


Class		Type					Points 50	
	Ship Abilities	Shields		20 (30)		Sensors		
	None	Impulse		6		WPS		
		Hull		30		ECM		
		EP		3				
		Ablative		##				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra	
	Phaser (F)	5	+3	2	12"	270		
	Phaser(P/S)	2	+3	2	12"	90		
	Phaser (A)	2	+3	2	12"	90		
	Photon Torpedos (F)	1	+4	5	8"	90	-2 vs shields, Burst 5	
Photon Torpedos (A)	1	+4	5	8"	90	-2 vs shields, Burst 3		

Roll	System	Effect
	Critical Hit	Damage *1.5 rounded down
1	Nothing happens	
2	Weapons damaged	-1
3	Sensors	-1
4	Impulse	-1D3
5	Hull breach	-2 Hull
6	Shield Disabled	1 turn
7	Secondary Weapons	Weapon receives a Red Disabled Token
8	Warp core malfunction	Ship receives a red Power Token

Order	Effect
Boost Shields	+4
Boots Weapons	+1
Boost Sensors	+1
Boost ECM	-1
Emergency Turn	-1 energy turn <90°
Boost Impulse	+1
Emergency turn < 90	-1 energy
Emergency Core	-1 EP, Power to green

Abilities	Effects
Cloak	no shields or weapons
	1 re-roll on attack
	move up to 2" after movement
	cannot be targeted further than 8"
Fast Turn	can turn 90°
Ablative Armour	negates critical effects
Regenerative Ablative Armour	negates critical effects
	regenerates 1D6 every turn
Regeneration	regenerates 1D6 Hull

	Roll 1D6	Target must be in forward arc, -1 EP
Picard Maneuver	1	Ship receives a Power token
	2-6	Place ship 4" from target
		Roll for all fore weapons
		Re-roll all misses