

Master SCS Book

Earth Alliance

EA Apollo War Dreadnought

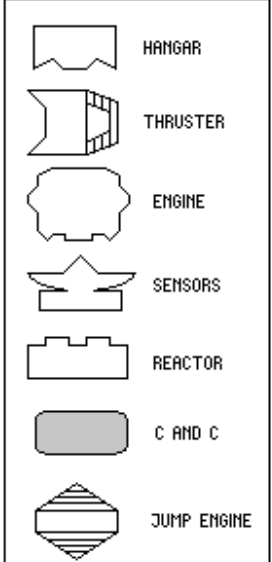
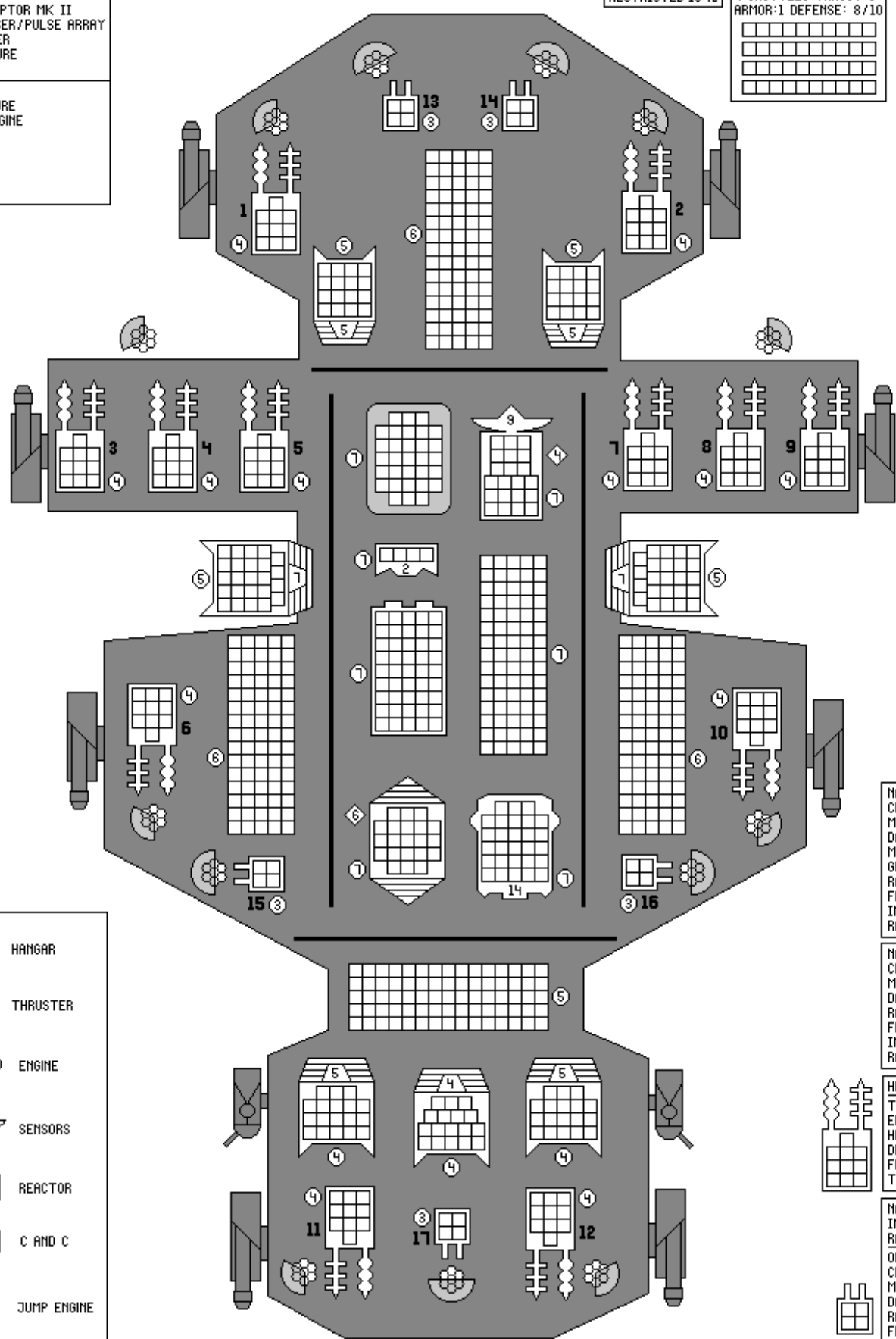


FORWARD	
1-2	INTERCEPTOR MK II
3-7	HUY LASER/PULSE ARRAY
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
SIDE	
1-2	INTERCEPTOR MK II
3-7	HUY LASER/PULSE ARRAY
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-2	INTERCEPTOR MK II
3-4	HUY LASER/PULSE ARRAY
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-8	STRUCTURE
9-10	JUMP ENGINE
11-13	SENSORS
14-16	ENGINE
17-18	HANGAR
19	REACTOR
20	C AND C

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:16(13)
IN SUC:2260	TURN DELAY:4/3	STB/PORT DEF:17(14)
POINTS:1550	ACCEL/DECEL:5	ENG. EFFICIENCY:5/1
RAM:437	PIVOT:4+4	EXTRA POWER:+1
JUMP:20 TURNS	ROLL:3+3	INITIATIVE:0
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	10 11 12
TURN COST:	2 3 4 6 7 8 10 11 12	14 15 16
TURN DELAY:	2 3 4 6 7 8 10 11 12	14 15 16

SPECIAL NOTES:
RESTRICTED 10%

HANGAR
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10



NAME:HUY, PULSE CANNON
CLASS:PARTICLE
MODE:PULSE
DAMAGE:15 1d5 TIMES
MAX. PULSES:6
GROUPING RANGE:+1 PER 4
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+4/+3/-1
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 3 TURNS

NAME:HUY, LASER CANNON
CLASS:LASER
MODE:RKG (10)/SUSTAINED
DAMAGE:4d10+20
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:HEAVY LASER/PULSE ARRAY
THIS WEAPON CAN FIRE AS EITHER A HEAVY LASER OR HEAVY PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME:INTERCEPTOR MK II
INTERCEPT RTG:-4
RATE OF FIRE:1 PER TURN
OFFENSIVE MODE:
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+8
RANGE PENALTY:-2 PER HEX
FIRE CTRL:--/--/+8

EA Arbalest Missile Destroyer



CLASS:HCU	TURN COST:2/3	FWD/AFT DEF:13<10>
IN SUC:2236-2253	TURN DELAY:2/3	STB/PORT DEF:15<12>
POINTS:576	ACCEL/DECEL:3	ENG. EFFICIENCY:3/1
RAM:196	PIVOT:2+2	EXTRA POWER:+4
JUMP:N/A	ROLL:1+1	INITIATIVE:+6

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

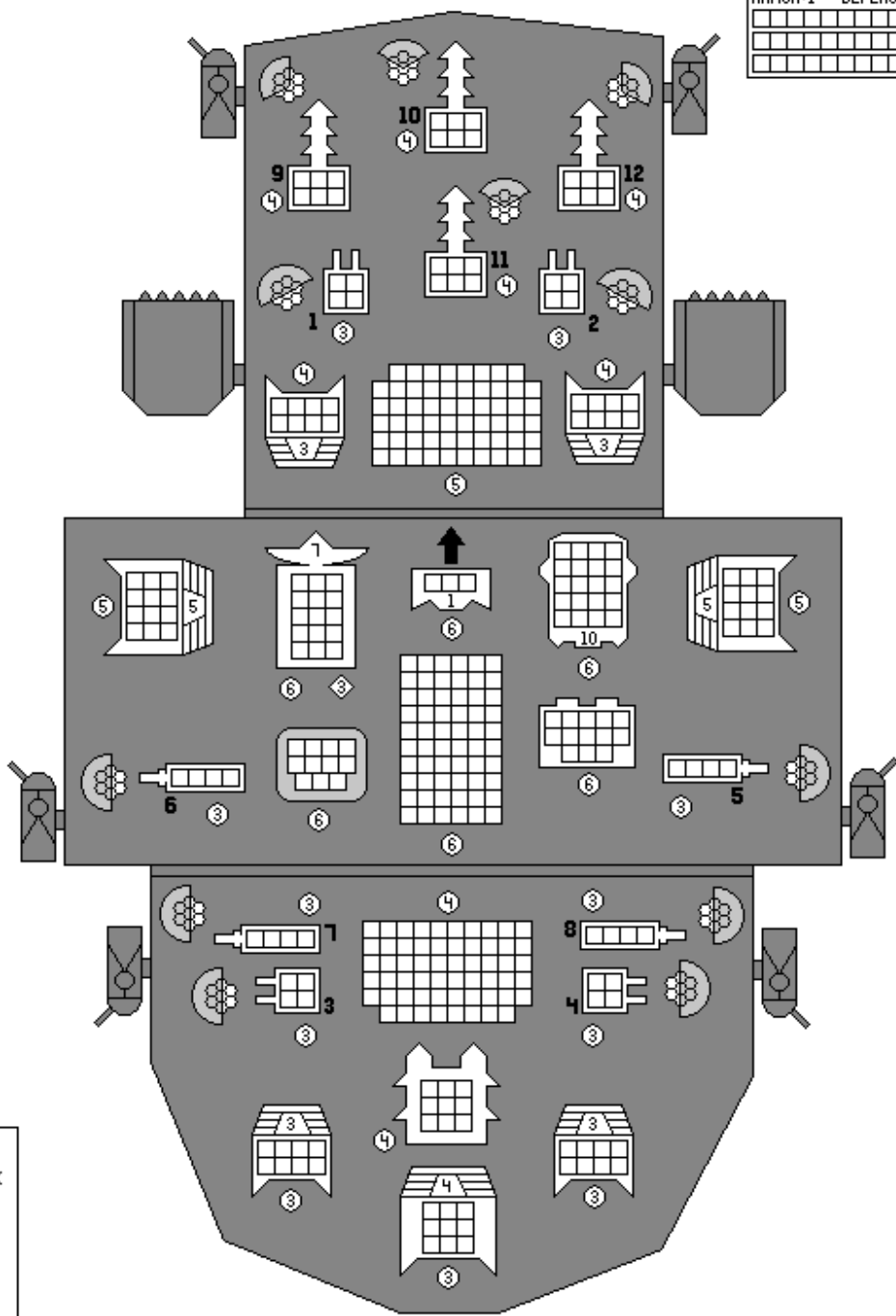
SPECIAL NOTES:
RESTRICTED 10%

HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE:8/10

- FORWARD**
1-2 INTERCEPTOR MK I
3-7 CLASS L RACK
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- AFT**
1-2 INTERCEPTOR MK I
3-4 STD. PARTICLE BEAM
5-6 RELOAD RACK
7-11 THRUSTER
12-18 STRUCTURE
19-20 PRIMARY
- PRIMARY**
1-3 STD. PARTICLE BEAM
4-10 STRUCTURE
11-13 THRUSTER
14-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

UPGRADE

INTERCEPTOR MK II
IN SUC:2250-PRESENT
POINTS:584
FWD/AFT DEF:13<9>
STB/PORT DEF:15<11>



- RELOAD RACK
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C

RELOAD RACK

RACK 9	RACK 11
RACK 10	RACK 12

NAME:INTERCEPTOR MK I
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN
OFFENSIVE MODE:
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+5
RANGE PENALTY:-2 PER HEX
FIRE CTRL:---/---/+6

NAME:CLASS L RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A<10>
FIRE CTRL:+3/+3/+3
RATE OF FIRE:1 PER 2 TURNS

NAME:STD. PARTICLE BEAM
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+6
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+4/+4/+4
INTERCEPT RTG:-2
RATE OF FIRE:1 PER TURN

NAME:INTERCEPTOR MK II
INTERCEPT RTG:-4
RATE OF FIRE:1 PER TURN
OFFENSIVE MODE:
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+8
RANGE PENALTY:-2 PER HEX
FIRE CTRL:---/---/+8

EA Artemis Missile Cruiser



FORWARD
 1-2 INTERCEPTOR MK II
 3-7 CLASS L RACK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

SIDE
 1-2 STD. PARTICLE BEAM
 3-5 CLASS L RACK
 6-7 CLASS LH RACK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

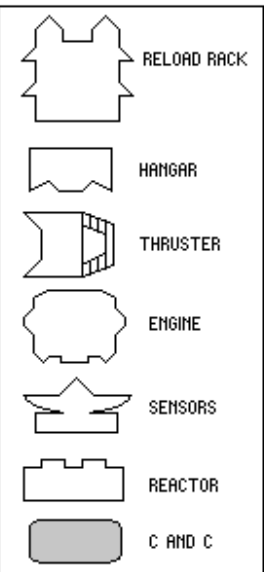
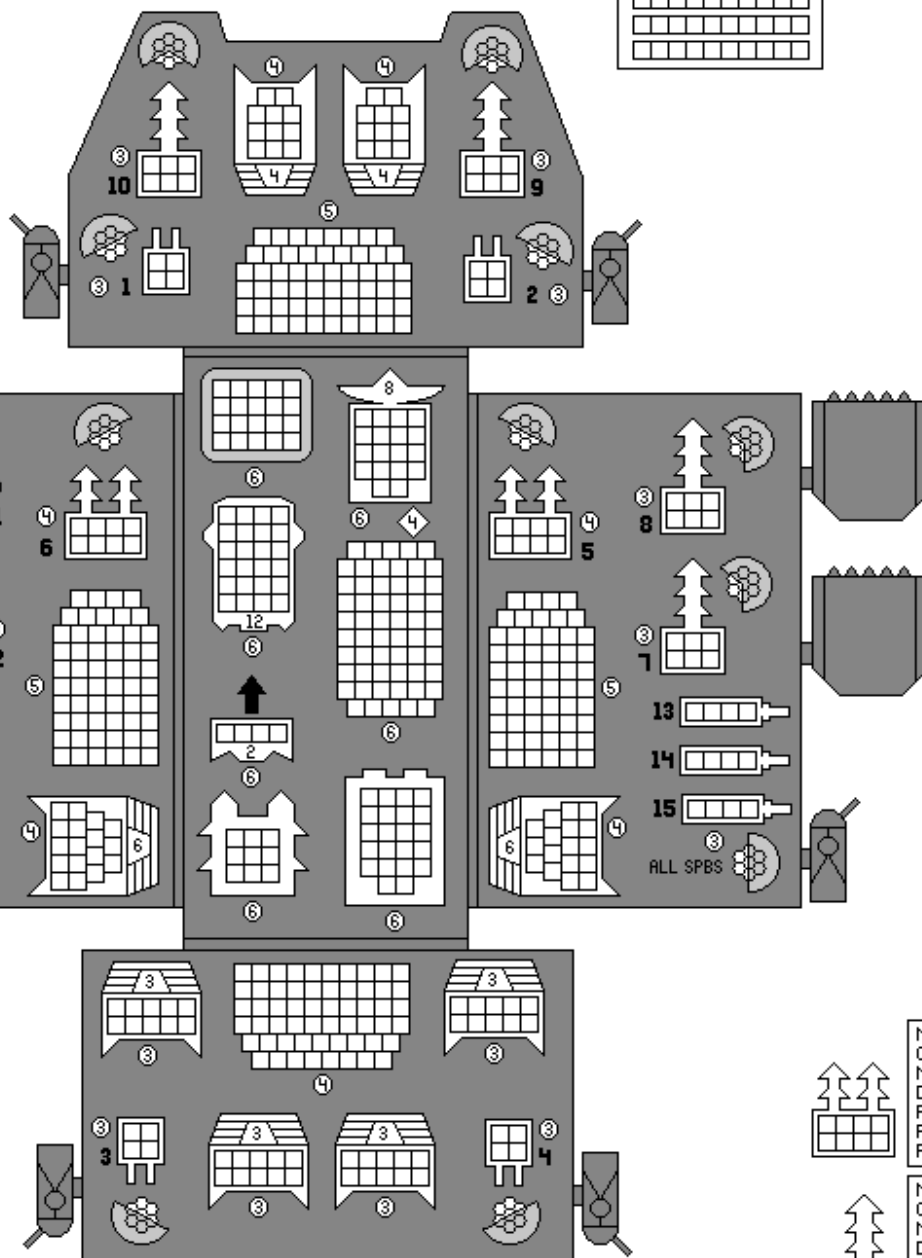
AFT
 1-4 INTERCEPTOR MK II
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

PRIMARY
 1-7 STRUCTURE
 8-10 RELOAD RACK
 11-13 SENSORS
 14-16 ENGINE
 17-18 HANGAR
 19 REACTOR
 20 C AND C

CLASS: CAPITAL	TURN COST: 3/4	FWD/AFT DEF: 15(11)
IN SUC: 2250	TURN DELAY: 3/4	STB/PORT DEF: 16(12)
POINTS: 1078	ACCEL/DECEL: 4	ENG. EFFICIENCY: 4/1
RAM: 336	PIVOT: 3+3	EXTRA POWER: 0
JUMP: N/A	ROLL: 2+2	INITIATIVE: 0

SPECIAL NOTES:
 LIMITED 33%

HANGAR
 4 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



RACK 5	RACK 9	RELOAD RACK
RACK 6	RACK 10	
RACK 7	RACK 11	
RACK 8	RACK 12	

NAME: CLASS LH RACK
 CLASS: BALLISTIC
 MODE: PER MISSILE
 DAMAGE: PER MISSILE
 RANGE PENALTY: N/A (<10)
 FIRE CTRL: +4/+4/+4
 RATE OF FIRE: 1 PER TURN

NAME: CLASS L RACK
 CLASS: BALLISTIC
 MODE: PER MISSILE
 DAMAGE: PER MISSILE
 RANGE PENALTY: N/A (<10)
 FIRE CTRL: +3/+3/+3
 RATE OF FIRE: 1 PER 2 TURNS

NAME: STD. PARTICLE BEAM
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+6
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+4/+4
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER TURN

NAME: INTERCEPTOR MK II
 INTERCEPT RTG: -4
 RATE OF FIRE: 1 PER TURN
 OFFENSIVE MODE:
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+8
 RANGE PENALTY: -2 PER HEX
 FIRE CTRL: -1/-1/+8

EA Centurion Light Destroyer



CLASS: HCU	TURN COST: 2/3	FWD/AFT DEF: 13(10)
IN SUC: 2216-2249	TURN DELAY: 1/2	STB/PORT DEF: 15(12)
POINTS: 466	ACCEL/DECEL: 3	ENG. EFFICIENCY: 3/1
RAM: 170	PIVOT: 2+2	EXTRA POWER: +1
JUMP: N/A	ROLL: 1+1	INITIATIVE: +6

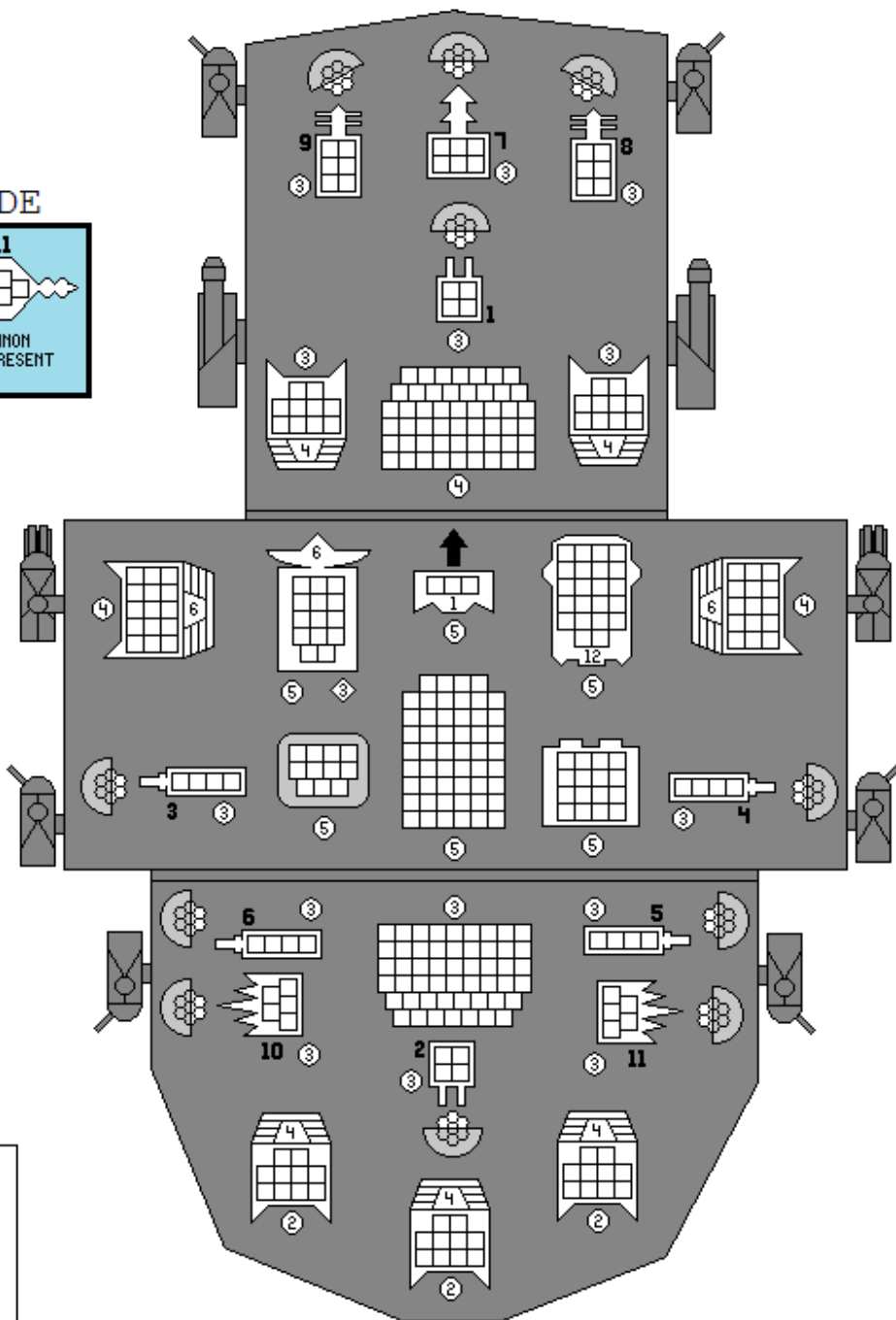
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR	
3 SHUTTLES: THRUST: 3	
ARMOR: 1	DEFENSE: 8/10

- FORWARD**
 1-2 INTERCEPTOR MK I
 3-5 MED. LASER CANNON
 6-7 CLASS S RACK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- AFT**
 1-2 INTERCEPTOR MK I
 3-4 STD. PARTICLE BEAM
 5-6 MED. PLASMA CANNON
 7-11 THRUSTER
 12-18 STRUCTURE
 19-20 PRIMARY
- PRIMARY**
 1-3 STD. PARTICLE BEAM
 4-10 STRUCTURE
 11-13 THRUSTER
 14-15 SENSORS
 16-17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C

UPGRADE

MED. PULSE CANNON
 IN SUC: 2240-PRESENT
 POINTS: 490



NAME: MED. PLASMA CANNON
 CLASS: PLASMA
 MODE: STD
 DAMAGE: 3d10+4 (-1 PER 2 HEXES)
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +3/-1/-5
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

NAME: STD. PARTICLE BEAM
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+6
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+4/+4
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER TURN

NAME: MED. PULSE CANNON
 CLASS: PARTICLE
 MODE: PULSE
 DAMAGE: 10 1d5 TIMES
 MAX. PULSES: 6
 GROUPING RANGE: +1 PER 4
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+3/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER 2 TURNS

NAME: MED. LASER CANNON
 CLASS: LASER
 MODE: RKG (10)
 DAMAGE: 3d10+12
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

NAME: INTERCEPTOR MK I
 INTERCEPT RTG: -3
 RATE OF FIRE: 1 PER TURN
 OFFENSIVE MODE:
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+5
 RANGE PENALTY: -2 PER HEX
 FIRE CTRL: --/--/+6

NAME: CLASS S RACK
 CLASS: BALLISTIC
 MODE: PER MISSILE
 DAMAGE: PER MISSILE
 RANGE PENALTY: N/A
 FIRE CTRL: +3/+3/+3
 RATE OF FIRE: 1 PER 2 TURNS

- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C

RACK 7

EA Cerberus Light Dreadnought



FORWARD
 1-2 INTERCEPTOR MK I
 3-7 MED. RAILGUN
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

SIDE
 1-2 STD. PARTICLE BEAM
 3-4 CLASS S RACK
 5-7 MED. LASER CANNON
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

AFT
 1-2 INTERCEPTOR MK I
 3-4 MED. RAILGUN
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

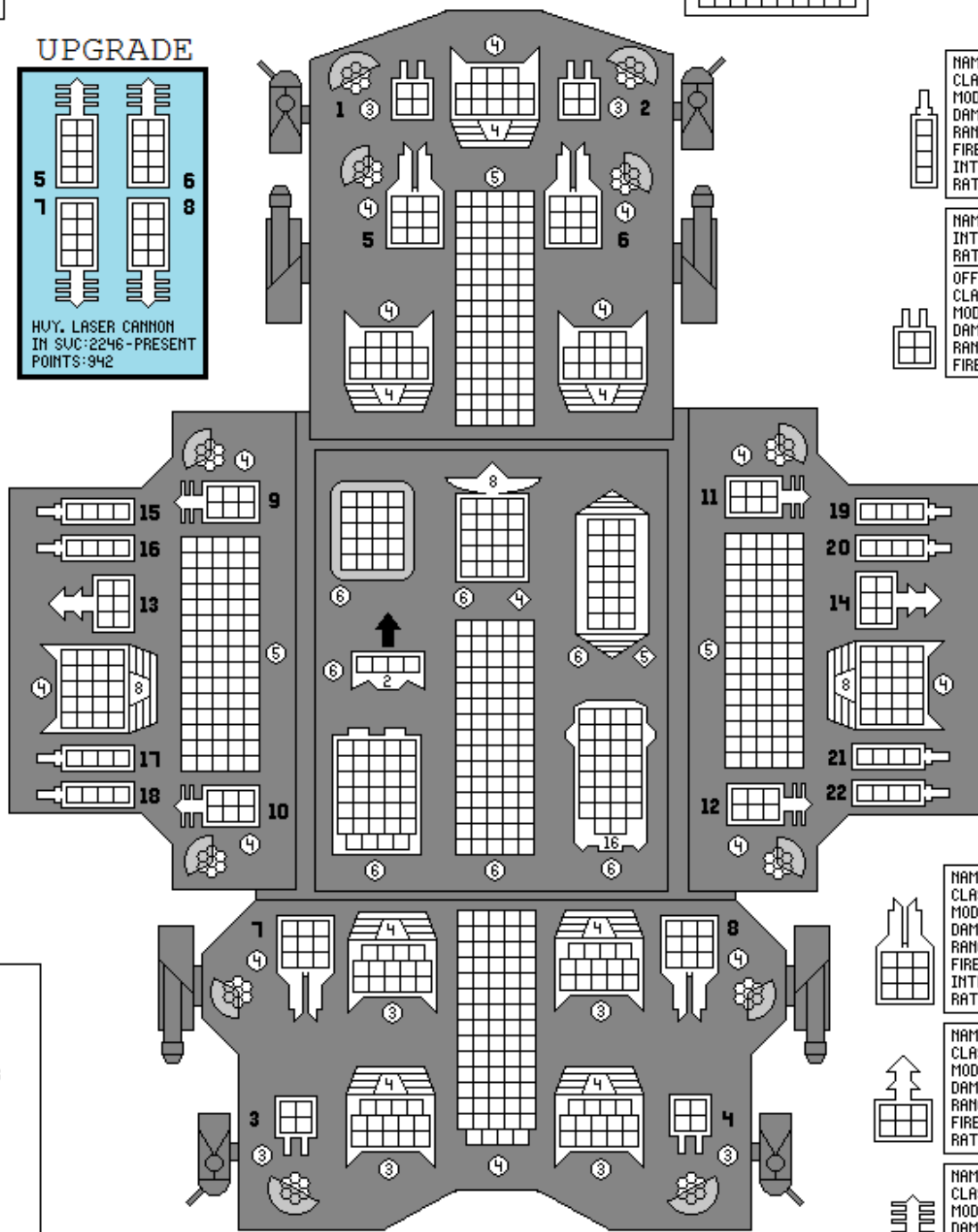
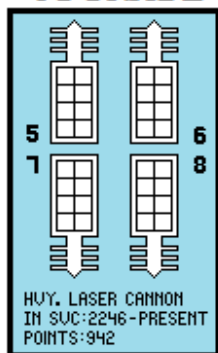
PRIMARY
 1-8 STRUCTURE
 9-10 JUMP ENGINE
 11-13 SENSORS
 14-16 ENGINE
 17-18 HANGAR
 19 REACTOR
 20 C AND C

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:15(12)
IN SUC:2226-2255	TURN DELAY:1/1	STB/PORT DEF:18(15)
POINTS:868	ACCEL/DECEL:5	ENG. EFFICIENCY:5/1
RAM:446	PIVOT:4+4	EXTRA POWER:0
JUMP:20 TURNS	ROLL:3+3	INITIATIVE:0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR
 4 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10

UPGRADE



NAME:STD. PARTICLE BEAM
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+6
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+4/+4
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER TURN

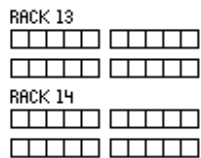
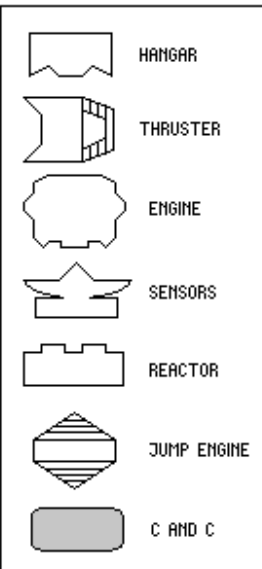
NAME:INTERCEPTOR MK I
 INTERCEPT RTG:-3
 RATE OF FIRE:1 PER TURN
 OFFENSIVE MODE:
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+5
 RANGE PENALTY:-2 PER HEX
 FIRE CTRL:--/--/+6

NAME:MED. RAILGUN
 CLASS:MATTER
 MODE:STD
 DAMAGE:3d10+3
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+2/+2/+3
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS

NAME:CLASS S RACK
 CLASS:BALLISTIC
 MODE:PER MISSILE
 DAMAGE:PER MISSILE
 RANGE PENALTY:N/A
 FIRE CTRL:+3/+3/+3
 RATE OF FIRE:1 PER 2 TURNS

NAME:HUY. LASER CANNON
 CLASS:LASER
 MODE:RKG (10)/SUSTAINED
 DAMAGE:4d10+20
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+3/+2/-4
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 4 TURNS

NAME:MED. LASER CANNON
 CLASS:LASER
 MODE:RKG (10)
 DAMAGE:3d10+12
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/-3
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS



EA Gladius Heavy Frigate

CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:12(8)
IN SUC:2259	TURN DELAY:1/2	STB/PORT DEF:13(9)
POINTS:461	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:72	PIVOT:1+1	EXTRA POWER:0
JUMP:N/A	ROLL:1+1	INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

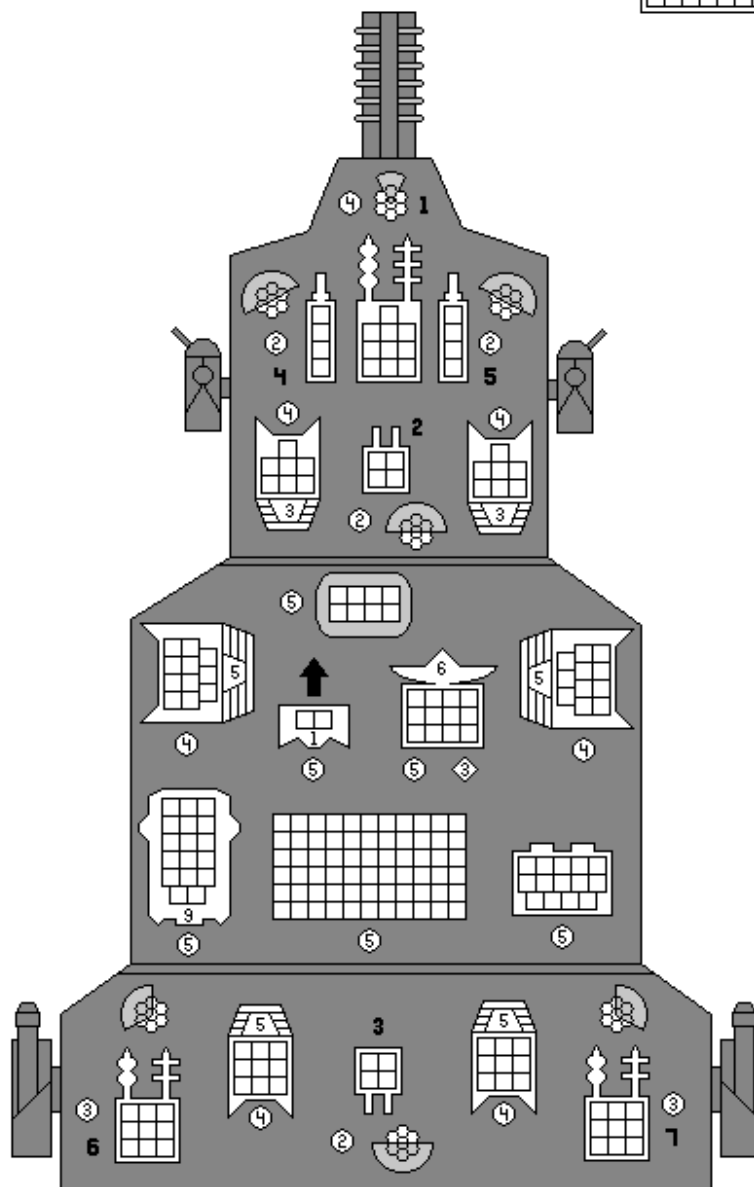
HANGAR														
2 SHUTTLES:THRUST:3														
ARMOR:1	DEFENSE:8/10													
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FORWARD
 1-2 INTERCEPTOR MK II
 3-4 HEAVY LASER/PULSE ARRAY
 5-6 STD. PARTICLE BEAM
 7-11 THRUSTER
 12-17 STRUCTURE
 18-20 PRIMARY

AFT
 1-2 INTERCEPTOR MK II
 3-5 LASER/PULSE ARRAY
 6-10 THRUSTER
 11-17 STRUCTURE
 18-20 PRIMARY

PRIMARY
 1-9 THRUSTER
 10-11 SENSORS
 12-14 ENGINE
 15-17 HANGAR
 18-19 REACTOR
 20 C AND C



HEAVY LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A HEAVY LASER OR HEAVY PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME:HVY. PULSE CANNON
 CLASS:PARTICLE
 MODE:PULSE
 DAMAGE:15 1d5 TIMES
 MAX. PULSES:6
 GROUPING RANGE:+1 PER 4
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+4/+3/-1
 INTERCEPT RTG:-1
 RATE OF FIRE:1 PER 3 TURNS

NAME:HVY. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)/SUSTAINED
 DAMAGE:4d10+20
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+3/+2/-4
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 4 TURNS



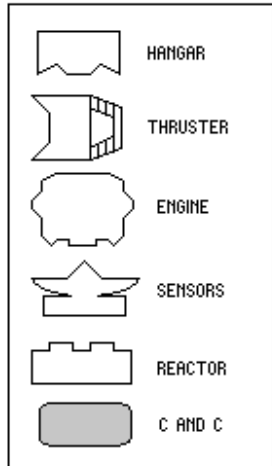
LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME:MED. PULSE CANNON
 CLASS:PARTICLE
 MODE:PULSE
 DAMAGE:10 1d5 TIMES
 MAX. PULSES:6
 GROUPING RANGE:+1 PER 4
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+3/-1
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER 2 TURNS

NAME:MED. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)
 DAMAGE:3d10+12
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/-3
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS

NAME:INTERCEPTOR MK II
 INTERCEPT RTG:-4
 RATE OF FIRE:1 PER TURN
 OFFENSIVE MODE:
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+8
 RANGE PENALTY:-2 PER HEX
 FIRE CTRL:---/--/+8

NAME:STD. PARTICLE BEAM
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+6
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+4/+4
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER TURN



EA Gungnir Strike Carrier



FORWARD
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5-7 HANGAR
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

SIDE
 1-2 INTERCEPTOR MK II
 3-4 STD. PARTICLE BEAM
 5-7 HANGAR
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

AFT
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

PRIMARY
 1-8 STRUCTURE
 9-10 JUMP ENGINE
 11-12 SENSORS
 13-15 ENGINE
 16-18 HANGAR
 19 REACTOR
 20 C AND C

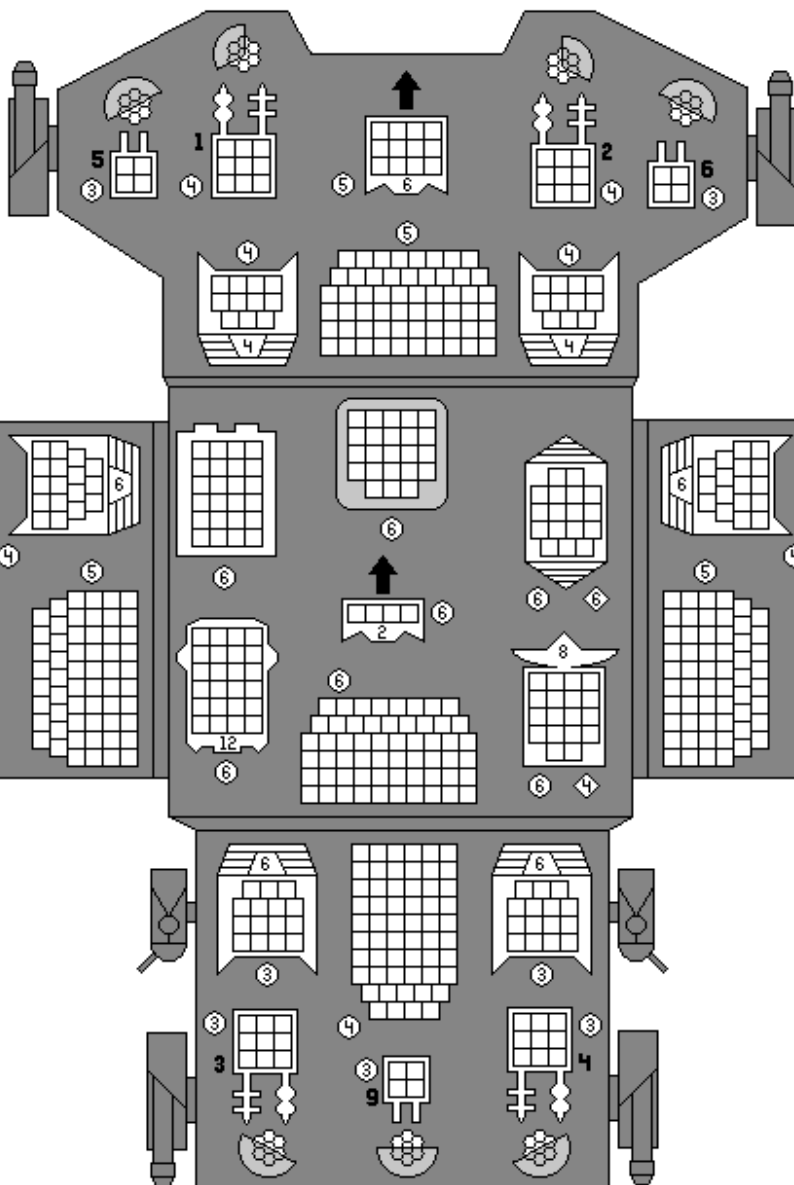
CLASS: CAPITAL	TURN COST: 1/1	FWD/AFT DEF: 15(11)
IN SUC: 2242	TURN DELAY: 1/1	STB/PORT DEF: 16(12)
POINTS: 757	ACCEL/DECEL: 4	ENG. EFFICIENCY: 4/1
RAM: 313	PIVOT: 3+3	EXTRA POWER: 0
JUMP: 25	ROLL: 2+2	INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HANGAR
 12 HEAVY FIGHTERS
 T-BOLT CAPABLE

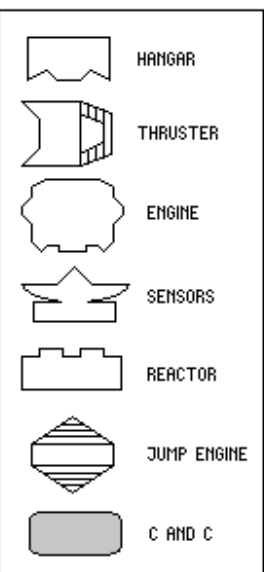
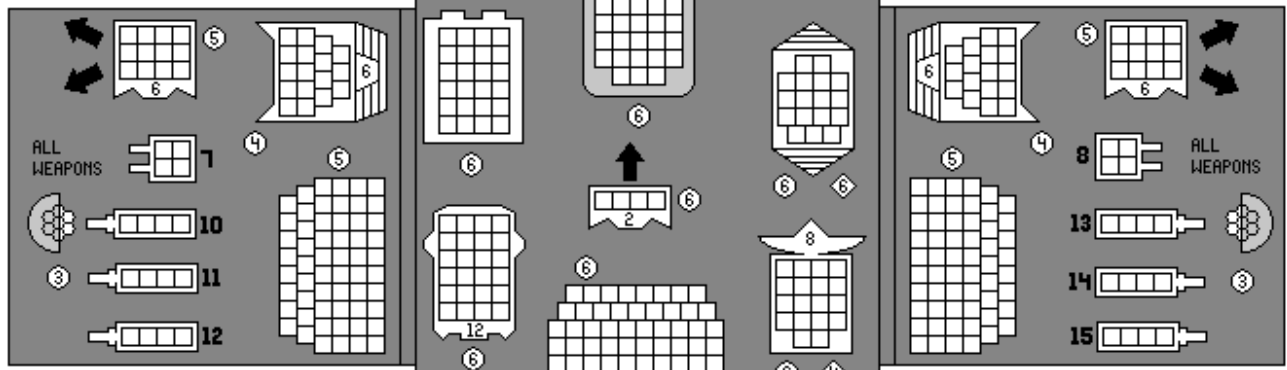
SIDE HANGARS
 12 HEAVY FIGHTERS
 NOT T-BOLT CAPABLE

PRIMARY HANGAR
 4 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



NAME: INTERCEPTOR MK II
 INTERCEPT RTG: -4
 RATE OF FIRE: 1 PER TURN
OFFENSIVE MODE:
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+8
 RANGE PENALTY: -2 PER HEX
 FIRE CTRL: --/--/+8

NAME: STD. PARTICLE BEAM
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+6
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+4/+4
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER TURN



LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME: MED. PULSE CANNON
 CLASS: PARTICLE
 MODE: PULSE
 DAMAGE: 10 1d5 TIMES
 MAX. PULSES: 6
 GROUPING RANGE: +1 PER 4
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+3/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER 2 TURNS

NAME: MED. LASER CANNON
 CLASS: LASER
 MODE: RK6 (10)
 DAMAGE: 3d10+12
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

EA Hades Heavy Dreadnought



FORWARD
 1-2 INTERCEPTOR MK II
 3-5 HEAVY LASER/PULSE ARRAY
 6-7 HUY. PARTICLE CANNON
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

SIDE
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5 CLASS L RACK
 6-7 STD. PARTICLE BEAM
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

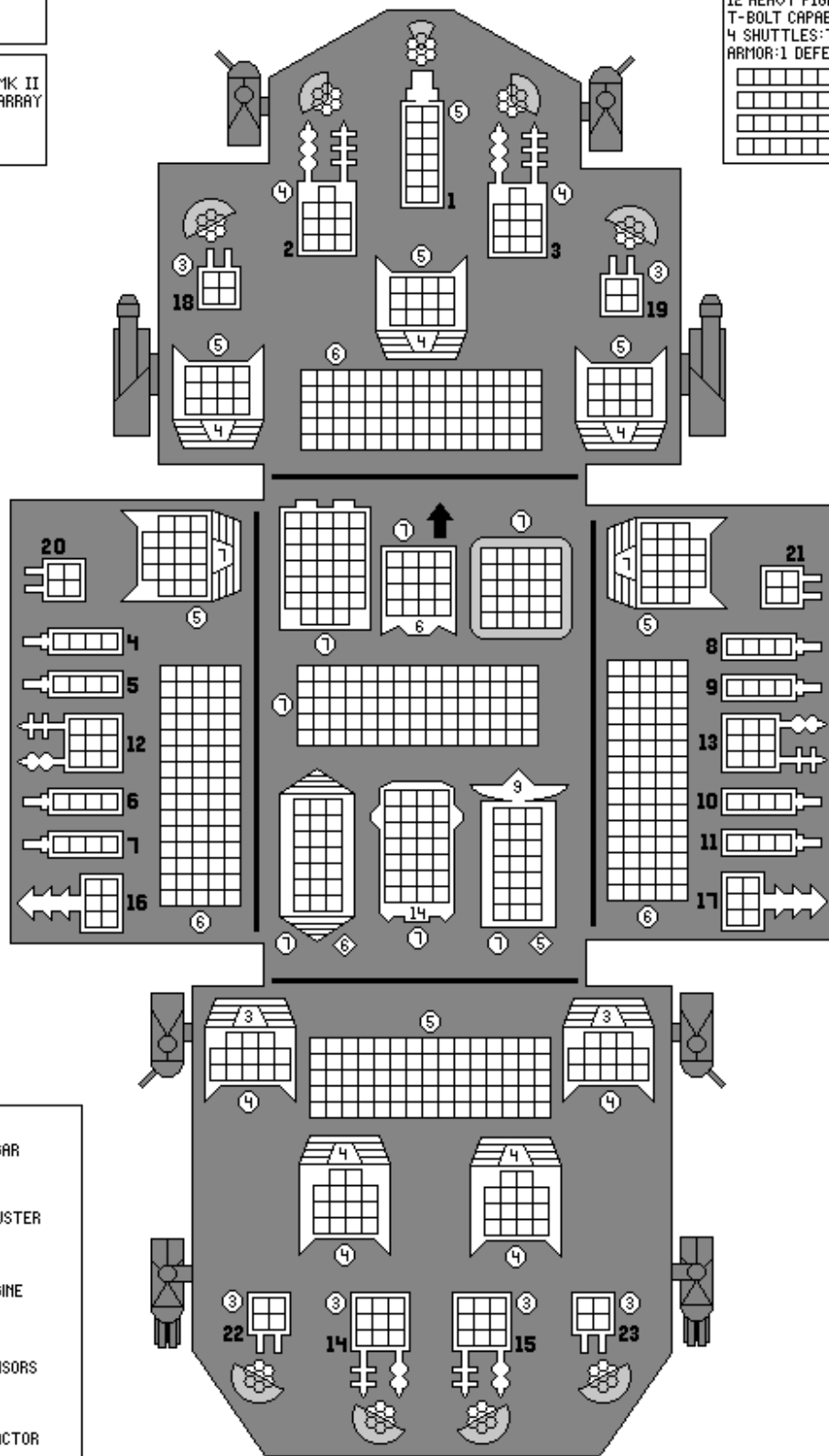
AFT
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

PRIMARY
 1-8 STRUCTURE
 9-10 JUMP ENGINE
 11-13 SENSORS
 14-16 ENGINE
 17-18 HANGAR
 19 REACTOR
 20 C AND C

CLASS:CAPITAL
 IN SUC:2259
 POINTS:1124
 RAM:446
 JUMP:20 TURNS
 TURN COST:4/3
 TURN DELAY:4/3
 ACCEL/DECEL:5
 PIVOT:4+4
 ROLL:3+3
 FWD/AFT DEF:15(11)
 STB/PORT DEF:18(14)
 ENG. EFFICIENCY:5/1
 EXTRA POWER:0
 INITIATIVE:0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR
 12 HEAVY FIGHTERS
 T-BOLT CAPABLE
 4 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10



ALL WEAPONS

ALL WEAPONS

NAME:CLASS L RACK
 CLASS:BALLISTIC
 MODE:PER MISSILE
 DAMAGE:PER MISSILE
 RANGE PENALTY:N/A (+10)
 FIRE CTRL:+3/+3/+3
 RATE OF FIRE:1 PER 2 TURNS

HEAVY LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A HEAVY LASER OR HEAVY PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME:HUY. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)/SUSTAINED
 DAMAGE:4J10+20
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+3/+2/-4
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 4 TURNS

NAME:MED. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)
 DAMAGE:3J10+12
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/-3
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS

NAME:HUY. PULSE CANNON
 CLASS:PARTICLE
 MODE:PULSE
 DAMAGE:15 1J5 TIMES
 MAX. PULSES:6
 GROUPING RANGE:+1 PER 4
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+4/+3/-1
 INTERCEPT RTG:-1
 RATE OF FIRE:1 PER 3 TURNS

NAME:MED. PULSE CANNON
 CLASS:PARTICLE
 MODE:PULSE
 DAMAGE:10 1J5 TIMES
 MAX. PULSES:6
 GROUPING RANGE:+1 PER 4
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+3/-1
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER 2 TURNS

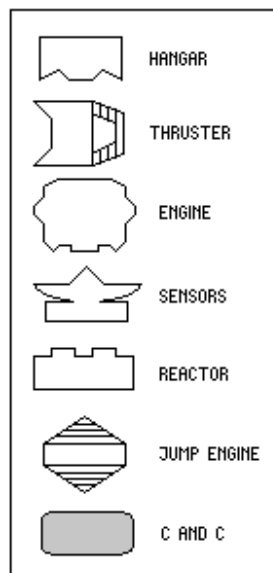
NAME:INTERCEPTOR MK II
 INTERCEPT RTG:-4
 RATE OF FIRE:1 PER TURN
 OFFENSIVE MODE:
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1J10+8
 RANGE PENALTY:-2 PER HEX
 FIRE CTRL:--/--/+8

NAME:STD. PARTICLE BEAM
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1J10+6
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+4/+4
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER TURN

NAME:HUY. PARTICLE CANNON
 CLASS:PARTICLE
 MODE:AKG (10)
 DAMAGE:6J10+60
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+6/+4/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 6 TURNS

RACK 16

 RACK 17



EA Hankyu Missile Frigate

CLASS:MCV IN SUC:2260 POINTS:408 RAM:72 JUMP:N/A	TURN COST:1/2 TURN DELAY:1/2 ACCEL/DECEL:2 PIVOT:1+1 ROLL:1+1	FWD/AFT DEF:12<8> STB/PORT DEF:13<9> ENG. EFFICIENCY:2/1 EXTRA POWER:0 INITIATIVE:+12
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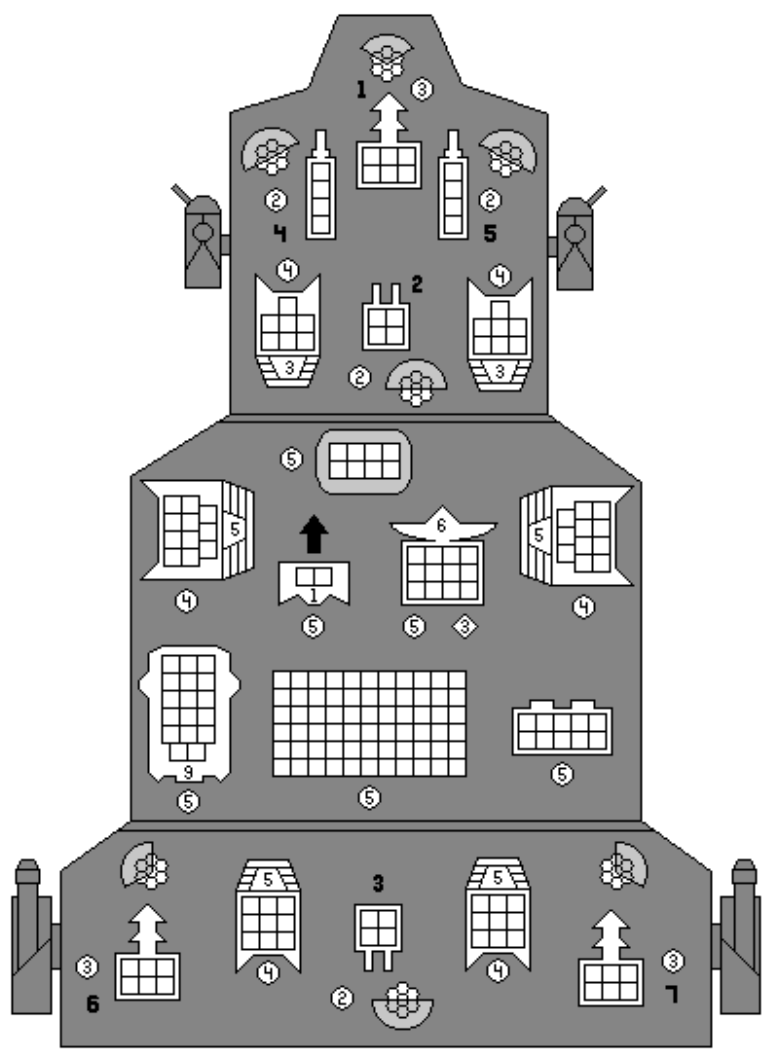
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
UNCOMMON GLADIUS VARIANT

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE:8/10

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- FORWARD**
1-2 INTERCEPTOR MK II
3-4 CLASS S RACK
5-6 STD. PARTICLE BEAM
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY
- AFT**
1-2 INTERCEPTOR MK II
3-5 CLASS S RACK
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY
- PRIMARY**
1-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-17 HANGAR
18-19 REACTOR
20 C AND C



	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C

RACK 1

RACK 6

RACK 7

NAME:CLASS S RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+3/+3/+3
RATE OF FIRE:1 PER 2 TURNS

NAME:INTERCEPTOR MK II
INTERCEPT RTG:-4
RATE OF FIRE:1 PER TURN
OFFENSIVE MODE:
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+8
RANGE PENALTY:-2 PER HEX
FIRE CTRL:---/---/+8

NAME:STD. PARTICLE BEAM
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+6
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+4/+4/+4
INTERCEPT RTG:-2
RATE OF FIRE:1 PER TURN

EA Helios Battlecruiser

CLASS: CAPITAL
IN SUC: 2259
POINTS: 1116
RAM: 320
JUMP: N/A

TURN COST: 3/4
TURN DELAY: 3/4
ACCEL/DECEL: 4
PIVOT: 3+3
ROLL: 2+2

FWD/AFT DEF: 15<11>
STB/PORT DEF: 16<12>
ENG. EFFICIENCY: 4/1
EXTRA POWER: 0
INITIATIVE: 0

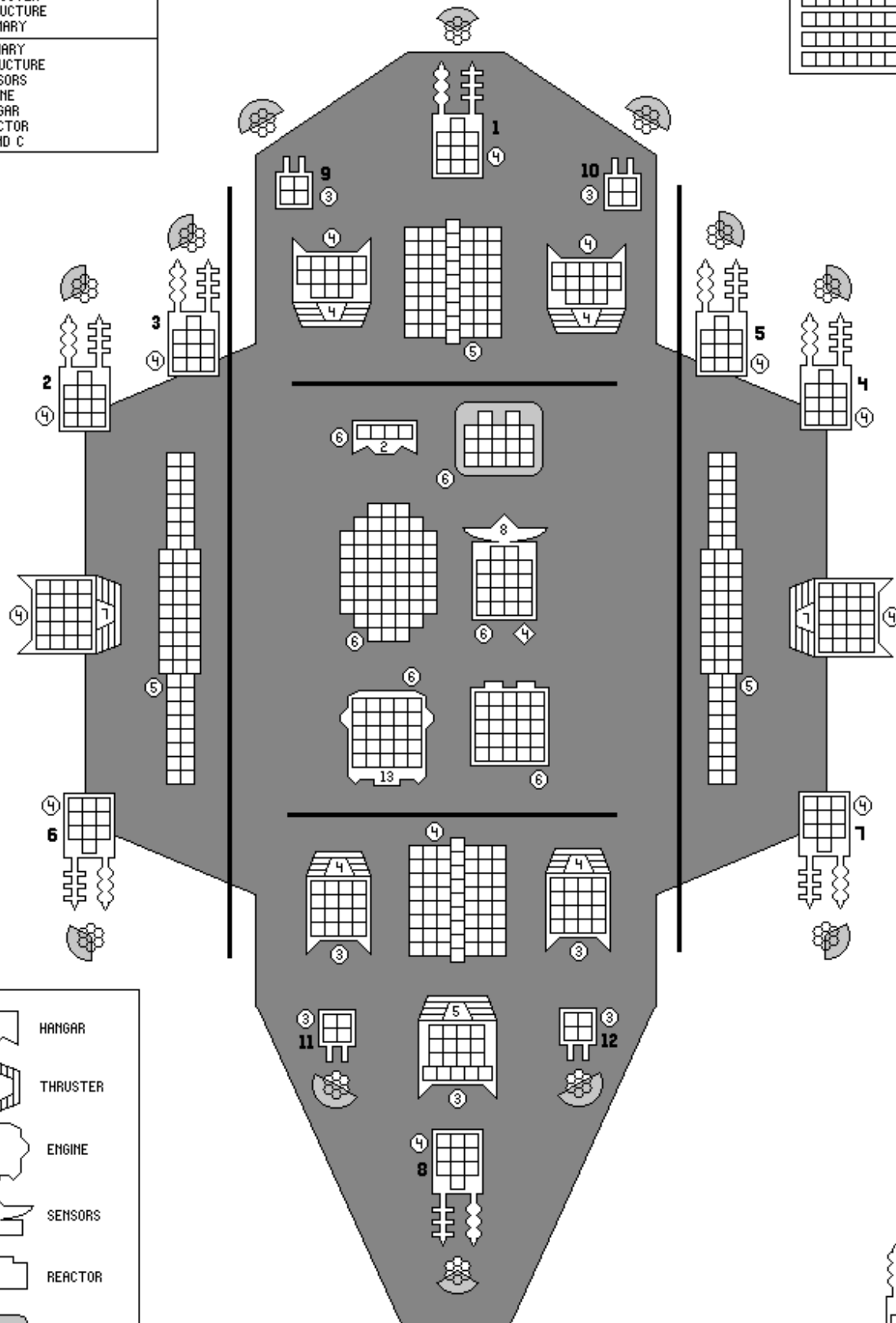
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES:
LIMIT ONE PER FLEET

HANGAR
4 SHUTTLES: THRUST: 3
ARMOR: 1 DEFENSE: 8/10



FORWARD	
1-2	INTERCEPTOR MK II
3-7	HEAVY LASER/PULSE ARRAY
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
SIDE	
1-7	HEAVY LASER/PULSE ARRAY
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-2	INTERCEPTOR MK II
3-4	HEAVY LASER/PULSE ARRAY
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-9	STRUCTURE
10-13	SENSORS
14-16	ENGINE
17-18	HANGAR
19	REACTOR
20	C AND C



	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C

NAME: INTERCEPTOR MK II
INTERCEPT RTG: -4
RATE OF FIRE: 1 PER TURN
OFFENSIVE MODE:
CLASS: PARTICLE
MODE: STD
DAMAGE: 1d10+8
RANGE PENALTY: -2 PER HEX
FIRE CTRL: --/--/+8

NAME: HUY, PULSE CANNON
CLASS: PARTICLE
MODE: PULSE
DAMAGE: 15 1d5 TIMES
MAX. PULSES: 6
GROUPING RANGE: +1 PER 4
RANGE PENALTY: -1 PER 2 HEXES
FIRE CTRL: +4/+3/-1
INTERCEPT RTG: -1
RATE OF FIRE: 1 PER 3 TURNS

NAME: HUY, LASER CANNON
CLASS: LASER
MODE: RKG (10)/SUSTAINED
DAMAGE: 4d10+20
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/-4
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

HEAVY LASER/PULSE ARRAY
THIS WEAPON CAN FIRE AS EITHER A HEAVY LASER OR HEAVY PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

EA Hydra Supercarrier



- FORWARD**
 1-2 INTERCEPTOR MK II
 3-5 HEAVY LASER/PULSE ARRAY
 6-7 HANGAR
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

- SIDE**
 1-2 INTERCEPTOR MK II
 3-5 HANGAR
 6-7 STD. PARTICLE BEAM
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

- AFT**
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

- PRIMARY**
 1-8 STRUCTURE
 9-10 JUMP ENGINE
 11-13 SENSORS
 14-16 ENGINE
 17-18 HANGAR
 19 REACTOR
 20 C AND C

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:15(11)
IN SUC:2259	TURN DELAY:4/3	STB/PORT DEF:18(14)
POINTS:877	ACCEL/DECEL:5	ENG. EFFICIENCY:5/1
RAM:422	PIVOT:4+4	EXTRA POWER:0
JUMP:20 TURNS	ROLL:4+4	INITIATIVE:0

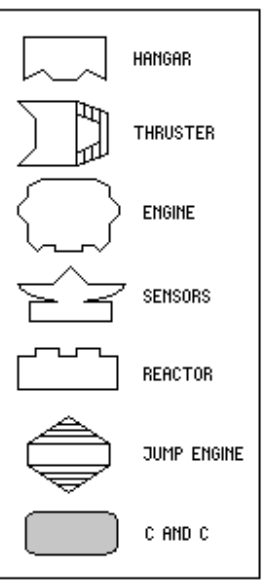
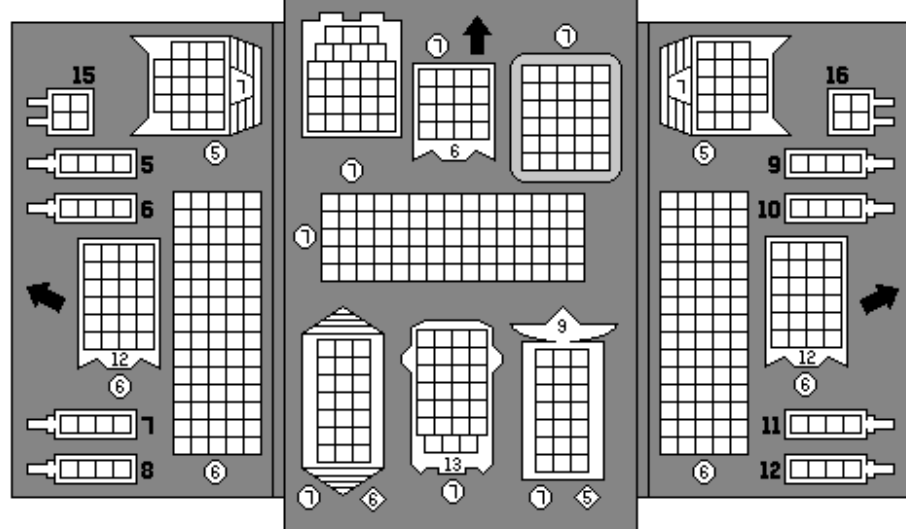
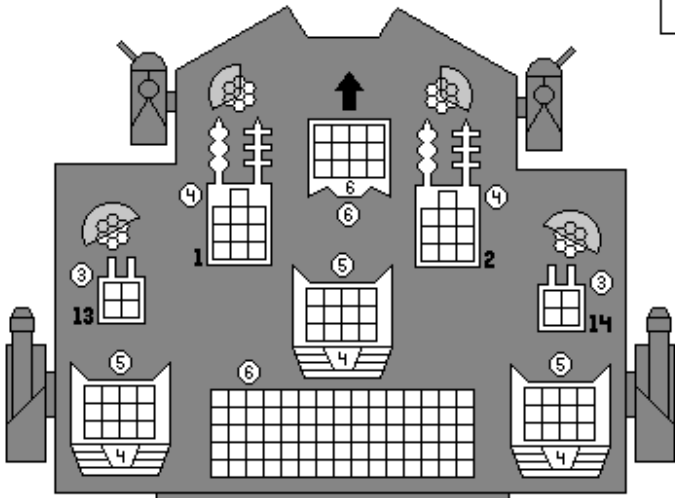
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	2	3	4	6	7	8	10	11	12	14	15	16

SPECIAL NOTES:
 UNCOMMON HADES VARIANT

SIDE HANGARS
 24 HEAVY FIGHTERS
 T-BOLT CAPABLE

FORWARD HANGAR
 12 HEAVY FIGHTERS
 T-BOLT CAPABLE

PRIMARY HANGAR
 12 HEAVY FIGHTERS
 T-BOLT CAPABLE
 4 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10



HEAVY LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A HEAVY LASER OR HEAVY PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME:HUY. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)/SUSTAINED
 DAMAGE:4d10+20
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+3/+2/-4
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 4 TURNS

NAME:HUY. PULSE CANNON
 CLASS:PARTICLE
 MODE:PULSE
 DAMAGE:15 1d5 TIMES
 MAX. PULSES:6
 GROUPING RANGE:+1 PER 4
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+4/+3/-1
 INTERCEPT RTG:-1
 RATE OF FIRE:1 PER 3 TURNS

NAME:INTERCEPTOR MK II
 INTERCEPT RTG:-4
 RATE OF FIRE:1 PER TURN
 OFFENSIVE MODE:
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+8
 RANGE PENALTY:-2 PER HEX
 FIRE CTRL:--/--/+8

NAME:STD. PARTICLE BEAM
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+6
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+4/+4
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER TURN



LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME:MED. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)
 DAMAGE:3d10+12
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/-3
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS

NAME:MED. PULSE CANNON
 CLASS:PARTICLE
 MODE:PULSE
 DAMAGE:10 1d5 TIMES
 MAX. PULSES:6
 GROUPING RANGE:+1 PER 4
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+3/+1
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER 2 TURNS

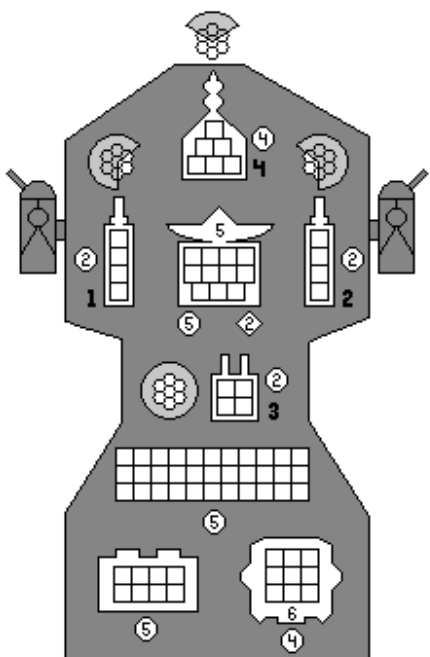
EA Javelin Corvette

- 1-9 STRUCTURE
- 10-12 STD. PARTICLE BEAM
- 13-14 INTERCEPTOR MK I
- 15-16 WEAPON #4
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL

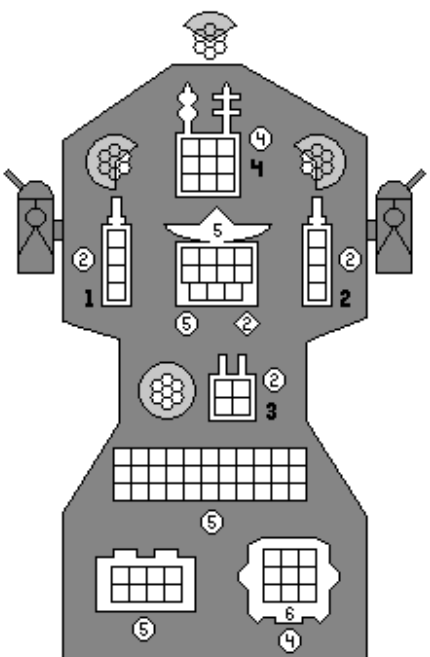
CLASS:LCU	TURN COST:1/3	FWD/AFT DEF:10<7>
IN SUC:VARIES	TURN DELAY:1/3	STB/PORT DEF:11<8>
POINTS:VARIES	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1
RAM:36	PIVOT:2	EXTRA POWER:0
JUMP:N/A	ROLL:1	INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	1	2	2	2	3	3	3	4	4	4
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4

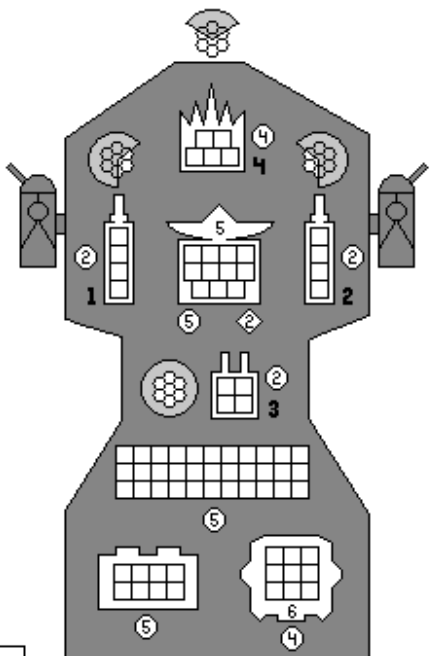
SPECIAL NOTES:
AGILE SHIP
NON-ATMOSPHERIC



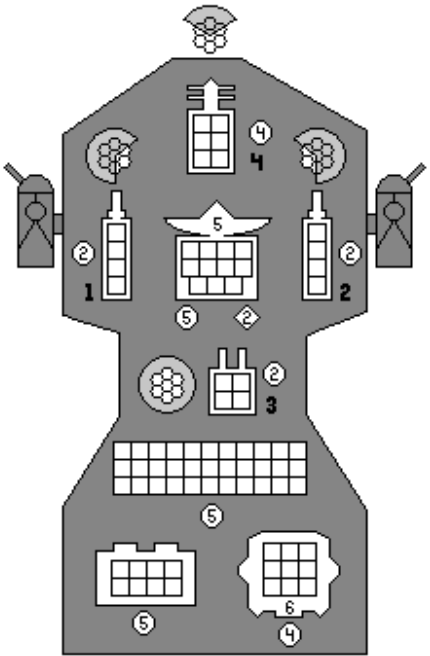
POLICE
IN SUC:2240
POINTS:239



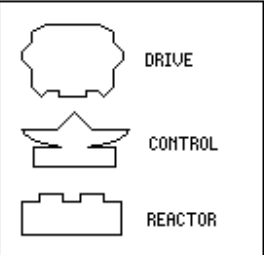
COMBAT-RESTRICTED 10%
IN SUC:2242
POINTS:249



PLASMA
IN SUC:2200
POINTS:227



LASER-LIMITED 33%
IN SUC:2216
POINTS:239



NAME:STD. PARTICLE BEAM
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+6
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+4/+4/+4
INTERCEPT RTG:-2
RATE OF FIRE:1 PER TURN

LASER/PULSE ARRAY
THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME:INTERCEPTOR MK I
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN
OFFENSIVE MODE:
CLASS:PARTICLE
MODE:STD
DAMAGE:1d10+5
RANGE PENALTY:-2 PER HEX
FIRE CTRL:--/--/+6

NAME:MED. PULSE CANNON
CLASS:PARTICLE
MODE:PULSE
DAMAGE:10 1d5 TIMES
MAX. PULSES:6
GROUPING RANGE:+1 PER 4
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+4/+3/+1
INTERCEPT RTG:-2
RATE OF FIRE:1 PER 2 TURNS

NAME:MED. LASER CANNON
CLASS:LASER
MODE:RKG (10)
DAMAGE:3d10+12
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:MED. PLASMA CANNON
CLASS:PLASMA
MODE:STD
DAMAGE:3d10+4<-1 PER 2 HEXES>
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+1/-5
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

EA Nova War Dreadnought



CLASS: CAPITAL	TURN COST: 4/3	FWD/AFT DEF: 16(13)
IN SUC: 2241-2253	TURN DELAY: 4/3	STB/PORT DEF: 17(14)
POINTS: 1269	ACCEL/DECEL: 5	ENG. EFFICIENCY: 5/1
RAM: 4/3	PIVOT: 4+4	EXTRA POWER: +1
JUMP: 20 TURNS	ROLL: 3+3	INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	2	3	4	6	7	8	10	11	12	14	15	16

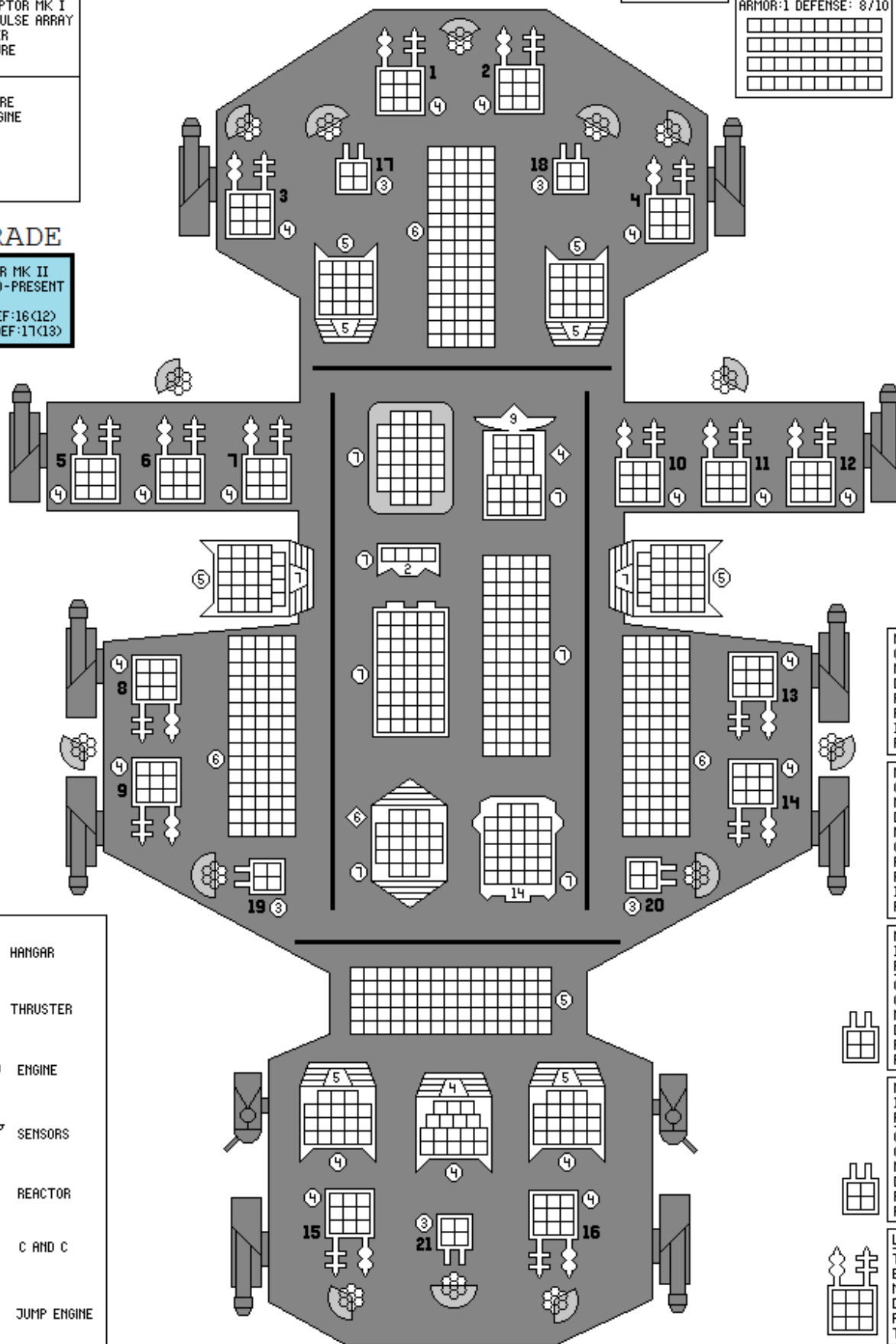
SPECIAL NOTES:
LIMITED 33%

HANGAR
4 SHUTTLES: THRUST: 3
ARMOR: 1 DEFENSE: 8/10

FORWARD
1-2 INTERCEPTOR MK I
3-7 LASER/PULSE ARRAY
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
SIDE
1-2 INTERCEPTOR MK I
3-7 LASER/PULSE ARRAY
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
AFT
1-2 INTERCEPTOR MK I
3-4 LASER/PULSE ARRAY
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
PRIMARY
1-8 STRUCTURE
9-10 JUMP ENGINE
11-13 SENSORS
14-16 ENGINE
17-18 HANGAR
19 REACTOR
20 C AND C

UPGRADE

INTERCEPTOR MK II
IN SUC: 2250-PRESENT
POINTS: 1281
FWD/AFT DEF: 16(12)
STB/PORT DEF: 17(13)



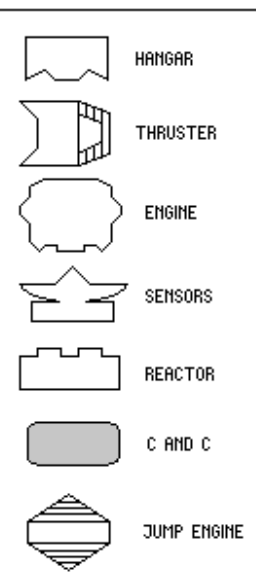
NAME: MED. LASER CANNON
CLASS: LASER
MODE: RKG (10)
DAMAGE: 3d10+12
RANGE PENALTY: -1 PER 2 HEXES
FIRE CTRL: +3/-2/-3
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 3 TURNS

NAME: MED. PULSE CANNON
CLASS: PARTICLE
MODE: PULSE
DAMAGE: 10 1d5 TIMES
MAX. PULSES: 6
GROUPING RANGE: +1 PER 4
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +4/+3/+1
INTERCEPT RTG: -2
RATE OF FIRE: 1 PER 2 TURNS

NAME: INTERCEPTOR MK II
INTERCEPT RTG: -4
RATE OF FIRE: 1 PER TURN
OFFENSIVE MODE:
CLASS: PARTICLE
MODE: STD
DAMAGE: 1d10+8
RANGE PENALTY: -2 PER HEX
FIRE CTRL: --/--/+8

NAME: INTERCEPTOR MK I
INTERCEPT RTG: -3
RATE OF FIRE: 1 PER TURN
OFFENSIVE MODE:
CLASS: PARTICLE
MODE: STD
DAMAGE: 1d10+5
RANGE PENALTY: -2 PER HEX
FIRE CTRL: --/--/+6

LASER/PULSE ARRAY
THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.



EA Sleipner Assault Carrier



FORWARD
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5-7 HANGAR
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

SIDE
 1-2 INTERCEPTOR MK II
 3-4 STD. PARTICLE BEAM
 5-7 HANGAR
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

AFT
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

PRIMARY
 1-7 STRUCTURE
 8-10 BARRACKS
 11-12 JUMP ENGINE
 13-15 SENSORS
 16-17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C

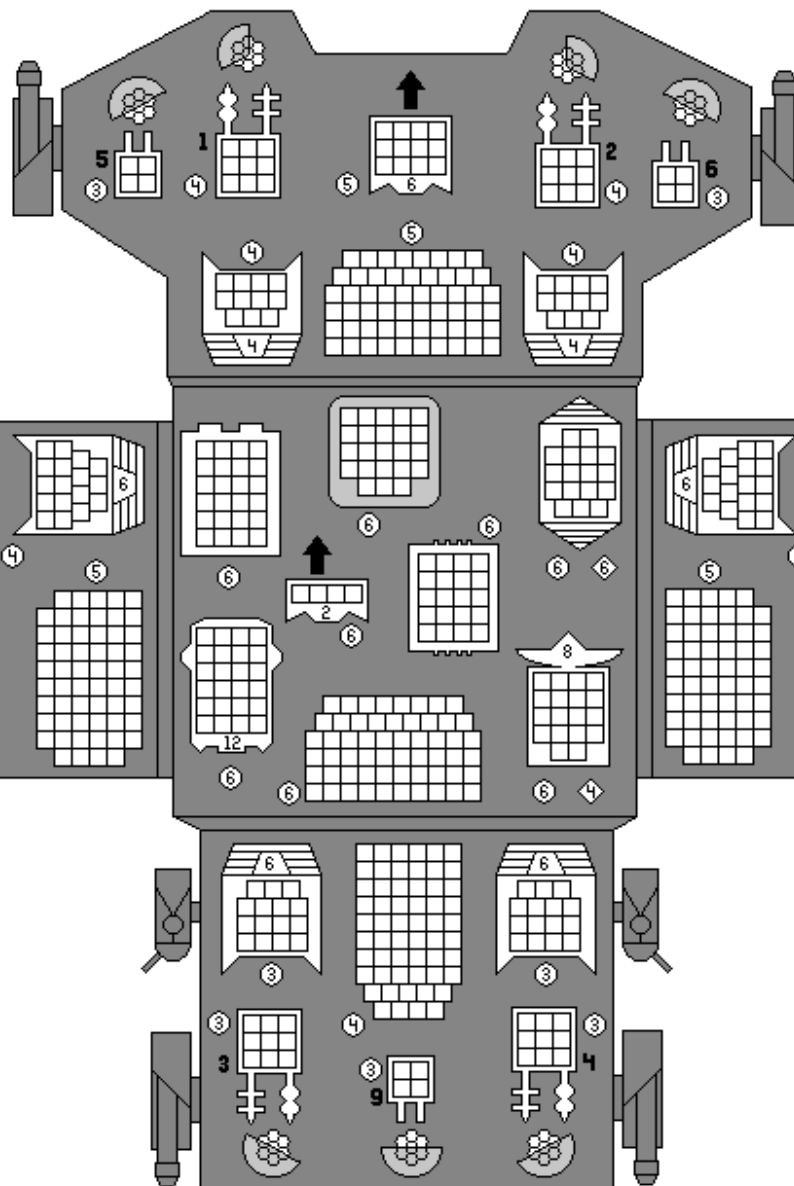
CLASS:CAPITAL	TURN COST:1/1	FWD/AFT DEF:15(11)
IN SUC:2250	TURN DELAY:1/1	STB/PORT DEF:16(12)
POINTS:749	ACCEL/DECEL:4	ENG. EFFICIENCY:4/1
RAM:316	PIVOT:3+3	EXTRA POWER:0
JUMP:25	ROLL:2+2	INITIATIVE:0

SPECIAL NOTES:
 COMMON GUNGNIR VARIANT
 20 MARINE CONTINGENTS

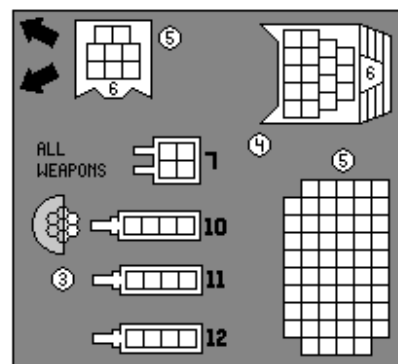
EACH SIDE HANGAR
 6 ASSAULT SHUTTLES
 2 BREACHING PODS

FORWARD HANGAR
 12 HEAVY FIGHTERS
 T-BOLT CAPABLE

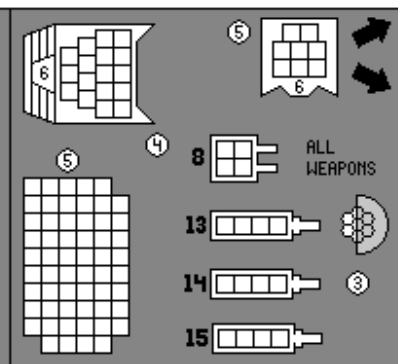
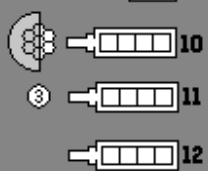
PRIMARY HANGAR
 4 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10



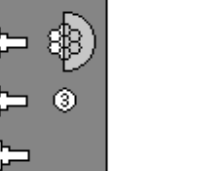
NAME:INTERCEPTOR MK II
 INTERCEPT RTG:-4
 RATE OF FIRE:1 PER TURN
OFFENSIVE MODE:
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+8
 RANGE PENALTY:-2 PER HEX
 FIRE CTRL:--/--/+8



ALL WEAPONS



ALL WEAPONS



- BARRACKS
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- JUMP ENGINE
- C AND C

HELA ASSAULT SHUTTLES
 COST:30 DEFENSE:8/8
 THRUST:6 OFFENSE:+3
 ARMOR:2 INITIATIVE:+9

1 UNI-PULSE CANNON
 ROF:1/TURN
 RANGE PENALTY:-2/HEX
 DAMAGE:1d6+4

WASP BREACHING POD
 COST:40 DEFENSE:10/10
 THRUST:6 OFFENSE:0
 ARMOR:3 INITIATIVE:+9

NAME:STD. PARTICLE BEAM
 CLASS:PARTICLE
 MODE:STD
 DAMAGE:1d10+6
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+4/+4
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER TURN



LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.



NAME:MED. PULSE CANNON
 CLASS:PARTICLE
 MODE:PULSE
 DAMAGE:10 1d5 TIMES
 MAX. PULSES:6
 GROUPING RANGE:+1 PER 4
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+3/+1
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER 2 TURNS

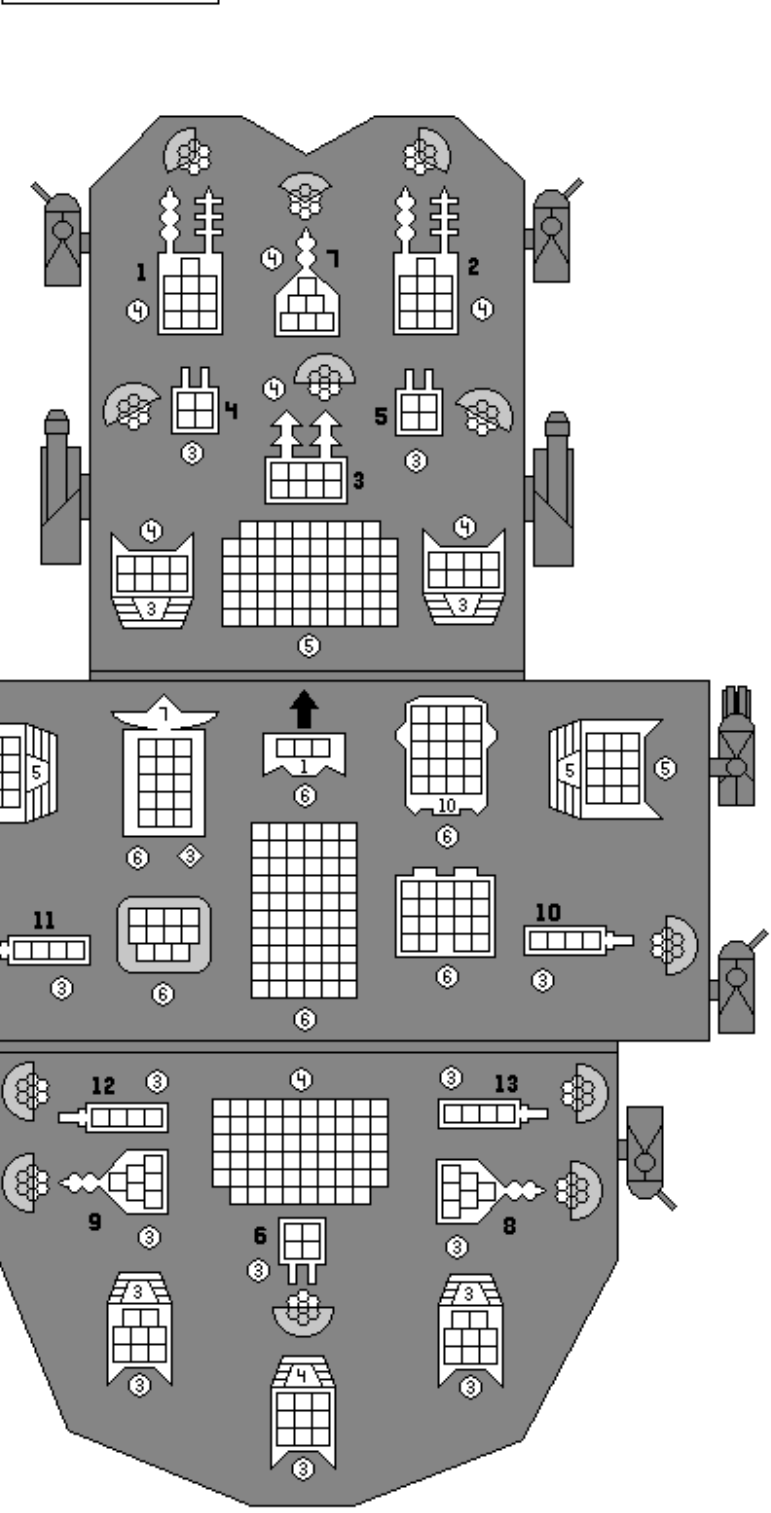
NAME:MED. LASER CANNON
 CLASS:LASER
 MODE:RKG (10)
 DAMAGE:3d10+12
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/-3
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS

EA Spartan Heavy Destroyer



CLASS: HCU	TURN COST: 2/3	FWD/AFT DEF: 13(9)
IN SUC: 2259	TURN DELAY: 2/3	STB/PORT DEF: 15(11)
POINTS: 693	ACCEL/DECEL: 3	ENG. EFFICIENCY: 3/1
RAM: 199	PIVOT: 2+2	EXTRA POWER: +1
JUMP: N/A	ROLL: 1+1	INITIATIVE: +6

HANGAR	
3 SHUTTLES: THRUST: 3	
ARMOR: 1	DEFENSE: 8/10



FORWARD	
1-2	INTERCEPTOR MK II
3	MED. PULSE CANNON
4-6	HEAVY LASER/PULSE ARRAY
7	CLASS LH RACK
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

AFT	
1-2	INTERCEPTOR MK II
3-4	STD. PARTICLE BEAM
5-6	MED. PULSE CANNON
7-11	THRUSTER
12-18	STRUCTURE
19-20	PRIMARY

PRIMARY	
1-3	STD. PARTICLE BEAM
4-10	STRUCTURE
11-13	THRUSTER
14-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

NAME: CLASS LH RACK
CLASS: BALLISTIC
MODE: PER MISSILE
DAMAGE: PER MISSILE
RANGE PENALTY: N/A (<10)
FIRE CTRL: +4/+4/+4
RATE OF FIRE: 1 PER TURN

NAME: HEAVY LASER/PULSE ARRAY
CLASS: LASER
MODE: LASER
DAMAGE: 4d10+20
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/+4
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

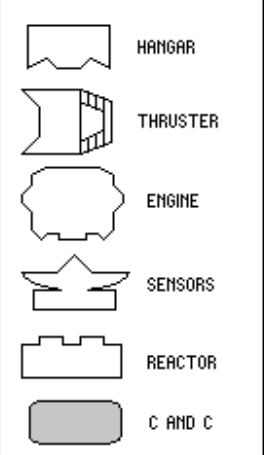
NAME: HUY. PULSE CANNON
CLASS: PARTICLE
MODE: PULSE
DAMAGE: 15 1d5 TIMES
MAX. PULSES: 6
GROUPING RANGE: +1 PER 4
RANGE PENALTY: -1 PER 2 HEXES
FIRE CTRL: +4/+3/-1
INTERCEPT RTG: -1
RATE OF FIRE: 1 PER 3 TURNS

NAME: HUY. LASER CANNON
CLASS: LASER
MODE: RKG (10)/SUSTAINED
DAMAGE: 4d10+20
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/+4
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

NAME: STD. PARTICLE BEAM
CLASS: PARTICLE
MODE: STD
DAMAGE: 1d10+6
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +4/+4/+4
INTERCEPT RTG: -2
RATE OF FIRE: 1 PER TURN

NAME: MED. PULSE CANNON
CLASS: PARTICLE
MODE: PULSE
DAMAGE: 10 1d5 TIMES
MAX. PULSES: 6
GROUPING RANGE: +1 PER 4
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +4/+3/+1
INTERCEPT RTG: -2
RATE OF FIRE: 1 PER 2 TURNS

NAME: INTERCEPTOR MK II
CLASS: PARTICLE
MODE: STD
DAMAGE: 1d10+8
RANGE PENALTY: -2 PER HEX
FIRE CTRL: ---/--/+8



RACK 3

EA Trebuchet War Destroyer

CLASS: HCU
 IN SUC: 2252
 POINTS: 573
 RAM: 193
 JUMP: N/A

TURN COST: 2/3
 TURN DELAY: 2/3
 ACCEL/DECEL: 3
 PIVOT: 2+2
 ROLL: 1+1

FWD/AFT DEF: 13(9)
 STB/PORT DEF: 15(11)
 ENG. EFFICIENCY: 3/1
 EXTRA POWER: 0
 INITIATIVE: +6

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
 UNCOMMON SPARTAN VARIANT

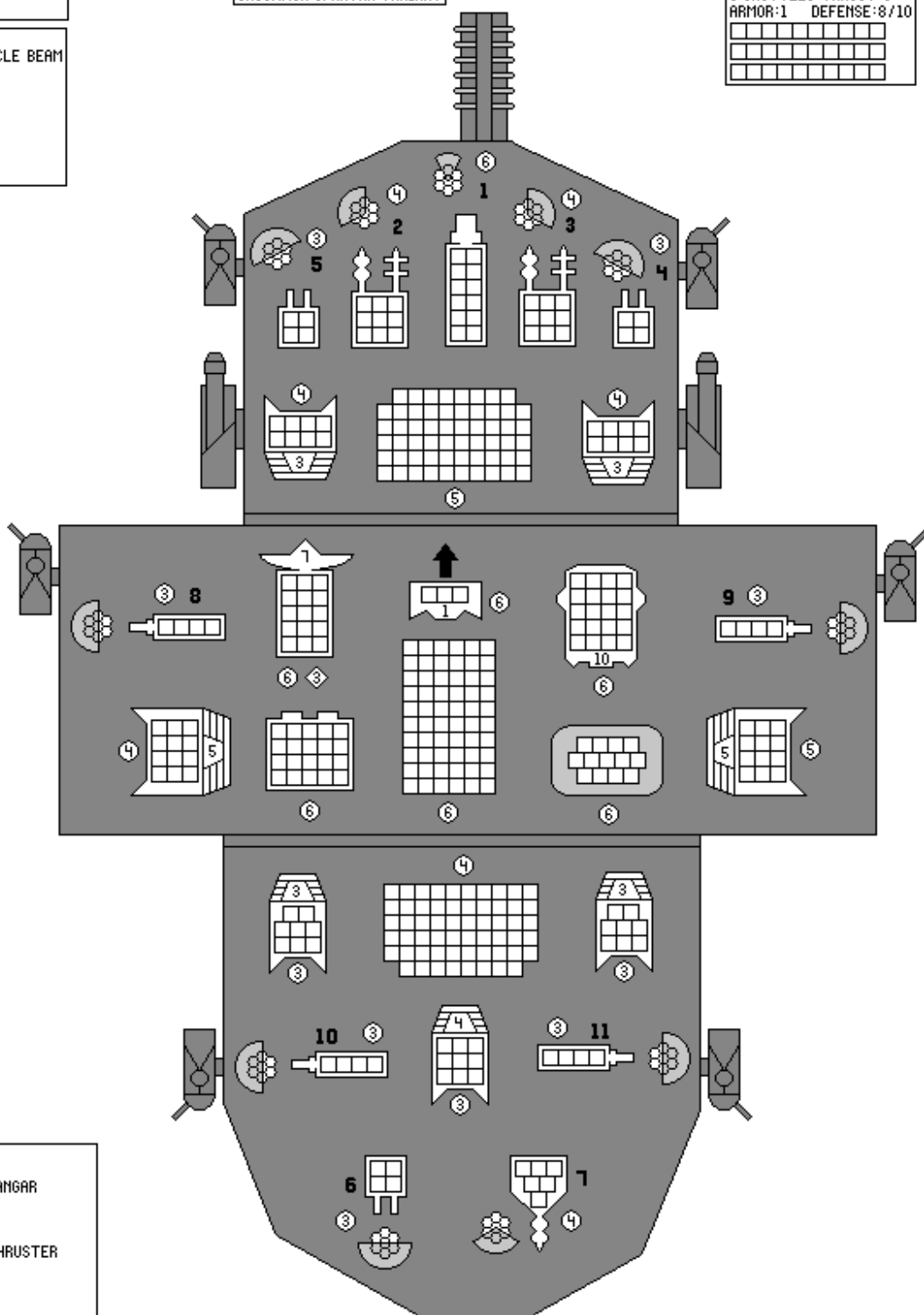
HANGAR
 3 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



FORWARD
 1-2 INTERCEPTOR MK II
 3-4 LASER/PULSE ARRAY
 5-7 HU.Y. PARTICLE CANNON
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

AFT
 1-2 INTERCEPTOR MK II
 3-4 STD. PARTICLE BEAM
 5-6 MED. PULSE CANNON
 7-11 THRUSTER
 12-18 STRUCTURE
 19-20 PRIMARY

PRIMARY
 1-3 STD. PARTICLE BEAM
 4-10 STRUCTURE
 11-13 THRUSTER
 14-15 SENSORS
 16-17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C



NAME: MED. LASER CANNON
 CLASS: LASER
 MODE: RK6 (10)
 DAMAGE: 3d10+12
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

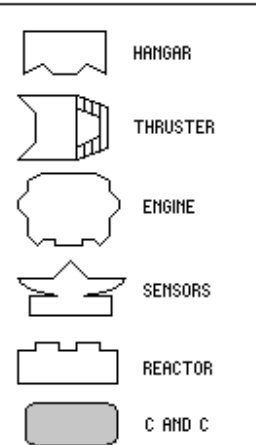
NAME: MED. PULSE CANNON
 CLASS: PARTICLE
 MODE: PULSE
 DAMAGE: 10 1d5 TIMES
 MAX. PULSES: 6
 GROUPING RANGE: +1 PER 4
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+3/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER 2 TURNS

LASER/PULSE ARRAY
 THIS WEAPON CAN FIRE AS EITHER A MEDIUM LASER OR MEDIUM PULSE CANNON, DETERMINED AT THE TIME OF FIRING. THE ROF IS BASED ON THE SHOT BEING TAKEN.

NAME: INTERCEPTOR MK II
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+8
 RANGE PENALTY: -2 PER HEX
 FIRE CTRL: -/-/+8

NAME: STD. PARTICLE BEAM
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+6
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+4/+4
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER TURN

NAME: HU.Y. PARTICLE CANNON
 CLASS: PARTICLE
 MODE: RK6 (10)
 DAMAGE: 6d10+60
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +6/+4/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 6 TURNS



EA Wakizashi Light Frigate



FORWARD
 1 INTERCEPTOR MK I
 2-3 STD. PARTICLE BEAM
 4-5 CLASS S RACK
 6-7 MED. LASER CANNON
 8-11 THRUSTER
 12-17 STRUCTURE
 18-20 PRIMARY

AFT
 1-2 INTERCEPTOR MK I
 3-5 MED. PLASMA CANNON
 6-10 THRUSTER
 11-17 STRUCTURE
 18-20 PRIMARY

PRIMARY
 1-9 THRUSTER
 10-11 SENSORS
 12-14 ENGINE
 15-17 HANGAR
 18-19 REACTOR
 20 C AND C

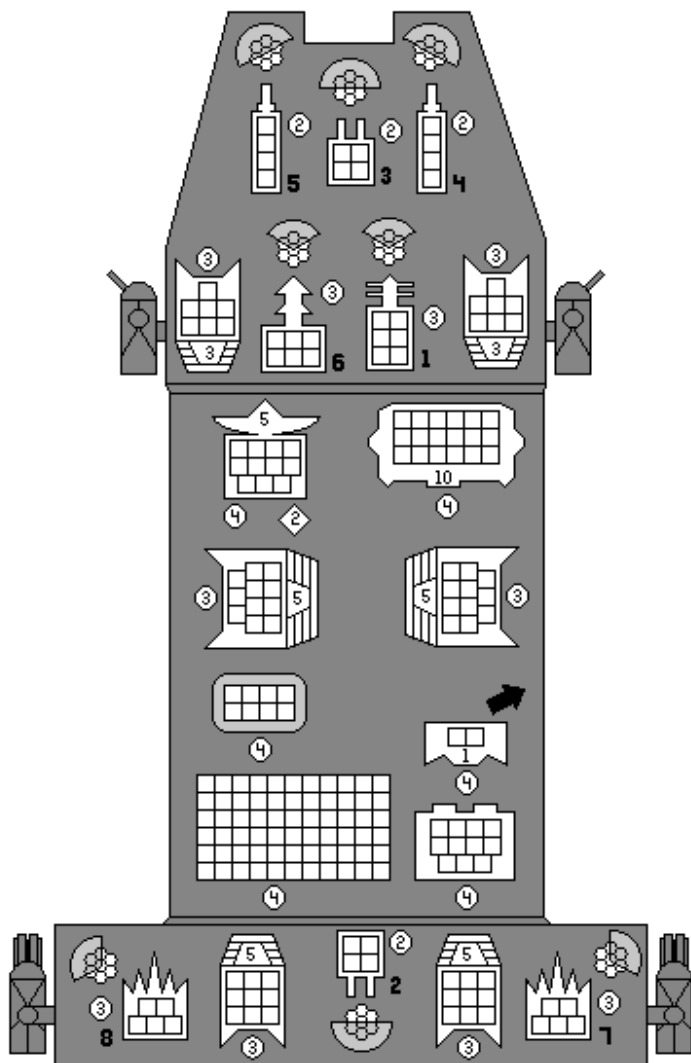
CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:12(9)
IN SUC:2216-2247	TURN DELAY:1/3	STB/PORT DEF:13(10)
POINTS:401	ACCEL/DECCEL:2	ENG. EFFICIENCY:2/1
RAM:72	PIVOT:1+1	EXTRA POWER:+1
JUMP:N/A	ROLL:1+1	INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10

UPGRADE

MED. PULSE CANNON
 IN SUC:2240-PRESENT
 POINTS:425



NAME: MED. PLASMA CANNON
 CLASS: PLASMA
 MODE: STD
 DAMAGE: 3d10+4 (-1 PER 2 HEXES)
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +3/+1/-5
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

NAME: MED. PULSE CANNON
 CLASS: PARTICLE
 MODE: PULSE
 DAMAGE: 10 1d5 TIMES
 MAX. PULSES: 6
 GROUPING RANGE: +1 PER 4
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+3/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER 2 TURNS

NAME: INTERCEPTOR MK I
 INTERCEPT RTG: +3
 RATE OF FIRE: 1 PER TURN
 OFFENSIVE MODE:
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+5
 RANGE PENALTY: -2 PER HEX
 FIRE CTRL: --/--/+6

NAME: STD. PARTICLE BEAM
 CLASS: PARTICLE
 MODE: STD
 DAMAGE: 1d10+6
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/+4/+4
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER TURN

NAME: MED. LASER CANNON
 CLASS: LASER
 MODE: RK6 (10)
 DAMAGE: 3d10+12
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

NAME: CLASS S RACK
 CLASS: BALLISTIC
 MODE: PER MISSILE
 DAMAGE: PER MISSILE
 RANGE PENALTY: N/A
 FIRE CTRL: +3/+3/+3
 RATE OF FIRE: 1 PER 2 TURNS

RACK 6
 [] [] [] [] [] []
 [] [] [] [] [] []

Hiigaran Navy

Hiigaran Assault Fighter

CLASS: MED FIGHTER
 IN SUC:
 POINTS: 41
 RAM: 18
 JINKING: 8 LEVELS

TURN COST: 1/3
 TURN DELAY: 0
 ACCEL/DECEL: 1
 PIVOT: 1
 ROLL: 1

FWD/AFT DEF: 7
 STB/PORT DEF: 8
 FREE THRUST: 10
 OFFENSIVE BONUS: +4
 INITIATIVE: +18



FLIGHT LEVEL COMBAT
 5+ ABOVE = 0 HIT
 3-4 ABOVE = 1/6 HIT
 1-2 ABOVE = 1/3 HIT
 0-2 BELOW = 1/2 HIT
 3-4 BELOW = 2/3 HIT
 5-6 BELOW = 5/6 HIT
 7+ BELOW = ALL HIT

NAME: LT. CHEMICAL LASER
 # OF GUNS: 1
 CLASS: LASER
 MODE: RKG (8)
 DAMAGE: 2d10+2
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +0/+0/-4
 RATE OF FIRE: 1 PER 2 TURNS

LIMITED 33%



FLIGHT #1

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #2

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #3

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #4

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #5

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #6

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #7

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #9

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #10

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #11

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #12

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		



Hiigaran Defense Fighter

CLASS: MED FIGHTER
 IN SUC:
 POINTS: 35
 RAM: 19
 JINKING: 8 LEVELS

TURN COST: 1/3
 TURN DELAY: 0
 ACCEL/DECEL: 1
 PIVOT: 1
 ROLL: 1

FWD/AFT DEF: 8
 STB/PORT DEF: 8
 FREE THRUST: 6
 OFFENSIVE BONUS: +5
 INITIATIVE: +18



RESTRICTED 10%

FLIGHT LEVEL COMBAT
 5+ ABOVE=0 HIT
 3-4 ABOVE=1/6 HIT
 1-2 ABOVE=1/3 HIT
 0-2 BELOW=1/2 HIT
 3-4 BELOW=2/3 HIT
 5-6 BELOW=5/6 HIT
 7+ BELOW=ALL HIT

WEAPON DATA

LT GATLING GUN
 # OF GUNS: 3<LINKED>
 CLASS: MATTER
 DAMAGE: 1J6
 RANGE PENALTY: -2/HEX
 FIRE CTRL: N/A
 RATE OF FIRE: 1 PER TURN

FLIGHT #1

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #2

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #3

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #4

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #5

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #6

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #7

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #9

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #10

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #11

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #12

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

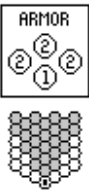


Hiigaran Fighter Bomber

CLASS: MED. FIGHTER
 IN SUC:
 POINTS: 37
 RAM: 17
 JINKING: 8 LEVELS

TURN COST: 1/3
 TURN DELAY: 0
 ACCEL/DECEL: 1
 PIVOT: 1
 ROLL: 1

FWD/AFT DEF: 8
 STB/PORT DEF: 8
 FREE THRUST: 9
 OFFENSIVE BONUS: +5
 INITIATIVE: +18



FLIGHT LEVEL COMBAT
 5+ ABOVE=0 HIT
 3-4 ABOVE=1/6 HIT
 1-2 ABOVE=1/3 HIT
 0-2 BELOW=1/2 HIT
 3-4 BELOW=2/3 HIT
 5-6 BELOW=5/6 HIT
 7+ BELOW=ALL HIT

WEAPON DATA
 LT GATLING GUN
 # OF GUNS: 2 (LINKED)
 CLASS: MATTER
 DAMAGE: 1d6
 RANGE PENALTY: -2/HEX
 FIRE CTRL: N/A
 RATE OF FIRE: 1 PER TURN

BASIC FIGHTER MISSILE
 COST: 8 COMBAT POINTS
 CLASS: BALLISTIC
 DAMAGE: 10
 MAX RANGE: 10 HEXES
 FIRE CTRL: N/A
 INTERCEPT RTG: N/A
 SPECIAL NOTES:
 CAN CARRY 2 MISSILES
 LAUNCH RATE 2 PER TURN



FLIGHT #1

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #2

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #3

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #4

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

Hiigaran Interceptor

CLASS:LT. FIGHTER
 IN SUC:
 POINTS:30
 RAM:13
 JINKING:10 LEVELS

TURN COST:1/3
 TURN DELAY:0
 ACCEL/DECEL:1
 PIVOT:1
 ROLL:1

FWD/AFT DEF:6
 STB/PORT DEF:7
 FREE THRUST:12
 OFFENSIVE BONUS:+4
 INITIATIVE:+20



FLIGHT LEVEL COMBAT
 5+ ABOVE=0 HIT
 3-4 ABOVE=1/6 HIT
 1-2 ABOVE=1/3 HIT
 0-2 BELOW=1/2 HIT
 3-4 BELOW=2/3 HIT
 5-6 BELOW=5/6 HIT
 7+ BELOW=ALL HIT

WEAPON DATA
 LT GATLING GUN
 # OF GUNS:2(LINKED)
 CLASS:MATTER
 DAMAGE:1J6
 RANGE PENALTY:-2/HEX
 FIRE CTRL:N/A
 RATE OF FIRE:1 PER TURN

FLIGHT #1

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #2

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #3

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #4

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #5

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #6

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #7

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #9

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #10

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #11

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #12

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		



Hiigaran Scout

CLASS:LT FIGHTER
 IN SUC:
 POINTS:28
 RAM:9
 JINKING:10 LEVELS

TURN COST:1/3
 TURN DELAY:0
 ACCEL/DECEL:1
 PIVOT:1
 ROLL:1

FWD/AFT DEF:6
 STB/PORT DEF:7
 FREE THRUST:15
 OFFENSIVE BONUS:+6
 INITIATIVE:+20



FLIGHT LEVEL COMBAT
 5+ ABOVE=0 HIT
 3-4 ABOVE=1/6 HIT
 1-2 ABOVE=1/3 HIT
 0-2 BELOW=1/2 HIT
 3-4 BELOW=2/3 HIT
 5-6 BELOW=5/6 HIT
 7+ BELOW=ALL HIT

WEAPON DATA

LT GATLING GUN
 # OF GUNS:1
 CLASS:MATTER
 DAMAGE:1J6
 RANGE PENALTY:-2/HEX
 FIRE CTRL:N/A
 RATE OF FIRE:1 PER TURN

FLIGHT #1

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #2

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #3

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #4

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #5

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #6

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #7

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #8

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #9

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #10

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #11

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

FLIGHT #12

	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES		

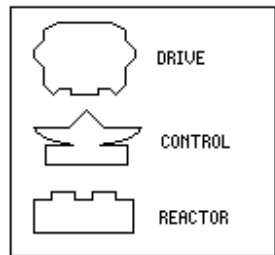
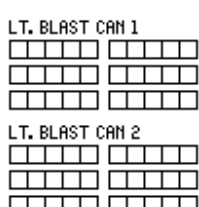
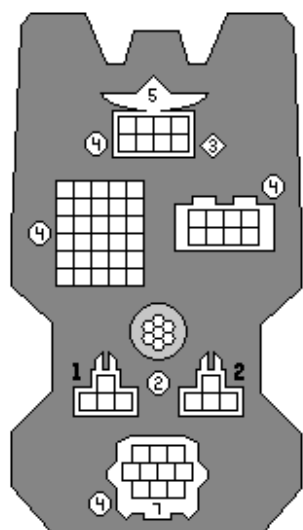
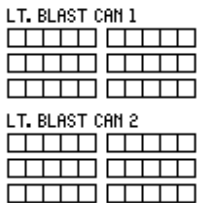
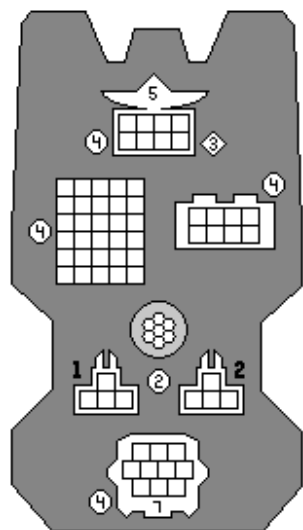
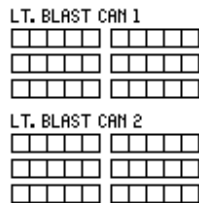
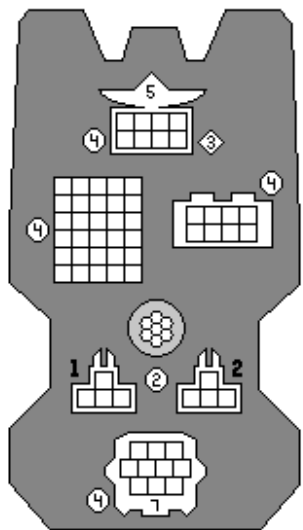
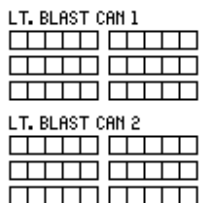
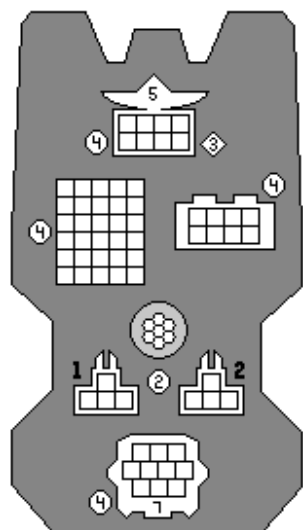


Hiigaran Type 1 Corvette

CLASS:LCU	TURN COST:1/3	FWD/AFT DEF:9										
IN SUC:	TURN DELAY:1/3	STB/PORT DEF:11										
POINTS:205	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1										
RAM:32	PIVOT:2	EXTRA POWER:0										
JUMP:N/A	ROLL:1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	1	2	2	2	3	3	3	4	4	4
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4



1-9 STRUCTURE
10-16 WEAPON
17-18 DRIVE
19 REACTOR
20 CONTROL



NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN



Hiigaran Type 1 Dreadnought

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:16
IN SUC:	TURN DELAY:1/1	STB/PORT DEF:18
POINTS:839	ACCEL/DECEL:4	ENG. EFFICIENCY:6/1
RAM:430	PIVOT:4+4	EXTRA POWER:0
JUMP:20 TURNS	ROLL:3+3	INITIATIVE:0

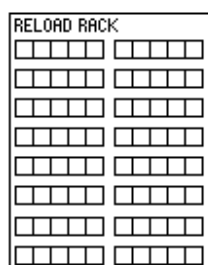
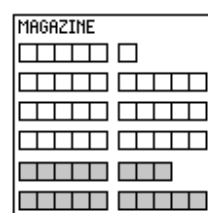
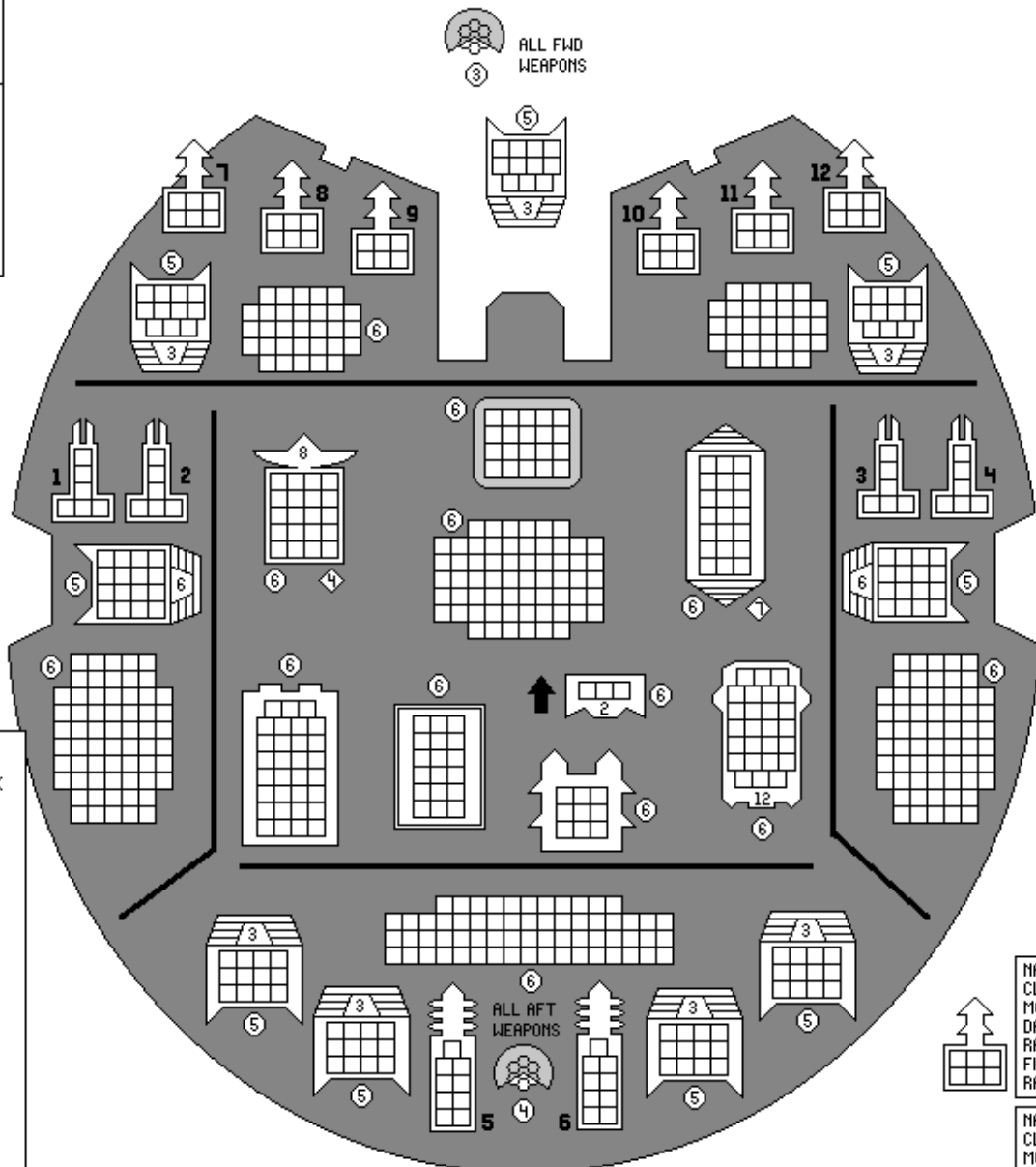


SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON.
EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

HANGAR
3 SHUTTLES: THRUST:3
ARMOR:1 DEFENSE: 8/10

SPECIAL NOTES:
FORWARD STRUCTURE IS DIVIDED FOR AESTHETICS ONLY.

- FORWARD**
1-7 CLASS SO RACK
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- SIDE**
1-7 HUY. BLAST CANNON
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- AFT**
1-4 HUY. CHEMICAL LASER
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- PRIMARY**
1-7 STRUCTURE
8-9 MAGAZINE
10-11 RELOAD RACK
12-13 JUMP ENGINE
14-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C



- RELOAD RACK
- MAGAZINE
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- JUMP ENGINE
- C AND C

NAME:CLASS SO RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+2/+2/+2
RATE OF FIRE:1 PER 2 TURNS

NAME:HUY. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:8 1d6 TIMES
MAX. PULSES:6
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+4/+3/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 3 TURNS

NAME:HUY. CHEMICAL LASER
CLASS:LASER
MODE:RGK (8)
DAMAGE:4d10+4
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+1/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

- HUY CHEM LAS 5
- HUY CHEM LAS 6
- SO RACK 7
- SO RACK 10
- HUY BLAST CAN 1
- HUY BLAST CAN 2
- SO RACK 8
- SO RACK 11
- HUY BLAST CAN 3
- HUY BLAST CAN 4
- SO RACK 9
- SO RACK 12



Hiigaran Type 1 Frigate

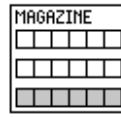
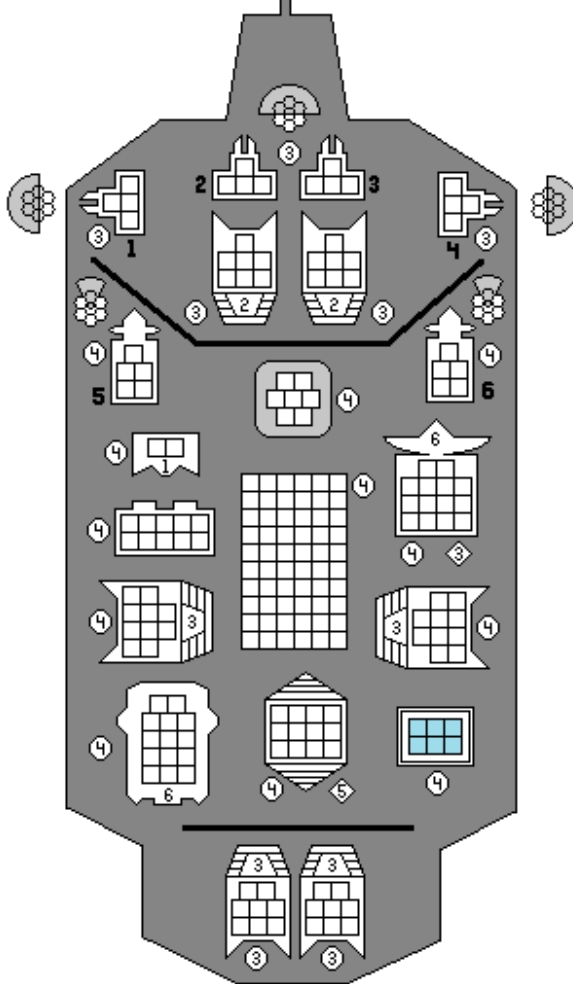
CLASS:MCU	TURN COST:1/2	FWD/AFT DEF:11
IN SUC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:287	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2+2	EXTRA POWER:+0
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 1 2 2 3 3 4 4 5 5 6 6	



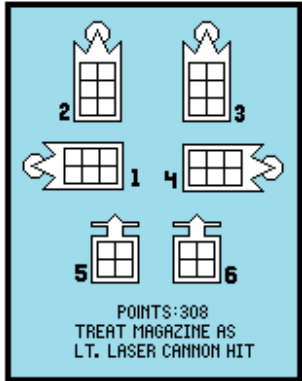
SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON.
EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

- FORWARD**
- 1-6 LT. BLAST CANNON
- 7-11 THRUSTER
- 12-17 STRUCTURE
- 18-20 PRIMARY
- AFT**
- 1-7 THRUSTER
- 8-17 STRUCTURE
- 18-20 PRIMARY
- PRIMARY**
- 1 MAGAZINE
- 2-3 LT. CHEMICAL LASER
- 4-9 THRUSTER
- 10-11 SENSORS
- 12-14 ENGINE
- 15-16 HANGAR
- 17-18 JUMP ENGINE
- 19 REACTOR
- 20 C AND C



UPGRADE



- MAGAZINE
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- JUMP ENGINE
- C AND C

NAME:LT. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:10 (-1 PER 2 AFTER 5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+2/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER TURN

NAME:LT. LASER CANNON
CLASS:LASER
MODE:AKG (10)
DAMAGE:2d10+7
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:AKG (8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

LT. CHEM LAS 5	LT. BLAST CAN 1	LT. BLAST CAN 2
LT. CHEM LAS 6	LT. BLAST CAN 3	LT. BLAST CAN 4

Hiigaran Type 2 Strike Carrier



CLASS: CAPITAL	TURN COST: 1/1	FWD/AFT DEF: 15
IN SUC:	TURN DELAY: 1/1	STB/PORT DEF: 17
POINTS: 544	ACCEL/DECEL: 4	ENG. EFFICIENCY: 4/1
RAM: 250	PIVOT: 3+3	EXTRA POWER: 0
JUMP: 15 TURNS	ROLL: 3+3	INITIATIVE: +1

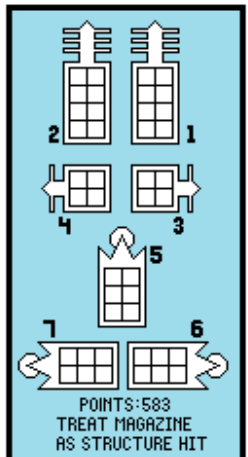
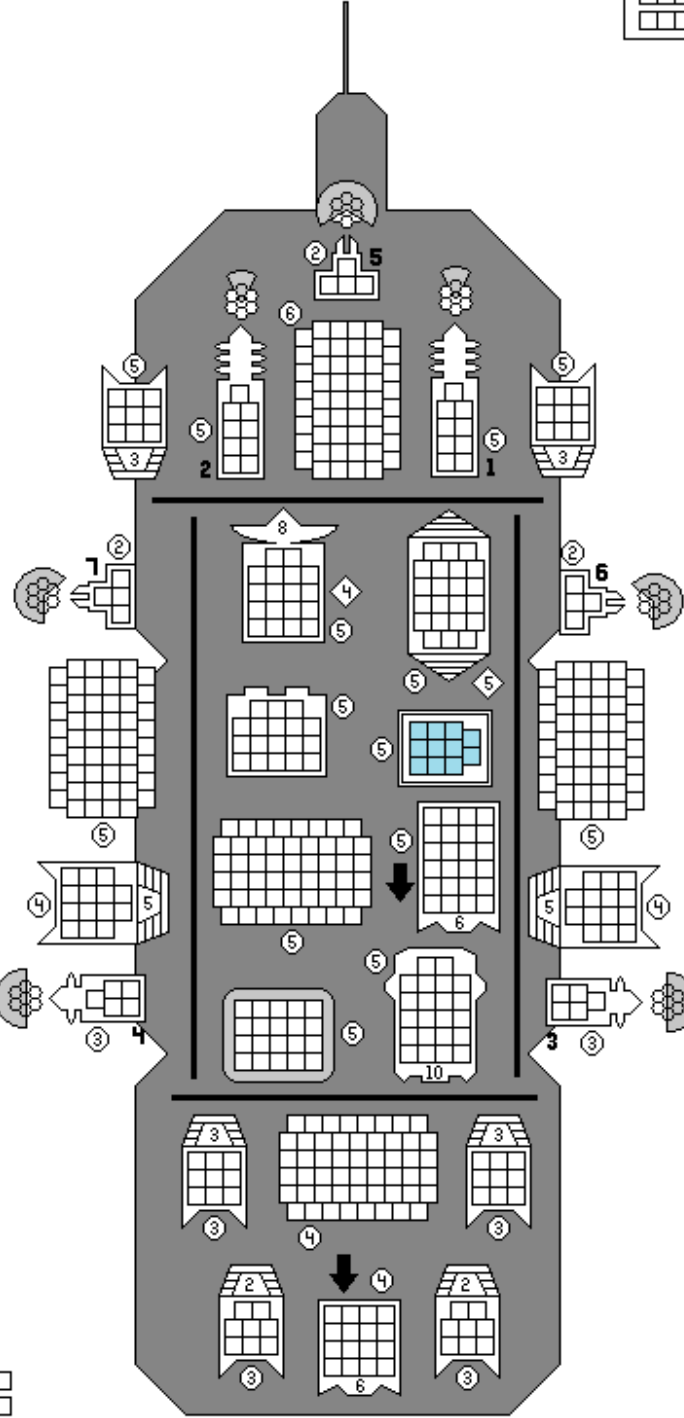
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON. EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

AFT HANGAR
12 MEDIUM FIGHTERS

PRIMARY HANGAR
24 MEDIUM FIGHTERS
4 SHUTTLES: THRUST: 3
ARMOR: 1 DEFENSE: 8/10

- FORWARD**
1-2 LT. BLAST CANNON
3-7 HUY. CHEMICAL LASER
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- SIDE**
1-4 LT. BLAST CANNON
5-7 LT. CHEMICAL LASER
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- AFT**
1-4 HANGAR
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- PRIMARY**
1-7 STRUCTURE
8-10 MAGAZINE
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C



- MAGAZINE
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- JUMP ENGINE
- C AND C

LT. BLAST CAN 5

LT. BLAST CAN 6

LT. BLAST CAN 7

LT. CHEM LAS 3

LT. CHEM LAS 4

HUY CHEM LAS 1

HUY CHEM LAS 2

MAGAZINE

- NAME: LT. LASER CANNON**
CLASS: LASER
MODE: RK6 (10)
DAMAGE: 2d10+7
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +2/+1/-2
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 2 TURNS
- NAME: LT. PLASMA BOLTER**
CLASS: PLASMA
MODE: STD
DAMAGE: 10 (-1 PER 2 AFTER 5)
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +3/+2/-2
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER TURN
- NAME: HUY. LASER CANNON**
CLASS: LASER
MODE: RK6 (10)/SUSTAINED
DAMAGE: 4d10+20
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/-4
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS
- NAME: LT. BLAST CANNON**
CLASS: MATTER
MODE: PULSE
DAMAGE: 3 1d3 TIMES
MAX. PULSES: 4
GROUPING RANGE: +1 PER 5
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +2/+1/+0
INTERCEPT RTG: -1
RATE OF FIRE: 1 PER TURN
- NAME: LT. CHEMICAL LASER**
CLASS: LASER
MODE: RK6 (8)
DAMAGE: 2d10+2
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +1/+1/-1
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 2 TURNS
- NAME: HUY. CHEMICAL LASER**
CLASS: LASER
MODE: RK6 (8)
DAMAGE: 4d10+4
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+1/-4
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS



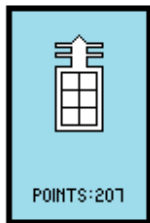
Hiigaran Type 2 Corvette

CLASS:LCU	TURN COST:1/3	FWD/AFT DEF:9										
IN SUC:	TURN DELAY:1/3	STB/PORT DEF:11										
POINTS:201	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1										
RAM:32	PIVOT:2	EXTRA POWER:0										
JUMP:N/A	ROLL:1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	1	2	2	2	3	3	3	4	4	4
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4

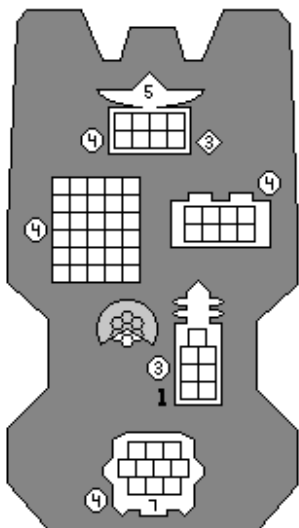


- 1-9 STRUCTURE
- 10-16 WEAPON
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL

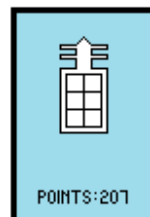
UPGRADE



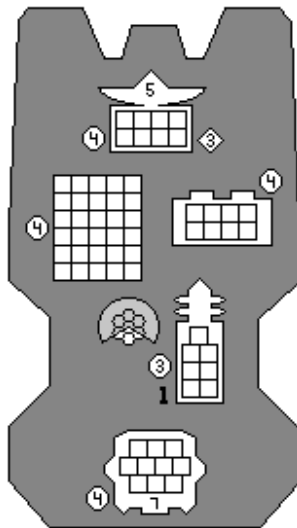
MED. CHEM LAS 1



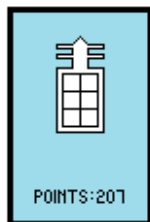
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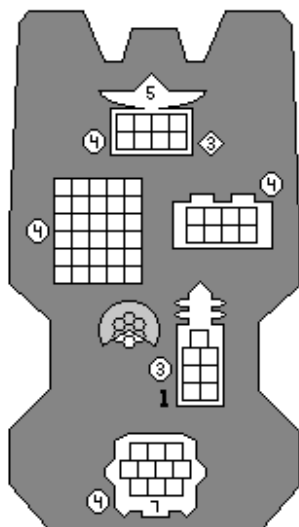
MED. CHEM LAS 1



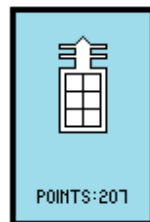
UPGRADE



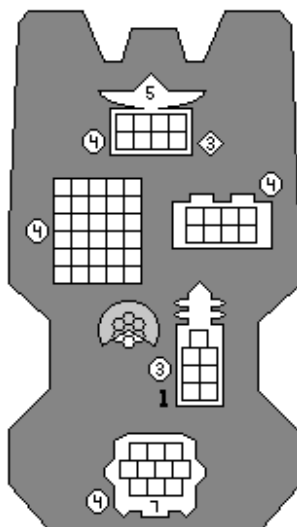
MED. CHEM LAS 1



UPGRADE



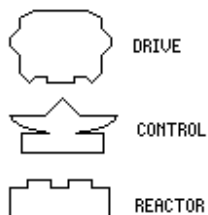
MED. CHEM LAS 1



NAME: MED. LASER CANNON
 CLASS: LASER
 MODE: RKG (10)
 DAMAGE: 3d10+12
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS



NAME: MED. CHEMICAL LASER
 CLASS: LASER
 MODE: RKG (8)
 DAMAGE: 3d10+3
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +2/+1/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS



Hiigaran Type 2 Dreadnought



CLASS:CAPITAL
IN SVC:
POINTS:738
RAM:430
JUMP:20 TURNS

TURN COST:4/3
TURN DELAY:1/1
ACCEL/DECEL:4
PIVOT:4+4
ROLL:3+3

FWD/AFT DEF:15
STB/PORT DEF:19
ENG. EFFICIENCY:6/1
EXTRA POWER:0
INITIATIVE:0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON.
EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

SPECIAL NOTES:
LINKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.

HANGAR
6 HEVY FIGHTERS
3 SHUTTLES: THRUST:3
ARMOR:1 DEFENSE: 8/10

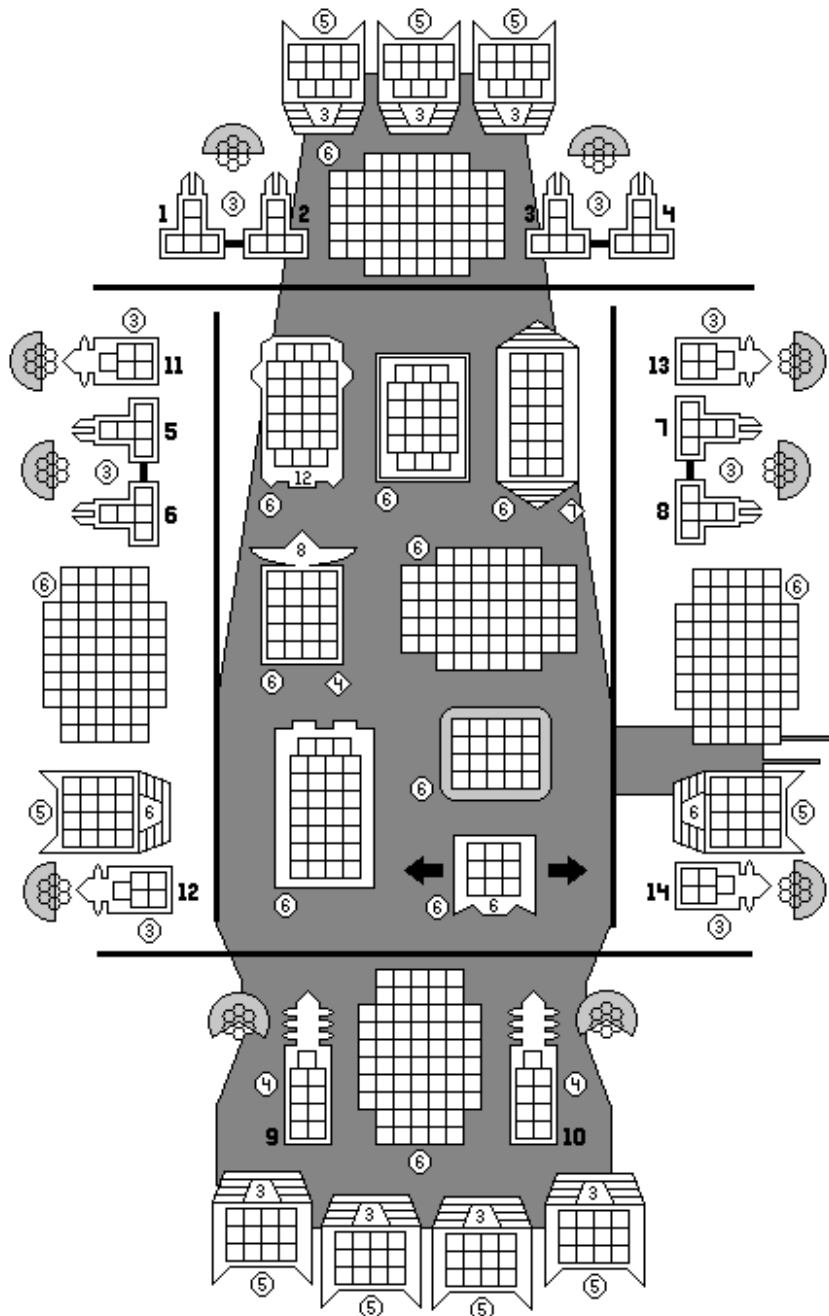
FORWARD	
1-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
SIDE	
1-2	STD. PARTICLE BEAM
3-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-4	HUY. CHEMICAL LASER
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-7	STRUCTURE
8-10	MAGAZINE
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

LT. CHEM LAS 11

LT. CHEM LAS 12

LT. CHEM LAS 13

LT. CHEM LAS 14



MAGAZINE

	MAGAZINE
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	JUMP ENGINE
	C AND C

HUY CHEM LAS 9

HUY CHEM LAS 10

MED BLAST CAN 1

MED BLAST CAN 2

MED BLAST CAN 3

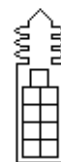
MED BLAST CAN 4

MED BLAST CAN 5

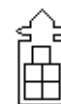
MED BLAST CAN 6

MED BLAST CAN 7

MED BLAST CAN 8



NAME:HUY. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:4d10+4
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+1/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS



NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS



NAME:MED. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:5 1d5 TIMES
MAX. PULSES:5
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS



Hiigaran Type 2 Frigate

CLASS:MCU	TURN COST:1/2	FWD/AFT DEF:11
IN SUC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:256	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2+2	EXTRA POWER:+0
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12

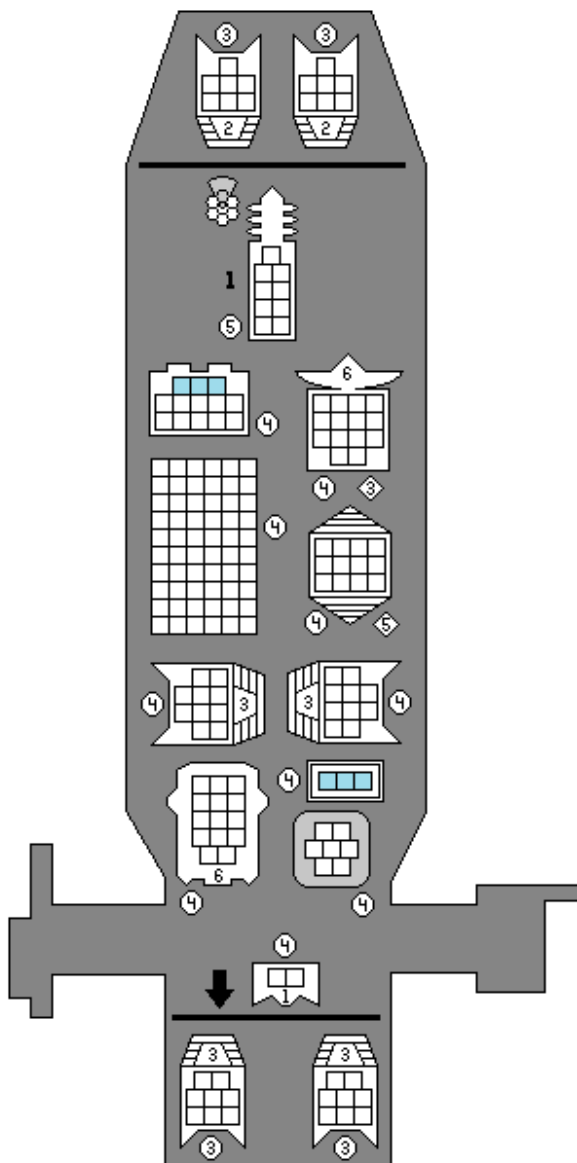
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR
CHEMICAL LASER AND BLAST CANNON.
EXPLODES FOR 10 DAMAGE PER
CHEMICAL LASER SHOTS REMAINING
ON 20+ CRIT ROLL.

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10



FORWARD	
1-7	THRUSTER
8-17	STRUCTURE
18-20	PRIMARY
AFT	
1-7	THRUSTER
8-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1-3	HUY. CHEMICAL LASER
4	MAGAZINE
5-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C



UPGRADE

POINTS:269
TREAT MAGAZINE AS
HUY. LASER CANNON HIT
EXTRA POWER:+6

	MAGAZINE
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	JUMP ENGINE
	C AND C

MAGAZINE

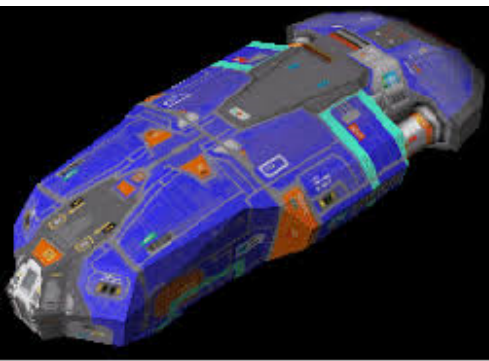
HUY CHEM LAS 1



NAME: HUY. LASER CANNON
CLASS: LASER
MODE: RKG (10)/SUSTAINED
DAMAGE: 4d10+20
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/-4
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS



NAME: HUY. CHEMICAL LASER
CLASS: LASER
MODE: RKG (8)
DAMAGE: 4d10+4
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+1/-4
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS



Hiigaran Type 3 Corvette

CLASS:LCU	TURN COST:1/3	FWD/AFT DEF:9										
IN SUC:	TURN DELAY:1/3	STB/PORT DEF:11										
POINTS:199	ACCEL/DECCEL:1	ENG. EFFICIENCY:2/1										
RAM:32	PIVOT:2	EXTRA POWER:0										
JUMP:N/A	ROLL:1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	1	2	2	2	3	3	3	4	4	4
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4

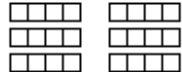


- 1-9 STRUCTURE
- 10-16 WEAPON
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL

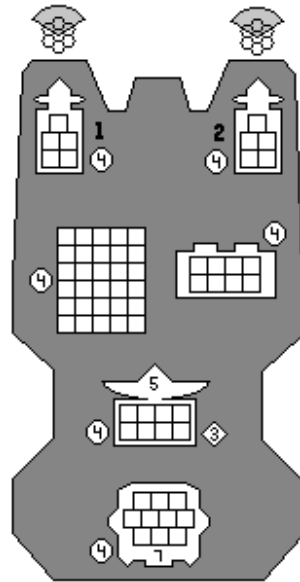
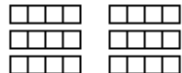
UPGRADE



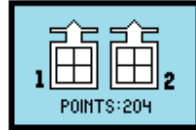
LT. CHEM LAS 1



LT. CHEM LAS 2



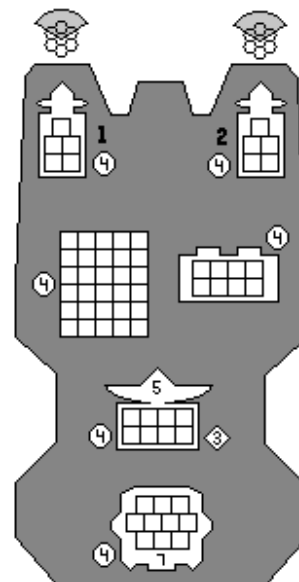
UPGRADE



LT. CHEM LAS 1



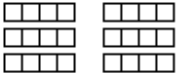
LT. CHEM LAS 2



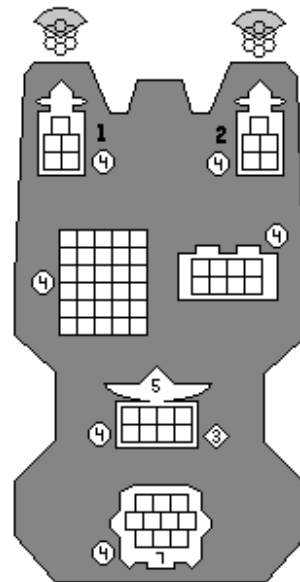
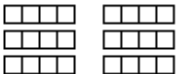
UPGRADE



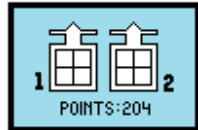
LT. CHEM LAS 1



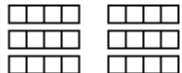
LT. CHEM LAS 2



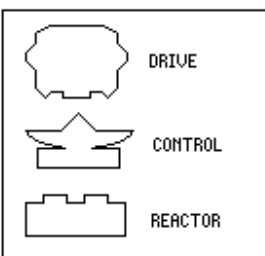
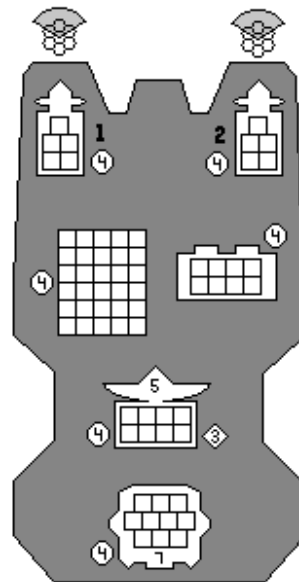
UPGRADE



LT. CHEM LAS 1



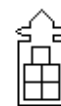
LT. CHEM LAS 2



NAME:LT. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)
 DAMAGE:2d10+7
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+2/+1/-2
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS



NAME:LT. CHEMICAL LASER
 CLASS:LASER
 MODE:AKG (8)
 DAMAGE:2d10+2
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+1/+1/-1
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS



Hiigaran Type 3 Destroyer

CLASS: HCU
 IN SUC:
 POINTS: 485
 RAM: 170
 JUMP: 30 TURNS

TURN COST: 3/4
 TURN DELAY: 3/4
 ACCEL/DECEL: 3
 PIVOT: 2+2
 ROLL: 2+2

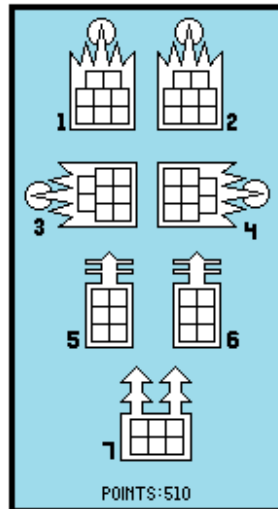
FWD/AFT DEF: 13
 STB/PORT DEF: 15
 ENG. EFFICIENCY: 3/1
 EXTRA POWER: +1
 INITIATIVE: +6



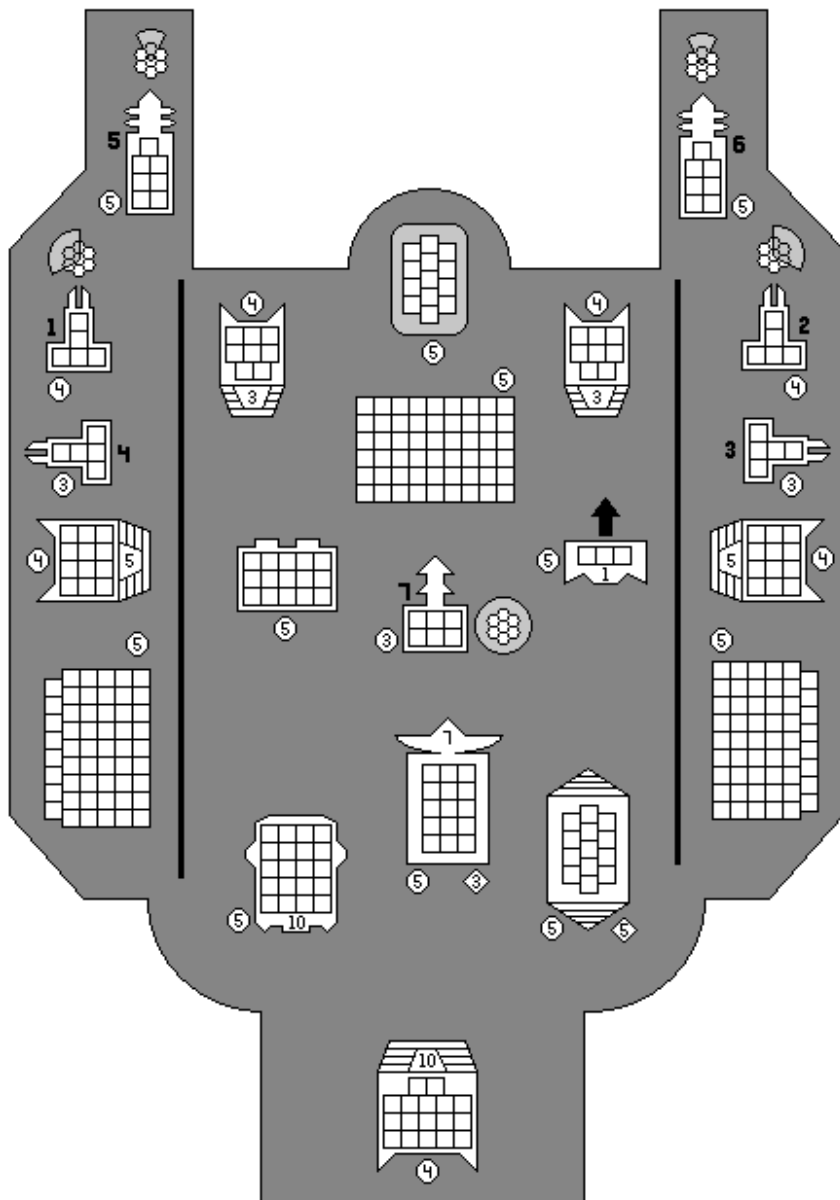
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

HANGAR
 3 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10

UPGRADE



- SIDE**
- 1-3 MED. CHEMICAL LASER
 - 4-7 MED. BLAST CANNON
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1-3 CLASS S0 RACK
 - 4-10 STRUCTURE
 - 11-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



NAME: CLASS R RACK
 CLASS: BALLISTIC
 MODE: PER MISSILE
 DAMAGE: PER MISSILE
 RANGE PENALTY: N/A
 FIRE CTRL: +3/+3/+3
 RATE OF FIRE: 1 PER TURN

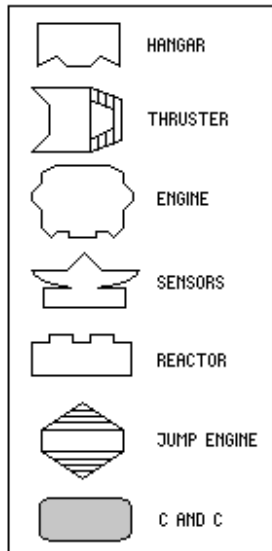
NAME: MED. PLASMA BOLTER
 CLASS: PLASMA
 MODE: STD
 DAMAGE: 16 (-1 PER 2 AFTER 10)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS

NAME: MED. LASER CANNON
 CLASS: LASER
 MODE: RKG (10)
 DAMAGE: 3d10+12
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

NAME: CLASS S0 RACK
 CLASS: BALLISTIC
 MODE: PER MISSILE
 DAMAGE: PER MISSILE
 RANGE PENALTY: N/A
 FIRE CTRL: +2/+2/+2
 RATE OF FIRE: 1 PER 2 TURNS

NAME: MED. CHEMICAL LASER
 CLASS: LASER
 MODE: RKG (8)
 DAMAGE: 3d10+3
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +2/+1/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

NAME: MED. BLAST CANNON
 CLASS: MATTER
 MODE: PULSE
 DAMAGE: 5 1d5 TIMES
 MAX. PULSES: 5
 GROUPING RANGE: +1 PER 5
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/+0
 INTERCEPT RTG: -1
 RATE OF FIRE: 1 PER 2 TURNS



RACK 7	MED. CHEM LAS 5	MED. BLAST CAN 1	MED. BLAST CAN 2
RACK 8	MED. CHEM LAS 6	MED. BLAST CAN 3	MED. BLAST CAN 4

Hiigaran Type 3 Dreadnought

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:15
IN SUC:	TURN DELAY:1/1	STB/PORT DEF:19
POINTS:707	ACCEL/DECEL:4	ENG. EFFICIENCY:6/1
RAM:430	PIVOT:4+4	EXTRA POWER:0
JUMP:20 TURNS	ROLL:3+3	INITIATIVE:0
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	2 3 4 6 7 8 10 11 12 14 15 16	
TURN DELAY:	1 2 3 4 5 6 7 8 9 10 11 12	



HANGAR
6 HEAVY FIGHTERS
4 SHUTTLES: THRUST:3
ARMOR:1 DEFENSE: 8/10

LT. BLAST CAN 10

LT. BLAST CAN 11

LT. BLAST CAN 12

LT. BLAST CAN 13

LT. BLAST CAN 14

LT. CHEM LAS 6

LT. CHEM LAS 7

LT. CHEM LAS 8

LT. CHEM LAS 9

NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:RG6 (8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:MEGA PLASMA CANNON
CLASS:PLASMA
MODE:STD
DAMAGE:6d10+12(-1 PER 2 HEXES)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+1/-5
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:CLASS SO RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+2/+2/+2
RATE OF FIRE:1 PER 2 TURNS

FORWARD

1-2 LT. BLAST CANNON
3-7 CLASS R RACK
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

SIDE

1-3 LT. BLAST CANNON
4-7 LT. CHEMICAL LASER
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

AFT

1-4 JUMP ENGINE
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

PRIMARY

1-7 STRUCTURE
8-10 MEGA PLASMA CANNON
11-12 RELOAD RACK
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

RELOAD RACK

RELOAD RACK

HANGAR

THRUSTER

ENGINE

SENSORS

REACTOR

JUMP ENGINE

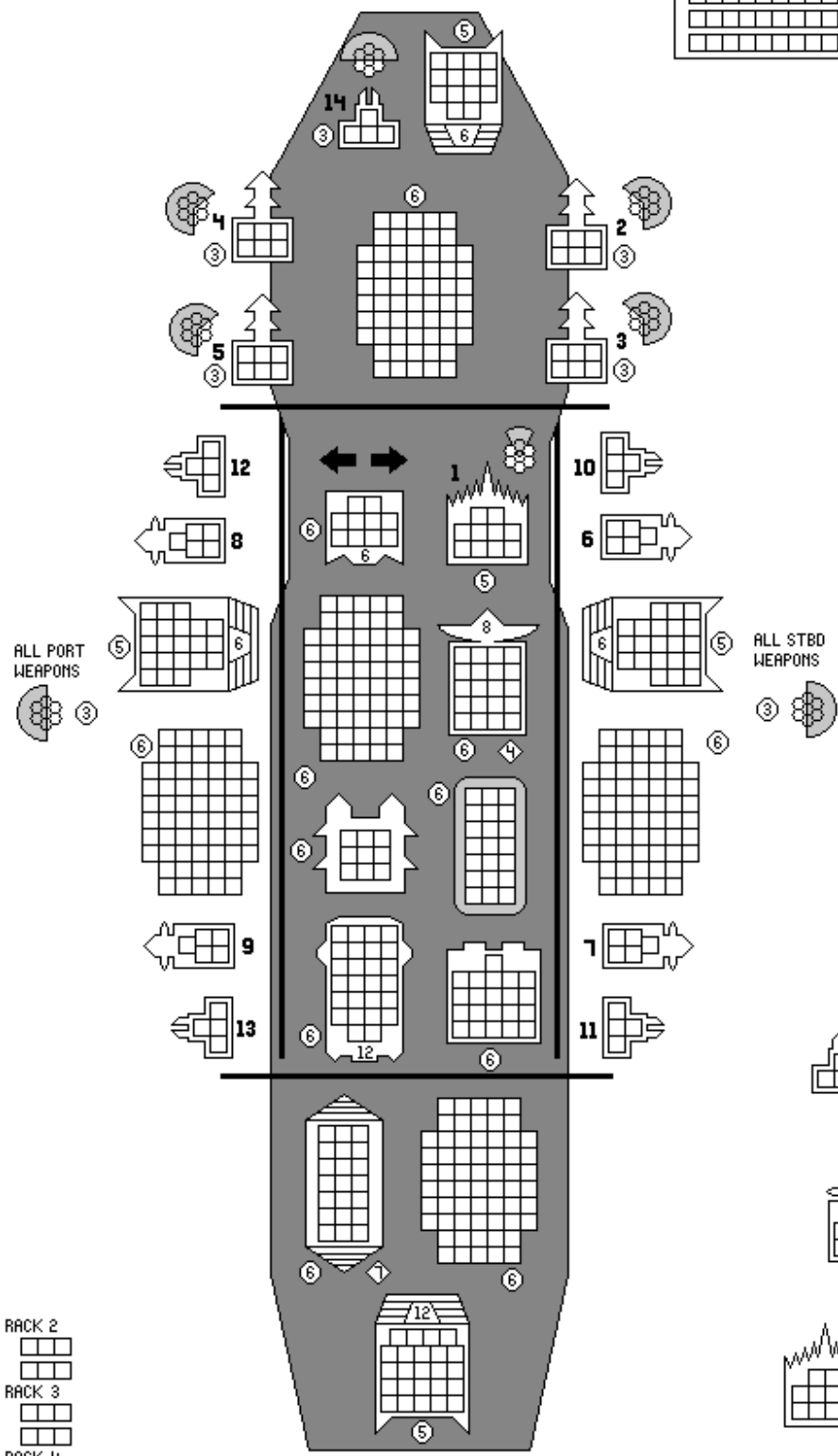
C AND C

CLASS SO RACK 2

CLASS SO RACK 3

CLASS SO RACK 4

CLASS SO RACK 5



ALL PORT WEAPONS

ALL STBD WEAPONS



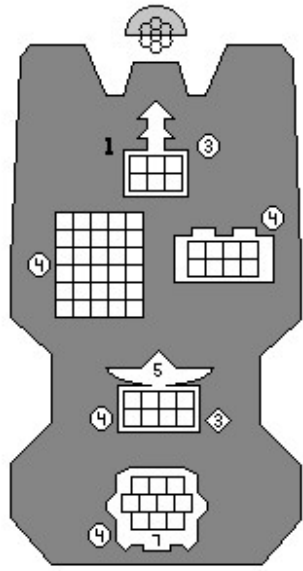
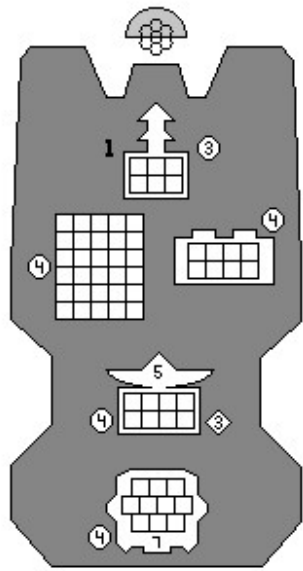
Hiigaran Type 4 Corvette

CLASS:LCU	TURN COST:1/3	FWD/AFT DEF:9										
IN SUC:	TURN DELAY:1/3	STB/PORT DEF:11										
POINTS:206	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1										
RAM:32	PIVOT:2	EXTRA POWER:0										
JUMP:N/A	ROLL:1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	1	2	2	2	3	3	3	4	4	4
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4



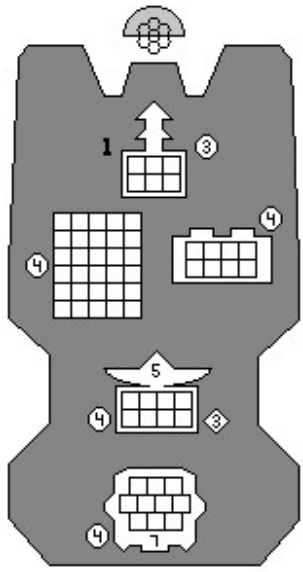
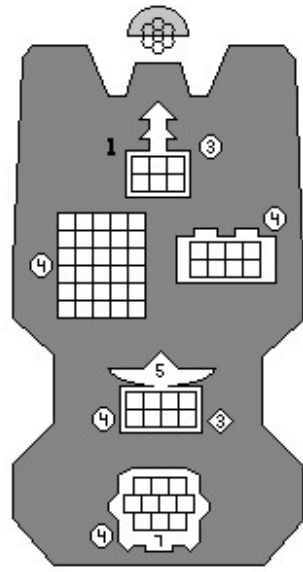
- 1-9 STRUCTURE
- 10-16 WEAPON
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL

RACK 1

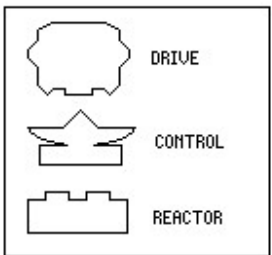


RACK 1

RACK 1



RACK 1



NAME:CLASS 50 RACK
 CLASS:BALLISTIC
 MODE:PER MISSILE
 DAMAGE:PER MISSILE
 RANGE PENALTY:N/A
 FIRE CTRL:+2/+2/+2
 RATE OF FIRE:1 PER 2 TURNS

Hiigaran Type 4 Destroyer

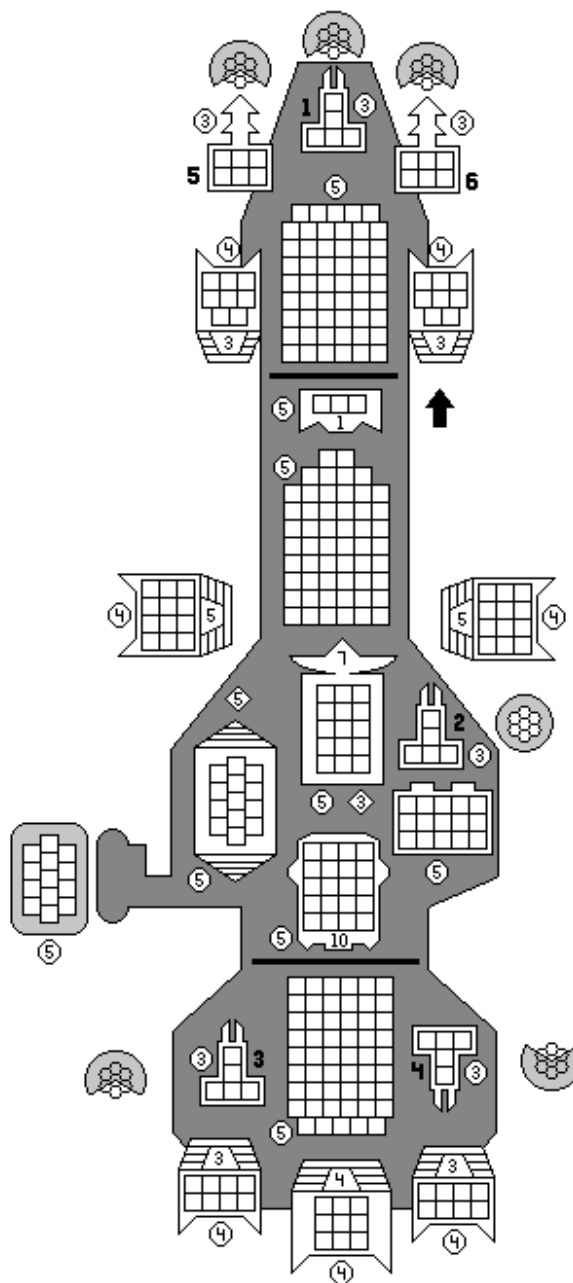
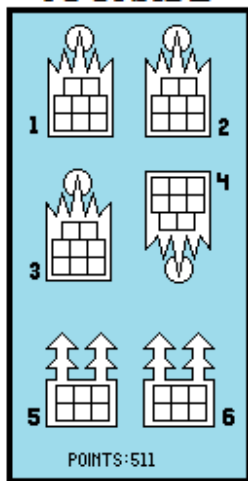


CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:13
IN SUC:	TURN DELAY:3/4	STB/PORT DEF:15
POINTS:479	ACCEL/DECEL:3	ENG. EFFICIENCY:3/1
RAM:170	PIVOT:2+2	EXTRA POWER:+1
JUMP:30 TURNS	ROLL:2+2	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 3 3 4 5 5 6 7 8 8 9	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

HANGAR	3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10	

FORWARD	
1-4	CLASS S0 RACK
5-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-4	MED. BLAST CANNON
5-9	THRUSTER
10-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-3	MED. BLAST CANNON
4-10	STRUCTURE
11-13	THRUSTER
14-15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

UPGRADE



NAME:CLASS R RACK	CLASS:BALLISTIC	MODE:PER MISSILE	DAMAGE:PER MISSILE	RANGE PENALTY:N/A	FIRE CTRL:+3/+3/+3	RATE OF FIRE:1 PER 2 TURNS
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NAME:MED. PLASMA BOLTER	CLASS:PLASMA	MODE:STD	DAMAGE:16 (<-1 PER 2 AFTER 10)	RANGE PENALTY:-1 PER 2 HEXES	FIRE CTRL:+3/+2/+3	INTERCEPT RTG:N/A	RATE OF FIRE:1 PER 2 TURNS
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NAME:CLASS S0 RACK	CLASS:BALLISTIC	MODE:PER MISSILE	DAMAGE:PER MISSILE	RANGE PENALTY:N/A	FIRE CTRL:+2/+2/+2	RATE OF FIRE:1 PER 2 TURNS
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NAME:MED. BLAST CANNON	CLASS:MATTER	MODE:PULSE	DAMAGE:5 1d5 TIMES	MAX. PULSES:5	GROUPING RANGE:+1 PER 5	RANGE PENALTY:-1 PER 2 HEXES	FIRE CTRL:+3/+2/+0	INTERCEPT RTG:-1	RATE OF FIRE:1 PER 2 TURNS
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	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	JUMP ENGINE
	C AND C

RACK 5		MED. BLAST CAN 1		MED. BLAST CAN 2	
RACK 6		MED. BLAST CAN 3		MED. BLAST CAN 4	

Hiigaran Type 4 Frigate



CLASS:MCU	TURN COST:1/2	FWD/AFT DEF:11
IN SUC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:281	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2+2	EXTRA POWER:+0
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 1 2 2 3 3 4 4 5 5 6 6	

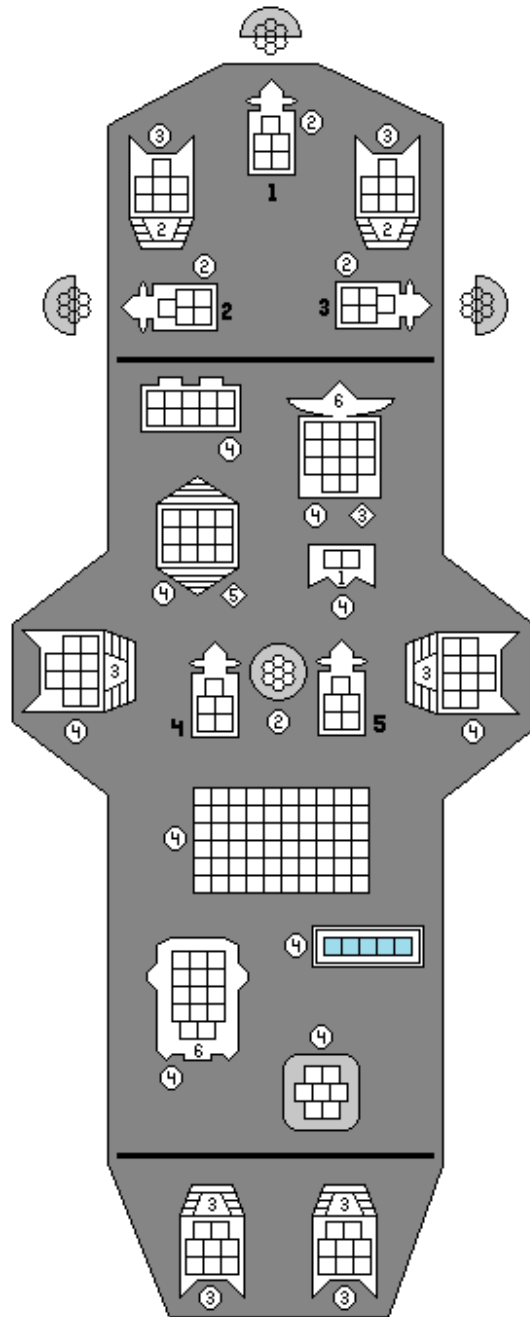
SPECIAL NOTES:
 TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON.
 EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10

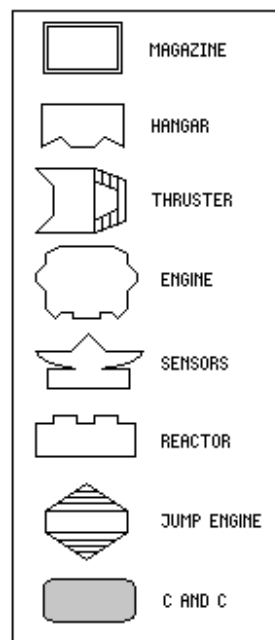
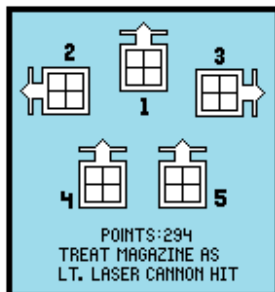
FORWARD
 1-6 LT. CHEMICAL LASER
 7-11 THRUSTER
 12-17 STRUCTURE
 18-20 PRIMARY

AFT
 1-7 THRUSTER
 8-17 STRUCTURE
 18-20 PRIMARY

PRIMARY
 1 MAGAZINE
 2-3 LT. CHEMICAL LASER
 4-9 THRUSTER
 10-11 SENSORS
 12-14 ENGINE
 15-16 HANGAR
 17-18 JUMP ENGINE
 19 REACTOR
 20 C AND C

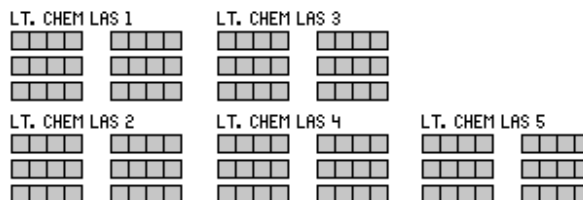


UPGRADE



NAME:LT. LASER CANNON
 CLASS:LASER
 MODE:AKG (10)
 DAMAGE:2d10+7
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+2/+1/-2
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS

NAME:LT. CHEMICAL LASER
 CLASS:LASER
 MODE:AKG (8)
 DAMAGE:2d10+2
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+1/+1/-1
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS



Hiigaran Type 5 Corvette

CLASS:LCU
 IN SUC:
 POINTS:200
 RAM:42
 JUMP:N/A

TURN COST:1/3
 TURN DELAY:1/3
 ACCEL/DECEL:1
 PIVOT:1
 ROLL:1

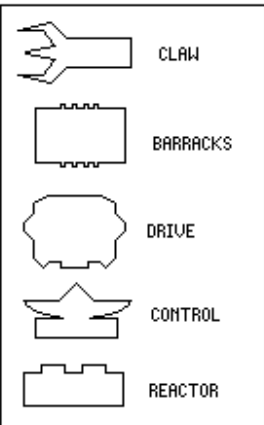
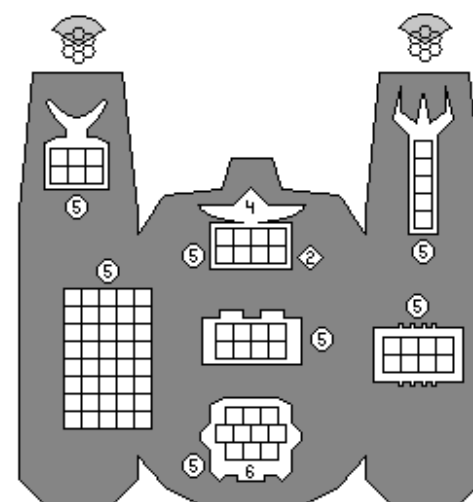
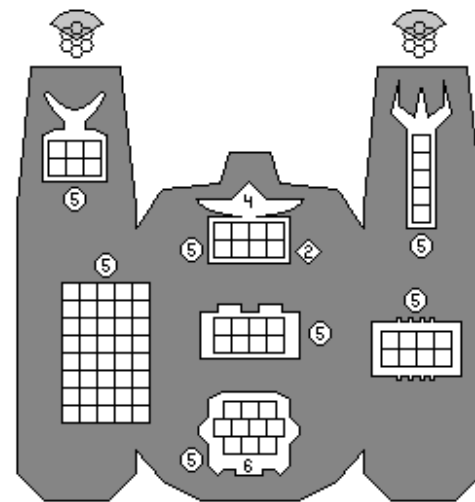
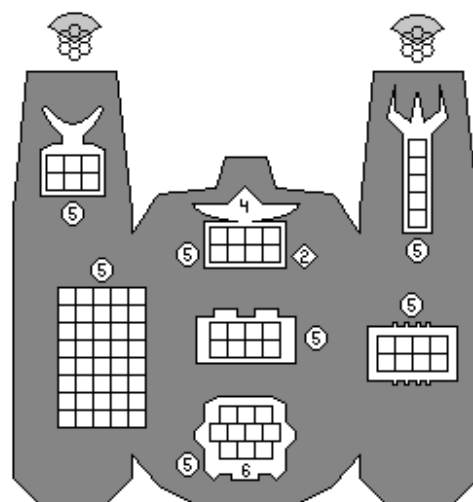
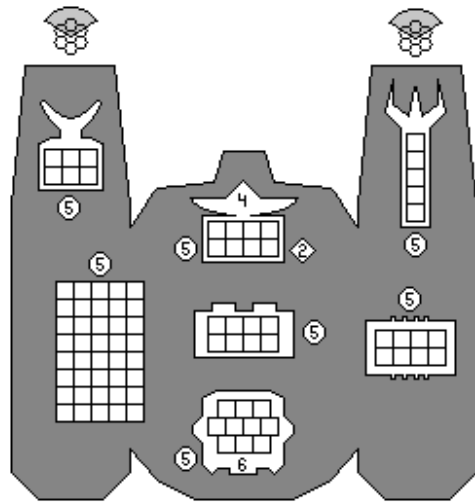
FWD/AFT DEF:9
 STB/PORT DEF:11
 ENG. EFFICIENCY:2/1
 EXTRA POWER:0
 INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	1	2	2	2	3	3	3	4	4	4
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4

SPECIAL NOTES:
 8 MARINE CONTINGENTS.
 CUMULATIVE +2 TO CAPTURE SHIP WHILE ATTACHED
 SEE 9.7.3.5



- 1-10 STRUCTURE
- 11-12 CLAW
- 13-14 GRAUITIC SHIFTER
- 15-16 BARRACKS
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL



NAME:GRAUITIC SHIFTER
 CLASS:GRAUITIC
 EFFECT:TURNS TARGET
 DAMAGE:NONE
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+5/+3/-3
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS





Hiigaran Type 5 Frigate

CLASS:MCU
 IN SUC:
 POINTS:294
 RAM:60
 JUMP:35 TURNS

TURN COST:1/2
 TURN DELAY:1/2
 ACCEL/DECEL:2
 PIVOT:2+2
 ROLL:1+1

FWD/AFT DEF:11
 STB/PORT DEF:13
 ENG. EFFICIENCY:2/1
 EXTRA POWER:+2
 INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
 CAN ONLY CARRY RAVEN,
 BOLT, OR SLINGSHOT.

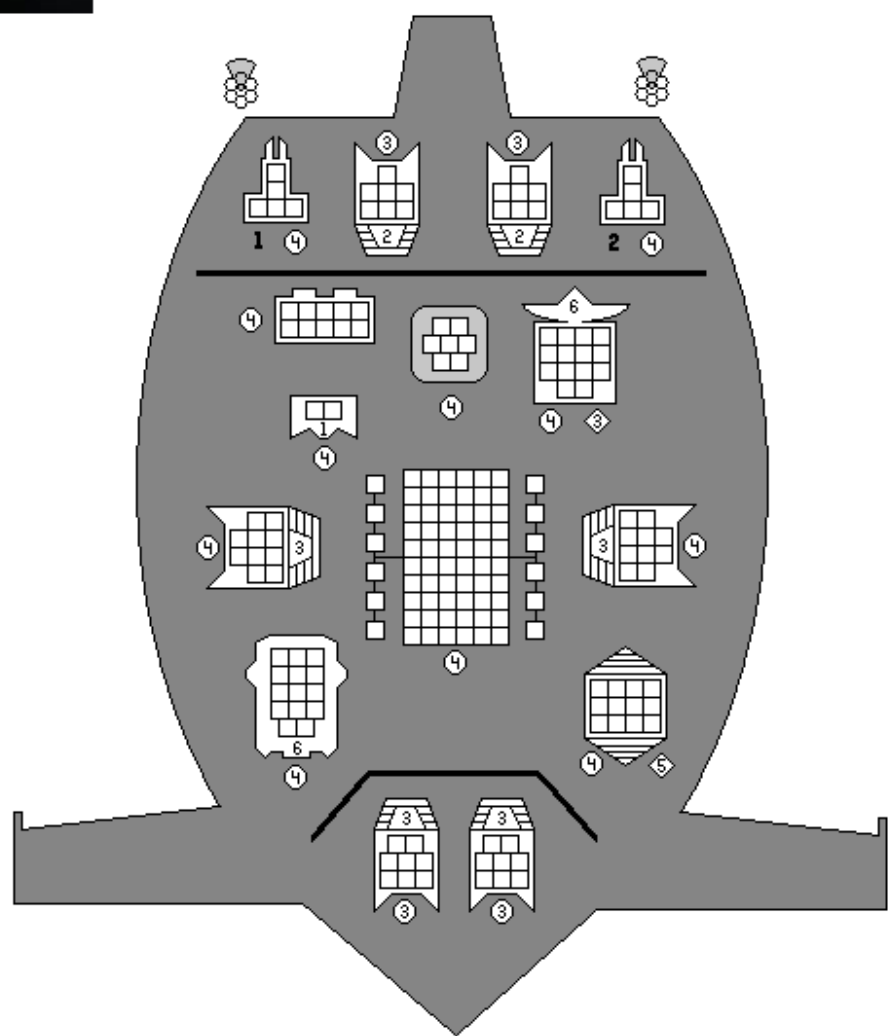
HANGAR
 12 LT. FIGHTERS (RAILS)
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10



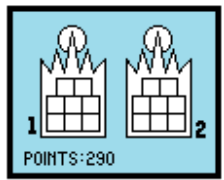
FORWARD
 1-6 MED. BLAST CANNON
 7-11 THRUSTER
 12-17 STRUCTURE
 18-20 PRIMARY

AFT
 1-7 THRUSTER
 8-17 STRUCTURE
 18-20 PRIMARY

PRIMARY
 1-9 THRUSTER
 10-11 SENSORS
 12-14 ENGINE
 15-16 HANGAR
 17-18 JUMP ENGINE
 19 REACTOR
 20 C AND C



UPGRADE



	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	JUMP ENGINE
	C AND C

MED BLAST CAN 1

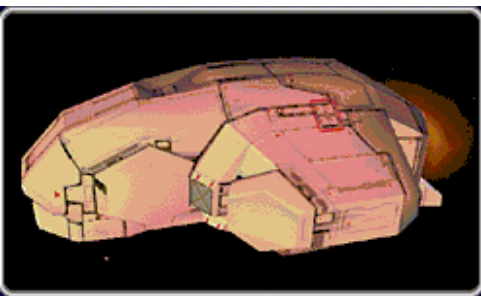
MED BLAST CAN 2



NAME: MED. PLASMA BOLTER
 CLASS: PLASMA
 MODE: STD
 DAMAGE: 16 (<-1 PER 2 AFTER 10>
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/-3
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS



NAME: MED. BLAST CANNON
 CLASS: MATTER
 MODE: PULSE
 DAMAGE: 5 1d5 TIMES
 MAX. PULSES: 5
 GROUPING RANGE: +1 PER 5
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/+0
 INTERCEPT RTG: -1
 RATE OF FIRE: 1 PER 2 TURNS



Hiigaran Type 6 Frigate

CLASS:MCU	TURN COST:1/2	FWD/AFT DEF:11										
IN SUC:	TURN DELAY:1/2	STB/PORT DEF:13										
POINTS:303	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:60	PIVOT:2+2	EXTRA POWER:+0										
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6



SIDE
 1-6 MED. CHEMICAL LASER
 7-11 THRUSTER
 12-17 STRUCTURE
 18-20 PRIMARY

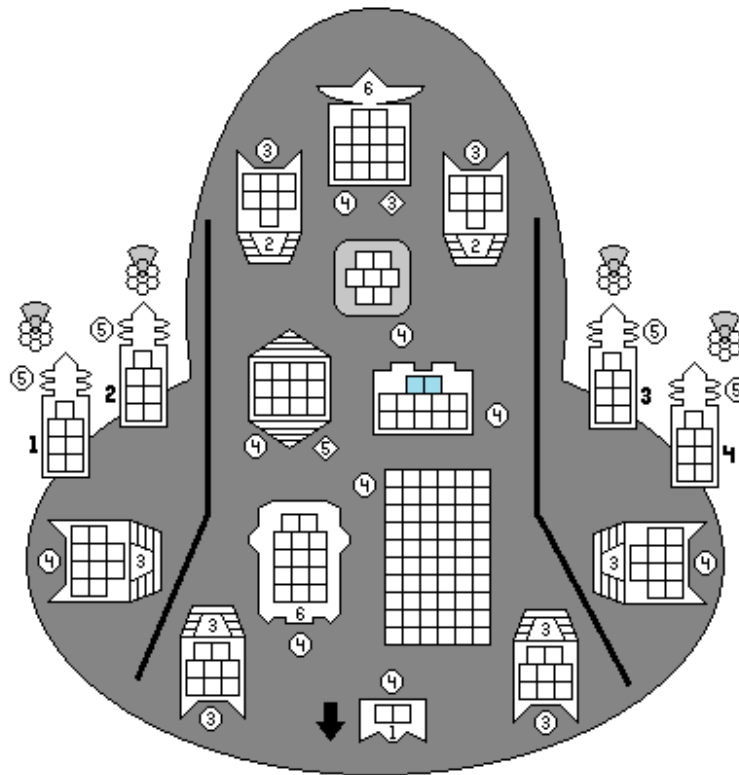
PRIMARY
 1-9 THRUSTER
 10-11 SENSORS
 12-14 ENGINE
 15-18 HANGAR
 17-18 JUMP ENGINE
 19 REACTOR
 20 C AND C

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10

UPGRADE

1			2
3			4

POINTS:287



	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

MED. CHEM LAS 1

MED. CHEM LAS 3

MED. CHEM LAS 2

MED. CHEM LAS 4

NAME:LT. LASER CANNON
 CLASS:LASER
 MODE:RKG (10)
 DAMAGE:2d10+7
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+2/+1/-2
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS

NAME:MED. CHEMICAL LASER
 CLASS:LASER
 MODE:RKG (8)
 DAMAGE:3d10+3
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+2/+1/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS



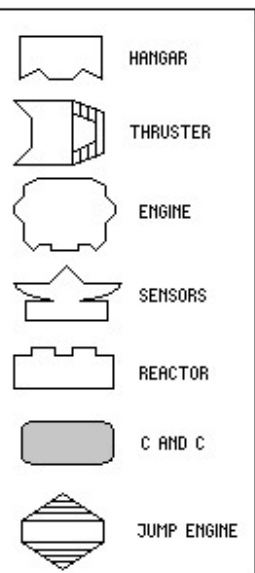
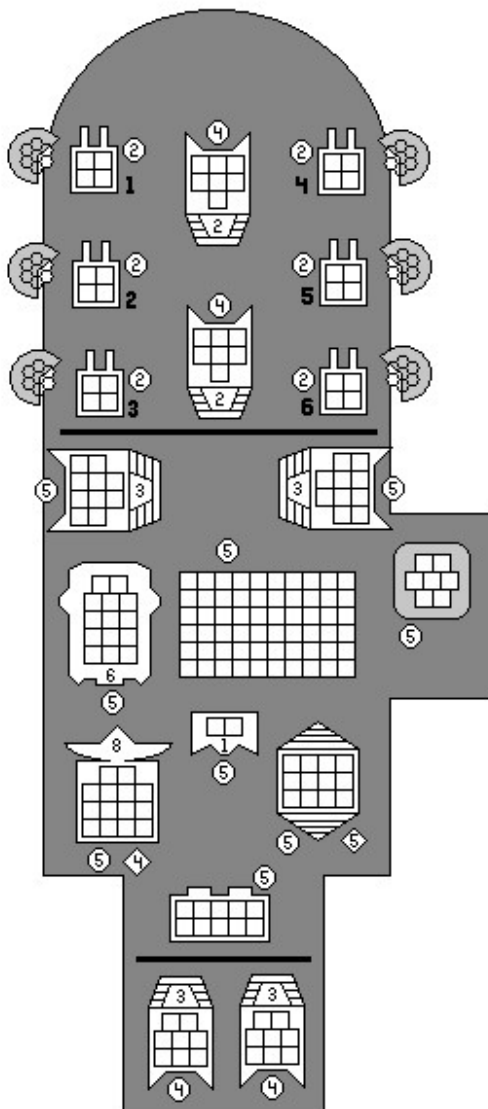
Hiigaran Type 7 Frigate

CLASS:MCU	TURN COST:1/2	FWD/AFT DEF:11										
IN SUC:	TURN DELAY:1/2	STB/PORT DEF:13										
POINTS:348	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:60	PIVOT:2+2	EXTRA POWER:+0										
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6



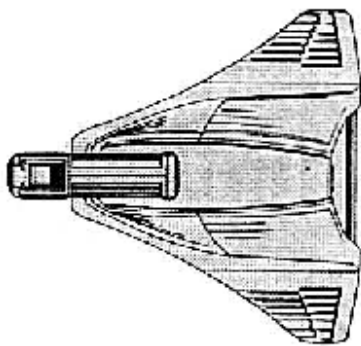
SPECIAL NOTES:	HANGAR
ELINT	2 SHUTTLES:THRUST:3
	ARMOR:1 DEFENSE: 8/10
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FORWARD
1-6 SENTINEL POINT DEFENSE
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY
AFT
1-8 THRUSTER
9-17 STRUCTURE
18-20 PRIMARY
PRIMARY
1-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-16 HANGAR
17-18 JUMP ENGINE
19 REACTOR
20 C AND C



	NAME:SENTINEL POINT DEFENSE
	INTERCEPT RTG:-3
	RATE OF FIRE:1 PER TURN
	OFFENSIVE MODE:N/A

Romulan Star Empire



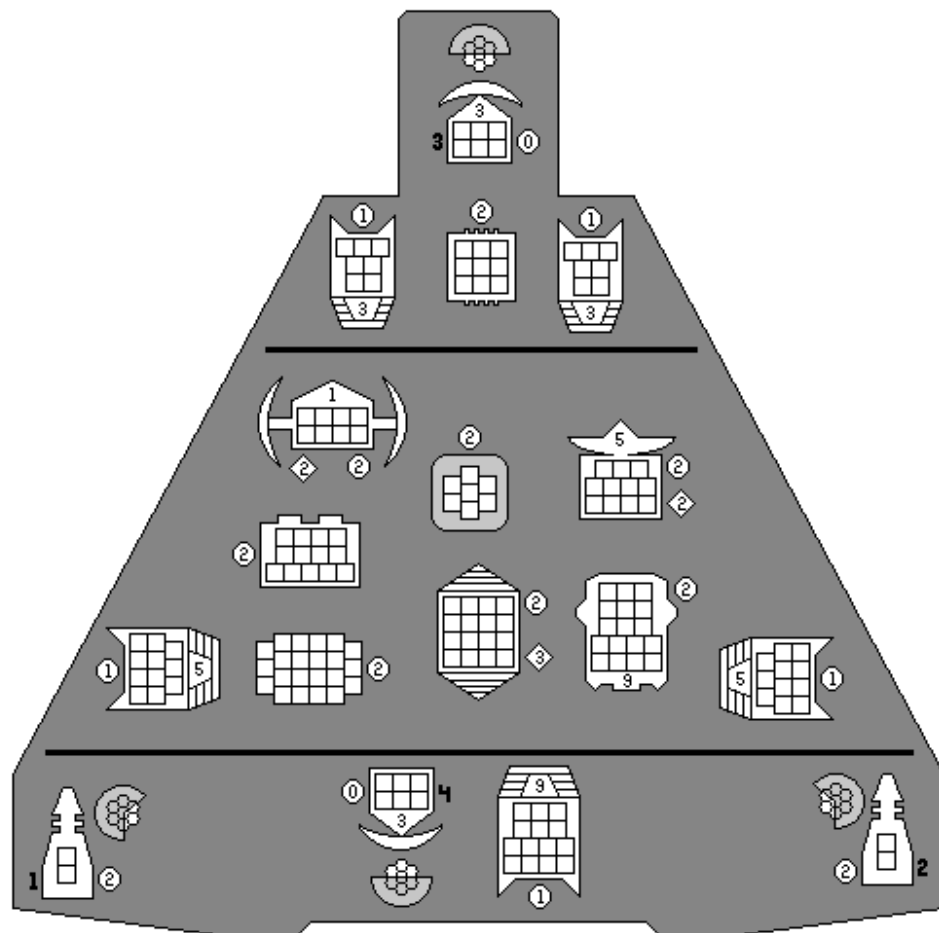
Romulan CS-2/2 Courier

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:1/86	TURN DELAY:2/3	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:29	PIVOT:2+1	EXTRA POWER:0										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC



FORWARD
1-2 GRAVITIC SHIELD
3-6 DIPLOMATIC QUARTERS
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY
AFT
1-2 GRAVITIC SHIELD
3-5 RB-2 LIGHT DISRUPTOR
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY
PRIMARY
1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-11 SENSORS
12-15 ENGINE
16-18 JUMP ENGINE
19 REACTOR
20 C AND C



	DIPLOMATIC QUARTERS
	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

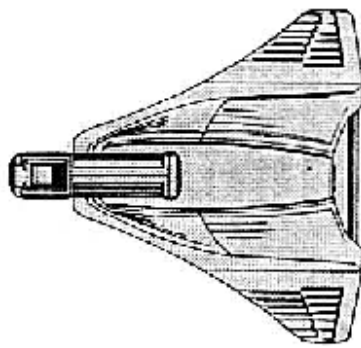
GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-2 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:1d10+3(<1/2 HEXES>5)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+2/+1
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN ◊

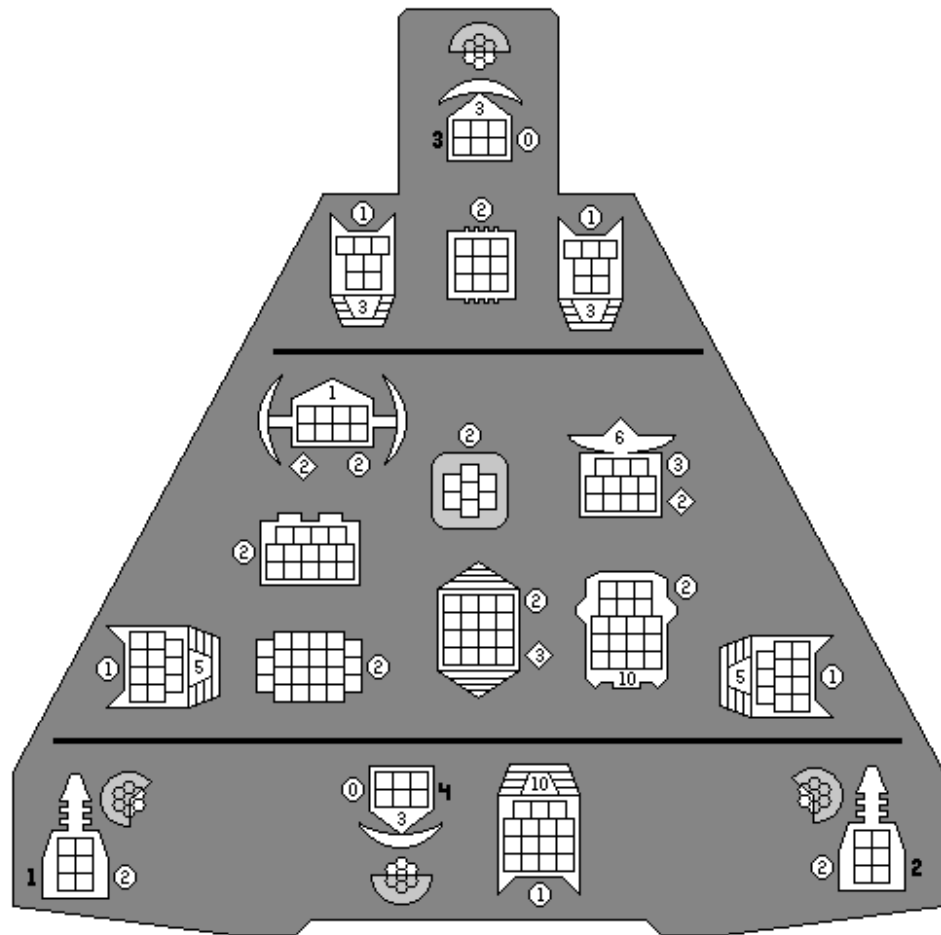
Romulan CS-2/6 Courier

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:1/98	TURN DELAY:3/4	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:31	PIVOT:2+1	EXTRA POWER:0										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC



- | |
|-------------------------|
| FORWARD |
| 1-2 GRAVITIC SHIELD |
| 3-6 DIPLOMATIC QUARTERS |
| 7-11 THRUSTER |
| 12-17 STRUCTURE |
| 18-20 PRIMARY |
| AFT |
| 1-2 GRAVITIC SHIELD |
| 3-5 RB-7 MED. DISRUPTOR |
| 6-10 THRUSTER |
| 11-17 STRUCTURE |
| 18-20 PRIMARY |
| PRIMARY |
| 1-3 GRAVITIC GENERATOR |
| 4-9 THRUSTER |
| 10-11 SENSORS |
| 12-15 ENGINE |
| 16-18 JUMP ENGINE |
| 19 REACTOR |
| 20 C AND C |

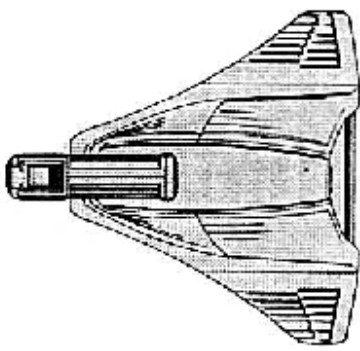


- | | |
|--|---------------------|
| | DIPLOMATIC QUARTERS |
| | GRAVITIC GENERATOR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-7 MED. DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:2d10+10 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0 ◊
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN





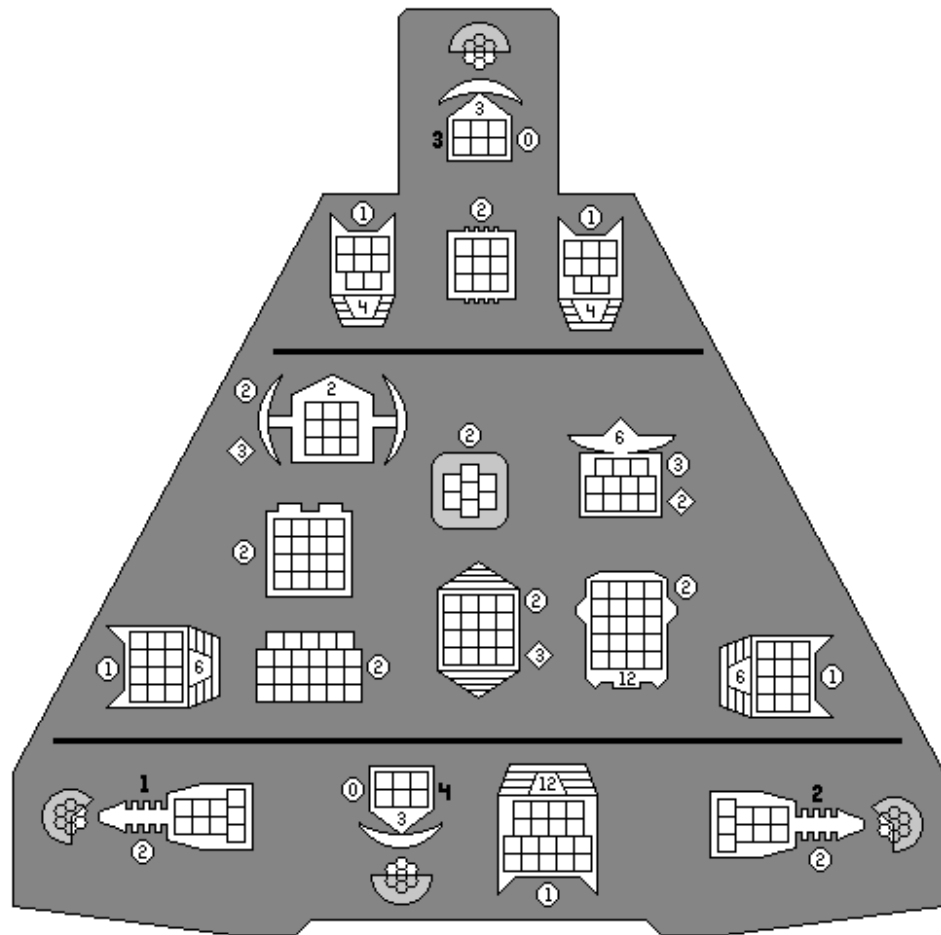
Romulan CS-2/10 Courier

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:2/05	TURN DELAY:3/4	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:34	PIVOT:2+1	EXTRA POWER:0										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC



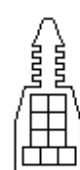
FORWARD
1-2 GRAVITIC SHIELD
3-6 DIPLOMATIC QUARTERS
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY
AFT
1-2 GRAVITIC SHIELD
3-5 RB-8 HEAVY DISRUPTOR
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY
PRIMARY
1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-11 SENSORS
12-15 ENGINE
16-18 JUMP ENGINE
19 REACTOR
20 C AND C



	DIPLOMATIC QUARTERS
	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-8 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+15 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+4/+1/-1
INTERCEPT RTG:N/A ◊
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+12 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+9 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

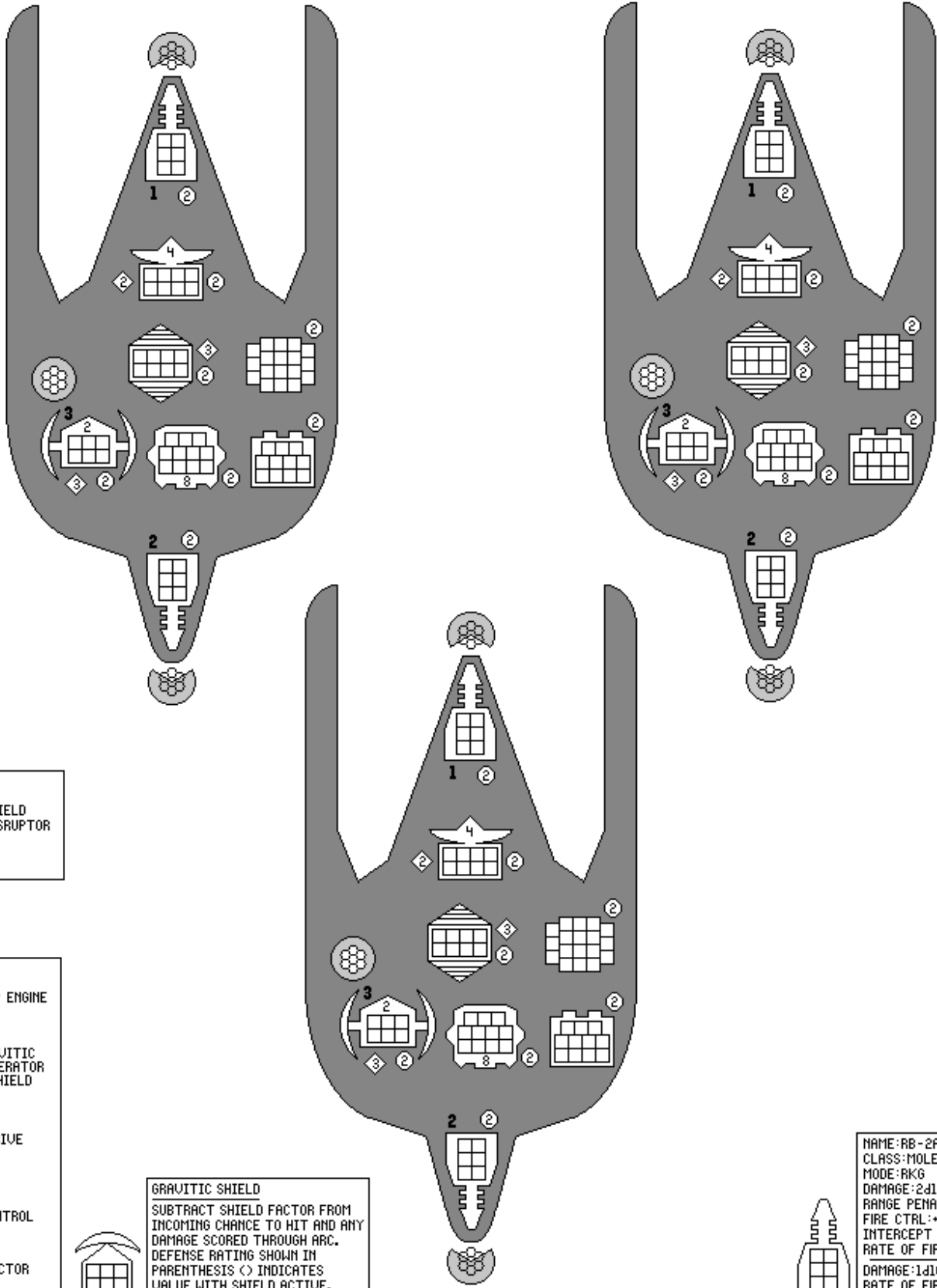


Romulan N-8/1 Gunboat

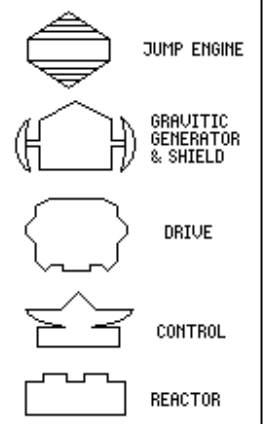
CLASS:LCV	TURN COST:1/2	FWD/AFT DEF:10(8)										
IN SUC:2/09	TURN DELAY:2/3	STB/PORT DEF:10(8)										
POINTS:	ACCEL/DECEL:1	ENG. EFFICIENCY:1/1										
RAM:22	PIVOT:2	EXTRA POWER:0										
JUMP:22 TURNS	ROLL:2	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8



SPECIAL NOTES:
GRAVITIC DRIVE
AGILE
ATMOSPHERIC
CANNOT MAKE
SHORTENED TURNS



- 1-8 STRUCTURE
- 9-10 JUMP ENGINE
- 11-13 GRAV. GEN./SHIELD
- 14-16 RB-2A MED. DISRUPTOR
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

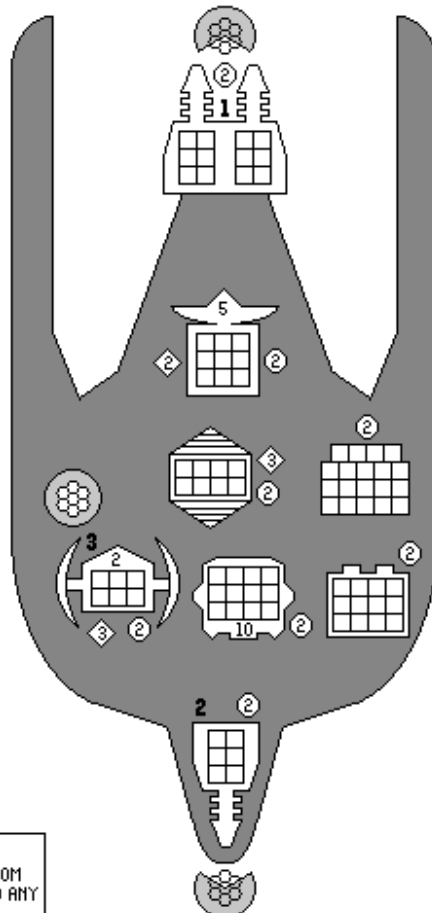
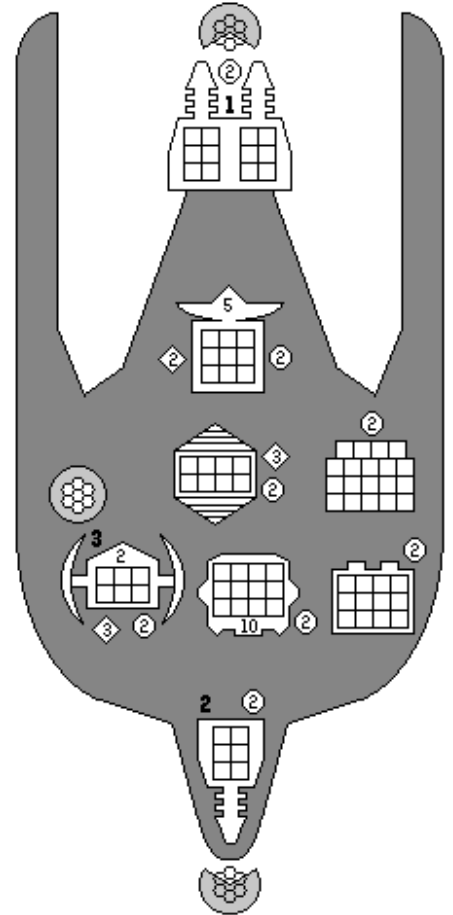
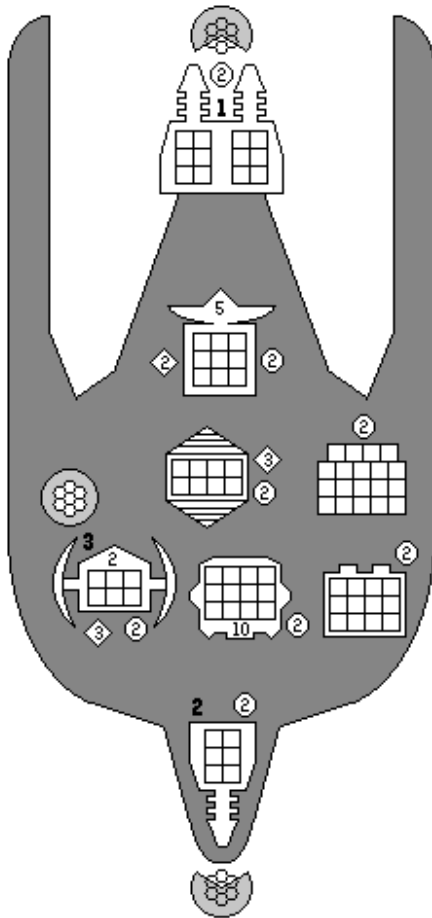
NAME:RB-2A MED. DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+10<1/2 HEXES>5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0 ◊
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7<1/2 HEXES>5
RATE OF FIRE:1 PER TURN

Romulan N-8/2 Gunboat

CLASS:LCV	TURN COST:1/2	FWD/AFT DEF:10(8)										
IN SUC:2/10	TURN DELAY:2/3	STB/PORT DEF:10(8)										
POINTS:	ACCEL/DECEL:1	ENG. EFFICIENCY:1/1										
RAM:23	PIVOT:2	EXTRA POWER:0										
JUMP:23 TURNS	ROLL:2	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8



SPECIAL NOTES:
GRAVITIC DRIVE
AGILE
ATMOSPHERIC
CANNOT MAKE SHORTENED TURNS
BANKED WEAPONS MUST FIRE
AT THE SAME TARGET IF
BOTH FIRE.



- 1-8 STRUCTURE
- 9-10 JUMP ENGINE
- 11-13 GRAV. GEN./SHIELD
- 14-15 RB-2A MED. DISRUPTOR BANK
- 16 RB-2A MED. DISRUPTOR
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL

	JUMP ENGINE
	GRAVITIC GENERATOR & SHIELD
	DRIVE
	CONTROL
	REACTOR

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES () INDICATES
VALUE WITH SHIELD ACTIVE.

NAME:RB-2A MED. DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+10<1/2 HEXES>5)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

NAME:RB-2A MED. DISRUPTOR BANK
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+10<1/2 HEXES>5)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:2 PER 2 TURNS

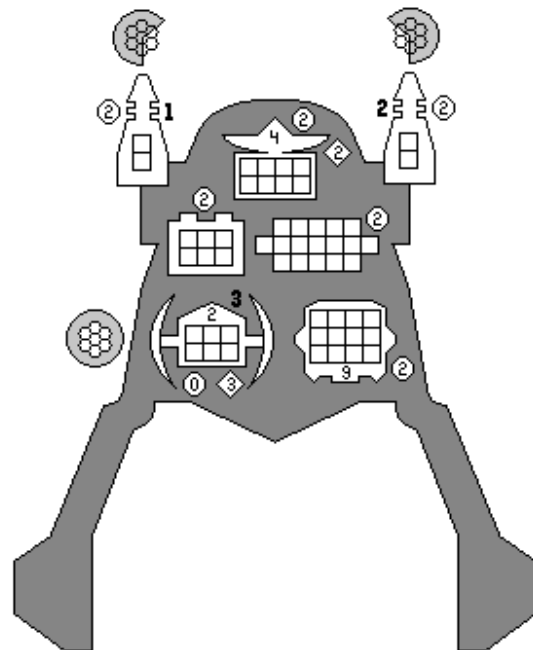
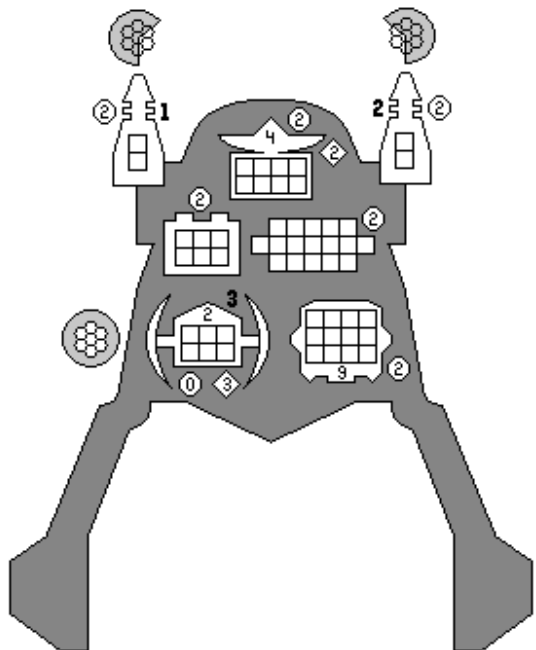
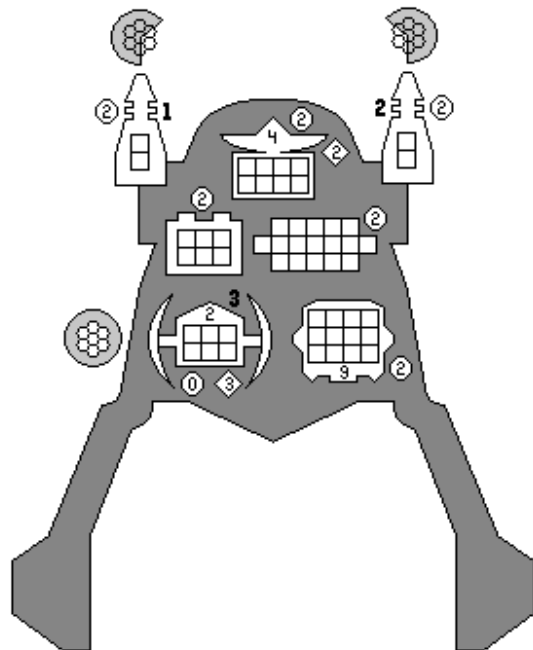
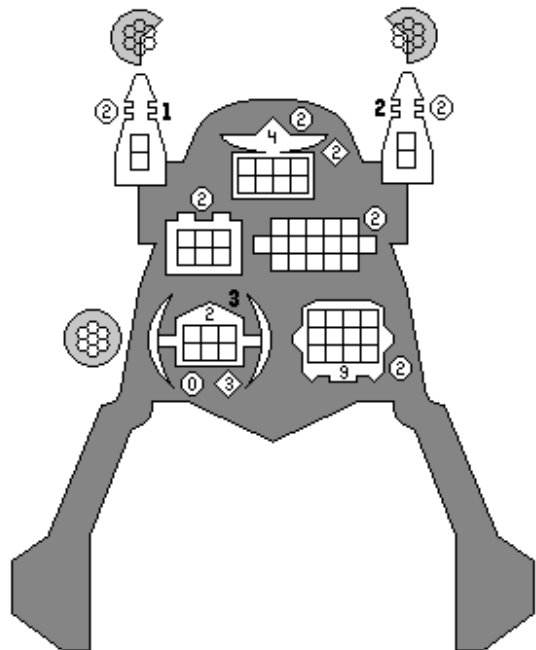
Romulan P-3/1 Cutter



- 1-9 STRUCTURE
- 10-13 GRAV. GEN./SHIELD
- 14-16 RB-2 LIGHT DISRUPTOR
- 17-18 DRIVE
- 19 REACTOR
- 20 CONTROL

CLASS:LCU	TURN COST:1/2	FWD/AFT DEF:10(8)										
IN SUC:1/95	TURN DELAY:1/2	STB/PORT DEF:10(8)										
POINTS:	ACCEL/DECEL:1	ENG. EFFICIENCY:1/1										
RAM:20	PIVOT:2	EXTRA POWER:0										
JUMP:N/A	ROLL:1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
GRAVITIC DRIVE
AGILE
ATMOSPHERIC



- GRAVITIC GENERATOR & SHIELD
- DRIVE
- CONTROL
- REACTOR

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-2 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:1d10+3(<1/2 HEXES>5)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+2/+1
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN

Romulan P-3/3 Cutter



1-9 STRUCTURE
 10-13 GRAV. GEN./SHIELD
 14-16 RB-2A LIGHT DISRUPTOR
 17-18 DRIVE
 19 REACTOR
 20 CONTROL

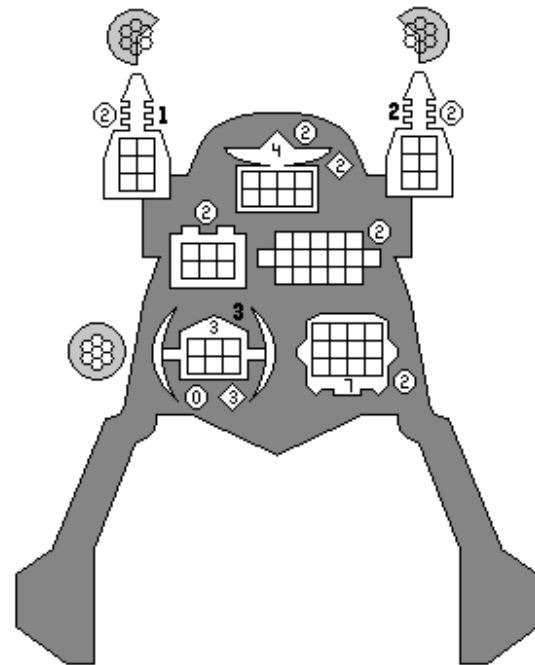
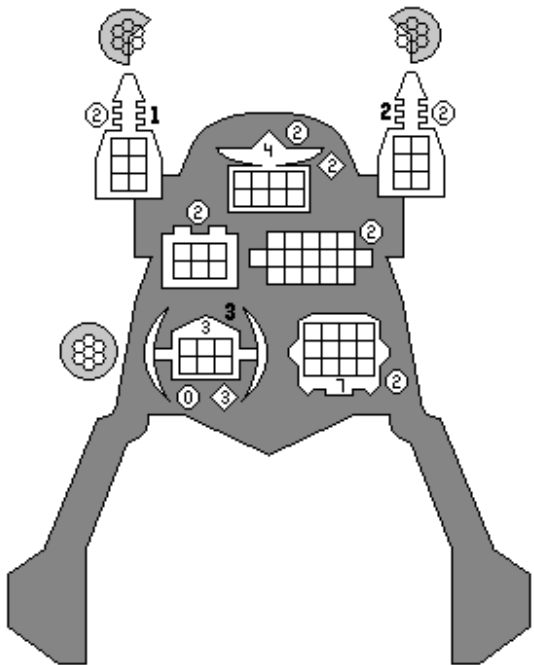
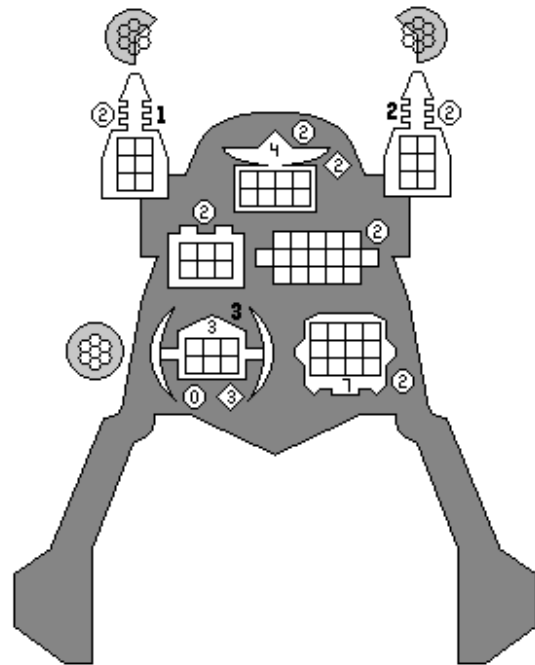
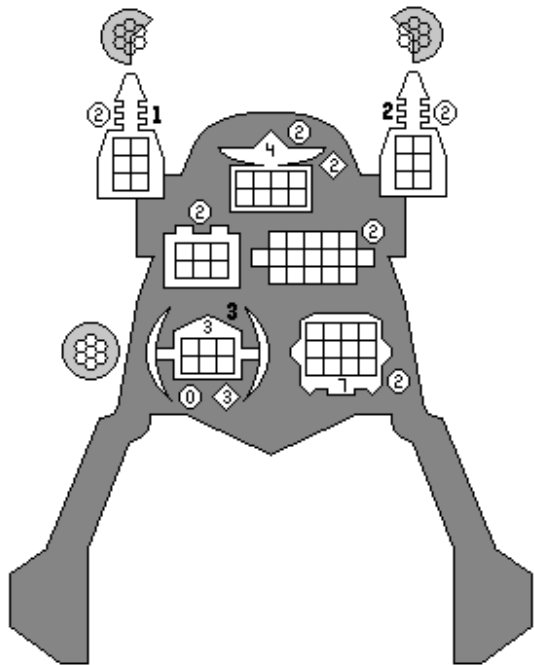
CLASS:LCU
 IN SUC:1/95
 POINTS:
 RAM:22
 JUMP:N/A

TURN COST:1/2
 TURN DELAY:1/2
 ACCEL/DECEL:1
 PIVOT:2
 ROLL:1

FWD/AFT DEF:10<D>
 STB/PORT DEF:10<D>
 ENG. EFFICIENCY:1/1
 EXTRA POWER:0
 INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
 GRAVITIC DRIVE
 AGILE
 ATMOSPHERIC



GRAVITIC GENERATOR & SHIELD

DRIVE

CONTROL

REACTOR

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS <> INDICATES VALUE WITH SHIELD ACTIVE.

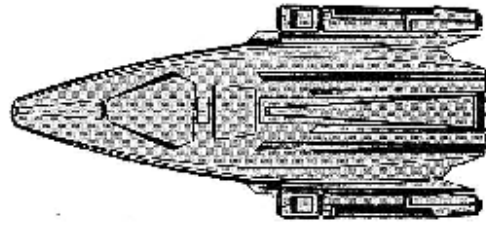
NAME:RB-2A MED. DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:2d10+10<1/2 HEXES>5>
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+0
 INTERCEPT RTG:-1
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+7<1/2 HEXES>5>
 RATE OF FIRE:1 PER TURN

Romulan P-12/1 Cutter

CLASS:MCU
 IN SUC:2/14
 POINTS:
 RAM:27
 JUMP:21 TURNS

TURN COST:1/2
 TURN DELAY:2/3
 ACCEL/DECEL:2
 PIVOT:1+1
 ROLL:1+1

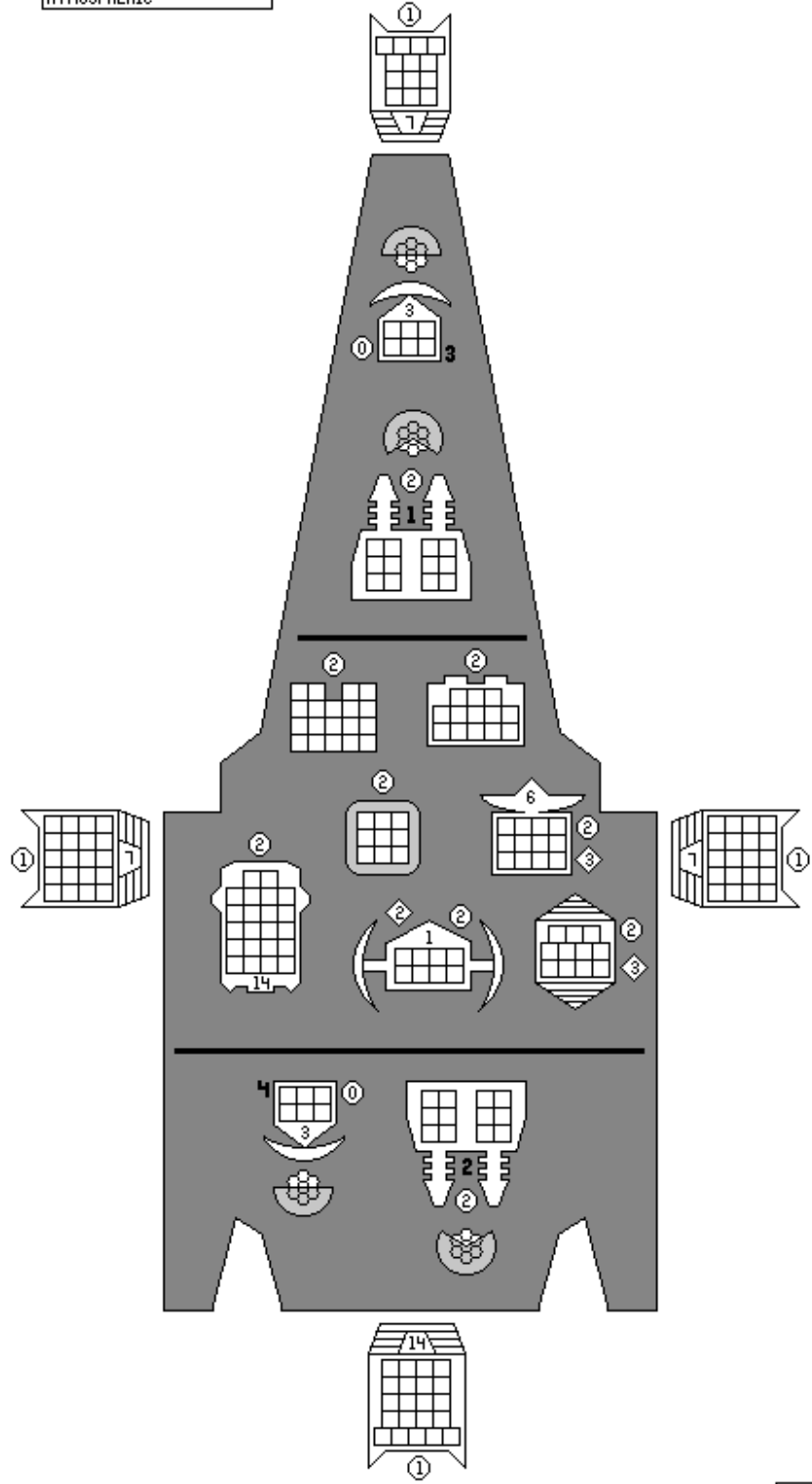
FWD/AFT DEF:11(8)
 STB/PORT DEF:13(10)
 ENG. EFFICIENCY:1/1
 EXTRA POWER:0
 INITIATIVE:+12



SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE
 ATMOSPHERIC

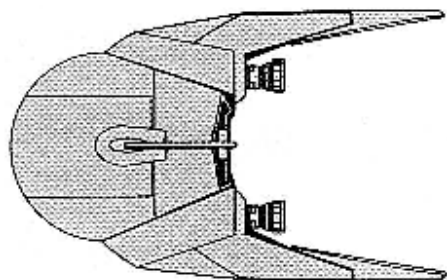
- FORWARD**
 - 1-2 GRAVITIC SHIELD
 - 3-6 RB-2A MED. DISRUPTOR BANK
 - 7-11 THRUSTER
 - 12-17 STRUCTURE
 - 18-20 PRIMARY
- AFT**
 - 1-2 GRAVITIC SHIELD
 - 3-5 RB-2A MED. DISRUPTOR BANK
 - 6-10 THRUSTER
 - 11-17 STRUCTURE
 - 18-20 PRIMARY
- PRIMARY**
 - 1-3 GRAVITIC GENERATOR
 - 4-9 THRUSTER
 - 10-12 SENSORS
 - 13-15 ENGINE
 - 16-18 JUMP ENGINE
 - 19 REACTOR
 - 20 C AND C



- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-2A MED. DISRUPTOR BANK
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:2d10+10 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+0
 INTERCEPT RTG:-1
 RATE OF FIRE:2 PER 2 TURNS ◊



Romulan Q-1/1 Monitor

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12<10>
IN SUC:1/91	TURN DELAY:2/3	STB/PORT DEF:12<10>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:29	PIVOT:2+2	EXTRA POWER:0
JUMP:N/A	ROLL:1+1	INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE
BANKED WEAPONS MUST FIRE
AT THE SAME TARGET IF
BOTH FIRE.

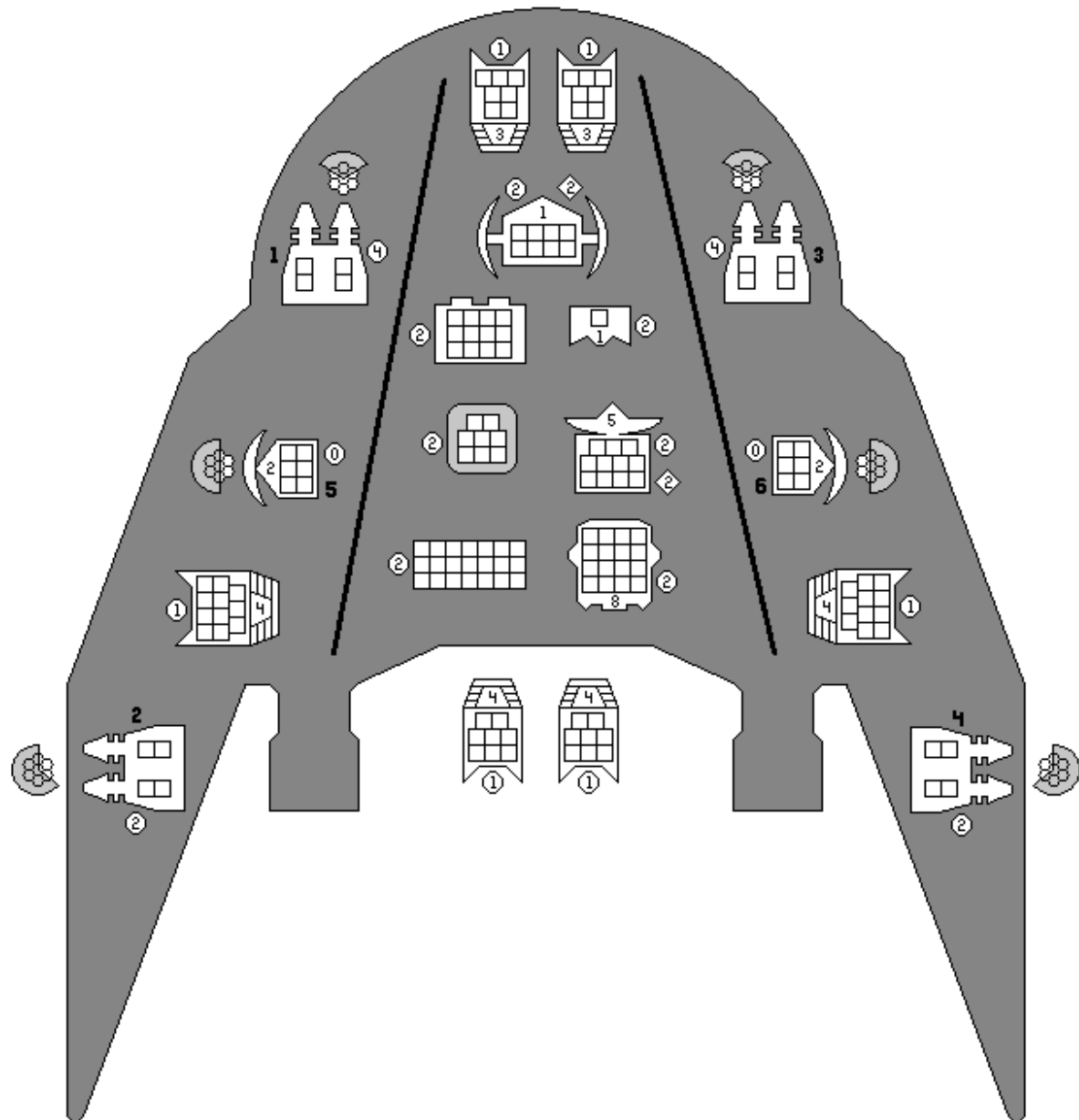
HANGAR
1 SHUTTLE: THRUST:3
ARMOR:1 DEFENSE:8/10

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SIDE
1-2 GRAVITIC SHIELD
3-6 RB-2 LT. DISRUPTOR BANK
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY

PRIMARY
1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-17 HANGAR
18-19 REACTOR
20 C AND C



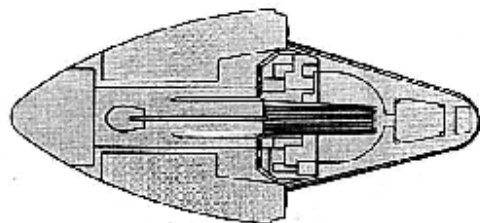
	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES (<) INDICATES
VALUE WITH SHIELD ACTIVE.

NAME:RB-2 LT. DISRUPTOR BANK
CLASS:MOLECULAR
MODE:RKG
DAMAGE:1d10+3<1/2 HEXES>5<
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+2/+1
INTERCEPT RTG:-3
RATE OF FIRE:2 PER TURN

Romulan Q-4/3 Monitor

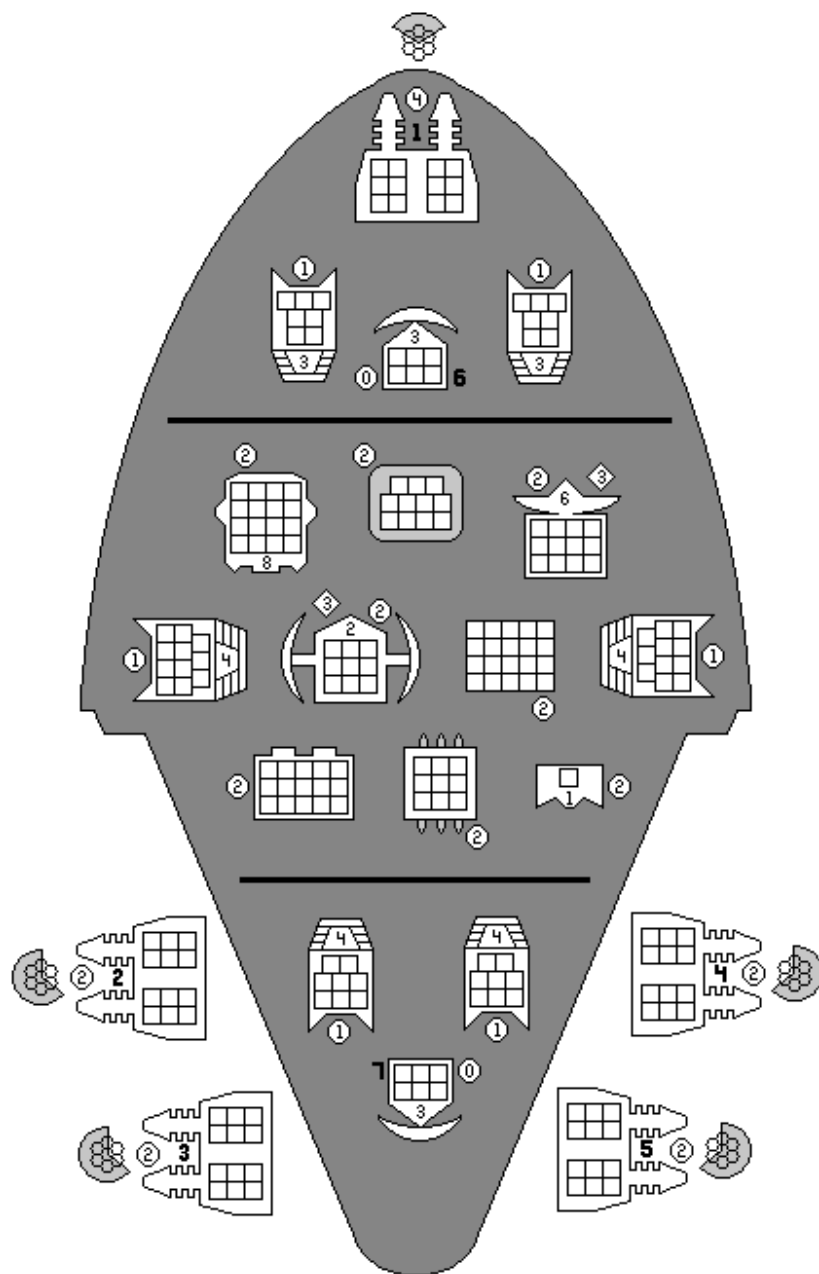
CLASS:MCV	TURN COST:2/3	FWD/AFT DEF:12<9)										
IN SUC:2/00	TURN DELAY:2/3	STB/PORT DEF:12<9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:30	PIVOT:2+1	POWER SHORTAGE:-6<-8)										
JUMP:N/A	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8



SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.

HANGAR
 1 SHUTTLE: THRUST:3
 ARMOR:1 DEFENSE:8/10

- | |
|-------------------------------|
| FORWARD |
| 1-2 GRAVITIC SHIELD |
| 3-6 RB-2A MED. DISRUPTOR BANK |
| 7-11 THRUSTER |
| 12-17 STRUCTURE |
| 18-20 PRIMARY |
| AFT |
| 1-2 GRAVITIC SHIELD |
| 3-5 RB-2A MED. DISRUPTOR BANK |
| 6-10 THRUSTER |
| 11-17 STRUCTURE |
| 18-20 PRIMARY |
| PRIMARY |
| 1-3 GRAVITIC GENERATOR |
| 4-9 THRUSTER |
| 10-11 SENSORS |
| 12-14 ENGINE |
| 15-16 HANGAR |
| 17-18 CLOAKING DEVICE |
| 19 REACTOR |
| 20 C AND C |



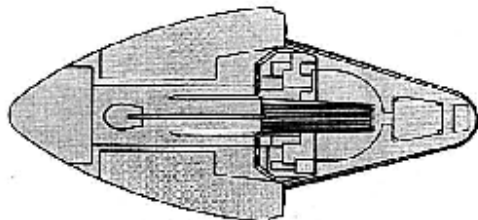
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|--|--------------------|--|-----------------|
| | GRAVITIC GENERATOR | | SENSORS |
| | HANGAR | | REACTOR |
| | THRUSTER | | C AND C |
| | ENGINE | | CLOAKING DEVICE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-2A MED. DISRUPTOR BANK
 CLASS:MOLECULAR
 MODE:AKG
 DAMAGE:2d10+10<-1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+0
 INTERCEPT RTG:-1
 RATE OF FIRE:2 PER 2 TURNS (6)

Romulan Q-4/9 Monitor

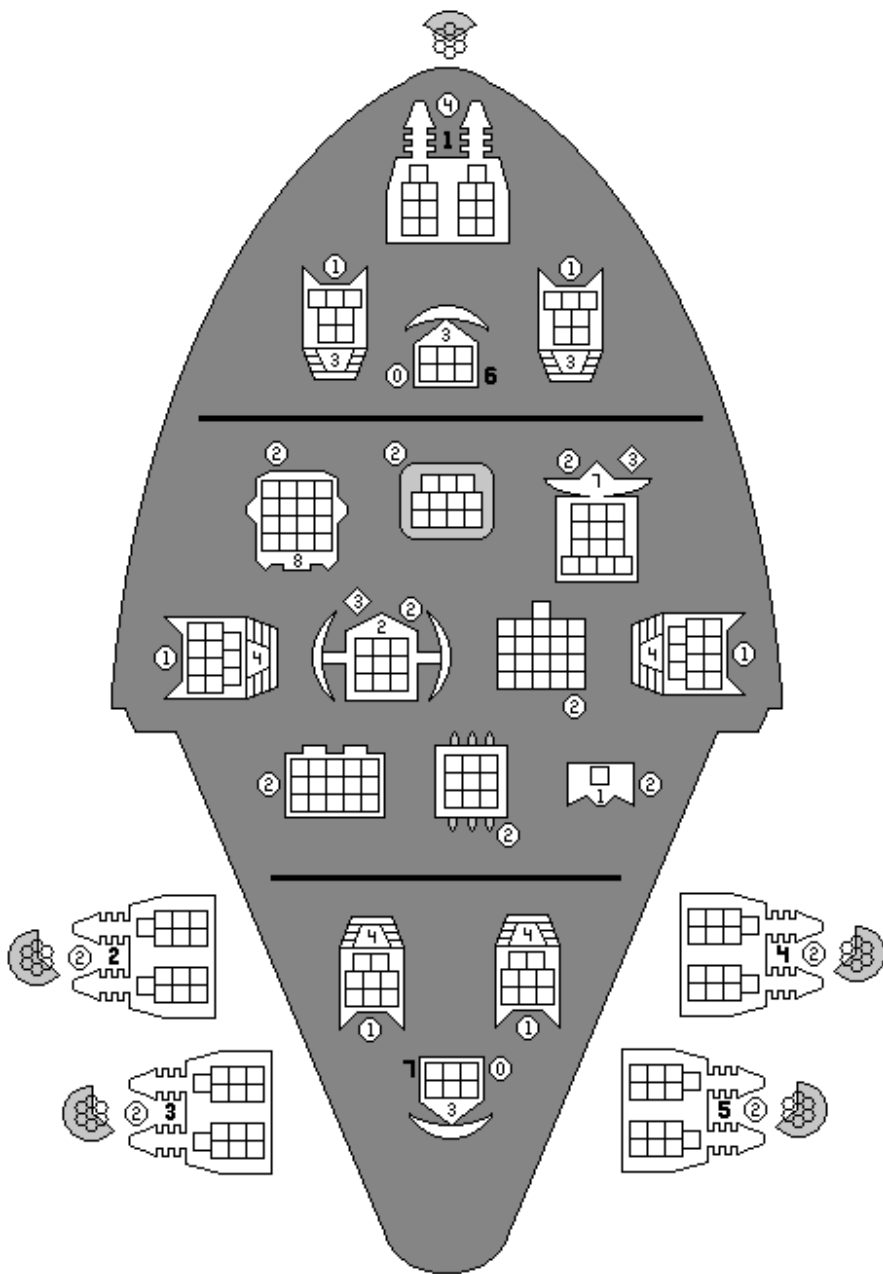
CLASS:MCV	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:2/00	TURN DELAY:2/3	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:30	PIVOT:2+1	POWER SHORTAGE:-9(-11)										
JUMP:N/A	ROLL:1+1	INITIATIVE:+12										
SPEED												
	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8



SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.

HANGAR
 1 SHUTTLE: THRUST:3
 ARMOR:1 DEFENSE:8/10

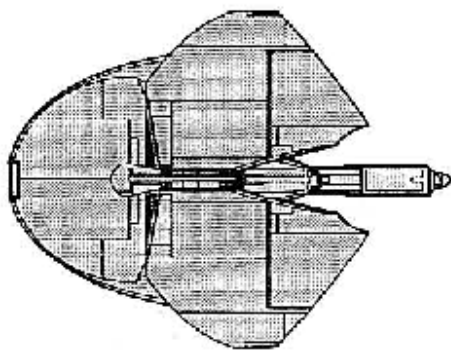
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| FORWARD |
| 1-2 GRAVITIC SHIELD |
| 3-6 RB-7A MED. DISRUPTOR BANK |
| 7-11 THRUSTER |
| 12-17 STRUCTURE |
| 18-20 PRIMARY |
| AFT |
| 1-2 GRAVITIC SHIELD |
| 3-5 RB-7A MED. DISRUPTOR BANK |
| 6-10 THRUSTER |
| 11-17 STRUCTURE |
| 18-20 PRIMARY |
| PRIMARY |
| 1-3 GRAVITIC GENERATOR |
| 4-9 THRUSTER |
| 10-11 SENSORS |
| 12-14 ENGINE |
| 15-16 HANGAR |
| 17-18 CLOAKING DEVICE |
| 19 REACTOR |
| 20 C AND C |



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|--|--------------------|--|-----------------|
| | GRAVITIC GENERATOR | | SENSORS |
| | HANGAR | | REACTOR |
| | THRUSTER | | C AND C |
| | ENGINE | | CLOAKING DEVICE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-7A MED. DISRUPTOR BANK
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:3d10+10(<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+1
 INTERCEPT RTG:-1
 RATE OF FIRE:2 PER 3 TURNS



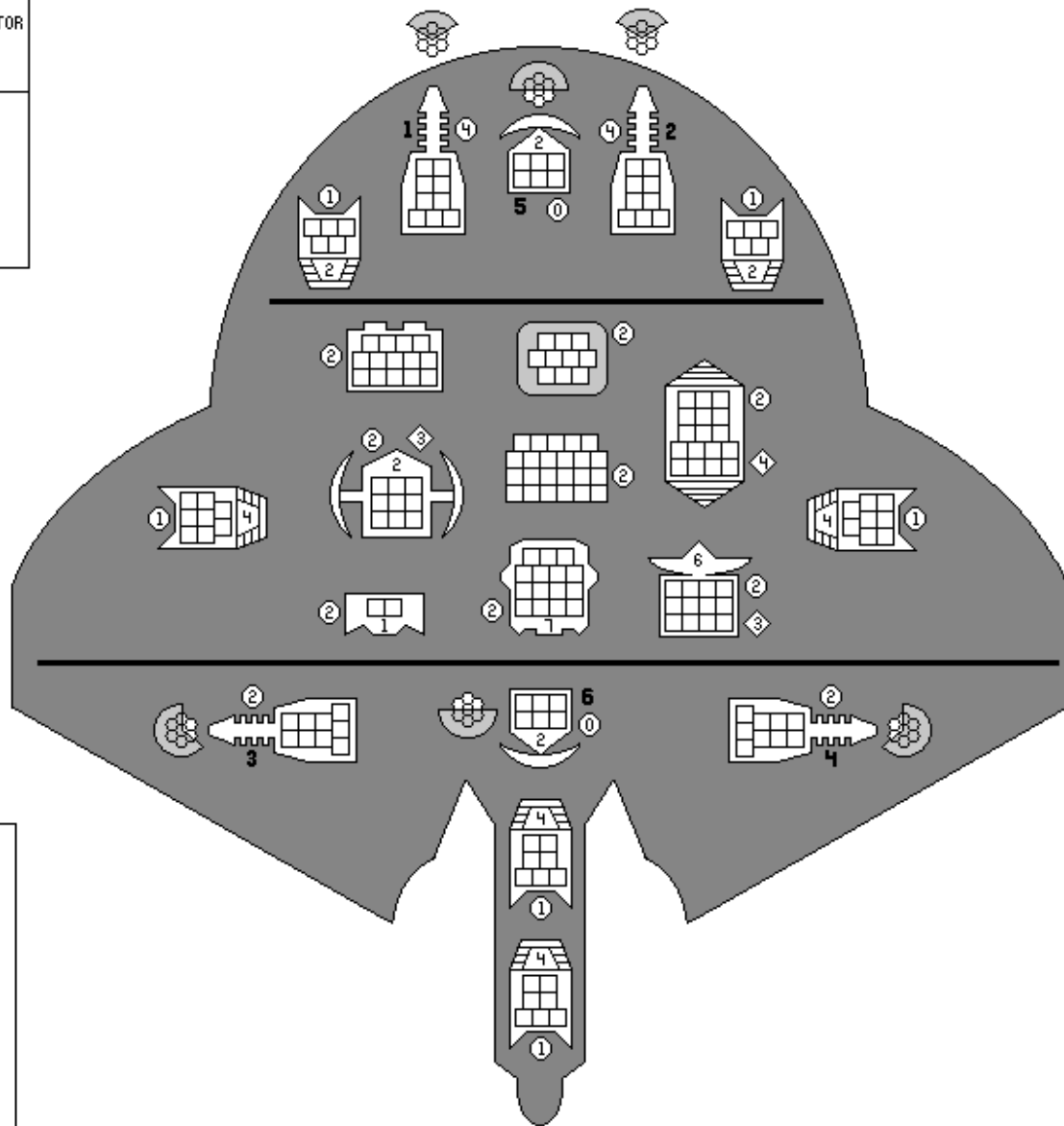
Romulan R-4/1 Escort

CLASS:MCV	TURN COST:1/3	FWD/AFT DEF:12<10>
IN SUC:2/04	TURN DELAY:1/2	STB/PORT DEF:12<10>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1
RAM:35	PIVOT:2	POWER SHORTAGE:-4
JUMP:19 TURNS	ROLL:1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 1 2 2 2 3 3 3 4 4 4	
TURN DELAY:	1 1 2 2 3 3 4 4 5 5 6 6	



SPECIAL NOTES: GRAVITIC DRIVE AGILE	HANGAR 2 SHUTTLES THRUST:3 ARMOR:1 DEFENSE:8/10
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| <p>FORWARD</p> <p>1-2 GRAVITIC SHIELD
3-6 RB-3A HEAVY DISRUPTOR
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY</p> <p>AFT</p> <p>1-2 GRAVITIC SHIELD
3-5 RB-3A HEAVY DISRUPTOR
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY</p> <p>PRIMARY</p> <p>1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-16 HANGAR
17-18 JUMP ENGINE
19 REACTOR
20 C AND C</p> | |
|--|--|



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|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-3A HEAVY DISRUPTOR
 CLASS:MOLECULAR
 MODE:AKG
 DAMAGE:3d10+15 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+4/+1/-1
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS
 DAMAGE:2d10+12 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+9 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER TURN

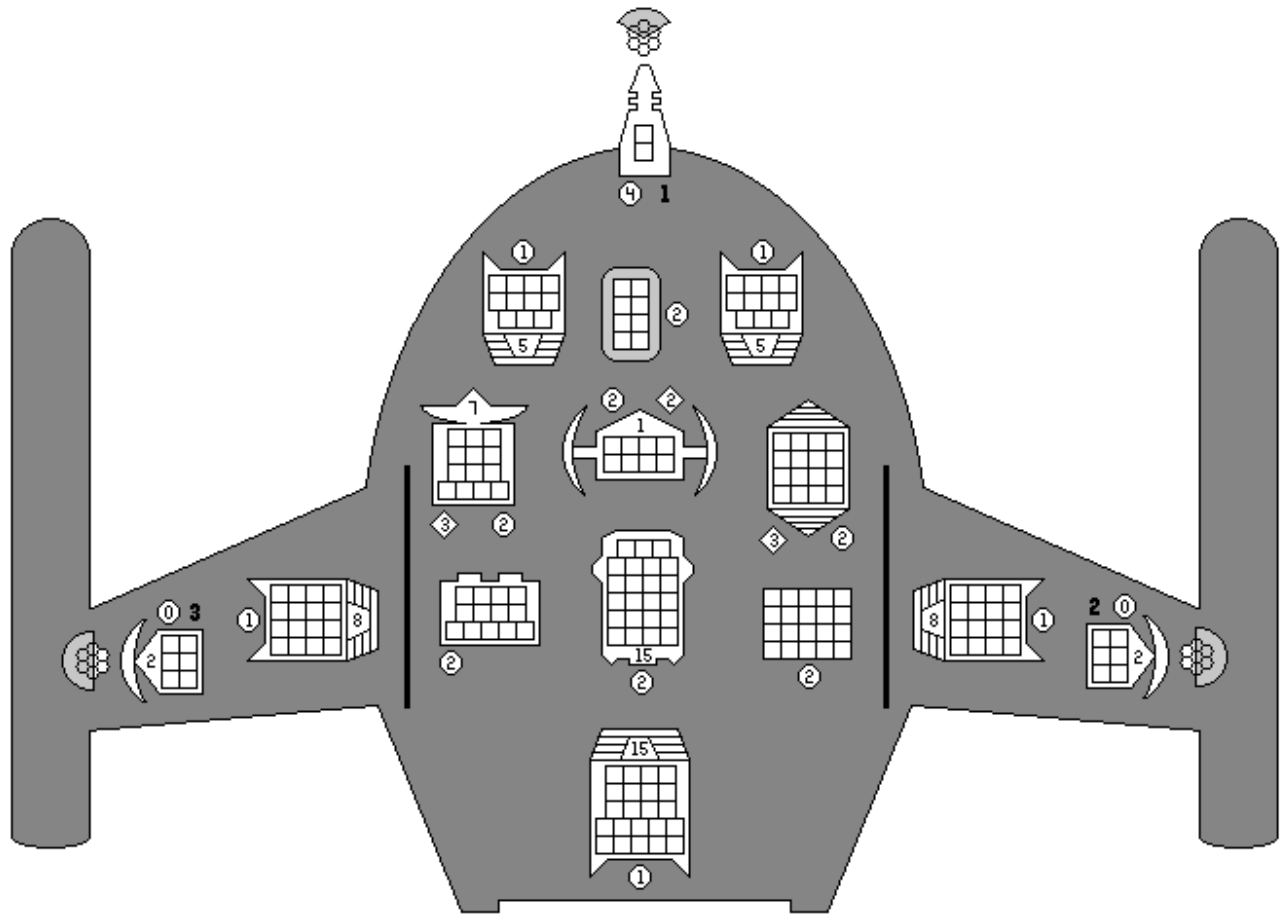
Romulan S-3/1 Scout



SIDE	
1-5	GRAVITIC SHIELD
6-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1-2	GRAVITIC GENERATOR
3	RB-1 LIGHT DISRUPTOR
4-9	THRUSTER
10-11	SENSORS
12-15	ENGINE
16-18	JUMP ENGINE
19	REACTOR
20	C AND C

CLASS:MCU	TURN COST:1/2	FWD/AFT DEF:12<10>										
IN SUC:1/82	TURN DELAY:2/3	STB/PORT DEF:12<10>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:1/1										
RAM:21	PIVOT:1+1	EXTRA POWER:0										
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC
ELINT



	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-1 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:1d10+3<1/2 HEXES>5)
RANGE. PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/+1
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN

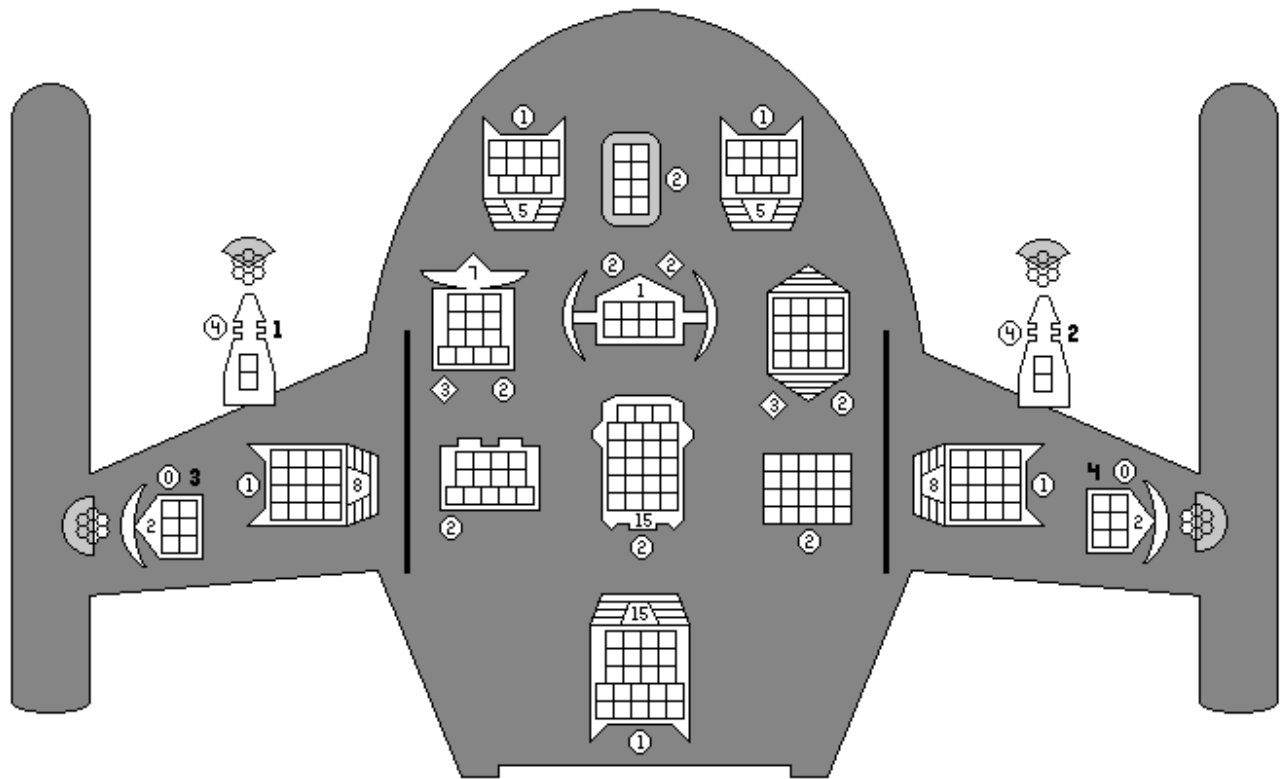
Romulan S-3/3 Scout



SIDE	
1-2	GRAVITIC SHIELD
3-6	RB-2 LIGHT DISRUPTOR
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1-3	GRAVITIC GENERATOR
4-9	THRUSTER
10-11	SENSORS
12-15	ENGINE
16-18	JUMP ENGINE
19	REACTOR
20	C AND C

CLASS:MCU	TURN COST:1/2	FWD/AFT DEF:12<10>										
IN SUC:1/87	TURN DELAY:2/3	STB/PORT DEF:12<10>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:1/1										
RAM:22	PIVOT:1+1	EXTRA POWER:0										
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC
ELINT



	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-2 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:1d10+3<1/2 HEXES>5>
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+2/+1
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN

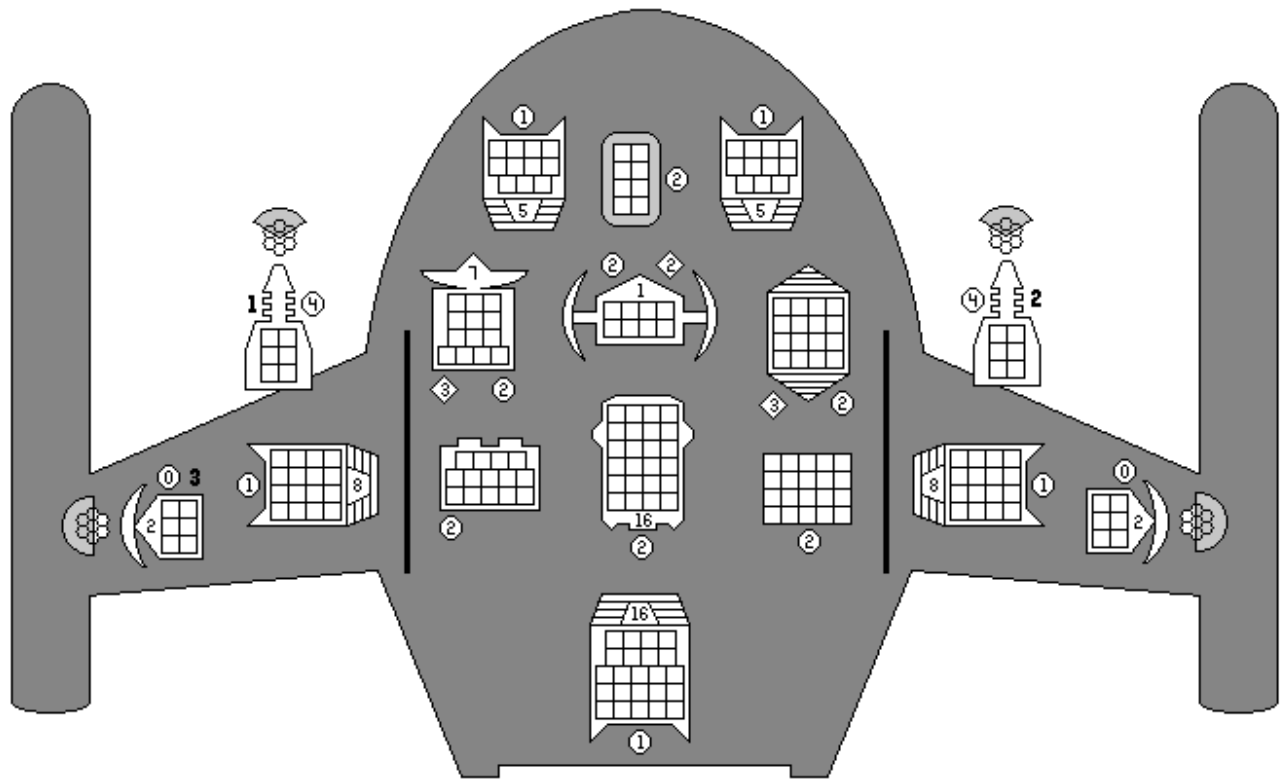
Romulan S-3/8 Scout



1-2	SIDE GRAVITIC SHIELD
3-6	RB-7 MED. DISRUPTOR
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1-3	GRAVITIC GENERATOR
4-9	THRUSTER
10-11	SENSORS
12-15	ENGINE
16-18	JUMP ENGINE
19	REACTOR
20	C AND C

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12<10>
IN SUC:2/00	TURN DELAY:3/4	STB/PORT DEF:12<10>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:1/1
RAM:22	PIVOT:1+1	EXTRA POWER:0
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC
ELINT



	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-7 MED. DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+10<1/2 HEXES>5>
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7<1/2 HEXES>5>
RATE OF FIRE:1 PER TURN

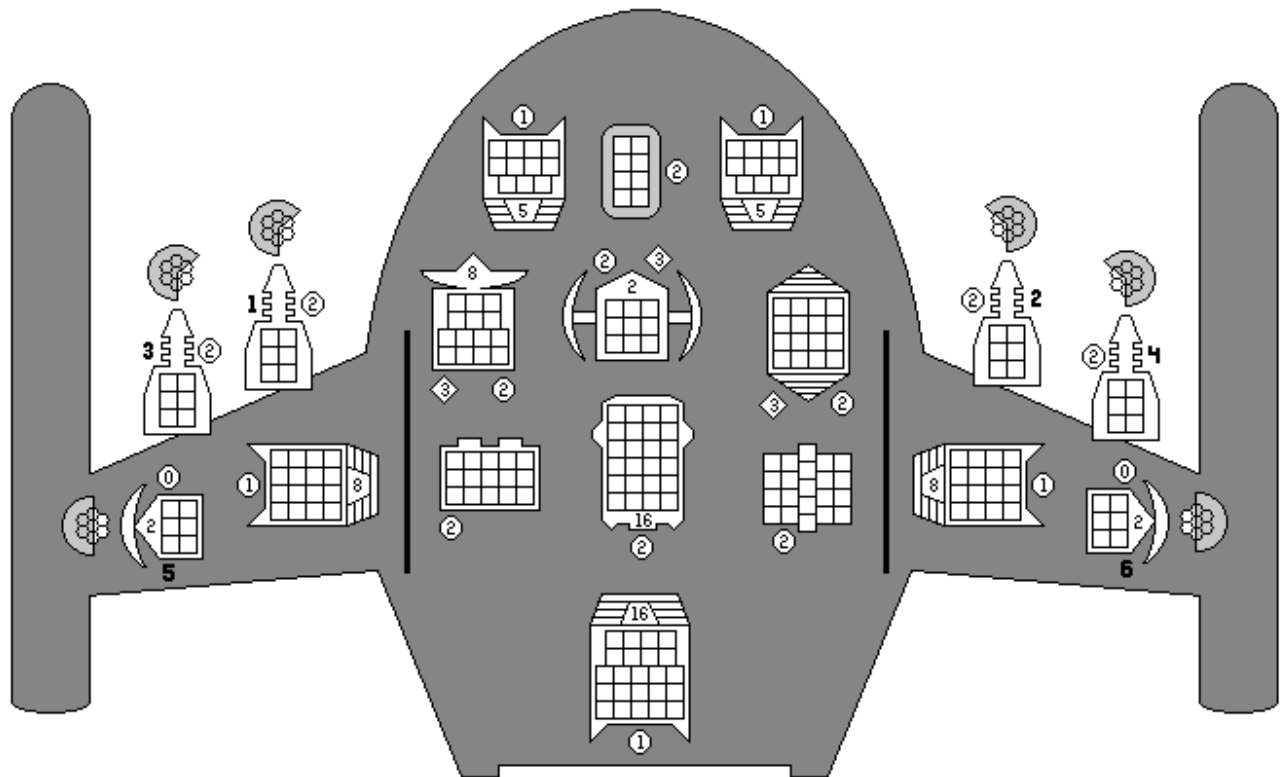
Romulan S-3/11 Scout



1-2	SIDE GRAVITIC SHIELD
3-6	RB-7 MED. DISRUPTOR
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1-3	GRAVITIC GENERATOR
4-9	THRUSTER
10-11	SENSORS
12-15	ENGINE
16-18	JUMP ENGINE
19	REACTOR
20	C AND C

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12<10>
IN SUC:2/0/9	TURN DELAY:3/4	STB/PORT DEF:12<10>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:1/1
RAM:29	PIVOT:1+1	POWER SHORTAGE:-3
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC
ELINT

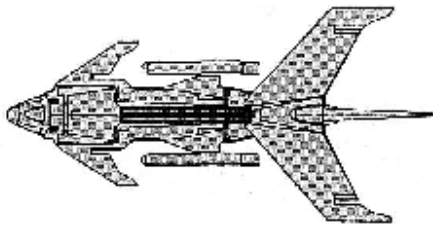


	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-7 MED. DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+10<1/2 HEXES>5>
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7<1/2 HEXES>5>
RATE OF FIRE:1 PER TURN





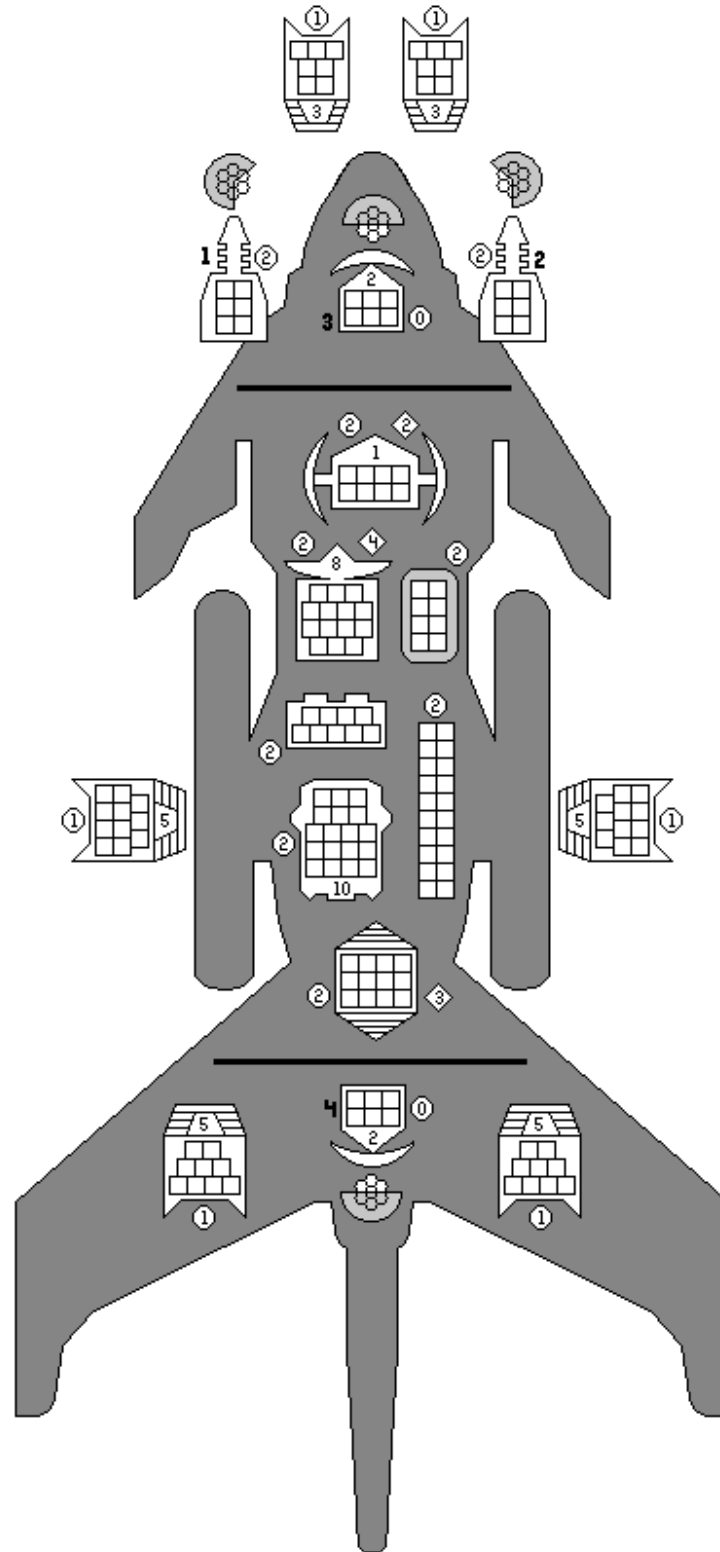
Romulan S-4/1 Scout

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11(9)										
IN SUC:1/94	TURN DELAY:3/4	STB/PORT DEF:13(11)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:24	PIVOT:2+1	EXTRA POWER:0										
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC
ELINT

FORWARD
1-2 GRAVITIC SHIELD
3-6 RB-7 MED. DISRUPTOR
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY
AFT
1-4 GRAVITIC SHIELD
5-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY
PRIMARY
1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-12 SENSORS
13-15 ENGINE
16-18 JUMP ENGINE
19 REACTOR
20 C AND C



	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE



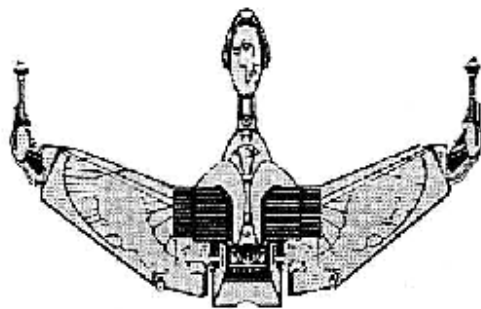
GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES () INDICATES
VALUE WITH SHIELD ACTIVE.

NAME:RB-7 MED. DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+10 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN



Romulan S-11/1 Bird of Prey Scout

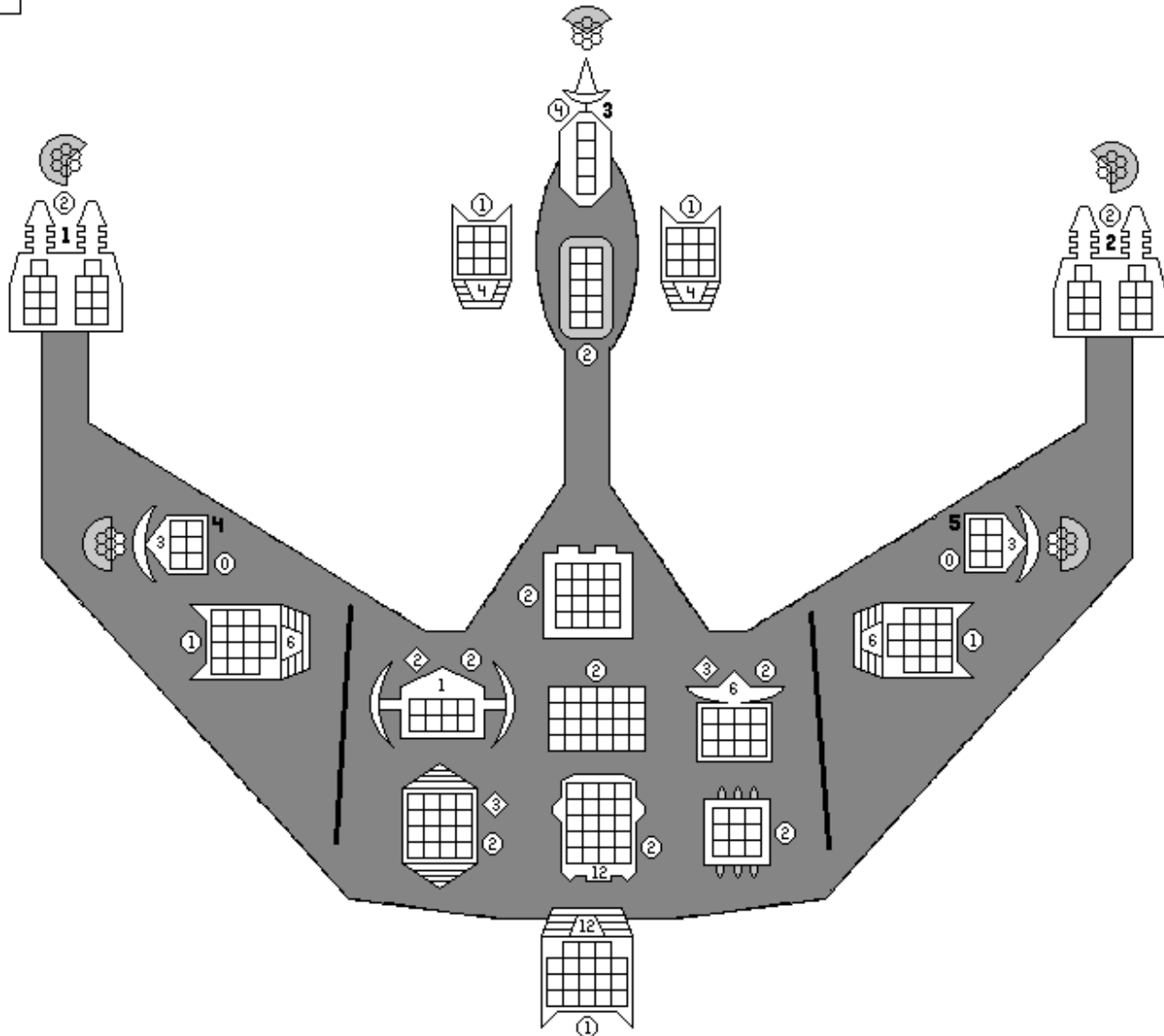
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)
IN SUC:2/17	TURN DELAY:3/4	STB/PORT DEF:12(9)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:33	PIVOT:2+1	EXTRA POWER:0<3>
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 3 3 4 5 5 6 6 7 8 9	



SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE
 BANKED WEAPONS MUST FIRE
 AT THE SAME TARGET IF
 BOTH FIRE.
 ATMOSPHERIC

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-6 RB-7A MED. DISRUPTOR BANK
 - 7-11 THRUSTER
 - 12-17 STRUCTURE
 - 18-20 PRIMARY

- PRIMARY**
- 1 GRAVITIC GENERATOR
 - 2 CLOAKING DEVICE
 - 3 RP-2 PHOTON TORPEDO
 - 4-9 THRUSTER
 - 10-12 SENSORS
 - 13-15 ENGINE
 - 16-18 JUMP ENGINE
 - 19 REACTOR
 - 20 C AND C



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		ENGINE
	JUMP ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM
 INCOMING CHANCE TO HIT AND ANY
 DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN
 PARENTHESIS () INDICATES
 VALUE WITH SHIELD ACTIVE.

	NAME:RP-2 PHOTON TORPEDO CLASS:BALLISTIC MODE:STD DAMAGE:12 RANGE PENALTY:N/A MAX RANGE:20 FIRE CTRL:+2/+1/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 2 TURNS
	NAME:RB-7A MED. DISRUPTOR BANK CLASS:MOLECULAR MODE:RK6 DAMAGE:3d10+10<1/2 HEXES>5 RANGE PENALTY:-1 PER 2 HEXES FIRE CTRL:+3/+2/+1 INTERCEPT RTG:-1 RATE OF FIRE:2 PER 3 TURNS

Romulan T-2/1 Destroyer

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)
IN SUC:1/89	TURN DELAY:3/4	STB/PORT DEF:12(9)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:27	PIVOT:2+1	EXTRA POWER:0
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12

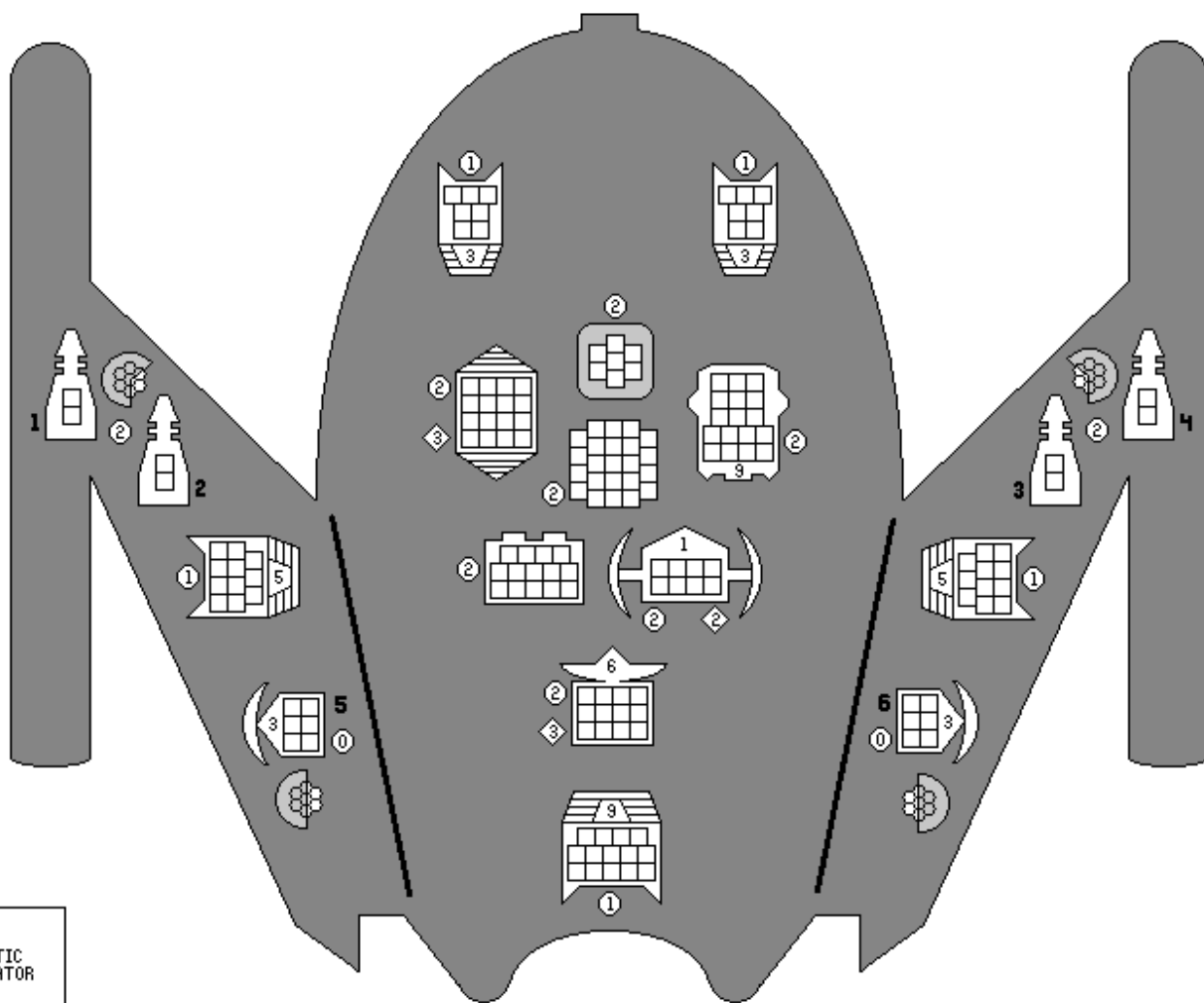


SIDE	GRAVITIC SHIELD
1-2	RB-2 LIGHT DISRUPTOR
3-6	THRUSTER
7-11	STRUCTURE
12-17	PRIMARY

PRIMARY	GRAVITIC GENERATOR
1-3	THRUSTER
4-9	SENSORS
10-11	ENGINE
12-15	JUMP ENGINE
16-18	REACTOR
19	C AND C
20	C AND C

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC



	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ○ INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-2 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:1d10+3(<1/2 HEXES>5)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+2/+1
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN



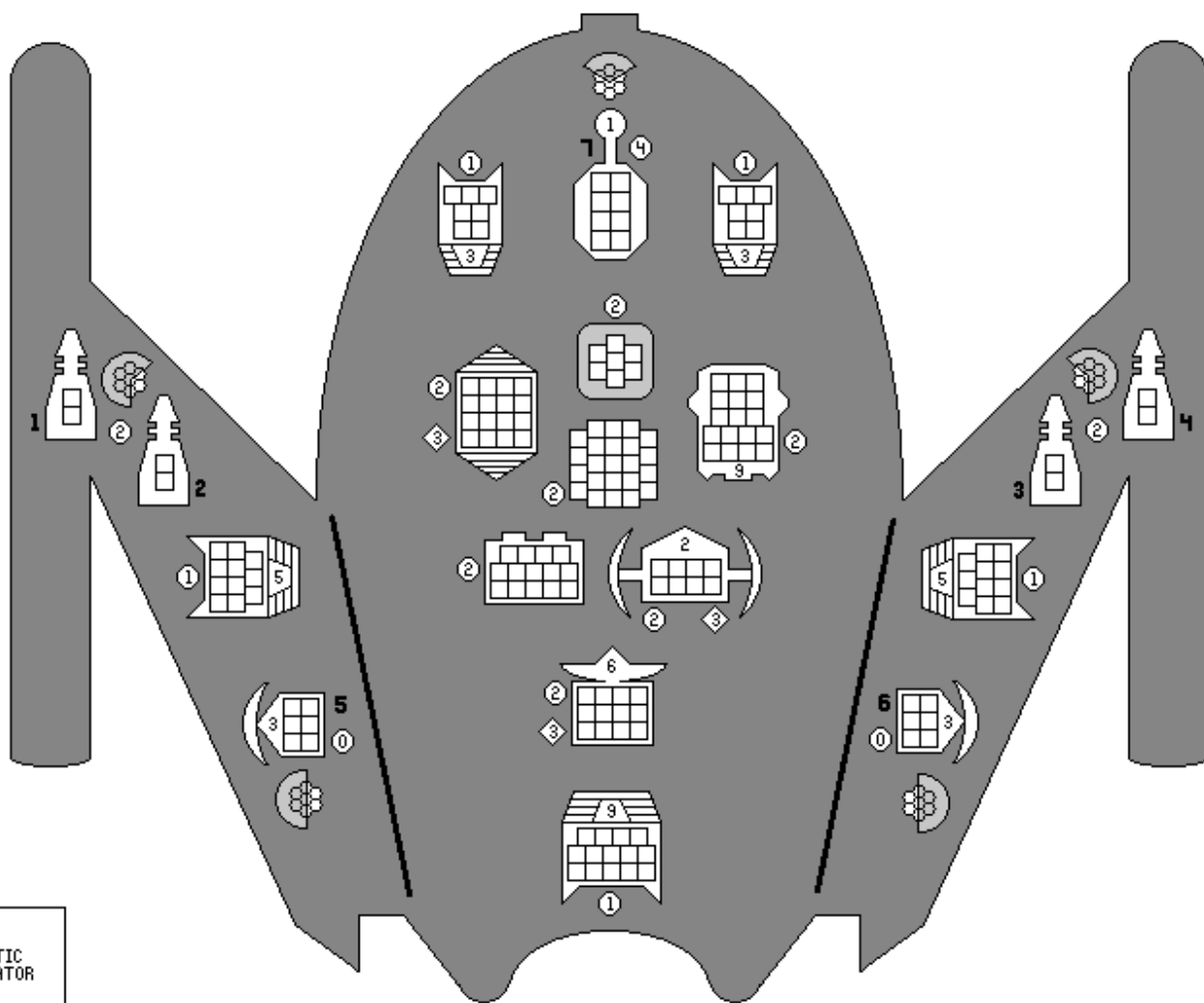
Romulan T-2/3 Destroyer

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12<9>										
IN SUC:2/00	TURN DELAY:3/4	STB/PORT DEF:12<9>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:30	PIVOT:2+1	POWER SHORTAGE:-2										
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



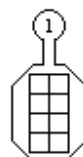
SIDE	GRAVITIC SHIELD
1-2	GRAVITIC SHIELD
3-6	RB-2 LIGHT DISRUPTOR
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1	GRAVITIC GENERATOR
2-3	RPL-1 PLASMA TORPEDO
4-9	THRUSTER
10-11	SENSORS
12-15	ENGINE
16-18	JUMP ENGINE
19	REACTOR
20	C AND C

SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC



	GRAVITIC GENERATOR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ○ INDICATES VALUE WITH SHIELD ACTIVE.



NAME:RPL-1 PLASMA TORPEDO
CLASS:BALLISTIC/PLASMA
MODE:FLASH/SPLASH
DAMAGE:60 (<5/HEX>6)
RANGE PENALTY:N/A
MAX RANGE:16
FIRE CTRL:+2/+1/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS



NAME:RB-2 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:1d10+3 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+2/+1
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN

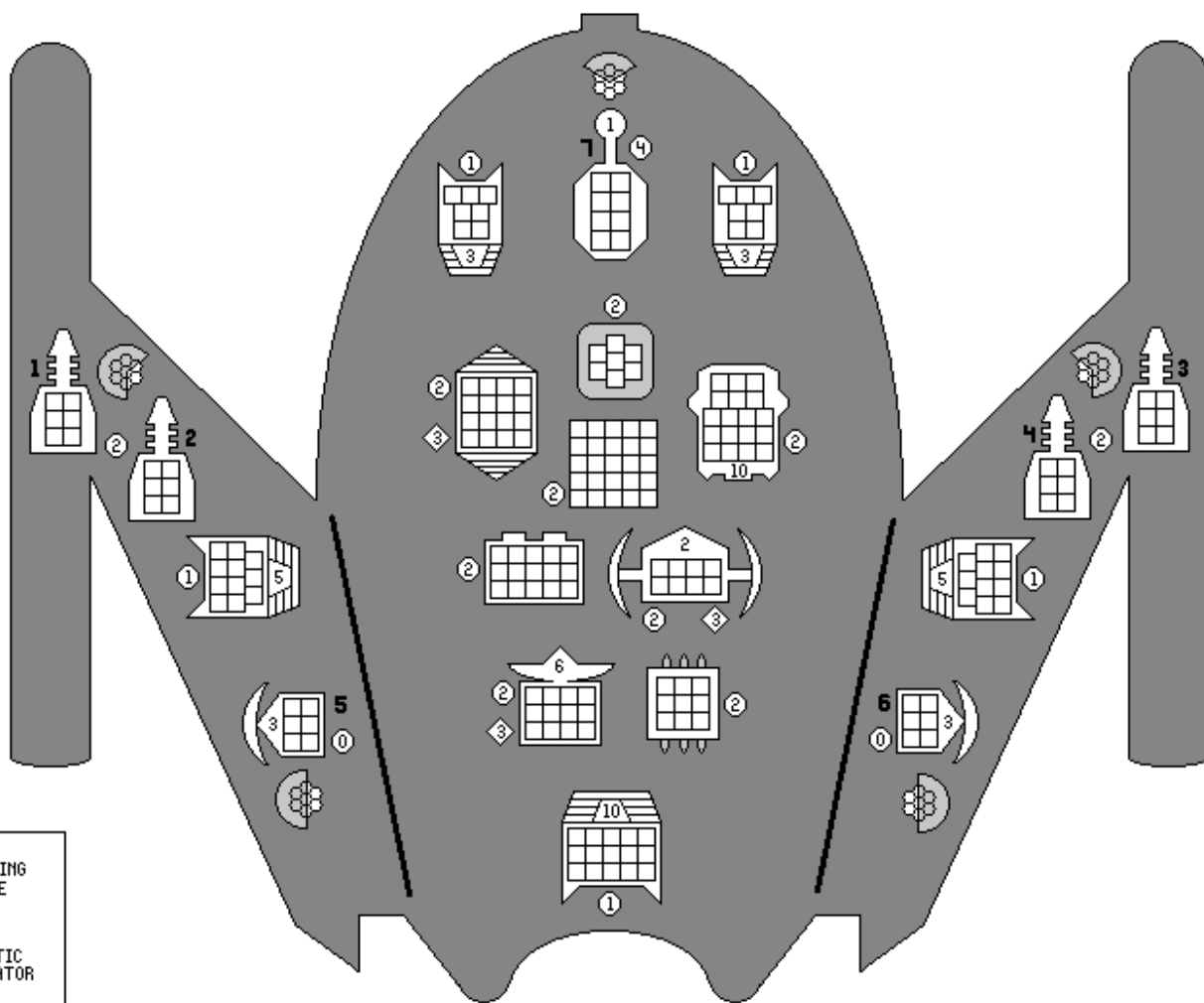
Romulan T-2/7 Destroyer

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:2/08	TURN DELAY:3/4	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:34	PIVOT:2+1	POWER SHORTAGE:-5(-7)										
JUMP:21 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-6 RB-2A MED. DISRUPTOR
 - 7-11 THRUSTER
 - 12-17 STRUCTURE
 - 18-20 PRIMARY
-
- PRIMARY**
- 1 GRAVITIC GENERATOR
 - 2 RPL-1 PLASMA TORPEDO
 - 3 CLOAKING DEVICE
 - 4-9 THRUSTER
 - 10-11 SENSORS
 - 12-15 ENGINE
 - 16-18 JUMP ENGINE
 - 19 REACTOR
 - 20 C AND C

SPECIAL NOTES:
 GRAVITIC DRIVE
 ATMOSPHERIC
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE



- CLOAKING DEVICE
- GRAVITIC GENERATOR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ○ INDICATES VALUE WITH SHIELD ACTIVE.

1
 NAME:RPL-1 PLASMA TORPEDO
 CLASS:BALLISTIC/PLASMA
 MODE:FLASH/SPLASH
 DAMAGE:60 (<5/HEX>6)
 RANGE PENALTY:N/A
 MAX RANGE:16
 FIRE CTRL:+2/+1/--
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS

3
 NAME:RB-2A MED. DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:2d10+10(<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+0
 INTERCEPT RTG:-1
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+7(<1/2 HEXES>5)
 RATE OF FIRE:1 PER TURN

Romulan T-5/1 Destroyer

CLASS:HCV TURN COST:3/4 FWD/AFT DEF:13<10>
 IN SUC:2/10 TURN DELAY:1/1 STB/PORT DEF:14<11>
 POINTS: ACCEL/DECEL:2 ENG. EFFICIENCY:2/1
 RAM:90 PIVOT:3+2 EXTRA POWER:0<5>
 JUMP:18 TURNS ROLL:2+2 INITIATIVE:+6



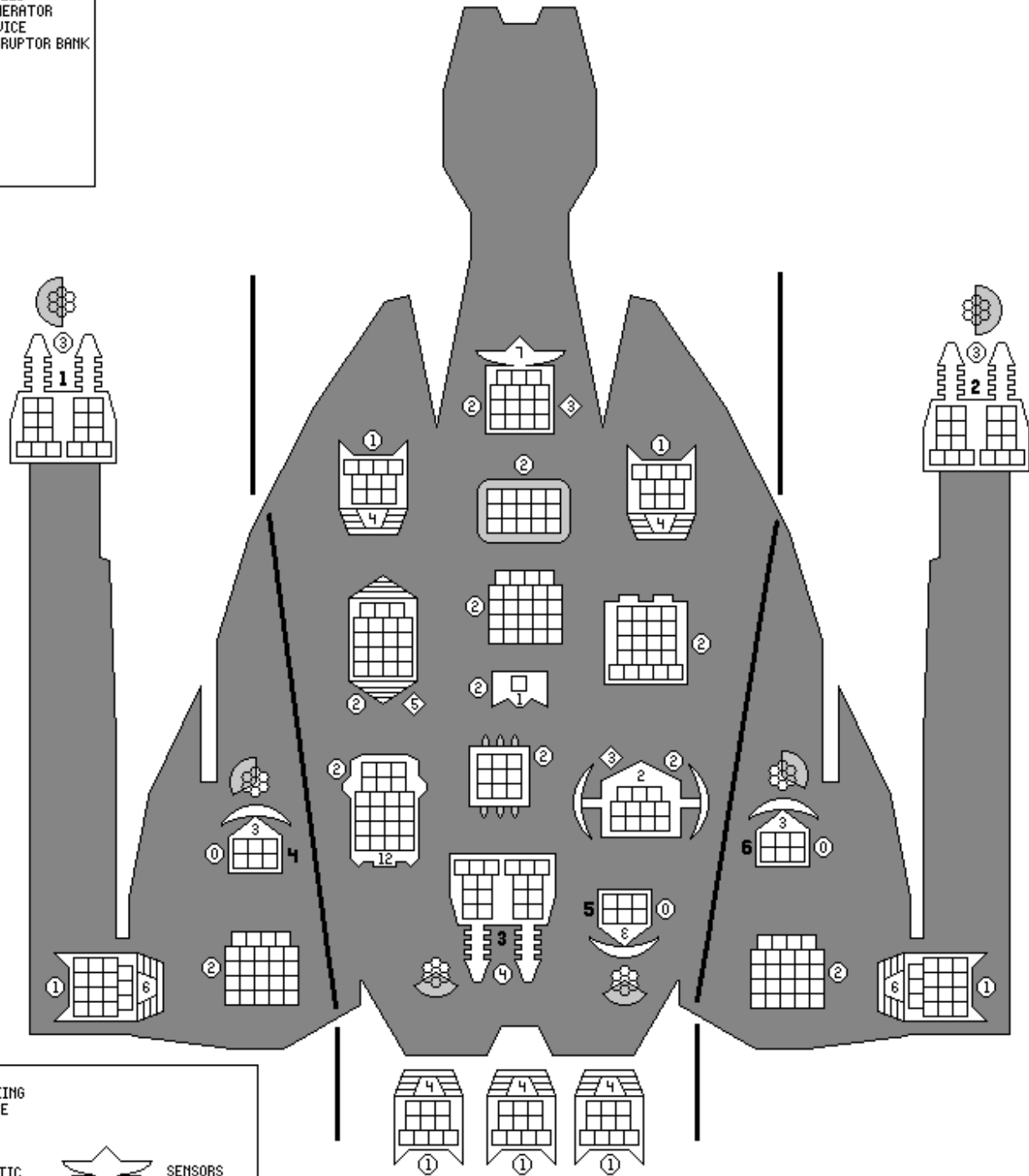
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SIDE
 1-2 GRAVITIC SHIELD
 3-7 RB-8 HUY. DISRUPTOR BANK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

PRIMARY
 1 GRAVITIC SHIELD
 2 GRAVITIC GENERATOR
 3 CLOAKING DEVICE
 4 RB-8 HUY. DISRUPTOR BANK
 5-11 STRUCTURE
 12-13 THRUSTER
 14-15 SENSORS
 16 JUMP ENGINE
 17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR
 1 SHUTTLE THRUST:3
 ARMOR:1 DEFENSE:8/10



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-8 HUY. DISRUPTOR BANK
 CLASS:MOLECULAR
 MODE:AKG
 DAMAGE:3P10+15 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+4/-1/-1
 INTERCEPT RTG:N/A
 RATE OF FIRE:2 PER 3 TURNS

Romulan T-5/4 Destroyer

CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13(10)										
IN SUC:2/15	TURN DELAY:1/1	STB/PORT DEF:14(11)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:101	PIVOT:3+2	EXTRA POWER:0(-7)										
JUMP:18 TURNS	ROLL:2+2	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

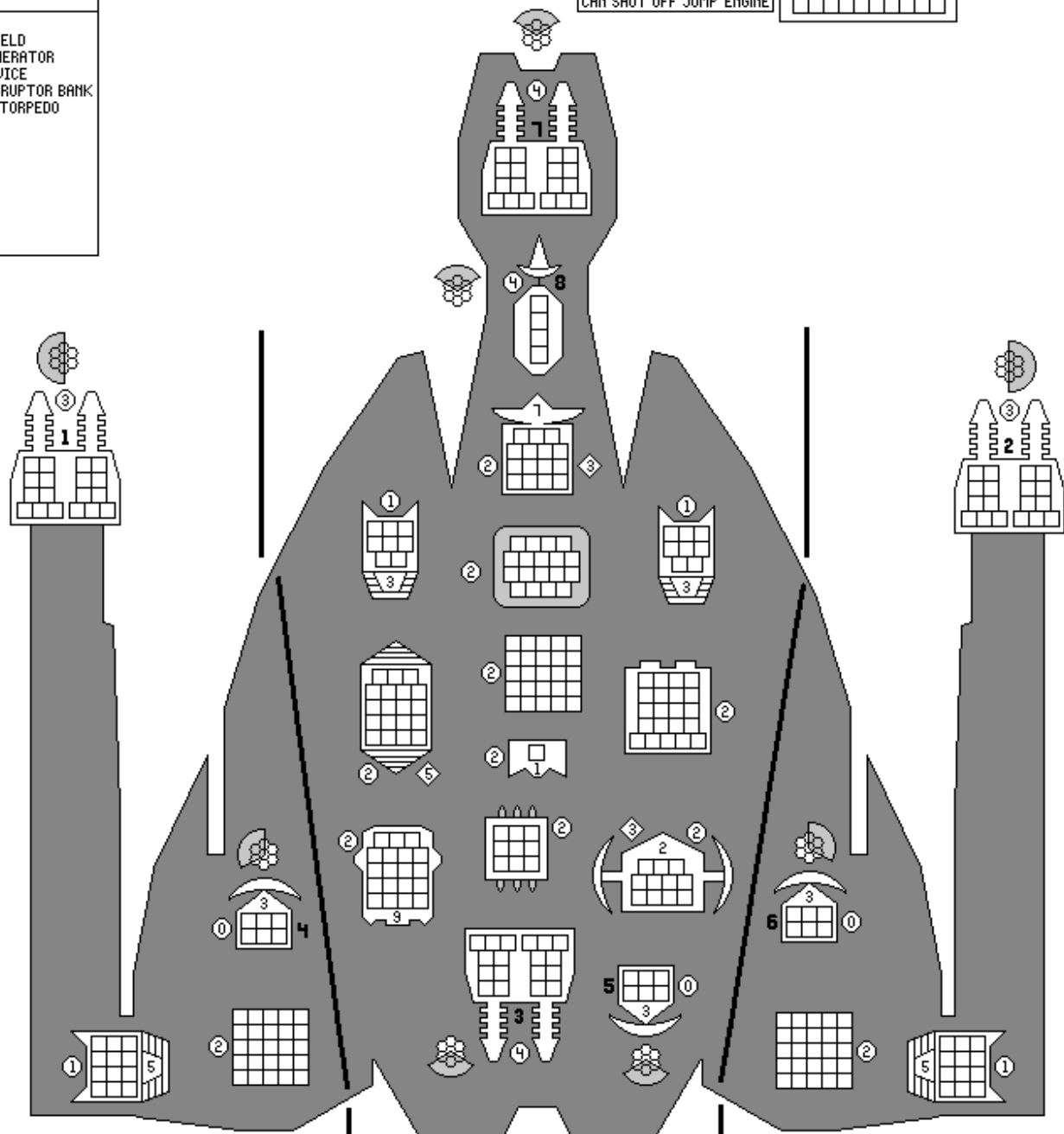


- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 RB-8 HUY. DISRUPTOR BANK
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY

- PRIMARY**
- 1 GRAVITIC SHIELD
 - 2 GRAVITIC GENERATOR
 - 3 CLOAKING DEVICE
 - 4-5 RB-8 HUY. DISRUPTOR BANK
 - 6 RP-2 PHOTON TORPEDO
 - 7-12 STRUCTURE
 - 13-14 THRUSTER
 - 15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR
 1 SHUTTLE THRUST:3
 ARMOR:1 DEFENSE:8/10



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

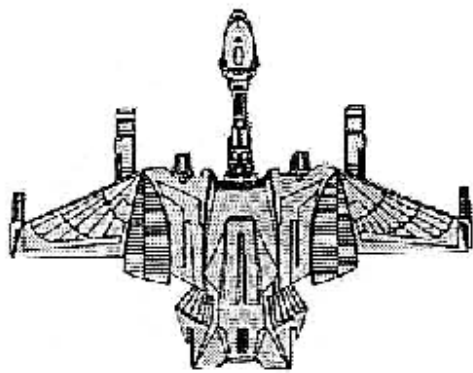
	NAME:RP-2 PHOTON TORPEDO CLASS:BALLISTIC MODE:STD DAMAGE:12 RANGE PENALTY:N/A MAX RANGE:20 FIRE CTRL:+2/+1/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 2 TURNS
	NAME:RB-8 HUY. DISRUPTOR BANK CLASS:MOLECULAR MODE:AKG DAMAGE:3&10+15 (<1/2 HEXES>5) RANGE PENALTY:-1 PER 2 HEXES FIRE CTRL:+4/+1/-1 INTERCEPT RTG:N/A RATE OF FIRE:2 PER 3 TURNS

Romulan T-10/1 Destroyer

CLASS: HCU
 IN SUC:
 POINTS:
 RAM: 87
 JUMP: 19

TURN COST: 3/4
 TURN DELAY: 1/1
 ACCEL/DECEL: 2
 PIVOT: 3+2
 ROLL: 2+2

FWD/AFT DEF: 14<11>
 STB/PORT DEF: 13<10>
 ENG. EFFICIENCY: 3/1
 EXTRA POWER: 0<5>
 INITIATIVE: +6

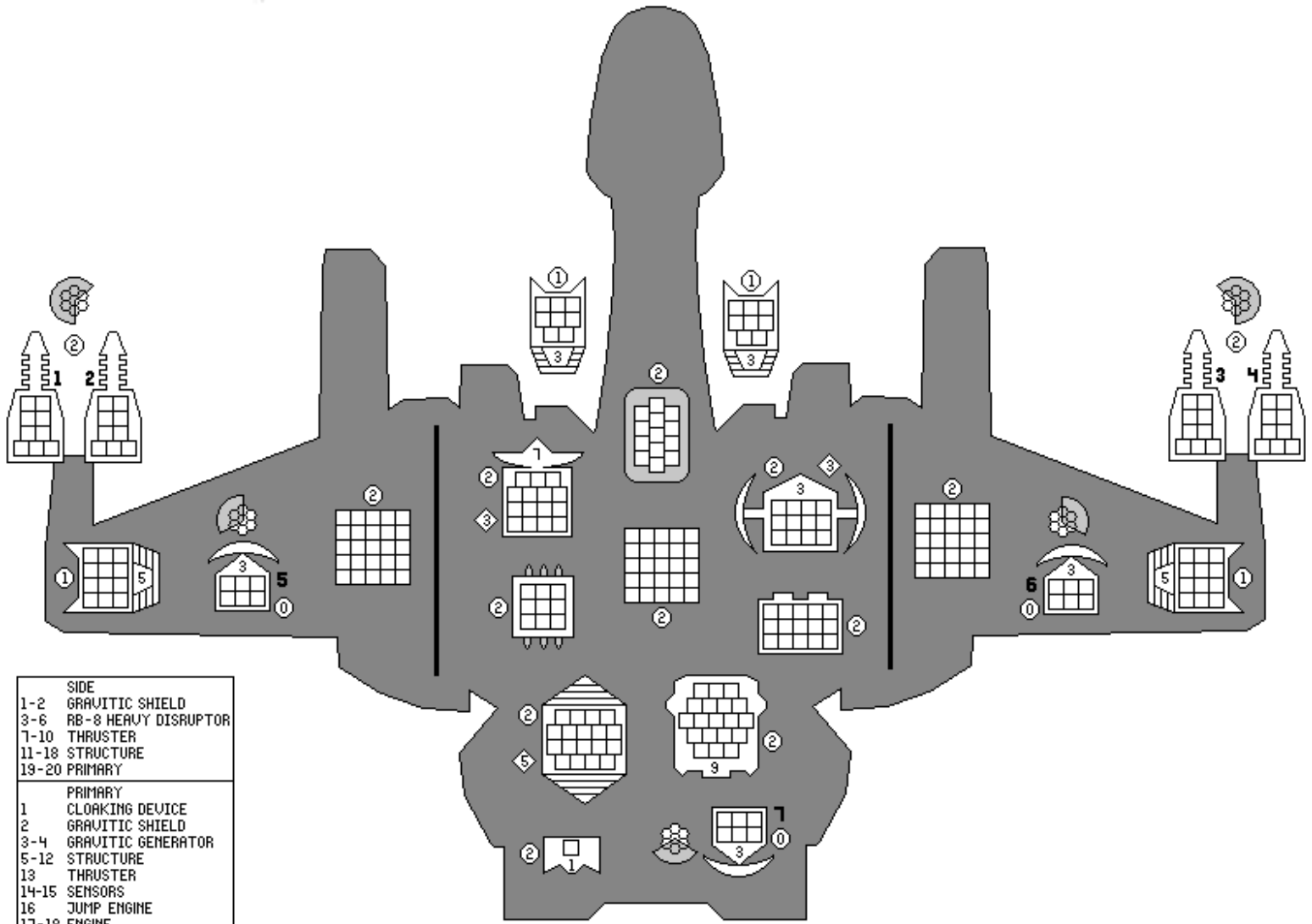


SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

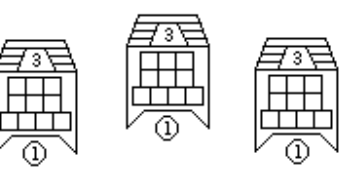
HANGAR:
 1 SHUTTLE THRUST: 3
 ARMOR: 1 DEFENSE: 8/10

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- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-6 RB-8 HEAVY DISRUPTOR
 - 7-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 CLOAKING DEVICE
 - 2 GRAVITIC SHIELD
 - 3-4 GRAVITIC GENERATOR
 - 5-12 STRUCTURE
 - 13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17-18 ENGINE
 - 19 REACTOR
 - 20 C AND C

	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		



GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<>) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RB-8 HEAVY DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+15 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +4/+1/-1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

DAMAGE: 2d10+12 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER 2 TURNS

DAMAGE: 1d10+9 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER TURN

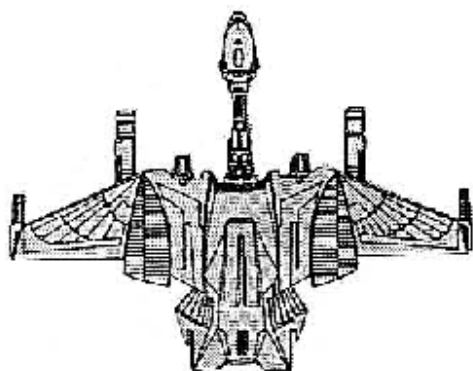


Romulan T-10/2 Destroyer

CLASS: HCU
 IN SUC:
 POINTS:
 RAM: 87
 JUMP: 19

TURN COST: 3/4
 TURN DELAY: 1/1
 ACCEL/DECEL: 2
 PIVOT: 3+2
 ROLL: 2+2

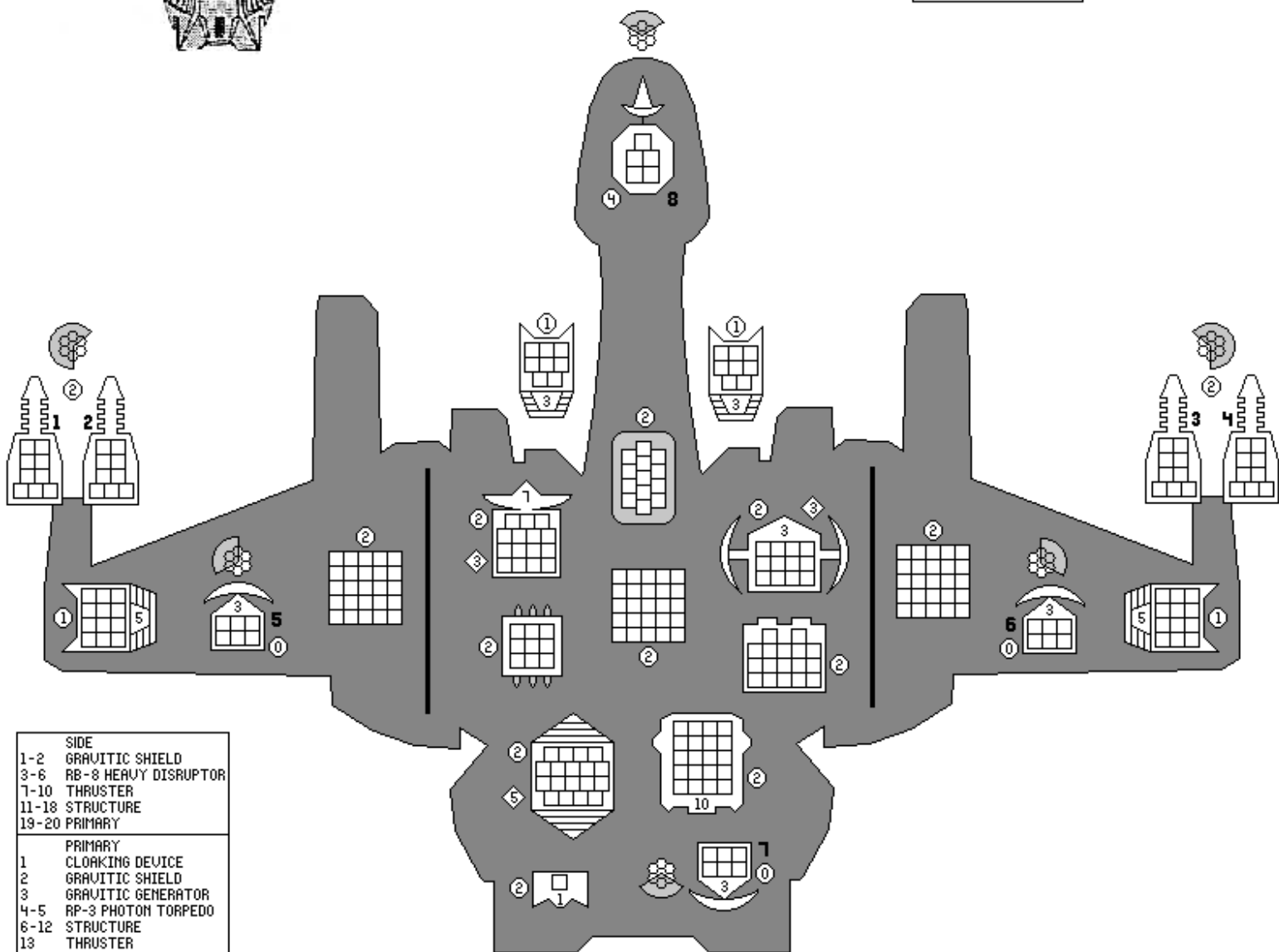
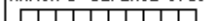
FWD/AFT DEF: 14<11>
 STB/PORT DEF: 13<10>
 ENG. EFFICIENCY: 3/1
 EXTRA POWER: 0<5>
 INITIATIVE: +6



SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

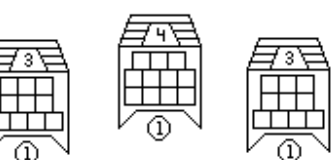
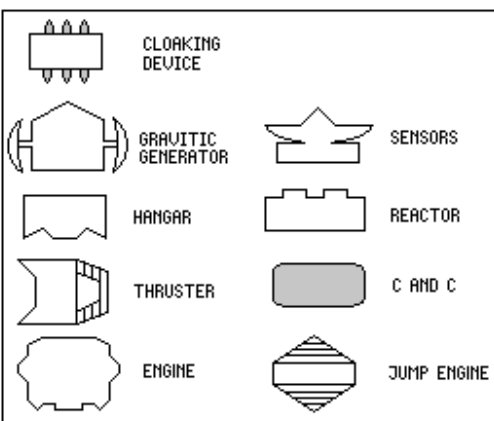
SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR
 1 SHUTTLE THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



- SIDE
- 1-2 GRAVITIC SHIELD
 - 3-6 RB-8 HEAVY DISRUPTOR
 - 7-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY

- PRIMARY
- 1 CLOAKING DEVICE
 - 2 GRAVITIC SHIELD
 - 3 GRAVITIC GENERATOR
 - 4-5 RP-3 PHOTON TORPEDO
 - 6-12 STRUCTURE
 - 13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17-18 ENGINE
 - 19 REACTOR
 - 20 C AND C



GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS <> INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RP-3 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 15
 RANGE PENALTY: N/A
 MAX RANGE: 28
 FIRE CTRL: +3/+2/-
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS

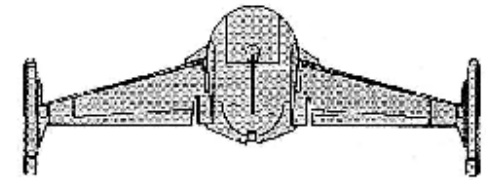
NAME: RB-8 HEAVY DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+15 <1/2 HEXES>5
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +4/+1/-1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS
 DAMAGE: 2d10+12 <1/2 HEXES>5
 RATE OF FIRE: 1 PER 2 TURNS
 DAMAGE: 1d10+9 <1/2 HEXES>5
 RATE OF FIRE: 1 PER TURN

Romulan V-1/1 Cruiser

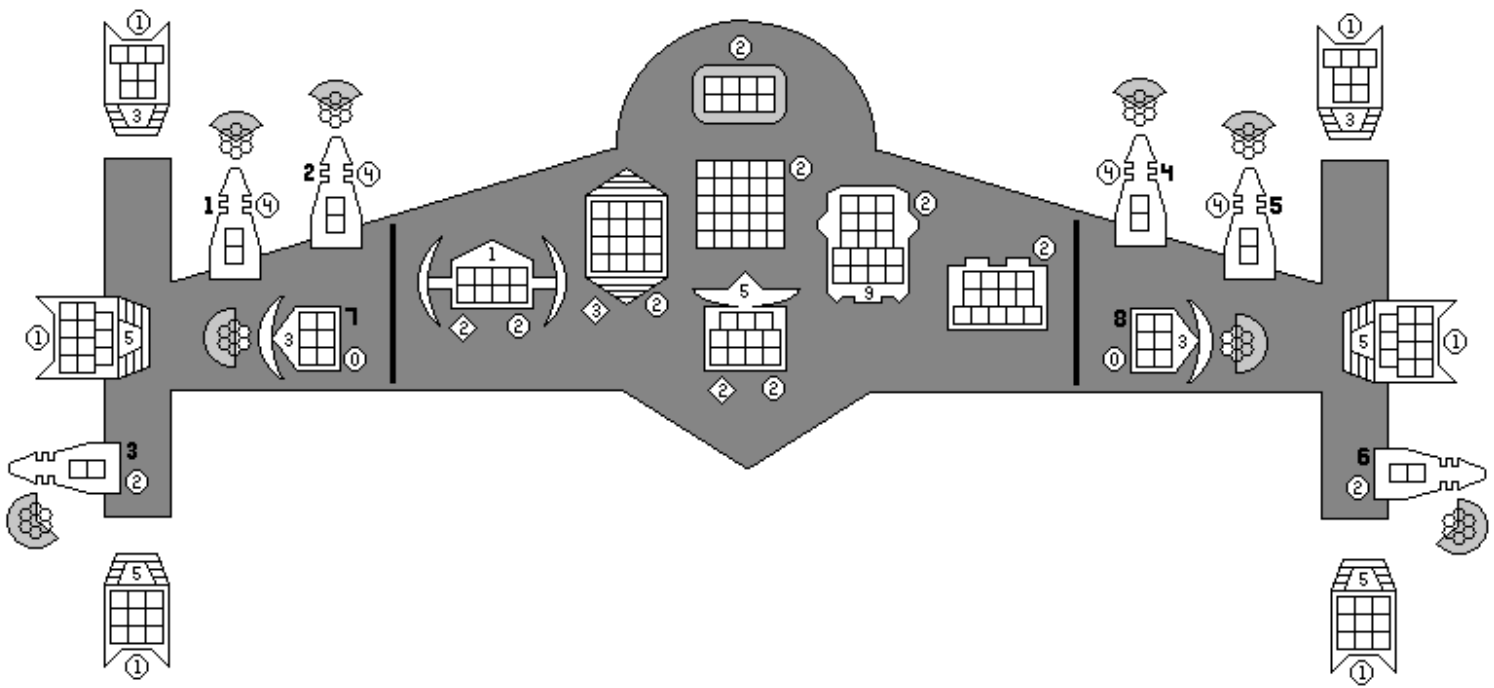
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:13<10										
IN SUC:1/88	TURN DELAY:3/4	STB/PORT DEF:11<8										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:31	PIVOT:2+1	EXTRA POWER:0										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC



- | | |
|---------|----------------------|
| SIDE | |
| 1-2 | GRAVITIC SHIELD |
| 3-6 | RB-2 LIGHT DISRUPTOR |
| 7-11 | THRUSTER |
| 12-17 | STRUCTURE |
| 18-20 | PRIMARY |
| PRIMARY | |
| 1-4 | GRAVITIC GENERATOR |
| 5-8 | SENSORS |
| 9-11 | ENGINE |
| 12-15 | JUMP ENGINE |
| 16-19 | REACTOR |
| 20 | C AND C |



- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS < > INDICATES VALUE WITH SHIELD ACTIVE.

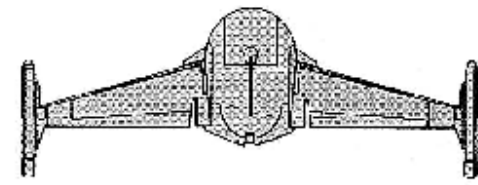
NAME:RB-2 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:1d10+3<1/2 HEXES>5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+2/+1
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN

Romulan V-1/2 Cruiser

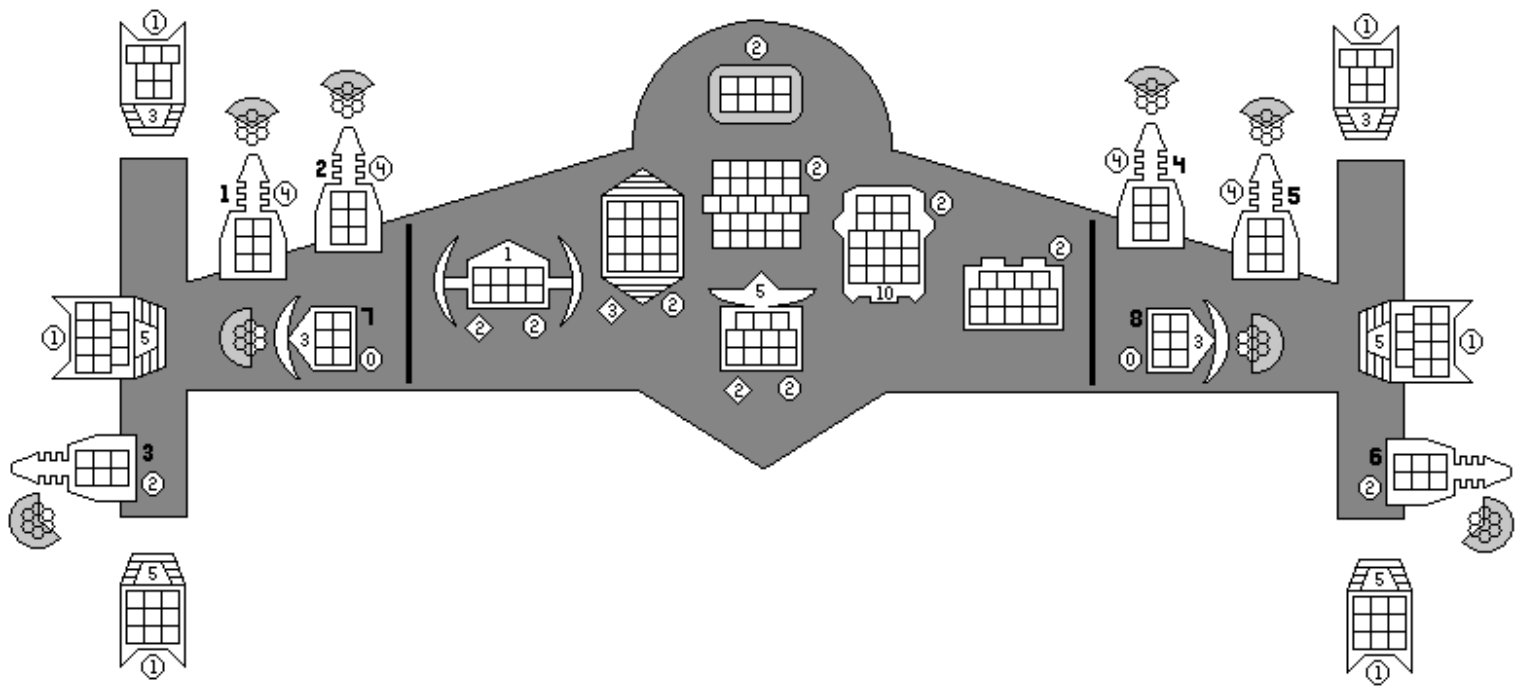
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:13(10)										
IN SUC:1/98	TURN DELAY:3/4	STB/PORT DEF:11(8)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:37	PIVOT:2+1	POWER SHORTAGE:-6										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:
GRAVITIC DRIVE
ATMOSPHERIC



- | SIDE | |
|---------|---------------------|
| 1-2 | GRAVITIC SHIELD |
| 3-6 | RB-7 MED. DISRUPTOR |
| 7-11 | THRUSTER |
| 12-17 | STRUCTURE |
| 18-20 | PRIMARY |
| PRIMARY | |
| 1-4 | GRAVITIC GENERATOR |
| 5-8 | SENSORS |
| 9-11 | ENGINE |
| 12-15 | JUMP ENGINE |
| 16-19 | REACTOR |
| 20 | C AND C |

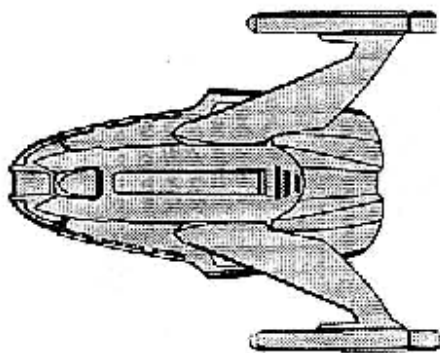


- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-7 MED. DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+10 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN





Romulan V-2/2 Cruiser

CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:13<10>
IN SUC:1/91	TURN DELAY:3/4	STB/PORT DEF:14<11>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1
RAM:105	PIVOT:3+2	EXTRA POWER:0
JUMP:13 TURNS	ROLL:2+1	INITIATIVE:+6

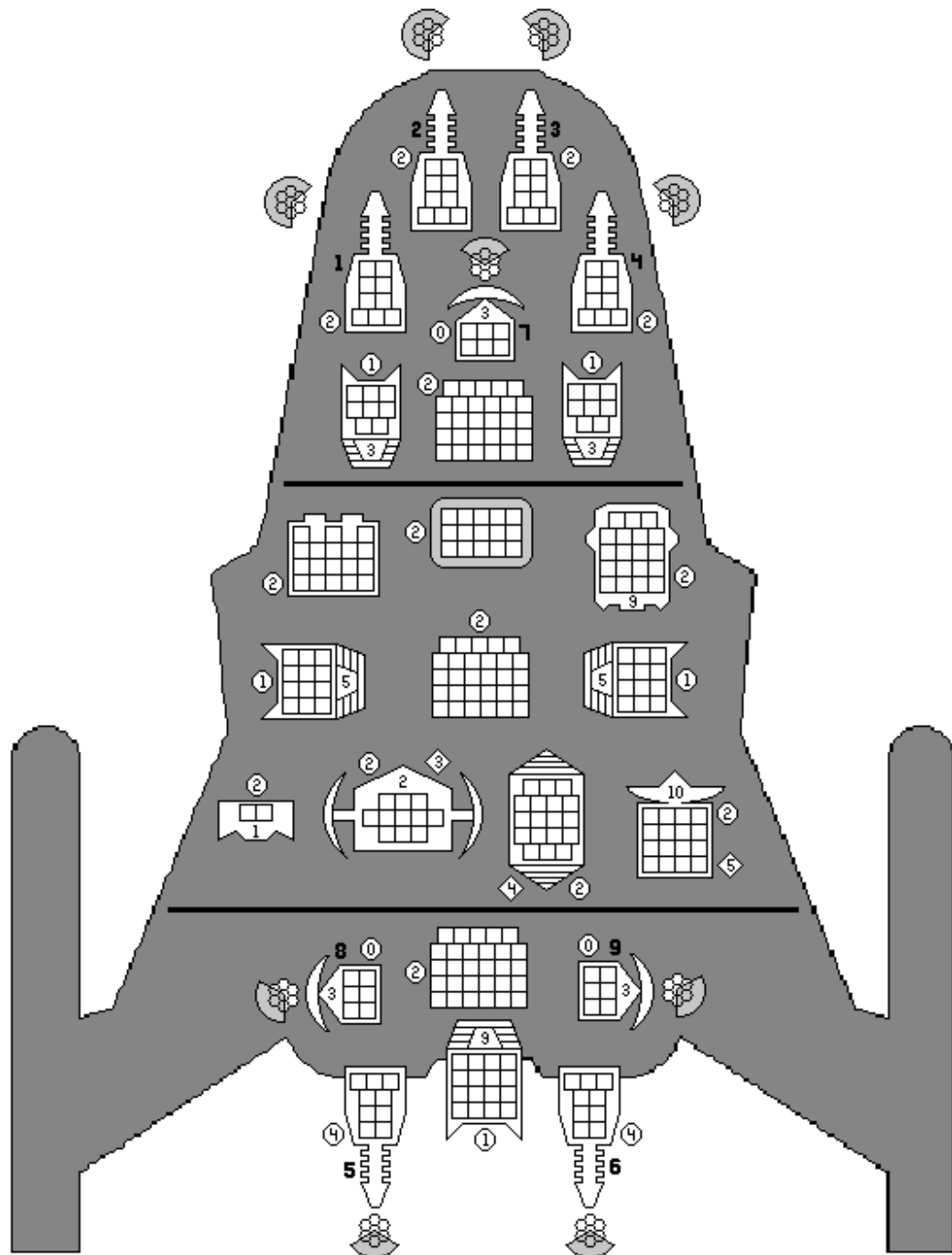
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES:
GRAVITIC DRIVE
ELINT
LIMITED 33%

HANGAR:
2 SHUTTLES THRUST:3
ARMOR:1 DEFENSE:8/10



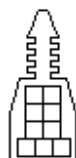
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|--|--|
| <p>FORWARD</p> <p>1-2 GRAVITIC SHIELD
3-7 RB-4 HEAVY DISRUPTOR
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY</p> <p>AFT</p> <p>1-2 GRAVITIC SHIELD
3-6 RB-4 HEAVY DISRUPTOR
7-11 THRUSTER
12-18 STRUCTURE
19-20 PRIMARY</p> <p>PRIMARY</p> <p>1-3 GRAVITIC GENERATOR
4-10 STRUCTURE
11-13 THRUSTER
14-15 SENSORS
16 JUMP ENGINE
17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C</p> | |
|--|--|

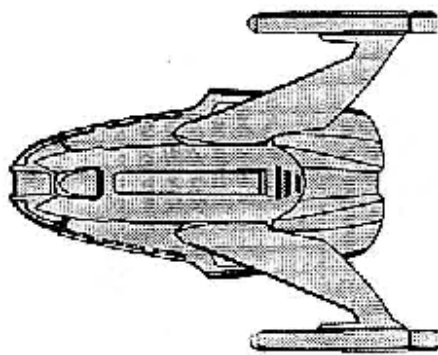


- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES (<>) INDICATES
VALUE WITH SHIELD ACTIVE.

NAME:RB-4 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+15 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+12 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+9 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN





Romulan V-2/5 Cruiser

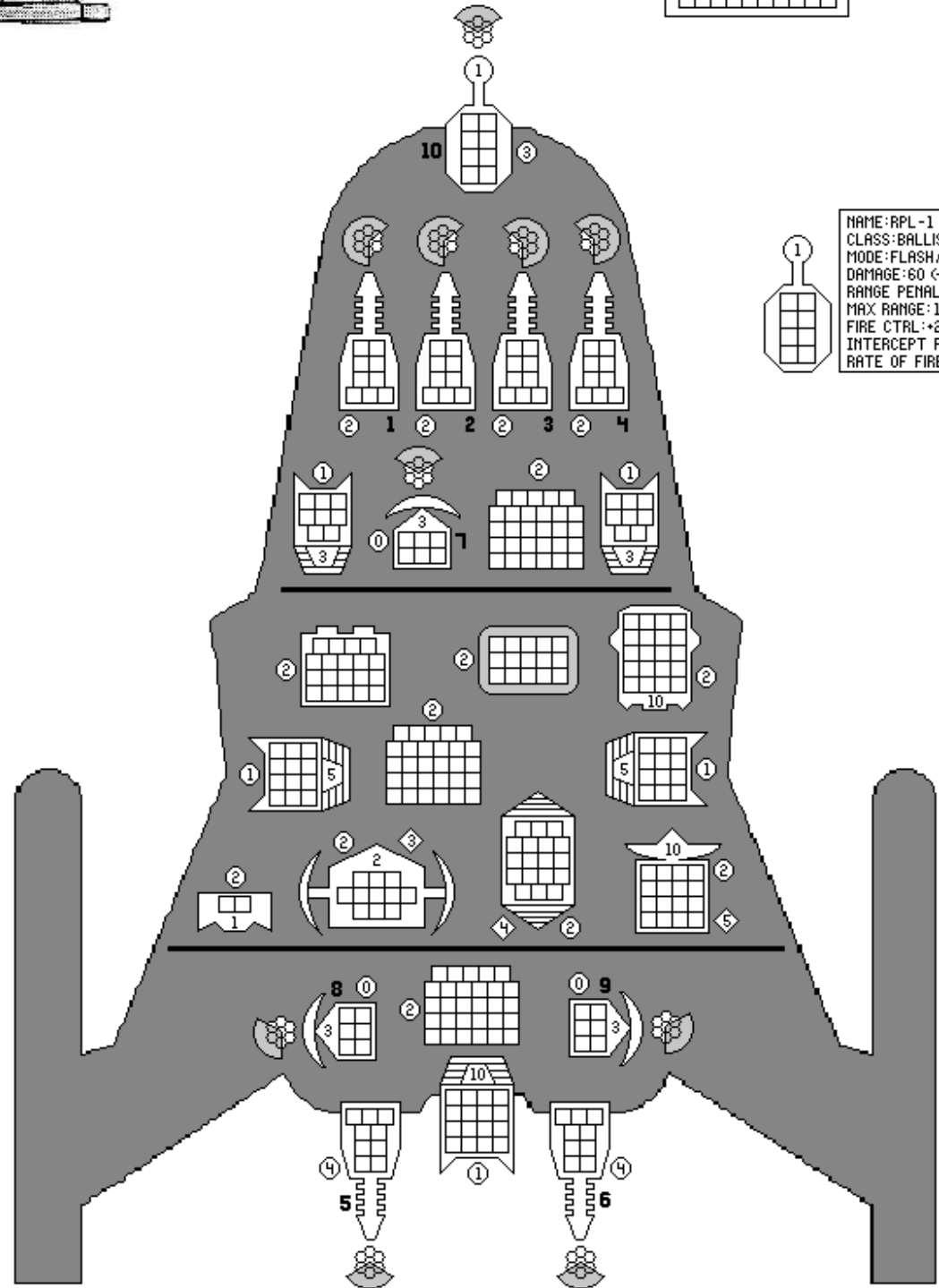
CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:1/91	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:105	PIVOT:3+2	POWER SHORTAGE:-5										
JUMP:13 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:	HANGAR
GRAVITIC DRIVE LIMITED 33%	2 SHUTTLES THRUST:3
	ARMOR:1 DEFENSE:8/10
	<input type="checkbox"/>
	<input type="checkbox"/>

FORWARD
1-2 GRAVITIC SHIELD
3-5 RB-4 HEAVY DISRUPTOR
6-7 RPL-1 PLASMA TORPEDO
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
AFT
1-2 GRAVITIC SHIELD
3-6 RB-4 HEAVY DISRUPTOR
7-11 THRUSTER
12-18 STRUCTURE
19-20 PRIMARY
PRIMARY
1-3 GRAVITIC GENERATOR
4-10 STRUCTURE
11-13 THRUSTER
14-15 SENSORS
16 JUMP ENGINE
17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

NAME: RPL-1 PLASMA TORPEDO
CLASS: BALLISTIC/PLASMA
MODE: FLASH/SPLASH
DAMAGE: 60 (<5/HEX>6)
RANGE PENALTY: N/A
MAX RANGE: 16
FIRE CTRL: +2/+1/--
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 3 TURNS



	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RB-4 HEAVY DISRUPTOR
CLASS: MOLECULAR
MODE: ARKG
DAMAGE: 3d10+15 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +3/+1/-1
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 3 TURNS
DAMAGE: 2d10+12 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER 2 TURNS
DAMAGE: 1d10+9 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER TURN

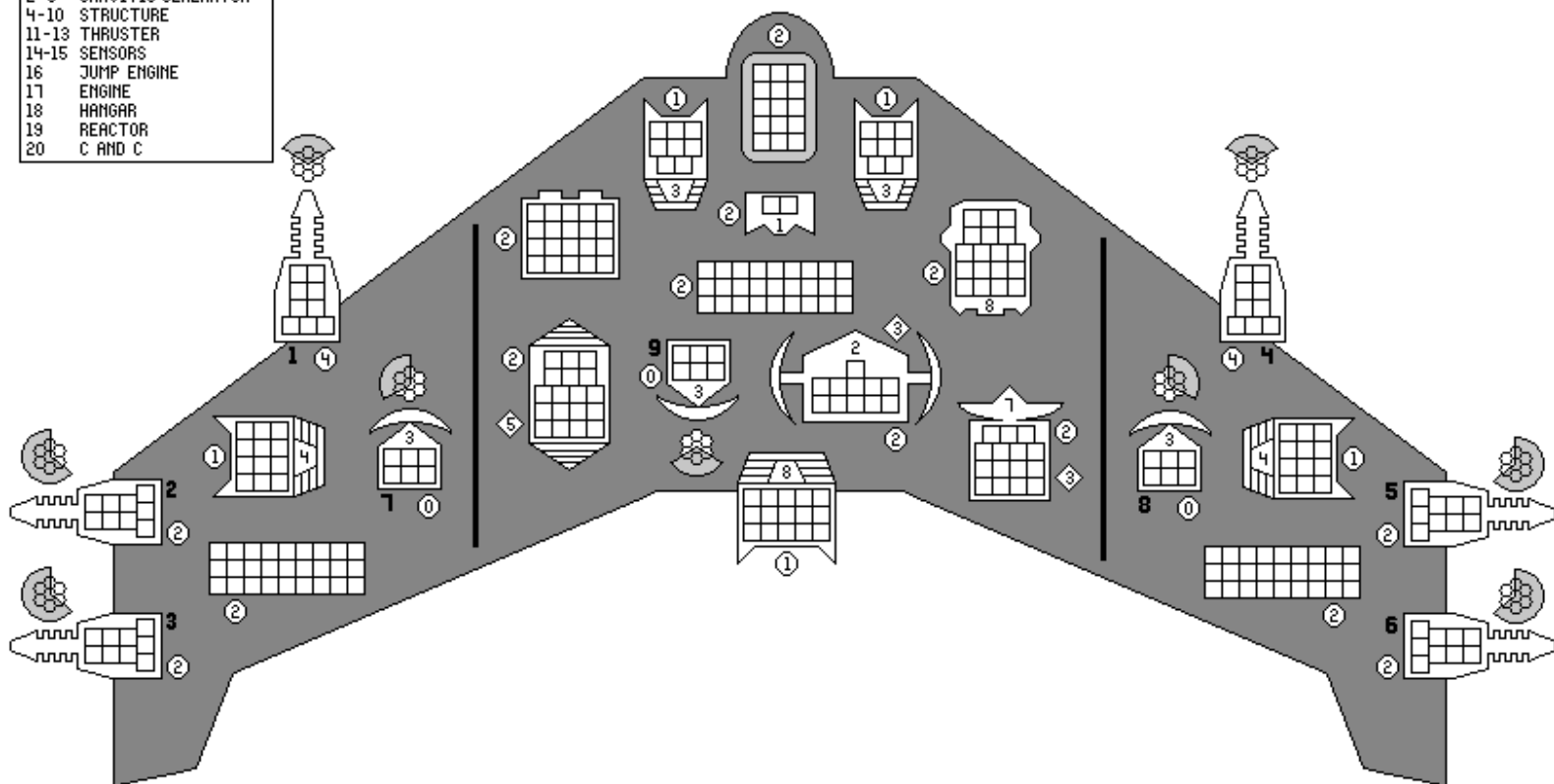
Romulan V-4/1 Cruiser

CLASS: HCU	TURN COST: 3/4	FWD/AFT DEF: 14(1)
IN SUC: 1/90	TURN DELAY: 1/1	STB/PORT DEF: 13(10)
POINTS:	ACCEL/DECEL: 2	ENG. EFFICIENCY: 3/1
RAM: 99	PIVOT: 3+2	POWER SHORTAGE: -8
JUMP: 19 TURNS	ROLL: 2+2	INITIATIVE: +6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 3 3 4 5 5 6 7 8 8 9	
TURN DELAY:	1 2 3 4 5 6 7 8 9 10 11 12	



SPECIAL NOTES:	HANGAR
GRAVITIC DRIVE	2 SHUTTLES THRUST: 3
	ARMOR: 1 DEFENSE: 8/10
	□ □ □ □ □ □ □ □
	□ □ □ □ □ □ □ □

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 RB-4 HEAVY DISRUPTOR
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC SHIELD
 - 2-3 GRAVITIC GENERATOR
 - 4-10 STRUCTURE
 - 11-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



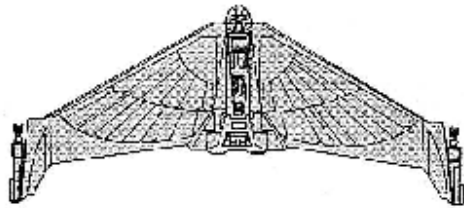
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RB-4 HEAVY DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+15 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +3/+1/-1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS
 DAMAGE: 2d10+12 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER 2 TURNS
 DAMAGE: 1d10+9 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER TURN

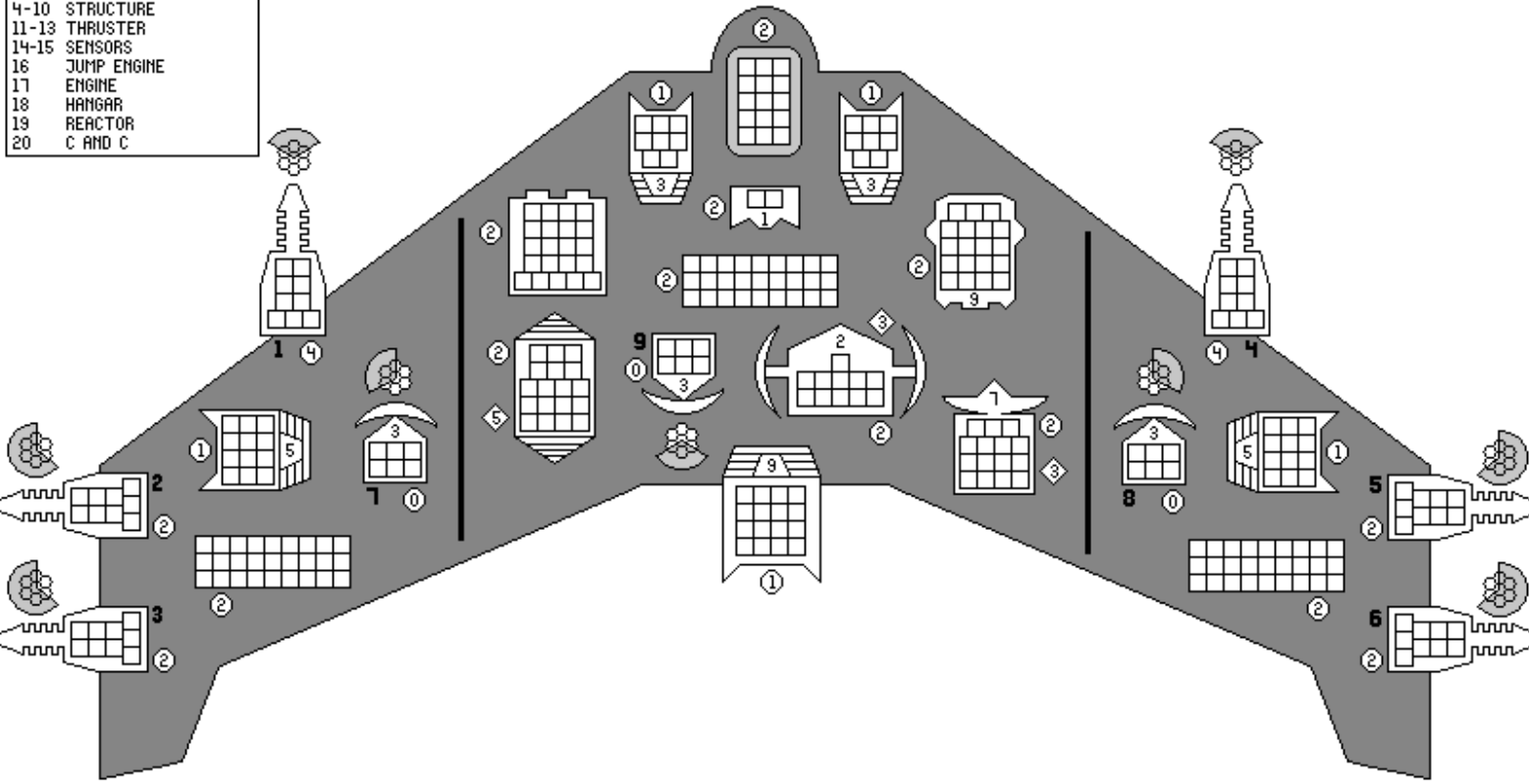
Romulan V-4/2 Cruiser

CLASS: HCU	TURN COST: 3/4	FWD/AFT DEF: 14(1)
IN SUC: 1/90	TURN DELAY: 1/1	STB/PORT DEF: 13(10)
POINTS:	ACCEL/DECEL: 2	ENG. EFFICIENCY: 3/1
RAM: 99	PIVOT: 3+2	POWER SHORTAGE: -4
JUMP: 19 TURNS	ROLL: 2+2	INITIATIVE: +6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 3 3 4 5 5 6 7 8 8 9	
TURN DELAY:	1 2 3 4 5 6 7 8 9 10 11 12	



SPECIAL NOTES:	HANGAR
GRAVITIC DRIVE	2 SHUTTLES THRUST: 3
	ARMOR: 1 DEFENSE: 8/10
	□ □ □ □ □ □ □ □
	□ □ □ □ □ □ □ □

- SIDE**
 - 1-2 GRAVITIC SHIELD
 - 3-7 RB-8 HEAVY DISRUPTOR
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
 - 1 GRAVITIC SHIELD
 - 2-3 GRAVITIC GENERATOR
 - 4-10 STRUCTURE
 - 11-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



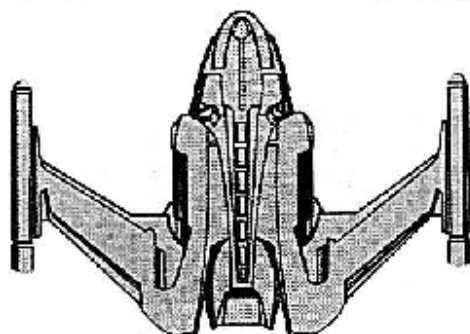
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RB-8 HEAVY DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+15 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +4/+1/-1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS
 DAMAGE: 2d10+12 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER 2 TURNS
 DAMAGE: 1d10+9 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER TURN

Romulan V-5/1 Cruiser

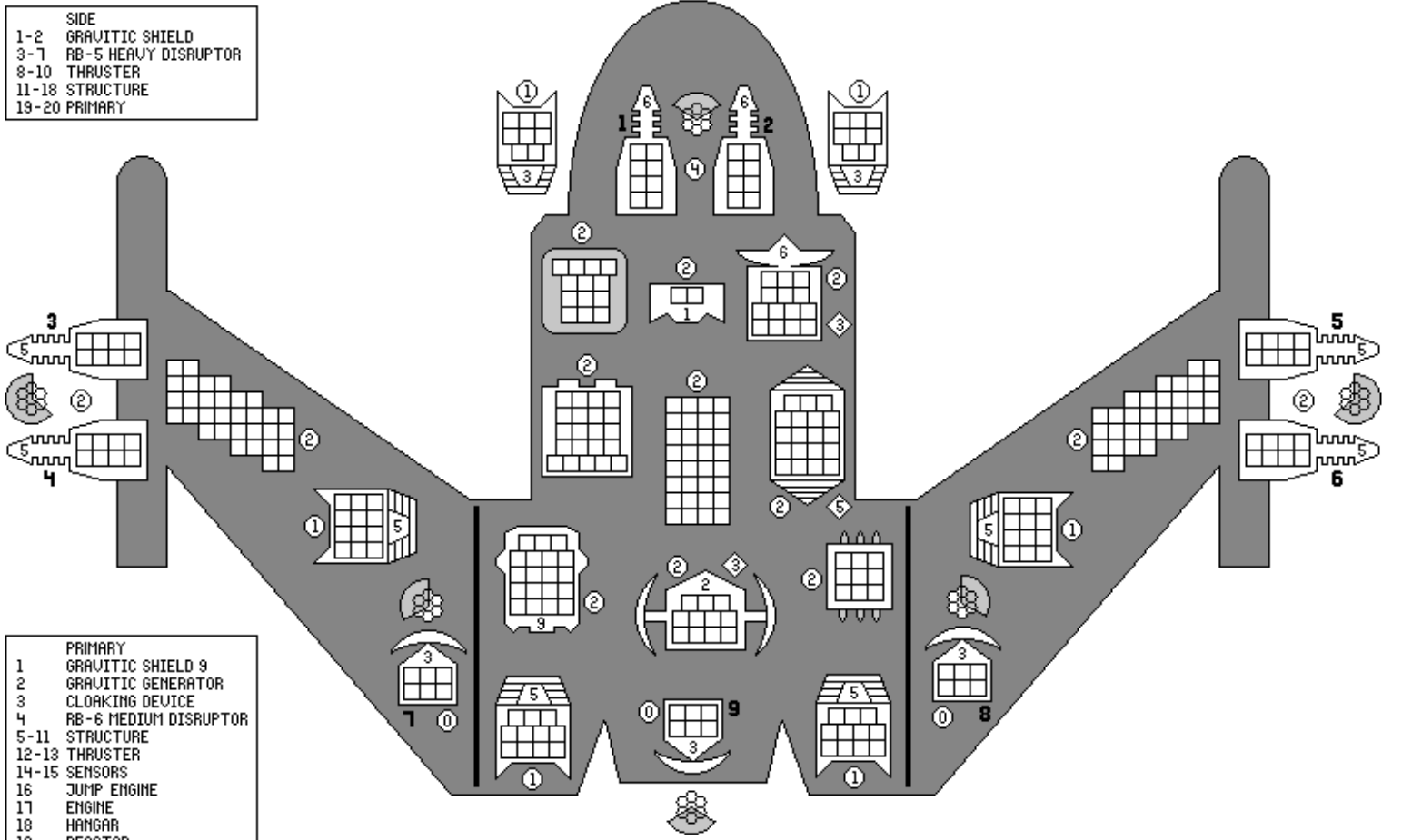
CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:1/96	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:112	PIVOT:3+2	EXTRA POWER:0<-1>										
JUMP:19 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



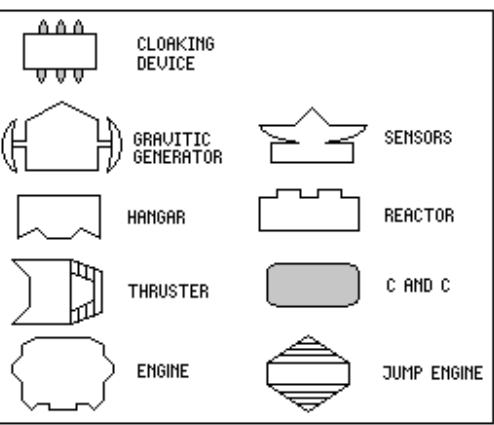
SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR
2 SHUTTLES THRUST:3
ARMOR:1 DEFENSE:8/10

SIDE
1-2 GRAVITIC SHIELD
3-7 RB-5 HEAVY DISRUPTOR
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY



PRIMARY
1 GRAVITIC SHIELD 9
2 GRAVITIC GENERATOR
3 CLOAKING DEVICE
4 RB-6 MEDIUM DISRUPTOR
5-11 STRUCTURE
12-13 THRUSTER
14-15 SENSORS
16 JUMP ENGINE
17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<>) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-5 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 4 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

NAME:RB-6 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

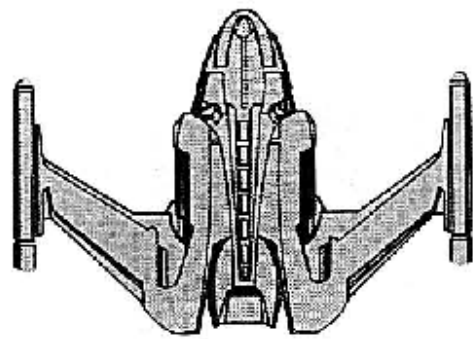
Romulan V-5/2 Cruiser

CLASS:HCV	TURN COST:2/3	FWD/AFT DEF:13<10>										
IN SUC:2/00	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:115	PIVOT:2+2	POWER SHORTAGE:-5<-9>										
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

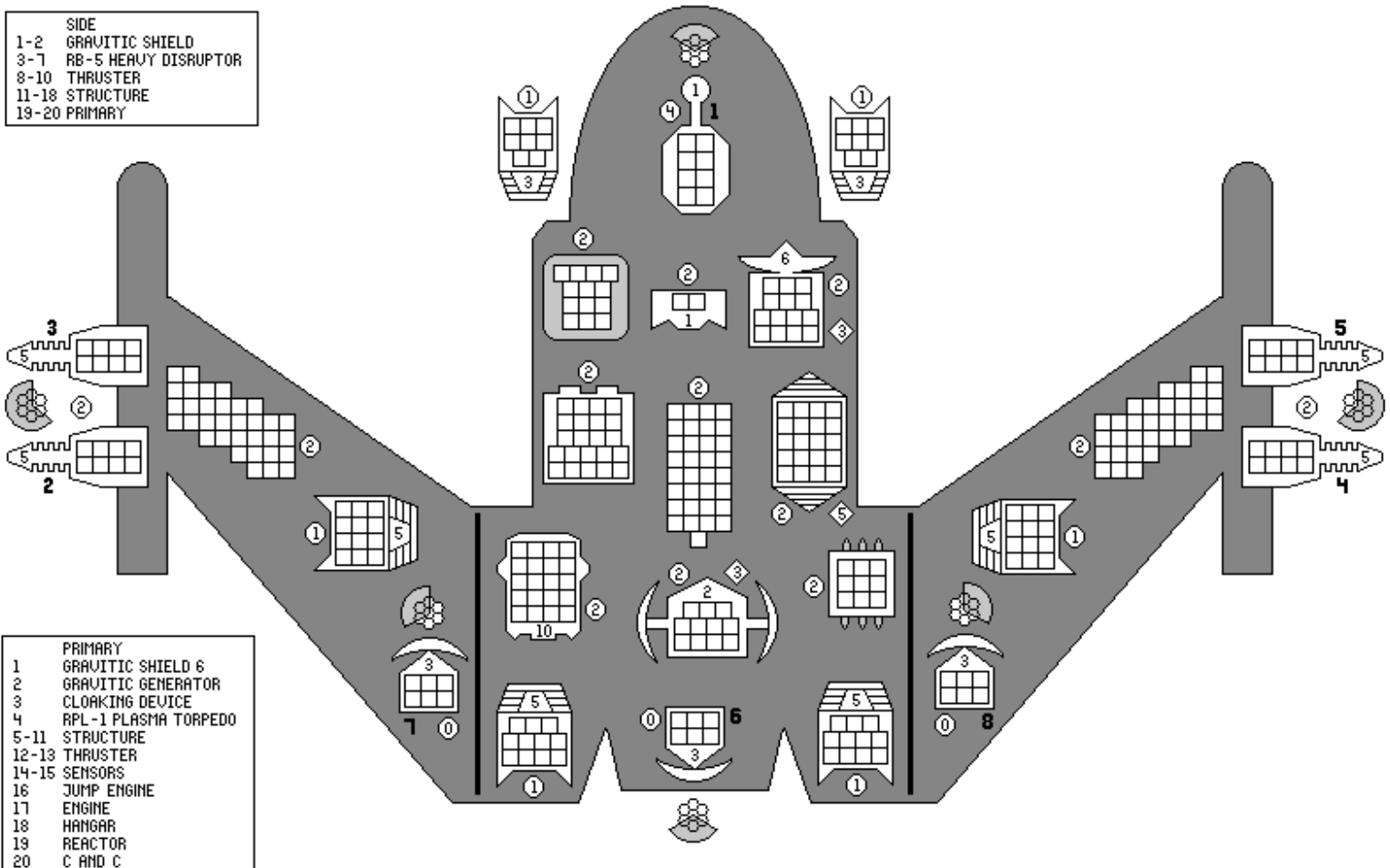


SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR
2 SHUTTLES THRUST:3
ARMOR:1 DEFENSE:8/10



SIDE
1-2 GRAVITIC SHIELD
3-7 RB-5 HEAVY DISRUPTOR
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY



PRIMARY
1 GRAVITIC SHIELD 6
2 GRAVITIC GENERATOR
3 CLOAKING DEVICE
4 RPL-1 PLASMA TORPEDO
5-11 STRUCTURE
12-13 THRUSTER
14-15 SENSORS
16 JUMP ENGINE
17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		ENGINE
	JUMP ENGINE		GRAVITIC SHIELD

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

	NAME:RPL-1 PLASMA TORPEDO CLASS:BALLISTIC/PLASMA MODE:FLASH/SPLASH DAMAGE:60 <-5/HEX>6< RANGE PENALTY:N/A MAX RANGE:16 FIRE CTRL:+2/+1/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 3 TURNS
	NAME:RB-5 HEAVY DISRUPTOR CLASS:MOLECULAR MODE:RKG DAMAGE:3d10+13 <-1/2 HEXES>5< RANGE PENALTY:-1 PER 4 HEXES FIRE CTRL:+5/+2/+0 INTERCEPT RTG:N/A RATE OF FIRE:1 PER 3 TURNS
	DAMAGE:2d10+10 <-1/2 HEXES>5< RATE OF FIRE:1 PER 2 TURNS DAMAGE:1d10+7 <-1/2 HEXES>5< RATE OF FIRE:1 PER TURN

Romulan V-6/1 Cruiser

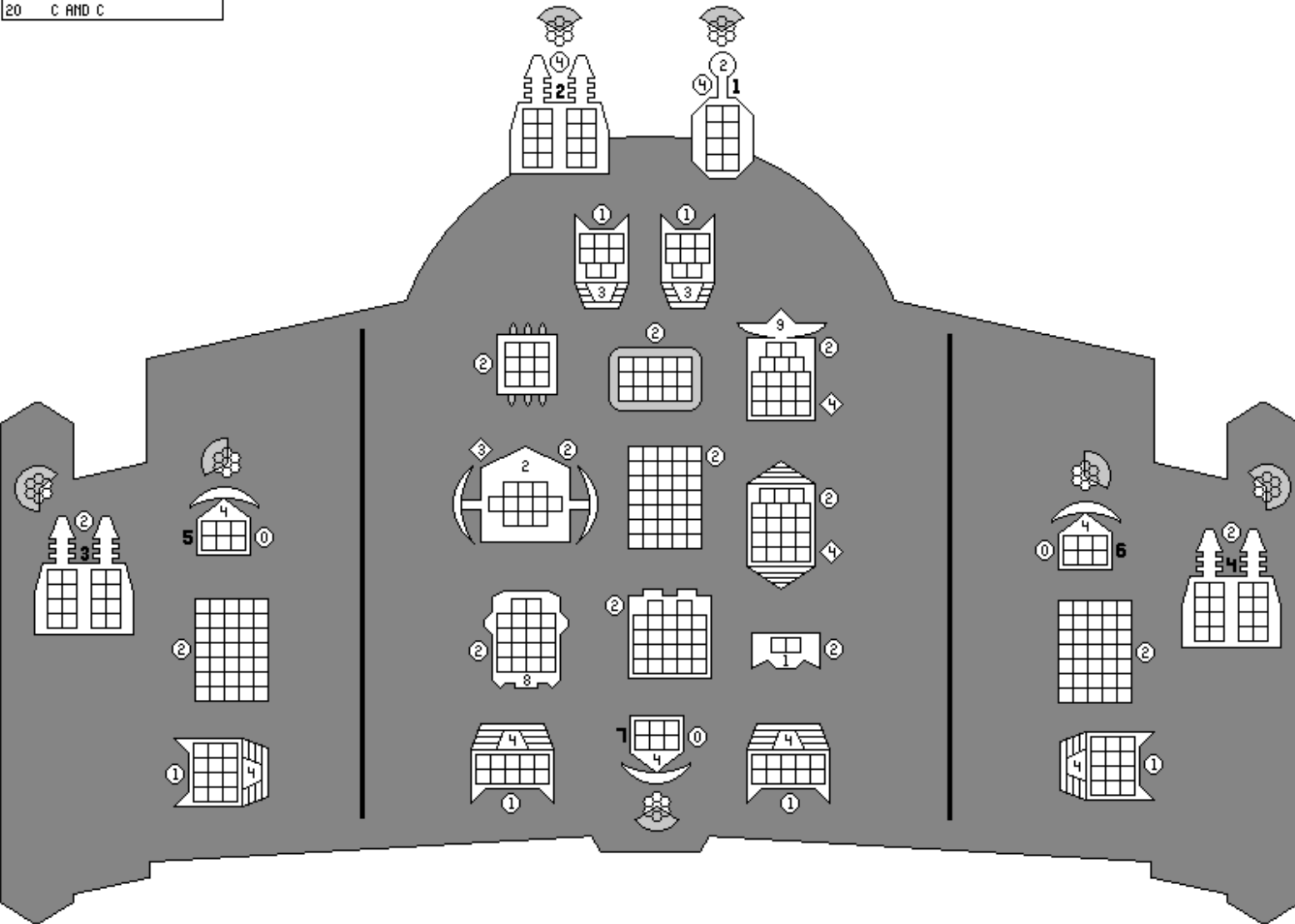


1-2	SIDE
3-6	GRAVITIC SHIELD
7-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
1	PRIMARY
2	CLOAKING DEVICE
3	GRAVITIC SHIELD
4-5	RPL-2 PLASMA TORPEDO
6	RB-6 MEDIUM DISRUPTOR
7-13	STRUCTURE
14	THRUSTER
15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

CLASS:HCV	TURN COST:1/2	FWD/AFT DEF:14(10)
IN SUC:2/09	TURN DELAY:3/4	STB/PORT DEF:13(9)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:121	PIVOT:2+1	POWER SHORTAGE:-8(-16)
JUMP:17 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR	2 SHUTTLES	THRUST:3
ARMOR:1	DEFENSE:8/10	



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

	NAME:RPL-2 PLASMA TORPEDO CLASS:BALLISTIC/PLASMA MODE:FLASH/SPLASH DAMAGE:80 (<3/HEX>8) RANGE PENALTY:N/A MAX RANGE:28 FIRE CTRL:+3/+2/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 4 TURNS
	NAME:RB-6 MED. DISRUPTOR BANK CLASS:MOLECULAR MODE:RKG DAMAGE:3410+13(<1/2 HEXES>5) RANGE PENALTY:-1 PER 3 HEXES FIRE CTRL:+3/+2/+1 INTERCEPT RTG:N/A RATE OF FIRE:2 PER 3 TURNS

Romulan V-6/5 Cruiser

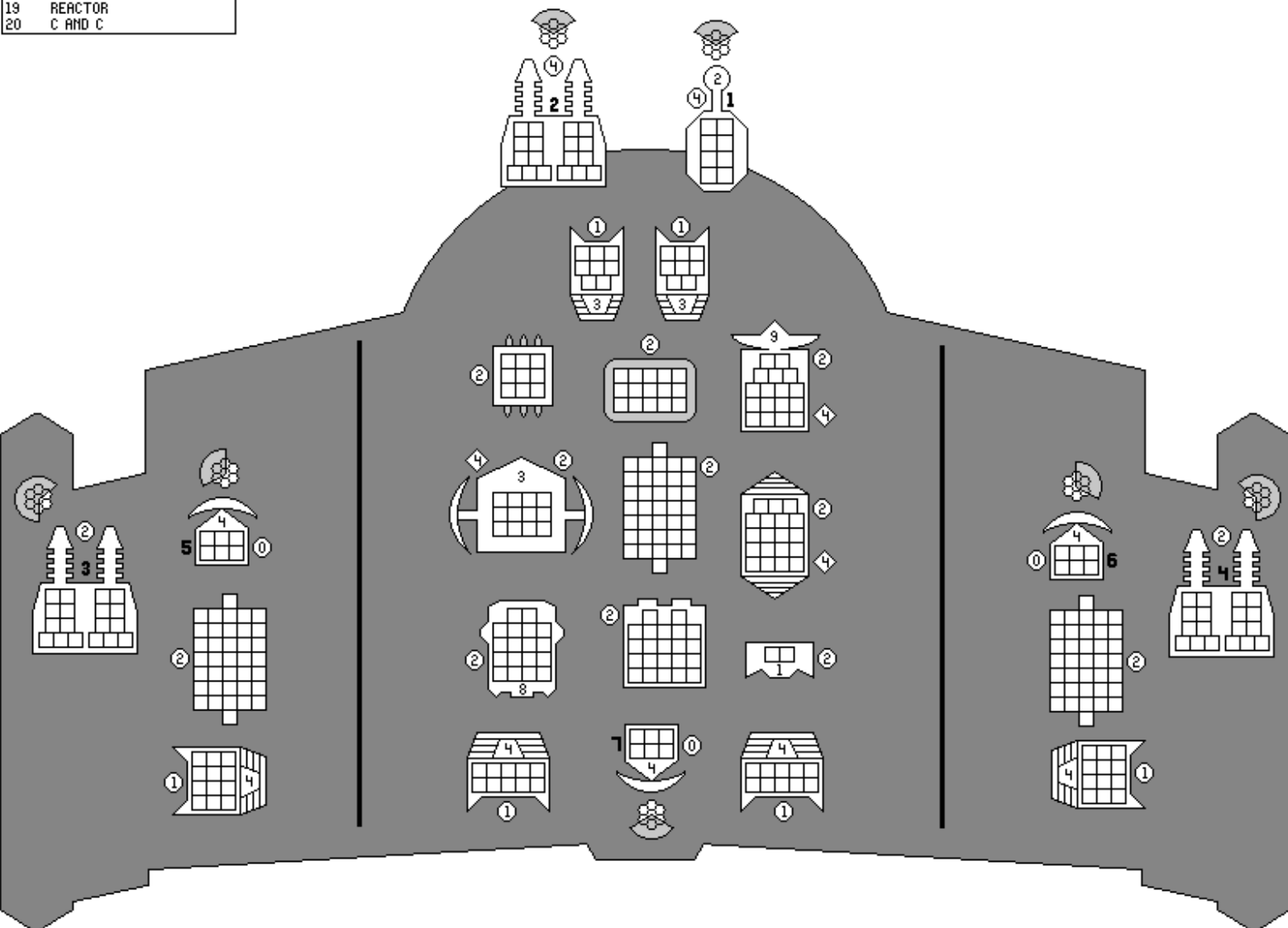


1-2	SIDE
3-6	GRAVITIC SHIELD
7-10	RB-9 HUY. DISRUPTOR BANK
11-18	THRUSTER
19-20	PRIMARY
1	PRIMARY
2	CLOAKING DEVICE
3	GRAVITIC SHIELD
4-5	RPL-2 PLASMA TORPEDO
6	RB-9 HUY. DISRUPTOR BANK
7-13	STRUCTURE
14	THRUSTER
15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

CLASS:HCV	TURN COST:1/2	FWD/AFT DEF:14<10>
IN SUC:2/11	TURN DELAY:3/4	STB/PORT DEF:13<9>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:133	PIVOT:2+1	POWER SHORTAGE:-8<-16>
JUMP:17 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR
 2 SHUTTLES THRUST:3
 ARMOR:1 DEFENSE:8/10



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

	NAME:RPL-2 PLASMA TORPEDO CLASS:BALLISTIC/PLASMA MODE:FLASH/SPLASH DAMAGE:80 <-3/HEX>8 RANGE PENALTY:N/A MAX RANGE:28 FIRE CTRL:+3/+2/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 4 TURNS
	NAME:RB-9 HUY. DISRUPTOR BANK CLASS:MOLECULAR MODE:RKG DAMAGE:3d10+15 <-1/2 HEXES>5 RANGE PENALTY:-1 PER 3 HEXES FIRE CTRL:+5/+2/+0 INTERCEPT RTG:N/A RATE OF FIRE:2 PER 3 TURNS

Romulan V-6/7 Cruiser

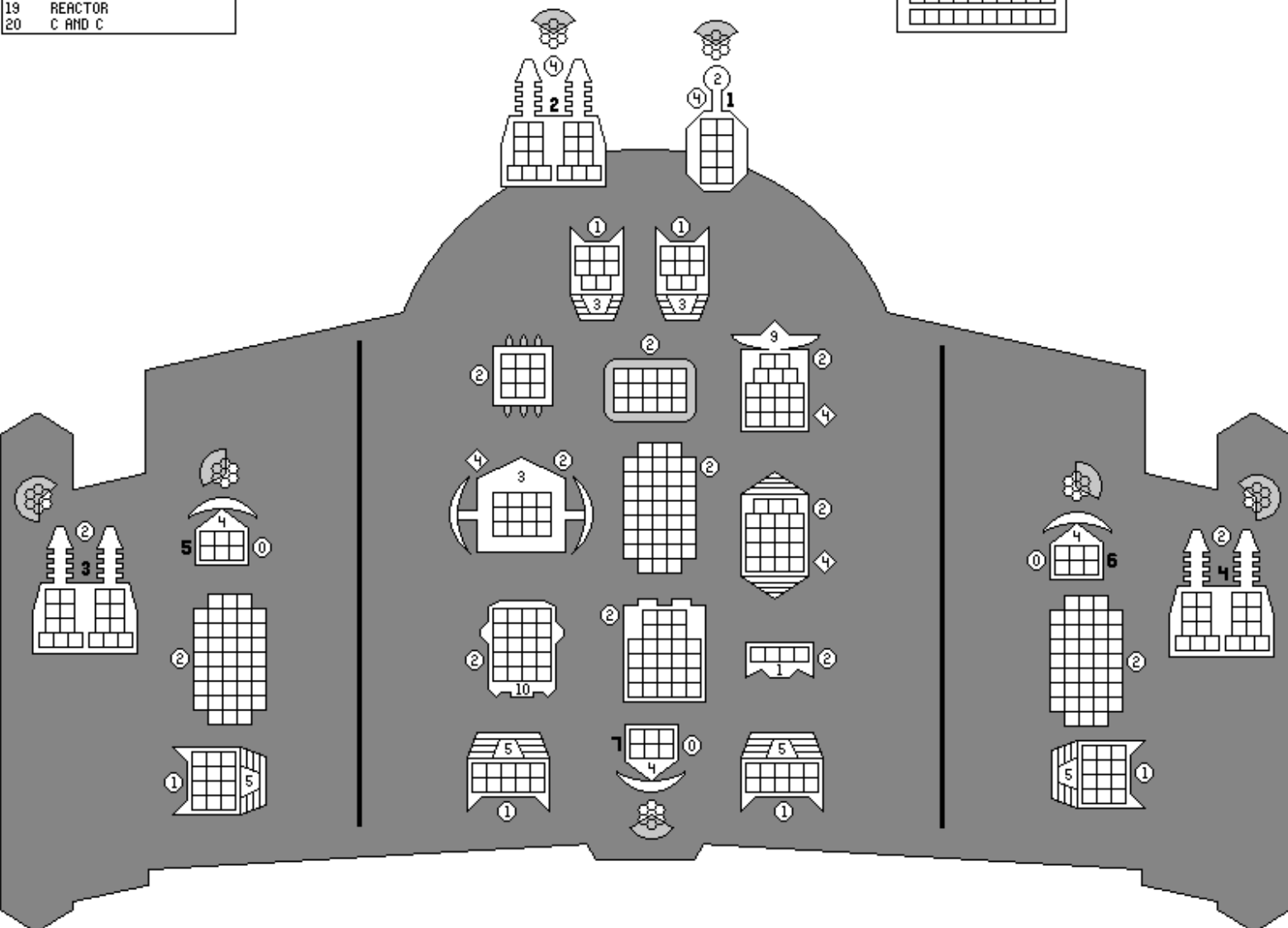


1-2	SIDE
3-6	GRAVITIC SHIELD
7-10	RB-9 HUY. DISRUPTOR BANK
11-18	THRUSTER
19-20	PRIMARY
1	PRIMARY
2	CLOAKING DEVICE
3	GRAVITIC SHIELD
4-5	RPL-2 PLASMA TORPEDO
6	RB-9 HUY. DISRUPTOR BANK
7-13	STRUCTURE
14	THRUSTER
15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

CLASS:HCV	TURN COST:1/2	FWD/AFT DEF:14<10>
IN SUC:2/16	TURN DELAY:3/4	STB/PORT DEF:13<9>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:145	PIVOT:2+1	POWER SHORTAGE:-8<23>
JUMP:17 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR	4 SHUTTLES THRUST:3
ARMOR:1	DEFENSE:8/10



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS <> INDICATES VALUE WITH SHIELD ACTIVE.

	NAME:RPL-2 PLASMA TORPEDO CLASS:BALLISTIC/PLASMA MODE:FLASH/SPLASH DAMAGE:80 <3/HEX>8 RANGE PENALTY:N/A MAX RANGE:28 FIRE CTRL:+3/+2/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 4 TURNS
	NAME:RB-9 HUY. DISRUPTOR BANK CLASS:MOLECULAR MODE:RKG DAMAGE:3d10+15 <1/2 HEXES>5 RANGE PENALTY:-1 PER 3 HEXES FIRE CTRL:+5/+2/+0 INTERCEPT RTG:N/A RATE OF FIRE:2 PER 3 TURNS

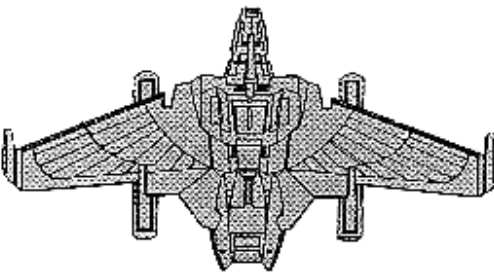
Romulan V-7/1 Cruiser

CLASS:CAPITAL	TURN COST:2/3	FWD/AFT DEF:16<13>
IN SUC:2/12	TURN DELAY:1/1	STB/PORT DEF:14<11>
POINTS:	ACCEL/DECEL:3	ENG. EFFICIENCY:4/1
RAM:195	PIVOT:3+2	POWER SHORTAGE:-8<-11>
JUMP:15 TURNS	ROLL:3+2	INITIATIVE:0
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 6 7 8 8	
TURN DELAY:	1 2 3 4 5 6 7 8 9 10 11 12	

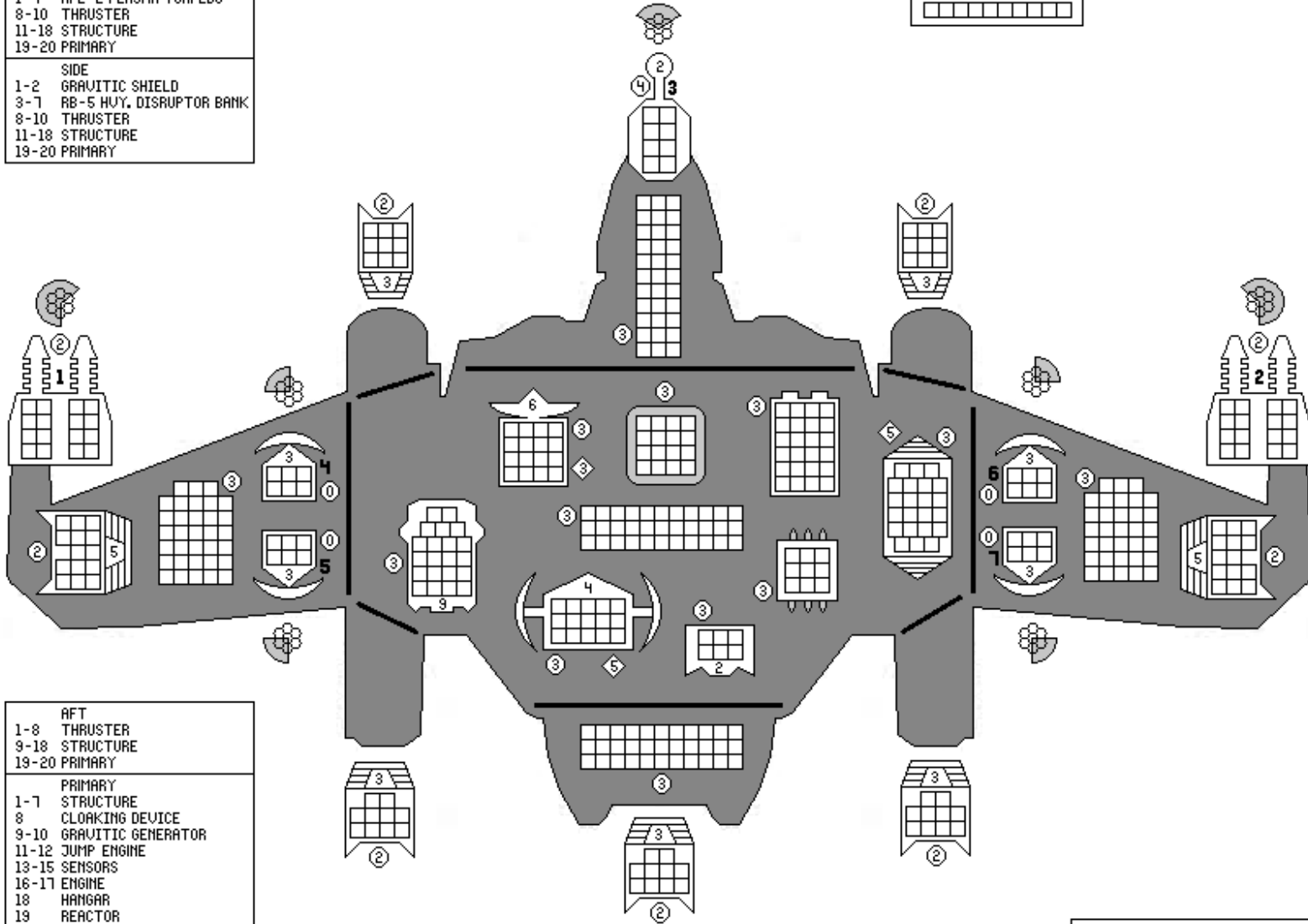


SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR:
6 SHUTTLES THRUST:3
ARMOR:1 DEFENSE:8/10



- FORWARD**
1-7 RPL-2 PLASMA TORPEDO
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- SIDE**
1-2 GRAVITIC SHIELD
3-7 RB-5 HUY. DISRUPTOR BANK
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

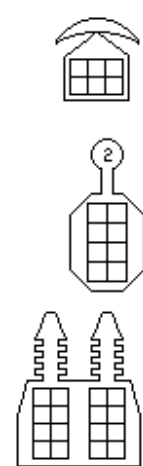
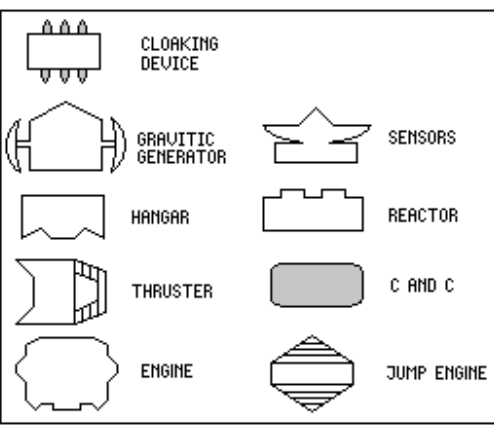


- AFT**
1-8 THRUSTER
9-18 STRUCTURE
19-20 PRIMARY
- PRIMARY**
1-7 STRUCTURE
8 CLOAKING DEVICE
9-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RPL-2 PLASMA TORPEDO
CLASS:BALLISTIC/PLASMA
MODE:FLASH/SPLASH
DAMAGE:80 (<3/HEX>8)
RANGE PENALTY:N/A
MAX RANGE:28
FIRE CTRL:+3/+2/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:RB-5 HUY. DISRUPTOR BANK
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 4 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:2 PER 3 TURNS



Romulan V-7/3 Cruiser

CLASS: CAPITAL
 IN SUC: 2/12
 POINTS:
 RAM: 207
 JUMP: 15 TURNS

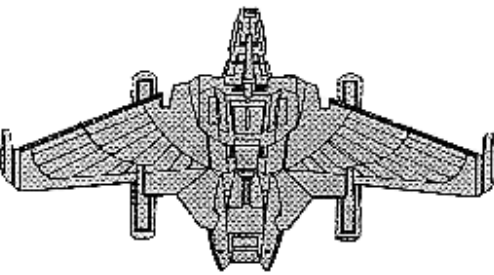
TURN COST: 2/3
 TURN DELAY: 1/1
 ACCEL/DECEL: 3
 PIVOT: 3+2
 ROLL: 3+2

FWD/FT DEF: 16(12)
 STB/PORT DEF: 14(10)
 ENG. EFFICIENCY: 4/1
 EXTRA POWER: 0(-7)
 INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

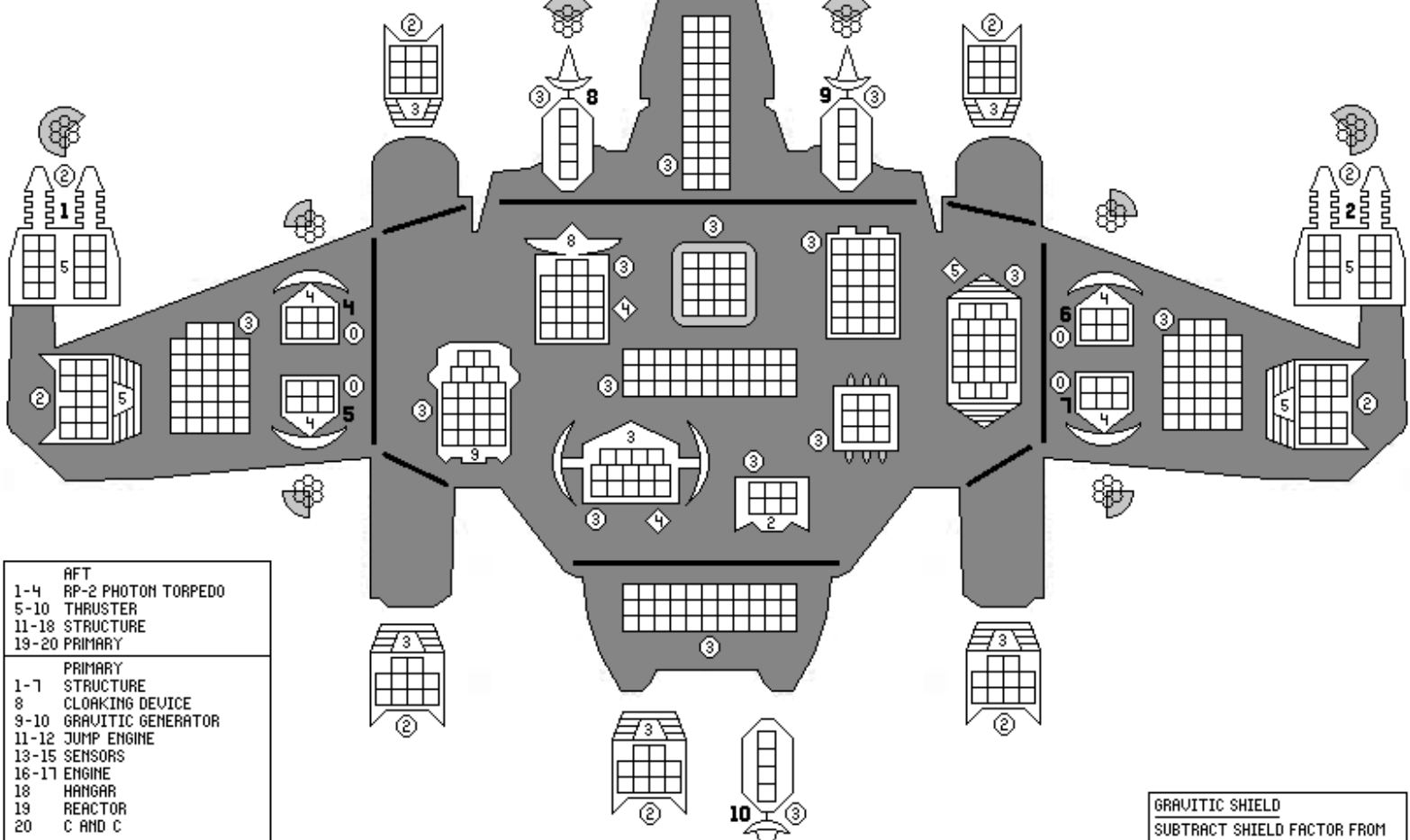
SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR
 6 SHUTTLES THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



FORWARD
 1-4 RP-2 PHOTON TORPEDO
 5-7 RB-9 HUY. DISRUPTOR BANK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

SIDE
 1-2 GRAVITIC SHIELD
 3-7 RB-5 HUY. DISRUPTOR BANK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY



AFT
 1-4 RP-2 PHOTON TORPEDO
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY

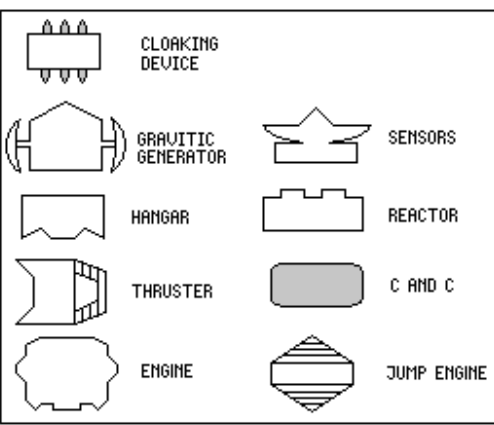
PRIMARY
 1-7 STRUCTURE
 8 CLOAKING DEVICE
 9-10 GRAVITIC GENERATOR
 11-12 JUMP ENGINE
 13-15 SENSORS
 16-17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RP-2 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 12
 RANGE PENALTY: N/A
 MAX RANGE: 20
 FIRE CTRL: +2/+1/--
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS

NAME: RB-5 HUY. DISRUPTOR BANK
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+13 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 4 HEXES
 FIRE CTRL: +5/+2/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 2 PER 3 TURNS

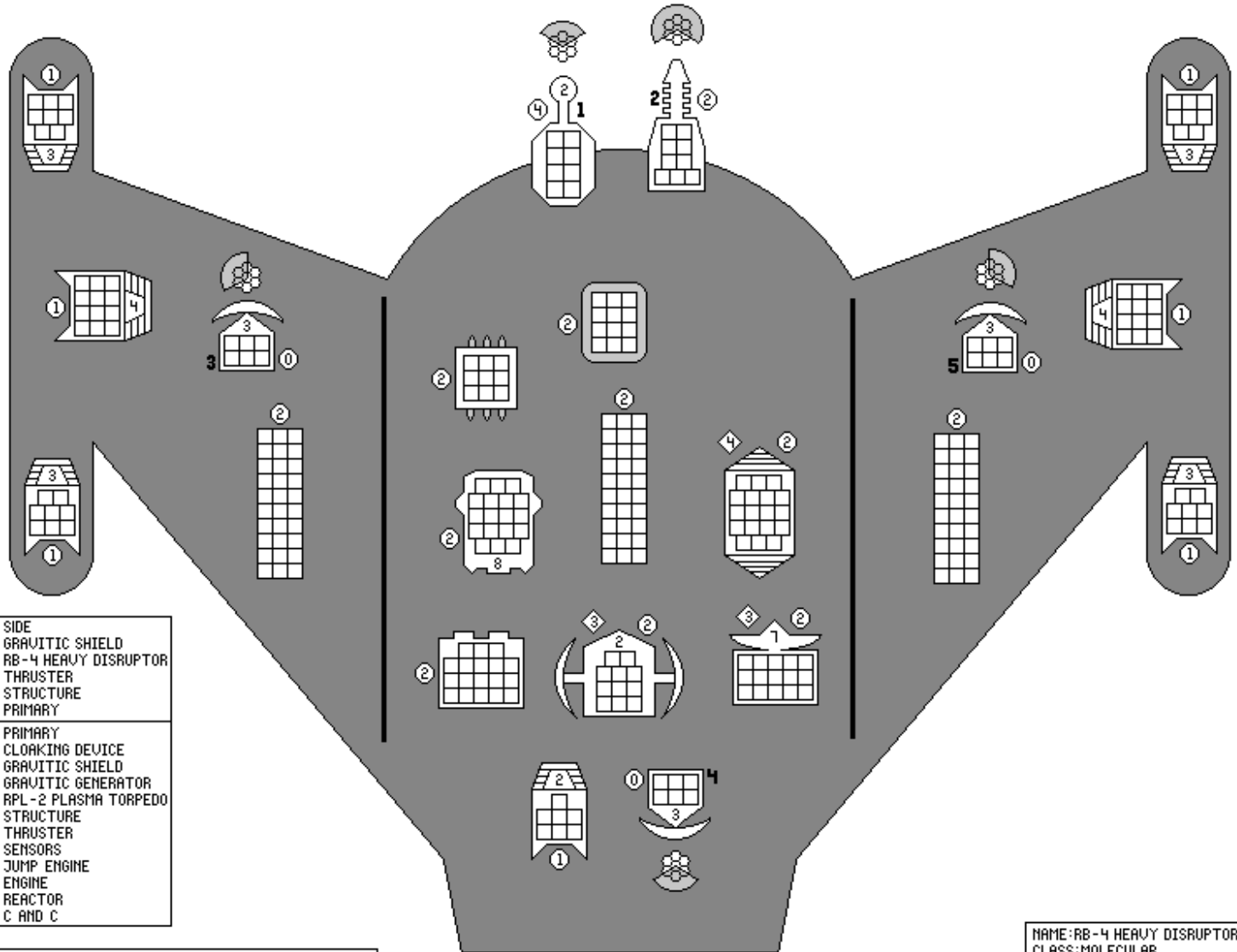
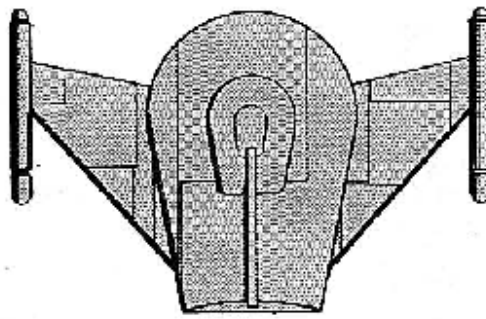
NAME: RB-9 HUY. DISRUPTOR BANK
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+15 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +5/+2/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 2 PER 3 TURNS



Romulan V-8/1 Cruiser

CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:14										
IN SUC:2/00	TURN DELAY:1/1	STB/PORT DEF:13										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:97	PIVOT:3+2	EXTRA POWER:0(-4)										
JUMP:20 TURNS	ROLL:2+2	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE



- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-6 RB-4 HEAVY DISRUPTOR
 - 7-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 CLOAKING DEVICE
 - 2 GRAVITIC SHIELD
 - 3 GRAVITIC GENERATOR
 - 4-5 RPL-2 PLASMA TORPEDO
 - 6-12 STRUCTURE
 - 13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17-18 ENGINE
 - 19 REACTOR
 - 20 C AND C

	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

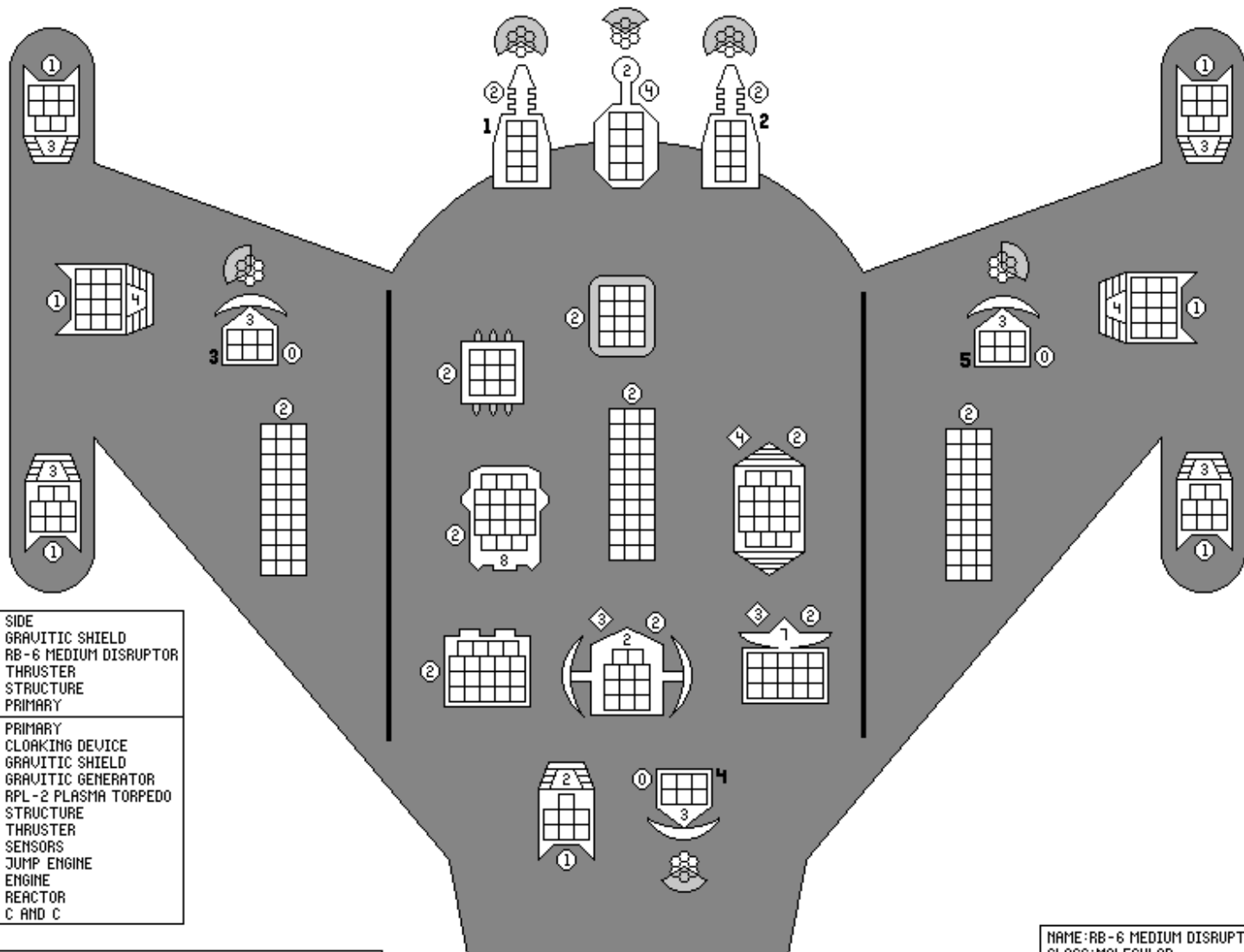
<p>NAME:RB-4 HEAVY DISRUPTOR CLASS:MOLECULAR MODE:RKG DAMAGE:3d10+15 (<1/2 HEXES>5) RANGE PENALTY:-1 PER HEX FIRE CTRL:+3/+1/-1 INTERCEPT RTG:N/A RATE OF FIRE:1 PER 3 TURNS</p> <p>DAMAGE:2d10+12 (<1/2 HEXES>5) RATE OF FIRE:1 PER 2 TURNS</p> <p>DAMAGE:1d10+9 (<1/2 HEXES>5) RATE OF FIRE:1 PER TURN</p>	
<p>NAME:RPL-2 PLASMA TORPEDO CLASS:BALLISTIC/PLASMA MODE:FLASH/SPLASH DAMAGE:80 (<3/HEX>8) RANGE PENALTY:N/A MAX RANGE:28 FIRE CTRL:+3/+2/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 4 TURNS</p>	

Romulan V-8/4 Cruiser

CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:14										
IN SUC:2/00	TURN DELAY:1/1	STB/PORT DEF:13										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:97	PIVOT:3+2	EXTRA POWER:0(-4)										
JUMP:20 TURNS	ROLL:2+2	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE



- SIDE**
1-2 GRAVITIC SHIELD
3-6 RB-6 MEDIUM DISRUPTOR
7-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- PRIMARY**
1 CLOAKING DEVICE
2 GRAVITIC SHIELD
3 GRAVITIC GENERATOR
4-5 RPL-2 PLASMA TORPEDO
6-12 STRUCTURE
13 THRUSTER
14-15 SENSORS
16 JUMP ENGINE
17-18 ENGINE
19 REACTOR
20 C AND C

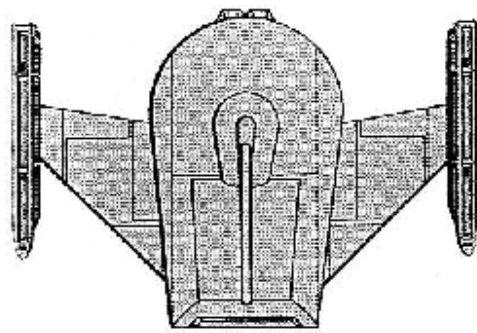
	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

	<p>NAME:RB-6 MEDIUM DISRUPTOR CLASS:MOLECULAR MODE:AKG DAMAGE:3d10+13 (<1/2 HEXES>5) RANGE PENALTY:-1 PER 3 HEXES FIRE CTRL:+3/+2/+1 INTERCEPT RTG:N/A RATE OF FIRE:1 PER 3 TURNS</p>
	<p>NAME:RPL-2 PLASMA TORPEDO CLASS:BALLISTIC/PLASMA MODE:FLASH/SPASH DAMAGE:80 (<3/HEX>8) RANGE PENALTY:N/A MAX RANGE:28 FIRE CTRL:+3/+2/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 4 TURNS</p>

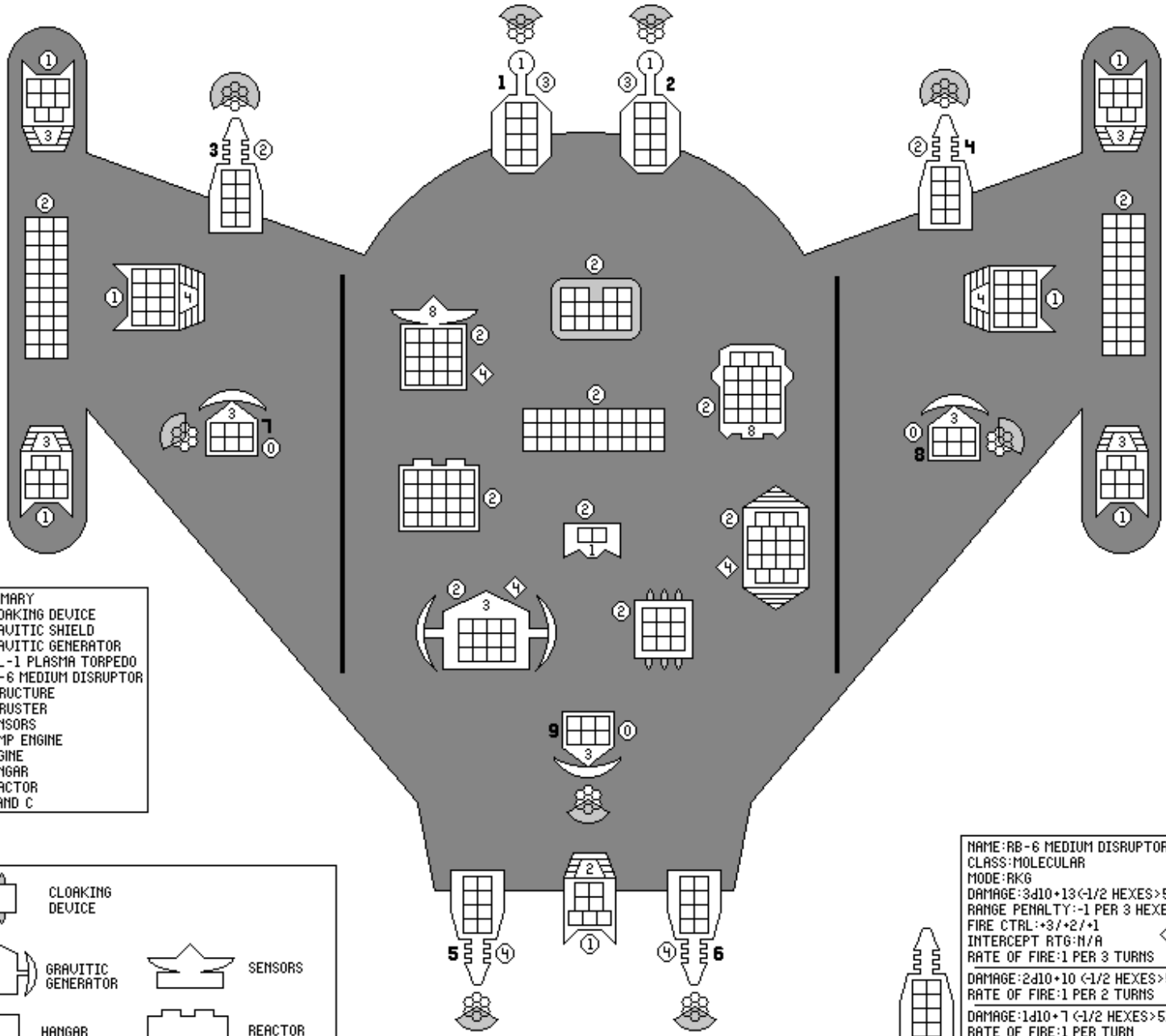
Romulan V-9/1 Cruiser

CLASS: HCV	TURN COST: 3/4	FWD/AFT DEF: 13<10>										
IN SUC: 2/08	TURN DELAY: 1/1	STB/PORT DEF: 14<11>										
POINTS:	ACCEL/DECEL: 2	ENG. EFFICIENCY: 3/1										
RAM: 104	PIVOT: 3+2	POWER SHORTAGE: -10<-13>										
JUMP: 20 TURNS	ROLL: 2+2	INITIATIVE: +6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



SPECIAL NOTES:	HANGAR:
GRAVITIC DRIVE	2 SHUTTLES THRUST: 3
CLOAKING DEVICE	ARMOR: 1 DEFENSE: 8/10
CAN SHUT OFF JUMP ENGINE	

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-6 RB-6 MEDIUM DISRUPTOR
 - 7-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY



- PRIMARY**
- 1 CLOAKING DEVICE
 - 2 GRAVITIC SHIELD
 - 3 GRAVITIC GENERATOR
 - 4-5 RPL-1 PLASMA TORPEDO
 - 6 RB-6 MEDIUM DISRUPTOR
 - 7-13 STRUCTURE
 - 14 THRUSTER
 - 15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C

	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

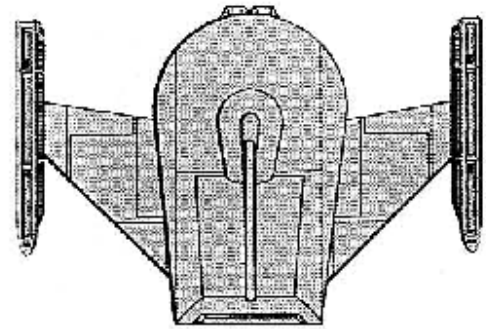
GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RB-6 MEDIUM DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+13 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +3/+2/+1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS
 DAMAGE: 2d10+10 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER 2 TURNS
 DAMAGE: 1d10+7 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER TURN

NAME: RPL-1 PLASMA TORPEDO
 CLASS: BALLISTIC/PLASMA
 MODE: FLASH/SPLASH
 DAMAGE: 60 (<5/HEX>6)
 RANGE PENALTY: N/A
 MAX RANGE: 16
 FIRE CTRL: +2/+1/--
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS

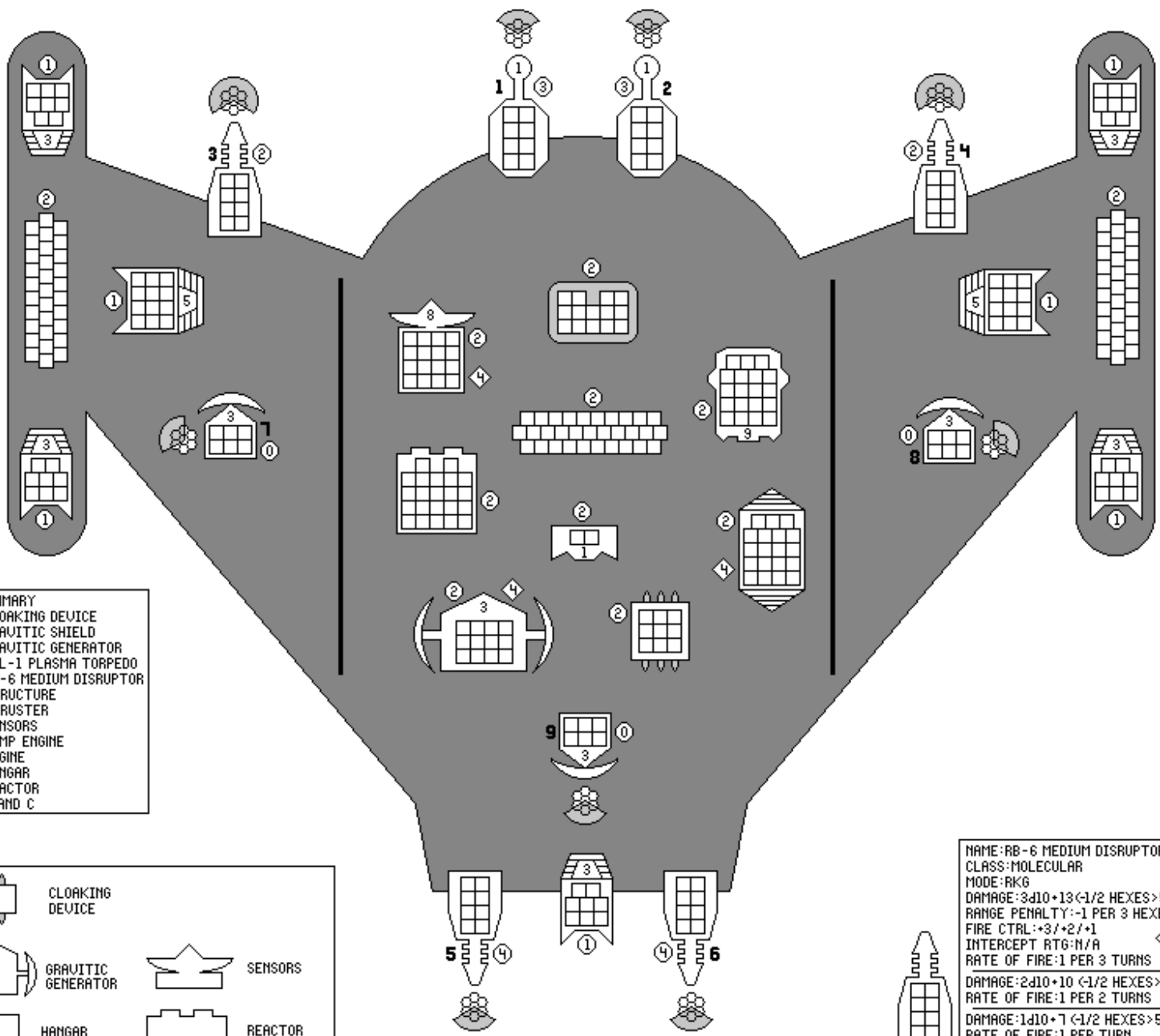
Romulan V-9/6 Cruiser

CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:2/08	TURN DELAY:1/1	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:107	PIVOT:3+2	POWER SHORTAGE:-8<11>										
JUMP:19 TURNS	ROLL:2+2	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



SPECIAL NOTES:	HANGAR
GRAVITIC DRIVE	2 SHUTTLES THRUST:3
CLOAKING DEVICE	ARMOR:1 DEFENSE:8/10
CAN SHUT OFF JUMP ENGINE	

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-6 RB-6 MEDIUM DISRUPTOR
 - 7-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY



- PRIMARY**
- 1 CLOAKING DEVICE
 - 2 GRAVITIC SHIELD
 - 3 GRAVITIC GENERATOR
 - 4-5 RPL-1 PLASMA TORPEDO
 - 6 RB-6 MEDIUM DISRUPTOR
 - 7-13 STRUCTURE
 - 14 THRUSTER
 - 15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C

	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RB-6 MEDIUM DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:3d10+13<1/2 HEXES>5
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+3/+2/+1
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS
 DAMAGE:2d10+10 <1/2 HEXES>5
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+7 <1/2 HEXES>5
 RATE OF FIRE:1 PER TURN

NAME:RPL-1 PLASMA TORPEDO
 CLASS:BALLISTIC/PLASMA
 MODE:FLASH/SPLASH
 DAMAGE:60 <5/HEX>6
 RANGE PENALTY:N/A
 MAX RANGE:16
 FIRE CTRL:+2/+1/--
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS

Romulan V-11/1 Cruiser

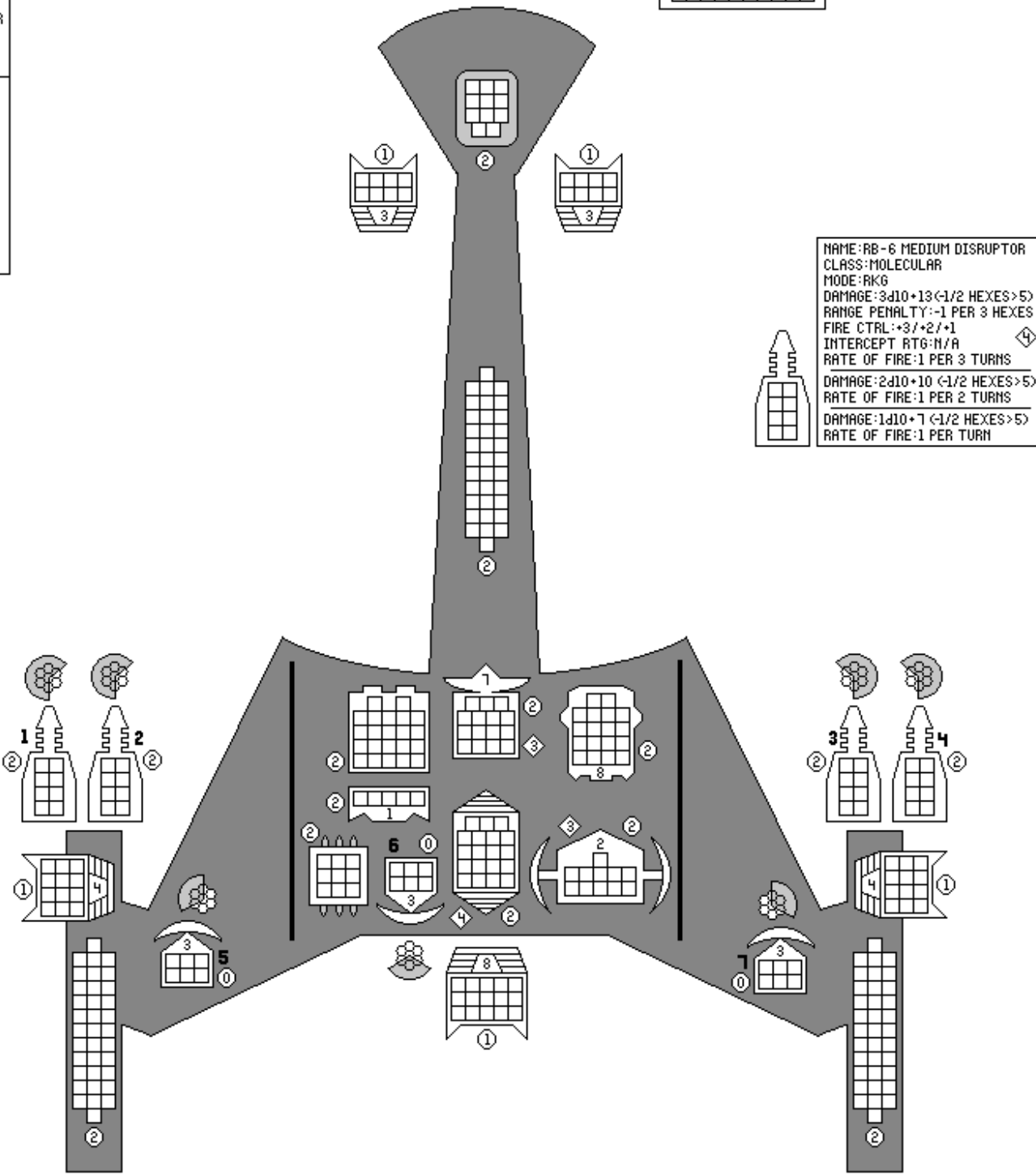
CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>
IN SUC:2/09	TURN DELAY:3/4	STB/PORT DEF:14<11>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:113	PIVOT:3+2	EXTRA POWER:0<4>
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 3 3 4 5 5 6 7 8 8 9	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	



SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR:
5 SHUTTLES THRUST:3
ARMOR:1 DEFENSE:8/10

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 RB-6 MEDIUM DISRUPTOR
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC SHIELD 6
 - 2 GRAVITIC GENERATOR
 - 3 CLOAKING DEVICE
 - 4-10 STRUCTURE
 - 11-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



NAME:RB-6 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- CLOAKING DEVICE
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<>) INDICATES VALUE WITH SHIELD ACTIVE.

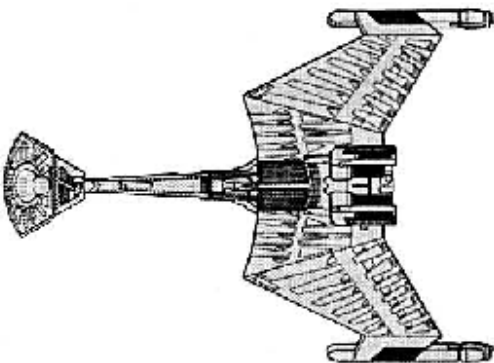
Romulan V-11/2 Cruiser

CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:2/12	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1										
RAM:116	PIVOT:3+2	POWER SHORTAGE:-5<8>										
JUMP:17 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR:
5 SHUTTLES THRUST:3
ARMOR:1 DEFENSE:8/10

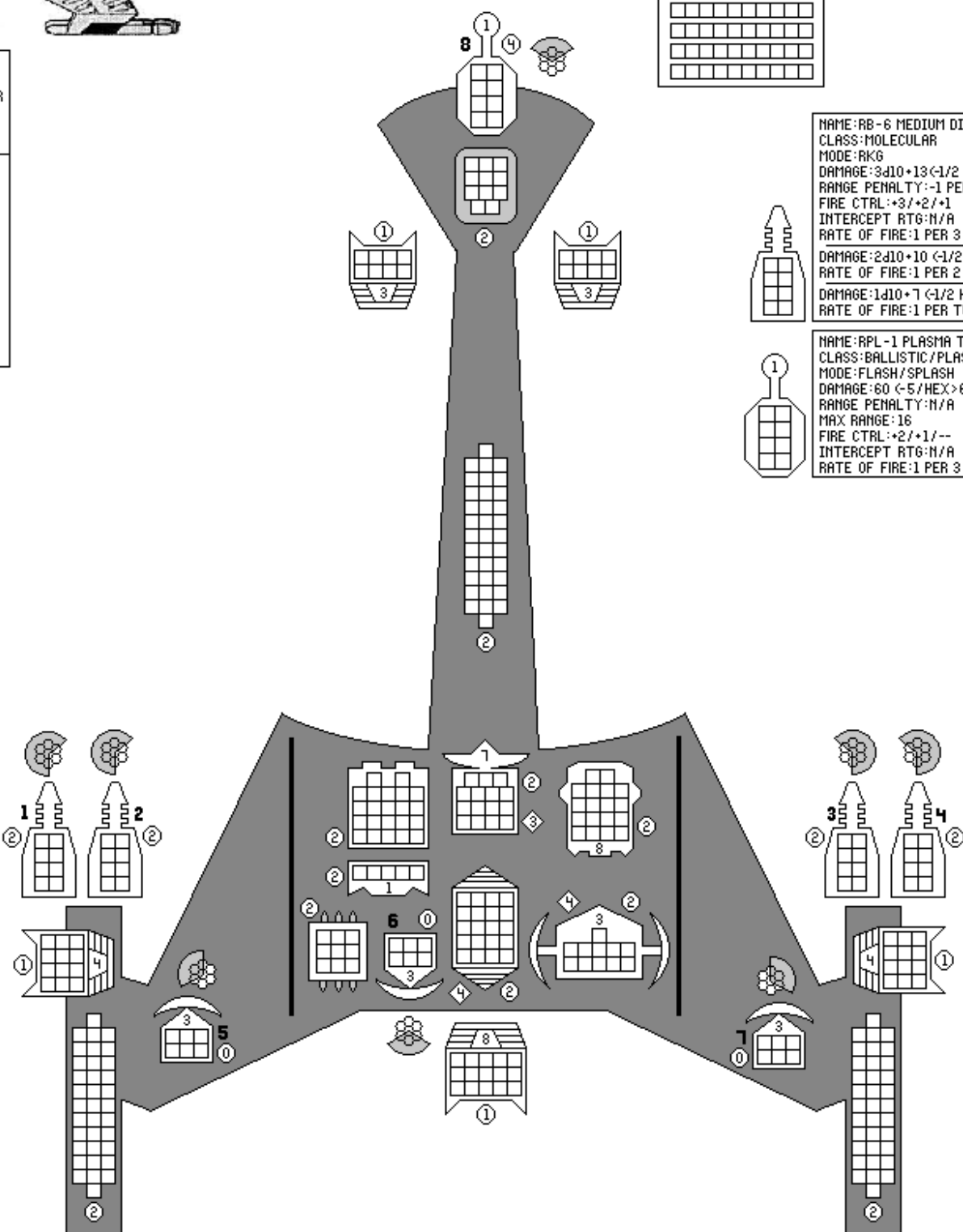


- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 RB-6 MEDIUM DISRUPTOR
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC SHIELD 6
 - 2 GRAVITIC GENERATOR
 - 3 CLOAKING DEVICE
 - 4 RPL-1 PLASMA TORPEDO
 - 5-11 STRUCTURE
 - 12-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C

NAME:RB-6 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13<-1/2 HEXES>5>
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:RPL-1 PLASMA TORPEDO
CLASS:BALLISTIC/PLASMA
MODE:FLASH/SPLASH
DAMAGE:60<-5/HEX>6>
RANGE PENALTY:N/A
MAX RANGE:16
FIRE CTL:+2/+1/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

- CLOAKING DEVICE
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESIS (<>) INDICATES
VALUE WITH SHIELD ACTIVE.

Romulan V-20/1 Cruiser

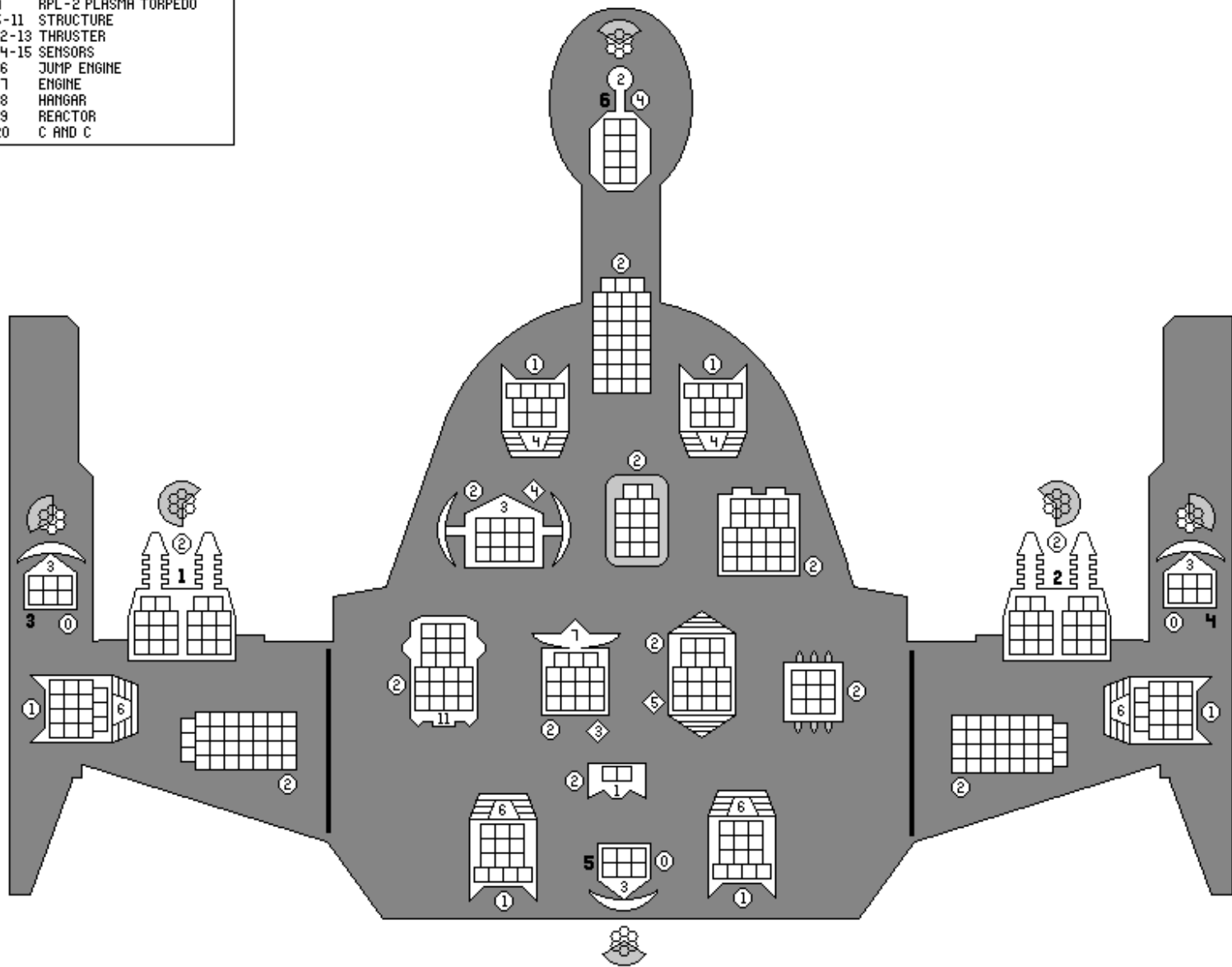
CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:2/17	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:109	PIVOT:3+2	POWER SHORTAGE:-8<11>										
JUMP:19 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 RB-10 HUY, DISRUPTOR BANK
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC SHIELD 5
 - 2 GRAVITIC GENERATOR
 - 3 CLOAKING DEVICE
 - 4 RPL-2 PLASMA TORPEDO
 - 5-11 STRUCTURE
 - 12-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

	NAME:RPL-2 PLASMA TORPEDO CLASS:BALLISTIC/PLASMA MODE:FLASH/SPLASH DAMAGE:80 (<3/HEX>8) RANGE PENALTY:N/A MAX RANGE:28 FIRE CTRL:+3/+2/-- INTERCEPT RTG:N/A RATE OF FIRE:1 PER 4 TURNS	◊ 8
	NAME:RB-10 HUY, DISRUPTOR BANK CLASS:MOLECULAR MODE:RKG DAMAGE:4d10+18(<1/2 HEXES>5) RANGE PENALTY:-1 PER 3 HEXES FIRE CTRL:+5/+2/+0 INTERCEPT RTG:N/A RATE OF FIRE:2 PER 4 TURNS	◊ 10

Romulan V-20/2 Cruiser

CLASS:HCV
 IN SUC:2/17
 POINTS:
 RAM:114
 JUMP:19 TURNS

TURN COST:3/4
 TURN DELAY:3/4
 ACCEL/DECEL:2
 PIVOT:3+2
 ROLL:2+1

FWD/AFT DEF:13< 9>
 STB/PORT DEF:14<10>
 ENG. EFFICIENCY:3/1
 EXTRA POWER:0<4>
 INITIATIVE:+6

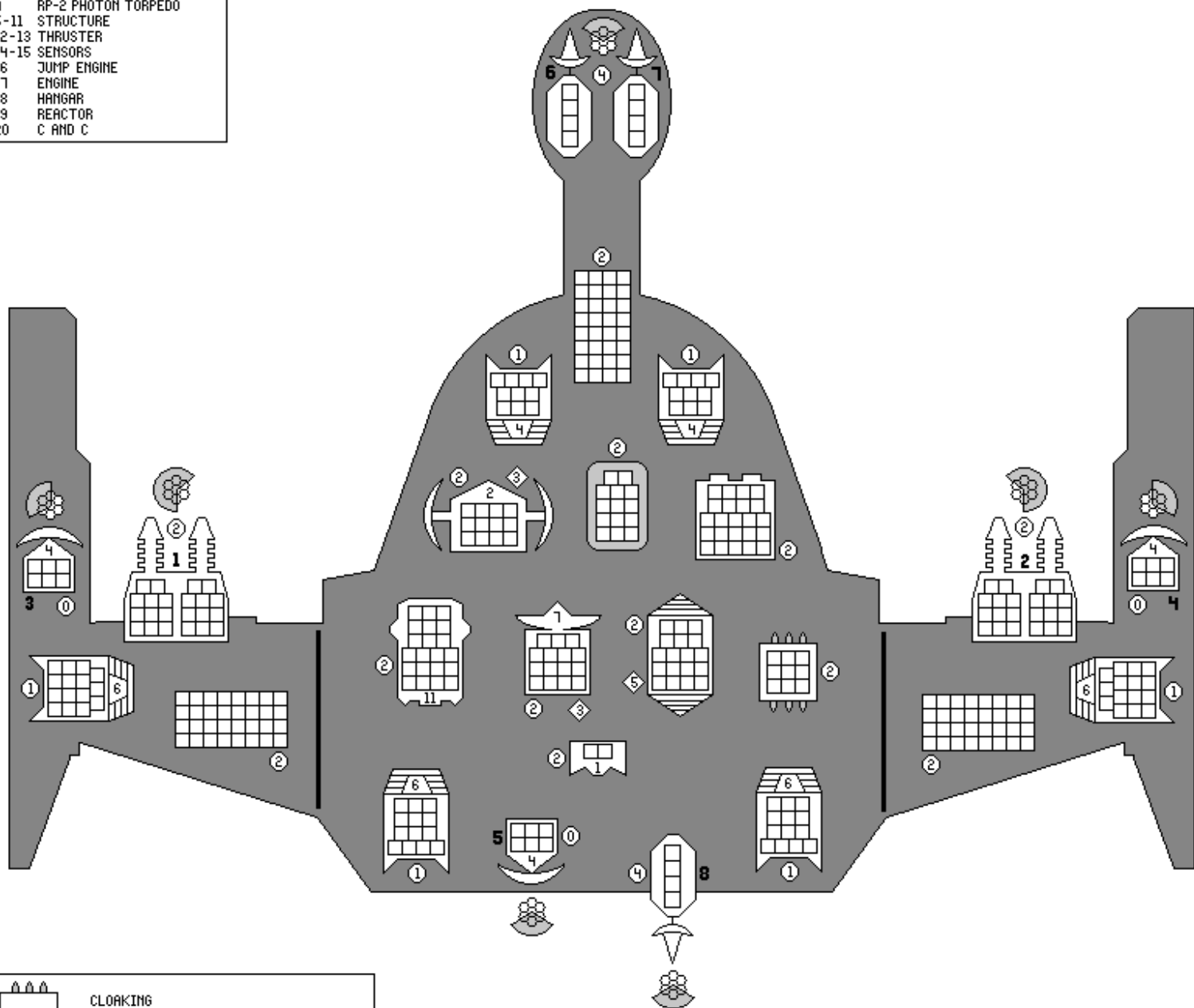


SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 CAN SHUT OFF JUMP ENGINE

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 RB-10 HUY, DISRUPTOR BANK
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC SHIELD 5
 - 2 GRAVITIC GENERATOR
 - 3 CLOAKING DEVICE
 - 4 RP-2 PHOTON TORPEDO
 - 5-11 STRUCTURE
 - 12-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME:RP-2 PHOTON TORPEDO
 CLASS:BALLISTIC
 MODE:STD
 DAMAGE:12
 RANGE PENALTY:N/A
 MAX RANGE:20
 FIRE CTRL:+2/+1/--
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS

NAME:RB-10 HUY, DISRUPTOR BANK
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:4d10+18<1/2 HEXES>5
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+5/+2/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:2 PER 4 TURNS

Romulan V-30/1 Cruiser

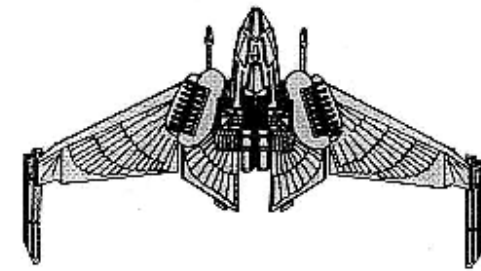
CLASS: CAPITAL	TURN COST: 2/3	FWD/AFT DEF: 16(12)
IN SUC: 2/17	TURN DELAY: 1/1	STB/PORT DEF: 14(10)
POINTS:	ACCEL/DECEL: 3	ENG. EFFICIENCY: 4/1
RAM: 279	PIVOT: 3+2	POWER SHORTAGE: -4(-18)
JUMP: 15 TURNS	ROLL: 3+2	INITIATIVE: 0
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 3 4 5 6 7 8 9 10 11 12	



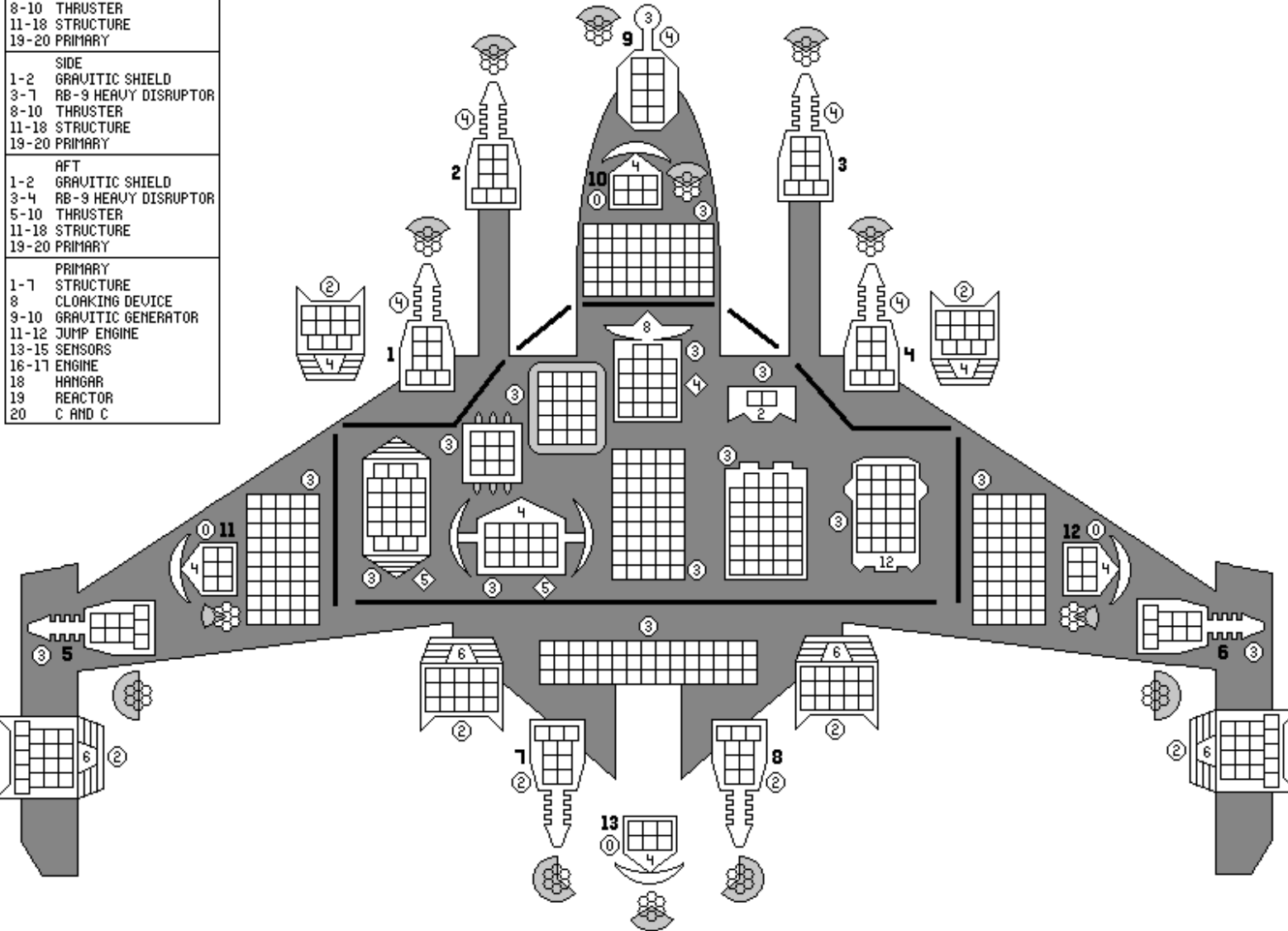
SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR
2 SHUTTLES: THRUST: 3
ARMOR: 1 DEFENSE: 8/10

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- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-4 RPL-3 PLASMA TORPEDO
- 5-7 RB-9 HEAVY DISRUPTOR
- 8-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- SIDE**
- 1-2 GRAVITIC SHIELD
- 3-7 RB-9 HEAVY DISRUPTOR
- 8-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- AFT**
- 1-2 GRAVITIC SHIELD
- 3-4 RB-9 HEAVY DISRUPTOR
- 5-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- PRIMARY**
- 1-7 STRUCTURE
- 8 CLOAKING DEVICE
- 9-10 GRAVITIC GENERATOR
- 11-12 JUMP ENGINE
- 13-15 SENSORS
- 16-17 ENGINE
- 18 HANGAR
- 19 REACTOR
- 20 C AND C



	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (< >) INDICATES VALUE WITH SHIELD ACTIVE.

<p>NAME: RB-9 HEAVY DISRUPTOR CLASS: MOLECULAR MODE: RKG DAMAGE: 3d10+15 (<1/2 HEXES>5) RANGE PENALTY: -1 PER 3 HEXES FIRE CTRL: +5/+2/-0 RATE OF FIRE: 1 PER 3 TURNS INTERCEPT RTG: N/A DAMAGE: 2d10+12 (<1/2 HEXES>5) RATE OF FIRE: 1 PER 2 TURNS DAMAGE: 1d10+9 (<1/2 HEXES>5) RATE OF FIRE: 1 PER TURN</p>	
<p>NAME: RPL-3 PLASMA TORPEDO CLASS: BALLISTIC/PLASMA MODE: FLASH/SPLASH DAMAGE: 70 (<2/HEX>7) RANGE PENALTY: N/A MAX RANGE: 30 FIRE CTRL: +3/+2/-- INTERCEPT RTG: N/A RATE OF FIRE: 1 PER 4 TURNS</p>	

Romulan V-30/2 Cruiser

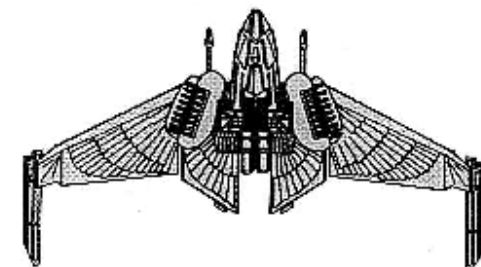
CLASS: CAPITAL	TURN COST: 2/3	FWD/AFT DEF: 16(12)
IN SUC: 2/19	TURN DELAY: 1/1	STB/PORT DEF: 14(10)
POINTS:	ACCEL/DECEL: 3	ENG. EFFICIENCY: 4/1
RAM: 282	PIVOT: 3+2	EXTRA POWER: 0<14>
JUMP: 15 TURNS	ROLL: 3+2	INITIATIVE: 0
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 3 4 5 6 7 8 9 10 11 12	



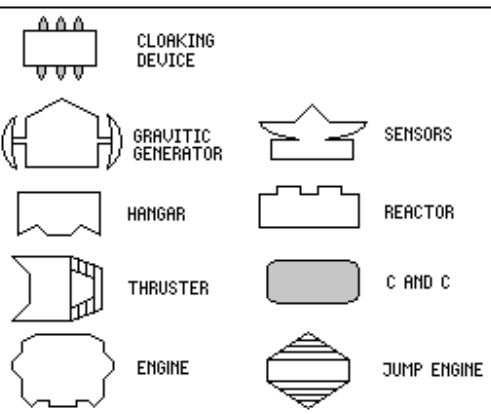
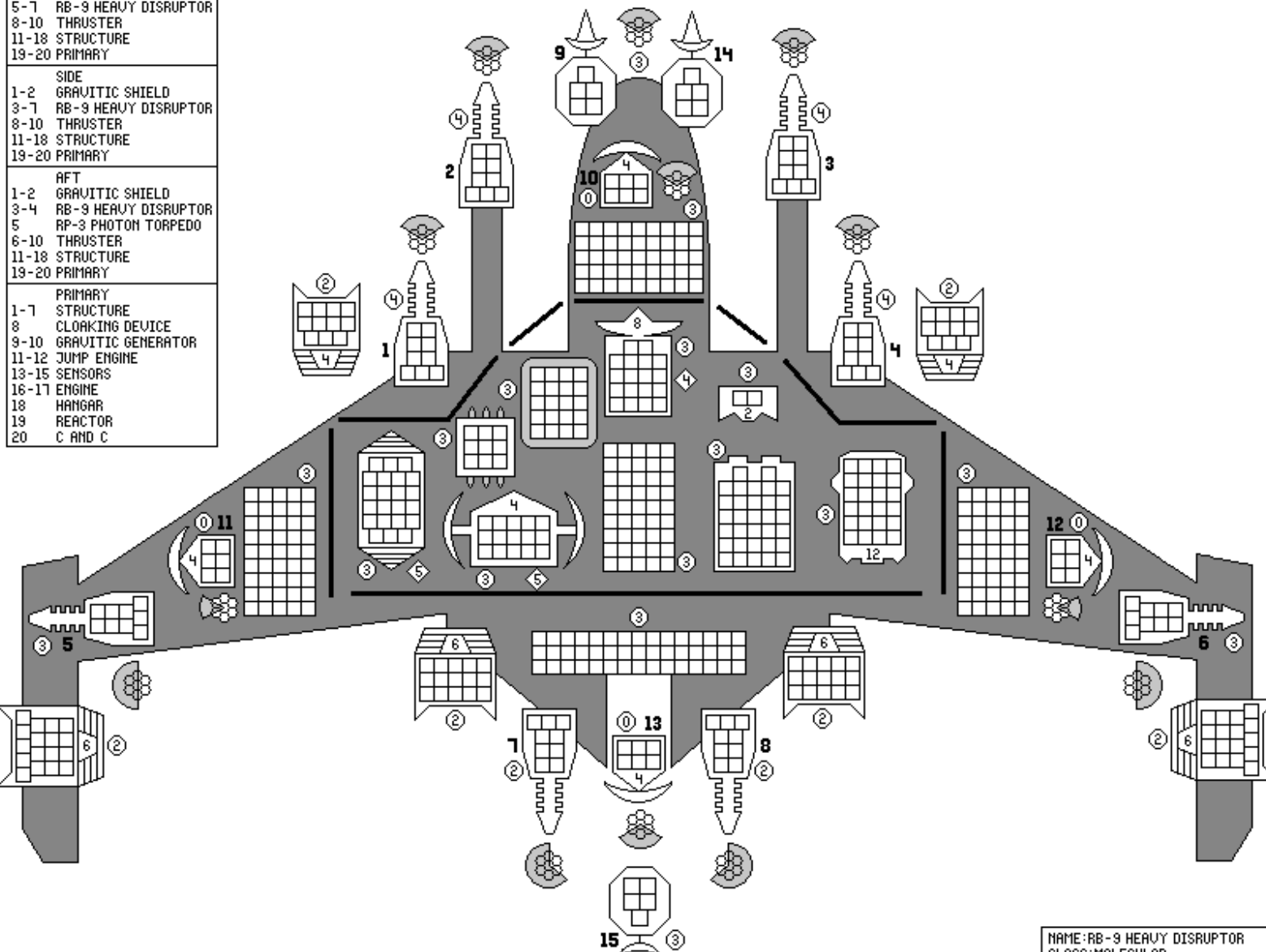
SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
CAN SHUT OFF JUMP ENGINE

HANGAR
2 SHUTTLES: THRUST: 3
ARMOR: 1 DEFENSE: 8/10

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- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-4 RP-3 PHOTON TORPEDO
- 5-7 RB-9 HEAVY DISRUPTOR
- 8-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- SIDE**
- 1-2 GRAVITIC SHIELD
- 3-7 RB-9 HEAVY DISRUPTOR
- 8-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- AFT**
- 1-2 GRAVITIC SHIELD
- 3-4 RB-9 HEAVY DISRUPTOR
- 5 RP-3 PHOTON TORPEDO
- 6-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- PRIMARY**
- 1-7 STRUCTURE
- 8 CLOAKING DEVICE
- 9-10 GRAVITIC GENERATOR
- 11-12 JUMP ENGINE
- 13-15 SENSORS
- 16-17 ENGINE
- 18 HANGAR
- 19 REACTOR
- 20 C AND C



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RB-9 HEAVY DISRUPTOR
CLASS: MOLECULAR
MODE: RKG
DAMAGE: 3d10+15 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +5/+2/+0 ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 3 TURNS
DAMAGE: 2d10+12 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER 2 TURNS
DAMAGE: 1d10+9 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER TURN

NAME: RP-3 PHOTON TORPEDO
CLASS: BALLISTIC
MODE: STD
DAMAGE: 15
RANGE PENALTY: N/A
MAX RANGE: 28
FIRE CTRL: +3/+2/-- ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 2 TURNS

Romulan Z-1/1 Battleship

CLASS: CAPITAL
IN SUC: 2/21
POINTS:
RAM: 322
JUMP: 14 TURNS

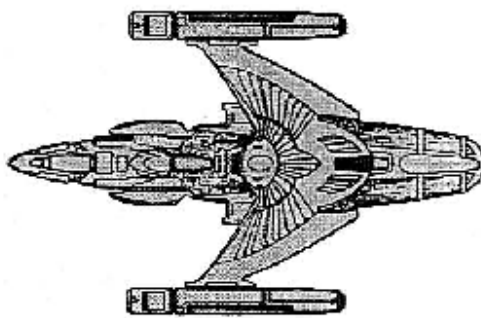
TURN COST: 1/1
TURN DELAY: 3/2
ACCEL/DECEL: 4
PIVOT: 4+3
ROLL: 4+3

FWD/AFT DEF: 15<11
STB/PORT DEF: 17<13
ENG. EFFICIENCY: 5/1
POWER SHORTAGE: -10
INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	2	3	5	6	8	9	11	12	14	15	17	18

SPECIAL NOTES:
BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
GRAVITIC DRIVE

HANGAR:
15 SHUTTLES THRUST: 3
ARMOR: 1 DEFENSE: 8/10

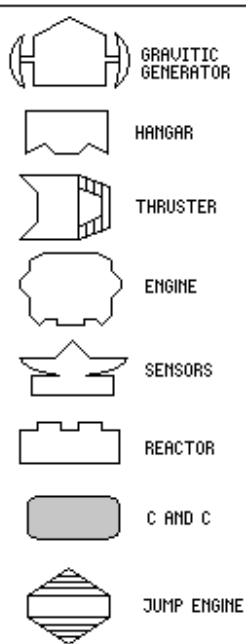


FORWARD
1-2 GRAVITIC SHIELD
3-4 AB-11 HUY, DISRUPTOR BANK
5-7 RP-3 PHOTON TORPEDO
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

SIDE
1-2 GRAVITIC SHIELD
3-5 AB-11 HUY, DISRUPTOR BANK
6-7 RP-3 PHOTON TORPEDO
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

AFT
1 GRAVITIC SHIELD
2 AB-11 HUY, DISRUPTOR BANK
3-4 RP-3 PHOTON TORPEDO
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

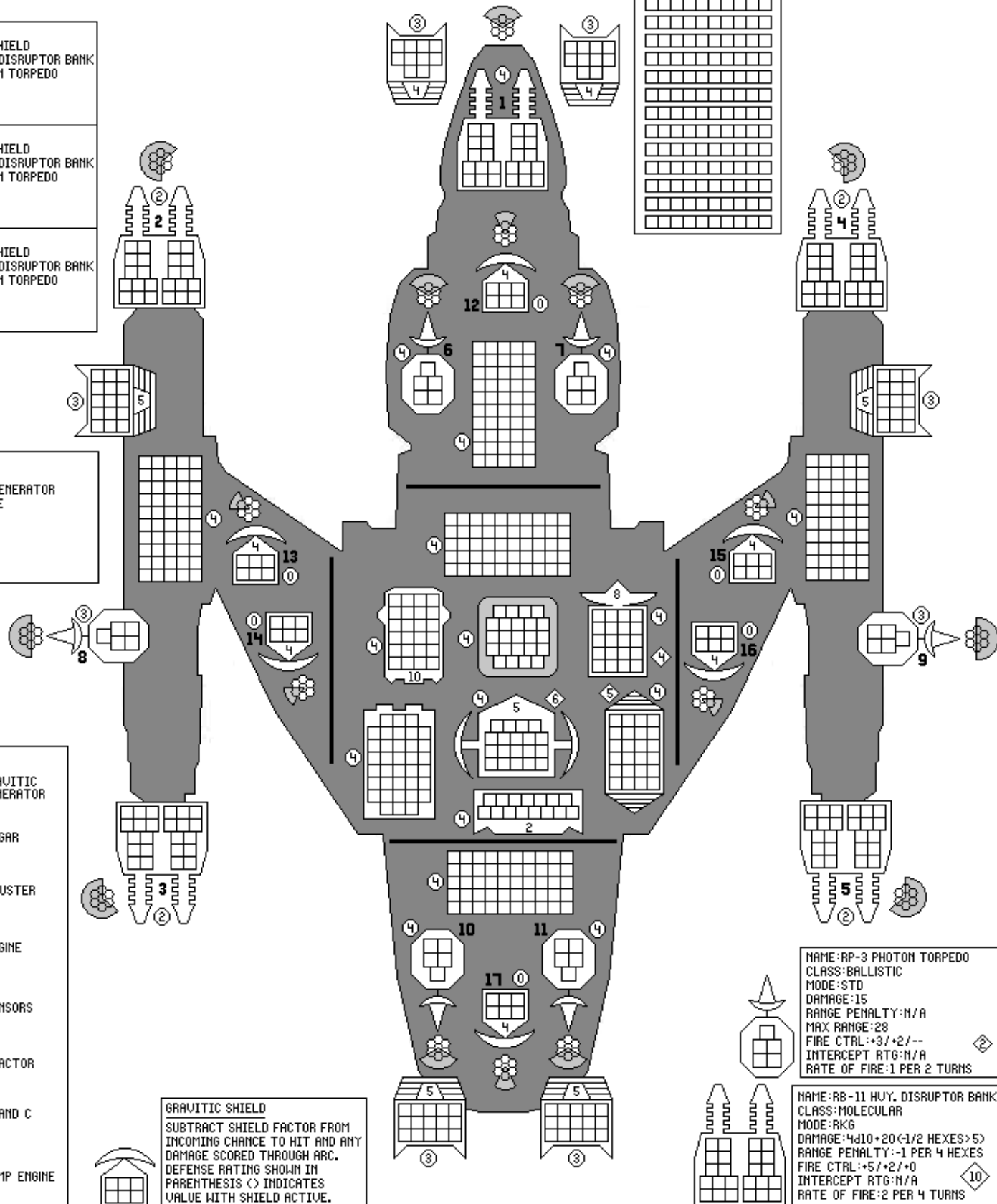
PRIMARY
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: RP-3 PHOTON TORPEDO
CLASS: BALLISTIC
MODE: STD
DAMAGE: 15
RANGE PENALTY: N/A
MAX RANGE: 28
FIRE CTRL: +3/+2/--
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 2 TURNS

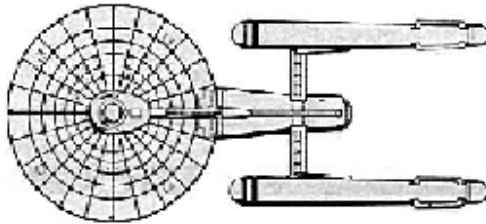
NAME: AB-11 HUY, DISRUPTOR BANK
CLASS: MOLECULAR
MODE: RKG
DAMAGE: 4d10+20<1/2 HEXES>5
RANGE PENALTY: -1 PER 4 HEXES
FIRE CTRL: +5/+2/+0
INTERCEPT RTG: N/A
RATE OF FIRE: 2 PER 4 TURNS



United Federation of Planets

Federation Constitution Mk II Cruiser

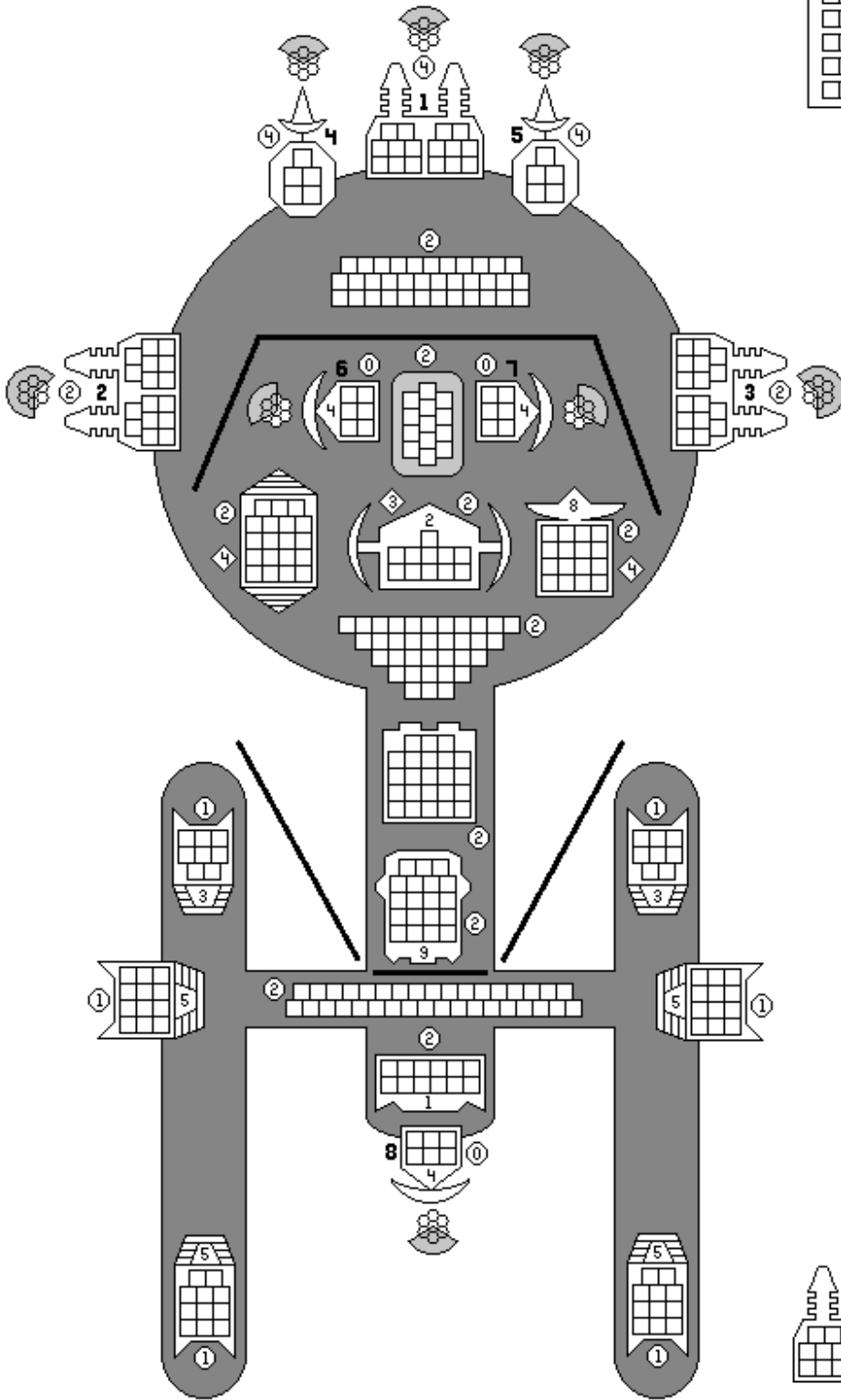
CLASS:HCU	TURN COST:1/2	FWD/AFT DEF:13<3>
IN SUC:2/0206	TURN DELAY:3/4	STB/PORT DEF:14<10>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:121	PIVOT:2+1	EXTRA POWER:0
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	



SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR		
12 SHUTTLES		
THRUST:3	ARMOR:1	DEFENSE:8/10
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]
[Grid]	[Grid]	[Grid]

- FORWARD**
- 1-5 FH-3 MED. PHASER BANK
- 6-9 FP-1 PHOTON TORPEDO
- 10-18 STRUCTURE
- 19-20 PRIMARY
- AFT**
- 1 GRAVITIC SHIELD 8
- 2-3 HANGAR
- 4-11 THRUSTER
- 12-18 STRUCTURE
- 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC GENERATOR
- 2-3 GRAVITIC SHIELD
- 4-10 STRUCTURE
- 11-12 SENSORS
- 13-14 JUMP ENGINE
- 15-16 ENGINE
- 17-19 REACTOR
- 20 C AND C

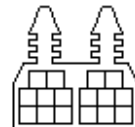


- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN PARENTHESIS <> INDICATES VALUE WITH SHIELD ACTIVE.

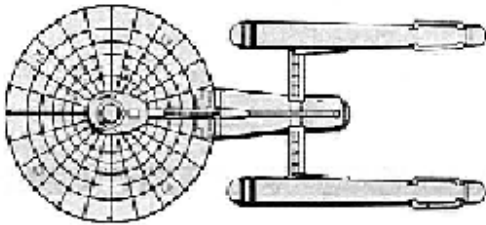
NAME: FH-3 MED. PHASER BANK
 CLASS: LASER
 MODE: RK6
 DAMAGE: 3d10+13<1/2 HEXES>5
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +4/+2/+1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 2 PER 3 TURNS

NAME: FP-1 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 15
 RANGE PENALTY: N/A
 MAX RANGE: 24
 FIRE CTRL: +2/+2/--
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS



Federation Constitution Mk III Cruiser

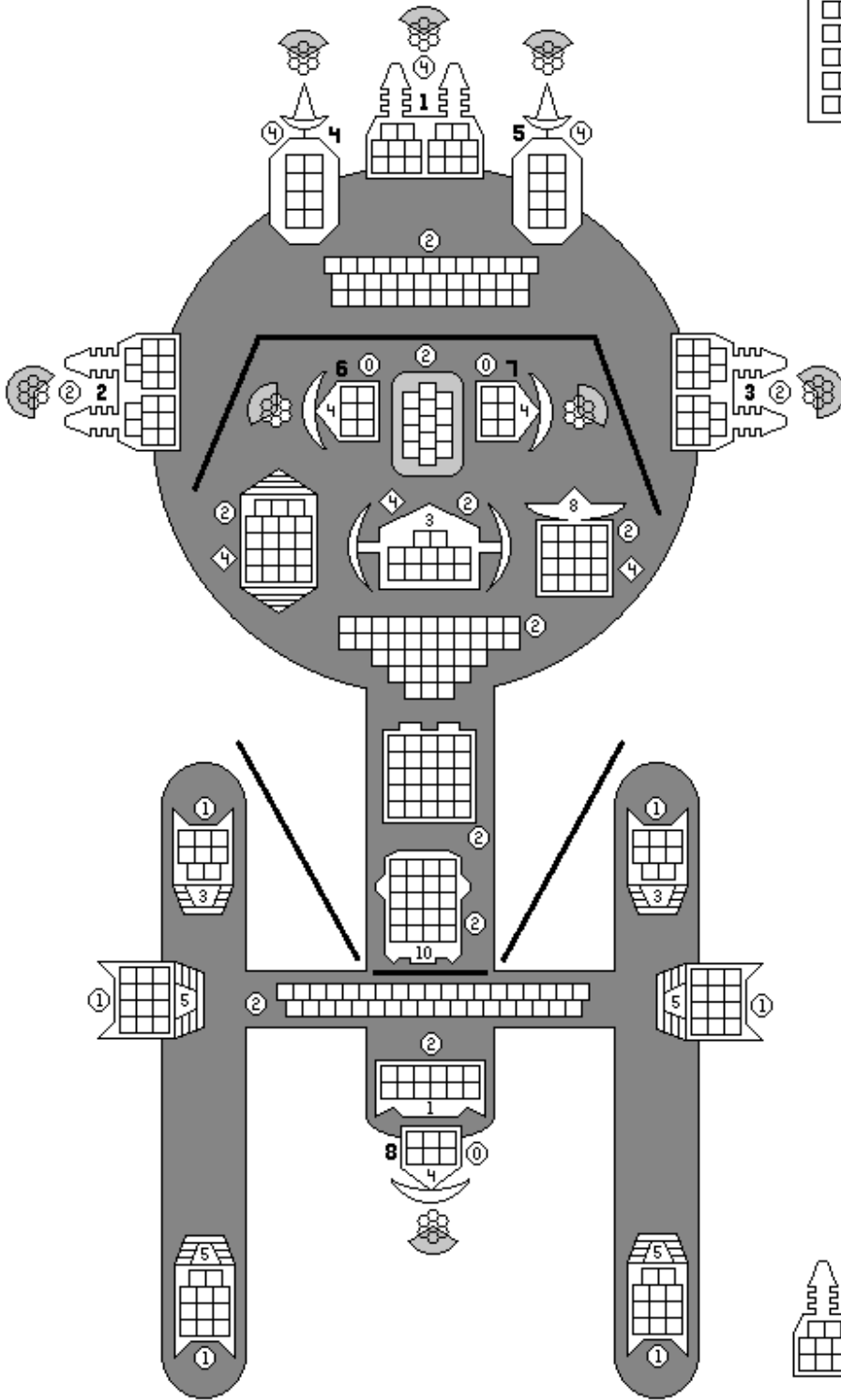
CLASS:HCU	TURN COST:1/2	FWD/AFT DEF:13<9>
IN SUC:2/1202	TURN DELAY:3/4	STB/PORT DEF:14<10>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:128	PIVOT:2+1	EXTRA POWER:0
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	



SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR		
12 SHUTTLES	ARMOR:1	DEFENSE:8/10
THRUST:3		

- FORWARD**
- 1-5 FH-3 MED. PHASER BANK
- 6-9 FP-5 PHOTON TORPEDO
- 10-18 STRUCTURE
- 19-20 PRIMARY
- AFT**
- 1 GRAVITIC SHIELD 8
- 2-3 HANGAR
- 4-11 THRUSTER
- 12-18 STRUCTURE
- 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC GENERATOR
- 2-3 GRAVITIC SHIELD
- 4-10 STRUCTURE
- 11-12 SENSORS
- 13-14 JUMP ENGINE
- 15-16 ENGINE
- 17-19 REACTOR
- 20 C AND C



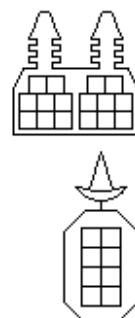
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FH-3 MED. PHASER BANK
 CLASS: LASER
 MODE: RKG
 DAMAGE: 3d10+13 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +4/+2/-1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 2 PER 3 TURNS

COMBINED SHOT
 MODE: RKG, PIERCING
 DAMAGE: 4d10+20 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.

NAME: FP-5 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 24
 RANGE PENALTY: N/A
 MAX RANGE: 32
 FIRE CTRL: +3/+2/-
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS



Federation Excelsior Mk I Battleship

CLASS: CAPITAL
 IN SUC: 2/2210
 POINTS:
 RAM: 369
 JUMP: 10 TURNS

TURN COST: 1/1
 TURN DELAY: 1/1
 ACCEL/DECEL: 4
 PIVOT: 4+3
 ROLL: 3+2

FWD/AFT DEF: 15(10)
 STB/PORT DEF: 17(12)
 ENG. EFFICIENCY: 6/1
 EXTRA POWER: 0
 INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



- FORWARD**
 1-2 GRAVITIC SHIELD
 3-4 FH-11 HUY, PHASER BANK
 5-7 FP-4 PHOTON TORPEDO
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- SIDE**
 1-2 GRAVITIC SHIELD
 3-4 FH-11 HUY, PHASER BANK
 5-7 FH-5 MED. PHASER BANK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- AFT**
 1-2 GRAVITIC SHIELD
 3-4 FH-11 HUY, PHASER BANK
 5-6 FP-4 PHOTON TORPEDO
 7-11 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- PRIMARY**
 1-7 STRUCTURE
 8-10 GRAVITIC GENERATOR
 11-12 JUMP ENGINE
 13-15 SENSORS
 16-17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 20 SHUTTLES THRUST: 3
 ARMOR: 1 DEFENSE: 8/10

NAME: FH-11 HUY, PHASER BANK
 CLASS: LASER
 MODE: RKG
 DAMAGE: 5d10+20 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 4 HEXES
 FIRE CTRL: +5/+3/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 2 PER 5 TURNS

COMBINED SHOT
 MODE: RKG, PIERCING
 DAMAGE: 6d10+35 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.

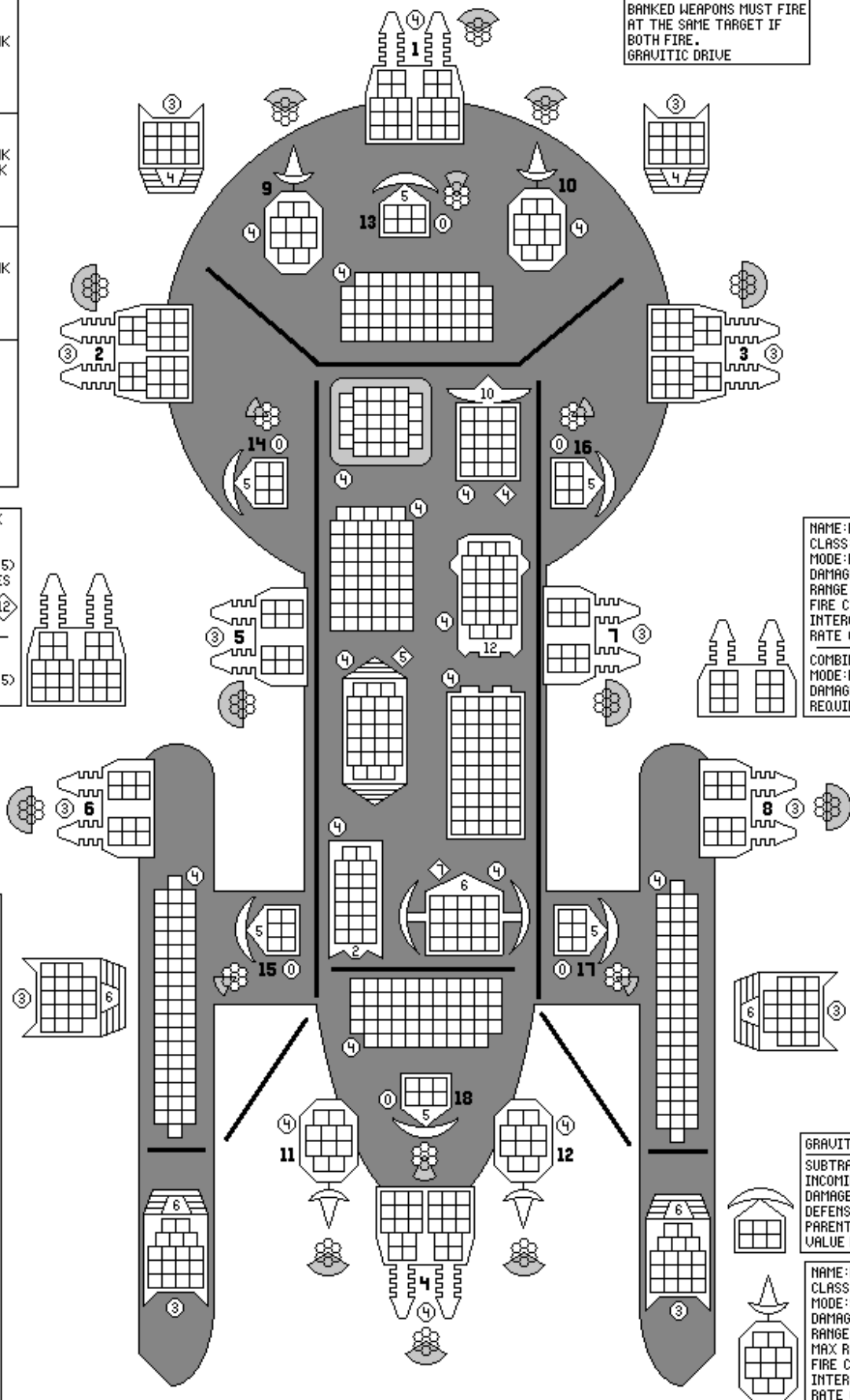
NAME: FH-5 MED. PHASER BANK
 CLASS: LASER
 MODE: RKG
 DAMAGE: 2d10+10 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/+0
 INTERCEPT RTG: -1
 RATE OF FIRE: 2 PER 2 TURNS

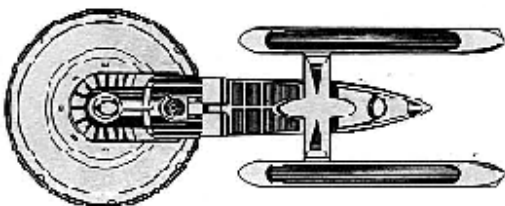
COMBINED SHOT
 MODE: RKG, PIERCING
 DAMAGE: 3d10+13 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FP-4 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 30
 RANGE PENALTY: N/A
 MAX RANGE: 32
 FIRE CTRL: +3/+2/--
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 4 TURNS





Federation Excelsior Mk II Battleship

CLASS: CAPITAL
 IN SUC: 2/2303
 POINTS:
 RAM: 369
 JUMP: 10 TURNS

TURN COST: 1/1
 TURN DELAY: 1/1
 ACCEL/DECEL: 4
 PIVOT: 4+3
 ROLL: 3+2

FWD/AFT DEF: 15<10>
 STB/PORT DEF: 17<12>
 ENG. EFFICIENCY: 6/1
 EXTRA POWER: 0
 INITIATIVE: 0

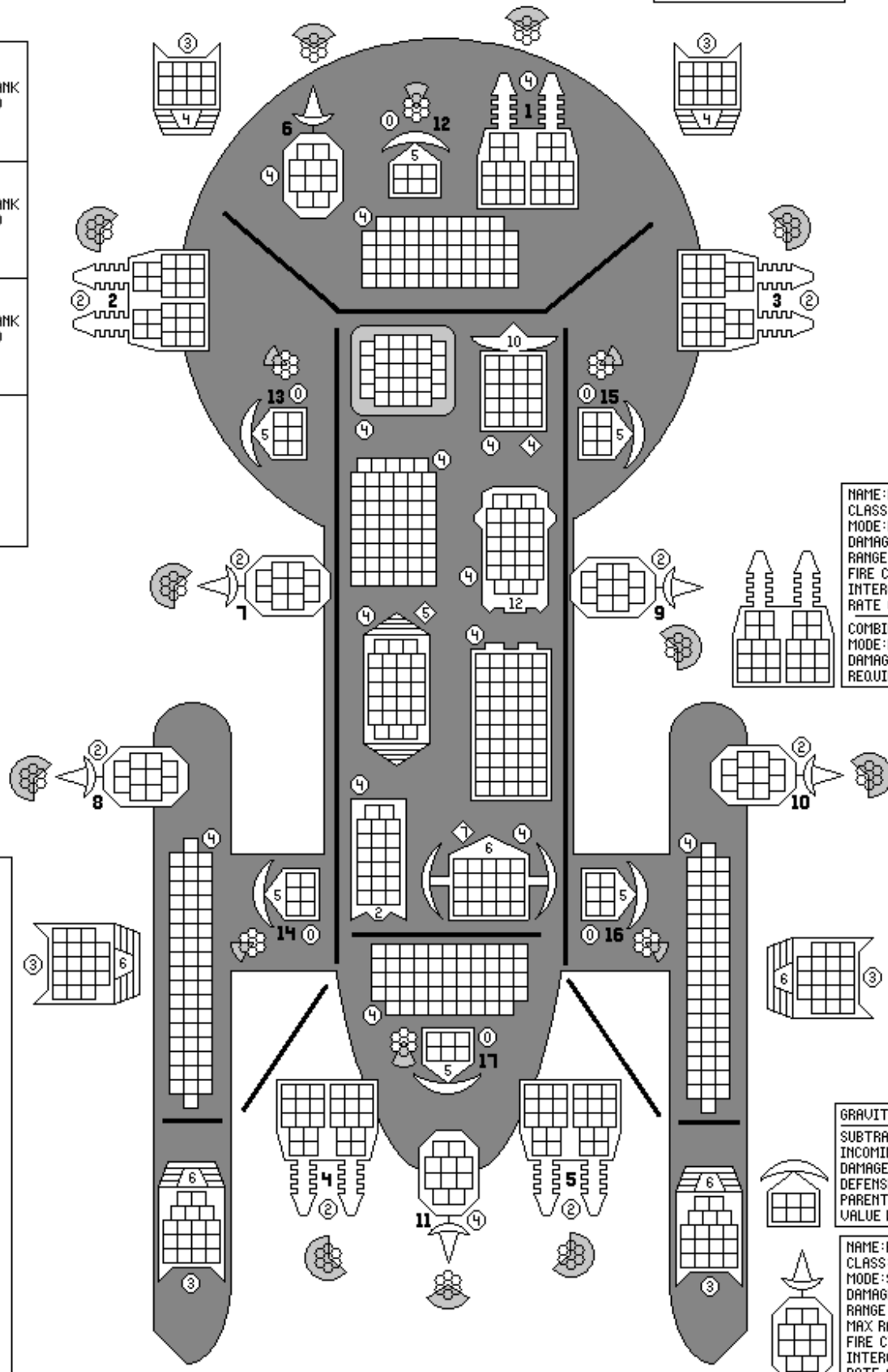
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

FORWARD	
1-2	GRAVITIC SHIELD
3-4	FH-11 HUY, PHASER BANK
5-7	FP-4 PHOTON TORPEDO
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
SIDE	
1-2	GRAVITIC SHIELD
3-4	FH-11 HUY, PHASER BANK
5-7	FP-4 PHOTON TORPEDO
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-2	GRAVITIC SHIELD
3-4	FH-11 HUY, PHASER BANK
5-6	FP-4 PHOTON TORPEDO
7-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-7	STRUCTURE
8-10	GRAVITIC GENERATOR
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

HANGAR
 20 SHUTTLES THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



NAME: FH-11 HUY, PHASER BANK
CLASS: LASER
MODE: RKG
DAMAGE: 5d10+20 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 4 HEXES
FIRE CTRL: +5/+3/+0
INTERCEPT RTG: N/A
RATE OF FIRE: 2 PER 5 TURNS

COMBINED SHOT
MODE: RKG, PIERCING
DAMAGE: 6d10+35 (<1/2 HEXES>5)
REQUIRES BOTH SHOTS.

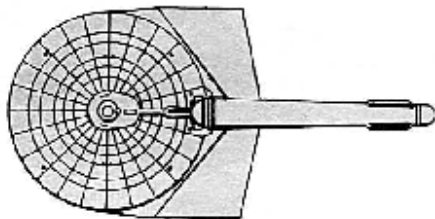
GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN PARENTHESIS (<>) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FP-4 PHOTON TORPEDO
CLASS: BALLISTIC
MODE: STD
DAMAGE: 30
RANGE PENALTY: N/A
MAX RANGE: 32
FIRE CTRL: +3/+2/--
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

Federation Larson Mk II Destroyer

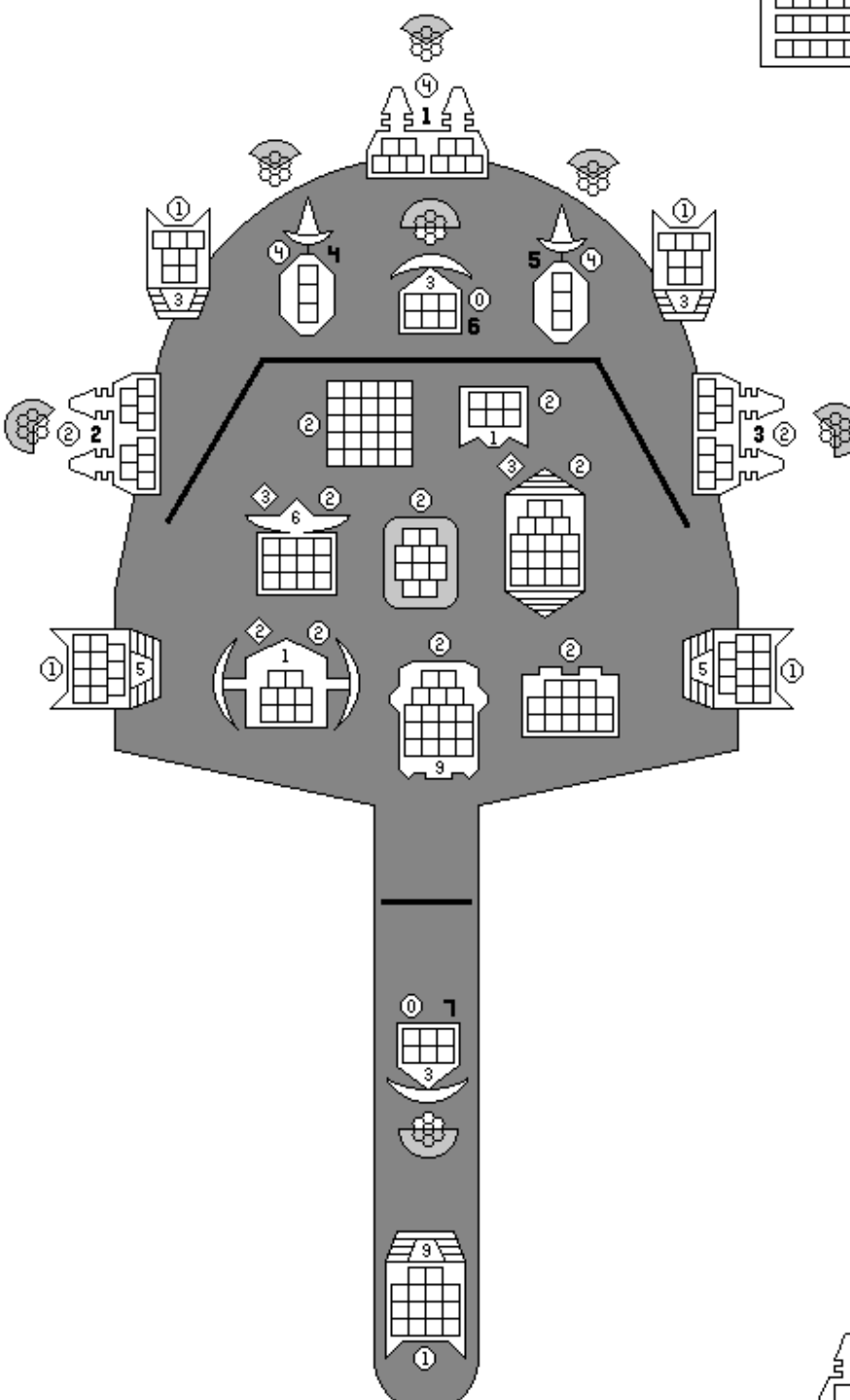
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11<8>										
IN SUC:1/9804	TURN DELAY:1/2	STB/PORT DEF:13<10>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:35	PIVOT:2+1	EXTRA POWER:0										
JUMP:19 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6



SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 6 SHUTTLES THRUST:3
 ARMOR:1 DEFENSE:8/10

- FORWARD**
- 1 GRAVITIC SHIELD
- 2-3 FP-2 PHOTON TORPEDO
- 4-6 FH-4 LT. PHASER BANK
- 7-11 THRUSTER
- 12-17 STRUCTURE
- 18-20 PRIMARY
- AFT**
- 1-5 GRAVITIC SHIELD
- 6-10 THRUSTER
- 11-17 STRUCTURE
- 18-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-9 THRUSTER
- 10-11 SENSORS
- 12-14 ENGINE
- 15-16 HANGAR
- 17-18 JUMP ENGINE
- 19 REACTOR
- 20 C AND C



	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

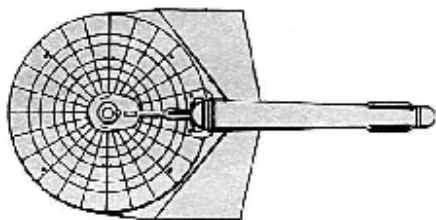
GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESES () INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FH-4 LT. PHASER BANK
 CLASS: LASER
 MODE: RKG
 DAMAGE: 2d10+8 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +2/+2/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 2 PER 2 TURNS

NAME: FP-2 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 9
 RANGE PENALTY: N/A
 MAX RANGE: 20
 FIRE CTRL: +2/+1/--
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS

Federation Larson Mk VII Destroyer

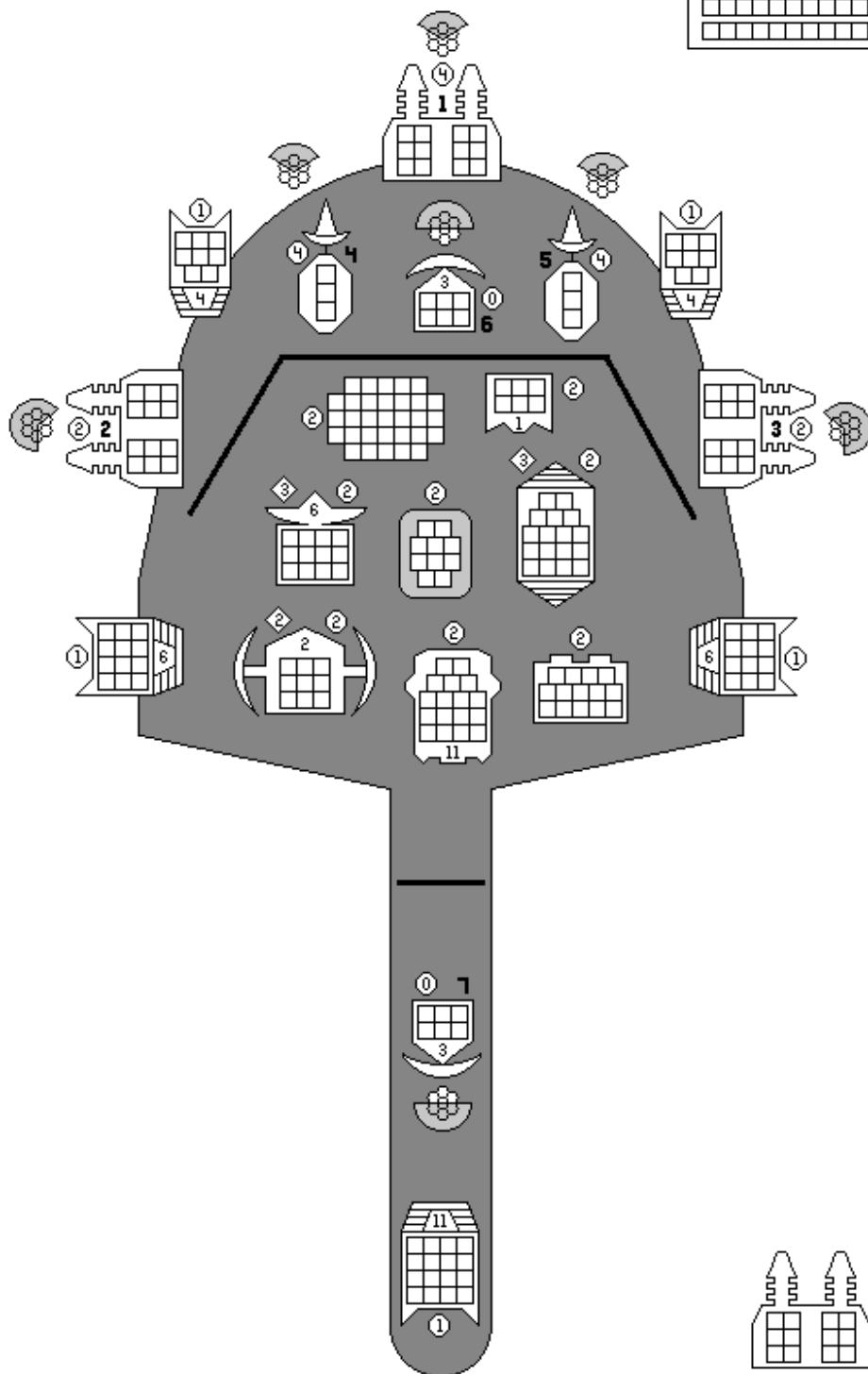
CLASS:MCV	TURN COST:2/3	FWD/AFT DEF:11<8>
IN SUC:2/1403	TURN DELAY:1/2	STB/PORT DEF:13<10>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:47	PIVOT:2+1	EXTRA POWER:0
JUMP:13 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 1 2 2 3 3 4 4 5 5 6 6	



SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 6 SHUTTLES THRUST:3
 ARMOR:1 DEFENSE:8/10

- | | |
|---|--|
| <p>FORWARD</p> <p>1 GRAVITIC SHIELD
 2-3 FP-2 PHOTON TORPEDO
 4-6 FH-7 MED. PHASER BANK
 7-11 THRUSTER
 12-17 STRUCTURE
 18-20 PRIMARY</p> <p>AFT</p> <p>1-5 GRAVITIC SHIELD
 6-10 THRUSTER
 11-17 STRUCTURE
 18-20 PRIMARY</p> <p>PRIMARY</p> <p>1-3 GRAVITIC GENERATOR
 4-9 THRUSTER
 10-11 SENSORS
 12-14 ENGINE
 15-16 HANGAR
 17-18 JUMP ENGINE
 19 REACTOR
 20 C AND C</p> | |
|---|--|



- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESES <> INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FH-7 MED. PHASER BANK
 CLASS: LASER
 MODE: RKG
 DAMAGE: 2d10+10 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/+0
 INTERCEPT RTG: -1
 RATE OF FIRE: 2 PER 2 TURNS <6>

COMBINED SHOT
 MODE: RKG, PIERCING
 DAMAGE: 3d10+13 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.

NAME: FP-2 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 9
 RANGE PENALTY: N/A
 MAX RANGE: 20
 FIRE CTRL: +2/+1/--
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS <6>

Federation Loknar Mk II Frigate

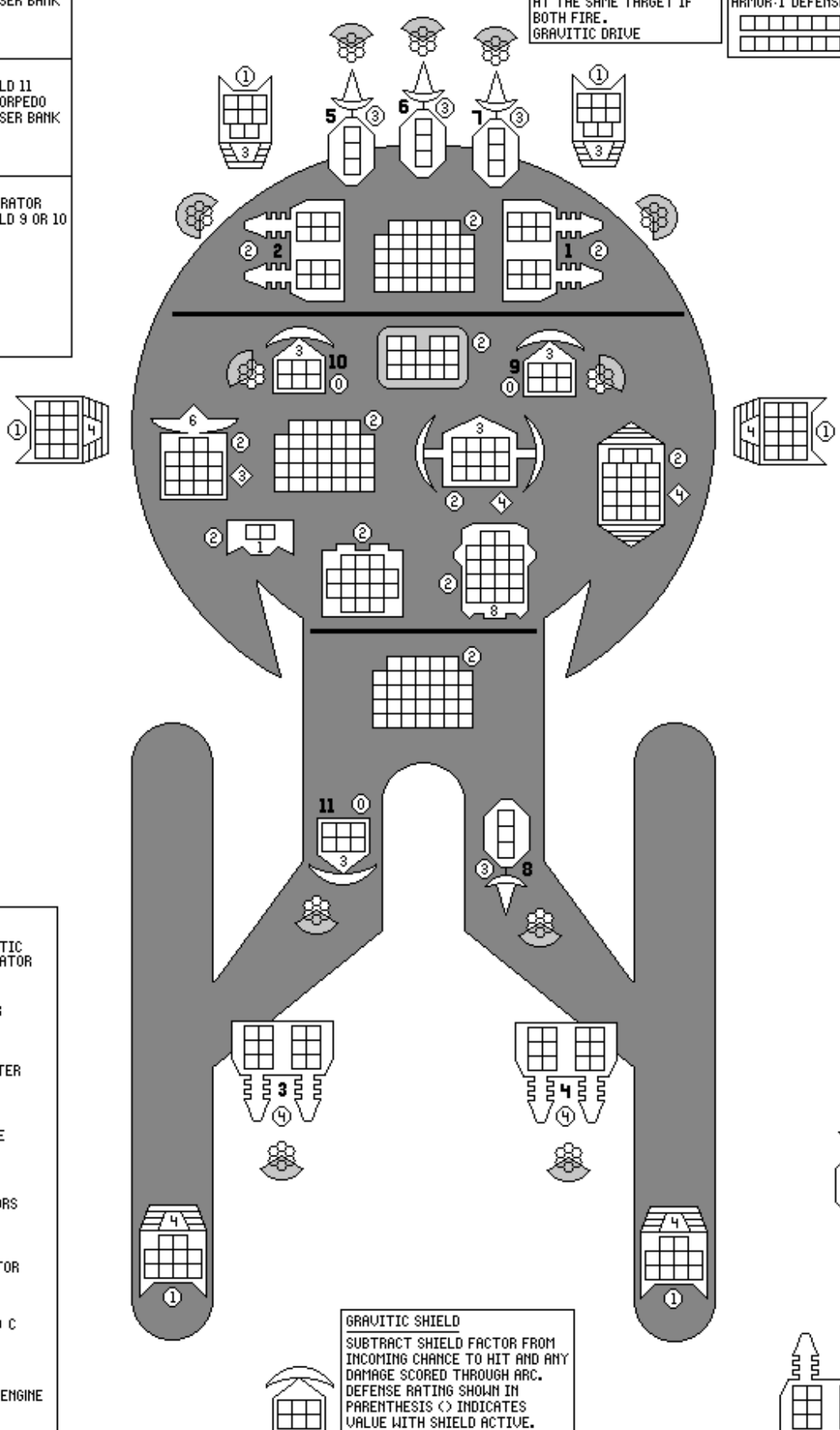


CLASS: HCU	TURN COST: 1/2	FWD/AFT DEF: 13<10>
IN SUC: 1/9801	TURN DELAY: 2/3	STB/PORT DEF: 14<11>
POINTS:	ACCEL/DECEL: 2	ENG. EFFICIENCY: 3/1
RAM: 119	PIVOT: 2+1	EXTRA POWER: 0
JUMP: 17 TURNS	ROLL: 1+1	INITIATIVE: +6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 1 2 2 3 3 4 4 5 5 6 6	
TURN DELAY:	1 2 2 3 4 4 5 5 6 6 7 8	

- | | | |
|--|--|---|
| <p>FORWARD</p> <p>1-4 FP-3 PHOTON TORPEDO</p> <p>5-7 FH-5 MED. PHASER BANK</p> <p>8-10 THRUSTER</p> <p>11-18 STRUCTURE</p> <p>19-20 PRIMARY</p> | <p>AFT</p> <p>1-2 GRAVITIC SHIELD 11</p> <p>3-4 FP-3 PHOTON TORPEDO</p> <p>5-6 FH-5 MED. PHASER BANK</p> <p>7-11 THRUSTER</p> <p>12-18 STRUCTURE</p> <p>19-20 PRIMARY</p> | <p>PRIMARY</p> <p>1 GRAVITIC GENERATOR</p> <p>2-3 GRAVITIC SHIELD 9 OR 10</p> <p>4-10 STRUCTURE</p> <p>11-13 THRUSTER</p> <p>14-15 SENSORS</p> <p>16 JUMP ENGINE</p> <p>17 ENGINE</p> <p>18 HANGAR</p> <p>19 REACTOR</p> <p>20 C AND C</p> |
|--|--|---|

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 2 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FP-3 PHOTON TORPEDO
 CLASS: BALLISTIC
 MODE: STD
 DAMAGE: 9
 RANGE PENALTY: N/A
 MAX RANGE: 12
 FIRE CTRL: +1/+0/-- ◊
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 2 TURNS

NAME: FH-5 MED. PHASER BANK
 CLASS: LASER
 MODE: RK6
 DAMAGE: 2d10+10<1/2 HEXES>5
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/+0 ◊
 INTERCEPT RTG: -1
 RATE OF FIRE: 2 PER 2 TURNS

COMBINED SHOT
 MODE: RK6, PIERCING
 DAMAGE: 3d10+13<1/2 HEXES>5
 REQUIRES BOTH SHOTS.

Federation Loknar Mk IV Frigate

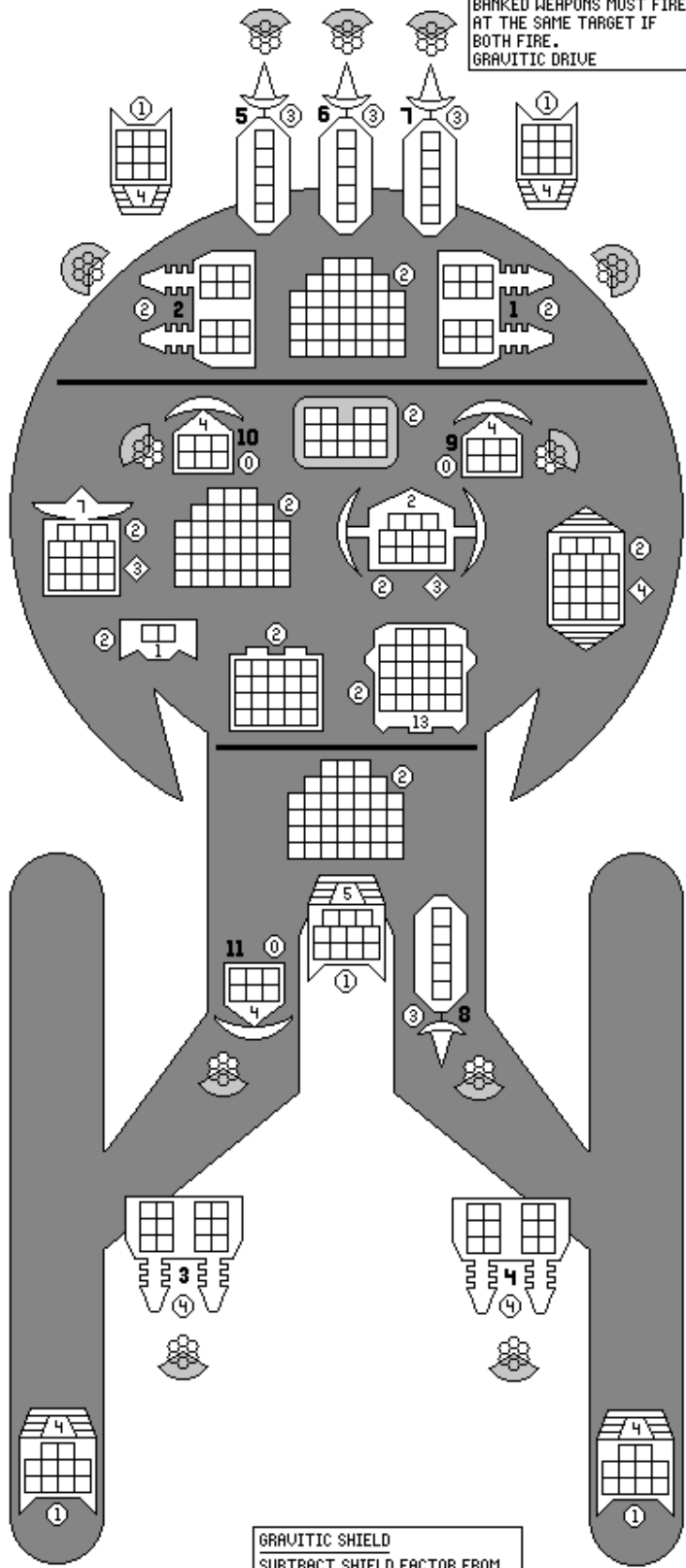
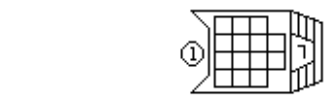
CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13(9)
IN SUC:2/1308	TURN DELAY:1/2	STB/PORT DEF:14(10)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:132	PIVOT:2+1	EXTRA POWER:0
JUMP:18 TURNS	ROLL:1+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 3 3 4 5 5 6 7 8 8 9	
TURN DELAY:	1 1 2 2 3 3 4 4 5 5 6 6	



- FORWARD**
 1-4 FP-1 PHOTON TORPEDO
 5-7 FH-5 MED. PHASER BANK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- AFT**
 1-2 GRAVITIC SHIELD 11
 3-4 FP-1 PHOTON TORPEDO
 5-6 FH-5 MED. PHASER BANK
 7-11 THRUSTER
 12-18 STRUCTURE
 19-20 PRIMARY
- PRIMARY**
 1 GRAVITIC GENERATOR
 2-3 GRAVITIC SHIELD 9 OR 10
 4-10 STRUCTURE
 11-13 THRUSTER
 14-15 SENSORS
 16 JUMP ENGINE
 17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10

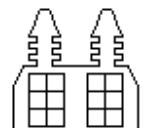


- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.



NAME:FP-1 PHOTON TORPEDO
 CLASS:BALLISTIC
 MODE:STD
 DAMAGE:15
 RANGE PENALTY:N/A
 MAX RANGE:24
 FIRE CTRL:+2/+2/--
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS



NAME:FH-5 MED. PHASER BANK
 CLASS:LASER
 MODE:RK6
 DAMAGE:2d10+10(<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+0
 INTERCEPT RTG:-1
 RATE OF FIRE:2 PER 2 TURNS

COMBINED SHOT
 MODE:RK6, PIERCING
 DAMAGE:3d10+13 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.

Federation Continent mk I Assault Ship

CLASS: CAPITAL
IN SUC: 2/1801
POINTS:
RAM: 322
JUMP: 17 TURNS

TURN COST: 1/1
TURN DELAY: 2/3
ACCEL/DECEL: 3
PIVOT: 4+3
ROLL: 2+1

FWD/AFT DEF: 14(11)
STB/PORT DEF: 16(13)
ENG. EFFICIENCY:
EXTRA POWER: 3/1
INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8



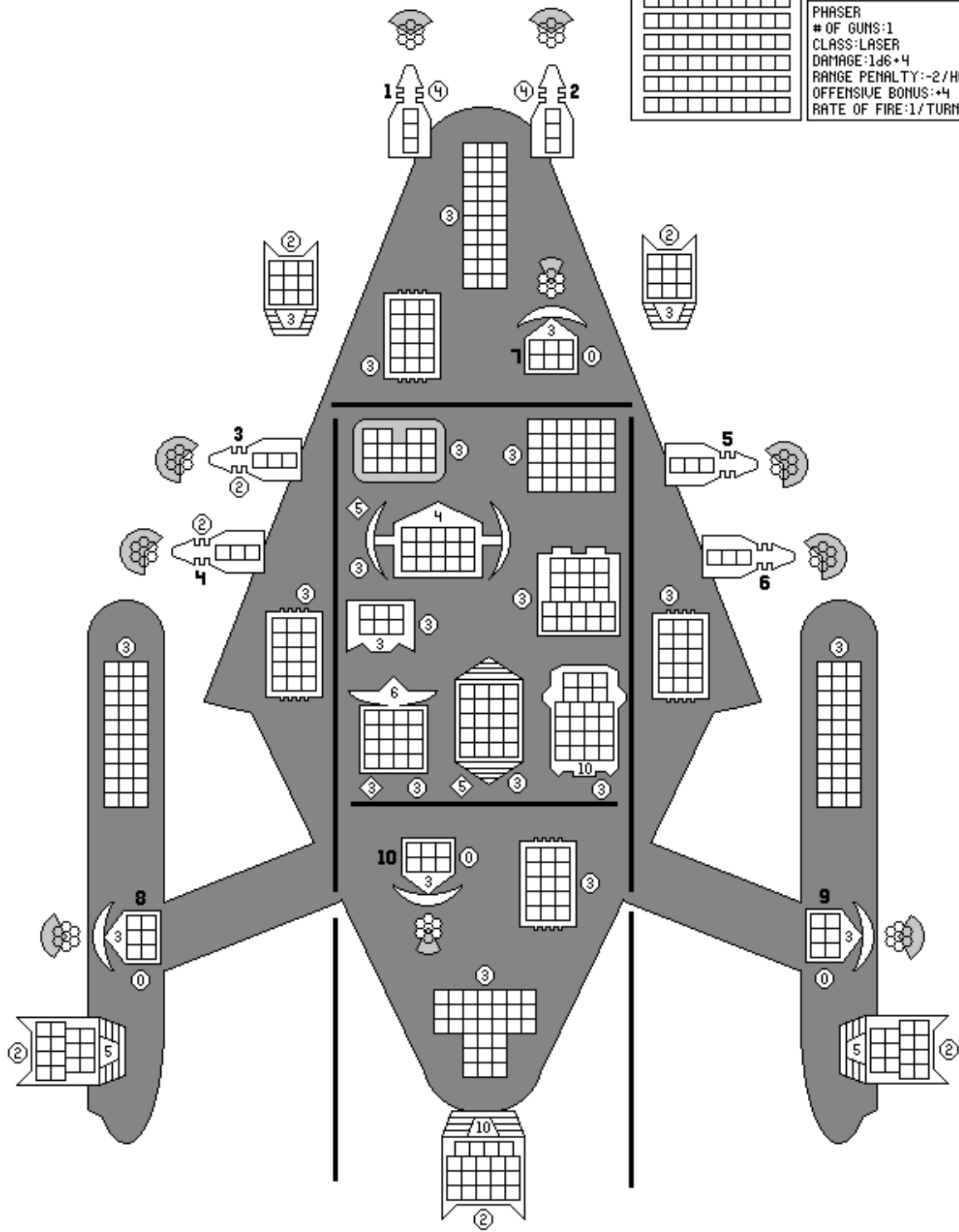
SPECIAL NOTES:
GRAVITIC DRIVE
8 COMBAT TRANSPORTERS
320 MARINE CONTINGENTS

HANGAR
6 ASSAULT SHUTTLES
THRUST: 6
ARMOR: 2 DEFENSE: 8/10

SHUTTLE WEAPON DATA

PHASER
OF GUNS: 1
CLASS: LASER
DAMAGE: 1d6+4
RANGE PENALTY: -2/HEX
OFFENSIVE BONUS: +4
RATE OF FIRE: 1/TURN

FORWARD	
1-2	GRAVITIC SHIELD
3-4	FH-2 LIGHT PHASER
5-7	BARRACKS
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
SIDE	
1-2	GRAVITIC SHIELD
3-4	FH-2 LIGHT PHASER
5-7	BARRACKS
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-2	GRAVITIC SHIELD
3-4	BARRACKS
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-7	STRUCTURE
8-10	GRAVITIC GENERATOR
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C



	BARRACKS
	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES () INDICATES
VALUE WITH SHIELD ACTIVE.

NAME: FH-2 LIGHT PHASER
CLASS: LASER
MODE: RKG
DAMAGE: 1d10+5 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER HEX
FIRE CTRL: +1/+1/+1
INTERCEPT RTG: -3
RATE OF FIRE: 1 PER TURN

Federation Enterprise mk I Cruiser

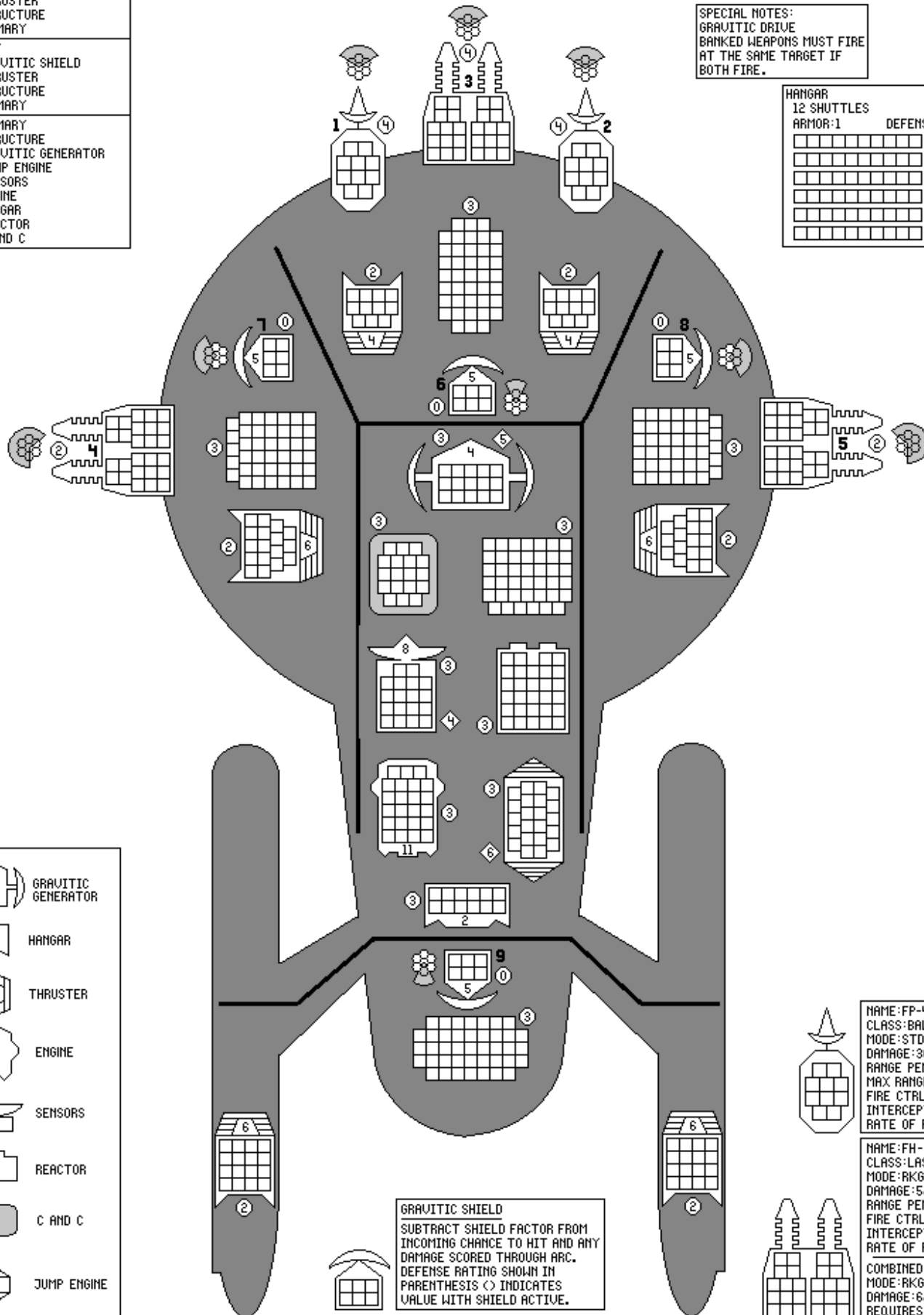


FORWARD	
1-2	GRAVITIC SHIELD
3-4	FH-11 HU.Y. PHASER BANK
5-7	FP-4 PHOTON TORPEDO
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
SIDE	
1-2	GRAVITIC SHIELD
3-7	FH-11 HU.Y. PHASER BANK
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-4	GRAVITIC SHIELD
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-7	STRUCTURE
8-10	GRAVITIC GENERATOR
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

CLASS:CAPITAL	TURN COST:2/3	FWD/AFT DEF:14(9)										
IN SUC:2/1/04	TURN DELAY:2/3	STB/PORT DEF:16(11)										
POINTS:	ACCEL/DECEL:3	ENG. EFFICIENCY:4/1										
RAM:253	PIVOT:3+2	EXTRA POWER:0										
JUMP:14 TURNS	ROLL:2+1	INITIATIVE:0										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE
BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.

HANGAR		
12 SHUTTLES	DEFENSE:8/10	THRUST:3
ARMOR:1		



	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME:FP-4 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:30
RANGE PENALTY:N/A
MAX RANGE:32
FIRE CTRL:+3/+2/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:FH-11 HU.Y. PHASER BANK
CLASS:LASER
MODE:RKG
DAMAGE:5d10+20 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 4 HEXES
FIRE CTRL:+5/+3/+0
INTERCEPT RTG:N/A
RATE OF FIRE:2 PER 5 TURNS

COMBINED SHOT
MODE:RKG, PIERCING
DAMAGE:6d10+35 (<1/2 HEXES>5)
REQUIRES BOTH SHOTS.

Federation Enterprise mk III Cruiser

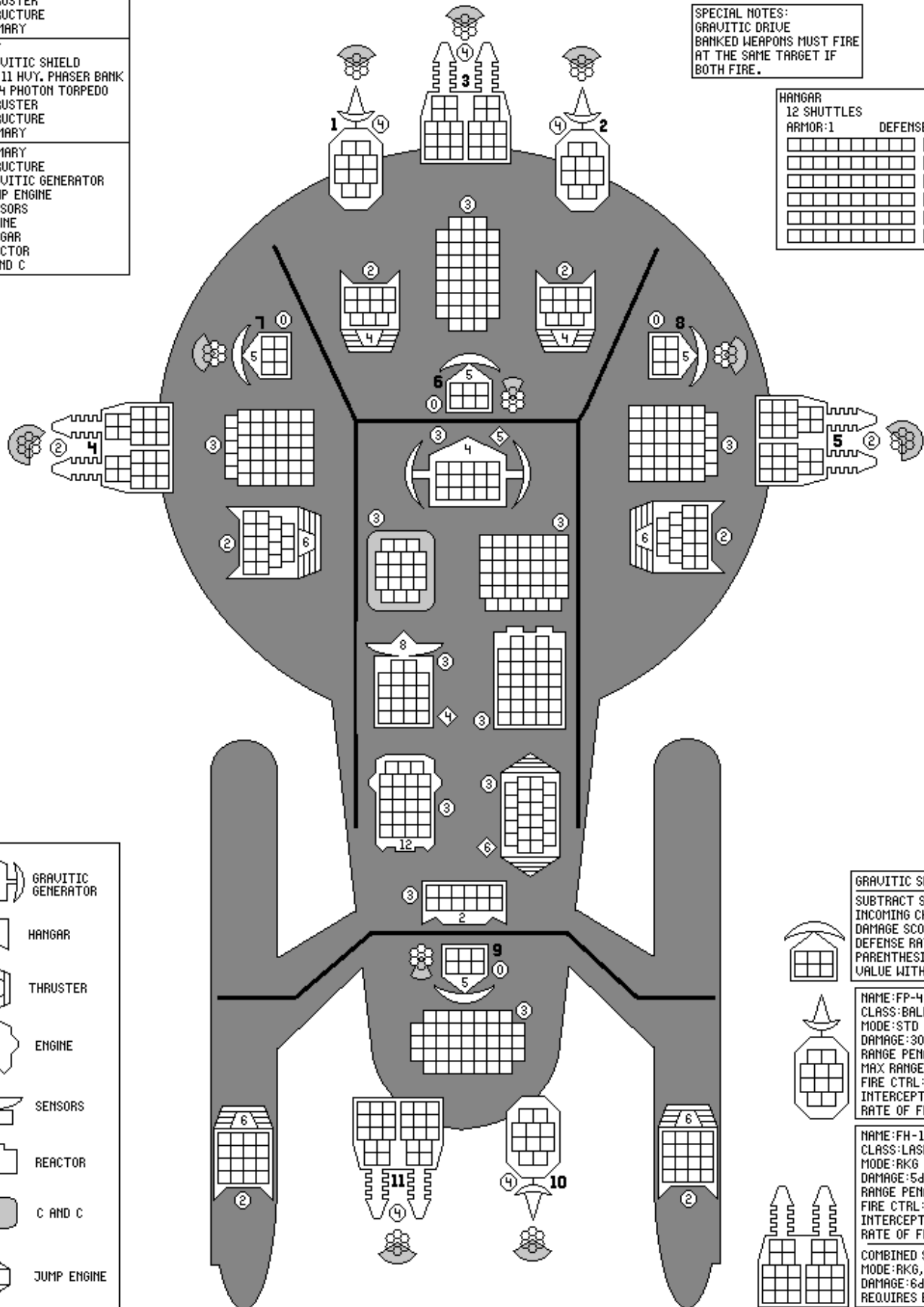


FORWARD	
1-2	GRAVITIC SHIELD
3-4	FH-11 HU.Y. PHASER BANK
5-7	FP-4 PHOTON TORPEDO
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
SIDE	
1-2	GRAVITIC SHIELD
3-7	FH-11 HU.Y. PHASER BANK
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1	GRAVITIC SHIELD
2-3	FH-11 HU.Y. PHASER BANK
4	FP-4 PHOTON TORPEDO
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-7	STRUCTURE
8-10	GRAVITIC GENERATOR
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

CLASS:CAPITAL	TURN COST:2/3	FWD/AFT DEF:14(9)
IN SUC:2/2102	TURN DELAY:2/3	STB/PORT DEF:16(11)
POINTS:	ACCEL/DECEL:3	ENG. EFFICIENCY:4/1
RAM:262	PIVOT:3+2	EXTRA POWER:0
JUMP:14 TURNS	ROLL:2+1	INITIATIVE:0
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 2 3 4 4 5 6 6 7 8 8	

SPECIAL NOTES:
GRAVITIC DRIVE
BANKED WEAPONS MUST FIRE
AT THE SAME TARGET IF
BOTH FIRE.

HANGAR		
12 SHUTTLES		
ARMOR:1	DEFENSE:8/10	THRUST:3



	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES () INDICATES
VALUE WITH SHIELD ACTIVE.

NAME:FP-4 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:30
RANGE PENALTY:N/A
MAX RANGE:32
FIRE CTRL:+3/+2/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:FH-11 HU.Y. PHASER BANK
CLASS:LASER
MODE:RKG
DAMAGE:5d10+20 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 4 HEXES
FIRE CTRL:+5/+3/+0
INTERCEPT RTG:N/A
RATE OF FIRE:2 PER 5 TURNS

COMBINED SHOT
MODE:RKG, PIERCING
DAMAGE:6d10+35 (<1/2 HEXES>5)
REQUIRES BOTH SHOTS.

Federation Nelson mk II Scout

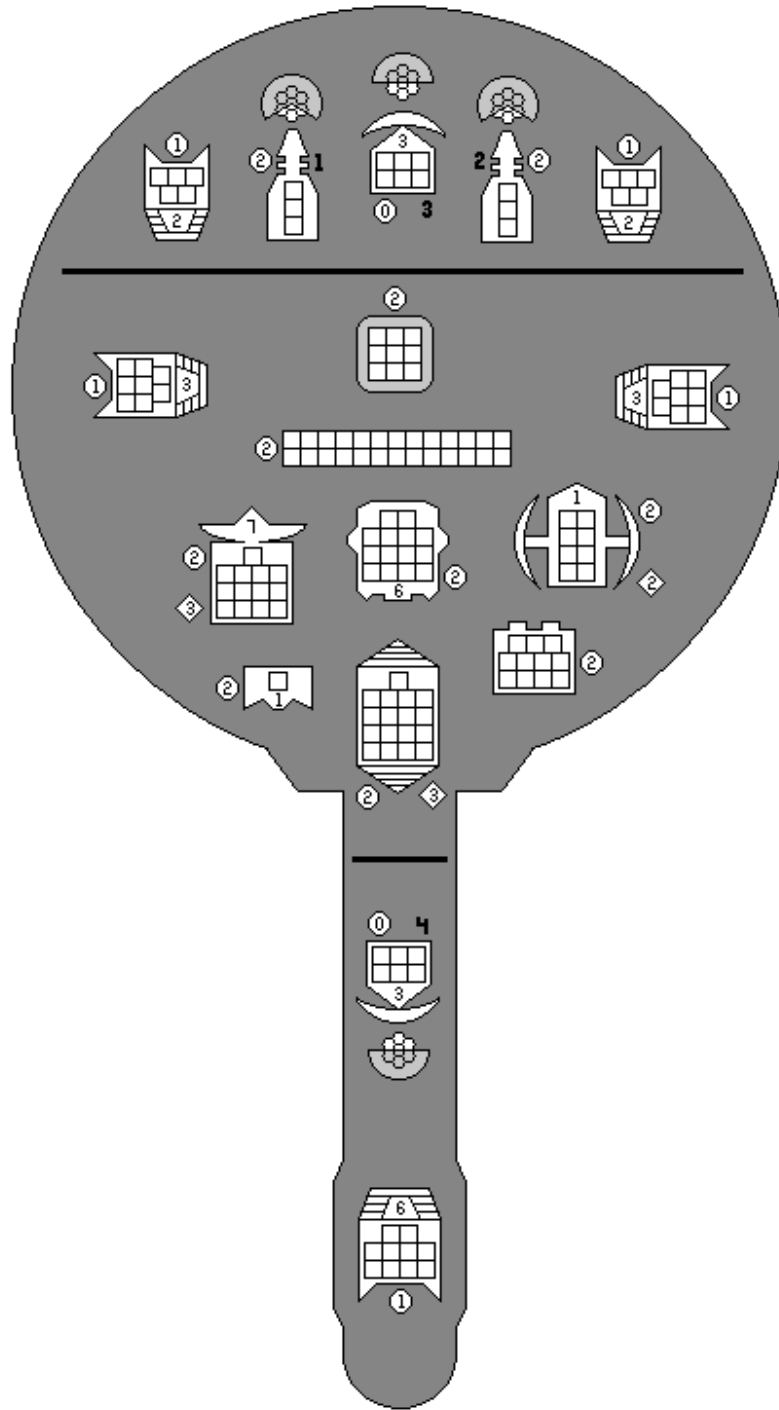
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11(8)
IN SUC:1/9702	TURN DELAY:2/3	STB/PORT DEF:13(10)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1
RAM:28	PIVOT:2+1	EXTRA POWER:0
JUMP:18 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 2 3 4 4 5 6 6 7 8 8	



SPECIAL NOTES:
 GRAVITIC DRIVE
 ELINT
 LIMITED 33%

HANGAR
 1 SHUTTLE THRUST:3
 ARMOR:1 DEFENSE:8/10

- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-6 FH-2 LIGHT PHASER
- 7-11 THRUSTER
- 12-17 STRUCTURE
- 18-20 PRIMARY
- AFT**
- 1-5 GRAVITIC SHIELD
- 6-10 THRUSTER
- 11-17 STRUCTURE
- 18-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-9 THRUSTER
- 10-11 SENSORS
- 12-14 ENGINE
- 15-16 HANGAR
- 17-18 JUMP ENGINE
- 19 REACTOR
- 20 C AND C



- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ○ INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FH-2 LIGHT PHASER
 CLASS: LASER
 MODE: RK6
 DAMAGE: 1d10+5<1/2 HEXES>5
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +1/+1/+1
 INTERCEPT RTG: -3
 RATE OF FIRE: 1 PER TURN



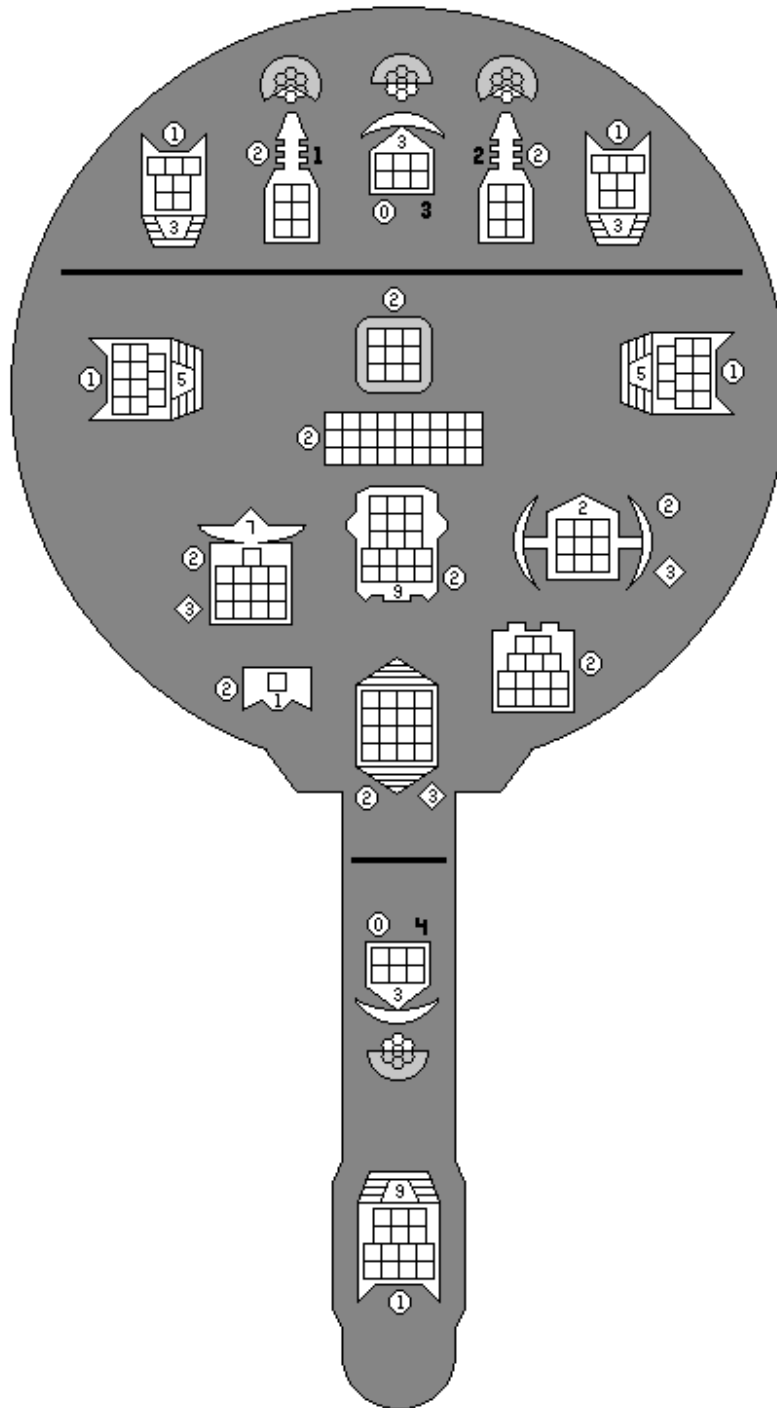
Federation Nelson mk V Scout

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11(8)										
IN SUC:2/0806	TURN DELAY:1/2	STB/PORT DEF:13(10)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:31	PIVOT:2+1	EXTRA POWER:0										
JUMP:19 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6



SPECIAL NOTES:
 GRAVITIC DRIVE LIMITED 33%
 HANGAR 1 SHUTTLE THRUST:3
 ARMOR:1 DEFENSE:8/10

- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-6 FH-7 MEDIUM PHASER
- 7-11 THRUSTER
- 12-17 STRUCTURE
- 18-20 PRIMARY
- AFT**
- 1-5 GRAVITIC SHIELD
- 6-10 THRUSTER
- 11-17 STRUCTURE
- 18-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-9 THRUSTER
- 10-11 SENSORS
- 12-14 ENGINE
- 15-16 HANGAR
- 17-18 JUMP ENGINE
- 19 REACTOR
- 20 C AND C



- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FH-7 MEDIUM PHASER
 CLASS: LASER
 MODE: RKG
 DAMAGE: 2d10+10 (<1/2 HEXES >5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +3/+2/+0
 INTERCEPT RTG: -1
 RATE OF FIRE: 1 PER 2 TURNS

Federation Nelson mk VII Scout

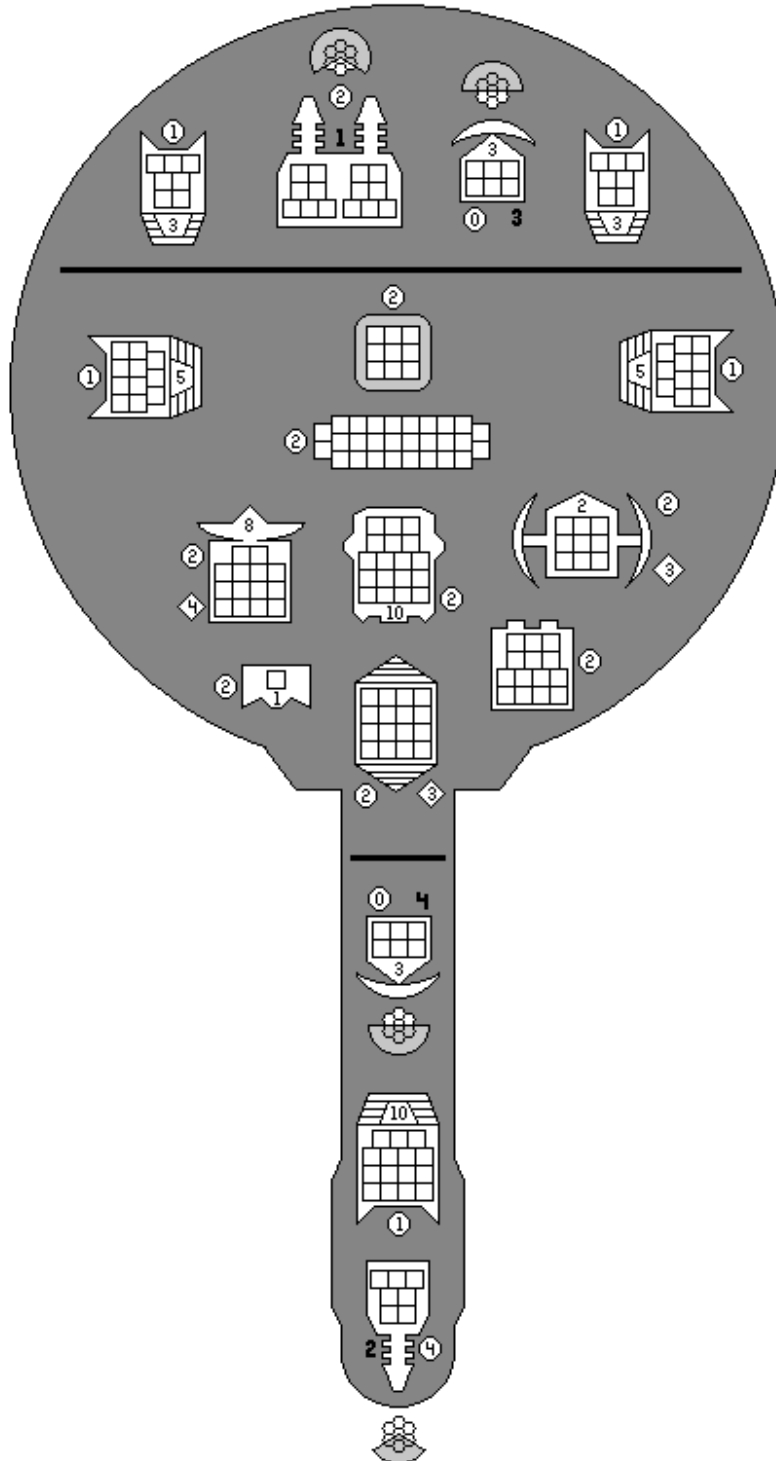
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11<8>										
IN SUC:2/1602	TURN DELAY:1/2	STB/PORT DEF:13<10>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:34	PIVOT:2+1	EXTRA POWER:0										
JUMP:19 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6



SPECIAL NOTES:
GRAVITIC DRIVE
BANKED WEAPONS MUST FIRE
AT THE SAME TARGET IF
BOTH FIRE.
ELINT
LIMITED 33%

HANGAR
1 SHUTTLE THRUST:3
ARMOR:1 DEFENSE:8/10
[] [] [] [] [] [] [] []

- | | |
|---------|---------------------------|
| FORWARD | 1-2 GRAVITIC SHIELD |
| | 3-6 FH-8 MED. PHASER BANK |
| | 7-11 THRUSTER |
| | 12-17 STRUCTURE |
| | 18-20 PRIMARY |
| AFT | 1-2 GRAVITIC SHIELD |
| | 3-5 FH-8 MEDIUM PHASER |
| | 6-10 THRUSTER |
| | 11-17 STRUCTURE |
| | 18-20 PRIMARY |
| PRIMARY | 1-3 GRAVITIC GENERATOR |
| | 4-9 THRUSTER |
| | 10-11 SENSORS |
| | 12-14 ENGINE |
| | 15-16 HANGAR |
| | 17-18 JUMP ENGINE |
| | 19 REACTOR |
| | 20 C AND C |



- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES () INDICATES
VALUE WITH SHIELD ACTIVE.

NAME: FH-8 MEDIUM PHASER
CLASS: LASER
MODE: RKG
DAMAGE: 2d10+13 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/+1
INTERCEPT RTG: -1
RATE OF FIRE: 1 PER 3 TURNS (3)

NAME: FH-8 MED. PHASER BANK
CLASS: LASER
MODE: RKG
DAMAGE: 2d10+13 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/+1
INTERCEPT RTG: -1
RATE OF FIRE: 2 PER 3 TURNS (3)

COMBINED SHOT
MODE: RKG, PIERCING
DAMAGE: 3d10+18 (<1/2 HEXES>5)
REQUIRES BOTH SHOTS.

Federation Reliant Mk I Cruiser

CLASS: CAPITAL
IN SUC: 2/1507
POINTS:
RAM: 215
JUMP: 16 TURNS

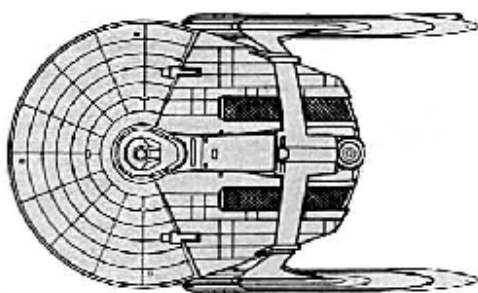
TURN COST: 2/3
TURN DELAY: 1/1
ACCEL/DECEL: 3
PIVOT: 3+2
ROLL: 3+2

FWD/AFT DEF: 14(10)
STB/PORT DEF: 16(12)
ENG. EFFICIENCY: 4/1
EXTRA POWER: 0
INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
GRAVITIC DRIVE ELINT LIMITED 33%.

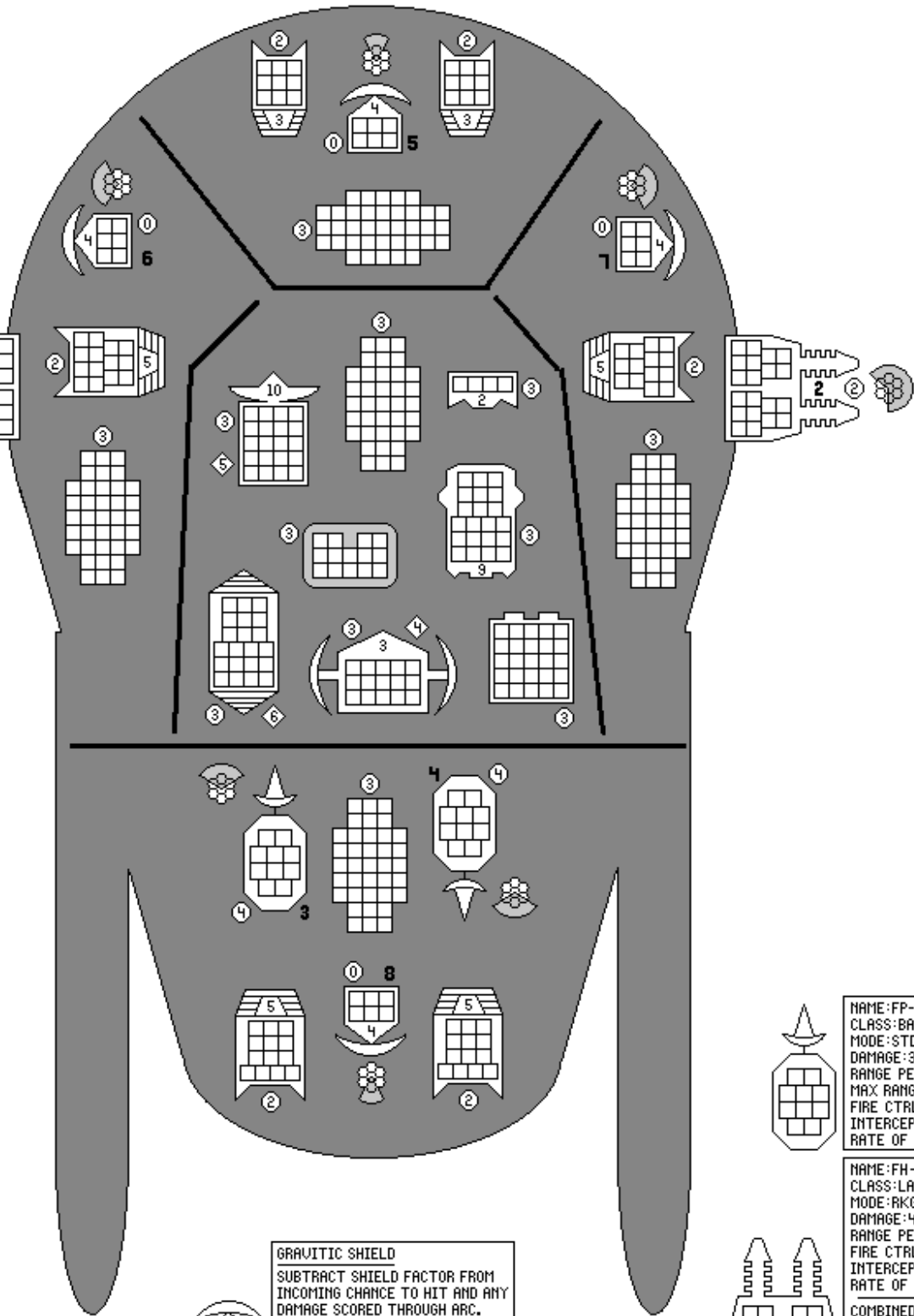
HANGAR
4 SHUTTLES THRUST: 3
ARMOR: 1 DEFENSE: 8/10



- FORWARD**
1-7 GRAVITIC SHIELD
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- SIDE**
1-2 GRAVITIC SHIELD
3-7 FH-10 HUY, PHASER BANK
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

- AFT**
1-2 GRAVITIC SHIELD
3-4 FP-4 PHOTON TORPEDO
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
- PRIMARY**
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FP-4 PHOTON TORPEDO
CLASS: BALLISTIC
MODE: STD
DAMAGE: 30
RANGE PENALTY: N/A
MAX RANGE: 32
FIRE CTRL: +3/-2/-- ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

NAME: FH-10 HUY, PHASER BANK
CLASS: LASER
MODE: RK6
DAMAGE: 4d10+15 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +5/+2/-- ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 2 PER 4 TURNS

COMBINED SHOT
MODE: RK6, PIERCING
DAMAGE: 5d10+25 (<1/2 HEXES>5)
REQUIRES BOTH SHOTS.

Federation Reliant Mk II Cruiser

CLASS: CAPITAL
IN SUC: 2/1802
POINTS:
RAM: 215
JUMP: 16 TURNS

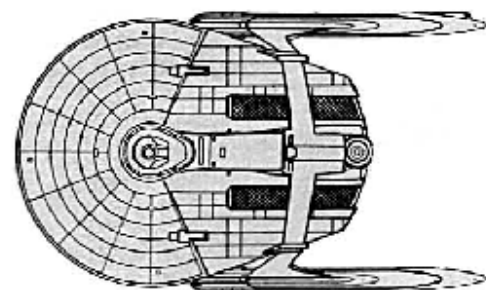
TURN COST: 2/3
TURN DELAY: 1/1
ACCEL/DECEL: 3
PIVOT: 3+2
ROLL: 3+2

FWD/AFT DEF: 14<10>
STB/PORT DEF: 16<12>
ENG. EFFICIENCY: 4/1
EXTRA POWER: 0
INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
GRAVITIC DRIVE ELINT LIMITED 33%.

HANGAR
4 SHUTTLES: THRUST: 3
ARMOR: 1 DEFENSE: 8/10



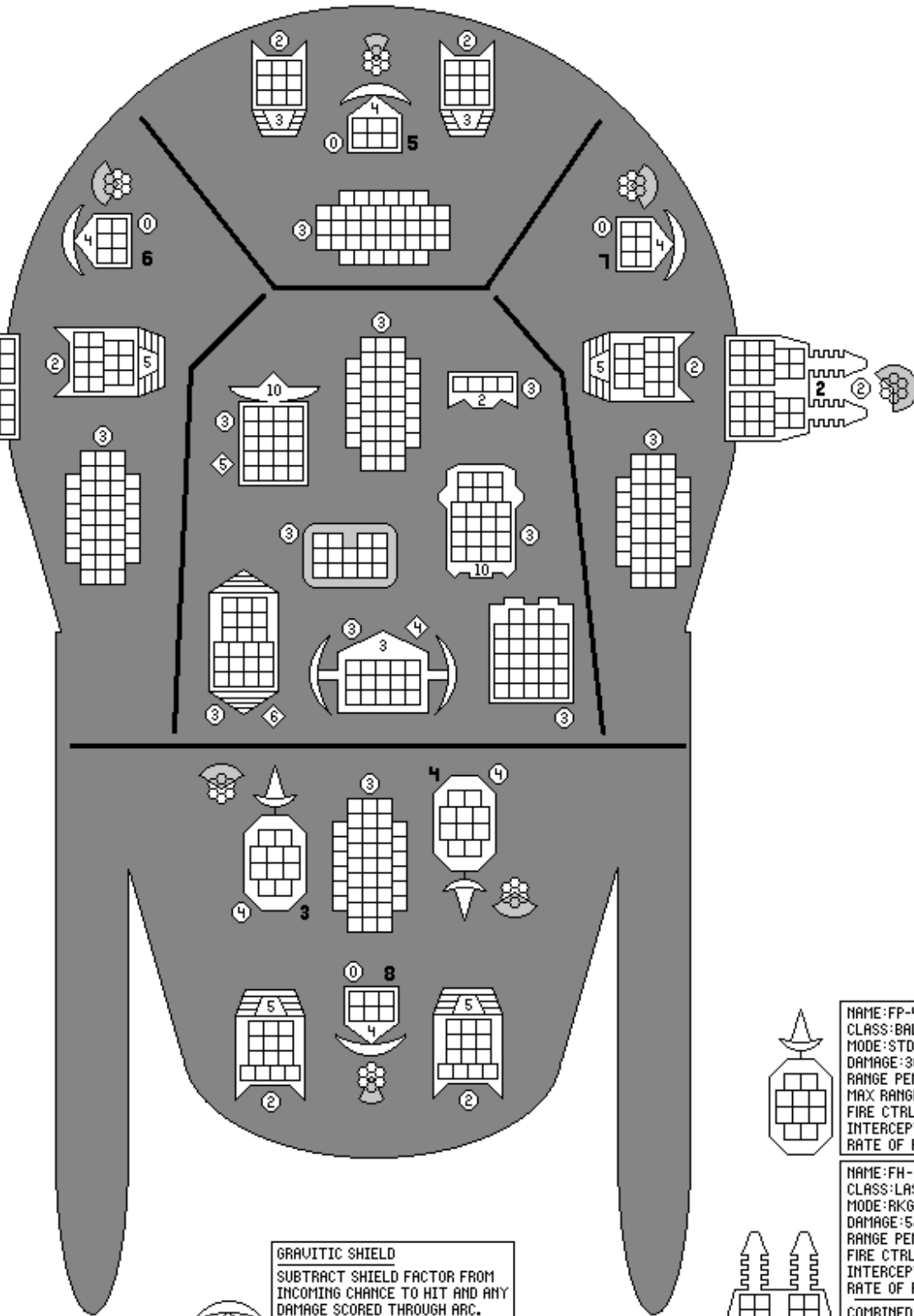
FORWARD
1-7 GRAVITIC SHIELD
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

SIDE
1-2 GRAVITIC SHIELD
3-7 FH-11 HUY. PHASER BANK
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

AFT
1-2 GRAVITIC SHIELD
3-4 FP-4 PHOTON TORPEDO
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

PRIMARY
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FP-4 PHOTON TORPEDO
CLASS: BALLISTIC
MODE: STD
DAMAGE: 30
RANGE PENALTY: N/A
MAX RANGE: 32
FIRE CTRL: +3/-2/-- ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

NAME: FH-11 HUY. PHASER BANK
CLASS: LASER
MODE: RKG
DAMAGE: 5d10+20 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 4 HEXES
FIRE CTRL: +5/+3/+0 ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 2 PER 5 TURNS

COMBINED SHOT
MODE: RKG, PIERCING
DAMAGE: 6d10+35 (<1/2 HEXES>5)
REQUIRES BOTH SHOTS.

Federation Reliant Mk III Cruiser

CLASS: CAPITAL
IN SUC: 2/2204
POINTS:
RAM: 215
JUMP: 15 TURNS

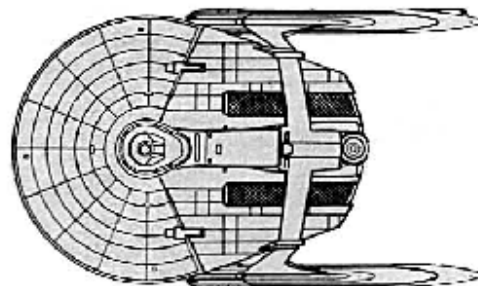
TURN COST: 3/4
TURN DELAY: 3/4
ACCEL/DECEL: 3
PIVOT: 3+3
ROLL: 2+2

FWD/AFT DEF: 14(10)
STB/PORT DEF: 16(12)
ENG. EFFICIENCY: 4/1
EXTRA POWER: 0
INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES:
BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
GRAVITIC DRIVE ELINT LIMITED 33%.

HANGAR
4 SHUTTLES: THRUST: 3
ARMOR: 1 DEFENSE: 8/10



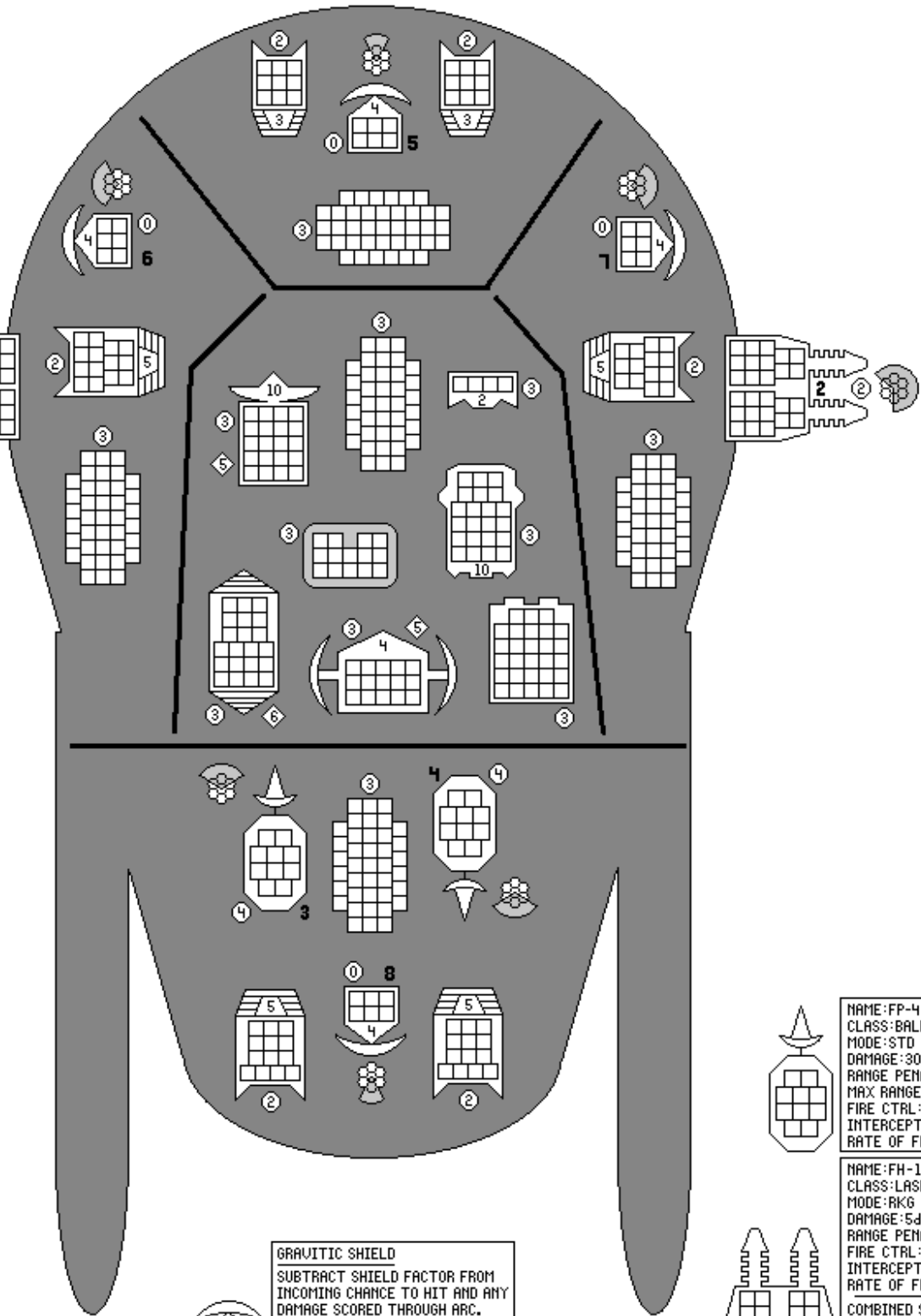
FORWARD
1-7 GRAVITIC SHIELD
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

SIDE
1-2 GRAVITIC SHIELD
3-7 FH-11 HUY. PHASER BANK
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

AFT
1-2 GRAVITIC SHIELD
3-4 FP-4 PHOTON TORPEDO
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY

PRIMARY
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FP-4 PHOTON TORPEDO
CLASS: BALLISTIC
MODE: STD
DAMAGE: 30
RANGE PENALTY: N/A
MAX RANGE: 32
FIRE CTRL: +3/+2/-- ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

NAME: FH-11 HUY. PHASER BANK
CLASS: LASER
MODE: RKG
DAMAGE: 5d10+20 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 4 HEXES
FIRE CTRL: +5/+3/+0 ◊
INTERCEPT RTG: N/A
RATE OF FIRE: 2 PER 5 TURNS

COMBINED SHOT
MODE: RKG, PIERCING
DAMAGE: 6d10+35 (<1/2 HEXES>5)
REQUIRES BOTH SHOTS.

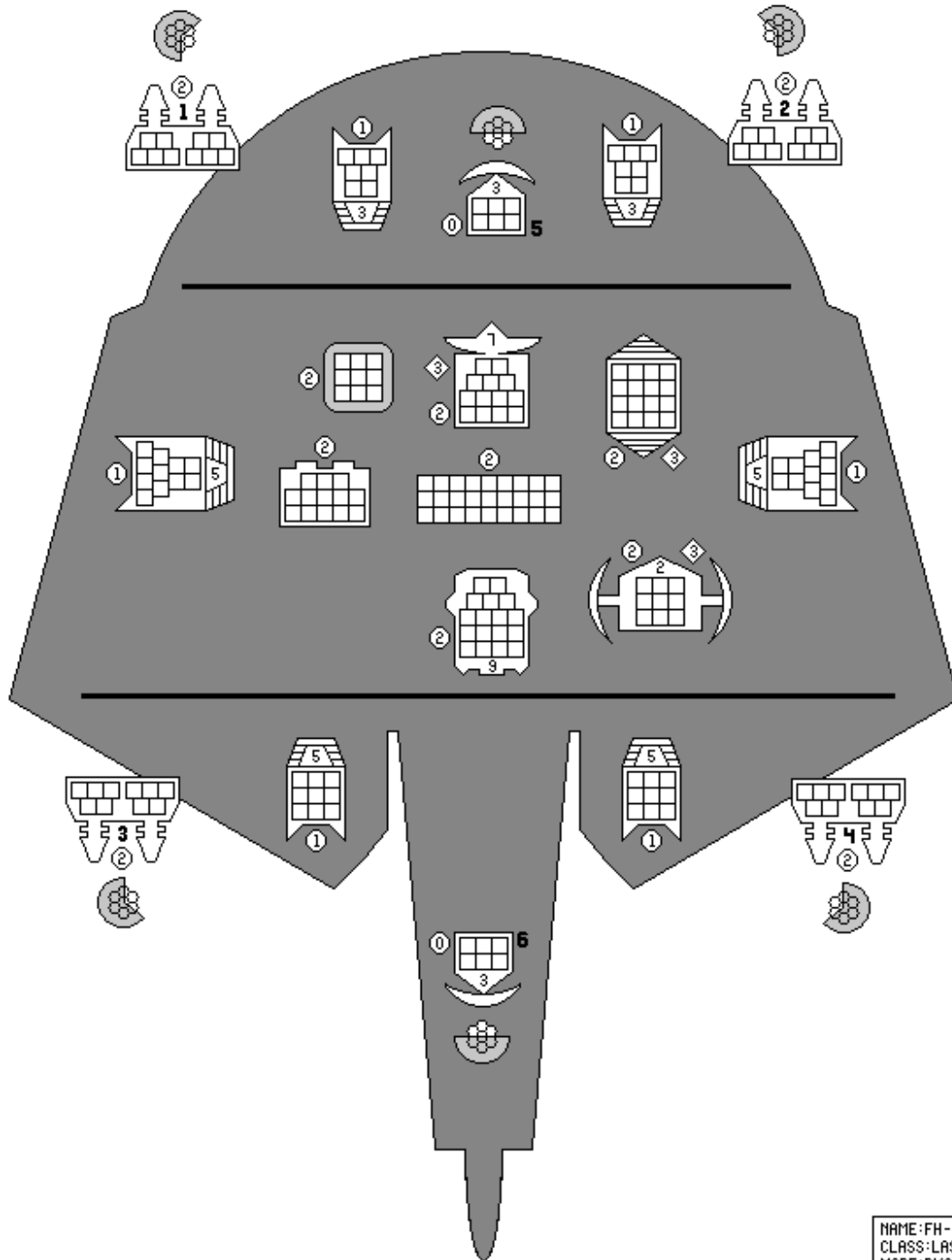
Federation Remora Mk II Escort

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:2/0509	TURN DELAY:1/3	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:35	PIVOT:2+1	EXTRA POWER:0										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	1	1	2	2	2	3	3	3	4	4	4



SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE
 AT THE SAME TARGET IF
 BOTH FIRE.
 GRAVITIC DRIVE

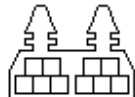
FORWARD
1-2 GRAVITIC SHIELD
3-6 FH-4 LT. PHASER BANK
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY
AFT
1-2 GRAVITIC SHIELD
3-5 FH-4 LT. PHASER BANK
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY
PRIMARY
1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-12 SENSORS
13-15 ENGINE
16-18 JUMP ENGINE
19 REACTOR
20 C AND C



	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM
 INCOMING CHANCE TO HIT AND ANY
 DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN
 PARENTHESIS ○ INDICATES
 VALUE WITH SHIELD ACTIVE.

NAME: FH-4 LT. PHASER BANK
 CLASS: LASER
 MODE: RKG
 DAMAGE: 2d10+8 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +2/+2/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 2 PER 2 TURNS
 COMBINED SHOT
 MODE: RKG, PIERCING
 DAMAGE: 3d10+10 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.



Federation Remora Mk III Escort

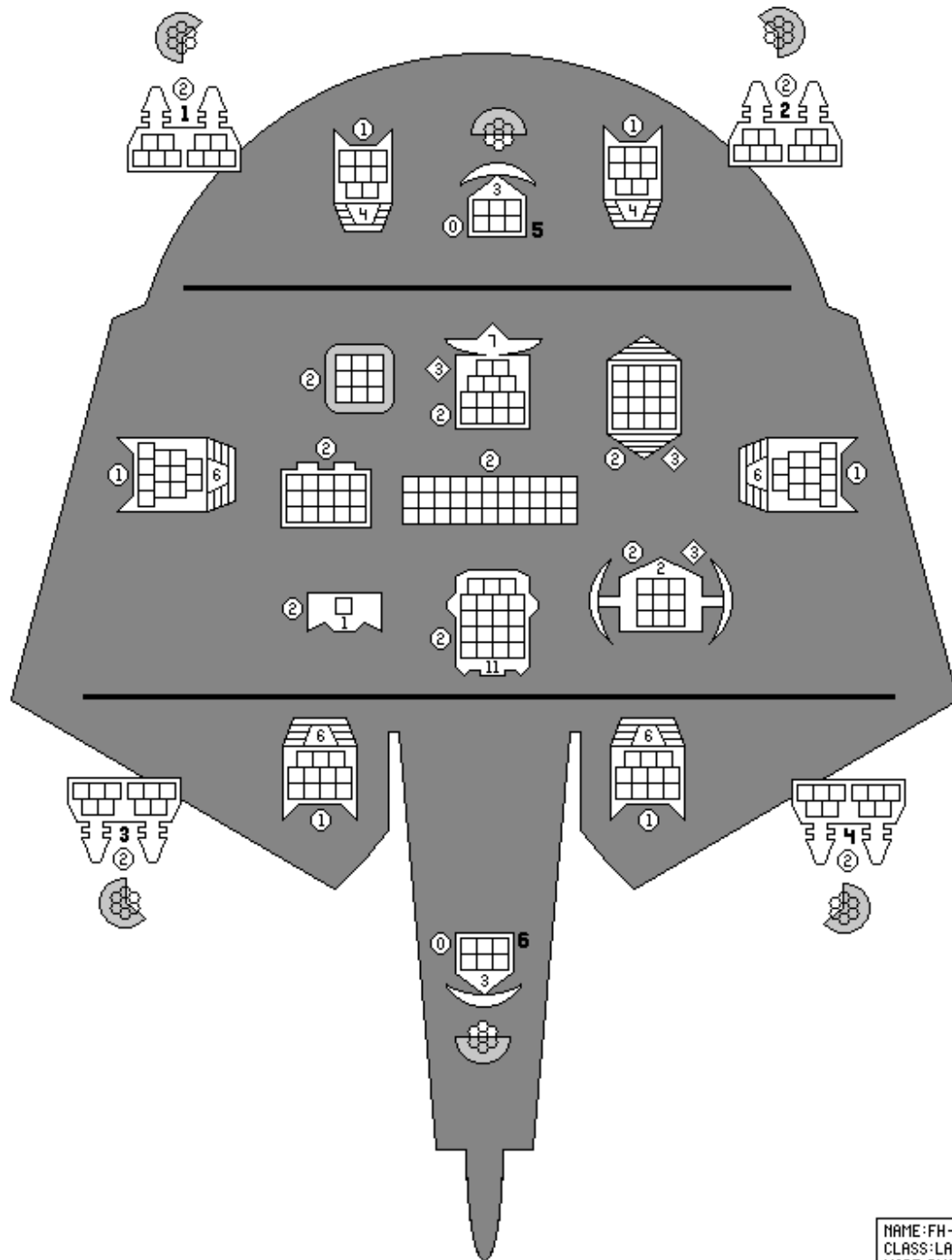
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12<9>										
IN SUC:2/0509	TURN DELAY:1/2	STB/PORT DEF:12<9>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:41	PIVOT:2+1	EXTRA POWER:0										
JUMP:19 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6



SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 1 SHUTTLE THRUST:3
 ARMOR:1 DEFENSE:8/10
 [] [] [] [] [] [] [] []

- | | |
|----------------|--|
| FORWARD | 1-2 GRAVITIC SHIELD
3-6 FH-4 LT. PHASER BANK
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY |
| AFT | 1-2 GRAVITIC SHIELD
3-5 FH-4 LT. PHASER BANK
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY |
| PRIMARY | 1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-16 HANGAR
17-18 JUMP ENGINE
19 REACTOR
20 C AND C |

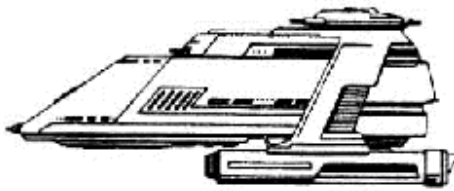


- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: FH-4 LT. PHASER BANK
 CLASS: LASER
 MODE: RKG
 DAMAGE: 2d10+8 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 2 HEXES
 FIRE CTRL: +2/+2/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 2 PER 2 TURNS
 COMBINED SHOT
 MODE: RKG, PIERCING
 DAMAGE: 3d10+10 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.

Gorn Hegemony



Gorn BH-2 Battleship

CLASS: CAPITAL	TURN COST: 1/1	FWD/AFT DEF: 14<10>
IN SUC: ???	TURN DELAY: 1/1	STB/PORT DEF: 16<12>
POINTS:	ACCEL/DECEL: 3	ENG. EFFICIENCY: 6/1
RAM: 390	PIVOT: 4+3	EXTRA POWER: 0
JUMP: 16 TURNS	ROLL: 4+3	INITIATIVE: 0

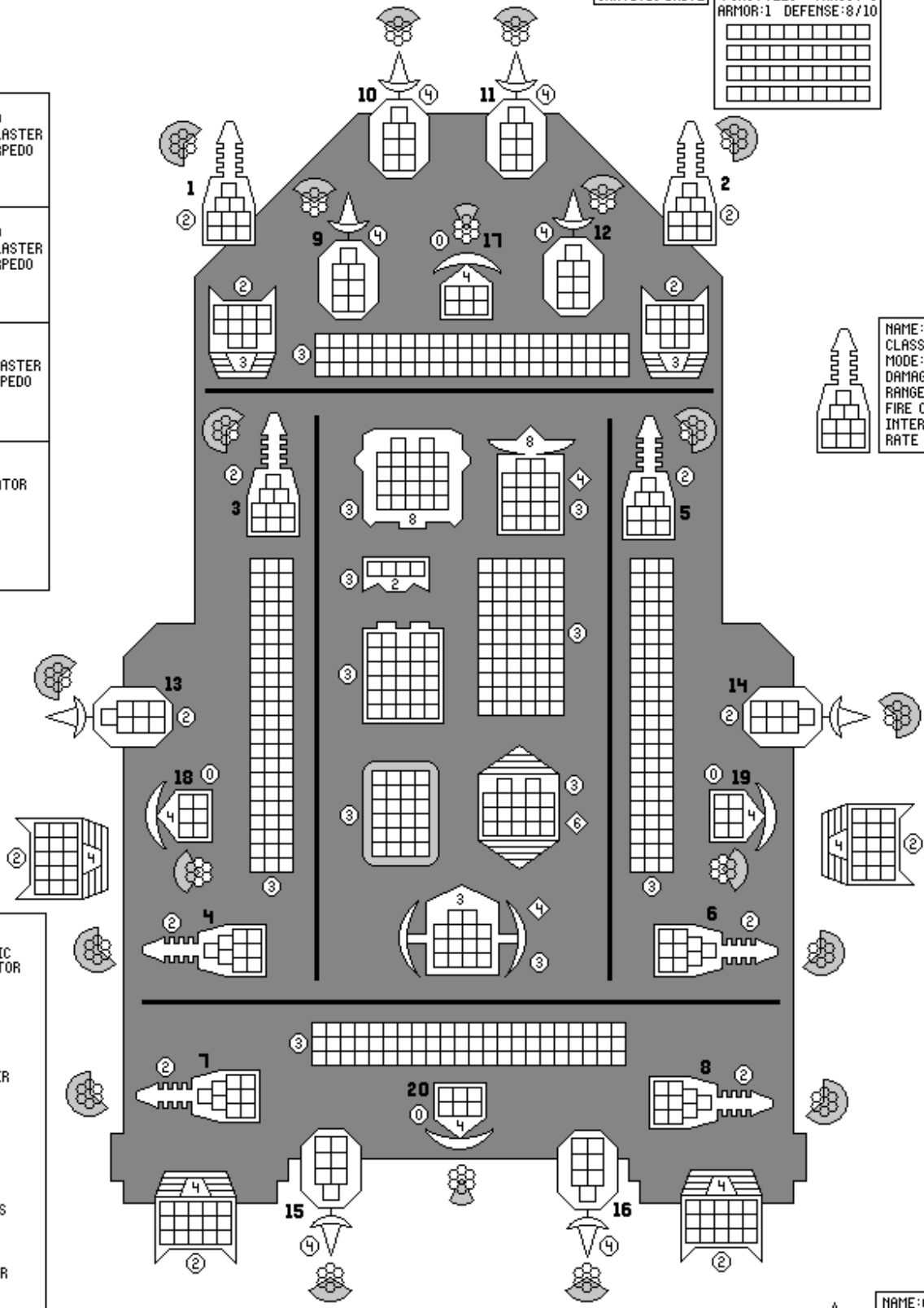
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR:
4 SHUTTLES THRUST: 3
ARMOR: 1 DEFENSE: 8/10

- FORWARD**
- 1-2 GRAVITIC SHIELD
 - 3-4 GBL-8 PLASMA BLASTER
 - 5-7 GP-2 PLASMA TORPEDO
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-4 GBL-8 PLASMA BLASTER
 - 5-7 GP-2 PLASMA TORPEDO
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- AFT**
- 1 GRAVITIC SHIELD
 - 2-3 GBL-8 PLASMA BLASTER
 - 4-5 GP-2 PLASMA TORPEDO
 - 6-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1-7 STRUCTURE
 - 8-10 GRAVITIC GENERATOR
 - 11-12 JUMP ENGINE
 - 13-15 SENSORS
 - 16-17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



NAME: GBL-8 PLASMA BLASTER
CLASS: PLASMA
MODE: RK6<8>
DAMAGE: 3d10+15 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +5/+2/+0
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 3 TURNS

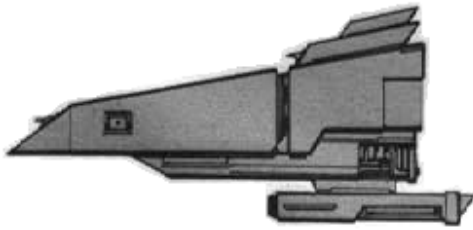
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS <> INDICATES VALUE WITH SHIELD ACTIVE.

NAME: GP-2 PLASMA TORPEDO
CLASS: BALLISTIC/PLASMA
MODE: FLASH/NO SPLASH
DAMAGE: 20 (<1/3 HEXES>5)
MAX RANGE: 30
FIRE CTRL: +3/+2/--
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 2 TURNS

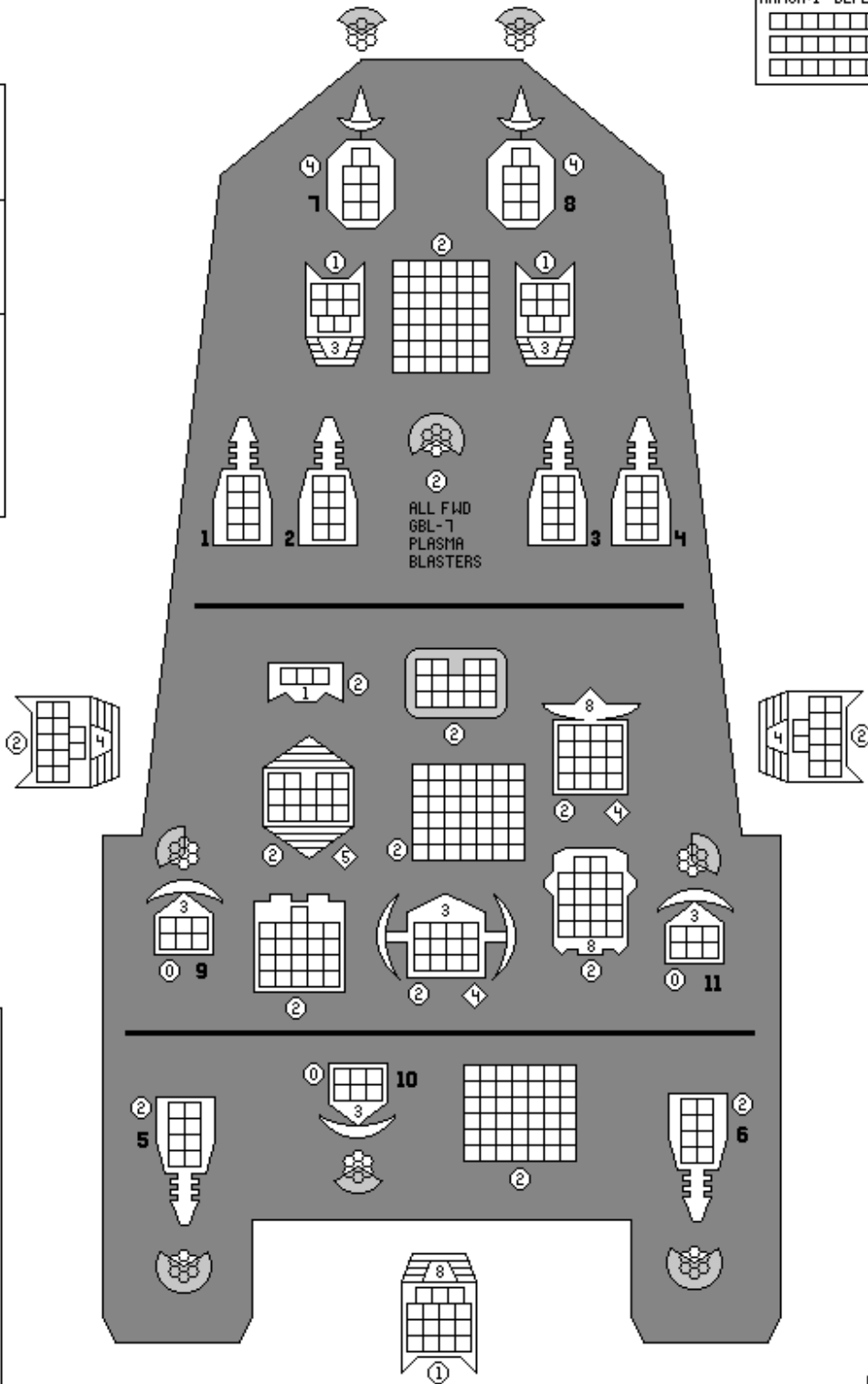
Gorn MA-12 Cruiser

CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1										
RAM:142	PIVOT:3+2	EXTRA POWER:0										
JUMP:19 TURNS	ROLL:3+2	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:	HANGAR
GRAVITIC DRIVE	3 SHUTTLES THRUST:3
	ARMOR:1 DEFENSE:8/10

- FORWARD**
- 1-2 GP-2 PLASMA TORPEDO
- 3-7 GBL-7 PLASMA BLASTER
- 8-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- AFT**
- 1-2 GRAVITIC SHIELD
- 3-6 GBL-7 PLASMA BLASTER
- 7-11 THRUSTER
- 12-18 STRUCTURE
- 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC GENERATOR
- 2-3 GRAVITIC SHIELD
- 4-10 STRUCTURE
- 11-13 THRUSTER
- 14-15 SENSORS
- 16 JUMP ENGINE
- 17 ENGINE
- 18 HANGAR
- 19 REACTOR
- 20 C AND C



- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

- NAME:GBL-7 PLASMA BLASTER**
 CLASS:PLASMA
 MODE:AKG(8)
 DAMAGE:3d10+13 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS
- NAME:GP-2 PLASMA TORPEDO**
 CLASS:BALLISTIC/PLASMA
 MODE:FLASH/NO SPLASH
 DAMAGE:20 (<1/3 HEXES>5)
 RANGE PENALTY:N/A
 MAX RANGE:30
 FIRE CTRL:+3/+2/--
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS

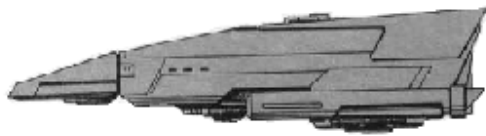
Gorn SS-3 Destroyer

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11(8)
IN SUC:	TURN DELAY:2/3	STB/PORT DEF:13(10)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:41	PIVOT:2+1	EXTRA POWER:0
JUMP:22 TURNS	ROLL:2+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 2 3 4 4 5 6 6 7 8 8	

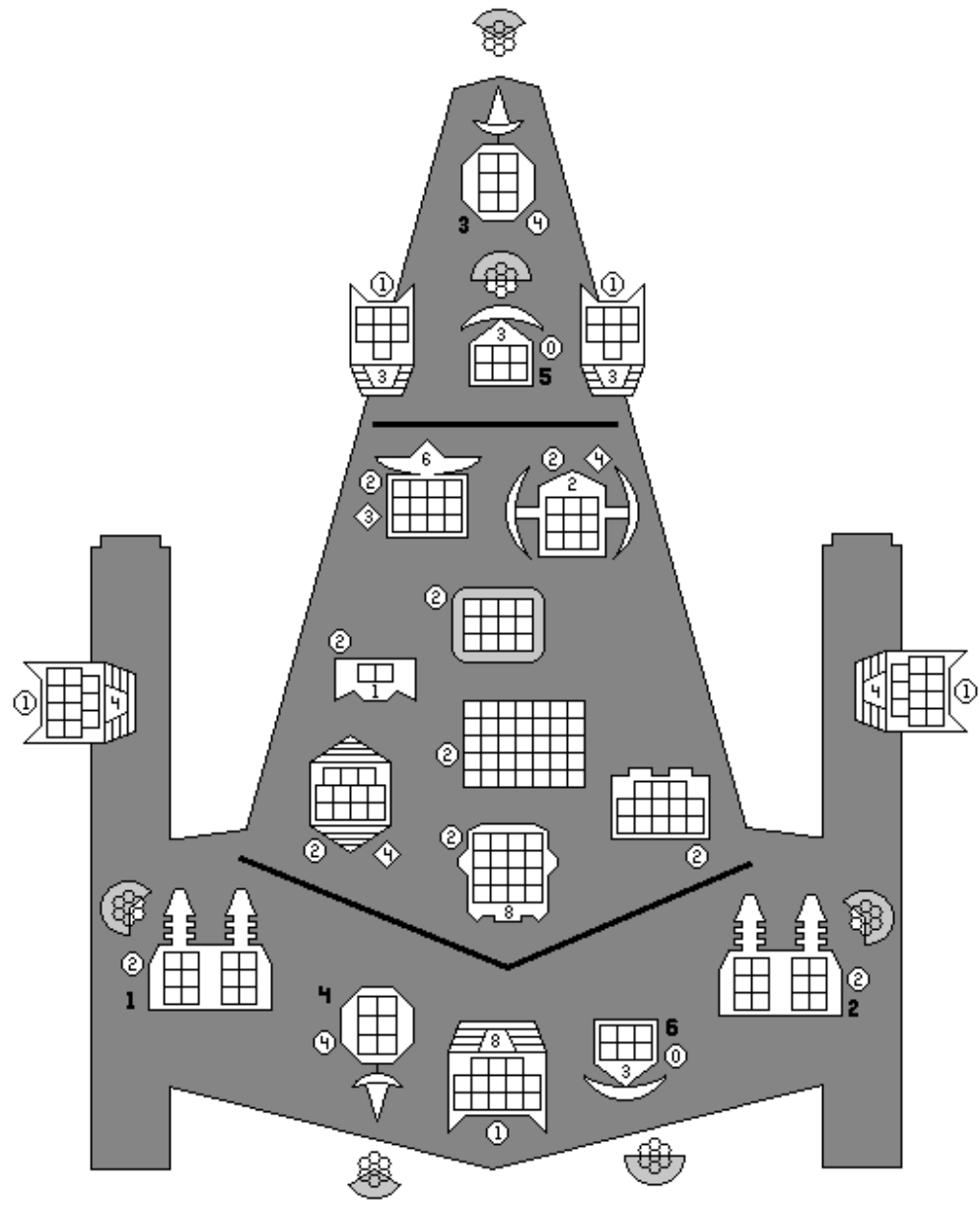


SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR	2 SHUTTLES	THRUST:3																								
ARMOR:1	DEFENSE:8/10																									
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- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-6 GP-3 PLASMA TORPEDO
- 7-11 THRUSTER
- 12-17 STRUCTURE
- 18-20 PRIMARY
- AFT**
- 1-2 GRAVITIC SHIELD
- 3 GP-3 PLASMA TORPEDO
- 4-5 GBL-3 PLASMA BLASTER
- 6-10 THRUSTER
- 11-17 STRUCTURE
- 18-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-9 THRUSTER
- 10-11 SENSORS
- 12-14 ENGINE
- 15-16 HANGAR
- 17-18 JUMP ENGINE
- 19 REACTOR
- 20 C AND C



- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME:GP-3 PLASMA TORPEDO
 CLASS:BALLISTIC/PLASMA
 MODE:FLASH/NO SPLASH
 DAMAGE:16 (<1/3 HEXES>5)
 RANGE PENALTY:N/A
 MAX RANGE:28
 FIRE CTRL:+3/+2/--
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS

NAME:GBL-3 PLASMA BLASTER
 CLASS:PLASMA
 MODE:AKG(8)
 DAMAGE:2d10+10 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 2 HEXES
 FIRE CTRL:+3/+2/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:2 PER 2 TURNS
 COMBINED SHOT
 MODE:AKG(10), FLASH/NO SPLASH
 DAMAGE:3d10+13 (<1/2 HEXES>5)
 REQUIRES BOTH SHOTS.

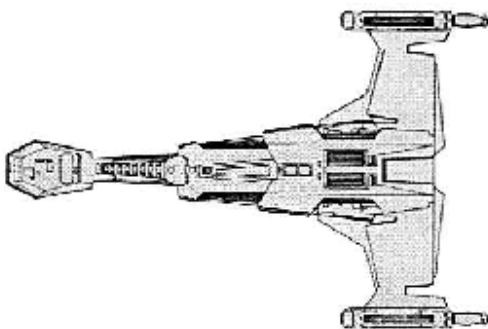
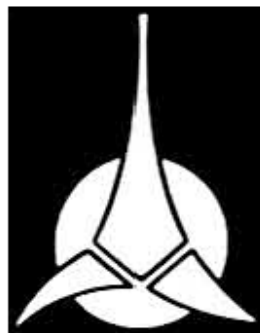
Klingon Empire

Klingon D-2a "V'kar Zadan" Destroyer

CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11(8)
IN SUC:2/1201	TURN DELAY:2/3	STB/PORT DEF:13(10)
POINTS:	ACCEL/DECCEL:2	ENG. EFFICIENCY:3/1
RAM:37	PIVOT:2+1	EXTRA POWER:0
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 2 3 4 4 5 6 6 7 8 8	

SPECIAL NOTES:
GRAVITIC DRIVE

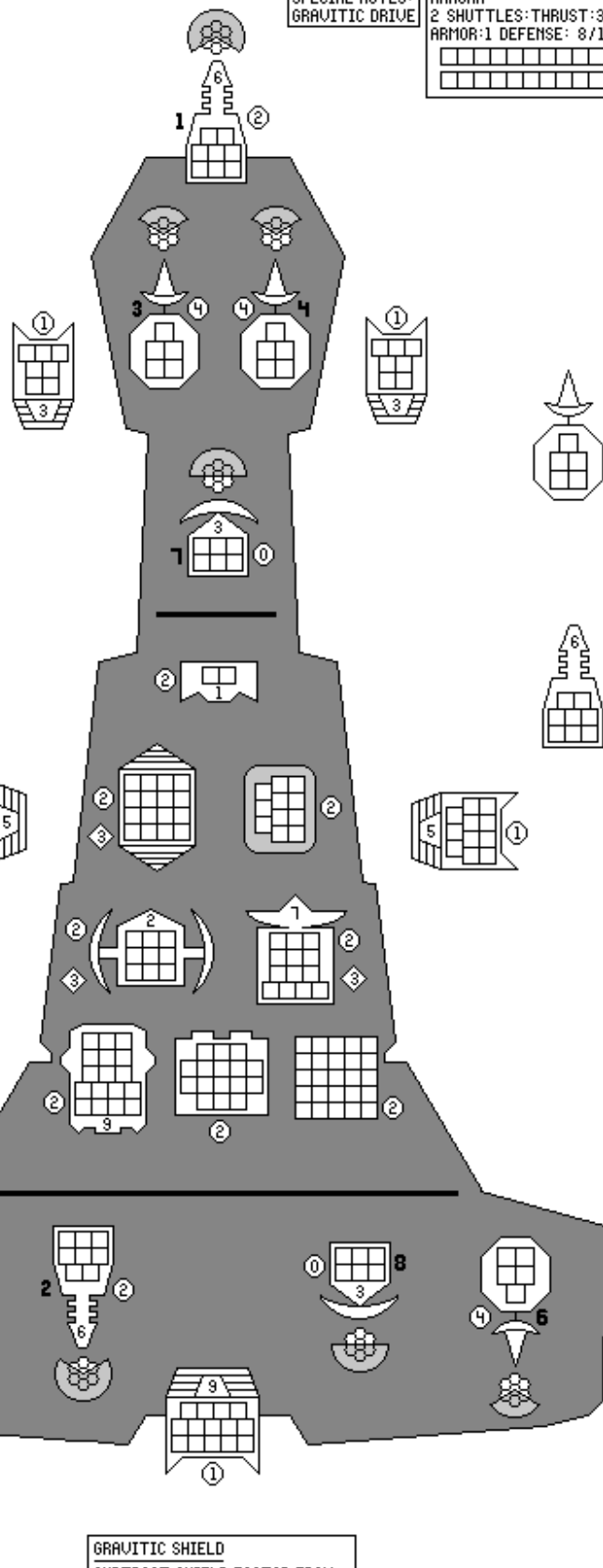
HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10



FORWARD
1-2 GRAVITIC SHIELD
3 KD-6 MEDIUM DISRUPTOR
4-6 KP-2 PHOTON TORPEDO
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY

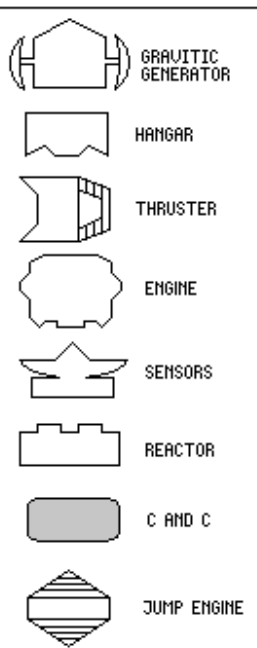
AFT
1-2 GRAVITIC SHIELD
3 KD-6 MEDIUM DISRUPTOR
4-5 KP-2 PHOTON TORPEDO
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY

PRIMARY
1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-16 HANGAR
17-18 JUMP ENGINE
19 REACTOR
20 C AND C



NAME:KP-2 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:15
RANGE PENALTY:N/A
MAX RANGE:20
FIRE CTRL:+2/+1/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:KD-6 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN



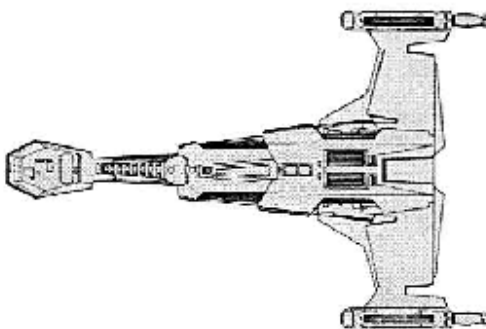
GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ○ INDICATES VALUE WITH SHIELD ACTIVE.

Klingon D-2b "V'kar Zadan" Destroyer

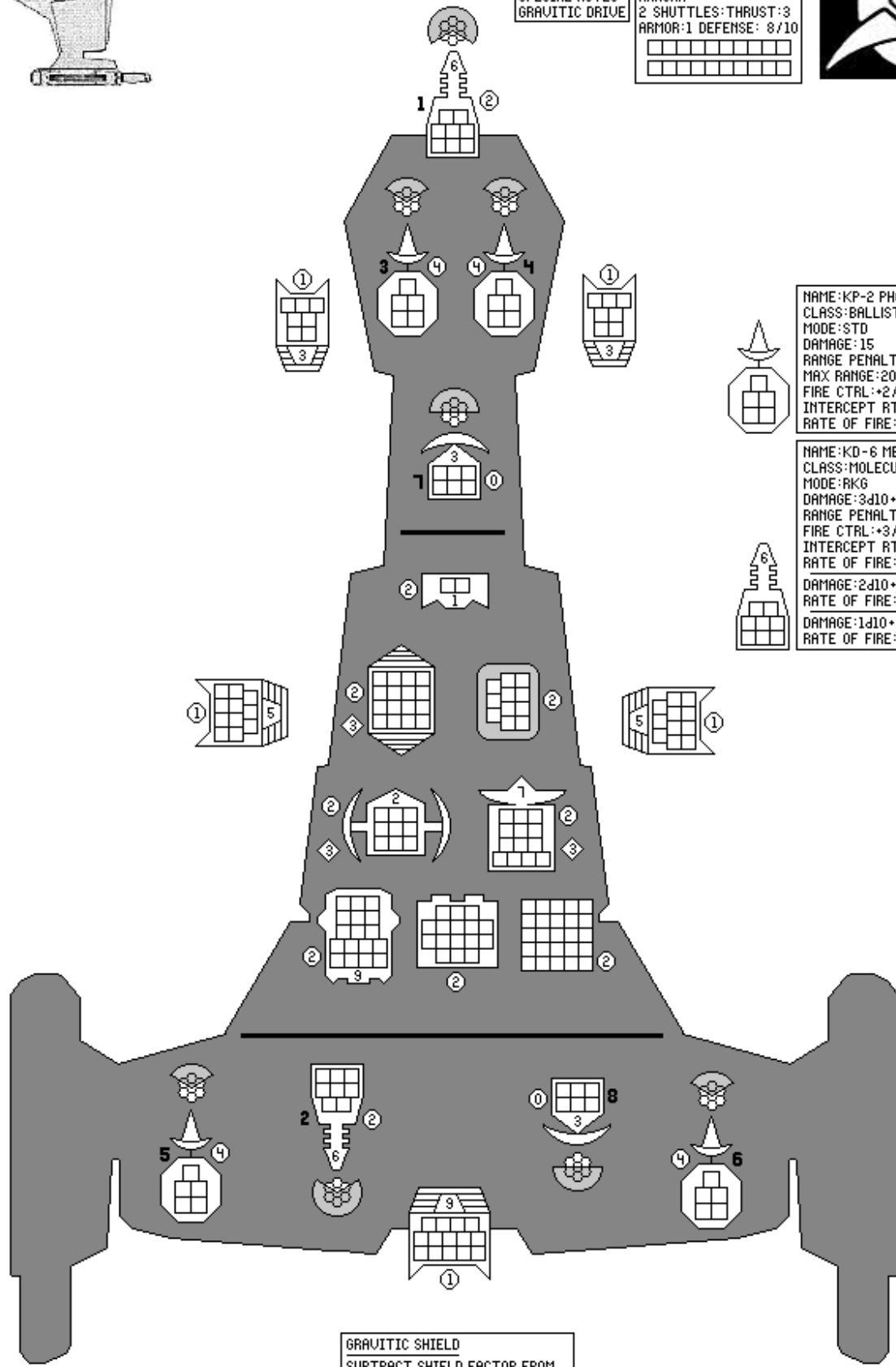
CLASS:MCV	TURN COST:2/3	FWD/AFT DEF:11(8)
IN SUC:2/1201	TURN DELAY:2/3	STB/PORT DEF:13(10)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1
RAM:37	PIVOT:2+1	EXTRA POWER:0
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 6 7 8 8	
TURN DELAY:	1 2 2 3 4 4 5 6 6 6 7 8 8	

SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10



FORWARD	
1-2	GRAVITIC SHIELD
3	KD-6 MEDIUM DISRUPTOR
4-6	KP-2 PHOTON TORPEDO
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY
AFT	
1-2	GRAVITIC SHIELD
3	KD-6 MEDIUM DISRUPTOR
4-5	KP-2 PHOTON TORPEDO
6-10	THRUSTER
11-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1-3	GRAVITIC GENERATOR
4-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C



NAME:KP-2 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:15
RANGE PENALTY:N/A
MAX RANGE:20
FIRE CTRL:+2/+1/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

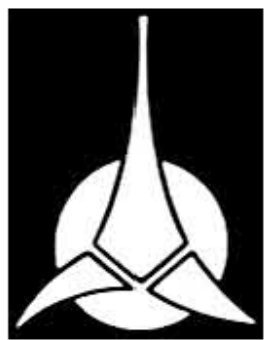
NAME:KD-6 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESIS ○ INDICATES
VALUE WITH SHIELD ACTIVE.

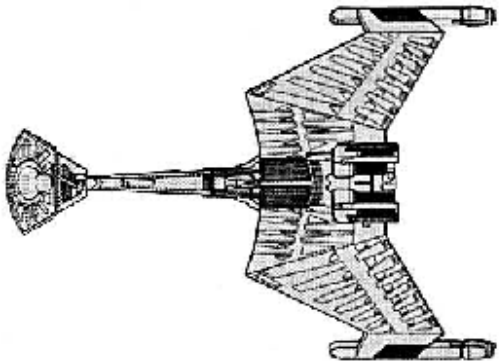
Klingon D-7a "K't'agga" Cruiser

CLASS: HCU	TURN COST: 3/4	FWD/AFT DEF: 13<10>										
IN SUC: 1/8611	TURN DELAY: 3/4	STB/PORT DEF: 14<11>										
POINTS:	ACCEL/DECEL: 2	ENG. EFFICIENCY: 4/1										
RAM: 113	PIVOT: 3+2	EXTRA POWER: 0										
JUMP: 18 TURNS	ROLL: 2+1	INITIATIVE: +6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



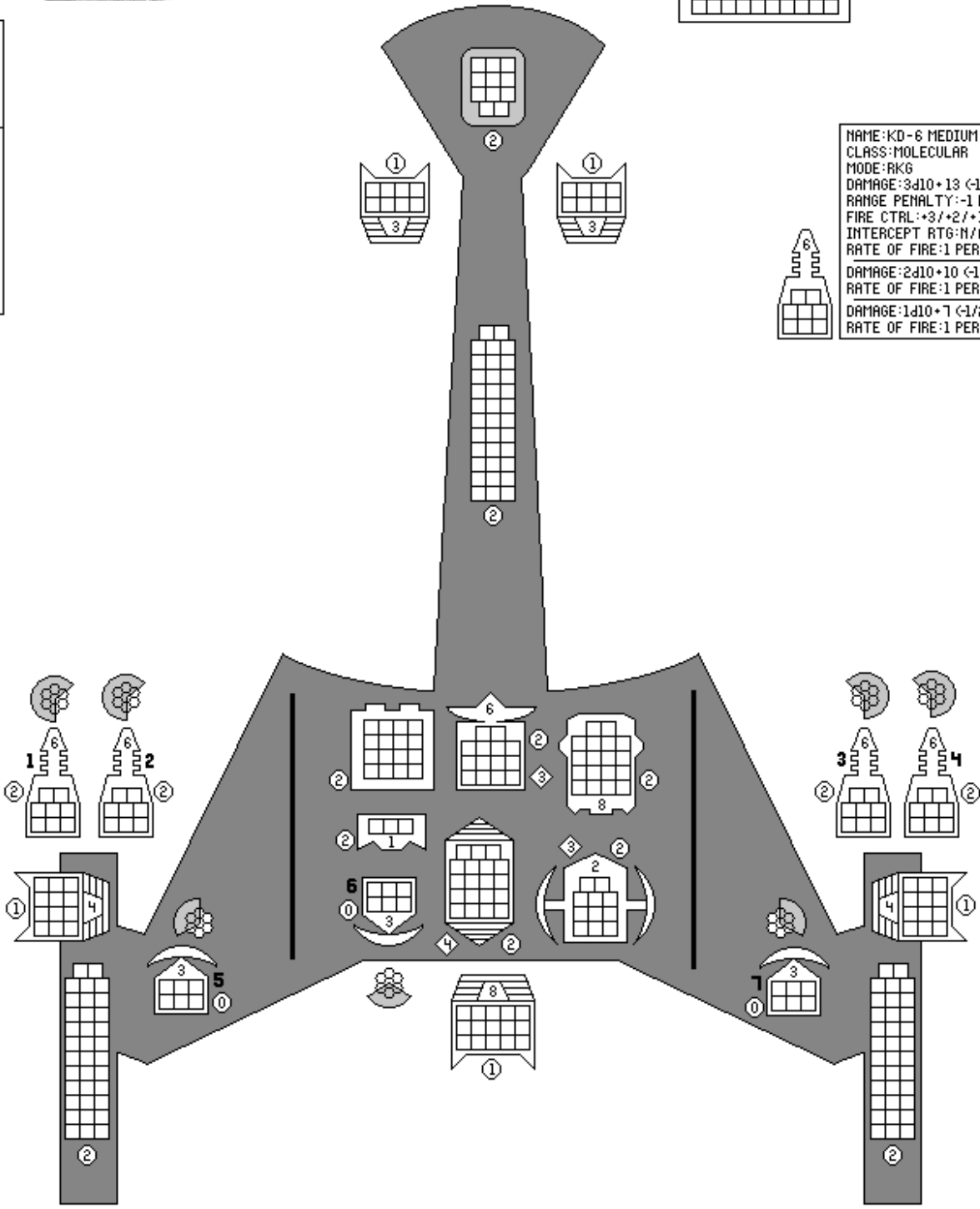
SPECIAL NOTES:
 GRAVITIC DRIVE
 5 COMBAT TRANSPORTERS
 13 MARINE CONTINGENTS

HANGAR
 3 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



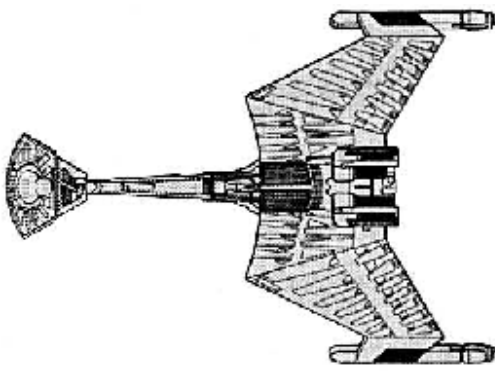
- | | |
|----------------|-----------------------|
| SIDE | GRAVITIC SHIELD |
| 1-2 | GRAVITIC SHIELD |
| 3-7 | KD-6 MEDIUM DISRUPTOR |
| 8-10 | THRUSTER |
| 11-18 | STRUCTURE |
| 19-20 | PRIMARY |
| PRIMARY | GRAVITIC SHIELD 6 |
| 1 | GRAVITIC SHIELD 6 |
| 2-3 | GRAVITIC GENERATOR |
| 4-10 | STRUCTURE |
| 11-13 | THRUSTER |
| 14-15 | SENSORS |
| 16 | JUMP ENGINE |
| 17 | ENGINE |
| 18 | HANGAR |
| 19 | REACTOR |
| 20 | C AND C |

NAME: KD-6 MEDIUM DISRUPTOR
CLASS: MOLECULAR
MODE: RKG
DAMAGE: 3d10+13 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 3 HEXES
FIRE CTRL: +3/+2/+1
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 3 TURNS ◊
DAMAGE: 2d10+10 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER 2 TURNS
DAMAGE: 1d10+7 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER TURN



- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM
 INCOMING CHANCE TO HIT AND ANY
 DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN
 PARENTHESIS ◊ INDICATES
 VALUE WITH SHIELD ACTIVE.



Klingon D-7c "K't'kara" Cruiser

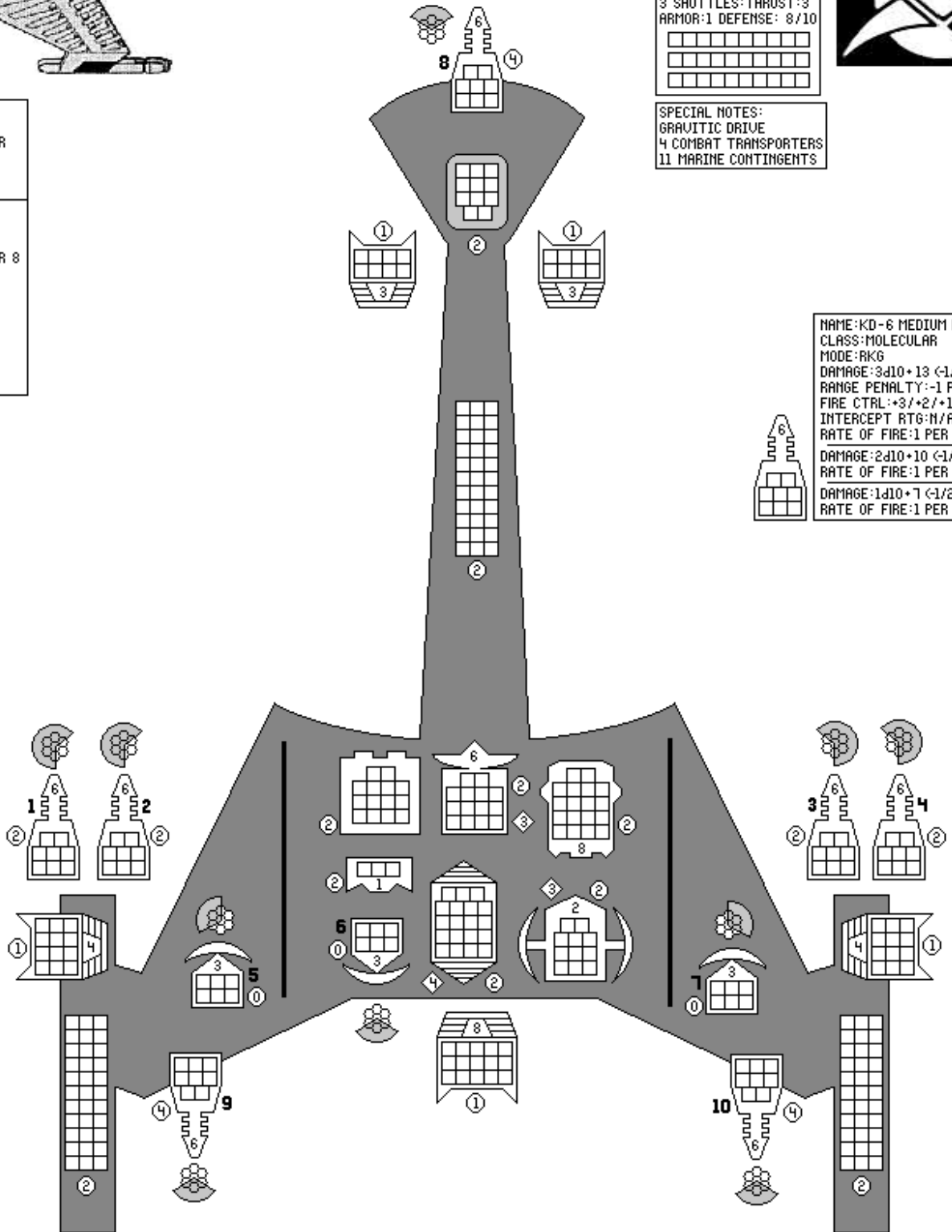
CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:1/8611	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:113	PIVOT:3+2	POWER SHORTAGE:-8										
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



HANGAR
 3 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10

SPECIAL NOTES:
 GRAVITIC DRIVE
 4 COMBAT TRANSPORTERS
 11 MARINE CONTINGENTS

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 KD-6 MEDIUM DISRUPTOR
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
- 1 GRAVITIC SHIELD 6
 - 2 GRAVITIC GENERATOR
 - 3 KD-6 MEDIUM DISRUPTOR 8
 - 4-10 STRUCTURE
 - 11-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



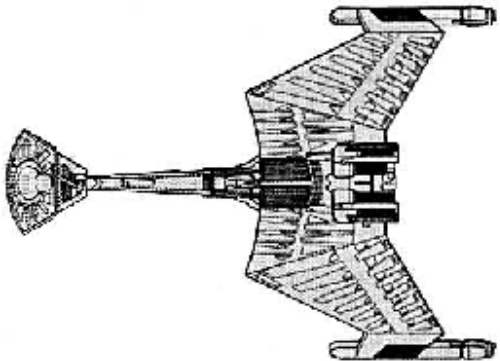
NAME:KD-6 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS ⬡
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ◊ INDICATES VALUE WITH SHIELD ACTIVE.

Klingon D-7g "K't'alla" Cruiser

CLASS:HCU	TURN COST:3/4	FWD/AFT DEF:13<10>
IN SUC:1/8611	TURN DELAY:3/4	STB/PORT DEF:14<11>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:113	PIVOT:3+2	POWER SHORTAGE:-5
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED		
	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 3 3 4 5 5 6 7 8 8 9	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

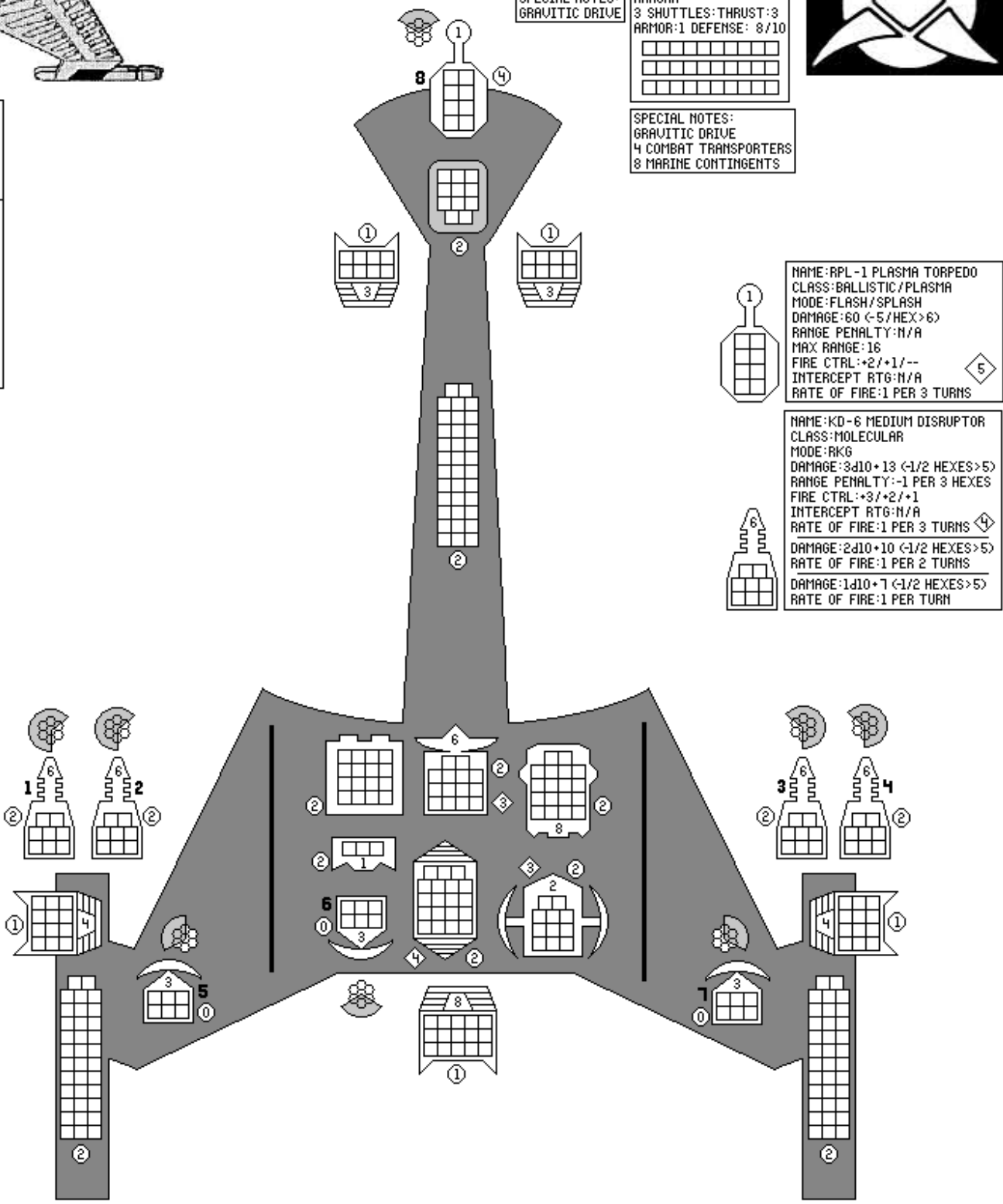


SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

SPECIAL NOTES:
GRAVITIC DRIVE
4 COMBAT TRANSPORTERS
8 MARINE CONTINGENTS

- SIDE**
- 1-2 GRAVITIC SHIELD
 - 3-7 KD-6 MEDIUM DISRUPTOR
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
-
- PRIMARY**
- 1 GRAVITIC SHIELD 6
 - 2 GRAVITIC GENERATOR
 - 3-4 RPL-1 PLASMA TORPEDO
 - 5-10 STRUCTURE
 - 11-13 THRUSTER
 - 14-15 SENSORS
 - 16 JUMP ENGINE
 - 17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C

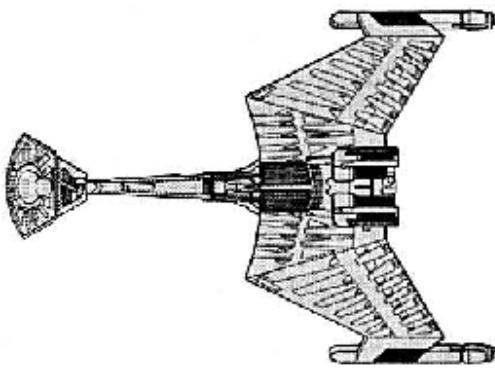


NAME:RPL-1 PLASMA TORPEDO
CLASS:BALLISTIC/PLASMA
MODE:FLASH/SPLASH
DAMAGE:60 (<5/HEX>6)
RANGE PENALTY:N/A
MAX RANGE:16
FIRE CTL:+2/+1/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:KD-6 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS ○ INDICATES VALUE WITH SHIELD ACTIVE.



Klingon D-7r "K't'rika" Cruiser

CLASS:HCU	TURN COST:2/3	FWD/AFT DEF:13(9)
IN SUC:2/1105	TURN DELAY:3/4	STB/PORT DEF:14(10)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1
RAM:123	PIVOT:2+2	POWER SHORTAGE:-5(-18)
JUMP:11 TURNS	ROLL:2+1	INITIATIVE:+6
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 3 3 4 5 5 6 7 8 8 9	

SPECIAL NOTES:
 GRAVITIC DRIVE
 CLOAKING DEVICE
 4 COMBAT TRANSPORTERS
 8 MARINE CONTINGENTS

HANGAR
 3 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10



- SIDE**
 1-2 GRAVITIC SHIELD
 3-7 KD-8 HEAVY DISRUPTOR
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- PRIMARY**
 1 GRAVITIC SHIELD 8
 2 GRAVITIC GENERATOR
 3-4 RPL-1 PLASMA TORPEDO
 5 CLOAKING DEVICE
 6-11 STRUCTURE
 12-14 THRUSTER
 15 SENSORS
 16 JUMP ENGINE
 17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C

NAME:RPL-1 PLASMA TORPEDO
CLASS:BALLISTIC/PLASMA
MODE:FLASH/SPLASH
DAMAGE:60 (<5/HEX>6)
RANGE PENALTY:N/A
MAX RANGE:16
FIRE CTRL:+2/+1/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

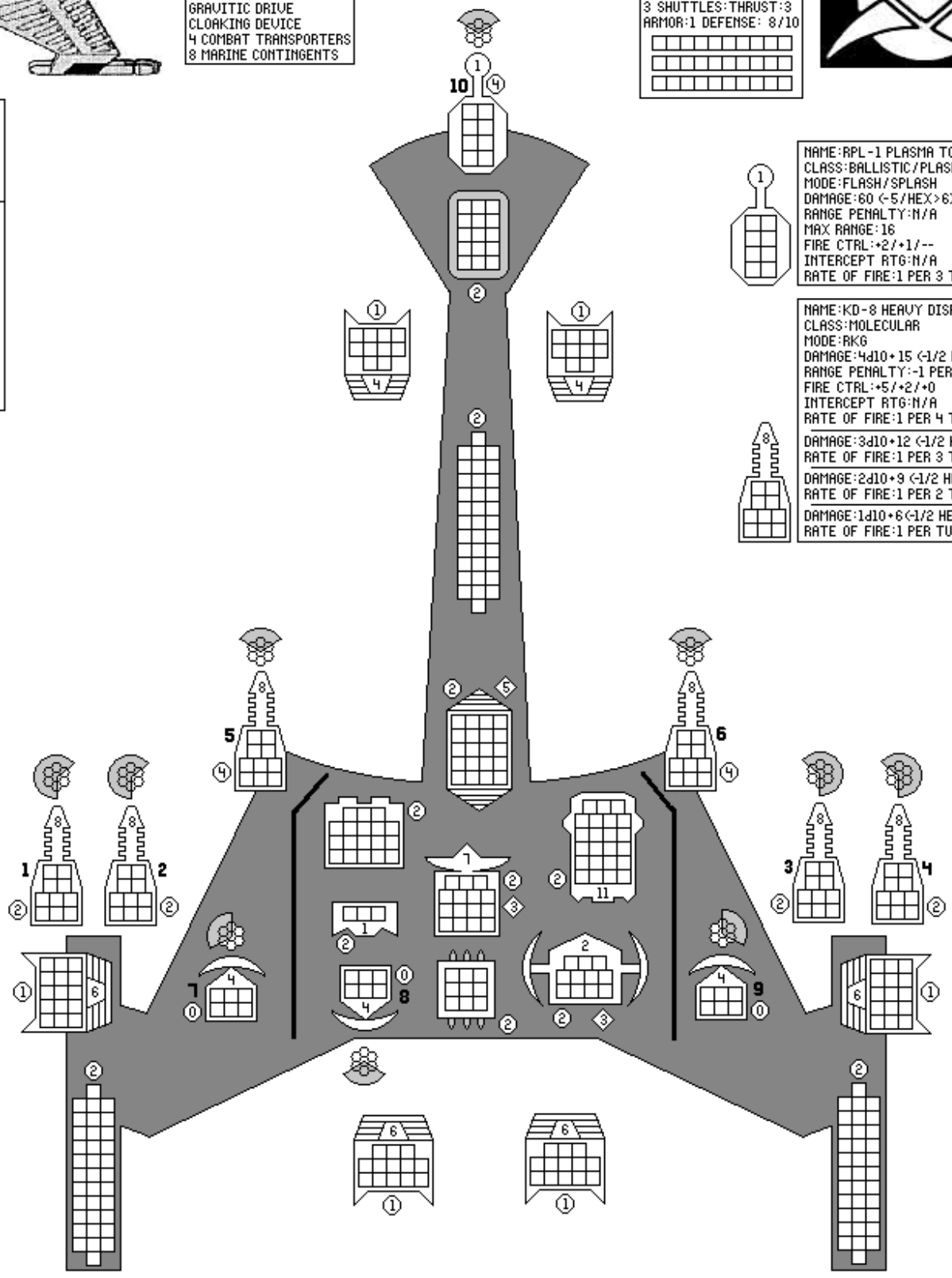
NAME:KD-8 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:4d10+15 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

DAMAGE:3d10+12 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 3 TURNS

DAMAGE:2d10+9 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS

DAMAGE:1d10+6 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

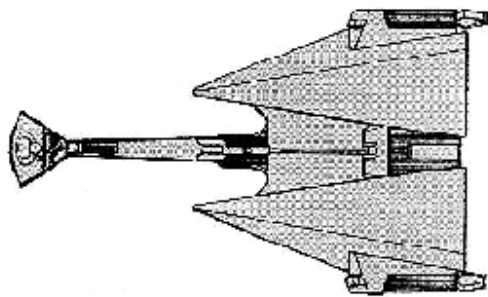
- CLOAKING DEVICE
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE



GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM
 INCOMING CHANCE TO HIT AND ANY
 DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN
 PARENTHESES ◊ INDICATES
 VALUE WITH SHIELD ACTIVE.

Klingon D-10d "Riskadh" Cruiser

CLASS:CAPITAL	TURN COST:3/4	FWD/AFT DEF:14<11>										
IN SUC:2/1307	TURN DELAY:1/1	STB/PORT DEF:16<13>										
POINTS:	ACCEL/DECEL:3	ENG. EFFICIENCY:4/1										
RAM:239	PIVOT:3+3	EXTRA POWER:0										
JUMP:16 TURNS	ROLL:3+2	INITIATIVE:0										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

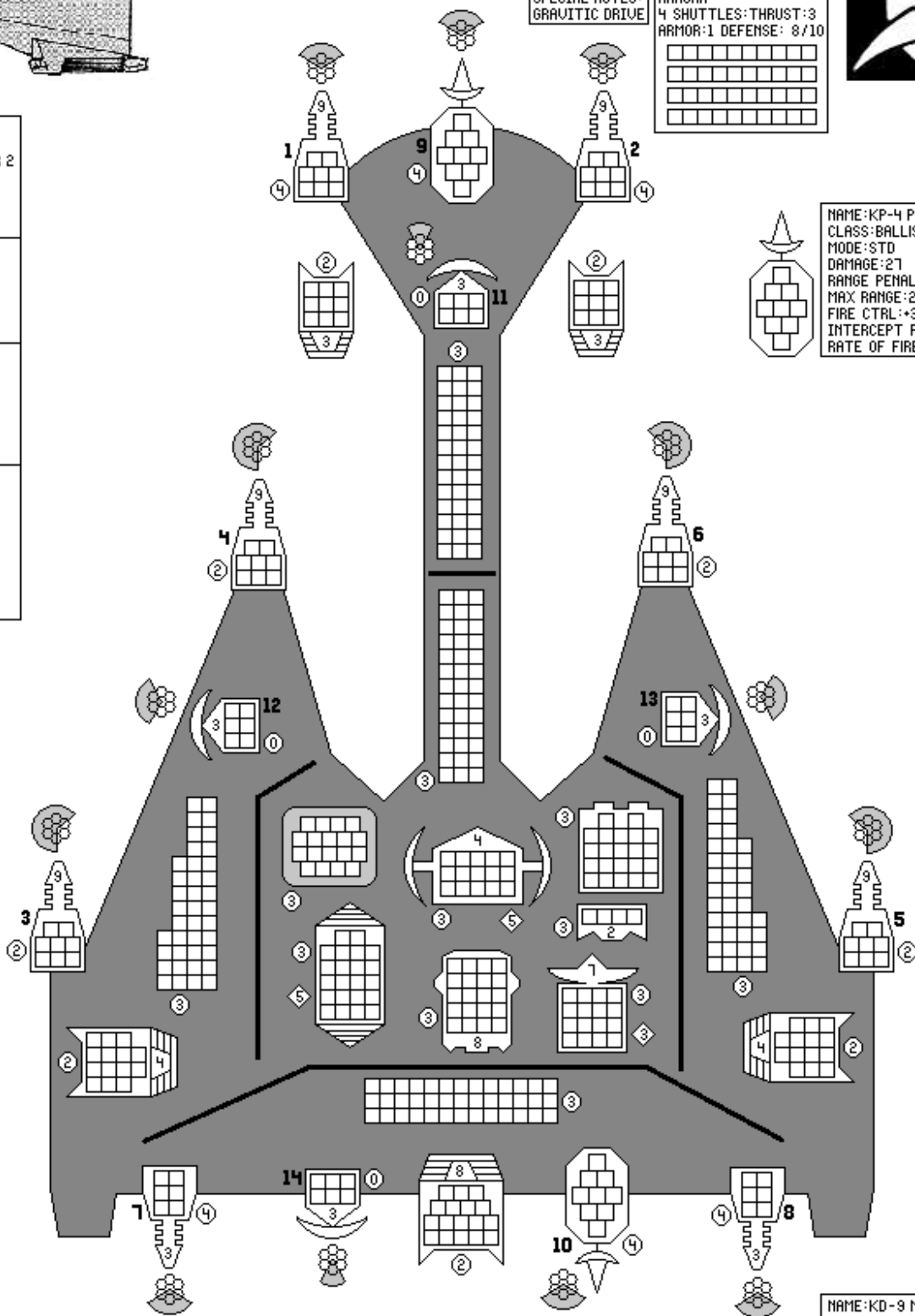


SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

FORWARD
1-2 GRAVITIC SHIELD
3-5 KD-9 MEDIUM DISRUPTOR 1 OR 2
6-7 KP-4 PHOTON TORPEDO
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
SIDE
1-2 GRAVITIC SHIELD
3-7 KD-9 MEDIUM DISRUPTOR
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
AFT
1 GRAVITIC SHIELD
2-3 KD-3 MEDIUM DISRUPTOR
4 KP-4 PHOTON TORPEDO
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
PRIMARY
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

NAME:KP-4 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:27
RANGE PENALTY:N/A
MAX RANGE:28
FIRE CTRL:+3/+2/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS



	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<) INDICATES VALUE WITH SHIELD ACTIVE.

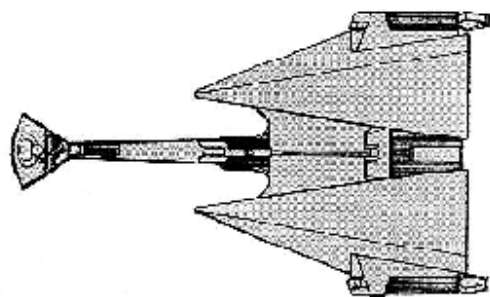
NAME:KD-3 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2<10+10 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+1/+0
INTERCEPT RTG:-2
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1<10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

NAME:KD-9 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3<10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+4/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2<10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1<10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

Klingon D-10f "Riskadh" Cruiser

CLASS:CAPITAL	TURN COST:3/4	FWD/AFT DEF:14(10)
IN SUC:2/1410	TURN DELAY:1/1	STB/PORT DEF:16(12)
POINTS:	ACCEL/DECEL:3	ENG. EFFICIENCY:4/1
RAM:237	PIVOT:3+3	POWER SHORTAGE:-5
JUMP:16 TURNS	ROLL:3+2	INITIATIVE:0

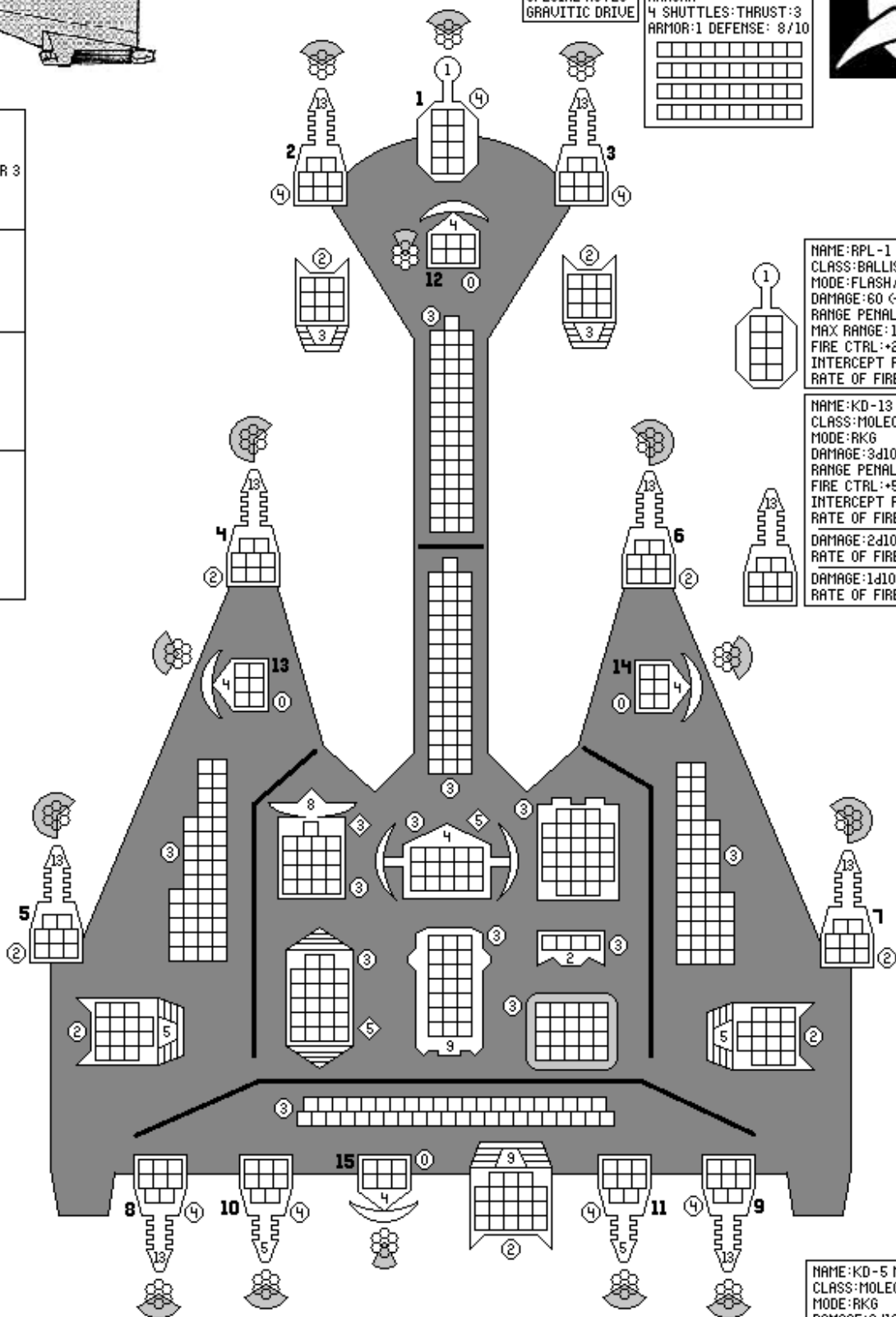
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



FORWARD
1-2 GRAVITIC SHIELD
3-4 RPL-1 PLASMA TORPEDO
5-7 KD-13 HEAVY DISRUPTOR 2 OR 3
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
SIDE
1-2 GRAVITIC SHIELD
3-7 KD-13 HEAVY DISRUPTOR
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
AFT
1 GRAVITIC SHIELD
2 KD-5 MEDIUM DISRUPTOR
3-4 KD-13 HEAVY DISRUPTOR
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
PRIMARY
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10



NAME:RPL-1 PLASMA TORPEDO
CLASS:BALLISTIC/PLASMA
MODE:FLASH/SPLASH
DAMAGE:60 (<5/HEX>6)
RANGE PENALTY:N/A
MAX RANGE:16
FIRE CTRL:+2/+1/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:KD-13 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 4 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

NAME:KD-5 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

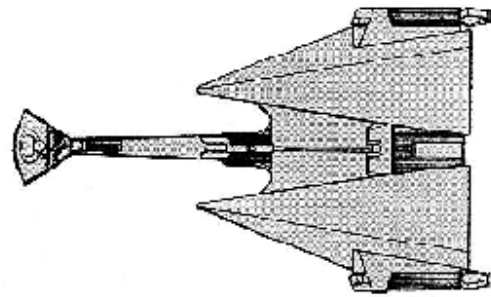
GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES () INDICATES
VALUE WITH SHIELD ACTIVE.

	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

Klingon D-10g "Riskadh" Cruiser

CLASS:CAPITAL	TURN COST:3/4	FWD/AFT DEF:14(10)
IN SUC:2/1601	TURN DELAY:1/1	STB/PORT DEF:16(12)
POINTS:	ACCEL/DECEL:3	ENG. EFFICIENCY:4/1
RAM:241	PIVOT:3*3	EXTRA POWER:0
JUMP:16 TURNS	ROLL:3+2	INITIATIVE:0

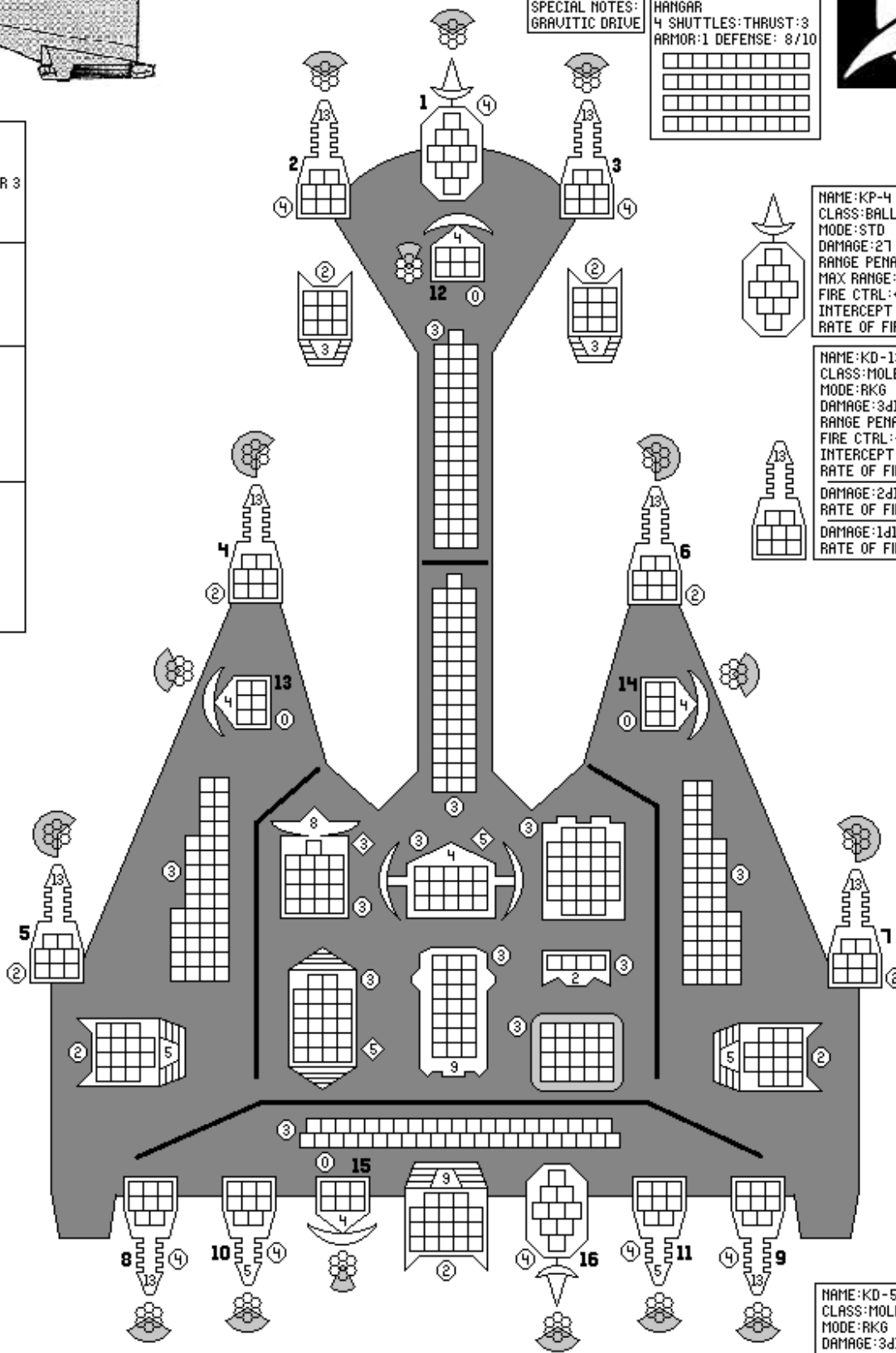
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12



SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

FORWARD
1-2 GRAVITIC SHIELD
3-4 KP-4 PHOTON TORPEDO
5-7 KD-13 HEAVY DISRUPTOR 2 OR 3
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
SIDE
1-2 GRAVITIC SHIELD
3-7 KD-13 HEAVY DISRUPTOR
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
AFT
1 GRAVITIC SHIELD
2 KD-5 MEDIUM DISRUPTOR
3 KD-13 HEAVY DISRUPTOR
4 KP-4 PHOTON TORPEDO
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
PRIMARY
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C



NAME:KP-4 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:27
RANGE PENALTY:N/A
MAX RANGE:28
FIRE CTRL:+3/+2/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:KD-13 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 4 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

NAME:KD-5 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

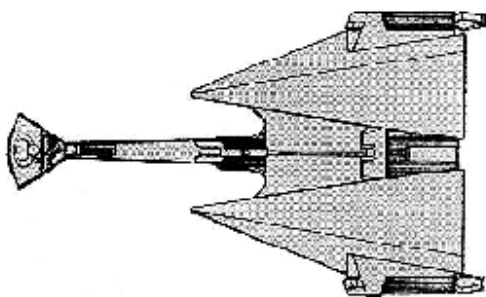
- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM
INCOMING CHANCE TO HIT AND ANY
DAMAGE SCORED THROUGH ARC.
DEFENSE RATING SHOWN IN
PARENTHESES () INDICATES
VALUE WITH SHIELD ACTIVE.

Klingon D-10h "Riskadh" Cruiser

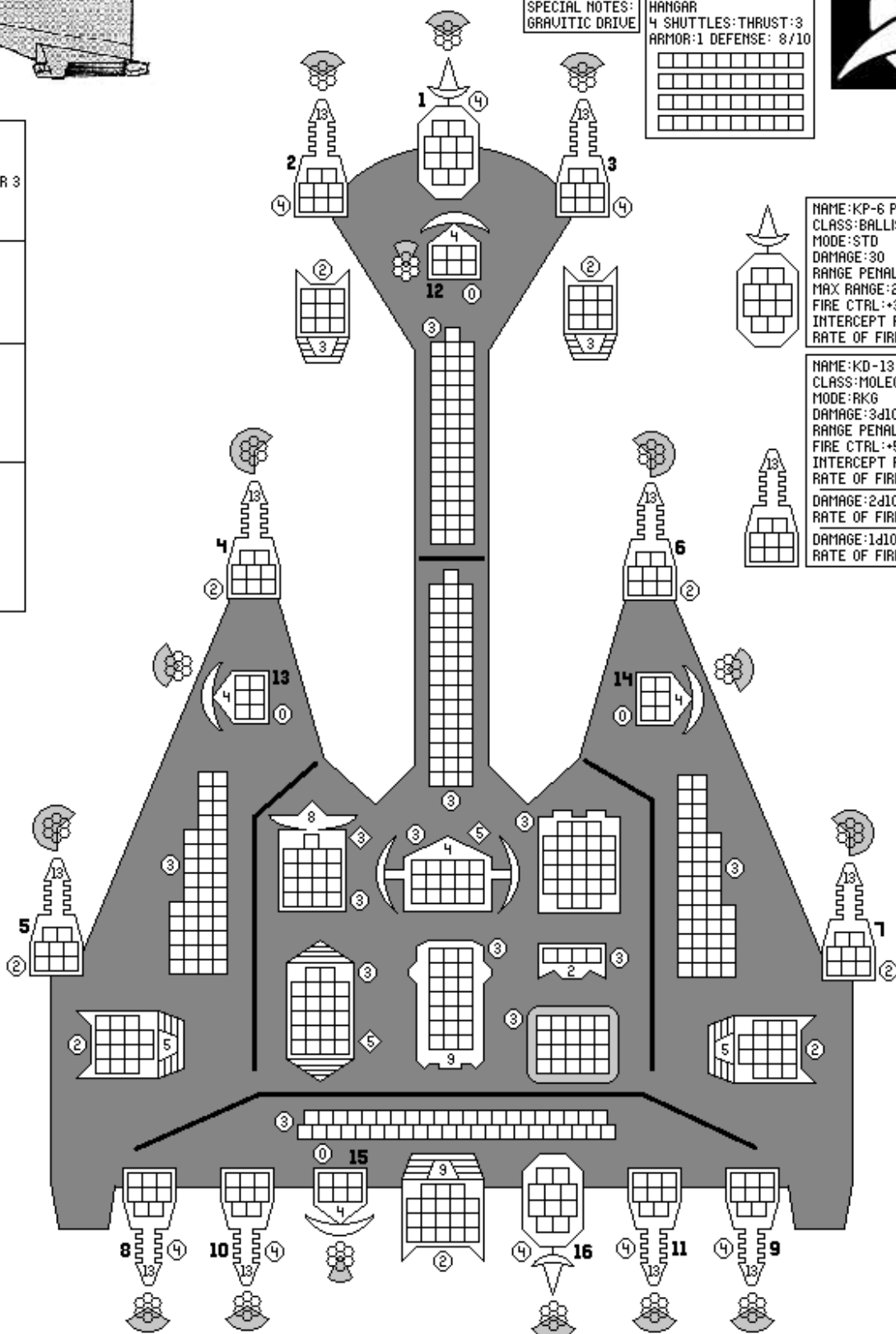
CLASS:CAPITAL	TURN COST:3/4	FWD/AFT DEF:14(10)
IN SUC:2/1601	TURN DELAY:1/1	STB/PORT DEF:16(12)
POINTS:	ACCEL/DECEL:3	ENG. EFFICIENCY:4/1
RAM:241	PIVOT:3*3	EXTRA POWER:0
JUMP:16 TURNS	ROLL:3+2	INITIATIVE:0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9	
TURN DELAY:	1	2	3	3	4	5	6	7	8	9	10	11	12



FORWARD
1-2 GRAVITIC SHIELD
3-4 KP-6 PHOTON TORPEDO
5-7 KD-13 HEAVY DISRUPTOR 2 OR 3
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
SIDE
1-2 GRAVITIC SHIELD
3-7 KD-13 HEAVY DISRUPTOR
8-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
AFT
1 GRAVITIC SHIELD
2 KP-6 PHOTON TORPEDO
3-4 KD-13 HEAVY DISRUPTOR
5-10 THRUSTER
11-18 STRUCTURE
19-20 PRIMARY
PRIMARY
1-7 STRUCTURE
8-10 GRAVITIC GENERATOR
11-12 JUMP ENGINE
13-15 SENSORS
16-17 ENGINE
18 HANGAR
19 REACTOR
20 C AND C

SPECIAL NOTES:	HANGAR
GRAVITIC DRIVE	4 SHUTTLES:THRUST:3
	ARMOR:1 DEFENSE: 8/10



NAME: KP-6 PHOTON TORPEDO
CLASS: BALLISTIC
MODE: STD
DAMAGE: 30
RANGE PENALTY: N/A
MAX RANGE: 28
FIRE CTRL: +3/+2/--
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 4 TURNS

NAME: KD-13 HEAVY DISRUPTOR
CLASS: MOLECULAR
MODE: AKG
DAMAGE: 3d10+13 (<1/2 HEXES>5)
RANGE PENALTY: -1 PER 4 HEXES
FIRE CTRL: +5/+2/+0
INTERCEPT RTG: N/A
RATE OF FIRE: 1 PER 3 TURNS
DAMAGE: 2d10+10 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER 2 TURNS
DAMAGE: 1d10+7 (<1/2 HEXES>5)
RATE OF FIRE: 1 PER TURN

	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

Klingon D-16a "Kl'sarza" Destroyer

CLASS:MCU
 IN SUC:1/8805
 POINTS:
 RAM:28
 JUMP:20

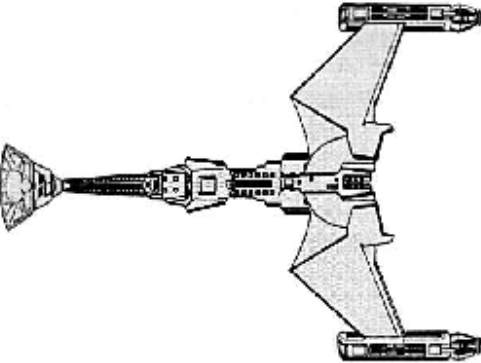
TURN COST:2/3
 TURN DELAY:2/3
 ACCEL/DECEL:2
 PIVOT:2+1
 ROLL:1+1

FWD/AFT DEF:11(8)
 STB/PORT DEF:13(10)
 ENG. EFFICIENCY:3/1
 EXTRA POWER:0
 INITIATIVE:+12

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

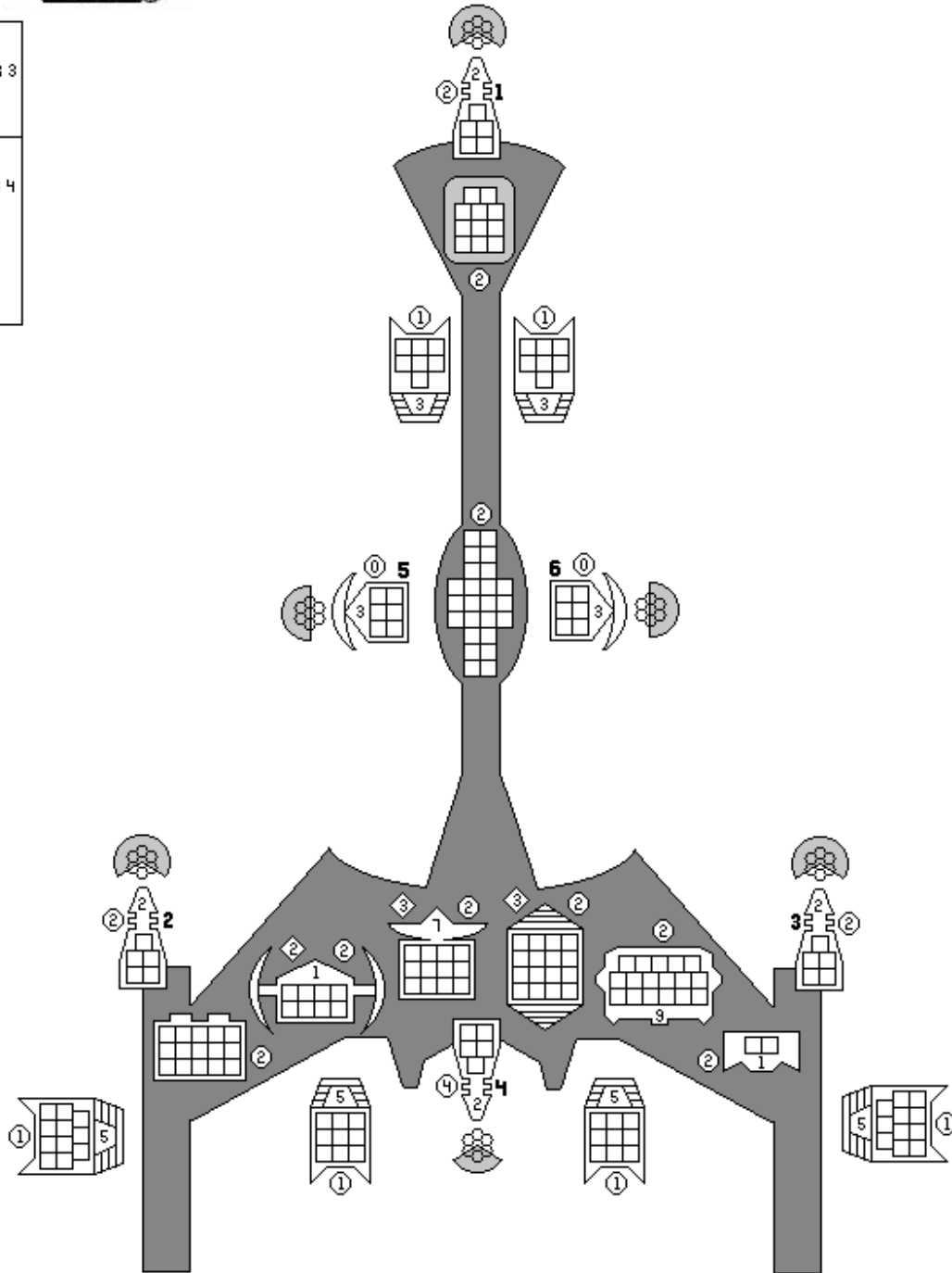
SPECIAL NOTES:
 GRAVITIC DRIVE

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE: 8/10



SIDE
 1-2 GRAVITIC SHIELD
 3-6 KD-2 LIGHT DISRUPTOR 2 OR 3
 7-11 SIDE THRUSTER
 12-17 STRUCTURE
 18-20 PRIMARY

PRIMARY
 1 GRAVITIC GENERATOR
 2-3 KD-2 LIGHT DISRUPTOR 1 OR 4
 4-9 RETRO/MAIN THRUSTER
 10-11 SENSORS
 12-14 ENGINE
 15-16 HANGAR
 17-18 JUMP ENGINE
 19 REACTOR
 20 C AND C



	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM
 INCOMING CHANCE TO HIT AND ANY
 DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN
 PARENTHESIS ◊ INDICATES
 VALUE WITH SHIELD ACTIVE.

NAME:KD-2 LIGHT DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:2d10+8 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+1/+1+1
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+5 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER TURN



Klingon K-15a "L'rexa" Scout

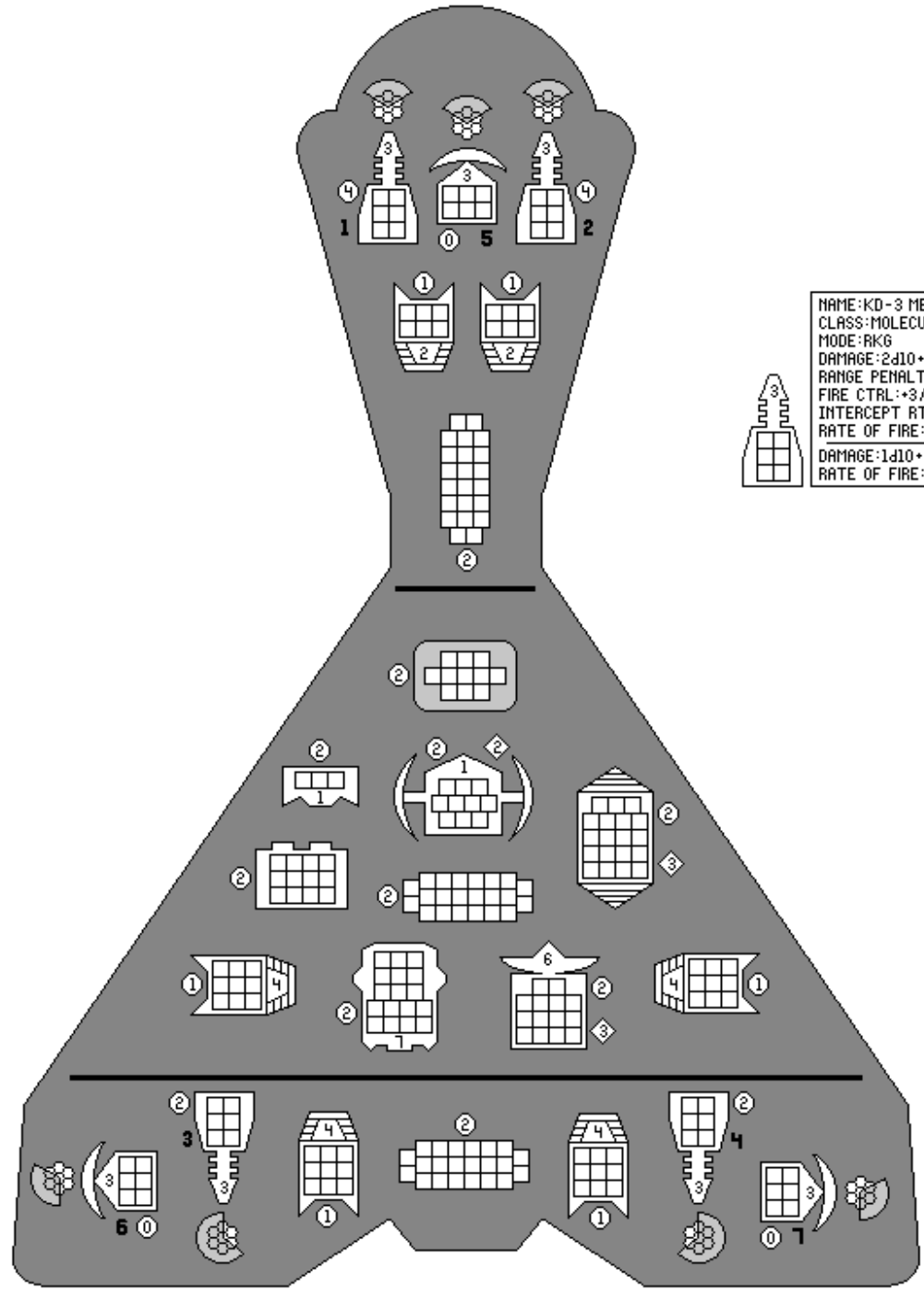
CLASS:HCV	TURN COST:2/3	FWD/AFT DEF:13<10>										
IN SUC:2/0307	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:74	PIVOT:2+2	EXTRA POWER:0										
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:
GRAVITIC DRIVE
ELINT

HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-7 KD-3 MEDIUM DISRUPTOR
- 8-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- AFT**
- 1-2 GRAVITIC SHIELD
- 3-6 KD-3 MEDIUM DISRUPTOR
- 7-11 THRUSTER
- 12-18 STRUCTURE
- 19-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-10 STRUCTURE
- 11-13 THRUSTER
- 14-15 SENSORS
- 16 JUMP ENGINE
- 17 ENGINE
- 18 HANGAR
- 19 REACTOR
- 20 C AND C



NAME:KD-3 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:2d10+10 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<>) INDICATES VALUE WITH SHIELD ACTIVE.

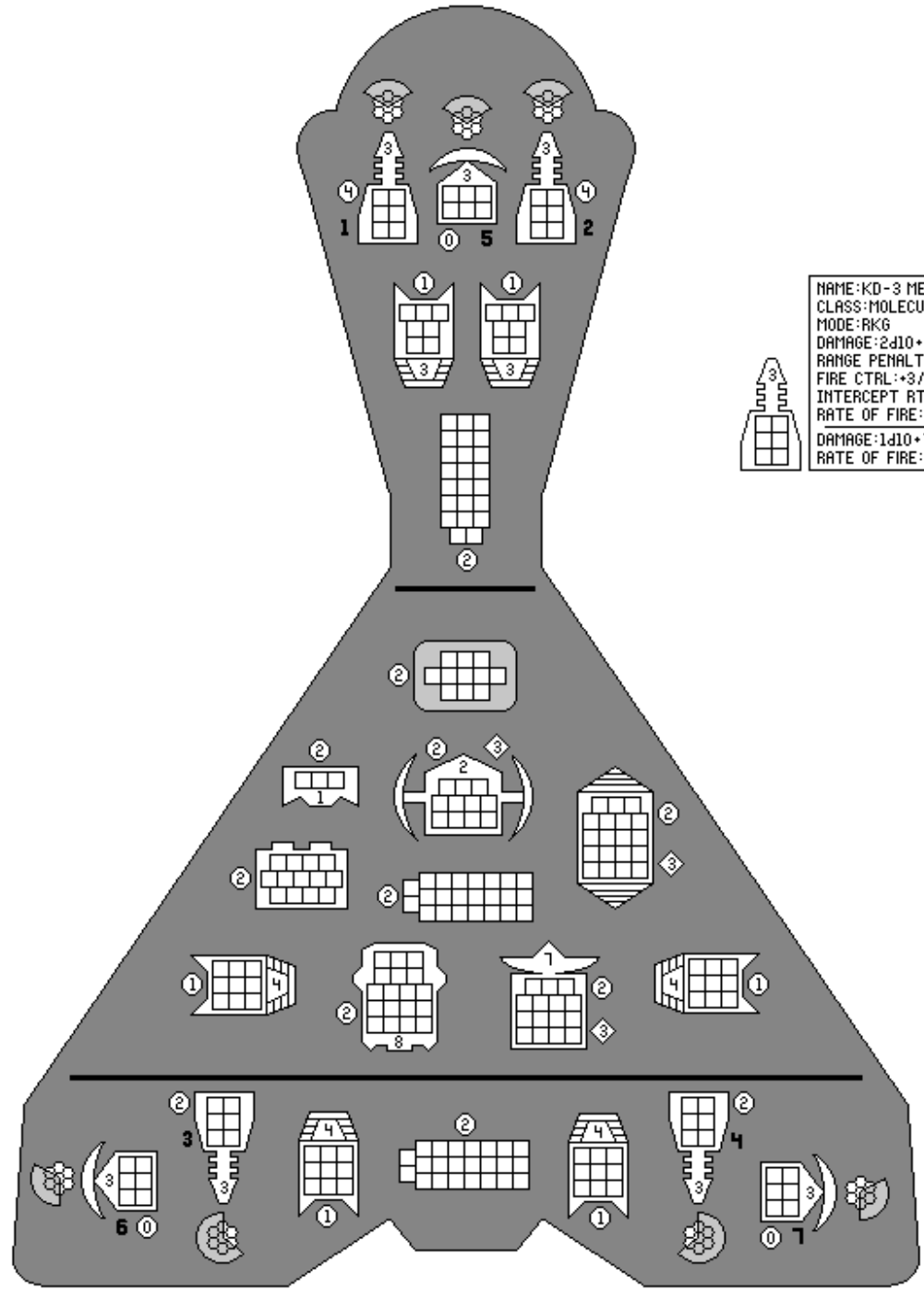
Klingon K-15d "L'rexa" Scout

CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:2/1101	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:77	PIVOT:3+2	EXTRA POWER:0										
JUMP:18 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9



SPECIAL NOTES:	HANGAR
GRAVITIC DRIVE	3 SHUTTLES:THRUST:3
ELINT	ARMOR:1 DEFENSE: 8/10

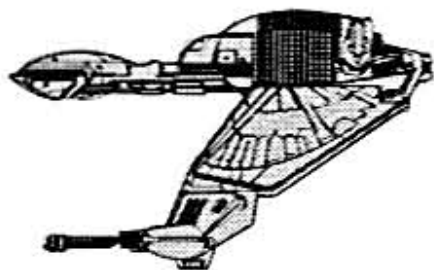
- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-7 KD-3 MEDIUM DISRUPTOR
- 8-10 THRUSTER
- 11-18 STRUCTURE
- 19-20 PRIMARY
- AFT**
- 1-2 GRAVITIC SHIELD
- 3-6 KD-3 MEDIUM DISRUPTOR
- 7-11 THRUSTER
- 12-18 STRUCTURE
- 19-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-10 STRUCTURE
- 11-13 THRUSTER
- 14-15 SENSORS
- 16 JUMP ENGINE
- 17 ENGINE
- 18 HANGAR
- 19 REACTOR
- 20 C AND C



NAME:KD-3 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:2d10+10 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS (3)
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<>) INDICATES VALUE WITH SHIELD ACTIVE.



Klingon K-22a "D'gavama" Scout

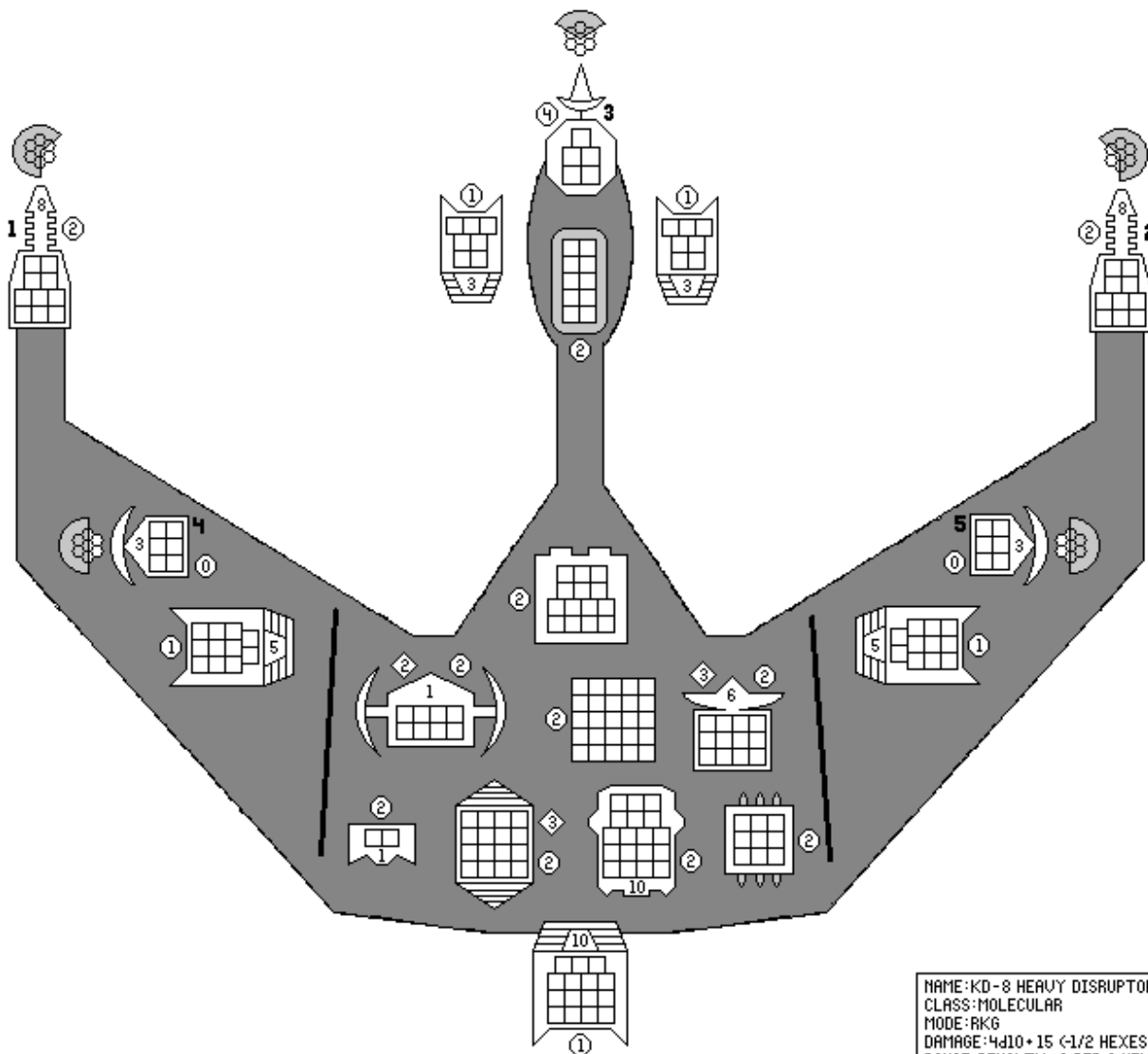
CLASS:MCV	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:2/1805	TURN DELAY:2/3	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:32	PIVOT:2+1	EXTRA POWER:0<9)										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
ATMOSPHERIC

HANGAR	2 SHUTTLES:THRUST:3										
ARMOR:1 DEFENSE: 8/10											
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- | | |
|----------------|----------------------|
| SIDE | |
| 1-2 | GRAVITIC SHIELD |
| 3-6 | KD-8 HEAVY DISRUPTOR |
| 7-11 | THRUSTER |
| 12-17 | STRUCTURE |
| 18-20 | PRIMARY |
| PRIMARY | |
| 1 | GRAVITIC GENERATOR |
| 2 | CLOAKING DEVICE |
| 3 | KP-5 PHOTON TORPEDO |
| 4-9 | THRUSTER |
| 10-11 | SENSORS |
| 12-14 | ENGINE |
| 15-16 | HANGAR |
| 17-18 | JUMP ENGINE |
| 19 | REACTOR |
| 20 | C AND C |

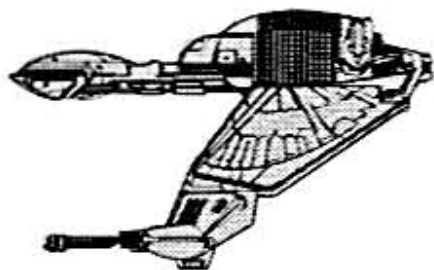


	CLOAKING DEVICE		SENSORS
	GRAVITIC GENERATOR		REACTOR
	HANGAR		C AND C
	THRUSTER		JUMP ENGINE
	ENGINE		

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

NAME:KD-8 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:4d10+15 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS
DAMAGE:3d10+12 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+9 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+6 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

NAME:KP-5 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:15
RANGE PENALTY:N/A
MAX RANGE:28
FIRE CTRL:+3/+2/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

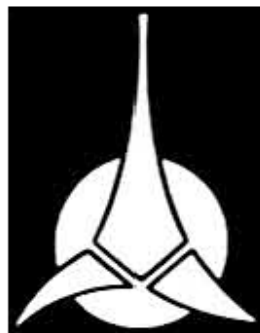


Klingon K-22b "D'gavama" Scout

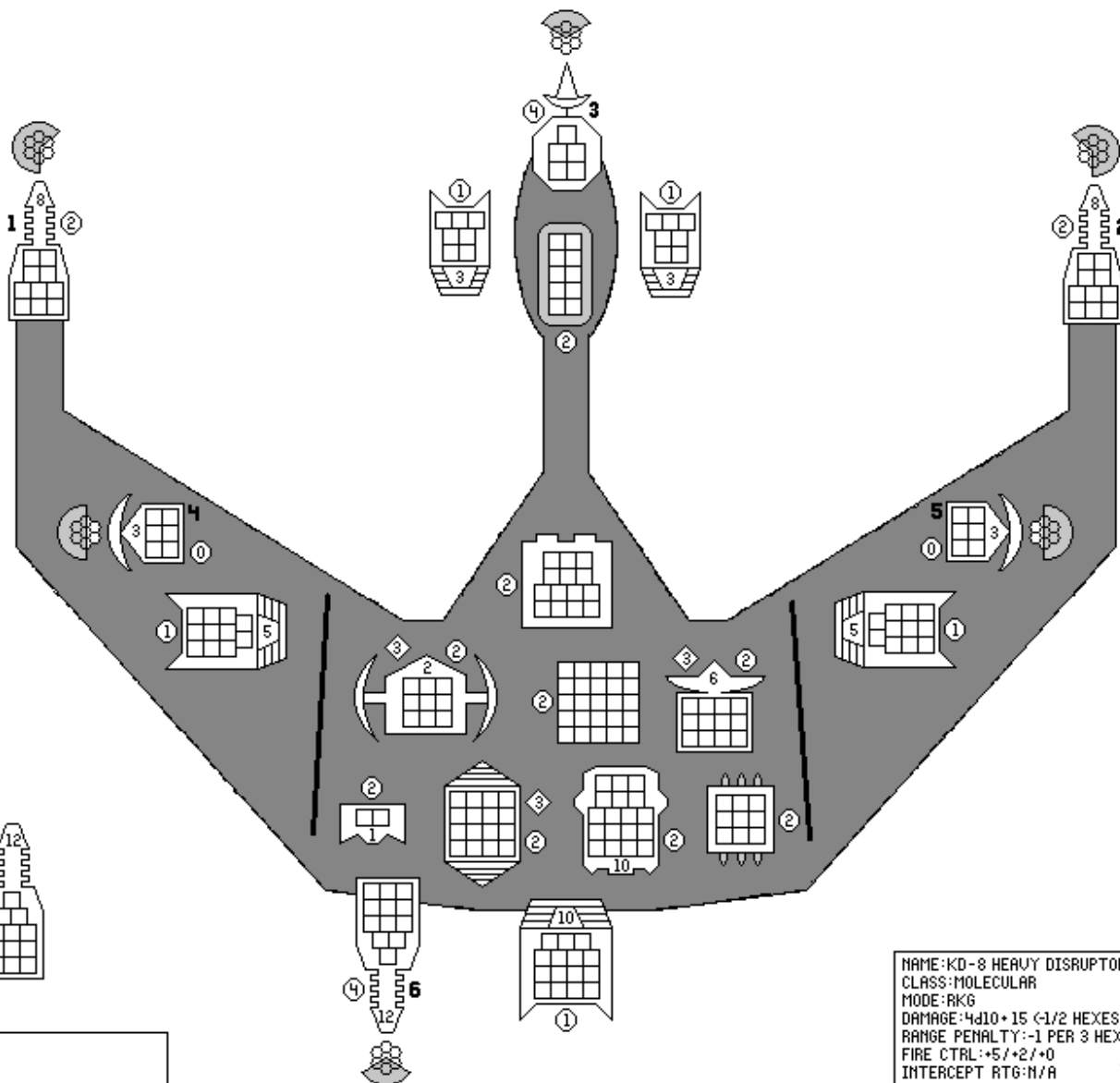
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:12(9)										
IN SUC:2/1805	TURN DELAY:2/3	STB/PORT DEF:12(9)										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1										
RAM:32	PIVOT:2+1	POWER SHORTAGE:-5<-14>										
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE
CLOAKING DEVICE
ATMOSPHERIC

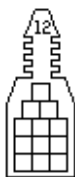
HANGAR	2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10	
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<input type="checkbox"/>	<input type="checkbox"/>



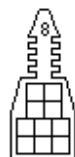
- | | |
|----------------|--------------------------|
| SIDE | 1-2 GRAVITIC SHIELD |
| | 3-6 KD-8 HEAVY DISRUPTOR |
| | 7-11 THRUSTER |
| | 12-17 STRUCTURE |
| | 18-20 PRIMARY |
| PRIMARY | 1 GRAVITIC GENERATOR |
| | 2 CLOAKING DEVICE |
| | 3 KP-5 PHOTON TORPEDO |
| | 4 KD-12 HEAVY DISRUPTOR |
| | 5-9 THRUSTER |
| | 10-11 SENSORS |
| | 12-14 ENGINE |
| | 15-16 HANGAR |
| | 17-18 JUMP ENGINE |
| | 19 REACTOR |
| | 20 C AND C |



NAME:KD-12 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:4d10+20<-1/2 HEXES>5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS
DAMAGE:3d10+17<-1/2 HEXES>5
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+14<-1/2 HEXES>5
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+11<-1/2 HEXES>5
RATE OF FIRE:1 PER TURN



NAME:KD-8 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:4d10+15<-1/2 HEXES>5
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS
DAMAGE:3d10+12<-1/2 HEXES>5
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+9<-1/2 HEXES>5
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+6<-1/2 HEXES>5
RATE OF FIRE:1 PER TURN



NAME:KP-5 PHOTON TORPEDO
CLASS:BALLISTIC
MODE:STD
DAMAGE:15
RANGE PENALTY:N/A
MAX RANGE:28
FIRE CTRL:+3/+2/--
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS



	CLOAKING DEVICE		GRAVITIC GENERATOR		SENSORS
	HANGAR		REACTOR		C AND C
	THRUSTER		ENGINE		JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

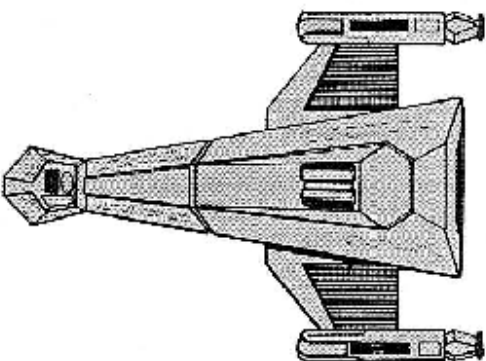
Klingon K-23a "Little Killer" Escort

CLASS:MCU TURN COST:2/3 FWD/AFT DEF:11(8)
 IN SUC:1/9/02 TURN DELAY:2/3 STB/PORT DEF:13(10)
 POINTS: ACCEL/DECEL:2 ENG. EFFICIENCY:4/1
 RAM:30 PIVOT:2+1 EXTRA POWER:0
 JUMP:20 TURNS ROLL:1+1 INITIATIVE:+12

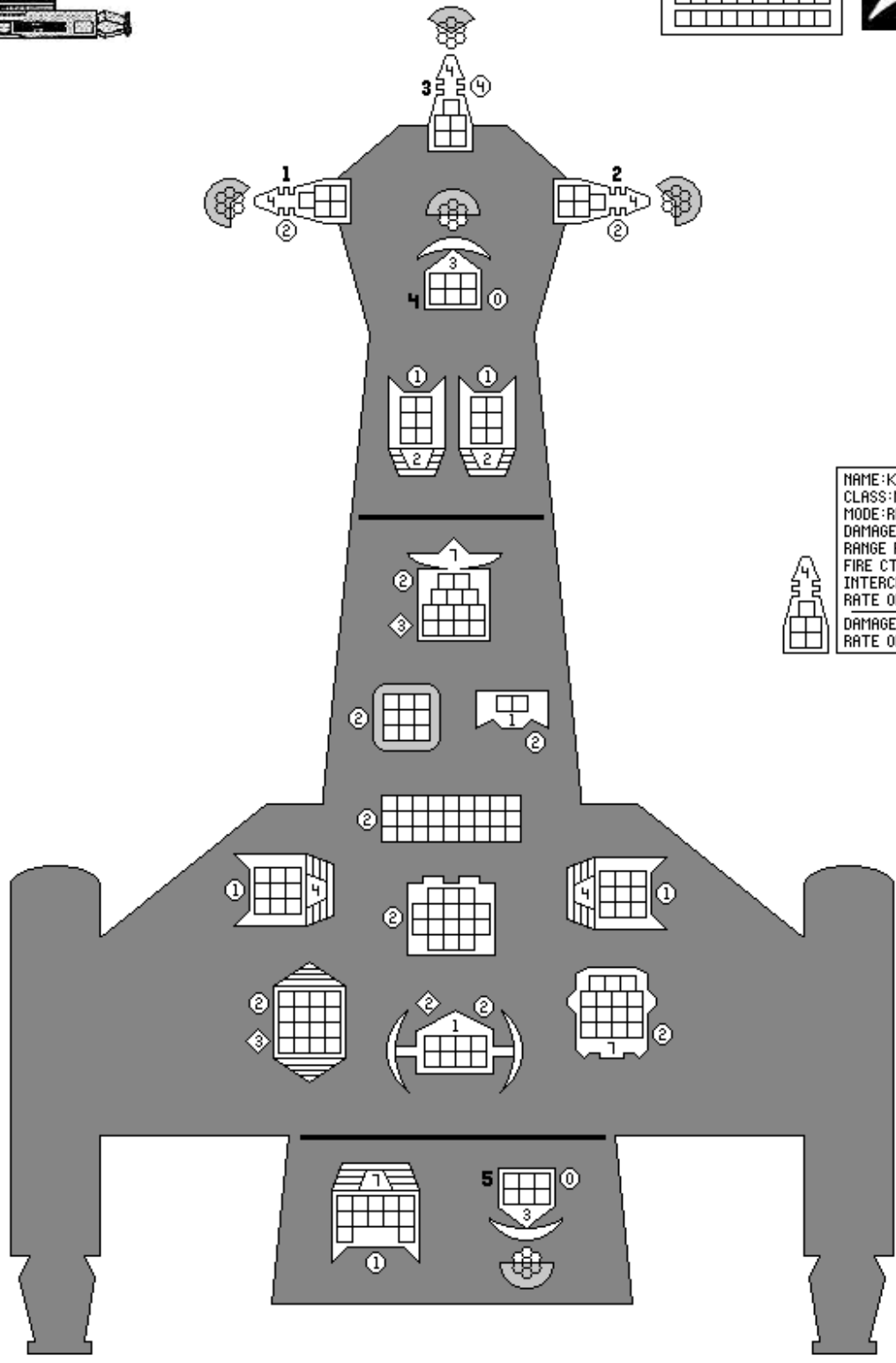
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE:8/10



- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-6 KD-4 LIGHT DISRUPTOR
- 7-11 THRUSTER
- 12-17 STRUCTURE
- 18-20 PRIMARY
- AFT**
- 1-5 GRAVITIC SHIELD
- 6-10 THRUSTER
- 11-17 STRUCTURE
- 18-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-9 THRUSTER
- 10-11 SENSORS
- 12-14 ENGINE
- 15-16 HANGAR
- 17-18 JUMP ENGINE
- 19 REACTOR
- 20 C AND C



NAME:KD-4 LIGHT DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:2d10+8 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+1/+1/+1
 INTERCEPT RTG:-2
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+5 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER TURN



- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

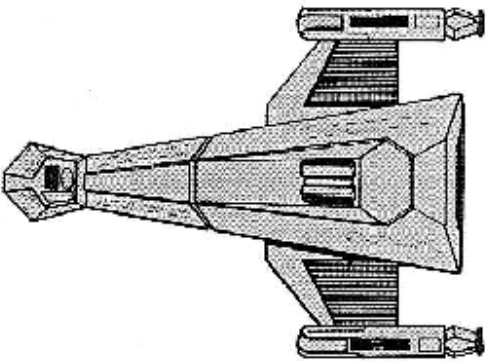


Klingon K-23b "Little Killer" Escort

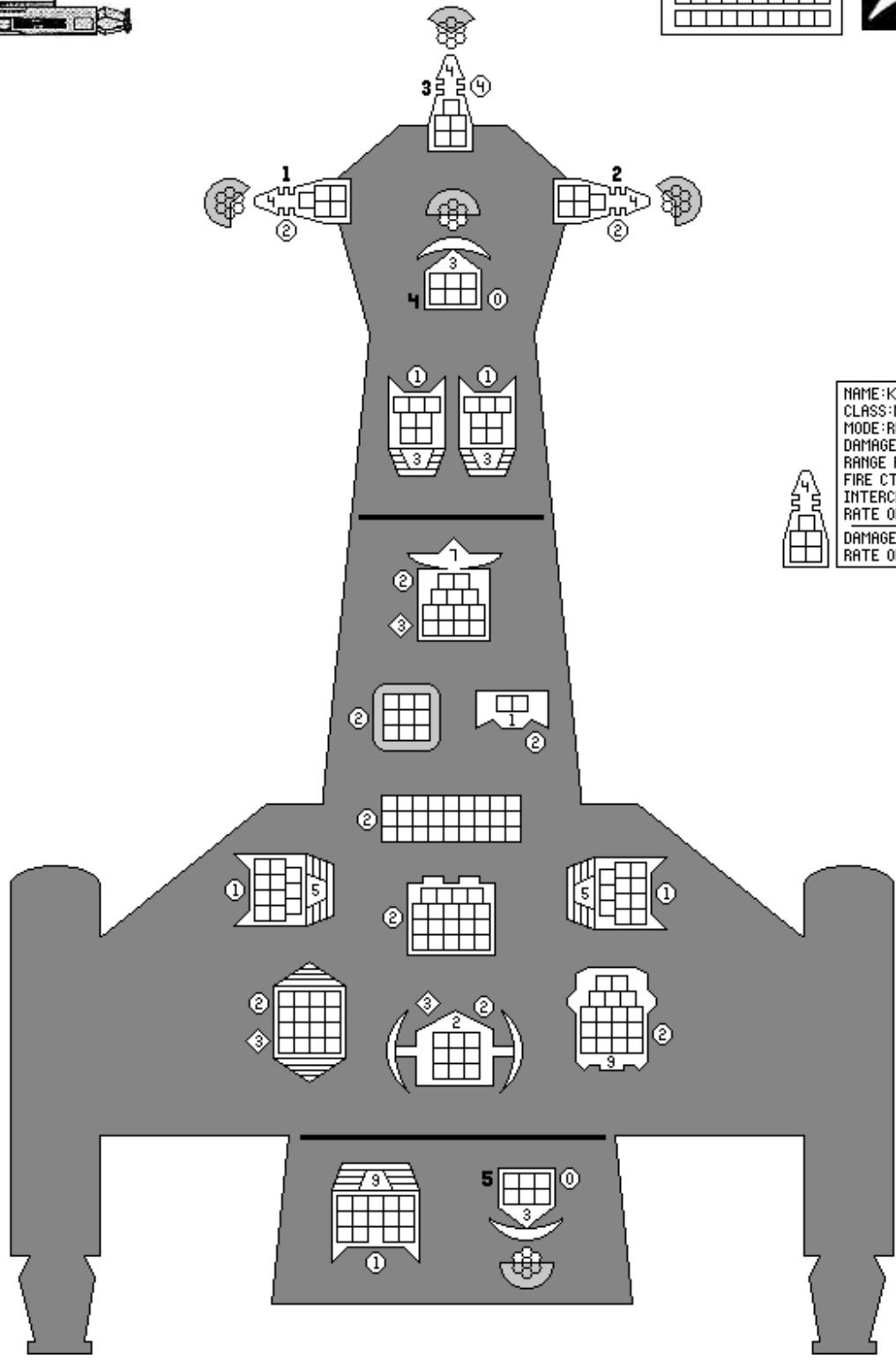
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11(8)
IN SUC:2/0101	TURN DELAY:2/3	STB/PORT DEF:13(10)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:30	PIVOT:2+1	EXTRA POWER:0
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 2 3 4 4 5 6 6 7 8 8	

SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE:8/10



- FORWARD**
- 1-2 GRAVITIC SHIELD
- 3-6 KD-4 LIGHT DISRUPTOR
- 7-11 THRUSTER
- 12-17 STRUCTURE
- 18-20 PRIMARY
- AFT**
- 1-5 GRAVITIC SHIELD
- 6-10 THRUSTER
- 11-17 STRUCTURE
- 18-20 PRIMARY
- PRIMARY**
- 1-3 GRAVITIC GENERATOR
- 4-9 THRUSTER
- 10-11 SENSORS
- 12-14 ENGINE
- 15-16 HANGAR
- 17-18 JUMP ENGINE
- 19 REACTOR
- 20 C AND C



NAME:KD-4 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:2d10+8 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/+1
INTERCEPT RTG:-2
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+5 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

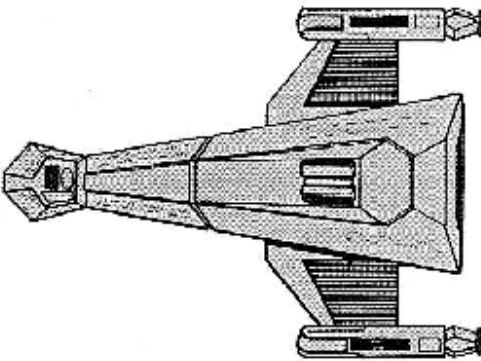
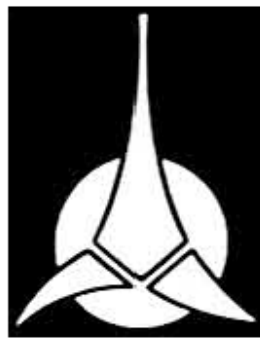
GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

Klingon K-23d "Little Killer" Escort

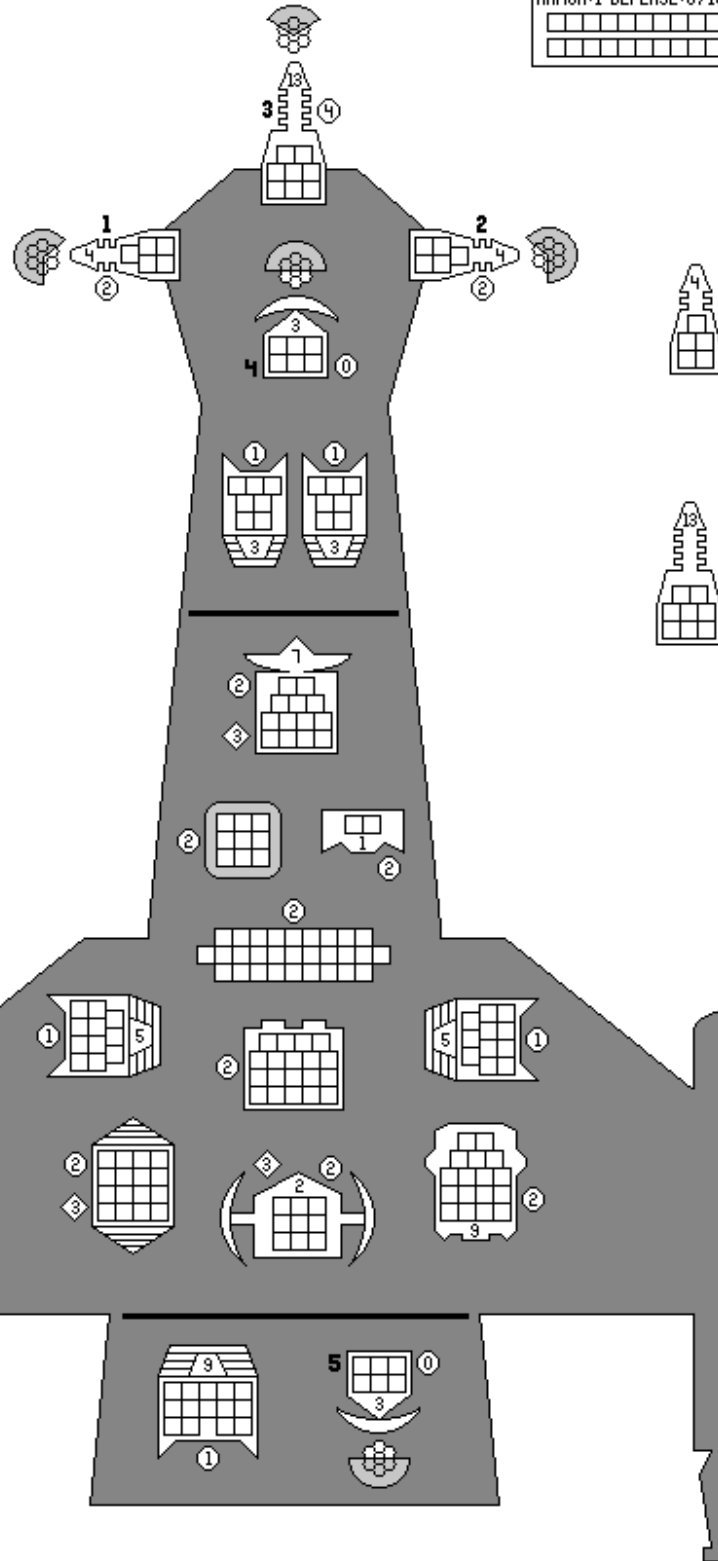
CLASS:MCU	TURN COST:2/3	FWD/AFT DEF:11(8)
IN SUC:2/1403	TURN DELAY:2/3	STB/PORT DEF:13(10)
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:4/1
RAM:32	PIVOT:2+1	EXTRA POWER:0
JUMP:20 TURNS	ROLL:1+1	INITIATIVE:+12
SPEED	1 2 3 4 5 6 7 8 9 10 11 12	
TURN COST:	1 2 2 3 4 4 5 6 6 7 8 8	
TURN DELAY:	1 2 2 3 4 4 5 6 6 7 8 8	

SPECIAL NOTES:
GRAVITIC DRIVE

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE:8/10



FORWARD
1-2 GRAVITIC SHIELD
3-4 KD-4 LIGHT DISRUPTOR
5-6 KD-13 HEAVY DISRUPTOR
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY
AFT
1-5 GRAVITIC SHIELD
6-10 THRUSTER
11-17 STRUCTURE
18-20 PRIMARY
PRIMARY
1-3 GRAVITIC GENERATOR
4-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-16 HANGAR
17-18 JUMP ENGINE
19 REACTOR
20 C AND C



NAME:KD-4 LIGHT DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:2d10+8 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/+1
INTERCEPT RTG:-2
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+5 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

NAME:KD-13 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:AKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 4 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE

GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

Klingon K-23e "Little Killer" Escort

CLASS:MCU
 IN SUC:2/1606
 POINTS:
 RAM:36
 JUMP:20 TURNS

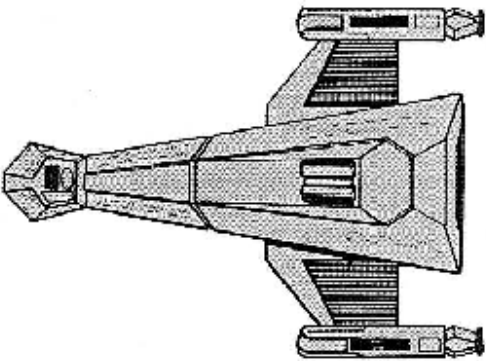
TURN COST:2/3
 TURN DELAY:2/3
 ACCEL/DECEL:2
 PIVOT:2+1
 ROLL:1+1

FWD/AFT DEF:11(8)
 STB/PORT DEF:13(10)
 ENG. EFFICIENCY:4/1
 EXTRA POWER:0
 INITIATIVE:+12

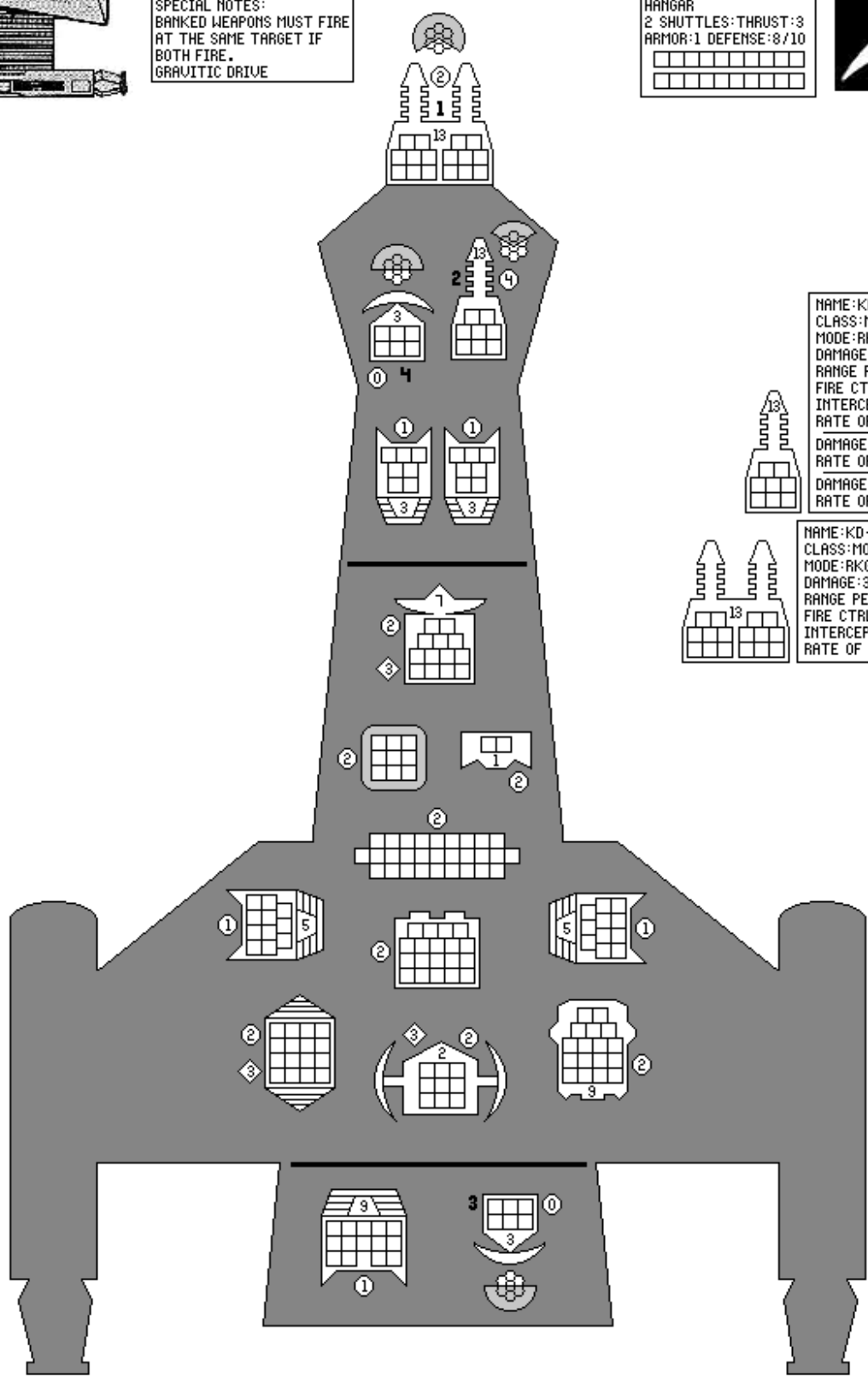
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE:8/10



- | FORWARD | |
|---------|---------------------------|
| 1-2 | GRAVITIC SHIELD |
| 3-4 | KD-13 HUY. DISRUPTOR BANK |
| 5-6 | KD-13 HEAVY DISRUPTOR |
| 7-11 | THRUSTER |
| 12-17 | STRUCTURE |
| 18-20 | PRIMARY |
| AFT | |
| 1-5 | GRAVITIC SHIELD |
| 6-10 | THRUSTER |
| 11-17 | STRUCTURE |
| 18-20 | PRIMARY |
| PRIMARY | |
| 1-3 | GRAVITIC GENERATOR |
| 4-9 | THRUSTER |
| 10-11 | SENSORS |
| 12-14 | ENGINE |
| 15-16 | HANGAR |
| 17-18 | JUMP ENGINE |
| 19 | REACTOR |
| 20 | C AND C |



NAME:KD-13 HEAVY DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:3d10+13 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 4 HEXES
 FIRE CTRL:+5/+2/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 3 TURNS
 DAMAGE:2d10+10 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+7 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER TURN

NAME:KD-13 HUY. DISRUPTOR BANK
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:3d10+13 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 4 HEXES
 FIRE CTRL:+5/+2/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:2 PER 3 TURNS

- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN PARENTHESIS () INDICATES VALUE WITH SHIELD ACTIVE.

Klingon K-23f "Little Killer" Escort

CLASS:MCU
 IN SUC:2/1808
 POINTS:
 RAM:39
 JUMP:20 TURNS

TURN COST:2/3
 TURN DELAY:2/3
 ACCEL/DECCEL:2
 PIVOT:2+1
 ROLL:1+1

FWD/AFT DEF:11(7)
 STB/PORT DEF:13(9)
 ENG. EFFICIENCY:4/1
 EXTRA POWER:0
 INITIATIVE:+12

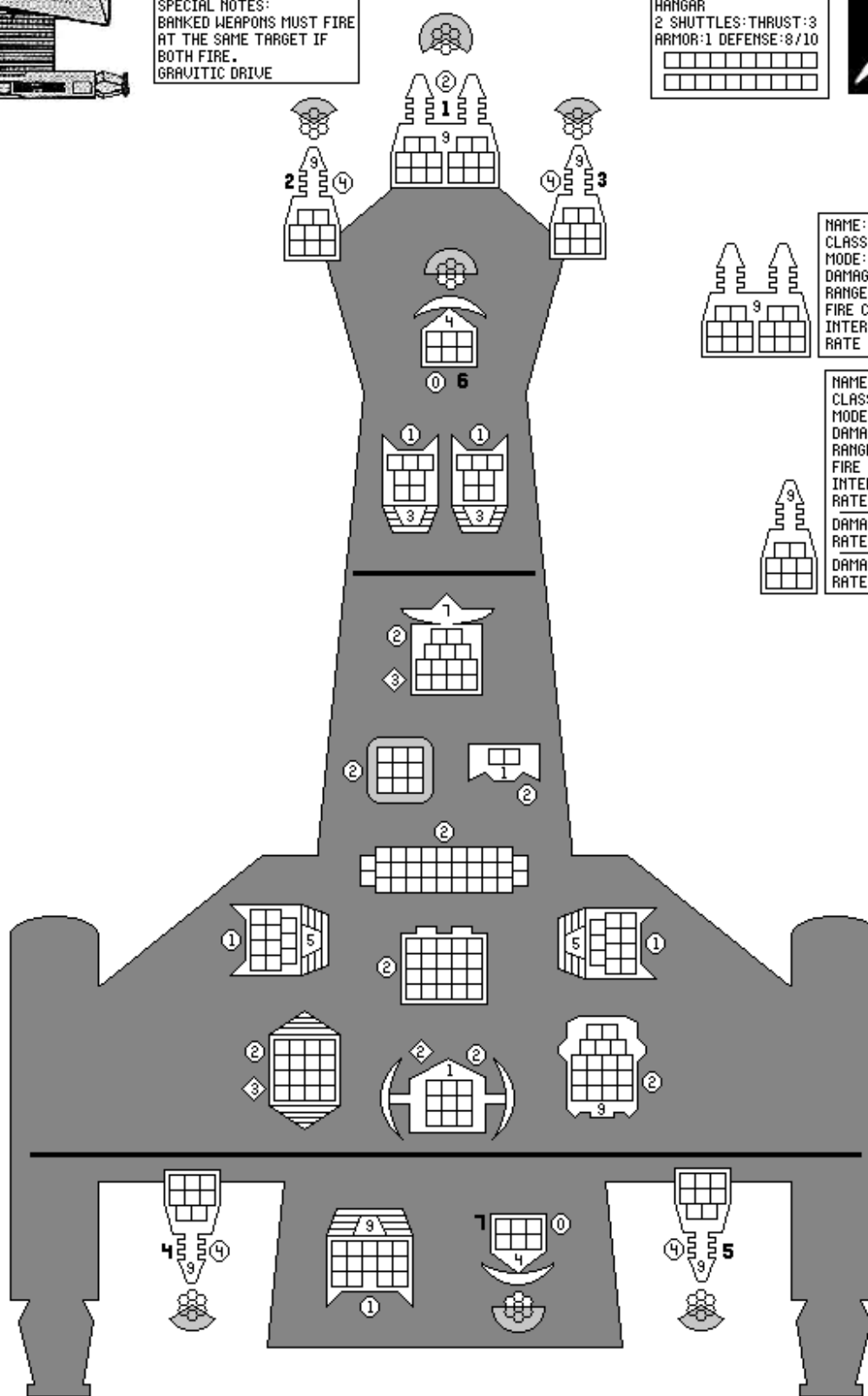
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	2	3	4	4	5	6	6	7	8	8
TURN DELAY:	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE
 AT THE SAME TARGET IF
 BOTH FIRE.
 GRAVITIC DRIVE

HANGAR
 2 SHUTTLES:THRUST:3
 ARMOR:1 DEFENSE:8/10



- | FORWARD | |
|---------|--------------------------|
| 1-2 | GRAVITIC SHIELD |
| 3-4 | KD-9 MED. DISRUPTOR BANK |
| 5-6 | KD-9 MEDIUM DISRUPTOR |
| 7-11 | THRUSTER |
| 12-17 | STRUCTURE |
| 18-20 | PRIMARY |
| AFT | |
| 1-2 | GRAVITIC SHIELD |
| 3-5 | KD-9 MEDIUM DISRUPTOR |
| 6-10 | THRUSTER |
| 11-17 | STRUCTURE |
| 18-20 | PRIMARY |
| PRIMARY | |
| 1-3 | GRAVITIC GENERATOR |
| 4-9 | THRUSTER |
| 10-11 | SENSORS |
| 12-14 | ENGINE |
| 15-16 | HANGAR |
| 17-18 | JUMP ENGINE |
| 19 | REACTOR |
| 20 | C AND C |



NAME:KD-9 MED. DISRUPTOR BANK
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+4/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:2 PER 3 TURNS

NAME:KD-9 MEDIUM DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:3d10+13 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+4/+2/+1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+10 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+7 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM
 INCOMING CHANCE TO HIT AND ANY
 DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN
 PARENTHESIS () INDICATES
 VALUE WITH SHIELD ACTIVE.

Klingon K-27a "Mortum Hesta" Escort

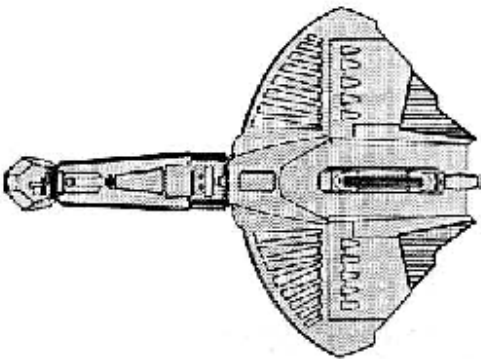
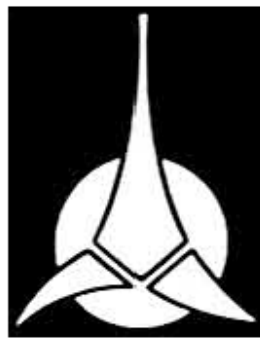
CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>
IN SUC:2/1604	TURN DELAY:3/4	STB/PORT DEF:14<11>
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1
RAM:108	PIVOT:3+2	POWER SHORTAGE:-5
JUMP:13 TURNS	ROLL:2+1	INITIATIVE:+6

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

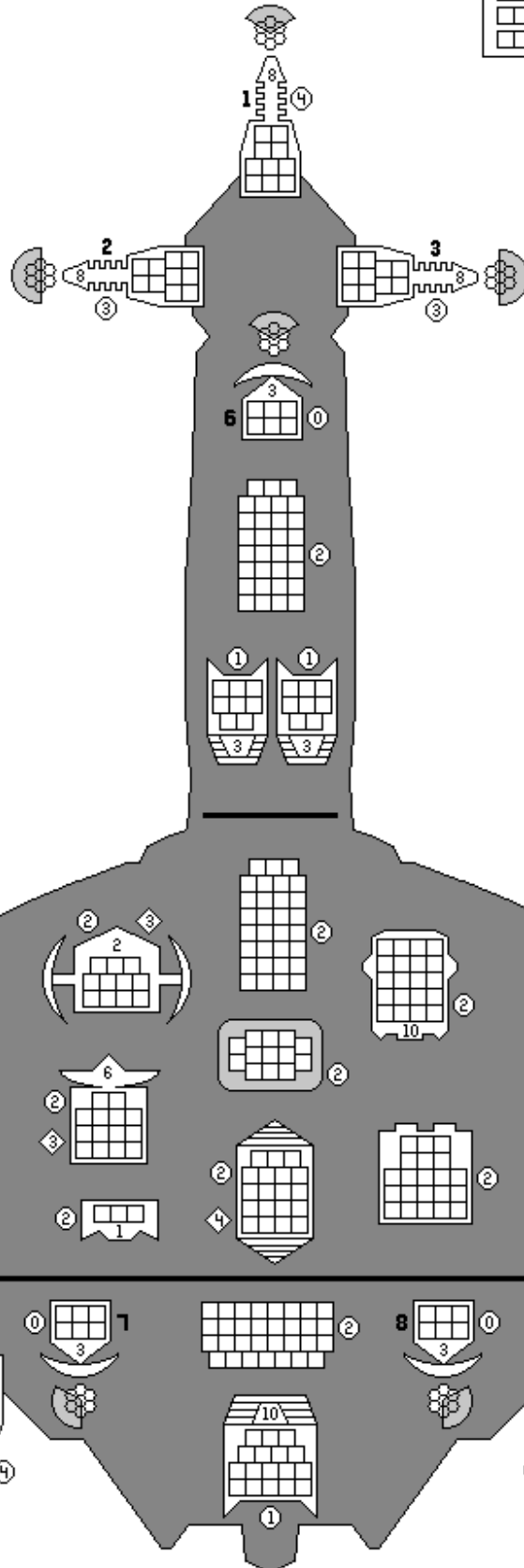
SPECIAL NOTES:

GRAVITIC DRIVE

HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10



- | FORWARD | |
|---------|-----------------------|
| 1-2 | GRAVITIC SHIELD |
| 3-7 | KD-8 HEAVY DISRUPTOR |
| 8-10 | THRUSTER |
| 11-18 | STRUCTURE |
| 19-20 | PRIMARY |
| AFT | |
| 1-2 | GRAVITIC SHIELD |
| 3-6 | KD-12 HEAVY DISRUPTOR |
| 7-11 | THRUSTER |
| 12-18 | STRUCTURE |
| 19-20 | PRIMARY |
| PRIMARY | |
| 1-3 | GRAVITIC GENERATOR |
| 4-10 | STRUCTURE |
| 11-13 | THRUSTER |
| 14-15 | SENSORS |
| 16 | JUMP ENGINE |
| 17 | ENGINE |
| 18 | HANGAR |
| 19 | REACTOR |
| 20 | C AND C |



GRAVITIC SHIELD
SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESES (<>) INDICATES VALUE WITH SHIELD ACTIVE.

NAME:KD-8 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:4d10+15 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+5/+2/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

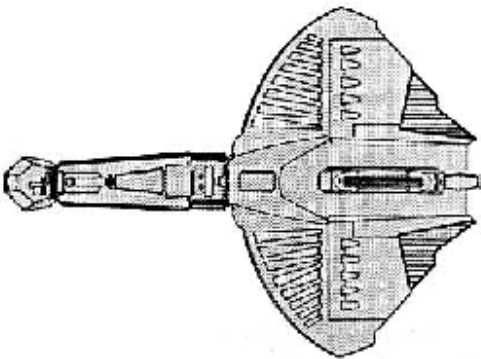
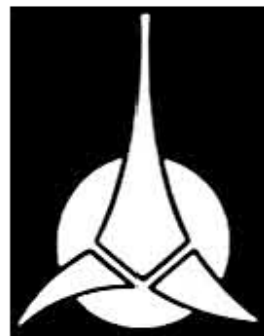
NAME:KD-12 HEAVY DISRUPTOR
CLASS:MOLECULAR
MODE:RKG
DAMAGE:4d10+20 (<1/2 HEXES>5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS
DAMAGE:3d10+17 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 3 TURNS
DAMAGE:2d10+14 (<1/2 HEXES>5)
RATE OF FIRE:1 PER 2 TURNS
DAMAGE:1d10+11 (<1/2 HEXES>5)
RATE OF FIRE:1 PER TURN

- | | |
|--|--------------------|
| | GRAVITIC GENERATOR |
| | HANGAR |
| | THRUSTER |
| | ENGINE |
| | SENSORS |
| | REACTOR |
| | C AND C |
| | JUMP ENGINE |

Klingon K-27c "Mortum Hesta" Escort

CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13<10>										
IN SUC:2/1604	TURN DELAY:3/4	STB/PORT DEF:14<11>										
POINTS:	ACCEL/DECEL:2	ENG. EFFICIENCY:3/1										
RAM:108	PIVOT:3+2	EXTRA POWER:0<8>										
JUMP:13 TURNS	ROLL:2+1	INITIATIVE:+6										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

SPECIAL NOTES: GRAVITIC DRIVE CLOAKING DEVICE	HANGAR 3 SHUTTLES:THRUST:3 ARMOR:1 DEFENSE: 8/10 <table border="1" style="width: 100%; height: 20px; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>													

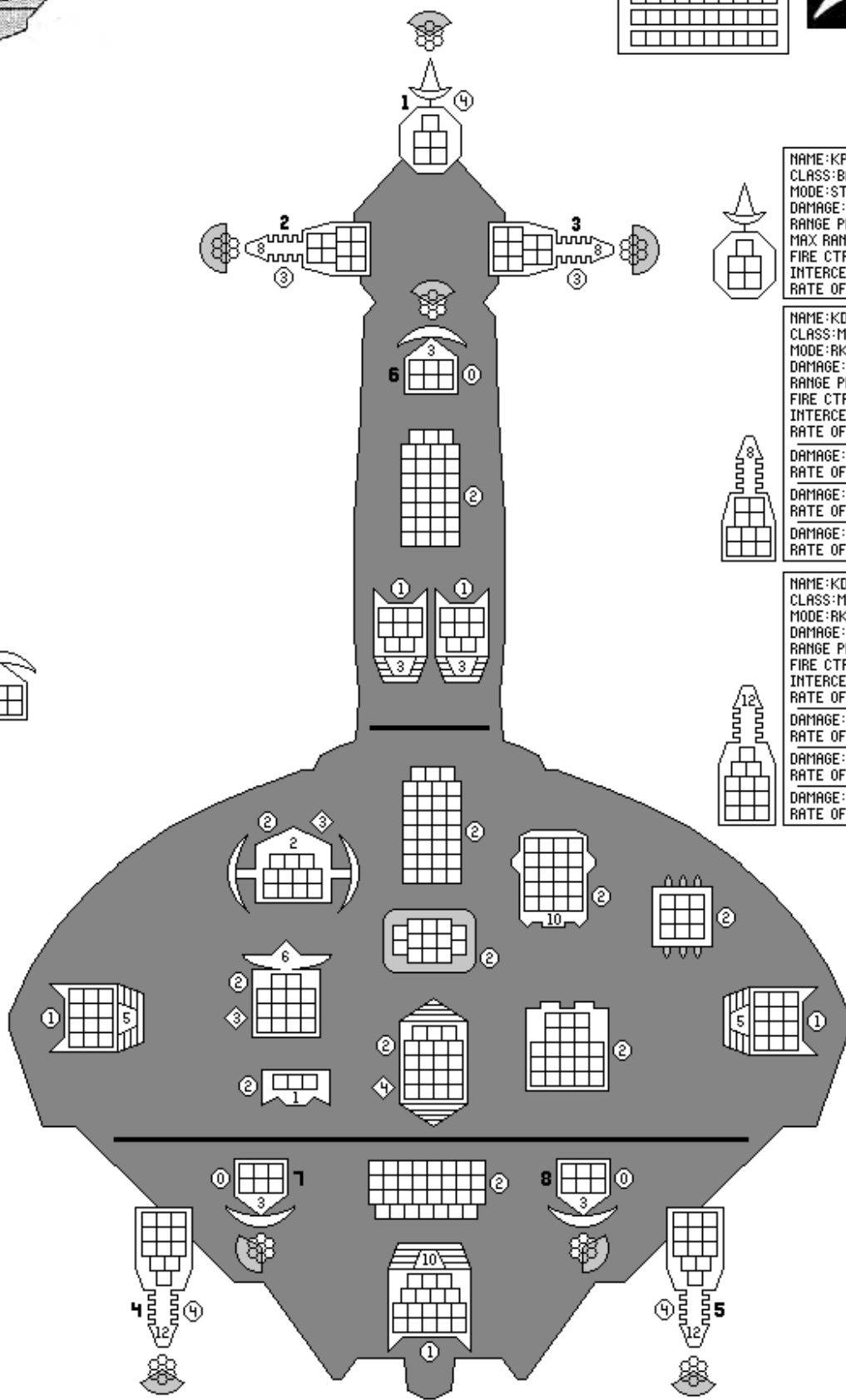


FORWARD 1-2 GRAVITIC SHIELD 3-6 KD-8 HEAVY DISRUPTOR 7 KP-2 PHOTON TORPEDO 8-10 THRUSTER 11-18 STRUCTURE 19-20 PRIMARY	AFT 1-2 GRAVITIC SHIELD 3-6 KD-12 HEAVY DISRUPTOR 7-11 THRUSTER 12-18 STRUCTURE 19-20 PRIMARY
PRIMARY 1 CLOAKING DEVICE 2-3 GRAVITIC GENERATOR 4-10 STRUCTURE 11-13 THRUSTER 14-15 SENSORS 16 JUMP ENGINE 17 ENGINE 18 HANGAR 19 REACTOR 20 C AND C	

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESES () INDICATES VALUE WITH SHIELD ACTIVE.



	CLOAKING DEVICE
	GRAVITIC GENERATOR
	HANGAR
	THRUSTER
	ENGINE
	SENSORS
	REACTOR
	C AND C
	JUMP ENGINE



NAME:KP-2 PHOTON TORPEDO
 CLASS:BALLISTIC
 MODE:STD
 DAMAGE:15
 RANGE PENALTY:N/A
 MAX RANGE:20
 FIRE CTRL:+2/+1/--
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 2 TURNS

NAME:KD-8 HEAVY DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:4d10+15 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER 3 HEXES
 FIRE CTRL:+5/+2/+0
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 4 TURNS
 DAMAGE:3d10+12 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER 3 TURNS
 DAMAGE:2d10+9 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+6 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER TURN

NAME:KD-12 HEAVY DISRUPTOR
 CLASS:MOLECULAR
 MODE:RKG
 DAMAGE:4d10+20 (<1/2 HEXES>5)
 RANGE PENALTY:-1 PER HEX
 FIRE CTRL:+3/+1/-1
 INTERCEPT RTG:N/A
 RATE OF FIRE:1 PER 4 TURNS
 DAMAGE:3d10+17 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER 3 TURNS
 DAMAGE:2d10+14 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER 2 TURNS
 DAMAGE:1d10+11 (<1/2 HEXES>5)
 RATE OF FIRE:1 PER TURN

Klingon L-13a "K'el Ri'anda" Battleship

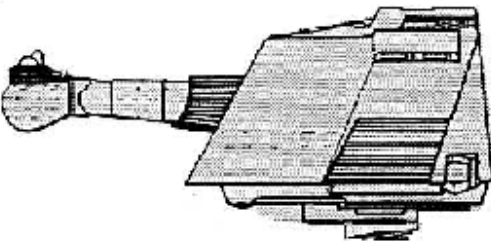
CLASS: CAPITAL
 IN SUC: 2/1306
 POINTS:
 RAM: 267
 JUMP: 18 TURNS

TURN COST: 1/1
 TURN DELAY: 1/1
 ACCEL/DECEL: 3
 PIVOT: 4+3
 ROLL: 3+2

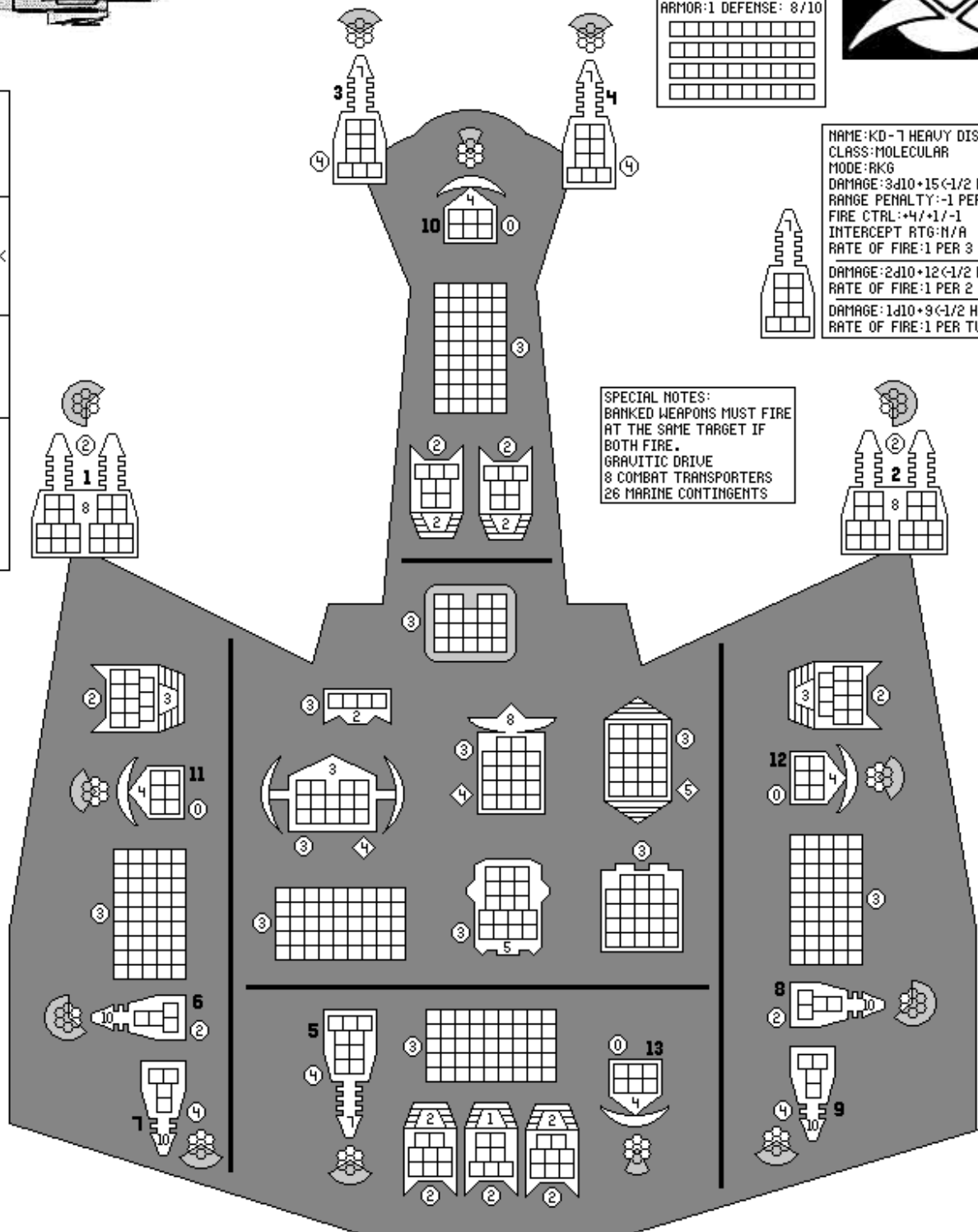
FWD/AFT DEF: 15<11>
 STB/PORT DEF: 15<11>
 ENG. EFFICIENCY: 6/1
 POWER SHORTAGE: -12
 INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	4	5	6	7	8	9	10	11	12
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR
 4 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10



- FORWARD**
 - 1-2 GRAVITIC SHIELD
 - 3-7 KD-7 HEAVY DISRUPTOR
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- SIDE**
 - 1-2 GRAVITIC SHIELD
 - 3-4 KD-10 LIGHT DISRUPTOR
 - 5-7 KD-8 HUYI DISRUPTOR BANK
 - 8-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- AFT**
 - 1-2 GRAVITIC SHIELD
 - 3-4 KD-7 HEAVY DISRUPTOR
 - 5-10 THRUSTER
 - 11-18 STRUCTURE
 - 19-20 PRIMARY
- PRIMARY**
 - 1-7 STRUCTURE GENERATOR
 - 8-10 GRAVITIC GENERATOR
 - 11-12 JUMP ENGINE
 - 13-15 SENSORS
 - 16-17 ENGINE
 - 18 HANGAR
 - 19 REACTOR
 - 20 C AND C



NAME: KD-7 HEAVY DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+15 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER HEX
 FIRE CTRL: +4/-1/-1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS
 DAMAGE: 2d10+12 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER 2 TURNS
 DAMAGE: 1d10+9 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER TURN

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.
 GRAVITIC DRIVE
 8 COMBAT TRANSPORTERS
 26 MARINE CONTINGENTS

- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM INCOMING CHANCE TO HIT AND ANY DAMAGE SCORED THROUGH ARC. DEFENSE RATING SHOWN IN PARENTHESIS (<>) INDICATES VALUE WITH SHIELD ACTIVE.

NAME: KD-8 HUYI DISRUPTOR BANK
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 4d10+15 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +5/+2/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 2 PER 4 TURNS

NAME: KD-10 LIGHT DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 2d10+5 (<1/2 HEXES>5)
 RANGE PENALTY: -2 PER HEX
 FIRE CTRL: +0/+1/+1
 INTERCEPT RTG: -2
 RATE OF FIRE: 1 PER 2 TURNS
 DAMAGE: 1d10+2 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER TURN

Klingon L-13c "K'el Ri'anda" Battleship

CLASS: CAPITAL
 IN SUC: 2/1502
 POINTS:
 RAM: 291
 JUMP: 17 TURNS

TURN COST: 3/4
 TURN DELAY: 1/1
 ACCEL/DECEL: 3
 PIVOT: 3+3
 ROLL: 3+2

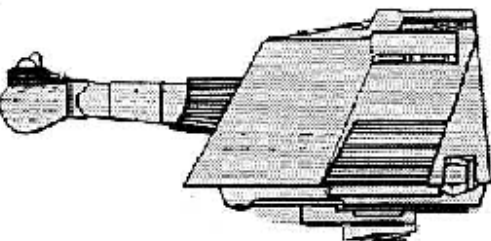
FWD/AFT DEF: 15<11>
 STB/PORT DEF: 15<11>
 ENG. EFFICIENCY: 5/1
 POWER SHORTAGE: -8
 INITIATIVE: 0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

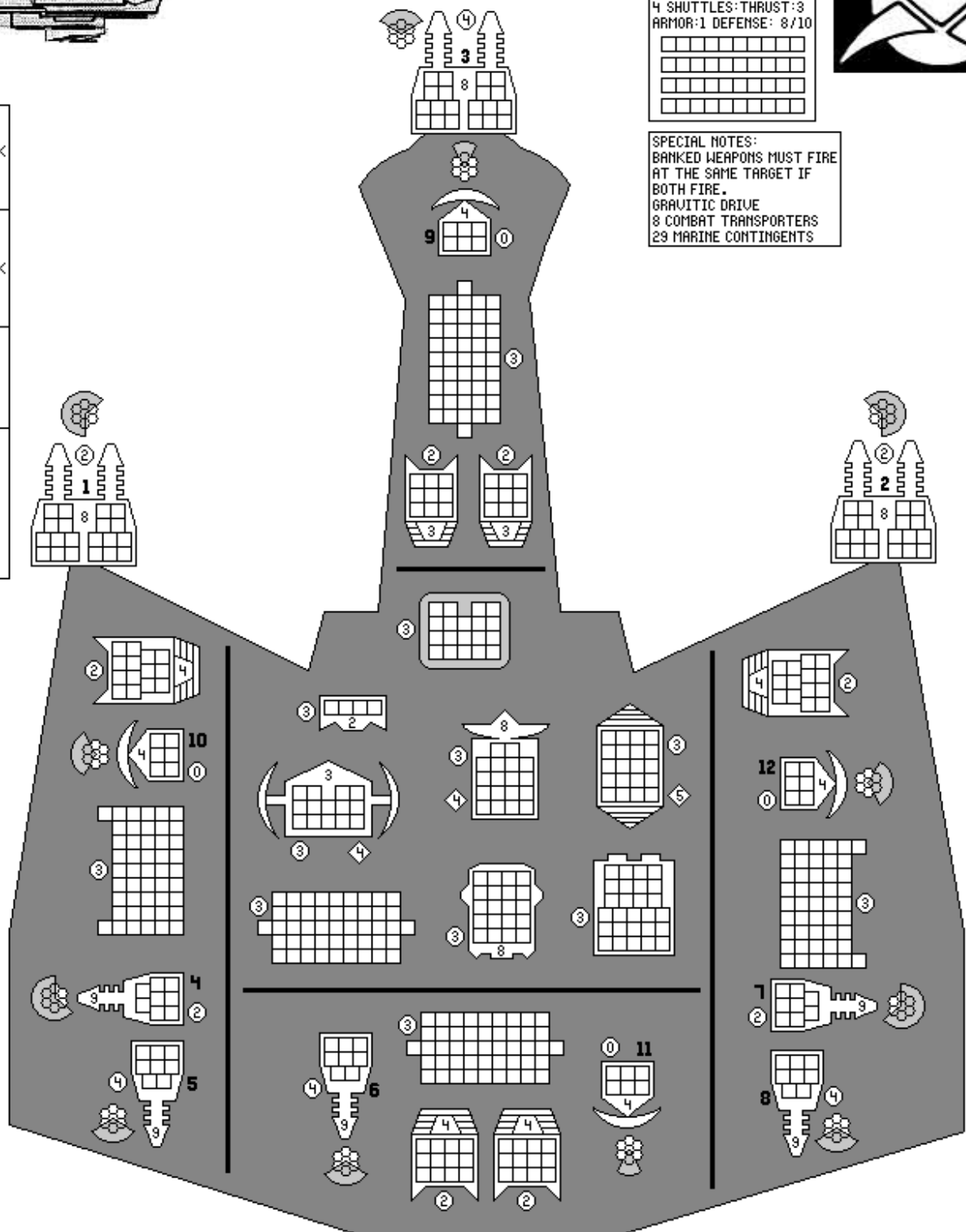


HANGAR
 4 SHUTTLES: THRUST: 3
 ARMOR: 1 DEFENSE: 8/10

SPECIAL NOTES:
 BANKED WEAPONS MUST FIRE
 AT THE SAME TARGET IF
 BOTH FIRE.
 GRAVITIC DRIVE
 8 COMBAT TRANSPORTERS
 29 MARINE CONTINGENTS



- FORWARD**
 1-2 GRAVITIC SHIELD
 3-7 KD-8 HUY. DISRUPTOR BANK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- SIDE**
 1-2 GRAVITIC SHIELD
 3-4 KD-9 MEDIUM DISRUPTOR
 5-7 KD-8 HUY. DISRUPTOR BANK
 8-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- AFT**
 1-2 GRAVITIC SHIELD
 3-4 KD-9 MEDIUM DISRUPTOR
 5-10 THRUSTER
 11-18 STRUCTURE
 19-20 PRIMARY
- PRIMARY**
 1-7 STRUCTURE
 8-10 GRAVITIC GENERATOR
 11-12 JUMP ENGINE
 13-15 SENSORS
 16-17 ENGINE
 18 HANGAR
 19 REACTOR
 20 C AND C



- GRAVITIC GENERATOR
- HANGAR
- THRUSTER
- ENGINE
- SENSORS
- REACTOR
- C AND C
- JUMP ENGINE

GRAVITIC SHIELD
 SUBTRACT SHIELD FACTOR FROM
 INCOMING CHANCE TO HIT AND ANY
 DAMAGE SCORED THROUGH ARC.
 DEFENSE RATING SHOWN IN
 PARENTHESIS () INDICATES
 VALUE WITH SHIELD ACTIVE.

NAME: KD-8 HUY. DISRUPTOR BANK
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 4d10+15 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +5/+2/+0
 INTERCEPT RTG: N/A
 RATE OF FIRE: 2 PER 4 TURNS

NAME: KD-9 MEDIUM DISRUPTOR
 CLASS: MOLECULAR
 MODE: RKG
 DAMAGE: 3d10+13 (<1/2 HEXES>5)
 RANGE PENALTY: -1 PER 3 HEXES
 FIRE CTRL: +4/+2/+1
 INTERCEPT RTG: N/A
 RATE OF FIRE: 1 PER 3 TURNS
 DAMAGE: 2d10+10 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER 2 TURNS
 DAMAGE: 1d10+7 (<1/2 HEXES>5)
 RATE OF FIRE: 1 PER TURN

