

CREW UNITS

				*				10
								20
								30
								40
								50
							55	

BOARDING PARTIES

								10
							18	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE

Ship Class	= NCW
Model Number	= -4
Point Value	= 195 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 132
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.098
Total Power	= 44 (+12)
Opt Allowance	= 9 (+9)
1X Systems	= (none)
Cloaking Device	(8+16)

TRANSPORTER BOMBS

				D	D	D	D	D		NSM	
--	--	--	--	---	---	---	---	---	--	-----	--

TYPE I ROMULAN BEAM TABLE

DIE	RANGE	6-	9-	16-	26-	51-					
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	11	10	9	8	7	6	5	4	3	2	1
2	11	10	9	8	7	6	5	2	0	0	0
3	11	10	9	8	7	6	3	0	0	0	0
4	6	2	2	2	2	2	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

TURN MODE SPEED

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

Identical in all ways to a Ph-1, except the table is different.
 Can fire as a RB-2 for 1 energy or as a RB-3 for 1/2 energy.

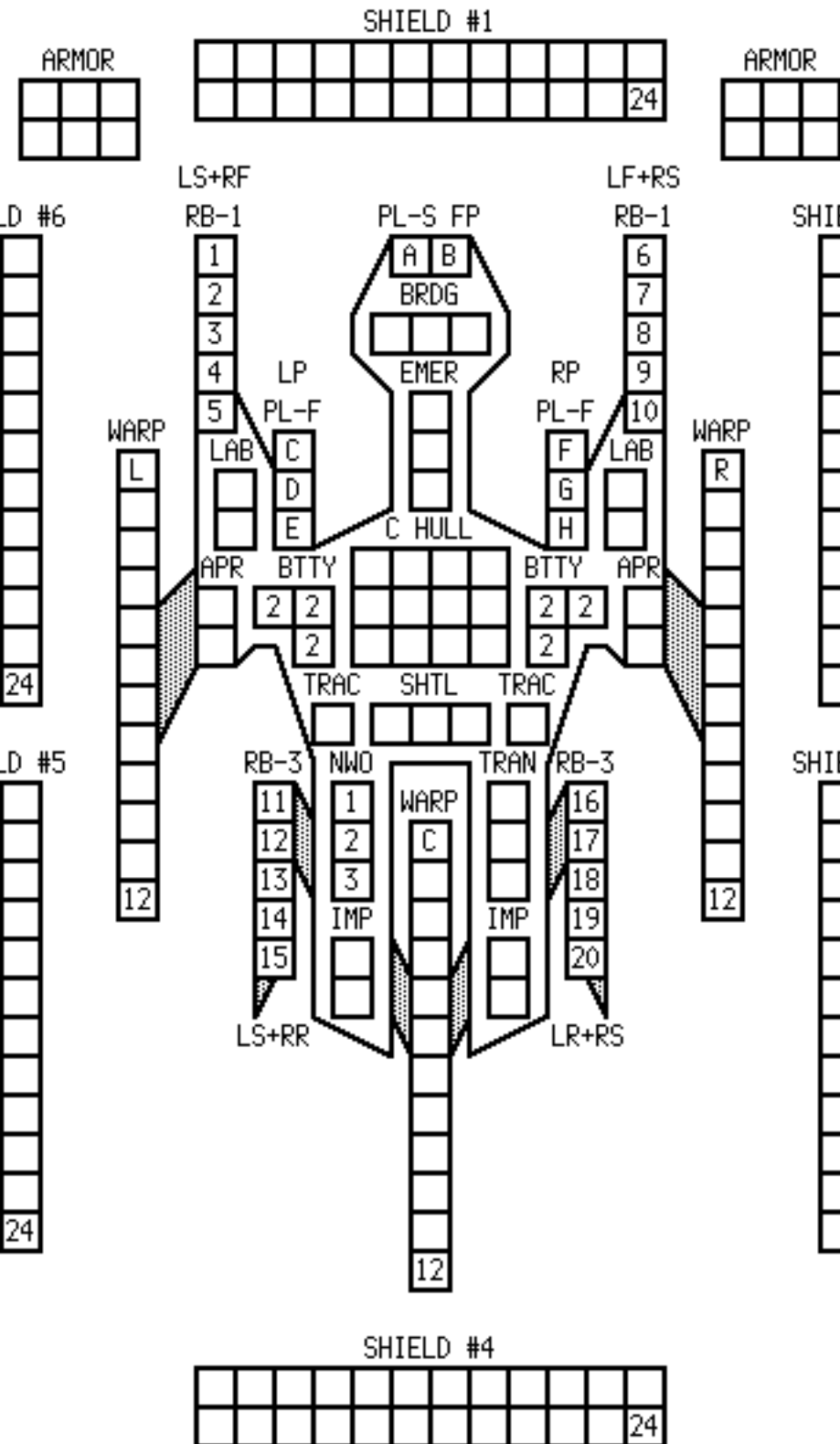
TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

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				



David Miller

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

SENSOR

6	6	6	6	6	0
---	---	---	---	---	---

SCANNER

0	0	0	0	0	9
---	---	---	---	---	---

DAMCON

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

EXCDAM

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

ROMULAN OXI New Super War Cruiser

ROMULAN/VULCAN UNIVERSE

REMAN (ROMULAN) OXI

Suicide Frigate

CREW UNITS

			*							10
		13								

BOARDING PARTIES

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

NSM

--	--	--	--

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		ONE SHUTTLE BAY

SHIP DATA TABLE

SHIP CLASS	=	REMAN SU-F
MODEL NUMBER	=	TYPE 3
POINT VALUE	=	107/133
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	58
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (D)
REFERENCE	=	R4.064
FILENAME	=	ROM-2ID4
TOTAL POWER	=	21 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE
CLOAKING DEVICE (3+3)	=	+15 BPY

SmileyLich
INDEPENDENCE DAY 2002
 Copyright © 2002 Donald Miller
 SmileyLich@SmileyLich.com

SHIELD #6

						22

SHIELD #5

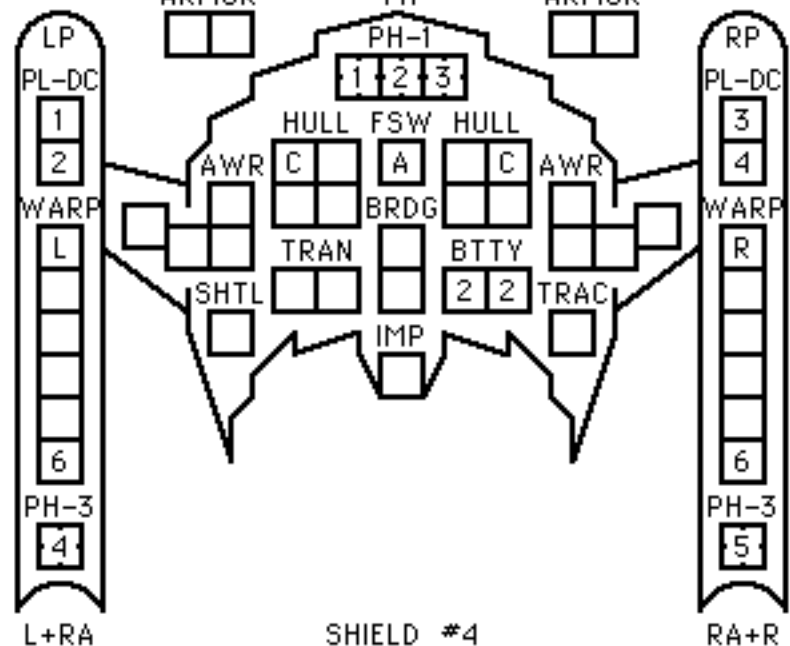
						16

SENSOR
 6 6 5 0
 SCANNER
 0 0 1 9

SHIELD #1

										26
--	--	--	--	--	--	--	--	--	--	----

EXTRA-SLOPED ARMOR PH EXTRA-SLOPED ARMOR



SHIELD #4

							16
--	--	--	--	--	--	--	----

SHIELD #2

						22

SHIELD #3

						16

DAMCON
 3 2 1 0
 EXCDAM
 4 3 2 1

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO 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		

FORCED SINGULARITY WEAPON

RANGE	0	1	2	3	4	5	6
BASE	1000000	100000	10000	1000	100	10	1

Fires once (you'll never be able to fire it again, because you'll be destroyed!) Starting at the firing ship, trace a line of 6 hexes on the map. The line must be straight (but it can have a regular pattern of sideslips). FSW is "gross effect"; all units in the affected hexes (and range 0) take damage. The firing ship also takes damage (at range 0, and it's all internal damage). To determine damage, for each target, take the number above, multiply by 6d6, then divide by 6d6. (Example: a ship at range 1 rolls "23" on the first 6d6, and "17" on the second 6d6, so it takes 100000*23/17=135294 dmg.)

PLASMA RACKS

1						DC
2						DC
3						DC
4						DC

Like a normal PL-D, except can fire two PL-D's per turn (costs 1 energy to fire each).

EXTRA-SLOPED ARMOR: (This is a modified version of "Sloped Armor" from last year) Functions as normal armor, but you do not have to hit it when taking internals. When a weapon hits you, you may "use" an extra-sloped armor box (and spend 3 points of energy) to take only one-tenth damage from that weapon (round down). This works even on gross-effect weapons (such as maulers). A used extra-sloped armor box may still take 1 point of damage if you wish. Note: You cannot use Extra-Sloped Armor (or any other defense) against your own FSW. You could use it against someone else's FSW fired at you.

CREW UNITS

					10
		*			20
					30
					40
					50
					60
					70
					80
					90

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class = XDN
 Model Number = Type 1
 Point Value = 1096 *
 Breakdown = 6
 Shield Cost = 2+4
 Explosion Str = 285
 Size Class = 2
 Movement Cost = 1+1/2 (C)
 Reference = R4.205

Total Power = 105 (+60)
 Opt Allowance = 112 (+88)
 3X Systems = (none)
 Cloaking Device (45/15)

BOARDING PARTIES

					10
					20
					30
					40
				45	

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

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

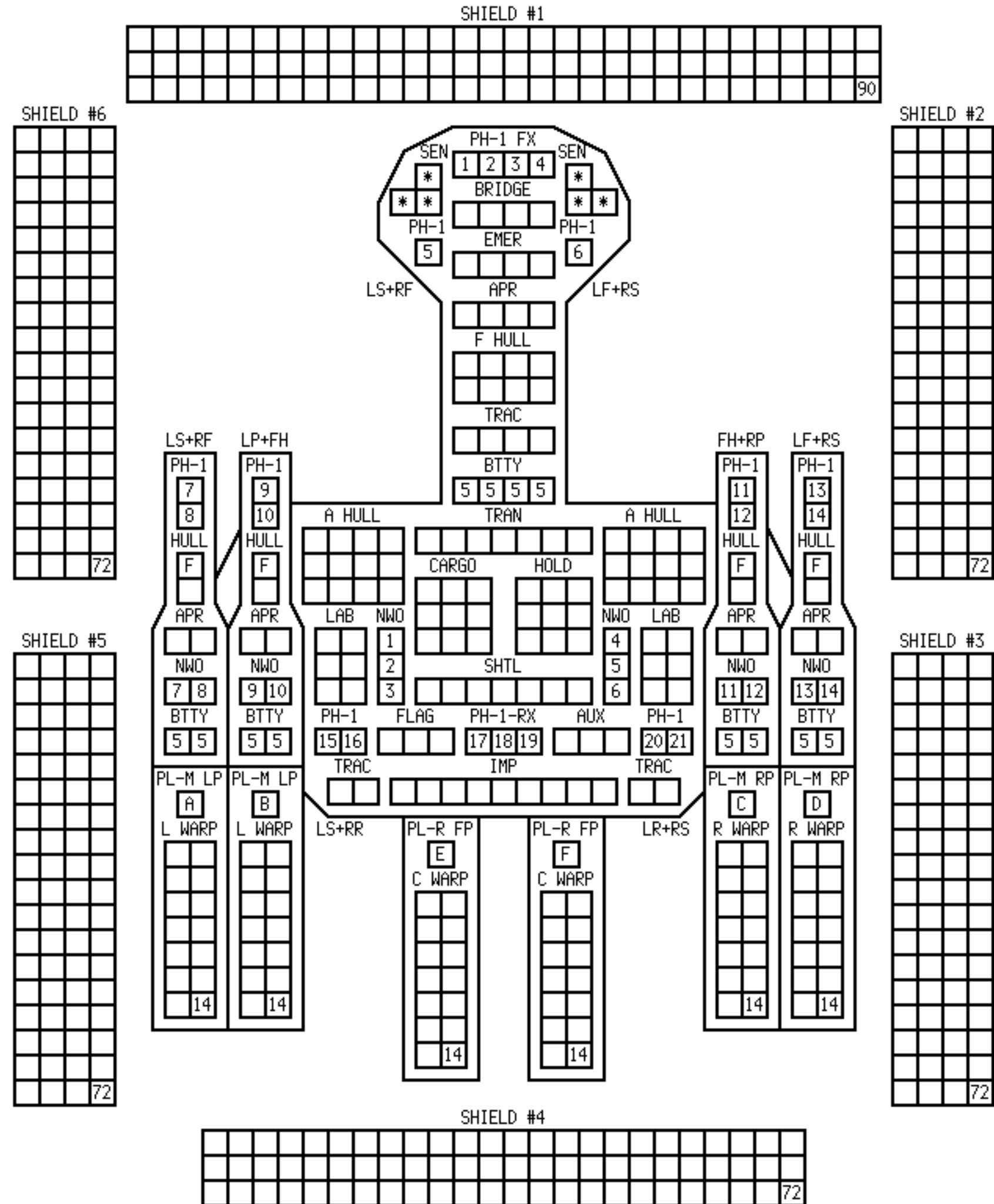
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

ROMULAN 2Xe Dreadnought



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



SENSOR
6 6 6 6 6 5 3 1 0

SCANNER
0 0 0 0 0 1 3 5 9

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

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

CREW UNITS

10
20
30

BOARDING PARTIES

10
20

DECK CREWS

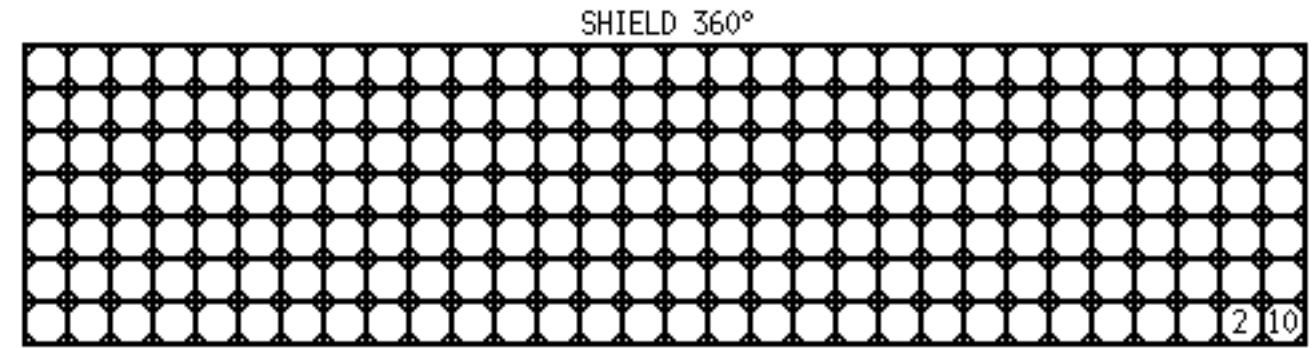
10

PASSENGERS

10
20

SHIP DATA TABLE

Ship Class	= 4XBS
Model Number	= Type 7
Point Value	= 50400 *
Breakdown	= 6^6
Shield Cost	= 4+0
Explosion Str	= 317
Size Class	= 1
Movement Cost	= 8 (---)
Reference	= R4.408
Total Power	= 300 (+720)
Opt Allowance	= 0 (+0)
SX Systems	= (none)
Positional Stabilizer	
Cloaking Device (53)	



TYPE VIII HEAVY (STARBASE) PHASER

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

Fires 1/t; Energy = 2 (Std), 4 (Over x2 dmg)
12 {16} energy capacitor.

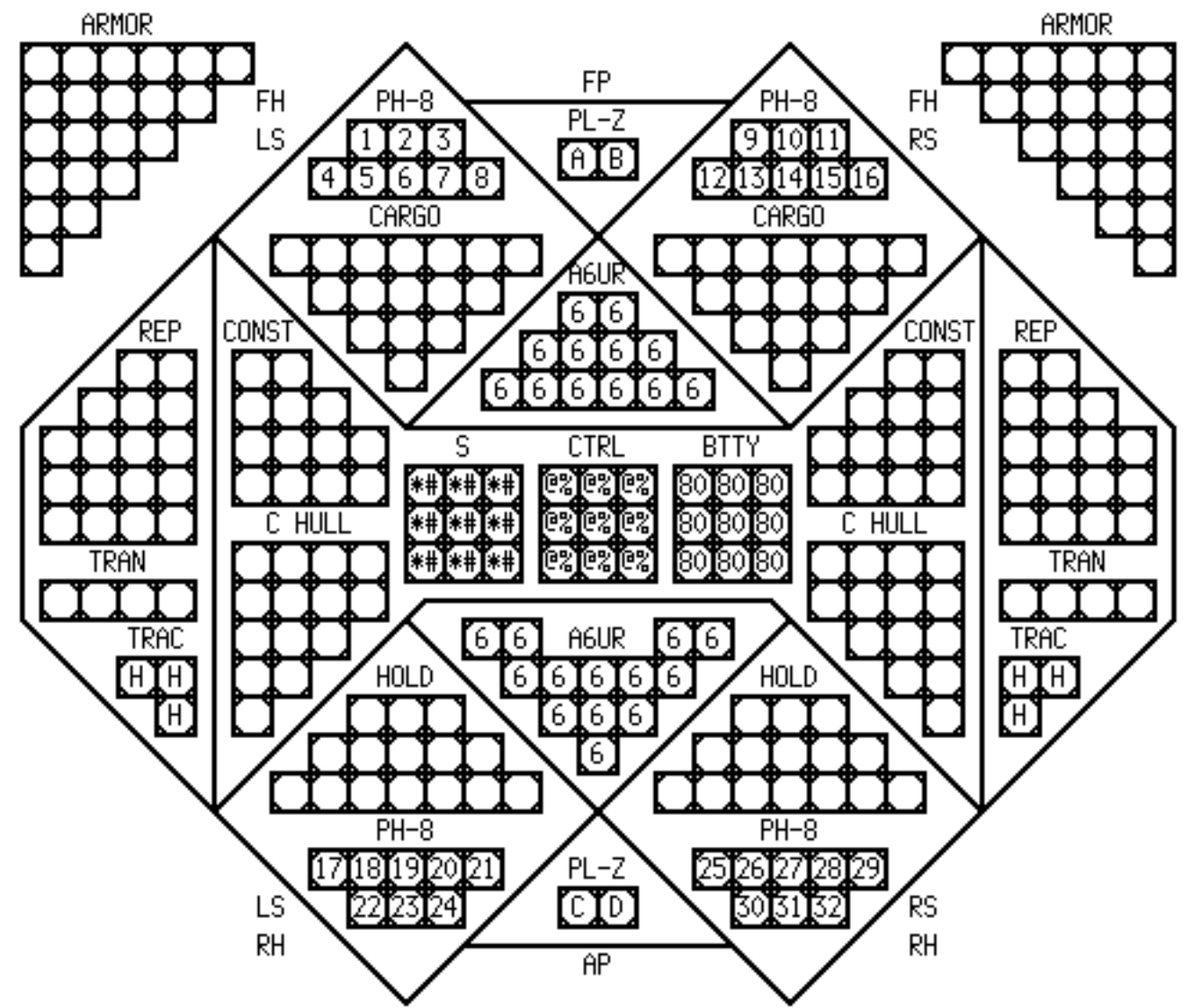
4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

ROMULAN 4Xe Base Station

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



SENSOR

10	10	10	10	10	10	10	10	10	10	6
----	----	----	----	----	----	----	----	----	----	---

SCANNER

-8	-8	-8	-8	-8	-8	-8	-8	-8	0
----	----	----	----	----	----	----	----	----	---

DAMCON

90	80	70	60	50	40	30	20	10	0
----	----	----	----	----	----	----	----	----	---

EXCDAM

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

CREW UNITS
 6

BOARDING PARTIES
 7

DECK CREWS
 2

SHIP DATA TABLE

Ship Class = D'daridex
 Model Number = 4 (CC+)
 Point Value = 15200 *
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 115
 Size Class = 1
 Movement Cost = 1 (F)
 Reference = R4.403
 Total Power = 75 +3 PO (+32)
 Opt Allowance = 480 (+960)
 5X Systems = (none)
 Cloaking Device (10)

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1
MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T	
ENERGY	1	2	3	4	5	6	24	
#SHOTS	1	2	3	4	5	6	1E	
HIT	-0	-0	-0	-0	-1	-3	-6	

16 point capacitor.

TYPE IX PULSE PHASER TABLE

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

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

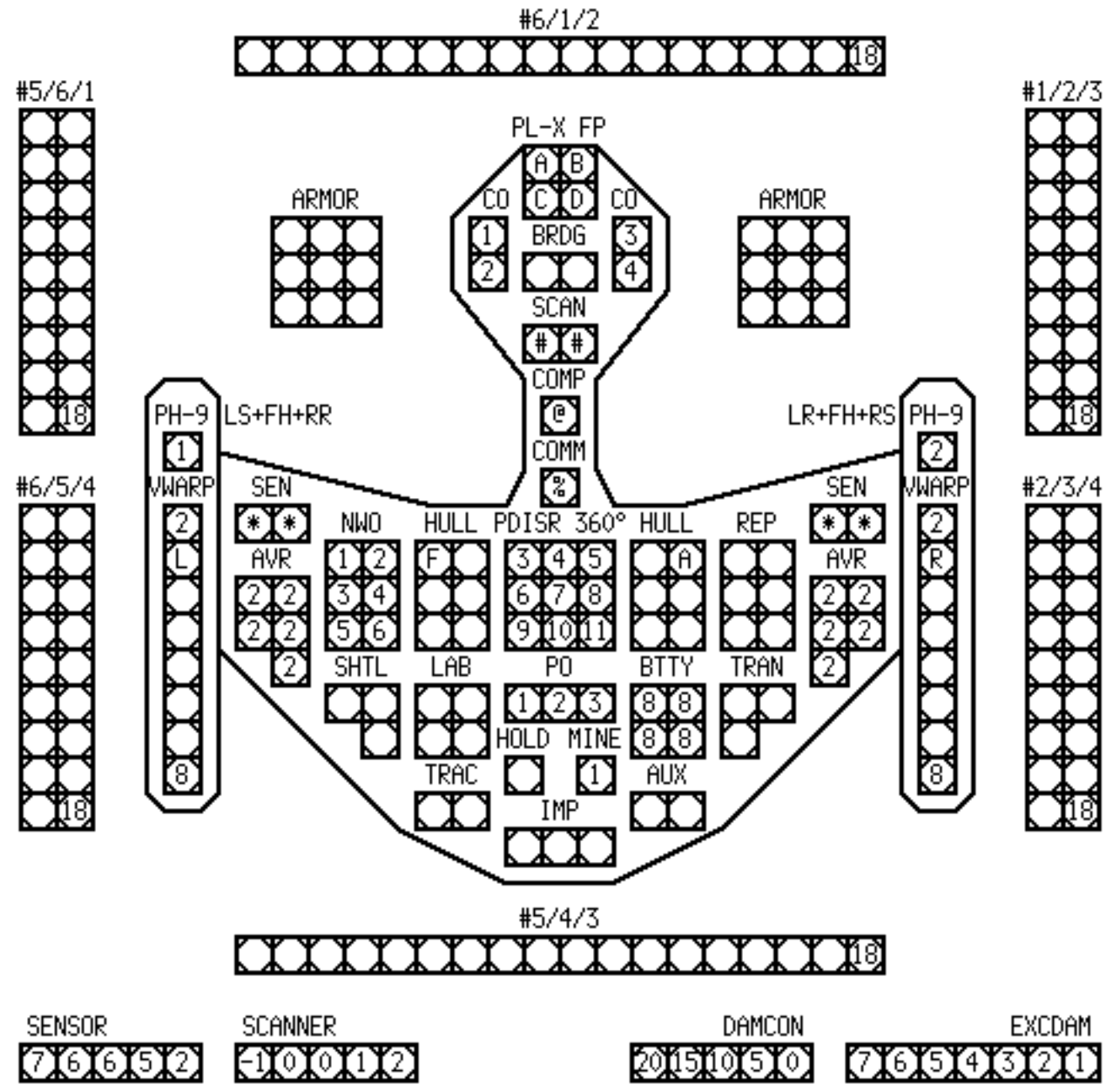
4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10
PL-X	11	10	9	8	7	6	5	4	3	2	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2

TNG TURN MODE F

TURN MODE	SPEED
1	1-3
2	4-6
3	7-9
4	10-12
5	13-15
6	16-18
7	19-21
8	22-24
9	25-27
10	28+

DONALD MILLER
 dsm131@psu.edu



ROMULAN 4Xe D'daridex Command Cruiser

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

SHIP DATA TABLE			
Ship Class	PF	PF-L	PF-S
Model Number	1	2-L	3-S
Point Value	5200*	5900*	5700*
Breakdown	6^5	6^5	6^6
Shield Cost	0	0	0
Explosion Str	32	37	31
Size Class	4	4	4
Movement Cost	1/4(B)	1/4(B)	1/5(A)
Reference	R4.410	-L	-S
Total Power	25(+8)	25(+16)	25(+8)
Opt Allowance	90(+0)	120(+0)	90(+0)
5X Systems	(none)	(none)	(none)
Cloaking Device (2)			

TYPE IX ROMULAN BEAM TABLE

d6	RANGE 7-10						RANGE 13-16					RANGE 20-												
	0	1	2	3	4	5	6	9	12	15	18	21	0	1	2	3	4	5	6	9	12	15	18	21
1	3	3	3	3	3	3	3	3	3	3	3	2	1	1	1	1	1	1	1	1	1	1	1	1
2	3	3	3	3	3	3	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	3	3	3	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT #	8	7	6	5	4	3	2	1

-1 TH for 5 shots, -3 TH for 6 shots.

4X PLASMA TORPEDO TABLE

RANGE	0	1-2	3-4	5-6	7-8
PL-Y	5	4	3	2	1
BOLT	1-7	1-6	1-5	1-4	1-3

TNG	TURN	MODE	A
TURN	MODE	SPEED	
1		1-8	
2		9-16	
3		17-24	
4		25-32	
5		33+	

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

1 (Leader)

#6/1/2

#5/6/1

#1/2/3

#6/5/4

#4/3/2

#5/4/3

CREW 2, BP 1, SENSOR 72, SCANNER 01, DAMCON 50, EXCDAM 21

2

#6/1/2

#5/6/1

#1/2/3

#6/5/4

#4/3/2

#5/4/3

CREW 2, BP 1, SENSOR 72, SCANNER 01, DAMCON 50, EXCDAM 21

3

#6/1/2

#5/6/1

#1/2/3

#6/5/4

#4/3/2

#5/4/3

CREW 2, BP 1, SENSOR 72, SCANNER 01, DAMCON 50, EXCDAM 21

4 (Scout)

#6/1/2

#5/6/1

#1/2/3

#6/5/4

#4/3/2

#5/4/3

CREW 2, BP 1, SENSOR 72, SCANNER 01, DAMCON 50, EXCDAM 21

5

#6/1/2

#5/6/1

#1/2/3

#6/5/4

#4/3/2

#5/4/3

CREW 2, BP 1, SENSOR 72, SCANNER 01, DAMCON 50, EXCDAM 21

6

#6/1/2

#5/6/1

#1/2/3

#6/5/4

#4/3/2

#5/4/3

CREW 2, BP 1, SENSOR 72, SCANNER 01, DAMCON 50, EXCDAM 21

ROMULAN 4Xs

Runabout PF Group

Copyright © 2000 Donald Miller
dsm131@psu.edu

CREW UNITS



BOARDING PARTIES



DECK CREWS



ADMINISTRATIVE SHUTTLE

IDENT	HP	SHE	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	HSC
Model Number	=	Type 3
Point Value	=	7000 *
Breakdown	=	6^4
Shield Cost	=	1+2
Explosion Str	=	68
Size Class	=	2
Movement Cost	=	2 (C)
Reference	=	R4.404
Total Power	=	46 (+24)
Opt Allowance	=	0 (+0)
SX Systems	=	(none)
Cloaking Device	(11)	

SENSOR



SCANNER



DAMCON



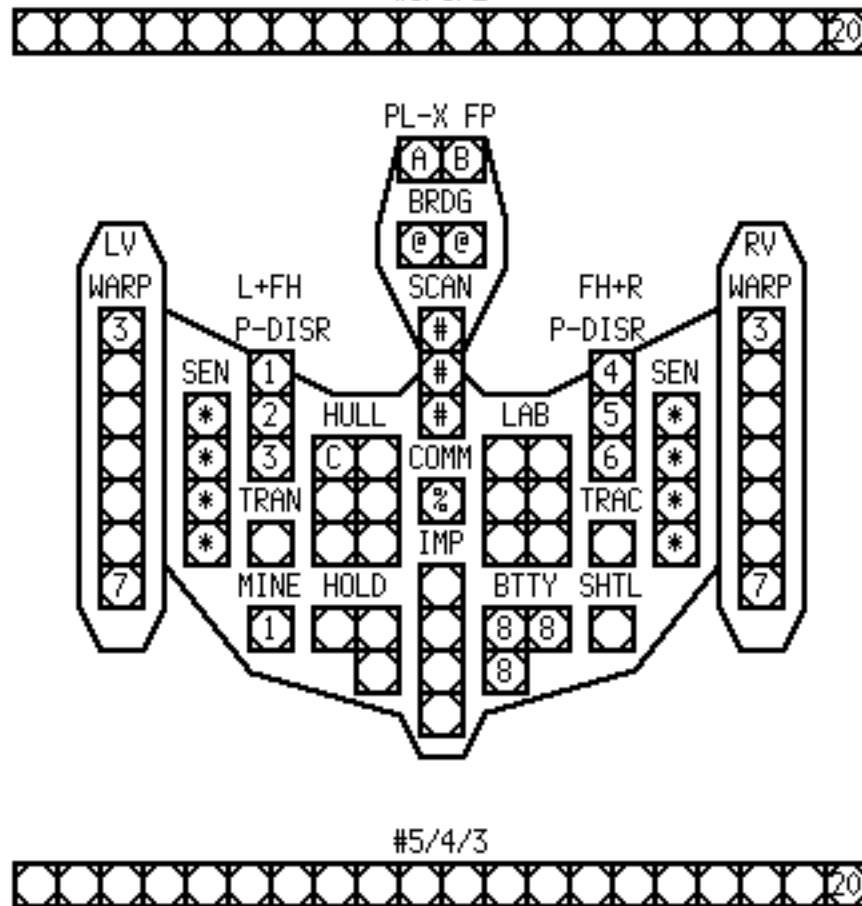
EXCDAM



#5/6/1



#6/1/2



#1/2/3



4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1
MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T	
ENERGY	1	2	3	4	5	6	24	
#SHOTS	1	2	3	4	5	6	1E	
HIT	-0	-0	-0	-0	-1	-3	-6	

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10
PL-X	11	10	9	8	7	6	5	4	3	2	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2

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

Donald Miller
dsm131@psu.edu

ROMULAN

4Xe

Heavy Scout

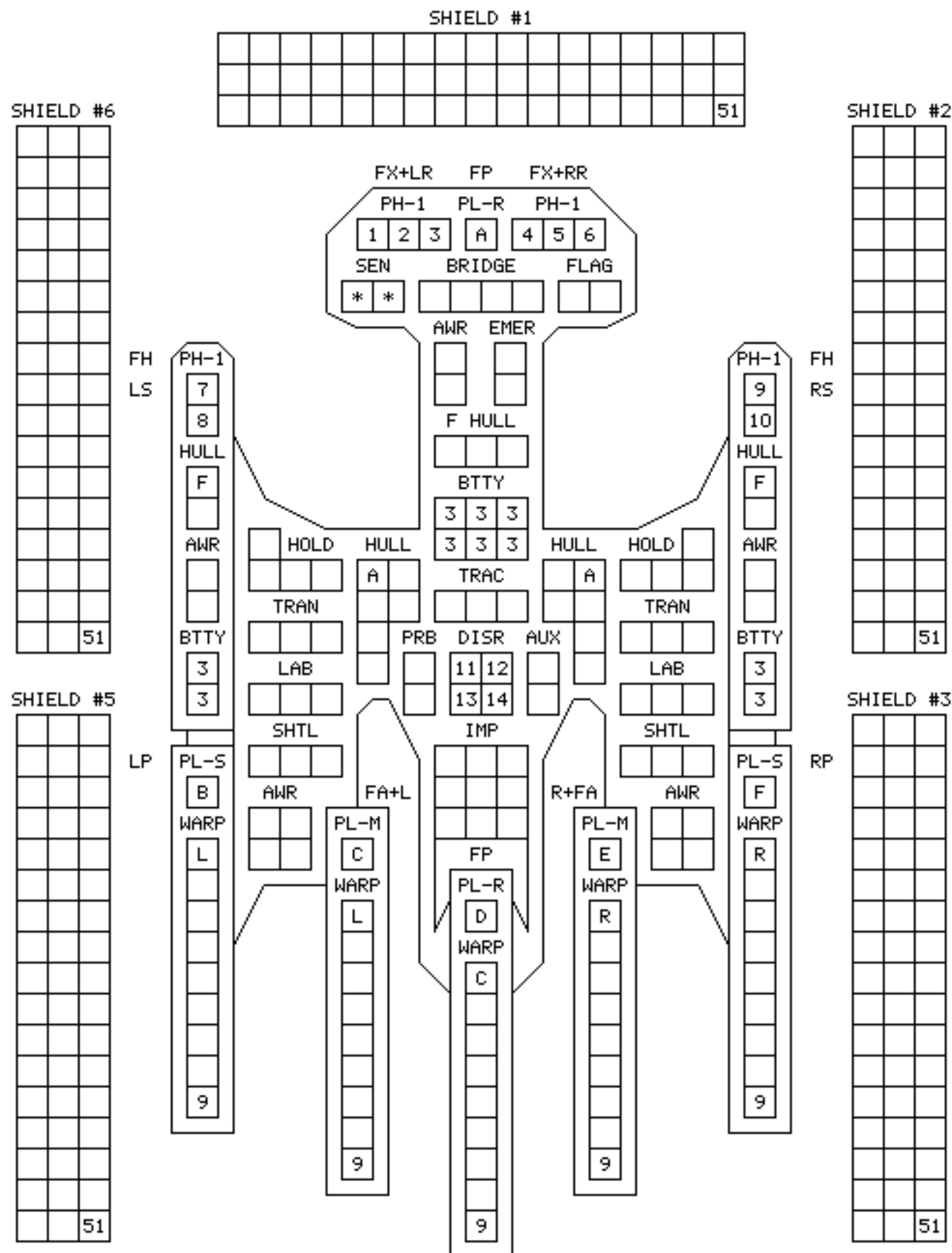
MegaBox SSD: Each box on this SSD represents 10 normal boxes. See my SFB: The Next Generation rules for instructions.

ROMULAN 1X 5-wing FireHawk New Heavy Cruiser

Ship Class = 5FHX
 Model Number = 1
 Point Value = 450 *
 Breakdown = 5-6
 Shield Cost = 1+2
 Explosion Str = 170
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R3.116

Total Power = 68 (+30)
 Opt Allowance = 0 (+0)
 2X Systems = (none)

Cloaking Device (5/15)



DISR #11-14 are 360°

SHIELD #4

SENSOR						
6	6	6	6	5	3	0
SCANNER						
0	0	0	0	2	4	8

CREW UNITS						
						10
						20
						30
						40
					48	

DAMCON						
12	10	8	6	4	2	0
EXCDAM						
7	6	5	4	3	2	1

BOARDING PARTIES						
						10
						18

CREW UNITS

* 4

BOARDING PARTY

1

DECK CREWS

4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS FOUR SHUTTLE BAYS

SHIP DATA TABLE

Ship Class = Baydron
 Model Number = Type 2
 Point Value = 160/22
 Breakdown = 3-6
 Shield Cost = 1+1
 Explosion Str = 159
 Size Class = 3
 Movement Cost = 1 (F)
 Reference = R4.006
 Total Power = 38 (+4)
 Opt Allowance = 12 (+6)
 IX Systems = (none)
 Cloak Refit = +6/+6
 (special missions, cost = 6+10)

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

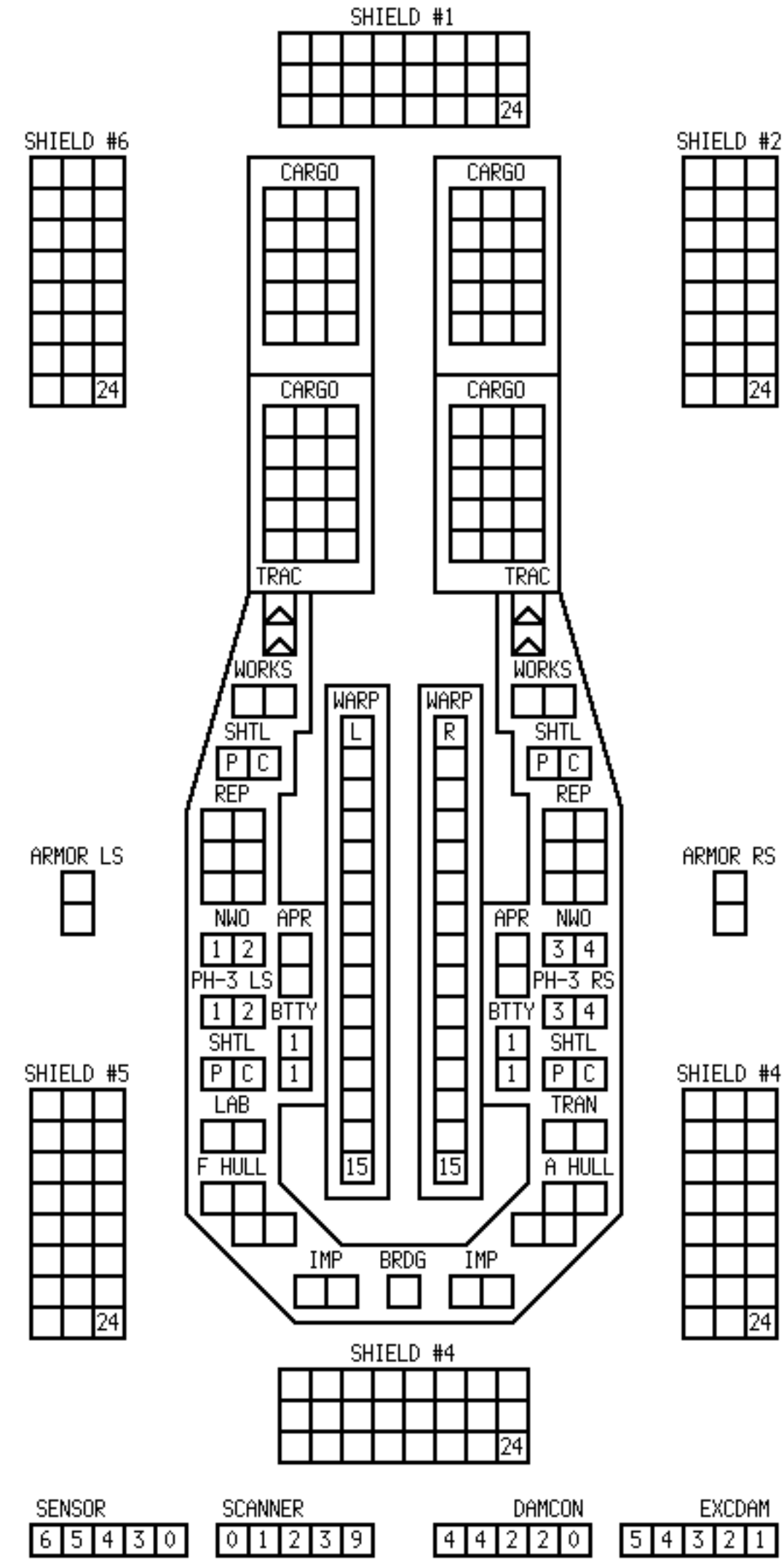
TYPE III DEFENSE PHASER

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

DONALD MILLER
 dsm131@psu.edu

ROMULAN OXs

Baydron Large Freighter



ROMULAN OXs SBH / WE

CREW UNITS

					*	10
						20
						28

T-BOMBS

D	D	D	D

NSMs

--	--

PROBES

			5
--	--	--	---

SHIP DATA TABLE

SHIP CLASS	=	SBH / WE
MODEL NUMBER	=	Type 2
POINT VALUE	=	264 *
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
EXPLOSION STR	=	161
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/2 (E)
REFERENCE	=	R4.020-A
FILENAME	=	ROM-BHWE
TOTAL POWER	=	64 (+10)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	24 (+12)
IX SYSTEMS	=	(none)
CLOAKING DEVICE	=	(4+8)

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

SHIELD #6

									36

SHIELD #5

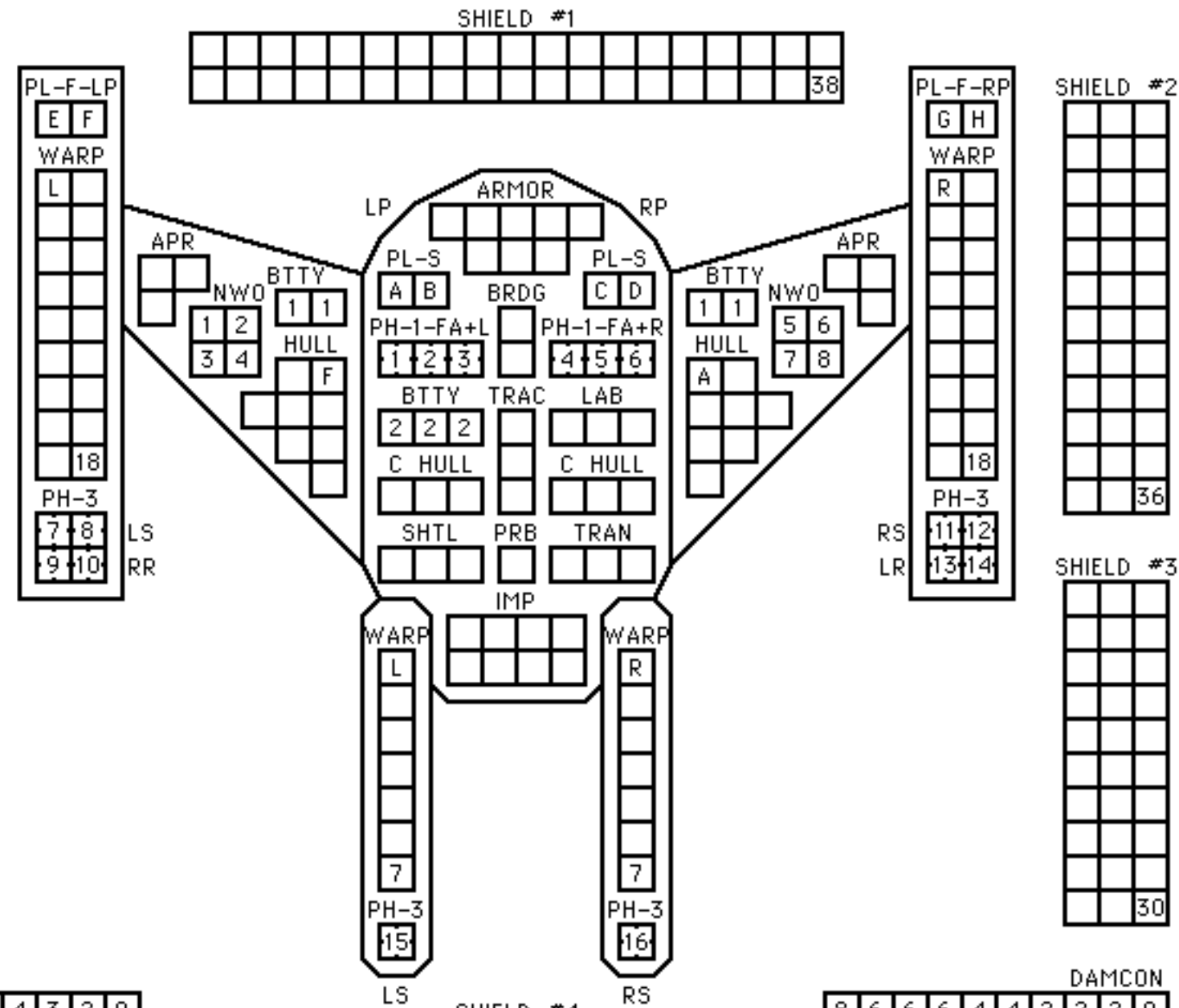
									30

SENSOR

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

SCANNER

0	0	0	1	3	5	7	9
---	---	---	---	---	---	---	---



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

DAMCON

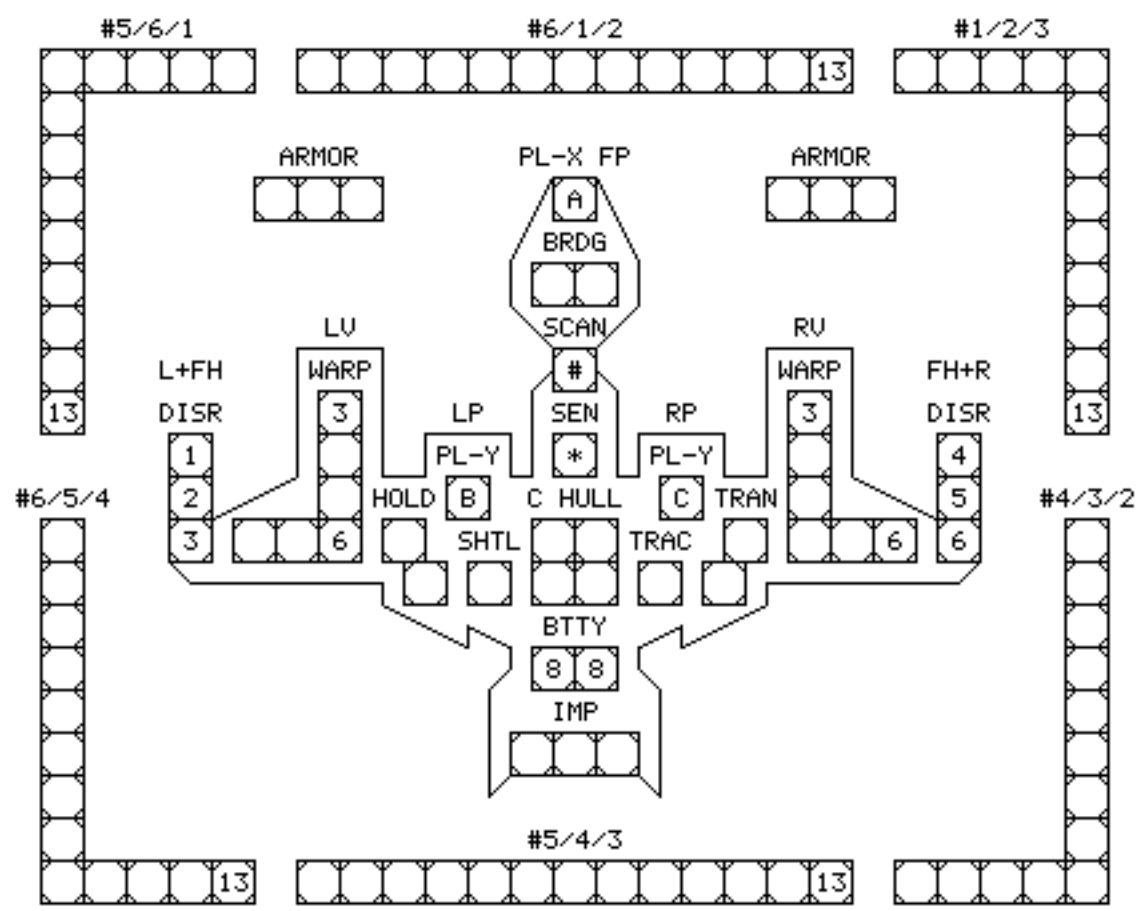
10	9	8	7	6	5	4	3	2	1
----	---	---	---	---	---	---	---	---	---

EXCDAM

ROMULAN 4Xe Bright One Class Destroyer

Ship Class = Bright One
 Model Number = 2 (DD)
 Point Value = 6700 *
 Breakdown = 6^4
 Shield Cost = 0+1
 Explosion Str = 52
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R4.401

Total Power = 39 (+16)
 Opt Allowance = 0
 5X Systems = (none)



SENSOR		
7	6	3
SCANNER		
0	0	2

CREW UNITS		
		3
BOARDING PARTIES		
		3

DAMCON			
15	10	5	0
EXCDAM			
3	2	1	

CREW UNITS

			*						10

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

PROBES

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

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	=	Bright One
Model Number	=	Type 2
Point Value	=	315 *
Breakdown	=	6^2
Shield Cost	=	1+1
Explosion Str	=	119
Size Class	=	4
Movement Cost	=	1/2 (A)
Reference	=	R4.111
Total Power	=	46 +4 PO (+32)
Opt Allowance	=	54 (+18)
2X Systems	=	(none)
Cloaking Device	(2+8)	
UIM		
DERFACS		

TYPE V OFFENSIVE PHASER TABLE

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

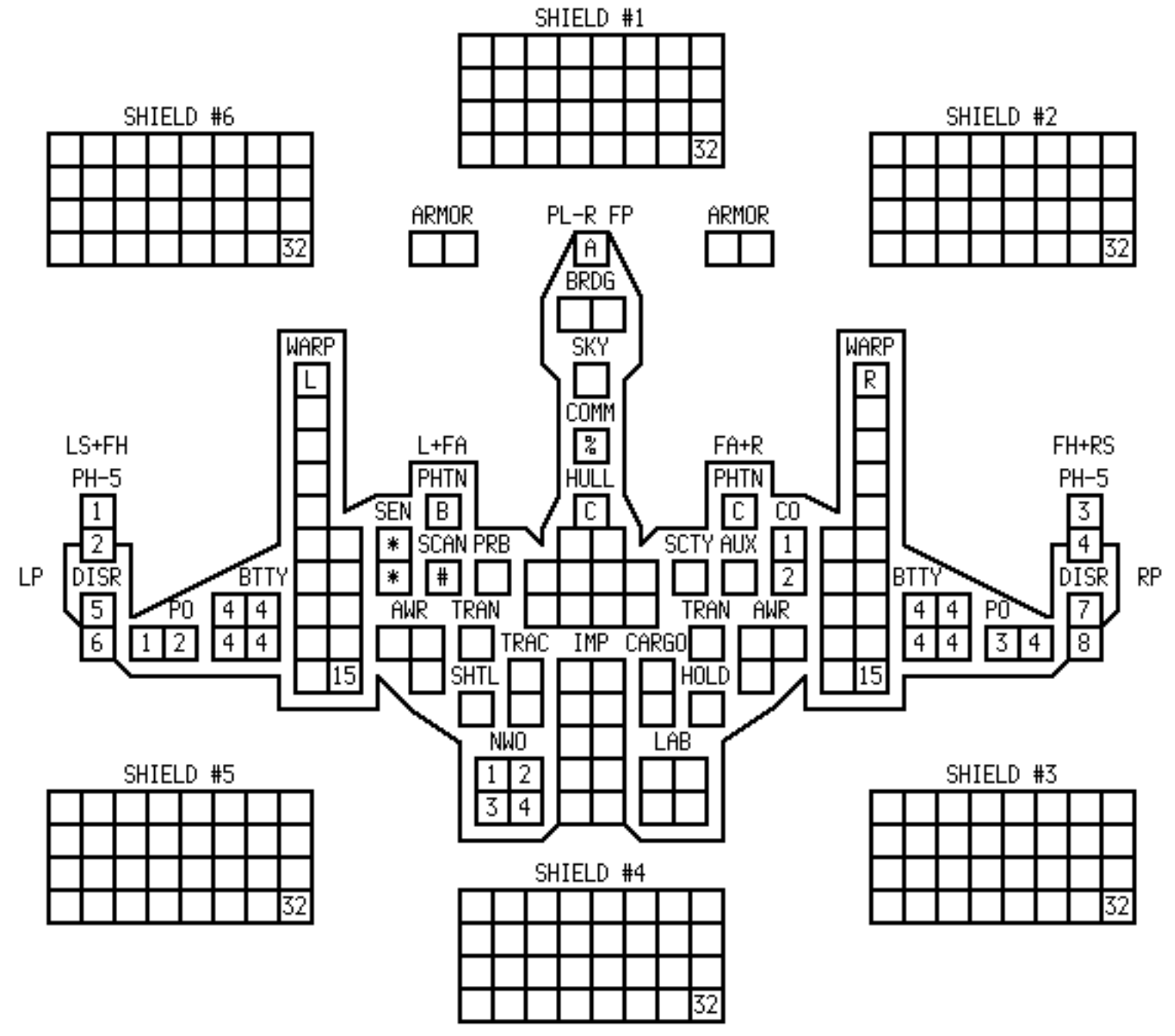
Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

DISRUPTOR TABLE

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

**ROMULAN
1X
Bright One
Destroyer**

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



SENSOR
6 6 6 5 4 3 2 1 0

SCANNER
0 0 1 2 3 4 5 6 7 8 9

DAMCON
4 2 2 0

EXCDAM
4 3 2 1

PHOTON TORPEDO (D & H refits) TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

David M. Smith

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

CREW UNITS

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

11

BOARDING PARTIES

		3
--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

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

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class	= Bright One
Model Number	= Type 2
Point Value	= 380 *
Breakdown	= 6^2
Shield Cost	= 1+1
Explosion Str	= 128
Size Class	= 4
Movement Cost	= 1/2 (A)
Reference	= R4.111-B
Total Power	= 48 +4 PO (+96)
Opt Allowance	= 54 (+18)
2X Systems	= (none)
Cloaking Device (2+8)	
UIM	
DERFACS	

TYPE V OFFENSIVE PHASER TABLE

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

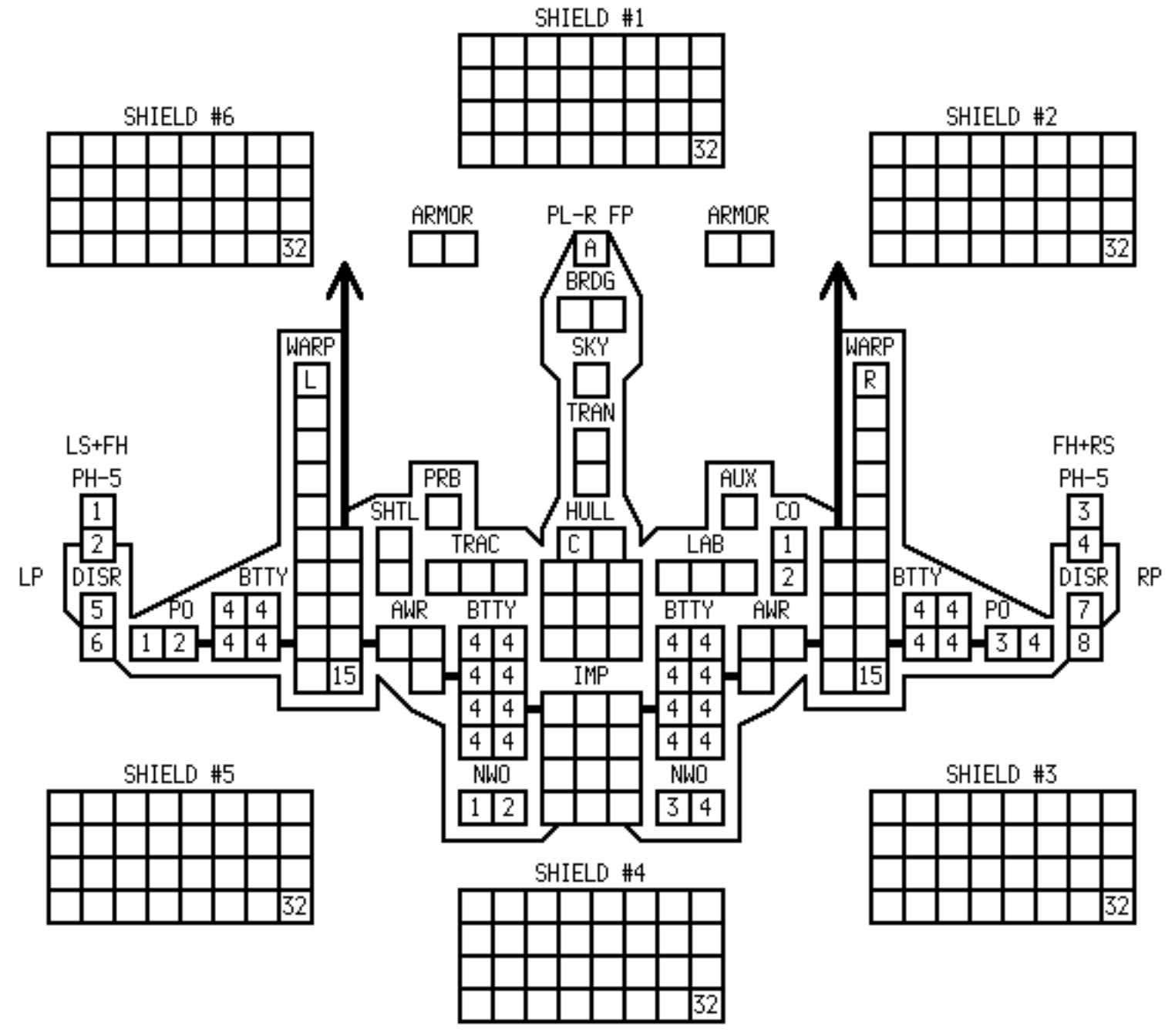
Fires 1/turn; Energy Cost = 2 (4 for overload).
 2 point capacitor at 0X, 4 point capacitor at 1X,
 6 point capacitor at 2X. Cannot overload at 0X.
 Overloaded is x1.5 damage or as 4 Ph-1 versus separate targets. Maximum overload range = 7.

DISRUPTOR TABLE

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

**ROMULAN
1X
Bright One
Mauler**

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



SENSOR
6 6 6 5 4 3 2 1 0

SCANNER
0 0 1 2 3 4 5 6 7 8 9

DAMCON
4 2 2 0

EXCDAM
4 3 2 1

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

Joshua Miller

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

CREW UNITS

		*					10
							18

BOARDING PARTIES

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

SHIP DATA TABLE

Ship Class	= Bright One
Model Number	= Type 2-std
Point Value	= 294 *
Breakdown	= 6^2
Shield Cost	= 1+1
Explosion Str	= 120
Size Class	= 4
Movement Cost	= 1/2 (A)
Reference	= R4.111-A
Total Power	= 52 (+24)
Opt Allowance	= 20 (+0)
2X Systems	= (none)
Cloaking Device (2+8)	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

T-BOMBS

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

PROBES

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

TYPE I OFFENSIVE PHASER TABLE

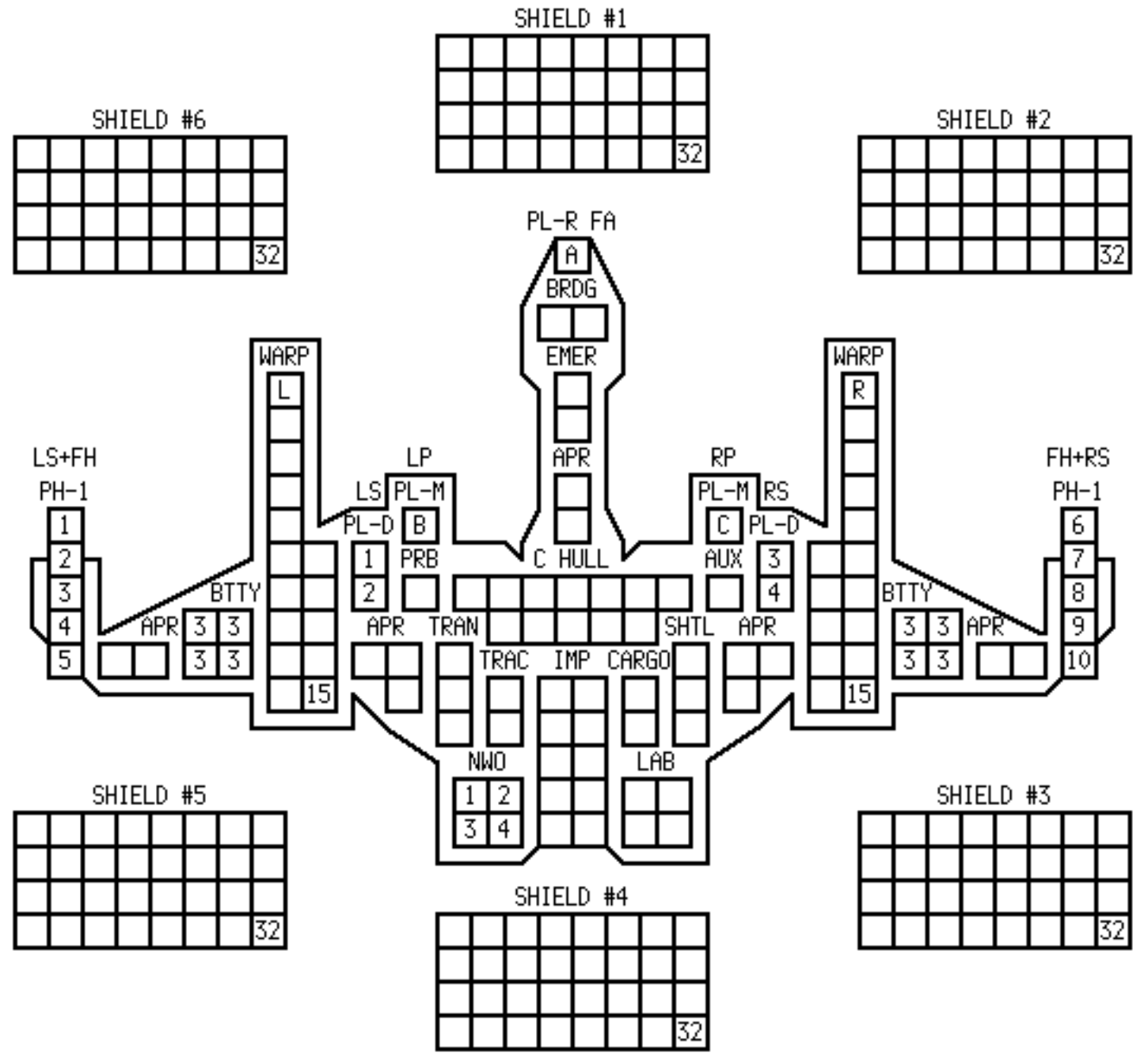
DIE	RANGE										
ROLL	0	1	2	3	4	5	6-	9-	16-	26-	51-
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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



SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

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

PLASMA RACKS

1														DX
2														DX
3														DX
4														DX

ROMULAN
1X
Bright One
Destroyer
(standard SFB systems variant)

STRIKE VARIANT:
REPLACE ALL PL-D WITH PL-L, SAME ARCS.
SAME BPV.

TURN MODE **SPEED**

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

Dan Muel

CREW UNITS

		*			10
					20
					30
					40
					50

BOARDING PARTIES

					10
					20
					25

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= CI
Model Number	= Type 1
Point Value	= 317 *
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 203
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.015
Total Power	= 48 +7 PO (+24)
Opt Allowance	= 64 (+36)
IX Systems	= (none)
Cloaking Device	(8+16)

TYPE I OFFENSIVE PHASER TABLE

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

T-BOMBS

D	D	D	D	D

PROBES

			5
			5

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

TYPE III DEFENSE PHASER

DIE	RANGE					4-	9-
	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	

MINE/DRONE RACKS

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	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
BOLT	1-4	1-3			1-2						1			

SHIELD #6

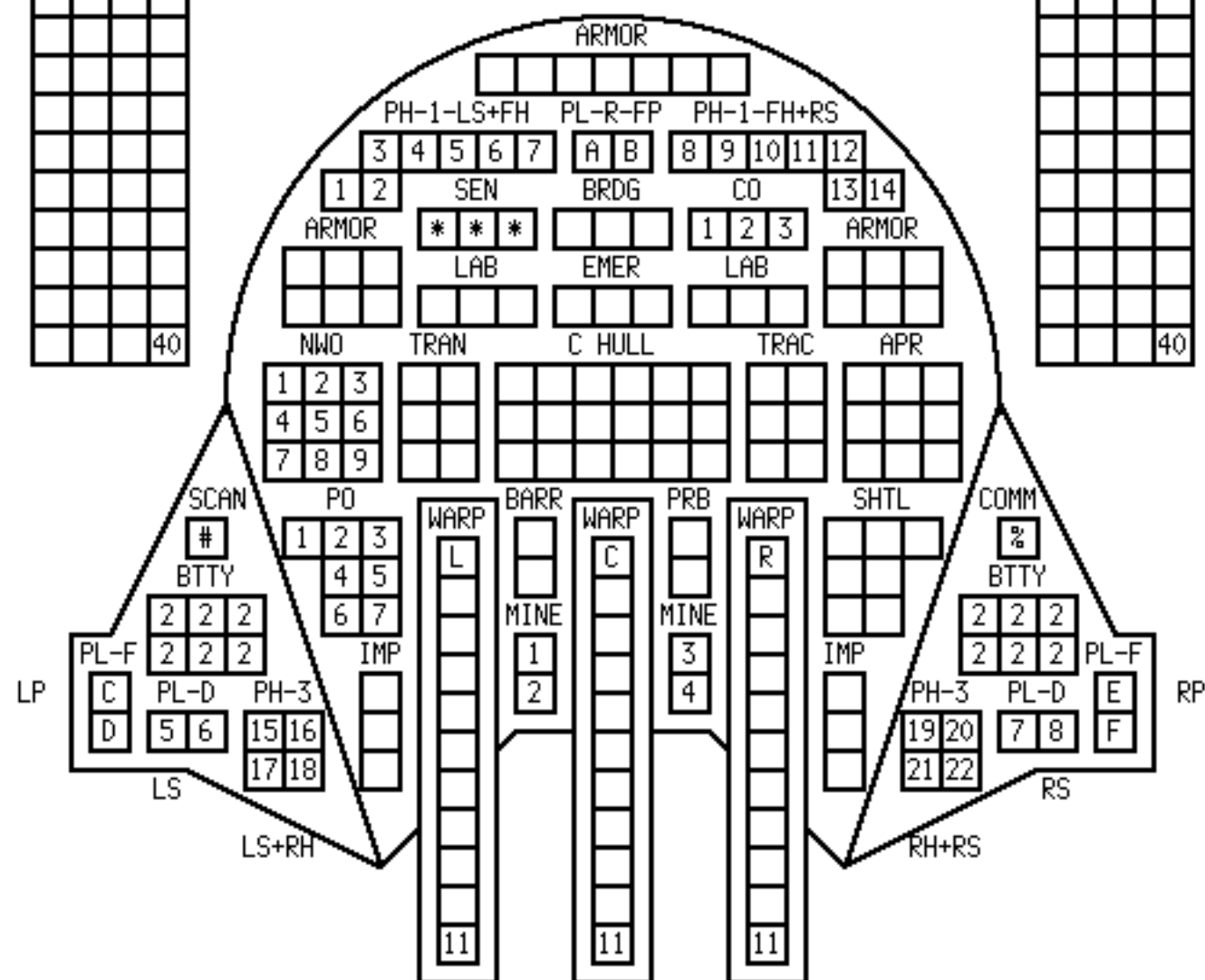
																		40
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #1

																			40
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #2

																			40
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----



SHIELD #5

																			40
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #4

																			40
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SHIELD #3

																			40
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

SENSOR

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

SCANNER

0	0	0	1	2	3	4	9
---	---	---	---	---	---	---	---

DAMCON

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

EXCDAM

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

ROMULAN OXI Improved Cruiser

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

CREW UNITS	
	10
	20
	30
	40
42	

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE	
Ship Class	= Comet/Destr.
Model Number	= Type 2
Point Value	= 575 *
Breakdown	= 6
Shield Cost	= 1+2
Explosion Str	= 208
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.108
Total Power	= 64 +6 PO (+40)
Opt Allowance	= 91 (+30)
2X Systems	= (none)
Cloaking Device	(5+13)
UIM	
DERFACS	

BOARDING PARTIES	
	10
11	

PROBES	
	5

TRANSPORTER BOMBS	
D	D
D	D
D	D
D	D
D	D

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

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE														
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2					1				

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

ROMULAN 1X Comet of Destruction Cruiser

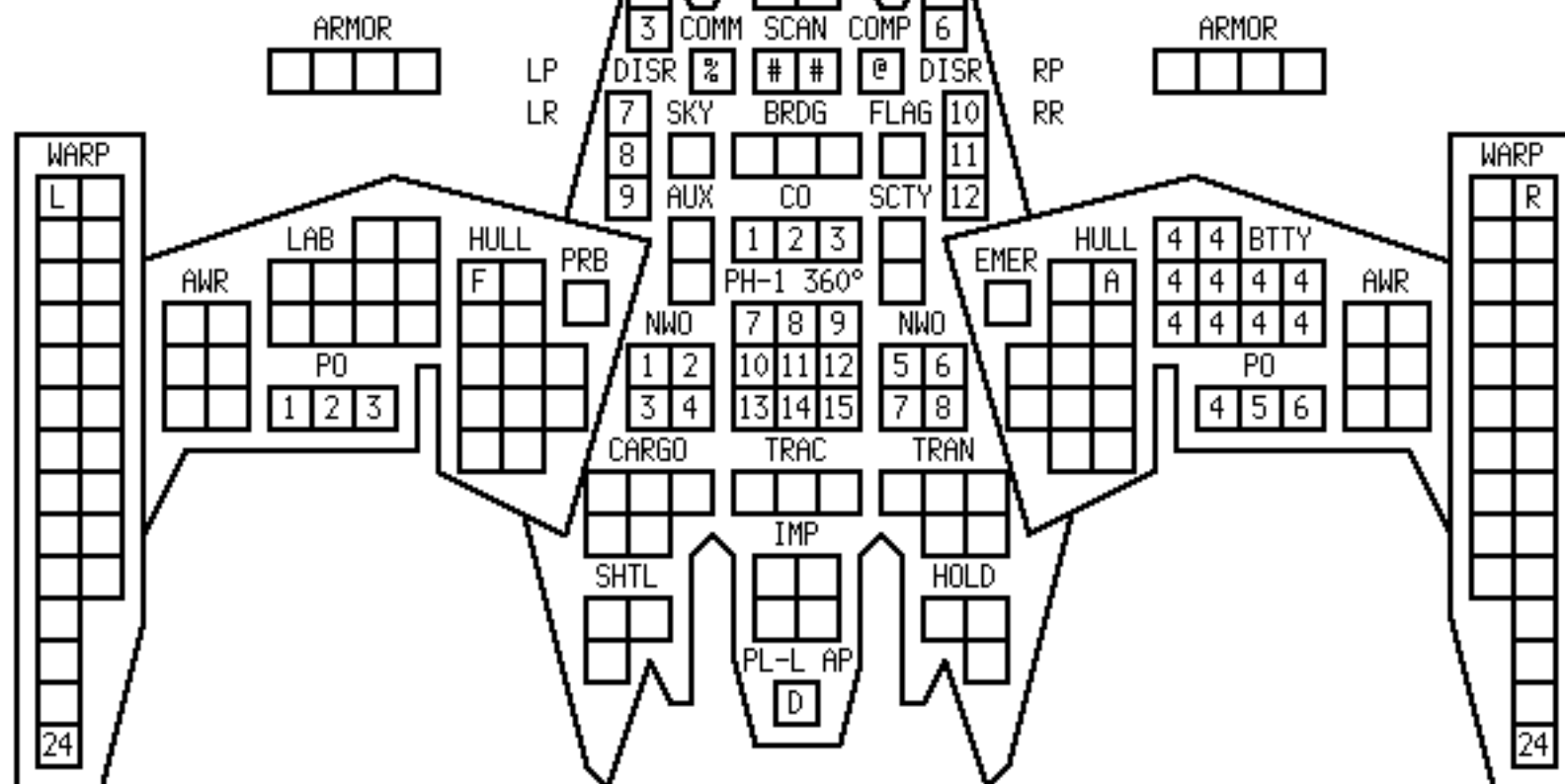


dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

SHIELD #1											
											60

SHIELD #6											
											60

SHIELD #2											
											60



SHIELD #5											
											60

SHIELD #4											
											60

SHIELD #3											
											60

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

SCANNER										
0	0	0	0	0	0	1	2	3	4	5
6	7	8	9							

DAMCON									
12	10	8	8	6	4	4	2	0	

EXCDAM									
9	8	7	6	5	4	3	2	1	

CREW UNITS

			*4
BOARDING PARTIES			
			4
PASSENGERS			
			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

T-BOMBS

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

NSM

--

SHIP DATA TABLE

Ship Class	= Deathsting
Model Number	= P-8 Type 1
Point Value	= 79 *
Breakdown	= 6
Shield Cost	= 1/2+1/2
Explosion Str	= 52
Size Class	= 4
Movement Cost	= 1/4 (AA)
Reference	= R4.021
Total Power	= 14 (+4)
Opt Allowance	= 0 (+0)
IX Systems	= (none)
Cloaking Device	(3+5)

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

TYPE I ROMULAN BEAM TABLE

DIE	RANGE	6-	9-	16-	26-	51-
ROLL	0 1 2 3 4 5	8 15 25 50 75				
1	11 10 9 8 7 6 5 4 3 2 1					
2	11 10 9 8 7 6 5 2 0 0 0					
3	11 10 9 8 7 6 3 0 0 0 0					
4	6 2 2 2 2 2 0 0 0 0 0					
5	0 0 0 0 0 0 0 0 0 0 0					
6	0 0 0 0 0 0 0 0 0 0 0					

Identical in all ways to a Ph-1, except the table is different.
Can fire as a RB-2 for 1 energy or as a RB-3 for 1/2 energy.

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

PLASMA RACKS

1						D
2						D

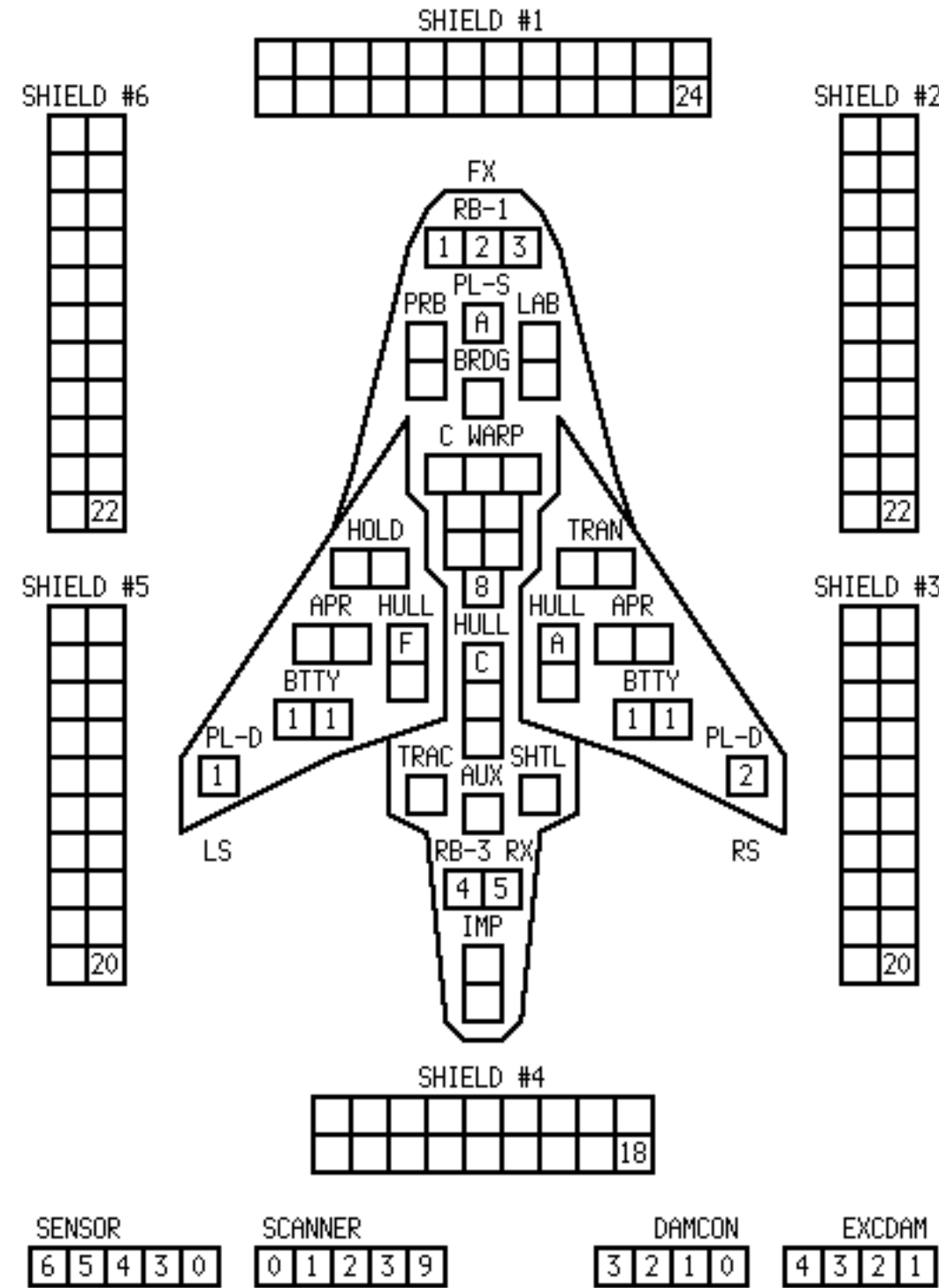
David Miller

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

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	

ROMULAN OXs
Deathsting Class Corvette



PL-S is FP

CREW UNITS

3

BOARDING PARTIES

3

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	= D'cariket
Model Number	= Type 1 (DDC)
Point Value	= 10500 *
Breakdown	= 6^4
Shield Cost	= 0+1
Explosion Str	= 87
Size Class	= 2
Movement Cost	= 1/2 (E)
Reference	= R4.409
Total Power	= 42 +2 PO (+32)
Opt Allowance	= 300 (+600)
5X Systems	= (none)
Cloning Device	(8)

TYPE IX ROMULAN BEAM TABLE

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

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

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

TYPE IX PULSE PHASER TABLE

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

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

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

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1
MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T	
ENERGY	1	2	3	4	5	6	24	
#SHOTS	1	2	3	4	5	6	1E	
HIT	-0	-0	-0	-0	-1	-3	-6	

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10
PL-X	11	10	9	8	7	6	5	4	3	2	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2

ROMULAN

4Xe

D'cariket Command Destroyer

TNG	TURN	MODE	E
	1	1-4	
	2	5-8	
	3	9-12	
	4	13-16	
	5	17-20	
	6	21-24	
	7	25-28	
	8	29-32	
	9	33+	

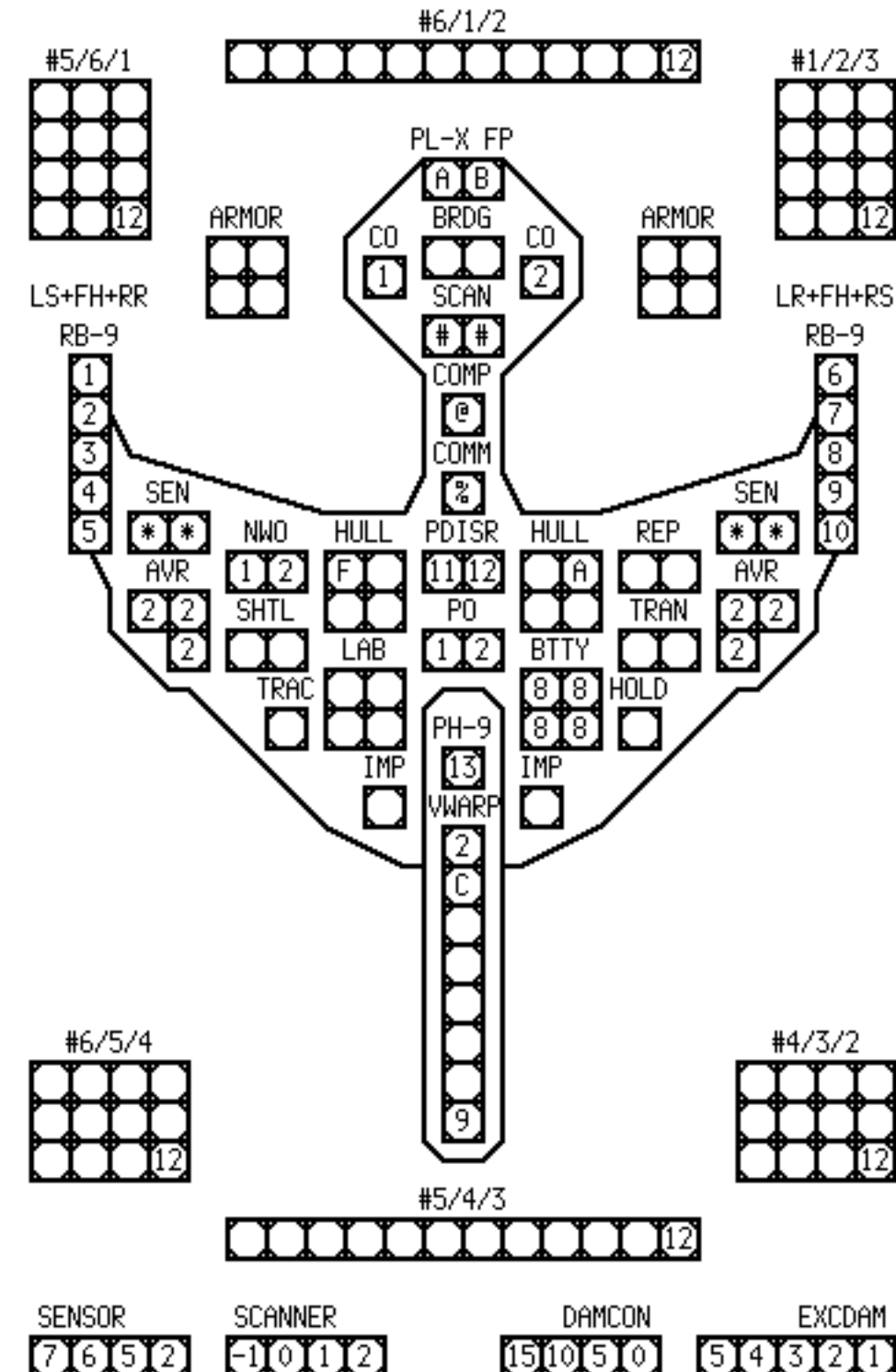


dsm131@psu.edu

Submitted to and copyright © 1999 ADB, Inc.

Evaluation by ADB, Inc. is pending.

Enjoy!



PDISR # 11-12 are 360°
 PH-9 # 13 is FH+RA

CREW UNITS	ADMINISTRATIVE SHUTTLES
BOARDING PARTIES	THIS SHIP HAS ONE BAY.
DECK CREWS	

SHIP DATA TABLE	
Ship Class	= D'daridex
Model Number	= Type 2
Point Value	= 6100 *
Breakdown	= 6^3
Shield Cost	= 1+1
Explosion Str	= 99
Size Class	= 1
Movement Cost	= 3 (F)
Reference	= R4.301
Total Power	= 39 (+28)
Opt Allowance	= 0 (+0)
4X Systems	= (none)
Cloaking Device	(17)

3X DISRUPTOR TABLE								
RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY COST
HIT #	7	6	5	4	3	2	1	
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4

6 energy capacitor.

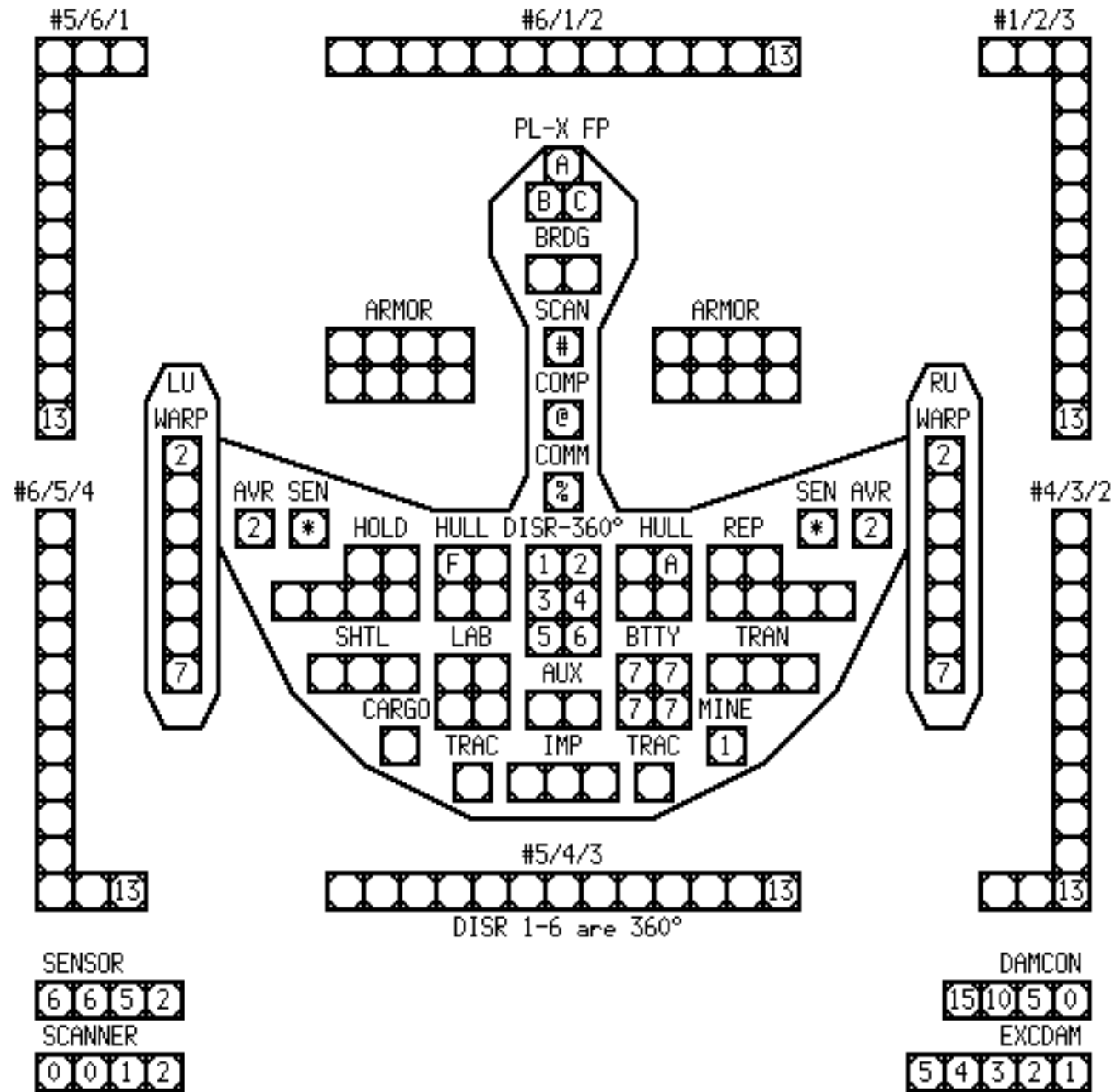
TNG	TURN	MODE	F
1	1-3		
2	4-6		
3	7-9		
4	10-12		
5	13-15		
6	16-18		
7	19-21		
8	22-24		
9	25-27		
10	28+		

3X PLASMA TORPEDO TABLE									
RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

ROMULAN 3X D'daridex Command Cruiser



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



CREW UNITS
 BOARDING PARTIES
 DECK CREWS

7
7
2

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class = BC
 Model Number = Type 1
 Point Value = 9300 *
 Breakdown = 6^3
 Shield Cost = 1+1
 Explosion Str = 119
 Size Class = 1
 Movement Cost = 4 (G)
 Reference = R4.301-A

Total Power = 84 (+28)
 Opt Allowance = 0 (+0)
 4X Systems = (none)
 Cloaking Device (17)

3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY COST
HIT #	7	6	5	4	3	2	1	
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4

6 energy capacitor.

TMG TURN MODE G

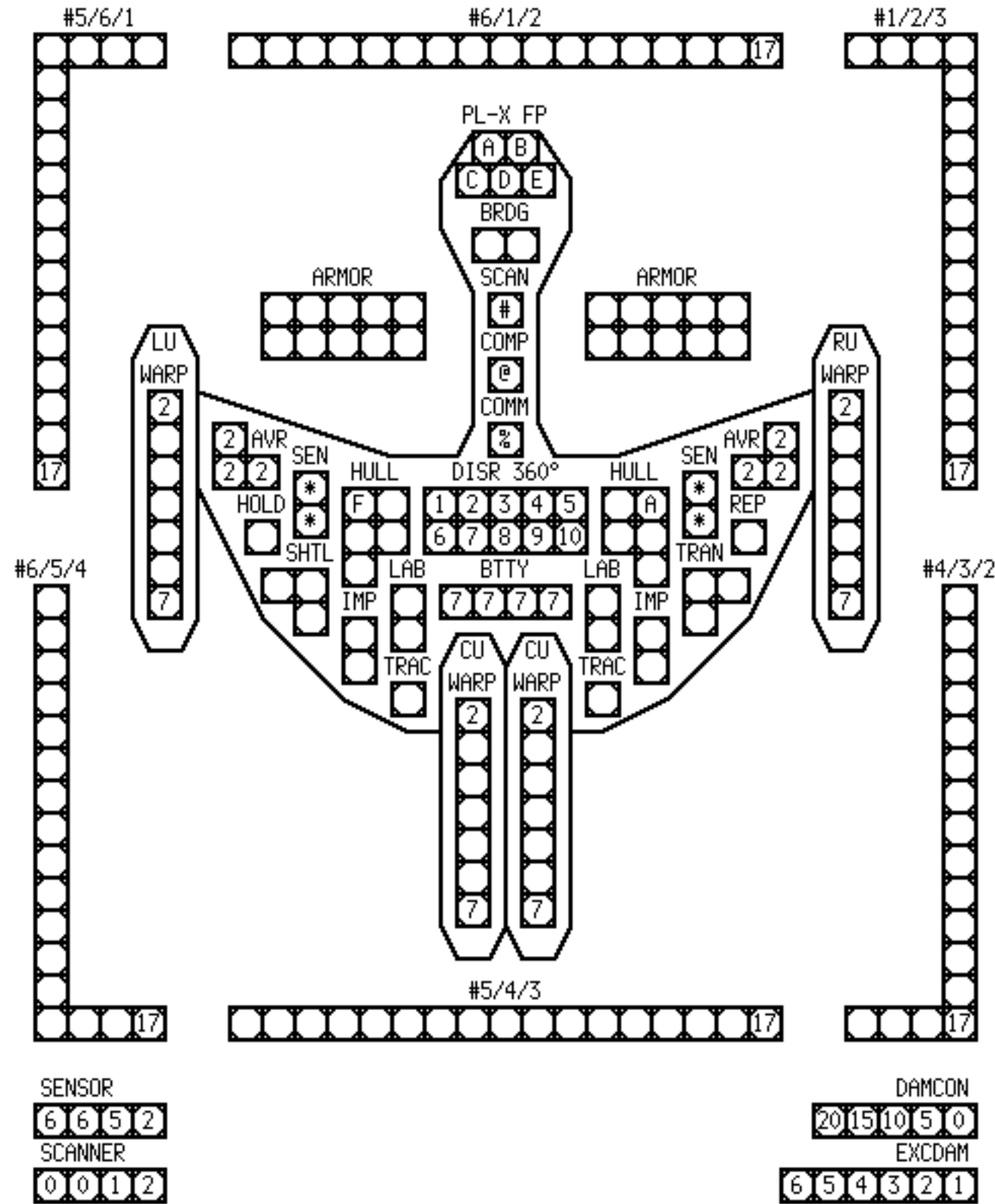
TURN MODE	SPEED
1	1-2
2	3-4
3	5-6
4	7-8
5	9-10
6	11-12
7	13-14
8	15-16
9	17-18
10	19-20
11	21+

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

ROMULAN 3X Battlecruiser

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



CREW UNITS
 (none)
 BOARDING PARTIES
 (none)
 Each box of COMP is considered "guarded" for H&R purposes.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

MINE RACK

1	H	H	H	H	4
---	---	---	---	---	---

SHIP DATA TABLE

Ship Class	= DefShip
Model Number	= Type 1
Point Value	= 213 *
Breakdown	= 6
Shield Cost	= 0+2
Explosion Str	= 89
Size Class	= 4
Movement Cost	= 3/4 (B)
Reference	= R4.016
Total Power	= 49 (+8)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (3/11)	
Super-Intelligent Computer	
Robot Controlled	

SHIELD #1

											64

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO 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	

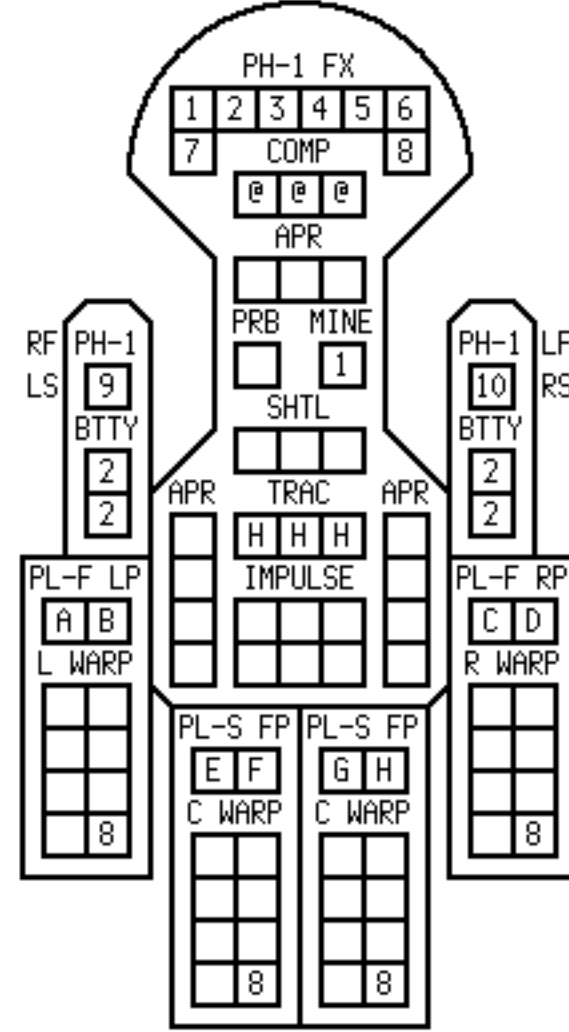
TURN MODE	SPEED
B	1 1-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

Joshua Miller

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

SHIELD #6

											56



SHIELD #5

											48

SHIELD #4

											40

SENSOR

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

SCANNER

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

SHIELD #2

											56

SHIELD #3

											48

DAMCON

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

EXCDAM

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

ROMULAN OXI
Automated Defense Ship

CREW UNITS

3

BOARDING PARTIES

2

DECK CREWS

1

SHIP DATA TABLE

Ship Class	=	Destroyer
Model Number	=	Type 1
Point Value	=	4500 *
Breakdown	=	6^3
Shield Cost	=	0+2
Explosion Str	=	52
Size Class	=	3
Movement Cost	=	1+1/2 (D)
Reference	=	R4.302-A
Total Power	=	39 (+42)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device	(8)	

3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY COST
HIT #	7	6	5	4	3	2	1	
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4

6 energy capacitor.

3X PLASMA TORPEDO TABLE

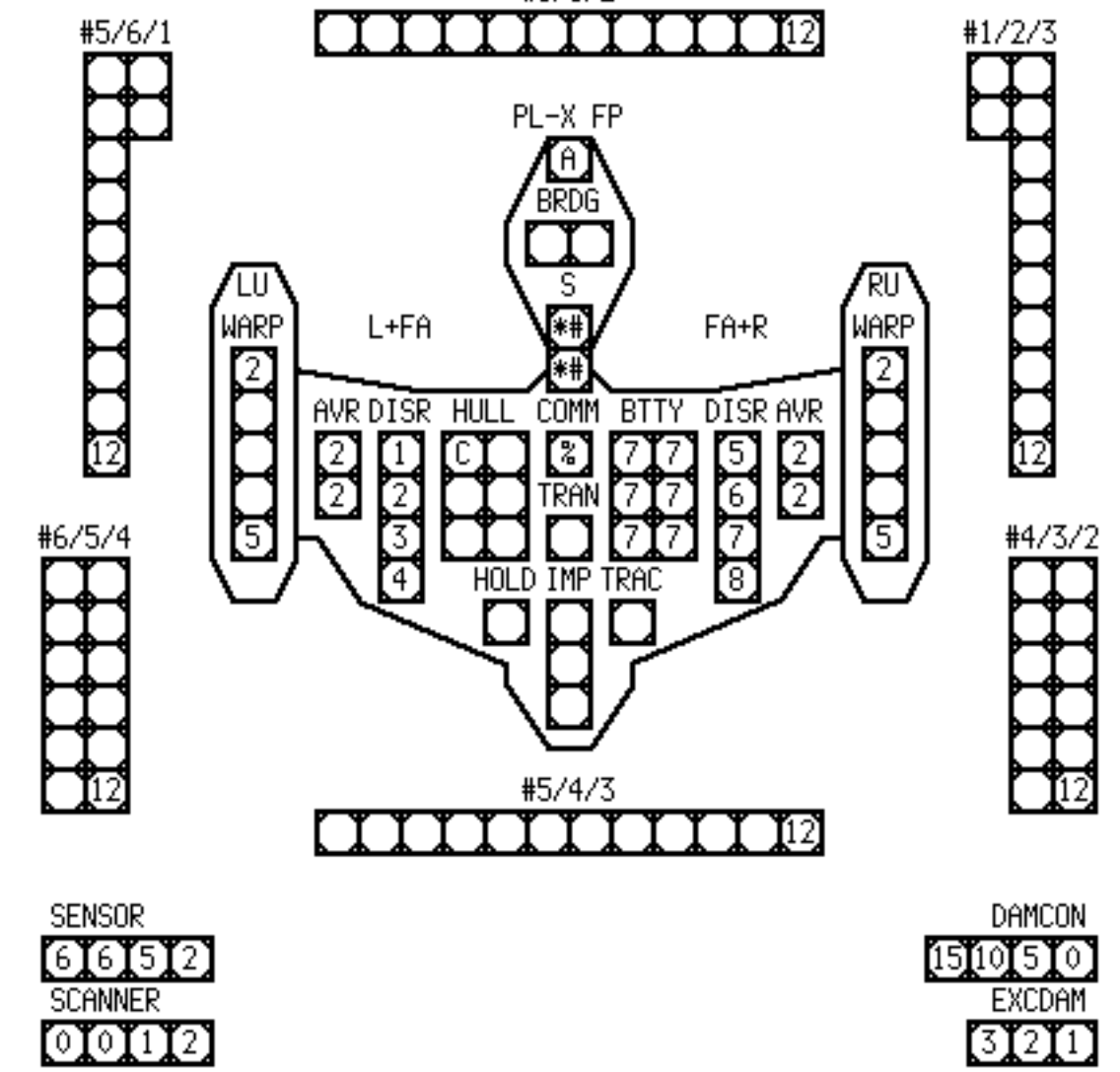
RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

**ROMULAN
3X
Destroyer**



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

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



CREW UNITS

11	*									10
----	---	--	--	--	--	--	--	--	--	----

BOARDING PARTIES

		3
--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIELD #6									
									30

SHIELD #1									
									30

SHIELD #2									
									30

TRANSPORTER BOMBS

--	--	--	--

NSM

--

SHIP DATA TABLE

Ship Class	=	Death Talon
Model Number	=	Type 2
Point Value	=	112 *
Breakdown	=	5-6
Shield Cost	=	1+1
Explosion Str	=	80
Size Class	=	4
Movement Cost	=	2/3 (B)
Reference	=	R4.007
Total Power	=	28 +3 P0 (+2)
Opt Allowance	=	21 (+11)
IX Systems	=	(none)
Cloaking Device	=	(2+6)

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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

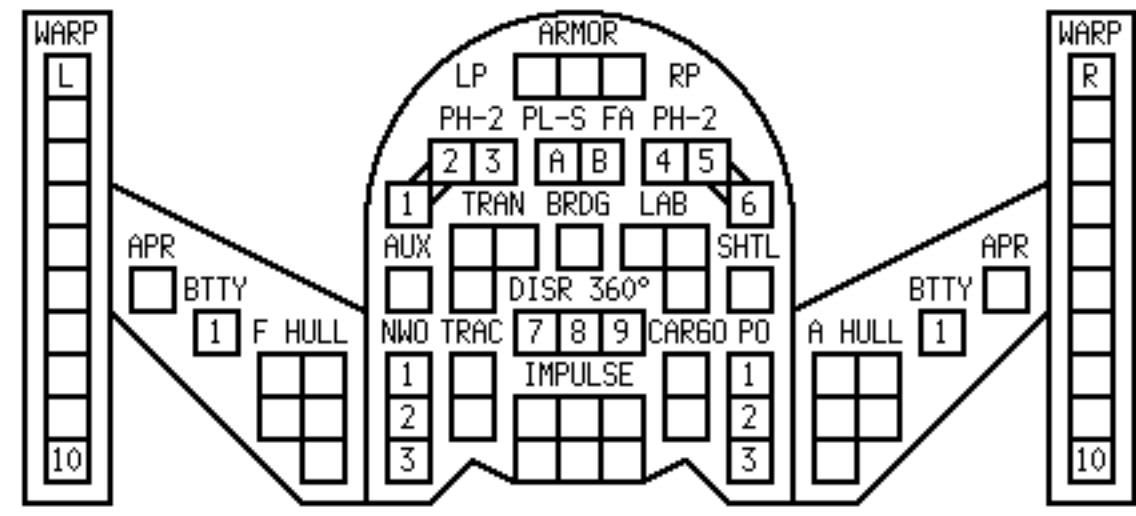
TURN MODE SPEED

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

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	

DONALD MILLER
dsm131@psu.edu



SHIELD #5									
									30

SHIELD #4									
									30

SHIELD #3									
									30

SENSOR 6 5 4 0 SCANNER 0 1 2 9

DAMCON 4 2 2 0 EXCDAM 4 3 2 1

ROMULAN OXs *Death Talon* Destroyer Escort

CREW UNITS	10
	20
	30
	40

PROBES	5
	5
	5
	5

SHIP DATA TABLE	Ship Class = DWE
	Model Number = Type 1
	Point Value = 548 *
	Breakdown = 2-6
	Shield Cost = 2+4
	Explosion Str = 307
	Size Class = 2
	Movement Cost = 2 (F)
	Reference = R4.025
	Total Power = 94 +4 PO (+8)
	Opt Allowance = 76 (+38)
	1X Systems = (none)
	Cloaking Device (8+22)

SHIELD #6	60
-----------	----

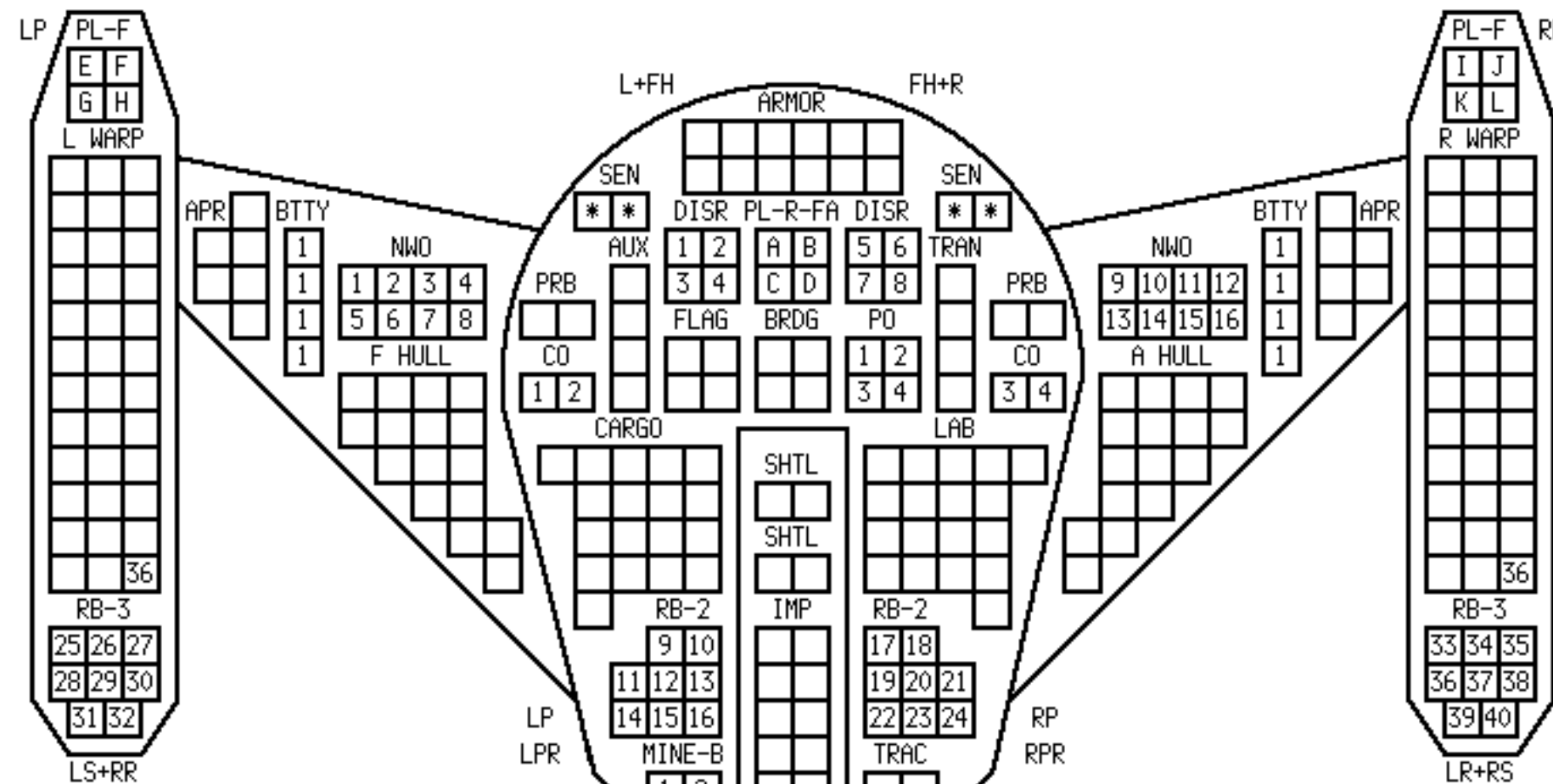
SHIELD #1	60
-----------	----

SHIELD #2	60
-----------	----

BOARDING PARTIES	16
------------------	----

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

T-BOMBS	D	D	D	D
	D	D	D	D
	D	D	D	D
	D	D	D	D
NSMs				



TYPE II ROMULAN BEAM TABLE	DIE	RANGE	4-	9-	16-	31-
	ROLL	0 1 2 3 8 15 30 50				
1		8 7 6 5 4 3 2 1				
2		8 7 6 5 3 1 0 0				
3		8 7 6 5 0 0 0 0				
4		4 4 4 4 0 0 0 0				
5		0 0 0 0 0 0 0 0				
6		0 0 0 0 0 0 0 0				

TYPE III ROMULAN BEAM TABLE	DIE	RANGE	4-	9-
	ROLL	0 1 2 3 8 15		
1		6 5 4 3 2 1		
2		6 5 4 3 0 0		
3		6 5 4 0 0 0		
4		6 5 4 0 0 0		
5		2 2 2 0 0 0		
6		0 0 0 0 0 0		

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

Identical in all ways to a PH-2, except the table is different. Can fire as a RB-3 for 1/2 energy.

Identical in all ways to a PH-2, except the table is different.

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

SHIELD #5	60
-----------	----

SHIELD #4	60
-----------	----

SHIELD #3	60
-----------	----

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

DAMCON	6 6 6 6 4 4 4 4 2 2 2 2 0
EXCDAM	14 13 12 11 10 9 8 7 6 5 4 3 2 1

PLASMA TORPEDO WARHEAD STRENGTH TABLE	RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
	TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
	TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
	TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
	TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
	BOLT	1-4	1-3			1-2							1		

MINE RACKS	1	2	3	4	5	6	7	8	9	10
	1									
	2									

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






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

ROMULAN OXs Double War Eagle Battleship

RB-2's may be replaced with PH-2's and RB-3's may be replaced with PH-3's if desired. BPV remains the same.

dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

ROMULAN 4XI Future D'daridex BCH

CREW UNITS
 8
BOARDING PARTIES
 8
PHASED COMMANDOES
 4
DECK CREWS
 4
PRIME TEAMS
 2

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

TWO SHUTTLE BAYS

SHIP DATA TABLE

SHIP CLASS	=	D'daridex
MODEL NUMBER	=	7 (BCH++)
POINT VALUE	=	41300 **
BREAKDOWN	=	6^6
SHIELD COST	=	1+2
EXPLOSION STR	=	250
SIZE CLASS	=	1
MOVEMENT COST	=	1+1/2 (B)
REFERENCE	=	R4.413
FILENAME	=	ROM-FDDA
TOTAL POWER	=	315 (+64)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	990 (+990)
5X SYSTEMS	=	CLOAK
CLOAKING DEVICE (13)		
PHASING DEVICE (20)		
Replace PL-X A-G w/ PL-Q		+3000
Replace PL-X A-G w/ PL-P		+6000
Replace PL-X A-D w/ one PL-U		+0

TYPE 9 PHASER TABLE

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

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

4X PULSE DISRUPTOR TABLE

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

NORMAL OPERATION FIRES UP TO 6/TURN.
 ENERGY COST = 1/SHOT. 16 POINT CAPACITOR.
 THE 5TH SHOT HAS A -1 TO HIT PENALTY.
 THE 6TH SHOT HAS A -3 TO HIT PENALTY.
 VERON-T OPERATION FIRES 1/TURN.
 ENERGY COST = 24. -6 TO HIT PENALTY.
 DOES 1 EXCESS DAMAGE TO TARGET IF IT HITS.

4X PLASMA TORPEDO TABLE

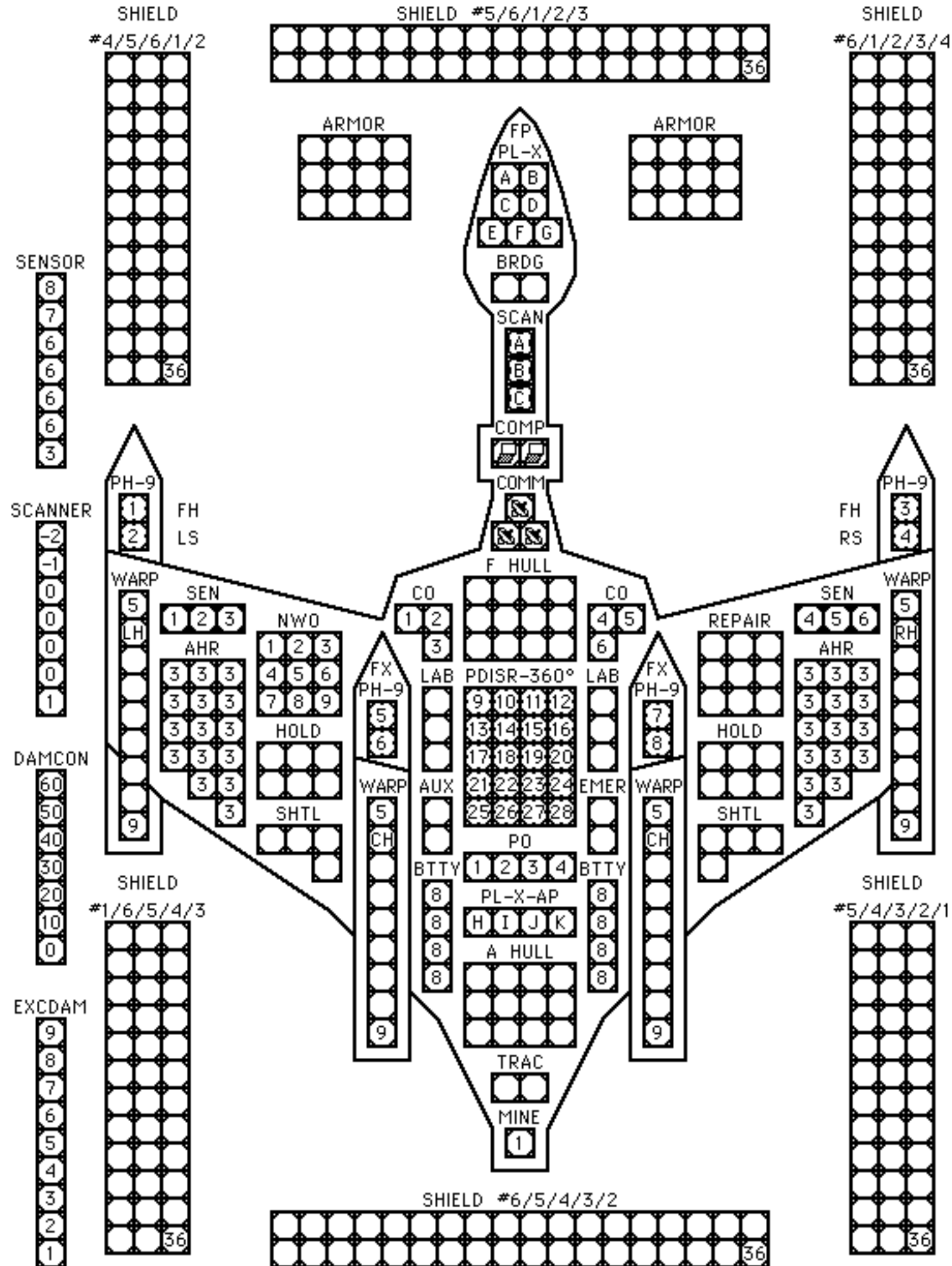
RANGE	0	1	2	3	4	5	6	7	8	9	10	ARM	HOLD	ENY
PL-X	11	10	9	8	7	6	5	4	3	2	1	4	2	+2
PL-Y	5	4	4	3	3	2	2	1	1	0	0	2	1/2	+1
PL-R	6	5	3	2	1	0	0	0	0	0	0	3	2	+2
PL-P	18	15	12	9	6	3	1	0	0	0	0	7	4	+4
PL-Q	12	10	8	6	4	2	0	0	0	0	0	5	3	+3
PL-U	5N	4N	3N	2N	N	N/2	N/3	N/4	N/5	0	0	N	N/2	+N/2
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2			

TNG TURNMODE B

TURNMODE	SPEED
1	1-7
2	8-14
3	15-21
4	22-28
5	29-35
6	36+



Copyright © 2003 Donald Miller
 SmileyLich@SmileyLich.com



ROMULAN OXs Fasthawk-M

CREW UNITS

		*							10
									20
									30
									40
		42							

BOARDING PARTIES

										10
		12								

DECK CREWS

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY.		

PROBES

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

T-BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	FFH-M
MODEL NUMBER	=	1
POINT VALUE	=	198
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	108
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.029
FILENAME	=	ROM-FFHM
TOTAL POWER	=	44 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE
CLOAKING DEVICE	=	(4+16)

TYPE 1 PHASER TABLE

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

TURN MODE SPEED

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

TYPE 3 PHASER TABLE

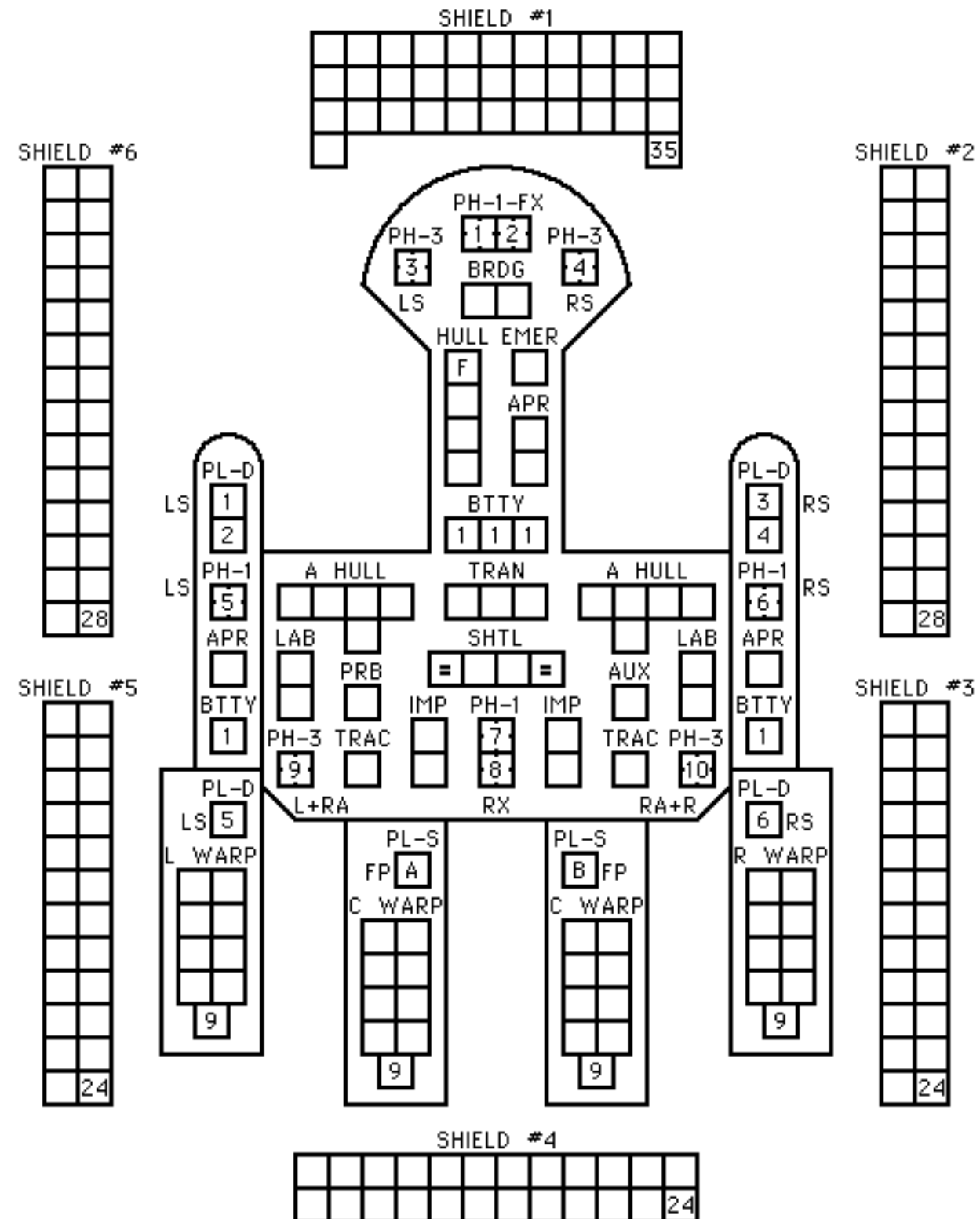
DIE	RANGE					4-		9-	
	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

PLASMA RACKS

1									D
2									D
3									D
4									D
5									D
6									D

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	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1



SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

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

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

CREW UNITS

0	0	0	4
---	---	---	---

BOARDING PARTIES

0	0	0	4
---	---	---	---

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
	0	0	
	0	0	
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	=	Flamehawk
Model Number	=	7
Point Value	=	4900 *
Breakdown	=	6^3
Shield Cost	=	1+1
Explosion Str	=	61
Size Class	=	2
Movement Cost	=	1+1/2 (E)
Reference	=	R3.303-B
Total Power	=	34 (+98)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device	(8)	

3X/4X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10
HIT #	1-7	1-6	1-5	1-4	1-3	1-2	1

Standard: 1 energy to fire, 1 damage.
 Overload: 2 energy to fire, 2 damage.
 Double-Overload: 3 energy to fire, 3 damage.
 Triple-Overload: 4 energy to fire, 4 damage.
 6 {8} energy capacitor.

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

PL-X: STD = 4 (HOLD 2), OVER = 6 (HOLD 4)

PL-Y: STD = 2 (HOLD ½), OVER = 3 (HOLD 1)

TNG	TURN	MODE	E
TURN	MODE	SPEED	
1		1-4	
2		5-8	
3		9-12	
4		13-16	
5		17-20	
6		21-24	
7		25-28	
8		29-32	
9		33+	

ROMULAN

3X

Flamehawk

Mauler Cruiser

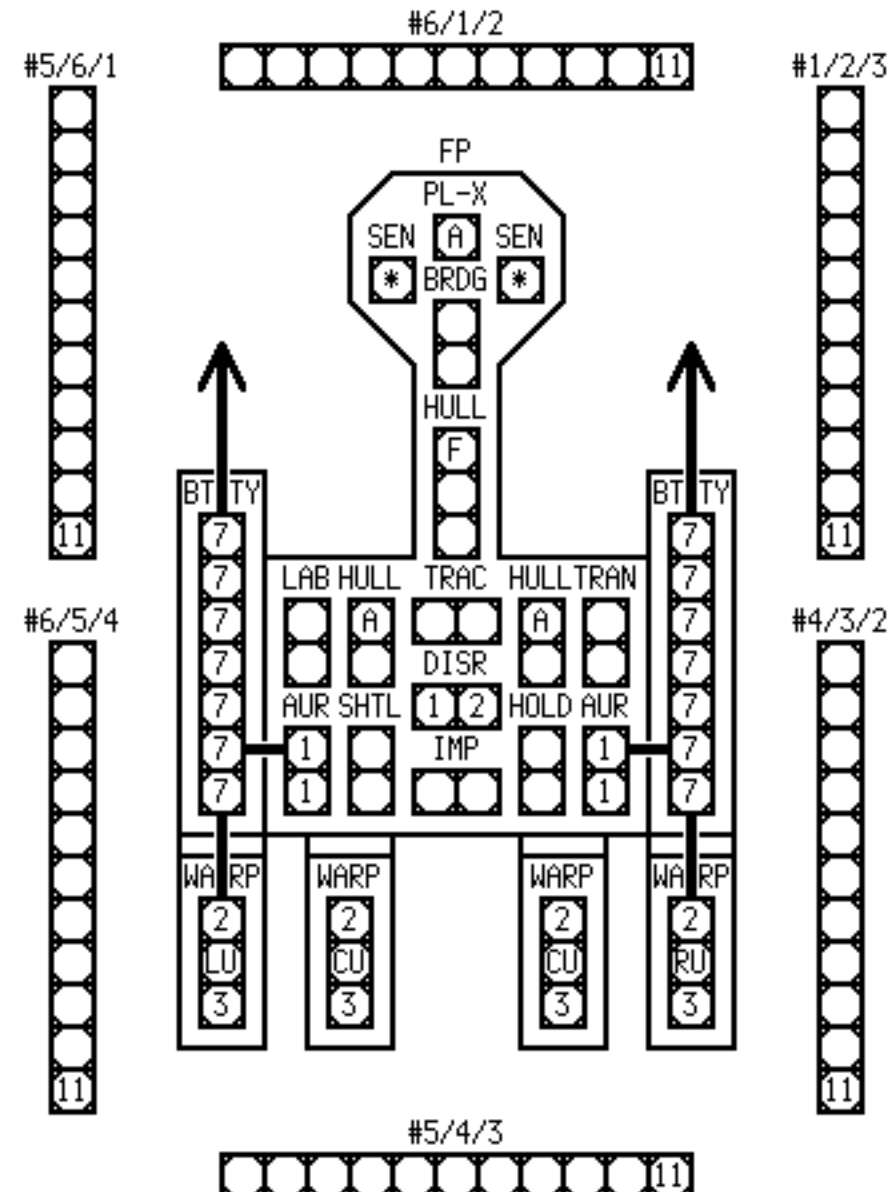


dsm131@psu.edu

Submitted to and copyright © 1999 ADB, Inc.

Evaluation by ADB, Inc. is pending.

Enjoy!



SENSOR

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

SCANNER

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

DISR 1-2 ARE 360°

DAMCON

15	10	5	0
----	----	---	---

EXCDAM

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

CREW UNITS

10
14

BOARDING PARTIES

10
14

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	=	Flagship
Model Number	=	Type 2
Point Value	=	20800 *
Breakdown	=	6^5
Shield Cost	=	2+2
Explosion Str	=	161
Size Class	=	1
Movement Cost	=	5 (B)
Reference	=	R4.405
Total Power	=	202 (+96)
Opt Allowance	=	0 (+0)
5X Systems	=	(none)
Cloaking Device	=	(25)

TYPE IX ROMULAN BEAM TABLE

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

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

TNG TURN MODE B

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

4X PULSE DISRUPTOR TABLE

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

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

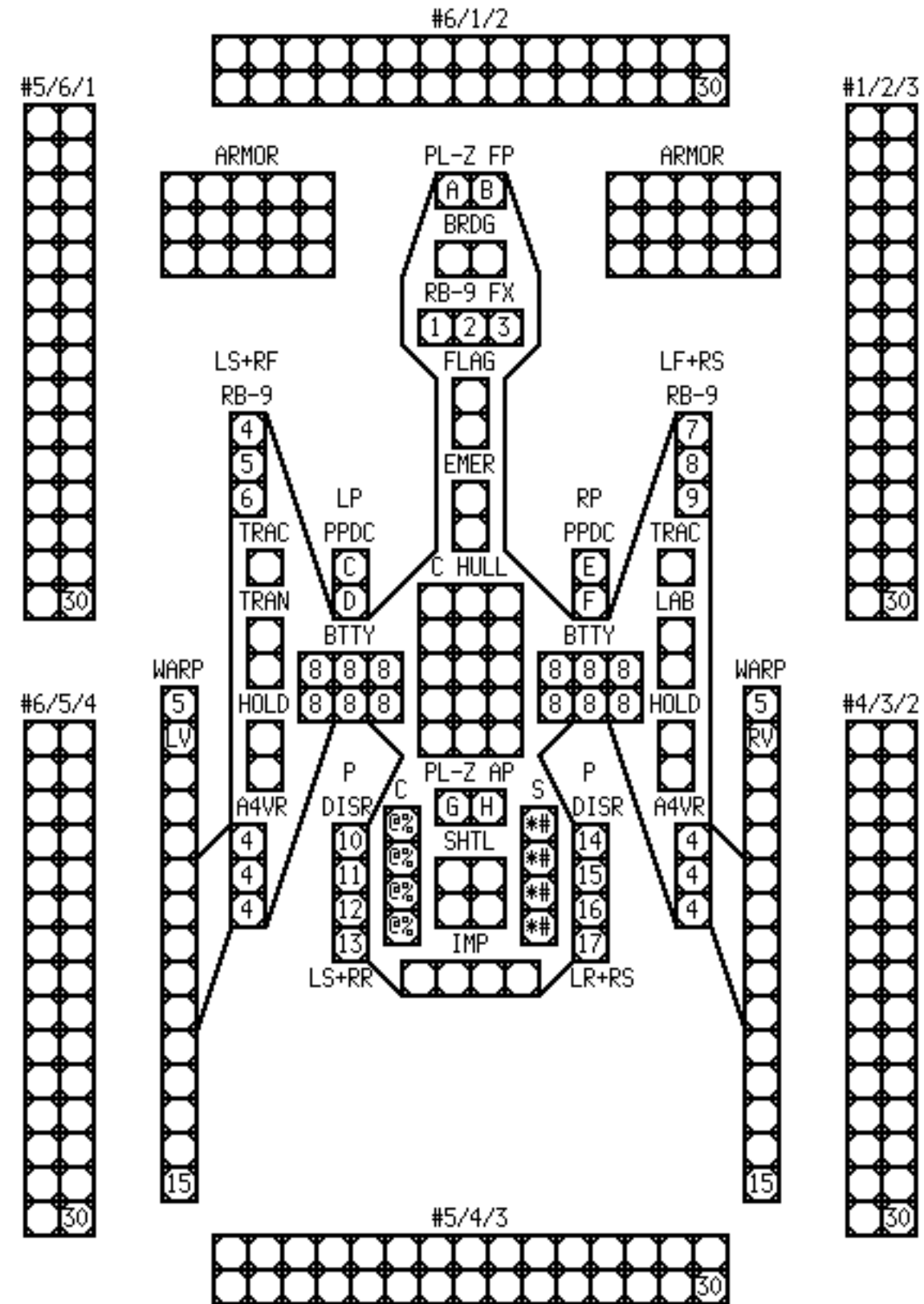
PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
 PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
 PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

COLLIMATED PLASMAIC PULSAR DEVICE TABLE

3X RANGE	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
4X RANGE	0	1-4	5-7	8-11	12-14	15-18	19-21	22-25	26-28
2d6 HIT#	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

Fires 8/turn; Energy Cost = 1/shot; Hold Cost = 1/4 per shot.
 If hit, further shots automatically hit same target and are combined into 1 large hard hit.

ROMULAN 4Xs Flagship



David Miller

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

ROMULAN OXs

Hatchling Battlecruiser

CREW UNITS

		*								10
										20
										30
										40
									45	

BOARDING PARTIES

										10
										15

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	HATCHLING
MODEL NUMBER	=	1
POINT VALUE	=	176
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	123
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R4.032
FILENAME	=	ROM-HATC
TOTAL POWER	=	43 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE
CLOAKING DEVICE	=	(4+20)

TYPE 1 PHASER TABLE

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

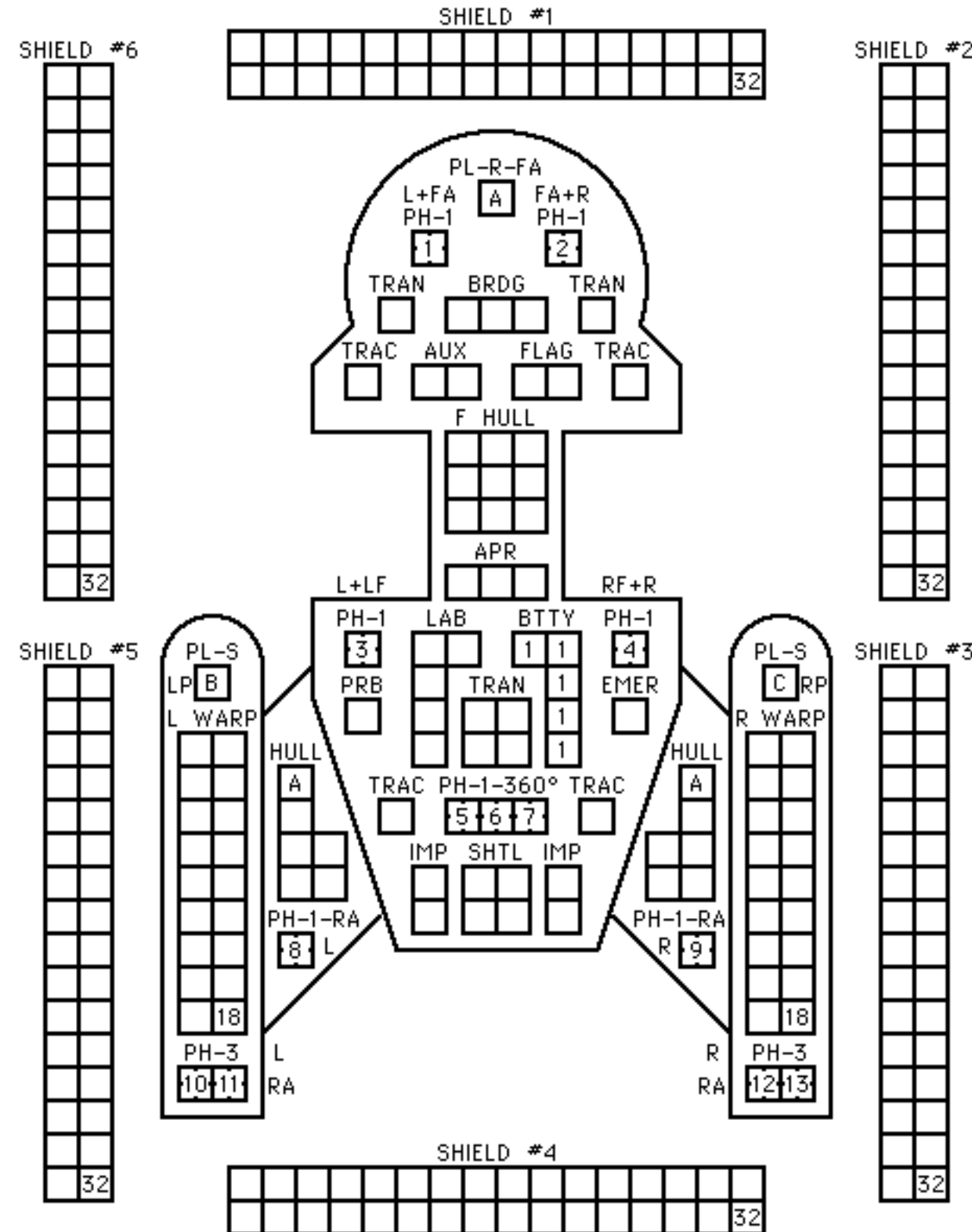
TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1			

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



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

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

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

ROMULAN OXs

Half-sized King Condor

CREW UNITS

✳										10
										20
										30
										40

BOARDING PARTIES

										10
										12

DECK CREWS

										3
--	--	--	--	--	--	--	--	--	--	---

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

T-BOMBS

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

TURN MODE SPEED

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

SHIP DATA TABLE

SHIP CLASS	=	HKCN
MODEL NUMBER	=	2
POINT VALUE	=	214
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
EXPLOSION STR	=	125
SIZE CLASS	=	3
MOVEMENT COST	=	1 (D)
REFERENCE	=	R4.035
FILENAME	=	ROM-HKCN
TOTAL POWER	=	39 (+7)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE	=	(4+18)

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

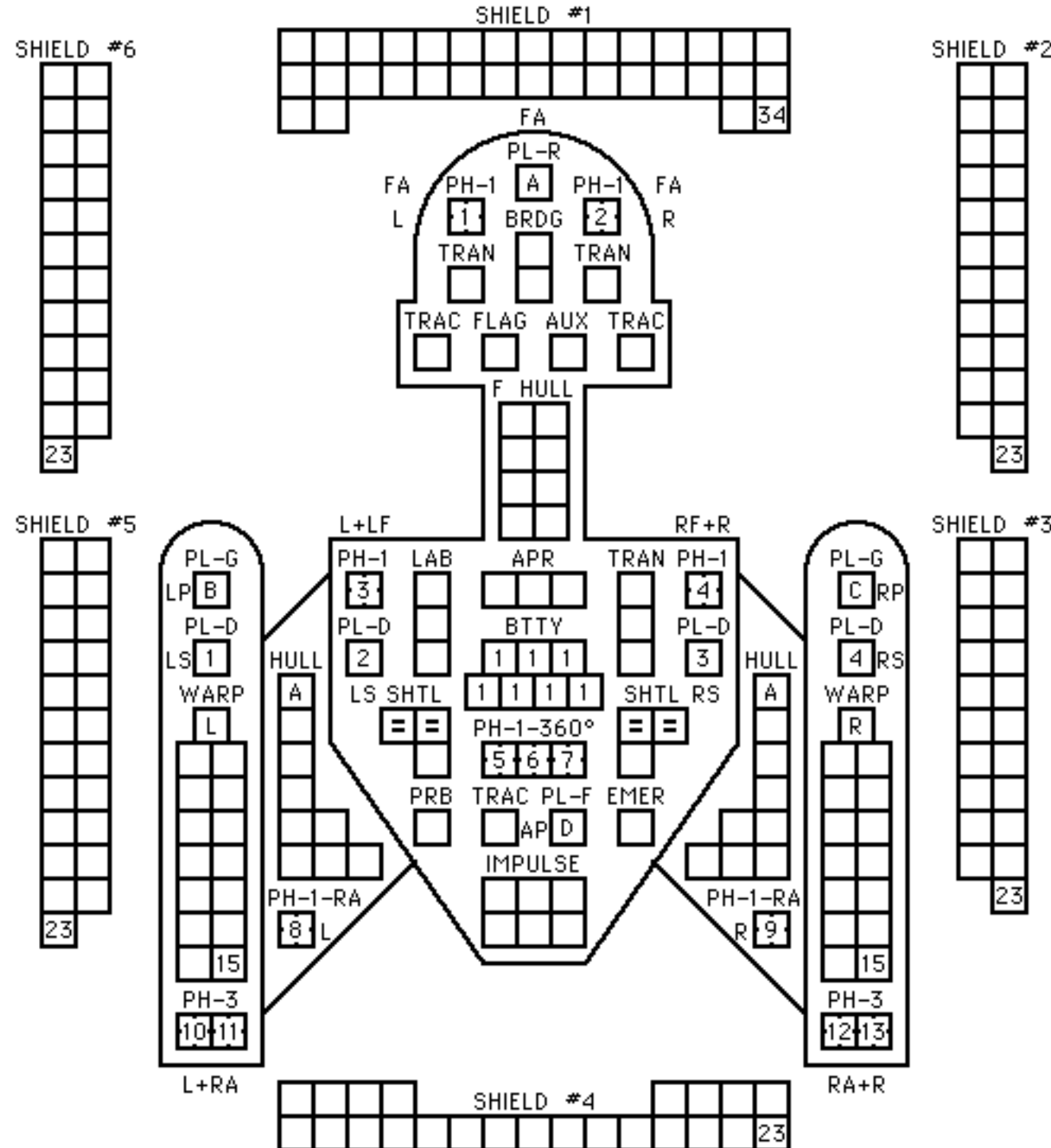
DIE ROLL	RANGE	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	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
BOLT	1-4	1-3			1-2							1		

PLASMA RACKS

1										D
2										D
3										D
4										D



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

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

Donald Miller

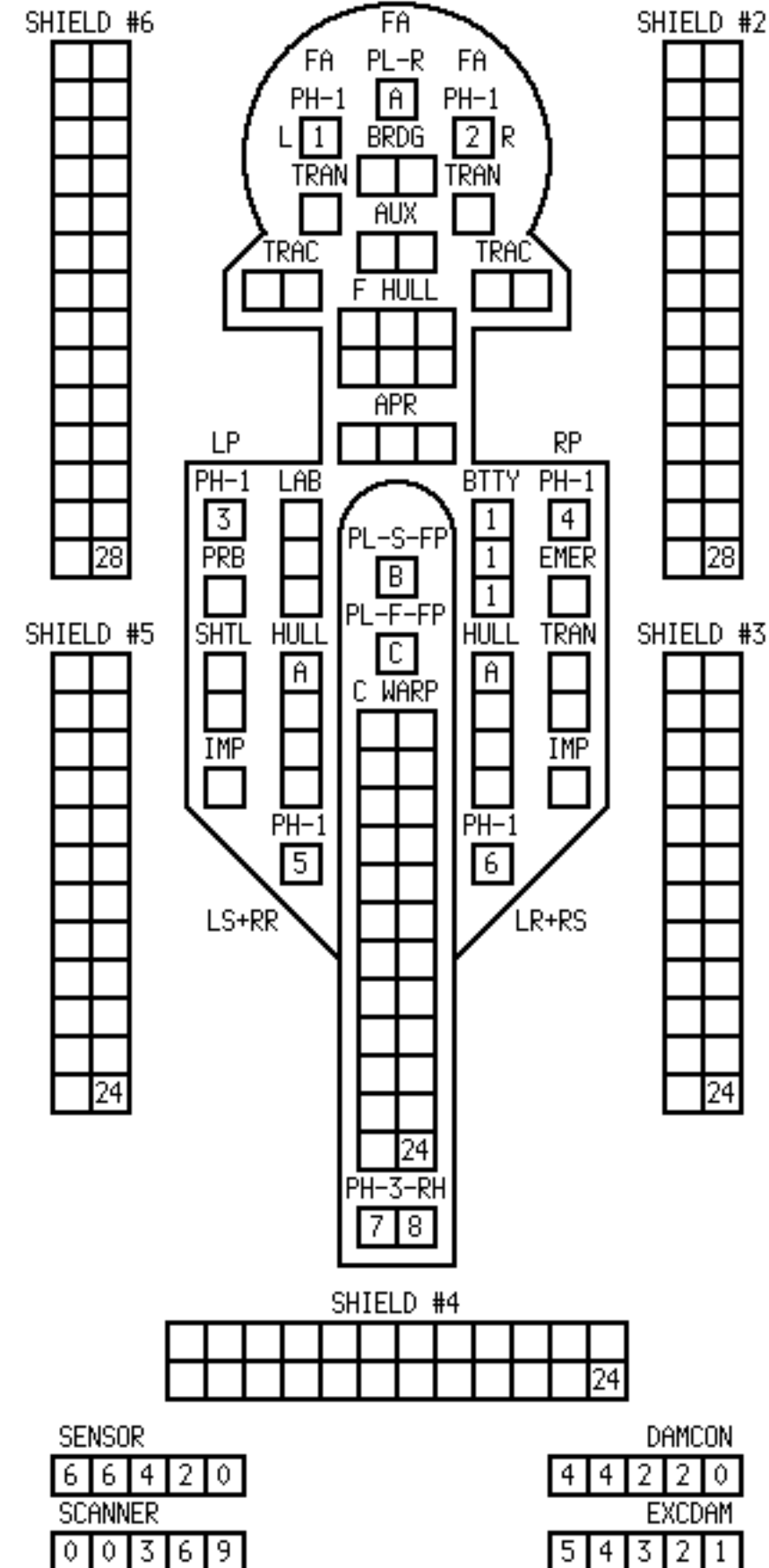
Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

CREW UNITS									
	*								10
									20
									30
		33							
BOARDING PARTIES									
									10
PROBES									
						5			

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

SHIP DATA TABLE	
Ship Class	= HROC
Model Number	= 1
Point Value	= 129 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 82
Size Class	= 3
Movement Cost	= 2/3 (C)
Reference	= R4.027
Total Power	= 29 (+3)
Opt Allowance	= 0 (+0)
IX Systems	= (none)
Cloaking Device	(3+12)

SHIELD #1									
									32



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

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE														
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2					1						

Donald Miller

Copyright © 2000 Donald Miller
dsm1311@home.com

ROMULAN OXs Half-Optimized Condor

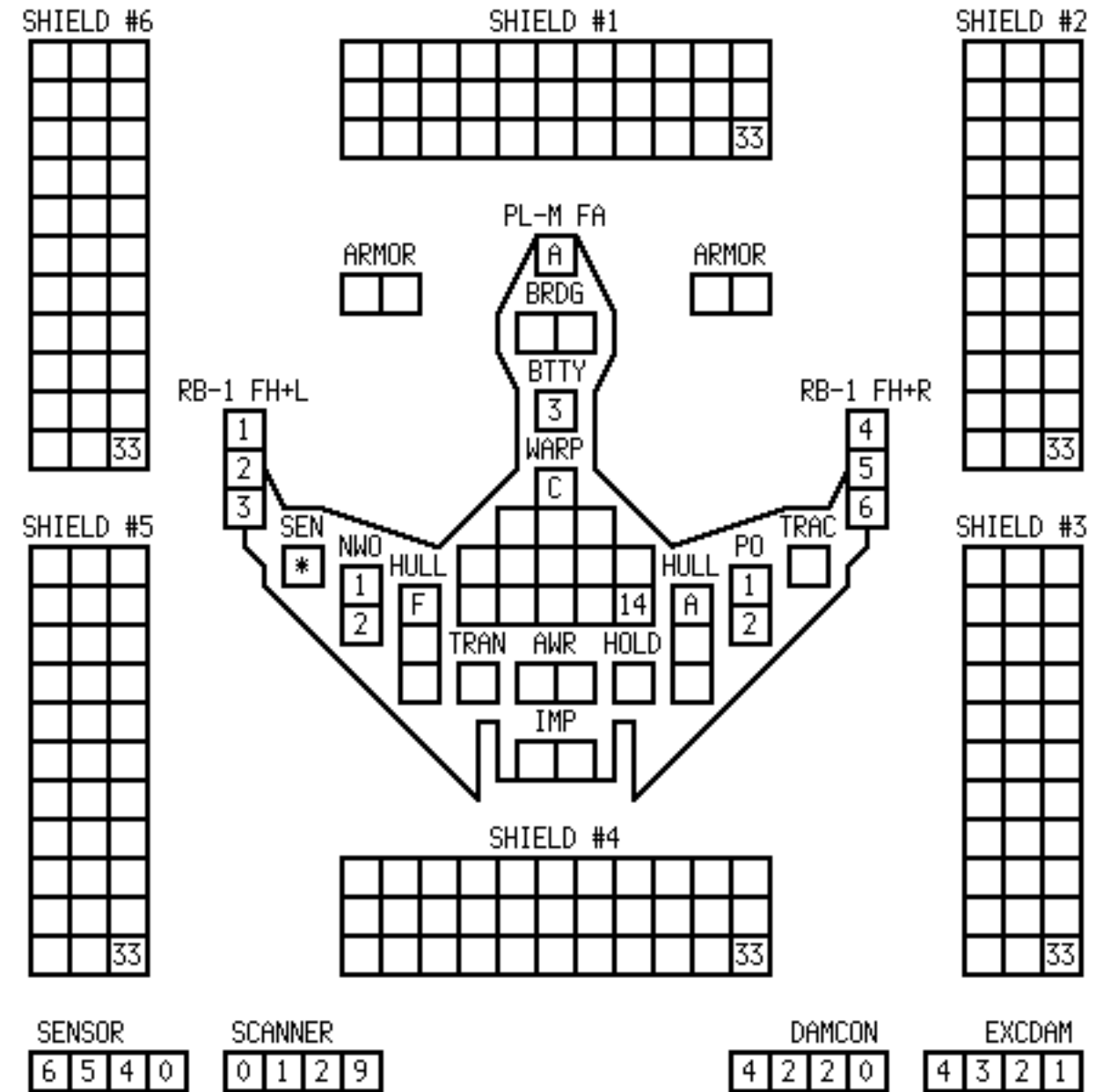
SENSOR				
6	6	4	2	0
SCANNER				
0	0	3	6	9

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

CREW UNIT
 !! 1
 BOARDING PARTY
 1

SHIP DATA TABLE

Ship Class	= Hummingbird
Model Number	= Type 1
Point Value	= 148 *
Breakdown	= 6
Shield Cost	= 1+1
Explosion Str	= 53
Size Class	= 4
Movement Cost	= 1/3 (AA)
Reference	= R4.1??
Total Power	= 18 +2 PO (+3)
Opt Allowance	= 34 (+16)
2X Systems	= (none)
Cloaking Device	(1+5)



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

TYPE I ROMULAN BEAM TABLE

DIE	RANGE	6-	9-	16-	26-	51-					
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	11	10	9	8	7	6	5	4	3	2	1
2	11	10	9	8	7	6	5	2	0	0	0
3	11	10	9	8	7	6	3	0	0	0	0
4	6	2	2	2	2	2	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

Identical in all ways to a Ph-1, except the table is different.
 Can fire as a RB-2 for 1 energy or as a RB-3 for 1/2 energy.

TYPE II ROMULAN BEAM TABLE

DIE	RANGE	4-	9-	16-	31-			
ROLL	0	1	2	3	8	15	30	50
1	8	7	6	5	4	3	2	1
2	8	7	6	5	3	1	0	0
3	8	7	6	5	0	0	0	0
4	4	4	4	4	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0

Identical in all ways to a PH-2, except the table is different.
 Can fire as a RB-3 for 1/2 energy.

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-3, except the table is different.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

ROMULAN

1X

Hummingbird

Mini Bird of Prey

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

ROMULAN 1X Whitewind War Cruiser

CREW UNITS

										10
										20
										30
										33

BOARDING PARTIES

										10
										17

PROBES-A

										8
										8

*SMILEYLICH
INDEPENDENCE DAY 2001*

Copyright © 2001 Donald Miller
SmileyLich@home.com

ROMULAN PLASMA TORPEDO TABLE

TYPE	ENERGY	HOLD	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15
RPL-1	10	1	24+12	20+10	16+8	12+6	8+4	4+2	0	0
RPL-2	15	4	32+16	28+14	24+12	20+10	16+8	12+6	8+4	4+2
RPL-3	8	7	28+14	25+12	22+10	19+8	16+6	13+4	10+2	7+0
BOLT			1-6	1-5	1-5	1-4	1-3	1-3	1-2	1

RPL-#: Romulan plasma torpedoes. Each fires 1/turn. The first number is damage to the facing shield. The second number is damage to all five of the other shield facings. Instead of the standard phaser rule: for each 10 phaser damage the plasma takes, increase the effective range by 1.

IRIS MAULER: This is a Variable Mauler beam.

ARC	DF	MAULER	LP/RP	FA	FH	FX	360°
A=	1	2	3	4	5	6	7

First, choose an Arc from above table, and call the listed value A. (Read LP/RP as the intersection of LP and RP arcs)

Choose a maximum range, call this M. When firing, do the following calculation. R is current range, E is energy spent.

At 1X, Damage = 60 * E / (3*A*R + A*M).

TYPE M ROMULAN MEGABEAM TABLE

DIE	RANGE					6-	9-	16-	26-	51-	
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	22	20	18	16	14	12	10	8	6	4	2
2	22	20	18	16	14	12	10	8	5	3	2
3	22	20	18	16	14	12	10	4	0	0	0
4	22	20	18	16	14	12	6	0	0	0	0
5	9	8	7	6	5	4	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

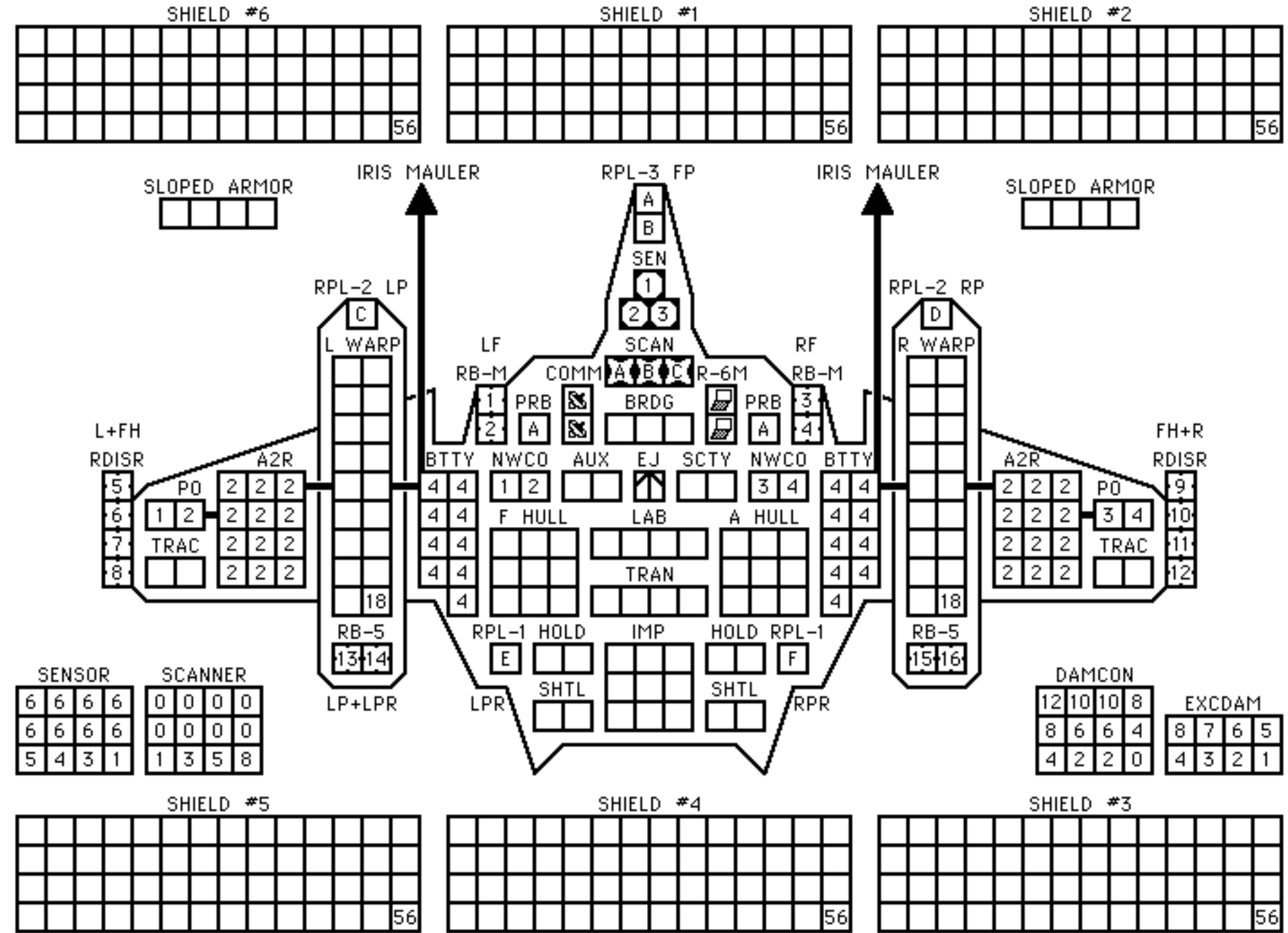
TURN MODE	SPEED
C	1 1-4
	2 5-9
HET	3 10-14
	4 15-20
BD	5 21-27
	6 28+

ROMULAN DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1	1
HIT (DERFACS)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1-2	1
HIT (OYERLOAD)	1-4	1-3	1-3	1-2	1-2	NA	NA	NA	NA
DAMAGE, STD	0	8	7	6	5	4	3	2	1
DAMAGE, OYLD	17	16	15	14	13	0	0	0	0

SHIP DATA TABLE

SHIP CLASS	=	WHITEWIND
MODEL NUMBER	=	TYPE 4
POINT VALUE	=	791 **
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	194
SIZE CLASS	=	3
MOVEMENT COST	=	3/4 (C)
REFERENCE	=	R4.164
FILENAME	=	ROM-ID4
TOTAL POWER	=	93+4PO (+72)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	44 (+22)
2X SYSTEMS	=	(NONE)
CLOAKING DEVICE (4+11)		
SHADOW DEVICE (6+17)		
DERFACS		



EJ: Escape Jump. Use 1/turn during Impulse Activity. Costs no energy to use. You displace 4m6 (four six-sided dice multiplied together) hexes in a random direction. After you displace, you cannot move, turn, or fire for the rest of the turn. The following turn, all power systems cannot be used, except for Auxiliary Reactors and Batteries.

PRB "A": Assassin Probe. Fires 1/turn during launch phase. Ammo limit of 8. Treat as a speed 80 (8 hexes per impulse) drone with 10 hit points. Each impulse the assassin probe is at range 0 to the target, it returns one Information Point back to the firing ship. In addition, the assassin probe may function in one of the following modes (chosen each impulse):

1. The probe causes the target to suffer a +1 firing penalty with "Torpedo" type weapons.
2. The probe does 1d6 damage to a random shield facing.
3. The probe drains 1 energy from the target's batteries.

SHADOW DEVICE: This is a Phasing Device with a max speed of 1 (from Impulse). If the ship tries to move faster than speed 1, the Phasing effect ends.

R-6M: Romulan R-6M Computer. This is the same as a COMP box, but has four added functions:

- (1). Can be used as a SKY box.
- (2). Can be used as an INTEL box.
- (3). Can be used to make one specific weapon type on the ship roll twice to hit (choose the better result).
- (4). Can be used to envelope or shotgun one plasma without paying any extra energy. This does nothing for a PL-D or PL-F launcher. For an RPL style plasma, this reduces power cost: RPL-1 is 8, RPL-2 is 12, RPL-3 is 7.

SLOPED ARMOR: Functions as normal armor, but you do not have to hit it when taking internals. When a weapon hits you, you may "use" a sloped armor box (and spend 1 point of energy) to take only half damage from that weapon (round down). This works even on gross-effect weapons (such as maulers). A used sloped armor box may still take 1 point of damage if you wish.

DOUBLE CLOAKING DEVICE:

Can be used as a normal cloaking device.

If the energy cost is paid twice, the ship is "doubly cloaked". Doubly cloaked ships take no damage from any source as long as their speed is 0 or 1.

CREW UNITS**BOARDING PARTIES****DECK CREWS****PASSENGERS****ADMINISTRATIVE SHUTTLES**

IDENT	HP	SHIELD	NOTES

ONE SHUTTLE BAY.

SHIP DATA TABLE

SHIP CLASS	=	IMPERIAL FL
MODEL NUMBER	=	TYPE 5
POINT VALUE	=	11200 **
BREAKDOWN	=	6^4
SHIELD COST	=	2+2
EXPLOSION STR	=	155
SIZE CLASS	=	1
MOVEMENT COST	=	4 (E)
REFERENCE	=	R4.306
FILENAME	=	ROM-IPF
TOTAL POWER	=	67 (+49)
BOX SCALE	=	MEGA (10)
OPT ALLOWANCE	=	90 (+45)
4X SYSTEMS	=	CLOAK
DOUBLE CLOAKING DEVICE (20)		

TYPE 7 ROMULAN BEAM TABLE

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

IDENTICAL TO A PH-7, JUST USES A DIFFERENT TABLE.

TNG	TURN	E
1	1-4	
2	5-8	
3	9-12	
4	13-16	
5	17-20	
6	21-24	
7	25-28	
8	29-32	
9	33+	

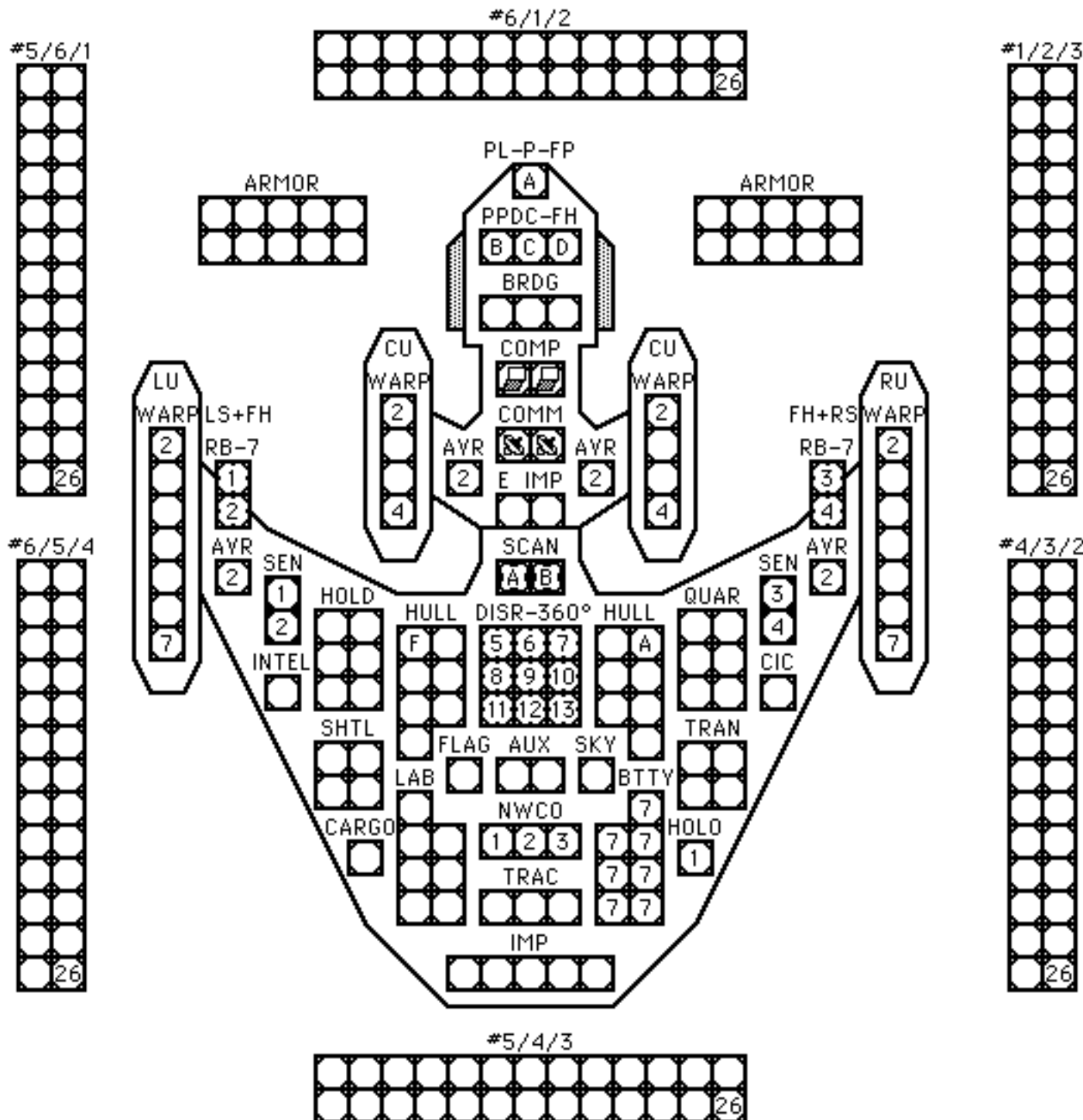
3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-12
HIT	1-7	1-6	1-5	1-4	1-3	1-2	1
DMG (STD)	1	1	1	1	1	1	1
DMG (OYER)	2	2	2	0	0	0	0
DMG (DBL)	3	3	0	0	0	0	0
DMG (TRP)	4	0	0	0	0	0	0

ENERGY COST = 1 (STD), 2 (OYER), 3 (DBL), 4 (TRP)
6 POINT CAPACITOR.**3X PLASMA TORPEDO TABLE**

RANGE	ENERGY COST																	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
TYPE P	21	19	17	15	13	11	9	7	5	3	1	0	0	0	0	0	0	13/20/6
TYPE Q	16	14	12	10	8	6	4	2	0	0	0	0	0	0	0	0	0	7/11/4
TYPE Z	0	1	3	5	7	9	11	10	9	8	7	6	5	4	3	2	1	5/7/2
TYPE X	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	4/6/2
TYPE Y	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	2/3/1
TYPE R	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	3/5/1
BOLT	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	

ROMULAN 3X Imperial Praetor Flagship



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

DAMCON	25	20	15	10	5	0	
EXCDAM	7	6	5	4	3	2	1

Donald Miller
Copyright © 2001 Donald Miller
SmileyLich@home.com

3X/4X PPDC TABLE

3X RANGE	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
4X RANGE	0	1-4	5-7	8-11	12-14	15-18	19-21	22-25	26-28
2D6 HIT	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

FIRES 8/T. ENERGY = 1/SHOT, HOLD = 1/4 /SHOT.

SHOTS MAY BE COMBINED INTO ONE HARD HIT IF DESIRED.

ROMULAN OXs

4 Engine King Eagle

CREW UNITS

		✳		10
				20
				30

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS

PROBES

				5
				5

T-BOMBS

D	D	D	D	D

NSMs

--	--

SHIP DATA TABLE

SHIP CLASS	=	4 Eng KE
MODEL NUMBER	=	2
POINT VALUE	=	235 ♯
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
EXPLOSION STR	=	145
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/2 (F)
REFERENCE	=	R4.001-C
FILENAME	=	ROM-KE4
TOTAL POWER	=	73 (+9)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	(none)
CLOAKING DEVICE	=	(6+16)

TYPE 1 PHASER TABLE

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

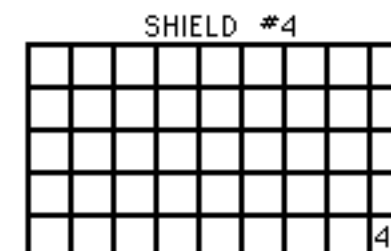
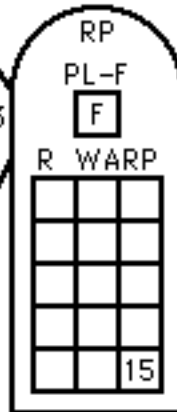
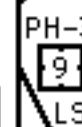
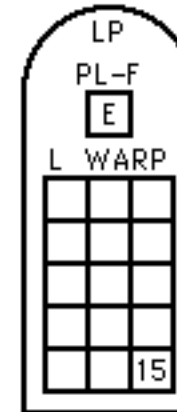
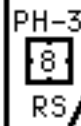
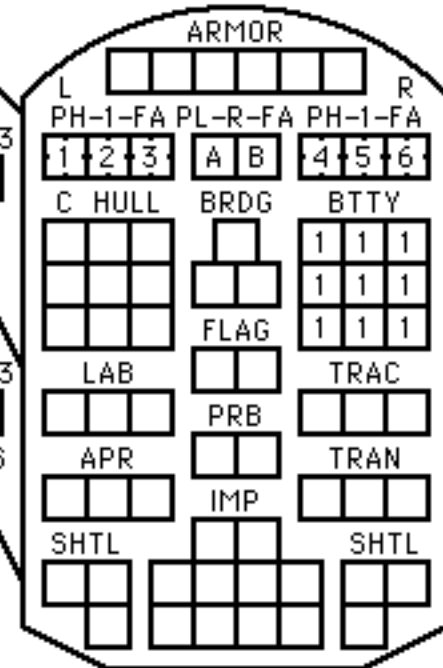
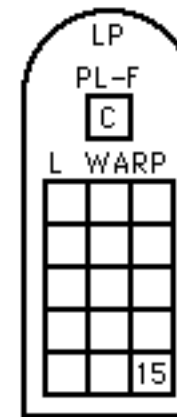
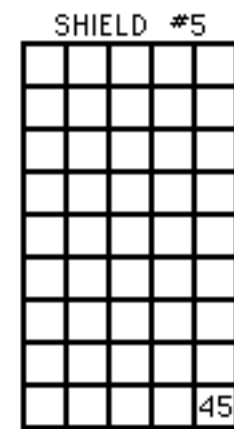
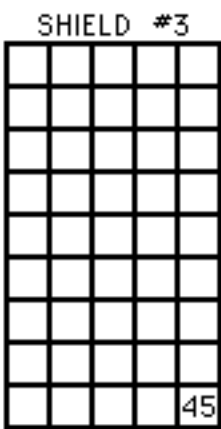
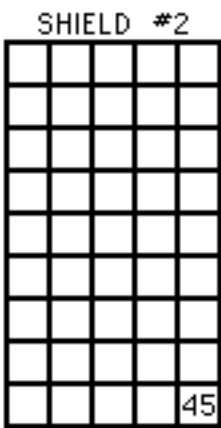
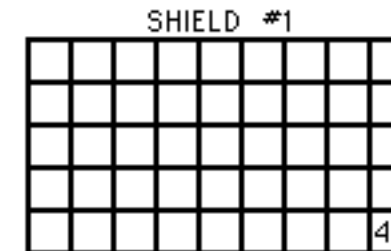
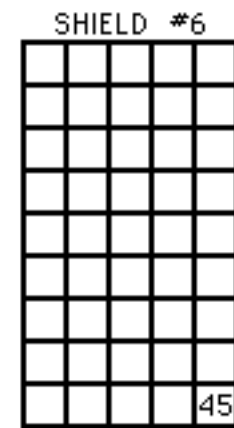
TURN MODE	SPEED
F	1 1-3
	2 4-5
	3 6-9
	4 10-13
HET	5 14-17
	6 18-23
BD	7 24-29
	8 30+

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		



SENSOR
6 6 6 5 4 3 2 0

SCANNER
0 0 0 0 2 4 6 9

DAMCON
6 6 4 4 2 2 2 0

EXCDAM
8 7 6 5 4 3 2 1

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

ROMULAN OXs KFWCR / SphK modules

CREW UNITS

				*						10
										20
										30
										38

BOARDING PARTIES

										10
										17

DECK CREWS

	2
--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS		

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	KFWCR/SPK
MODEL NUMBER	=	1
POINT VALUE	=	171 *
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
EXPLOSION STR	=	101
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.031
FILENAME	=	ROM-KFWK
TOTAL POWER	=	43 (+5)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE	=	(3+18)

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

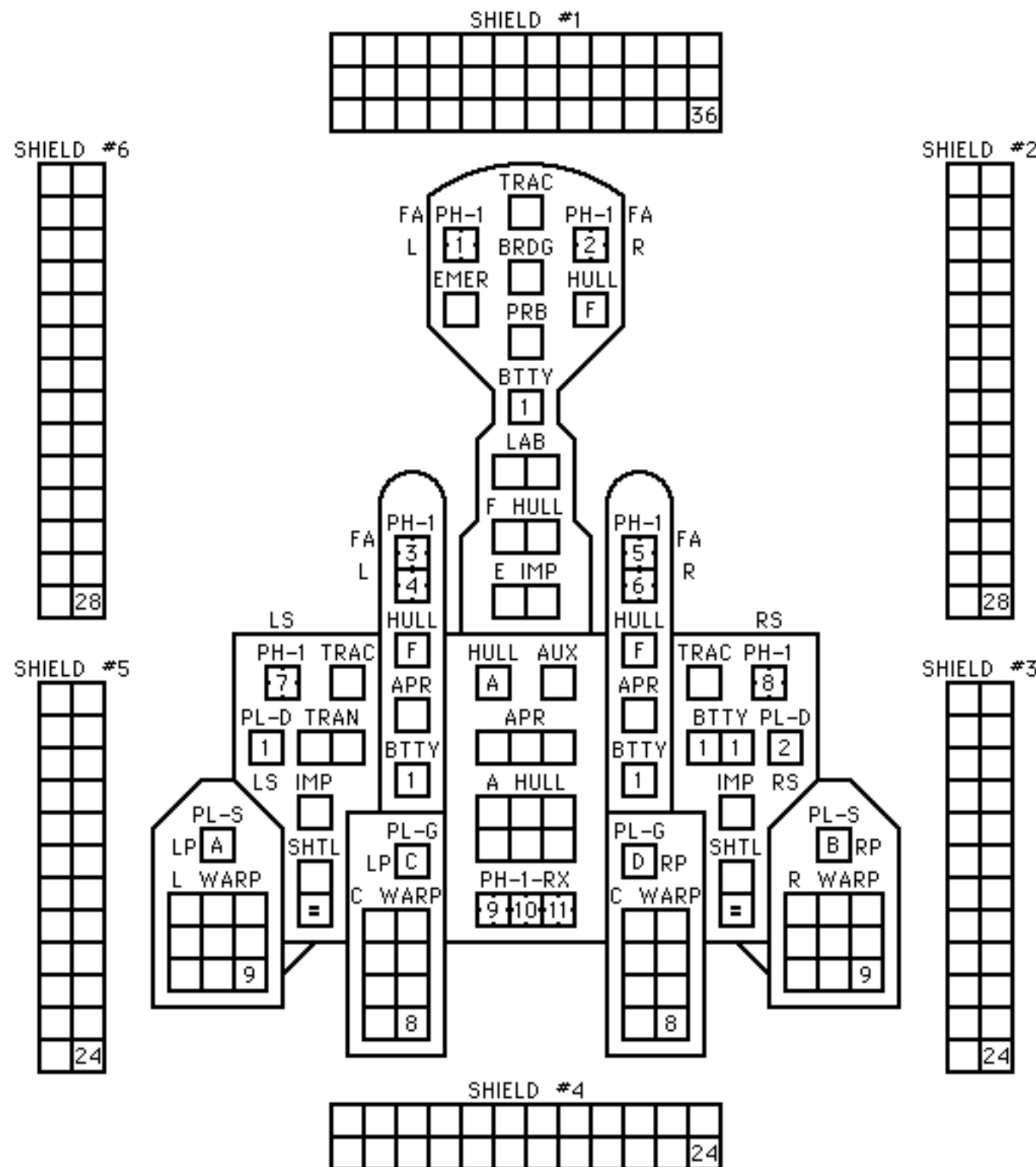
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3			1-2					1	

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

PLASMA RACKS

1											D
2											D

Donald Miller
Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com



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

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

CREW UNITS

0	0	0	4
---	---	---	---

BOARDING PARTIES

0	0	0	4
---	---	---	---

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
	0	0	
	0	0	
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	=	Killerhawk
Model Number	=	7
Point Value	=	4400 *
Breakdown	=	6^3
Shield Cost	=	1+1
Explosion Str	=	55
Size Class	=	2
Movement Cost	=	1+1/2 (E)
Reference	=	R3.303
Total Power	=	34 (+21)
Opt Allowance	=	0 (+0)
4X Systems	=	(none)
Cloaking Device	=	(8)

TYPE VI COMBAT PHASER

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

Fires 2/turn (not on same impulse)

Energy = 1/2 (Std), 1 (Over) per shot

Overload is double damage

3 {4} Energy Capacitor

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

PL-X: STD = 4 (HOLD 2), OVER = 6 (HOLD 4)

PL-Y: STD = 2 (HOLD 1/2), OVER = 3 (HOLD 1)

3X/4X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10
HIT #	1-7	1-6	1-5	1-4	1-3	1-2	1

Standard: 1 energy to fire, 1 damage.

Overload: 2 energy to fire, 2 damage.

Double-Overload: 3 energy to fire, 3 damage.

Triple-Overload: 4 energy to fire, 4 damage.

6 {8} energy capacitor.

TNG TURN MODE E

TURN	MODE	SPEED
1	1-4	
2	5-8	
3	9-12	
4	13-16	
5	17-20	
6	21-24	
7	25-28	
8	29-32	
9	33+	

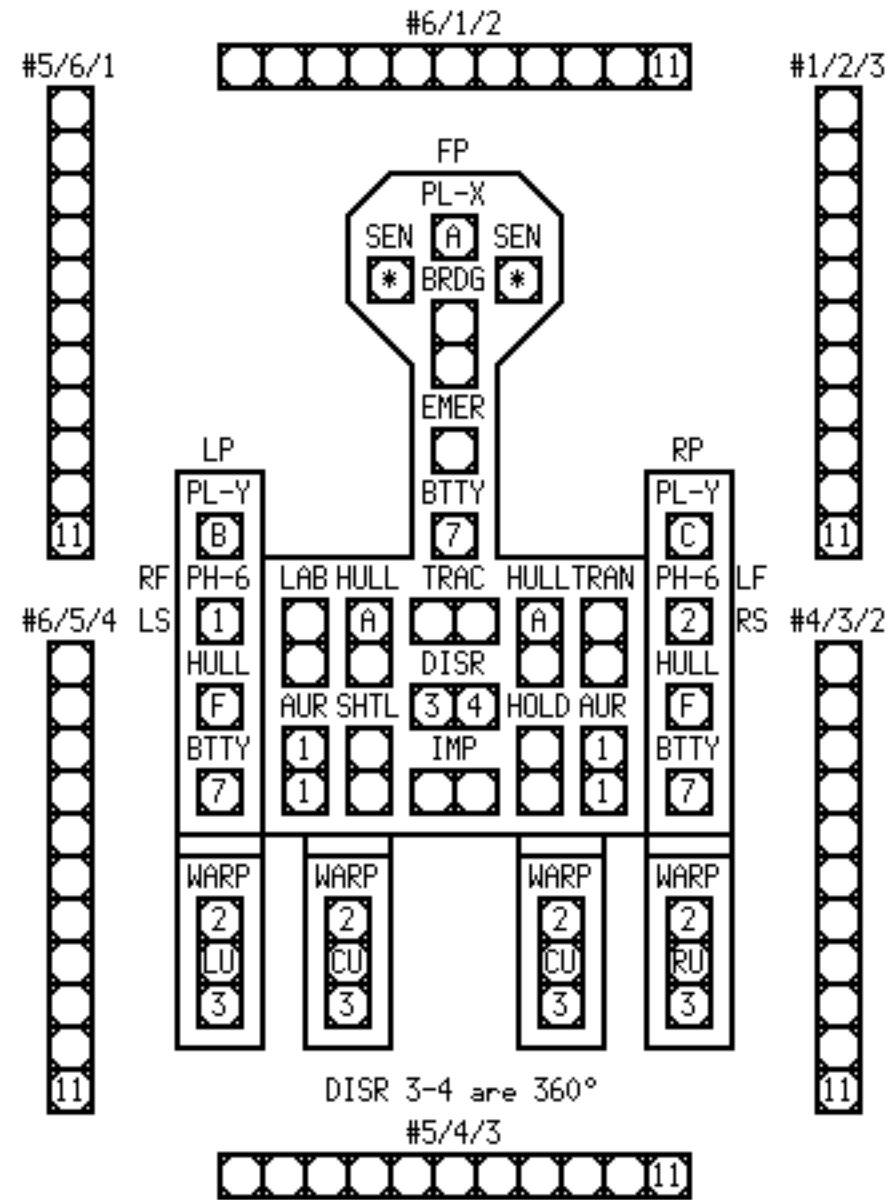


dsm131@psu.edu

Submitted to and copyright © 1999 ADB, Inc.

Evaluation by ADB, Inc. is pending.

Enjoy!



SENSOR

6 6 4 2

SCANNER

0 0 1 2

DAMCON

15 10 5 0

EXCDAM

3 2 1

ROMULAN

3X

Killerhawk

Heavy Cruiser

ROMULAN OXs Killerhawk-B Heavy Carrier

CREW UNITS

	*									10
										20
										30
										40
										50
										59

BOARDING PARTIES

										10
										20

DECK CREWS

										10
										16

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHTL & TWO FTR BAYS		

TRANSPORTER BOMBS

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

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	KH-B
MODEL NUMBER	=	1-B
POINT VALUE	=	237
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
EXPLOSION STR	=	134+6
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.067-A
FILENAME	=	ROM-KHB
TOTAL POWER	=	48+4 (+6)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	(none)
CLOAKING DEVICE (4+20)		
ADD MEGAPHASER WINGS		+10

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

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

TYPE M PHASER TABLE

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

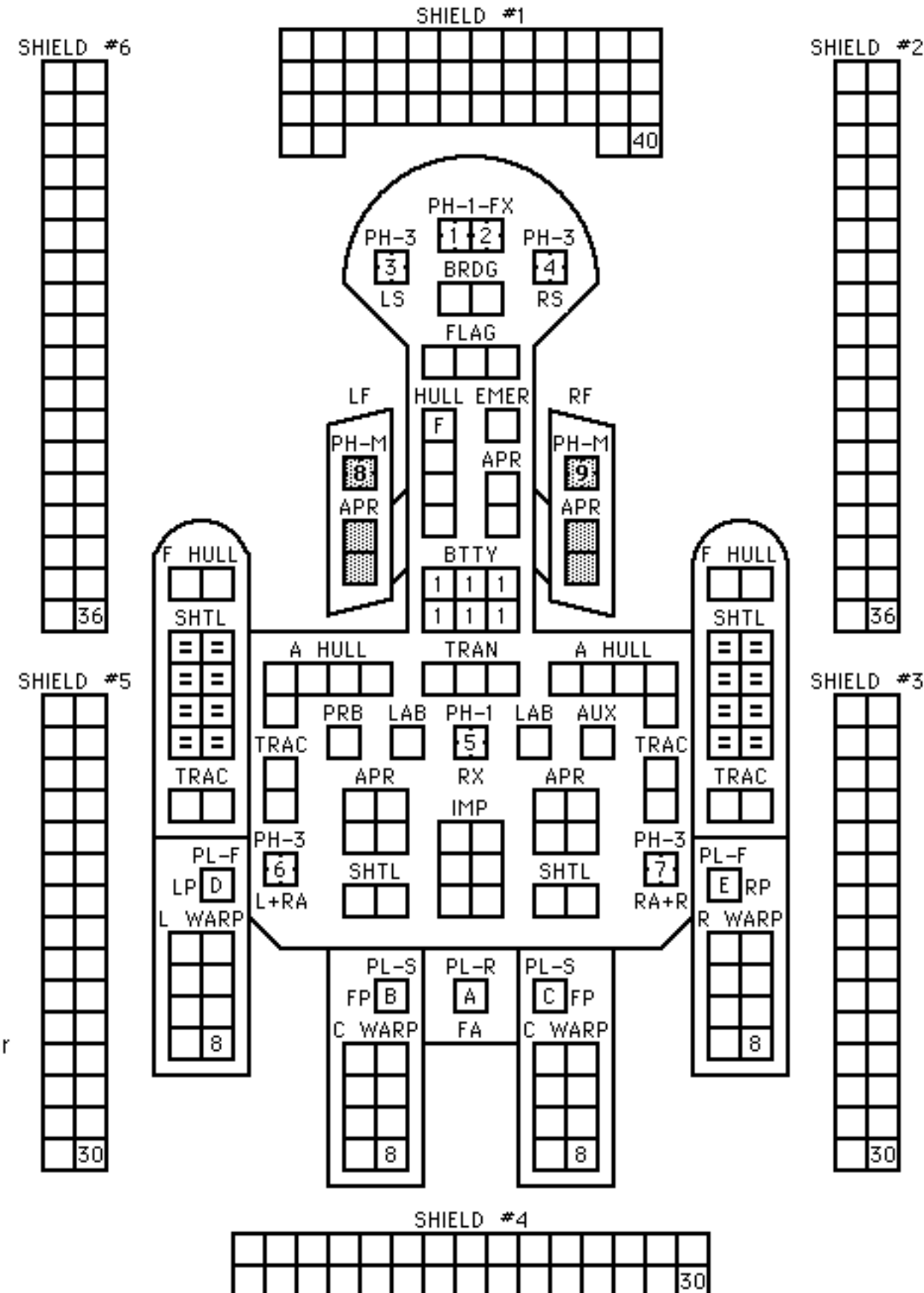
TURN MODE SPEED

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

Donald Miller
Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30	
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1	
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0	
TYPE F	20	15	10	5	1	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	
BOLT	1-4	1-3						1-2							



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

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

CREW UNITS

		*							10
									20
									30
									40
									50
									57

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

Ship Class = KH-DM
 Model Number = 1
 Point Value = 213 *
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 129
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R4.067
 Total Power = 54 (+16)
 Opt Allowance = 0 (+0)
 1X Systems = PL-M
 Cloaking Device (4+20)

BOARDING PARTIES

									10
									20

DECK CREWS

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

T-BOMBS

D	D	D	D

PROBES

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

TYPE I ROMULAN BEAM TABLE

DIE	RANGE	6-	9-	16-	26-	51-					
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	11	10	9	8	7	6	5	4	3	2	1
2	11	10	9	8	7	6	5	2	0	0	0
3	11	10	9	8	7	6	3	0	0	0	0
4	6	2	2	2	2	2	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

TYPE III ROMULAN BEAM TABLE

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

TURN MODE SPEED

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

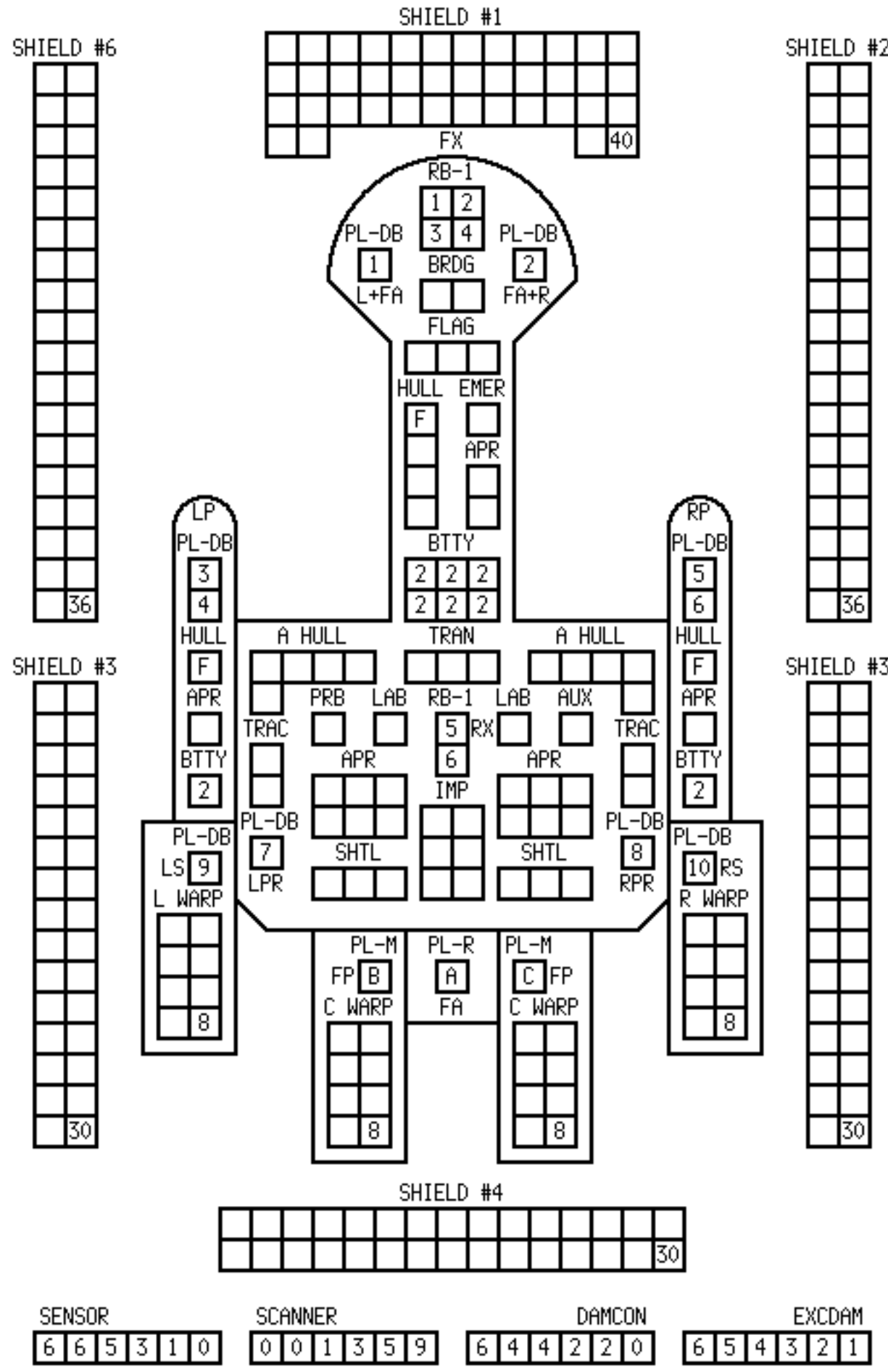
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1			

ROMULAN OXI Killerhawk -DM

PLASMA RACKS

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

PL-DB rack can fire a PL-D for 1 ammo + 1 energy or as a PL-F for 2 ammo + 2 energy.



SmileyLich
 SmileyLich@aol.com
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Happy Gaming!

ROMULAN OXI StilettoHawk Light War Destroyer

CREW UNITS

1	2	3	4	5	6	7	8	9	10
	12								

BOARDING PARTIES

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

PROBES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS.		

T-BOMBS

	D	D
--	---	---

SHIP DATA TABLE

SHIP CLASS	=	STILETTO
MODEL NUMBER	=	1 (LDW)
POINT VALUE	=	72 *
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	48
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (B)
REFERENCE	=	R4.072
FILENAME	=	ROM-LDW
TOTAL POWER	=	17 (+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	11 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE	=	(2+5)



Copyright © 2001 Donald Miller
SmileyLich@home.com

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

PLASMA RACKS

1	H	H	H	H	D
---	---	---	---	---	---

PLASMA RACKS (OPTIONAL)

B	H	H	H	H	D
---	---	---	---	---	---

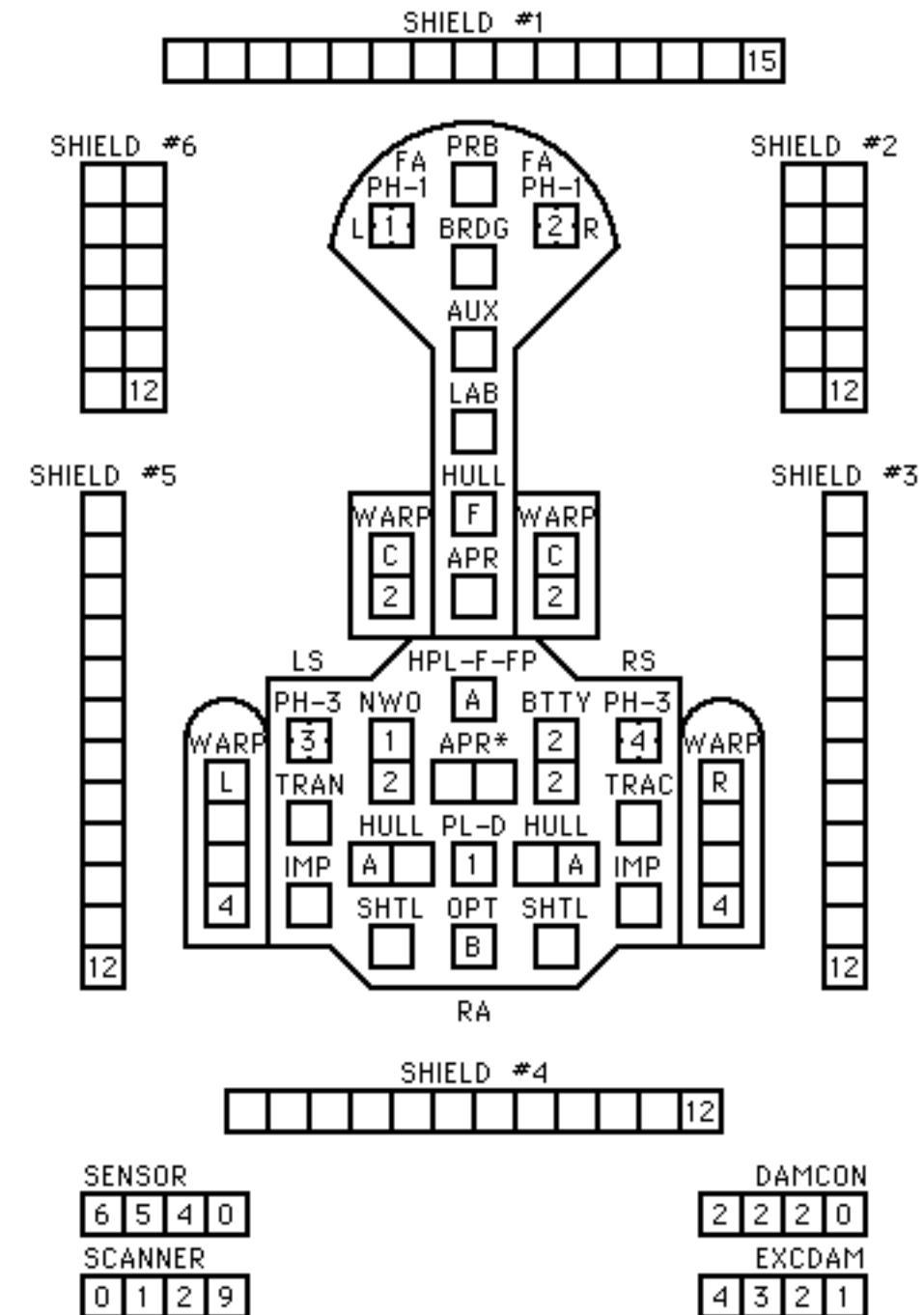
PLASMA TORPEDO TABLE

RANGE	0-5	6-10	11-12	13-14	15
HEAVY F	30	22	15	7	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3		1-2	

PLASMA TORPEDO TABLE

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

HPL-F's fire 1 per 3 turns.
Arm cost 3/2 + 3/2 + 9/2; Hold cost 0.
Cannot envelope or shotgun.



PL-D ARC IS 360°.

ROMULAN OXs

LakeHawk-A Light Frigate

CREW UNITS

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

BOARDING PARTIES

			4
--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		ONE SHUTTLE BAY.

T-BOMBS

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

SHIP DATA TABLE

SHIP CLASS	= LAKE (LFF)
MODEL NUMBER	= 1
POINT VALUE	= 52 *
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
EXPLOSION STR	= 35
SIZE CLASS	= 4
MOVEMENT COST	= 1/4 (A)
REFERENCE	= R4.071
FILENAME	= ROM-LFF
TOTAL POWER	= 13 (+1)
BOX SCALE	= NORMAL
OPT ALLOWANCE	= 0 (+0)
1X SYSTEMS	= NONE
CLOAKING DEVICE (2+2)	
REPLACE ALL LPL-F W/ PL-D +8	
L REFIT (BTTY IS 2 POINT)	+1

Donald Miller

Copyright © 2001 Donald Miller
SmileyLich@home.com

TYPE 1 PHASER TABLE

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

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

TYPE 3 PHASER TABLE

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

PLASMA RACKS (PL-D REFIT)

A						D
B						D
C						D

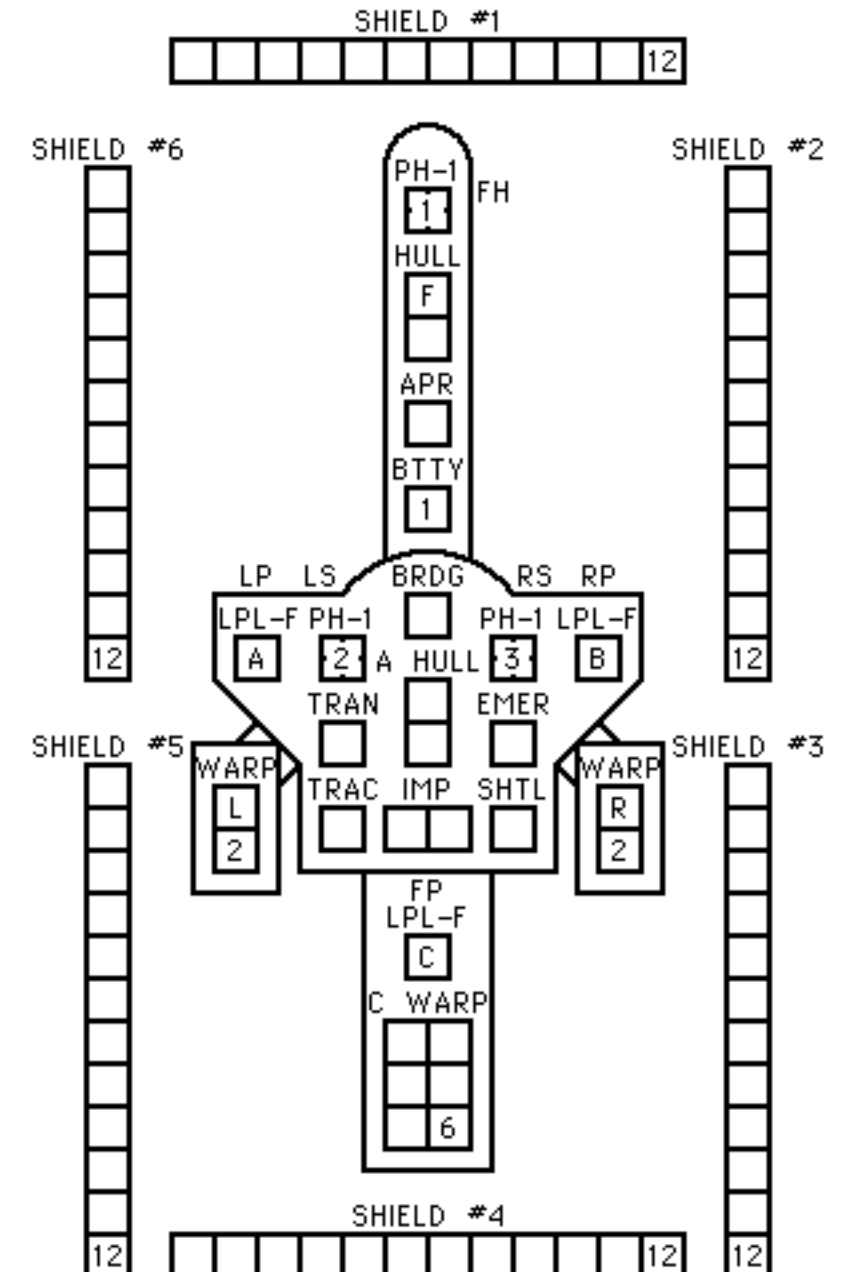
PLASMA TORPEDO TABLE

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

PLASMA TORPEDO TABLE

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

LPL-F's fire 1 per 3 turns.
Arm cost 1/2 + 1/2 + 3/2; Hold cost 0.
Cannot envelope or shotgun.



SENSOR			
6	5	3	0
SCANNER			
0	1	4	9

DAMCON		
2	2	0
EXCDAM		
3	2	1

CREW UNITS						
				*		10
						20
						30
						40
						50
						60
						63

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

SHIP DATA TABLE

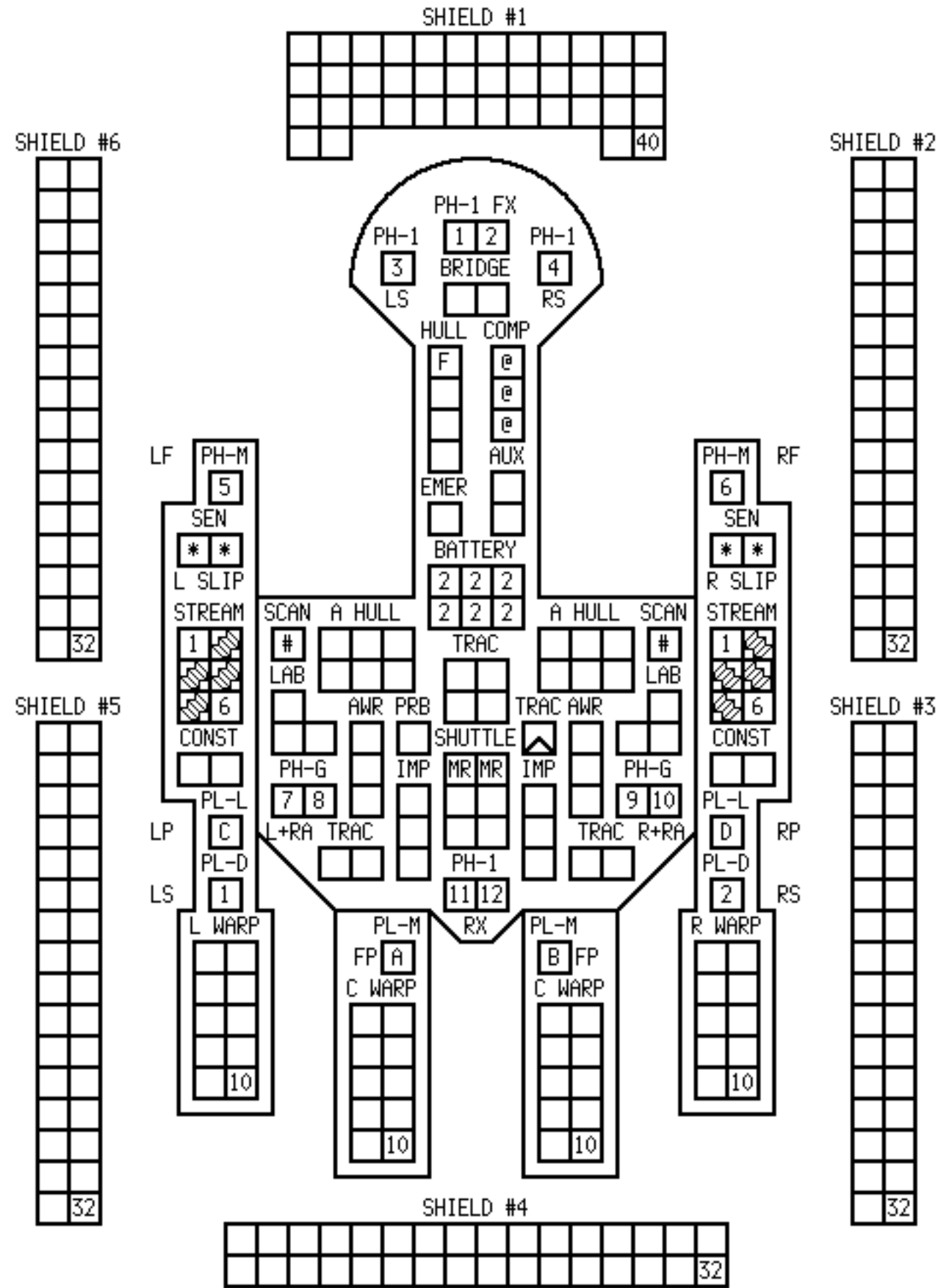
Ship Class = LH-SS (Unique)
 Model Number = Type 1
 Point Value = 1700 *
 Breakdown = 5-6
 Shield Cost = 1+2
 Explosion Str = 163
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R4.118

Total Power = 64 (+12)
 Opt Allowance = 0 (+0)

Unless listed, all Control and General systems are 0X.
 Unless listed, all Weapons and Power systems are 1X.

1X Systems = LAB
 2X Systems = CONST, COMP
 3X Systems = CLOAKING DEV
 5X Systems = SLIP STREAM

Cloaking Device (6+10) [x5+18]
 Legendary Tal-Shiar Officer (Tlusok)
 TRAC-MECH has EMER function



BOARDING PARTIES						
						10
						20
						28

DECK CREWS						
						10
						18

PROBES						
						5

TRANSPORTER BOMBS						
					D	D
					D	D
					D	D
					D	D
					D	D
					D	D

TYPE M MEGAPHASER TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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

Donald Miller
 dsm131@psu.edu

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	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
BOLT	1-4	1-3			1-2						1			

PLASMA RACKS

1																							DX	
2																								DX

SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

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

ROMULAN

1X

Experimental Slip-Stream Cruiser (modified Lightning-Hawk)

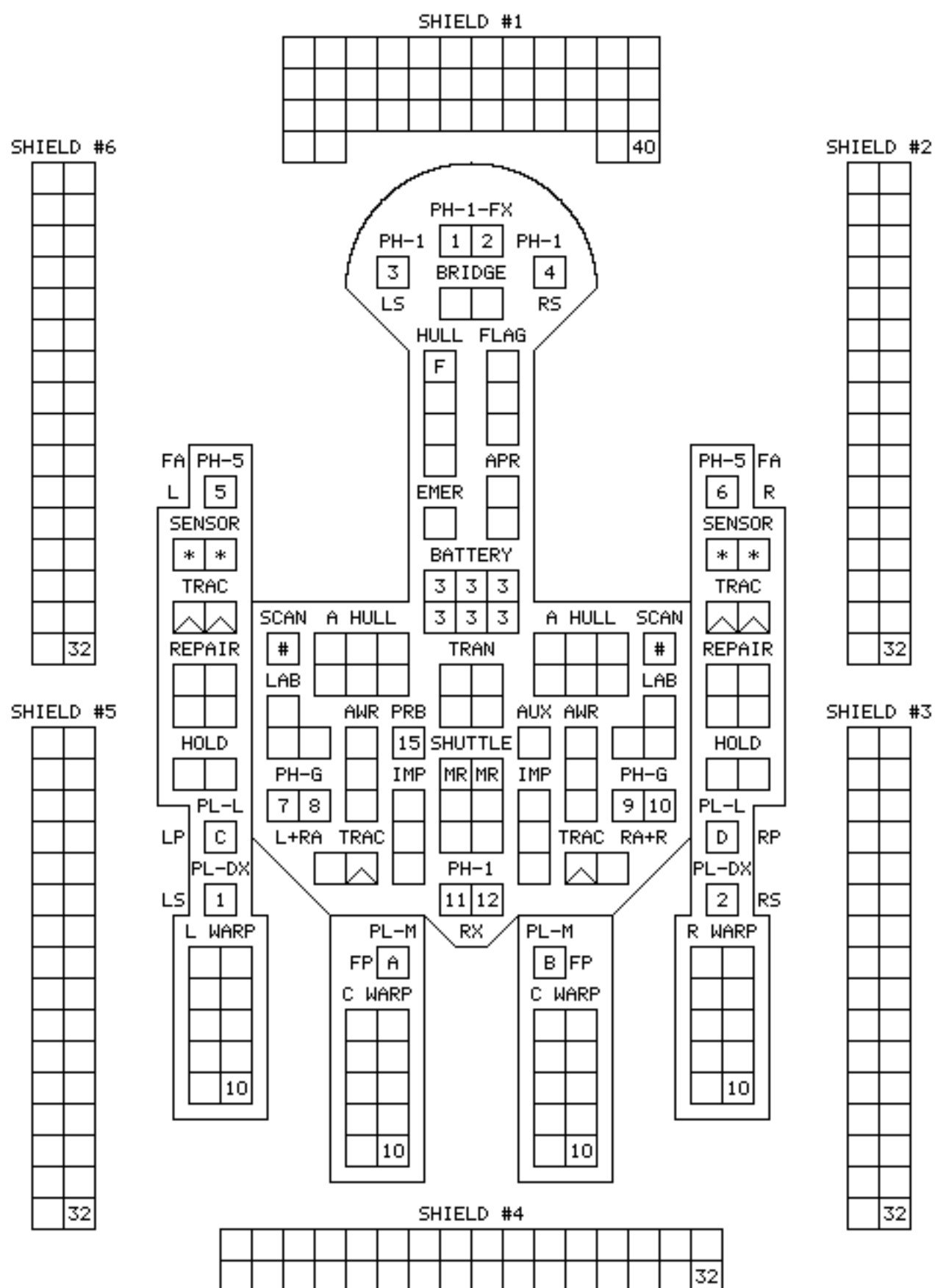
ROMULAN

1X

LightningHawk Class Space Control Ship

Ship Class = Lightning-H
 Model Number = 1
 Point Value = 403*
 Breakdown = 5-6
 Shield Cost = 1+1
 Explosion Str = 154
 Size Class = 3
 Movement Cost = 1 (C)
 Reference = R4.101

Total Power = 54 (+18)
 Opt Allowance = 0 (+0)
 2X Systems = (none)
 Cloaking Device (4+11)



SENSOR						
6	6	6	5	3	1	0

DAMCON						
6	6	4	4	2	2	0

CREW UNITS						
						10
						20
						30
						40
						50
						60
						63

SCANNER						
0	0	0	1	3	5	9

EXCDAM						
7	6	5	4	3	2	1

BOARDING PARTIES						
						10
						20
						28

DECK CREWS						
						10
						18

CREW UNITS									
								*	10
									20
									30
BOARDING PARTIES									
									10
									12

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

SHIP DATA TABLE	
Ship Class	= Mangler
Model Number	= Type 1
Point Value	= 263 *
Breakdown	= 5-6
Shield Cost	= 1+2
Explosion Str	= 163
Size Class	= 3
Movement Cost	= 1 (E)
Reference	= R4.017
Total Power	= 43 (+24)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device (6+13)	
Automatically suffers Shock	
Breakdown whenever PL-P is fired as a PL-P or PL-Q	

SHIELD #6									
									36

SHIELD #1									
									36

SHIELD #2									
									36

PROBES									
									10
									10
									10

TRANSPORTER BOMBS									
					D	D	D	D	D

NSMs	

TYPE I ROMULAN BEAM TABLE										
DIE	RANGE	6-	9-	16-	26-	51-				
ROLL	0 1 2 3 4 5 8	15	25	50	75					
1	11 10 9 8 7 6 5 4 3 2 1									
2	11 10 9 8 7 6 5 2 0 0 0									
3	11 10 9 8 7 6 3 0 0 0 0									
4	6 2 2 2 2 2 0 0 0 0 0									
5	0 0 0 0 0 0 0 0 0 0 0									
6	0 0 0 0 0 0 0 0 0 0 0									

DRONE/MINE RACKS									
1									D
2									D
3									D
4									D
5									8
6									8
7									8

Identical in all ways to a Ph-1, except the table is different.
Can fire as a RB-2 for 1 energy or as a RB-3 for 1/2 energy.

TYPE II ROMULAN BEAM TABLE										
DIE	RANGE	4-	9-	16-	31-					
ROLL	0 1 2 3 8 15 30 50									
1	8 7 6 5 4 3 2 1									
2	8 7 6 5 3 1 0 0									
3	8 7 6 5 0 0 0 0									
4	4 4 4 4 0 0 0 0									
5	0 0 0 0 0 0 0 0									
6	0 0 0 0 0 0 0 0									

TYPE III ROMULAN BEAM TABLE										
DIE	RANGE	4-	9-							
ROLL	0 1 2 3 8 15									
1	6 5 4 3 2 1									
2	6 5 4 3 0 0									
3	6 5 4 0 0 0									
4	6 5 4 0 0 0									
5	2 2 2 0 0 0									
6	0 0 0 0 0 0									

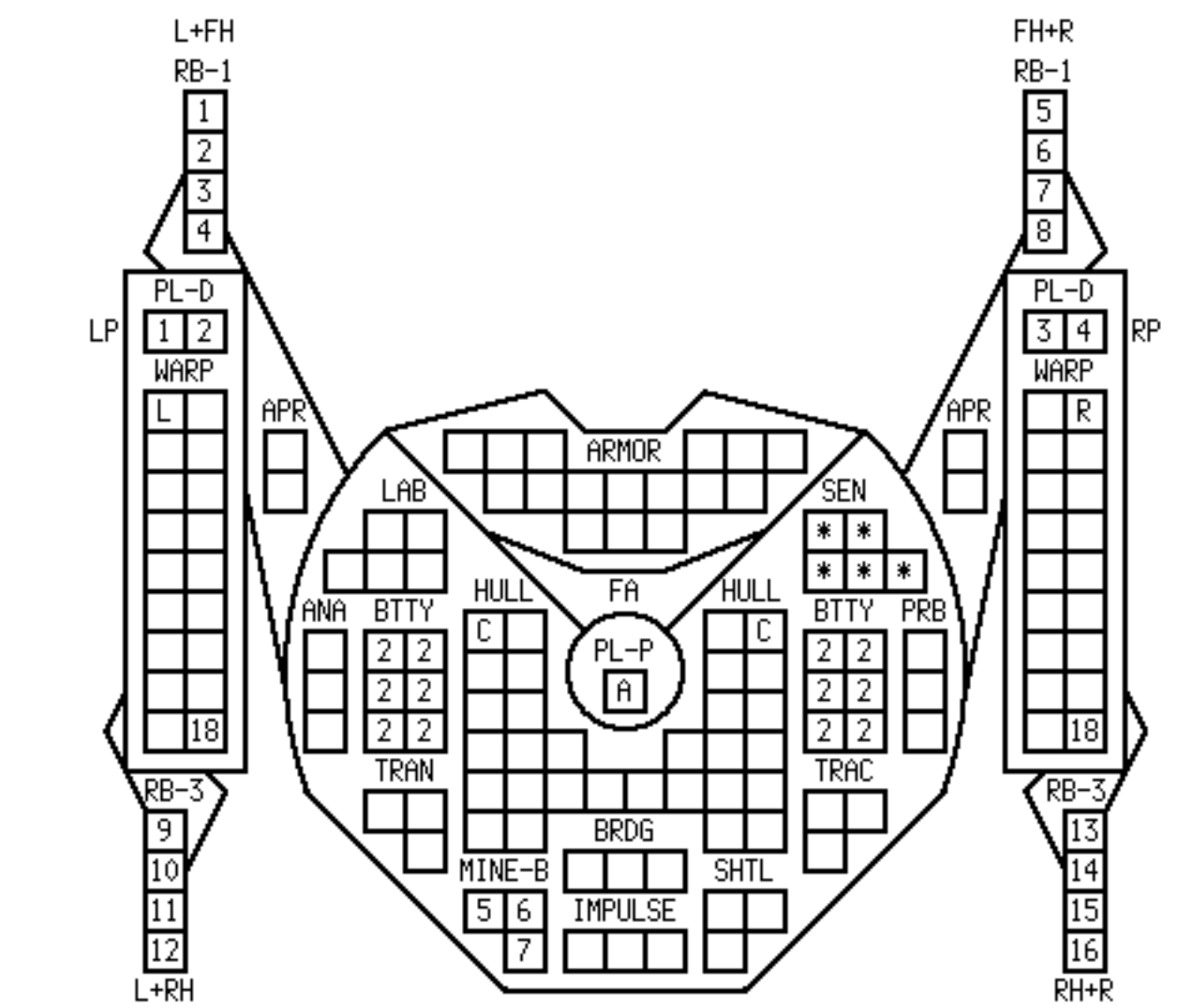
Identical in all ways to a PH-2, except the table is different.
Can fire as a RB-3 for 1/2 energy.

Identical in all ways to a PH-3, except the table is different.

SUPER-HEAVY LONG-ARMING PLASMA TORPEDO TABLE												
RANGE	0-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60
TYPE P	150	135	120	105	90	75	60	45	30	15	10	1
TYPE Q	100	90	80	70	60	50	40	30	20	10	5	1
BOLT	1-6		1-5		1-4		1-3		1-2		1	

PL-P: Fires once per 5 turns; Arming Cost = 3-3-3-3-15; Hold Cost = 12.
Add 15 energy to envelope or shotgun (3 R's or 15 F's).
Can instead fire as a PL-Q in 4 turns (see below).
BPV/Repair Cost = 100; 24 spaces in option mounts. (!)

PL-Q: Fires once per 4 turns; Arming Cost = 3-3-3-9; Hold Cost = 8.
Add 9 energy to envelope or shotgun (2 R's or 10 F's).
Cannot fire a lesser plasma type (R/M/S/G/L/F).
BPV/Repair Cost = 60; 10 spaces in option mounts.



SHIELD #5									
									36

SHIELD #4									
									36

SHIELD #3									
									36

SENSOR									
6	6	6	6	6	6	6	6	6	0
SCANNER									
0	0	2	4	6	8	9			

DAMCON										
10	8	8	6	6	4	4	2	2	0	
EXCDAM										
11	10	9	8	7	6	5	4	3	2	1

ROMULAN OXI

Mangler Class

Experimental Plasma Cruiser

PLASMA TORPEDO WARHEAD STRENGTH 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

CREW UNITS

10
12

BOARDING PARTIES

10
12

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS ONE BAY.

SHIP DATA TABLE

Ship Class	= New War Cruiser
Model Number	= Type 1
Point Value	= 19800 *
Breakdown	= 6^5
Shield Cost	= 2+1
Explosion Str	= 132
Size Class	= 1
Movement Cost	= 5 (A)
Reference	= R4.407
Total Power	= 214 (+48)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device	(23)

TYPE IX ROMULAN BEAM TABLE

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

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

4X PULSE DISRUPTOR TABLE

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

MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T
ENERGY	1	2	3	4	5	6	24
#SHOTS	1	2	3	4	5	6	1E
HIT	-0	-0	-0	-0	-1	-3	-6

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
 PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
 PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

COLLIMATED PLASMAIC PULSAR DEVICE TABLE

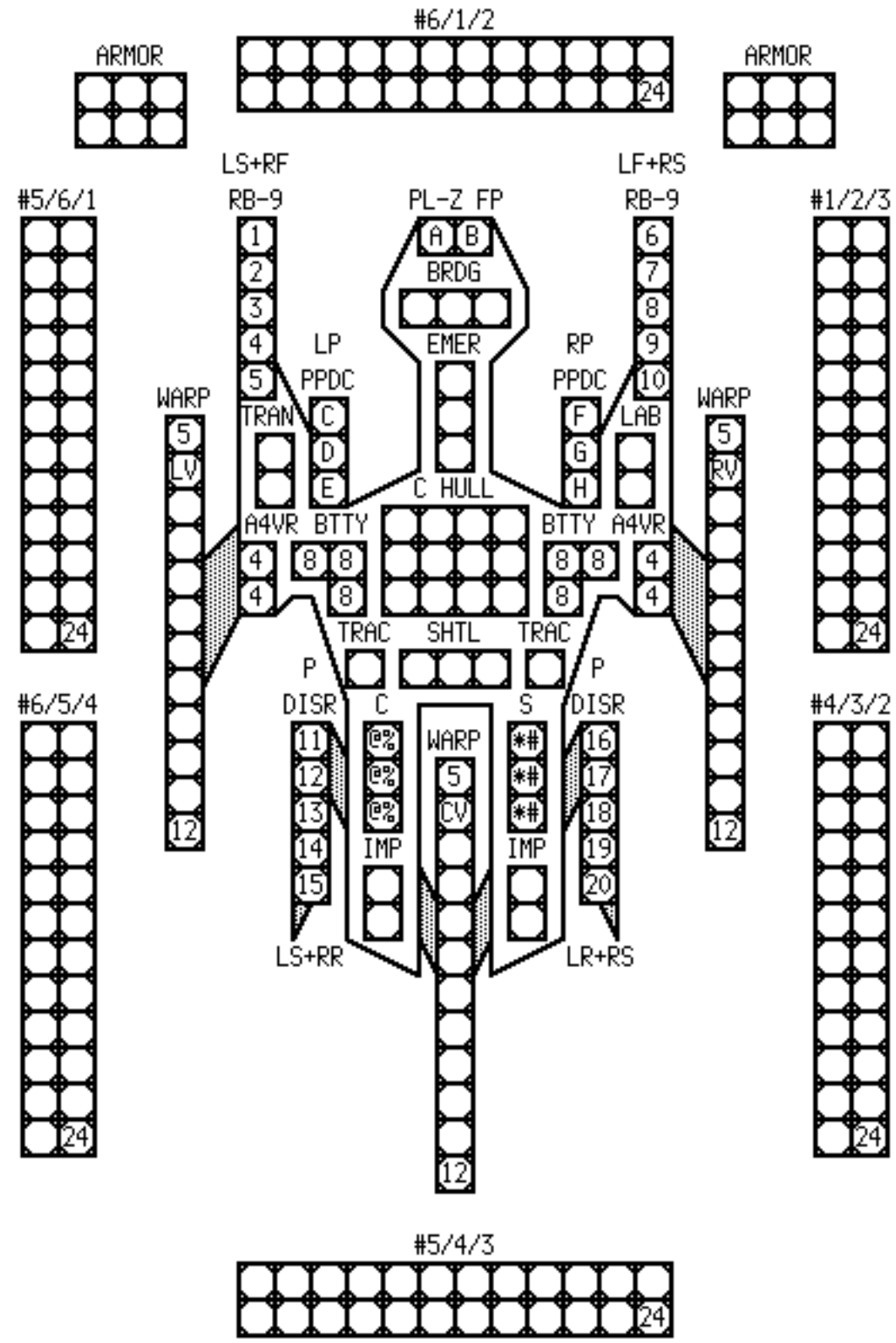
3X RANGE	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
4X RANGE	0	1-4	5-7	8-11	12-14	15-18	19-21	22-25	26-28
2d6 HIT#	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

Fires 8/turn; Energy Cost = 1/shot; Hold Cost = 1/4 per shot.
 If hit, further shots automatically hit same target and are combined into 1 large hard hit.

TNG TURN MODE A

TURN MODE	SPEED
1	1-8
2	9-16
3	17-24
4	25-32
5	33+

ROMULAN 4Xs New War Cruiser



Robert Miller

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

CREW UNITS

8

BOARDING PARTIES

8

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES
THIS SHIP HAS ONE BAY.			

SHIP DATA TABLE

Ship Class	= New Destroyer
Model Number	= Type 2
Point Value	= 12900 *
Breakdown	= 6^6
Shield Cost	= 1+1
Explosion Str	= 86
Size Class	= 2
Movement Cost	= 3 (AA)
Reference	= R4.406
Total Power	= 130 (+32)
Opt Allowance	= 0 (+0)
5X Systems	= (none)
Cloaking Device	(15)

TYPE IX ROMULAN BEAM TABLE

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

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

4X PULSE DISRUPTOR TABLE

RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1
MODE	ONE	TWO	THREE	FOUR	FIVE	SIX	VERON-T	
ENERGY	1	2	3	4	5	6	24	
#SHOTS	1	2	3	4	5	6	1E	
HIT	-0	-0	-0	-0	-1	-3	-6	

16 point capacitor.

4X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PL-Z	1	3	5	7	9	11	13	12	11	10	9	8	7	6	5	4	3	2	1
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-8	1-7	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1	-1

PL-Z: Std = 5 (hold 1.5), Env/Shot = 7.5 (hold 2.5), Prox = 10 (hold 5)
PL-X: Std = 4 (hold 2), Env/Shot = 6 (hold 4)
PL-Y: Std = 2 (hold 0.5), Env = 3 (hold 1)

COLLIMATED PLASMATIC PULSAR DEVICE TABLE

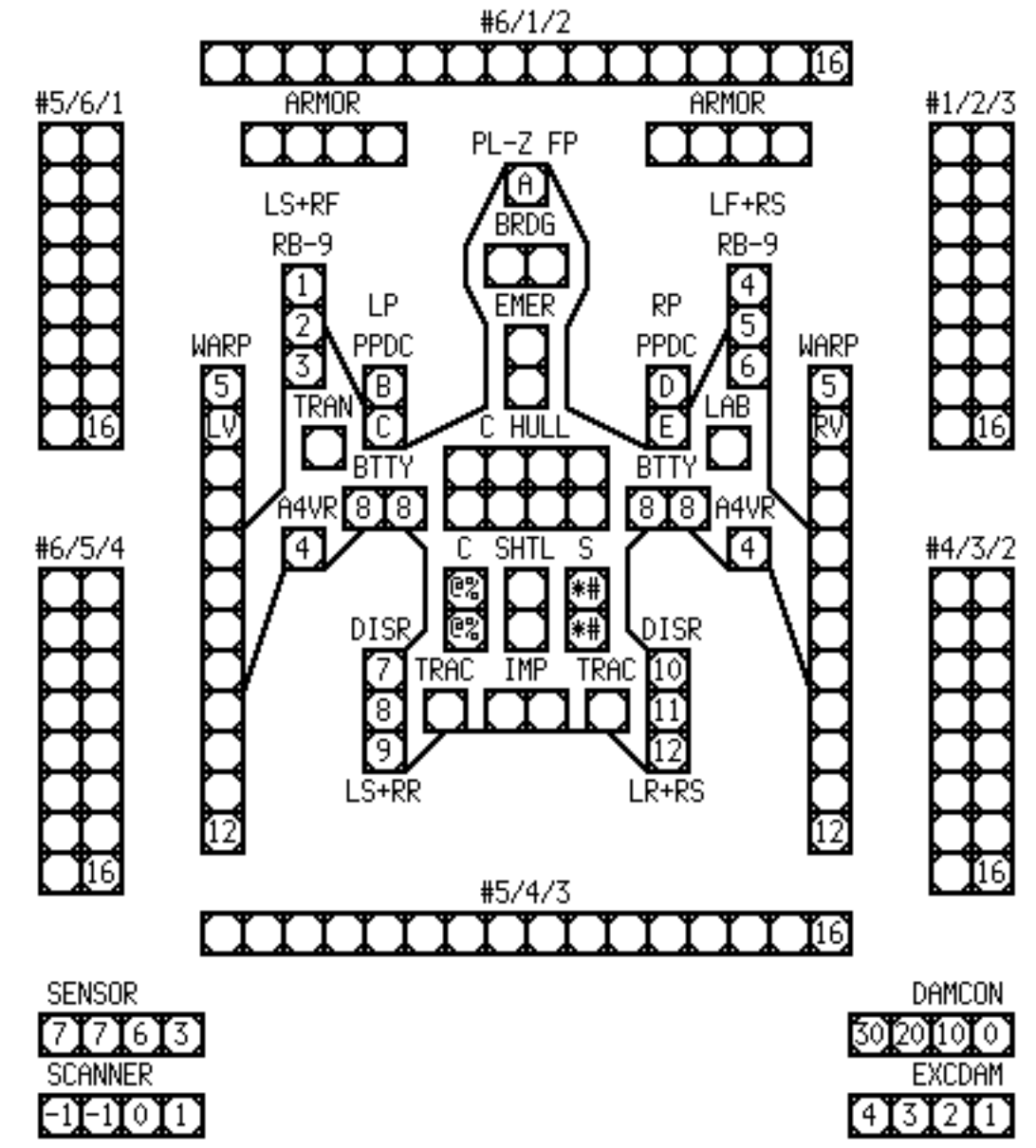
3X RANGE	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
4X RANGE	0	1-4	5-7	8-11	12-14	15-18	19-21	22-25	26-28
2d6 HIT#	4	12	10	9	7	6	4	3	2
DAMAGE	0+3+0	1+2+1	1+2+1	1+1+1	1+1+1	1+1+0	1+1+0	0+1+0	0+1+0

Fires 8/turn; Energy Cost = 1/shot; Hold Cost = 1/4 per shot.
If hit, further shots automatically hit same target and are combined into 1 large hard hit.

TNG TURN MODE AA

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

ROMULAN 4Xs New Destroyer



David Miller

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

CREW UNITS

										10
	*									20
										30
										40
										50
										55

BOARDING PARTIES

										10
										20
										28

DECK CREWS

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

TRANSPORTER BOMBS

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

SHIP DATA TABLE

Ship Class = Nova
 Model Number = Type 1
 Point Value = 1395 *
 Breakdown = 6
 Shield Cost = 2+1
 Explosion Str = 438
 Size Class = 2
 Movement Cost = 1+1/3 (C)
 Reference = R4.109
 Total Power = 148 +12 PO (+120)
 Opt Allowance = 162 (+54)
 ZX Systems = (none)
 Cloaking Device (8+32)
 UIM
 DERFACS

TYPE V OFFENSIVE PHASER TABLE

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

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

TYPE M MEGAPHASER TABLE

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

TURN MODE SPEED

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

DISRUPTOR TABLE

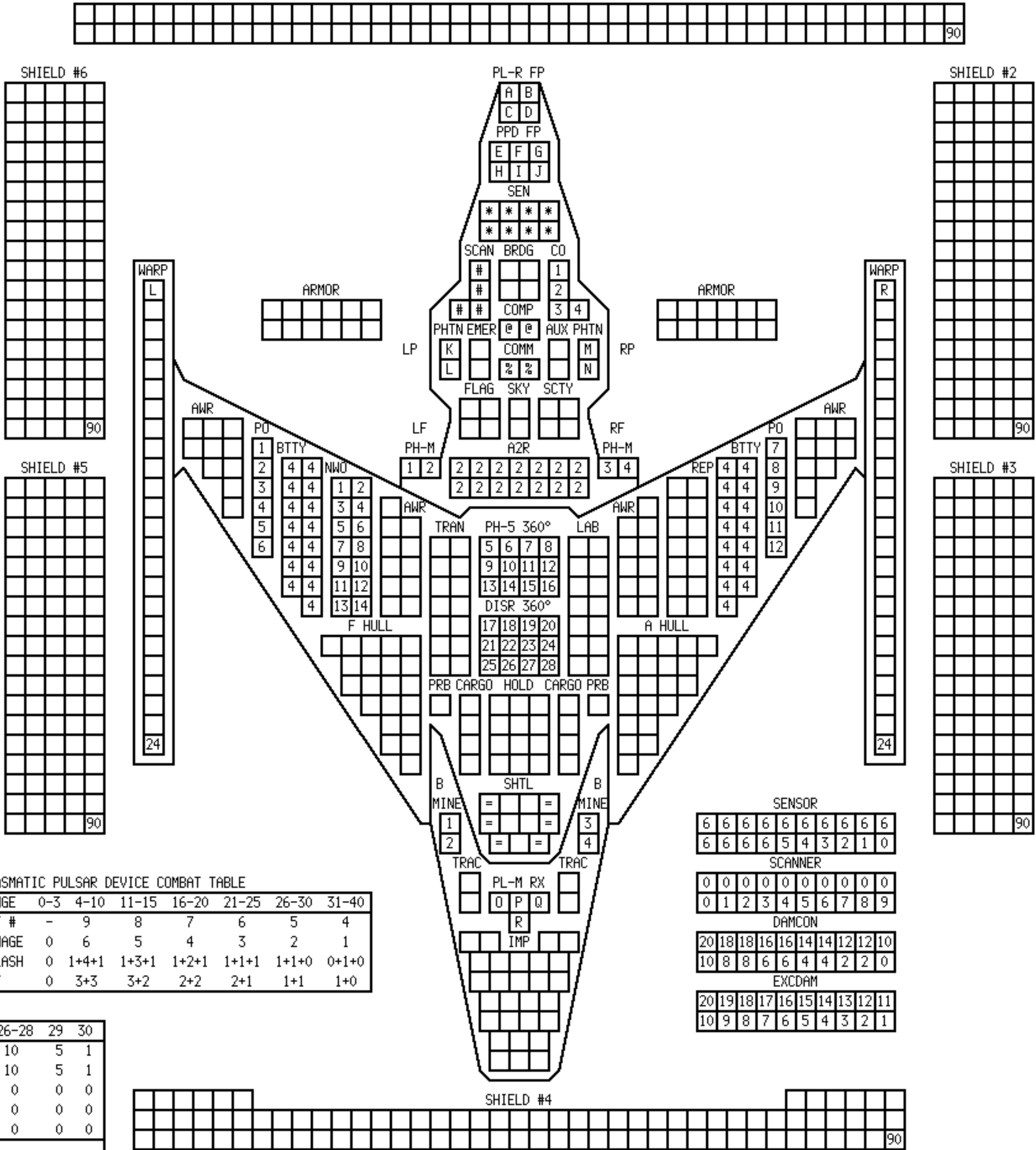
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT #	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0



SENSOR

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

SCANNER

0	0	0	0	0	0	0	0	0	0
0	1	2	3	4	5	6	7	8	9

DAMCON

20	18	18	16	16	14	14	12	12	10
10	8	8	6	6	4	4	2	2	0

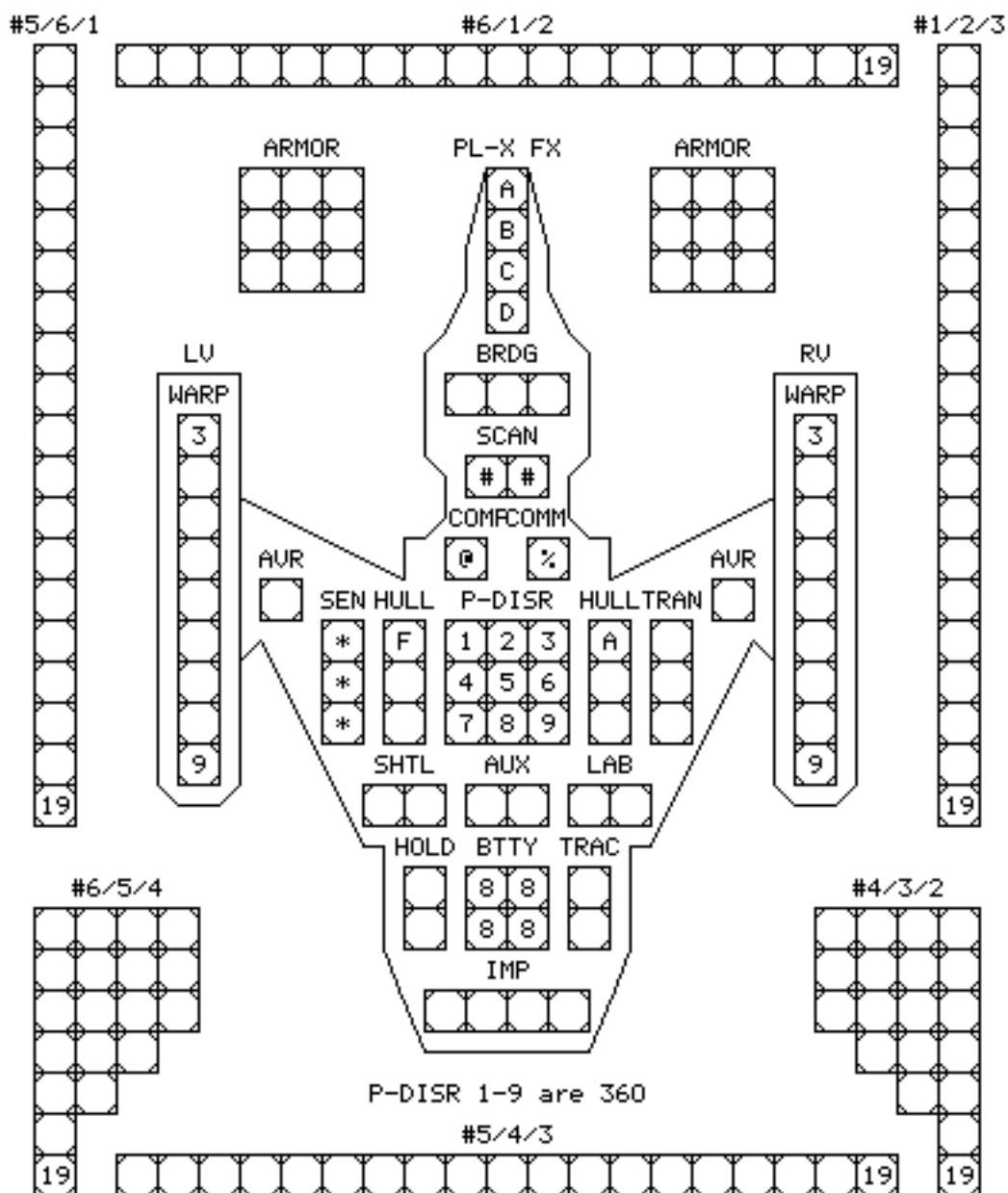
EXCDAM

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

ROMULAN 4Xe Nova Class Battleship

Ship Class = Nova (BB)
 Model Number = 2
 Point Value = 11900 *
 Breakdown = 6^4
 Shield Cost = 1+1
 Explosion Str = 97
 Size Class = 2
 Movement Cost = 2 (D)
 Reference = R4.402

Total Power = 65 (+32)
 Opt Allowance = 0
 5X Systems = (none)



SENSOR			
7	6	6	3
SCANNER			
0	0	0	2

CREW UNITS						
						7
BOARDING PARTIES						
						7

DAMCON					
20	15	10	5	0	
EXCDAM					
6	5	4	3	2	1

DECK CREWS

1

CREW UNITS

* 2

BOARDING PARTY

1

DECK CREW

1

PASSENGERS

1

PROBES

5

T-BOMBS

D

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH 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	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Praetor
Model Number	= Type 2
Point Value	= 69/54
Breakdown	= 6
Shield Cost	= 1/2+1/2
Explosion Str	= 55
Size Class	= 5
Movement Cost	= 1/3 (AA)
Reference	= R4.010
Total Power	= 22 (+2)
Opt Allowance	= 3 (+0)
1X Systems	= (none)
Cloak Refit	= +6/+6
(Cloak Cost = 1+4)	

PLASMA RACKS

1 H H H H D

MINE RACKS

2 H H H H H H H H 8

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

SHIELD #6

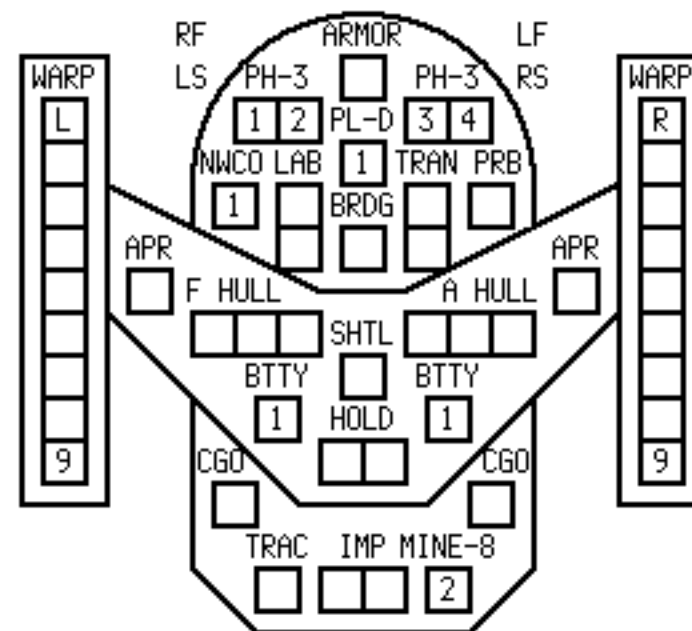
			15

SHIELD #1

			15

SHIELD #2

			15



SHIELD #5

			15

SHIELD #4

			15

SHIELD #3

			15

SENSOR

6 5 0

SCANNER

0 1 2 9

DAMCON

2 0

EXCDAM

2 1

PLASMA-D RACK IS FH

ROMULAN
OXs
Praetor Courier

CREW UNITS

Grid for crew units with values like 10, 20, 30, 33.

ADMINISTRATIVE SHUTTLES

Table with columns IDENT, HIT POINTS, NOTES. Includes text 'THIS SHIP HAS ONE SHUTTLE BAY.'

SHIP DATA TABLE

Ship Class = RoyalSkyHawk
Model Number = 1
Point Value = 130 *
Breakdown = 5-6
Shield Cost = 1/2+1/2
Explosion Str = 81
Size Class = 4
Movement Cost = 1/2 (A)
Reference = R4.022
Total Power = 28 (+20)
Opt Allowance = 0 (+0)
IX Systems = CLOAK, RB-5
Cloaking Device (3+7)

BOARDING PARTIES

Grid for boarding parties with values like 10, 14.

T-BOMBS

Grid for T-bombs with values like D, D.

PLASMA RACKS

Grid for plasma racks with values like 1, 2, DB.

Can fire a PL-F for 2 energy and 2 ammo. Otherwise it's a PL-D with 6 spaces.

TYPE V ROMULAN BEAM TABLE

Table for Type V Romulan Beam with columns DIE, RANGE, ROLL and rows 1-6.

TURN MODE SPEED table with rows A, HET, BD and columns 1-5.

SHIELD #6

Grid for shield #6 with value 30.

SHIELD #5

Grid for shield #5 with value 30.

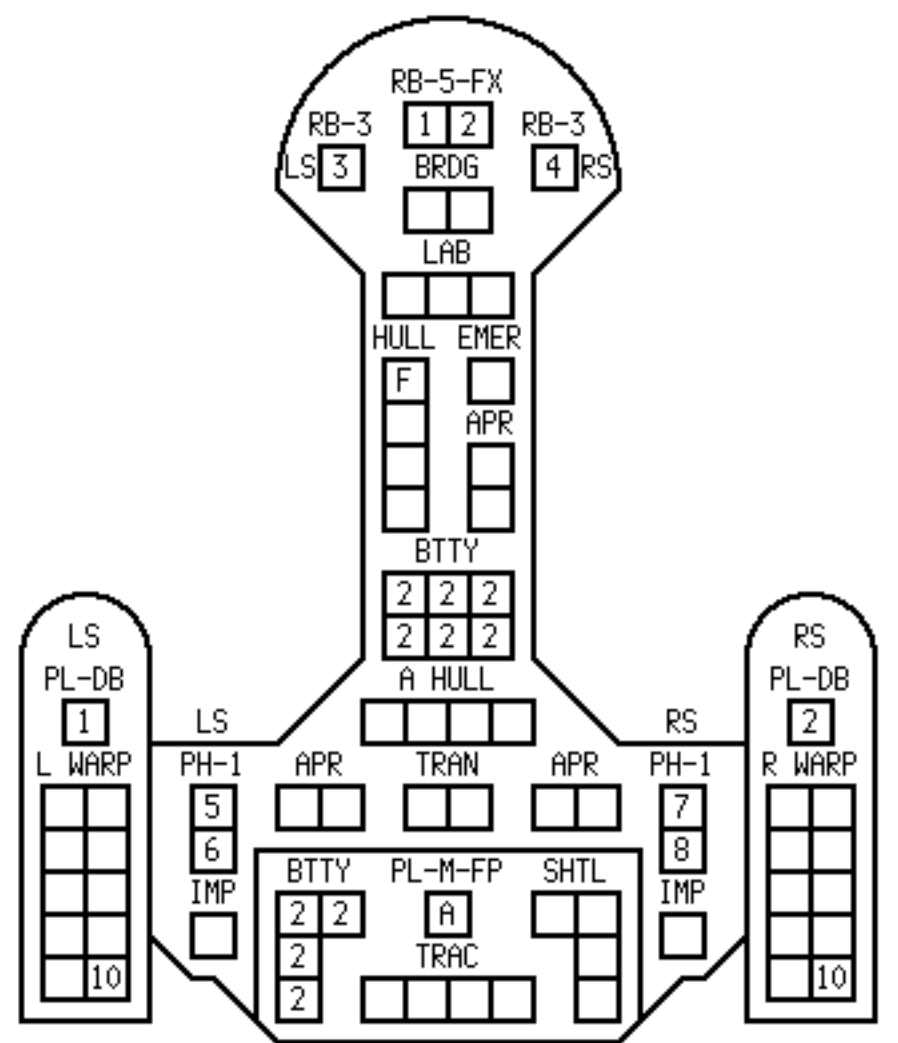
SHIELD #1 grid with value 30.

SHIELD #2

Grid for shield #2 with value 30.

SHIELD #3

Grid for shield #3 with value 30.



SHIELD #4 grid with value 30.

TYPE I OFFENSIVE PHASER TABLE

Table for Type I Offensive Phaser with columns DIE, RANGE, ROLL and rows 1-6.

TYPE III DEFENSE PHASER

Table for Type III Defense Phaser with columns DIE, RANGE, ROLL and rows 1-6.

TYPE III ROMULAN BEAM

Table for Type III Romulan Beam with columns DIE, RANGE, ROLL and rows 1-6.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

Table for Plasma Torpedo Warhead Strength with columns RANGE, 0-5, 6-10, 11-12, 13-14, 15, 16-18, 19, 20, 21-23, 24, 25, 26-28, 29, 30.

SENSOR and SCANNER grids with values like 6, 6, 4, 2, 0 and 0, 0, 2, 4, 9.

DAMCON and EXCDAM grids with values like 4, 3, 2, 1, 0 and 5, 4, 3, 2, 1.

Handwritten signature: Dakota Miller

dsm131@psu.edu
Submitted to and copyright © 2000 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

ROMULAN OXI RoyalSkyHawk-L Experimental Heavy Destroyer

CREW UNITS

2

BOARDING PARTIES

1

DECK CREWS

1

3X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10	ENERGY COST
HIT #	7	6	5	4	3	2	1	
DMG, STD	1	1	1	1	1	1	1	1
DMG, OVER	2	2	2	0	0	0	0	2
DMG, DBL	3	3	0	0	0	0	0	3
DMG, TRP	4	0	0	0	0	0	0	4

6 energy capacitor.

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

ROMULAN 3X Scout

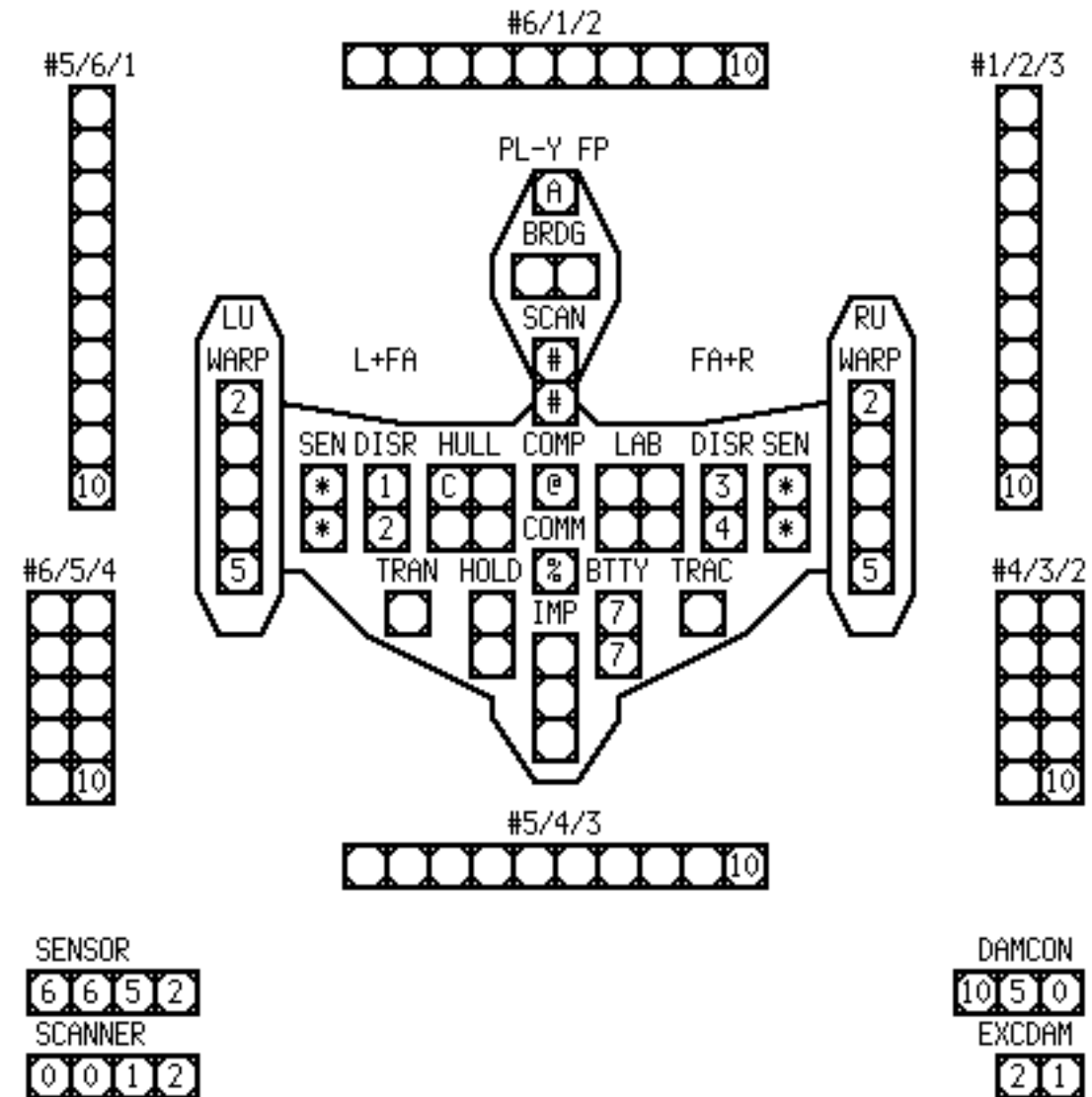
SHIP DATA TABLE

Ship Class	= Scout
Model Number	= Type 1
Point Value	= 3700 *
Breakdown	= 6^3
Shield Cost	= 0+2
Explosion Str	= 47
Size Class	= 3
Movement Cost	= 1+1/2 (D)
Reference	= R4.302
Total Power	= 23 (+14)
Opt Allowance	= 0 (+0)
4X Systems	= (none)
Cloaking Device	(8)

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



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



ROMULAN OXs SupremeHawk Plasma DN

CREW UNITS

				*			10
							20
							30
							40
							50
							60
							70
							80
							82

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO SHUTTLE BAYS.		

SHIP DATA TABLE

SHIP CLASS	=	SUPREME-H
MODEL NUMBER	=	SPRH
POINT VALUE	=	318 *
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
EXPLOSION STR	=	179
SIZE CLASS	=	2
MOVEMENT COST	=	1+1/2 (D)
REFERENCE	=	R4.029
FILENAME	=	ROM-SPRH
TOTAL POWER	=	81 (+10)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
IX SYSTEMS	=	NONE
CLOAKING DEVICE	=	(6+30)

BOARDING PARTIES

								10
								20
								30

TRANSPORTER BOMBS

							D	D	D	D	D	D
PROBES												
											5	

TYPE 1 PHASER TABLE

DIE	RANGE											
ROLL	0	1	2	3	4	5	6-	9-	16-	26-	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
D	1 1-4
	2 5-8
HET	3 9-12
	4 13-17
BD	5 18-24
	6 25+

TYPE 3 PHASER TABLE

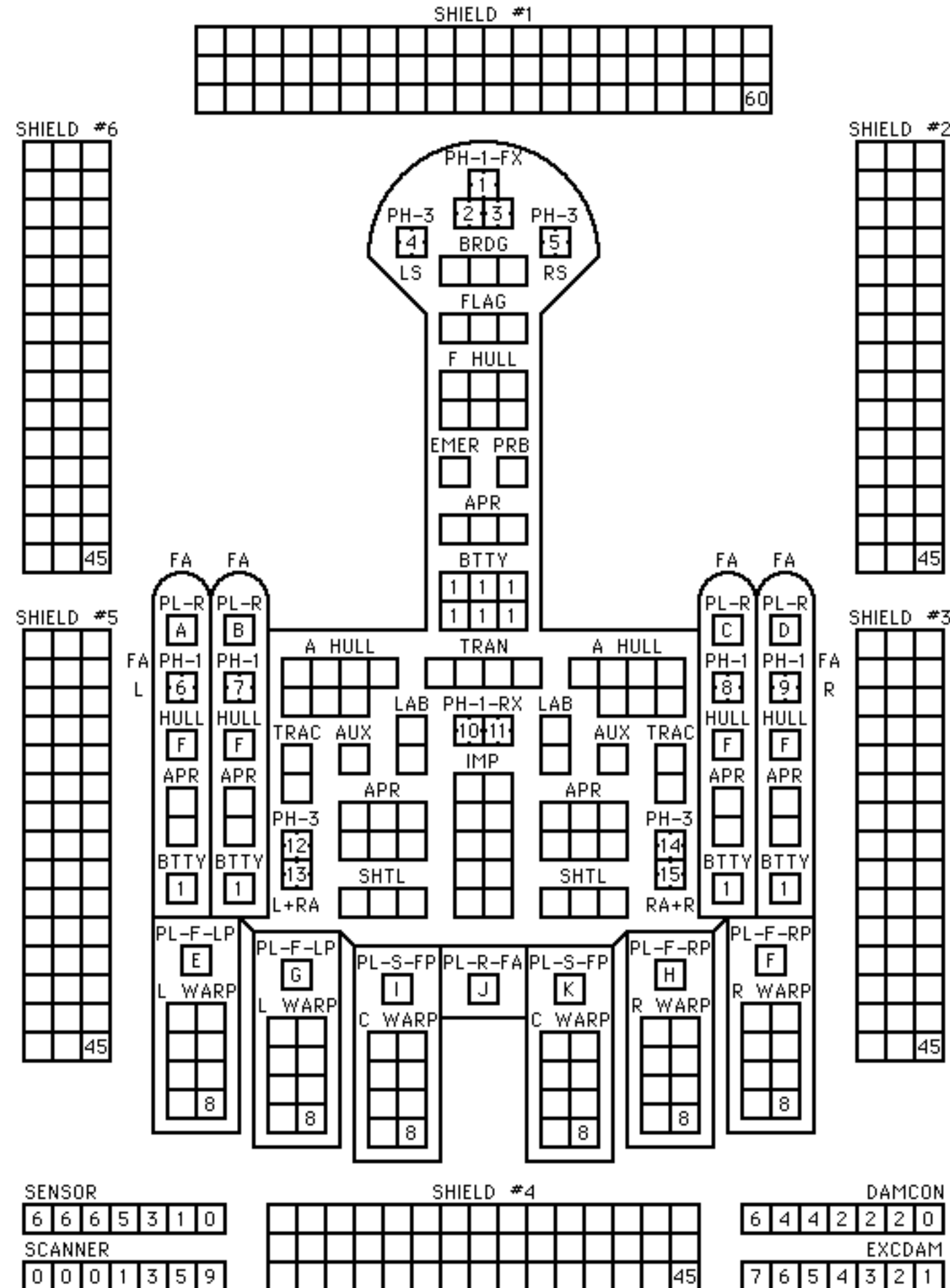
DIE	RANGE					
ROLL	0	1	2	3	4-	9-
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3				1-2						1		



Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com



ROMULAN OXI Super ROC Heavy Battleship

CREW UNITS

10
20
30
40
50
60
70
80
90
99

BOARDING PARTIES

10
20
30
39

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

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

PROBES

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

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	SUPER ROC
MODEL NUMBER	=	SROC
POINT VALUE	=	373
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
EXPLOSION STR	=	260
SIZE CLASS	=	2
MOVEMENT COST	=	2+1/4 (E)
REFERENCE	=	R4.028
FILENAME	=	ROM-SROC
TOTAL POWER	=	92 (+18)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
1X SYSTEMS	=	NONE
CLOAKING DEVICE	=	(9+36)

TYPE 1 PHASER TABLE

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

TYPE 3 PHASER TABLE

DIE ROLL	RANGE				
	0	1	2	3	4-9-
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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

TURN MODE	SPEED
H	1 1-2
	2 3-4
	3 5-7
	4 8-11
	5 12-15
HET	6 16-19
	7 20-23
BD	8 24-29
	9 30+



Copyright © 2000 Donald Miller
SmileyLich@home.com

SENSOR

6
6
6
6
6
5
4
3
2
1
0

SCANNER

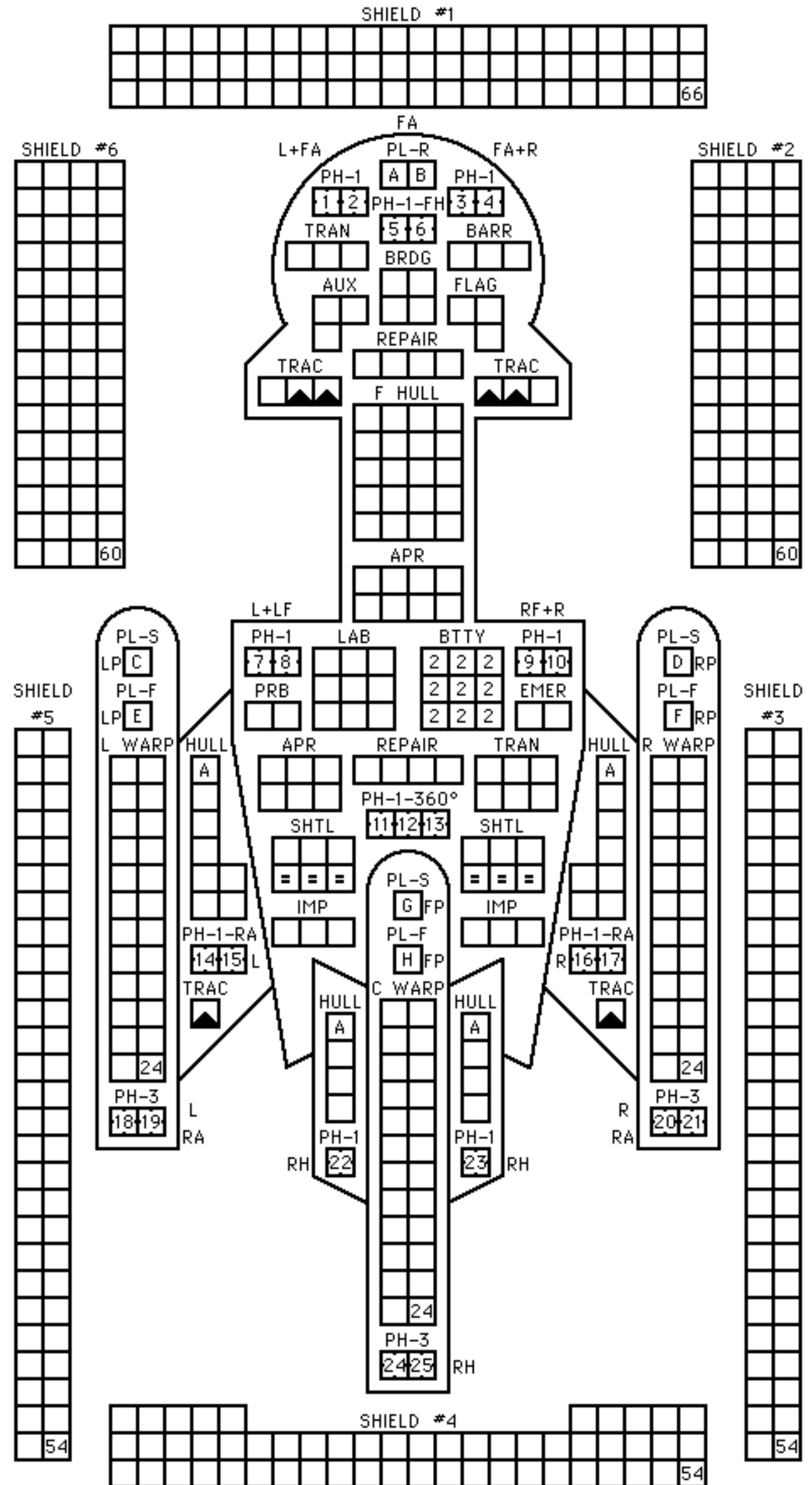
0
0
0
0
0
0
1
2
3
4
5
9

DAMCON

10
8
8
6
6
4
4
4
2
2
0

EXCDAM

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



(R4.028) ROMULAN SROC

CREW UNITS

		*				10
						20

21

BOARDING PARTIES

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

SHIP DATA TABLE

Ship Class = Star Seeker
 Model Number = V-20 Type 2
 Point Value = 374 *
 Breakdown = 6
 Shield Cost = 1+3
 Explosion Str = 134
 Size Class = 3
 Movement Cost = 3/4 (B)
 Reference = R4.102
 Total Power = 46 +6 PD (+24)
 Opt Allowance = 56 (+28)
 2X Systems = (none)
 UIM (x1); DERFACS
 Cloaking Device (6+18)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TYPE M ROMULAN MEGABEAM TABLE

DIE	RANGE	6-	9-	16-	26-	51-					
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	22	20	18	16	14	12	10	8	6	4	2
2	22	20	18	16	14	12	10	8	5	3	2
3	22	20	18	16	14	12	10	4	0	0	0
4	22	20	18	16	14	12	6	0	0	0	0
5	9	8	7	6	5	4	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

TURN MODE SPEED

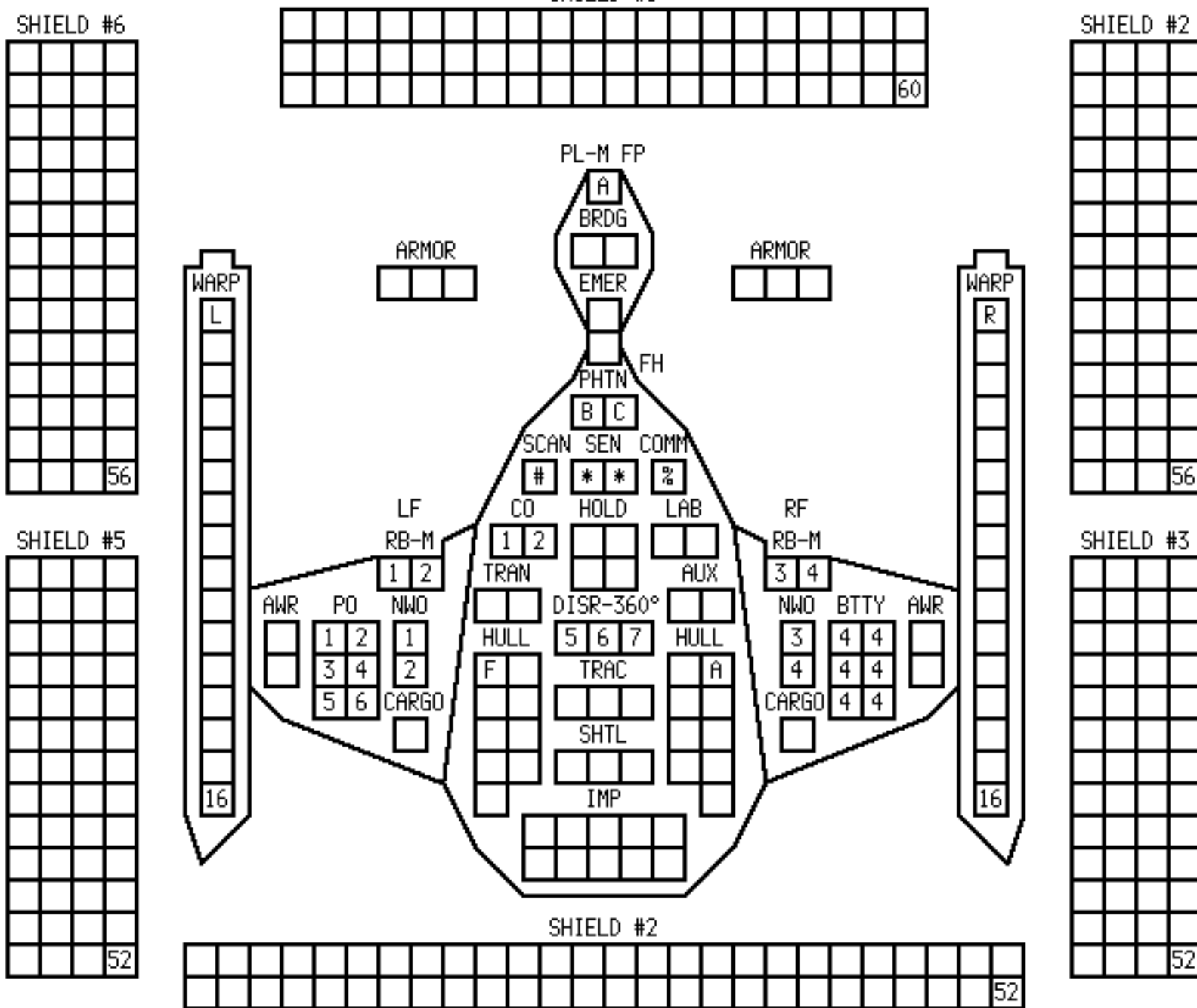
TURN MODE	SPEED
B 1	1-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

DISRUPTOR TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30	
TYPE M	40	40	30	30	30	20	20	20	15	15	15	10	5	1	
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0	
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2					1							



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

PHOTON TORPEDO (D & H refits) TABLE

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

**ROMULAN
1X
Star Seeker
Light Cruiser**

Dan Miller
 dsm131@psu.edu
 Submitted to and copyright © 2000 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

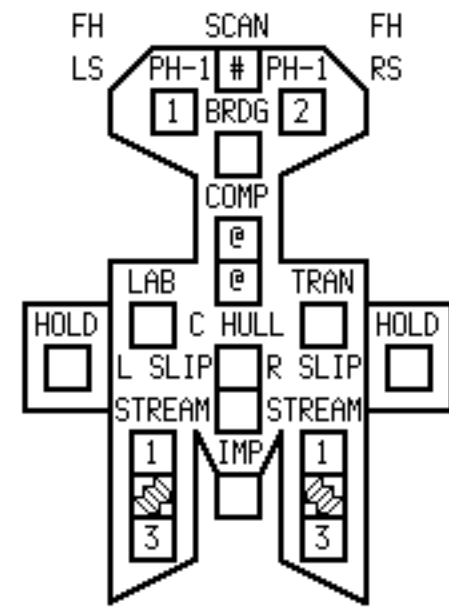
CREW UNIT THIS SHIP DOES NOT
 *1 HAVE SHUTTLECRAFT.

SHIP DATA TABLE

Ship Class	= SSS (Unique)
Model Number	= Type 1
Point Value	= 400/25 *
Breakdown	= 6
Shield Cost	= 0
Explosion Str	= 23
Size Class	= 5
Movement Cost	= 1/7 (SF)
Reference	= R4.119
Total Power	= 7 (+0)
Opt Allowance	= 0 (+0)
0X Systems	= BRDG, SCAN, HULL, HOLD, TRAN
1X Systems	= LAB, IMP, PH-1
2X Systems	= COMP, SHIELDS
3X Systems	= CLOAK CHARGES
5X Systems	= SLIP STREAM
4 Cloak Charges (1) [x5+18]	
Legendary Tal-Shiar Officer (Tlusok)	

SHIELD 360°

			10



SENSOR	6 0
SCANNER	0 9
DAMCON	1 0
EXCDAM	1

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

T-BOMBS

 no dummies

CLOAK CHARGES ARE 1 USE CLOAKING DEVICES. THEY BURN OUT IF THE SHIP DECLOAKS, HAS ITS CLOAK VOIDED, OR AFTER 30 TURNS.

--	--	--	--

TURN MODE	SPEED
SF 1	1-11
HET 2	12-23
<input type="checkbox"/> 3	24+
BD	
<input type="checkbox"/> <input type="checkbox"/>	

ROMULAN

1X

Experimental Slip-Stream Shuttle

CREW UNITS

		*					10
		14					

BOARDING PARTIES

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

PASSENGERS

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

PROBES

				5
				5

SHIP DATA TABLE

Ship Class	=	Starglider
Model Number	=	Type 3
Point Value	=	369 *
Breakdown	=	6
Shield Cost	=	1+1
Explosion Str	=	143
Size Class	=	3
Movement Cost	=	1 (C)
Reference	=	R4.005
Total Power	=	45 +2 PD (+16)
Opt Allowance	=	47 (+24)
IX Systems	=	(none)
Cloaking Device	(3+10)	
DERFACS		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TYPE II OFFENSIVE/DEFENSIVE PHASER

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

T-BOMBS

D	D	D	D	D

NSMs

--	--

TURN MODE SPEED

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

DISRUPTOR TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
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	

DRONE/MINE RACKS

1							D
2							D
3							D
4						4	
5						4	

SHIELD #6

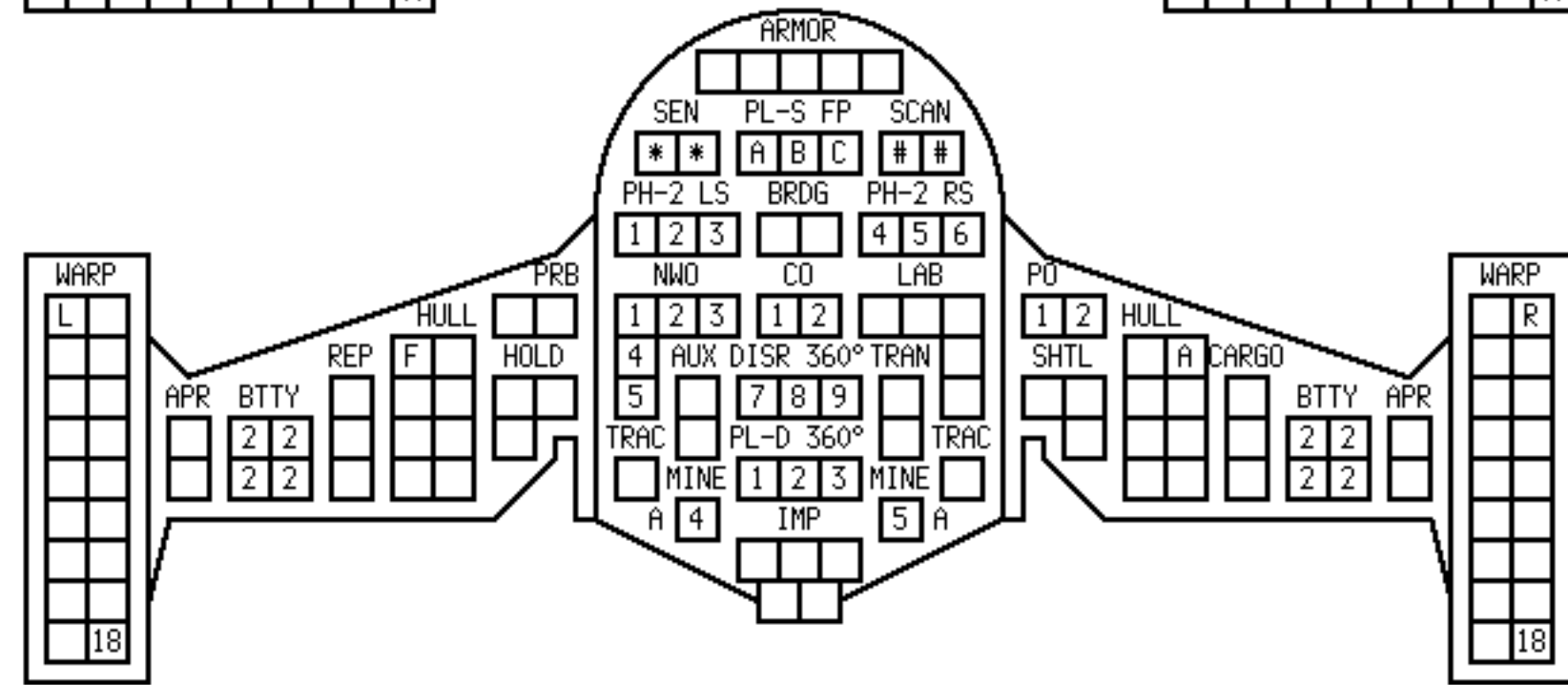
										40

SHIELD #1

											40

SHIELD #2

											40



SHIELD #5

										40

SHIELD #4

										40

SHIELD #3

										40

SENSOR

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

SCANNER

0	0	3	6	9
---	---	---	---	---

DAMCON

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

EXCDAM

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

ROMULAN OXI Starglider Class Cruiser

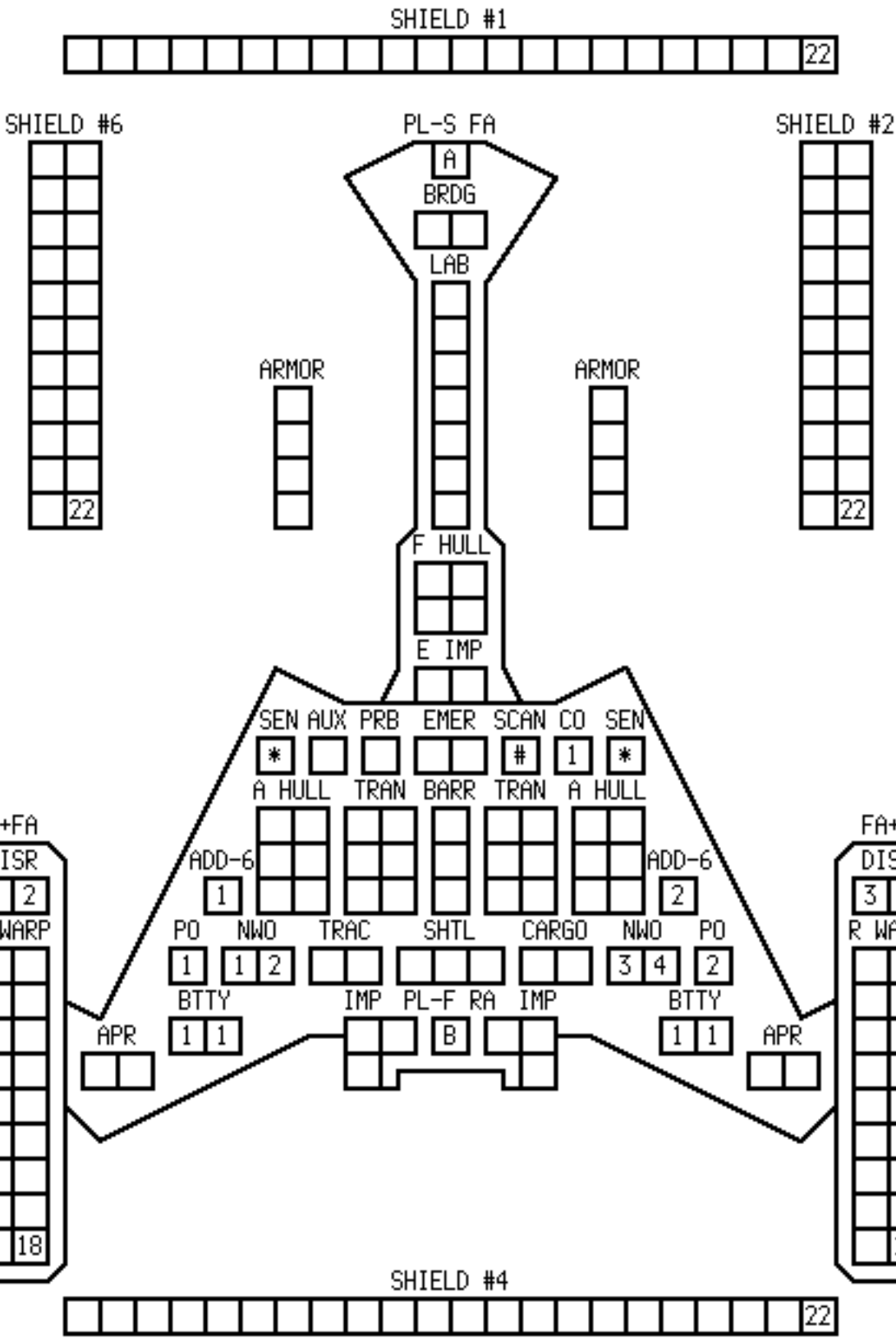
dsm131@psu.edu
 Submitted to and copyright © 1999 ADB, Inc.
 Evaluation by ADB, Inc. is pending.
 Enjoy!

		*			10
					20
					30
				35	
					10
					20
					30

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

Ship Class	= Stormbird
Model Number	= KD7R (Type 1)
Point Value	= 198/148 *
Breakdown	= 5-6
Shield Cost	= 1+1
Explosion Str	= 142
Size Class	= 3
Movement Cost	= 1 (C)
Reference	= R4.011
Total Power	= 48 +2 PO (+4)
Opt Allowance	= 23 (+11)
IX Systems	= (none)
Cloaking Device	(4+10)



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

DONALD MILLER
dsml31@psu.edu

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

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		

1				
2				

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

**ROMULAN
OXs
KD7R Stormbird Class
Heavy Cruiser**

SENSOR 6 5 4 3 2 0

SCANNER 0 1 2 3 4 9

DAMCON 6 4 4 4 2 2 2 0

EXCDAM 6 5 4 3 2 1

CREW UNITS

		*				10
						20
					28	

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

Ship Class	= Swift Wing
Model Number	= Type 5
Point Value	= 177 *
Breakdown	= 6
Shield Cost	= 1+1
Explosion Str	= 105
Size Class	= 3
Movement Cost	= 3/4 (B)
Reference	= R4.018
Total Power	= 40 (+8)
Opt Allowance	= 0 (+0)
IX Systems	= (none)
Cloaking Device	(4+8)

TRANSPORTER BOMBS

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

TYPE I ROMULAN BEAM TABLE

DIE	RANGE	6-	9-	16-	26-	51-					
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	11	10	9	8	7	6	5	4	3	2	1
2	11	10	9	8	7	6	5	2	0	0	0
3	11	10	9	8	7	6	3	0	0	0	0
4	6	2	2	2	2	2	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0

TURN MODE SPEED

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

Identical in all ways to a Ph-1, except the table is different.
Can fire as a RB-2 for 1 energy or as a RB-3 for 1/2 energy.

TYPE II ROMULAN BEAM TABLE

DIE	RANGE	4-	9-	16-	31-			
ROLL	0	1	2	3	8	15	30	50
1	8	7	6	5	4	3	2	1
2	8	7	6	5	3	1	0	0
3	8	7	6	5	0	0	0	0
4	4	4	4	4	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0

TYPE III ROMULAN BEAM TABLE

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

Identical in all ways to a PH-2, except the table is different.
Can fire as a RB-3 for 1/2 energy.

Identical in all ways to a PH-3, except the table is different.

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT #	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

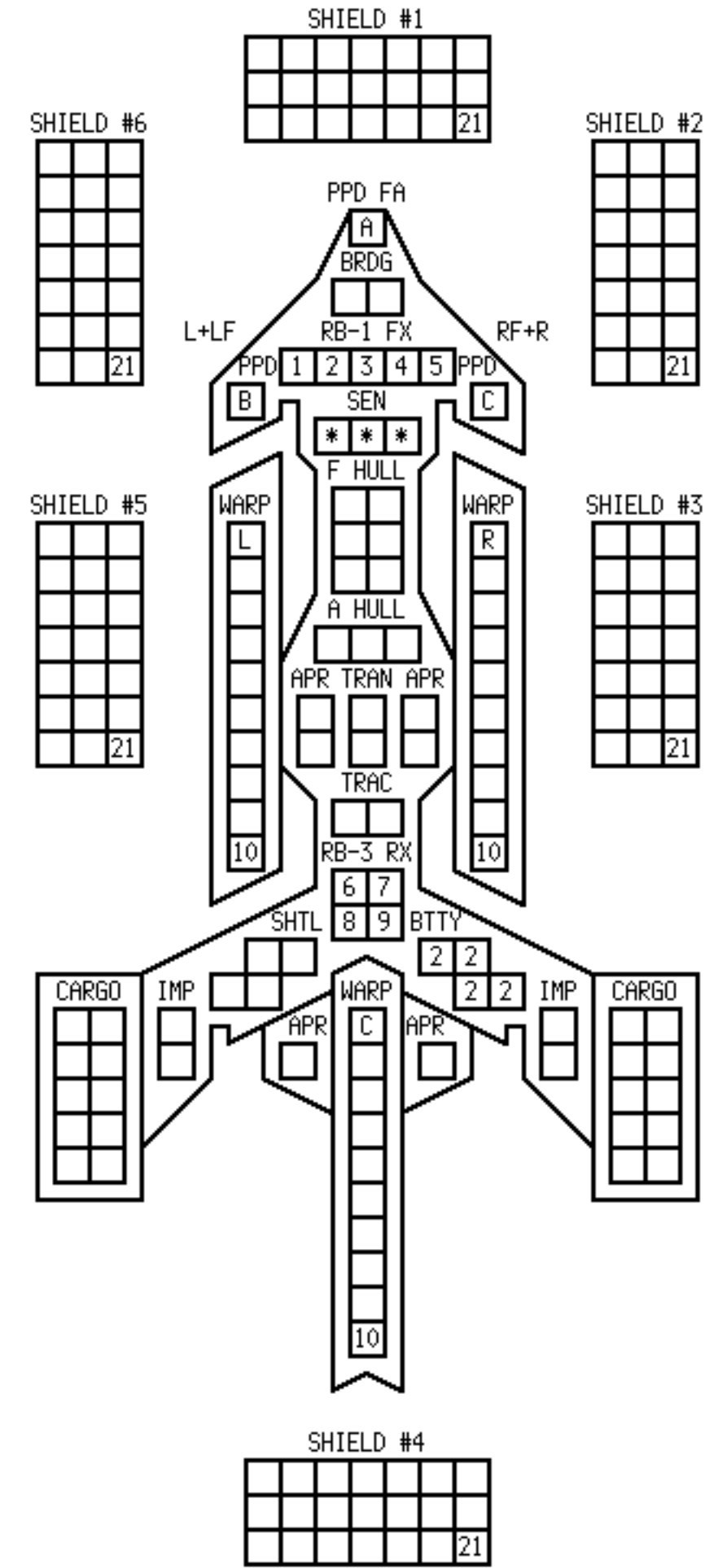


dsm131@psu.edu
Submitted to and copyright © 1999 ADB, Inc.
Evaluation by ADB, Inc. is pending.
Enjoy!

ROMULAN OXI

Swift Wing

Experimental PPD Scout Cruiser



SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

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

CREW UNITS

5
9

BOARDING PARTIES

5
8

ADMINISTRATIVE SHUTTLES

IDENT	HP	SHIELD	NOTES

THIS SHIP HAS TWO BAYS

SHIP DATA TABLE

Ship Class	= Ultrahawk
Model Number	= 7
Point Value	= 8800 *
Breakdown	= 6^2
Shield Cost	= 2+1
Explosion Str	= 106
Size Class	= 1
Movement Cost	= 3 (G)
Reference	= R3.303-A
Total Power	= 60 (+42)
Opt Allowance	= 30 (+20)
4X Systems	= (none)
Cloaking Device	(16)

TYPE VI COMBAT PHASER

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

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

3X PLASMA TORPEDO TABLE

RANGE	0	1	2	3	4	5	6	7	8
PL-X	9	8	7	6	5	4	3	2	1
PL-Y	4	3	3	2	2	1	1	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3

PL-X: STD = 4 (HOLD 2), OVER = 6 (HOLD 4)
 PL-Y: STD = 2 (HOLD ½), OVER = 3 (HOLD 1)

3X/4X DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-6	7-8	9-10
HIT #	1-7	1-6	1-5	1-4	1-3	1-2	1

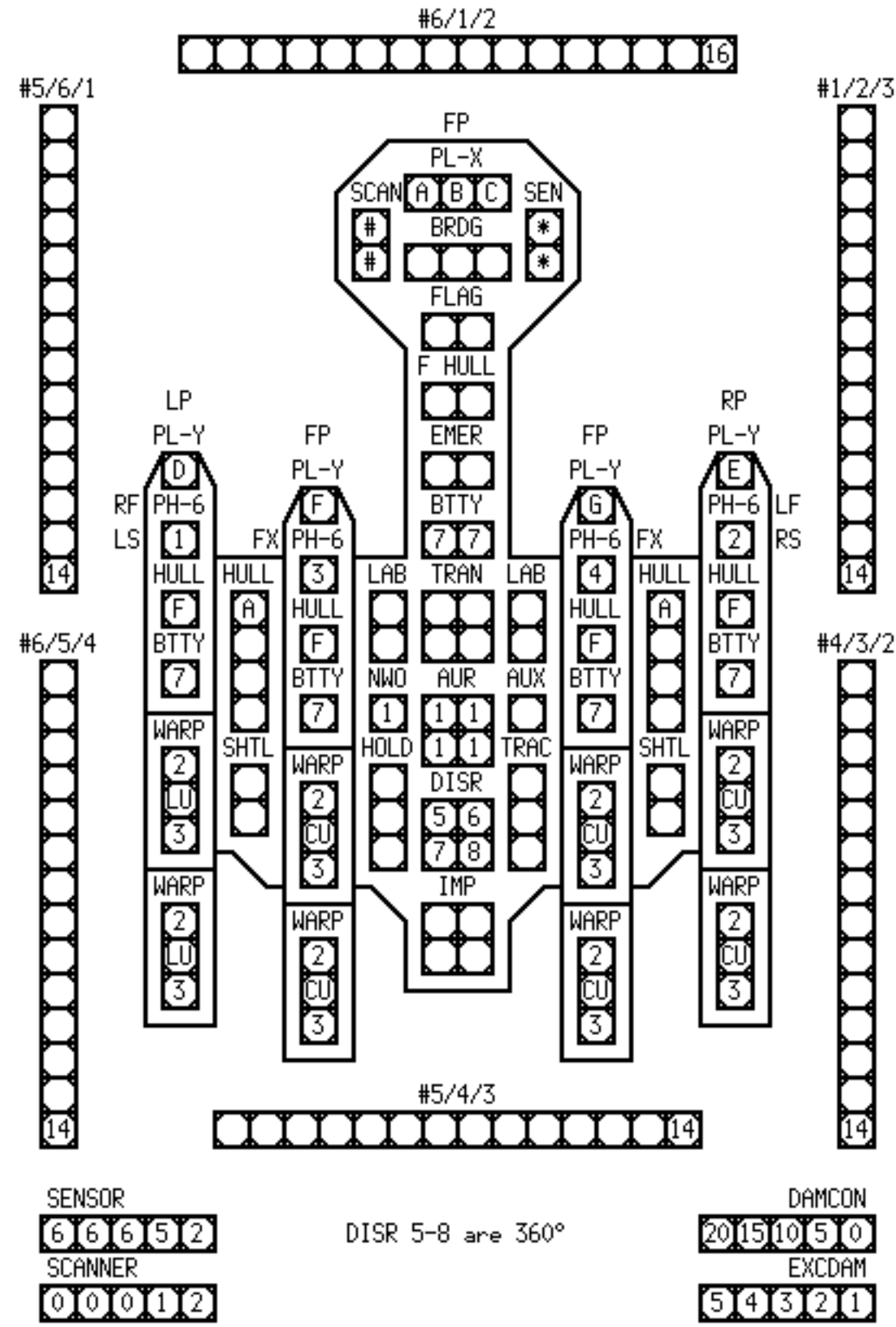
Standard: 1 energy to fire, 1 damage.
 Overload: 2 energy to fire, 2 damage.
 Double-Overload: 3 energy to fire, 3 damage.
 Triple-Overload: 4 energy to fire, 4 damage.
 6 (8) energy capacitor.

TNG TURN MODE G

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

Jonathan Miller

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



ROMULAN
3X
Ultrahawk
Light Battleship

CREW UNITS

10
15

BOARDING PARTIES

5

PASSENGERS

4

PROBES

5
5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

T-BOMBS

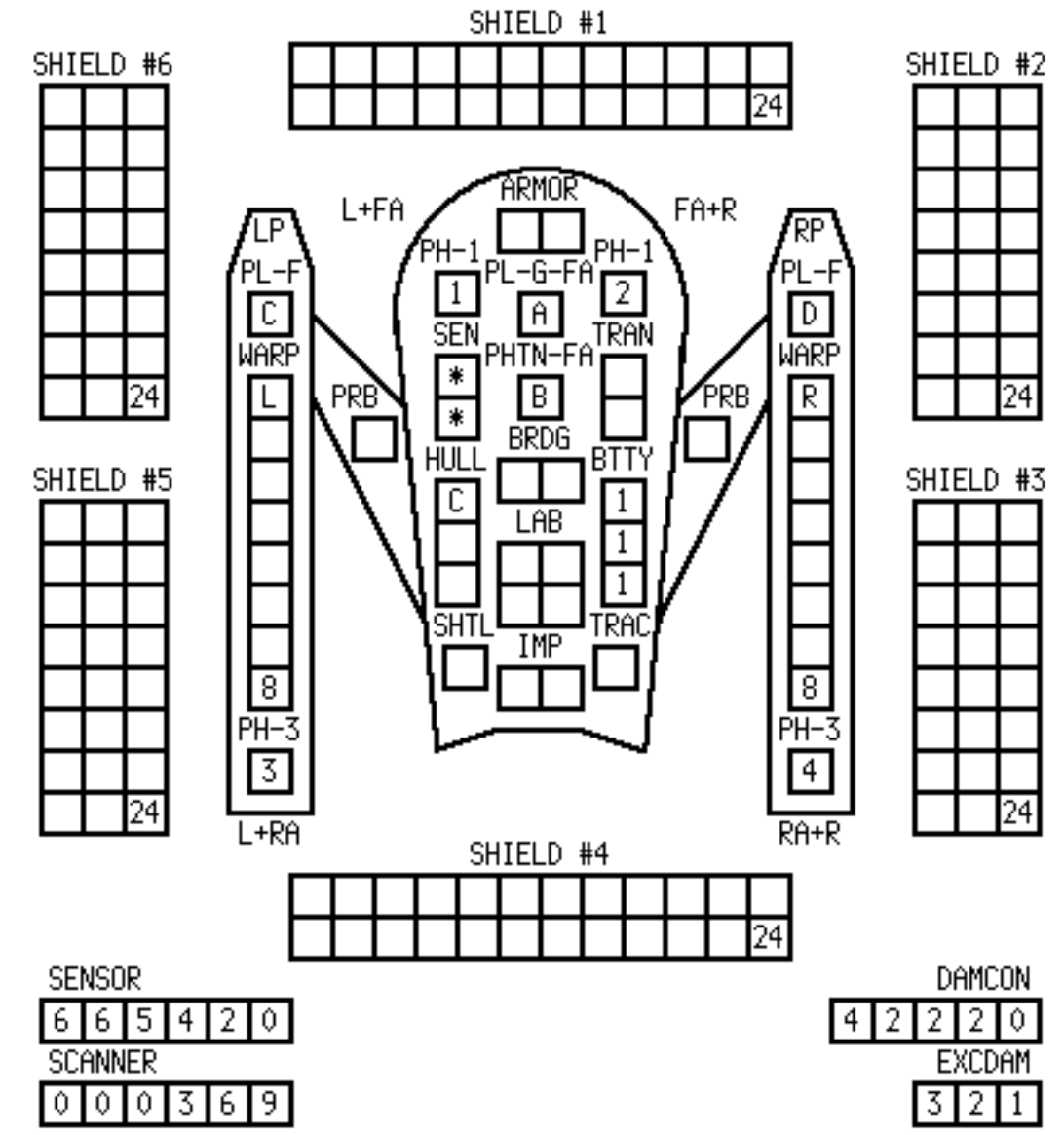
D	D
---	---

NSM

--

SHIP DATA TABLE

Ship Class	= Snipe-B
Model Number	= Unique
Point Value	= 91 *
Breakdown	= 4-6
Shield Cost	= 1/2+1/2
Explosion Str	= 54
Size Class	= 4
Movement Cost	= 1/3 (E)
Reference	= R4.019
Total Power	= 18 (+3)
Opt Allowance	= 0 (+0)
1X Systems	= (none)
Cloaking Device	(2+3)



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TURN MODE SPEED

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
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	

PHOTON TORPEDO TABLE

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

Donald Miner

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

ROMULAN-VULCAN OXs Unification Cruiser (Modified Snipe-B)

ROMULAN 4XI

Valdore Improved Warbird

SHIP DATA TABLE

SHIP CLASS	=	YALDORE
MODEL NUMBER	=	8
POINT VALUE	=	35000 *
BREAKDOWN	=	6^5
SHIELD COST	=	1+3
EXPLOSION STR	=	223
SIZE CLASS	=	1
MOVEMENT COST	=	2 (A)
REFERENCE	=	R4.412
FILENAME	=	ROM-YALD
TOTAL POWER	=	230 (+80)
BOX SCALE	=	MEGA (x10)
OPT ALLOWANCE	=	940 (+1880)
5X SYSTEMS	=	(none)
CLOAKING DEVICE	=	(22)

CREW UNITS

1 2 3 4 5 6 7 8 9

BOARDING PARTIES

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

DECK CREWS

1 2 3 4 5

PASSENGERS

1 2 3

TYPE 9 ROMULAN BEAM TABLE

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

Fires 4/turn.

Energy = 1/2 per shot. Capacitor = 16.

4X PULSE DISRUPTOR TABLE Capacitor=16.

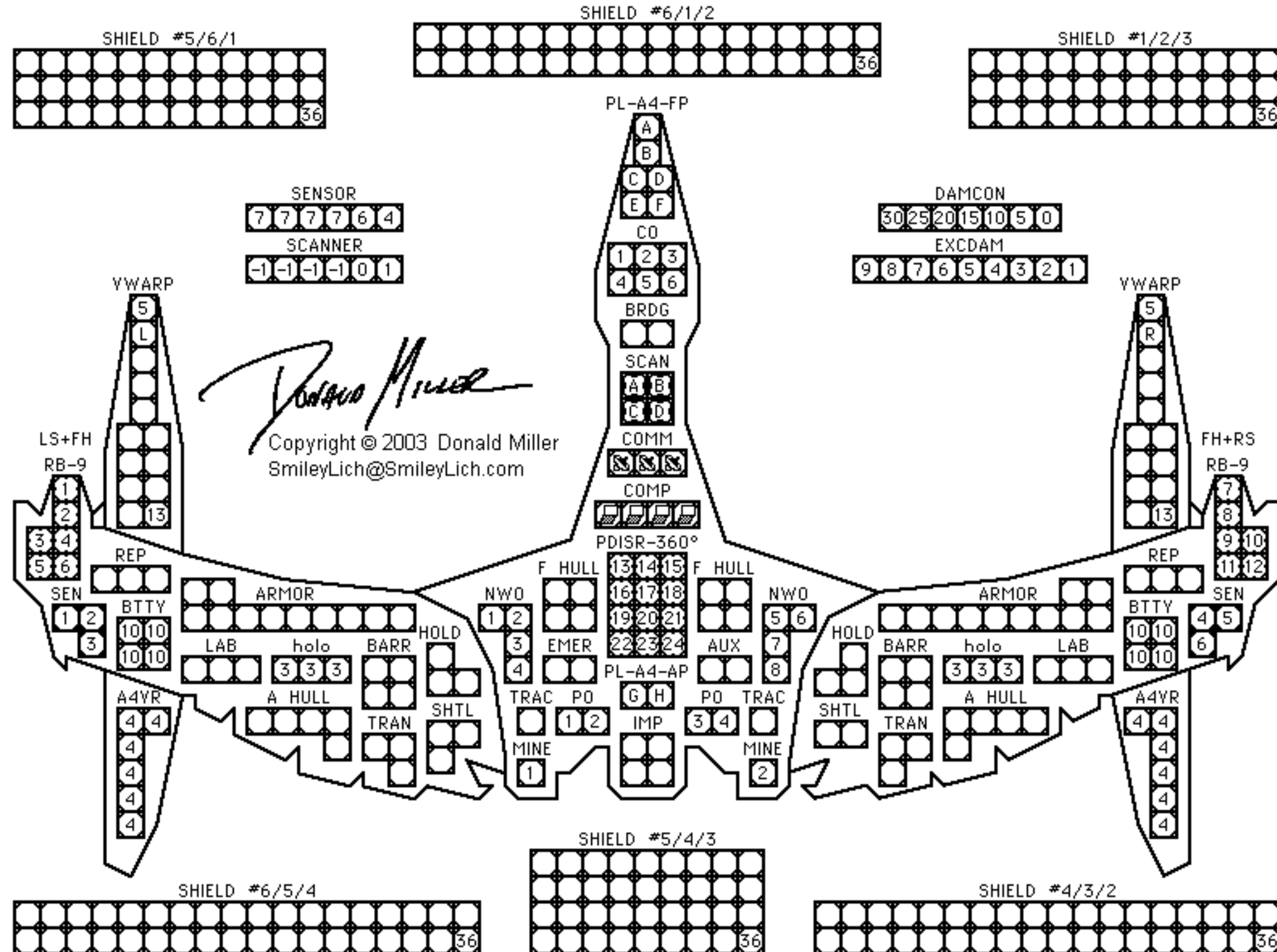
RANGE	0	1	2	3	4-6	7-9	10-12	13-15
HIT	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1

Normal mode: Fires 6/turn. Energy=1/shot.

5th shot has -1 TH; 6th shot has -3 TH.

Veron-T mode: Fires 1/turn. Energy=24.

If does internal, it is Excess Damage.



Donald Miller
Copyright © 2003 Donald Miller
SmileyLich@SmileyLich.com

4X PL-A4 TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
PL-X	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
PL-XS	22	18	14	10	6	2	0	0	0	0	0	0	0	0	0	0
PL-XL	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1
PL-Y	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0
PL-YS	10	8	6	4	2	0	0	0	0	0	0	0	0	0	0	0
PL-YL	3	3	3	3	2	2	2	2	1	1	1	1	0	0	0	0
BOLT	1-7	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	0	0	-1

PL-A4:

Fires 1/turn.

PL-X nodes:

Energy = 4, Hold = 2, add 2 for envelope.

PL-Y nodes:

Energy = 2, Hold = 1/2, add 1 for envelope.

REPEATING UNIVERSE

ROMULAN OXs

4 Engine Warbird

CREW UNITS

				*						10
										20
										30

BOARDING PARTIES

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

TRANSPORTER BOMBS

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

NSMs

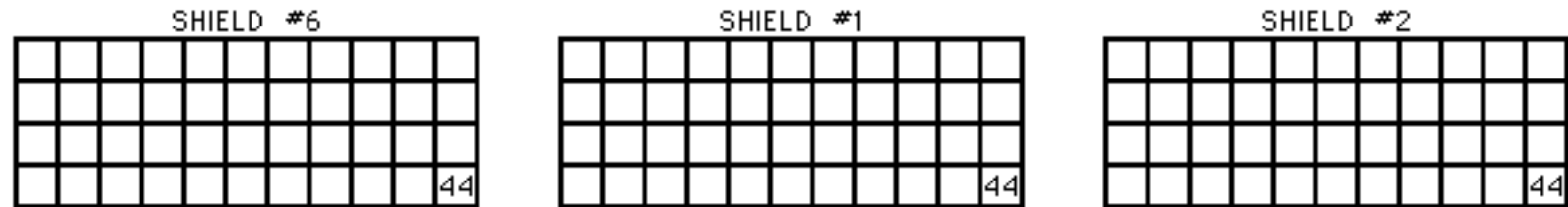
--	--

PROBES

					5
					5

SHIP DATA TABLE

SHIP CLASS	=	4 Eng WB
MODEL NUMBER	=	Type 5-4-1
POINT VALUE	=	243 *
BREAKDOWN	=	0-6
SHIELD COST	=	1+3
EXPLOSION STR	=	181
SIZE CLASS	=	3
MOVEMENT COST	=	1+1/2 (F)
REFERENCE	=	R4.001-B
FILENAME	=	ROM-WAR4
TOTAL POWER	=	62 (+8)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	62 (+0)
1X SYSTEMS	=	(none)
CLOAKING DEVICE	=	(5+12)

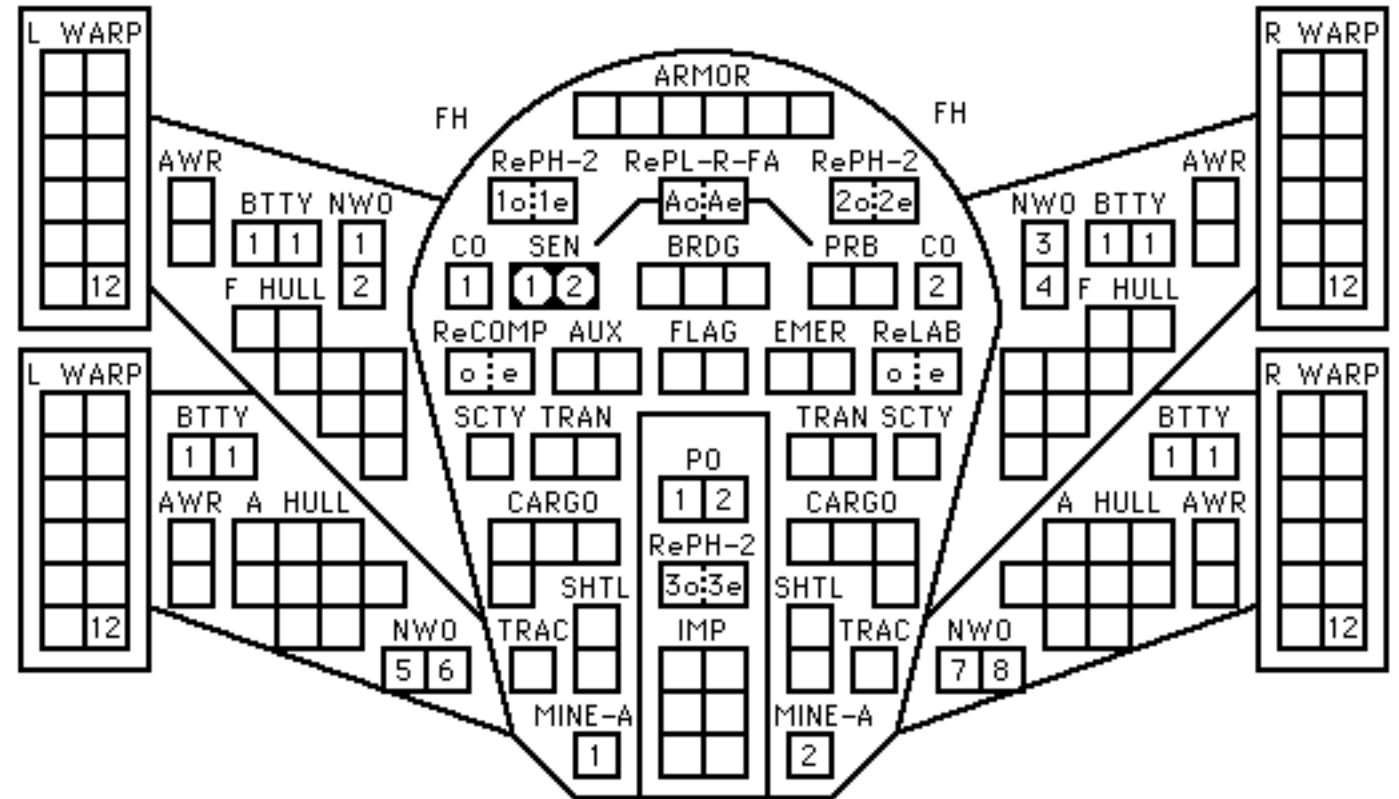


TYPE 2 PHASER TABLE

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

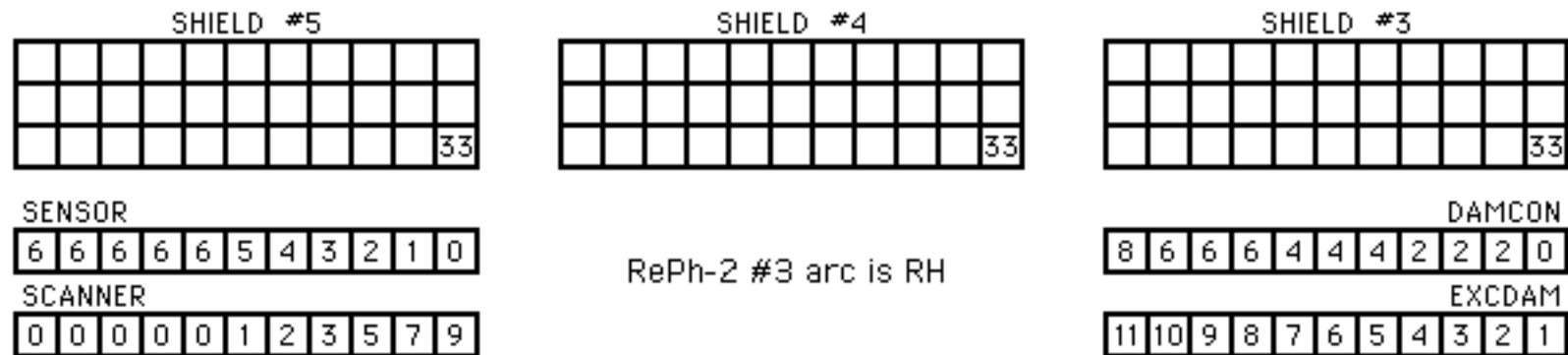
TYPE 3 PHASER TABLE

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



PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1			



Repeating Systems:

Each Repeating System is represented as two boxes, and "odd box" ("o") and an "even box" ("e"). Repeating Systems cost 5 times the energy to arm and hold. Repeating Systems have 5 times the amount of ammunition. Repeating Systems can be used every impulse (assuming my 10 impulse system; if using the 32 impulse system, Repeating Systems can be used every 3 impulses). The first hit on a Repeating System destroys one the two boxes (your choice). The "odd box" controls the odd-numbered firings for the turn (1st, 3rd, 5th, etc.) and the "even box" controls the even-numbered boxes. If a box is destroyed, those firings do not occur (so a weapon with it's "odd box" destroyed fires only on the even-numbered impulses). BPV 5 times normal; Repair 2.5 times normal for each box (total 5 times normal); Hit on same as original system.

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

Energy Costs: RePH-2 = 5 (5 cap.); RePL-R = 10-10-25 (add 25 for env/shot; hold 20).

ROMULAN OXe Warbird Flagship

CREW UNITS

		*								10
										15

BOARDING PARTIES

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

TRANSPORTER BOMBS NSM

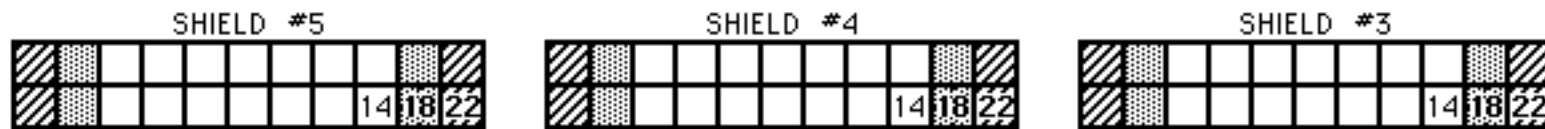
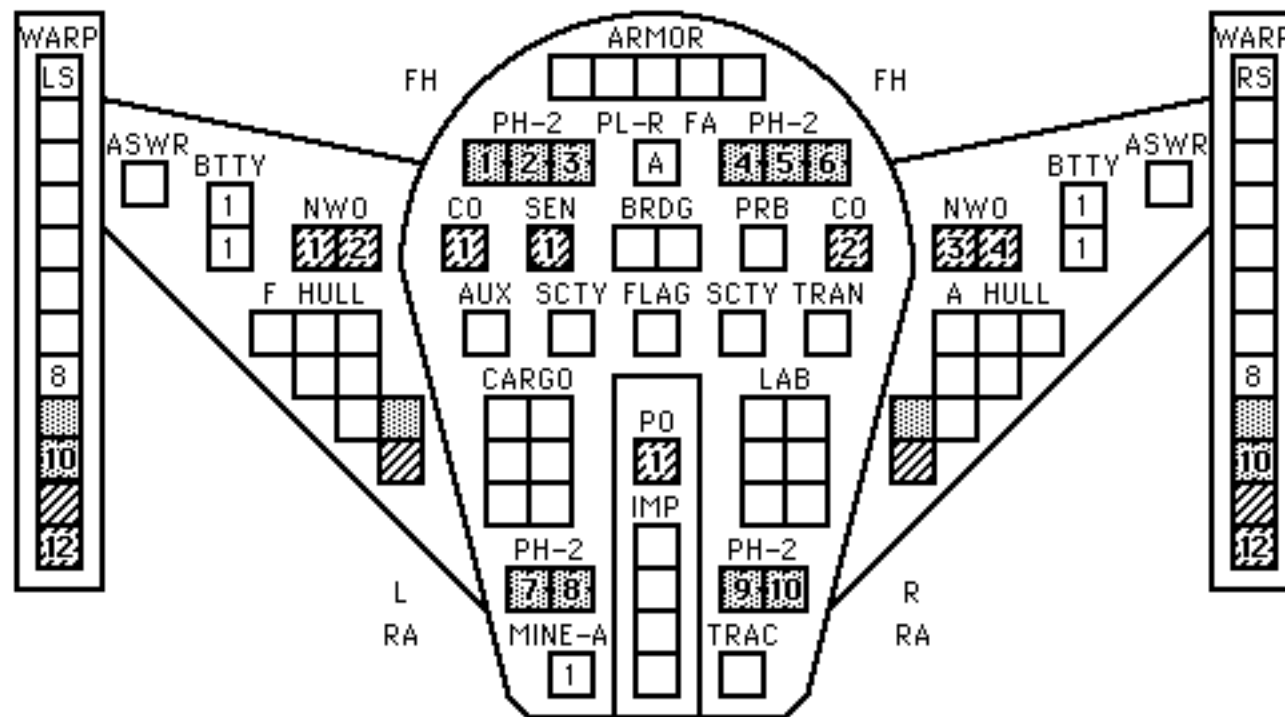
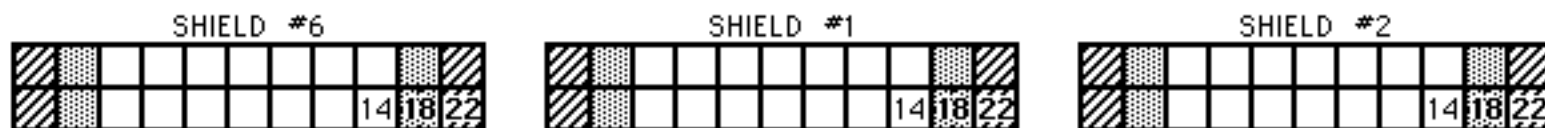
				D	D	D	D		
--	--	--	--	---	---	---	---	--	--

PROBES

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

SHIP DATA TABLE

SHIP CLASS	=	WARBIRD
MODEL NUMBER	=	Types 2-4
POINT VALUE	=	90 *
BREAKDOWN	=	2-6
SHIELD COST	=	1+2
EXPLOSION STR	=	75+16+14
SIZE CLASS	=	4
MOVEMENT COST	=	3/4 (D)
REFERENCE	=	R4.001
FILENAME	=	ROM-WARB
TOTAL POWER	=	22+2+2(+4)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (22(+0))
1X SYSTEMS	=	(none)
CLOAKING DEVICE (3+8)		
ADD SHADED BOXES		+17
ADD STRIPED BOXES		+21
REPLACE PH-2 *1-6 w/DISRs		+8



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

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

Donald Miller

Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

TYPE 2 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 3 PHASER TABLE

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

DISRUPTOR TABLE

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

CREW UNITS									
	*								10
									20
BOARDING PARTIES									
									8

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

SHIELD #6									
									30

SHIELD #1									
									30

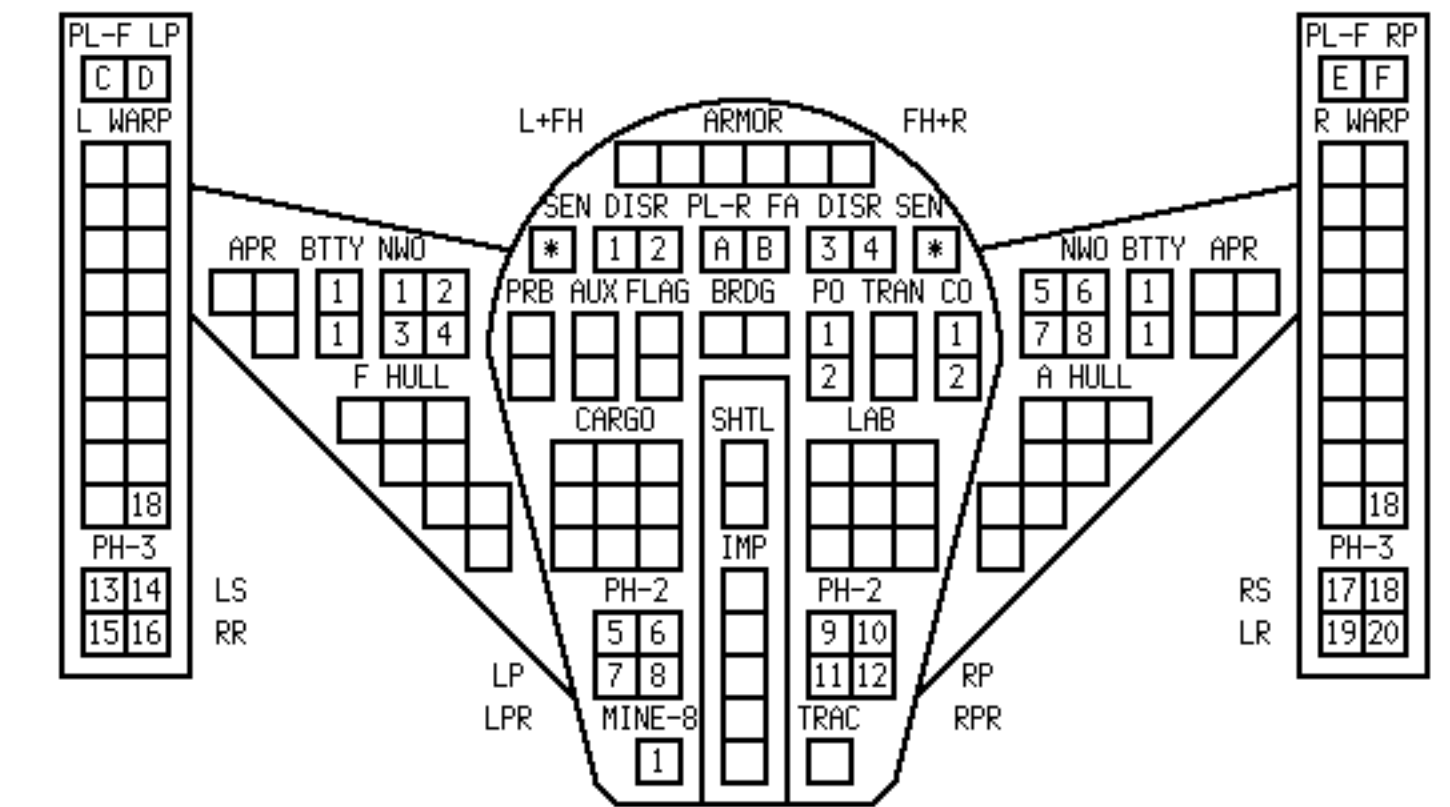
SHIELD #2									
									30

PROBES					T-BOMBS				NSM
				5					<input type="checkbox"/>
				5	D	D	D	D	

SHIP DATA TABLE	
Ship Class	= War Eagle
Model Number	= Type 3
Point Value	= 227 *
Breakdown	= 4-6
Shield Cost	= 1+2
Explosion Str	= 155
Size Class	= 3
Movement Cost	= 1 (D)
Reference	= R4.012
Total Power	= 47 +2 P0 (+4)
Opt Allowance	= 38 (+19)
1X Systems	= (none)
Cloaking Device	(4+11)

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

Donald Miller
dsm131@psu.edu



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

TURN MODE	SPEED
D 1	2-4
2	5-8
HET 3	9-12
<input type="checkbox"/> 4	13-17
BD 5	18-24
<input type="checkbox"/> 6	25+

PLASMA TORPEDO WARHEAD STRENGTH TABLE															
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30	
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1	
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2					1							

MINE RACKS									
1	H	H	H	H	H	H	H	H	8

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

SHIELD #5									
									30

SHIELD #4									
									30

SHIELD #5									
									30

SENSOR						
6	5	4	3	2	1	0

SCANNER						
0	1	2	3	4	5	9

DAMCON						
6	6	4	4	2	2	0

EXCDAM						
7	6	5	4	3	2	1

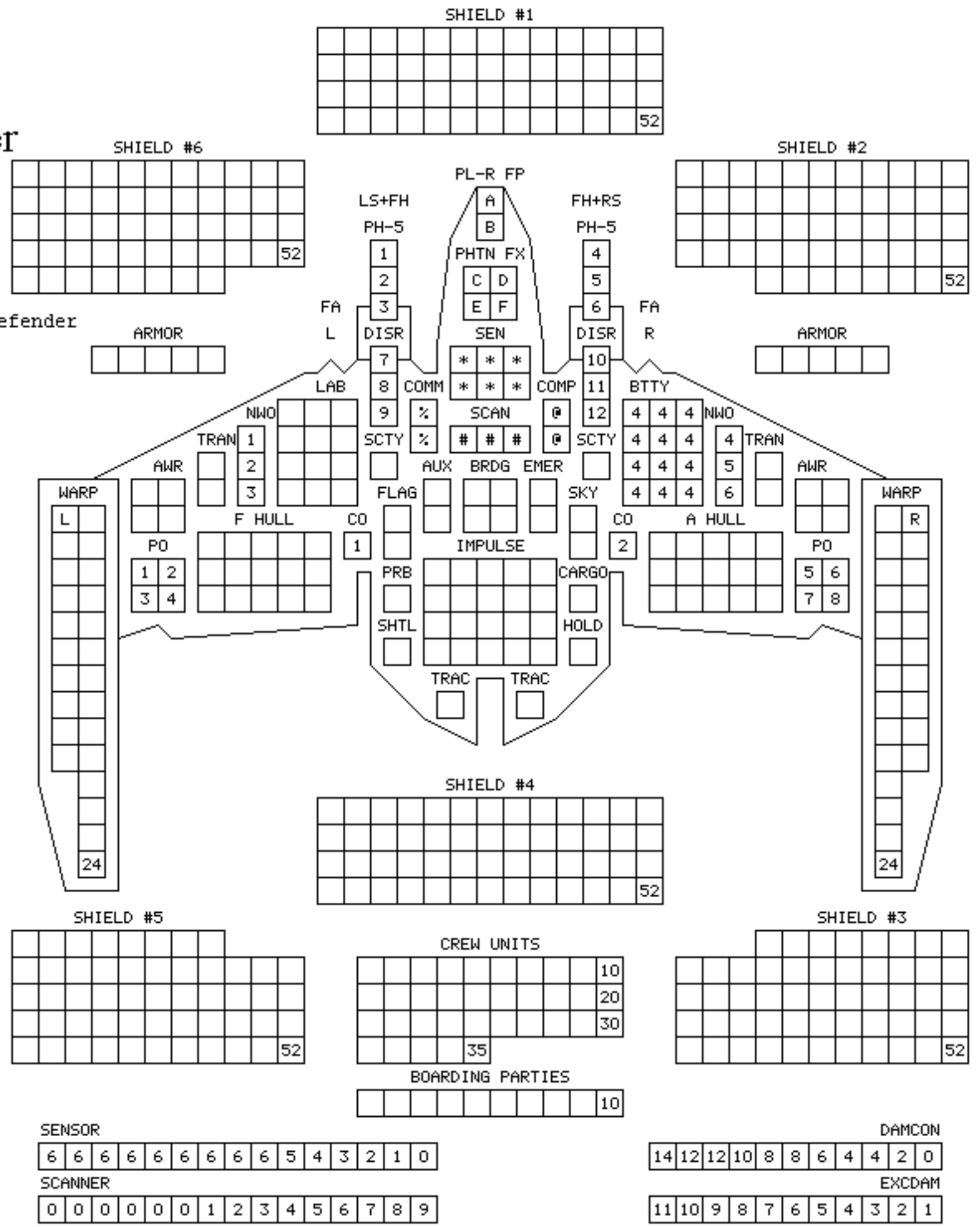
ROMULAN OXs War Eagle Class Battle Cruiser

ROMULAN 1X Winged Defender Class Cruiser

Ship Class = Winged Defender
 Model Number = Type 2
 Point Value = 636*
 Breakdown = 6
 Shield Cost = 1+2
 Explosion Str = 225
 Size Class = 3
 Movement Cost = 1 (B)
 Reference = R4.109

Total Power = 76 +8 P0
 (+48)
 Opt Allowance = 88 (+30)
 2X Systems = (none)

Cloaking Device (5+15)
 UIM
 DERFACS



6	6	6	6	6	6	6	6	6	5	4	3	2	1	0
0	0	0	0	0	0	1	2	3	4	5	6	7	8	9

14	12	12	10	8	8	6	4	4	2	0
11	10	9	8	7	6	5	4	3	2	1

ROMULAN 1X

War Eagle Battlecruiser

CREW UNITS

			*							10
										20
										22

BOARDING PARTIES

										10
										12

PROBES

										7
										7

T-BOMBS

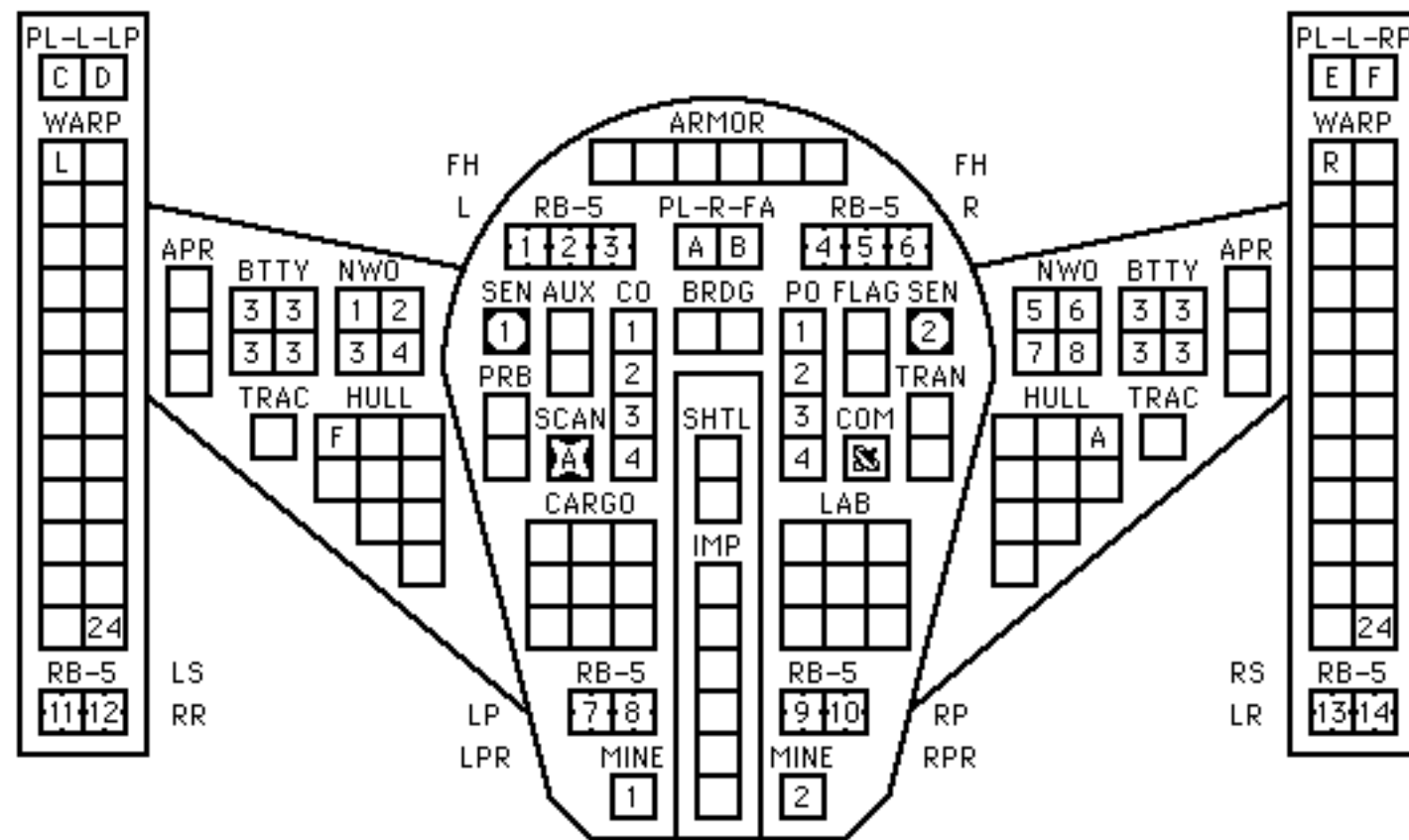
D	D	D	D	D	D

NSM

SHIP DATA TABLE

SHIP CLASS	=	WAR EAGLE
MODEL NUMBER	=	Type 5
POINT VALUE	=	428 *
BREAKDOWN	=	5-6
SHIELD COST	=	1+2
EXPLOSION STR	=	177
SIZE CLASS	=	3
MOVEMENT COST	=	1 (C)
REFERENCE	=	R4.112
FILENAME	=	ROM-WEX
TOTAL POWER	=	60 (+24)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	84 (+42)
2X SYSTEMS	=	(none)
CLOAKING DEVICE (5+16)		
Replace RB-5's w/ RDISR's		(can do multiples) -1 each
Replace RB-5's w/ PH-5's		(can do multiples) +0 each

SHIELD #6										SHIELD #1										SHIELD #2									



SHIELD #5										SHIELD #4										SHIELD #3									

SENSOR

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

SCANNER

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

DAMCON

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

EXCDAM

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

TYPE 5 ROMULAN BEAM TABLE

DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	17	22	40	60	90
1	14	13	12	11	10	9	8	7	6	5	4	3	2	1					
2	14	13	12	11	10	9	8	7	6	5	4	3	1	0					
3	14	13	12	11	10	9	8	7	6	5	2	0	0	0					
4	14	13	12	11	10	9	8	6	3	0	0	0	0	0					
5	7	6	5	4	3	2	1	0	0	0	0	0	0	0					
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0					

TURN MODE SPEED

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

TYPE 5 PHASER TABLE

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

MINE RACKS

1											8
2											8

ROMULAN DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1	1
HIT (DERFACS)	NA	1-3	1-3	1-2	1-2	1-2	1-2	1-2	1
HIT (OYERLOAD)	1-4	1-3	1-3	1-2	1-2	NA	NA	NA	NA
DAMAGE, STD	0	8	7	6	5	4	3	2	1
DAMAGE, OYLD	17	16	15	14	13	0	0	0	0

Donald Miller
 Copyright © 2002 Donald Miller
 SmileyLich@SmileyLich.com

ROMULAN 2Xs Light Frigate

CREW UNITS

					10
				18	

BOARDING PARTIES

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

ADMINISTRATIVE SHUTTLES

IDENT	SHIELD	HIT POINTS	NOTES
ONE SHUTTLE BAY			

TRANSPORTER BOMBS

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

SHIP DATA TABLE

SHIP CLASS	=	XLFF
MODEL NUMBER	=	Type 1
POINT VALUE	=	404 *
BREAKDOWN	=	6^2
SHIELD COST	=	1/2+1/2
EXPLOSION STR	=	66
SIZE CLASS	=	4
MOVEMENT COST	=	1/3 (A)
REFERENCE	=	R4.225
FILENAME	=	ROM-XLFF
TOTAL POWER	=	36 (+10)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	18 (+0)
3X SYSTEMS	=	CLOAK
CLOAKING DEVICE	=	(2+5)

TYPE 6 ROMULAN BEAM TABLE

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

TYPE 6 ROMULAN BEAM OVERLOAD

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

2X PLASMA TORPEDO TABLE

RANGE	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	ENERGY COST
TYPE Z	10	30	50	70	50	30	10	0	10/14/3
TYPE X	60	50	40	30	20	10	0	0	8/12/4
TYPE Y	25	20	20	15	15	10	10	5	6/7/1
TYPE R	50	35	20	0	0	0	0	0	9/14/4
TYPE M	40	30	15	0	0	0	0	0	9/13/3
BOLT	1-5	1-4	1-3	1-2	1				

ENERGY COST IS GIVEN AS ARM / ENVELOPE OR SHOTGUN / HOLD.

PLASMA TORPEDO TABLE

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

BOLT HAS BEEN MODIFIED FOR 2X

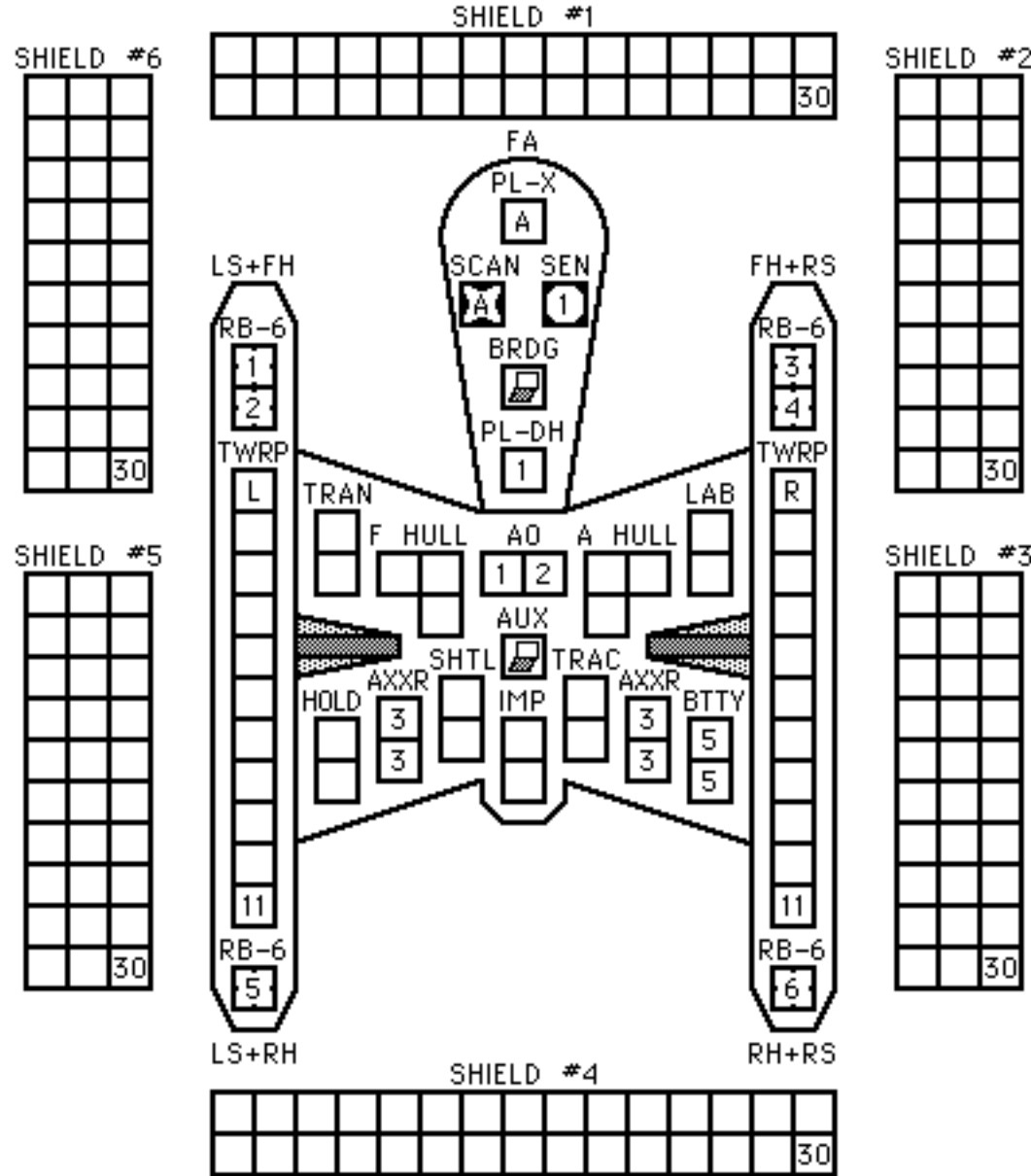
PLASMA RACK

1																XH
---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

Launches 7/turn. Energy = 1/shot.

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

AXXR:
Produces 1 transwarp, 2 warp,
or 3 generic power per turn.
This power cannot be used for
movement.
BPV/Repair 8; 3 spaces; hit on APR.



SENSOR				
6	6	5	4	0
SCANNER				
0	0	1	2	7

DAMCON				
8	6	4	2	0
EXCDAM				
3	2	1		

Donald Miller
Copyright © 2002 Donald Miller
SmileyLich@SmileyLich.com

