

STAR TREK - SHIP LIST UPDATE

SHIP TYPE	BEAMS								TORPS	HULL	ENGINE	BATTERIES	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
FEDERATION																						
COMMAND CRUISER	-	-	1	1	-	-	1	1	-	1F	10	10	06	2	1	2	1	8	-5	-2	-4	+2
GALAXY CLASS	8	-	-	-	-	8	8	-	6F4R	35	32	12	7	6	6	6	10+1*	-4	+4	-5	+5	
KLINGON																						
DREADNOUGHT	3	-	-	-	1	-	-	1	0	10	12	06	2	1	2	1	9	-5	+5	+4	+5	
BATTLESHIP	5	-	-	-	2	-	-	2	0	15	15	08	3	2	2	2	8	-5	+5	+5	+5	
TUG	1	-	-	-	1	-	-	-	0	06	07	07	1	-	1	1CR	7	-4	+4	+5	+5	
TUG + POD	1	-	-	-	1	-	-	-	0	08	07	07	1	-	1	1CR	6	-4	+4	+5	+4	
TUG + 2 PODS	1	-	-	-	1	-	-	-	0	10	07	07	1	-	1	1CR	5	-4	+4	+5	+4	

SHIP'S TURN MODE	SPEED THIS TURN					
	1	2	3-4	5-6	7-8	9+
0	0	0	0	1	1	1
1	0	0	1	1	2	2
2	0	1	1	1	2	2
3	0	1	1	2	2	3
4	0	1	1	2	3	3
5	1	1	2	3	3	4
6	1	1	2	3	4	5

TABLE ON LEFT GIVES NUMBER OF CLEAR MOVES BETWEEN MANOUVRES. ie RESULT OF, SAY, 3 MEANS:

- ◆ MOVE & MANOUVRE/SLIP
- ◆1 MOVE
- ◆2 MOVE
- ◆3 MOVE
- ◆ MOVE & MANOUVRE/SLIP

TURN MODE CHART

SHIP TYPE	TURN MODE CODE	SHIP TYPE	TURN MODE CODE
FEDERATION		KLINGON	
TUG	2	TUG	2
TUG + POD	3	TUG + POD	3
TUG + 2 PODS	5	TUG + 2 PODS	5
SCOUT	1	FRIGATE	0
DESTROYER	1	Hvy. CRUISER	2
Lt CRUISER	2	BATTLE CRUISER	2
FRIGATE	2	DREADNOUGHT	3
Hvy CRUISER	3	BATTLESHIP	5
COMMAND CRUISER	3	Adv. SCOUT	1
DREADNOUGHT	4	Adv. FRIGATE	2
Adv. TUG	2	Hvy CRUISER	2
Adv. TUG + POD	3	Adv. DREADNOUGHT	4
Adv. TUG + 2 PODS	5	Up Engined D. NOUGHT	4
Adv. DESTROYER	1	ROMULAN	
Adv. FRIGATE	2	WAR EAGLE	2
Adv. Hvy CRUISER	3	Adv. SCOUT	1
Adv. DREADNOUGHT	4	Adv. CRUISER	2
EXCELSIOR CLASS	5	KR	2
GALAXY CLASS	6	OTHER	
		ORION CRUISER	1

TURN MODE CHART

SHIP'S TURN MODE CODES

REMEMBER

No HORIZONTAL to CLIMB/DECEND SLIP without first performing a HORIZONTAL/CLIMB/DECEND SLIP

+ 5% to hit per target speed

No Mixing SLIPS and MANOUVRES

* GALAXY CLASS MOVES ONE EXTRA PHASE - CALLED PHASE ZERO - AT START OF TURN BEFORE ANY OTHER SHIP TYPE GIVING AN EFFECTIVE SPEED OF 11