

Corvette (K) Bridge Display

20 pts

NIMBLE
RATING

1

SPEED

COST

0

0

1

0

2

0

3

0

4

1

5

1

Command Systems

Energy Cells

0 1 2

Engineering I

0 1 2

Defense Systems

Fore Force Screen

0 1 2

Aft Force Screen

0 1

Engine Systems

Dynamo

0 1 2 3 4
5 6 7

Thrusters

0 1 2 3

Weapon Systems

Heavy Weapons I

0 1 2

Fore Blaster I

0 1 2

Blaster I
Beam
1d6

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

**Automata, Azota,
Dacian, Human,
Mendeku, Nomia,
Starspawn, Valkar,
Venge, Vorck**

Forward Blaster I

0 1 2

*Blaster
Beam*
I damage 1d6

**Collector, Daldath,
Glazaqtoq, Salp, Skith,
Thoth, Yaddith,
Zepzeg**

Forward Disruptor I

0 1 2

*Disruptor
Bolt*
To hit 2d6
Damage 1

Broodmaster

Telepathy II

0 1

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

Fungi

Fore Tendril I

0 1 2

Tendril
Auto-hit; Range 6
Damage = 1 per charge

Old Ones

Fore Disintegrator I

0 1 2

*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

Urumak

Claw



impact
1d12 damage;
move through or adjacent to
target (just once per turn)

Xk-13

Fore Energy Whip II

0 1

Energy Whip II
Bolt
To-hit 1d12
Damage 2; destroys screens

Yithian

Fore Lightning I

0 1

Lightning I; Bolt
To-hit 1d6
Damage = the die roll, if it hits

Zevolt

Fore Hellfire I

0 R1 1

Hellfire I; Beam
Damage 1d6
Minimum half rolled
damage, out to 6 hexes.

Freighter Bridge Display

40 pts

NIMBLE
RATING

6

STRUCTURE
RATING

9

8

7

6

5

4

3

2

1



SPEED

COST

0

0

1

0

2

1

3

2

Command Systems

Energy Cells

0 1

Engineering II

0 1 2

Defense Systems

Fore Force Screen

0 1 2

Aft Force Screen

0 1 2

Engine Systems

Dynamo

0 1 2 3 4
5 6 7 8
9 10 11

Thrusters

0 1 2

Cargo Hold

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

Cargo – you can voluntarily jettison cargo (mark as damaged) to prevent damage to screens or other systems.

Weapon Systems

Fore Blaster I

0 1 2

Blaster I
Beam
1d6

Aft Blaster I

0 1 2 3

Damage Tracker

0

-1 Structure

1	2	3	4	5
6	7	8	9	10

-2 Structure

11	12	13	14	15
16	17	18	19	20

-3 Structure

21	22	23	24	25
26	27	28	29	30

Automata Destroyer (DD) Bridge Display

40 pts

NIMBLE RATING ^{1d10}
9

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

Command Systems

Energy Cell

0 1

Engineering II

1d10

0 1 2 3 4

Damage Control

0 +2 +4 +6 +8

Command Turbine

0 1 2 3

Defense Systems

Fore Force Screen

0 1 2 3

Aft Force Screen

0 1 2 3

Defense Turbine

0 1 2 3

Engine Systems

Dynamo

0 1 2 3 4
5

Thrusters

0 1 2 3

Weapon Systems

Forward Blaster II

0 1 2 3 4

Weapon Turbine

0 1 2 3 4

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

Broodmaster Destroyer (DD) Bridge Display

40 pts

NIMBLE RATING **7**

SPEED COST

0	0
1	0
2	1
3	1
4	2
5	3

Command Systems

Energy Cell

0 1 2

Engineering II 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

Telepathy III

0 1

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

Thrusters

0 1 2 3 4

Weapon Systems

Vanguard I

0 1 2 3

Vanguard I Bolt Weapon
To-hit 1d6 per section
Damage 1d6 regardless of sections used

Vanguard I

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**

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

Glazaqtoqian Destroyer (DD) Bridge Display

40 pts

NIMBLE
RATING **7**

SPEED COST

0	0
1	0
2	1
3	1
4	2
5	3

Command Systems

Energy Cell

0 1 2

Engineering II 1d10

0 1 2 3

Damage Control

0 +2 +4 +6 +8

Defense Systems

Port Force Screen

0 1 2 3

Starboard Force Screen

0 1 2 3

Weapon Systems

Port Disruptor I

0 1 2 3 4 5

Starboard Disruptor I

0 1 2 3 4 5

Port Blaster I

0 1 2

Starboard Blaster I

0 1 2

Disruptor I
Bolt
To-Hit 2d6
Damage 1

Blaster I
Beam
Damage 1d6

Engine Systems

Dynamo

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

Thrusters

0 1 2 3 4

Damage Tracker 0

-1 Structure

1	2	3	4	5
6	7	8	9	10

-2 Structure

11	12	13	14	15
16	17	18	19	20

-3 Structure

21	22	23	24	25
26	27	28	29	30

Human Destroyer (DD) Bridge Display

40 pts

NIMBLE
RATING

9

SPEED

COST

0

0

1

0

2

0

3

0

4

1

5

1

Command Systems

Energy Cell

0 1 2

Engineering II

1d10

0 1 2 3 4 5

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

Thrusters

0 1 2 3 4

Weapon Systems

Fore Plasma I

0 R 1

Plasma I

Bolt

To-Hit 1d6

Damage 6

Fore Plasma I

0 R 1

Forward Blaster II

0 1 2

Aft Blaster II

0 1

Blaster

Beam

II Damage 1d8

I Damage 1d6

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 Destroyer (DD) Bridge Display

40 pts

NIMBLE RATING **9**

SPEED COST

0	0
1	0
2	0
3	0
4	1
5	1

Command Systems

Energy Cell

0 1 2

Engineering II

1d10

0 1 2 3 4 5

Damage Control

0 +2 +4 +6 +8

Defense Systems

Fore Force Screen

0 1 2 3

Aft Force Screen

0 1

Metabolize

Fire phase: discharge 1 or more Engineering sections. Add 2 to the range of 1 weapon section per Engineering spent. Or add 4 by spending 2 Engineering sections



Engine Systems

Dynamo

0 1 2 3 4
5 6 7 8
9 10 11 12

Thrusters

0 1 2

Weapon Systems

Fore Thunderclap III

0 1

Thunderclap III
Bolt
To-hit 1d10
Damage 5

Fore Blaster II

0 1

Aft Blaster I

0 1

Blaster Beam
II Damage 1d8
I Damage 1d6

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 Destroyer (DD) Bridge Display

40 pts

NIMBLE
RATING

8

SPEED

COST

0

0

1

0

2

0

3

1

4

1

5

2

Command Systems

Energy Cell

0 1 2

Engineering II

1d10

0 1 2 3 4 5

Damage Control

0 +2 +4 +6 +8

Defense Systems

Fore Force Screen

0 1 2 3 4

Aft Force Screen

0 1 2

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 I

0 1 2 3

Blaster I

Beam

Damage 1d6

Aft Blaster I

0 1 2

Engine Systems

Dynamo

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

Thrusters

0 1 2 3 4

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 Destroyer (DD) Bridge Display

40 pts

NIMBLE
RATING

1d10

8

SPEED

COST

0

0

1

0

2

0

3

1

4

1

5

2

Command Systems

Energy Cell

0 1 2

Engineering II

1d10

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

Time Sink IV

0 R1 R2 1

Engine Systems

Dynamo

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

Thrusters

0 1 2 3 4

Weapon Systems

Fore Disruptor II

0 1 2

Disruptor II
Bolt
To-Hit 2d8
Damage 2

Fore Blaster II

0 1 2 3

Aft Blaster II

0 1

Blaster I
Beam
Damage 1d6

Time Sink

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

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-23 Destroyer (DD) Bridge Display

40 pts

NIMBLE
RATING

1d10

9

SPEED

COST

0

0

1

0

2

0

3

0

4

1

5

1

Command Systems

Energy Cell

0 1

Engineering III

1d10

0 1 2 3 4

Damage Control

0 +2 +4 +6 +8

Defense Systems

Fore Force Screen

0 1 2 3

Fore Armor

0 1 2 3 4 5

Aft Force Screen

0 1 2

Aft Armor

0 1 2 3 4

Engine Systems

Dynamo

0 1 2 3 4
5 6 7 8
9 10 11

Thrusters

0 1 2 3

Weapon Systems

Fore Energy Whip II

0 1 2

Fore Blaster II

0 1 2 3

Aft Blaster II

0 1

Blaster
Beam
Level II 1d8

Energy Whip II

Bolt

To-hit 1d8

Damage 2

destroys screens instead of
reducing 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 Destroyer (DD) Bridge Display

40 pts

NIMBLE RATING ^{1d10}
7

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

Command Systems

Energy Cell

0 1 2

Engineering II

1d6

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

Sensory Warp III

0 1

Sensory Warp
You have the initiative – move last

Engine Systems

Dynamo

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

Thrusters

0 1 2 3 4

Weapon Systems

Fore Disruptor III

0 1

Disruptor III
Bolt
To-Hit 2d10
Damage 3

Fore Blaster II

0 1 2

Blaster II
Beam
Damage 1d8

Aft Disruptor II

0 1

Disruptor II
Bolt
To-Hit 2d8
Damage 2

Aft Blaster I

0 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 Destroyer (DD) Bridge Display

40 pts

NIMBLE RATING ^{1d10}
8

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

Command Systems

Energy Cell

0 1 2

Engineering II

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

Weapon Systems

Fore Blaster II

0 1 2

Fore Lightning II

0 1 2

Aft Blaster II

0 1

Blaster Beam
II Damage 1d8

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

Engine Systems

Dynamo

0 1 2 3 4 5 6 7 8 9 10 11 12

Thrusters

0 1 2 3 4

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