

NELSON Class Scout

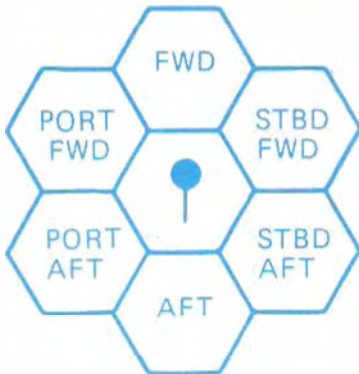
	Move 7, 8, 9 hexes 0 Def 1 Phaser
	Move 4, 5, 6 hexes 0 Def 2 Phaser
	Move 4, 5, 6 hexes 1 Def 1 Phaser
	Move 0, 1, 2, 3 0-1 Def 2 Phasers
	Move 0, 1, 2, 3 2 Def 1 Phasers
	Move 0, 1, 2, 3 3 Def 0 Phasers

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	↑	—	5	1-9	5
W6	↑	↑	6	1-8	5
W7 (EM)	2	↑	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

PHASERS DAMAGE	
1	2

DEFLECTORS UP



DEFLECTORS AT 10 POINTS

PHASERS DAMAGED

1	2
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DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

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

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

KLINGON D-7 Battlecruiser

ENGINE STRESS/DAMAGE

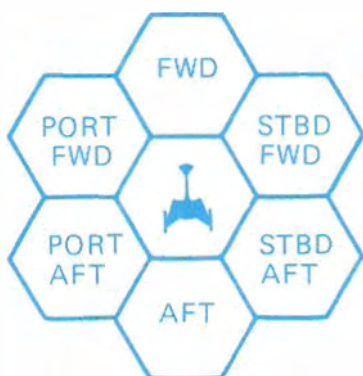
Move 9 or 10 hexes no Defl - no Disr
Move 7 or 8 hexes 1 Defl or 2 Disr
Move 4, 5, or 6 hexes 0 Defl and up to 3 Disr
Move 4, 5, or 6 hexes 1 Defl and up to 2 Disr
Move 4, 5, or 6 hexes 2 Defl and no Disr
Move 0, 1, 2, or 3 hexes 0 Defl and up to 4 Disr
Move 0, 1, 2, or 3 hexes 1 Defl and up to 3 Disr
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	—	—	5	1-8	7
W5	1	1	6	1-8	7
W6	1	2	7	1-7	6
W7	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			IMPULSE ENGINE = 4 BOXES		
Die Roll	Effect				
1	Sup				
2	Sup				
3	Sup				
4	Sup				
5	1 Dis Dmgd				
6	1 Defl Dmgd				
7	Eng				
8	Eng				
9	Eng				
10	Imp				

DISRUPTORS DAMAGED

1	2	3	4
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DEFLECTORS UP



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

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

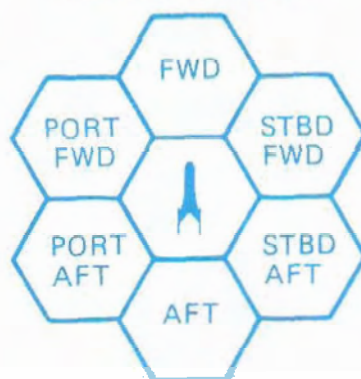
Turn Chart			Disruptor Firing		
Spd	Eng Dmg	Super Dmg	Rng	To Hit	Dmg
SUB	—	—	1	1-10	5
W1	—	—	2	1-10	5
W2	—	—	3	1-9	5
W3	—	—	4	1-9	5
W4	—	—	5	1-8	4
W5	—	—	6	1-8	4
W6	1	1	9	1-7	4
W7	1	1	8	1-7	3
W8	2	1	9	1-6	3
W9	2	2	10	1-6	3
W10 (EM)	3	2	11	1-5	2
			12	1-5	2
			13	1-4	2
			14	1-3	1
			15	1-3	1
			16	1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

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		16
31	-3 DISR 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				

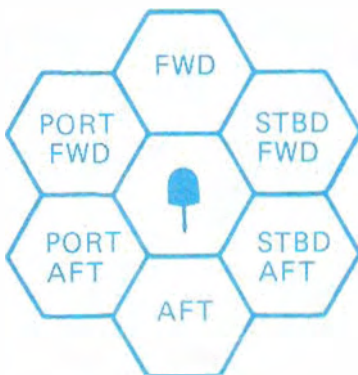
LARSON Class Destroyer

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

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

DEFLECTORS UP



DEFLECTORS AT 12 POINTS

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
WB (EM)	3	2	9	1-7	3
			10	1-8	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	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

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							

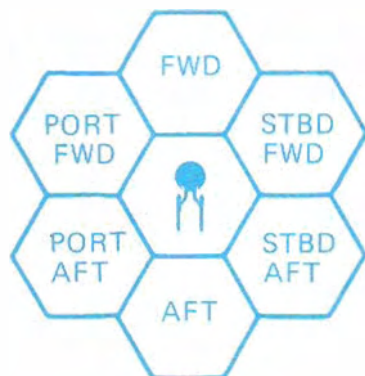
22	21	20	MAX SPD 9
-1 DEFL		19	-1 Phaser
MAX SPD 10		18	
	MAX SPD 8	17	
		16	
	-2 Phaser MAX SPD 7	15	
	-2 DEFL	14	
	MAX SPD 6	13	
	-3 Phaser	12	
	MAX SPD 5	11	
		10	
	-4 Phaser MAX SPD 4	9	
		8	
	-3 DEFL MAX SPD 3	7	-5 PH
		6	MAX SPD 2
		5	
	-6 Phaser MAX SPD 1	4	
		3	
		2	
	MAX SPD 0	1	

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

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 _____					

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	Super
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	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

THOLIAN Spinner Class

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

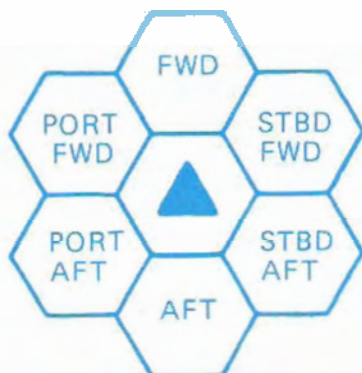
Turn Chart			Projector Firing		
Spd	Eng Dmg	Super Dmg	Rng	To Hit	Dmg
Sub	—	—	1	1-10	8
W1	—	—	2	1-10	9
W2	—	—	3	1-9	7
W3	—	—	4	1-9	7
W4	—	—	5	1-8	6
W5	—	1	5	1-8	5
W7	1	1	7	1-6	4
W7	1	1	8	1-4	3
W8	2	2	9	1-2	2
W9	2	2	10	1	1
W10 (EM)	2	3			

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

ENGINE STRESS/DAMAGE

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 DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

PROJECTORS DMGD

1	2
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WEB

DMGD

IMPULSE ENGINE = 2 BOXES

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 _____

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

ROMULAN Bird of Prey

Move 6,7,8 hexes 0 Def 0,1 Beam 0 Plas
Move 6,7,8 hexes 1 Def 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 1 Def 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	6	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
DMG Chart Die Roll DMG			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			

IMPULSE = 2 BOXES

CLOAK

DMGD

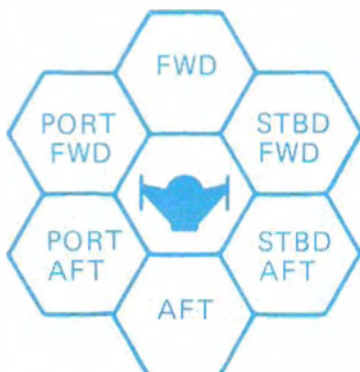
PLASMA

DMGD

BEAM

DMGD

DEFLECTORS UP



CAPTAIN'S STRAT/TAG SKILL EFFICIENCY RATING

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

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

SUPERSTRUCTURE STRESS/DAMAGE

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

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	—	—	4	1-9	6
W4	1	1	5	1-8	6
W5	1	1	6	1-8	6
W6	2	2	7	1-7	5
W7 (EM)	2	2	8	1-6	5
			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

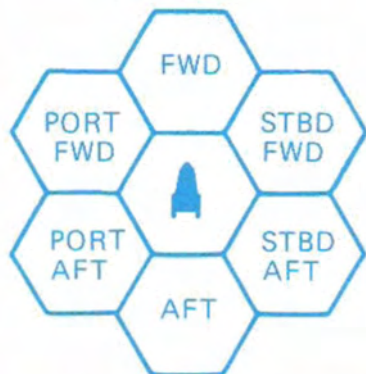
IMPULSE ENGINE
= 4 BOXES

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	MAX SPD 5	10
29	MAX SPD 1	9
28		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				