

# STARTREK - MAIN SHIP LIST

SHIP TYPE	BEAMS								TORPS	HULL	ENGINE	BATTERIES	CLOAK COST	SCREENS				MAX SPEED	BONUSES							
	FRONT	UPPER FRONT	UPPER CENTER LEFT	UPPER CENTER RIGHT	UPPER REAR	360 UPPER	360 LOWER	LOWER FRONT						LOWER CENTER LEFT	LOWER CENTER RIGHT	LOWER REAR	UPPER FRONT		UPPER REAR	LOWER FRONT	LOWER REAR	UPPER FRONT	UPPER REAR	LOWER FRONT	LOWER REAR	
<b>FEDERATION</b>																										
TUG	-	-	-	-	1	-	-	1	-	-	-	-	-	-	2	1	1	1	6	0	+5	+2	+5			
TUG + POD	-	-	-	-	1	-	-	1	-	-	-	-	-	-	2	1	1	1	5	0	+2	+2	+5			
TUG + 2 PODS	-	-	-	-	1	-	-	1	-	-	-	-	-	-	2	1	1	1	4	0	+2	+2	+5			
SCOUT	-	-	-	-	-	-	-	1	-	-	-	-	-	-	1	-	1	1CR	6	0	+2	+2	+5			
DESTROYER	-	-	1	1	-	-	-	1	-	-	-	-	1F	6	6	4	-	1	-	1	1CR	6	-5	+2	+2	+5
LIGHT CRUISER	2	-	-	-	-	-	-	-	-	-	-	-	1F	7	6	6	-	1	-	1	1CR	4	-5	+5	-5	0
FRIGATE	-	-	1	1	-	-	-	1	-	-	-	-	1F	8	8	4	-	2	-	1	1CR	7	-5	+4	+2	+5
HEAVY CRUISER	-	-	1	1	-	-	-	1	-	-	-	-	1F	10	8	6	-	2	1	1	1	8	-4	+5	-5	+4
DREADNOUGHT	-	-	1	1	1	-	1	1	-	-	-	-	1F	12	12	8	-	2	2	2	1	9	-5	+5	-5	+5
ADVANCED TUG	-	1	1	1	-	-	-	1	-	-	-	-	1F	10	12	4	-	2	1	2	1	10	0	+5	-5	+5
ADVANCED TUG + POD	-	1	1	1	-	-	-	1	-	-	-	-	1F	13	12	6	-	2	1	2	1	9	0	+2	-5	+5
ADVANCED TUG + 2 PODS	-	1	1	1	-	-	-	1	-	-	-	-	1F	16	12	8	-	2	1	2	1	8	0	+2	-5	+5
ADVANCED SCOUT	-	1	1	1	-	-	-	1	-	-	-	-	-	9	9	8	-	2	1	2	1	8	-4	+4	-5	+5
ADVANCED DESTROYER	-	1	1	1	-	-	-	1	1	1	-	-	1F	9	9	4	-	2	1	2	1	8	-4	+4	-5	+5
ADVANCED FRIGATE	-	3	1	1	-	-	-	1	1	1	-	-	1F 1R	10	12	4	-	2	2	2	1	10	-5	+4	+2	+5
ADVANCED HEAVY CRUISER	-	1	1	1	1	-	2	1	1	1	-	-	1F	12	14	6	-	3	2	2	2	10	-4	+5	-5	+4
ADVANCED DREADNOUGHT	-	3	1	1	1	-	2	1	1	1	-	-	2F 1R	15	18	8	-	4	3	3	2	10	-5	+5	-5	+5
ADVANCED EXCELSIOR	-	3	1	1	1	-	-	5	1	1	2	-	4F 2R	20	24	12	-	4	3	4	3	10	-4	+4	-5	+5
<b>KLINGON EMPIRE</b>																										
FRIGATE	1	-	-	-	-	-	-	-	-	-	-	-	-	4	6	3	-	1F	-	-	1CR	6	-4	+4	+1	+4
HEAVY CRUISER	2	-	-	-	-	-	-	-	-	-	-	-	-	6	7	6	-	1	-	1	1CR	7	-4	+4	+1	+4
BATTLE CRUISER	3	-	-	-	-	-	-	-	-	-	-	-	-	6	7	7	-	1	-	1	1CR	7	-4	+4	+1	+4
ADVANCED SCOUT	2	-	-	-	-	-	-	-	-	-	-	-	1F	6	8	5	6	1	-	1	1CR	8	-4	+5	+1	+4
ADVANCED FRIGATE	2	-	-	-	1	-	-	-	-	-	-	-	1F	6	10	6	-	2	1	1	1	8	-4	+5	+1	+4
ADVANCED HEAVY CRUISER	2	-	-	-	1	-	-	1	-	-	-	-	1F 1R	8	11	7	-	2	1	2	1	9	-4	+5	+1	+4
ADVANCED DREADNOUGHT	4	-	-	-	2	-	-	1	-	1	-	-	2F 1R	10	14	8	-	3	2	2	2	10	-4	+5	+2	+5
ADV. PLUS DREADNOUGHT	4	-	-	-	2	-	-	1	-	1	-	-	2F 1R	10	18	10	-	3	2	2	2	10	-4	+5	+3	+5
<b>ROMULAN EMPIRE</b>																										
WARBIRD	-	-	-	-	-	-	-	-	-	-	-	-	1F (r)	6	6	8	4	1F	-	-	1CR	4	-5	0	-5	0
WAR EAGLE	1	-	-	-	-	-	-	-	-	-	-	-	1F (r)	6	6	8	4	1F	-	-	1CR	5	-5	0	-5	0
ADVANCED SCOUT	2	-	-	-	-	-	-	-	-	-	-	-	1F (r)	10	10	6	7	2	1	2	1	9	-5	+5	-5	+5
ADVANCED CRUISER	4	-	-	-	-	-	-	-	-	2	-	-	2F 1R(r)	12	16	10	12	3	2	2	2	9	-5	+5	-5	+5
'KR' CRUISER	-	-	-	-	-	-	-	-	-	-	-	-	2F (r)	6	10	8	7	1	-	1	1CR	6	-4	+4	-5	+5
<b>OTHERS</b>																										
ORION CRUISER	3	-	-	-	-	-	-	-	-	-	1	-	1F	5	8	8	-	1	-	1	1CR	8	-4	+5	-5	+5

## RULE NOTES

**WHO FIRES FIRST** Ships that have moved the fastest move first in a phase. All ships fire simultaneously in a phase.

**EMERGENCY STOP** - declared at the start of any phase - throws half (round up) of all remaining points onto the shield of choice.

**DOM of ZERO** means the ship can perform PITCH, ROLL & YAW at the points on the phase chart where it would have moved to whatever speed has been set. This costs half the normal energy to perform.

**REVERSE** speed is a maximum of HALF forward speed (round up). Cost is DOUBLE energy points.

**SHIP EXPLOSION** When HULL points reach ZERO the ship is destroyed but may blow up. Blow UNDER 50% plus total damage taken in current turn (ie 6 Hull plus 4 Engine damage = 10 so 50 + 10 = 60%). Damage to other ships is total of remaining Engine, Torp and Battery of exploding ship for ships in same or adjacent hex. Half at 2 hexes, Quarter at 3 hexes, round down.

**SELF DESTRICT** Ships may elect to Self Destruct at the start of any phase - same result as Ship Explosion.

**BEAMS** do not have to be armed specifically - just the number to be fired and paid for entered in the BEAMS ARMED box. Any not fired, the energy is wasted.

**TORPEDOES** can be armed & fired in the same turn but they must be specifically armed - Cost 1 POINT regular, 4 POINTS Romulan. Holding a torp costs 0 POINTS regular, 1 POINT for Romulan.

**WEAPON & SHIELD** Take weapon & shield hits ONLY from the direction of fire, ie Upper Front weapons can only be hit from the Upper front (though the Upper front Shield. If no weapons systems available in that area, take HULL hits instead