

CREW UNITS

											10
											20
											30
											40

BOARDING PARTIES

											10
											20

DECK CREWS

											10
											20

PROBES

											5
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TYPE I OFFENSIVE PHASER TABLE

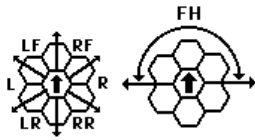
DIE	RANGE	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

TYPE III DEFENSE PHASER

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



FA = LF + RF  
 LS = LF + L + LR  
 RS = RF + R + RR  
 APR CONVERTED TO AWR BY THE AWR REFIT.

DRONE RACKS

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

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

ANTI-DRONE TABLE

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

F-14 FIGHTERS  
 1xPh-G-FA  
 DFR = 4  
 CRIPPLED = 8  
 SPEED = 15

SHUTTLE BOXES MARKED WITH AN "S" ARE FOR SWACK SHUTTLES.

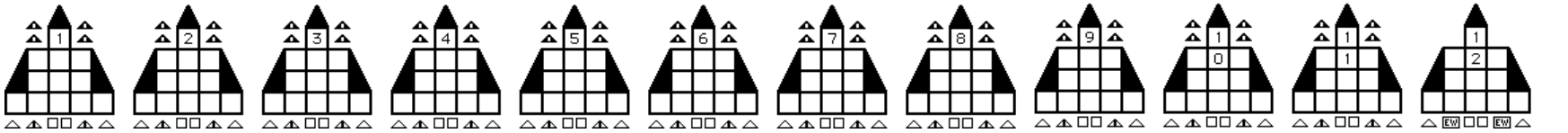
PHOTON TORPEDO TABLE

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

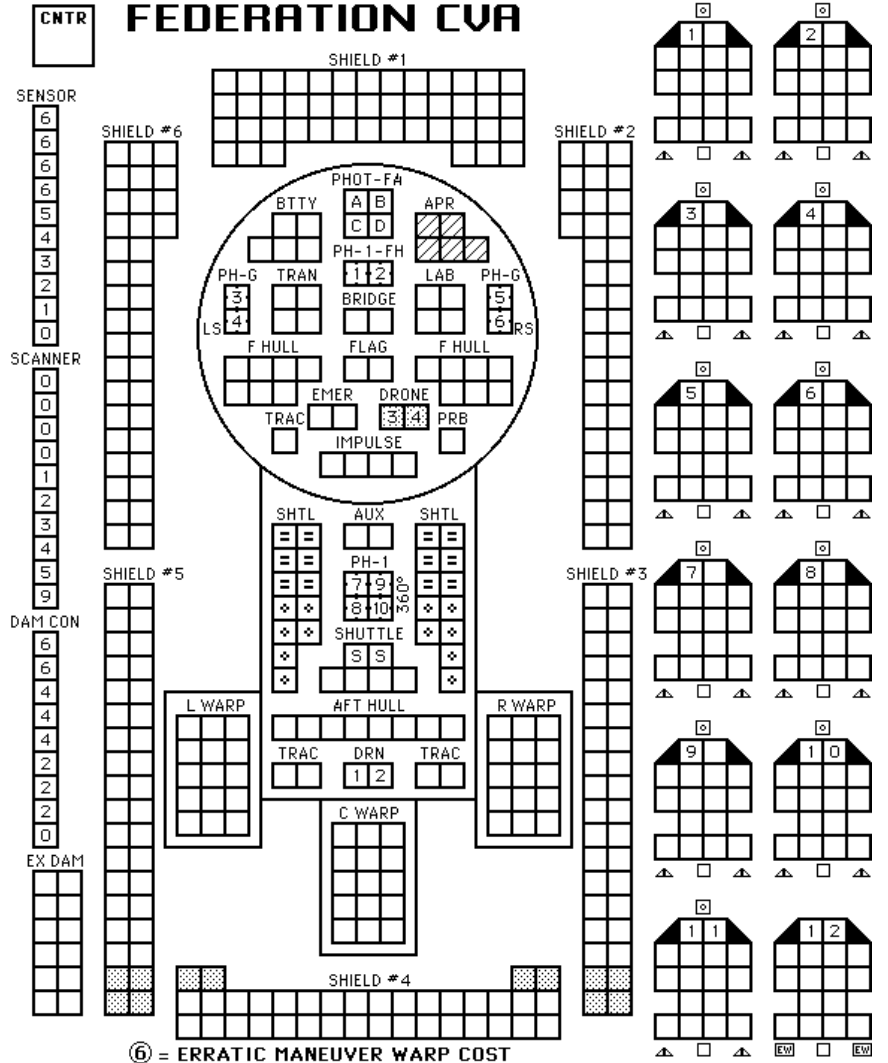
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

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

A-10 FIGHTERS  
 1xPh-3-FA 1xPh-3-RA  
 DFR = 1 CRIPPLED = 11  
 SPEED = 10



FEDERATION CVA



**CREW UNITS**

	*							10
								20
								30
								40
								50

**DECK CREWS**

								10
								20
								30
								40
								50

**PROBES**

		5
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**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES
		SWAC
		SWAC
		FOUR BAYS; TRANSFER BY (J1.59).
		REAR BAY CAN LAUNCH OR LAND ONE SHUTTLE PER IMPULSE.

**BOARDING PARTIES**

													10
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**TRANSPORTER BOMBS**

								D	D	D	D	D	D
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**SHIP DATA TABLE**

TYPE = SCS  
 POINT VALUE = 193/165  
 BREAKDOWN = 3-6  
 SHIELD COST = 1+3  
 LIFE SUPPORT = 1+1/2  
 SIZE CLASS = 2  
 REFERENCE = R2.32

**TYPE I OFFENSIVE PHASER TABLE**

DIE ROLL	RANGE	0	1	2	3	4	5	6-8	9-12	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

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

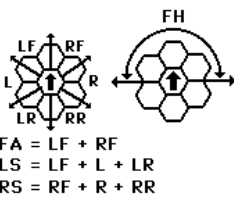
**TURN MODE SPEED**

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

HET 3  
 BD 5

**TYPE III DEFENSE PHASER**

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



**DRONE RACKS**

RACK	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

RACKS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

**ANTI-DRONE TABLE**

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

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

A-20 FIGHTER DATA  
 1xPH-2-FX  
 1xPH-3-RX  
 DOGFIGHT RATING = 0  
 CRIPPLE RATING = 12  
 SPEED = 12  
 ALL FOUR DRONE RAILS ARE "SPECIAL"

**PHOTON TORPEDO TABLE**

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

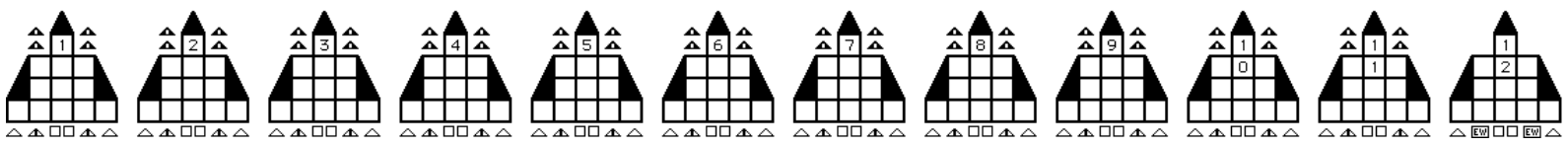
HEAVY FIGHTER MECH LINKS ARE TRACTOR BEAMS.

F-14 FIGHTERS  
 1xPh-G-FA  
 DFR = 4  
 CRIPPLED = 8  
 SPEED = 15

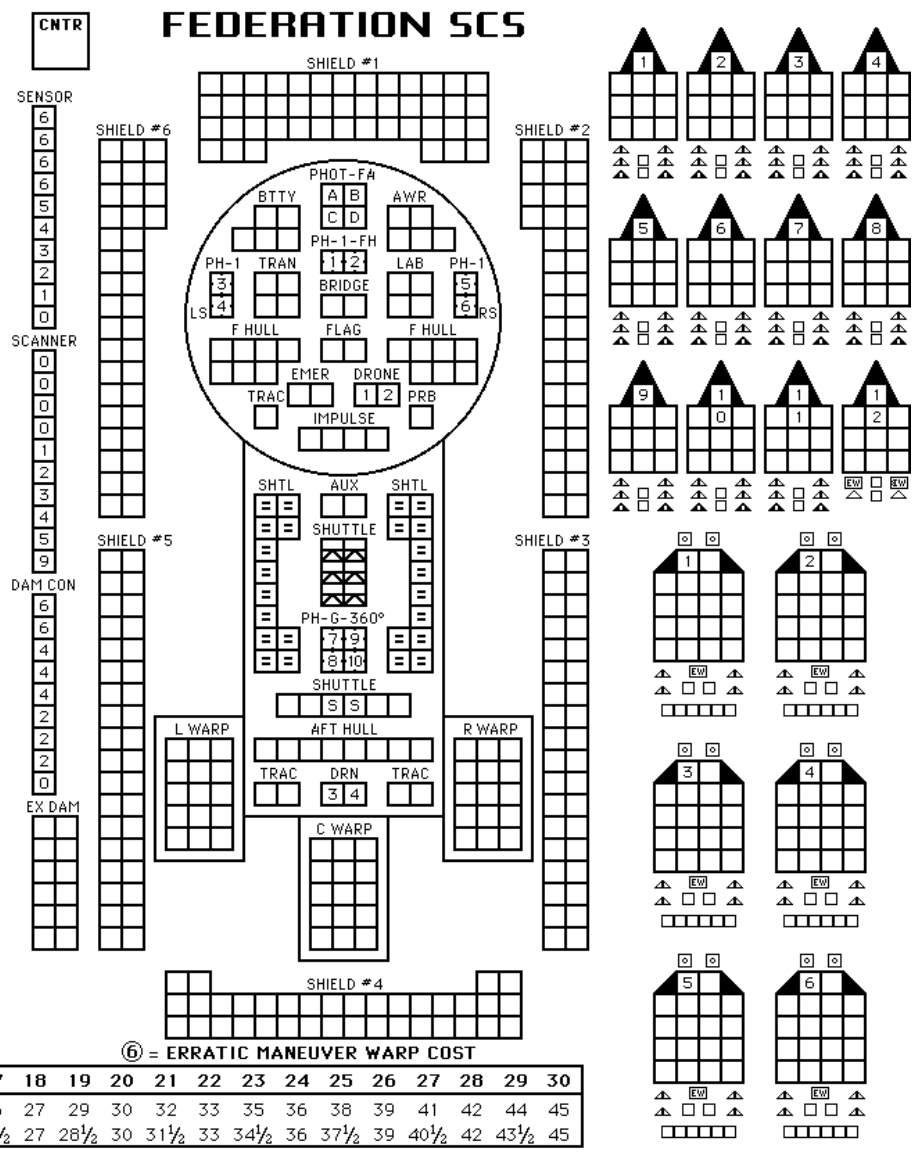
F-18C FIGHTERS  
 2xPH-3-FA  
 DRF = 3  
 CRIPPLED = 7  
 SPEED = 15

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



**FEDERATION SCS**





**CREW UNITS**

		*								10
										20
										30

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**SHIP DATA TABLE**

TYPE = SPJ  
 POINT VALUE = 173  
 BREAKDOWN = 5-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 CLOAK COST = 15/4  
 REFERENCE = R4.51

**BPV INCLUDES CLOAK**

**BOARDING PARTIES**

										8
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**TRANSPORTER BOMBS**

				D	D	D	D
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**PROBES**

										5
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SEE (D23.23) FOR SHOCK DAMAGE

**TYPE I OFFENSIVE PHASER TABLE**

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

**HIT & RUN CLOAK**



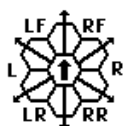
**TURN MODE SPEED**

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

HET 4  
 BD 5

**TYPE III DEFENSE PHASER**

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



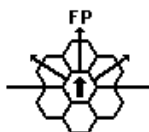
RA = LR + RR  
 LS = LF + L + LR  
 RS = RF + R + RR  
 FX = L + LF + RF + R  
 RX = L + LR + RR + R

**PSEUDO-PLASMA TORPEDOES**

A	S	B	S	C	S	D	F	E	F
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**PLASMA TORPEDO WARHEAD STRENGTH TABLE**

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1



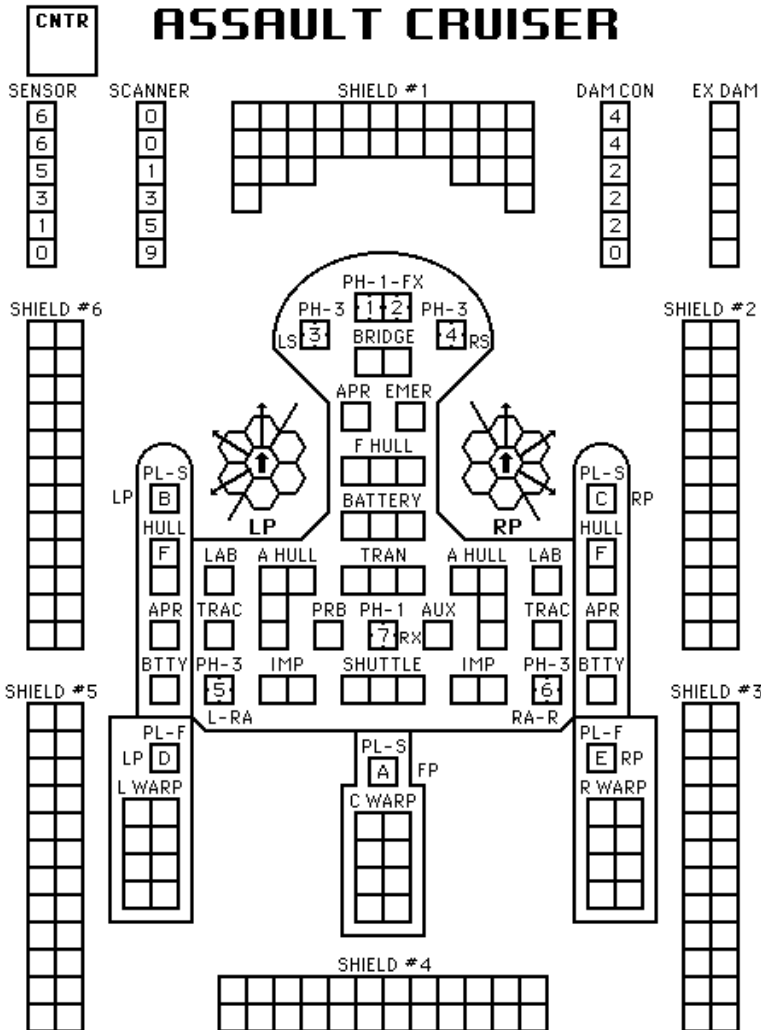
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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.		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

**ROMULAN SPARROWHAWK-J ASSAULT CRUISER**



CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE	
TYPE	= KDR
POINT VALUE	= 137
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 16/4
REFERENCE	= R4.61
BPV INCLUDES CLOAK	

BOARDING PARTIES

										8
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PROBES

									5
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TRANSPORTER BOMBS

						D	D	D	D
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TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE			4-8	9-15	
	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

PSEUDO-PLASMA TORPEDOES	
A	S
B	S

PLASMA-D RACKS			
1			
2			

RACKS ALWAYS HAD TWO RELOADS.



CLOAK	H&R

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2				1		

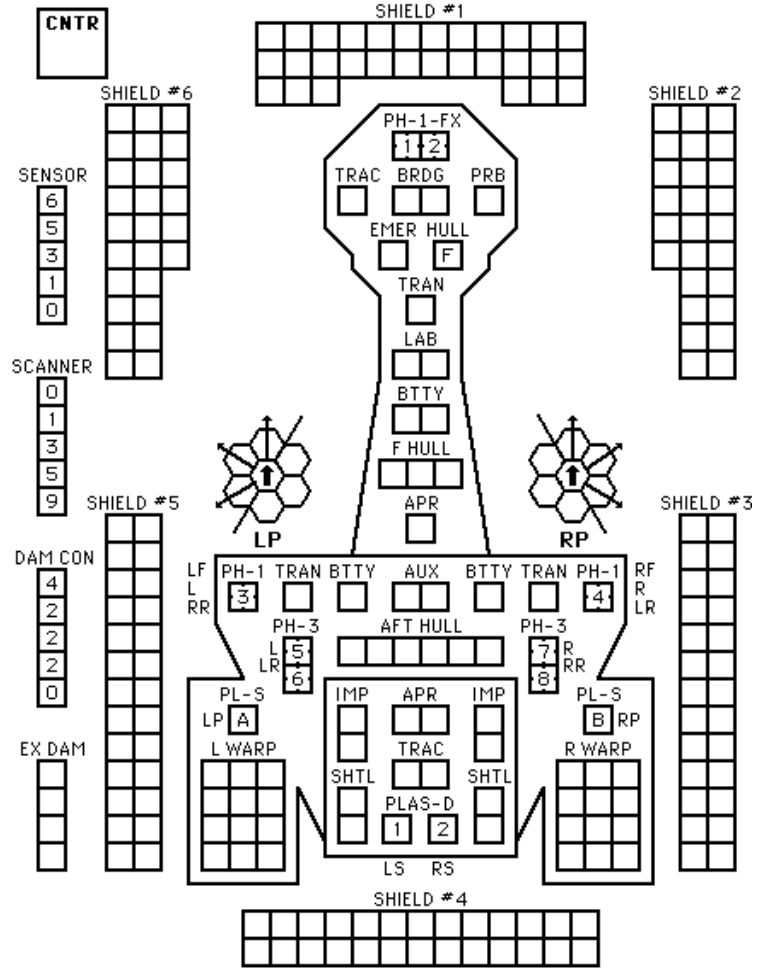
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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.	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

# ROMULAN KDR 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).

**CREW UNITS**

	*						10
							20
							30
							40

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

**BOARDING PARTIES**

							8
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**TRANSPORTER BOMBS**

						D	D	D	D
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**DECK CREWS**

												10

**PROBES**

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

**SHIP DATA TABLE**

TYPE = KDV  
 POINT VALUE = 130/120  
 BREAKDOWN = 5-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 CLOAK COST = 16/4  
 REFERENCE = R4.66

BPV INCLUDES CLOAK

**TYPE I OFFENSIVE PHASER TABLE**

DIE ROLL	RANGE 0					RANGE 1					RANGE 2									
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1	9	8	7	6	5	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0	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	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	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+

**TYPE III DEFENSE PHASER**

DIE ROLL	RANGE 0				RANGE 1			
	0	1	2	3	4	5	6	7
1	4	4	4	3	1	1	1	1
2	4	4	4	2	1	0	0	0
3	4	4	4	1	0	0	0	0
4	4	4	3	0	0	0	0	0
5	4	3	2	0	0	0	0	0
6	3	3	1	0	0	0	0	0

**PSEUDO-PLASMA TORPEDOES**

A	S	B	S
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**CLOAK**

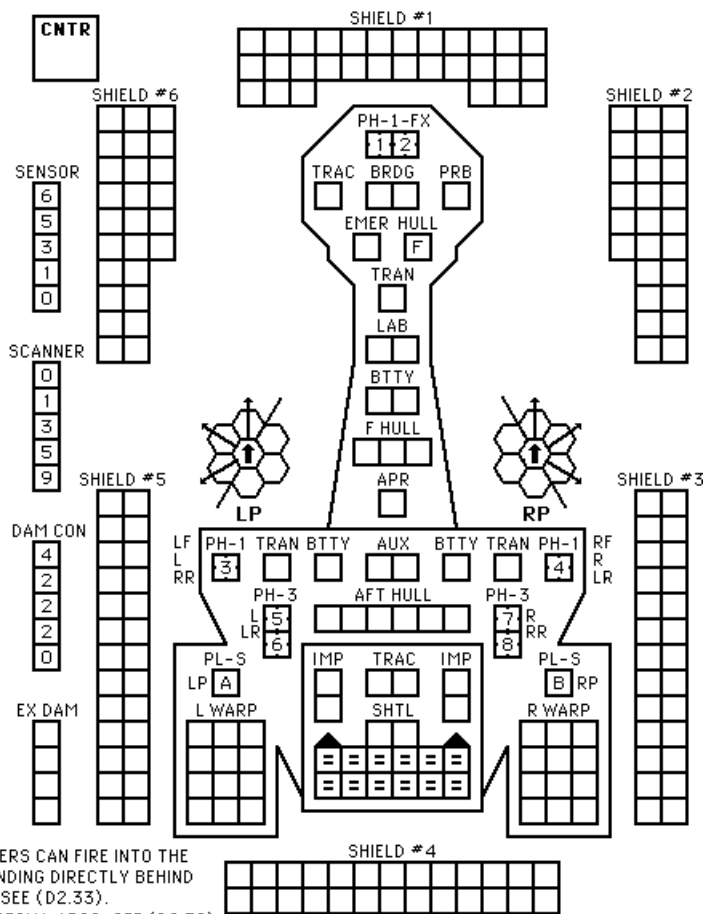
	H	R
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FX = L + LF + RF + R

**PLASMA TORPEDO WARHEAD STRENGTH TABLE**

RANGE	RANGE 0-5			RANGE 6-10			RANGE 11-12			RANGE 13-14			RANGE 15			RANGE 16-18			RANGE 19			RANGE 20			RANGE 21-23			RANGE 24			RANGE 25		
	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
BOLT	1-4	1-3				1-2																											

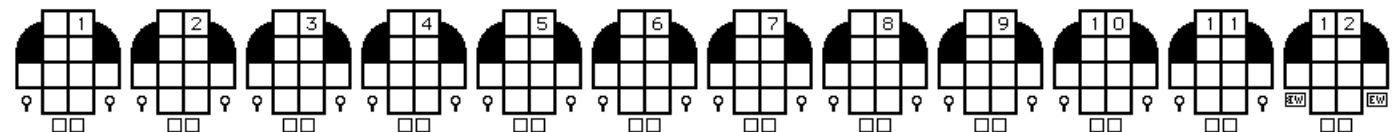
**ROMULAN KDV CARRIER**



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).

GLADIATOR-SF  
 2xPh-3-FA  
 DFR = 3  
 CRIPPLED = 7  
 SPEED = 12



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.	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

**CREW UNITS**

		*											10
													20
													30
													40

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

**SHIP DATA TABLE**

TYPE = FHF  
 POINT VALUE = 169  
 BREAKDOWN = 5-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 CLOAK COST = 18/4  
 REFERENCE = R4.75  
 BPV INCLUDES CLOAK

**BOARDING PARTIES**

														10

**PROBES**

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

**TRANSPORTER BOMBS**

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

**TYPE I OFFENSIVE PHASER TABLE**

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

**CLOAK**

H&R

**TURN MODE SPEED**

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

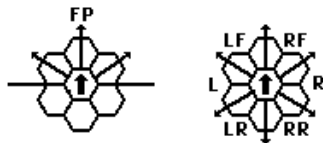
HET 3  
 BD 4

**TYPE III DEFENSE PHASER**

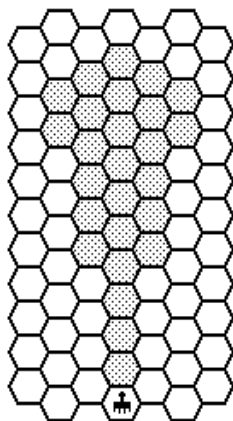
DIE	RANGE	4-8	9-15
1	4 4 4 3 1 1	1 1	0 0
2	4 4 4 2 1 0	1 0	0 0
3	4 4 4 1 0 0	0 0	0 0
4	4 4 3 0 0 0	0 0	0 0
5	4 3 2 0 0 0	0 0	0 0
6	3 3 1 0 0 0	0 0	0 0

**PSEUDO-PLASMA TORPEDOES**

A S B S



**MAULER FIRING ARC**



**MAULER RANGE ADJUSTMENT CHART**

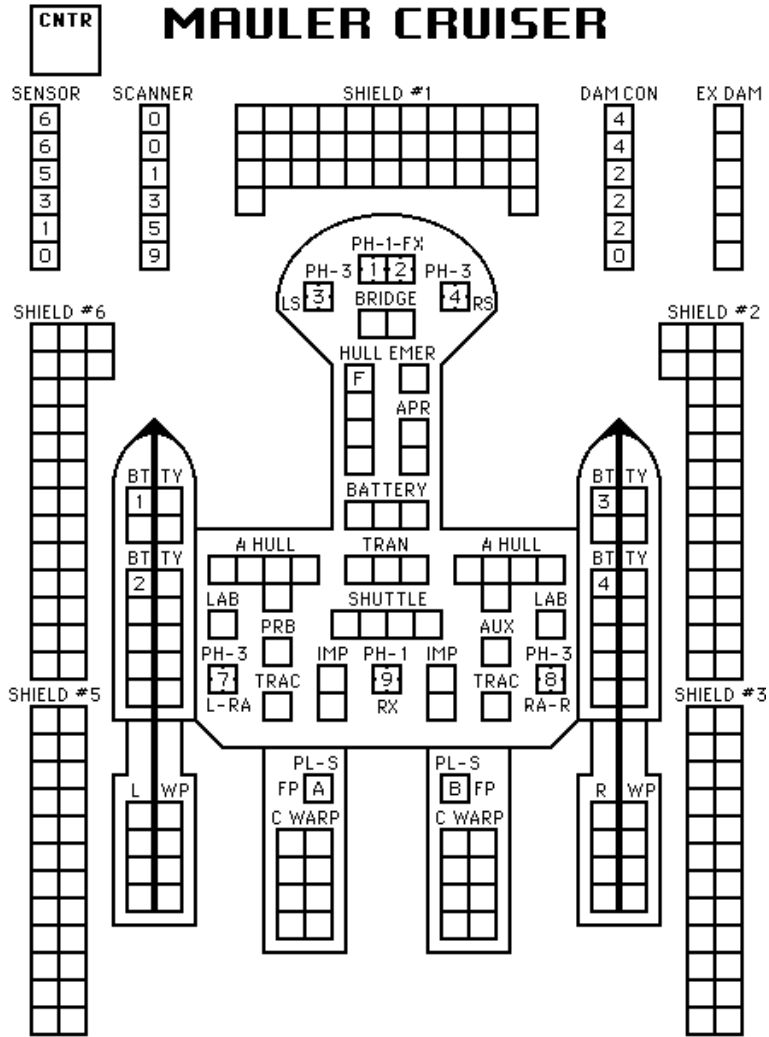
RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

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

**PLASMA TORPEDO WARHEAD STRENGTH TABLE**

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2						1			

**ROMULAN FLAMEHAWK MAULER CRUISER**



ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.  
 SEE (D23.11) FOR SHOCK DAMAGE.  
 SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

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

**CREW UNITS**

	*						10
							20
							30

**BOARDING PARTIES**

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

**PROBES**

1											10
2											10

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

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

**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

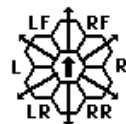
**EXPANDING SPHERE TABLE**

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	

0-1 PALLETS	
TURN MODE	SPEED
D	1 2-4
	2 5-8
HET	3 9-12
	4 13-17
BD	5 18-24
	6 25+

**TYPE III DEFENSE PHASER**

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



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

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

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

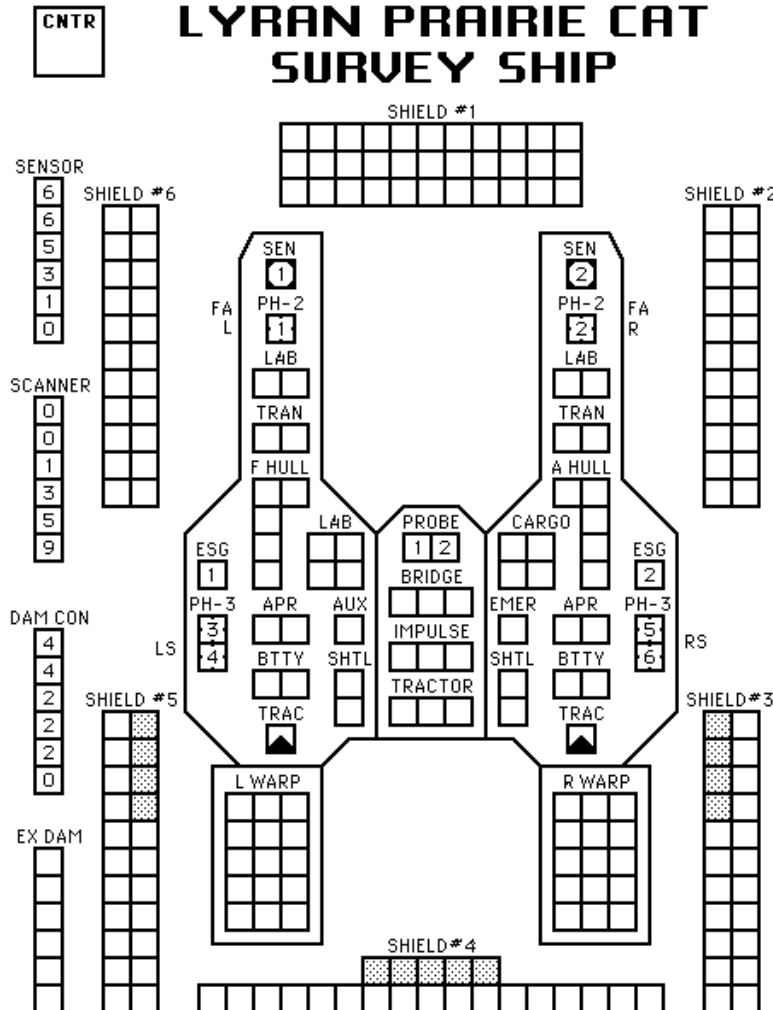
**SCOUT FUNCTIONS SUMMARY**

- 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.

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

**LYRAN PRAIRIE CAT SURVEY SHIP**



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



**CREW UNITS**

		*								10
										20

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
TYPE	= DE
POINT VALUE	= 88
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.28
INCLUDES LIMITED AEGIS	

**BOARDING PARTIES**

									8
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**DECK CREWS**

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

**PROBES**

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

**T-BOMBS**

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

SHIP DATA TABLE	
TYPE	= DEA
POINT VALUE	= 100
REFERENCE	= R13.28A
INCLUDES FULL AEGIS	

**PLASMA TORPEDO WARHEAD TABLE**

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

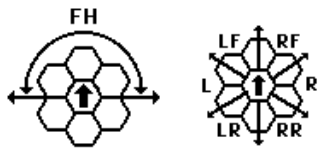
**TYPE I OFFENSIVE PHASER TABLE**

DIE ROLL	RANGE 0	1	2	3	4	5	6-9	10-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

**TYPE III DEFENSE PHASER**

DIE ROLL	RANGE 0	1	2	3	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  
LS = LF + L + LR  
RS = RF + R + RR

**PLASMA-D RACKS**

1									
2									
3									
4									

ONE RELOAD PRIOR TO Y175;  
TWO RELOADS Y175 & AFTER.

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.

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

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

**ISC DESTROYER ESCORT**

