

1 Photon Torpedos			2		
DMGD	UN ARM	ARM	DMGD	UN ARM	ARM

1

Forward Phasers

2

DMGD	UN ARM	1	2	3	4	5
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DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

12

Starboard Phasers

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

1

Port Phasers

2

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

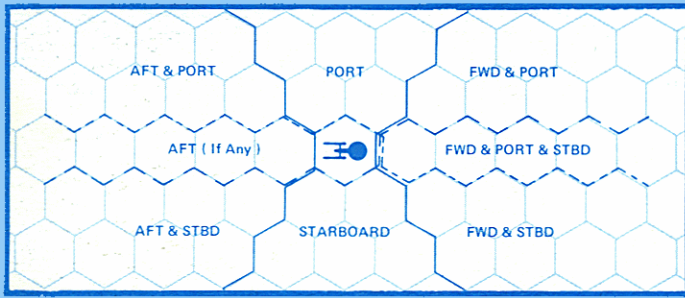
TURN STRESS CHART			PHASER FIRING CHART		
Speed	Engine Stress	Super Stress	Range	To-Hit	DMG+
Sub	—	—	1	1-10	3
W1	—	—	2	1-10	3
W2	—	—	3	1-10	3
W3	—	—	4	1-10	3
W4	—	—	4	1-10	3
W5	—	1	5	1-9	3
W6	1	1	6	1-9	3
W7	1	2	7	1-8	3
W8	2	3	8	1-8	3
			9	1-7	3
			10	1-7	3
			11	1-6	2
			12	1-6	2
			13	1-5	2
			14	1-5	2
			15	1-4	2
			16	1-4	2
			17	1-3	2
			18	1-3	1
			19	1-2	1
			20	1	1

TORPEDO FIRING CHART		
Range	To-Hit	DMGE
1	1-10	10
2	1-10	all ranges.
3	1-9	
4	1-9	
5	1-8	
6	1-7	
7	1-6	
8	1-5	
9	1-4	
10	1-3	
11	1-2	
12	1	

0	6	sub-light
1	7	W1
2	8	W2
3	9	W3
4	10	W4
5	11	W5
		W6
		W7
		W8

Movement Points Available

Current Speed



1 Photon Torpedos 2

DMGD	UN ARM	ARM
------	--------	-----

DMGD	UN ARM	ARM
------	--------	-----

1 Forward Phasers 2

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

1 Starboard Phasers 2

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

1 Port Phasers 2

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

DMGD	UN ARM	1	2	3	4	5
------	--------	---	---	---	---	---

TURN STRESS CHART			PHASER FIRING CHART		
Speed	Engine Stress	Super Stress	Range	To-Hit	DMG+
Sub	—	—	1	1-10	3
W1	—	—	2	1-10	3
W2	—	—	3	1-10	3
W3	—	—	4	1-10	3
W4	—	—	4	1-10	3
W5	—	1	5	1-9	3
W6	1	1	6	1-9	3
W7	1	2	7	1-8	3
W8	2	3	8	1-8	3
			9	1-7	3
			10	1-7	3
			11	1-6	2
			12	1-6	2
			13	1-5	2
			14	1-5	2
			15	1-4	2
			16	1-4	2
			17	1-3	2
			18	1-3	1
			19	1-2	1
			20	1	1

TORPEDO FIRING CHART		
Range	To-Hit	DMGE
1	1-10	10
2	1-10	all ranges.
3	1-9	
4	1-9	
5	1-8	
6	1-7	
7	1-6	
8	1-5	
9	1-4	
10	1-3	
11	1-2	
12	1	

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

Movement
Points
Available

sub-light
W1
W2
W3
W4
W5
W6
W7
W8

Current Speed

COMMUNICATIONS

Constitution Class Heavy Cruiser

Casualties

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

Hundreds

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

Tens

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

Ones

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

Die Roll Modifications

SHIP COMBAT SAVING ROLL TABLE

Below is a list of all skill rolls normally used in ship combat. Four things are given: 1) Officer the roll is made by, 2) Name of the skill used, 3) When the roll can be made, and 4) the result of a successful roll.

CAPTAIN

1) STARSHIP COMBAT STRATEGY/TACTICS, beginning of turn, no roll is made but skill is compared to opponent's skill.

ENGINEER

Only one roll may be made per turn.

1) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success gains 1 extra point of power to be applied to total power available track (2 points if roll is 01-05).

2) STARSHIP ENGINEERING (GENERAL), made at the beginning of the turn, success reduces stress on one engine by one step (2 points on one engine or 1 point on each of two engines if the roll is 01-05).

3) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success allows helm to change overall warp speed by 2 steps instead of 1.

NAVIGATOR

1) DEFLECTOR SHIELD TECHNOLOGY, made at the beginning of the turn, success gains 2 more points of shielding to be used anywhere.

HELMSMAN

1) STARSHIP HELM OPERATION, made any time needed, success allows stress chart rolls to be made one row higher than normal.

2) SHIP'S WEAPONRY TECHNOLOGY, made when firing — may roll twice per turn, success gains a -1 on 'to hit' rolls of weaponry.

SCIENCE OFFICER

1) SHIP'S SENSOR SKILL, made at the beginning of the turn, success gains sensor lock.

COMMUNICATIONS OFFICER

1) STARSHIP COMMUNICATIONS PROCEDURES, may be made anytime, allows difficult tasks to be performed.

COMMUNICATIONS

Constitution Class Heavy Cruiser

Casualties

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

Hundreds

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

Tens

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

Ones

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

Die Roll Modifications

SHIP COMBAT SAVING ROLL TABLE

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COMMUNICATIONS OFFICER

1) STARSHIP COMMUNICATIONS PROCEDURES, may be made anytime, allows difficult tasks to be performed.

0	1	2	3	4	Impulse
---	---	---	---	---	---------

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Warp Engine 1-Starboard

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

Warp Engine 2-Port

Total Power Available

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	46
23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	

Power to Movement

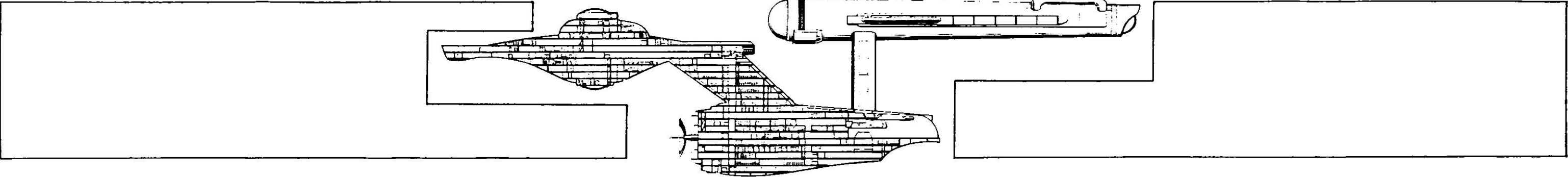
0	1	2	3	4 1	5	6	7	8 2	9	10	11	12 3	13	14	15	16 4	17	18	19	20 5	21	22
23	24 6	25	26	27	28 7	29	30	31	32 8	33	34	35	36 9	37	38	39	40 10	41	42	43	44 11	

Power to Shields

0	1 2	2 4	3 6	4 8	5 10	6 12	7 14	8 16	9 18	10 20	11 22	12 24	13 26	14 28	15 30	16 32	17 34	18 36	19 38	20 40	21 42	22 44	46 92
23 46	24 48	25 50	26 52	27 54	28 56	29 58	30 60	31 62	32 64	33 66	34 68	35 70	36 72	37 74	38 76	39 78	40 80	41 82	42 84	43 86	44 88	45 90	

Power to Weapons

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
															32																



0	1	2	3	4	Impulse
---	---	---	---	---	---------

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Warp Engine 1-Starboard

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

Warp Engine 2-Port

Total Power Available

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	46
23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	

Power to Movement

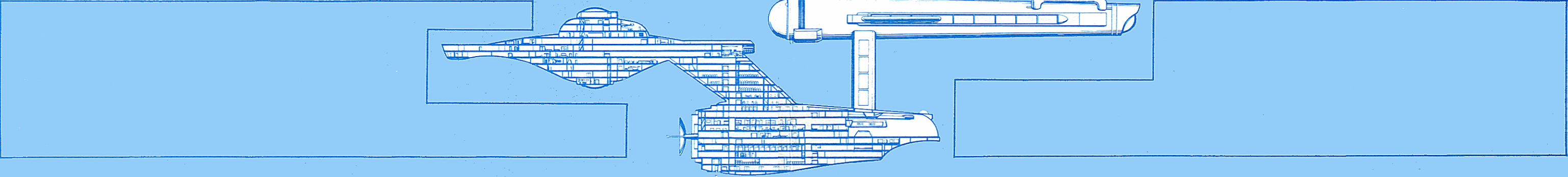
0	1	2	3	4 1	5	6	7	8 2	9	10	11	12 3	13	14	15	16 4	17	18	19	20 5	21	22
23	24 6	25	26	27	28 7	29	30	31	32 8	33	34	35	36 9	37	38	39	40 10	41	42	43	44 11	

Power to Shields

0	1 2	2 4	3 6	4 8	5 10	6 12	7 14	8 16	9 18	10 20	11 22	12 24	13 26	14 28	15 30	16 32	17 34	18 36	19 38	20 40	21 42	22 44	46 92
23 46	24 48	25 50	26 52	27 54	28 56	29 58	30 60	31 62	32 64	33 66	34 68	35 70	36 72	37 74	38 76	39 78	40 80	41 82	42 84	43 86	44 88	45 90	

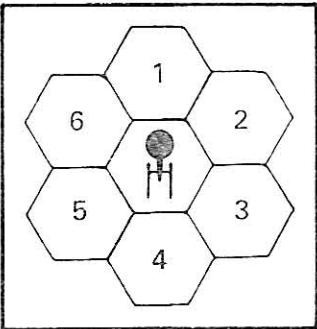
Power to Weapons

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
																32																



Deflectors

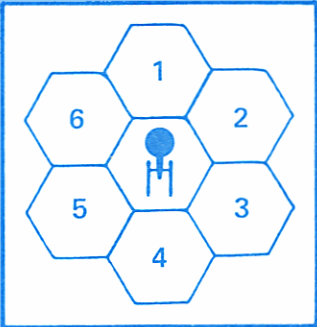
Forward	1	STBD Forward	2	STBD Aft	3	Aft	4	Port Aft	5	Port Forward	6
	DMGD		DMGD		DMGD		DMGD		DMGD		DMGD
	0		0		0		0		0		0
	1		1		1		1		1		1
	2		2		2		2		2		2
	3		3		3		3		3		3
	4		4		4		4		4		4
	5		5		5		5		5		5
	6		6		6		6		6		6
	7		7		7		7		7		7
	8		8		8		8		8		8
	9		9		9		9		9		9
	10		10		10		10		10		10
	11		11		11		11		11		11
	12		12		12		12		12		12
	13		13		13		13		13		13
	14		14		14		14		14		14
	15		15		15		15		15		15
	16		16		16		16		16		16



Tractor Beam

Deflectors

Forward	1	STBD Forward	2	STBD Aft	3	Aft	4	Port Aft	5	Port Forward	6
	DMGD		DMGD		DMGD		DMGD		DMGD		DMGD
	0		0		0		0		0		0
	1		1		1		1		1		1
	2		2		2		2		2		2
	3		3		3		3		3		3
	4		4		4		4		4		4
	5		5		5		5		5		5
	6		6		6		6		6		6
	7		7		7		7		7		7
	8		8		8		8		8		8
	9		9		9		9		9		9
	10		10		10		10		10		10
	11		11		11		11		11		11
	12		12		12		12		12		12
	13		13		13		13		13		13
	14		14		14		14		14		14
	15		15		15		15		15		15
	16		16		16		16		16		16



Tractor Beam

DMGD 2	DMGD 1	OPER	LOCK
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SCIENCE

Constitution Class Heavy Cruiser

Sensors

Superstructure Damage

0	1	2	3	4	5	6	7	8	9	
10	11	12	13	14	15	16	17	18	19	20

Forward		STBD - Forward		Port-Forward	
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Fwd. shield generator dmgd.	2	Stbd.-fwd.shield gen. dmgd.	2	Port-fwd. shield gen. dmgd.
3	One fwd. phaser dmgd. (2)	3	Stbd. warp engine hit	3	Port warp engine hit
4	Superstructure hit (4)	4	Superstructure hit (1)	4	Superstructure hit (1)
5	Superstructure hit (8)	5	Superstructure hit (4)	5	Superstructure hit (4)
6	1 photon torpedo tube dmgd.	6	Superstructure hit (10)	6	Superstructure hit (10)
7	Superstructure hit (10)	7	Superstructure hit (10)	7	Superstructure hit (10)
8	Superstructure hit (14)	8	Superstructure hit (20)	8	Superstructure hit (20)
9	Bridge personnel out	9	1 stbd. phaser dmgd.	9	1 port phaser dmgd.
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

AFT		STBD - Aft		Port-Aft	
1	Tractor beam dmgd.	1	Stbd. warp engine hit	1	Port warp engine hit
2	Superstructure hit (2)	2	Stbd. warp engine hit	2	Port warp engine hit
3	Superstructure hit (4)	3	Stbd. warp engine hit	3	Port warp engine hit
4	Stbd.-warp engine hit	4	Impulse engine hit (1)	4	Impulse engine hit
5	Stbd.-warp engine hit	5	Superstructure hit (4)	5	Superstructure hit (4)
6	Impulse engine hit	6	Superstructure hit (4)	6	Superstructure hit (10)
7	Impulse engine hit	7	Superstructure hit (10)	7	Superstructure hit (10)
8	Port warp engine hit	8	Superstructure hit (20)	8	Superstructure hit (20)
9	Port warp engine hit	9	Stbd.-aft shield gen. dmgd.	9	Port-aft shield gen. dmgd.
10	Aft shield gen. dmgd.	10	Stbd.-warp engine hit	10	Port warp engine hit

DMGD 2	DMGD 1	OPER	LOCK
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Sensors

SCIENCE

Constitution Class Heavy Cruiser

Superstructure Damage

	0	1	2	3	4	5	6	7	8	9	
10	11	12	13	14	15	16	17	18	19	20	

Forward		STBD - Forward		Port-Forward	
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Fwd. shield generator dmgd.	2	Stbd.-fwd.shield gen. dmgd.	2	Port-fwd. shield gen. dmgd.
3	One fwd. phaser dmgd. (2)	3	Stbd. warp engine hit	3	Port warp engine hit
4	Superstructure hit (4)	4	Superstructure hit (1)	4	Superstructure hit (1)
5	Superstructure hit (8)	5	Superstructure hit (4)	5	Superstructure hit (4)
6	1 photon torpedo tube dmgd.	6	Superstructure hit (10)	6	Superstructure hit (10)
7	Superstructure hit (10)	7	Superstructure hit (10)	7	Superstructure hit (10)
8	Superstructure hit (14)	8	Superstructure hit (20)	8	Superstructure hit (20)
9	Bridge personnel out	9	1 stbd. phaser dmgd.	9	1 port phaser dmgd.
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

AFT		STBD - Aft		Port-Aft	
1	Tractor beam dmgd.	1	Stbd. warp engine hit	1	Port warp engine hit
2	Superstructure hit (2)	2	Stbd. warp engine hit	2	Port warp engine hit
3	Superstructure hit (4)	3	Stbd. warp engine hit	3	Port warp engine hit
4	Stbd.-warp engine hit	4	Impulse engine hit (1)	4	Impulse engine hit
5	Stbd.-warp engine hit	5	Superstructure hit (4)	5	Superstructure hit (4)
6	Impulse engine hit	6	Superstructure hit (4)	6	Superstructure hit (10)
7	Impulse engine hit	7	Superstructure hit (10)	7	Superstructure hit (10)
8	Port warp engine hit	8	Superstructure hit (20)	8	Superstructure hit (20)
9	Port warp engine hit	9	Stbd.-aft shield gen. dmgd.	9	Port-aft shield gen. dmgd.
10	Aft shield gen. dmgd.	10	Stbd.-warp engine hit	10	Port warp engine hit

NELSON Class Scout

	Move 7, 8, 9 hexes 0 Def 1 Phaser
	Move 4, 5, 6 hexes 0 Def 2 Phasers
	Move 4, 5, 6 hexes 1 Def 1 Phaser
	Move 0, 1, 2, 3 0-1 Def 2 Phasers
	Move 0, 1, 2, 3 2 Def 1 Phasers
	Move 0, 1, 2, 3 3 Def 0 Phasers

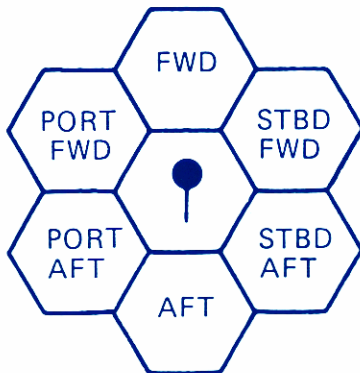
Turn Chart			Phaser Table		
Spd	Eng	Sup	Rng	To	Dmg
Sub	—	—		Hit	
W1	—	—	1	1-10	6
W2	—	—	2	1-10	6
W3	—	—	3	1-10	6
W4	—	—	4	1-9	6
W5	1	—	5	1-9	5
W6	1	1	6	1-8	5
W7 (EM)	2	1	7	1-8	5
			8	1-7	5
			9	1-7	4
			10	1-6	4
			11	1-5	4
			12	1-4	3
			13	1-3	3
			14	1-2	3
			15	1	0

Dmg Chart	
Die	Dmg
1	Super
2	Super
3	Super
4	Defl
5	Defl
6	Phaser
7	IMPU
8	W Eng
9	W Eng
10	W Eng

ENGINE STRESS/DAMAGE

MAX SPD 8	18
	17
MAX SPD 7	16
	15
MAX SPD 6	14
	13
MAX SPD 5 -2 DEFL	12
	11
MAX SPD 4	10
	9
-1 Phaser MAX SPD 3	8
	7
-3 DEFL MAX SPD 2	6
	5
-2 Phasers MAX SPD 1	4
	3
MAX SPD 0	2
	1

DEFLECTORS UP



DEFLECTORS AT 10 POINTS

PHASERS DAMAGED

1	2
---	---

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

SUPERSTRUCTURE STRESS/DAMAGE

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

CAPTAIN'S STRAT/TAC. SKILL _____

CREW EFFICIENCY RATING _____

IMPULSE ENGINE = 2 BOXES

KLINGON D-7 Battlecruiser

ENGINE STRESS/DAMAGE

	Move 9 or 10 hexes no Defl - no Disr
	Move 7 or 8 hexes 1 Defl or 2 Disr
	Move 4, 5, or 6 hexes 0 Defl and up to 3 Disr
	Move 4, 5, or 6 hexes 1 Defl and up to 2 Disr
	Move 4, 5, or 6 hexes 2 Defl and no Disr
	Move 0, 1, 2, or 3 hexes 0 Defl and up to 4 Disr
	Move 0, 1, 2, or 3 hexes 1 Defl and up to 3 Disr
	Move 0, 1, 2, or 3 hexes 2 Defl and up to 2 Disr
	Move 0, 1, 2, or 3 hexes 3 Defl and 1 Disr
	Move 0, 1, 2, or 3 hexes 4 Defl and no Disr

Turn Chart			Disruptor Firing		
SPD	ENG	SUP	RANGE	TO HIT	DMG
Sub	—	—	1	1-10	8
W1	—	—	2	1-10	8
W2	—	—	3	1-9	8
W3	—	—	4	1-9	7
W4	—	1	5	1-8	7
W5	1	1	6	1-8	7
†6	1	2	7	1-7	6
†7	2	3	8	1-7	6
W8	3	4	9	1-6	6
			10	1-6	5
			11	1-5	5
			12	1-5	5
			13	1-4	4
			14	1-4	4
			15	1-3	4
			16	1-3	3
			17	1-2	3
			18	1-1	3

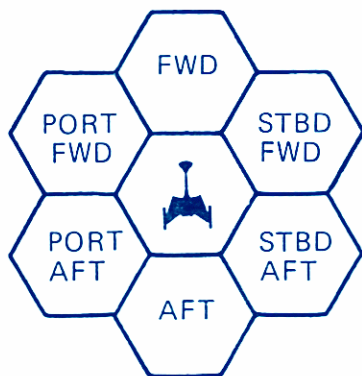
DMG Chart	
Die Roll	Effect
1	Sup
2	Sup
3	Sup
4	Sup
5	1Dis Dmgd
6	1 Defl Dmgd
7	Eng
8	Eng
9	Eng
10	Imp

IMPULSE ENGINE
= 4 BOXES

DISRUPTORS DAMAGED

1	2	3	4
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DEFLECTORS UP



DEFLECTORS DMG'D

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

CAPTAIN'S STRAT/TAC. SKILL _____

CREW EFFICIENCY RATING _____

SUPERSTRUCTURE STRESS/DAMAGE

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

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

ROMULAN Bird of Prey

	Move 6,7,8 hexes 0 Def 0,1 Beam 0 Plas
	Move 6,7,8 hexes 1Def 0 Beam 0 Plas
	Move 3,4,5 hexes 0 Def 0 Beam 1 Plas
	Move 3,4,5 hexes 0 Def 1 Beam 0 Plas
	Move 3,4,5 hexes 1 Def 0,1 Beam 0 Plas
	Move 0, 1, 2 hexes 0 Def 0,1 Beam 0,1Plas
	Move 0, 1, 2 hexes 1Def 0 Beam 1 Plas
	Move 0, 1, 2 hexes 1 Ref 1 Beam 0 Plas
	Move 0, 1, 2 hexes 2 Def 1 Beam 0 Plas
	Move 0, 1, 2 hexes 3 Def 0 Beam 0 Plas

Cloak replaces Plasma on above table.

Turn Chart			Plasma Firing			Beam firing		
Spd	Eng Dmg	Super Dmg	Rng	To Hit	Dmg	Rng	To Hit	Dmg
Sub	—	—	1	1-10	16	1	1-10	8
W1	—	—	2	1-9	16	2	1-10	9
W2	—	—	3	1-8	16	3	1-9	7
W3	—	1	4	1-7	12	4	1-9	7
W4	1	1	5	1-7	12	5	1-8	6
W5	1	2	6	1-7	12	5	1-8	5
W6	2	2	7	1-6	10	7	1-6	4
W7 (EM)	2	3	8	1-6	10	8	1-4	3
			9	1-5	8	9	1-2	2
			10	1-5	8	10	1	1
			11	1-4	6			
			12	1-3	6			
			13	1-2	4			
			14	1	4			

DMG Chart	
Die Roll	DMG
1	Super
2	Super
3	Super
4	Plasma
5	Beam
6	Shield
7	Cloak
8	Warp
9	Warp
10	IMP

IMPULSE = 2 BOXES

CLOAK

DMGD

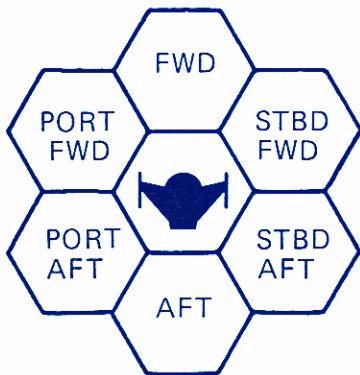
PLASMA

DMGD

BEAM

DMGD

DEFLECTORS UP



DEFLECTORS AT 8 POINTS

CAPTAIN'S STRAT/TAC. SKILL CREW EFFICIENCY RATING

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

SUPERSTRUCTURE STRESS/DAMAGE

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

ENGINE STRESS/DAMAGE

26		13
25	MAX SPD 3	12
24	-1 DEF MAX SPD 7	11
23		10
22	MAX SPD 2	9
21	MAX SPD 6 -3 DEF	8
20		7
19	MAX SPD 1	6
18	MAX SPD 5	5
17		4
16	-2 DEF MAX SPD 0	3
15	MAX SPD 4	2
14		1

Power below 15
No Plasma or
Cloak Usable.

GORN Cruiser

ENGINE STRESS/DAMAGE

	Move 6, 7, 8 hexes 0 Defl 0,1 Blast
	Move 6, 7, 8 hexes 1 Defl 0 Blast
	Move 3, 4, 5 hexes 0 Defl 0, 1, 2 Blast
	Move 3, 4, 5 hexes 1 Defl 0, 1 Blast
	Move 3, 4, 5 hexes 2 Defl 0 Blast
	Move 0, 1, 2 hexes 0 Defl 0,1,2,3,4 Bl
	Move 0, 1, 2 hexes 1 Defl 0, 1, 2, 3 Bl
	Move 0, 1, 2 hexes 2 Defl 0, 1, 2 Bl
	Move 0, 1, 2 hexes 3 defl 0, 1 Bl
	Move 0, 1, 2 hexes 4 Defl 0 Blasts

Turn Chart			Blaster Firing		
SPD	ENG	Super	Rng	To	Dmg
DMG	DMG	DMG			
Sub	—	—	1	1-10	7
W1	—	—	2	1-10	7
W2	—	—	3	1-9	7
W3	—	1	4	1-9	6
W4	1	1	5	1-8	6
W5	1	2	6	1-8	6
W6	2	2	6	1-7	5
W7 (EM)	2	3	7	1-6	5
			8	1-5	4
			9	1-5	4
			9	1-4	4
			10	1-3	3
			11	1-2	2
			12	1	1

DMG Chart	
Die	DMG
1	Super
2	Super
3	Super
4	Super
5	1 Blaster
6	1 Shield
7	Warp
8	Eng
9	Warp
10	Eng
	IMP Eng

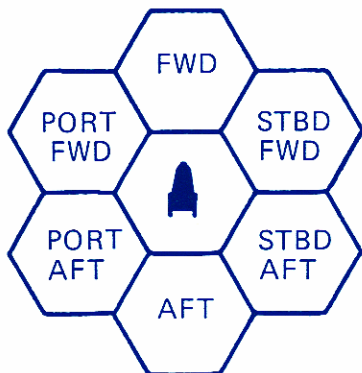
IMPULSE ENGINE
= 4 BOXES

BLASTERS DAMAGED

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

DEFLECTORS UP



DEFLECTORS AT 10 POINTS

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

CAPTAIN'S STRAT/TAC. SKILL _____

CREW EFFICIENCY RATING _____

SUPERSTRUCTURE STRESS/DAMAGE

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

ORION Blockade Runner

	Move 9, 10, 11 0 Def 1 Disr
	Move 9, 10, 11 1 Def 0 Disr
	Move 6, 7, 8 hexes 0 Def 0-3 Disr
	Move 6, 7, 8 hexes 1 Def 0-2 Disr
	Move 6, 7, 8 hexes 2 Def 0-1 Disr
	Move 3, 4, 5 hexes 0 Def 0-6 Disr
	Move 3, 4, 5 hexes 1 Def 0-4 Disr
	Move 3, 4, 5 hexes 2 Def 0-3 Disr
	Move 3, 4, 5 hexes 3 Def 0-1 Disr
	Move 3, 4, 5 hexes 4 Def 0 Disr
	Move 0, 1, 2 hexes 0-1 Def 0-7 Disr
	Move 0, 1, 2 hexes 2 Def 0-5 Disr
	Move 0, 1, 2 hexes 3 Def 0-4 Disr
	Move 0, 1, 2 hexes 4 Def 0-2 Disr
	Move 0, 1, 2 hexes 5 Def 0-1 Disr

Turn Chart			Disruptor Firing		
Spd	Eng Dmg	Super Dmg	Rng	To Hit	Dmg
SUB	—	—	1	1-10	5
W1	—	—	2	1-10	5
W2	—	—	3	1-9	5
W3	—	—	4	1-9	5
W4	—	—	5	1-8	4
W5	—	—	6	1-8	4
W6	1	1	9	1-7	4
W7	1	1	8	1-7	3
W8	2	1	9	1-6	3
W9	2	2	10	1-6	3
W10 (EM)	3	2	11	1-5	2
			12	1-5	2
			13	1-4	2
			14	1-3	1
			15	1-3	1
			16	1	1

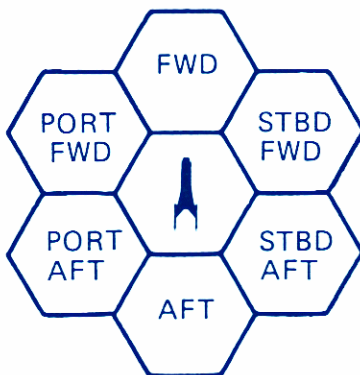
Dmg Chart	
Die	DMG
1	Super
2	Super
3	Super
4	Defl
5	Defl
6	Disr
7	Disr
8	Warp
9	Warp
10	IMP

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

DEFLECTORS UP



DEFLECTORS AT 6 POINTS

DISRUPTORS DAMAGED

1
2
3
4
5
6

IMPULSE ENGINE = 3 BOXES

ENGINE STRESS/DAMAGE

33	MAX SPD 10	17
32	-3 DISR	16
31	MAX SPD 4	15
30	MAX SPD 9 -1 DEF	14
29		13
28	-4 DISR -4 DEF MAX SPD 3	12
27	MAX SPD 8	11
26		10
25	MAX SPD 2	9
24	-1 DEF -2 DEF MAX SPD 7 -5 DISR	8
23		7
22	-5 DEF MAX SPD 1	6
21	MAX SPD 6	5
20	-2 DISR -6 DISR	4
19	MAX SPD 0	3
18	MAX SPD 5 -3 DEF	2
		1

CAPTAIN'S STRAT/TAC. SKILL _____

CREW EFFICIENCY RATING _____

SUPERSTRUCTURE STRESS/DAMAGE

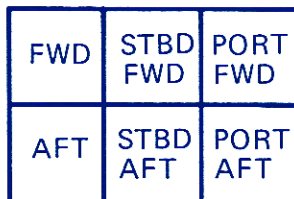
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16				

ENGINE STRESS/DAMAGE

Turn Chart			Phaser Table		
Spd	Eng	Sup	Rng	To	Dmg
Sub	—	—	1	1-10	5
W1	—	—	2	1-10	5
W2	—	—	3	1-10	5
W3	—	—	4	1-9	5
W4	1	—	5	1-9	4
W5	1	1	6	1-8	4
W7	2	1	7	1-8	4
W7	2	2	8	1-7	4
W8 (EM)	3	2	9	1-7	3
DMG Chart Die Dmg Roll			10	1-6	3
			11	1-4	3
			12	1-4	3
			13	1-3	2
			14	-2	2
			15	1	2
1 Super 2 Super 3 Super 4 Defl 5 Phaser 6 Phot 7 IMP 8 W Eng 9 W Eng 10 W Eng			Torpedo Table		
			Rng	To Hit	Dmg
			1	1-10	6 All Ranges
			2	1-9	
			3	1-8	
			4	1-7	
			5	1-6	
			6	1-5	
			7	1-4	
			8	1-3	
9	1-2				
10	1-1				
DEFLECTORS DMGD					

22	21	20	MAX SPD 9
-1 DEFL		19	-1 Phaser
MAX SPD 10		18	
	MAX SPD 8	17	
		16	
-2 Phaser		15	
MAX SPD 7		14	
-2 DEFL		13	
	MAX SPD 6	12	
		11	
-3 Phaser		10	
MAX SPD 5		9	
		8	
-3 DEFL		7	-5 PH
MAX SPD 3		6	MAX SPD 2
	5	5	
	6	4	
-6 Phaser		3	
MAX SPD 1		2	
		1	

TORPS DMGD



1	2
---	---

PHASERS DAMAGED

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

CAPTAIN'S STRAT/TAC. SKILL _____
CREW EFFICIENCY RATING _____

1	2	3	4	5	6	7	8	9	10
11	12	IMPULSE ENGINE = 2 BOXES							

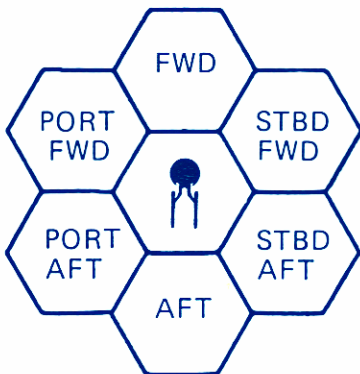
IMPULSE ENGINE = 2 BOXES

LOKNAR Class Mdm. Frigate

	Move 7, 8, 9 hexes 0 Def 1 Phaser
	Move 7, 8, 9 hexes 1 Def 0 Phaser
	Move 4, 5, 6 hexes 0 Def 0-4 Phasers
	Move 4, 5, 6 1 Def 0-2 Phasers
	Move 4, 5, 6 hexes 2 Def 0 Phasers
	Move 0-3 hexes 0 Def 0-7 Phasers
	Move 0-3 hexes 1 Def 0-5 Phasers
	Move 0-3 hexes 2 Def 0-3 Phasers
	Move 0-3 hexes 3 Def 0-1 Phasers
	Move 0-3 hexes 4 Def 0 Phasers

Torpedoes (4) can be fired any turn if undamaged.

DEFLECTORS UP



DEFLECTORS AT 14 POINTS

1	2	3	4	5	6	7	8	9	10
11	12	13	14	CAPTAIN'S STRAT/TAC. SKILL _____					
				CREW EFFICIENCY RATING _____					

Turn Chart			Phaser Firing		
Spd	Eng Dmg	Super Dmg	Rng	To Hit	Dmg
Sub	—	—	1	1-10	6
W1	—	—	2	1-10	6
W2	—	—	3	1-9	6
W3	—	—	4	1-9	5
W4	—	—	5	1-8	5
W5	—	1	6	1-8	5
W6	1	1	7	1-7	4
W7	1	2	8	1-7	4
W8	2	2	9	1-6	4
W9	2	3	10	1-6	3
W10 (EM)	3	3	11	1-5	3
			12	1-5	3
			13	1-4	2
			14	1-3	2
			15	1-2	1
			16	1	1

Dmg Chart	
Die	Dmg
1	Super
2	Suoeer
3	Phaser
4	Torp
5	Pha
6	Defl
7	Warp
8	Warp
9	Warp
10	IMP

IMPULSE ENGINE = 3 BOXES

TORPEDOES DAMAGED

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

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

PHASERS DAMAGED

1
2
3
4
5
6
7
8

Torpedo Table		
Rng	To Hit	Dmg
1	1-10	6 All Ranges
2	1-9	
3	1-7	
4	1-5	
5	1-3	
6	1-1	

ENGINE STRESS/DAMAGE

28	-1 DEFL	-3 DEFL	14
27	MAX SPD 8		13
26	-4 Phaser	MAX SPD 3	12
25			11
24	1- Phaser	MAX SPD 7	10
23		MAX SPD 2	9
22	-5 Phaser		8
21	-2 DEFL	MAX SPD 6	7
20	-4 DEFL		6
19	-2 Phaser	MAX SPD 1	5
18	MAX SPD 5	-6 Phaser	4
17	MAX SPD 0		3
16	-3 Phaser		2
15	MAX SPD 4		1

THOLIAN Spinner Class

ENGINE STRESS/DAMAGE

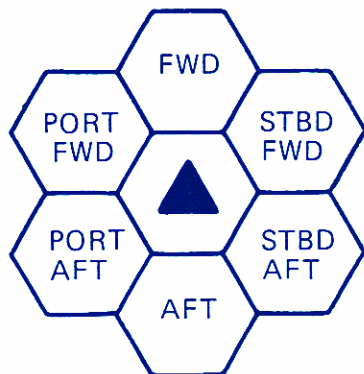
Move 8, 9, 10 0 Def 0, 1 Pro
Move 5, 6, 7 hexes 0 Def 0, 1, 2 Pro
Move 5, 6, 7 hexes 1 Def 0, 1 Pro
Move 2, 3, 4 hexes 0, 1 Def 0, 1, 2 Pro
Move 2, 3, 4 hexes 2 Def 0, 1 Pro
Move 0, 1 hexes 0, 1 Def 0, 1, 2 Pro
Move 0, 1 hexes 2 Def 0, 1 Pro
Move 0, 1 hexes 3 Def 0 Pro
Move 0, 1, 2 hexes Web, 0 Def, 0 Pr
Move 0, 1, 2 hexes Web, 1 Def, 0 Pro
Move 0, 1, 2 hexes Web, 2 Def, 0 Pro

Turn Chart			Projector Firing		
Spd	Eng Dmg	Super Dmg	Rng	To Hit	Dmg
Sub	—	—	1	1-10	8
W1	—	—	2	1-10	9
W2	—	—	3	1-9	7
W3	—	—	4	1-9	7
W4	—	—	5	1-8	6
W5	—	1	5	1-8	5
W7	1	1	7	1-6	4
W7	1	1	8	1-4	3
W8	2	2	9	1-2	2
W9	2	2	10	1	1
W10 (EM)	2	3			

DMG Chart	
Die	DMG
1	Super
2	Super
3	Super
4	1 Web
5	1 Projector
6	1 Shield
7	Warp
8	Warp
9	Warp
10	IMP

30	MAX SPD 9	20
29	-2 Proj	19
28	MAX SPD 5	18
27	MAX SPD 8	17
26		16
25	-1 Proj MAX SPD 4	15
24	MAX SPD 7	14
23		13
22	MAX SPD 3	12
21	-1 DEFL MAX SPD 6 -2 DEFL	11
	IMPULSE ENGINE = 2 BOXES	10
	MAX SPD 2	9
		8
		7
	MAX SPD 1	6
		5
		4
	MAX SPD 0	3
		2
		1

DEFLECTORS UP



DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

PROJECTORS DMGD

1	2
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WEB

DMGD

DEFLECTORS AT 10 POINTS (½ Strength when web is being used)

SUPERSTRUCTURE STRESS/DAMAGE

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

CAPTAIN'S STRAT/TAC. SKILL _____
CREW EFFICIENCY RATING _____