

FEDERATION WAR DESTROYER

185

NAME:

HULL (1,3,5)

6	5	4	3	2	1

ENGINES (1,2)

7	6	5	4	3	2

SHIELDS (3,4)

13	11	9	7	5	3

WEAPONS (5,6)

1	2	3	4	5	6
XZ	XZ	XZ	X	Y	Y
Drone Rack; Marine Squad (8); Probe (5); Science (50); Shuttle (3); Tractor Beam (2); Transporter (2)					

SHIELD FACETS:

F	FP	FS	AP	AS	A
3	2	2	2	2	2
2	1	1	1	1	1
1					

BATTERY X

RNG	ROF	ACC	IMP	DMG
15	1	4+	1	1
Range-Based ROF				
[ACE][BDF][GHI][GHI]				

BATTERY Y

RNG	ROF	ACC	IMP	DMG
9	1	4+	1	1
Phaser-3				
Anti-Fighter				
[ACE][BDF]				

BATTERY Z

RNG	ROF	ACC	IMP	DMG
15	1	4+	1	3
Photon Torpedo				
Photon Torpedo—Overload*				
Doubled Range Modifiers; *Carronade; *Slow-Firing				
[AB][AB][AB]				

TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			<input type="checkbox"/>	
2			<input type="checkbox"/>	
3			<input type="checkbox"/>	
4			<input type="checkbox"/>	
5			<input type="checkbox"/>	
6			<input type="checkbox"/>	
7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	

FEDERATION NEW LIGHT CRUISER

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NAME:

HULL (1,3,5)

8	7	6	5	4	3
2	1				

ENGINES (1,2)

6	6	5	4	3	3
2	1				

SHIELDS (3,4)

15	14	12	10	8	6
4	2				

WEAPONS (5,6)

1	2	3	4	5	6
XY	XZ	XZ	XZ	X	Y
Drone Rack; Marine Squad (8); Probe (5); Science (50); Shuttle (4); Tractor Beam (2); Transporter (2)					

SHIELD FACETS:

F	FP	FS	AP	AS	A
3	3	3	2	2	2
2	2	2	1	1	1
1	1	1			

BATTERY X

RNG	ROF	ACC	IMP	DMG
15	1	4+	1	1
Range-Based ROF				
[ACE][ACE][BDF][BDF][GHI][GHI]				

BATTERY Y

RNG	ROF	ACC	IMP	DMG
9	1	4+	1	1
Phaser-3				
Anti-Fighter				
[ACE][BDF]				

BATTERY Z

RNG	ROF	ACC	IMP	DMG
15	1	4+	1	3
Photon Torpedo				
Photon Torpedo—Overload*				
Doubled Range Modifiers; *Carronade; *Slow-Firing				
[AB][AB][AB][AB]				

TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			<input type="checkbox"/>	
2			<input type="checkbox"/>	
3			<input type="checkbox"/>	
4			<input type="checkbox"/>	
5			<input type="checkbox"/>	
6			<input type="checkbox"/>	
7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	

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KZINTI FFK FRIGATE

NAME:

HULL (1,3,5)					ENGINES (1,2)					SHIELDS (3,4)				
5	4	3	2	1	6	5	4	3	2	9	8	6	4	2

WEAPONS (5,6)						SHIELD FACETS:					
1	2	3	4	5	6	F	FP	FS	AP	AS	A
XY	X	X	X	Y	Y	2	2	2	1	1	1
Drone Rack (4); Marine Squad (6); Probe (5); Science (50); Shuttle; Tractor Beam; Transporter (3)						1	1	1			

BATTERY X						BATTERY Y					
Phaser-1						Disruptor					
Range-Based ROF						Disruptor—Overload*					
[ABCDEF] [ACE] [BDF]						*Carronade					
						[AB][AB]					

TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			<input type="checkbox"/>	
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3			<input type="checkbox"/>	
4			<input type="checkbox"/>	
5			<input type="checkbox"/>	
6			<input type="checkbox"/>	
7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	

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KLINGON F5W DESTROYER

NAME:

HULL (1,3,5)					ENGINES (1,2)					SHIELDS (3,4)							
6	5	4	3	2	1	7	6	5	4	3	2	11	10	8	6	4	2

WEAPONS (5,6)						SHIELD FACETS:					
1	2	3	4	5	6	F	FP	FS	AP	AS	A
XY	XZ	XZ	X	X	Y	3	2	2	1	1	2
Drone Rack (3); Marine Squad (12); Probe (5); Science (50); Shuttle (2); Tractor Beam (2); Transporter (2)						2	1	1			1
						1					

BATTERY X						BATTERY Y						BATTERY Z					
Phaser-1						Phaser-3						Disruptor					
Range-Based ROF						Anti-Fighter						Disruptor—Overload*					
[ABC] [ABD] [CDEF] [CDEF] [CDEF]						[ACE] [BDF]						*Carronade					
						[CGHI] [DGHJ]						[CGHI] [DGHJ]					

TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			<input type="checkbox"/>	
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3			<input type="checkbox"/>	
4			<input type="checkbox"/>	
5			<input type="checkbox"/>	
6			<input type="checkbox"/>	
7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	