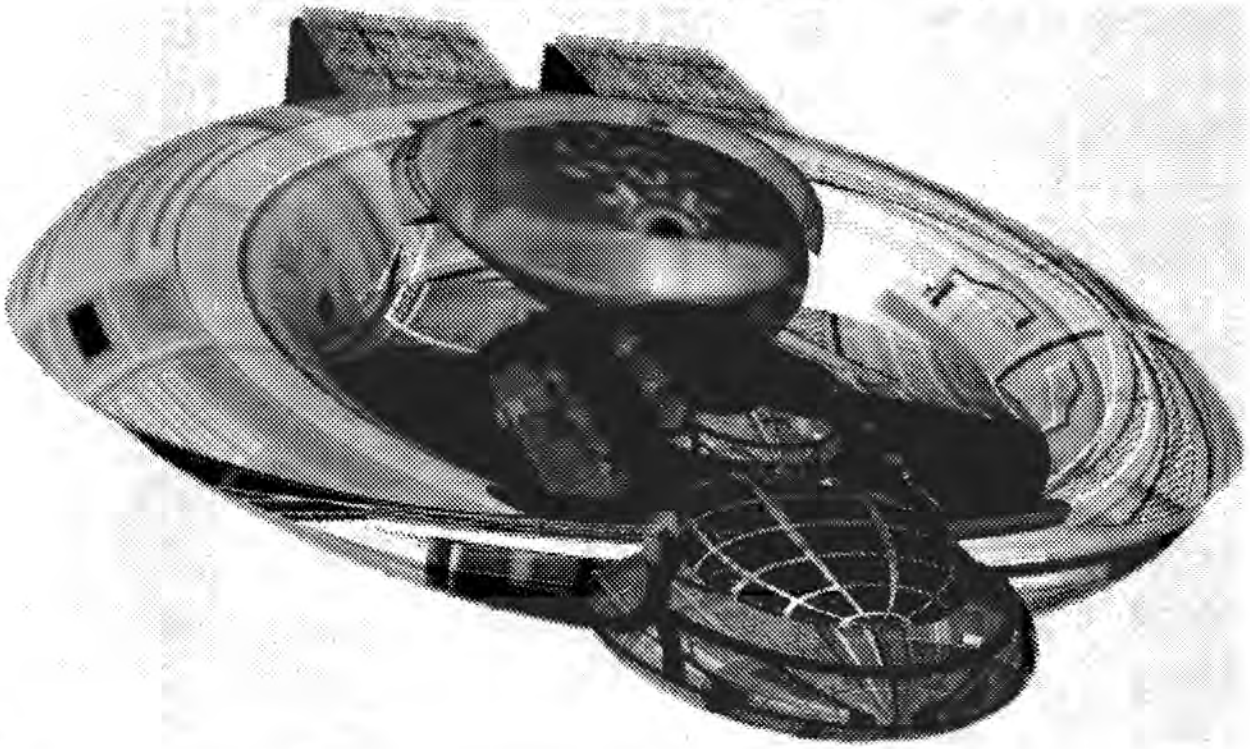
COMPANION GAMES

Presents:

31109

$ 13.25

# KREBIZ-4



## INCLUDES - THE FOLLOWING:

**CAPITALIST MOVEMENT - A CAMPAIGN GAME**

A band in the Krebiz Capitalist Alliance wasn't making the profits that the bosses desired, so they ventured on a risker but faster capital raising venue: Dealing with pirates. This mini-campaign recreates their efforts.

**7 SCENARIOS FOR CAPITALIST MOVEMENT**

## ALSO INCLUDED: 42 COMPANION SSDS

**MORE X-1 SHIPS (CRUISERS, CAPSULES & COMBINATION UNITS)**
**AN ADVANCED STARBASE AND BATTLESTATION**
**KREBIZ CARRIER AND CONTROL SHIPS**
**KREBIZ UNITS OPERATED BY OTHER RACES**
**BATTLESHIP VARIANTS**

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# KREBIZ ADVANCED TECHNOLOGY HEAVY CAPSULES

## X1-BATTLECRUISER

SHIELD #6 (16) | SHIELD #1 (20) | SHIELD #2 (16)

SHIELD #5 (14) | SHIELD #4 (14) | SHIELD #3 (14)

SABOT FH
PH-1 [A] [B] PH-1
FH [1] [2] BRIDGE [3] [4] FH
HULL [C] IMPULSE [C] HULL
C WARP

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 4 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 8 |
| BATTERY | = | 0 |

**CREW** (24) **HET 1**

**BOARDING PARTIES** (14) **BD-6**

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | C-BX |
| POINT VALUE | = | 140/94 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-2.216 |
| INTERNALS | = | 24 |

1ST GENERATION X-SHIP

**SENSOR** 6 5 2 0

**SCANNER** 0 3 5 9

**DAM. CON.** 4 0

**EX. DAM.** 4

## X-1 COMMAND

SHIELD #6 (16) | SHIELD #1 (20) | SHIELD #2 (16)

SHIELD #5 (14) | SHIELD #4 (14) | SHIELD #3 (14)

SABOT FH
PH-1 [A] PH-1
FH [1] [2] BRDG FLAG [3] [4] FH
HULL [C] IMPULSE [C] HULL
C WARP

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 4 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 6 |
| BATTERY | = | 0 |

**CREW** (12) **HET 1**

**BOARDING PARTIES** (8) **BD-6**

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | C-CX |
| POINT VALUE | = | 95/64 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-2.217 |
| INTERNALS | = | 21 |

1ST GENERATION X-SHIP

**SENSOR** 6 2 0

**SCANNER** 0 3 9

**DAM. CON.** 4 0

**EX. DAM.** 3

### X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

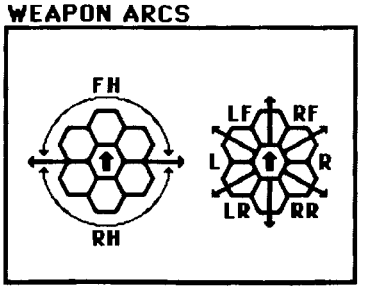
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

### TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET BD
SEE CAPSULES ABOVE

### WEAPON ARCS




### PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER MINES.
2. THESE CAPSULES CAN LAND ON PLANETS.
3. THESE CAPSULES CANNOT BE PLACED ON NON-X CRUISERS; SEE (XRER-1.5).

### PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

### 1/5 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 |
| Fract. | 1/5 | 2/5 | 3/5 | 4/5 | 1 | 1 1/5 | 1 2/5 | 1 3/5 | 1 4/5 | 2 | 2 1/5 | 2 2/5 | 2 3/5 | 2 4/5 | 3 | 3 1/5 | 3 2/5 | 3 3/5 | 3 4/5 | 4 | 4 1/5 | 4 2/5 | 4 3/5 | 4 4/5 | 5 | 5 1/5 | 5 2/5 | 5 3/5 | 5 4/5 | 6 |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## COMPANION GAMES

Companion Games was created in 1993 as a vehicle for publishing this material. Its president, C. Henry Schulte, is the author of all the products listed at right. He first played SFB back in 1984 with the designer's edition, and immediately began expanding the game system for his own use. Our purpose is to provide you with the best, most well-written gaming material that we can. Your comments and suggestions are always welcome. We are not considering submitted material at this time (except tactics, scenarios & fiction), but we may in the future. Anything already submitted to ADB is off limits! We would like to see fiction, scenarios and tactics based on our unique material right now. Thank you for your interest.

As time progressed, the empires designed by Companion Games evolved into Galactic Empires, a trading card game. Now, with Galactic Empires as the driving force behind Companion Games, the empires found in the card game are being adapted for SFB.

## INTEGRATION

The material in this supplement is designed for easy integration into your existing rulebook. Simply cut this booklet apart at the center, hole punch it and insert it in your rulebook. The rules are numbered in a unique manner so that new 'official' material, added at a later date, will not contrast with the rule numbers presented here, and so that our products can be easily differentiated. Example: (FR-2) should be inserted behind (FR-1) at the end of the J section (fighters section) of your rulebook. Alternatively, leave this book intact so that all the material is readily accessible.

## RULE ABBREVIATIONS

| | | | |
|---|---|---|---|
| CR | Combat Rule | MR | Movement Rule |
| DW | Direct-fire Weapon Rule | PR | Power Rule |
| ER | Equipment Rule | RH | Race History |
| FR | Fighter Rule | SW | Seeking Weapon |
| HC | Historical Campaign | TR | Terrain Rule |
| HS | Historical Scenario | XR | X-Ship Rule |

## OTHER PRODUCTS

If a rule is cited somewhere in this text and you cannot locate it, it might be in another product; see the rules index on page two of this book for the exact location of a given rule.

## PHOTOCOPIES

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## OTHER PRODUCTS

COMPANION GAMES publishes several other fine products for use with SFB

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| | |
|---|---|
| Universe Edition Starter Deck: | $12.95 |
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* These products are nearly complete but have not gone to print at this time (Feb. 1997). Pre-orders are welcome.

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## ON-LINE PLAYTESTERS

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## DESIGN CREDITS

The list below gives credit to those who originally designed or conceived the following units and scenarios and to those who gave input in some manner:

General Contributions: Eric Johnson, John M. Hammer, John Rigley Sr., John E. Kasper

Computer Graphics, SSDs and Text: Joseph A. Mannino, C. Henry Schulte, Eric Johnson.

Editing & Cover Art: George T. Henne Jr.

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## RULES INDEX

| RULE | DESCRIPTION | LOCATION |
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| MR-1 | Argonian Hull Rotation | Argonians-1 |
| MR-2 | Argonian Impulse Movement | Argonians-1 |
| PR-1 | Bolaar Phaser Capacitors | FS-1/Mechad-1 |
| PR-2 | Electromnetic Field | Mechad-1 |
| PR-3 | Power Distribution Nodes | Mechad-1 |
| DW-1 | Sabot Heavy Weapon | Krebiz-1 |
| DW-2 | Energy Flux Heavy Weapon | Argonians-1 |
| DW-3 | Argonian Plasma Phasers | Argonians-1 |
| DW-4 | Mid-Range Phasers | Indirigans-1 |
| DW-5 | Short-Range Phasers | Indirigans-1 |
| DW-6 | Multi-Purpose Phasers | Indirigans-1 |
| DW-7 | Long Range Phasers | Indirigans-1 |
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| DW-15 | Shield Penetration Device | P.O.T.-1 |
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| SW-5 | Tri-Tritium (X-1) Boomerangs | Indirigans-2 |
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| ER-4 | Vektrean Repulsion Beams | Vektreans-1 |
| ER-5 | Indirigan Special Rules | Indirigans-1 |
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| ER-7 | Far Side Option Mounts | Far Side-1 |
| ER-8 | Krebiz Capitalist Alliance Rules | Far Side-1 |
| ER-9 | Warp Field Destabilization Gun | Far Side-1 |
| ER-10 | Mechad Special Rules | Mechad-1 |
| ER-11 | Filarian Special Rules | Far Side-3 |
| ER-12 | Phaser Magnifier | Scorpead-1 |
| ER-13 | Phaser Resonator | Leopan-1 |
| ER-14 | Leopan Raiding Party Rules | Leopan-1 |
| ER-15 | Mine Deployment Systems | Tufor-1 |
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| FR-2 | Argonian Fighter Rules | Argonians-2 |
| FR-3 | Indirigan Fighter Rules | Indirigans-2 |
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| RH-13 | Plasma Occupied Territory | P.O.T.-1 |
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| XR-2 | Argonian X-1 Rules | Argonians-3 |
| XR-3 | Indirigan X-1 Rules | Indirigans-2 |

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PLEASE NOTE: Some of the rules mentioned at left have not been published yet (see page one for a list of current products). Some rule numbers were changed from the index published in Krebiz 1-3, Argonians 1-2 & Indirigans-1. This index takes precedence over those. There are some additional expansion rules which already exist but are not listed here to prevent confusion. They will appear with future races that are not as yet defined. This index will be expanded and revised as products are added to our SFB support line. A complete list of scenarios is presented on page 2 of Indirigans-1.


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# (HC-7.0) CAPITALIST MOVEMENT (Y175)

by Joseph A. Mannino

A Band in the Krebiz Capitalist Alliance wasn't making the profits that the bosses desired, so they decided to invest some money. But, as they say, it takes money to make money, so they first ventured on a riskier but faster capital raising venue: Dealing with pirates. This mini-campaign recreates their efforts.

## (HC-7.1) ORGANIZATION:

This mini-campaign consists of a total of 7 scenarios. These are divided into 3 Routes, with Route 1 consisting of 3 scenarios, Route 2 consisting of 2 scenarios and Route 3 consisting of 2 scenarios. See the map below for the specific direction of each route.

**(HC-7.11) Route 1:** Scenarios include (HC-7S-1), (HC-7S-2) and (HC-7S-3).

**(HC-7.12) Route 2:** Scenarios include (HC-7S-4) and (HC-7S-5).

**(HC-7.13) Route 3:** Scenarios include (HC-7S-6) and (HC-7S-7).

## (HC-7.2) FLEET ORGANIZATION:

**(HC-7.21)** The Krebiz player must form 3 squadrons of ships, one for each route. They have the following ships and capsules to choose from:

**Ships:** 2 Claw CAs, 4 Mandible CLs, 4 Pincer DDs, 4 Clipper FFs.

**Heavy Capsules:** 2 CTA, 5 CT, 2 CTP, plus 1 other heavy capsule in service by Y175 (Krebiz player choice, CV will come with fighters).

**Light Capsules:** 6 CTL, plus 4 other light capsules in service by Y175 (Krebiz player choice, CVL will come with fighters).

Only ships and ship/capsule combinations are allowed to be in each squadron. No independent capsules are allowed to be part of a squadron. Ship/capsule combinations may separate during a scenario, but capsules must recombine with an allowable ship type in order to continue to the next scenario.

**(HC-7.22)** In between scenarios, repair and reorganization is allowed.

**(HC-7.221)** Spare shuttles/fighters can be broken out. CVs and CVLs come stocked with their standard number of spare fighter(s).

**(HC-7.222)** Crew units can be redistributed among ships.

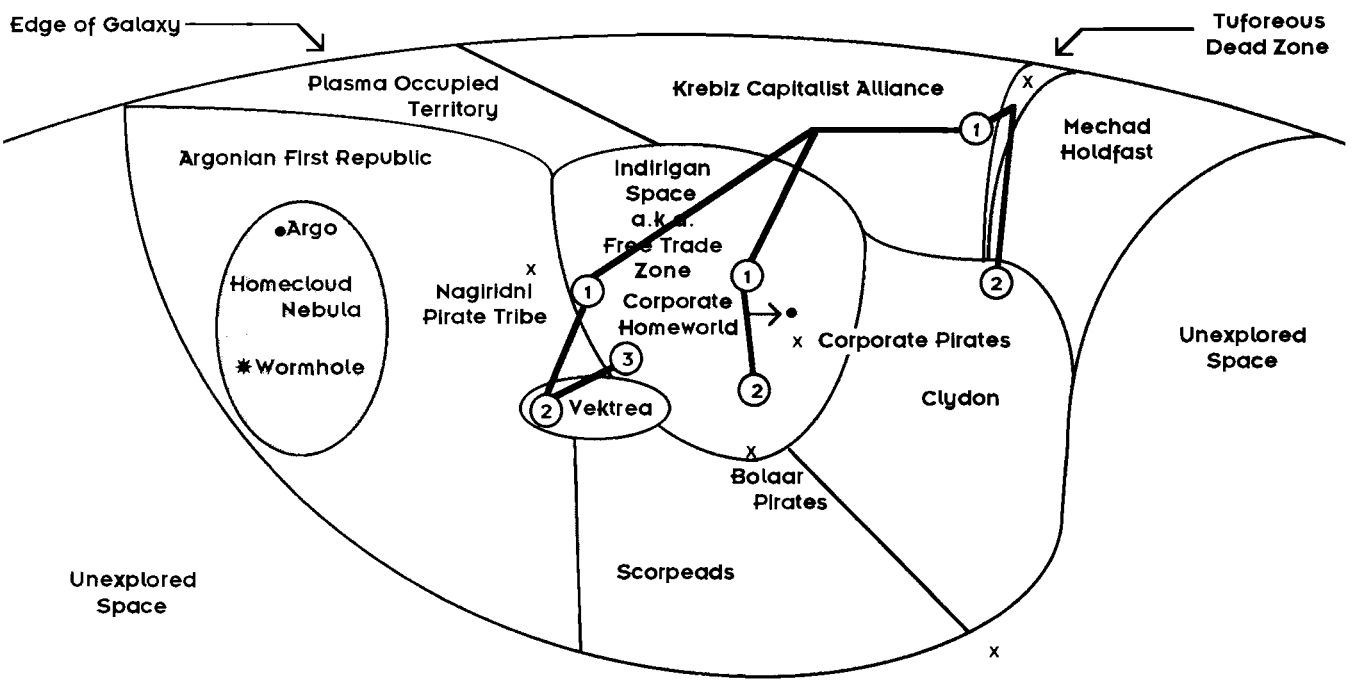
**(HC-7.223)** Safety interlocks on captured ships are decoded and ships are fully functional after being crewed.

**(HC-7.224)** Repairs can be made under (D9.7) (Continuous Damage Repair). The restriction on the number of systems repairable under (D9.7) applies for each ship along its entire route. (D14) (Emergency Damage Repair) may also be used between scenarios.

**(HC-7.225)** Cargo may be redistributed among ships on that route.

**(HC-7.226)** Capsules may be redistributed among ships on that route.

**(HC-7.23)** Opponent forces will be defined in each scenario. The opponents do not continue from one scenario to the next, so no record keeping is required for them.

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## (HC-7.3) CAMPAIGN VICTORY CONDITIONS:

The level of victory is based on the amount of cargo successfully delivered and the survival of the fleet. One point is awarded for each cargo box delivered and points are awarded for survival of ships after all the scenarios have been played.

**(HC-7.31)** Points awarded for surviving cruisers. Cruisers only have to be undestroyed at the end of the last scenario of the route. Points are awarded for cruisers that are not used for any route.

| | | | |
|---|---|---|---|
| CA | 20 points | CL | 15 points |
| DD | 10 points | FF | 5 points |

**(HC-7.32)** The amount of cargo to be delivered will be defined in each scenario. All cargo is to be delivered in bulk containers, each of which takes up 10 of the 50 spaces available to a cargo box. For purposes of (G25), each bulk container takes up 10 cargo box spaces.

**(HC-7.321)** The cargo boxes of the Krebiz ships do not have to be filled to capacity, (i.e. only 2 containers are placed in a cargo box, thus 20 spaces in that cargo box of one ship are filled). Obviously, rather extensive record keeping will have to be kept.

**(HC-7.322)** Cargo that is delivered but then somehow ends up on Krebiz ships does not count toward victory conditions. If you were creative enough to salvage the cargo, you will have to be more creative to deliver it again.

**(HC-7.323)** For the purposes of fulfilling (HC-7.322), the Krebiz player is allowed to turn over the capsule(s) with the cargo to some remaining representative of the receiving party to complete the delivery. Note that some ships will then be without a capsule and shields.

**(HC-7.324)** Just to clarify, for the purposes of fulfilling (HC-7.33), 5 bulk containers make up one total cargo box. One victory point is awarded for every full cargo box delivered. Therefore, 1 point for 1 full box or 1 point for 5 boxes with 10 spaces in each.

**(HC-7.33) Level of Success:**

**301+ Legendary Captain.** Celebrations upon your return and everyone can live in the lap of luxury and never again have to venture forth into space to make a profit (unless, of course, they want to).

**251-300 Excellent.** Future missions can be picked as desired, without any urgency or undue risks. (This was the historical outcome.)

**211-250 Good.** Continued missions will be required to keep the funds coming, but overall in a better position.

**161-210 Break even.** No celebration on your return, but everyone acknowledges it was a tough mission and steels themselves for the sacrifices that must be made.

**125-160 Marginal.** If things were bad before, they're going to be terrible now. Going into full time piracy rather then facing the boss looks like an attractive option.

**<125 Failure.** Hope you didn't disappoint the pirates too much, as you may be working very closely with them from now on because going home is not an option. The boss and some of his boys will use you as fertilizer for their rose garden.

## (HC-7.4) COMMANDER'S OPTION ITEMS:

At the start of each route, the Krebiz player can buy commander's option items for each ship, the standard 20% of the BPV of the vessel. This is the only opportunity to do so for each route and when the items are used or destroyed, they are no longer available.

**(HC-7.41)** Commander's Option Items may be redistributed among the ships of any one route before the first scenario and in between scenarios.

# (HC-7S-1) SHOW'S OVER, BREAK IT UP!:

Piracy patrol duty is never easy, and when the pirates are really good at their trade, it can be downright maddening. This Argonian border anti-piracy commander had been frustrated for months with the Nagaridni raiding various planets and convoys in his sector. Now he was seeing the Nagaridni receiving supplies and new equipment. All reports indicated an enlargement of the Nagaridni operations. It was too much for the commander of the patrol, who ordered his squadron into an all out attack on the pirates.

## (HC-7S-1.1) NUMBER OF PLAYERS:

2 or 3; the Krebiz/Nagaridni and the Argonian. A third player could play the Nagaridni.

## (HC-7S-1.2) INITIAL SET UP:

**Krebiz:** All ships on the 42xx hex row, below hex 4216, facing F or E, speed max, WS-III.

**Nagaridni:** CL in 2025 facing B, FM in 2026 facing B and FS in 2027 facing B. Speed on previous turn was 0. All ships at WS-III.

**Argonians:** CVSL in 2301 facing D with 12 Wind fighters, EE in 2203 facing D and EE in 2203 facing D, speed max, all ships at WS-III.

## (HC-7S-1.3) LENGTH OF SCENARIO:

The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

## (HC-7S-1.4) SPECIAL RULES:

**(HC-7S-1.41) MAP:** Use a fixed map. The Krebiz can only disengage by moving off map hex row 01xx. Otherwise that ship and any cargo it is carrying is considered destroyed.

**(HC-7S-1.42) SHUTTLES AND PFs:** There are fighters in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used). There are no WBPs for fighters or shuttles.


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**(HC-7S-1.43) COMMANDER'S OPTION ITEMS:** Krebiz ships had the opportunity to select Commander's Option Items up to 20% of their combat BPV previously in (HC-7.4). Argonian and Nagaridni ships may select up to 20% of their BPV in Commander's Option Items. See (S3.2) for details.

**(HC-7S-1.44) REFITS:** All ships have refits.

**(HC-7S-1.45) DELIVERY:** The Krebiz must deliver 30 cargo (i.e. 30 full cargo boxes worth) to the Nagaridni. If delivered and then destroyed by the Argonians, it will still count for victory conditions.

**(HC-7S-1.46)** Keep the SSDs of the Krebiz ships. All shield hits can be erased and (D9.7) CDR applied to any internal hits. Note that any CDR used now will decrease the CDR available for scenario (HC-7S-2) and (HC-7S-3).

### (HC-7S-1.5) VICTORY CONDITIONS:

See (HC-7.3) for campaign victory conditions. Otherwise use standard victory conditions.

### (HC-7S-1.6) VARIATIONS:

**(HC-7S-1.61)** Substitute any near side empire for the Argonians. Use a CVS with escorts.

**(HC-7S-1.62)** Substitute some near side pirates for the Nagaridni. Use 2 CRs and a SLV.

### (HC-7S-1.7) BALANCE:

**(HC-7S-1.71)** Change the Argonian CVSL to a CVL with 12 Gust fighters.

**(HC-7S-1.72)** Change one Argonian EE to a DDE.

### (HC-7S-1.8) TACTICS:

**Argonians:** Pick one opponent and pound him. This may be the opportunity to eliminate a good portion of the Nagaridni fleet, and if there are no Nagaridni ships, the Krebiz can't make any deliveries, can he?

**Krebiz:** Pick a tactic and stick with it. If just delivering, pour on the anti-matter and consider dropping the capsules to allow the ships to engage while transferring cargo. If engaging and then transferring cargo, team up with your ally and overwhelm the Argonian.

**Nagaridni:** Depends on the Krebiz

## (HC-7S-2) THE UNWELCOMING COMMITTEE

Another Krebiz Band encouraged some Vektrean mercenaries to discourage the delivery. Not all Vektrean captains were going to get a share of these supplies as they had their own arrangements with other Krebiz Bands. Now their supplies wouldn't be as valuable since more materials would be saturating the market, so these Vektreans tried to discourage delivery.

### (HC-7S-2.1) NUMBER OF PLAYERS:

2; the Vektrean and the Krebiz.

### (HC-7S-2.2) INITIAL SET UP:

**Krebiz:** Ships from (HC-7S-1), within 1 hex of 4102, heading E, speed max, WS-III.

**Vektrean:** CL in 0123, heading B, speed max, WS-III.
FF in 0822, heading B, speed max, WS-III.

### (HC-7S-2.3) LENGTH OF SCENARIO:

The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

### (HC-7S-2.4) SPECIAL RULES:

**(HC-7S-2.41) MAP:** Use a fixed map. The Krebiz can only disengage by moving off the map through hexes 0120 through 0130. Otherwise that ship is considered destroyed.

**(HC-7S-2.42) SHUTTLES AND PFs:** There may be fighters in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used). There are no WBPs for shuttles.

**(HC-7S-2.43) COMMANDER'S OPTION ITEMS:** Krebiz ships had the opportunity to select Commander's Option Items up to 20% of their combat BPV previously in (HC-7.4). Vektrean ships may select up to 20% of their BPV in Commander's Option Items. See (S3.2) for details.

**(HC-7S-2.44) REFITS:** All ships have refits.

**(HC-7S-2.45) DELIVERY:** The Krebiz player must move off the map with 20 cargo. He will only be paid for a maximum of 20 cargo (thus a maximum of 20 victory points from the delivery). Any extra are lost.

**(HC-7S-2.46) DISENGAGE:** The Krebiz can only disengage by moving off the map through hexes 0120 through 0130. Any other direction and they are considered destroyed. The Krebiz cannot disengage by any other method.

**(HC-7S-2.47) BETWEEN SCENARIOS:** Keep the SSDs of the ships involved. All shield hits can be erased and CDR applied to any internal hits. Note that any CDR used now will decrease the CDR available for scenario (HC-7S-3).

### (HC-7S-2.5) VICTORY CONDITIONS:

See (HC-7.3) for campaign victory conditions. Otherwise use standard victory conditions.

### (HC-7S-2.6) VARIATIONS:

Substitute a near side CA and DD for the Vektreans.

### (HC-7S-2.7) BALANCE:

**(HC-7S-2.71)** Change the Vektrean FF to a DD.

**(HC-7S-2.72)** Change the Vektrean CL to a CA.

**(HC-7S-2.73)** Add a Vektrean FF.

### (HC-7S-2.8) TACTICS:

Basic tactics for both empires apply.

**Vektreans:** Do as much damage as possible to your opponent.

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## (HC-7S-3) HAVEN'T YOU FORGOTTEN SOMETHING?

After the deliveries were made, no one expected any more trouble. The only detail overlooked by the Krebiz was that, to leave Vektrean territory, they had to cut across Argonian space. The Argonian border patrol had been informed about the delivery which had previously been made (HC-7S-2) and moved in to collect the tariffs due.

### (HC-7S-3.1) NUMBER OF PLAYERS:

2; the Argonian and the Krebiz.

### (HC-7S-3.2) INITIAL SET UP:

**Krebiz:** Ships from **(HC-7S-2)**, within 1 hex of 0229, heading B, speed max, WS-I.
**Argonian:** Pol in 0101, heading C, speed max, WS-III.
PolCL in 1501, heading D, speed max, WS-III.

### (HC-7S-3.3) LENGTH OF SCENARIO:

The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

### (HC-7S-3.4) SPECIAL RULES:

**(HC-7S-3.41) MAP:** Use a fixed map. The Krebiz can only disengage by moving off the map through hexes 4201 through 4205. Otherwise that ship is considered destroyed.
**(HC-7S-3.42) SHUTTLES AND PFs:** There may be fighters in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used). There are no WBPs for shuttles.
**(HC-7S-3.43) COMMANDER'S OPTION ITEMS:** Krebiz ships had the opportunity to select Commander's Option Items up to 20% of their combat BPV previously in (HC-7.4). Argonian ships may select up to 20% of their BPV in Commander's Option Items. See (S3.2) for details.
**(HC-7S-3.44) DELIVERY:** All deliveries for this route have been made. Thus the Krebiz have nothing to pay the patrol.
**(HC-7S-3.45) REFITS:** All ships have refits.
**(HC-7S-3.46)** The Krebiz can only disengage by moving off the map through hexes 4201 through 4205. Any other direction and they are considered destroyed. The Krebiz cannot disengage by any other method.

### (HC-7S-3.5) VICTORY CONDITIONS:

See (HC-7.3) for campaign victory conditions. Otherwise use standard victory conditions.

### (HC-7S-3.6) VARIATIONS:

Substitute a near side CL and Pol for the Argonians.

### (HC-7S-3.7) BALANCE:

**(HC-7S-3.71)** Change the Argonian Pol to a PolCL.
**(HC-7S-3.72)** Add an Argonian Pol.

### (HC-7S-3.8) TACTICS:

Basic tactics for both empires apply.

## (HC-7S-4) OUTWARD BOUND

The pirate Ghost was always looking for more materials and supplies to continue his research and develop new technology. These supplies would greatly increase his abilities for design, perhaps even a Ghost Battleship! Of course, the Krebiz patrolling at the border could not allow that and set out in an attempt to block delivery.

### (HC-7S-4.1) NUMBER OF PLAYERS:

2 or 3; the Krebiz/Ghost and the local Krebiz. Another player could play the pirate, Ghost.

### (HC-7S-4.2) INITIAL SET UP:

**Krebiz:** All ships within 2 hexes of 0328, map a, heading B, speed max, WS-III.
**Local Krebiz:** CC in 0501, heading D, map a, speed max, WS-III, CM in 0301, heading D, map a, speed max, WS-III, CL in 0401, heading D, map a, speed max, WS-III, NCL in 0201, heading D, map a, speed max, WS-III, DDA in 0601, heading D, map a, speed max, WS-III, and SCA in 0101, heading D, map a, speed max, WS-III.
**Ghost:** Ghostlord DN in 4205, heading F, map b, speed max, WS-III.

### (HC-7S-4.3) LENGTH OF SCENARIO:

The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

### (HC-7S-4.4) SPECIAL RULES:

**(HC-7S-4.41) MAP:** Use 2 fixed maps, map a and map b. These are two regular maps set end to end (the 42xx hex row of map a connects to the 01xx hex row of map b). Beyond the 42xx hex row of map b the Tuforeous Dead Zone begins. The Krebiz can only disengage by moving off map b through hexes 4201 through 4205 after having received a pilot from Ghost's ship. The ship that received the pilot must then lead all the other Krebiz ships off the map. This is done by all the Krebiz ships moving off the map at the same time from the same hex and facing in the same direction. Otherwise any ship that crosses the 42xx hex line is considered destroyed.
**(HC-7S-4.42) SHUTTLES AND PFs:** There may be fighters in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used). There are no WBPs for shuttles.
**(HC-7S-4.43) COMMANDER'S OPTION ITEMS:** Krebiz ships had the opportunity to select Commander's Option Items up to 20% of their combat BPV previously in (HC-7.4). Local Krebiz ships and Ghost may select up to 20% of their BPV in Commander's Option Items. See (S3.2) for details.


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**(HC-7S-4.44) DELIVERY:** At least 50 total cargo must be on the Krebiz ships when they disengage from this scenario. Another 40 will be required by the next stop on this route (i.e. victory points will be given for the first 50 total boxes of cargo - these are off-loaded and hopefully at least 40 remain for the next scenario).
**(HC-7S-4.45) REFITS:** All ships have refits.

### (HC-7S-4.5) VICTORY CONDITIONS:
See (HC-7.3) for campaign victory conditions. Otherwise use standard victory conditions.

### (HC-7S-4.6) VARIATIONS:
Substitute a pirate DN or BCH for Ghost, and any empire for the local Krebiz.

### (HC-7S-4.7) BALANCE:
**(HC-7S-4.71)** Change the local Krebiz CC to a CA.
**(HC-7S-4.72)** Delete any one local Krebiz ship.

### (HC-7S-4.8) TACTICS:
Basic tactics for the Krebiz apply. Make a choice about what type of plan looks best (i.e. run, fight then run, fight to the death) and stick with it. These local Krebiz are fighting for their livelihood, so it won't be an easy fight.

## (HC-7S-5) THE PROBLEM WITH NEW NEIGHBORS...

The Corporation was always looking to expand its operations and spheres of influence. A small base was being established at the junction of the Tuforeous Dead Zone, Mechad space and the Free Trade Zone. The Corporation intended to keep construction quiet and allow the base to become entrenched in the economics of the region before exposing its military objective. However, the Mechad were already wise to the Corporation and were just as quietly trying to prevent the completion of the base.

### (HC-7S-5.1) NUMBER OF PLAYERS:
2 or 3; the Krebiz/Corporation and the Mechad. Another player could play the Corporation.

### (HC-7S-5.2) INITIAL SET UP:
**Krebiz:** All ships left from (HC-7S-4) within 2 hexes of 0302, heading C, speed max, WS-III.
**Mechad:** CC in 4202, heading E, speed max, WS-III, DDT in 4102, heading E, speed max, WS-III, and CL in 4001, heading E, speed max, WS-III,
**Corporation:** CL-P in 2229, heading A, speed max, WS-III, FAS in 2130, heading A, speed max, WS-III, and FAS in 2330, heading A, speed max, WS-III.

### (HC-7S-5.3) LENGTH OF SCENARIO:
The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

### (HC-7S-5.4) SPECIAL RULES:
**(HC-7S-5.41) MAP:** Use a fixed map. Any unit that moves off the map is considered disengaged.
**(HC-7S-5.42) SHUTTLES AND PFs:** There may be fighters in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used). There are no WBPs for shuttles.
**(HC-7S-5.43) COMMANDER'S OPTION ITEMS:** Krebiz ships had the opportunity to select Commander's Option Items up to 20% of their combat BPV previously in (HC-7.4). Mechad and Corporation may select up to 20% of their BPV in Commander's Option Items. See (S3.2) for details.
**(HC-7S-5.44) DELIVERY:** Victory points will be given for up to 40 total cargo boxes delivered.
**(HC-7S-5.45) REFITS:** All ships have refits.

### (HC-7S-5.5) VICTORY CONDITIONS:
See (HC-7.3) for campaign victory conditions. Otherwise use standard victory conditions.

### (HC-7S-5.6) VARIATIONS:
**(HC-7S-5.61)** Substitute some pirates for the Corporation.
**(HC-7S-5.62)** Substitute any empire for the Mechad.

### (HC-7S-5.7) BALANCE:
**(HC-7S-5.71)** Change the Corporation CL to a CA.
**(HC-7S-5.72)** Delete the Mechad DDT.

### (HC-7S-5.8) TACTICS:
Krebiz: Depends on what was left from the previous scenario. If there is enough to fight with, consider trying. If not, get out with the ships you have left.
Mechad: The Krebiz has to be hurting from the previous scenario. Don't give him any room to maneuver and force him to disengage.

## (HC-7S-6) WHEN OPPORTUNITY KNOCKS

The Free Trade Zone was not one of the safest places, but major conflict was rare. This is what the Indirigan Insipid Tribe always counted on. They were awaiting a rendezvous with a raiding party, but the Krebiz ships piqued the interest of Manrack and he moved to investigate.

### (HC-7S-6.1) NUMBER OF PLAYERS:
2 ; the Krebiz and the Insipid Indirigans.

### (HC-7S-6.2) INITIAL SET UP:
**Krebiz:** All ships within 1 hex of 0302, heading C, speed max, WS-III.
**Insipid:** DN-, FF, FM, and FS within 1 hex of 4102, heading E, speed max, WS-III.

### (HC-7S-6.3) LENGTH OF SCENARIO:
The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

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### (HC-7S-6.4) SPECIAL RULES:

**(HC-7S-6.41) MAP:** Use a fixed map. Any unit that moves off the map is considered disengaged. Any Krebiz ships that do not disengage through hexes 4229 or 4230 will not be available for the next scenario.

**(HC-7S-6.42) SHUTTLES AND PFs:** There may be fighters in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used). There are no WBPs for shuttles.

**(HC-7S-6.43) COMMANDER'S OPTION ITEMS:** Krebiz ships had the opportunity to select Commander's Option Items up to 20% of their combat BPV in (HC-7.4). Insipid ships may select up to 20% of their BPV in Commander's Option Items. See (S3.2) for details.

**(HC-7S-6.44) DELIVERY:** Victory points will be given for cargo delivered in the next scenario. Any cargo captured by the Insipid Tribe will count as *negative* victory points!

**(HC-7S-6.45) REFITS:** All ships have refits.

### (HC-7S-6.5) VICTORY CONDITIONS:

See (HC-7.3) for campaign victory conditions. Otherwise use standard victory conditions.

### (HC-7S-6.6) VARIATIONS:

**(HC-7S-6.61)** Substitute any pirates for the Insipid.

### (HC-7S-6.7) BALANCE:

**(HC-7S-6.71)** Change the Insipid FF to a CM.

**(HC-7S-6.72)** Only allow 5% of the Insipid BPV for Commander's Options.

**(HC-7S-6.73)** Assume that one (or more) of the Insipid ships has a poor crew.

### (HC-7S-6.8) TACTICS:

Insipid: Launch boomerangs and see how the Krebiz handles them. If he does well, oh well, the real supply raid will be arriving soon. But if he has problems, move in. This may be the opportunity to get enough supplies to fix the flag ship and start the tribe on a path to glory!

## (HC-7S-7) SORRY, THIS PLANET IS TAKEN

The Bolaar, also anxious to expand their power base, were looking to establish a cache of supplies and equipment. A pristine, uninhabited planet, out of the way of the trade routes, was perfect. Not only would it be good for R & R for the crews, but there would be no problems with locals moving in on the cache. However, this planet was pristine for a reason: The Indirigan Carnivores Tribe had cleansed it. From the movement of supplies, it appeared to The Carnivores that a base was going to be established. The Carnivores were not about to see their work confounded and moved in.

### (HC-7S-7.1) NUMBER OF PLAYERS:

2 or 3; the Krebiz/Bolaar and the Carnivore Indirigans. A third player could play the Bolaar.

### (HC-7S-7.2) INITIAL SET UP:

**Krebiz:** All ships from (HC-7S-6) within 1 hex of 0302, heading C, speed max, WS-III.

**Carnivores:** BC, CM, and 2 x DD within 1 hex of 4102, heading E, speed max, WS-III.

**Bolaar:** SR within 4129, heading F, speed max, WS-III, 3 x Cargo Exp in 4130, heading F, speed max, WS-III.

**Planet** in hex 2222.

### (HC-7S-7.3) LENGTH OF SCENARIO:

The scenario continues until all forces belonging to one side have been destroyed, captured or have disengaged.

### (HC-7S-7.4) SPECIAL RULES

**(HC-7S-7.41) MAP:** Use a fixed map. Any unit that moves off the map is considered disengaged.

**(HC-7S-7.42) SHUTTLES AND PFs:** There may be fighters in this scenario. Any eligible ship (J8.5) could purchase an MRS as a Commander's Option (if used). There are no WBPs for shuttles.

**(HC-7S-7.43) COMMANDER'S OPTION ITEMS:** Krebiz ships had the opportunity to select Commander's Option Items up to 20% of their combat BPV previously in (HC-7.4). Carnivore and Bolaar ships may select up to 20% of their BPV in Commander's Option Items. See (S3.2) for details.

**(HC-7S-7.44) DELIVERY:** The contract was for 40 total cargo to be delivered. Victory points are awarded for delivery of these 40 cargo to the Cargo Express ships, not the planet surface.

**(HC-7S-7.45) REFITS:** All ships have refits.

### (HC-7S-7.5) VICTORY CONDITIONS:

See (HC-7.3) for campaign victory conditions. Otherwise use standard victory conditions.

### (HC-7S-7.6) VARIATIONS:

**(HC-7S-7.61)** Substitute any other pirates for the Bolaar.

**(HC-7S-7.62)** The Bolaar are trying to establish a base. They will pay for 70 cargo to be delivered. Note that this will affect other routes, as the Krebiz must really scrape together fleets to accomplish all the deliveries. Each delivered cargo over 40 will count as 2 victory points.

### (HC-7S-7.7) BALANCE:

**(HC-7S-7.71)** Delete a Carnivore DD.

**(HC-7S-7.72)** Add a PCL+ in standard orbit in hex 2123, facing F, WS-I. This ship was left behind to survey the planet for suitable sites. Historically, the ship was lured away and destroyed by the Carnivores' freighter fleet. If the captain had obeyed orders, this ship would have been present for the scenario.

### (HC-7S-7.8) TACTICS:

This is the last scenario. A higher victory level most likely can be accomplished with a full delivery. The accomplishment or prevention of that delivery will decide the severity of the engagement.


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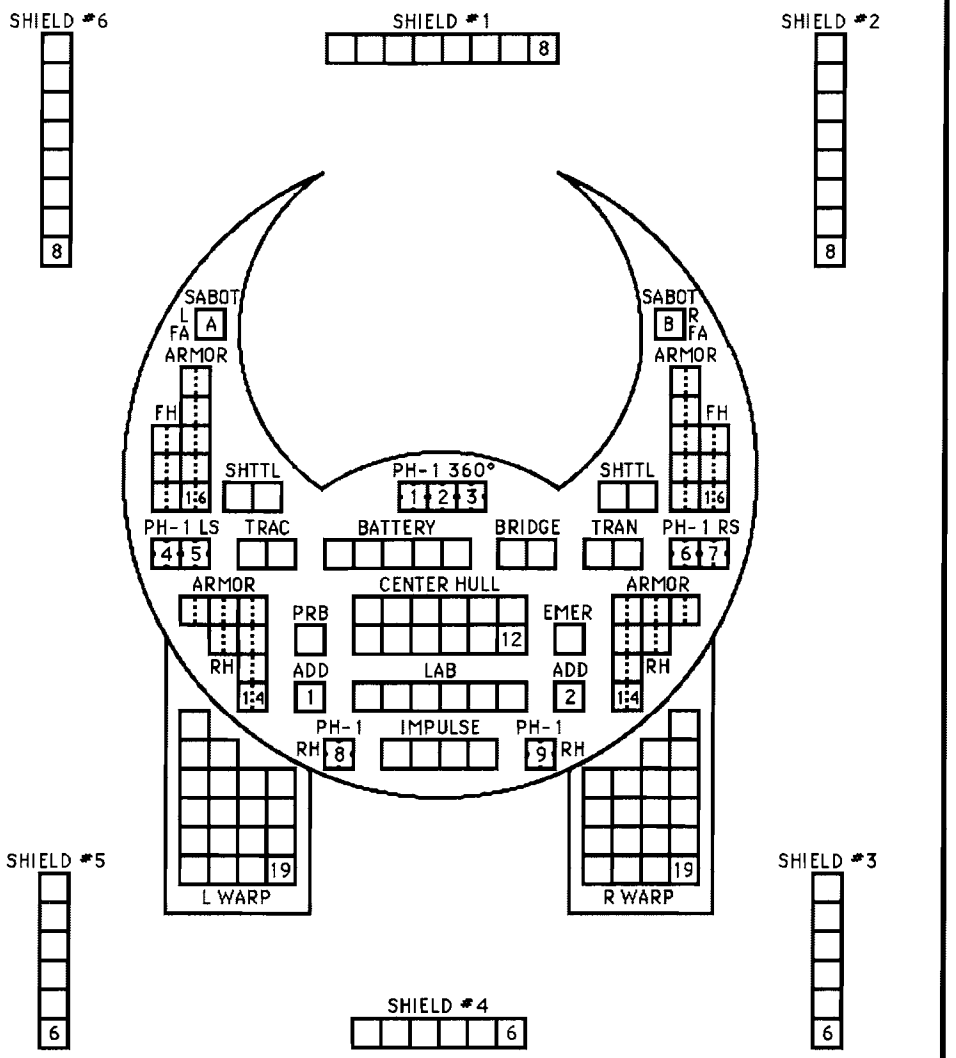
# KREBIZ CLAW
# X-1 CRUISER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CA-X |
| POINT VALUE | = | 135 |
| MOVEMENT | = | 1 |
| SHIELDS | = | 1/2 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.211 |
| INTERNALS | = | 90/150 |

1ST GENERATION X-SHIP

## CREW UNITS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | * | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | 36 |

## BOARDING PARTIES

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | 12 |

## TRANSPORTER MINES

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| R | R | R | R | R | R | D | D | D | D | D | D |

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | | | | | TYPE |
|---|---|---|---|---|---|---|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

## SENSOR

| | | | |
|---|---|---|---|
| 6 | 6 | 4 | 0 |

## PROBES

| | | | | |
|---|---|---|---|---|
| 1 | | | | 5 |

## SCANNER

| | | | |
|---|---|---|---|
| 0 | 0 | 1 | 9 |

## DAM. CON.

| | | | |
|---|---|---|---|
| 4 | 2 | 2 | 0 |

## EX. DAM.

| | | | |
|---|---|---|---|
| | | | 19 |

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 38 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 42 |
| BATTERY | = | 15 |

## ANTI-DRONES

DOUBLE RELOADS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | | 12 |
| 2 | | | | | | | | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

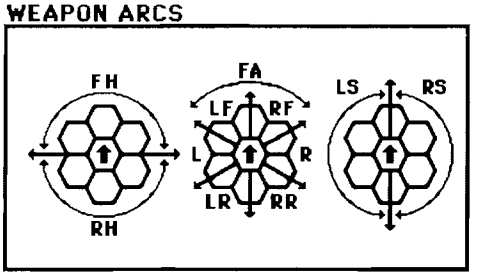
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | | | BD |
|---|---|---|---|
| | | 5 5-6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. X-1 BATTERIES HOLD 3 POWER EACH.
2. MAY FASTLOAD STANDARD LOAD X-SABOTS IN 1 TURN.
3. ARMOR BOXES TAKES TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

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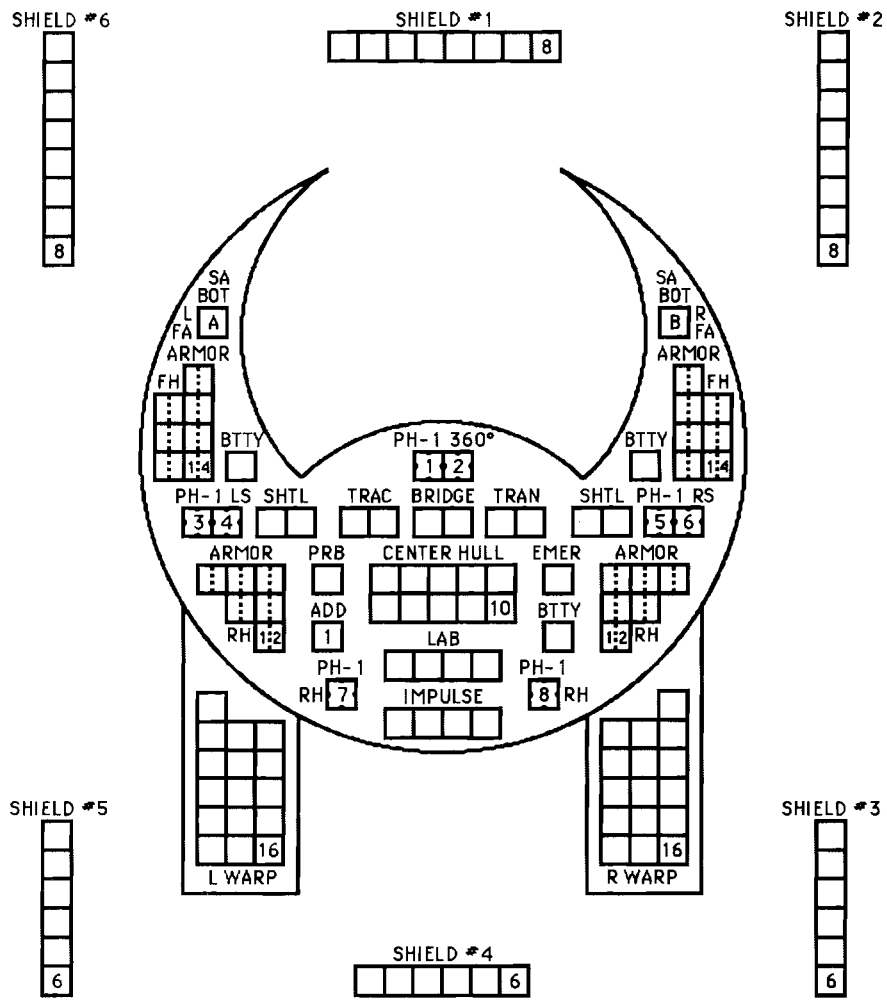
# KREBIZ MANDIBLE
# X-1 LIGHT CRUISER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CL-X |
| POINT VALUE | = | 105 |
| MOVEMENT | = | 2/3 |
| SHIELDS | = | 1/2 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.212 |
| INTERNALS | = | 76/128 |

1ST GENERATION X-SHIP

## CREW UNITS

## BOARDING PARTIES

## TRANSPORTER MINES

R R R R R R D D D D D D

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |

## SENSOR

6 6 4 0

## PROBES

## SCANNER

0 0 1 9

## DAM. CON.

4 2 2 0

## EX. DAM.

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 32 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 36 |
| BATTERY | = | 9 |

## ANTI-DRONES

DOUBLE RELOADS

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

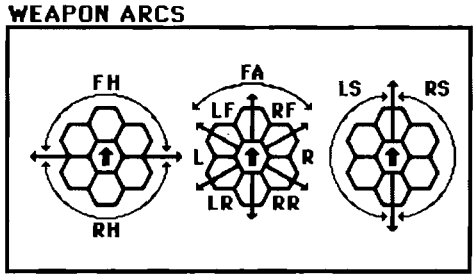
| SUCCESSIVE VOLLEY DAMAGE PERCENTAGES | 1st | 2nd | 3rd+ |
|---|---|---|---|
| VOLLEY | | | |
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 3⅓ 5- 6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. X-1 BATTERIES HOLD 3 POWER EACH.
2. MAY FASTLOAD STANDARD LOAD X-SABOTS IN 1 TURN.
3. ARMOR BOXES TAKES TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 2/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 10 | 10 | 11 | 12 | 12 | 13 | 14 | 14 | 15 | 16 | 16 | 17 | 18 | 18 | 19 | 20 | 20 |
| Fract. | ⅔ | 1⅓ | 2 | 2⅔ | 3⅓ | 4 | 4⅔ | 5⅓ | 6 | 6⅔ | 7⅓ | 8 | 8⅔ | 9⅓ | 10 | 10⅔ | 11⅓ | 12 | 12⅔ | 13⅓ | 14 | 14⅔ | 15⅓ | 16 | 16⅔ | 17⅓ | 18 | 18⅔ | 19⅓ | 20 |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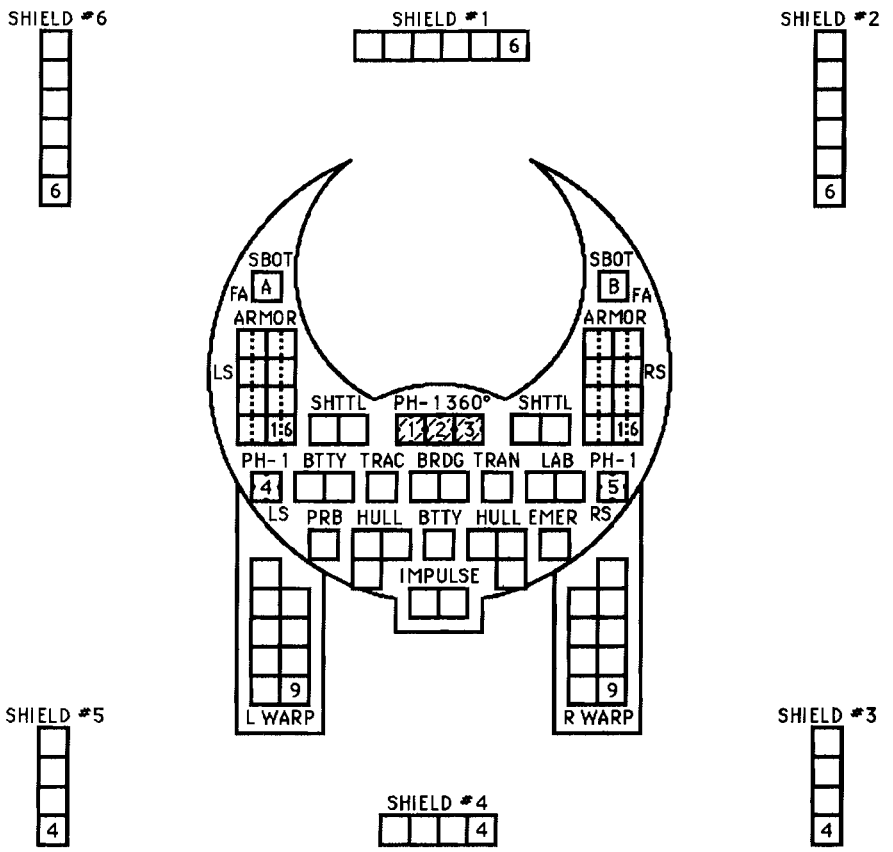
# KREBIZ PINCER
# X-1 DESTROYER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DD-X |
| POINT VALUE | = | 83 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.213 |
| INTERNALS | = | 48/80 |

1ST GENERATION X-SHIP

## CREW UNITS

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [*] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [26]

## BOARDING PARTIES

[ ] [ ] [ ] [ ] [ ] [ ] [7]

## TRANSPORTER MINES

[R] [R] [R] [R]  [D] [D] [D] [D]

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

## SENSOR

[6] [4] [2] [0]

## PROBES

[1] [ ] [ ] [ ] [5]

## SCANNER

[0] [1] [3] [9]

## DAM. CON.

[4] [2] [2] [0]

## EX. DAM.

[ ] [ ] [ ] [10]

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 18 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 20 |
| BATTERY | = | 9 |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

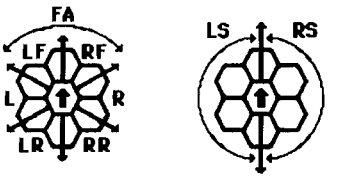
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET  BD
[ ] [ ] [1 2/3] [6] [ ] [ ]

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. X-1 BATTERIES HOLD 3 POWER EACH.
2. MAY FASTLOAD STANDARD LOAD X-SABOTS IN 1 TURN.
3. ARMOR BOXES TAKES TWO DAMAGE POINTS TO DESTROY. [:]

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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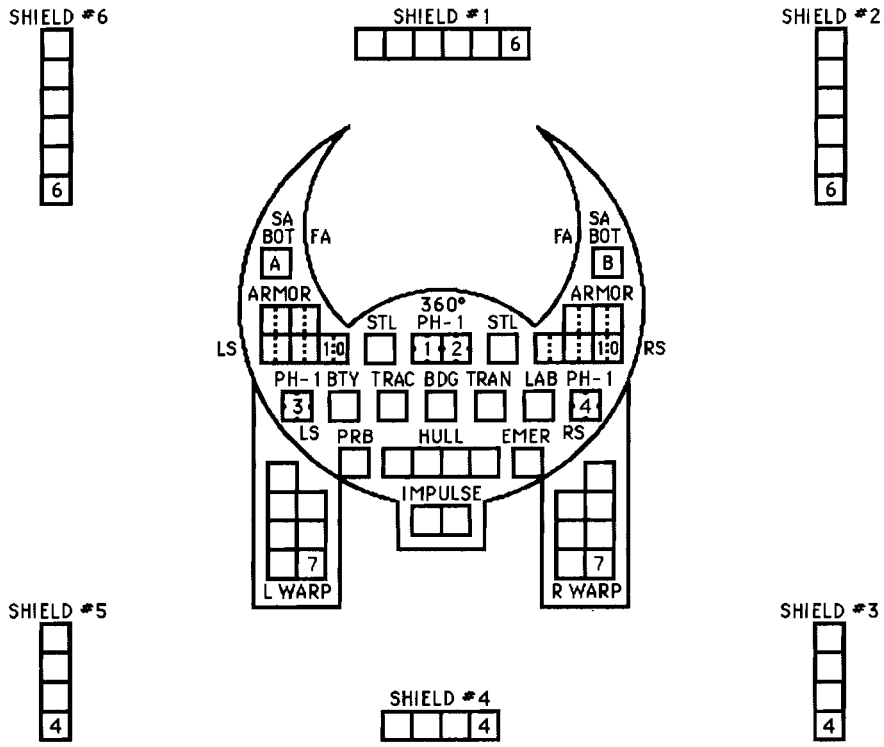
# KREBIZ CLIPPER
# X-1 FRIGATE




***NIMBLE SHIP BENEFITS** (LOST IF CRIPPLED OR BROKE DOWN)

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
CAN USE ERRATIC MANUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, C2.42, C10.12).
2 HET BONUSES (C6.521).
CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
-1 FROM DIE ROLL FOR:
ASTEROID DAMAGE (P3.221)
RING DAMAGE (P2.223).
+1 ON SMALL MOON DIE ROLLS (P2.231).
+1 TO DIE ROLL FOR QUICK REVERSE (C1.36).
MOVES AFTER ALL NON-NIMBLE SHIPS HAVE (C1.313).

SMALL TARGET MODIFIERS (E1.7).

| RANGE | ECM BONUS |
|---|---|
| 0-14 | NONE |
| 15-29 | +2 |
| 30+ | +4 |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | FF-X |
| POINT VALUE | = | 45 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.214 |
| INTERNALS | = | 36/56 |

1ST GENERATION X-SHIP

**CREW UNITS**

* 20

**BOARDING PARTIES**

5

**TRANSPORTER** R R R R

**MINES** D D D D

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

**SENSOR** 6 4 2 0

**PROBES** 1 5

**SCANNER** 0 1 3 9

**DAM. CON.** 4 2 2 0

**EX. DAM.** 8

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 14 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 16 |
| BATTERY | = | 3 |

**X-1 SABOT COMBAT TABLE**

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

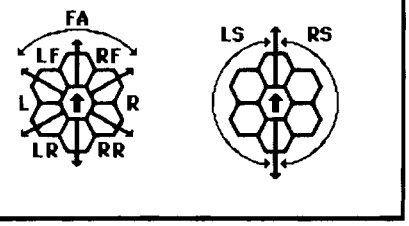
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

**TURN MODE C**

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET: * 1 2/3 6 — BD

**WEAPON ARCS**




**PHASER-1**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. X-1 BATTERIES HOLD 3 POWER EACH.
2. MAY FASTLOAD STANDARD LOAD X-SABOTS IN 1 TURN.
3. ARMOR BOXES TAKES TWO DAMAGE POINTS TO DESTROY.

**PHASER-3**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

**1/3 WARP MOVEMENT CHART**

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |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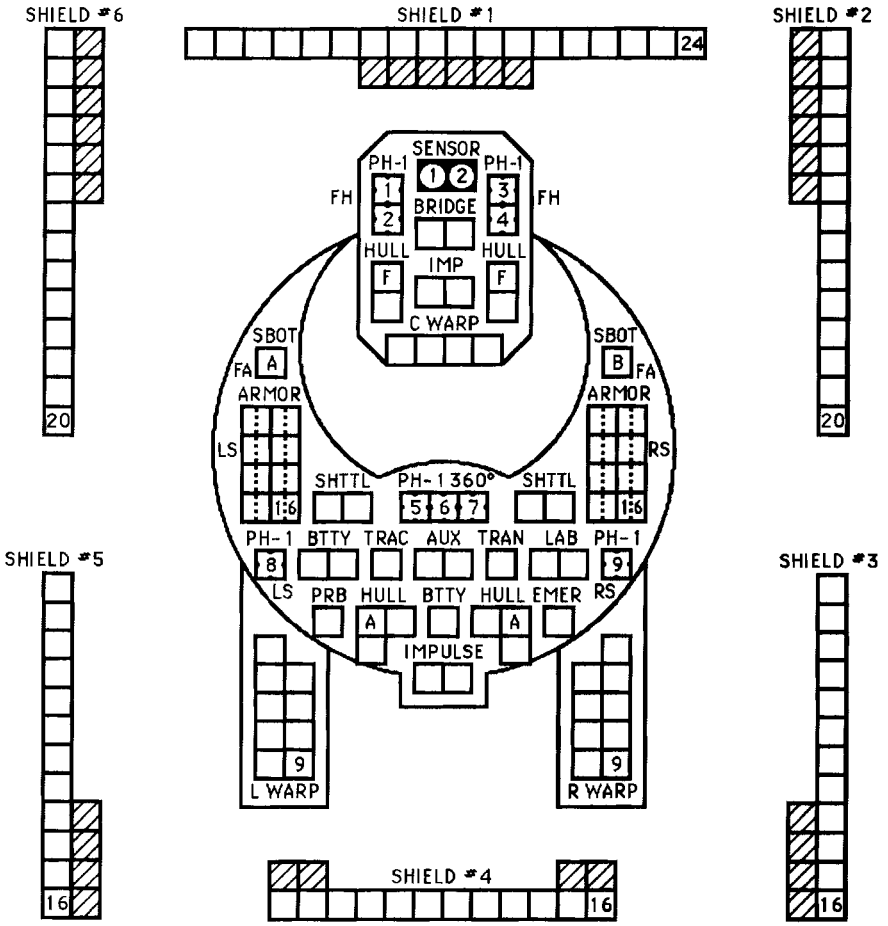
# KREBIZ PINCER
# X-1 SCOUT CRUISER




NOTE: SENSORS ARE DESTROYED ON TORPEDO HITS; SEE (G24.0) FOR SENSOR RULES.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SCX |
| POINT VALUE | = | 195/135 |
| MOVEMENT | = | 1/2 |
| SHIELDS | = | 1+1+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.226 |
| INTERNALS | = | 66/98 |

1ST GENERATION X-SHIP

## CREW UNITS

## BOARDING PARTIES

## TRANSPORTER MINES

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

## SENSOR

## PROBES

## SCANNER

## DAM. CON.

## EX. DAM.

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 22 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 26 |
| BATTERY | = | 9 |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

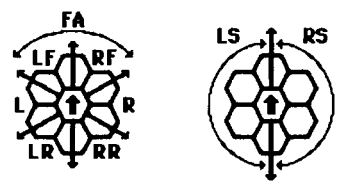
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET 2½ 6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHADED SHIELDS ARE ON THE CRUISER (1/2). NON-SHADED SHIELDS ARE ON THE CAPSULE (1+1).
3. X-1 BATTERIES HOLD 3 POWER EACH.
4. MAY FASTLOAD STANDARD LOAD X-SABOTs IN ONE TURN.
5. ARMOR BOXES TAKE TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

## 1/2 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 |
| Fract. | ½ | 1 | 1½ | 2 | 2½ | 3 | 3½ | 4 | 4½ | 5 | 5½ | 6 | 6½ | 7 | 7½ | 8 | 8½ | 9 | 9½ | 10 | 10½ | 11 | 11½ | 12 | 12½ | 13 | 13½ | 14 | 14½ | 15 |

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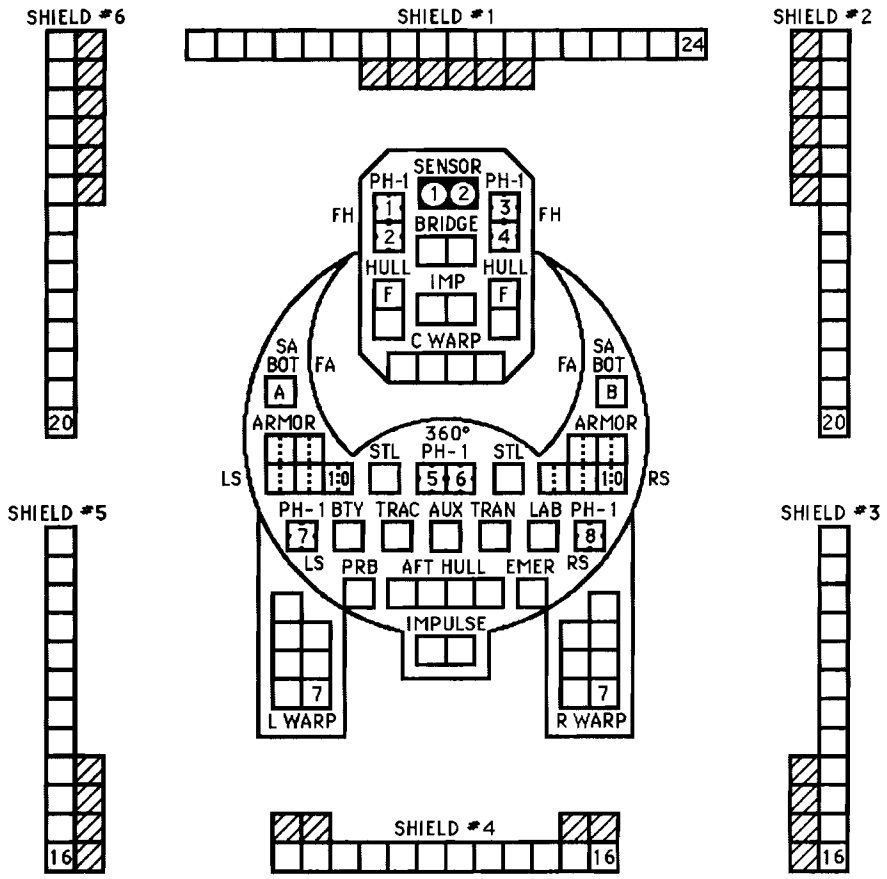
# KREBIZ CLIPPER
# X-1 SCOUT




NOTE: SENSORS ARE DESTROYED ON TORPEDO HITS; SEE (G24.0) FOR SENSOR RULES.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SCLX |
| POINT VALUE | = | 157/97 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.227 |
| INTERNALS | = | 54/74 |

1ST GENERATION X-SHIP

**CREW UNITS**

**BOARDING PARTIES**

**TRANSPORTER MINES**

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |

**SENSOR**

**PROBES**

**SCANNER**

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 18 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 22 |
| BATTERY | = | 3 |

**DAM. CON.**

**EX. DAM.**

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

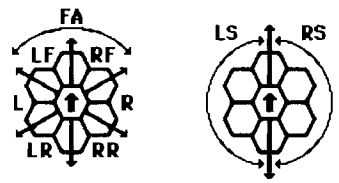
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET $1\frac{2}{3}$ 6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHADED SHIELDS ARE ON THE CRUISER (1/2). NON-SHADED SHIELDS ARE ON THE CAPSULE (1/2+1/2).
3. X-1 BATTERIES HOLD 3 POWER EACH.
4. MAY FASTLOAD STANDARD LOAD X-SABOTs IN ONE TURN.
5. ARMOR BOXES TAKE TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | $\frac{1}{3}$ | $\frac{2}{3}$ | 1 | $1\frac{1}{3}$ | $1\frac{2}{3}$ | 2 | $2\frac{1}{3}$ | $2\frac{2}{3}$ | 3 | $3\frac{1}{3}$ | $3\frac{2}{3}$ | 4 | $4\frac{1}{3}$ | $4\frac{2}{3}$ | 5 | $5\frac{1}{3}$ | $5\frac{2}{3}$ | 6 | $6\frac{1}{3}$ | $6\frac{2}{3}$ | 7 | $7\frac{1}{3}$ | $7\frac{2}{3}$ | 8 | $8\frac{1}{3}$ | $8\frac{2}{3}$ | 9 | $9\frac{1}{3}$ | $9\frac{2}{3}$ | 10 |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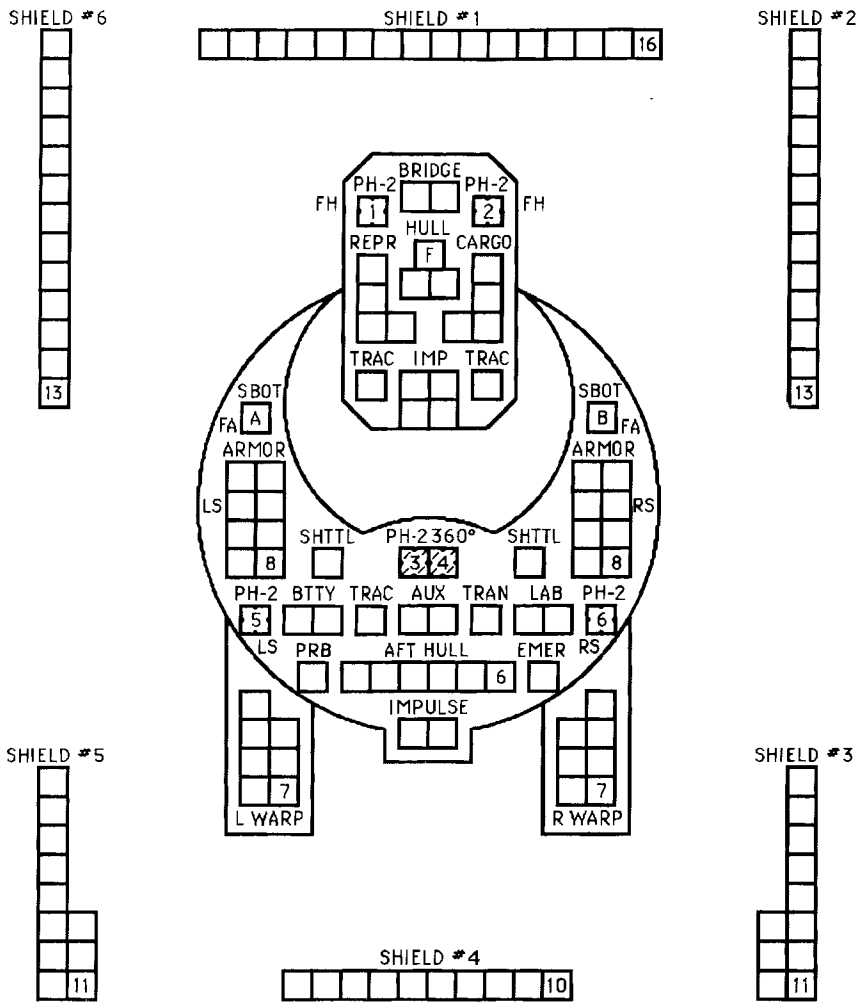
# KREBIZ PINCER
# DEFSAT MAINTENANCE CRUISER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DSMA |
| POINT VALUE | = | 90 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.158 |
| INTERNALS | = | 61/77 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 55 |

**CREW UNITS**

[ ] [ ] [ ] [*] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [26]

**BOARDING PARTIES**

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [8]

**TRANSPORTER MINES**

[R] [R] [D] [D]

**SHUTTLES** — TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

**SENSOR**

[6] [6] [4] [2] [0]

**PROBES**

[1] [ ] [ ] [ ] [5]

**SCANNER**

[0] [0] [1] [3] [9]

**DAM. CON.**

[4] [2] [2] [0]

**EX. DAM.**

[ ] [ ] [ ] [9]

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 14 |
| IMPULSE | = | 6 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 20 |
| BATTERY | = | 2 |

NOTES:
1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

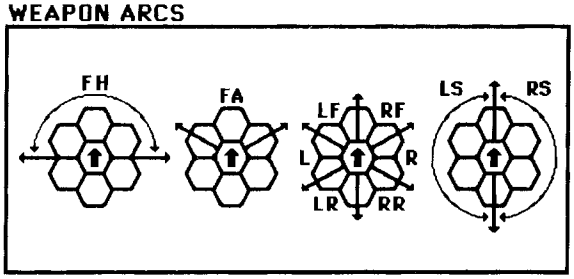
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

| HET | BD |
|---|---|
| 1 2/3 | 6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | – |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | – | – |
| 4 | 5 | 4 | 4 | 3 | 1 | – | – | – |
| 5 | 5 | 4 | 3 | 3 | – | – | – | – |
| 6 | 5 | 3 | 3 | 3 | – | – | – | – |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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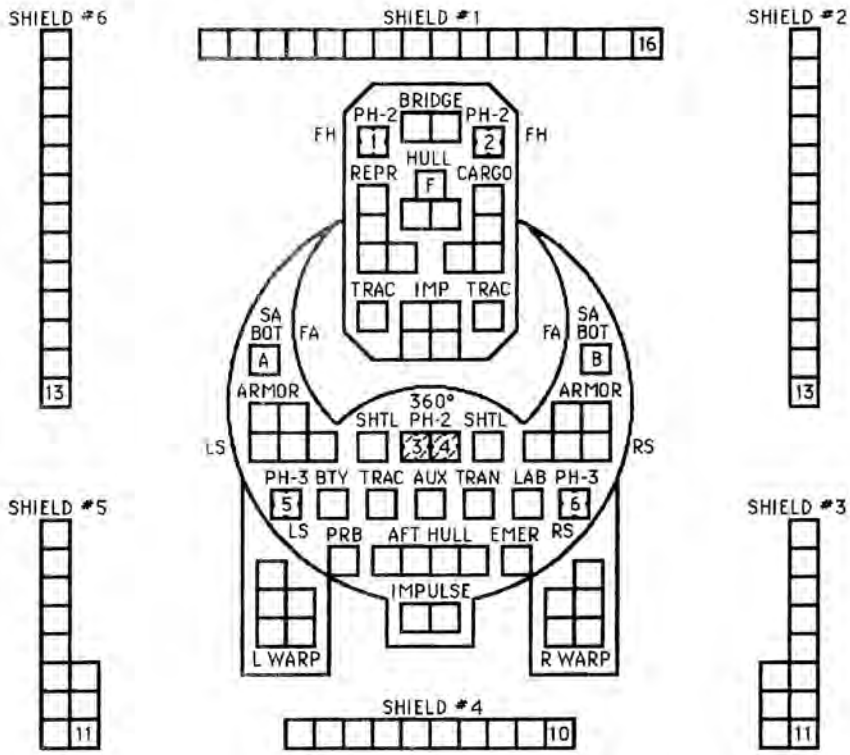
# KREBIZ CLIPPER
# DEFSAT MAINTENANCE CRUISER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DSML |
| POINT VALUE | = | 65 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.159 |
| INTERNALS | = | 52/62 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 30 |

## CREW UNITS

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | | | |
| | | | | | | | | | | | | 22 |

## BOARDING PARTIES

| | | | | | |
|---|---|---|---|---|---|
| | | | | | 6 |

## TRANSPORTER MINES

| | | | |
|---|---|---|---|
| R | R | D | D |

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

## SENSOR

| | | | | |
|---|---|---|---|---|
| 6 | 6 | 4 | 2 | 0 |

## PROBES

| | | | | |
|---|---|---|---|---|
| 1 | | | | 5 |

## SCANNER

| | | | | |
|---|---|---|---|---|
| 0 | 0 | 1 | 3 | 9 |

## DAM. CON.

| | | | |
|---|---|---|---|
| 4 | 2 | 2 | 0 |

## EX. DAM.

| | | | |
|---|---|---|---|
| | | | 7 |

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 10 |
| IMPULSE | = | 6 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 16 |
| BATTERY | = | 1 |

NOTES:
1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. CAN MAKE POWERED LANDINGS.

## *NIMBLE SHIP BENEFITS (LOST IF CRIPPLED OR BROKE DOWN)

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
CAN USE ERRATIC MANUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, C2.42, C10.12).
2 HET BONUSES (C6.521).
CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
-1 FROM DIE ROLL FOR:
ASTEROID DAMAGE (P3.221)
RING DAMAGE (P2.223).
+1 ON SMALL MOON DIE ROLLS (P2.231)
+1 TO DIE ROLL FOR QUICK REVERSE (C1.36).
MOVES AFTER ALL NON-NIMBLE SHIPS HAVE (C1.313).

SMALL TARGET MODIFIERS (E1.7).

| RANGE | ECM BONUS |
|---|---|
| 0-14 | NONE |
| 15-29 | +2 |
| 30+ | +4 |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |
| **SUCCESSIVE VOLLEY DAMAGE PERCENTAGES** | | | | | |
| VOLLEY | | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | | 75% | 50% | 25% | 0% |

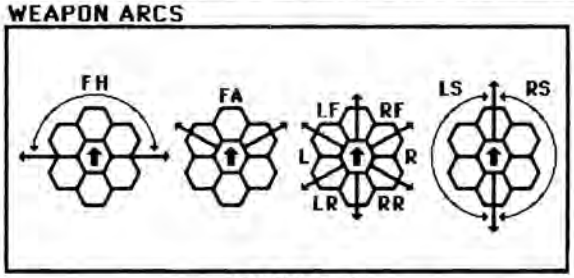
## TURN MODE B

| | |
|---|---|
| 1 | 2-6 |
| 2 | 7-12 |
| 3 | 13-19 |
| 4 | 20-26 |
| 5 | 27+ |

NIMBLE SHIP

| HET | | | BD | |
|---|---|---|---|---|
| | + | 1⅔ | 6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |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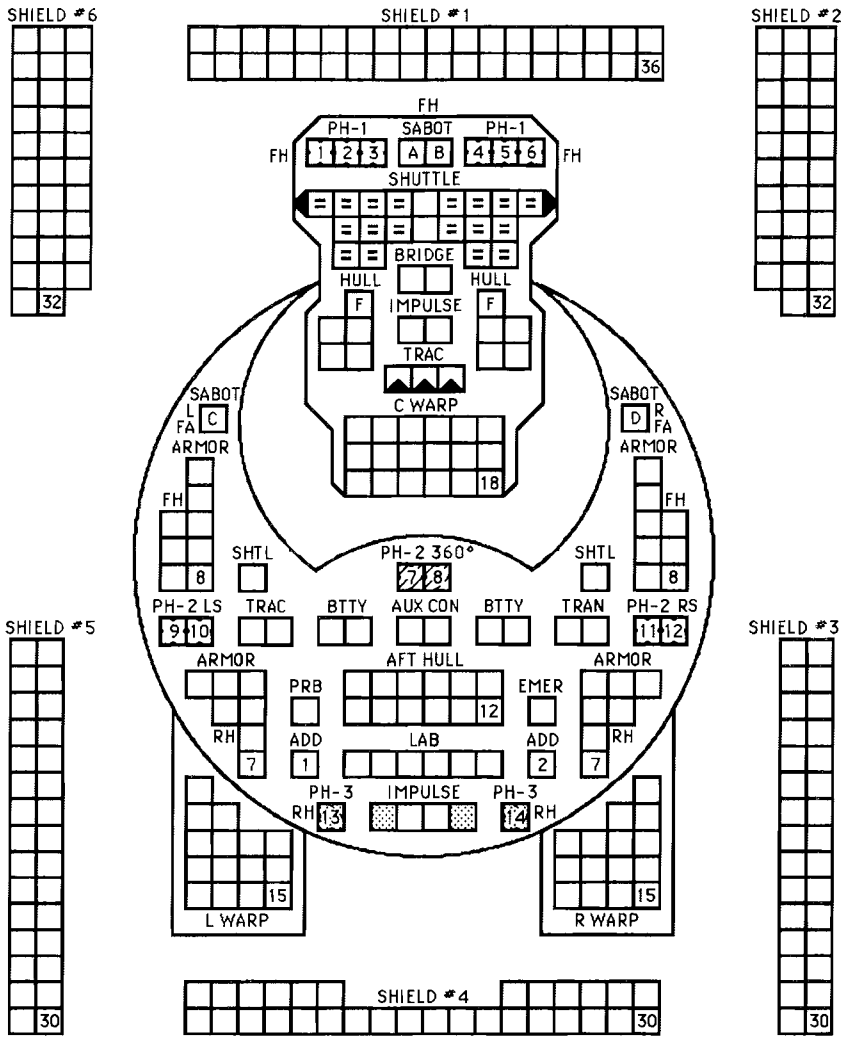
# KREBIZ BATTLE CONTROL DREADNOUGHT




NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT
4. SHADED PH-2s ARE PH-1 ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DNB |
| POINT VALUE | = | 235/163 |
| MOVEMENT | = | 1+1/2 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.151 |
| INTERNALS | = | 141/171 |
| REFIT | = | +13 |
| W/O CAPSULE | = | 90 |

**CREW UNITS**

**BOARDING PARTIES**

**DECK CREWS**

**TRANSPORTER MINES**

| R | R | R | R | R | R | D | D | D | D | D | D |
|---|---|---|---|---|---|---|---|---|---|---|---|

**SHUTTLES** 3 BAYS + 2 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

**SENSOR**

| 6 | 6 | 5 | 4 | 2 | 0 |
|---|---|---|---|---|---|

**PROBES**

| 1 | | | | 5 |
|---|---|---|---|---|

**SCANNER**

| 0 | 0 | 1 | 3 | 5 | 9 |
|---|---|---|---|---|---|

**DAM. CON.**

| 6 | 4 | 4 | 2 | 2 | 0 |
|---|---|---|---|---|---|

**EX. DAM.** 26

**POWER CURVE**

| | |
|---|---|
| WARP | = 48 |
| IMPULSE | = 4 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 52 |
| BATTERY | = 4 |
| REF IMP | = 2 |

**ANTI-DRONES** DOUBLE RELOADS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | 6 | 3 | | | | 12 |
| 2 | | | | | | 6 | 3 | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

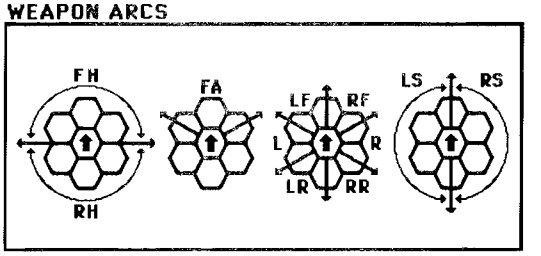
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 7½ 5-6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1+1/2 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 | 20 | 21 | 23 | 24 | 26 | 27 | 29 | 30 | 32 | 33 | 35 | 36 | 38 | 39 | 41 | 42 | 44 | 45 |
| Fract. | 1½ | 3 | 4½ | 6 | 7½ | 9 | 10½ | 12 | 13½ | 15 | 16½ | 18 | 19½ | 21 | 22½ | 24 | 25½ | 27 | 28½ | 30 | 31½ | 33 | 34½ | 36 | 37½ | 39 | 40½ | 42 | 43½ | 45 |

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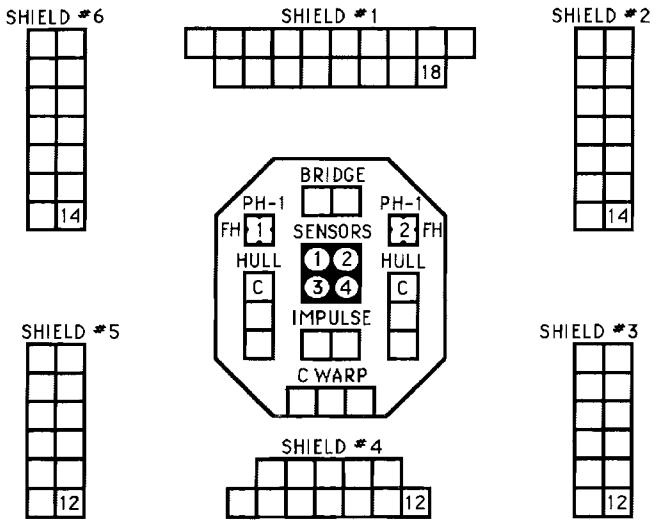
# KREBIZ HEAVY CAPSULES

## HEAVY SCOUT CAPSULE




**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 3 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 5 |
| BATTERY | = | 0 |

**CREW** [ ] [*] [ ] [ ] [ ] [6]

**HET** [1]

**BOARDING PARTIES** [ ] [2]

**BD-6** [ ] [ ]

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | C-SCA |
| POINT VALUE | = | 60/40 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.139 |
| INTERNALS | = | 19 |

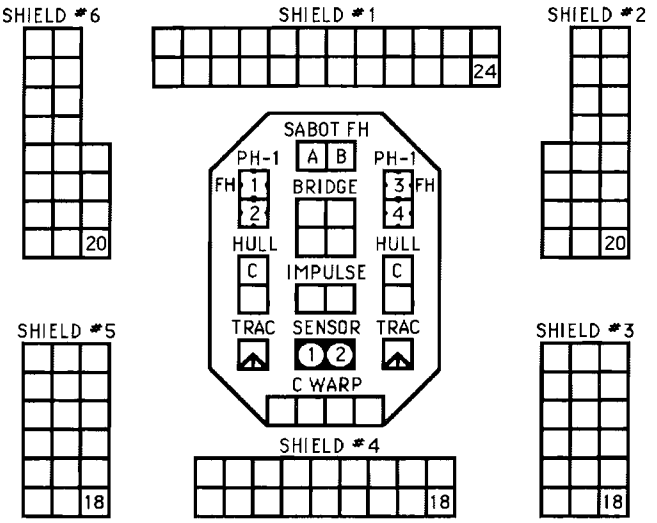
**SENSOR** [6] [2] [0]

**SCANNER** [0] [3] [9]

**DAM. CON.** [4] [0]

**EX. DAM.** [ ] [2]

## SPY CAPSULE




**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 4 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 6 |
| BATTERY | = | 0 |

**CREW** [ ] [*] [ ] [ ] [ ] [ ] [8]

**HET** [1]

**BOARDING PARTIES** [ ] [ ] [ ] [ ] [ ] [6]

**BD-6** [ ] [ ]

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | C-SPY |
| POINT VALUE | = | 110/90 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.140 |
| INTERNALS | = | 24 |

**SENSOR** [6] [5] [2] [0]

**SCANNER** [0] [3] [5] [9]

**DAM. CON.** [4] [0]

**EX. DAM.** [ ] [4]

### SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

| SUCCESSIVE VOLLEY DAMAGE PERCENTAGES | | | | |
|---|---|---|---|---|
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

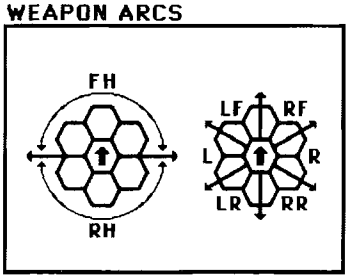
NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER BOMBS.
2. THESE CAPSULES CAN LAND ON PLANETS.

### TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET BD
SEE CAPSULES ABOVE

### WEAPON ARCS




### PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

### PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | – |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | – | – |
| 4 | 5 | 4 | 4 | 3 | 1 | – | – | – |
| 5 | 5 | 4 | 3 | 3 | – | – | – | – |
| 6 | 5 | 3 | 3 | 3 | – | – | – | – |

### PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

### 1/5 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 |
| Fract. | 1/5 | 2/5 | 3/5 | 4/5 | 1 | 1 1/5 | 1 2/5 | 1 3/5 | 1 4/5 | 2 | 2 1/5 | 2 2/5 | 2 3/5 | 2 4/5 | 3 | 3 1/5 | 3 2/5 | 3 3/5 | 3 4/5 | 4 | 4 1/5 | 4 2/5 | 4 3/5 | 4 4/5 | 5 | 5 1/5 | 5 2/5 | 5 3/5 | 5 4/5 | 6 |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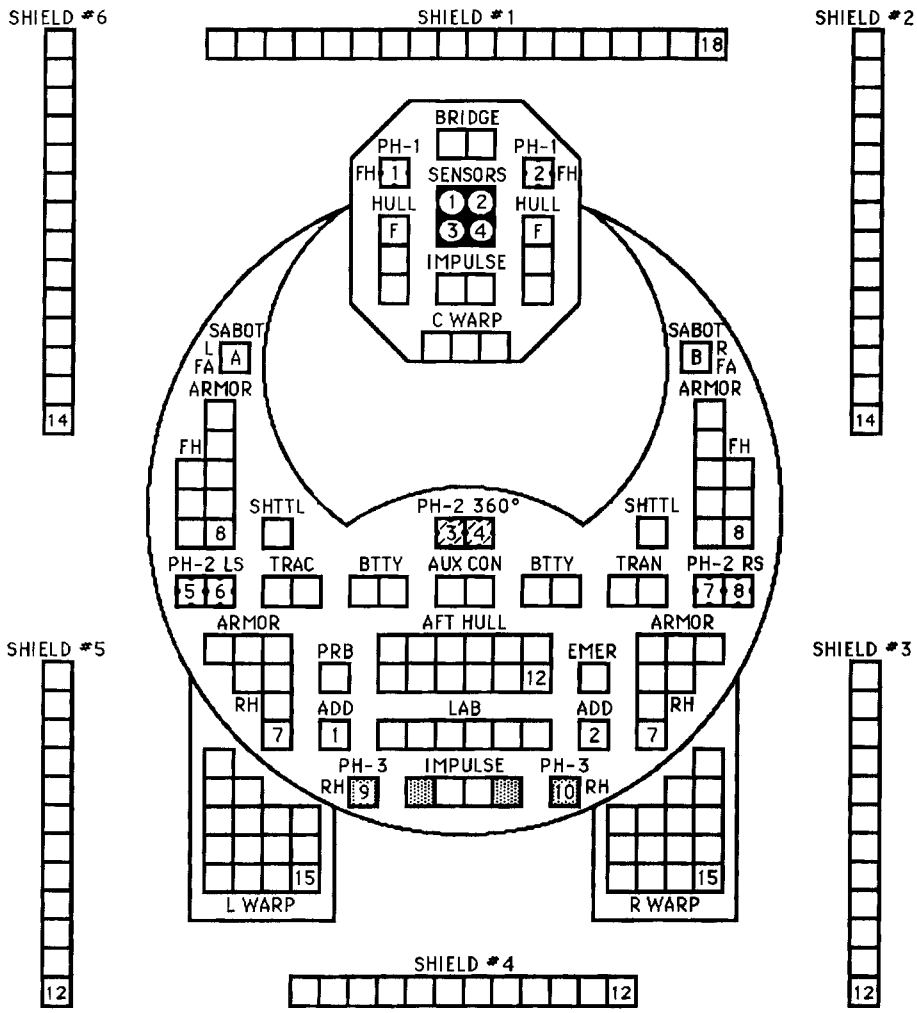
# KREBIZ CLAW HEAVY SCOUT CRUISER




NOTES:
1. COMMAND CAPSULE MOVEMENT IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PHASER-2s ARE PHASER-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
6. SENSORS ARE DESTROYED ON TORPEDO HITS.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SCA |
| POINT VALUE | = | 162/142 |
| MOVEMENT | = | 1 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.155 |
| INTERNALS | = | 97/127 |
| REFIT | = | +13 |
| W/O CAPSULE | = | 90 |

## CREW UNITS

## BOARDING PARTIES

## TRANSPORTER

## MINES

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|

## SENSOR

## PROBES

## SCANNER

## DAM. CON.

## EX. DAM.

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 33 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 37 |
| BATTERY | = | 4 |
| REF IMP | = | 2 |

## ANTI-DRONES

DOUBLE RELOADS

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

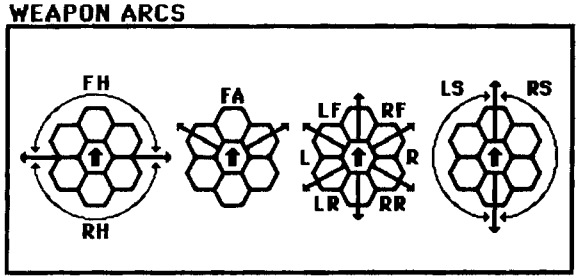
| SUCCESSIVE VOLLEY DAMAGE PERCENTAGES | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| VOLLEY | | | | |
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 5 5-6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

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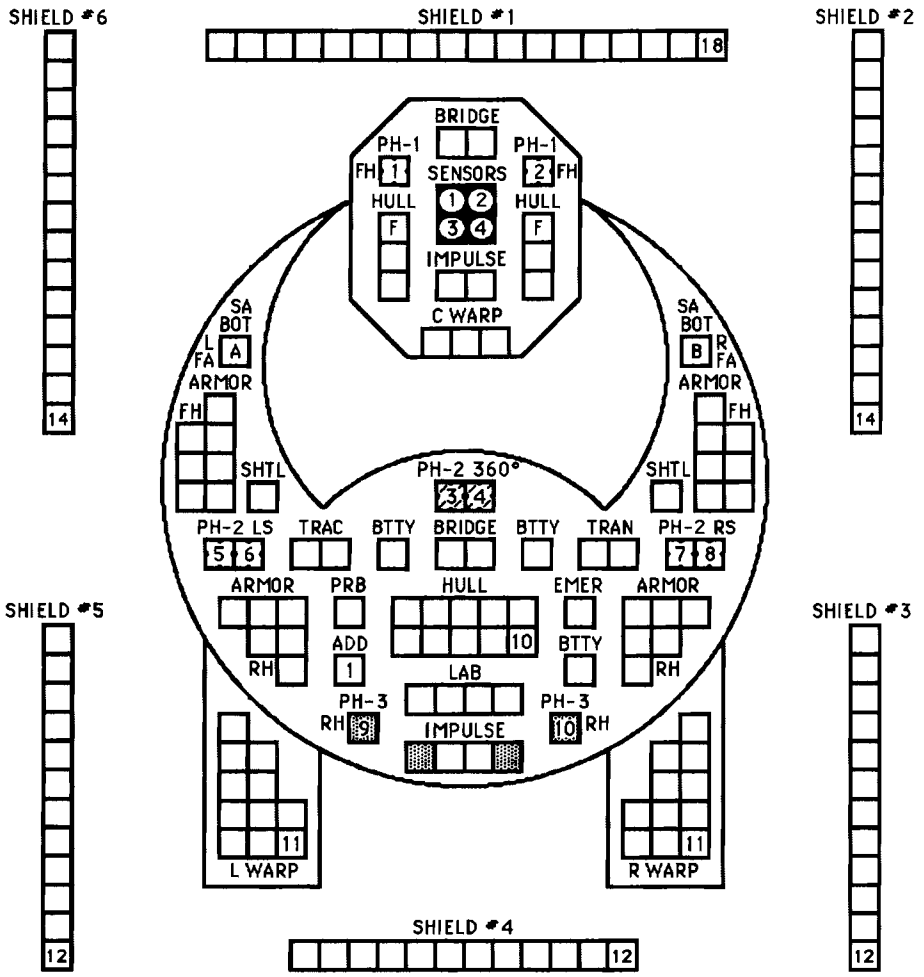
# KREBIZ MANDIBLE MEDIUM SCOUT




NOTES: 1. COMMAND CAPSULE MOVEMENT IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PHASER-2s ARE PHASER-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
6. SENSORS ARE DESTROYED ON TORPEDO HITS.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SCM |
| POINT VALUE | = | 142/122 |
| MOVEMENT | = | 2/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.165 |
| INTERNALS | = | 83/109 |
| REFIT | = | +13 |
| W/O CAPSULE | = | 70 |

## CREW UNITS

* 36

## BOARDING PARTIES

8

## TRANSPORTER MINES

R R R R  D D D D

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

## SENSOR

6 6 4 2 0

## PROBES

1 5

## SCANNER

0 0 1 3 9

## DAM. CON.

4 4 2 2 0

## EX. DAM.

18

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 25 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 29 |
| BATTERY | = | 3 |
| REF IMP | = | 2 |

## ANTI-DRONES

DOUBLE RELOADS

1 6 12

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

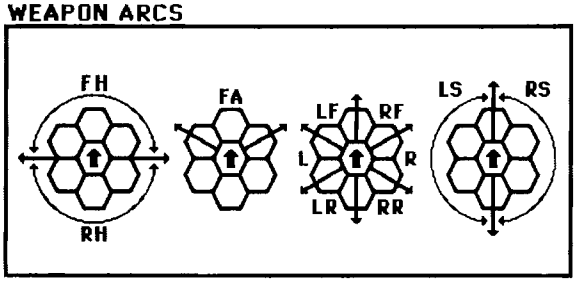
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 3⅓ 5-6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 2/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 10 | 10 | 11 | 12 | 12 | 13 | 14 | 14 | 15 | 16 | 16 | 17 | 18 | 18 | 19 | 20 | 20 |
| Fract. | ⅔ | 1⅓ | 2 | 2⅔ | 3⅓ | 4 | 4⅔ | 5⅓ | 6 | 6⅔ | 7⅓ | 8 | 8⅔ | 9⅓ | 10 | 10⅔ | 11⅓ | 12 | 12⅔ | 13⅓ | 14 | 14⅔ | 15⅓ | 16 | 16⅔ | 17⅓ | 18 | 18⅔ | 19⅓ | 20 |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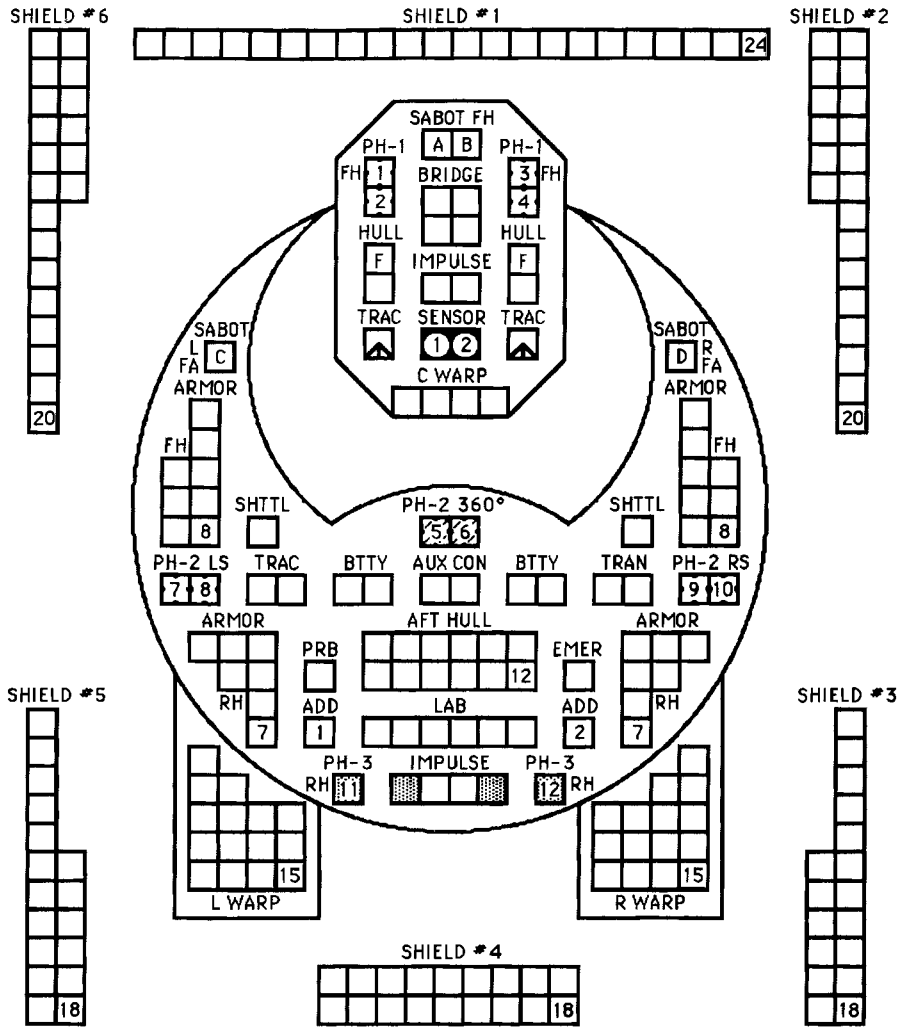
# KREBIZ CLAW SPY CRUISER




NOTES:
1. COMMAND CAPSULE MOVEMENT IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PHASER-2s ARE PHASER-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
6. SENSORS ARE DESTROYED ON PHASER HITS.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SPYA |
| POINT VALUE | = | 200/180 |
| MOVEMENT | = | 1 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.154 |
| INTERNALS | = | 102/132 |
| REFIT | = | +13 |
| MRS | = | +8 ea. |
| W/O CAPSULE | = | 90 |

**CREW UNITS**

**BOARDING PARTIES**

**TRANSPORTER** R R R R

**MINES** D D D D

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

**MRS SHUTTLES**

| CTR | HIT POINTS | |
|---|---|---|
| | | 10 |
| | | 10 |

**SENSOR** 6 6 5 4 2 0

**PROBES** 1 5

**SCANNER** 0 0 1 3 5 9

**DAM. CON.** 4 4 2 2 0

**EX. DAM.** 21

**POWER CURVE**

| | |
|---|---|
| WARP | = 34 |
| IMPULSE | = 4 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 38 |
| BATTERY | = 4 |
| REF IMP | = 2 |

**ANTI-DRONES** DOUBLE RELOADS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | 6 | | | | | | 12 |
| 2 | | | | | 6 | | | | | | 12 |
| RANGE | 0 | 1 | 2 | 3 | 4+ | | | | | | |
| HIT # | - | 1-2 | 1-3 | 1-4 | - | | | | | | |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

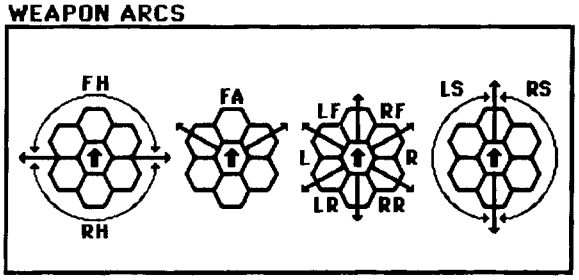
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 5 5-6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

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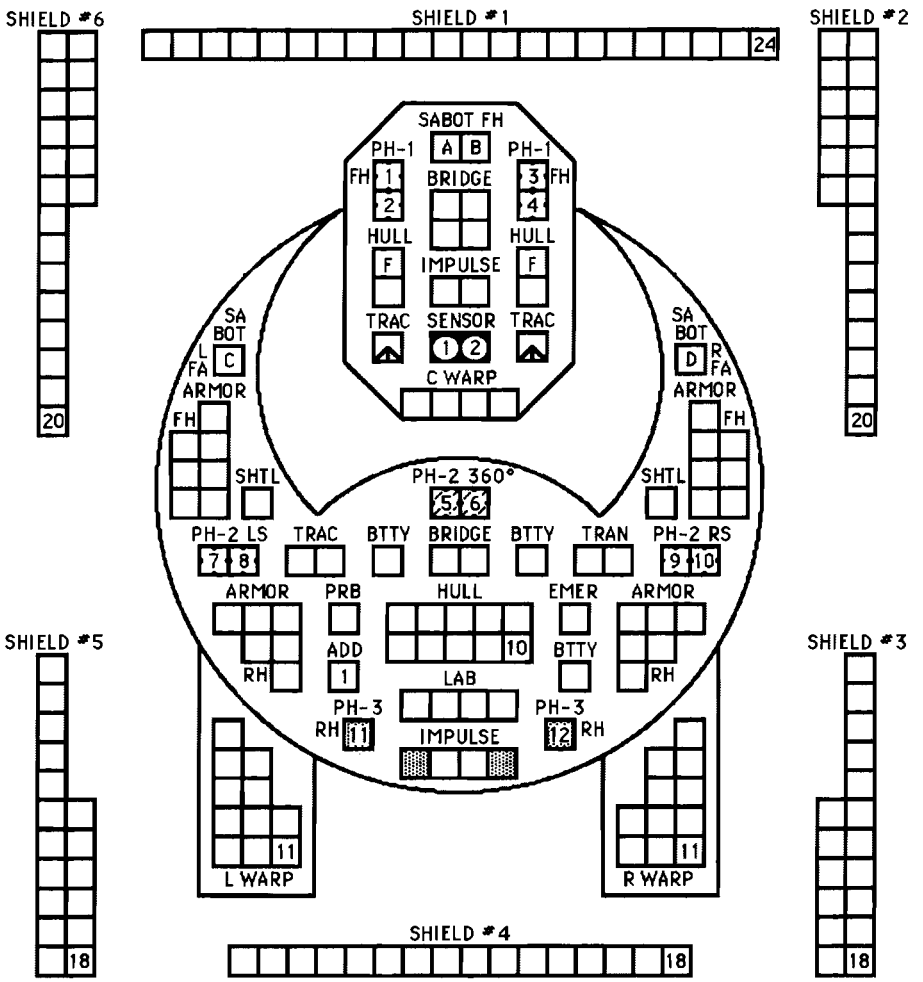
# KREBIZ MANDIBLE SPY CRUISER




NOTES: 1. COMMAND CAPSULE MOVEMENT IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PHASER-2s ARE PHASER-1s ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
6. SENSORS ARE DESTROYED ON TORPEDO HITS.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SPYL |
| POINT VALUE | = | 180/160 |
| MOVEMENT | = | 2/3 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.164 |
| INTERNALS | = | 88/114 |
| REFIT | = | +12 |
| MRS | = | +8 ea. |
| W/O CAPSULE | = | 70 |

**CREW UNITS**

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | | | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| 38 | | | | | | | | | | | | |

**BOARDING PARTIES**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | 12 |

**TRANSPORTER MINES**

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| R | R | R | R | | D | D | D | D |

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

**MRS SHUTTLES**

| CTR | HIT POINTS | |
|---|---|---|
| | | 10 |
| | | 10 |

**SENSOR**

| | | | | | |
|---|---|---|---|---|---|
| 6 | 6 | 5 | 4 | 2 | 0 |

**PROBES**

| | | | |
|---|---|---|---|
| 1 | | | 5 |

**SCANNER**

| | | | | | |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 3 | 5 | 9 |

**DAM. CON.**

| | | | | |
|---|---|---|---|---|
| 4 | 4 | 2 | 2 | 0 |

**EX. DAM.**

| | | | | |
|---|---|---|---|---|
| | | | | 17 |

**POWER CURVE**

| | |
|---|---|
| WARP | = 26 |
| IMPULSE | = 4 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 30 |
| BATTERY | = 3 |
| REF IMP | = 2 |

**ANTI-DRONES** DOUBLE RELOADS

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | 6 | | | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

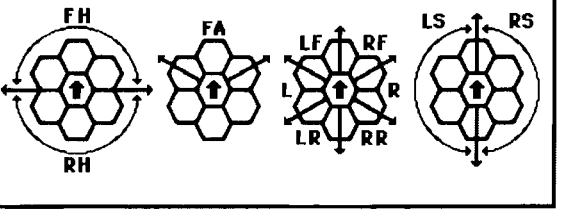
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 3⅓ 5-6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 2/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 10 | 10 | 11 | 12 | 12 | 13 | 14 | 14 | 15 | 16 | 16 | 17 | 18 | 18 | 19 | 20 | 20 |
| Fract. | ⅔ | 1⅓ | 2 | 2⅔ | 3⅓ | 4 | 4⅔ | 5⅓ | 6 | 6⅔ | 7⅓ | 8 | 8⅔ | 9⅓ | 10 | 10⅔ | 11⅓ | 12 | 12⅔ | 13⅓ | 14 | 14⅔ | 15⅓ | 16 | 16⅔ | 17⅓ | 18 | 18⅔ | 19⅓ | 20 |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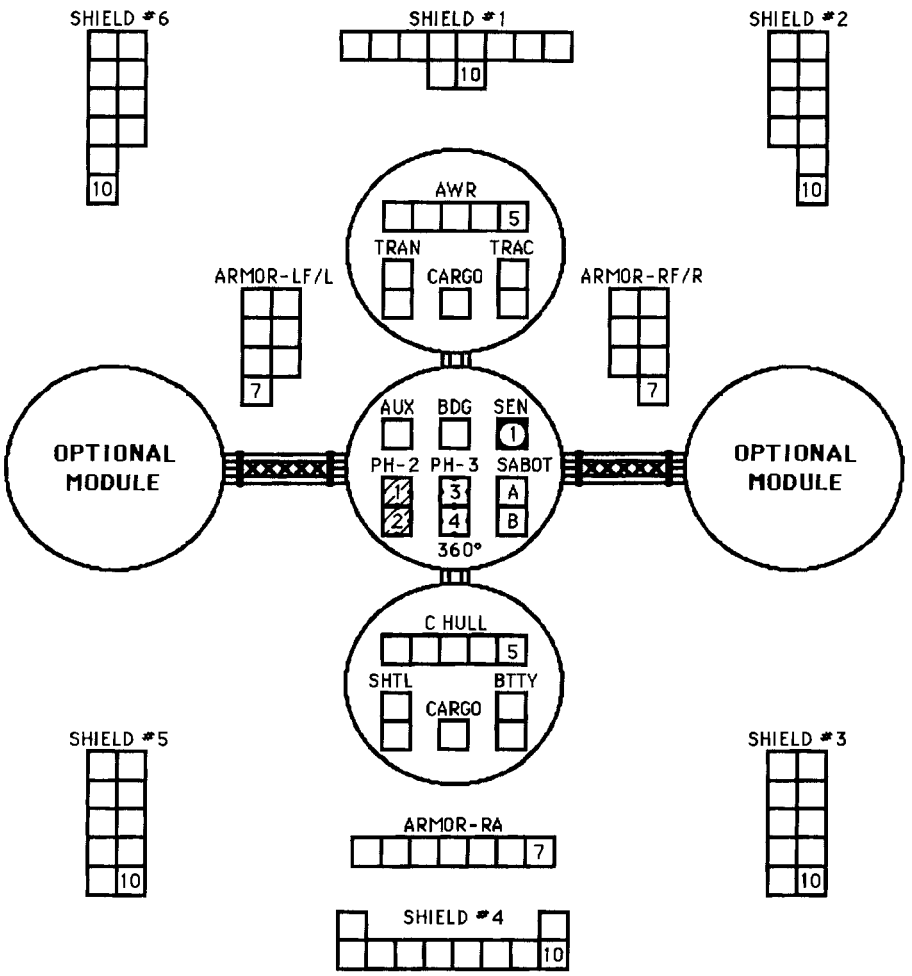
# KREBIZ SYSTEM
# ACTIVITY MAINTENANCE STATION




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SAMS |
| POINT VALUE | = | 38 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.203 |
| INTERNALS | = | 29/50 |
| PHASER-1s | = | +2 |

## CREW UNITS

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | | | |
| | | | | | | | | | | | | |
| 25 | | | | | | | | | | | | |

## BOARDING PARTIES

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | 10 |

## SHUTTLES

ONE BAY

| CNTR | HIT POINTS | | | | | | TYPE |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| | | | | | | | |

## SENSOR

| | | | |
|---|---|---|---|
| 6 | 5 | 2 | 0 |

## SCANNER

| | | | |
|---|---|---|---|
| 0 | 2 | 5 | 9 |

## DAM. CON.

| | | | |
|---|---|---|---|
| 2 | 2 | 2 | 0 |

## EX. DAM.

| | | | |
|---|---|---|---|
| | | | 4+ |

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 0 |
| IMPULSE | = | 0 |
| APR | = | 0 |
| AWR | = | 5 |
| TOTAL | = | 5 |
| BATTERY | = | 2 |

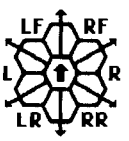
NOTES:
1. SEE (C3.7) FOR ROTATION RATES.
2. AWR IS DESTROYED ON CENTER WARP DAMAGE POINTS.
3. HULL BOXES ON ANY DOCKED MODULES OR PODS ARE DESTROYED ON ANY HULL HITS.
4. VARIOUS POD OR MODULE COMBINATIONS MAY ADD VARIOUS SYSTEMS TO THE SAMS.
5. TWO DOCKING POSITIONS-#1 &#4.
6. THIS UNIT IS EQUIPPED WITH POSITIONAL STABILIZERS; SEE (G29.0) FOR RULES.
7. SPECIAL SENSORS ARE DESTROYED ON PHASER HITS.
8. ALL WEAPONS ARE 360°.

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

| SUCCESSIVE VOLLEY DAMAGE PERCENTAGES | | | | |
|---|---|---|---|---|
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

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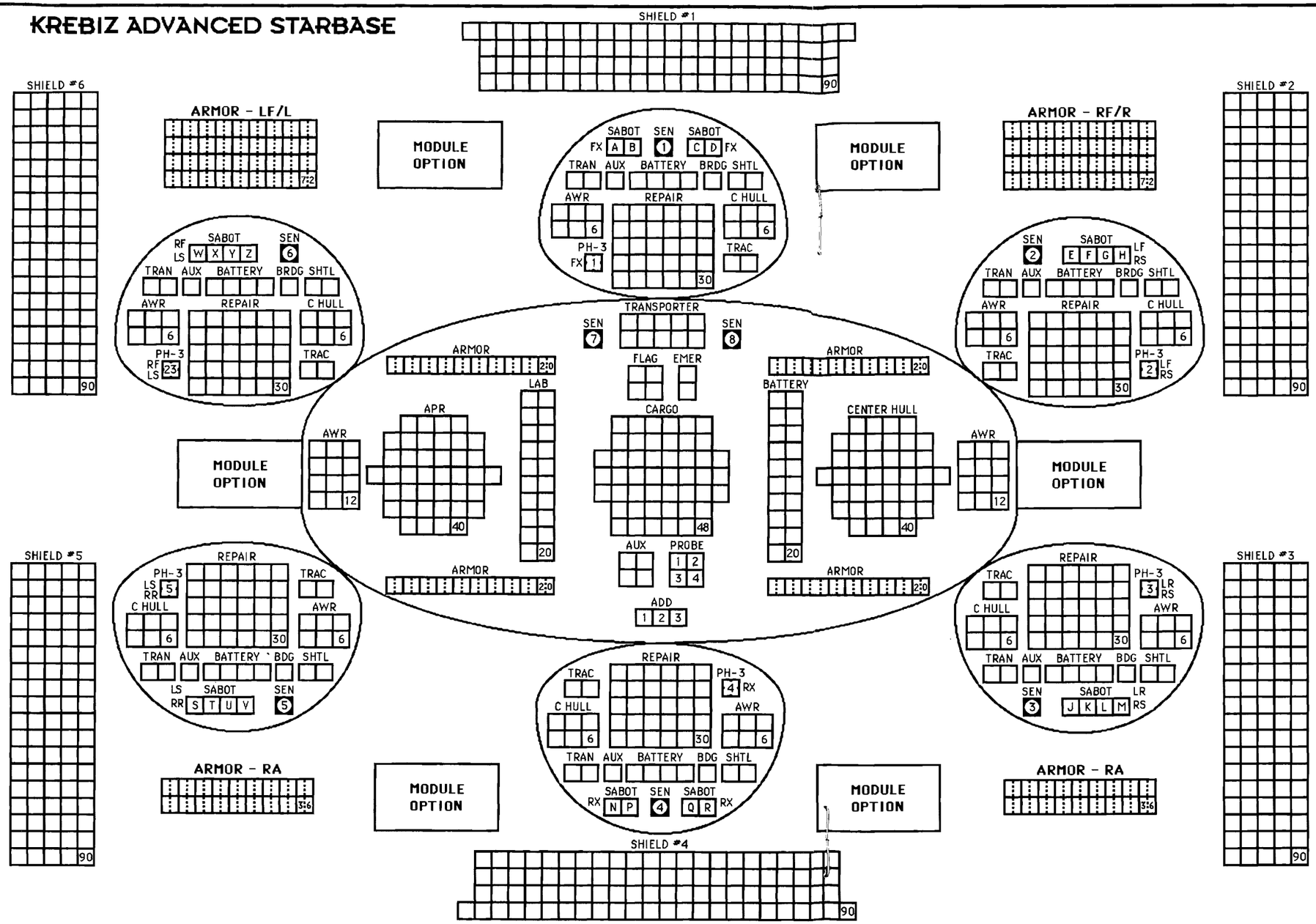
# KREBIZ ADVANCED STARBASE




## BASE DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SBX |
| POINT VALUE | = | 1000 |
| SHIELDS | = | 2+5 |
| LIFE SUPPORT | = | 3 |
| SIZE CLASS | = | 1 |
| REFERENCE | = | RH-1.209 |
| INTERNALS | = | 621/729 |

1st GENERATION X-BASE

**CREW UNITS** 310

**BOARDING PARTIES** 50

**TRANSPORTER MINES**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| R | R | R | R | R | R | D | D | D | D | D | D |
| R | R | R | R | R | R | D | D | D | D | D | D |

**SHUTTLES** SIX BAYS

| | CNTR | HIT POINTS | TYPE |
|---|---|---|---|
| A | | | |
| B | | | |
| C | | | |
| D | | | |
| E | | | |
| F | | | |

**SENSOR**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 6 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | 0 |

**SCANNER**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 1 | 1 | 1 | 2 | 3 | 5 | 7 | 9 |

**DAM. CON.**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 12 | 12 | 12 | 10 | 10 | 10 | 8 | 8 |
| 8 | 6 | 6 | 4 | 4 | 2 | 2 | 0 |

**EX. DAM.**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| | | | | | | | 60 |

**PROBES**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | 10 |
| 2 | | | | | | | | | 10 |
| 3 | | | | | | | | | 10 |
| 4 | | | | | | | | | 10 |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## ANTI-DRONES

NO RELOADS

| | | | | | |
|---|---|---|---|---|---|
| 1 | | | | | |
| 2 | | | | | |
| 3 | | | | | |
| RANGE | 0 | 1 | 2 | 3 | 4+ |
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## PHASER-P3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

NOTES:
1. SPECIAL SENSORS ARE DESTROYED ON PHASER HITS. SEE (G24.0) FOR RULES.
2. AWR IS DESTROYED ON ANY WARP ENGINE HITS.
3. SEE (R1.1D) FOR SPECIAL DAMAGE RULES; SEE (D4.12) FOR ARMOR.
4. MODULES ADDED MAY ADD VARIOUS SYSTEMS TO THE STARBASE.
5. SABOT FEEDBACK ONLY OCCURS AT A TRUE RANGE OF ZERO OR 1. SEE (DW-1.73).
6. MAY FASTLOAD STANDARD LOAD X-SABOTS IN ONE TURN.
7. X-1 BATTERIES HOLD 3 POWER EACH.
8. ARMOR BOXES TAKE TWO DAMAGE POINTS TO DESTROY.

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 0 |
| IMPULSE | = | 0 |
| APR | = | 40 |
| AWR | = | 60 |
| TOTAL | = | 100 |
| BATTERY | = | 132 |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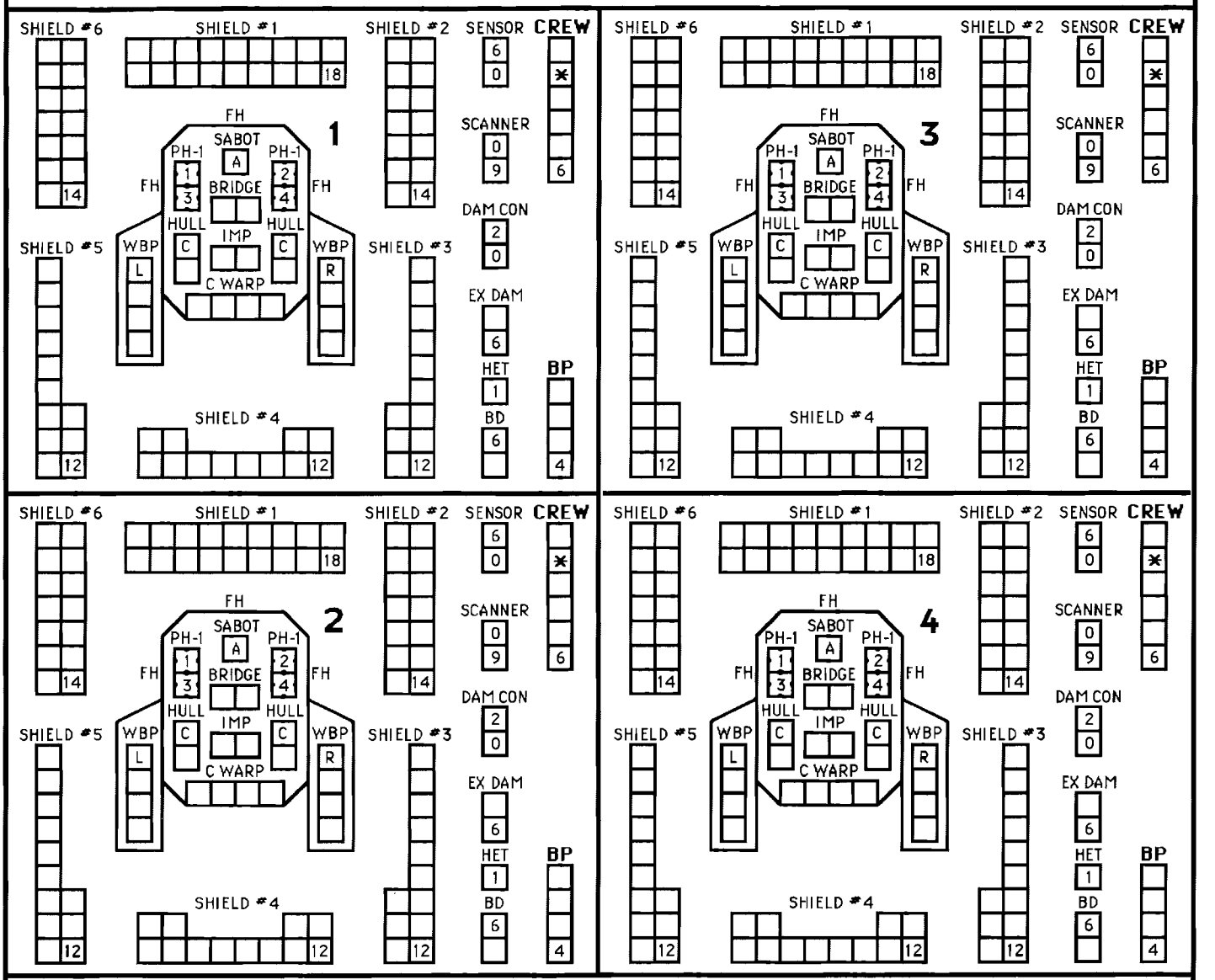
# KREBIZ INTERCEPTORS




## SABOT COMBAT TABLE

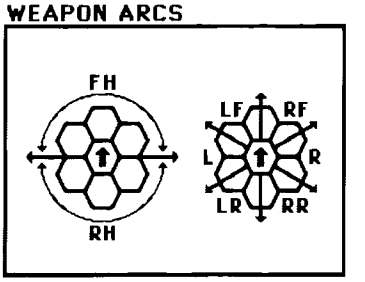
| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

| SUCCESSIVE VOLLEY DAMAGE PERCENTAGES | | | | |
|---|---|---|---|---|
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## INT DATA TABLE

| | | |
|---|---|---|
| TYPE | = | INT |
| POINT VALUE | = | 79/50 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.PFO |
| INTERNALS | = | 25 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 4/12 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 6/14 |
| BATTERY | = | 0 |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

## 1/5 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 |
| Fract. | 1/5 | 2/5 | 3/5 | 4/5 | 1 | 1 1/5 | 1 2/5 | 1 3/5 | 1 4/5 | 2 | 2 1/5 | 2 2/5 | 2 3/5 | 2 4/5 | 3 | 3 1/5 | 3 2/5 | 3 3/5 | 3 4/5 | 4 | 4 1/5 | 4 2/5 | 4 3/5 | 4 4/5 | 5 | 5 1/5 | 5 2/5 | 5 3/5 | 5 4/5 | 6 |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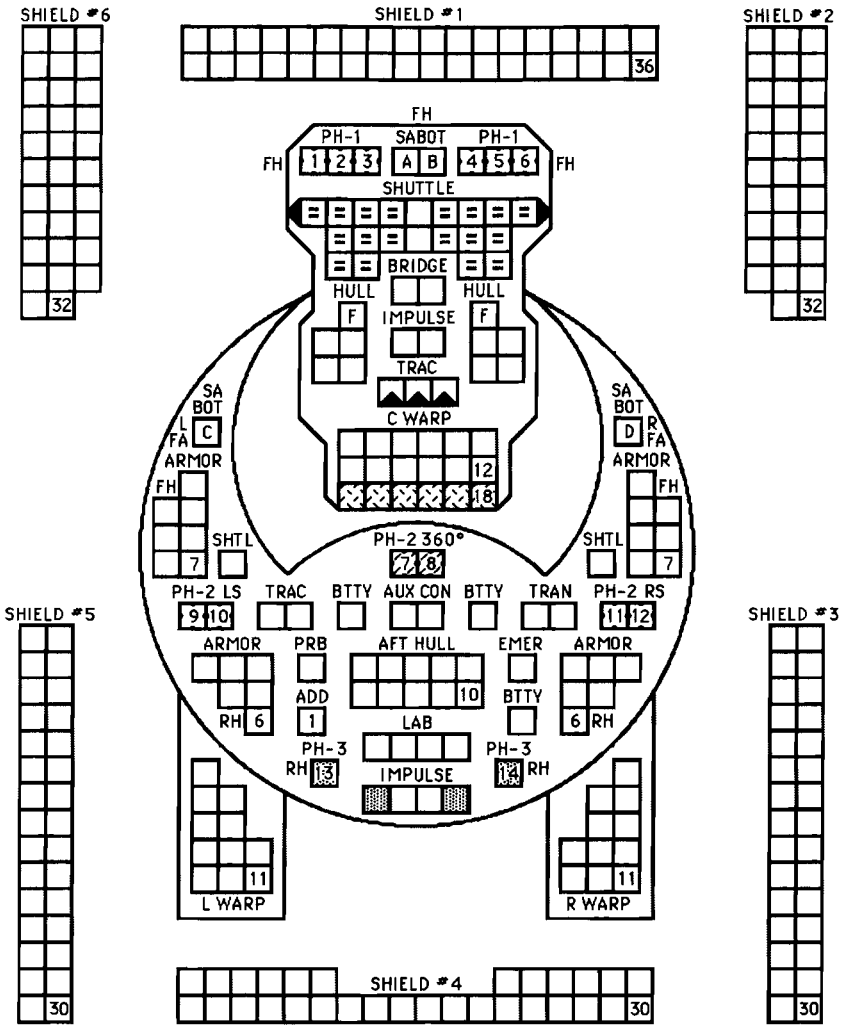
# KREBIZ LIGHT BATTLE CONTROL SHIP




NOTES:
1. CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES (Except Center Warp) ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT; REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
5. SHADED WARP BOXES DO NOT FUNCTION WHEN CAPSULE IS ATTACHED.
6. THIS SHIP/CAPSULE COMBINATION DOES NOT GET A BREAKDOWN BONUS.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DNBL |
| POINT VALUE | = | 215/143 |
| MOVEMENT | = | 1+1/3 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.161 |
| INTERNALS | = | 139/165 |
| REFIT | = | +12 |
| W/O CAPSULE | = | 70 |

## CREW UNITS

## BOARDING PARTIES

## DECK CREWS

## TRANSPORTER MINES

## SHUTTLES

3 BAYS + 2 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|

## SENSOR

## PROBES

## SCANNER

## DAM. CON.

## EX. DAM.

## POWER CURVE

| | |
|---|---|
| WARP | = 34 |
| IMPULSE | = 4 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 38 |
| BATTERY | = 3 |
| REF IMP | = 2 |

## ANTI-DRONES

DOUBLE RELOADS

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

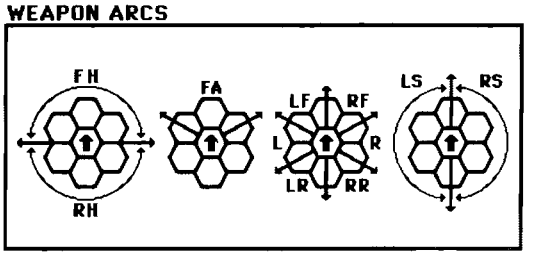
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | | BD |
|---|---|---|
| 6 2/3 | 3-6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1+1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 | 18 | 19 | 20 | 22 | 23 | 24 | 26 | 27 | 28 | 26 | 27 | 32 | 34 | 35 | 36 | 38 | 39 | 40 |
| Fract. | 1 1/3 | 2 2/3 | 4 | 5 1/3 | 6 2/3 | 8 | 9 1/3 | 10 2/3 | 12 | 13 1/3 | 14 2/3 | 16 | 17 1/3 | 18 2/3 | 20 | 21 1/3 | 22 2/3 | 24 | 25 1/3 | 26 2/3 | 28 | 29 1/3 | 30 2/3 | 32 | 33 1/3 | 34 2/3 | 36 | 37 1/3 | 38 2/3 | 40 |

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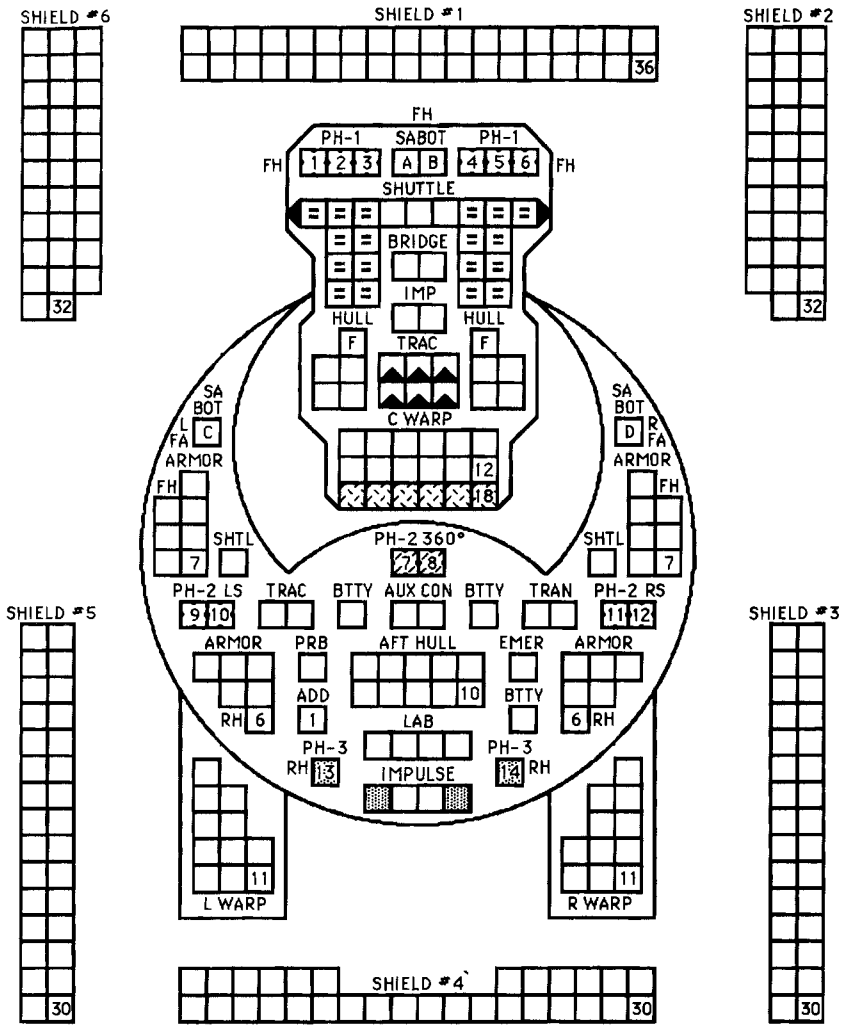
# KREBIZ LIGHT SPACE CONTROL SHIP




NOTES:
1. CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES (Except Center Warp) ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT; REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
5. SHADED WARP BOXES DO NOT FUNCTION WHEN CAPSULE IS ATTACHED.
6. THIS SHIP/CAPSULE COMBINATION DOES NOT GET A BREAKDOWN BONUS.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SCSL |
| POINT VALUE | = | 222/146 |
| MOVEMENT | = | 1+1/3 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.162 |
| INTERNALS | = | 143/169 |
| REFIT | = | +12 |
| W/O CAPSULE | = | 70 |

## CREW UNITS

## BOARDING PARTIES

## DECK CREWS

## TRANSPORTER MINES

## SHUTTLES

3 BAYS + 4 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|

## SENSOR

## PROBES

## SCANNER

## POWER CURVE

| | |
|---|---|
| WARP | = 34 |
| IMPULSE | = 4 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 38 |
| BATTERY | = 3 |
| REF IMP | = 2 |

## DAM. CON.

## EX. DAM.

## ANTI-DRONES

DOUBLE RELOADS

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

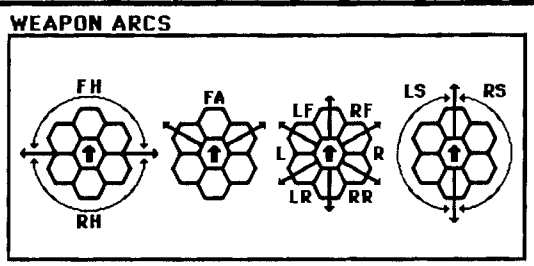
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 6 2/3 | 3-6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1+1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 | 18 | 19 | 20 | 22 | 23 | 24 | 26 | 27 | 28 | 26 | 27 | 32 | 34 | 35 | 36 | 38 | 39 | 40 |
| Fract. | 1 1/3 | 2 2/3 | 4 | 5 1/3 | 6 2/3 | 8 | 9 1/3 | 10 2/3 | 12 | 13 1/3 | 14 2/3 | 16 | 17 1/3 | 18 2/3 | 20 | 21 1/3 | 22 2/3 | 24 | 25 1/3 | 26 2/3 | 28 | 29 1/3 | 30 2/3 | 32 | 33 1/3 | 34 2/3 | 36 | 37 1/3 | 38 2/3 | 40 |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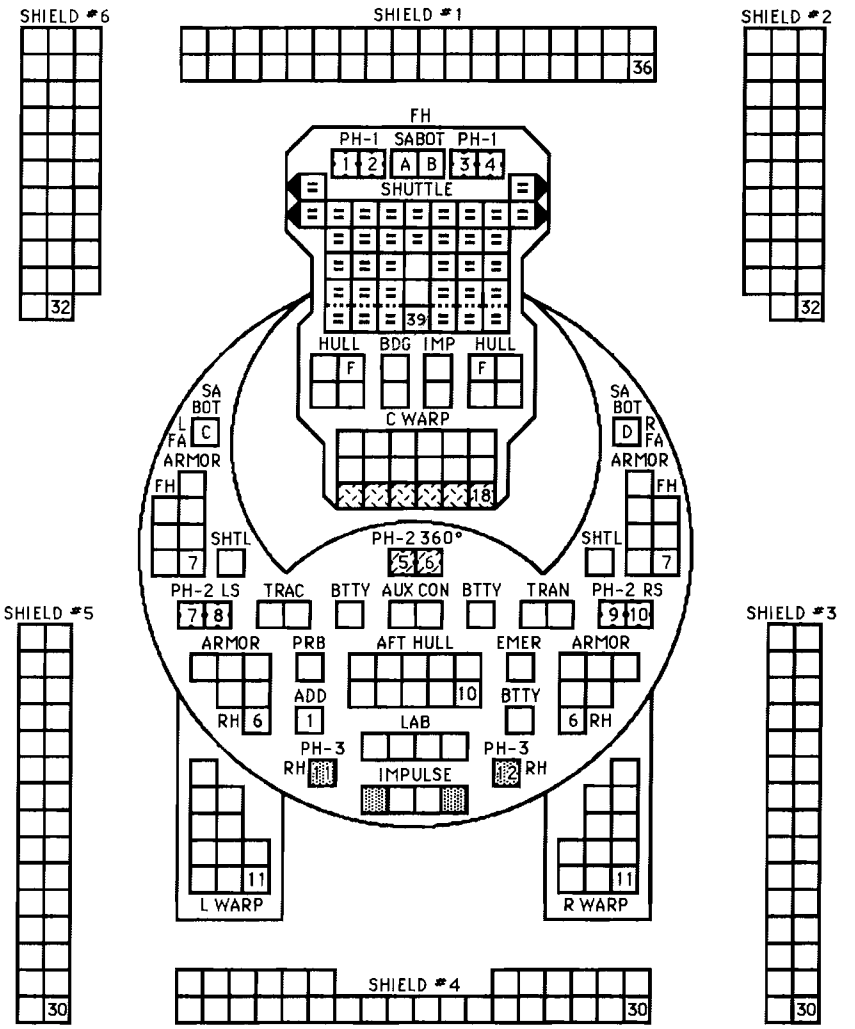
# KREBIZ MANDIBLE HEAVY CARRIER




NOTES:
1. CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES (Except Center Warp) ARE THE REFIT.
4. SHADED PH-2s ARE PH-1s ON THE REFIT; REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.
5. SHADED WARP BOXES DO NOT FUNCTION WHEN CAPSULE IS ATTACHED.
6. THIS SHIP/CAPSULE COMBINATION DOES NOT GET A BREAKDOWN BONUS.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DNVL |
| POINT VALUE | = | 234/152 |
| MOVEMENT | = | 1+1/3 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.163 |
| INTERNALS | = | 161/172 |
| REFIT | = | +12 |
| W/O CAPSULE | = | 70 |

**CREW UNITS**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| 50 | | | | | | | | | | |

**BOARDING PARTIES**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| 14 | | | | | | | | | | |

**DECK CREWS**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | 36 |

**TRANSPORTER MINES**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| R | R | R | R | R | R | D | D | D | D | D | D |

**SHUTTLES** 3 BAYS + 4 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |

**SENSOR**

| | | | | | |
|---|---|---|---|---|---|
| 6 | 6 | 5 | 4 | 2 | 0 |

**PROBES**

| | | | | |
|---|---|---|---|---|
| 1 | | | | 5 |

**SCANNER**

| | | | | | |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 3 | 5 | 9 |

**DAM. CON.**

| | | | | | |
|---|---|---|---|---|---|
| 6 | 4 | 4 | 2 | 2 | 0 |

**EX. DAM.**

| | | | | | |
|---|---|---|---|---|---|
| | | | | | 22 |

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 34 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 38 |
| BATTERY | = | 3 |
| REF IMP | = | 2 |

**ANTI-DRONES** DOUBLE RELOADS

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | 6 | | | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

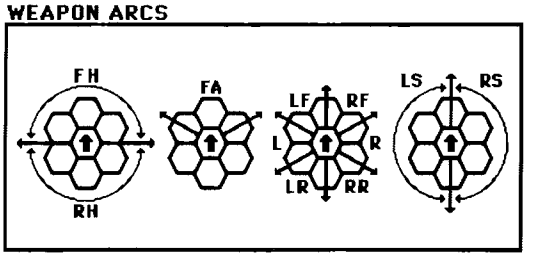
| SUCCESSIVE VOLLEY DAMAGE PERCENTAGES | | | | |
|---|---|---|---|---|
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 6 2/3 | 3-6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1+1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 | 18 | 19 | 20 | 22 | 23 | 24 | 26 | 27 | 28 | 26 | 27 | 32 | 34 | 35 | 36 | 38 | 39 | 40 |
| Fract. | | 1 1/3 | 2 2/3 | 4 | 5 1/3 | 6 2/3 | 8 | 9 1/3 | 10 2/3 | 12 | 13 1/3 | 14 2/3 | 16 | 17 1/3 | 18 2/3 | 20 | 21 1/3 | 22 2/3 | 24 | 25 1/3 | 26 2/3 | 28 | 29 1/3 | 30 2/3 | 32 | 33 1/3 | 34 2/3 | 36 | 37 1/3 | 38 2/3 | 40 |

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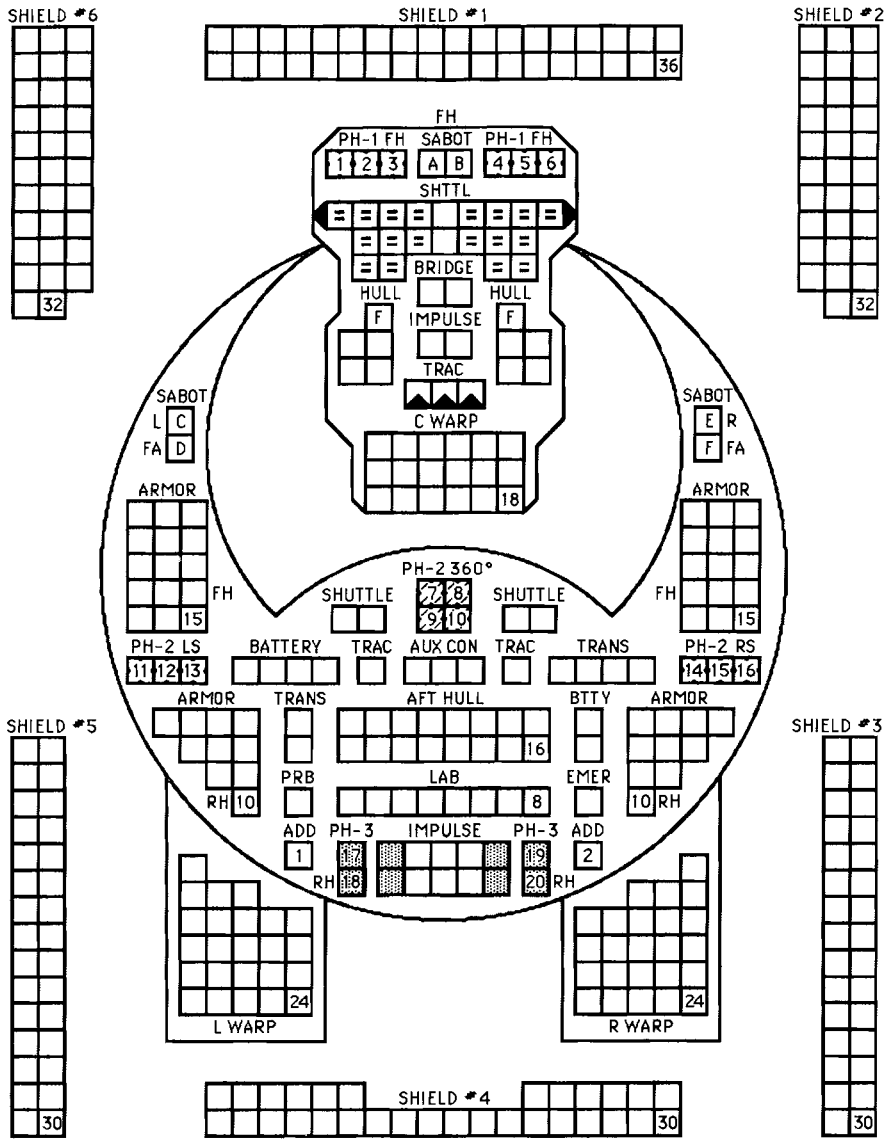
# KREBIZ BATTLE CONTROL BATTLESHIP




NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1 ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | BBB |
| POINT VALUE | = | 265 |
| MOVEMENT | = | 2 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.91 |
| INTERNALS | = | 188/238 |
| REFIT | = | +26 |

**CREW UNITS** 65

**BOARDING PARTIES** 22

**DECK CREWS** 18

**TRANSPORTER MINES**

R R R R R R D D D D D D

**SHUTTLES** 3 BAYS +2 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |

**SENSOR**

6 6 6 5 4 3 1 0

**PROBES**

1 5

**SCANNER**

0 0 0 1 3 5 7 9

**DAM. CON.**

6 6 4 4
4 2 2 0

**EX. DAM.**

38

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 66 |
| IMPULSE | = | 8 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 74 |
| BATTERY | = | 6 |
| REF IMP | = | 4 |

**ANTI-DRONES** DOUBLE RELOADS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | 6 | | | | | | 12 |
| 2 | | | | | 6 | | | | | | 12 |
| RANGE | 0 | | 1 | | 2 | | 3 | | 4+ | | |
| HIT # | - | | 1-2 | | 1-3 | | 1-4 | | - | | |

## SABOT COMBAT TABLE

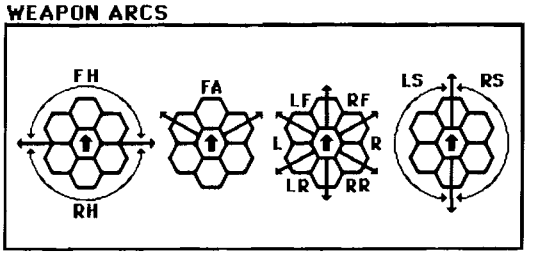
| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |
| **SUCCESSIVE VOLLEY DAMAGE PERCENTAGES** | | | | | |
| VOLLEY | | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 10 4-6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |



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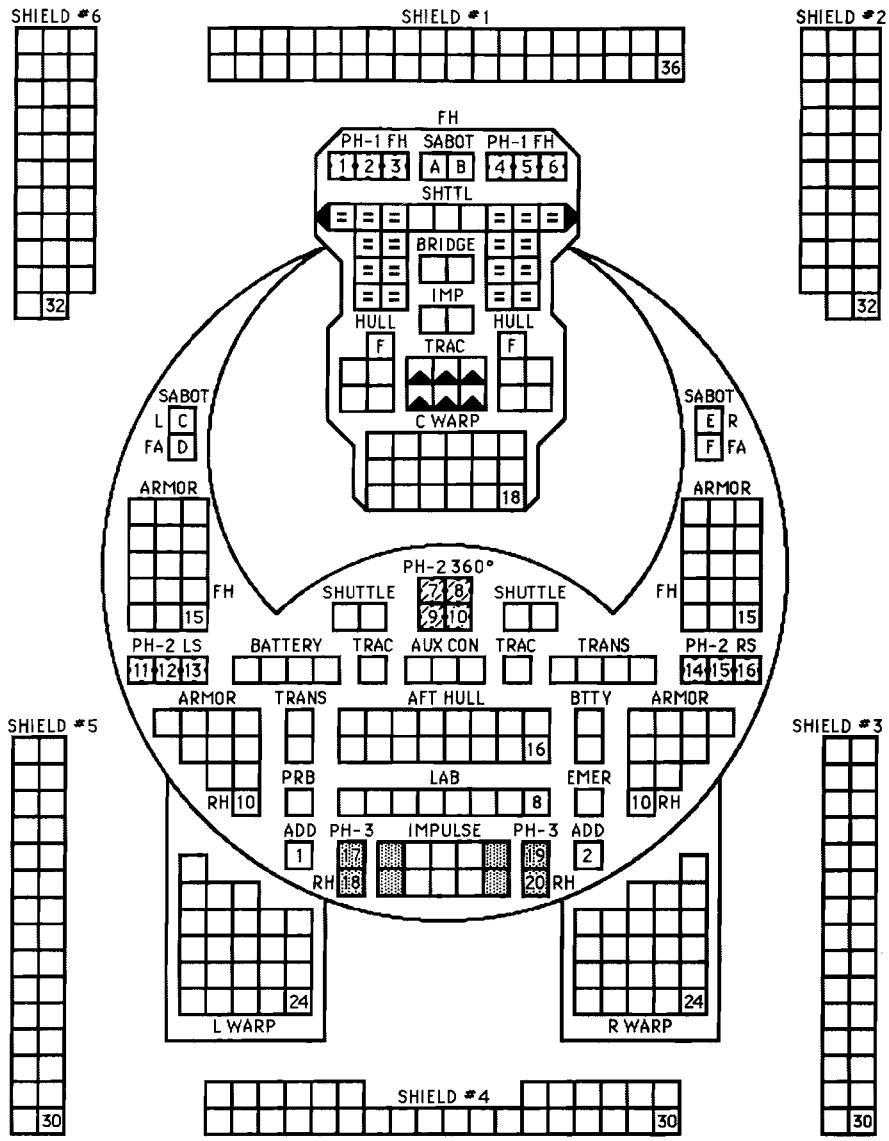
# KREBIZ SPACE CONTROL BATTLESHIP




NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1 ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | BBS |
| POINT VALUE | = | 272 |
| MOVEMENT | = | 2 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.92 |
| INTERNALS | = | 192/242 |
| REFIT | = | +26 |

**CREW UNITS** 65

**BOARDING PARTIES** 22

**DECK CREWS** 18

**TRANSPORTER MINES**

| R | R | R | R | R | R | D | D | D | D | D | D |
|---|---|---|---|---|---|---|---|---|---|---|---|

**SHUTTLES** 3 BAYS +2 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

**SENSOR**

| 6 | 6 | 6 | 5 | 4 | 3 | 1 | 0 |
|---|---|---|---|---|---|---|---|

**PROBES**

| 1 | | |
|---|---|---|
| | | 5 |

**SCANNER**

| 0 | 0 | 0 | 1 | 3 | 5 | 7 | 9 |
|---|---|---|---|---|---|---|---|

**DAM. CON.**

| 6 | 6 | 4 | 4 |
|---|---|---|---|
| 4 | 2 | 2 | 0 |

**EX. DAM.**

| | | |
|---|---|---|
| | | 38 |

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 66 |
| IMPULSE | = | 8 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 74 |
| BATTERY | = | 6 |
| REF IMP | = | 4 |

**ANTI-DRONES** DOUBLE RELOADS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | 6 | | | | | 12 |
| 2 | | | | | | 6 | | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

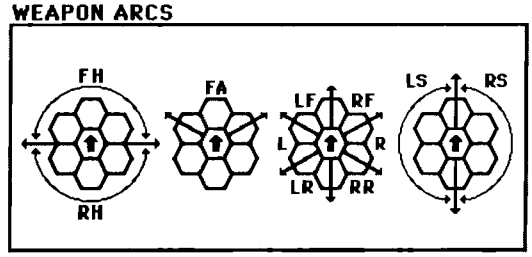
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 10 | 4-6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

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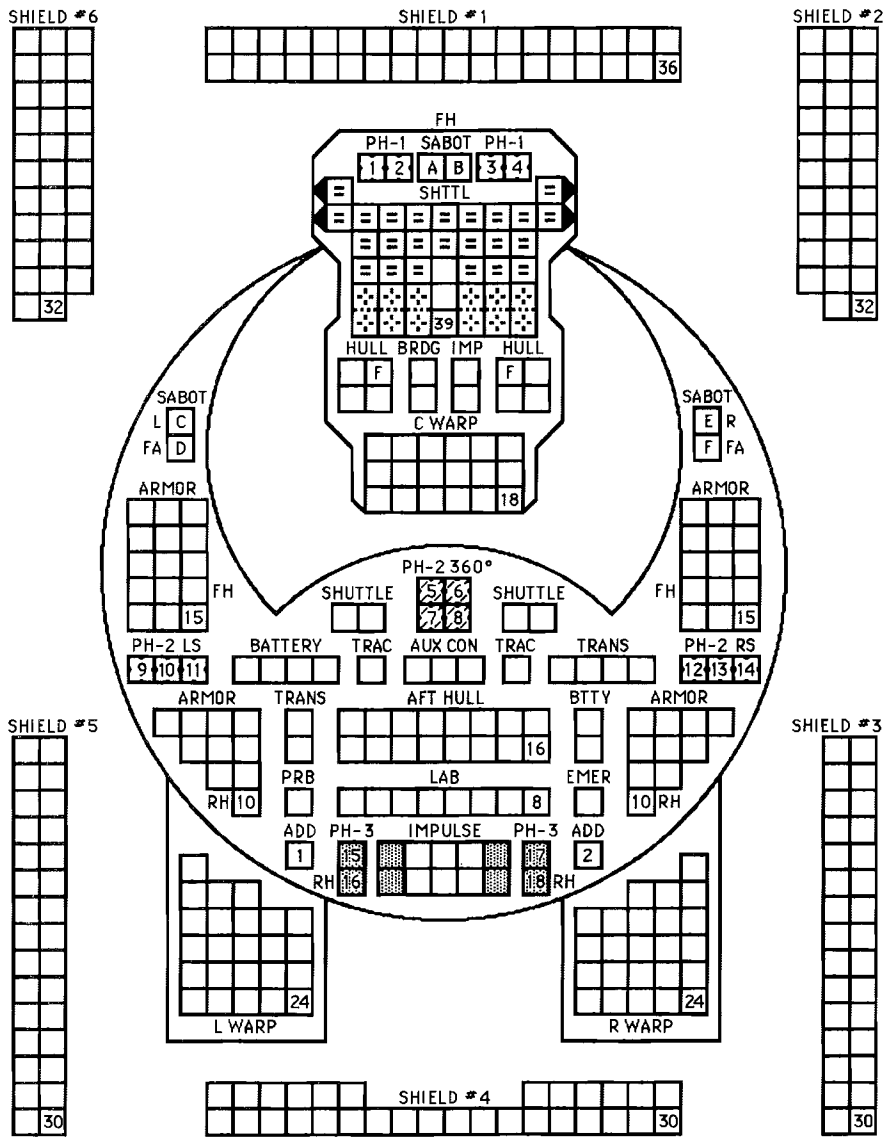
# KREBIZ CARRIER BATTLESHIP




NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1 ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | BBV |
| POINT VALUE | = | 264 |
| MOVEMENT | = | 2 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.93 |
| INTERNALS | = | 200/250 |
| REFIT | = | +26 |

CREW UNITS 65

BOARDING PARTIES 22

DECK CREWS 36

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES 3 BAYS +4 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |

SENSOR

6 6 6 5 4 3 1 0

PROBES

1 5

SCANNER

0 0 0 1 3 5 7 9

DAM. CON.

6 6 4 4
4 2 2 0

EX. DAM.

38

POWER CURVE

| | | |
|---|---|---|
| WARP | = | 66 |
| IMPULSE | = | 8 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 74 |
| BATTERY | = | 6 |
| REF IMP | = | 4 |

ANTI-DRONES DOUBLE RELOADS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | 6 | | | | | | 12 |
| 2 | | | | | 6 | | | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

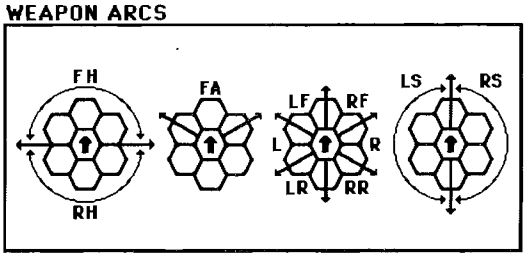
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 10 4-6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |



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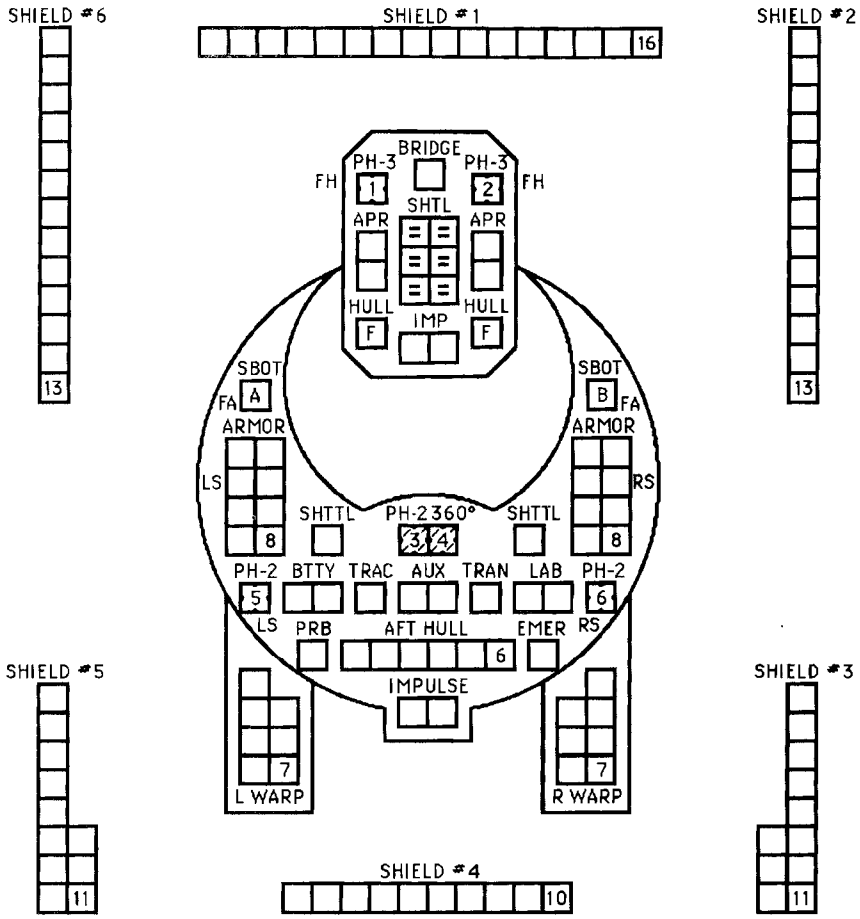
# KREBIZ PINCER
# CARRIER ESCORT




NOTES: 1. CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. THE SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. AS A CARRIER ESCORT, THIS SHIP CARRIES NO FIGHTERS OF ITS OWN.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CVE |
| POINT VALUE | = | 112/85 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.174 |
| INTERNALS | = | 57/73 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 55 |

## CREW UNITS

* 24

## BOARDING PARTIES

8

## DECK CREWS

6

## TRANSPORTER MINES

R R D D

## SHUTTLES

THREE BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

## SENSOR

6 6 4 2 0

## PROBES

1 5

## SCANNER

0 0 1 3 9

## DAM. CON.

4 2 2 0

## EX. DAM.

9

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 14 |
| IMPULSE | = | 4 |
| APR | = | 4 |
| AWR | = | 0 |
| TOTAL | = | 22 |
| BATTERY | = | 2 |

## SABOT COMBAT TABLE

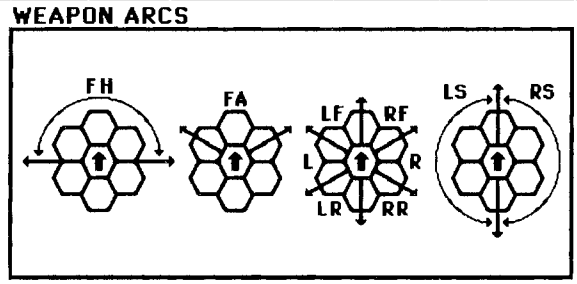
| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |
| **SUCCESSIVE VOLLEY DAMAGE PERCENTAGES** | | | | | |
| VOLLEY | | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | | 75% | 50% | 25% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET $1\frac{2}{3}$ BD 6

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | – |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | – | – |
| 4 | 5 | 4 | 4 | 3 | 1 | – | – | – |
| 5 | 5 | 4 | 3 | 3 | – | – | – | – |
| 6 | 5 | 3 | 3 | 3 | – | – | – | – |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | $\frac{1}{3}$ | $\frac{2}{3}$ | 1 | $1\frac{1}{3}$ | $1\frac{2}{3}$ | 2 | $2\frac{1}{3}$ | $2\frac{2}{3}$ | 3 | $3\frac{1}{3}$ | $3\frac{2}{3}$ | 4 | $4\frac{1}{3}$ | $4\frac{2}{3}$ | 5 | $5\frac{1}{3}$ | $5\frac{2}{3}$ | 6 | $6\frac{1}{3}$ | $6\frac{2}{3}$ | 7 | $7\frac{1}{3}$ | $7\frac{2}{3}$ | 8 | $8\frac{1}{3}$ | $8\frac{2}{3}$ | 9 | $9\frac{1}{3}$ | $9\frac{2}{3}$ | 10 |

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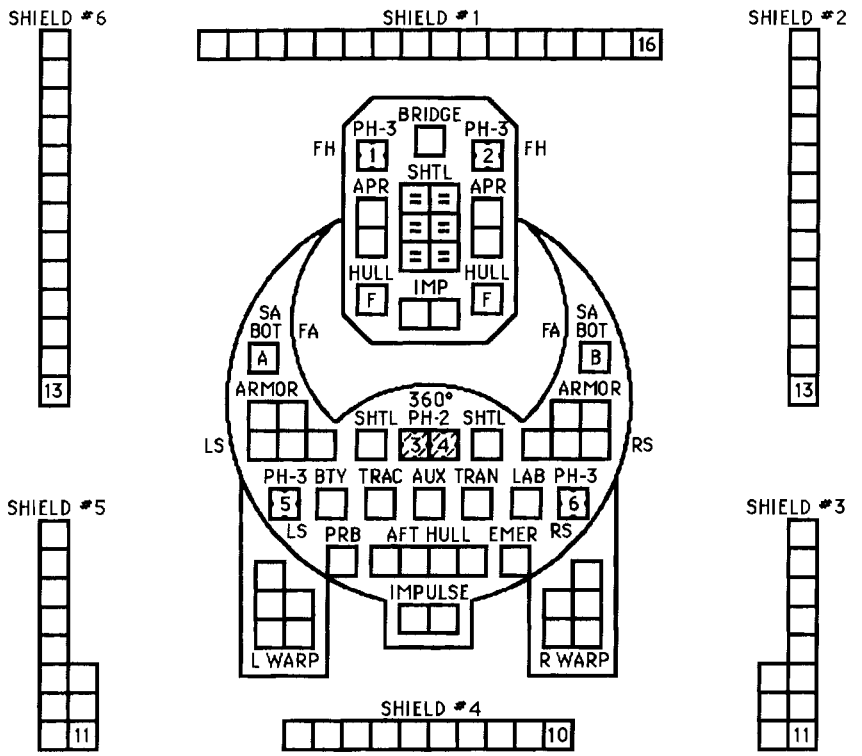
# KREBIZ CLIPPER CARRIER ESCORT




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CVE-L |
| POINT VALUE | = | 87/60 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.184 |
| INTERNALS | = | 48/58 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 30 |

**CREW UNITS**

**BOARDING PARTIES**

**DECK CREWS**

**TRANSPORTER MINES**

**SHUTTLES** THREE BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|

**SENSOR**

**PROBES**

**SCANNER**

**DAM. CON.**

**EX. DAM.**

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 10 |
| IMPULSE | = | 4 |
| APR | = | 4 |
| AWR | = | 0 |
| TOTAL | = | 18 |
| BATTERY | = | 1 |

NOTES:
1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. CAN MAKE POWERED LANDINGS.
5. THIS SHIP DOES NOT CARRY ITS OWN FIGHTERS.

***NIMBLE SHIP BENEFITS** (LOST IF CRIPPLED OR BROKE DOWN)

REDUCED COST OF ERRATIC MANEUVERS - EQUAL TO 3 HEXES MOVEMENT (C10.12).
CAN USE ERRATIC MANUVERS UNDER WILD WEASEL AT SPEED 0 OR 1 (C10.54, C2.42, C10.12).
2 HET BONUSES (C6.521).
CAN MAKE MID-TURN SPEED CHANGES EVERY 6 IMPULSES, 4 MAX/TURN (C12.31).
-1 FROM DIE ROLL FOR:
ASTEROID DAMAGE (P3.221)
RING DAMAGE (P2.223).
+1 ON SMALL MOON DIE ROLLS (P2.231).
+1 TO DIE ROLL FOR QUICK REVERSE (C1.36).
MOVES AFTER ALL NON-NIMBLE SHIPS HAVE (C1.313).

SMALL TARGET MODIFIERS (E1.7).

| RANGE | ECM BONUS |
|---|---|
| 0-14 | NONE |
| 15-29 | +2 |
| 30+ | +4 |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |
| **SUCCESSIVE VOLLEY DAMAGE PERCENTAGES** | | | | | |
| VOLLEY | | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | | 75% | 50% | 25% | 0% |

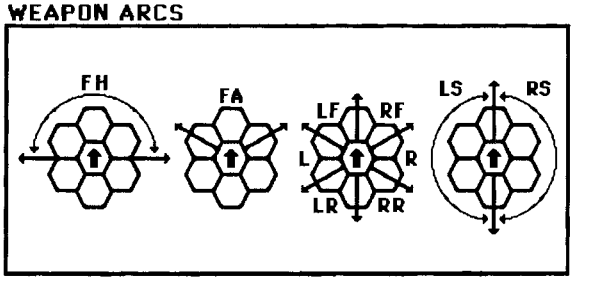
## TURN MODE B

| | |
|---|---|
| 1 | 2-6 |
| 2 | 7-12 |
| 3 | 13-19 |
| 4 | 20-26 |
| 5 | 27+ |

**NIMBLE SHIP**

| HET | | BD |
|---|---|---|
| * | 1 2/3 | 6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |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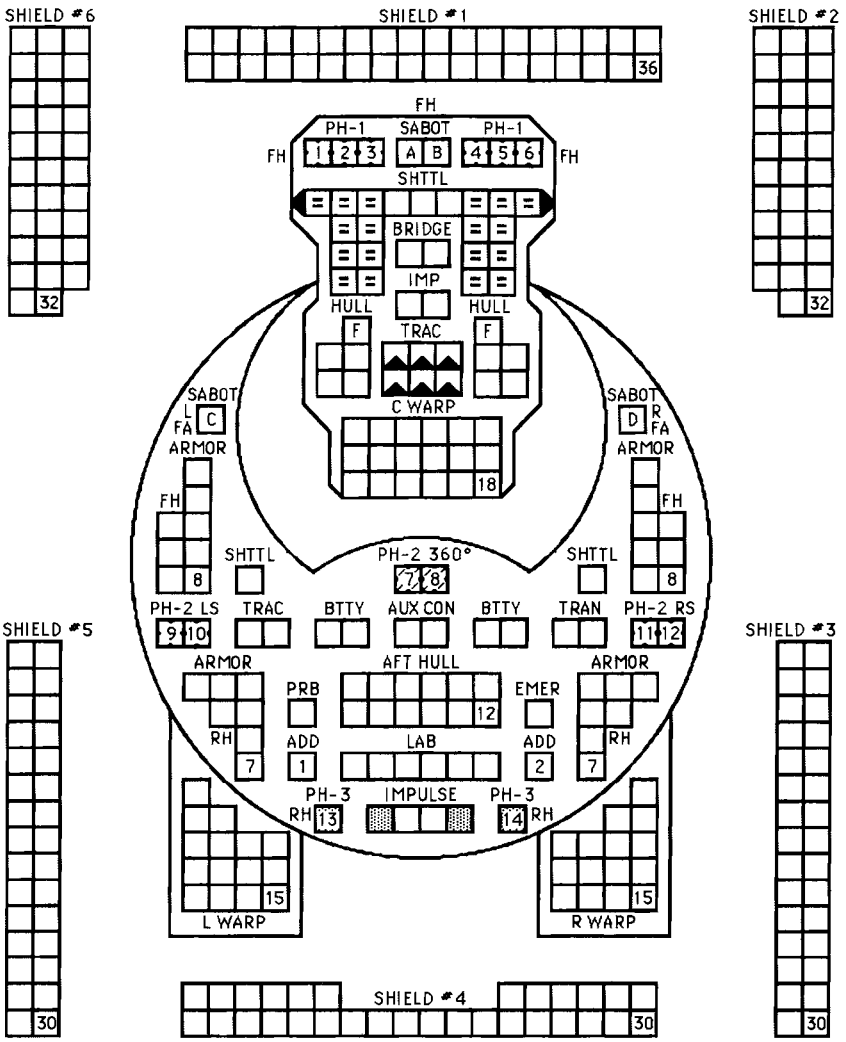
# KREBIZ SPACE CONTROL DREADNOUGHT




NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1 ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | SCS |
| POINT VALUE | = | 242/166 |
| MOVEMENT | = | 1+1/2 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.152 |
| INTERNALS | = | 145/175 |
| REFIT | = | +13 |
| W/O CAPSULE | = | 90 |

## CREW UNITS

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | 54 | | | | | | |

## BOARDING PARTIES

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | 16 | | | | | | | |

## DECK CREWS

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | 18 | | | | | | |

## TRANSPORTER MINES

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| R | R | R | R | R | R | D | D | D | D | D | D |

## SHUTTLES

3 BAYS + 2 TUBES

| CNTR | HIT POINTS | | | | | TYPE |
|---|---|---|---|---|---|---|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

## SENSOR

| | | | | | |
|---|---|---|---|---|---|
| 6 | 6 | 5 | 4 | 2 | 0 |

## PROBES

| | | | | |
|---|---|---|---|---|
| 1 | | | | 5 |

## SCANNER

| | | | | | |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 3 | 5 | 9 |

## DAM. CON.

| | | | | | |
|---|---|---|---|---|---|
| 6 | 4 | 4 | 2 | 2 | 0 |

## EX. DAM.

| | | | | |
|---|---|---|---|---|
| | | | | 26 |

## POWER CURVE

| | |
|---|---|
| WARP | = 48 |
| IMPULSE | = 4 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 52 |
| BATTERY | = 4 |
| REF IMP | = 2 |

## ANTI-DRONES

DOUBLE RELOADS

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | 6 | | | | | | 12 |
| 2 | | | | | 6 | | | | | | 12 |
| RANGE | 0 | | 1 | | 2 | | 3 | | 4+ | | |
| HIT # | - | | 1-2 | | 1-3 | | 1-4 | | - | | |

## SABOT COMBAT TABLE

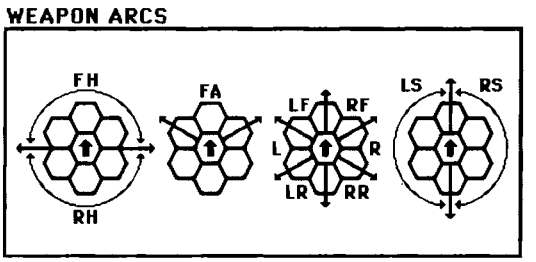
| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |
| **SUCCESSIVE VOLLEY DAMAGE PERCENTAGES** | | | | | |
| VOLLEY | | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

| HET | BD |
|---|---|
| 7½ 5-6 | |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1+1/2 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 | 20 | 21 | 23 | 24 | 26 | 27 | 29 | 30 | 32 | 33 | 35 | 36 | 38 | 39 | 41 | 42 | 44 | 45 |
| Fract. | 1½ | 3 | 4½ | 6 | 7½ | 9 | 10½ | 12 | 13½ | 15 | 16½ | 18 | 19½ | 21 | 22½ | 24 | 25½ | 27 | 28½ | 30 | 31½ | 33 | 34½ | 36 | 37½ | 39 | 40½ | 42 | 43½ | 45 |

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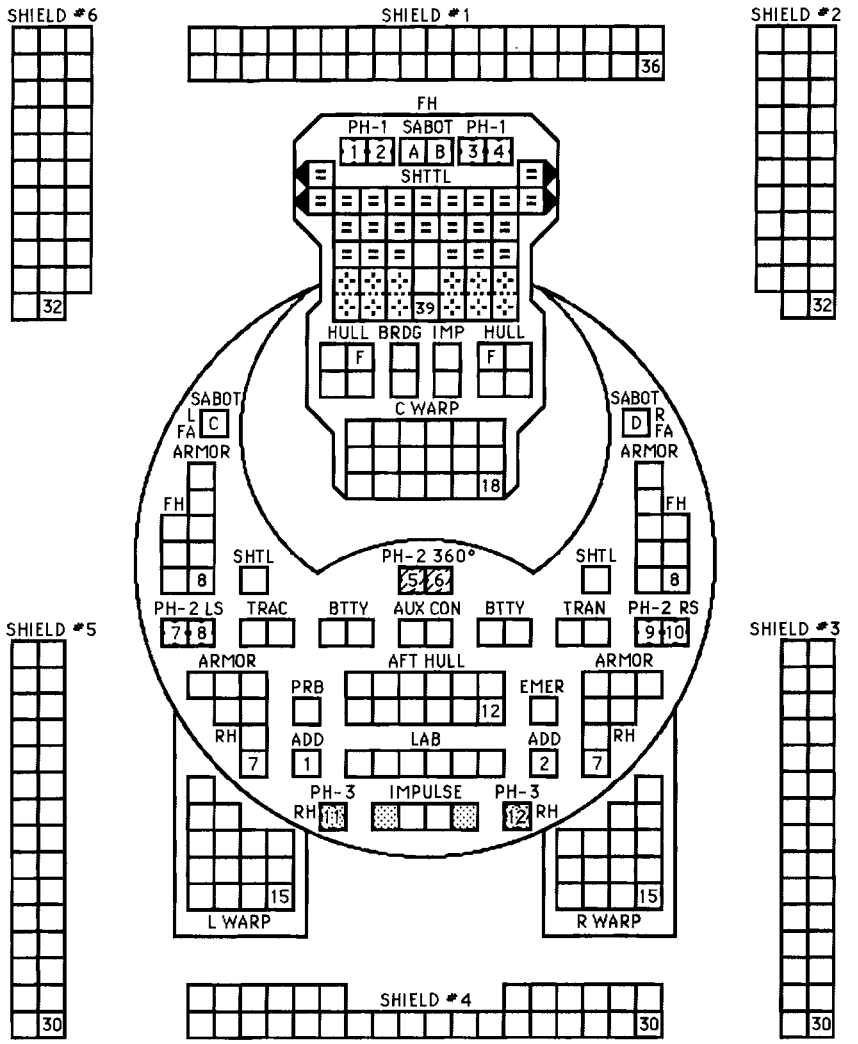
# KREBIZ DREADNOUGHT CARRIER




NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/2 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED BOXES ARE THE REFIT.
4. SHADED PH-2s ARE PH-1 ON THE REFIT.
5. THE REFIT ADDED 6 ROUNDS OF ADD AMMUNITION.

## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DNV |
| POINT VALUE | = | 154/172 |
| MOVEMENT | = | 1+1/2 |
| SHIELDS | = | 1+2 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.153 |
| INTERNALS | = | 153/183 |
| REFIT | = | +13 |
| W/O CAPSULE | = | 90 |

CREW UNITS

BOARDING PARTIES

DECK CREWS 36

TRANSPORTER MINES

R R R R R R D D D D D D

SHUTTLES 3 BAYS + 2 TUBES

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

SENSOR

6 6 5 4 2 0

PROBES

1 5

SCANNER

0 0 1 3 5 9

DAM. CON.

6 4 4 2 2 0

EX. DAM.

26

POWER CURVE

| | |
|---|---|
| WARP | = 48 |
| IMPULSE | = 4 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 52 |
| BATTERY | = 4 |
| REF IMP | = 2 |

ANTI-DRONES DOUBLE RELOADS

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | 6 | | | | | | | 12 |
| 2 | | | | | 6 | | | | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

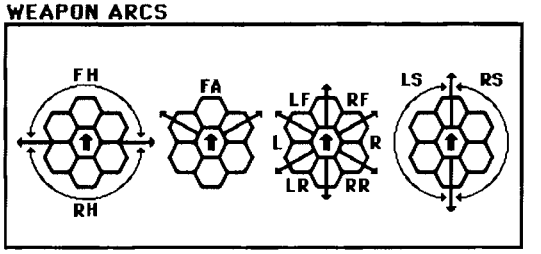
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 7½ 5-6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1+1/2 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 | 20 | 21 | 23 | 24 | 26 | 27 | 29 | 30 | 32 | 33 | 35 | 36 | 38 | 39 | 41 | 42 | 44 | 45 |
| Fract. | 1½ | 3 | 4½ | 6 | 7½ | 9 | 10½ | 12 | 13½ | 15 | 16½ | 18 | 19½ | 21 | 22½ | 24 | 25½ | 27 | 28½ | 30 | 31½ | 33 | 34½ | 36 | 37½ | 39 | 40½ | 42 | 43½ | 45 |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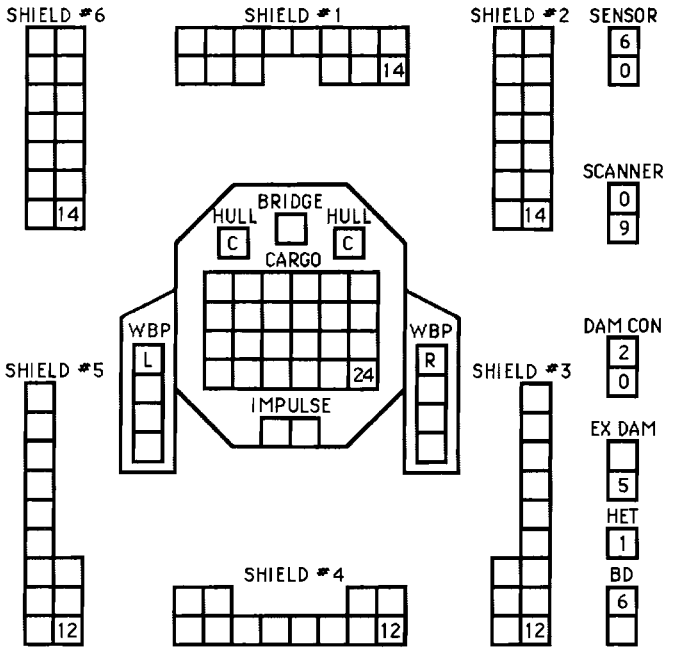
# KREBIZ FAST PATROL SHIP VARIANTS

## CARGO




**PF DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | PFC |
| POINT VALUE | = | 55/18 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.PF4 |
| INTERNALS | = | 37 |

**CREW**

| | | | | 4 |
|---|---|---|---|---|
| * | | | | |

**BP**

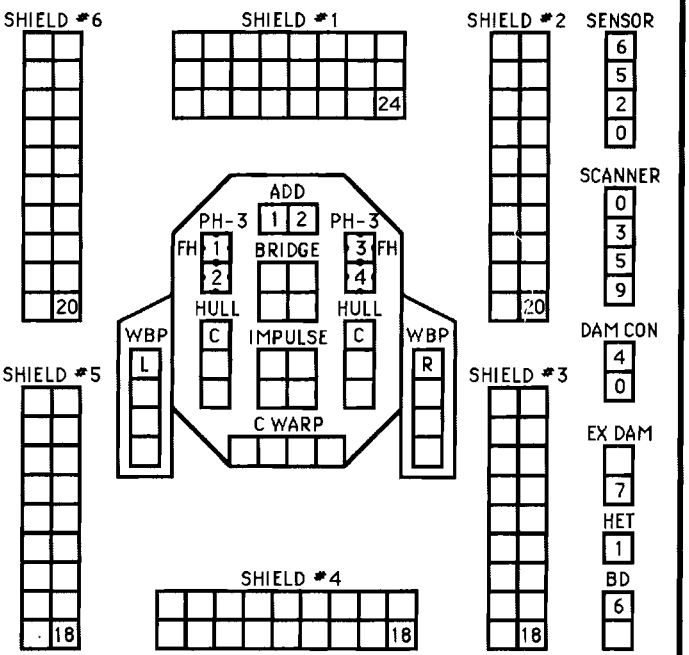
| | | |
|---|---|---|
| | | 2 |

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 0/8 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 2/10 |
| BATTERY | = | 0 |

NOTES: 1. WITHOUT PACKS, THIS IS A SUBLIGHT UNIT

## ESCORT




**PF DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | PFE |
| POINT VALUE | = | 113/67 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.PF5 |
| INTERNALS | = | 32 |

**CREW**

| | | | | | | | 8 |
|---|---|---|---|---|---|---|---|
| | * | | | | | | |

**BP**

| | | | 4 |
|---|---|---|---|
| | | | |

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 4/12 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 8/16 |
| BATTERY | = | 0 |

**ANTI-DRONES** DOUBLE RELOADS

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | | | 12 |
| 2 | | | | | | | | | | | | 12 |

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

**SABOT COMBAT TABLE** (for reference only)

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

**TURN MODE C**

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

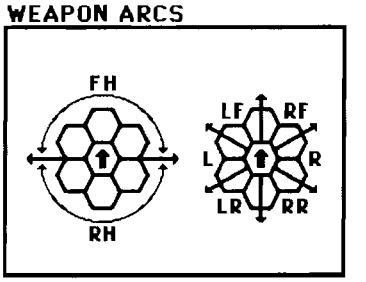
HET BD
SEE CAPSULES ABOVE

**TURN MODE D**

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET BD
SEE CAPSULES ABOVE

**WEAPON ARCS**




**PHASER-1**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. CAPSULE TURN MODE IS D w/o PACKS.
2. THESE UNITS ARE NOT TRUE PFs. THEY MUST PAY FOR SHIELDS, LIFE SUPPORT, FIRE CONTROL AND EW.
3. THESE UNITS ARE NOT NIMBLE.
4. PACKS CAN ONLY BE MOUNTED IN PAIRS.
5. THESE UNITS ARE NOT AFFECTED BY (K1.63).
6. ESCORT PF ALWAYS HAD ADD-12s WITH DOUBLE RELOADS.

**PHASER-3**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

**1/5 WARP MOVEMENT CHART**

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 |
| Fract. | 1/5 | 2/5 | 3/5 | 4/5 | 1 | 1 1/5 | 1 2/5 | 1 3/5 | 1 4/5 | 2 | 2 1/5 | 2 2/5 | 2 3/5 | 2 4/5 | 3 | 3 1/5 | 3 2/5 | 3 3/5 | 3 4/5 | 4 | 4 1/5 | 4 2/5 | 4 3/5 | 4 4/5 | 5 | 5 1/5 | 5 2/5 | 5 3/5 | 5 4/5 | 6 |

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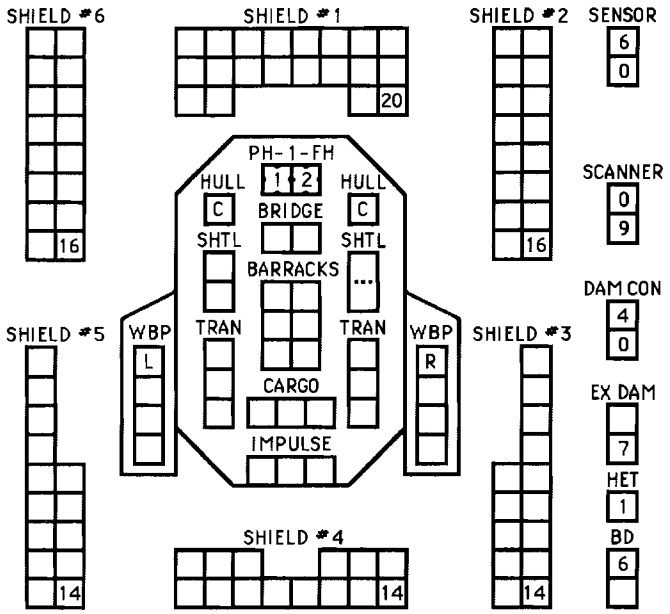
# KREBIZ FAST PATROL SHIP VARIANTS

## GROUND ASSAULT




**PF DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | PFG |
| POINT VALUE | = | 104/62 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.PF7 |
| INTERNALS | = | 36 |

**CREW**

**BP**

GCVs [1] [2]

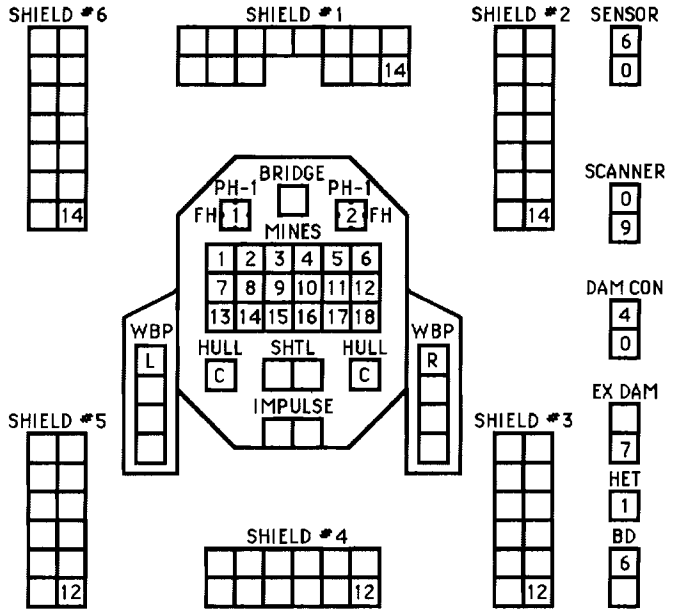
**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | HTS |
| | | GAS |
| | | GAS |

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 0/8 |
| IMPULSE | = | 3 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 3/11 |
| BATTERY | = | 0 |

## MINE WARFARE




**PF DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | PFM |
| POINT VALUE | = | 71/54 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.PF8 |
| INTERNALS | = | 35 |

**CREW**

**BP**

**SHUTTLES** ONE BAY

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | MSS |
| | | MSS |

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 4/12 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 8/16 |
| BATTERY | = | 0 |

**SABOT COMBAT TABLE** (for reference only)

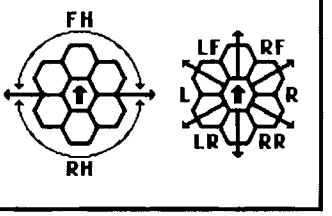
| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |
| **SUCCESSIVE VOLLEY DAMAGE PERCENTAGES** | | | | | |
| VOLLEY | | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | | 75% | 50% | 25% | 0% |

**TURN MODE C**

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET BD
SEE CAPSULES ABOVE

**WEAPON ARCS**




**PHASER-1**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

NOTES:
1. THESE UNITS ARE NOT TRUE PFs. THEY MUST PAY FOR SHIELDS, LIFE SUPPORT, FIRE CONTROL AND EW.
2. THESE UNITS ARE NOT NIMBLE.
3. PACKS CAN ONLY BE MOUNTED IN PAIRS.
4. THESE UNITS ARE NOT AFFECTED BY (K1.63).
5. WITHOUT PACKS THESE ARE SUBLIGHT UNITS.

**PHASER-3**

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

**1/5 WARP MOVEMENT CHART**

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 |
| Fract. | 1/5 | 2/5 | 3/5 | 4/5 | 1 | 1 1/5 | 1 2/5 | 1 3/5 | 1 4/5 | 2 | 2 1/5 | 2 2/5 | 2 3/5 | 2 4/5 | 3 | 3 1/5 | 3 2/5 | 3 3/5 | 3 4/5 | 4 | 4 1/5 | 4 2/5 | 4 3/5 | 4 4/5 | 5 | 5 1/5 | 5 2/5 | 5 3/5 | 5 4/5 | 6 |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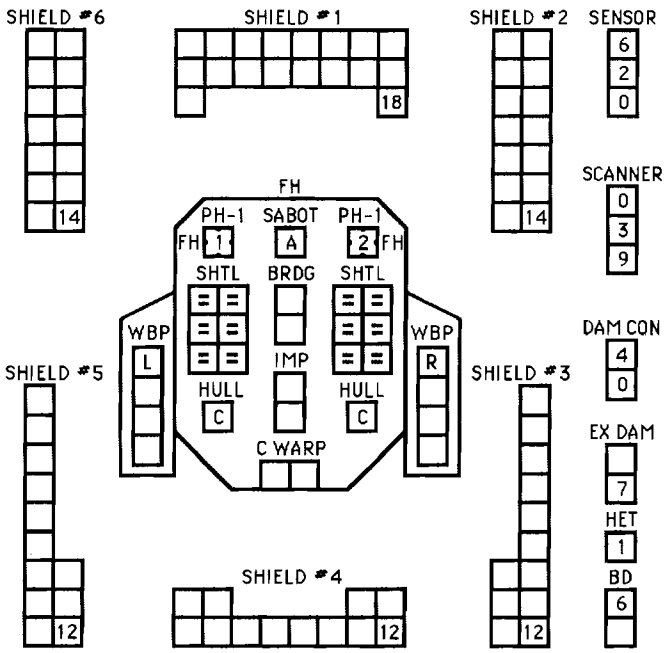
# KREBIZ FAST PATROL SHIP VARIANTS

## FIGHTER-CONVEYOR




### PF DATA TABLE

| | | |
|---|---|---|
| TYPE | = | PFF |
| POINT VALUE | = | 92/56 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-1.PF6 |
| INTERNALS | = | 31 |

NOTES: 1. TWO BAYS

**CREW**

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | 9 |

**BP**

| | |
|---|---|
| | 2 |

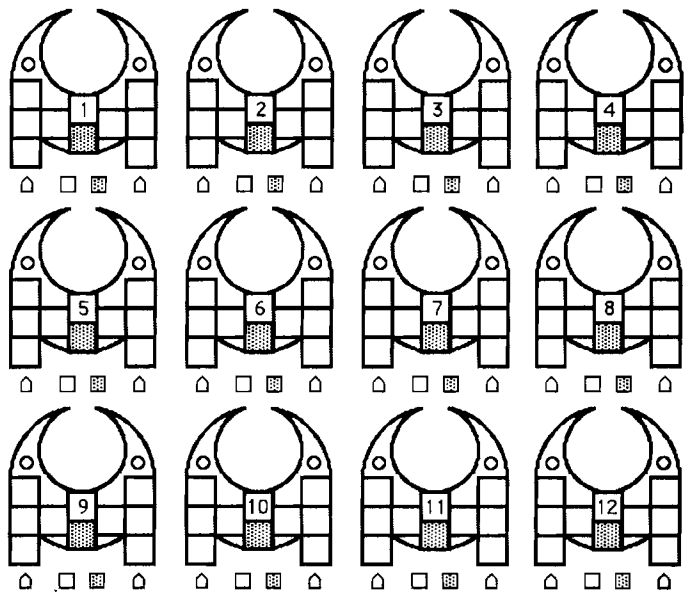
**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 2/10 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 4/12 |
| BATTERY | = | 0 |

**DECK CREWS**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | 12 |

## FIGHTER-CONVEYOR SQUADRON



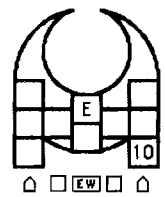

DELETE THESE BOXES FOR THE KRILL-S FIGHTER.

A KRILL-E COULD REPLACE ONE OF THE OTHER KRILLS.

### KRILL FIGHTERS

(RH-1.F)

| FIGHTER: | | KRILL-S | KRILL-F | KRILL-E |
|---|---|---|---|---|
| POINT VALUE | = | 8 | 10 | 12 |
| PH-3 | = | 1xFA | 2xFA | 1xFA |
| Ftr SABOT FA | = | 2 | 2 | 0 |
| DFR | = | 3 | 4 | 3 |
| CRIPPLED | = | 6 | 7 | 7 |
| SPEED | = | 12 | 15 | 15 |




### FIGHTER SABOT CHART

| RANGE | 0-1 | 2-4 | 5-8 |
|---|---|---|---|
| HIT | 1-5 | 1-4 | 1-3 |
| DAMAGE† | 12 | 8 | 4 |

†USE SUCCESSIVE VOLLEY DAMAGE PERCENTAGES FOUND ON THE STANDARD SABOT COMBAT TABLE.

### SABOT COMBAT TABLE (for reference only)

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |
| **SUCCESSIVE VOLLEY DAMAGE PERCENTAGES** | | | | | |
| VOLLEY | | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | | 75% | 50% | 25% | 0% |

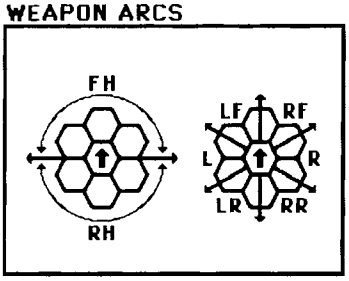
### TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |
| HET | BD |
| SEE CAPSULE ABOVE | |

### TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |
| HET | BD |
| SEE CAPSULE ABOVE | |

### WEAPON ARCS




### PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

NOTES:
1. CAPSULE TURN MODE IS D w/o PACKS.
2. THIS UNIT IS NOT A TRUE PF. IT MUST PAY FOR SHIELDS, LIFE SUPPORT, FIRE CONTROL AND EW.
3. THIS UNIT IS NOT NIMBLE.
4. PACKS CAN ONLY BE MOUNTED IN PAIRS.
5. THIS UNIT IS NOT AFFECTED BY (K1.63).

### PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

### 1/5 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 |
| Fract. | 1/5 | 2/5 | 3/5 | 4/5 | 1 | 1 1/5 | 1 2/5 | 1 3/5 | 1 4/5 | 2 | 2 1/5 | 2 2/5 | 2 3/5 | 2 4/5 | 3 | 3 1/5 | 3 2/5 | 3 3/5 | 3 4/5 | 4 | 4 1/5 | 4 2/5 | 4 3/5 | 4 4/5 | 5 | 5 1/5 | 5 2/5 | 5 3/5 | 5 4/5 | 6 |

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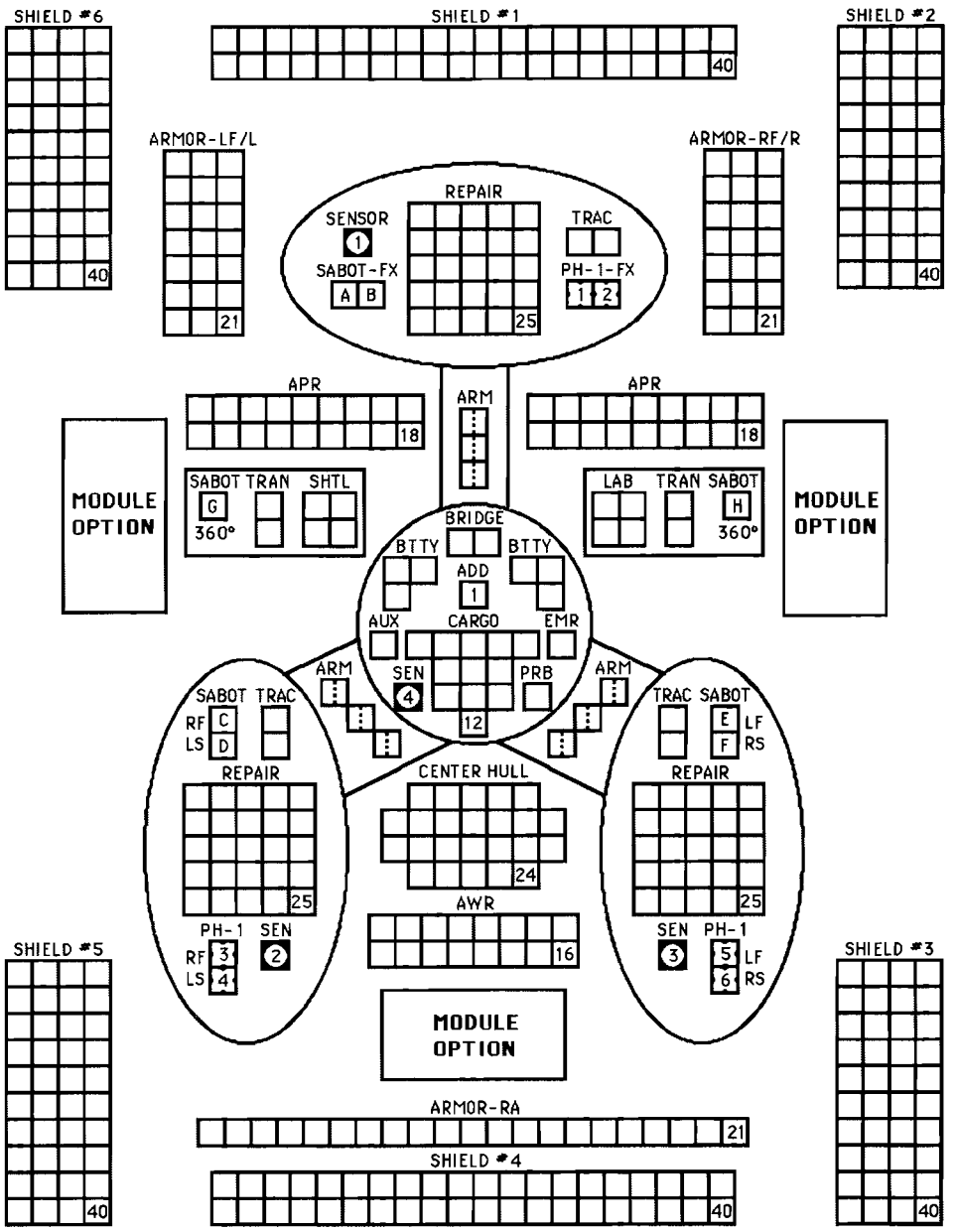
# KREBIZ ADVANCED BATTLESTATION




## BASE DATA TABLE

| | | |
|---|---|---|
| TYPE | = | BTX |
| POINT VALUE | = | 330 |
| SHIELDS | = | 1+3 |
| LIFE SUPPORT | = | 1+1/2 |
| SIZE CLASS | = | 2 |
| REFERENCE | = | RH-1.208 |
| INTERNALS | = | 220 |

1st GENERATION X-BASE

## CREW UNITS 140

## BOARDING PARTIES 24

## TRANSPORTER MINES

R R R R R R D D D D D D

## SHUTTLES ONE BAY

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

## SENSOR

6 6 5 4 2 0

## PROBES

1 5

## SCANNER

0 0 1 3 5 9

## DAM. CON.

6 4 4 2 2 0

## EX. DAM.

20

## POWER CURVE

| | | |
|---|---|---|
| APR | = | 36 |
| AWR | = | 16 |
| TOTAL | = | 52 |
| BATTERY | = | 18 |

## ANTI-DRONES NO RELOADS

1

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

30

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

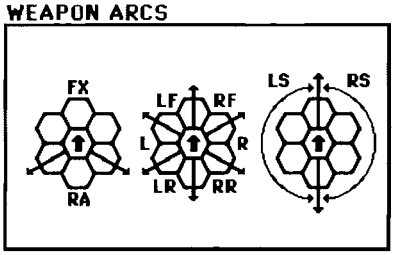
### SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

NOTES:

1. SABOT FEEDBACK ONLY OCCURS AT A TRUE RANGE OF ZERO OR 1 (DW-1.73).
2. AWRs ARE DAMAGED ON ANY "WARP" HITS.
3. ARMOR INSIDE CENTRAL SPOKES IS 360°.
4. MAY FASTLOAD STANDARD LOAD X-SABOTS IN ONE TURN.
5. X-1 BATTERIES HOLD 3 POWER EACH.
6. ARMOR BOXES TAKES TWO DAMAGE POINTS TO DESTROY.

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |



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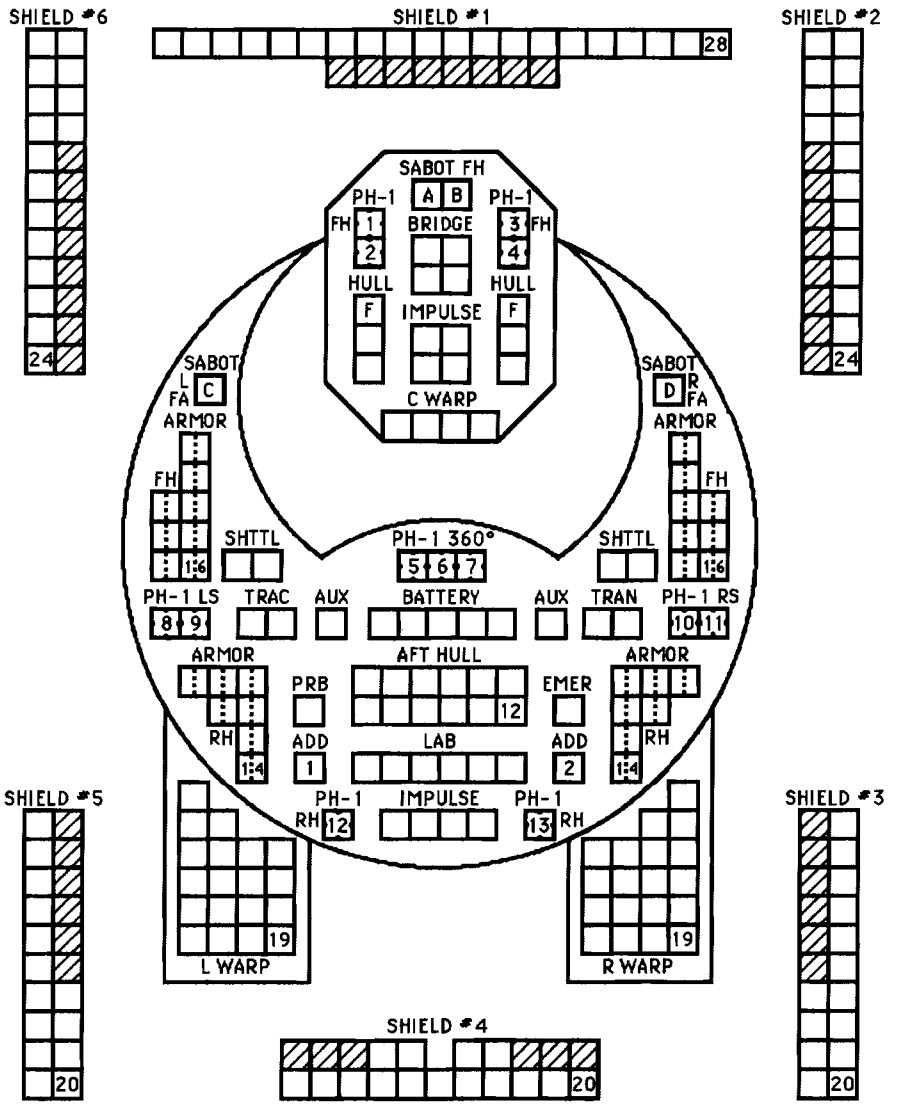
# KREBIZ CLAW
# X-1 BATTLECRUISER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | BCX |
| POINT VALUE | = | 275 |
| MOVEMENT | = | 1 |
| SHIELDS | = | 1+1+1/2 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.221 |
| INTERNALS | = | 114/174 |

1ST GENERATION X-SHIP

## CREW UNITS

## BOARDING PARTIES

## TRANSPORTER MINES

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |

## SENSOR

## PROBES

## SCANNER

## DAM. CON.

## EX. DAM.

## POWER CURVE

| | |
|---|---|
| WARP | = 42 |
| IMPULSE | = 8 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 50 |
| BATTERY | = 15 |

## ANTI-DRONES

DOUBLE RELOADS

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

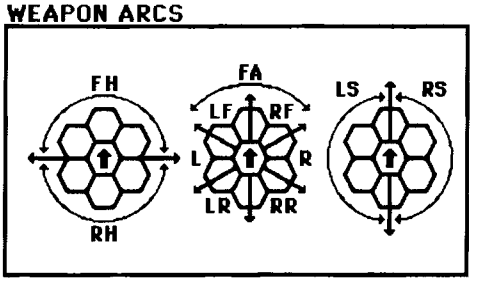
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 5 5-6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHADED SHIELDS ARE ON THE CRUISER (1/2). NON-SHADED SHIELDS ARE ON THE CAPSULE (1+1).
3. X-1 BATTERIES HOLD 3 POWER EACH.
4. MAY FASTLOAD STANDARD LOAD X-SABOTs IN ONE TURN.
5. ARMOR BOXES TAKE TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

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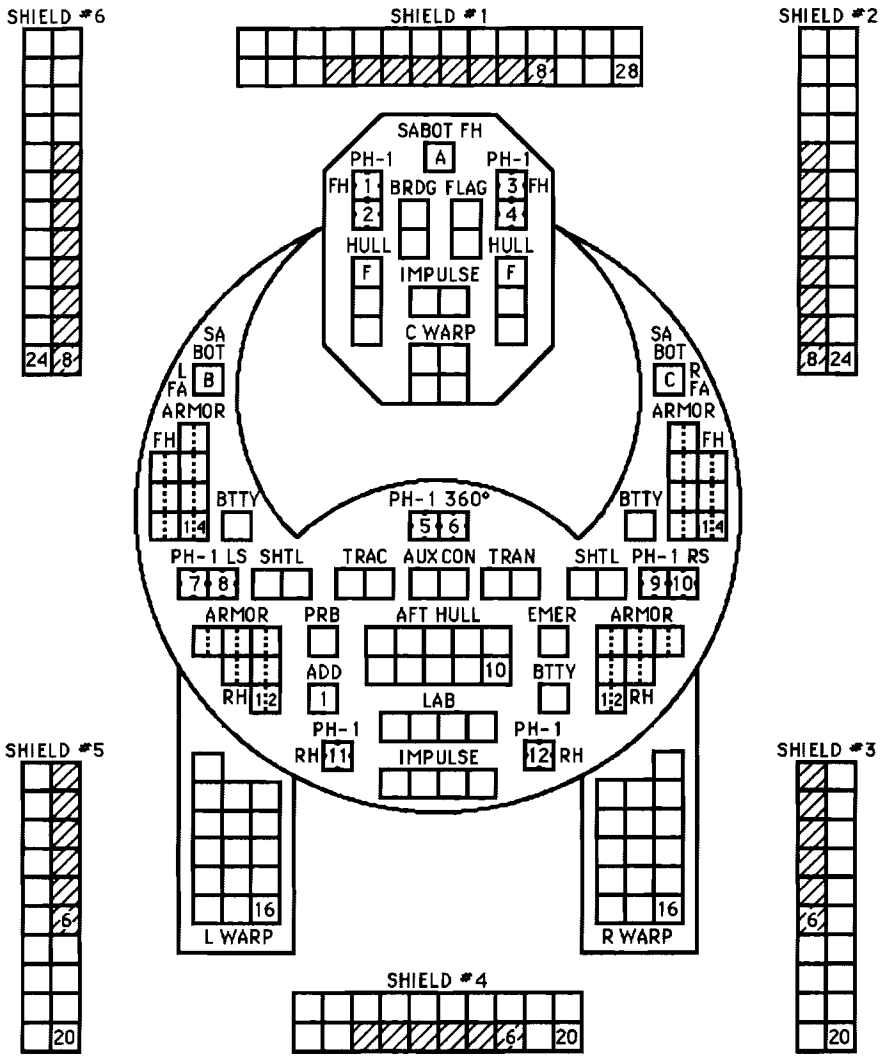
# KREBIZ MANDIBLE
# X-1 LIGHT COMMAND CRUISER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CCLX |
| POINT VALUE | = | 200 |
| MOVEMENT | = | 2/3 |
| SHIELDS | = | 1+1+1/2 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.222 |
| INTERNALS | = | 97/149 |

1ST GENERATION X-SHIP

**CREW UNITS**

**BOARDING PARTIES**

**TRANSPORTER MINES**

R R R R R R D D D D D D

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

**SENSOR** 6 6 4 2 0

**PROBES** 1 5

**SCANNER** 0 0 1 3 0

**DAM. CON.** 4 4 2 2 0

**EX. DAM.** 18

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 36 |
| IMPULSE | = | 6 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 42 |
| BATTERY | = | 9 |

**ANTI-DRONES** DOUBLE RELOADS

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

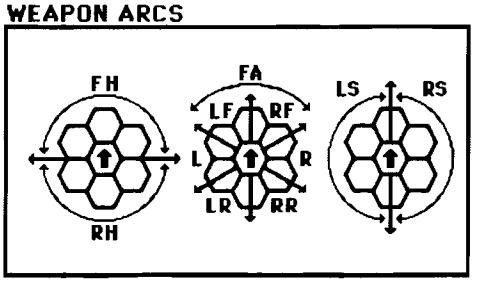
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 3⅓ 5- 6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHADED SHIELDS ARE ON THE CRUISER (1/2). NON-SHADED SHIELDS ARE ON THE CAPSULE (1+1).
3. X-1 BATTERIES HOLD 3 POWER EACH.
4. MAY FASTLOAD STANDARD LOAD X-SABOTs IN ONE TURN.
5. ARMOR BOXES TAKE TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 2/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 10 | 10 | 11 | 12 | 12 | 13 | 14 | 14 | 15 | 16 | 16 | 17 | 18 | 18 | 19 | 20 | 20 |
| Fract. | ⅔ | 1⅓ | 2 | 2⅔ | 3⅓ | 4 | 4⅔ | 5⅓ | 6 | 6⅔ | 7⅓ | 8 | 8⅔ | 9⅓ | 10 | 10⅔ | 11⅓ | 12 | 12⅔ | 13⅓ | 14 | 14⅔ | 15⅓ | 16 | 16⅔ | 17⅓ | 18 | 18⅔ | 19⅓ | 20 |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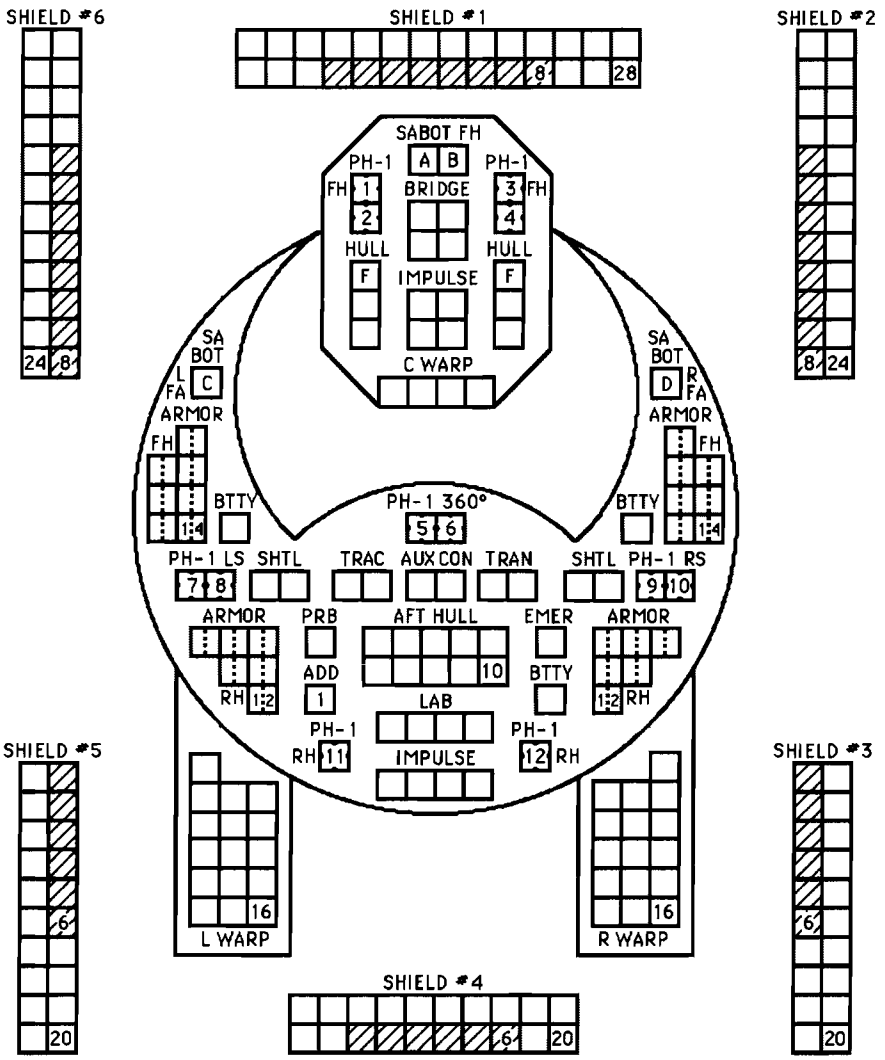
# KREBIZ MANDIBLE
# X-1 LIGHT BATTLECRUISER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | BCLX |
| POINT VALUE | = | 245 |
| MOVEMENT | = | 2/3 |
| SHIELDS | = | 1+1+1/2 |
| LIFE SUPPORT | = | 1 |
| SIZE CLASS | = | 3 |
| REFERENCE | = | RH-1.225 |
| INTERNALS | = | 100/152 |

1ST GENERATION X-SHIP

## CREW UNITS

## BOARDING PARTIES

## TRANSPORTER MINES

R R R R R R D D D D D D

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |

## SENSOR

6 6 5 4 2 0

## PROBES

1 5

## SCANNER

0 0 1 3 5 9

## DAM. CON.

4 4 2 2 0

## EX. DAM.

19

## POWER CURVE

| | |
|---|---|
| WARP | = 36 |
| IMPULSE | = 8 |
| APR | = 0 |
| AWR | = 0 |
| TOTAL | = 44 |
| BATTERY | = 9 |

## ANTI-DRONES

DOUBLE RELOADS

| RANGE | 0 | 1 | 2 | 3 | 4+ |
|---|---|---|---|---|---|
| HIT # | - | 1-2 | 1-3 | 1-4 | - |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

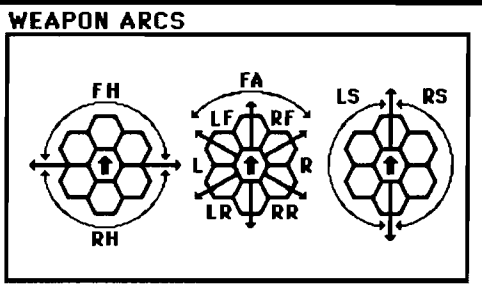
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE D

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

HET 3⅓ 5- 6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHADED SHIELDS ARE ON THE CRUISER (1/2). NON-SHADED SHIELDS ARE ON THE CAPSULE (1+1).
3. X-1 BATTERIES HOLD 3 POWER EACH.
4. MAY FASTLOAD STANDARD LOAD X-SABOTs IN ONE TURN.
5. ARMOR BOXES TAKE TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 2/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 10 | 10 | 11 | 12 | 12 | 13 | 14 | 14 | 15 | 16 | 16 | 17 | 18 | 18 | 19 | 20 | 20 |
| Fract. | ⅔ | 1⅓ | 2 | 2⅔ | 3⅓ | 4 | 4⅔ | 5⅓ | 6 | 6⅔ | 7⅓ | 8 | 8⅔ | 9⅓ | 10 | 10⅔ | 11⅓ | 12 | 12⅔ | 13⅓ | 14 | 14⅔ | 15⅓ | 16 | 16⅔ | 17⅓ | 18 | 18⅔ | 19⅓ | 20 |

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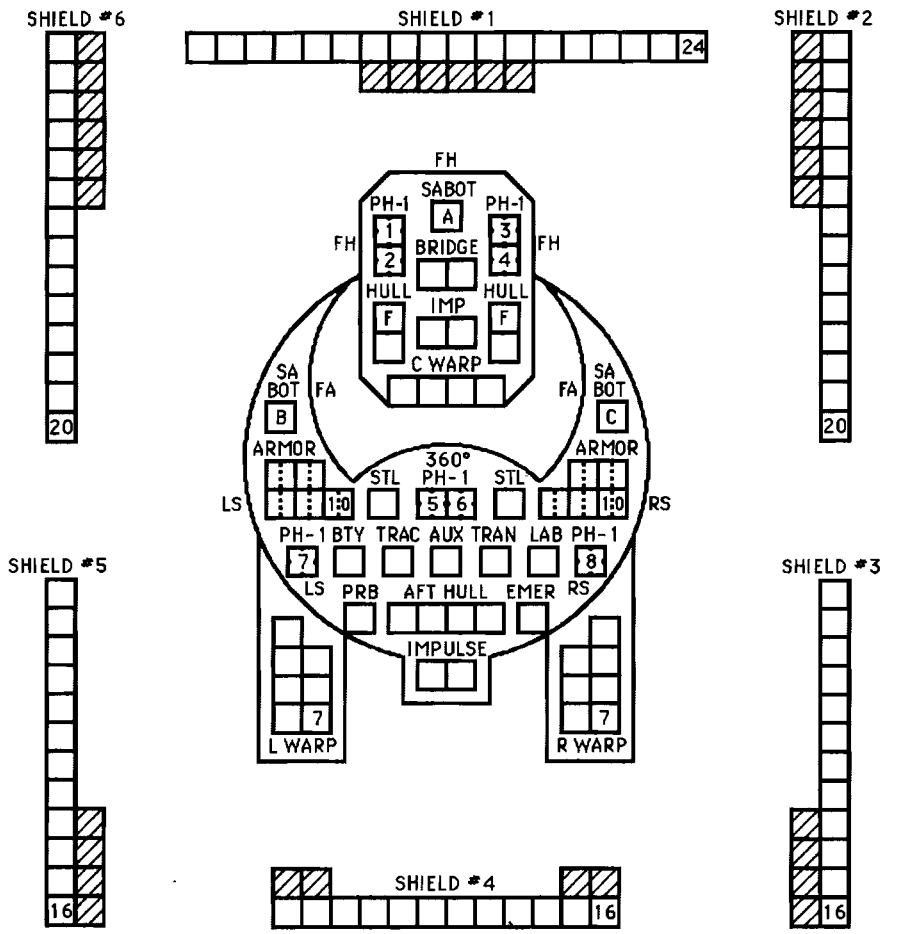
# KREBIZ CLIPPER
# X-1 DESTROYER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DDX |
| POINT VALUE | = | 137 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.225 |
| INTERNALS | = | 53/73 |

1ST GENERATION X-SHIP

## CREW UNITS

## BOARDING PARTIES

## TRANSPORTER MINES

## SHUTTLES

TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|

## SENSOR

## PROBES

## SCANNER

## DAM. CON.

## EX. DAM.

## POWER CURVE

| | | |
|---|---|---|
| WARP | = | 18 |
| IMPULSE | = | 4 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 22 |
| BATTERY | = | 3 |

## X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

SUCCESSIVE VOLLEY DAMAGE PERCENTAGES

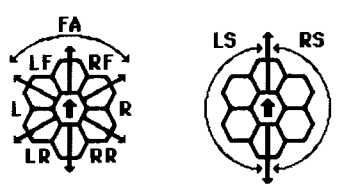
| VOLLEY | 1st | 2nd | 3rd+ |
|---|---|---|---|
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET 1⅔ 6 BD

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. COMMAND CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHADED SHIELDS ARE ON THE CRUISER (1/2). NON-SHADED SHIELDS ARE ON THE CAPSULE (1/2+1/2).
3. X-1 BATTERIES HOLD 3 POWER EACH.
4. MAY FASTLOAD STANDARD LOAD X-SABOTs IN ONE TURN.
5. ARMOR BOXES TAKE TWO DAMAGE POINTS TO DESTROY.

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |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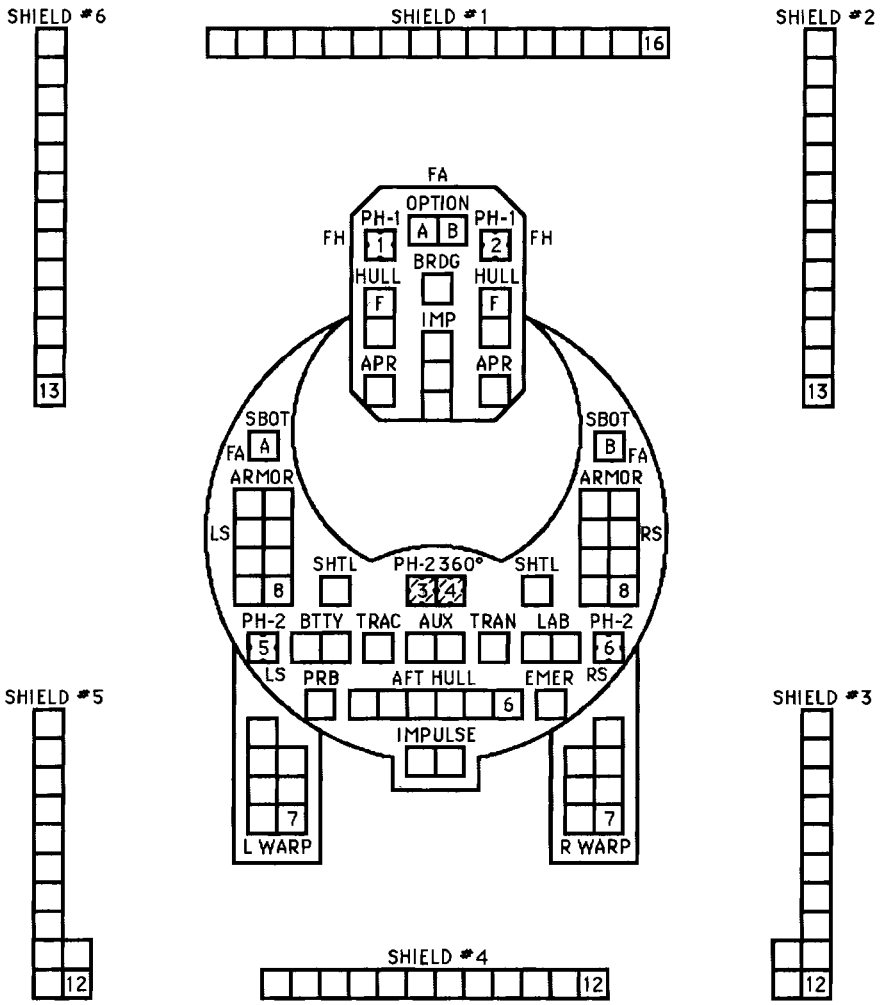
# WYN INTERNED PINCER DESTROYER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DD-W |
| POINT VALUE | = | 106/80 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.79 |
| INTERNALS | = | 54/70 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 55 |

**CREW UNITS**

**BOARDING PARTIES**

**TRANSPORTER MINES**

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|

**SENSOR**

**PROBES**

**SCANNER**

**DAM. CON.**

**EX. DAM.**

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 14 |
| IMPULSE | = | 5 |
| APR | = | 2 |
| AWR | = | 0 |
| TOTAL | = | 21 |
| BATTERY | = | 2 |

NOTES:
1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. THIS SHIP CANNOT DOUBLE ITS ENGINES.

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

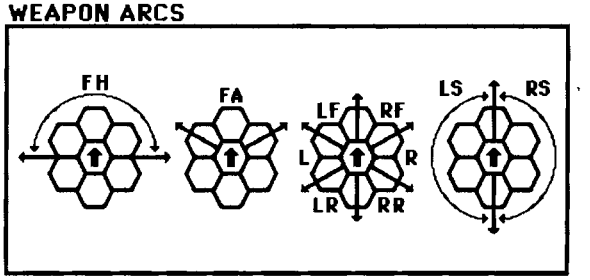
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET 1⅔ BD 6

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | ⅓ | ⅔ | 1 | 1⅓ | 1⅔ | 2 | 2⅓ | 2⅔ | 3 | 3⅓ | 3⅔ | 4 | 4⅓ | 4⅔ | 5 | 5⅓ | 5⅔ | 6 | 6⅓ | 6⅔ | 7 | 7⅓ | 7⅔ | 8 | 8⅓ | 8⅔ | 9 | 9⅓ | 9⅔ | 10 |

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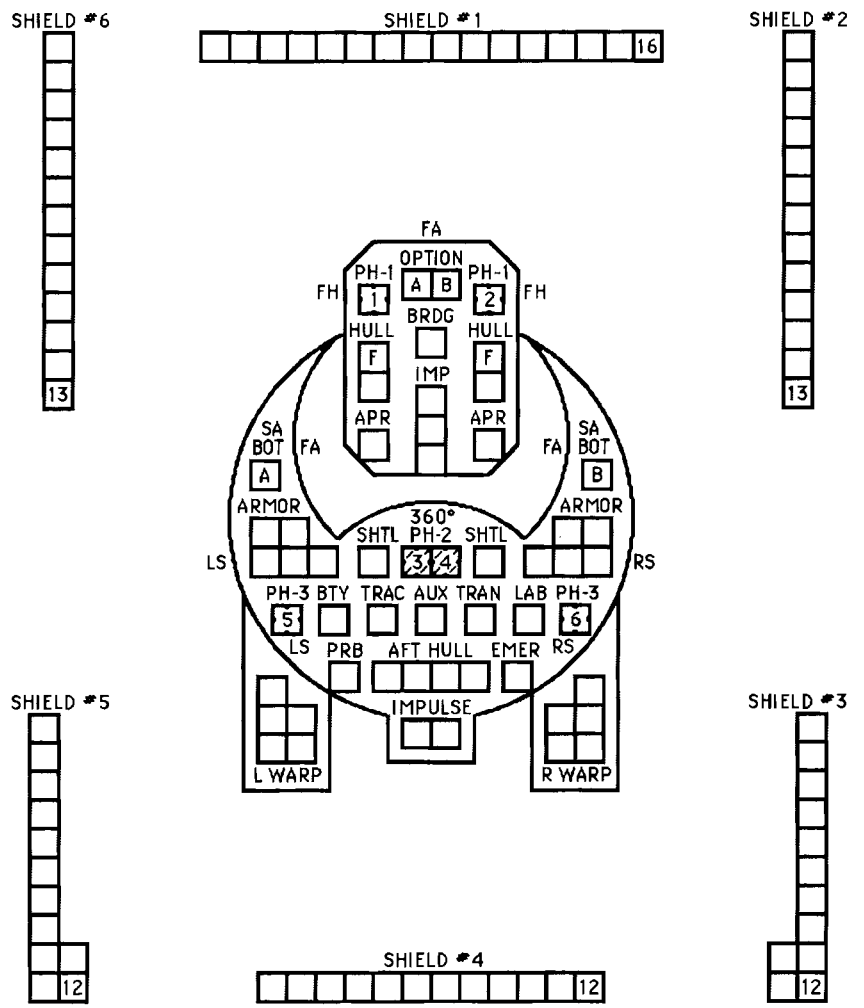
# WYN INTERNED
# CLIPPER FRIGATE




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | FF-W |
| POINT VALUE | = | 81/55 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.89 |
| INTERNALS | = | 45/55 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 30 |

**CREW UNITS**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | * | | | | | | | | |
| | | | | | | | | | 22 | | |

**BOARDING PARTIES**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | 8 |

**TRANSPORTER MINES**

| | | | | | |
|---|---|---|---|---|---|
| R | R | | | D | D |

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

**SENSOR**

| | | | | |
|---|---|---|---|---|
| 6 | 6 | 4 | 2 | 0 |

**PROBES**

| | | | | |
|---|---|---|---|---|
| 1 | | | | 5 |

**SCANNER**

| | | | | |
|---|---|---|---|---|
| 0 | 0 | 1 | 3 | 9 |

**DAM. CON.**

| | | | |
|---|---|---|---|
| 4 | 2 | 2 | 0 |

**EX. DAM.**

| | | | |
|---|---|---|---|
| | | | 9 |

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 10 |
| IMPULSE | = | 5 |
| APR | = | 2 |
| AWR | = | 0 |
| TOTAL | = | 17 |
| BATTERY | = | 1 |

NOTES:
1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. THIS SHIP CANNOT DOUBLE ITS ENGINES.

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

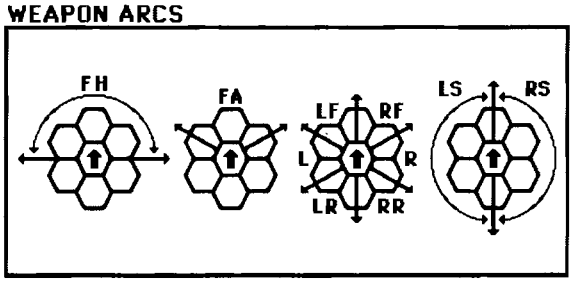
| | | | | |
|---|---|---|---|---|
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

| HET | BD |
|---|---|
| 1 2/3 | 6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | – |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | – | – |
| 4 | 5 | 4 | 4 | 3 | 1 | – | – | – |
| 5 | 5 | 4 | 3 | 3 | – | – | – | – |
| 6 | 5 | 3 | 3 | 3 | – | – | – | – |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |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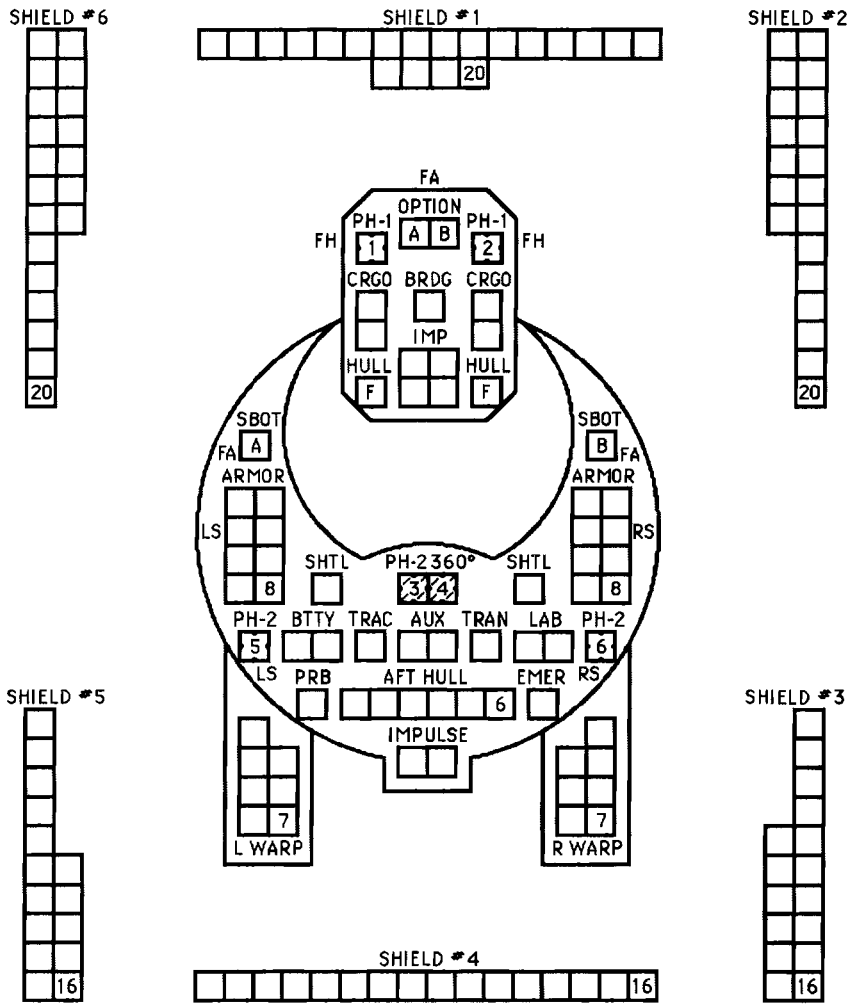
# KREBIZ PINCER
# PIRATE DESTROYER




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | DD-P |
| POINT VALUE | = | 105/80 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.78 |
| INTERNALS | = | 55/71 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 55 |

**CREW UNITS**

**BOARDING PARTIES**

**TRANSPORTER MINES**

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

**SENSOR**

**PROBES**

**SCANNER**

**DAM. CON.**

**EX. DAM.**

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 14 |
| IMPULSE | = | 6 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 20 |
| BATTERY | = | 2 |

NOTES:
1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. THIS SHIP CANNOT DOUBLE ITS ENGINES.

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

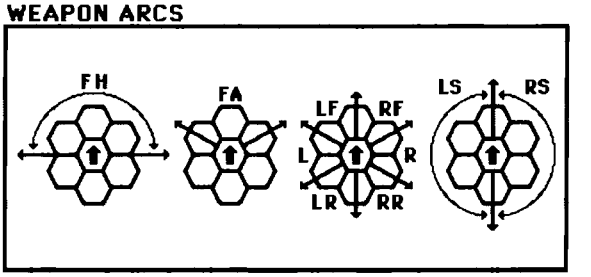
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

| HET | BD |
|---|---|
| 1 2/3 | 6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | - |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | - | - |
| 4 | 5 | 4 | 4 | 3 | 1 | - | - | - |
| 5 | 5 | 4 | 3 | 3 | - | - | - | - |
| 6 | 5 | 3 | 3 | 3 | - | - | - | - |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |

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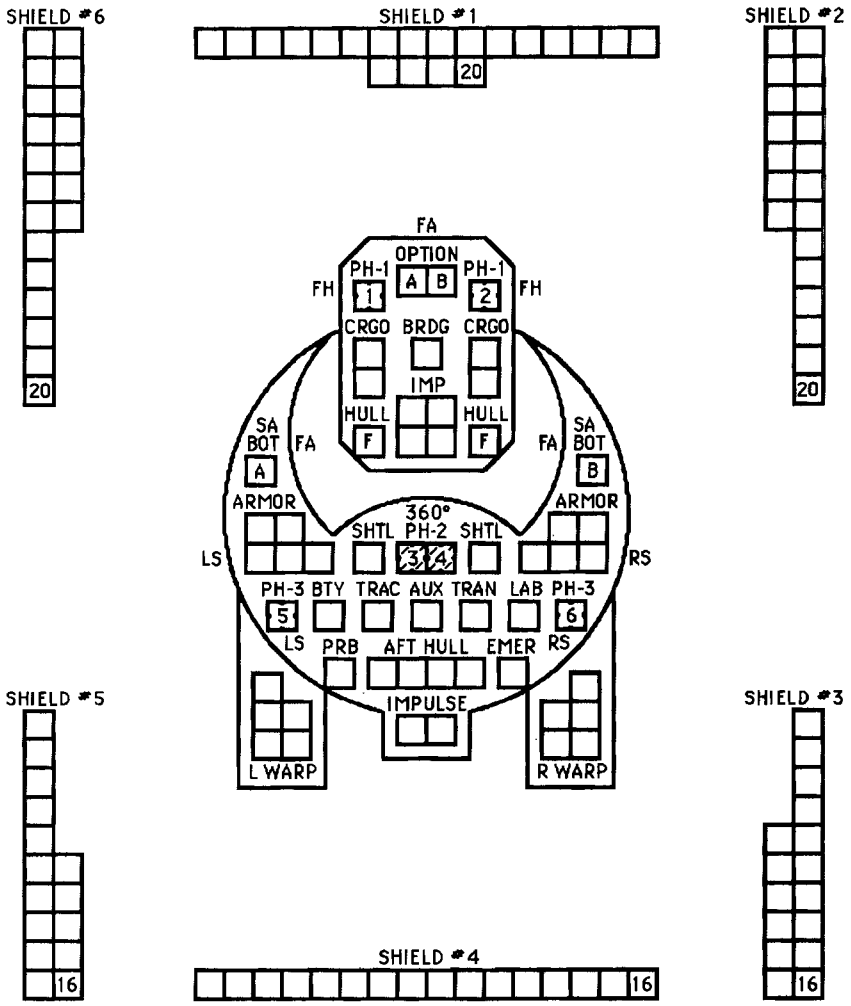
# KREBIZ CLIPPER
# PIRATE FRIGATE




## SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | FF-P |
| POINT VALUE | = | 80/55 |
| MOVEMENT | = | 1/3 |
| SHIELDS | = | 1/2+1/2 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | RH-1.88 |
| INTERNALS | = | 46/56 |
| REFIT | = | +3 |
| W/O CAPSULE | = | 30 |

**CREW UNITS**

[ ][ ][ ] * [ ][ ][ ][ ][ ][ ] 20

**BOARDING PARTIES**

[ ][ ][ ][ ][ ][ ][ ] 8

**TRANSPORTER MINES**

R R  D D

**SHUTTLES** TWO BAYS

| CNTR | HIT POINTS | TYPE |
|---|---|---|
| | | |
| | | |

**SENSOR**

6 6 4 2 0

**PROBES**

1 [ ][ ][ ] 5

**SCANNER**

0 0 1 3 9

**DAM. CON.**

4 2 2 0

**EX. DAM.**

[ ][ ][ ] 9

**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 10 |
| IMPULSE | = | 6 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 16 |
| BATTERY | = | 1 |

NOTES:
1. THE CAPSULE MOVEMENT COST IS 1/5 WHEN SEPARATED.
2. SHIELDS ARE ON THE CAPSULE.
3. SHADED PH-2s ARE PH-1s ON THE REFIT.
4. THIS SHIP CANNOT DOUBLE ITS ENGINES.

## SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 |
|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA |
| DAMAGE, STD | NA | 16 | 12 | 8 | 4 |
| DMGE, OVERLOAD | 28 | 24 | 20 | NA | NA |

**SUCCESSIVE VOLLEY DAMAGE PERCENTAGES**

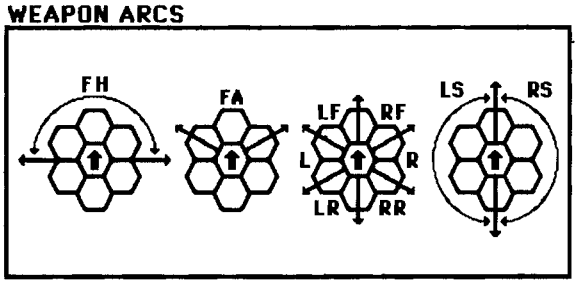
| VOLLEY | 1st | 2nd | 3rd | 4th+ |
|---|---|---|---|---|
| ACTIVATED TARGET SHIELD | 25% | 50% | 75% | 100% |
| REMAINING FIVE SHIELDS | 75% | 50% | 25% | 0% |

## TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

| HET | BD |
|---|---|
| 1 2/3 | 6 |

## WEAPON ARCS




## PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | – |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | – | – | – |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | – | – | – | – |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | – | – | – | – |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | – | – | – | – | – |

## PHASER-2

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | – |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | – | – |
| 4 | 5 | 4 | 4 | 3 | 1 | – | – | – |
| 5 | 5 | 4 | 3 | 3 | – | – | – | – |
| 6 | 5 | 3 | 3 | 3 | – | – | – | – |

## PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | – |
| 3 | 4 | 4 | 4 | 1 | – | – |
| 4 | 4 | 4 | 3 | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – |
| 6 | 3 | 3 | 1 | – | – | – |

## 1/3 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 10 | 10 |
| Fract. | 1/3 | 2/3 | 1 | 1 1/3 | 1 2/3 | 2 | 2 1/3 | 2 2/3 | 3 | 3 1/3 | 3 2/3 | 4 | 4 1/3 | 4 2/3 | 5 | 5 1/3 | 5 2/3 | 6 | 6 1/3 | 6 2/3 | 7 | 7 1/3 | 7 2/3 | 8 | 8 1/3 | 8 2/3 | 9 | 9 1/3 | 9 2/3 | 10 |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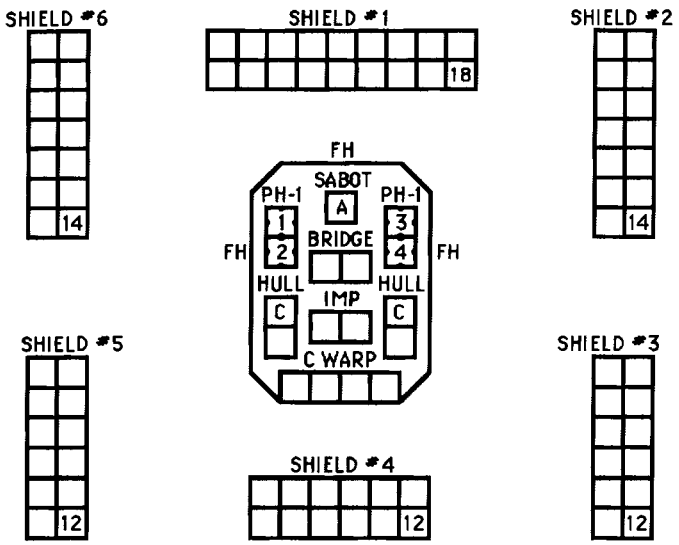
# KREBIZ ADVANCED TECHNOLOGY LIGHT CAPSULES

## X-1 BATTLE




**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 4 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 6 |
| BATTERY | = | 0 |

**CREW** * 10

**HET 1**

**BOARDING PARTIES** 5

**BD-6**

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | C-LX |
| POINT VALUE | = | 92/68 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-2.218 |
| INTERNALS | = | 17 |

1ST GENERATION X-SHIP

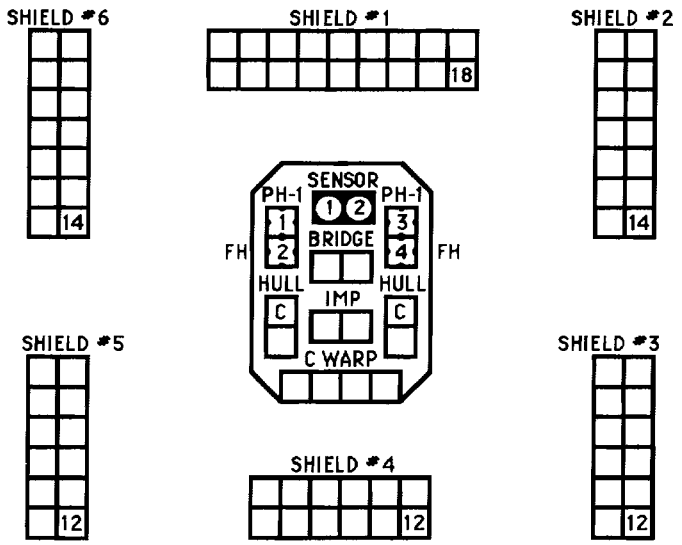
**SENSOR** 60

**SCANNER** 09

**DAM. CON.** 20

**EX. DAM.** 4

## X-1 SCOUT




**POWER CURVE**

| | | |
|---|---|---|
| WARP | = | 4 |
| IMPULSE | = | 2 |
| APR | = | 0 |
| AWR | = | 0 |
| TOTAL | = | 6 |
| BATTERY | = | 0 |

**CREW** * 10

**HET 1**

**BOARDING PARTIES** 5

**BD-6**

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | C-SX |
| POINT VALUE | = | 112/52 |
| MOVEMENT | = | 1/5 |
| SHIELDS | = | 1+1 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 5 |
| REFERENCE | = | RH-2.219 |
| INTERNALS | = | 18 |

1ST GENERATION X-SHIP

**SENSOR** 60

**SCANNER** 09

**DAM. CON.** 20

**EX. DAM.** 2

### X-1 SABOT COMBAT TABLE

| RANGE | 0-1 | 2-4 | 5-8 | 9-15 | 16-30 | 31-40 |
|---|---|---|---|---|---|---|
| HIT, STD | NA | 1-5 | 1-4 | 1-3 | 1-2 | 1 |
| HIT, OVERLOAD | 1-6 | 1-5 | 1-4 | NA | NA | NA |
| DAMAGE, STD | NA | 21 | 15 | 9 | 6 | 3 |
| DMGE, OVERLOAD | 30 | 27 | 24 | NA | NA | NA |

| SUCCESSIVE VOLLEY DAMAGE PERCENTAGES | | | |
|---|---|---|---|
| VOLLEY | 1st | 2nd | 3rd+ |
| ACTIVATED TARGET SHIELD | 33.33% | 66.67% | 100% |
| REMAINING FIVE SHIELDS | 66.67% | 33.33% | 0% |

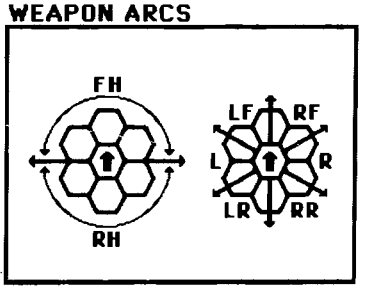
### TURN MODE C

| | |
|---|---|
| 1 | 2-4 |
| 2 | 5-9 |
| 3 | 10-14 |
| 4 | 15-20 |
| 5 | 21-27 |
| 6 | 28+ |

HET BD

SEE CAPSULES ABOVE

### WEAPON ARCS




### PHASER-1

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | - |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | - | - | - | - |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | - | - | - | - | - |

NOTES:
1. THESE CAPSULES DID NOT CARRY TRANSPORTER MINES.
2. THESE CAPSULES CAN LAND ON PLANETS.
3. THESE CAPSULES CANNOT BE PLACED ON NON-X CRUISERS; SEE (XRER-1.5).
4. SENSORS ON C-SX ARE DESTROYED ON TORPEDO HITS; SEE (G24.0) FOR RULES ON SENSORS.

### PHASER-3

| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 | - |
| 3 | 4 | 4 | 4 | 1 | - | - |
| 4 | 4 | 4 | 3 | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 1 | - | - | - |

### 1/5 WARP MOVEMENT CHART

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 |
| Fract. | 1/5 | 2/5 | 3/5 | 4/5 | 1 | 1 1/5 | 1 2/5 | 1 3/5 | 1 4/5 | 2 | 2 1/5 | 2 2/5 | 2 3/5 | 2 4/5 | 3 | 3 1/5 | 3 2/5 | 3 3/5 | 3 4/5 | 4 | 4 1/5 | 4 2/5 | 4 3/5 | 4 4/5 | 5 | 5 1/5 | 5 2/5 | 5 3/5 | 5 4/5 | 6 |

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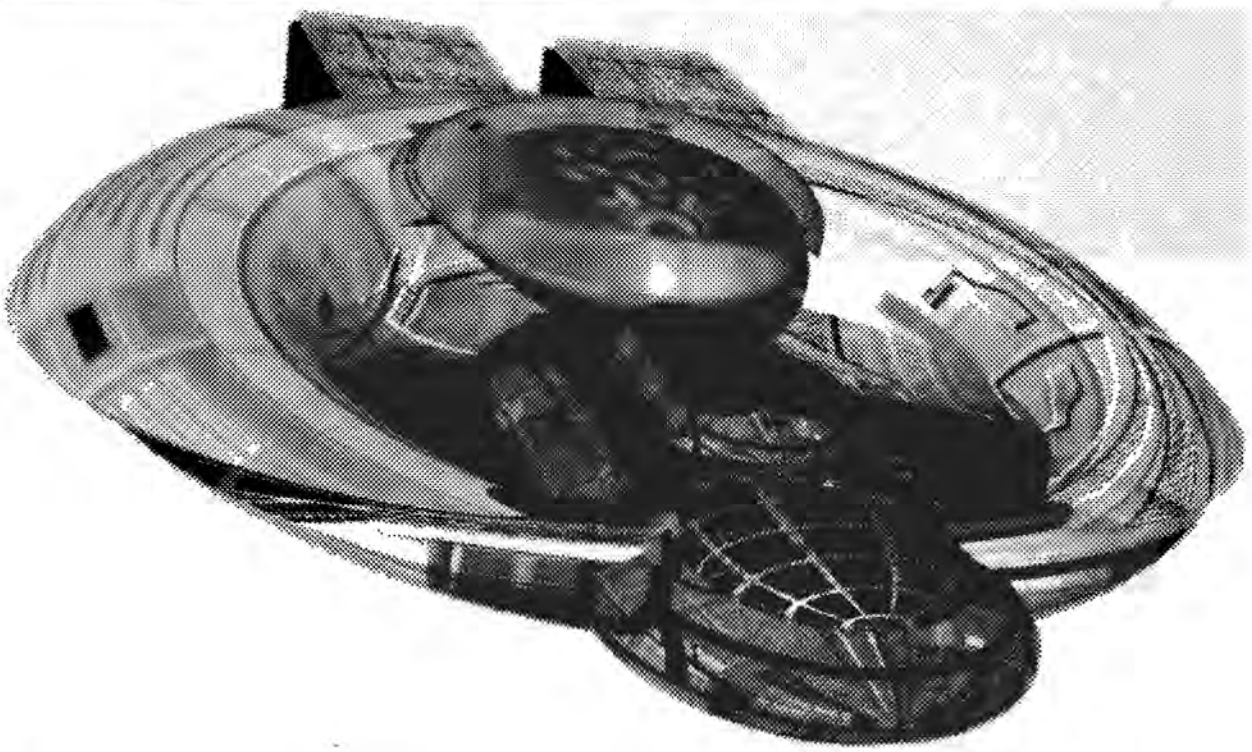
# KREBIZ-4

## INCLUDES - THE FOLLOWING:

**CAPITALIST MOVEMENT:** A Krebiz campaign game in which a Krebiz player turns to piracy to gain capital for a future endeavor. Along the way they encounter both allies and aggressors. Ideal for 2 to 3 players. One player organizes a Krebiz fleet into 3 squadrons, combining the ships and capsules as the player chooses. Each squadron then follows its own route delivering cargo to various pirate forces while avoiding local taxes and border patrols. One player plays the Krebiz and another player plays to antagonists. Either the Krebiz player or a third player may play the forces which occasionally ally with the Krebiz.

**NEW KREBIZ SSDs:** The Krebiz X-1 cruisers and capsules are defined in the product, as well as some popular combinations. These cruisers and capsules could be combined in numerous ways, allowing the introduction of the ships to greatly expand the Krebiz empire.

42 Companion SSDs display Krebiz units ranging from Krebiz fast patrol ships to Battleship variants. SSDs for Carrier and Control ship (Space Control Ships and Battle Control Ships) variants.



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96S10

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