

# Automata Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**6**

SPEED	COST
0	0
1	0
2	1
3	2
4	3
5	4

## Command Systems

### Energy Cell

0 1

### Engineering III <sup>1d10</sup>

0 1 2 3 4

### Damage Control

0 +2 +4 +6 +8

### Command Turbine

0 1 2 3 4

## Defense Systems

### Fore Force Screen

0 1 2 3 4 5

### Aft Force Screen

0 1 2 3 4 5

### Defense Turbine

0 1 2 3 4 5

## Engine Systems

### Dynamo

0 1 2 3 4  
5 6 7 8

### Thrusters

0 1 2 3 4  
5 6

## Weapon Systems

### Forward Blaster III

0 1 2 3

### Aft Blaster II

0 1 2

*Blaster Beam*  
III damage 1d10  
II damage 1d8

### Weapon Turbine

0 1 2 3 4 5

## Damage Tracker 0

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

# Broodmaster Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING 1d10  
**4**

SPEED	COST
0	0
1	1
2	2
3	4
4	5
5	6

## Command Systems

### Energy Cell

0 1 2 3 4

### Engineering III 1d10

0 1 2 3 4

### Damage Control

0 +2 +4 +6 +8

## Defense Systems

### Fore Force Screen

0 1 2 3 4 5

### Aft Force Screen

0 1 2 3 4

### Telepathy III

0 1 2

Spend at any point during turn to cancel 1 section's use (and spend its Power); affected section must be lower level than Telepathy.

## Engine Systems

### Dynamo

0 1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15 16  
17 18 19

### Thrusters

0 1 2 3 4  
5 6 7

## Weapon Systems

### Vanguard II

0 1 2 3

*Vanguard II Bolt Weapon*  
To-hit 1d8 per section  
Damage 1d8 regardless of how many sections used

### Vanguard II

0 1 2 3

### Fore Blaster I

0 1 2 3

*Blaster I Beam Weapon*  
Damage 1d6

### Aft Blaster I

0 1 2

### Damage Tracker 0

	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

# Glazaqtoq Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**4**

SPEED	COST
0	0
1	1
2	2
3	4
4	5
5	6

## Command Systems

**Energy Cell**

0 1 2 3 4

**Engineering III** <sup>1d10</sup>

0 1 2 3 4

**Damage Control**

0 +2 +4 +6 +8

## Defense Systems

**Port Force Screen**

0 1 2 3 4 5 6

**Starboard Force Screen**

0 1 2 3 4 5 6

## Weapon Systems

**Port Disruptor I**

0 1 2 3 4 5

**Starboard Disruptor I**

0 1 2 3 4 5

**Port Blaster II**

0 1 2

**Starboard Blaster II**

0 1 2

*Disruptor I*  
Bolt  
To-Hit 2d6  
Damage 1

*Blaster Beam II*  
Damage 1d8

*Damage Tracker* 0

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

## Engine Systems

**Dynamo**

0 1 2 3 4 5 6 7 8 9  
10 11 12 13 14 15 16 17 18

**Thrusters**

0 1 2 3 4 5 6

# Human Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**6**

SPEED	COST
0	0
1	0
2	1
3	2
4	3
5	4

## Command Systems

**Energy Cell**

0 1 2

**Engineering III**

1d10

0 1 2 3 4

**Damage Control**

0 +2 +4 +6 +8

## Defense Systems

**Fore Force Screen**

0 1 2 3 4  
5 6

**Aft Force Screen**

0 1 2 3

## Engine Systems

**Dynamo**

0 1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15 16  
17 18

**Thrusters**

0 1 2 3 4  
5 6

## Weapon Systems

**Fore Plasma II**

*Plasma II*

0 R 1

Bolt  
To-Hit 1d8  
Damage 8

**Fore Plasma II**

0 R 1

**Forward Blaster II**

0 1 2 3

**Aft Blaster II**

*Blaster II*

0 1

Beam  
Damage 1d8

*Damage Tracker* 0

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

# Mendeku Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**5**

SPEED	COST
0	0
1	1
2	2
3	3
4	4
5	5

## Command Systems

### Energy Cell

0 1 2

### Engineering III

1d10

0 1 2 3 4

### Damage Control

0 +2 +4 +6 +8

## Defense Systems

### Fore Force Screen

0 1 2 3 4

### Aft Force Screen

0 1 2

## Engine Systems

### Dynamo

0 1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15 16  
17 18 19 20

### Thrusters

0 1 2 3 4  
5 6

## Weapon Systems

### Fore Thunderclap IV

0 1

*Thunderclap IV*  
Bolt  
To-hit 1d12  
Damage 6

### Fore Blaster II

0 1 2 3

### Aft Blaster I

0 1 2

*Blaster*  
Beam  
II Damage 1d8  
I Damage 1d6

## Metabolize

Fire phase: discharge 1 or more Engineering sections. Add 3 to the range of 1 weapon section per Engineering spent. Or add 6 by spending 2 Engineering sections



## Damage Tracker 0

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

# Old One Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**5**

SPEED	COST
0	0
1	1
2	2
3	3
4	4
5	5

## Command Systems

### Energy Cell

0 1 2

### Engineering III <sup>1d10</sup>

0 1 2 3  
4 5 6

### Damage Control

0 +2 +4 +6 +8

## Defense Systems

### Fore Force Screen

0 1 2 3 4 5

### Aft Force Screen

0 1 2 3

## Engine Systems

### Dynamo

0 1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15 16  
17 18 19 20  
21 22

### Thrusters

0 1 2 3 4  
5 6

## Weapon Systems

### Fore Disintegrator II

0 1 2 3

*Disintegrator II*

Beam

Damage 1d8-1

Disintegrator damage is tracked separately; in Destroy Systems segment, all Disintegrator damage hits the same Systems Group, chosen by the Old One player

### Fore Blaster II

0 1 2

*Blaster II*

Beam

Damage 1d8

### Aft Blaster II

0 1 2

### Damage Tracker 0

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

# Skith Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**5**

SPEED	COST
0	0
1	1
2	2
3	3
4	4
5	5

## Command Systems

**Energy Cell**

0 1 2

**Engineering III**

1d10

0 1 2

**Damage Control**

0 +2 +4 +6 +8

## Defense Systems

**Fore Force Screen**

0 1 2 3 4 5

**Aft Force Screen**

0 1 2 3

**Time Sink IV**

0 R1 R2 1

*Time Sink*

Maintenance phase: Exit map;  
Power phase: return to any location  
While off-map, repair & charge normally

## Engine Systems

**Dynamo**

0 1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15 16  
17 18 19

**Thrusters**

0 1 2 3 4  
5 6

## Weapon Systems

**Fore Disruptor II**

0 1 2 3 4 5

*Disruptor II*  
Bolt  
To-Hit 2d8  
Damage 2

**Fore Blaster II**

0 1 2 3

**Aft Blaster II**

0 1

*Blaster II*  
Beam  
Damage 1d8

*Damage Tracker* 0

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

# Vorck Welder (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**6**

SPEED	COST
0	0
1	0
2	1
3	2
4	3
5	4

## Command Systems

### Energy Cell

0 1 2 3

### Engineering III <sup>1d10</sup>

0 1 2 3

### Damage Control

0 +2 +4 +6 +8

## Defense Systems

### Fore Force Screen

0 1 2 3 4

### Aft Force Screen

0 1 2 3 4 5

## Weapon Systems

### Fore Welder II

0 1 2 3 4 5 6 7

#### Welder II

Beam weapon  
Damage 1d8+1

Keep track of Welder damage separately. Welder damage also charges the target ship's Command systems. Any excess "charge" is ignored.

### Aft Blaster I

0 1 2

#### Blaster

Beam weapon  
I Damage 1d6

## Engine Systems

### Dynamo

0 1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15 16  
17

### Thrusters

0 1 2 3 4  
5

### Damage Tracker 0

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



# Xk-13 Cruiser (CA) Bridge Display

60 pts

NIMBLE  
RATING

1d10

6

SPEED

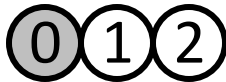
COST

0
1
2
3
4
5

0
0
1
2
3
4

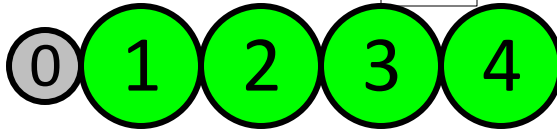
## Command Systems

**Energy Cell**

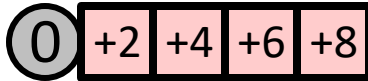


**Engineering III**

1d10



**Damage Control**



## Defense Systems

**Fore Force Screen**



**Fore Armor**



**Aft Force Screen**

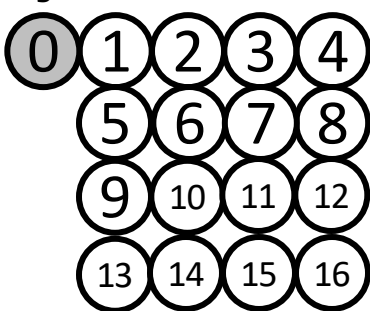


**Aft Armor**

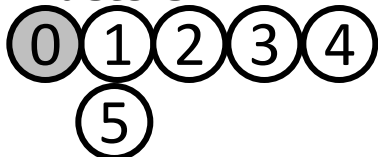


## Engine Systems

**Dynamo**



**Thrusters**



## Weapon Systems

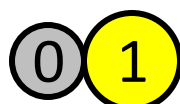
**Fore Energy Whip II**



**Fore Blaster II**



**Aft Blaster II**



Blaster  
Beam  
Level II 1d8

*Energy Whip II*

Bolt

To-hit 1d8

Damage 2

destroys screens when it  
reduces them.

*Damage Tracker*

0

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

# Yaddith Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**7**

## Command Systems

**Energy Cell**

0 1 2

**Engineering III** <sup>1d10</sup>

0 1 2

**Damage Control**

0 +2 +4 +6 +8

## Defense Systems

**Fore Force Screen**

0 1 2 3 4 5

**Aft Force Screen**

0 1 2

**Reality Warp IV**

0 1

*Reality Warp Maintenance Phase: Alters next turn's phase sequence*

SPEED	COST
0	0
1	0
2	1
3	1
4	2
5	3

## Engine Systems

**Dynamo**

0 1 2 3 4  
5 6 7 8  
9 10 11 12  
13 14 15 16  
17

**Thrusters**

0 1 2 3 4

## Weapon Systems

**Fore Disruptor IV**

0 1

*Disruptor IV Bolt  
To-Hit 2d12  
Damage 4*

**Fore Blaster I**

0 1 2 3 4

*Blaster I Beam  
Damage 1d6*

**Aft Disruptor II**

0 1

*Disruptor II Bolt  
To-Hit 2d8  
Damage 2*

**Aft Blaster I**

0 1 2

*Damage Tracker* 0

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

# Yithian Cruiser (CA) Bridge Display

60 pts

NIMBLE RATING <sup>1d10</sup>  
**5**

SPEED	COST
0	0
1	1
2	2
3	3
4	4
5	5

## Command Systems

### Energy Cell

0 1 2 3

### Engineering III <sup>1d10</sup>

0 1 2 3

### Damage Control

0 +2 +4 +6 +8

## Defense Systems

### Fore Force Screen

0 1 2 3 4 5 6 7

### Aft Force Screen

0 1 2 3

## Weapon Systems

### Fore Blaster II

0 1 2

### Fore Lightning II

0 1 2 3 4

### Aft Blaster I

0 1 2

*Blaster Beam*  
II Damage 1d8  
I Damage 1d6

*Lightning II Bolt*  
To-hit 1d8  
Damage = the die roll, if it hits

### Damage Tracker 0

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

## Engine Systems

### Dynamo

0 1 2 3 4 5 6 7 8 9  
10 11 12 13 14 15 16

### Thrusters

0 1 2 3 4 5 6