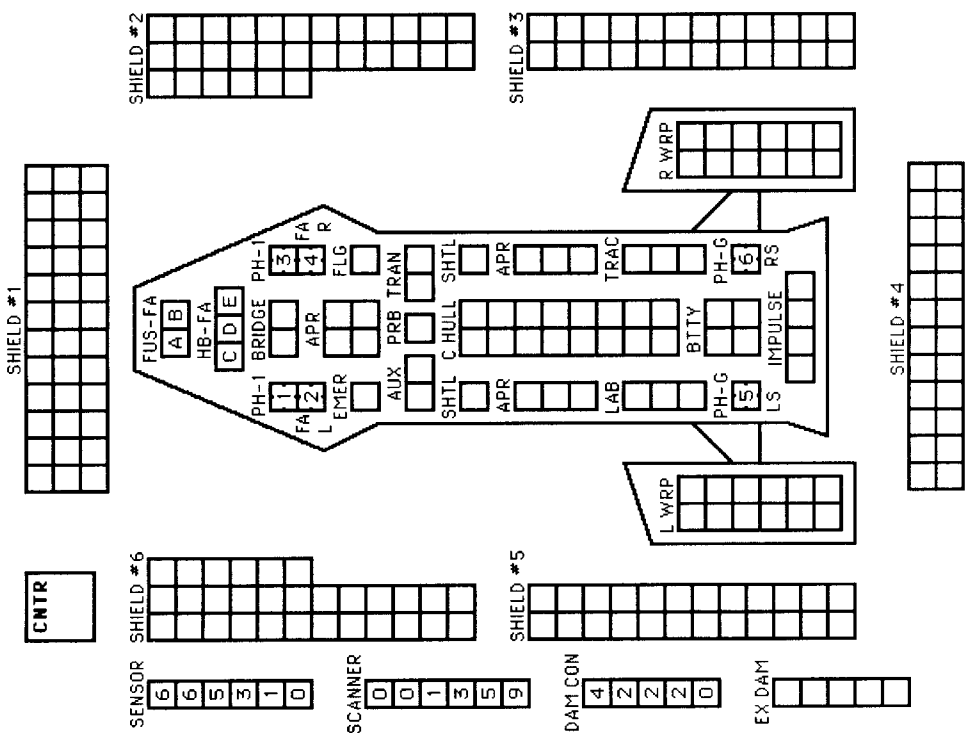
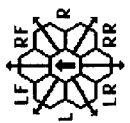
FUSION BEAM TABLE	
DIE RANGE	3- 11- 16- ROLL 0 1 2 10 15 24
1	13 8 6 4 3 2
2	11 8 5 3 2 1
3	10 7 4 2 1 0
4	9 6 3 1 1 0
5	8 5 3 1 0 0
6	8 4 2 0 0 0

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

HELLBORE COMBAT RESOLUTION TABLE	
RANGE	0-1 2 3-4 5-8 9-15 16-22 23-40
HIT*	11 10 9 8 7 6 5
BASE DAMAGE	20 17 15 13 10 8 4
O/L DAMAGE	30 25 22 19 0 0 0

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

FUSION OVERLOAD	
DIE RANGE	3- ROLL 0 1 2 8
1	19 12 9 6
2	16 12 7 4
3	15 10 6 3
4	13 9 4 1
5	12 7 4 1
6	12 6 3 0



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	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	15	16	17	18	19	20	20	20	20	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

LYRAN WAR CRUISER LEADER

CREW UNITS				
*				

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		

BOARDING PARTIES				
	10	20	30	40

TWO BAYS - NO TRANSFERS				
	10			

CNTR

SHIP DATA TABLE	
TYPE	= CWL
POINT VALUE	= 134
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.23
PHASER REFIT	= +4
POWER PACK	= +9
1 X UIM STANDARD	
MECH LINKS	= +2

SENSOR

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

SCANNER

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

RADIUS	EXPANDING SPHERE TABLE				
	ENERGY	1	2	3	4
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

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

HIT & RUN	
UIM	<input type="checkbox"/>
DERFACS	<input type="checkbox"/>

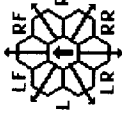
PROBES

	5
--	---

TRANSPORTER BOMBS

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

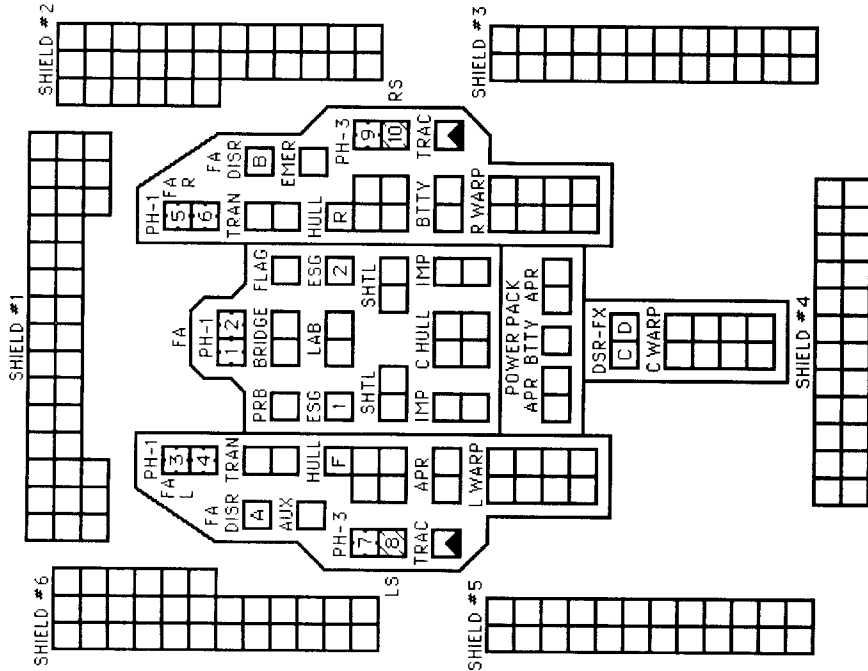
TYPE I OFFENSIVE PHASER TABLE												
D/E RANGE	0	1	2	3	4	5	6	9	16	26	51	
ROLL	0	1	2	3	4	5	6	15	25	50	75	
1	9	8	7	6	5	4	3	2	1	1	1	
2	8	7	6	5	4	3	2	1	1	1	0	
3	7	5	4	4	3	1	0	0	0	0	0	
4	6	4	4	4	3	2	0	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	



TYPE III DEFENSE PHASER						
D/E 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

FA = LF + RF
 FX = L + LF + RF + R
 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	1-4	1-4	1-4	1-4	1-4	1-3	1-2			
HIT (UIM)	NA	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-2			
HIT (DERFACS)	NA	1-5	1-4	1-4	1-4	1-4	1-4	1-3	1-3			
HIT (OVERLORD)	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	1-5	1-5	NA	NA			
DAMAGE, STD	0	5	4	4	3	3	2	2	2			
DAMAGE, OULD	10	10	8	8	6	6	0	0	0			



8 SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

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

6 = ERRATIC MANEUVER WARP COST

5 = HET COST

LYRAN WAR ESCORT CRUISER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

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

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

BOARDING PARTIES

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

DECK CREWS

2

PROBES

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

CNTR

SHIP DATA TABLE	
TYPE	= CWE
POINT VALUE	= 118
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.24
POWER PACK	= +9
LIMITED AEGIS	

SHIP DATA TABLE	
TYPE	= CWA
POINT VALUE	= 128
REFERENCE	= R11.25
POWER PACK	= +9
MECH LINKS	= +2
FULL AEGIS	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

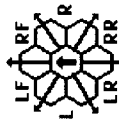
DIE RANGE	4-9	16-31
ROLL 0	1 2 3 8 15 30 50	
1	6 5 5 4 3 2 1 1	
2	6 5 4 4 2 1 1 0	
3	6 4 4 4 1 1 0 0	
4	5 4 4 3 1 0 0 0	
5	5 4 3 3 0 0 0 0	
6	5 3 3 3 0 0 0 0	

TYPE III DEFENSE PHASER

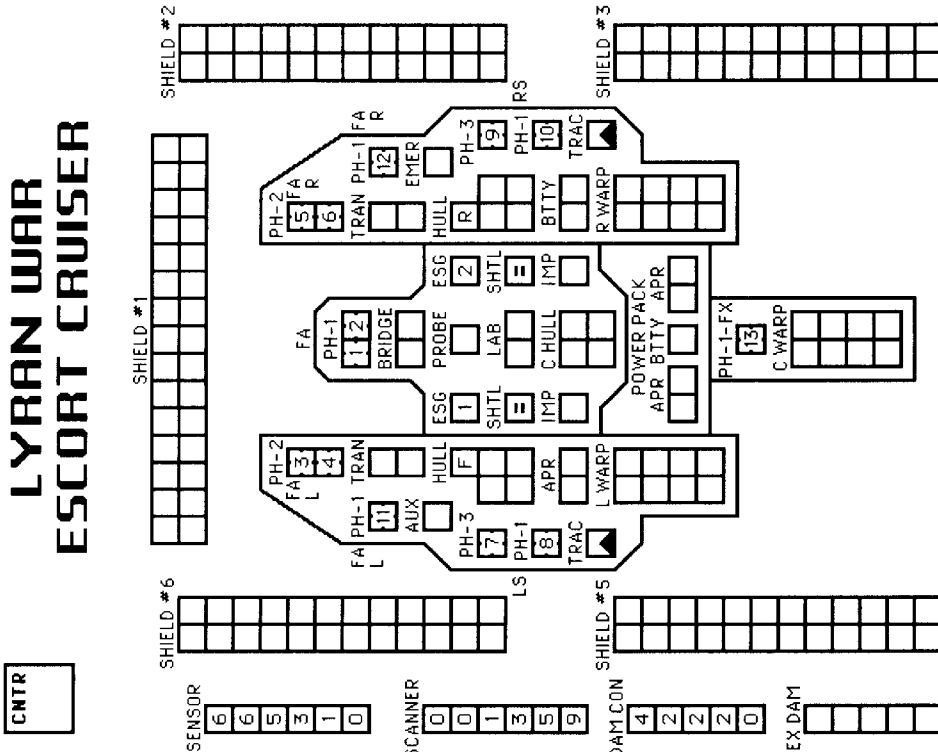
DIE RANGE	4-9	16-26	51-75
ROLL 0	1 2 3 8 15		
1	4 4 4 3 1 1		
2	4 4 4 2 1 0		
3	4 4 4 1 0 0		
4	4 4 3 0 0 0		
5	4 4 3 2 0 0		
6	3 3 1 0 0 0		

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



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



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

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	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

LYRAN WAR MINESWEEPER

CREW UNITS	
10	
20	
30	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		MSS
		MSS

TWO BAYS - NO TRANSFERS

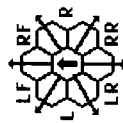
BOARDING PARTIES	
8	

TRANSPORTER BOMBS	
D	D
D	D

PROBES	
5	

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



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

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

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

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

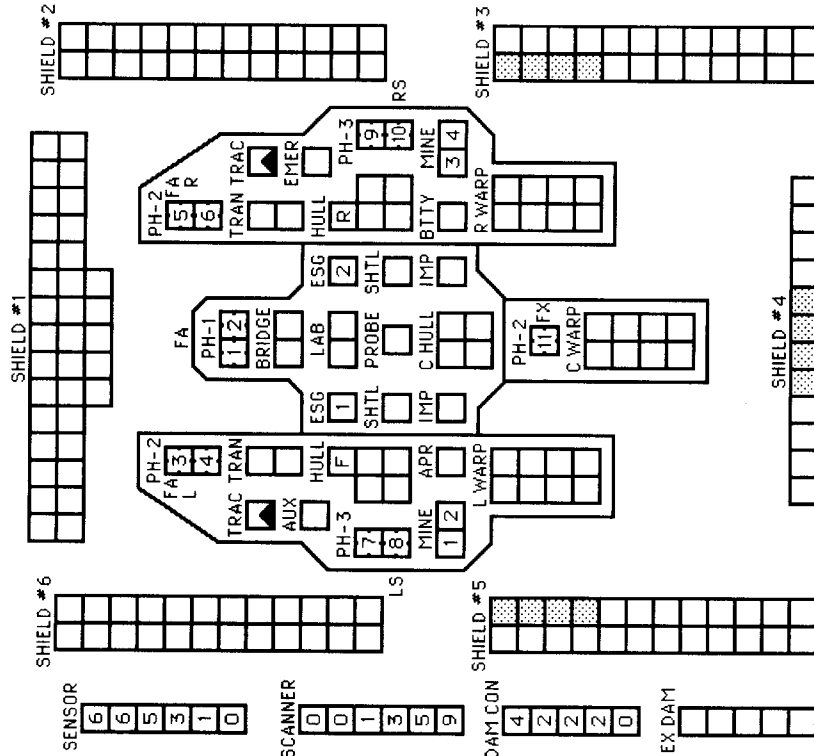
TYPE	=	CWM
POINT VALUE	=	115/105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.26
PLUS REFIT	=	+2
MECH LINKS	=	+2

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

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

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

CNTR



SHADED BOXES ARE THE PLUS REFIT.

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

LYRAN SIBERIAN LION SCS

CREW UNITS		ADMINISTRATIVE SHUTTLES	
* 1	10	IDENT	HIT POINTS
2	20		NOTES
3	30	TWO BAYS - NO TRANSFERS	
4	40		
5	50		
6	60		
BOARDING PARTIES		PROBES	
1	10	1	S
2	20	2	S
DECK CREWS		TRANSPORTER BOMBS	
	12	D	D
		D	D
		D	D
		D	D

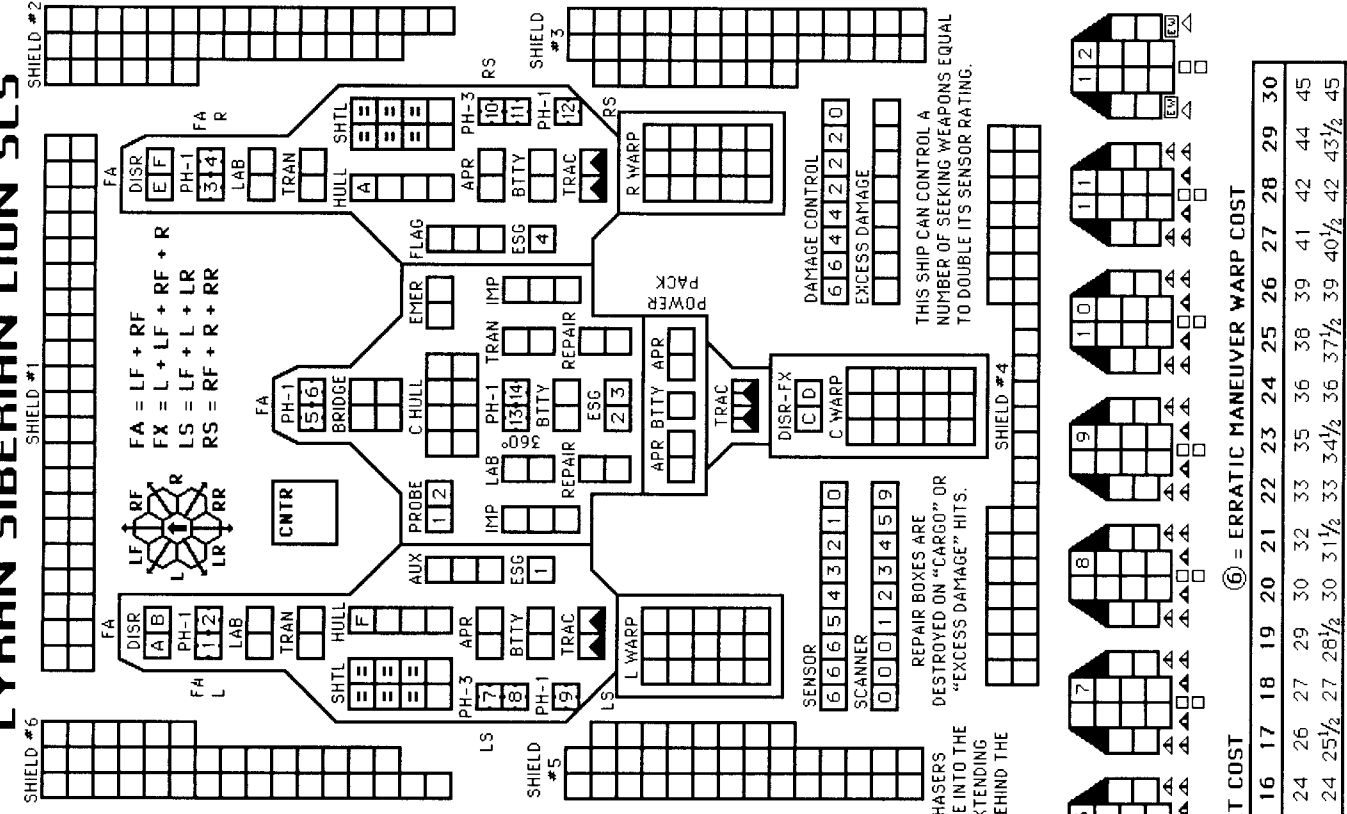
DIE RANGE	TYPE I OFFENSIVE PHASER TABLE						
	0	1	2	3	4	5	6-9-16-26-51-75
1	9	8	7	6	5	4	3
2	8	7	6	5	4	3	2
3	7	5	4	3	2	1	0
4	6	4	4	4	3	2	0
5	4	4	4	3	2	0	0
6	4	3	2	0	0	0	0

SHIP DATA TABLE	
TYPE	SCS
POINT VALUE	238
BREAKDOWN	3-6
SHIELD COST	1+1/2
LIFE SUPPORT	2
SIZE CLASS	R11.29
REFERENCE	R11.29

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

RADIUS	EXPANDING SPHERE TABLE				
	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

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



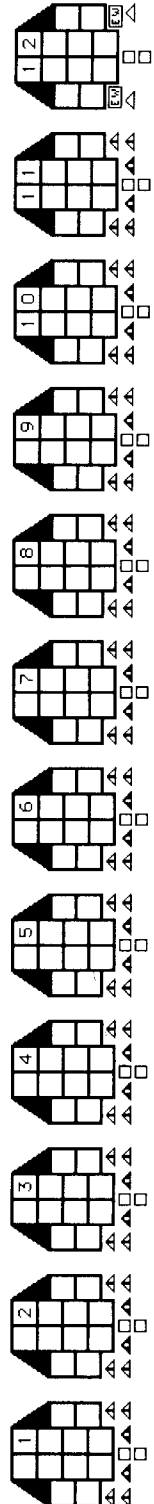
FA = LF + RF
 FX = L + LF + RF + R
 LS = LF + L + LR
 RS = RF + R + RR

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

REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

Z-YC FIGHTERS	2xPh-3 - FA
DFR	= 4
CRIPPLED	= 8
SPEED	= 15



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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	39	41	42	44	45	
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

LYRAN BENGAL TIGER COMMAND CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= CC
POINT VALUE	= 150
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.30
PLUS REFIT	= +5
MECH LINKS	= +4
1 UIM STANDARD	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

		10	
		20	
		30	
		40	

PROBES

		5
--	--	---

TRANSPORTER BOMBS

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

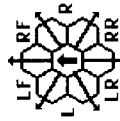
HIT & RUN	
UIM	<input type="checkbox"/>
DERFACS	<input type="checkbox"/>

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	ROLL	0	1	2	3	4	5	6	9-	16-	26-	51-
1	9	8	7	6	5	4	3	2	1	1	1	1
2	8	7	6	5	4	3	2	1	0	0	0	0
3	7	5	4	4	3	1	0	0	0	0	0	0
4	6	4	4	4	3	2	0	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 III DEFENSE PHASER

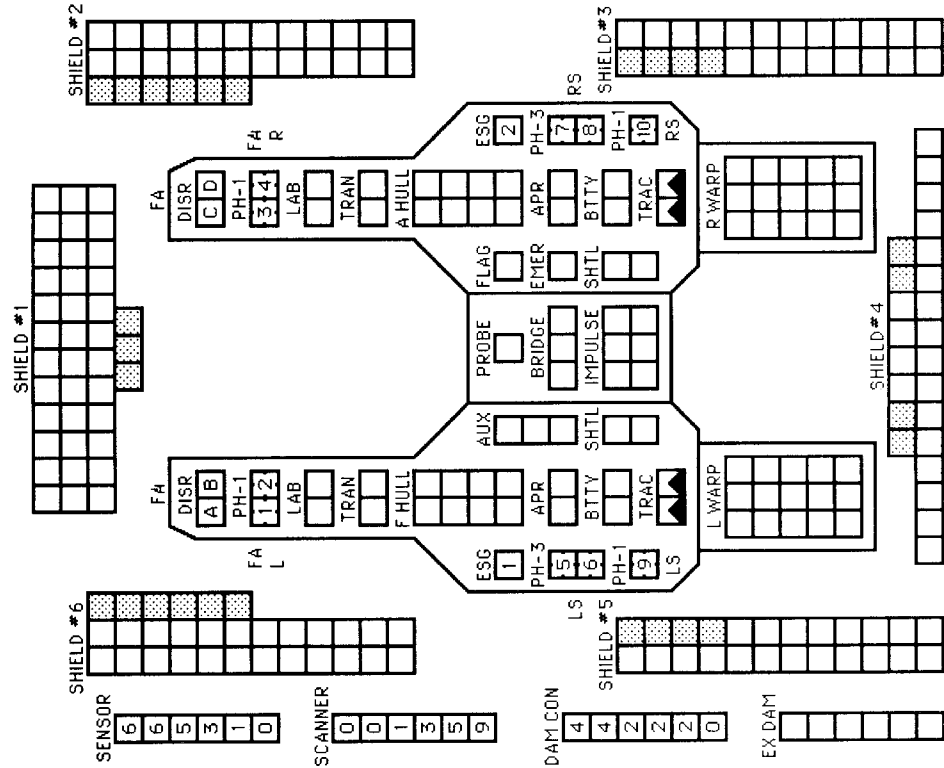
DIE RANGE	ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0



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	1-4	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-4	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-4	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	4	3	3	2
DAMAGE, OULD	10	10	8	8	8	6	0	0



SHADED SHIELD BOXES ARE THE BENGAL + REFIT

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

LYRAN MANX POLICE CORVETTE

CNTR

SHIP DATA TABLE	
TYPE	= POL
POINT VALUE	= 52
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.31
PLUS REFIT	= +2

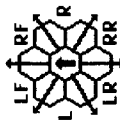
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

CREW UNITS	
*	10

BOARDING PARTIES	
4	D
	D
	S

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

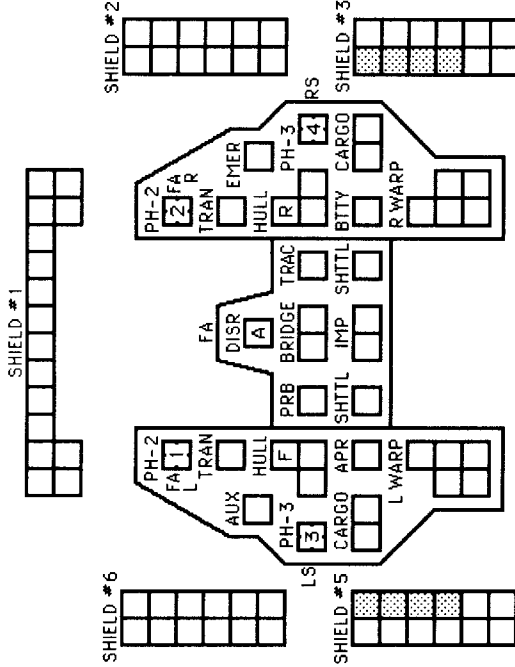
TYPE III DEFENSE PHASER	
DIE RANGE	4-9-ROLL
	0 1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0



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

DISRUPTOR TABLE

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



SENSOR 6 4 2 0
SCANNER 0 1 5 9
DAMCON 2 2 0
EX DAM

SHADED BOXES ARE THE PLUS REFIT.

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

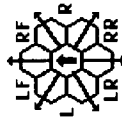
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	9	9	9	10	10	
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

LYRAN PRAIRIE CAT SURVEY SHIP

CNTR

SHIP DATA TABLE	
TYPE	SR
POINT VALUE	= 128/98
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.32
PLUS REFIT	= +2
MECH LINKS	= +2

EXPANDING SPHERE TABLE		
RADIUS	ENERGY	
0 (4.00)	4	8
1 (3.67)	4	7
2 (3.33)	3	7
3 (3.00)	3	6



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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

POD/ WT	MOVE	HET	EM	COST
0-1	1	5	6	
2	1.5	7.5	9	
3	2	10	12	

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	10
	20
	30

NOTES	
TWO BAYS - NO TRANSFERS	

TRANSPORTER BOMBS	
	D
	D
	D
	D

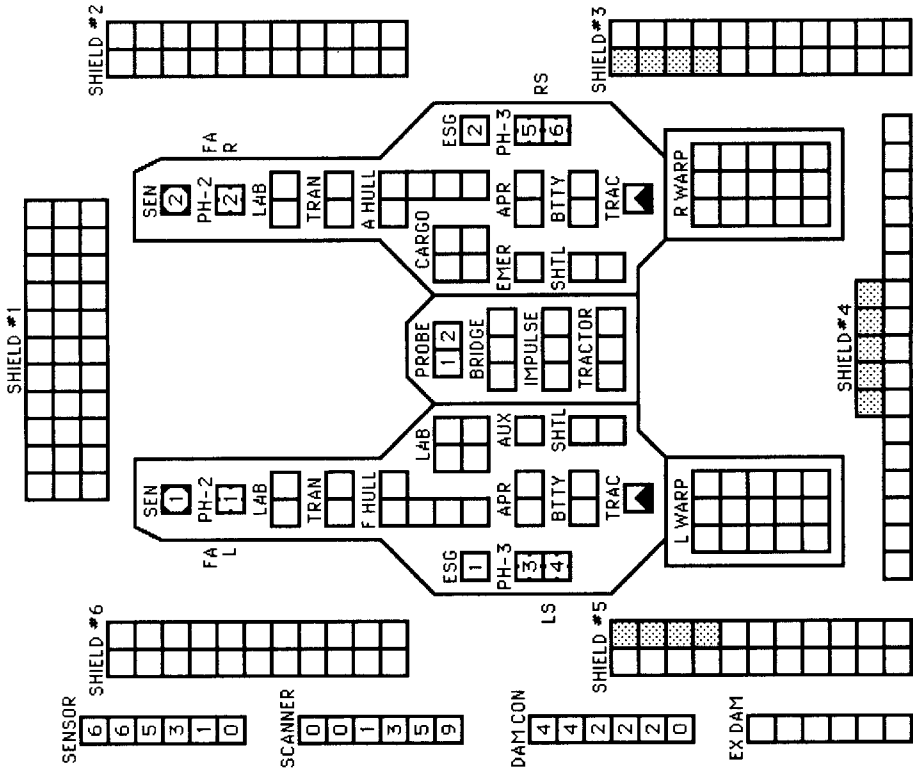
TYPE II PHASER TABLE		
DIE ROLL	RANGE	
0	1	2
1	4	3
2	5	4
3	4	4
4	4	4
5	4	3
6	3	3

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

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

BOARDING PARTIES	
	8

PROBES	
1	10
2	10



SHADED BOXES ARE THE PLUS REFIT.

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

LYRAN CARRIER PALLET

LS PH-3 APR AUX PH-3 RS PH-3

SHUTTLE SHUTTLE

TRACTOR TRACTOR

POD DATA TABLE
 TYPE = PAL-CV
 BPV = 25
 SIZE = 4
 REF = R11.35

Z-Y FIGHTERS
 2xPh-3 - FA
 DFR = 4
 CRIPPLED = 8
 SPEED = 15

A TUG WITH THIS
 POD CAN CONTROL
 A NUMBER OF
 SEEKING WEAPONS
 EQUAL TO ITS
 SENSOR RATING.

Z-YB ONLY ▲

CREW UNITS

DECK CREWS

BOARDING PARTIES

Z-Y FIGHTERS

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

LYRAN CARRIER PALLET

LS PH-3 APR AUX PH-3 RS PH-3

SHUTTLE SHUTTLE

TRACTOR TRACTOR

POD DATA TABLE
 TYPE = PAL-CV
 BPV = 25
 SIZE = 4
 REF = R11.35

Z-V FIGHTERS
 1xPh-3 - FA
 DFR = 3
 CRIPPLED = 8
 SPEED = 12

A TUG WITH THIS
 POD CAN CONTROL
 A NUMBER OF
 SEEKING WEAPONS
 EQUAL TO ITS
 SENSOR RATING.

CREW UNITS

DECK CREWS

BOARDING PARTIES

Z-V FIGHTERS

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

LYRAN REPAIR PALLET

APR AUX APR

REPAIR REPAIR

CARGO CARGO

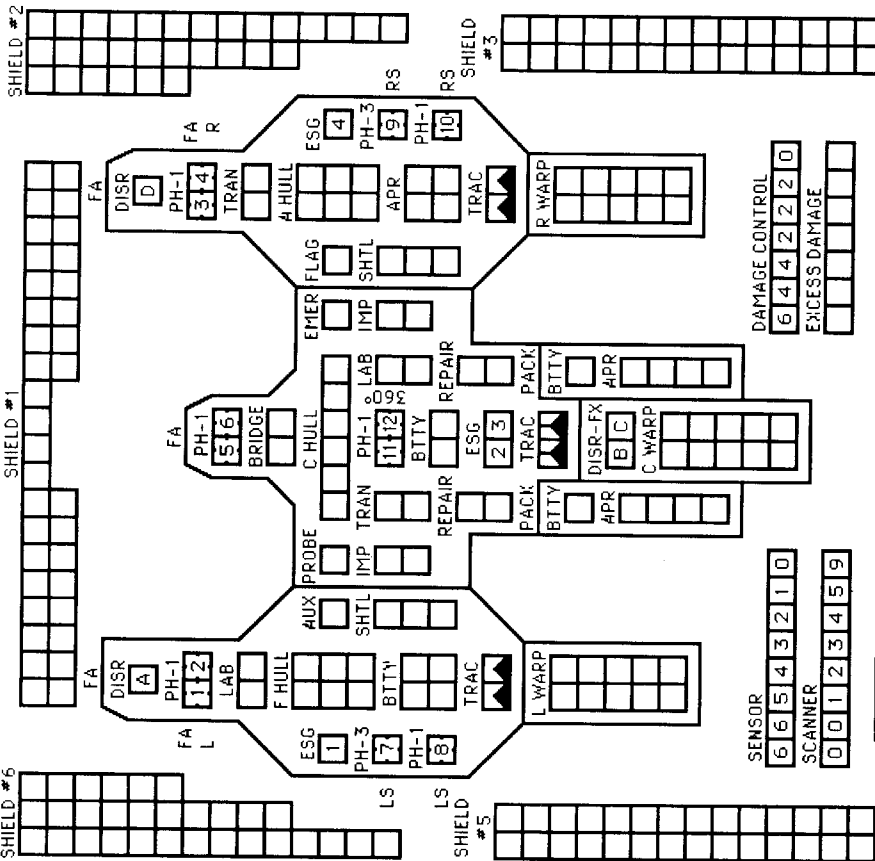
POD DATA TABLE
 TYPE = PAL-R
 BPV = 36/20
 SIZE = 4
 REF = R11.34

BOARDING PARTIES

CREW UNITS

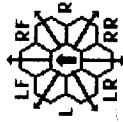
REPAIR BOXES ARE DESTROYED ON "CARGO" HITS.

LYRAN HELLCAT HEAVY BATTLECRUISER



THE 360° PHASERS
 CANNOT FIRE INTO THE
 HEX ROW EXTENDING
 DIRECTLY BEHIND THE
 SHIP.

REPAIR BOXES ARE
 DESTROYED ON "CARGO" OR
 "EXCESS DAMAGE" HITS.



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	3
SIZE CLASS	=	R11.36
REFERENCE	=	R11.36
INCLUDES 2X UIM		
POWER PACK	=	+18

TYPE I OFFENSIVE PHASER TABLE

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

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	

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-4	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, OULD	10	10	8	8	6	6	0	0	0

CREW UNITS

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

BOARDING PARTIES

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

KLINGON PODS MODIFIED FOR LYRAN SERVICE

KLINGON-LYRAN CARGO POD

CARGO									

POD DATA TABLE									
TYPE	=	P-C1							
CREW	=	0							
BPS	=	0							
BPY	=	14/10							
SIZE	=	4							
REF	=	R11.37A							

KLINGON-LYRAN POWER BOOST POD

CARGO									

POD DATA TABLE									
TYPE	=	P-P2							
BPY	=	28/15							
SIZE	=	4							
REF	=	R11.37B							

BATTERY									

APR									

PH-3 IMP									

360°

CREW UNITS									

BOARDING PARTIES									

KLINGON-LYRAN HANGAR POD

SHUTTLE									

POD DATA TABLE									
TYPE	=	P-H5							
BPY	=	14/12							
SIZE	=	4							
REF	=	R11.37E							

POD CAN CONTROL SEEKING WEAPONS EQUAL TO 1/2 THE TUG'S SENSOR RATING.

A HULL									

360°

CREW UNITS									

BOARDING PARTIES									

Z-Y FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY

DECK CREWS									

KLINGON-LYRAN BATTLE POD

SHUTTLE									

POD DATA TABLE									
TYPE	=	P-B4							
BPY	=	34							
SIZE	=	4							
REF	=	R11.37D							

K REFIT = +2

A HULL									

360°

CREW UNITS									

BOARDING PARTIES									

ADMINISTRATIVE SHUTTLES									
IDENT									
HIT POINTS									
NOTES									

H&R UIM									

K REFIT CHANGES PHASER-2S TO PHASER-1S.
POD CAN CONTROL THREE SEEKING WEAPONS.

KLINGON-LYRAN TROOP TRANSPORT POD

SHUTTLE									

POD DATA TABLE									
TYPE	=	P-T3							
BPY	=	30/20							
SIZE	=	4							
REF	=	R11.37C							

GRAVITY LANDING (P2.432).

A HULL									

360°

CREW UNITS									

BOARDING PARTIES									

ADMINISTRATIVE SHUTTLE									
IDENT									
HIT POINTS									
NOTES									
GAS									
GAS									

SENSOR									

SCANNER									

DAM CON									

EX DAM									

SHIELD #4									

BARRACKS ARE DESTROYED ON "HULL" HITS.									
--	--	--	--	--	--	--	--	--	--

KLINGON-LYRAN PF TENDER PODS

SEN 1

APR

AFT HULL

REPAIR

TRAC

SEN 2

APR

AFT HULL

REPAIR

TRAC

POD DATA TABLE

TYPE = P-PF6

BPV = 20/12

SIZE = 4

REF = R11.37F

SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

LEFT POD

CREW UNITS * 10

BOARDING PARTIES 2

RIGHT POD

CREW UNITS * 10

BOARDING PARTIES 2

KLINGON-LYRAN REPAIR POD

REPAIR

APR

CARGO

CREW UNITS * 10

BOARDING PARTIES 2

POD DATA TABLE

TYPE = P-R9

BPV = 34/18

SIZE = 4

REF = R11.37H

KLINGON-LYRAN HEAVY CARRIER POD

1

2

3

4

5

6

7

8

9

10

11

12

SHIELD #1

AUX APR PH-3

CARGO TRAC

SHUTTLE

SHIELD #4

CREW UNITS * 10

BOARDING PARTIES 4

DECK CREWS 10

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

POD DATA TABLE

TYPE = P-V7

BPV = 25

SIZE = 4

REF = R11.37G

A TUG WITH THIS POD CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

Z-Y FIGHTERS

2xPH-3 - FA

DFR = 4

CRIPPLED = 8

SPEED = 15

Z-YB ONLY

LYRAN WAR DESTROYER LEADER

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

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

T-BOMBS

		D	D
		S	

EXPANDING SPHERE TABLE

RADIUS	ENERGY
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

SHIP DATA TABLE

TYPE = DWL
POINT VALUE = 99
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R11.38

UIM REFIT = +5
PHASER REFIT = +2
POWER PACK = +9
MECH LINK REFIT = +2

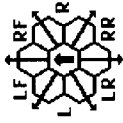
TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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



TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE 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

HIT & RUN

UIM
DERFACS

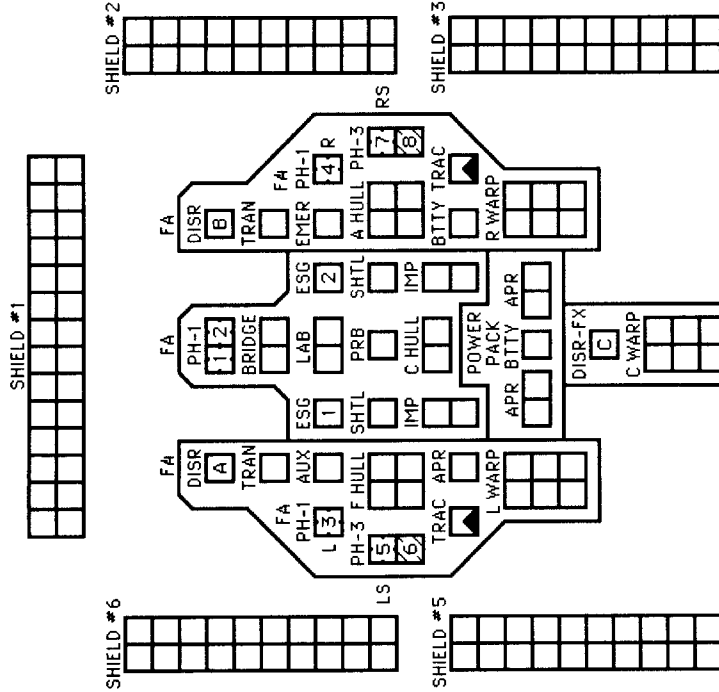
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-3
HIT(DEFACS)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-4	1-4	1-4	NR	NR	NR
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NR	NR	NR
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	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	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15



SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

LYRAN SINGLE-TOOTH JAGUAR WAR MAULER

CREW UNITS	
10	
20	
30	

TWO BAYS - NO TRANSFERS

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= ST-J
POINT VALUE	= 137
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.43
PLUS REFIT	= +2
MECH LINKS	= +2

BOARDING PARTIES	
10	

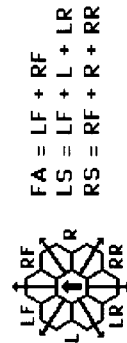
TRANSPORTER BOMBS			
D	D	D	D

PROBES	
5	

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

TURN MODE SPEED	
8	1 2-5
	2 6-10
	3 11-15
	4 16-21
	5 22-28
	6 29+

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



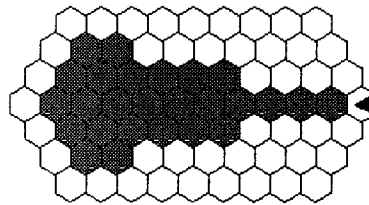
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.
ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.

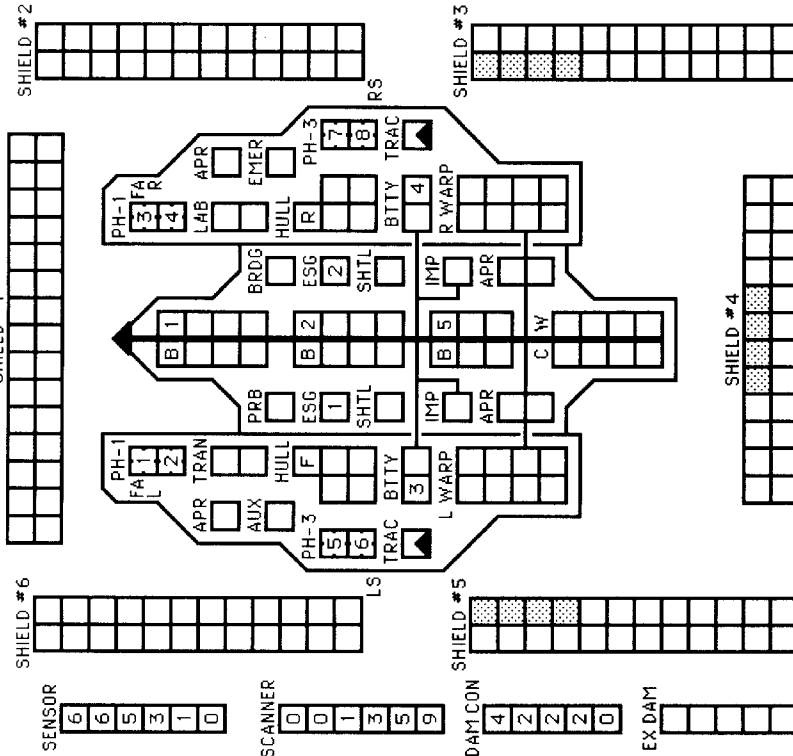
EXPANDING SPHERE TABLE	
RADIUS	ENERGY
0 (4.00)	1 2 3 4 5
1 (3.67)	4 8 12 16 20
2 (3.33)	3 7 11 15 18
3 (3.00)	3 7 10 13 17
	3 (3.00) 3 6 9 12 15

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

MAULER FIRING ARC



CNTR	



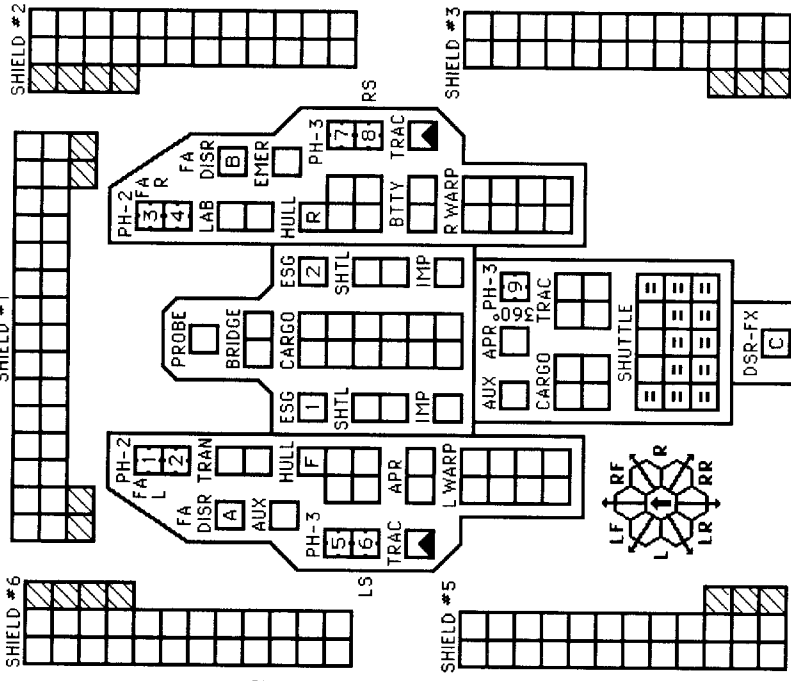
SHADED BOXES ARE THE PLUS REFIT.

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

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

LYRAN LIGHT CARRIER TRANSPORT

CNTR



SENSOR
6 6 5 3 1 0

SCANNER
0 0 1 3 5 9

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

SHADED BOXES ARE PROVIDED BY THE POD.

SHIP DATA TABLE

TYPE	= LTV
POINT VALUE	= 145/125
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.45
MECH LINKS	= +2

THE COMBINED SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS - NO TRANSFERS

CREW UNITS

10	10
20	10
30	10
40	10

BOARDING PARTIES

10

DECK CREWS

10

PROBES
5

TRANSPORTER BOMBS
D D D D

TURN MODE SPEED

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

HET

3

BD

5

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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

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)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-2
HIT (DEFRACS)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-3
HIT (OVERLORD)	1-6	1-5	1-4	1-4	1-4	NR	NR	NR
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVL0	10	10	8	8	6	0	0	0

HIT & RUN DEFRACS

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

Z-Y FIGHTERS

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

Z-YB ONLY

DAM CON
4 2 2 2 0

EX DAM
6 5 4 3 2 1 0

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3	24	25 1/3	26 2/3	28	29 1/3	30 2/3	32	33 1/3	34 2/3	36	37 1/3	38 2/3	40

LYRAN COUGAR BATTLE TUG

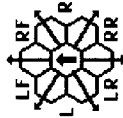
CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	NOTES	
★	10		
	20		
	30		
	40		
TWO BAYS - NO TRANSFERS			

BOARDING PARTIES		PROBES		TRANSPORTER BOMBS	
	10				
				D	D
				D	D
				D	D

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

SHIP DATA TABLE	
TYPE	= TGB
POINT VALUE	= 184/180
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.16
BATTLE PALLET	= R11.17
PLUS REFIT	= +2
PHASER REFIT	= +2
MECH LINKS	= +4
UIM REFIT	= +5

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



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

EXPANDING SPHERE TABLE						
RADIUS	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	

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

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	1-4	NA	NA			
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	NA	NA			
DAMAGE, STD	0	5	4	4	3	3	2	2			
DAMAGE, OVL	10	10	8	8	6	0	0	0			

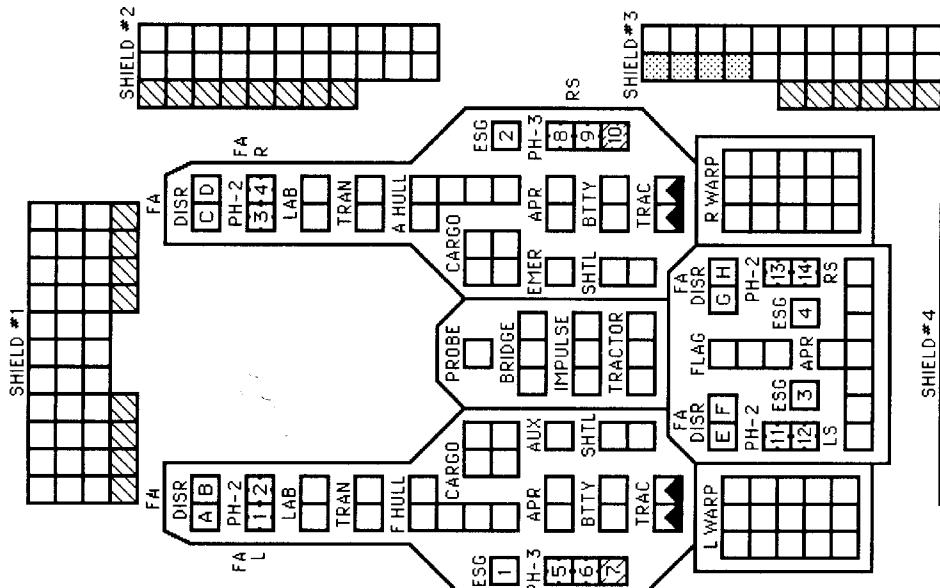
HIT & RUN	
UIM	DERFACS
<input type="checkbox"/>	<input type="checkbox"/>

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

CNTR	
------	--

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

DAM CON	4	4	2	2	0
EX DAM					



SHADED BOXES ARE PART OF PALLET.
SHADED BOXES ARE THE PLUS REFIT.
SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

WYN DOUBLE RAIDER

PURCHASED ORION SHIP

CREW UNITS

										10	
										20	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

										10	
											D[D]

SHIP DATA TABLE

TYPE = ODR
 POINT VALUE = 93
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R12.14

OAKDISC = +12
 STEALTH +2 ECM

TURN MODE SPEED

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

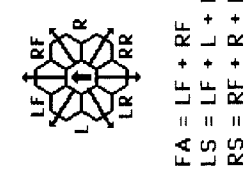
NIMBLE SHIP

TYPE I OFFENSIVE PHASER TABLE

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

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

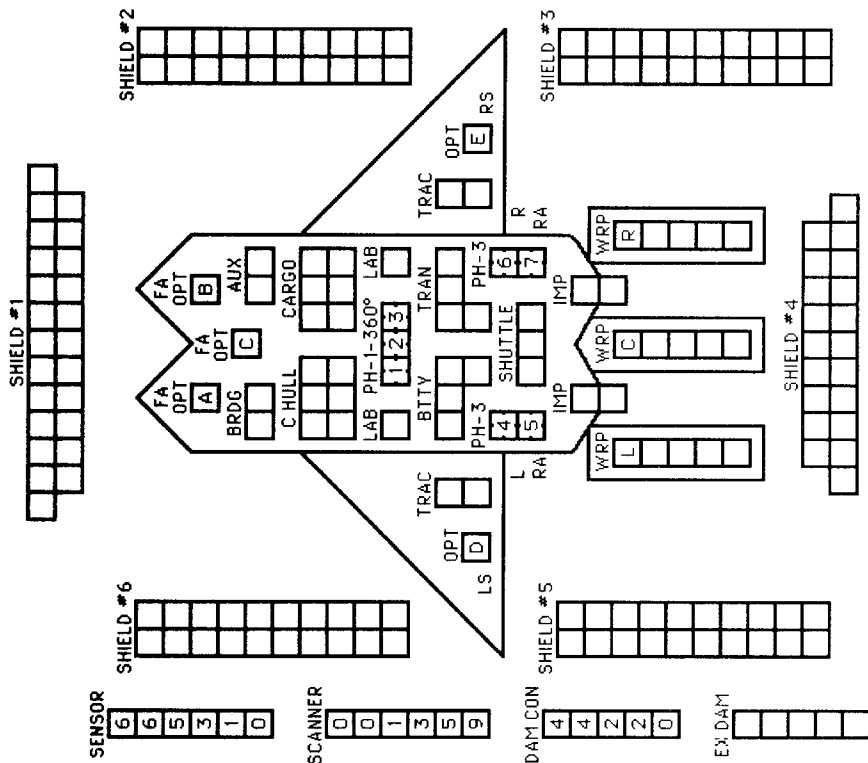


SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). CARGO BOXES HAVE 25 CARGO POINTS EACH. SEE (G15.4) FOR RULES ON OPTION MOUNTS. CANNOT DOUBLE ENGINES. SEE ORION DBR (R8.14). THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PLASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

CNTR



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST [3] = ERRATIC MANEUVER WARP COST

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

WYN FRIGATE

(CAPTURED KLINGON PENAL SHIP)

CREW UNITS									
1	2	3	4	5	6	7	8	9	10

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTES

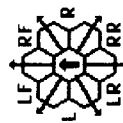
BOARDING PARTIES	
1	2

TRANSPORTER BOMBS		
D	D	

DRONE RACK	
1	2

SHIP ALWAYS HAD TYPE-A RACKS WITH ONE RELOAD.

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



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

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

DISRUPTOR TABLE	
RANGE	0
HIT (STD)	NR
HIT(OVERLOAD)	1-6
DAMAGE, STD	0
DAMAGE, OULD	10

TURN MODE SPEED		
A	HET	BD
1	2	4
2	3	5
3	4	6
4	5	7
5	6	8
6	7	9
7	8	10

SHIP DATA TABLE	
TYPE	KE4
POINT VALUE	75
BREAKDOWN	4-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R12.15

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

POSSIBLE LATER KE4s (R12.15A)		
CONVERT ALL PH-2 TO PH-1.		
CONVERT DRONE RACKS TO TYPE-B.		
BPY = 61		
DRONE RACKS	1	2

THIS SHIP HAS ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

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

⑥ = ERRATIC MANEUVER WARP COST

SPECIAL FIRING ARCS: (D2.33)

C 6	C 7	D 2	F 8	D 7	M 21	M 51	S 6	S 7
9 A	8 S	X 7	X 7	D 7	S 7	R 7	S 7	S 7
D 7	D 20	F 9	E 10	D 11	M 22	M 52	S 8	S 9
6 J	5 J	5 J	4 J	7 V	S 7	R 7	S 8	S 9
D 8	D 9	D 10	T 3	D 8	D 9	A 10	A 10	M 11
7 E	7 N	7 M	G 6	D 6	D 6	D 6	D 5	D 5
D 12	D 1	D 13	D 14	D 15	D 3	D 4	D 16	D 17
5 D	5 L	5 H	5 N	5 S	D 5	D 5	D 5	D 5
C 1	C 2	D 18	D 19	R 7	F 8	E 9	F 11	F 12
7 C	7 A	5 M	5 V	K 6	L 6	5 E	5 E	5 E
E 1	E 2	E 4	G 9	B 4	H 1	H 2	M 4	M 5
4 D	4 V	3 D	2 C	M J			*	*
Z 7	Z 8	Z 9	Z 1	Z 2	Z 3	Z 4	Z 5	Z 6
2 Z	2 Z	2 Z	Y Z	Y Z	Y Z	Y Z	Y Z	Y Z
Z 10	Z 11	Z 12	Z 7	Z 8	Z 9	Z 10	Z 11	Z 12
2 Z	2 Z	2 Z	Y Z	Y Z	Y Z	Y Z	Y Z	Y Z

WYN STAR CLUSTER DEFENSE FORCES

Z 1	Z 4	Z 5	Ax 9	Ax 7	M 21	M 51	S 6	S 7
F F	F F	F F	C V	B C	S S	R S	S S	S S
K 2	K 3	Ax 6	Ax 5	K 1	M 22	M 52	S 8	S 9
G G	G G	C C	C C	E E	S S	R S	S S	S S
2 G	2 G	2 C	2 C	4 E				
O 4	O 5	O 6	F 1	F 2	F 3	F 4	F 5	F 6
C C	L L	R R	T T	T T	T T	T T	T T	T T
O 7	M 51	M 52	F 7	F 8	F 9	F 10	F 11	F 12
B B	R R	*	T T	T T	T T	T T	T T	T T

C 6	C 7	D 6	D 7	D 8	M 21	M 51	S 6	S 7
A A	A A	D D	D D	D D	S S	R S	S S	S S
C 3	C 4	C 5	C 5	C 5	M 22	M 52	S 8	S 9
L L	L L	L L	L L	L L	S S	R S	S S	S S
F 5	F 6	F 7	T 2	P 2	C 6	C 8	S 3	P 1
F F	F F	F F	G P	A P	W E	W M	C S	O L
C 3	C 4	D 3	D 4	C 10	C 7	C 11	C 4	S 9
W W	W W	W W	W W	V L	W E	W S	C H	R R
M 31	M 32	P 3	S 12	D 6	D 7	P 5	C 1	L 13
*	*	O D	T J	W E	W E	O D	V T	T T
M 33	M 34	P 4	L 14	D 8	D 9	P 2	B 4	B 3
*	*	O D	T V	W S	W M	O L	C H	T T

HYDRAN SHIPS

B 1	N 2	N 3	L 5	G 1	M 21	M 51	S 6	S 7
A A	V L	M S	T T	E N	S S	R S	S S	S S
N 6	N 7	N 8	L 2	C 9	M 22	M 52	S 8	S 9
E E	E E	S C	L C	R U	S S	R S	S S	S S
C C	N C							
I 2	O 4	S 10	C 11	C 7	M 10	M 1	M 2	M 3
D V	V M	A R	V E	C O	W A	N G	N G	N G
G 2	L 3	S 11	L 3	A 8	C 9	T 4	T 5	T 6
E E	B B	S R	P P	P A	C O	T A	T A	T A
N N								
P 1	M 41	M 42	F 19	F 20	F 21	F 22	F 23	F 24
L T	*	*	T R	T R	T R	T R	T R	T R
P 2	M 43	M 44	F 25	F 26	F 27	F 28	F 29	F 30
L T	*	*	T R	T R	T R	T R	T R	T R