

NELSON Class Scout

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

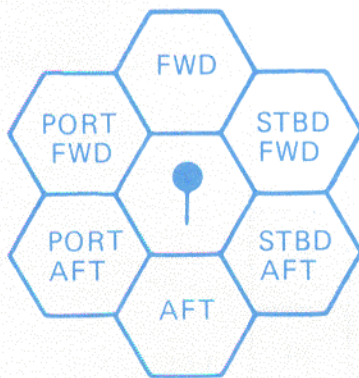
Turn Chart			Phaser Table		
Spd	Eng	Sup	Rng	To	Dmg
Sub	-	-		Hit	
W1	-	-	1	1-10	6
W2	-	-	2	1-10	6
W3	-	-	3	1-10	6
W4	-	-	4	1-9	6
W5	1	-	5	1-9	5
W6	1	1	6	1-8	5
W7 (EM)	2	1	7	1-8	5
			8	1-7	5
			9	1-7	4
			10	1-6	4
			11	1-5	4
			12	1-4	3
			13	1-3	3
			14	1-2	3
			15	1	0

Dmg Chart	
Die	Dmg
Roll	
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 -2DEFL	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

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

PHASERS DAMAGED

1	2
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SUPERSTRUCTURE STRESS/DAMAGE

1	2	3	4	5	6	7	8	9
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CAPTAIN'S STRAT/TAC. SKILL _____

CREW EFFICIENCY RATING _____

IMPULSE ENGINE = 2 BOXES

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 DMG	Rng	To	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
8	Warp
9	Eng
9	Warp
10	Eng
10	IMP Eng

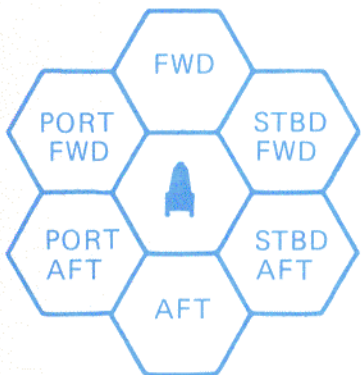
IMPULSE ENGINE
= 4 BOXES

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 MAX SPD 2	15
34		14
33		13
32		12
31	-1 Blast -1 DEFL -3 Blast -3 DEFL	11
30	MAX SPD 5 MAX SPD 1	10
29		9
28		8
27		7
26		6
25	MAX SPD 4 MAX SPD 0	5
24		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				

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	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
t6	1	2	7	1-7	6
t7	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

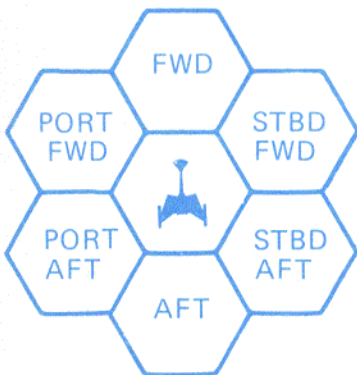
DMG Chart	
Die	Effect
Roll	
1	Sup
2	Sup
3	Sup
4	Sup
5	1Dis Dmgd
6	1 Defl Dmgd
7	Eng
8	Eng
9	Eng
10	Imp

**IMPULSE ENGINE
= 4 BOXES**

DISRUPTORS DAMAGED

1	2	3	4
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DEFLECTORS UP



DEFLECTORS AT 8 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	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.

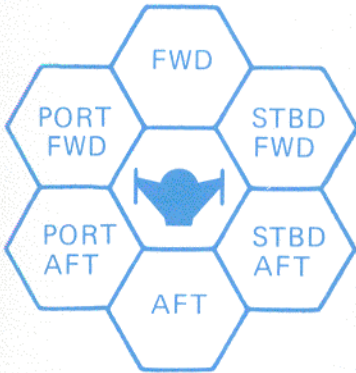
Turn Chart			Plasma Firing			Beam firing		
Spd	Eng Dmg	Super Dmg	Rng	To Hit	Dmg	Rng	To Hit	Dmg
Sub	—	—	1	1-10	16	1	1-10	8
W1	—	—	2	1-9	16	2	1-10	9
W2	—	—	3	1-8	16	3	1-9	7
W3	—	1	4	1-7	12	4	1-9	7
W4	1	1	5	1-7	12	5	1-8	6
W5	1	2	6	1-7	12	5	1-8	5
W6	2	2	7	1-6	10	7	1-6	4
W7 (EM)	2	3	8	1-6	10	8	1-4	3
			9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

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

IMPULSE ENGINE = 3 BOXES

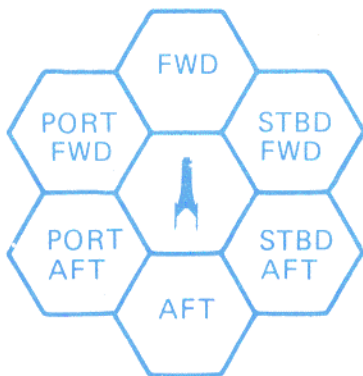
ENGINE STRESS/DAMAGE

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

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

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				

THOLIAN Spinner Class

ENGINE STRESS/DAMAGE

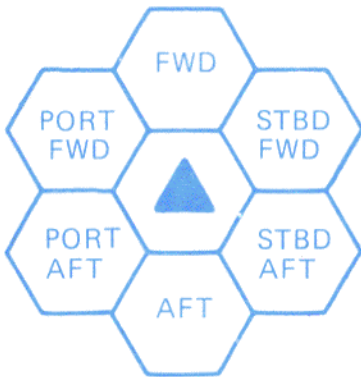
Move 8, 9, 10 0 Def 0, 1 Pro
Move 5, 6, 7 hexes 0 Def 0, 1, 2 Pro
Move 5, 6, 7 hexes 1 Def 0, 1 Pro
Move 2, 3, 4 hexes 0, 1 Def 0, 1, 2 Pro
Move 2, 3, 4 hexes 2 Def 0, 1 Pro
Move 0, 1 hexes 0, 1 Def 0, 1, 2 Pro
Move 0, 1 hexes 2 Def 0, 1 Pro
Move 0, 1 hexes 3 Def 0 Pro
Move 0, 1, 2 hexes Web, 0 Def,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

DEFLECTORS UP



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

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

PROJECTORS DMGD

1	2
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WEB

DMGD

SUPERSTRUCTURE STRESS/DAMAGE

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

IMPULSE ENGINE = 2 BOXES

MAX SPD 2

MAX SPD 1

MAX SPD 0

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

9
8
7
6
5
4
3
2
1

LARSON Class Destroyer

ENGINE STRESS/DAMAGE

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

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
			10	1-6	3
			11	1-4	3
			12	1-4	3
			13	1-3	2
			14	-2	2
			15	1	2

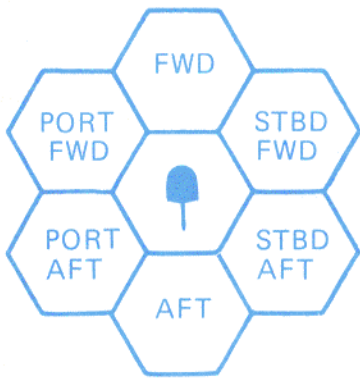
DMG Chart	
Die	Dmg
1	Super
2	Super
3	Super
4	Defl
5	Phser
6	Phot
7	IMP
8	W Eng
9	W Eng
10	W Eng

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	

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

Torpedoes (2) can be fired any turn if undamaged.

DEFLECTORS UP



DEFLECTORS AT 12 POINTS

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

TORPS DMGD

1	2
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PHASERS DAMAGED

1	2	3	4	5	6
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CAPTAIN'S STRAT/TAC. SKILL _____

CREW EFFICIENCY RATING _____

SUPERSTRUCTURE STRESS/DAMAGE

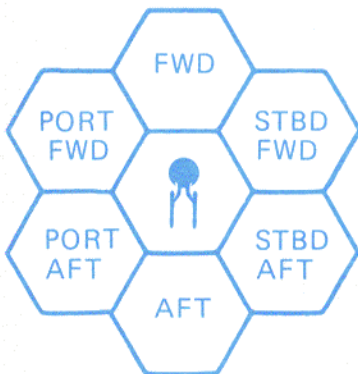
1	2	3	4	5	6	7	8	9	10
11	12	IMPULSE ENGINE = 2 BOXES							

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

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	Suoer
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
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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	-4 DEFL	7
20	-2 Phaser	MAX SPD 1	6
19			5
18	MAX SPD 5	-6 Phaser	4
17		MAX SPD 0	3
16	-3 Phaser		2
15	MAX SPD 4		1

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 _____	