STAR FLEET BATTLES
THE VUDAR ENCLAVE

CAPTAIN'S EDITION

CAPTAIN'S
MODULE F2

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES
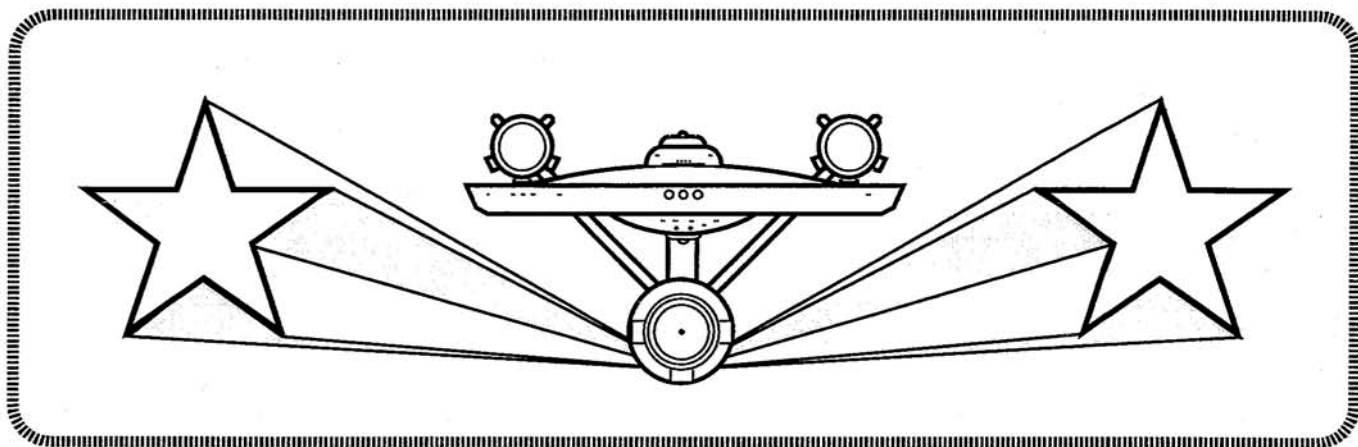
CAPTAIN'S MODULE F2

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THE VUDAR

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(Z37.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE F2 is a modular expansion of the SFB game system. You will need Basic Set to use this material, and other products (e.g., *Advanced Missions, C1, C2, C3, K*) to use it to the fullest extent. It includes this 46-page rulebook, 108 counters, and a 46-page SSD book. **June 2005 printing.**

(Z37.2) DESIGN CREDITS

SFB Designer .... Stephen V. Cole, PE
SFB Executive Developer.............. Steven P. Petrick, IN
Module F2 Designer..................... LtCol Jon Cleaves
Chief of ADB Security .... Ramses
ADB Inspector General .... Isis
Cover Artist .... Ted Geibel
Starship Graphics .... Stephen V Cole
Vudar Portrait .... Alvin Belflower
Project Staff.............................. Andrew Harding, Nick
     Blank, Scott Moellmer, and Ken Burnside.

PLAYTESTERS:
BATTLE GROUP KANSAS: Jon Cleaves, Greg Fisher, Dorian Seibert, Dave Wood.
BATTLE GROUP TUCSON: Richard Sherman, Stephen Cobb, Dan Grossman, Ed "Jesse" Hamby, Glenn Hoepfner, Mark Means, Robert Snook.
BATTLE GROUP VICTORIA (Australia): Andrew Harding, John Wouters.
BATTLE GROUP VIRGINIA BEACH: Sandy Ramirez, Ian Holland, Debbie Ramirez, Bill Vogel.
BATTLE GROUP VIRGINIA: Jeremy Gray, Justin Howell.
BATTLE GROUP WELLINGTON (Ohio): Nick Blank.
BATTLE LAB #1 (Denver): Scott Moellmer, Aaron Brown, Dan Hoffacker Ken Howell, Seth Iniguez, Dave Miller, Craig McRae, Simon Seibert, Andy Vancil.
BATTLE LAB #2 (Madison): Ken Burnside, Robert Banks, Carl Bloedow, Steve Damer, Mike Elsner, Dane Jesperson, Ken Rotar.
BATTLEGROUP BALTIMORE: Andy Palmer, Dave Cross, Mark Gratkowski, Dave Markowitz, Ryan Peck, Robert Schirmer, Ken Watanabe.

(Z37.3) PUBLISHER'S INFORMATION

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AMARILLO DESIGN BUREAU, INC.
POST OFFICE BOX 8759
AMARILLO, TEXAS 79114-8759
Telephone: 806-351-1950 (Fax: 806-351-2585)
Email: Design@starfleetgames.com
Web Site: www.starfleetgames.com

Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our web site.

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(Z37.4) DESIGNER'S INFORMATION

Module F2 began as a submission by Jon Cleaves to the NEXUS #13 Race Proposals Contest. The Vudar have been continually updated over the years by Jon Cleaves and members of the Star Fleet Staff and ADB, and has finally reached publication. Along the road, many questions had to be answered because of the integrated nature of *Star Fleet Battles* and its established historical background. A new race must not significantly alter the balance of power between any of the existing races, but must have an intrinsic ability to survive in the face of encroachment by larger powers around it. The Vudar find a niche in their technology, which in turn, together with their limited economy, limits how much they can expand.

The Ion Storm Generator is a powerful defensive tool, but it cannot be mounted on self-mobile platforms, making it virtually useless offensively. Its ability to whip surrounding space into an ion storm, albeit one lacking gravity waves, has an impact on any defensive battle in which the Vudar engage, limiting the ability of attacking races to engage Vudar ships at long range and optimizing the use of electronic warfare by all sides.

The Ion Pulse Generator carried by Vudar ships is a powerful tool to protect them both from direct-fire and seeking weapons, but the tool also interferes in the use of the Vudar's own direct-fire weapons.

The Ion Cannon is the main heavy weapon of Vudar ships, but requires ionic power to operate. As a result, Vudar ships are equipped with an system that enables them to "ionize" power from non-ion sources.

The Vudar will provide new challenges and situations to be met and overcome by existing players, and may soon acquire a loyal following of their own as they seek to become an established, if minor, power in the SFB universe.

This product marks something of a personal journey for its designer. Jon Cleaves was a brand new 2nd Lieutenant in the US Army when he first wrote it. He is a retired Lieutenant Colonel at the time of its publication.

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(E21.0) ION CANNON

Ion cannon are carried by Vudar ships and some Orion pirates. They are considered to be the heavy weapons of the ship, but because they must be armed in advance and cost a considerable amount of energy to hold in the cannons if they are not fired immediately, their use is normally restricted to heavy combat situations. An ion cannon armed ship does not normally keep the cannon armed because of the energy requirement to simply hold the charge in the weapon.

(E21.1) DESIGNATION

(E21.11) DEFINITION: Each 'ION' box on an SSD represents one ion cannon. Each cannon is armed and kept track of separately. A given cannon cannot be used to arm, hold or fire more than one charge at a time.

(E21.12) DAMAGE: Ion cannon are destroyed on "torpedo" hits on the Damage Allocation Chart (D4.21). They are between photon torpedoes and disruptor-40s for purposes of (D4.3222).

(E21.13) REPAIR: Ion cannons cost seven points to repair and cannot be hastily repaired (G17.5); exception see (H8.32).

(E21.14) OPTION MOUNTS: Ion cannons can be placed in option mounts. This has no effect on the BPV of the unit to which they are added, i.e., the cost is zero BPV under Annex #8B or #8H. The Orion Pharaoh and Hamilcar Cartels treat this as an operating territory weapon but rarely use it due to the ion energy requirement.

(E21.2) FIRING ION CANNON

(E21.21) FIRING: The firing of ion cannons is declared with other direct-fire weapons in Step (6D2) of the standard Sequence of Play (Annex #2), and their damage is allocated in Step (6D4). There is no special damage allocation. There are no counters reflecting ion cannon fire.

(E21.22) HIT: To determine if an ion cannon has hit the target, consult the Ion Cannon Table (E21.23) and look under the effective range. Roll two dice. If the total (as adjusted by electronic warfare or other factors) is less than or equal to the listed "to hit" number, the cannon has hit its target.

EXAMPLE: A die roll of five is below the hit number listed for range six, so the cannon would score a hit (doing six points of damage) at a range of six with a die roll of five.

(E21.23) ION CANNON CHART

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30
Standard	10	9	8	7	6	5	4
Proximity	NA	NA	NA	NA	8	7	6
Overload	10	9	8	7	NA	NA	NA
Dmg, Stnd	6	6	6	6	6	6	6
Dmg, Prox	—	—	—	—	3	3	3
Dmg, Ovld	12	12	12	12	—	—	—

(E21.24) DAMAGE: Regardless of range, an ion cannon does six points of damage when it hits. Exceptions, see (E21.43), (E21.512), and (G13.37).

(E21.25) SPECIAL FIRING: Ion cannons can be fired in a narrow salvo (E1.6). Overloaded (E21.5) and non-overloaded ion cannons can be combined in a narrow salvo; proximity

(E21.4) and non-proximity ion cannon charges cannot. Note that the effects of (FD1.52) (firing at drones) and (M8.52) (sweeping mines) apply to ion cannons as well. Ion cannons can use non-violent combat (D6.4).

(E21.3) OPERATIONS

(E21.31) ARMING: An ion cannon is armed over the course of two turns requiring two points of power on each turn of arming (total four points of power). To arm an ion cannon, a point of "ion" energy, either impulse (H3.0), APR (H4.0), or ionized (H8.0), must be allocated to the specific ion cannon on one of the two consecutive turns. The other three points of energy can be from any source (including additional ion energy), one point when the point of ion power is allocated, and two points on the turn the ion power is not applied. The two points allocated on the first turn can come from reserve power as any other multi-turn arming weapon (H7.53), but if two more points are not provided on the next turn (during Energy Allocation) the original energy is lost. The second turn is normally the impulse of firing, unless the weapon is held (E21.32).

(E21.311) The arming cycle cannot be accomplished with any other combination or amount of energy, nor can it be accomplished on non-consecutive turns.

(E21.312) APRs and impulse engines hastily repaired (G17.512) as APRs can provide the necessary ion energy. AWRs (including AWRs hastily repaired as APRs) and warp engines cannot provide this energy unless it has been ionized (H8.0). Note that reserve impulse or APR (H7.40) power also cannot be used to arm ion cannons (H8.13). Any power stored in the batteries, including power from a previous turn, is not ionized power but simply power, unless it is ionized by (H8.0).

(E21.313) The ion energy must be added as a full point when allocated. It cannot be added as a fractional element on one turn, with the remaining fraction added on some subsequent turn or by ionized reserve power during a turn. When the ion energy is added, the energy allocation sheet should reflect a 1+1 so that the availability of ion power can be verified at the end of the game.

(E21.32) HOLDING: If the arming of an ion cannon has been completed on a given turn, and the weapon is not fired on that turn, then the ship must either discharge the weapon (E1.24) or allocate one unit of energy (from any source) on each subsequent turn to hold the charge until the weapon is fired (including the turn of firing) or discharged.

(E21.321) Partially armed ion cannons [those that have received only one turn's arming energy, possibly including some overload (E21.5) energy] cannot be held.

(E21.322) Ion cannons might begin a scenario armed and held, or partly armed, or completely unarmed, as any other multi-turn arming weapon under the provisions of (S4.1). See (E21.53) for holding overloaded ion cannons.

EXAMPLE: On Turn #5, one unit of warp and one unit of impulse energy are allocated to an ion cannon. On Turn #6, two more points of energy (which could be from any source since the ion requirement has been met) are allocated, and the torpedo is considered armed from the start of the turn. If this energy had NOT been allocated, the cannon would have been discharged automatically (E1.24), and the arming must begin again (either during the turn with reserve power, or in a subsequent Energy Allocation Phase). Assuming that arming was completed during the Energy Allocation Phase of Turn #6, the cannon could have been fired during any impulse of Turn #6. If not, then during the Energy Allocation Phase of Turn #7, the ship must either expend one unit of energy (from any source) to hold the charge in the cannon or discharge it

(E1.24). If not fired on Turn #7, another unit of energy must be allocated on Turn #8 to hold the charge in the cannon, or again the weapon would have to be discharged (E1.24).

(E21.33) TERRAIN: Ion cannons operate against all terrain types in the same manner as photon torpedoes. In the case of (P2.54) atmospheres, (P2.542) is the operable rule, i.e., reduce the warhead by 25% for each hex of atmosphere, rounding any fraction down. This means that an ion cannon fired through a single hex of atmosphere would lose one point of strength as 25% of six is 1.5 and the .5 is rounded down leaving only one point of warhead reduction.

(E21.4) PROXIMITY FUZE

Ion cannons may be fired with a proximity fuze. This increases their chance of a hit at longer range, but reduces their effectiveness.

(E21.41) RECORDS: An ion cannon charge fitted with a proximity fuze must be recorded as such when the second turn's arming is recorded (or before the scenario begins if the ship is holding ion cannons at the start of the scenario), or when holding energy is paid on a subsequent turn. This is done by marking a 'P' in the space on the Energy Allocation Form for the turn on which the proximity fuze is fitted (in addition to recording the holding energy or the final arming energy). It must be announced as such when fired. There is no cost (energy, victory points, or supplies) for this type of fuze and it can be removed in the same way it is installed (by not putting a 'P' in the box when recording the expenditure of holding energy). The proximity fuze can only be installed or removed during an Energy Allocation Phase.

(E21.42) EFFECT, MINIMUM RANGE: Proximity-fuzed ion cannons automatically miss at all true ranges (D1.4) (not effective ranges) less than nine hexes. At true ranges of nine or more hexes, the weapon is fired using the 'proximity' line of the Ion Cannon Table (E21.23) (a −2 bonus).

(E21.43) WARHEAD: The strength of a proximity-fuzed ion cannon is three instead of the normal six (E21.23). Proximity fuzes cannot be placed on overloaded ion cannon charges.

(E21.5) OVERLOADS

Ships that carry ion cannons have the option of 'overloading' them. This involves using extra power to arm them. This increases their power, but limits their range.

(E21.51) ARMING: To overload an ion cannon, two points of power, one of which must be from an "ion" source, must be allocated to the weapon above that needed to arm it in (E21.31) (total of six points of energy). The two extra points of energy could be added as part of either turn's arming or split between the two turns. Overload arming may be done with reserve power (H7.0), but will require the use of the Ionization system (H8.0). This could be done at the point of firing. Reserve power added in this manner is under the rules and restrictions of (H7.54). Once overloaded, the cannon remains overloaded until fired or discharged (E1.24).
(E21.511) Energy paid to hold a charge in a cannon (E21.53) does not count for overloading.
(E21.512) The strength of an overloaded ion cannon is twelve damage points (if it hits) (E21.23).
(E21.513) An overloaded ion cannon fired at range zero causes two points of "feedback" damage to the shield of the firing unit facing the target if it hits its target.

(E21.514) Allocation of overload energy, whether in the first or second turn of arming, or by allocated or reserve power, irrevocably results in an overloaded torpedo that must either be fired, held, or discharged (E1.24).
    (E21.5141) If partial overload energy is added during the first turn of arming (or to a held torpedo), either by allocated power or by the application of reserve power, and the rest of the overload energy is not provided during Energy Allocation of the following turn, the torpedo is involuntarily discharged. If the torpedo is involuntarily discharged during Energy Allocation of the current turn, it cannot begin arming, even with reserve power, until the following turn.
    (E21.5142) A torpedo can be voluntarily discharged at the end of a previous turn, or during any impulse of that turn (E1.24) (in anticipation of there not being enough energy to complete the overload during Energy Allocation), and may begin arming normally in the current turn.
    (E21.5143) Whether discharged voluntarily, or involuntarily, the fact of the discharge must be announced, along with the amount of power discharged.
(E21.515) Ion cannons are not photon torpedoes and cannot begin a scenario overloaded under (S4.32), although ion cannons held at the start of a scenario might be overloaded normally with allocated or reserve power.
(E21.516) Overload arming may be done with reserve power under the rules and restrictions of (H7.54) and (H8.0). This could be done at the point of firing.
    (E21.5161) An ion cannon that was loaded normally during previous turns can be converted to an overloaded ion cannon by allocating the required overload energy during a subsequent Energy Allocation Phase (energy to hold the overloaded weapon must also be allocated), or by allocating reserve power during the turn.
    (E21.5162) If an ion cannon is overloaded with reserve power during a turn and not fired, it can be held normally by paying the holding cost (E21.53) in the subsequent Energy Allocation Phase(s).
    (E21.5163) Overload energy from reserve power can be applied to an ion cannon in its first turn of arming, completing the weapon in the subsequent Energy Allocation Phase. The weapon, if not fired during that subsequent turn could still be held, paying the holding cost (E21.53), in following turns.

(E21.52) MAXIMUM RANGE: The maximum range of an overloaded ion cannon is a true range (D1.4) of eight hexes.

(E21.53) HOLDING: Overloaded ion cannon charges may be held in the weapon. The holding energy required is two points from any source.

(XE21.6) X–TECH ION CANNON

(XE21.61) FAST LOADING: X-ships may arm ion cannon in a single turn by allocating the total amount and type of energy required to arm a normal (non-X) cannon over two (or more) turns (E21.31) or (E21.51). The specific type of loading — Normal, Normal-Fast, Overload, Overload-Fast — must be recorded on the Energy Allocation Form, and in the case of non-overloaded weapons if the torpedo has a proximity fuze. See (XE1.50). If fired on the turn that it was fast-loaded (i.e., if not held to a later turn), range is limited to 15 hexes.

(XE21.62) RESERVE POWER: Reserve power may be used to complete the arming of an ion cannon originally being armed over two turns. Such a cannon, if not overloaded, may be held as per (E21.22) and could be overloaded on a subsequent turn.

(XE21.63) HOLDING: Fast overloaded ion cannon cannot be held into a subsequent turn; they must be fired or discharged on the turn of arming. Fast standard load ion cannons can be held normally on subsequent turns if not fired, and can be overloaded on a subsequent turn, perhaps with reserve power.

(E22.0) ION PULSE CANNON

This weapon is used by Vudar fighters. It uses a small scale ion cannon launcher to fire an unstable charge that provides more damage at short range than a standard ion cannon, but quickly dissipates.

(E22.1) GENERAL RULES: Ion pulse cannons (IPCs) operate in the same manner as ion cannons (E21.5) except as noted herein. Ion cannons cannot be hastily repaired as Ion pulse cannons.

(E22.2) ION PULSE CANNON FIRING CHART

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2d6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

(E22.3) REARMING PROCEDURES: Fighters equipped with IPCs use the following procedure:

(E22.31) Each fighter box for an IPC-armed fighter is marked with a '=' and has a freezer for each IPC charge that the fighter can carry. These freezers are destroyed with the fighter box itself.

(E22.32) The freezers can be charged [a half-point of impulse, APR, or ionized (H8.0) power for each charge] from the carrier's power. Note that as of this printing no Vudar fighter can hold more than four IPC charges, and the freezer associated with the ready rack for a given fighter cannot hold more than four IPC charges. To fully load a given ready rack would require two points of power.

(E22.33) The fighters are reloaded from the freezers using the same procedure as disruptors (J4.84); each charge loaded counts as one deck crew action. The freezers in a given fighter box can only be used to arm a fighter in that box.

(E22.4) FIRING: The firing of ion pulse cannons is governed by these rules.

(E22.41) An IPC has a maximum true range (D1.4) of three hexes when fired with one charge. An IPC can use both charges in single turn to fire out to a true range of ten hexes.

(E22.42) An IPC can fire once per turn and not within a quarter turn of firing on a previous turn. Firing consumes one charge (unless a double charge is used to fire at more than three hexes range). This applies independently to each IPC on a given fighter.

(E22.43) Ion pulse cannon charges cannot be fitted with proximity fuzes, and otherwise operate under all the rules and restrictions of ion cannons, i.e., they are penalized when fired at drones under (FD1.52) as ion cannons are (E21.25).

PRIMER: BASIC VUDAR TACTICS

By Scott Moellmer

The Vudar are a lizard-like former subject race of the Klingons who rebelled against the Empire and managed to create their own Enclave, using ion technology.

The following is a brief description of tactics useful when flying this new race against the Klingon and Hydran forces attempting to subdue them.

ION CANNON: The good aspects of this weapon are its accuracy (compared with the photon torpedo, for example), its low overload energy requirements (only two more power to double the warhead, although this only makes up for the power to arm the basic weapon being the same as for the photon) and its punch (as compared to the disruptor). The inability to hold full overloads at WS-III (E21.515) is something to keep in mind. Proximity fire is unlikely to be of great usage (same warhead as a standard disruptor fired only half as often.)

The requirement for Impulse/APR power to fire the weapon is not a difficult problem once you are familiar with the Vudar Ionization System (H8.0).

The key to using ion cannons is noticing that they have a range break at range 4-5 whereas the disruptor and hellbore break at range 3-4. This also helps exploit the Vudar phaser-1 edge sometimes found against Klingons; or Hydran phaser-2s seen on unrefitted ships. Firing at range five, then turning away and beginning ion pulse generator jamming, is a good starting point for Vudar offensive tactics. This is especially useful when attacking late in a turn, so the ion pulse generator's limited duration can cover you until the new turn begins.

The FX heavy weapon arcs on some ion cannons also helps in using Saber Dance Tactics, and are more worthy of guard assignments than the other ion cannons. The FX ion cannons are especially dangerous using the Hack and Slash tactic, where they can be fired on Impulse #32, and followed by phaser strikes through the same shield on Impulse #1 of the following turn. (This can be reversed – using the phasers on Impulse #32 to drop a shield for Mizia volleys on Impulse #1 with the Ion Cannons.)

Another point of interest in Vudar firepower are the usual phaser-2s in RA arcs, helpful in a second volley against the foe after firing and turning away to run and rearm the ion cannons. They can also help against seeking weapons (especially Hydran Stingers!) to aid the ion pulse generator.

The Ion Pulse Generator is an excellent defensive system. Similar to ESGs in some ways, this has the capability of taking out large swarms of seeking weapons at once.

The repair cost of six points of CDR make this perhaps the first thing to fix on Vudar ships. The dual ability of defensive radiation or on demand ECM jamming is very useful.

ION PULSE GENERATOR: The ion pulse generator is also reminiscent of the Sharkhunter's Chaff system, in that it can help with ECM for four impulses, but the ion pulse generator recharges much faster.

Having the ion pulse generator on your ship usually means that the foe will not launch all his drones (for example) in a big swarm to overwhelm your drone defenses, as the ion pulse generator damages everything in that size class within two hexes at once. If your opponent spreads his drones out, you can maneuver around and try to get them bunched up as they follow you, then the ion pulse generator wipes them away. Spreading drones also gives you the chance to close through a few of them, strike, and then flee. You can use the ECM function of the ion pulse generator to jam the enemy's firepower until the turn's end, or at least until you can get out of his effective range, perhaps with a speed burst from reserve warp. Keep in mind that the maximum ion pulse generator range is two hexes, just close enough for those Stingers to mangle you as you are hurting them . . .

Using the ion pulse generator for ECM can help you approach to an effective range, or avoid effective retribution. It is energy efficient, and you can activate during the ESG step when your enemy approaches his optimum fire point, or on the impulse following your own shot.

ION STORM GENERATOR: The Ion Storm Generator replaces phaser-4s on large Vudar bases (battle stations). The ion storm generator wave damages everything in the given arc. The damage (up to 24 points until refit) is comparable to the phaser-4, but cannot be directed and does damage to all units (including Vudar) in the arc. (I would not care to be posted onto a Vudar picket ship assigned to a base.) This weapon is great at wiping away drone, fighter, and maybe even PF swarms on the attack in a given arc, but cannot concentrate firepower as phaser-4s can. This tends to result in all attacking ships being damaged, but few or none being destroyed when the base is destroyed. The ability to use an ion storm generator as an ion pulse generator (G37.35) gives Vudar base commanders some tactical flexibility others do not have. The ability of the ISG to damage cloaked units is a nice touch in comparison to phaser-4s, but probably very few Romulans get around Vudar space. (Pirates with cloaks are in some trouble.) The Ion Storm created by the ion storm generator can be dealt with in the same way as any unit deals with that terrain factor, but must be kept in mind when you go calling on the Vudar.

CONCLUSION: The Vudar are an enjoyable race to play, with flexibility different from their warlike neighbors. Are you up to the challenge of keeping the Enclave free?

(G36.0) ION PULSE GENERATOR

Carried by most Vudar ships, the ion pulse generator (IPG) is a defensive system with limited offensive capability. It creates the effect of a temporary ion storm in proximity to the generating unit. IPGs are a much smaller version of the huge ion storm generators mounted on asteroids and moons.

(G36.1) DEFINITION

(G36.11) SSD: Each IPG box on an SSD is one ion pulse generator. Each is recorded, charged, and used separately.

(G36.12) MULTIPLE IPGs: Some ships carry more than one IPG. If so, they function independently of one another. Multiple IPGs on the same ship may operate at the same time.

(G36.13) SIZE REQUIRED: The size class of a unit determines how many IPGs it can carry:

Size Class 1 (Starbases)	6
Size Class 2 (Dreadnoughts)	3
Size Class 3 (Cruisers)	2
Size Class 4 (Smaller ships)	1
Size Class 5 (PF), 6 (shuttles), 7 (mines)	0

(G36.14) DESTRUCTION: IPGs are destroyed on "drone" hits on the DAC (D4.21).
(G36.141) If the box on the SSD representing the IPG is destroyed (or if a ship with an active IPG is destroyed), the pulse dissipates immediately and all of its effects cease. Any power stored in the capacitor is lost.
(G36.142) IPGs fall between ESGs and PAs for (D4.3223).

(G36.15) REPAIR: The IPG costs six points to repair under (D9.7) and (G17.0). IPGs cannot utilize hasty repairs (G17.5); exception, see (H8.32).

(G36.16) OPTION MOUNTS: IPGs cost zero BPV to install in an option mount(s) of a ship under Annex #8B or #8H. The Orion Pharaoh and Hamilcar Cartels treat this as an operating territory weapon but rarely use it due to the ion energy requirement.

(G36.17) TACTICAL INTELLIGENCE: The presence of an IPG is detected at tactical intelligence level G. If an IPG is operating in either mode, its presence can be detected at tactical intelligence level S5. The specific unit that is operating an IPG can be detected at tactical intelligence level A.

(G36.2) ENERGY ALLOCATION

(G36.21) ENERGY: Energy is allocated to IPGs during the Energy Allocation Phase, or by reserve power.
(G36.211) Energy for IPGs must be impulse, APR, or ionized (H8.0), and can be accumulated over any number of turns during a scenario. The required ion energy must be from impulse engines or APRs [even an impulse engine hastily repaired as APR (G17.5)]. It cannot come directly from warp engines or AWRs (including AWRs hastily repaired as APRs) unless the ship has paid to ionize that energy, see (H8.0). See (G36.221) for energy in an IPG capacitor at the start of a scenario.
(G36.212) Reserve impulse (H7.47) or APR power cannot be added to the IPG capacitor, but must be ionized by (H8.0) as any other energy drawn from the batteries.

(G36.22) CAPACITORS: Each IPG has a capacitor. The capacitor for a given IPG cannot transfer power to a different IPG. The capacitor is destroyed and repaired with the IPG.
(G36.221) The capacitor can hold a maximum of four points of impulse/APR energy and can release any or all (in whole number amounts) of this energy at any time. Any unreleased energy remains in the capacitor. Energy from an IPG capacitor cannot be used for any other purpose. Energy allocated to an IPG may be cancelled under (D22.0) as energy allocated to an ESG (D22.131). Energy stored in an IPG from a prior turn's allocation may not be cancelled by (D22.16). The capacitor is part of the IPG; players allocate power to the capacitor, not to the IPG and the capacitor. The amount of ion energy in the capacitor at the start of a scenario is dictated by the weapon status (S4.0) and the table below:

WEAPONS STATUS	ENERGY STORED
0-I	0
II	2
III	4

(G36.222) Energy can be added to the capacitor by allocation at the start of any turn or by ionized reserve power (H8.24) on any impulse, even if the IPG is operating. A given IPG cannot release more power during a turn than its capacitor can hold, even if reserve power replaces some power used earlier. Power can only be held in a capacitor for 25 turns. If the power is not used in that time, it is lost and cannot be recovered. The capacitor can be recharged without penalty.
(G36.223) If an IPG is destroyed and later repaired, the capacitor is repaired with the IPG but has no power in it when repairs are complete. An IPG cannot be repaired without a capacitor, not even as a hasty repair (G36.14).
(G36.224) Fractional points of energy can be stored in an IPG capacitor, but an IPG can only use whole points of power. Unusable fractional points remain in the capacitor.
(G36.225) The limit on the use of energy by an IPG is per turn. An IPG could expend four points of energy on Impulse #32 of Turn #X, and then expend four points of energy allocated to it (or provided by ionized reserve or battery power during the impulse) on Impulse #1 of Turn #X+1. So long as no more than four points of energy (impulse, APR, or ionized) is used during any given turn (G36.222).

(G36.3) OPERATIONS

(G36.31) MODES: An IPG can be used in one of two modes: a burst of ionic radiation or as a form of jamming. The owning player may use the IPG in either or both modes, on any impulse or impulses, so long as he has the energy to power it. It cannot simultaneously operate in both modes on the same impulse, but can switch between the two modes impulse by impulse subject to the limits of the power in its capacitor. The decision on whether or not a given IPG will be used in either mode (or at all) is made in the ESG Step of the Seeking Weapons Stage (6B6) of the Sequence of Play. Any active use (Jamming or ionic wave) is announced during that Step. A single IPG cannot operate in both modes simultaneously. Switching to the pulse mode (G36.33) will cancel the jamming mode (G36.32) at the point of the announcement in the ESG Step of the Seeking Weapons Stage (6B6), even if the jamming mode would normally extend over several more impulses.

(G36.311) Uncontrolled ships (G2.2) can use IPGs in either mode, but cannot change modes. IPGs on such ships are locked into the last mode used prior to the ship becoming uncontrolled. Note that uncontrolled status is judged during Energy Allocation (G2.20) and not when the last control box was destroyed. If an IPG had not been used in any mode prior to the ship becoming uncontrolled, the default setting is jamming mode (G36.32).

(G36.32) JAMMING MODE: Each point of energy expended in jamming mode produces three points of "natural ECM" (D6.3143) for the generating ship. No more than 12 points of ECM can be generated from multiple IPGs on an impulse (G36.341), although multiple IPGs can be used to generate this total. This ECM protects only the generating ship (and also penalizes it), and lasts for four impulses. This energy is detected as any other natural ECM would be. If not using the EW rules (D6.3), this procedure adds one to all direct-fire die rolls against, or from, the generating ship for each point of power used, to a maximum of three, and to the proximity of detonation for any seeking weapon striking the ship (D6.361).

(G36.321) Jamming energy is released from an IPG during the ESG Step (6B6). A player might release some of the energy in an IPG on one impulse and more on a later impulse. If the resulting periods of effectiveness overlap, then the effects are cumulative during the overlap period.

(G36.322) If two units equipped with IPGs are docked (C13.0) together, the larger can use its IPGs to protect both units, but the smaller one cannot operate its IPGs while docked. If both docked units are the same size class, neither can operate its IPGs. The operation of an IPG in this mode does not in any way hinder the transfer of cargo or personnel between docked units under (G25.0). Units cannot dock if one or both are operating their IPGs in this mode. The activation of an IPG during a turn by either unit cancels a previously announced docking attempt, and can prevent an enemy ship from docking to a unit with a functioning IPG.

(G36.323) Units generating EW through their IPGs can also receive EW from lending [(D6.3144) and/or (D6.3145)] or other natural sources (D6.3143), generate EW normally (D6.3141), or benefit from built-in EW (D6.3142).

(G36.324) Units generating ECM from their IPGs may stop this effect during the ESG Step (6B6) of any impulse. Once stopped, the energy generating those points is lost, but new points can be generated later in the turn with energy remaining in, or allocated to the IPG by reserve power, within the limits of (G36.222).

(G36.325) WWs are not voided by IPG Jamming, nor does IPG jamming cancel the passive fire control benefit of (D19.31).

(G36.326) The use of an IPG in Jamming mode does not blind special sensors (G24.13).

(G36.327) If IPG energy is released at the end of a given turn, after Impulse #29, it continues to provide its benefit into the following turn. IPG ECM carrying over from a previous turn is not cumulative with IPG ECM created on the current turn if the total exceeds the normal maximum amount of power that a single IPG can release (G36.222) in a given turn. If the total is less than the maximum amount the IPG can release, the ECM is cumulative.

EXAMPLE: An IPG on a given ship uses two points of power on Impulse #31 to create six points of ECM. After the turn break the ship uses another three points of energy to create EW on Impulse #2. The ship's total ECM on Impulse #2 produced by its IPG will only be 12 points, the value of the second point of energy released on Impulse #31 is lost. On Impulse #3 the ship will have only nine points ECM from its IPG unless it uses a fourth point of power from that, or another if it has more than one, IPG.

(G36.33) DEFENSIVE IONIC WAVE MODE: Each point of energy expended in this mode produces one damage point which is applied to all non-plasma size class 6 and size class 7 units within two hexes of the generating unit (this distance cannot be voluntarily reduced). This is treated as a direct-fire weapon, but is unaffected by the EW status of the target.

(G36.331) Defensive ionic wave mode (DIW) energy release from an IPG is announced during the Seeking Weapons Stage (6B6) and resolved in the Direct-Fire Weapons Fire stage (6D2) after the first hellbore firing step. This can be done only once per impulse; aegis does not confer the ability to release more than one wave per impulse.

(G36.332) Units landed on or docked to larger units, including those on balconies (including shuttles landed on planets or asteroids), are not affected by DIW energy. If two units equipped with IPGs are docked together, the larger can use its IPGs in DIW mode to protect both units, but the smaller one cannot operate its IPGs while docked. If both docked units are the same size class, neither can operate its IPGs. The operation of an IPG in this mode does not in any way hinder the transfer of cargo or personnel between docked units under (G25.0). Units cannot dock if one or both are operating their IPGs in this mode. The activation of an IPG during a turn by either unit cancels a previously announced docking attempt, and can prevent an enemy ship from docking to a unit with a functioning IPG.

(G36.333) DIW has no effect on mines.

(G36.334) DIW damage affects cloaked size class 6 and 7 units normally, i.e., as if they were not cloaked. The interaction of the DIW will reveal the presence of a cloaked unit using hidden movement (G13.6), but will not of itself provide units with a lock-on to a cloaked unit.

(G36.335) WWs are voided if the protected ship generates an IPG defensive ionic wave, the ship will also lose the passive fire control benefit of (D19.31).

(G36.336) The use of an IPG in DIW mode blinds one special sensor (G24.13) for each wave released, regardless of the strength of the wave.

(G36.337) DIWs cannot penetrate webs (G10.0), i.e., they can damage targets in web hexes to which the generating ship has line of fire (D1.5), but cannot damage targets that are behind a web hex. If the Vudar ship is itself in a web hex, the DIW will affect adjacent web hexes and non web hexes normally. DIWs otherwise ignore terrain conditions; exception Atmospheres (G36.358). DIWs will not damage any terrain type.

(G36.338) If DIW damages a friendly manned Vudar fighter or shuttle (this includes an allied shuttle or fighter), the effects of (J7.336) are applied to all manned Vudar or allied shuttles or

fighters in the scenario, whether the damaged units were involved in a dogfight or not. There is no other restriction on the activation of a DIW that damages such shuttles or fighters, as the protection of the ship is of more importance than the loss of a few fighters.

(G36.34) MULTIPLE FIELDS: A ship with multiple IPGs can use any or all of them at the same time, but gains no additional benefit if operated in the same mode in the same impulses. The two fields could be used in different modes and the ship would benefit from each in its individual mode.

(G36.341) If a ship operates two IPGs in jamming mode (G36.32) at the same time, the total gained ECM cannot exceed the capacity of one IPG (G36.22). This means that if a ship activated two IPGs both with four points of power, it would only gain 12 ECM. But if one IPG released three points of power and the other released one point of power, the ship would still gain 12 ECM. It cannot gain more than 12 points of ECM from IPGs.

(G36.342) If two ships operating IPGs in DIW mode have overlapping fields, there is no increase in effect in the area of overlap. In the case of size class 6 and 7 units in overlapping DIW fields, they will be damaged by the stronger of the two (or three, or four, etc.) fields. If the DIW fields are of equal strength, the damage is not increased.

(G36.343) An operating DIW field will affect all size class 6 or 7 units that enter it (G36.334), and as such can protect a unit not docked to the generating ship (including an opposing ship targeted by drones launched by a unit allied to the DIW ship). An operating jamming field (G36.32) can only protect the generating ship and a unit or units docked to it.

(G36.35) OTHER INTERACTIONS: IPGs interact with other systems and rules as follows:

(G36.351) Andromedan PA panels do not, and cannot, absorb any energy from interacting with an IPG in either mode, and are not prevented from dissipating energy if, for some reason, an Andromedan unit is docked to a unit operating an IPG.

(G36.352) The operation of an IPG in any mode will immediately void the unit's hidden status under (D20.0).

(G36.353) Cloaked units cannot use IPGs. A cloaked unit with IPGs cannot activate them until it is fully uncloaked, and cannot activate its cloaking device while an IPG is operating. IPGs do not produce a chance of a lock-on to a cloaked unit if the IPG field (in either mode) is run through the hex of a cloaked unit.

(G36.354) Erratic Maneuvers (C10.0) do not prohibit the use of IPGs. The EW effect (C10.41) will add to the effect of an IPG in jamming mode.

(G36.355) IPGs do not require active fire control, but DIW (G36.33) mode will void a wild weasel (J3.4) and cause the loss of the passive fire control bonus (D19.31).

(G36.356) Legendary officers (G22.0) and outstanding (G21.2) or poor (G21.1) crews have no effect on the operation of an IPG beyond their own inherent EW capabilities/restrictions. For example, a poor crew would be affected by its (G21.111) EW as well as the EW of an IPG in jamming mode, an outstanding crew would be able to counter some of the EW from the jamming with its (G21.211) EW.

(G36.357) If a ship operating an IPG in any mode declares catastrophic destruction (D21.0) or sublight evasion (C7.3), the announcement automatically and immediately cancels the operations of any IPGs on the unit to facilitate those rules.

(G36.358) IPGs cannot be operated by any unit inside the atmosphere (P2.5) of any planet designated as having one. If a unit enters an atmosphere hex with an operating IPG, or attempts to activate one in either mode while in such a hex, it (the IPG) is destroyed by atmospheric effects associated with

trying to create an ion storm within such terrain. IPGs have to be discharged, i.e., the capacitor must be drained of energy, prior to docking internally to a starbase or FRD (C13.81).

(G36.359) An IPG has no effect on an existing tractor link. Jamming mode (G36.32) may prevent the establishment of a new tractor link or transporter attempt through its EW effects (D6.37).

(XG36.0) ION PULSE GENERATORS:

The IPGs on X-ships can store and use more power and operate more efficiently.

(XG36.221) An X-IPG can hold up to eight points in its capacitor. It can have up to four points stored at WS-II and up to six at WS-III. An X-IPG can use all eight points during a turn, but cannot generate more than 12 points of ECM through its IPG at any one time.

(XG36.32) An X-IPG generates ECM in jamming mode for six impulses instead of four.

(XG36.33) An X-IPG generates damage in DIW mode out to three hexes instead of two (this distance cannot be voluntarily reduced).

(G37.0) ION STORM GENERATOR

The ion storm generator (ISG) is used as a defensive system to protect Vudar bases and systems. It creates the effect of an ion storm in proximity to the generating unit. Ion storm generators can only be mounted on bases with positional stabilizers, or on celestial bodies without atmospheres such as asteroids and moons.

(G37.1) DESIGNATION

(G37.11) DEFINITION: Each "ISG" box on an SSD is one ion storm generator. Each is recorded, charged, and used separately.

(G37.12) MULTIPLE ISGs: Some bases carry more than one ISG. If so, they function independently of one another. Multiple ISGs on the same base may be, but do not have to be, in operation at the same time.

(G37.13) SIZE REQUIRED: The size of an object determines the maximum number of ISGs it can carry:

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Moon, Asteroid, Base/BATS/SB.......... 6
Small and Medium Ground Bases
and small bases (SAMS), see (G37.4) . 2
Other Units..................................... 0
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(G37.14) DAMAGE: ISGs are destroyed on "drone" damage points on the DAC (D4.21). If the box on the SSD representing the ISG is destroyed (or if a base with an active ISG is destroyed), the pulse dissipates immediately and all of its effects cease. Any power stored in the ISG capacitor is lost. ISGs can never be found on units with other systems able to be damaged by "drone" damage points, but would always be the best weapon under (D4.3223), followed by small ISGs, and then IPGs.

(G37.15) REPAIR: The ISG costs 18 points to repair under (D9.7) and (G17.0). ISGs can be hastily repaired (G17.5) as ion pulse generators for 6 points, or as small ion storm generators for 12 points. See also (H8.32).

(G37.16) MOUNTS: ISGs replace phaser-4s on Vudar bases. Note that this will replace all the phaser-4s on a base station or battle station, but only half the phaser-4s on a starbase. Each ISG will only have one 60° arc per system. They cannot be mounted on units/moons/asteroids of any other races, including Orion and WYN option mounts.

(G37.17) TACTICAL INTELLIGENCE: The presence of an ISG on a base can be detected at tactical intelligence level G. If an ISG is operating, its presence can be detected at tactical intelligence level S1. The specific unit that is operating an ISG can be detected at tactical intelligence level A.

(G37.2) ENERGY ALLOCATION

(G37.21) ENERGY: Energy is allocated to ISGs during the Energy Allocation Phase, or by ionized (H8.13) reserve or battery power.
(G37.211) Energy for ISGs must come from impulse engines or APRs [including an impulse engine hastily repaired as an APR (G17.5)] and can be accumulated over any number of turns during a scenario. The required energy cannot come from warp engines or AWRs (including AWRs hastily repaired as APRs). See (G37.221) for energy in an ISG capacitor at the start of a scenario.

(G37.212) Reserve power (H7.47) can be added to the ISG capacitor provided it is first ionized (H8.13).

(G37.22) CAPACITORS: Each ISG is fitted with a capacitor. The capacitor for a given ISG cannot transfer power to a different ISG. The capacitor is destroyed with the ISG.
(G37.221) The capacitor can hold a number of points of ion energy [usually provided by the base's APRs, but it might be drawn from a power grid (R1.28P)] and can release any or all (in whole number amounts) of this energy at any time. [The capacity is four for standard units and six for units with a refit (R17.R1).] Any unreleased energy remains in the capacitor. Energy can only be released when the ISG is activated (G37.3). Energy from an ISG capacitor cannot be used for any other purpose, but energy allocated to, as opposed to stored from a previous turn, an ISG may be canceled under (D22.0) Energy Balance Due To Damage as energy allocated to an ESG (D22.131). The capacitor is part of the ISG; power is allocated to the capacitor, not to the ISG and the capacitor. The amount of ion energy in the capacitor at the start of a scenario is dictated by the weapon status (S4.0) and the table below:

WEAPONS STATUS	ENERGY STORED
0-I	0
II	2
III	4

(G37.222) Energy can be added to the capacitor by allocation at the start of any turn or by ionized reserve power (H8.13) on any impulse, even if the ISG is operating.
(G37.223) If an ISG is destroyed or damaged and later repaired, the capacitor is repaired with the ISG but has no power in it when repairs are complete. An ISG cannot be repaired without a capacitor.
(G37.224) Fractional points of ion energy can be stored in an ISG capacitor, but an ISG can only use whole points of power. Unusable fractional points remain in the capacitor and can only be removed by being combined into whole points for use by the ISG, or the ISG's destruction.
(G37.225) A given ISG can use an amount of energy in a turn equal to the maximum capacity of its capacitor, and in excess of any energy used by that ISG to create a storm (G37.31). There is an eight impulse delay between firing the last directional wave of a current turn and the first directional wave of a subsequent turn.
(G37.226) The capacitor of an ISG is capable of retaining ion (including ion power provided by a unit docked to the base) power for 25 turns. Such power does not revert to non-ion power over a turn break.

(G37.3) OPERATIONS

(G37.31) An Ion Storm Generator, when activated, creates an ion storm (P14.0) with no gravity waves covering the entire map (an area 61 hexes across *centered on the generating unit* if using more than one map). In addition, it can generate waves of ionic force over a considerable range [(G37.32) and (G37.33)]. The created ion storm encompasses everything within its operational range, including planets, as a normal ion storm. It is possible that a gas giant (P2.22) may be partially inside and partially outside of the ion storm effect if it was on the edge of the zone.
(G37.311) The activation of an ISG requires the expenditure of four points of ion power during the Energy Allocation Phase, and the announcement that an ion storm is being created in Step #1 of the Sequence of Play after rolls for computer failure. Any random effects of (P14.3) are determined for the current turn as part of the announcement.

The four points of ion energy can be allocated from APRs or from energy stored in the capacitor of that given generator, or a combination. If four more points of ion power are allocated on a subsequent Energy Allocation Phase, to the same or a different ISG, the storm continues in effect. If the ISG which is currently creating the storm is destroyed, the effects of the ion storm end immediately at the end of the damage resolution step in which it is destroyed. An ion storm created by ISGs can only be voluntarily cancelled during a subsequent Energy Allocation Phase by not allocating the power to create one and announcing in Step #1 after rolls for computer failure that no storm will be created/continued in the current turn. If an ion storm has been created by an ISG (or if a natural ion storm is in effect in the scenario), additional energy can be allocated to the generating ISG, or other ISGs, to create ionic pulses (G37.33). If scenario special rules provide that a natural ion storm (P14.0) is present, the activation energy to create one does not have to be paid.

(G37.312) Note that Vudar units are subject to all the rules for ion storms created by ISGs as they are to normal ion storms except as provided herein. Vudar ships lose only one crew unit per turn to radiation, and that loss occurs as part of the DRI on Impulse #28, if the ship was in a radiation zone with one or more down shields for more than eight cumulative impulses since Impulse #28 of a preceding turn.

(G37.313) Units in an ion storm hex cannot be engaged by other units from more than 25 hexes range (P15.6), even if those units are not themselves in an ion storm hex. Units in ion storm hexes cannot engage units that are not in ion storm hexes if they are more than 25 hexes away.

(G37.314) No fire control is required to create an ion storm.

(G37.315) Only one ISG can be used, or is needed, to create an ion storm. That ISG, and any other ISGs on the base, or on other bases in the area, can then produce directional waves (G37.32) without restriction (other than their wave arcs and the energy to do so). At least one ISG on the base must be allocated four points of ion energy on each subsequent turn to maintain the storm, but maintaining the storm will not detract from the ISG's ability to release directional waves.

(G37.32) DIRECTIONAL WAVE: An ISG can be used to release a directional wave of ionic radiation.

(G37.321) Uncontrolled units (G2.2) can use ISGs, but cannot change the mode the ISG was operating in when the unit became uncontrolled. Note that uncontrolled status is judged at the start of Energy Allocation (G2.20) and not when the last control box was destroyed. If a given ISG had not been used in any mode prior to the base becoming uncontrolled, the default setting is directional wave mode (G37.32).

(G37.322) Cloaked units cannot use ISGs. The effects of ionic waves will not reveal the presence of a cloaked unit or provide a lock-on chance.

(G37.323) ISGs can only be used by a unit with activated Positional Stabilizers (G29.0) or by a ground base subject to (G29.28). ISGs operating from the surface of a moon/asteroid without a ground base present are treated as in (G29.28) and would have to be identified by scenario special rule along with their associated power systems.

(G37.324) No fire control is needed to generate a wave.

(G37.33) OPERATIONS: Each point of energy expended in the firing of an ISG in directional wave mode produces a number of damage points which are applied to ALL units within range and arc of the generating unit. The effect is treated as a direct-fire weapon, but is unaffected by the EW or cloaked status of the target.

(G37.331) Energy is released from an ISG during the Direct Fire Weapons Stage (6D2), just after the First Hellbore Firing Option. This can be done only once per impulse; aegis does not confer the ability to release more than one wave per impulse. Damage scored by an ISG on a given unit is combined with any normal direct-fire damage scored on the unit in a single volley. Energy can be released from an ISG in increments of full points of power per impulse on consecutive or later subsequent impulses, or all full points (not fractional points) of energy in a given capacitor may be released on one impulse. The release of energy from any given ISG has no effect on the ability of any other ISG to release energy on the same or any other impulse.

(G37.332) Units landed on or docked to larger units are not affected by ISG energy, including those on balconies. Units to which an ISG does not have a direct line-of-sight because they are behind a planet (P2.0), including a small moon (P2.23), or docked on the reverse side of a large asteroid (P3.43), cannot be damaged by an ionic wave.

(G37.333) The effect of the simultaneous use of multiple ISG ionic waves is cumulative.

(G37.334) ISG damage affects cloaked units normally, i.e., as if they were not cloaked, but does not expose cloaked units.

(G37.335) WWs are voided if the protected unit generates an ISG ionic wave, IPGs function normally.

(G37.336) The use of an ISG blinds one special sensor for each wave released, regardless of the strength of the wave, this is an exception to (G24.135) which normally shields the sensors of a base from such blinding.

(G37.337) ISGs cannot penetrate webs (G10.0) (except for the radiation zone effects), but are otherwise unaffected by terrain conditions and will not damage any terrain type.

(G37.338) ISGs do not affect mines, defsats, plasma torpedoes, active ESGs, or anything inside an atmosphere or landed on a planet/moon/asteroid. The ionic wave does not interact with an active ESG in any manner short of destroying the ESG system.

(G37.339) For purposes of (J7.336), an ionic pulse hitting a hex where Vudar fighters (or Vudar allied fighters) are engaged in dogfights with opposing fighters counts as the firing of a direct-fire weapon at that dogfight.

(G37.34) ION STORM GENERATOR TABLE

RANGE	0-3	4-6	7-9	10-12	13-15	16-18
DAMAGE POINTS PER ENERGY POINT	6	5	4	3	2	1

(G37.35) ION PULSE GENERATORS: Ion storm generators of either size can operate as ion pulse generators (G36.0). When used in IPG mode they operate under all the rules and conditions of IPGs and cannot use any more power than an IPG could use (G36.22). Any power stored in the Ion Storm Generator in excess to the power needed to operate as an IPG is not lost, but remains in the ISG's capacitor [(G37.221) and (R17.R1)].

(G37.4) SMALL GENERATORS

The Vudar have developed a smaller version of the ISG. It is still too large to employ on ships and requires positional stabilizers to be used. This smaller system is used to rapidly establish a Vudar presence in areas by allowing bases to be deployed quickly. Small Ion Storm Generators operate exactly as normal Ion Storm Generators (i.e., a capacitor that holds four points of power, etc.), except as provided herein. Small Ion Storm Generators are designated SSG on the SSDs that have them.

(G37.41) RADIUS: Small Ion Storm Generators create the effects of an Ion Storm in an area 25 hexes across centered on the Small Ion Storm Generator.

(G37.42) RANGE: Small Ion Storm Generators have a maximum range for their Ionic Pulse of only twelve hexes doing damage as provided in table (G37.45) below

(G37.43) SET UP: Because of the delay in activating Positional Stabilizers (G29.12), no portable base will be able to operate during a scenario where it is delivered. A scenario might define that a base in place is going to become operational within a defined number of turns.

(G37.44) REPAIR: Small Ion Storm Generators cost 12 points to repair and can be hastily repaired as Ion Pulse Generators for six points like normal Ion Storm Generators. See also (H8.32).

(G37.45) SMALL ION STORM GENERATOR TABLE

RANGE	0-3	4-6	7-9	10-12
DAMAGE POINTS PER ENERGY POINT	4	3	2	1

(H8.0) VUDAR IONIZATION SYSTEM

Vudar Ion Cannons (E21.0), Ion Pulse Generators (G36.0), Ion Storm Generators (G37.0), and the Ion Pulse Cannon Freezers (E22.0) for their fighters require ionized energy to operate. Vudar ships and bases generally have no more direct sources of ionized energy than non-Vudar ships, as most power generating systems on such units are needed to generate and operate within a warp bubble. What Vudar ships and bases do have is a system built into their energy distribution network which "ionizes" power in the system. Ionizing power is not done without cost, i.e., it requires power in order to ionize power.

(H8.1) IONIZED ENERGY: Ionized Energy can be provided by an impulse engine, or by Vudar APRs, i.e., an APR that is original equipment on a Vudar ship, and includes any APRs on a ship captured and converted to their use. This category also includes impulse engines hastily repaired as APRs on Vudar ships. Warp engines and AWRs cannot provide Ionized energy directly, including AWRs hastily repaired as APRs.

(H8.2) ENERGY IONIZATION: Any energy that is not ion energy as given in (H8.1) can be ionized (this includes energy from warp engines, AWRs, AWRs repaired as APRs, and power stored in a battery including power stored on a previous turn but being used in a current turn). The cost any given ship pays to ionize energy will be noted on its SSD in its Ship Data Table as a separate line. The energy used to ionize energy can itself be from any source.

(H8.21) Regardless of the size of the ship, the number of ion systems it wants to arm, or the amount of energy it has to convert on a given turn, the ship must pay its ionization cost or be limited to the ion power produced by its impulse engines and APRs.

EXAMPLE: A Vudar War Destroyer at WS-0 encounters an Orion Outlaw War Destroyer. The Vudar DW has four points of impulse power and two points of APR. The ship is armed with three ion cannons and one IPG. The Vudar captain has no trouble readying his ship for combat. Allocating four points of impulse to completely arm his IPG, and using the two points of APR to provide the point of ionized energy each needed to arm two of his ion cannons. He can defer providing the point of ion energy needed by the third ion cannon to the following turn. So the first few turns he will not need to pay the Ionization surcharge.

During Turn #5 the Vudar captain observes that the Outlaw has downed one of his shields and internal damage has destroyed one of his ion cannons, as well as both his APRs and one of his impulse engines. The captain needs to rearm his ship for the next battle pass. His ship has only three points of normal ionized power available. To fully re-charge the IPG will take four points, and each of the ion cannons will require at least a point. He could provide the ion cannons with their point of power on the following turn, but that would still mean that the IPG was not fully charged. The Vudar captain decides that on this turn he will "ionize" power from his warp engines. To do this, the ship pays an additional 0.50 points of power (the ionization cost of the DW is a half-point of power). By paying this half-point of power, the DW can consider any given points of power provided by the warp engines (or drawn from power in the ship's batteries) as ionized power (but not "impulse power", i.e., it cannot be used to do an "impulse tac"). The captain then allocates four points of ionized power to the IPG, and a point each to the two ion cannons. During the next turn he will not need to pay the ionization cost again as all systems requiring ion power have already received the needed amounts.

(H8.22) Energy being transferred from one unit to another unit to which it is docked, can be ionized by either the sending or receiving unit. The cost of the ionization is not counted as part of the limit on the amount of energy that can be transferred (C13.411).

(H8.23) If a given unit has paid to ionize energy, any reserve or battery power (e.g., reserve power or power stored in a battery on a previous turn) can be ionized at the instant it is applied, e.g., to overload an ion cannon. If a given unit has not paid to ionize energy and wants to use reserve power for a function requiring ionized power, it can use some of its reserve power to pay the ionization cost. A unit doing this may not have enough reserve power to both ionize the energy and perform the desired function.

(H8.24) If unit has paid its ionization surcharge, perhaps to arm two ion cannons and an IPG, and then in mid turn wants to use reserve warp or just plain battery power to arm another ion cannon (or IPG) it does not have to pay the surcharge again. It has already paid it during Energy Allocation and the system is active for the turn. Overload energy could be added mid-turn from reserves directly if the surcharge was paid that turn, but the surcharge will have to be paid from the reserve if it was not paid during Energy Allocation in order to allow a held torpedo to be overloaded.

EXAMPLE: A Vudar War Cruiser is engaged in heavy combat. At the start of the current turn, the ship used its available APR and impulse power to arm its ion cannons and filled its batteries with reserve warp power. One of its two IPGs has no energy stored or allocated to it. During the turn the captain uses the armed IPG in defensive ionic mode to protect the ship from a drone strike, but sees that a Klingon D5 is closing to overrun him with overloaded disruptors. The captain did not activate the ionization system during Energy Allocation (saving the power for an extra hex of movement), but decides now that he has made some bad choices. He now allocates 2/3rds of a point of power from his reserve energy to activate the ionization system, and ionizes three of the three and 1/3rd points remaining in the batteries and sends those points to his second IPG so that he can activate it in jamming mode.

(H8.25) Holding energy does not require the surcharge, i.e., a ship holding an Ion Cannon or IPG, or with ion charges held ready in freezers for its fighters, does not require the surcharge.

(H8.26) The cost to operate the ionization system is not reduced due to damage, or because the given unit only needs a single point, or fraction thereof, of ionized energy for a given purpose.

(H8.27) There is no separate cost to provide ionized energy for the freezers of fighters on a carrier. The carrier pays its ionization cost and can ionize any energy it desires for use by its own weapons or for the ready racks of its fighters.

(H8.3) IONIZATION SYSTEM: The system is considered integral to Vudar units, or to non-Vudar units converted to Vudar technology. The system itself cannot be destroyed other than by the destruction of the Vudar unit, and is not shown on the SSD itself.

(H8.31) Systems requiring ionized energy can be cut off from sources of ion energy by having enemy boarding parties controlling an area between (or including) the system and sources of ion energy (D16.0). In such case the ionization system cannot provide ion power through the area controlled by enemy boarding parties, but can provide it through contested areas.

(H8.32) If a system requiring ionized power is destroyed, it can be hastily repaired at a cost of one repair point less than its nominal repair cost.

(H8.321) If repaired in this manner, the system will not be connected to the ionization system, and can only be armed with energy from normal ion sources. For example, an ion cannon normally requires seven repair points to fix, and can be hastily repaired for six repair points but will not be connected to the ionization system, i.e., will only be able to receive ion power directly from any APRs or impulse engines on the unit. Such hasty repairs must be recorded.

(H8.322) This hasty repair system cannot be used to repair fighter-shuttle or MRS-shuttle boxes on the ship, the ready racks in such shuttle boxes must be fully repaired and connected to the ionization system to function.
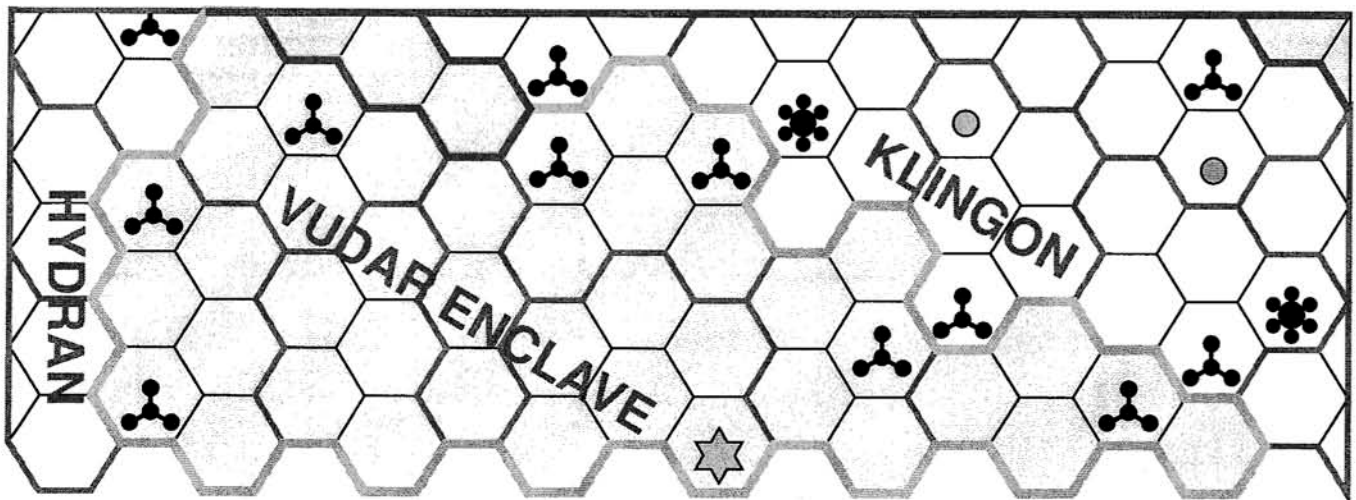
MAP AS OF Y185

(R17.0) The Vudar Enclave

by Jon Cleaves

The Vudar are a humanoid race, taller and thinner than Terrans with reptilian eyes and a pale green complexion. Rather than evolving from primates, they are descended from a line of gecko-like reptiles. Their eyes have a clear inner eyelid which affords them protection while swimming. This eyelid also allows them to 'wet' their lenses without seeming to blink. This gives the off-worlder the impression that they are always 'staring at you'.

Although descended from carnivores, their own society is generally peaceful. Their technological prowess makes them, in some regards, the Klingon Empire's analogue of the Cygnans in the Federation.
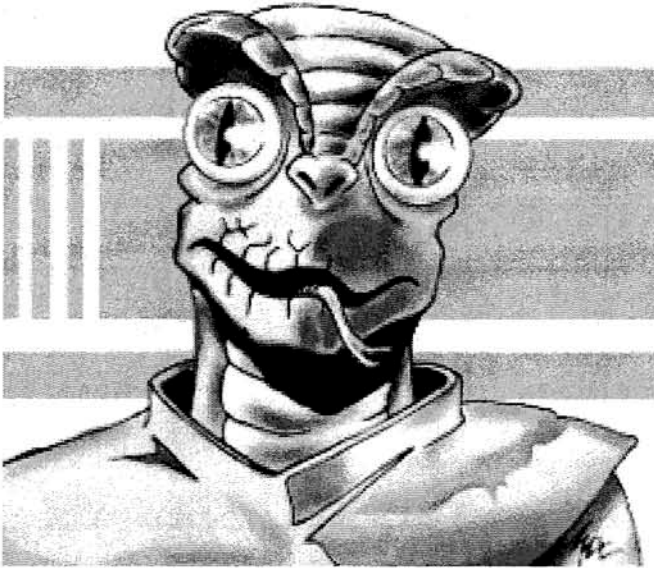
Vudar attend the Klingon DSF Academy in limited numbers, and they serve on starships (although in small numbers and almost entirely as engine room technicians, where they receive enough radiation to remain healthy).

Vudar is located in the southernmost part of the Klingon Empire, right up against the galactic barrier. A 'weakness' in this barrier (called 'The Hole') allows some dangerous ionizing radiation to 'leak' into the space around Vudar. Although Vudar's atmosphere protects the planet itself (albeit not to a level comfortable for a Klingon occupation force), Vudar scientists were forced to develop several defensive technologies before they could begin serious space travel. Because of this, the Vudar are the galaxy's foremost experts on ion and impulse technology (or at least *they* think so).

'The Hole' also allowed the Vudar to hide the construction of a fleet that would otherwise have attracted the early attention of their Klingon masters. (The Klingons had authorized the Vudar to build small numbers of "police" ships for local convoy escorts, relieving the ISF in their sector. The Klingons could not tell how many ships were in service because of ion interference with their long-range scans.) This fleet, along with the development of a device that produces an artificial ion storm, provided the Vudar with the means to gain their independence from the Empire in Y178.

The Vudar had been planning their revolt for many years, building and concealing a fleet far from the eyes of the Empire's Intelligence Agencies. The construction of the fleet had begun almost from the instant that the Empire had granted permission to build ships. The Vudar maintained a public face of loyalty, and actively encouraged young people to enlist in the DSF. As a show of their good faith, the Vudar carefully screened all applicants and sent only the best to the DSF. Many Vudar, however, entered religious orders, and frequently these were individuals who the testers had found had an abiding hatred for the Empire's domination.

In truth, the religious orders were anything but religious. Their main goal was build the cadre which would crew the Vudar fleet as it was built. The Klingons were not able to penetrate the religious orders both because no Klingon could live without special equipment long enough to break into the internal circle, and because the Vudar were always very open about allowing access to the orders, which allayed any suspicion.

The Vudar crews were carefully selected to avoid giving away the many secrets of the rebellion. Chiefly these were the effectiveness of the ion cannon and ion pulse generator. In training drills with Klingon fleet or police forces, the Vudar ships would rarely score effective hits with their weapons, and suffered badly due to the need to provide ionized energy to their weapons. The twin secrets were the actual accuracy of the ion cannon, and the ionization system built into Vudar ships. These two secrets were laid bare when the time came to break from the Empire.

The Vudar almost made a break from the Klingon Empire during the Four Powers War, but cooler heads prevailed when it became obvious that the Empire had not been too badly weakened by the clash to crush the revolt, and word had reached the Vudar that a peace was being negotiated.
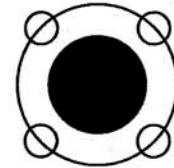
In Y178, the Vudar's moment finally came. [See page 24 for an alternate view of the remaining history.] The Klingon Empire was scraping the bottom of the barrel to feed ships into its new offensive into Tholian space, and the Alliance Powers were all using the heavy commitment by the Coalition to pressure their other fronts. The Vudar readied themselves, waiting only one last trigger.

Late in Y178 the Hydrans launched a new offensive against the weakened Klingon and Lyran forces in Hydran space. The Vudar agents reported that the last significant Klingon combat ships had been withdrawn from the sector to reinforce that front.

The Vudar campaign had been carefully planned and was aided by Vudar direct access to Klingon Command and Intelligence Channels initially. It took the Klingons more than two months to isolate and shut down all of the open links, and several years before the last of a series of officers and administrators who had been "turned" by bribes to continue providing information to the Vudar were found.

In the next seven years, the Vudar took advantage of the General War and carved out an Enclave for themselves from Klingon and Hydran territory along the galactic rim. This area of space was heavily influenced by the "barrier" along the galactic rim, and the Vudar were able to use their Ion Storm Generators to create defensive ion storms around those areas they sought to defend. Several attempts by the Vudar to expand into areas not influenced by the "barrier" resulted in near disasters, and placed the ultimate initial limit on their grasp. Both the Klingons and Hydrans, after determining this limitation on Vudar expansion, marshaled their most

significant defensive fleets along their rim areas initially, containing their rimward expansion with lesser forces.

The Vudar movement into Hydran space was taken as an opportunity by the Klingons, who tacitly ceded vast stretches of space to the Vudar in order to use them as a foil against the resurgent Kingdom. By withdrawing back to their border bases, and allowing the Vudar to occupy Hydran space, the Klingons succeeded in diverting much of the Hydran war effort to trying to oust the Vudar rather than to renewed offensives against themselves and the Lyrans (who had also withdrawn back to their original border). The Klingons were able to use the forces saved by this shortening of their front with the Kingdom both to block Vudar expansion, and to begin reconstituting strategic reserves, enabling them ultimately to stabilize the fighting on the Federation and Kzinti fronts on their original borders. Without the sudden appearance of the Vudar as a significant combat force, it is possible that the Klingons might have been forced to negotiate a peace in Y182.

The Vudar borrowed or maintained many concepts from the Klingon Empire. Vudar marines were organized in the same manner as Klingon marines, although their weaponry of choice was an ion-rifle rather than the Klingon disruptor rifle.

Vudar rank insignia had originally been identical to that of the Klingon Empire except that the Trefoil's leaves were moved behind the disk, and the disk had a stylized atom as the national emblem of the Vudar centered on it. After the revolt began, the Vudar eliminated the trefoil leaves (the symbol of the Empire's supremacy) but continued to use the Klingon rank system.

(R17.R1) ION STORM GENERATOR REFIT: The Vudar increased the capacitor of their Ion Storm Generators to six points of power in Y185. This refit cannot be applied to Small Ion Storm Generators or to Ion Pulse Generators.

(R17.N1) AUXILIARIES, FREIGHTERS, AND OTHER UNITS: The Vudar use the following:

Freighters: Exploration, Repair, Suicide, Troop, Mine Laying, Hospital, Cruise Liners, and standard Freighters of both the large and small type are identical to those used by all other races. Harbor Tugs, Salvage Tugs, Free Traders (and variants), APTs (and variants) are identical to those used by all other races. The Vudar use phaser-2 armed freighters.

Auxiliaries: Large and Small PF tenders and the AuxCVL are identical to those used by the Lyrans. A Vudar AuxCVA would be identical to a Lyran AuxCVA except the ESG is replaced with an RA phaser-2. A Vudar AxSCS would use phaser-2s as W1 and phaser-3s as W2. For purposes of Heavy Auxiliaries found in Module R8, the Vudar use phaser-2 in W1 and W2, phaser-3 in W3 and W5, and one IPG in each pair of W4 boxes for (R1.55). For auxiliary guard ships, the Vudar use phaser-1-FA and phaser-2-FA under (R1.58).

Captor Mines: The Vudar use type-D, and type-H captors, and have their own version of the type-F armed with ion cannons instead of photons.

DefSats: The Vudar only use Ion Cannon (see SSD for planetary defenses in Module F2) and phaser-2 DefSats.

Drogues: The Vudar only use the Phaser, Decoy, and Sensor Drogues.

FRD: The Vudar use an FRD identical to the Lyran FRD except that the ESGs are replaced by IPGs.

Ground Bases: The Vudar use GBDP, GBD1, GBD2, FGB-S (cargo is APR), FGB-M (cargo is APR), GSO, GMS, GSA, GMG (phaser-2), GWS, GPF, GPC, GFC (cargo is APR), BHB (cargo is APR), BMB (cargo is APR), HFB (cargo is APR), HFB-S (cargo is APR), and HFC (cargo is APR), without modification. They also use their own Ground Based Ion Cannon (GBIC) bases.

Orbital Bases: The Vudar use the phaser-2 Mobile Base. SAM Stations have phaser-2s, and WPN is phaser-1-360°.

Modules: The Vudar use standard base augmentation modules except that cargo on Hangar Modules is APR.

Q-Ships: Vudar Q-ships are identical to Federation Q-Ships except that ion cannons replace photon torpedoes and AWRs are APRs.

Use Generic Counters for the above.

EARLY VUDAR SHIPS

(R17.2) LIGHT CRUISER (CL): The first large ship deployed by the Vudar, the CL was able to duel with Klingon D6s, but outmatched by the D7. The Klingon Empire authorized the Vudar to construct three ships of this class to battle incursions by large Orion raiders. The first ship entered service in Y146, and last authorized ship of the class entered service in Y150. While built to a Vudar design, the Klingon Empire carefully supervised the construction of the ships and aided immeasurably in improving Vudar construction techniques. What the Empire did not know was that the Vudar were carefully recording everything about the construction and secretly transmitting it to their own hidden shipyard. By 150, when the last authorized ship entered service, the Vudar were able to construct their own ships of the class at their secret shipyard. The advent of hot warp engines in Y167 curtailed production for several years as the Vudar began retrofitting most of the ships of the class (as well as the DD and FF classes), also incorporating other improvements in technology, to the CW. At least three ships of this earlier class were still in service in Y178.

SSD and counters are in Module F2.
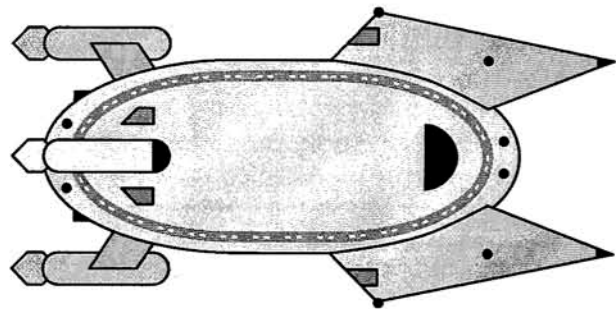
(R17.3) DESTROYER (DD): In Y127, the Klingon Empire authorized the Vudar to construct a ship of this class as part of its local defense forces. The ship was to serve as a "flagship" of the Vudar police forces.
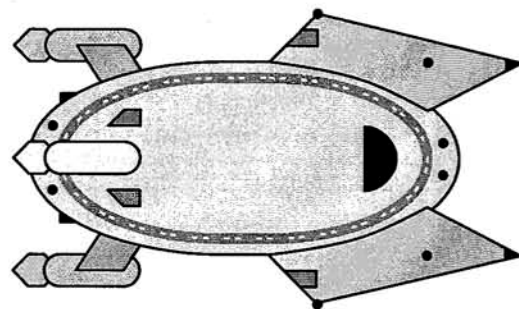
By Y129, the Empire decided to turn a larger patrol area over to the Vudar, and authorized the construction of two more ships to be used as a strike force against Orions operating in the area. All three ships were in service by Y130. By Y132, the Vudar completed their secret shipyard in "the

hole" and had commenced construction of more of the ships of this class. One or two new ships of the class were openly constructed under Klingon eyes as "replacements" for destroyed ships. The War Destroyer is actually an improved or refitted version of this original Vudar Destroyer.

    SSD and counters are in Module F2.

(R17.4) FRIGATE (FF): The first ship the Klingons allowed the Vudar to build, it was constructed from the beginning (by the Vudar) with an eye towards later upgrades. Six ships of the class were authorized by the Klingon Empire in Y127, and the first three entered service in Y130 (the other three of the original construction were delayed in order to allow faster completion of the DD class). A further six ships of the class were authorized in Y133, and up to four more were built openly as replacements for ships "lost in action." The Vudar themselves built a number of these ships at their secret shipyard beginning in Y132.

    The FF design would come into its full flower with the FFW version, and the basic hull was the basis for many variants. The Vudar could produce frigates in considerably greater numbers than they could any other hull type. Some of the early FFs were still soldiering on in Y190.

    SSD and counters are in Module F2.
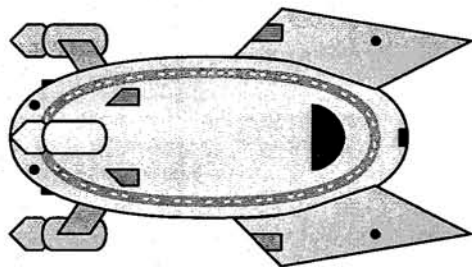
VUDAR CONJECTURAL LARGE SHIPS

(R17.5) DREADNOUGHT (DN): This ship was a design exercise by the Klingon Empire for their simulators after the Vudar CW class was encountered. The Klingons were attempting to learn just how bad it might get. No Vudar DNs were observed in service because the limited economy of the Enclave and its small shipyard prevented such construction. The conjectural design had considerable firepower and would have presented difficulties for a Klingon C8K.

    SSD and counter are in Module F2.
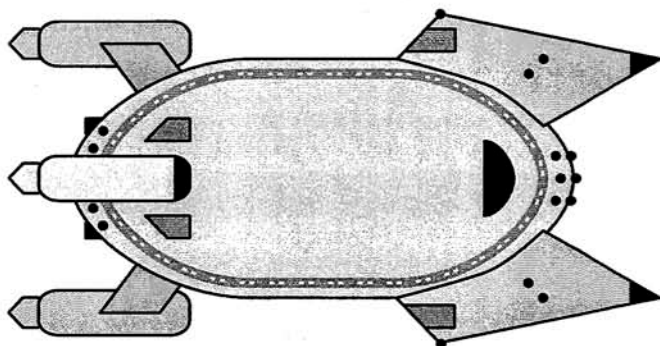
(R17.6) HEAVY BATTLECRUISER (BCH): Another conjectural ship used to determine future Vudar capabilities, the Vudar BCH was extremely fast and possessed an excellent phaser array for a direct attack. Firepower to the flanks, and particularly to the rear was lacking. The design was, however, just too big for the Vudar shipyard to construct.

The Klingons would not learn that fact until well after the General War had ended, and would not be able to act on their gathered intelligence of Vudar capabilities due to the intervening ISC Pacification and Andromedan Wars.

    SSD and counter are in Module F2.
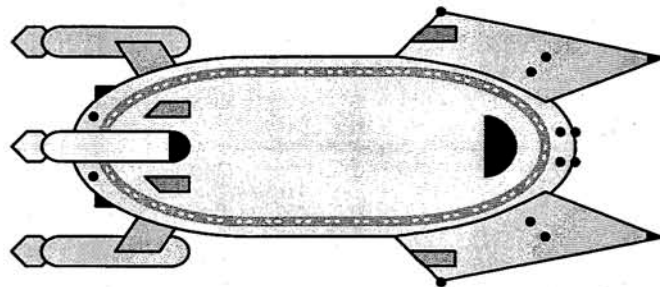
VUDAR HEAVY CRUISER AND VARIANT

(R17.7) HEAVY CRUISER (CA): The majority of the ships used by the Vudar were limited in range by virtue of being "war construction" designs. The heavy cruiser was designed to serve as the centerpiece of defensive squadrons, and to provide the Enclave with a real capability to conduct operations beyond its existing supply limits. A balanced ship, construction of the class began in Y172 and at least three were in service by Y175, although the Klingons would not see the ships until Y178.

    SSD and counters are in Module F2.
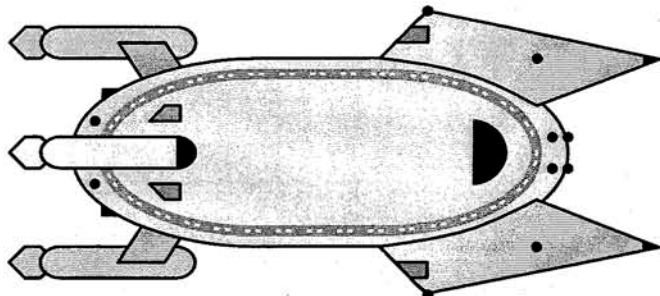
(R17.8) STRIKE CARRIER (CVS): It is believed that the Vudar built one of these after the CA entered service. The design retains the full ion cannon armament of the CA, but lost 20% of its ionic power making it difficult to arm the fighter ready racks and its ion cannons and IPGs in a close battle without using its ionization system. The design would be able to provide long-range firepower as part of a Vudar fleet.
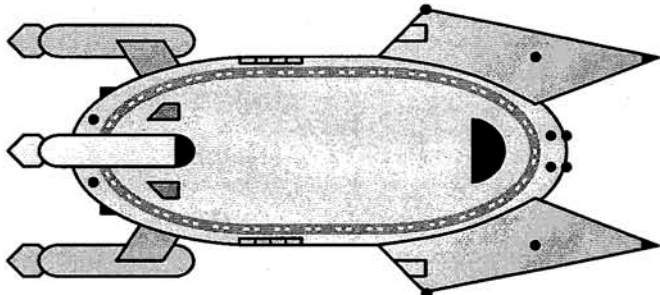
When it first entered service, it was equipped with Klingon-designed Z-V fighters as the Vudar had stocks of them available as well as local construction facilities for both the fighters and the drones. Unfortunately, the Vudar had no practical experience constructing carriers, and the storage for

drones on the carrier did not match what was needed in a battle. It was not possible to redesign the ship to provide more storage, but the captured fighter factories were quickly retooled to construct a native Vudar fighter, and modifying the ready racks to service the new fighter proved relatively simple.

The ship was regarded as too expensive to risk on independent raids, but did conduct several patrols as an independent group along the "borders" with the Klingons and Hydrans and against Orion pirates.

YEAR	ESCORTS	FIGHTERS
Y175-Y178	CWE + DWE or 2x DWE	12xZ-V
Y177+	CWE + DWE or 2x DWE	12xElectron

Note: At least one source said that this ship had three ships in its escort group, usually defined as CWE and 2xDWE.

SSD and counter are in Module F2.

VUDAR WAR CRUISER AND VARIANTS

(R17.9) WAR CRUISER (CW): Typical of the war cruiser breed which started the General War, the Vudar design was, in some respects, an overgrown DW. The Vudar never had enough ships of this class, but were well served by their ability to convert older CLs into this relatively improved design. While its strategic range was less than the original CL, this was not a problem within the relatively limited confines of the Enclave.

SSD and counters are in Module F2.
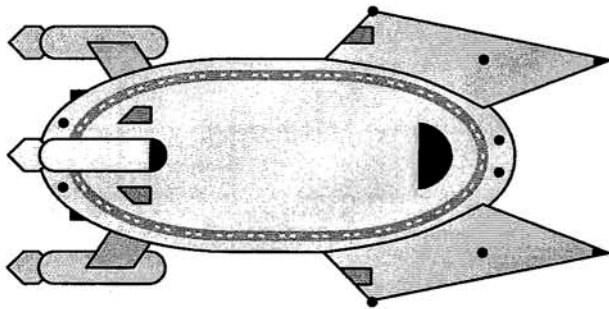
(R17.10) WAR CRUISER LEADER (CWL): Like the smaller DWL, the CWL was a very capable close-in battler benefiting from increased impulse-engine power and upgrades to its shields and weapons systems. There were very few of these ships available in the opening stages of the Vudar Enclave's revolt, and all of them served as the centerpieces of major operations. These ships were not often found conducting independent patrols because of their rarity.

SSD and counter are in Module F2.

Externally, the CWL is identical to the CW above.

(R17.11) WAR CRUISER CARRIER (CWV): The most commonly encountered carrier in Vudar service. It is believed that only one was built because of the need to maximize CW construction for the direct-combat role, but the single CWV was used to conduct most of the independent strikes and raids to keep the Klingon forces off balance. Usually accompanied by a DWP. The ship retained half of its ion cannon and all of its phaser firepower. Like the CVS, the ship entered service using Klingon Z-V fighters with inadequate storage for drones and was quickly converted to the new Electron fighter.

YEAR	ESCORTS	FIGHTERS
Y175-178	CWE + DWE or 2x DWE or DWE + FFE	12xZ–V
Y177+	CWE + DWE or 2x DWE or DWE + FFE	12xElectron

SSD and counter are in Module F2.
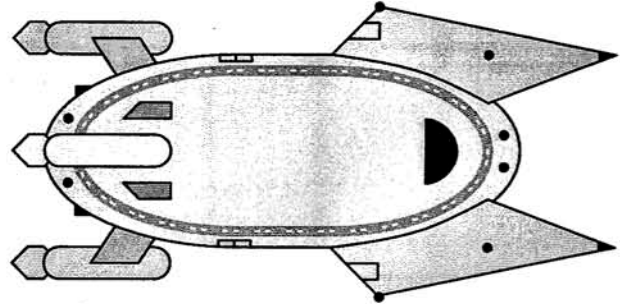
(R17.12) ESCORT WAR CRUISER (CWE): It is believed that the Vudar built at least one of these as an escort for a CVS, but may have built more as at least one was seen escorting a CWV.

The ship had full aegis when built. There is no limited aegis version.

SSD and counters are in Module F2.
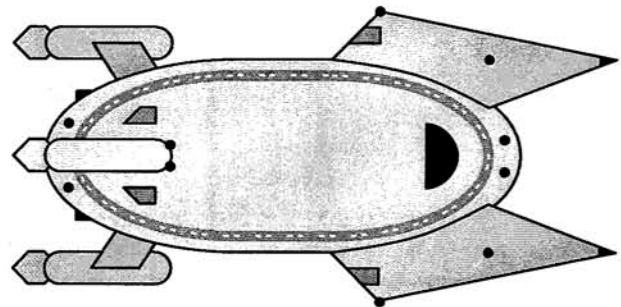
(R17.13) WAR CRUISER MINESWEEPER (CWM): This ship was an exception to the desire of the Vudar to use smaller hulls in the support role. At least one was in service at any given time period during the revolt and establishment of the Enclave's borders. Analysis of the records of assaults by other races on fixed positions had revealed to the Vudar that smaller ships were simply too vulnerable while trying to breach defended minefields. The ship carries two MSS which are included in its BPV.

SSD and counter are in Module F2.
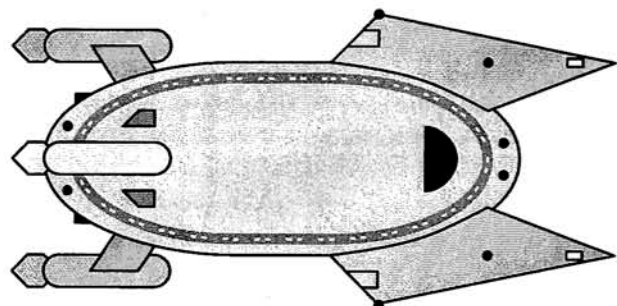
(R17.14) LIGHT TACTICAL TRANSPORT (LTT): The class which made the Vudar expansion possible. The Enclave did not possess the ability to construct a full-sized tug, without which the acquisition and construction of defenses outside the Enclave's home-system would have been impossible. Some analysts believe the initial revolt fleet included three ships of this class, but this cannot be proven. The many sightings of this class may have been extremely efficient use of a single hull. The design was built to be able to employ the pods of the Klingon Empire if any were captured, but usually employed versions of those pods constructed by the Vudar themselves.

SSD and counter are in Module F2.
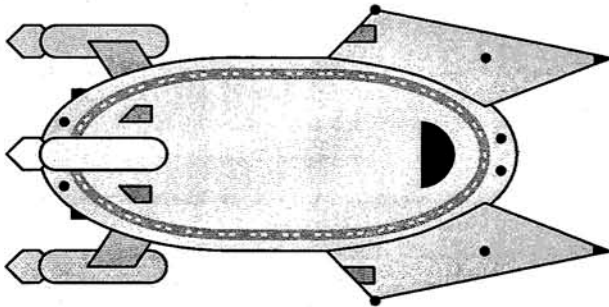
VUDAR PODS

(R17.15) CARGO POD (P–C1): This pod is no different than the standard Klingon C1 cargo pod.

SSD is on the Pod SSD sheet in Module F2. Pod counters are provided in Module F2.

(R17.16) POWER–BOOST POD (P–P2): Unlike the Klingon pod on which it was based, the Vudar version has a much larger impulse deck (although total power output was identical).

SSD is on the Pod SSD sheet in Module F2. Pod counters are provided in Module F2.

(R17.17) TROOP TRANSPORT POD (P–T3): The Vudar troop transport pod was nearly identical to the standard T3 pod in Klingon service. The major difference was the system allowing ion radiation from its engineering spaces to permeate most areas of the pod for the comfort of the embarked personnel. The pod carried a full marine battalion.

HQ Element: One Boarding Party
3 Companies, each:
    HQ: One Boarding Party.
    3 Platoons: Each Three Boarding Parties.
Special Company Including:
    Independent Platoon: Three Boarding Parties.
    Commando Platoon: Two Commando Squads.
    Weapons Battery: Four Heavy Weapons Squads.

Data: The forty boarding parties include two commando squads and four heavy weapons squads; four Ground Combat Vehicles, two GAS shuttles. all included in the Pod's BPV.

This pod can land on planets using the Gravity Landing System (P2.432).

SSD is on the Pod SSD sheet in Module F2. Pod counters are provided in Module F2.

(R17.18) BATTLE POD (P–B4): The Vudar constructed at least one pod of this pattern. While similar to the original Klingon pod, it employed ion cannons and was extensively modified to allow their use. The LTT gained firepower nearly equal to that of the CWL when equipped with this pod.

SSD is on the Pod SSD sheet in Module F2. Pod counters are provided in Module F2.

(R17.19) HANGAR POD (P–M11): At least one of these pods was observed in Vudar service. It was not clear if the LTT was intended to operate in the carrier role, or if the pod was to be used to transport fighters in a ready state to a new base or to replenish a carrier's fighter squadron. The pod was observed on one occasion in its original design role, carrying GAS and HTS shuttles to support a landing on a planetary surface.

If an LTT with this pod was to operate in the carrier role, it is assumed that escorts would be provided and, given the importance of the ship itself, these would at least be equal to those of a CWV, but smaller ships might be used.

The fighters embarked on the pod would have been Z-Vs prior to Y178, and Electrons from Y178 on.

SSD is on the Pod SSD sheet in Module F2. Pod counters are provided in Module F2.

VUDAR WAR DESTROYER AND VARIANTS

(R17.20) WAR DESTROYER (DW): Like the CL, the conversion of the DD to the DW design limited the resulting DW's operational radius, but this was not a problem within the relatively small space that became the Vudar Enclave. The Vudar War Destroyer was typical of its class type, mounting a very strong offensive punch on a relatively small hull. The War Destroyer retained the full range of support facilities of the Destroyer with a large increase in power and a smaller increase in firepower. As part of the buildup for the liberation, many of the existing destroyers were converted into variant hulls which delayed the service entry date.

SSD and counters are in Module F2.
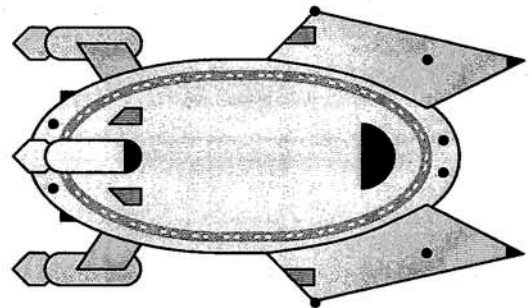
(R17.21) WAR DESTROYER LEADER (DWL): The Vudar seem to have built one ship of this type for every six other DW hulls produced. The design packed considerable firepower potential and was an excellent fighter.

SSD and counter are in Module F2.
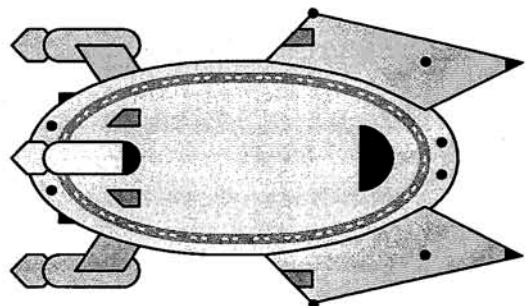
(R17.22) WAR DESTROYER CARRIER (DWV): This design actually presented an optimum of firepower and power available for a Vudar ship with the loss of its rear ion cannon to support its fighter squadron. Like the smaller FFV, the DWV retained ion cannons to enable it to operate as part of a larger fleet. Unlike the FFV, the DWV appears to have been designed to conduct independent fighter strikes. It is believed that there were two DWV groups in operation at any one time, but there are indications that there may have been one or two more.

YEAR	ESCORTS	FIGHTERS
Y175-179	DWE or FFE	8xZ–V
Y178+	DWE or FFE	8xElectron

SSD and counter are in Module F2.
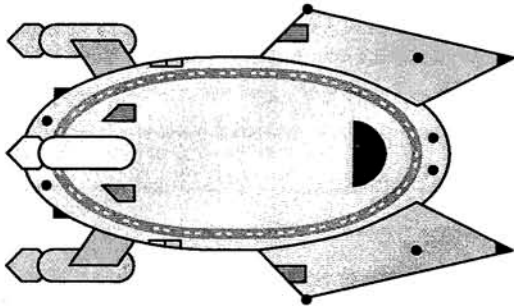
(R17.23) ESCORT WAR DESTROYER (DWE): A heavier escort intended for use by the CVS, but enough were built to also support at least one CWV group, and a few times one was seen operating with a DWV. The ship, unlike the FFE, retained one of its ion cannons to operate in support of a fleet.

The ship had full aegis when built. There is no limited aegis version.

SSD and counters are in Module F2.
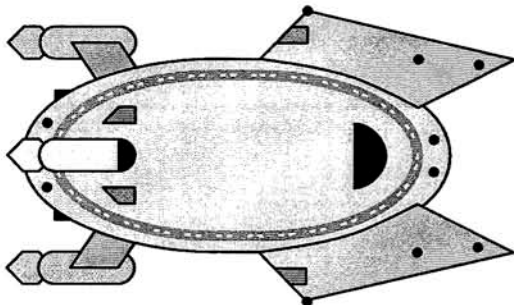
(R17.24) WAR DESTROYER SCOUT (DWS): This ship appears to have been a compromise for the Vudar.
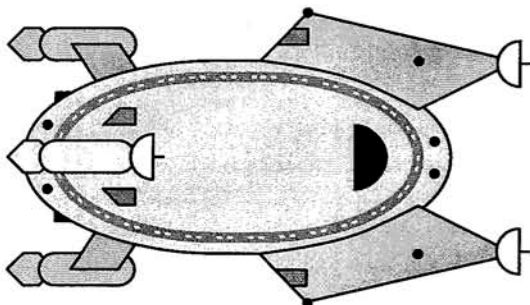
A war cruiser scout would have had more capabilities, but the Vudar appear to have believed that a DWS would be adequate against the third or fourth string ships they expected

to encounter when they broke with the Empire. It is believed that larger scouts were constructed or converted later on. The DWS was, however, everything the Vudar expected given the less capable defensive forces it was used against. There were never enough of them, however (some analysts believe the Vudar began their revolt with only two and never had more than three in service at one time).

SSD and counter are in Module F2.

(R17.25) WAR DESTROYER PF TENDER (DWP): Typical of the DWPs of most races. The Vudar seem to have never built a CWP. The DWP was intended to act in a support role, sometimes as a squadron scout (behind the battle line and not in direct combat). It was selected for the role as the smallest hull available that could perform it. (There are unconfirmed reports that at least one PF tender was built on an FF hull to see if it would work, and it is assumed the existence of the DWP proved that it would not.) Using collapsible repair bays, the DWP was able to conduct repairs on any PF docked to its cradles. Its phaser array allowed it to defend itself adequately from small threats. Like the DWPs of nearly every race, some Vudar DWPs were sent on independent operations, and some became involved in fights where they did not belong.

SSD and counter are in Module F2.
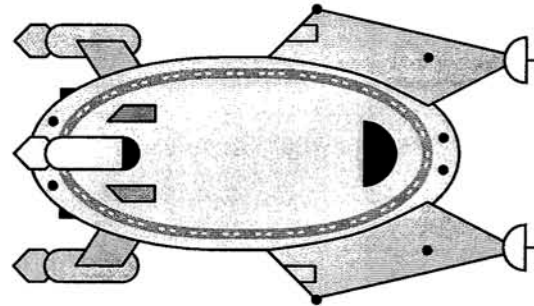
VUDAR WAR FRIGATE AND VARIANTS

(R17.26) WAR FRIGATE (FFW): An upgrade of the pre-existing frigate, the war frigate was a difficult opponent for the obsolete Klingon E4s it was expected to encounter in particular because of its superior shielding. This class remained in production for a considerable period in the Enclave's history as an attrition unit and to fulfill the multitude of support roles that it simply was not possible for the Enclave to fill with larger hulls.

SSD and counters are in Module F2.
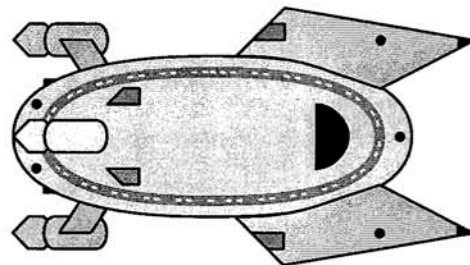
(R17.27) FRIGATE LEADER (FFL): A curious design having power to use its ion cannons in overloaded mode and heavier shielding and increased phaser firepower. The Vudar seemed to have built one of these for every four other frigates. A few were encountered by the Klingons patrolling alone.

SSD and counter are in Module F2.
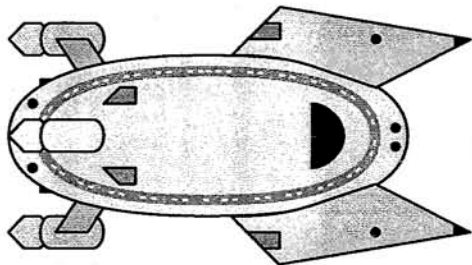
(R17.28) ESCORT CARRIER (FFV): The Vudar operated at least a few of these ships in the convoy escort role and to re-supply their operational carriers. The retention of the ion cannons in preference to the phaser-1 was a curious choice given the power demands of the former. Keeping the cannons was seen as supporting the desire of the Vudar to engage in long-range combat versus the close-in fighting favored by the Klingons and Hydrans (their major opponents). Given their small number of carriers, the Vudar were able to keep them filled with top-of-the-line fighters from their inception.

YEAR	ESCORTS	FIGHTERS
Y175-178	FFE	6xZ–V
Y178+	FFE	6xElectron

SSD and counter are in Module F2.
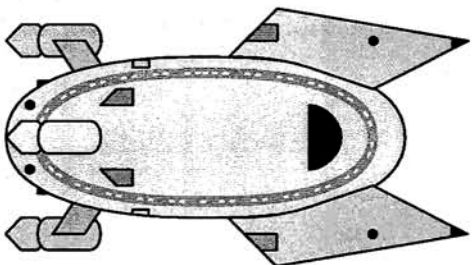
(R17.29) ESCORT FRIGATE (FFE): The Vudar fielded a considerable number of these ships, but they were not a successful design. The lack of phaser-Gs and drones racks made them woefully inadequate in defending against Klingon drone swarms and forced them to come too close to Hydran Stingers to survive very long.

The ship had full aegis when built. There is no limited aegis version.

SSD and counters are in Module F2.
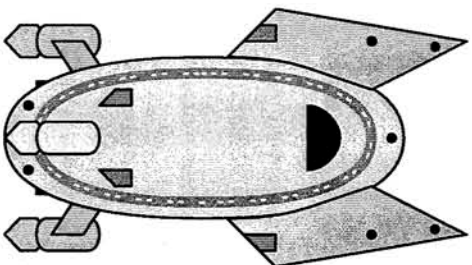
(R17.30) COMMANDO FRIGATE (CFF): The Enclave operated several of these ships to eliminate garrisons on planets that they chose to occupy. Their primary task, however, was to provide the ground component to defend the site where an Ion Storm Generator was to be built. The frigate hull appears to have been selected for the commando role based on two assumptions. First, that the Klingons (and later the Hydrans) were too busy fighting each other (and other

enemies) to spare troops to defend the sectors the Vudar would move into. Second, the Vudar needed to retain as many of their larger hulls as possible for true direct-combat missions, leaving the frigate as the smallest hull able to handle the mission. Due to its small size, the CFF usually embarked a short battalion, lacking an infantry company, the independent platoon, and a Heavy Weapons Squad.

CFFs were never to be exposed to direct combat until space supremacy had been achieved and planetary defense systems silenced. Like all such ideals, it was achieved rather less often than otherwise.

Data: 26 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS, 1 HTS.

SSD and counter are in Module F2.
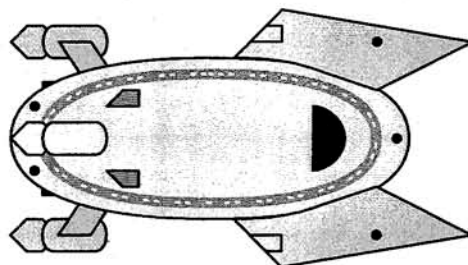
FRIGATE VARIANT

(R17.31) POLICE FLAGSHIP (FLG): The Vudar built a number of these prior to the revolt to coordinate the activities of their "police" forces, and, incidentally, to conduct as much electronic intelligence gathering as possible. It was typical of the ships used by other races. Several of these were used to supplement the Commando Frigates in seizing lightly defended objectives. The conversion to the hull of the basic frigate made it impossible to upgrade the FLGs to the FFW design.

SSD and counter are in Module F2.
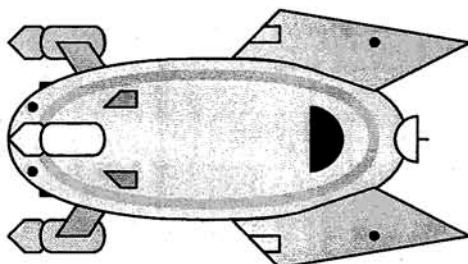
VUDAR BASES

(R17.32) BATTLE STATION (BATS): A standard type with phaser-4s replaced by Ion Storm Generators. It is known that one of these was constructed near the Vudar shipyard in "The Hole", and that a second may have been constructed over the Vudar homeworld after "The Liberation" using parts that had been built and stockpiled at the shipyard over the decades leading up to the revolt. It is not known if the Vudar built any more.

SSD and counter are in Module F2.

(R17.33) SMALL ION STORM STATION (ISS): Stations of this type were established on small moons and large asteroids in areas where the Vudar hoped to establish permanent control. Their ability to create a somewhat more restricted ion storm gave them additional protection from

attack, including any other ground bases deployed with them at a later date (such as mining stations). During quiet periods along the border the Klingons and Hydrans actively sought these stations to eliminate them.

SSD is combined with that of the MISS in Module F2, use any ground base counter.

(R17.34) MOBILE ION STORM STATION (MISS): Designed for quick deployment to any area where needed, the MISS was usually found to be simply too vulnerable to attack. It continued in use throughout the Vudar Enclave simply because there was no other solution to the problem of establishing an ion storm capability near an inhabitable planet until a BATS could be constructed (which rarely happened). The MISS relied on rotation to bring its ISGs into arc to engage incoming ships. Note the very restricted arcs of the two ISGs (one LF, one RR). They were usually deployed with cargo modules in quiet areas, and a Cargo and PF module in more active areas. Because of the effects of the ISGs, they were rarely deployed with fighter modules.

SSD and counter are in Module F2.

VUDAR X-SHIPS

(R17.35) X-LIGHT CRUISER (CWX): This ship, and the similar DWX, represented the greatest accomplishment of Vudar intelligence. The Vudar's technological base was too small to make such a radical jump in technology by themselves, but numbers of Vudar technicians and scientists assisted in the design studies for the production of Klingon X-ships in attempts to improve the impulse power output. While these attempts ultimately failed (ion engines proved singularly resistant to X-upgrading), they had full access to the design specs throughout and succeeded in transmitting these back to their homeworld by various means. After the Liberation, personnel in the Klingon Advanced technology programs who had been subverted by Vudar agents continued to provide information on developments for several more years before all were caught. Improvements to the basic ion cannon and ion pulse generator were possible and done, and resulting ships (there may have been only one CWX, the records are unclear) became the centerpiece of all major Vudar operations from Y184 on. Klingon and Hydran intelligence were always trying to locate the ship as a means of determining future Vudar operations.

SSD and counters are in Module F2.
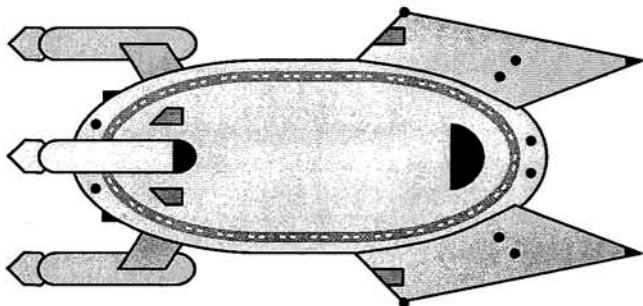
(R17.36) X-DESTROYER (DWX): This design served as a prototype and test bed for the technology. At least two, and perhaps three, were in service by Y187. It was a good design, more than a match for the Klingon FX, and able to stand up to the Hydran KNX. Rarely, the Vudar would operate an X-squadron consisting of two of these ships and a CWX, operating as a strategic reserve. On arrival in a sector, however, unless opposed by other X-ships they would operate as the center of a battlegroup and not as an independent force.

SSD and counters are in Module F2.
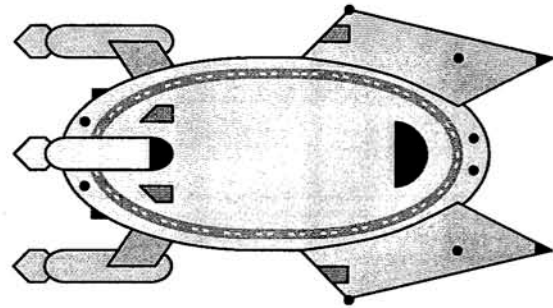
VUDAR FAST PATROL SHIPS

(R17.PF0) FAST PATROL SHIPS (PF): The Klingons built several factories for Interceptors on major planets (to provide local security as well as surge production), including one on Vudar. The Vudar were eager to help in setting up and operating this factory. The factory was upgraded to produce G1s by Y180 and converted to produce Vudar-designed PFs in Y181.

(R17.PF1) FAST PATROL SHIP (PF): The Vudar design was fairly standard and suffered from the lack of vital materials to equip them with phaser-1s (a problem suffered by all the races in this sector of space). PFs proved too small to mount ion pulse generators. Leader, Scout, Cargo, Ground Assault, Mine Warfare, Fi-Con, Recovery, and even Survey variants were all produced.

An SSD of a standard PF flotilla and an SSD of the six variants not included in a standard flotilla and PF counters are in Module F2.

VUDAR SHUTTLES, FIGHTERS, AND BOMBERS

(R17.F0) SHUTTLES: Vudar shuttles (including fighters and bombers) are identical in all respects to those operated by other races with one exception.

Vudar shuttles are designed to allow ion radiation to "leak" into the crew/passenger spaces for the comfort of the Vudar themselves. The Vudar built their instruments and other systems to work in a radiation environment. In some cases, instruments had to be shielded against radiation to work properly. Preventing this leak requires that a captured Vudar shuttle have one damage point "repaired" by a deck crew action (whether there is existing damage or not) before non-Vudar crews can operate it. This does not affect "boarding parties" beamed onto the shuttle to capture it because they are protected by their armor.

This "repair" must also be performed on Vudar shuttles (including MRS shuttles but NOT fighters) being used as scatterpacks by the Vudar themselves or the scatter pack will not function. Vudar do not need to perform this repair on shuttles captured DURING a given scenario as they can survive without the radiation for a considerable period.

Legendary Engineers can perform this repair in a single turn anywhere, including on the shuttle itself in space, if they are in the shuttle or co-located with it and perform no other function that turn (G22.45). Vudar Legendary Engineers can create such a leak and shield the instruments by performing such a repair (may be needed in a campaign).

Non-Vudar Legendary Ace Pilots are assumed to have somehow performed this function when they "return" in a

captured shuttle/fighter (J6.422). Vudar Legendary Ace Pilots somehow create a leak in a captured shuttle/fighter.

(R17.F1) MULTI-ROLE SHUTTLES (MRS): The Vudar produced limited numbers of MRS shuttles for use on their ships. These MRS shuttles are identical to those used by the Lyrans. MRS shuttles in Vudar service are modified as any other shuttles (R17.F0).

(R17.N2) FIGHTERS: The Vudar took over production facilities on their home planet geared towards providing fighters for local defense. They quickly expanded these facilities to provide fighters for their carriers and defenses of new territory. The initial fighters they produced were the Klingon Z-Vs already in production, but found these difficult to support with their small economy. They quickly developed their own designs using the prototype plans for the Z-Y engines they had received.

Megafighter packs were developed for Vudar fighters, adding a third charge to each Ion Pulse Cannon carried by an Electron, or a second charge to the Ion Cannon carried by a Proton, or both Ion Cannons carried by a Graviton. Records indicate that no more than four Vudar squadrons were equipped with Megapacks at any one time and at least one of those was always kept at the planet.

Fighter counters marked FTR are provided in Module F2.

(R17.F2) ELECTRON: The first indigenous fighter fielded by the Vudar, the Electron benefited from developments for the engines of Klingon fighters. Freed from the need to fit drones, the savings in weight were fed directly into strengthening the space frame, resulting in an exceptionally rugged fighter. The fighter was equipped with two phaser-3s, but its primary armament was a pair of Ion Pulse Cannons (E22.0).

(R17.F3) TACHYON: The Tachyon was simply a two-seat Electron fitted out with electronic warfare gear to fill the role of the EWF. It retained the phaser-3s and chaff packs of the base fighter. This was the only EWF operated by the Vudar and was used in both Electron and Proton fighter squadrons.

(R17.F4) PROTON: The Proton was not really a new fighter type, but was an Electron modified to carry a single Ion Cannon. The cannon had a maximum range of ten hexes and could be fitted with either a standard or a proximity fuze. The cannon was loaded in the same manner as the photon torpedo on the Federation A-10 (J4.85). There are no records of mixed Proton and Electron squadrons, but any carrier can be converted to this fighter type beginning in Y180.

(R17.F5) GRAVITON: For reasons best known to the Vudar, this heavy fighter entered squadron service in Y183. Armed with two Ion Cannons, it could fire both at the same time, and at the same or different targets, or fire each individually. It was also armed with two Ion Pulse Cannons, each carrying two charges, and could fire these at the same time and under the same conditions as the Ion Cannons within their own limits. As these fighters could not operate from launch tubes they were principally used for planetary defense.

(R17.N3) BOMBERS: The Klingons had one squadron of Z-B2 Medium bombers assigned to Vudar for the defense of the planet. The Vudar took over this squadron during at the start of their revolt, but retired the bombers in Y183, replacing them with a flotilla of PFs. It is not clear as of this printing if the Vudar developed an indigenous bomber design.
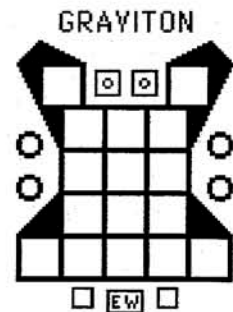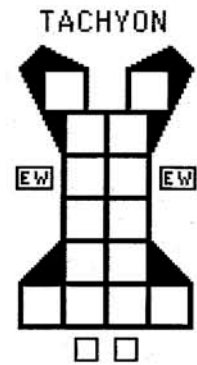
Myth Vs Reality:
The Truth About the Vudar

Vudar! The very word conjures up visions of a scrappy bunch of warriors who defied the Klingon Empire and carved out a chunk of territory equal to the Hydran Kingdom. Citizens of the Federation glow with admiration for the Vudar and their clever tricks that made fools of the Klingons.

But is that *really* what happened?

Questions Must be Raised

There is reason for serious doubt.

First, is it plausible that a minor race on a backwater planet could build a fleet large enough to give the Klingons any serious opposition? If the entire "Vudar Conquest" is based on the sneaky trick of planting ion storm generators on various planets, is it plausible that neither the Klingons nor the Hydrans could come up with a way to destroy such bases? Even more damning, is it plausible that the Vudar could have planted such bases on enough planets to matter? If we assume 1,000 useful planets per F&E hex (an estimate that is fairly low), is it really believable that 41,000 such bases could be built in five years? If the Vudar only built a few such bases per F&E hex and used them as safe havens for their squadrons of warships, it is plausible that such a "garrison" could have held a Klingon Barony against even a determined Klingon police commander?

Just how big was the Vudar fleet? We do not really know. Using F&E as a model, and assuming that the Vudar could have produced two EPs per year (peacetime rate) for a period of 40 years, such a force would amount to 27 frigates, or smaller numbers of larger ships. With a plausible force of 20 or so actual warships, could the Vudar have provided any serious opposition to the Klingons? Even if we assume that the Vudar were able to produce double or triple this number

of ships (and they seem to have had nearly 50), could they have stopped a serious Klingon invasion? If their ships retreated into ion storm micro-enclaves, even assuming that the Klingons could not touch them there, would this have been anything more than a serious nuisance to the Empire?

We Know Less Than We Think We Know

Just what do we *really* know about the Vudar?

The Air Force tapes provide astonishingly little actual data from Federation sources, limited to:

• an article in *Proceedings of the Star Fleet Institute* regarding how the Vudar operated before the revolt, and that they were the only race allowed to build their own starships. This article does mention that the Vudar became a much larger player inside the Empire about Y177, but raises more questions than it answers.

• a six-hour trivideo mini-series on the FedX channel which is the source of the historical scenarios and their campaign to attack battle station K2 (in F&E hex 1618).

• a listing for Vudar warships in *Combat Fleets Y180* in which all of the data is marked "provisional" and the ships are listed as an auxiliary force under control of the Klingon police. There is a mention in this source of the Ion Storm Generators being used to protect Vudar patrol bases from Orion pirates.

• a listing in an encyclopedia of Y191 for the Vudar (providing all of the biological information) which makes no mention of a revolt or of the Vudar holding their own territory.

Absence of Evidence

What is astonishing from the records in the Air Force tapes (which are hardly complete, and 70% of them have yet to be translated) is the lack of any mention of the Vudar revolt or the Vudar Enclave or a separate Vudar territory.

Proponents of the Vudar Revolt Theory suggest that the Klingons conducted a massive cover-up campaign of disinformation to avoid embarrassment (or other internal revolts). Opponents of the theory suggest that 20th Century analysts leapt to a bold conclusion based on the trivideo miniseries, and that the Vudar remained a (grudgingly?) loyal part of the Empire throughout the history of the universe. The truth is probably somewhere in between.

Clues to the Mystery

There are numerous mentions of the Vudar in Klingon sources, but no mention of a revolt or civil war.

The Air Force tapes include only random copies of the daily reports from Battle Station K2 (and many other stations), but none of these mention a Vudar attack, destruction of the station, or the rebuilding of the station by the Vudar. What the K2 reports do mention is that during Y179, the Vudar became a greater presence at the station, including Vudar officers on the staff, Vudar pilots manning the fighter wing, and later Vudar crews comprising the bulk of the crews of the gunboat flotilla. There is mention of major repairs after an enemy attack, but no indication who the enemy was.

There are mentions in Klingon records that more and more Vudar ships were authorized for police work in the late Y170s. The Vudar leader became a Klingon Baron in Y120 and a Count in Y181. Vudar warships were fighting on the Hydran front in Y182. Hundreds of Klingon colonies in "Vudar Space" continued shipping their production back to the Empire throughout the entire period in which the Vudar were "independent".

All of this could be a Klingon disinformation campaign to hide an embarrassing defeat, but it the revolt by 1/4 of the empire a secret that could eve be hidden? On the other hand, all of it could be entirely true, and the Vudar remained a p art of the Empire.

There is, however, another theory.

The Thompson-Palmer Theory

Two analysts working for the Pentagon's Office of Special Research, Andrew Thompson and Jonathan Palmer, combined all of the above data, a few more similar items of information (including mentions of trade in LDR records), and some economic extrapolations and produced a working hypothesis of what really happened. Under that hypothesis:

• The Vudar did, secretly, build many additional ships, but this was primarily a defensive measure in case the Klingons decided to crush them. No doubt, some Vudar political factions envisioned a day when they could break free of the Empire, but many others thought such aspirations were a dangerous game.

• The Vudar did have total autonomy in their Barony (hex 1610) from as early as Y120 and in their province by Y175. This could properly be called the Vudar Enclave.

• The Vudar did build bases during the Y180s on many planets over a wide area (reaching the "borders" known on the infamous Enclave Map) and equipped these with Ion Storm Generators. These were colonies, trading posts, and bases for Vudar police ships. There is some indication that some of these colonies were not authorized in advance by the Klingons, who expressed some "concern" over their development but decided that it was not worth a war to stop them. Every few months, the Vudar would establish more colonies (some of them under a rather broad interpretation of what the Klingons authorized), the Klingons would warn the Vudar to stop building unauthorized colonies (and sometimes force them, without combat, to dismantle some of them), and the Vudar would promise not to make the mistake again. This wider zone might be considered the area which the Klingons "assigned" to the Vudar to patrol, or that could be a convenient political fiction.

• The Vudar were, clearly, growing faster than the Klingons were comfortable with. The Vudar could "push" the Klingons as long as they didn't become openly rebellious trigger a war, because the Klingons were *already busy fighting a war*, and the Vudar *were* paying taxes and actually *increasing* the revenue that the Empire received from "Vudar territory".

• Areas of Hydran space occupied by the Vudar were ignored by the Hydrans (until Y185) who had enough trouble reaching the Klingon border and rebuilding their capital defenses. (Perhaps the Hydrans hoped to fuel the Vudar dream of real independence?) The Hydrans appear to have treated the Vudar as a neutral, and the Klingons may have been only too glad to have kept their ships out of Vudar-Occupied Hydran Space and concentrate them where fighting was taking place.

• There were a few battles and skirmishes between Vudar and Klingon units, but then, there were rare such skirmishes between Klingon naval and police units. In such cases, even the Vudar government would denounce the captain involved and hand him over for trial (if he lived, or if the Klingons would prove he had lived).

In a very real sense, both the Vudar and Klingons had moved by Y182 into a "we'll talk about the real status of our relationship later" mode. The Vudar were gambling that by the time the Klingons were done fighting the General War, their new storm-protected bases would be too deeply entrenched to force the entire race back into a purely subject race model. When the General War ended but was quickly followed by the Andromedan War, the Vudar kept building bases even while working with the Klingons to defend against the new threat.

The Klingons knew that they might be letting the Vudar get too strong, but were willing to take the risk in return for the benefits (of what amounted to a larger fleet), knowing they could if necessary crush the Vudar in a quick but very expensive campaign at some later date.

SCENARIO SECTION

This is a selection of scenarios covering some of the opening moves of the Vudar campaign to establish, and maintain, their Enclave. It is, of course, obvious that many existing generic scenarios can be used to create engagements between Vudar ships and those of any other race, so those scenarios, such as the classic (SG1.0) THE DUEL, have not been repeated here.

(SG83.0) THE HAND-OFF
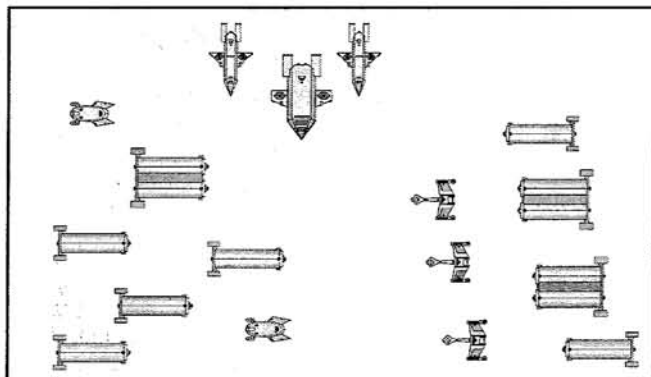
(Y167-178)   *by Jon Cleaves, Kansas*

The Klingons allowed the Vudar to operate their own ships because of their superior resistance to the ionized radiation that permeated their area of space and sectors further along the edge. So long as the Vudar appeared to be loyal, the situation worked quite well. In order to avoid decreasing the number of patrolling vessels in the sector (since the ISF did not want to send its own ships into the area) a system of handing off convoys inbound and outbound from Vudar space was used. In this way an escort group of ISF ships would pick up a convoy of freighters outbound from Vudar, and hand-off a convoy inbound to an escort group of Vudar ships.

Sometimes the Orions would, instead of striking either convoy individually, strike the hand-off point itself. In these cases it was not just the goal of the Orions to poach a few freighters, but to inflict as much damage as they could on the police forces. Destroyed or disabled police ships would mean further stretching of other patrols, creating more opportunities for piracy elsewhere in the area.

Depending on the exact status of the Vudar during the Y180s (loyal, semi-autonomous, independent) very similar events could have happened with various degrees of civility.

(SG83.1) NUMBER OF PLAYERS: 2 or 3; the Klingon/Vudar player and the Orion player. A third player could control the Vudar force separately from the Klingon player.

(SG83.2) INITIAL SET UP
ORION: CR and two LR, all enter anywhere along map edges 10xx or 42xx on Impulse #2 of Turn #1, heading at the player's option, speed max, WS–III. Ships do not have to enter from the same side of the map.
KLINGON:
CONVOY A: Two large freighters, two small freighters within one hex of 1506, no more than one ship per hex, heading D, speed four, WS–0. These ships are controlled by the Vudar player in the three-player option.

ESCORT GROUP A: G2C, 2xG2, anywhere within three hexes of 1506, heading D, speed 4, WS–II. These ships are controlled by the Klingon player in the three-player option.
VUDAR:
CONVOY B: One large freighter, four small freighters, all within one hex of 1525, heading A, speed 4, WS–0. These ships are controlled by the Klingon player in the three-player option.
ESCORT GROUP B: Two FFW, heading A, speed 4, WS–II. These ships are controlled by the Vudar player in the three-player option.
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y177 is assumed if no other year is selected.

(SG83.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #8. The Klingon and Vudar players are "one side" in the three player variant.

(SG83.4) SPECIAL RULES
(SG83.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Orion units can only disengage in directions B, C, E, or F. The Non-Orion units can only disengage in directions A or D. Units which disengage in unauthorized directions are considered destroyed.
(SG83.42) SHUTTLES AND PFs: No shuttles have warp booster packs. PFs have warp booster packs if the year selected allows them. Mega packs are not available.
    (SG83.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SG83.431).
    (SG83.422) There are no fighters in the basic version of this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
    (SG83.423) There are no PFs in the basic version of this scenario. Standard combat versions of PFs (or interceptors) might be added as a balance factor or a variation if the year selected allows their use.
(SG83.43) COMMANDER'S OPTION ITEMS
    (SG83.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.
    (SG83.432) All drones are "medium," i.e., speed–20. "Fast," i.e., speed–32 drones are available for purchase as special drones in Y178.

    Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
    (SG83.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.
(SG83.44) REFITS are available depending on the year selected.
(SG83.45) FREIGHTER RESTRICTIONS: Freighters cannot attempt self-destruction unless they have been boarded by Orion boarding parties. Freighters disengaged by Orion tractor beams by distance without being boarded and captured first are assumed to automatically self-destruct.

Freighters cannot attempt to sublight disengage unless all police ships have disengaged or been destroyed.

(SG83.46) ORION DISENGAGEMENT: Orion pirates cannot disengage until all police ships (Klingon G2s and Vudar FFWs) have been crippled, destroyed, or have disengaged, or until the end of Turn #7. Orion ships which have not disengaged by the end of Turn #8 are considered to be destroyed by arriving reinforcements.

(SG83.47) ORION OPTION MOUNTS: The Orions must select weapons with the Pharoah Cartel as the home cartel.

(SG83.5) VICTORY CONDITIONS: The Orions win (Marginal Victory) if they capture four small freighters (large freighters count as two small freighters) and exit them off the map. The Orion Victory level is raised by one for each two additional small freighters (or one large freighter) they capture and every two police ships they destroy or cripple. The Orions lose two levels of victory for each LR destroyed, and suffer a Crushing Defeat irrespective of anything else if the CR is destroyed. The Orions suffer a Devastating Defeat if the CR is captured (and the police forces win an Astounding Victory) even if the ship is recaptured or destroyed by the end of the scenario.

If there is a separate Vudar player, the Klingon and Vudar players achieve the joint victory level above, but judge individual victories by the number of small freighters (large freighters count as two small freighters) they successfully retain possession of at the end of the scenario, even if the freighter is crippled.

> Six freighters .... Astounding Victory
> Five freighters .... Substantive Victory
> Four freighters .... Marginal Victory
> Three freighters........ Draw
> Two freighters.......... Marginal Defeat
> One freighter .... Brutal Defeat
> Zero freighters .... Devastating Defeat

Note, the Klingon or Vudar player could gain an Astounding victory by capturing the CR, but one or both could still suffer Devastating Defeat if they lost all of the freighters, in effect a draw.

(SG83.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG83.61) Such hand-offs could have been conducted by other races. Replace the three Klingon G2s with three Federation POLs and the two Vudar FFWs with Kzinti Corvettes or Gorn Frigates.

(SG83.62) The Orions were not the only ones who might interfere in such a hand-off. Replace the three Orion ships with a single Andromedan Python. The Andromedan wins if all of the freighters are crippled, destroyed, or captured and disengaged off the map before it must disengage, and loses if it fails to accomplish its mission or is itself destroyed.

(SG83.63) For a smaller and more intense battle, use only one Orion LR. The Klingon force is a G2 with one small freighter, and the Vudar force is an FFW with one small freighter. The Orion wins if he captures and disengages with one freighter. The Police force wins if the Orion fails to capture any of the freighters.

(SG83.64) For another alternative, us a fast raiding ship (fast cruiser or DNL) instead of the Orions. The fast ship wins if all of the freighters are crippled, destroyed, or captured and disengaged off the map before it must disengage, and loses if it fails to accomplish its mission or is itself destroyed.

(SG83.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG83.71) Change one small or large freighter in each convoy to an armed freighter.

(SG83.72) Replace the Orion CR with an MR.

(SG83.73) Delete or add a freighter to each convoy.

(SG83.8) TACTICS

ORION: Well, basic piracy is nice, but you need to get the escorts too to really win this. Keep the LRs together to support each other, the CR can fight alone. Doubling the engines is not too much of a problem so long as you do not take any other internal damage, as you need to be gone when things start to get iffy anyway. Do not count on the freighters being easy to board, as you can almost certainly bet that the police are going to put defending marines on some of them right from the start. But keep an eye out for a chance to surprise them by boarding their police ships if they stretch themselves too thin. In any case, remember that the easiest way to disengage all the freighters once you have captured them is to have killed all of the police ships. Be sure to exploit any tendency by the Klingon/Vudar players (if there are two) to betray one another.

KLINGON/VUDAR: The Orions are faster, more heavily armed, and coming to kill you. You have to employ standard convoy tactics, and part of that means merging the two convoys to provide mutual defense. Get the freighters' shuttles out to increase your firepower, and look for a chance to score some solid hits. Concentrate on one Orion ship at a time. Look for a chance to use all of your transporters (including those on the freighters) to try to swarm onto the CR (if the Orion reads this, you might not get the chance, but if he does not and you manage to down a facing shield within five hexes of a lot of your transporters . . . Get extra boarding parties and as soon as the scenario begins deploy some to make the freighters a little harder for him to take.

BOTH: While it might seem like a good idea to abandon your friend's freighters to rush over and try to protect your own, this is suicide. You are both going to have to work together, and that means getting all of the ships together and massing their firepower. Anything else hands the whole battle to the Orions.

(SG84.0) THE NEXUS TRAP
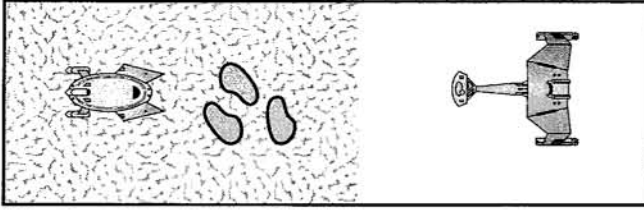
(Y180-190)   *by Jon Cleaves, Kansas*

The resources of the Vudar could never hope to match those of the empires from which they were carving their Enclave. Their major advantage lay simply in their vastly superior understanding of the balance of forces (through agents in Klingon Intelligence and Operations sections before the revolt) and the near total lack of intelligence on their resources by those races. While their connections to the Klingon command were quickly severed (and their agents in place quickly purged) the Vudar realized that they had to keep the forces opposing them unsure as to the extent of their power. To this end, the Vudar devoted an inordinate amount of its resources to establishing "nexus traps".

A "nexus trap" was a location in which the Vudar would deploy some of its very small number of Ion Storm Generator bases. The location selected would not be, in and of itself, anything of importance to either side. The idea was that a Vudar ship would lure an opposing ship (usually larger) to the site where the ISGs would then be used to cripple or (if possible) destroy the enemy ship. The Vudar believed that enemy ships were more likely to continue a pursuit into an obviously "undefended" area whereas it might turn away from an area that was worth defending. The Klingons (and Hydrans), after encountering a few nexus traps, would come to the conclusion that the Vudar had many more Ion Storm Generators than they really possessed, and believe that they were widely deployed.

The Vudar hoped that the encounters would cause the empires to delay mounting any major operations until well after they could really build up their defenses. Combined with the huge commitments of military power already being made by the two empires against their other enemies (including each other), the plan actually worked.

(SG84.1) NUMBER OF PLAYERS: 2; the Vudar player and the non-Vudar player.

(SG84.2) INITIAL SET UP

TERRAIN: The Vudar player selects the terrain on which this scenario is to be played. The terrain selected must allow for the concealment (D20.0) of the Ion Storm Generating bases at start [ringed gas giant, planet with moon(s), asteroid field, etc.].

VUDAR: DW sets up on xx01 map edge between 1201 and 2301, heading C, D, or E, speed max, WS–III.

Two Ground Ion Storm Generating Stations, set up anywhere on the map hidden (D20.0), WS–III. See (SG84.45).

NON-VUDAR: CW enters map on Impulse #16 within ten hexes of Vudar ship's initial setup hex, heading C, D, or E, speed max, WS–III. See (SG84.46).

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y181 is assumed if no other year is selected.

(SG84.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG84.4) SPECIAL RULES
(SG84.41) MAP: Use a floating map, but keep careful track of the locations of the various terrain features and the Vudar bases. The Vudar units can only disengage in directions C, D, or E. The non-Vudar units can only disengage in directions A, B, or F. Units which disengage in unauthorized directions are considered destroyed.

(SG84.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Megafighter packs are not available.

(SG84.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SG84.431).

(SG84.422) There are no EW fighters in the basic version of this scenario. In a variant in which enough fighters are present to allow the use of an EWF, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SG84.423) There are no PFs in the basic version of this scenario. One or two standard combat PFs or Interceptors might be added on mech links to the ships as a balance factor or in a variation.

(SG84.43) COMMANDER'S OPTION ITEMS
(SG84.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SG84.432) All drones are "fast," i.e., speed–32.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SG84.433) No ship in the basic version of this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SG84.44) REFITS are available depending on the year selected. It is generally assumed that all ships involved in this scenario will have received all allowed refits for the year selected.

(SG84.45) VUDAR BASES: The two Vudar bases set up using Hidden Placement (D20.0). The bases cannot be within ten hexes of each other.

(SG84.46) NON-VUDAR RESTRICTIONS: The Non-Vudar ship must complete an Energy Allocation for Turn #1 that results in a speed which will move the ship on Impulse #16. The ship can announce a deceleration on that Impulse, but must pay for movement for the first 16 impulses at the speed which it uses to enter the map. The player must attempt to maneuver his ship to reduce the range between himself and the Vudar ship (within the limits of his speed, turn mode, slip mode, and avoiding terrain damage) until one or both of the Ion Storm Generating bases are revealed.

(SG84.47) DISENGAGEMENT RESTRICTIONS: The Vudar ship cannot disengage unless both bases have been destroyed, or the ship is crippled. The non-Vudar ship cannot disengage unless it is crippled, or both Vudar bases have been destroyed.

(SG84.5) VICTORY CONDITIONS:

Astounding Victory .... Vudar Capture the opposing ship and no Vudar ship or base is destroyed. (Opposing ship Devastating Defeat)

Decisive Victory .... Vudar destroy the opposing ship and no Vudar ship or base is destroyed. (Opposing ship Crushing Defeat)

Substantive Victory ... Non-Vudar ship disengages and no Vudar ship or base is destroyed. (Opposing ship Brutal Defeat)

Tactical Victory .... Non-Vudar ship disengaged and the Vudar ship is destroyed. (Opposing ship Tactical Defeat)

Marginal Victory .... Non-Vudar ship disengaged and one Ion Storm Generating base and the Vudar ship are destroyed. (Opposing ship Marginal Defeat)

Draw .... Non-Vudar ship disengaged and both Ion Storm Generating bases are destroyed.

Marginal defeat .... Non-Vudar ship crippled/destroyed and both Vudar bases and the ship destroyed. (Opposing ship Marginal Victory)

Tactical Defeat .... Non-Vudar ship not crippled and Vudar ship and both bases destroyed. (Opposing ship Tactical Victory)

Brutal Defeat .... Non-Vudar ship not crippled, both Vudar bases destroyed and the Vudar ship is captured. (Opposing ship Substantive Victory)

Crushing Defeat .... Non-Vudar ship not crippled, Vudar ship and one Vudar base captured, other Vudar base destroyed. (Opposing ship Decisive Victory)

Devastating Defeat ... Non-Vudar ship not crippled, all Vudar bases and ship captured. (Opposing ship Astounding Victory)

(SG84.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG84.61) The scenario is intended to be played versus Klingon and Hydran ships, but ships of other races might be used instead. Players might substitute a non-Vudar DW to experiment with an allied effort.

(SG84.62) Allow each player to select a similar hull to replace the standard war cruiser. Carriers, escorts, and PFT tenders cannot be used.

(SG84.63) For a larger battle, allow the Vudar player to use three Ion Storm Generating bases and a DW and FFW, change the pursuing ship to two CWs.

(SG84.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG84.71) Change the Vudar DW to an FFW.

(SG84.72) Replace the Non-Vudar CW with a CA of the appropriate race.

(SG84.73) Allow the Ion Storm Bases to be set up closer together or require them to be set up farther apart.

(SG84.8) TACTICS

VUDAR: You have to lure the enemy into position to be hit by one of your bases, preferably in a manner that will force him to turn into the other one. Your initial deployment of the bases will be important. Remember to keep your own ship out of the line of fire, but stay close enough that the threat of your firepower will keep him from destroying the bases once they reveal themselves.

NON-VUDAR: Your tactics will in part be driven by the terrain and what your ship is. If you are a Hydran Fusion ship, getting your fighters into a position to attack a base may be virtually impossible without sustaining major damage to your ship, but could be well worth the effort. In any case, once the bases are revealed, you must destroy them before they can wreck your ship.

REBELLION!

The historical scenarios in this section, (SH234.0) through (SH239.0), constitute a campaign by the Vudar to eliminate Klingon Battle Station *K2*, the one closest to their homeworld. The scenarios can be played separately, or as part of the campaign.

This campaign is based on a source document from the Air Force tapes which cannot be verified. According to official Klingon sources, nothing of what you are about to read actually happened.

(SH234.0) A SURPRISE WITHIN A SURPRISE
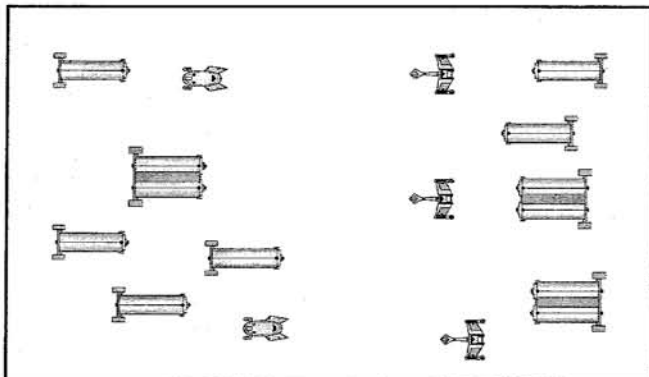
(Y179)   *by Jon Cleaves, Kansas*

One of the first moves made by the Vudar at the beginning of their campaign was an attack on a convoy en route to their homeworld. The attack was designed to eliminate the handful of Klingon patrol vessels escorting the convoy in a surprise assault. While the ships themselves were small and ostensibly not of great combat value, the fact that the Empire did not have many ships in the sector greatly increased their value.

What the Vudar did not know was that this convoy had been designed as a trap. The Empire had seeded it with Q-ships in an effort to trap a marauding Orion ship. The fact that the convoy had so many Q-ships was not known to the Vudar because the Klingon Sector Commander had kept the information tightly controlled to avoid any leaks to the Orions. The result was a battle in which surprise worked both ways.

(SH234.1) NUMBER OF PLAYERS: 2; the Klingon player and the Vudar player.

(SH234.2) INITIAL SET UP
KLINGON: Two large Q-ships *Judgement* and *Cutthroat*, and two small freighters; within one hex of 1514, no more than one ship per hex, heading D, speed four. Large Q-ships at WS–I, small freighters at WS–0.
  ESCORT GROUP A: G2C *#44*, 2xG2 *#52* and *#61*, anywhere within three hexes of 1514, heading D, speed 4, WS–I.
VUDAR: One large freighter, four small freighters, all within one hex of 1525, heading A, speed 4, WS–III.
  ESCORT GROUP B: Two FFW, *Gale* and *Blizzard*, heading A, speed 4, WS–III.

(SH234.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH234.4) SPECIAL RULES
(SH234.41) MAP: Use a floating map. The Klingon units can only disengage in direction A. The Vudar units can only disengage in direction D. Units which disengage in unauthorized directions are considered destroyed.
(SH234.42) SHUTTLES AND PFs: No shuttles have warp booster packs. PFs have warp booster packs. Megapacks are not available.
  (SH234.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH234.431).
  (SH234.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
  (SH234.423) There are no PFs in the basic version of this scenario. Standard combat PFs or Interceptors might be added in a variation or as a balance factor.
(SH234.43) COMMANDER'S OPTION ITEMS
  (SH234.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
  (SH234.432) All drones are "medium," i.e., speed–20. "Fast," i.e., speed–32 drones are available for purchase as special drones.

  Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
  (SH234.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.
(SH234.44) REFITS: The Klingon G2s and Q-ships have all received the Y175 refit.
(SH234.45) KLINGON SURPRISE: The Klingons cannot increase their weapon status or fire on any Vudar ship until the Vudar ships fire at them or take some unusual action (such as applying a tractor beam, launching a shuttle, or any action not directly linked to trading the ships of one convoy for the other). The Klingons cannot launch their own shuttles or take any action, including changing speed, other than handing off the convoy (SH234.47) until the Vudar make their move.
(SH234.46) VUDAR SURPRISE: The Vudar ships can only fire on the Klingon G2s until the Q-ships reveal themselves. The Vudar expected the freighters to surrender after they eliminated the G2s, and will not fire on any of them until the Q-ships open fire/launch drones, or raise their full shields. Each Vudar ship must remain within five hexes of at least one Klingon ship (including freighters controlled by the Klingons at start) once they take any action not required to simply hand off the freighters until the Q-ships are revealed.
(SH234.47) HANDING OFF: The purpose of this rendezvous in space is to trade convoys. Both players are expected to move their ships into position to take charge of each other's convoy and begin to move away from each other until the action breaks. The freighters (and Q-ships) continue to move at speed four at their current headings until the two convoys interpenetrate. At that time the Klingon and Vudar warships will turn within their turn modes to begin escorting their new convoy back off the map on their reciprocal courses, and continue until the Vudar make their move.

(SH234.5) VICTORY CONDITIONS: The Vudar win if all Klingon G2s and Q-ships are destroyed or captured and the two Klingon small freighters are captured. The Klingons win if the two Vudar FFWs are destroyed or captured. The fate of the Vudar freighters is superfluous (their cargo bays are empty). If neither side accomplishes its primary objective, use the Modified Victory Conditions (S2.201).

(SH234.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH234.61) Replace the Vudar ships with two Lyran FFs.
(SH234.62) Add two PFs to each side held on mech links at start. Launching their PFs would signal that the Vudar are up to something and will free the Klingons from the restrictions of (SH234.45).
(SH234.63) For a smaller and more intense battle, delete one of the Vudar FFWs, one large freighter, one small freighter, and two of the Klingon G2s.

(SH234.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH234.71) Change one of the large Q-ships to a small Q-ship.
(SH234.72) Replace one of the G2s with an E4IB.
(SH234.73) Delete or add a small freighter from/to one side.

(SH234.8) TACTICS
VUDAR: Even at WS–0 the Klingons can launch drones, so make sure you are ready to deal with them. Allowing your freighters to get with the Klingon convoy and then launching suicide shuttles at pointblank range can pay dividends as your frigates can burn an HET to target them simultaneously. Start the action in the middle of a turn to limit the abilities of the Q-ships to intervene. If you start at the end of a turn, the Q-ships can start the next one loaded for bear at close range and inflict considerable damage.
KLINGON: Your G2s are going to get pounded and may not be able to put up much of a fight. Getting hits with drones close in on the Vudar ships may be difficult, and the EW shift could be murder. Your ace in the hole is the large Q-ships, but they are going to have to contend with a lot of counter fire from the Vudar freighters as well. You may be better served by using your drones to try to silence the freighters' phasers while your Q-ships slug it out with the Vudar frigates.

HISTORICAL OUTCOME: The Vudar ships quickly disabled the Klingon police ships supported by the phasers and suicide shuttles of the freighters. They then received a rude awakening when the two Q-ships opened fire, supported by the phasers of the small freighters on one of the frigates, severely damaging it. The action quickly devolved into a short-ranged bloody knife fight which ended in one of the few Klingon victories, albeit a Pyrrhic one, of the opening of the Vudar revolt. The *Gale* was destroyed, and the *Blizzard* disengaged with damage and proceeded to its scheduled rendezvous for its next mission. Both of the Q-ships were damaged, but their intervention prevented the Vudar ships from destroying the disabled G2s.

(SH235.0) WAKING THE NEIGHBORS
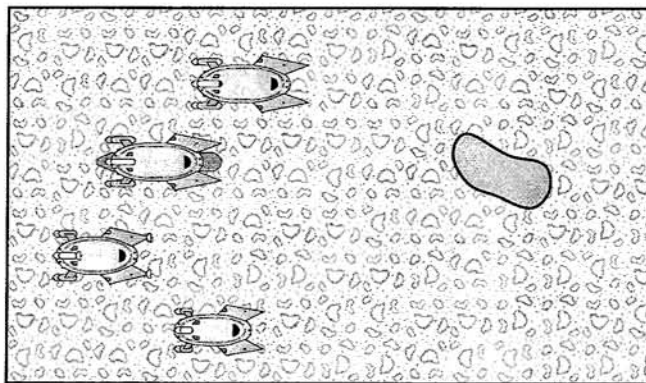
(Y179)   *by Jon Cleaves, Kansas*

The Vudar had a carefully planned series of operations staged to allow them to gain maximum use of their ships in the opening stages of their revolt. Using their links within the Klingon High Command, they knew the placement of virtually every ship the Klingons had in the area of space that the Vudar intended to seize initially, and could calculate possible reactions.

Some ships, however, even when you could be certain where your primary enemy would be, needed to be protected because by their very nature they were too critical to risk. One such ship was the Vudar LTT class. Lacking a real tug and the ability to quickly mass produce more LTTs, and needing to quickly deploy bases to secure their area of space (which could only be done with tugs), the Vudar were at pains to protect these ships.

Unfortunately for the Vudar, even the Klingon Empire did not always know where some of its enemies might be operating. Fortunately for the Vudar, they did provide an adequate force to protect their LTTs during their initial missions. In this particular case, the Vudar found, in trying to stake a claim to a mineral rich area of asteroids that someone had beaten them to the area, and resented their intrusion.

(SH235.1) NUMBER OF PLAYERS: 2; the Vudar player and the Jindarian player.

(SH235.2) INITIAL SET UP
TERRAIN: The entire map is an asteroid field (P3.1). Players may use the Asteroid Field Map from Module S2.
VUDAR: CWL *Ionic Fury*, LTT *Stormseeker* (carrying one pod), DW *Ice Storm*, DWS *Stormguider*, and FFW *Monsoon* enter the map from anywhere along the xx42 map edge, heading E or F, speed 6, WS–I. See (SH235.45).
JINDARIAN: CA *Shana's Temple*, set up using Hidden Placement (D20.0) in any hex no closer than 10 hexes from the 42xx map edge, facing at player's option, speed 0, WS–III. See (SH235.46).

(SH235.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH235.4) SPECIAL RULES
(SH235.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Vudar units can only disengage in directions B, C, or D. Jindarian units can only disengage in direction A, E, or F. Units which disengage in unauthorized directions are considered destroyed.

(SH235.42) SHUTTLES AND PFs: No shuttles have warp booster packs. PFs have warp booster packs. Megafighter packs are not available.

(SH235.421) If using the optional MRS shuttles, the Jindarian CA and Vudar CWL each have one MRS. This does count against the points available for the purchase of Commander's Options in (SH235.43) below.

(SH235.422) There are no fighters in the basic version of this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH235.423) There are no PFs in the basic version of this scenario. PFs might be added in a variant or as a balance factor.

(SH235.43) COMMANDER'S OPTION ITEMS

(SH235.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH235.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "medium," i.e., speed–20. "Fast," i.e., speed–32 drones are available for purchase as special drones. See also (SH236.45).

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH235.433) If players wish to use the optional rules for Prime Teams (G32.0), the Jindarian CA and the Vudar CWL each normally carry one such team.

(SH235.44) REFITS are not available for any of the ships involved in this scenario except for mech link refits.

(SH235.45) BASE PLACEMENT: The Vudar's mission is to establish an Ion Storm Generating base to give them control of the resources in this area of the field. The base cannot become active during the scenario.

(SH235.451) Before play begins, the Vudar player must determine where base will be placed. The location is determined by drawing one of four chits, numbered 1-4, at random, examining the chit and placing it face down between the two players where the Jindarian can check it after the scenario. A one equals area A on the map, two area B, three area D, and four area E. The Vudar may not set up the base in areas C or F. Once the area is chosen, the Vudar player must make a record of a specific hex in the are, which must be an asteroid hex, where he will set up the base.

(SH235.452) The base is actually placed on a large asteroid in the selected hex by using the procedure in (P2.442) as modified herein. The LTT must first enter the hex and achieve a speed of zero (by Emergency Deceleration, plotted decelerations, or by beginning the following turn at speed zero, which can be the turn the pod is released). At the beginning of the following turn the pod (base) can be detached from the LTT (this must be announced) but must be held in a tractor beam during the entire turn. On the subsequent turn the base is lowered to the asteroid, requiring the entire turn. The base must be held in a tractor beam throughout this procedure. Note that the base is effectively moving (although at a very slow rate) through this entire procedure as it is lowered to the asteroid. If the tractor beam is broken, and the base is not secured by a tractor beam by some other unit (or another beam from the LTT) before the end of that turn, the base crashes into the asteroid with sufficient mass and momentum to render

itself effectively destroyed. This procedure is somewhat more complicated than the procedure to lower a base onto a planet's surface due to the unstable nature of the movement of the asteroids themselves requiring frequent adjustments.

(SH235.453) At any point before the pod actually lands on the asteroid the Vudar player can announce that he is reversing the procedure, and the LTT can even begin moving (possibly through an unplotted speed change) towing the base by tractor beam. The pod can be recovered by the LTT by attaching a tractor beam and using the procedure in (P2.441) as modified herein: To raise the pod back up to the LTT the LTT must only spend one turn stationary in the hex, attaching the tractor beam on Impulse #1 of the turn (no later) and docking the pod on Impulse #32.

(SH235.46) JINDARIAN PLACEMENT: The Jindarian player selects his starting hex after the Vudar player has indicated that he has completed (SH235.451).

(SH235.461) The Jindarian player records his hex in secret as per the restriction in (SH235.2). The Jindarian is attempting to remain hidden as the Vudar task force moves through. Once the Vudar deploy their base (i.e., land it on the asteroid), the Jindarian player is revealed (i.e., historically he powered up to stop the Vudar from establishing the base). Note that it is possible that the Jindarian may be very far from the Vudar location, or right on top of them.

(SH235.462) The Jindarian can reveal himself when the Vudar begin to deploy the base but before they actually land it on the asteroid.

(SH235.463) The Jindarian player is free to move and fire if any Vudar ship comes within three hexes (inclusive) of his starting hex, even if the Vudar have not started to deploy their base.

(SH235.47) VUDAR WEAPON STATUS: The Vudar cannot increase their weapon status until the Jindarian reveals himself.

(SH235.5) VICTORY CONDITIONS: The Jindarians win if the Vudar fail to establish their base and the Jindarian ship is not destroyed or captured. The Jindarians are not interested in destroying the Vudar ships, and can employ asteroid disengagement (R16.1D) once the base is destroyed.

The Vudar win if they successfully establish the base and the LTT is not destroyed. If the LTT is destroyed and the base is established, the Vudar have a draw.

(SH235.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH235.61) Replace the Vudar with a Klingon D5H, D5L, F5W, and E4B. The Klingons are attempting to establish a Ground Mining Base.

(SH235.62) Replace the CWL and FFW with a DWV (7xTachyon, 1xElectron) and FFE.

(SH235.63) For a smaller and more intense battle, replace the Jindarian CA with a CL, delete the Vudar CWL and upgrade the DW to a DWL.

(SH235.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH235.71) Change the CWL to a CW.

(SH235.72) Replace the Jindarian CA with a BCH.

(SH235.73) Delete or add an FFW to the Vudar force.

(SH235.8) TACTICS

JINDARIAN: Wait until the base is landed, then make your move. It is harder for the Vudar to recover the base, which is virtually defenseless, than it is for them to run around with it on the LTT, even if they are dragging it in a tractor. Once you have destroyed the base, evade as you have no more reason to fight. Remember though that Vudar can keep looking for you if they are of a mind to seek revenge, and remember that their combined firepower can hurt you and the DWS will give them some ability to hit you effectively through the electronic warfare created by the asteroids.

VUDAR: Your job is to place the base. At the very least, make sure you check the immediate environs around where you intend to place the base. If you get within three hexes, he might reveal himself and it is better for you if he does before you land the base and find a ball and chain around your ability to maneuver.

HISTORICAL OUTCOME: The base was lowered onto the selected asteroid, but was destroyed by the Jindarians before it had any chance to become active. In a wild fight to protect the base, the *Stormseeker* was crippled and the *Monsoon* was destroyed. The *Ionic Fury* and *Ice Storm* were damaged. The Vudar detached the *Ice Storm* to escort the crippled *Stormseeker* back to Vudar while the *Ionic Fury* and *Stormguider* continued on to their next mission. A base would be deployed in the field at a later date when a stronger Vudar squadron could be sent.

(SH236.0) CANCELLED SUPPORT
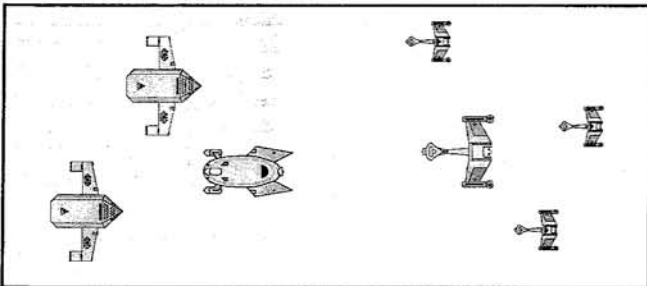
(Y179)   *by Jon Cleaves, Kansas*

The Vudar formed one drone bombardment squadron to support their attacks on fixed defenses by hiring Orion mercenaries. This bombardment group was committed to a critical mission to attack a Klingon BATS very early in the revolt. The Vudar knew that the BATS would be central to any attempt by the Empire to reassert control, and would serve in the interim as a rallying point for the pitifully small, scattered, and beleaguered Klingon police forces which were available.

The Vudar assumed these scattered Klingon forces would all be pulling back to defend exposed convoys, colony planets, and the BATS itself. Unfortunately, the Vudar's mercenary drone bombardment group encountered one group of resolute Klingons determined to make a fight of it wherever they could. The bombardment force could not evade the Klingons, since they would pursue and interfere with the bombardment mission, and they could not abandon the mission. Of necessity the bombardment force had to engage the Klingons in an attempt to protect their primary mission.

(SH236.1) NUMBER OF PLAYERS: 2; the Vudar player and the Klingon player.

(SH236.2) INITIAL SET UP

VUDAR: Orion SAL *Spiker's Retreat* (Pharoah Cartel), Orion SAL *Magician* (independent), Vudar FLG *Cold Front*, enter anywhere along the 01xx map edge, heading B or C, speed max, WS–III.

KLINGON: G2C *#23*, G2 *#15*, G2 *#36*, G2 *#38*, G4B *Kalahan*, enter anywhere along the 42xx map edge, heading E or F, speed max, WS–III.

(SH236.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH236.4) SPECIAL RULES

(SH236.41) MAP: The map is fixed, it does not float. The Vudar units can only disengage in direction D. The Klingon units can only disengage in direction A. Units which disengage in unauthorized directions are considered destroyed.

(SH236.42) SHUTTLES AND PFs: No shuttles have warp booster packs. PFs have warp booster packs. Megapacks are not available.

    (SH236.421) MRS shuttles may be purchased [for the police flagships] under (SH236.431).

    (SH236.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

    (SH236.423) There are no PFs in the basic version of this scenario, but they (or interceptors) might be added as a balance factor or in a variant.

(SH236.43) COMMANDER'S OPTION ITEMS

    (SH236.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

    (SH236.432) All drones are "medium," i.e., speed–20. "Fast," i.e., speed–32 drones are available for purchase as special drones. See also (SH236.45).

    Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

    (SH236.433) If players wish to use the optional rules for Prime Teams (G32.0), the G4B and the FLG each normally carry one such team.

(SH236.44) REFITS: The Klingon ships all have Y175 refits, and the G4 has the B refit.

(SH236.45) ORION BOMBARDMENT SHIPS: All drones on the two Orion ships are type-IIIXXF drones (specially acquired for this mission). The cargo boxes of the ships are filled with reload drones, and the option mounts of the two ships are type-B drone racks. The Vudar force is on this map to conduct a bombardment operation, and if they leave the map, the bombardment mission will be disrupted.

(SH236.46) RESOLUTION: No ship on either side will attempt to disengage if it has not been crippled. Orion ships that are crippled will immediately disengage by exiting the map, by distance, or by acceleration.

(SH236.5) VICTORY CONDITIONS: The Vudar wins if he manages to destroy or cripple all of the Klingon ships and still have at least half of the total load of type-IIIXXF drones remaining. Any result less than this is a Vudar defeat irrespective of the fate of the Klingon ships. Note that the Vudar can win if one SAL is destroyed or disengages, but lose if both disengage.

The Klingons win if the Vudar are unable to complete their drone bombardment mission either through expending all of their drones or being crippled, destroyed, or disengaged.

Within the above restrictions, determine overall victory under the Modified Victory Conditions (S2.201).

(SH236.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH236.61) Replace the Klingons with a Hydran force of an INS+, and three GEN+ with a total of two Stinger-F fighters in the entire force.
(SH236.62) Add two PFs on mech links to each side.
(SH236.63) For a smaller and faster battle, use only one SAL versus two G2s.

(SH236.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH236.71) Change the Vudar FLG to a DWS.
(SH236.72) Replace the G2C with a standard G2.
(SH236.73) Delete or add a G2 from/to the Klingon force.

(SH236.8) TACTICS
VUDAR: You have to maximize your use of your limited direct-fire weapons to engage the Klingons and maximize your shields to block internal damage that might destroy the cargo boxes on the Salvage Cruisers. If a cargo box is destroyed, repair it as a first priority to provide at least some protection for cargo boxes that still hold drones. Use your special sensor as an adjunct to your drone defenses. There are too many Klingon ships to try to use offensive jamming, and too many for defensive jamming (with your limited power) to be effective.
KLINGON: The Vudar drone defense may make it difficult to get drone hits (although it will use up some of their type-IIIXXF drones), and your phasers are only effective close-in. Keep your ships in tight to use your ADDs for mutual drone defense and do not be afraid to use a tractor or two to hold some drones until later. Your ships are nimble, but cannot take much internal damage (if any), and overall you have a lot less drones to toss. While you need to keep tight, remember that there are Vudar T-bombs, and running into one or two of them with your ships tightly bunched could put paid to the whole operation.

HISTORICAL OUTCOME: The Vudar's Mercenary drone bombardment squadron sustained significant damage and was forced to abort its mission when both Salvage Cruisers deserted. The Klingons lost two of the G2s in the melee, they were simply too small to sustain the damage they took, but had the satisfaction of destroying the *Cold Front*.

(SH237.0) AN ENCOUNTER UNWANTED
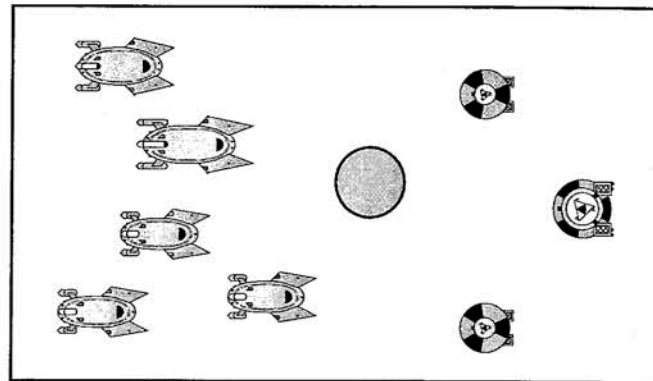
(Y179)　　　　　　　　　　　　　　*by Jon Cleaves, Kansas*

Within the Klingon Empire, as with all Empires, there are numerous small posts. These installations serve to monitor traffic and watch for the unexpected, everything from a marauding Orion to a monster. Within the area of space the Vudar intended to occupy there were a number of such small Klingon garrisons. Each of them was a potential threat to the Vudar because of its ability to monitor the movements of Vudar ships and report to the Klingon Command. Each would have to be eliminated. In the opening stages of the Vudar revolt, each of the posts was doomed from the start because the Vudar (with their access to the Klingon command staff) knew where they were.

One such post was on the small colony of Morzel VI, an otherwise unremarkable agricultural colony of no value to anyone (even the Orions). The first line Klingon troops had been removed to be amalgamated into a ground forces division earlier in the General War, leaving the garrison in the hands of personnel considered unfit for direct combat on a planet no one in their wildest imaginings ever expected to come under ground attack. The planet had been attacked before, but the aggressors (Orions) usually satisfied themselves with destroying the listening posts to create a temporary gap in the Klingon net and then moving on.

The Vudar came to Morzel VI with a different motive. They intended to capture the listening post to incorporate it into the defenses of their new Enclave, and knowing the quality of the defenders they did not expect much resistance.

Unfortunately, as the Vudar assault was winding up a new enemy arrived for reasons unknown. The Andromedans.

(SH237.1) NUMBER OF PLAYERS: 3; the Vudar player, the Klingon player and the Andromedan player. The Klingons and Andromedans can be played by one player, although they are not allied (SH237.47).

(SH237.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
VUDAR: CW *Maelstrom*, DW *Dust Storm*, FFW *Heat Wave*, FFW *Typhoon*, CFF *Storm Front* enter from any the 42xx map edge, heading E or F, speed max, WS–III. See (SH237.46).
KLINGON: Five DefSats of a type available to the Klingons (R1.15B) deployed as per (R1.15A) in hexes 2214, 2316, 2116, 1914, and 2517. Ground Military Garrison (GMG), Ground Warning Station (GWS), and Ground Agro Station (GSA) at 2215/2316, all WS–I. See (SH237.45).
ANDROMEDAN: Conquistador *Cortez*, Cobra *Estancia*, Diamondback *Venom*, all enter from the 10xx or

42xx map edge on Turn #5, heading at player's option, speed max, WS–III.

(SH237.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to all but one side have been destroyed, captured, or have disengaged.

(SH237.4) SPECIAL RULES
(SH237.41) MAP: Use a floating map, but track the location of the planet. The Vudar units can only disengage in direction D. The Andromedan units can only disengage in directions B, C, E, or F. Klingon units (shuttles) can only disengage in direction A. Units which disengage in unauthorized directions are considered destroyed.
(SH237.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. PFs have warp booster packs. Megafighter packs are not available.

> **(SH237.421)** No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH237.431).
> **(SH237.422)** There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
> **(SH237.423)** There are no PFs in the basic version of this scenario, but one or two combat versions (or Interceptors) might be added as a balance factor.

(SH237.43) COMMANDER'S OPTION ITEMS
> **(SH237.431)** Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.
> **(SH237.432)** All drones are "medium," i.e., speed–20. Fast," i.e., speed–32 drones are available for purchase as special drones.
>
> Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
> **(SH237.433)** No ship in this scenario normally carries a Prime Team (G32.0), but such teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH237.44) REFITS: None of the units involved in the basic version of this scenario has any refit available to it.
(SH237.45) KLINGON DEFENSES: The Klingon garrison here is of extremely low quality and has been neglecting its duties for a considerable time.

> **(SH237.451)** Only two of the DefSats are fully operational due to poor maintenance. Before the scenario begins the Klingon player must select two of the DefSats and record their identification numbers and allow the Vudar (and Andromedan) players to examine this record at the end of the scenario.
> **(SH237.452)** The Klingon ground forces, including any militia squads and extra BPs purchased as Commander's Options, will all add one to any die roll for ground combat and will surrender when 50% of all actual boarding parties (not including militia squads but including any purchased as Commander's Options) have been destroyed and will not retreat to Remote Areas.
> **(SH237.453)** The Klingons cannot purchase heavy weapons squads, engineers, or commandoes.
> **(SH237.454)** The three admin shuttles (one each at the GWS, GSA, and GMG) and the HTS are operational. The GMG has no GAS shuttles operational. There are four operational GCVs. The GMG has ten rounds of transporter artillery.

> **(SH237.455)** The 2215/2316 hexside is a GCL (D15.1) with three Control Stations (D15.11), but no Ground Defense Stations (D15.12).

(SH237.46) VUDAR RESTRICTIONS: It is the goal of the Vudar to capture the ground installations on the planet intact for their own use. The Vudar cannot inflict any more damage on any ground installations beyond those necessary to eliminate their defensive armament. This will require nearly destroying the installations during the scenario (to eliminate either the weapons or the power to use them) because of the way damage is allocated (R1.14A2), but once this has been accomplished no more fire can directed at the bases. The bases must be taken by ground assault, and cannot be attacked until the Control Stations have been seized. All Vudar ships must be at speed zero relative to the ground combat location and able to use their transporters to send down troops at the end of Turn #2. They must remain so until the Energy Allocation Phase of Turn #5 when the Andromedan approach is detected, and are then free to move. The DefSats can be eliminated, or captured by taking all of the Klingon ground installations. They remain under Klingon control until the last Klingon ground installation is occupied by the Vudar. None of the installations can be used for any reason by the Vudar during the scenario.

(SH237.47) KLINGON/ANDROMEDAN: If there is no separate Andromedan player, the Klingon player may control both the Andromedan and Klingon forces. If Andromedan ground forces are on the planet and Klingon ground forces survive, the Klingon player must divide the ground forces of both his elements (Andromedan and Klingon) into two equal forces, one of which attacks each other (Klingon-versus-Andromedan) and the other of which attacks the Vudar ground forces. If there is no Vudar unit in the line of fire of any Klingon weapon system when it is able to fire (1/4 turn delay and energy allocated to fire), it must fire at an Andromedan unit. No ECM or ECCM can be lent to any Andromedan unit (OECM can be lent).

(SH237.5) VICTORY CONDITIONS: The Klingon player wins if the Vudar do not capture the GCL and its installations. Note specifically that if the Andromedans win, the Klingons win. The Klingons win an Astounding Victory if neither the Vudar or the Andromedans are able to hold the GCL.

The Vudar win if they hold the Ground Combat Location at the end of the scenario. They win an Astounding victory if they hold the GCL and none of the installations are destroyed by the Andromedans.

The Andromedans win if they hold the GCL at the end of the scenario. They win an Astounding Victory if they destroy the Vudar CW in addition to holding the GCL.

(SH237.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH237.61) Replace the Andromedans with a Hydran force of a Mongol (6xStinger-2), Hunter, and Cataphract (2xStinger-2).
(SH237.62) For a bloodier battle, delete the Andromedans and add a SAMS with two hangar modules (Z-YB fighters) in orbit around the planet, WS–III.
(SH237.63) For a smaller and more intense battle, use only the CFF and two FFWs against the Klingon force. All of the DefSats work in this option but the Klingons cannot purchase any Commander's Options (including extra troops). The Andromedan force is a Rattler supported by a Cobra.
(SH237.64) There are Klingon records of an incident in which Vudar forces were sent, by the Klingons, to reinforce the defenses of a Klingon listening post, so you could play this scenario with the Vudar and Klingons on the same side.

(SH237.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH237.71) Change the DW to an FFW.
(SH237.72) Replace the Diamondback with a Rattler.
(SH237.73) Delete or add boarding parties to the Klingons.

(SH237.8) TACTICS
KLINGONS: Call up the militia as fast as you can and let them do the dying first. Surrender the control stations quickly. You cannot hold them and you will be exposed to transporter artillery. Fall back on the bases and make your stand in them by trying to deny entry as long as you can. When the Andromedans arrive, the Vudar will have troubles enough for a while, but ultimately you are going to be overrun. Just make them pay. Do not use your DefSats until you get a shot at a down shield, then take the shot. The Vudar will probably scrag them, but on the other hand they may take time to destroy them rather than risk internal damage beforehand, so do not fire unless the shot will be worth having one of your two active satellites destroyed.
VUDAR: Get to the planet, smash the defenses enough to knock out the phasers and be ready to hit them again when they repair them. Keep the damage low so that the bases do not fall apart before your eyes. Get your marines down on the planet, kick butt and take names and be ready for the coming of the Andromedans. Remember, the Andromedans might try boarding your ships as a means of eliminating your firepower, so you need to keep a few marines aboard to defend them. Target the Diamondback first. Once it is out of the way, if you have not lost too much, the rest should be easy.
ANDROMEDAN: Try boarding his ships first as a means of eliminating his firepower, then land your troops and eliminate the defenders. Do not waste time firing at the ground bases or DefSats if you do not have to.

HISTORICAL OUTCOME: The Klingon defenders offered little more than token resistance before capitulating en masse (even the ESS troops gave themselves up). As the Vudar were beginning to congratulate themselves on a plan running like clockwork, they detected the approach of the Andromedans. In a desperate fight the Vudar managed to drive off the attacking Andromedan force, but lost the *Typhoon* and saw all the ground installations they had intended to capture destroyed. The *Heat Wave* was sent to escort the *Storm Front* back to Vudar while the *Maelstrom* and *Dust Storm*, with some damage, continued on to their next mission.

(SH238.0) RIGHT OF PASSAGE
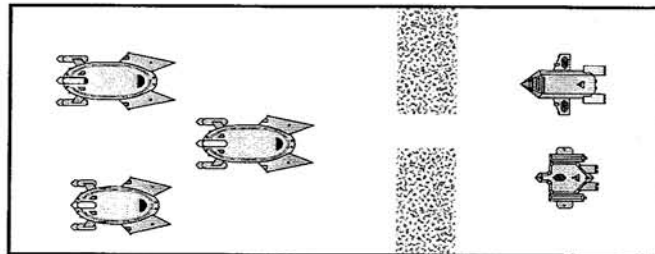
(Y179)   *by Jon Cleaves, Kansas*

The Vudar were aware of the various gaps in minefields laid by the Klingons to control traffic into their sector of space. Part of their operational scheme involved seeding these gaps with mines of their own to convert the fields into barriers to block Klingon counterattacks. However, the Klingon Empire's bureaucracy, like that of every other Empire, included a number of corrupt individuals willing to take money from the Orions to ignore a few illicit gaps used for smuggling. The Vudar knew where many of these gaps were, and moved to close them as well, since the Klingons might be able to bribe Pharoah to allow them to use them.

After observing such a mining, the local Cartel Lord dispatched a few ships to advise the Vudar that "Pharoah would maintain his right of passage".

(SH238.1) NUMBER OF PLAYERS: 2; the Vudar player and the Orion player.

(SH238.2) INITIAL SET UP
VUDAR: CW *Hurricane*, CWM *Tempest*, DW *Fire Storm* set up within three hexes of 4227, heading E or F, speed max, WS–III.
ORION: CM *Capital Gain* (independent), DW *Wasp* (independent), set up within three hexes of 0103, heading B or C, speed max, WS–III.

(SH238.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH238.4) SPECIAL RULES
(SH238.41) MAP: Use a floating map. The Vudar units can only disengage in directions C or D. The Orion units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.
(SH238.42) SHUTTLES AND PFs: No shuttles have warp booster packs. PFs have warp booster packs. Megapacks are not available.
    (SH238.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH238.431).
    (SH238.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
    (SH238.423) There are no PFs in the basic version of this scenario. PFs or Interceptors might be added as a balance factor.
(SH238.43) COMMANDER'S OPTION ITEMS
    (SH238.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that

whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH238.432) All drones are "medium," i.e., speed–20. "Fast," i.e., speed–32 drones are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH238.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH238.44) REFITS: No refits are applied to any units in the basic version of this scenario.

(SH238.45) MINESWEEPER: The Vudar CWM's mineracks are half filled with mines at no extra cost in BPV. These mines are to be used to fill a gap in a minefield, but up to five spaces (five NSMs, or ten T-bombs, or any combination not to exceed ten spaces) can be laid during the scenario. If more than ten spaces are laid or lost when a mine rack is destroyed the CWM is considered to have been "crippled" for purposes of (SH238.5).

(SH238.46) ORION OPTIONS: The option mounts of the Orion ships should be filled with weapons available to the Pharoah Cartel. Historically the CM had two disruptors and two type-C drone racks, while the DW had a disruptor and two type-C drone racks. The CM also has a cloaking device.

(SH238.5) VICTORY CONDITIONS: The Orions win the scenario if the CWM is crippled or destroyed and neither Orion ship is destroyed. The Orions draw the scenario if the CWM is crippled or destroyed and one Orion ship is destroyed. The Orions lose the scenario if the CWM is not crippled or destroyed.

The Vudar win the scenario if no Vudar ship is crippled or destroyed. The Vudar draw the scenario if the CWM is not crippled or destroyed and only one other Vudar ship is crippled or destroyed. The Vudar lose the scenario if the CWM is crippled or destroyed.

Use the Modified Victory Conditions (S2.201) to determine overall victory in the event of a draw.

(SH238.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH238.61) Replace the Vudar with a Klingon D5M, D5K, and F5W.
(SH238.62) Add two PFs on mech links to each side.
(SH238.63) For a smaller battle, delete the DW from each side.

(SH238.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH238.71) Change the Orion CM to a BR.
(SH238.72) Replace the Vudar CW with a DW.
(SH238.73) Add an LR to the Orion side, or an FFW to the Vudar side.

(SH238.8) TACTICS
    VUDAR: Shield the CWM as best you can and work on the Orion DW first.
    ORION: Your main goal is the CWM, but you may have to fight through the other Vudar ships to reach it. Your situation is complicated by the fact that one ship has a cloak (the CM) and the other does not. Cloaking the CM without careful consideration of the consequences could leave the DW to be destroyed. Keep careful track of the movements of

the CWM to avoid hitting any mines it may lay during the scenario (a further complication). Carefully weigh what weapons to take in your option mounts, and build you tactics around them. The DW really cannot afford a full load of photons, but you may need photons to reach your target.

HISTORICAL OUTCOME: The *Tempest* received some damage, but remained operational and completed its assigned task of mining the Orion's gap in the minefield. The *Hurricane* sustained major damage and was forced to return to Vudar for repairs. The *Fire Storm* received moderate damage. The Orion *Capital Gain* was heavily damaged and forced to withdraw, and the *Wasp* was destroyed.

(SH239.0) SECTOR COMMAND
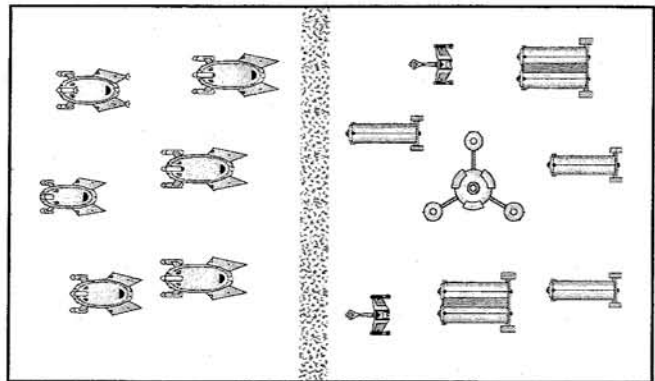
(Y179)   *by Jon Cleaves, Kansas*

The central element of the opening Vudar was Klingon Battle Station *K-2*, which served as the operational and logistical center of Imperial forces in the sector. Deep within imperial space where only Orions could be a threat to it, upgrading of its defenses had never been a major priority. The Vudar intended to eliminate *K-2* with an overwhelming assault knowing its loss would greatly delay any significant Klingon response to their operations. The Vudar knew that with their commitments to other fronts, the Klingons did not have a single heavy unit which could respond to their attack in time, the last heavy cruiser hulls in the area having been moved to face a renewed Hydran offensive.

The Vudar assigned a dozen ships to the assault force in four converging task forces. Three of the task forces had additional missions to achieve before linking up to execute the assault, but none of them faced any significant imperial forces. The assault would be overwhelming.

Unfortunately, the age-old adage about "no plan survives contact with the enemy" struck deeply. A series of unanticipated encounters severely weakened the various task forces. Each continued on to the rendezvous as best it could, anticipating that the other forces would be intact. Only half of the ships actually arrived, and all had sustained some damage. Delaying the attack until a new assault force could be gathered would allow the Klingons too much time to reinforce the base. The Vudar Commander ordered the assault to proceed.

(SH239.1) NUMBER OF PLAYERS: 2; the Klingon player and the Vudar player.

(SH239.2) INITIAL SET UP
KLINGON: BATS *K-2* in 2215 of Map #5, initial facing and rotation rate at the player's option, WS–III. The BATS has two Hangar Bay Modules (12xZ–Y), an Energy Module, two Cargo Modules, and a Science Module.

The BATS is surrounded by three mine packages (M6.2) as per (M6.33).

Two G2s *#19* and *#30*, one large armed freighter (Disruptor) *Korgal's Rest*, one small armed freighter (Phaser) *Fantasy*, one large freighter, and two small freighters, all within four hexes of 2215, heading at the player's option, speed 4, WS–III.

VUDAR: CWL *Ionic Fury*, CW *Maelstrom*, DW *Dust Storm*, DWS *Stormguider*, CWM *Tempest*, FFW *Blizzard*, enter map from direction D anywhere along xx30 edge of maps #7, #8, or #9, or any combination of the three, heading A, B, or F, speed max, WS–III. See (SH239.45).

(SH239.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH239.4) SPECIAL RULES
(SH239.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

This scenario employs nine maps laid out in a rectangle with maps #1, #2, and #3 at the top. Maps #4, #5, and #6 making up the middle row, and maps #7, #8, and #9 the bottom row. The Klingon units can only disengage in directions A, B, or F. The Vudar units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(SH239.42) SHUTTLES AND PFs: No shuttles have warp booster packs. PFs have warp booster packs. Megapacks are not available.

    (SH239.421) If using the optional MRS shuttles, the CWL and BATS each have one MRS. This counts against the option points available under (SH239.431).

    (SH239.422) If using EW fighters, one of the Z–Ys on the BATS is a Z–YE. If not using EW fighters, it is a standard Z–Y.

    (SH239.423) There are no PFs in the basic version of this scenario. PFs or Interceptors might be added in a variation or as a balance factor.

(SH239.43) COMMANDER'S OPTION ITEMS
    (SH239.431) Each Klingon ship (except the freighters) can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. Each Vudar ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 10% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

    (SH239.432) All drones are "medium," i.e., speed–20. "Fast," i.e., speed–32 drones are available for purchase as special drones. See also (SH236.45).

    Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

    (SH239.433) If players wish to use the optional rules for Prime Teams (G32.0), the Vudar CWL will normally carry one such team while the Klingons can be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units.

(SH239.44) REFITS: The Klingon G2s have the Y175 refit. The BATS has the Y170 and Y175 refits.

(SH239.45) PRIOR DAMAGE: All of the Vudar ships have been involved in prior combat and have sustained various levels of damage before reaching this assault. This damage is resolved as follows:

    CWL: Roll two volleys of 12 internals through the #1 shield.

    CW: Roll one volley of 10 internals through the #2 shield and one volley of 8 internals through the #4 shield.

    CWM: Roll a volley of 20 internals through the #5 shield.

    DW: Roll a volley of 8 internals through the #6 shield.

    DWS: Roll a volley of 10 internals though the #1 shield.

    FFW: Roll a volley of five internals through the #3 shield.

    All shield damage has been repaired, and each ship can select a number of destroyed boxes equal to its damage control rating to have been repaired since the previous action. All ships are able to use the normal (D9.0) repair procedures, and the (D14.0) procedures to repair damage during the current scenario, but cannot repair any systems which begin the scenario in a damaged state.

(SH239.46) VUDAR CWM: This ship has no mines in its mine racks and cannot purchase any mines beyond the four T-bombs normally carried by ships of its size class.

(SH239.5) VICTORY CONDITIONS: The Vudar win if they destroy the BATS. The Klingons win if the BATS survives. Use the Modified Victory Conditions (S2.201) to determine an overall level of victory.

(SH239.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH239.61) Replace the Vudar with an Orion force of a BR, CM, CR, DW, and two LRs using Pharoah Cartel as the home territory to determine the option mounts.

(SH239.62) Replace the CW, DW, and FFW with a carrier group on the same hulls. Allow the Klingons two PFs carried by the G2s on mech links.

(SH239.63) For a smaller and faster battle, delete the minefield and the Vudar CWM.

(SH239.64) THE PLAN: The Vudar had intended to hit the base with a force consisting of a CWL, 2xCW, CWM, 2xDW, DWS, 2xFFW and supported by off board drone bombardment from two SALs. Players might wish to experiment to see how overwhelming such an attack would be. The drone bombardment attack consists of a dozen (12) type-IIIXXF drones arriving from any map edge on Impulse #1 of each turn for 23 turns. Each arriving group of drones has five (5) turns of Endurance remaining when it enters the map (including its first hex of movement), and one "way point" (FD5.255) remaining. It goes "active" after that way point. The drones of each individual group can all enter the map at the same point, or be divided between up to a dozen entry points. The drones will move in a straight line (this can be a patter of side slips) until they reach their final way point, at which point they will become active. They will then continue moving from that way point in a straight line (which could be up to 180° opposite of their previous direction of movement) until they detect a target within their programming (FD5.255), run out of endurance, or exit the map. The Vudar player must record the entry hexes, final way point, and targeting information for each of the 276 drones before the scenario begins, and provide that data to the Klingon player at the end of the scenario.

(SH239.65) CAMPAIGN: The assault on the BATS is actually the end point of the operations by the Vudar forces in

Scenarios (SH234.0), (SH235.0), (SH236.0), (SH237.0), and (SH238.0). Players may play the five prior scenarios to determine what forces the Vudar will have available to attack the BATS. Note that the LTT in Scenario (SH235.0) and the CFF in Scenario (SH237.0) must be sent back to Vudar and each must be escorted by at least one ship and cannot participate in this scenario. Any Commander's Options purchased for the prequel scenarios are all that is available to the Vudar ships in both scenarios, although the Vudar player is allowed to transfer any Commander's Options stores (T-bombs, extra boarding parties, etc.) from ships sent back to Vudar. The CWM will have available any spaces of mines from those it is allowed to use in (SH238.45) that remained at the end of that scenario. Vudar ships crippled in prequel scenarios must also be sent back to Vudar and cannot participate in the assault on the BATS.

(SH239.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH239.71) Change one or more of the unarmed freighters to armed versions.
(SH239.72) Replace the DW with a CW, or the CW with a DW.
(SH239.73) Increase or decrease the starting internal damage on the Vudar ships.

(SH239.8) TACTICS
　　VUDAR: Breach the minefield, destroy the BATS. Pick off only as many of the supporting ships as are necessary to achieve that goal. This is going to hurt, but you must destroy the BATS.
　　KLINGON: Concentrate on one Vudar ship at a time. Once that scout gets to within fifteen hexes of the BATS you can count on it to begin lending Offensive Electronic Warfare.

HISTORICAL OUTCOME: The Vudar lost the *Ionic Fury*, *Maelstrom*, and *Blizzard*, but succeeded in destroying *K-2*. It was a less than satisfactory conclusion to a campaign that had envisioned virtually no significant initial losses.

　　The Klingons found the loss of *K-2* unhinged the entire sector, simply because there were no existing plans covering such a contingency (a Vudar revolt) that were less than 100 years old. The disruptions caused by its loss further delayed a Klingon response to the revolt already made difficult by the General War.

　　At least, that is what the FedX channel "dramatic documentary" said. The Klingons provide no record of any of these events. What few Vudar records exist seem to confirm the general outline of some of the scenarios in this campaign.

(R17.0) VUDAR BOARDING TABLES

DREADNOUGHT (R17.B1)

CLASS	A (FORWARD)	B (LEFT-CENTER)	C (RIGHT-CENTER)	D (AFT)
DN	4x Ion, 10x Ph-1, 2x Ph-3, 10x F Hull, 3x Bridge	4x APR, 9x Lab, 1x Probe, 2x Flag, 2xAug	4 APT, 6x Battery, 2x Emer, 3x IPG, 5xTransporter	12x Aft Hull, 6x Shuttle, 2x Tractor, 4x Ph-2, 2x Ion (FX), 7x Impulse, Warp Access

HEAVY BATTLECRUISER (R17.B2)

CLASS	A (FORWARD)	B (CENTER)	C (AFT)
BCH	2x Ion, 8x Ph-1, 2x Ph-3, 6x APR, 8x F Hull, 2x Bridge, 4x Lab	1x Flag, 2x Aux, 2x Tran, 7x Battery, 1x Probe, 1x Emer, 2x IPG	8x Aft Hull, 6x Shuttle, 8x Impulse, 4x Tractor, 2x Ph-1, 2x Ion (FX), Warp Access

HEAVY CRUISER (R17.B2)

CLASS	A (FORWARD)	B (CENTER)	C (AFT)
CA	2x Ion, 6x Ph-1, 2x Ph-3, 6x APR, 8x F Hull, 2x Bridge, 4x Lab	2x Aux, 2x Tran, 4x Battery, 1x Probe, 1x Emer, 2x IPG	8x Aft Hull, 4x Shuttle, 4x Impulse, 2x Tractor, 2x Ph-2, 2x Ion (FX), Warp Access
CVS	2x Ion, 4x Ph-1, 2x Ph-3, 4xBattery, 4x Lab, 8x F Hull, 2x Bridge, 2xTrac	2x IPG, 2x Aux, 2x Tran, 1xProbe, 1xEmer, 16xShuttle	6x Aft Hull, 2x Tractor, 2x Ph-2, 2x Ion (FX), 8x Impulse, Warp Access

X–LIGHT CRUISER (R17.B2)

CLASS	A (FORWARD)	B (CENTER)	C (AFT)
CWX	2x Ion, 8x Ph-1, 6x F Hull, 2x Bridge, 6x APR	4x Lab, 2x Aux, 2x Tran, 4x Battery, 1x Probe, 1x Emer, 2x IPG	6x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-1, 2x Ion (FX), Warp Access

WAR CRUISER (R17.B2)

CLASS	A (FORWARD)	B (CENTER)	C (AFT)
CW	2x Ion, 4x Ph-1, 2x Ph-3, 6x F Hull, 2x Bridge, 4x APR	4x Lab, 2x Aux, 2x Tran, 4x Battery, 1x Probe, 1x Emer, 2x IPG	6x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-2, 2x Ion (FX), Warp Access
CWL	2x Ion, 4x Ph-1, 2x Ph-2, 6x F Hull, 2x Bridge, 6x APR	4x Lab, 1x Aux, 3x Tran, 4x Battery, 1x Probe, 1x Emer, 2x IPG, 1x Flag	6x Aft Hull, 4x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-1, 2x Ion (FX), Warp Access
LTT	2x Ion, 4x Ph-1, 2x Ph-3, 6x F Hull, 2x Bridge, 4x APR	2x Lab, 2x Aux, 2x Tran, 2x Battery, 1x Probe, 1x Emer, 2x IPG, Pod Access	6 Aft Hull, 2x Tractor, 2x Shuttle, 2x Impulse, 10x Cargo, 2x Ph-2, Warp Access
CWV	2x Ion, 4x Ph-1, 2x Ph-3, 6x F Hull, 2x Bridge, 2x Aux, 2x Tran	3x Lab, 2x IPG, 3x Battery, 1x Probe, 14x Shuttle	6x Aft Hull, 4x Tractor, 2x Ph-2, 1x Emer, 6x Impulse, Warp Access
CWM	2x Mine Rack, 4x Ph-1, 2x Ph-3, 6x F Hull, 2x Bridge, 4x Tractor	4x Lab, 2x Aux, 2x Tran, 4x Battery, 1x Probe, 1x Emer, 2x IPG	6x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-2, 2x Mine Rack, Warp Access
CWE	2x Ion, 4x Ph-1, 2x Ph-3, 6x F Hull, 2x Bridge, 4x APR	4x Lab, 2x Aux, 2x Tran, 4x Battery, 1x Probe, 1x Emer, 2x IPG	6x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-2, 2x Ph-1 (FX), Warp Access

LIGHT CRUISER (R17.B2)

CLASS	A (FORWARD)	B (CENTER)	C (AFT)
CL	2x Ion, 2x Ph-1, 2x Ph-2, 2x Ph-3, 6x F Hull, 2x Bridge, 4x APR	4x Lab, 2x Aux, 2x Tran, 4x Battery, 1x Probe, 1x Emer, 2x IPG	6x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-2, 1x Ion (FX), Warp Access

X–DESTROYER (R1.B3)

CLASS	A (FORWARD)	B (AFT)
DWX	2x Ion (FA), 6xPh-1, 4xF Hull, 2x Bridge, 4x APR, 2x Lab, 2x Aux, 2x Tran	3x Battery, 1x Probe, 1x Emer, 1x IPG, 4x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-1, 1x Ion (FX), Warp Access

WAR DESTROYER (R1.B3)

CLASS	A (FORWARD)	B (AFT)
DW	2x Ion (FA), 4xPh-1, 2xPh-3, 4xF Hull, 2x Bridge, 2x APR, 2x Lab, 2x Aux, 2x Tran	2x Battery, 1x Probe, 1x Emer, 1x IPG, 4x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-2, 1x Ion (FX), Warp Access
DWP	2x Sensor, 4x Ph-1, 2x Ph-3, 4x F Hull, 2x Bridge, 2x Battery, 2x Lab, 2x Aux, 2x Tran	1x Emer, 4x Aft Hull, 1x Shuttle, 6x Repair, 6x Tractor, 2x Ph-2, 4xImpulse, 1xIon (FX), Warp Access
DWL	2x Ion, 4x Ph-1, 2x Ph-3, 4x F Hull, 4x APR, 2x Bridge, 2x Lab, 2x Aux, 2x Tran	2x Battery, 1x Probe, 1x Emer, 1x IPG, 4x Aft Hull, 2x Shuttle, 4x Impulse, 2x Tractor, 2x Ph-1, 2x Ion (FX), Warp Access
DWS	2x Sensor, 4x Ph-1, 2x Ph-3, 4x F Hull, 2x Bridge, 2x APR, 2x Lab, 2x Aux, 2x Tran	2x Battery, 1x Probe, 1x Emer, 1x IPG, 4x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-2, 1x Sensor, Warp Access
DWV	Same as DW	2x Battery, 1x Probe, 1x IPG, 1x Emer, 4x Aft Hull, 10x Shuttle, 4x Impulse, 2x Ph-2, 2x Tractor, Warp Access
DWE	6x Ph-1, 2x Ph-3, 2x APR, 4x F Hull, 2x Bridge, 2x Lab, 2x Aux, 2x Tran	Same as DW

DESTROYER (R1.B3)

CLASS	A (FORWARD)	B (AFT)
DD	2x Ion (FA), 2x Ph-1, 2x Ph-2, 2xPh-3, 4x F Hull, 2x Bridge, 2x APR, 2x Lab, 2x Aux, 2x Tran	2x Battery, 1x Probe, 1x Emer, 1x IPG, 4x Aft Hull, 2x Shuttle, 2x Tractor, 4x Impulse, 2x Ph-2, Warp Access

FRIGATE (R1.B3)

CLASS	A (FORWARD)	B (AFT)
FFW	2x Ion, 1x Ph-1, 2x Ph-2, 2x APR, 2x F Hull, 2x Bridge, 1x Aux, 2x Lab, 1x Tran	1x Probe, 2x Battery, 1x Emer, 2x Aft Hull, 1x IPG, 2x Tractor, 2x Shuttle, 2x Impulse, 2x Ph-3, Warp Access
FFV	2x Ion, 2x Ph-2, 2x Lab, 2x APR, 2x F Hull, 2x Bridge, 1x Aux, 1x Tran, 2x Battery	1x Probe, 1x IPG, 1x Emer, 2x Aft Hull, 2x Tractor, 2x Ph-3, 2x Impulse, 7x Shuttle, Warp Access
FFE	3x Ph-1, 2x Ph-2, 2x APR, 2x F Hull, 2x Bridge, 1x Aux, 2x Lab, 1x Tran	1x Probe, 2x Battery, 1x Emer, 2x Aft Hull, 1x IPG, 2x Tractor, 2x Shuttle, 2x Impulse, 2x Ph-3, Warp Access
FFL	2x Ion, 4x Ph-1, 4x APR, 2x F Hull, 2x Bridge, 1x Aux, 2x Lab, 1x Tran	1x Probe, 2x Battery, 1x Emer, 2x Aft Hull, 1x IPG, 2x Tractor, 2x Shuttle, 2x Impulse, 2x Ph-3, Warp Access
CFF	2x Barracks, 2x Cargo, 1x Ph-1, 2x Ph-2, 3x Tran, 2x F Hull, 2x Bridge, 1x Aux, 2x Lab	1x Probe, 2x Battery, 1x Emer, 2x Aft Hull, 1x IPG, 4x Shuttle, 1x Tractor, 2x Ph-3, 2x Impulse, Warp Access
FLG	2x Ph-2, 1x Sen, 2x Bar, 2x Repair, 2x Cargo, 2x F Hull, 2x Bridge, 2x Lab, 1x Aux, 1x Tran	1x Probe, 2x Battery, 1x Emer, 2x Aft Hull, 6x Shuttle, 2x Tractor, 2x Tran, 2x Ph-3, 2x Impulse, Warp Access
FF	1x Ion, 2x Ph-2, 2x APR, 2x F Hull, 2x Bridge, 1x Aux, 2x Lab, 1x Tran	1x Probe, 2x Battery, 1x Emer, 2x Aft Hull, 1x IPG, 2x Tractor, 2x Shuttle, 2x Impulse, 2x Ph-3, Warp Access

Ship Type	G9.0 Crew Units	D7.0 Brdg Partys	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
DREADNOUGHT																
DN	58	20	236	4-6	1.50	3	2	D	F2	5	175	13	30	10	CNJ	
HEAVY BATTLECRUISER																
BCH	49	18	180	5-6	1.00	3	3	C	F2	6	180	10	23	9	CNJ	
HEAVY CRUISERS																
CA	46	14	145	5-6	1.00	2	3	C	F2	7	175	9	20	8	RPW	
CVS	46	14	155	5-6	1.00	2+4	3	C	F2	8	175	9	19	8	RPW	Y, V
WAR CRUISERS																
CW	38	10	125	5-6	0.67	1	3	C	F2	9	175	7	17	6	RPW	
CWE	38	10	115/135	5-6	0.67	1	3	C	F2	12	175	7	17	6	RPW	E, A
CWL	40	14	138	5-6	0.67	1	3	C	F2	10	175	7	17	7	RPW	
CWM	38	10	128/115	5-6	0.67	1	3	C	F2	13	175	7	14	6	RPL	MS
CWV	38	10	120	5-6	0.67	1+4	3	C	F2	11	175	7	15	6	RPW	V
CWX	43	16	200	5-6	0.67	1	3	C	F2	35	183	7	20	7	LPW	X
LTT	38	10	130/115	5-6	†	1	3	Ct	F2	14	175	7	15	6	LPW	TG
LIGHT CRUISER																
CL	34	10	110	5-6	0.67	1	3	C	F2	2	150	7	15	6	RPW	
WAR DESTROYERS																
DW	27	8	100	5-6	0.50	1	4	B	F2	20	175	5	13	4	RPW	
DWE	27	8	100	5-6	0.50	1	4	B	F2	23	175	5	13	4	RPW	E, A
DWL	27	12	110	5-6	0.50	1	4	B	F2	21	175	5	14	5	RPW	
DWP	27	8	110/85	5-6	0.50	1	4	B	F2	25	180	5	11	4	RPW	P, ◆
DWS	27	8	110/90	5-6	0.50	1	4	B	F2	24	175	5	12	4	RPL	◆
DWV	27	8	100	5-6	0.50	1+2	4	B	F2	22	175	5	12	4	RPW	V
DWX	35	12	130	5-6	0.50	1	4	B	F2	36	184	5	16	5	LPW	X
DESTROYER																
DD	27	6	80	5-6	0.50	1	4	B	F2	3	130	5	11	4	RPW	

NOTES

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.

CNJ = Conjectural. RPW = Regular Production Warship. RPL = Regular Production Limited numbers. RPG = Rocket-propelled Grenade. LPW = Limited Production Warship.

Ship Type	G9.0 Crew Units	D7.0 Brdg Partys	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
WAR FRIGATES																
CFF	24	26	74/59	6	0.33	1	4	A	F2	30	175	3	7	3	RPW	T
FFE	24	6	60/75	6	0.33	1	4	A	F2	29	175	3	9	3	RPW	E, A
FFL	28	10	79	6	0.33	1	4	A	F2	27	175	3	10	4	RPW	
FFV	24	6	60/65	6	0.33	1+2	4	A	F2	28	175	3	8	3	RPW	V
FFW	24	6	65	6	0.33	1	4	A	F2	26	175	3	9	3	RPW	
FRIGATES																
FF	20	6	50	6	0.33	1	4	A	F2	4	130	3	8	3	RPW	
FLG	24	26	65/45	6	0.33	1	4	A	F2	31	135	3	7	4	RPW	MS, ♦
KLINGON PODS IN VUDAR SERVICE																
P-C1	0	0	14/10	—	■	—	4°	—	F2	15	175	3	0	—	RPW	
P-P2	3	1	28/15	—	■	—	4°	—	F2	16	175	3	+4	+0	LPW	
P-T3	23	40	30/20	—	Δ	—	4°	—	F2	17	175	3	+2	+0	LPW	TG
P-B4	10	6	31	—	■	1	4°	—	F2	18	175	3	+4	+2	LPW	N1
P-M11	10	3	15/13	—	■	0+2	4°	—	F2	19	175	3	+2	+1	LPW	V, N1
BASES																
ISS	16	4	40/20	—	■	—	5°	—	F2	33	178	4	0	0	LPW	GROUND BASE
MISS	25	10	30/20	—	■	1	4	—	F2	34	178	3	5+	0	LPW	BASE
GUNBOATS																
PF	3	1	21/38	6	0.20	—	5	AA	F2	PF1	180	1	8	3	RPW	
PFC	3	1	25	6	0.20	—	5	AA	F2	R1.PF1	181	1	8	3	RPW	
PFF	3	1	25	6	0.20	—	5	AA	F2	R1.PF5	182	1	8	3	RPW	VF
PFG	8	11	30	6	0.20	—	5	AA	F2	R1.PF3	181	1	8	3	RPW	T
PFL	4	2	40/50	6	0.20	—	5	AA	F2	R1.PF6	181	1	8	3	RPL	
PFM	3	1	30	6	0.20	—	5	AA	F2	R1.PF4	181	1	8	3	RPW	MS
PFQ	4	2	110/20	6	0.20	—	5	AA	F2	PF92	181	1	8	3	LPW	♦
PFR	3	1	20	6	0.20	—	5	AA	F2	PF91	181	1	8	3	RPW	
PFS	3	1	100/50	6	0.20	—	5	AA	F2	R1.PF2	181	1	8	3	RPW	♦
END OF FILE																

CNJ = Conjectural. RPW = Regular Production Warship. RPL = Regular Production Limited numbers. RPG = Rocket-propelled Grenade. LPW = Limited Production Warship.

ANNEXES FOR MODULE F2

These annexes cover only items unique to the ships and race of Module F2 and do not include or duplicate materials from previous products.

INDEX OF ANNEXES

ANNEX #1: INDEX

ANNEX #2: SEQUENCE OF PLAY EXTRACT

This Extract lists only those items which have been added to the Sequence of Play by Module F2.

6B6: SEEKING WEAPONS STAGE

ESG Step: Deactivate and (subsequently) activate expanding sphere generators (G23.3) based on previous announcements. Announce operation of ESGs (G23.3); cancel previous announcement (G23.33). Size and strength are announced (G23.46). Announce activation and (subsequently) deactivation of IPGs in either EW (G36.321) or DIW (G36.331) mode. IPG announcements include any changes in the energy being used to determine EW status or any DIW pulses that will be released.

6D. DIRECT-FIRE WEAPONS SEGMENT
6D1: FIRE ALLOCATION STAGE

Fire Decision Step: Record release of ionic wave by ISGs

6D2: DIRECT-FIRE WEAPONS FIRE STAGE

First Hellbore Firing Option (E10.44). Shield damage is marked §; internal damage is recorded to be resolved in 6D4.

IPGs (G36.331).and ISGs (G37.331) resolve ionic waves

ANNEX #3: MASTER SHIP CHART

See separate file.

ANNEX #3A: MOVEMENT COST AND TURN MODES FOR TUGS AND LTTs

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Any LTT*	0.67	1	1.33	–

*LTT includes: Vudar LTT.
NOTE: The number of pods is the total equivalent weight. Some pods are "double weight." No tug can carry three pods (some can only carry one), but some can carry three "pod weights."

ANNEX #3B: FAST PATROL SHIPS

See separate file. Combined with Master Ship Chart.

ANNEX #4: MASTER FIGHTER CHART

See separate file.

ANNEX #5: ABBREVIATIONS

Ion ....Ion Cannon.
IPC....................Ion Pulse Cannon
IPG ....Ion Pulse Generator.
ISG ....Ion Storm Generator.
ISS....................Ground Ion Storm Station.
MISS .... Mobile Ion Storm Station.

ANNEX #6: COMMANDER'S OPTIONS

No changes or additions.

ANNEX #6A: OTHER OPTIONAL ITEMS AVAILABLE

No changes or additions

ANNEX #7: DATA ON SHIPS

ANNEX #7A COLOR OF COUNTERS

RACE................SHIP ....BACKGROUND
Vudar...................... Yellow .... Black

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions.
GRAVITY: Detached troop transport pods.

ANNEX #7C: ORDERS OF BATTLE

No data at this time.

ANNEX #7D: SYSTEMS DEFINED AS "WEAPONS"

ALWAYS: The following systems are always defined as weapons: Ion cannons, ion pulse generators, ion storm generators.
SAFETY Restrictions under (C13.8) include the following (and only the following): Add ion cannons and ion pulse generators.

ANNEX #7E: DAMAGE CONVERSION CHART

HIT FROM CHART....... SCORED ON
Any Weapon................. Ion Pulse Generator, Ion Storm Generator, Ion Cannon.
Drone † .... Ion Pulse Generator, and Ion Storm Generator.
Torpedo † .... Ion Cannon.
† .... Subject to Damage Priority Rule.

(D4.322) DAMAGE PRIORITY RULE UPDATE
(D4.3222) TORPEDOES: For the purposes of this rule, the priority (for establishing the best type of torpedo) is: special sensor replacing torpedo, plasma-R, plasma-M, plasma-A, plasma-S, kinetic cannon-heavy, kinetic cannon-medium, kinetic cannon-light, tractor-repulsor, photon, plasma–L, plasma-G, ion cannon, particle cannon, disruptor (in order from greatest range to shortest), axion torpedo, fusion beam, plasma-F, plasma-D rack (including a magazine of a starbase or BATS rack), prospecting cannon.
(D4.3223) DRONES: For the purposes of this rule, the priority (for establishing the best type of weapon destroyed on drone hit) is: special sensor replacing drone-weapon, hyperdrone magazine, Ion Storm Generator, PPD, web caster, hellbore, trans-mortar, ESG, ion pulse generator, PA panel, web breaker, shield cracker, magazine of D-rack, magazine of Scud launcher, H-rack, Gx-rack, G-rack, missile rack, B-rack, C-rack, E-rack, F-rack, A-rack, chaff thrower, starbase ADD, anti-fighter defense system, ADD-12, ADD-6.

ANNEX #7F: NIMBLE UNITS

The following units are considered to be nimble for the purposes of (C11.1):
All interceptors and PFs;
All shuttles and fighters (except those on a seeking course);

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
VUDAR	CVS	12	4	1	75†	12
	CWV	12	2	1	75†	12
	LTV‡	6	2	2	30†	6
	DWV	8	2	1	50†	8
	FFV	6	1	1	35†	6
	P-M11	6	0	1	30†	6

† This assumes that drone-using fighters are present.
‡ This is a Tug+Pod combination.
MRS shuttles are not shown or included.
Drone storage from carrier pods is loaded into the cargo boxes of the tug itself (if any).

ANNEX #7H: CLOAKING DEVICE ENERGY COST

The energy cost to operate the cloaking device of any given ship is shown on the SSD of that ship. For other ships which might acquire a cloaking device (G13.2) see the version of this Annex in Module R1 or Advanced Missions.

ANNEX #7J: DOCKING POINT CHART (C13.32)

See the version of this Annex in Module R1 or Advanced Missions.

ANNEX #7K: CARGO SPACE POINTS

No changes or additions.

ANNEX #7L: UNIT TOWING COSTS

See the version of this Annex in Module R1 or Advanced Missions.

ANNEX #7M: MULTIPLE SHUTTLE BAYS

In the Captain's Edition, ships with multiple shuttle bays are marked as such on their SSD, making this annex redundant.

ANNEX #7N: DRONE RELOADS

No changes or additions.

ANNEX #7P: SYSTEMS AFFECTED BY SCANNERS

(D6.124) No additions at this time.
(D6.23) Additional systems unaffected by Scanners: scout sensors, ESGs.
(D6.37) This procedure is **not** used for displacement devices; the EW shift is applied to the die roll in (G18.33).
(D6.371) No additions at this time.
(D6.623) Web casters MAY use passive fire control when fired as web fists (E14.0). A base using passive fire

control cannot control mines (M5.27). A unit using passive fire control cannot detect mines (M7.34). **(D6.43)** No additions at this time.

ANNEX #7R: SHIPS ABLE TO PINWHEEL

See the version of this Annex in Module R1 or Advanced Missions.

ANNEX #7S: SHIPS SUBJECT TO SHOCK

No ships in this product are subject to shock.

ANNEX #7T: EXAMPLES OF CHANGED FIRING ARCS AND LOST WEAPONS AFTER DROPPING WARP ENGINES FOR USE WITH (G12.6).

No additions or changes.

ANNEX #8: WEAPONS DATA

ANNEX #8A DISRUPTOR RANGE TABLE

See Module R1 or Advanced Missions.

ANNEX #8B: ORION PIRATE, WYN DEFENSE FORCE, AND BARBARIAN OPTIONAL SYSTEMS COST CHART

WEAPONS OR SYSTEM	COST	NOTES
Ion Cannon	0	
Ion Pulse Generator	NA	∞
Ion Storm Generator	NA	∞
Small Ion Storm Generator	NA	∞
SIMULATOR USE ONLY		
Ion Cannon-X	0	x
Ion Pulse Generator	8	Δ * ‡
Ion Pulse Generator-X	8	Δ * ‡ x

* Requires two adjacent centerline optional mounts or two adjacent WYN hull side mounts. A plasma-R requires four adjacent option mounts.
∞ Orions (and WYN) option mounts can never, *under any circumstances*, have this weapon. Orions and WYNS also cannot have Tholian (web, web caster, snare, web fist), Seltorian, or Andromedan (DisDev, PA, TR) technology.
x X-ship only.
‡ Cannot be used on size–4 or smaller ship.
Δ Cannot be used in Orion wing mounts.
Orion PFs which select ion cannons for their option mounts use range-10 with no cost reduction.

ANNEX #9: COST OF REPAIR CHART

Data is used with (D9.7) and (G17.0).

SYSTEM	REPAIR COST
Ion Cannon	7
Ion Pulse Generator	6
Ion Storm Generator	18
Small Ion Storm Geneator	12

ANNEX #10: TACTICAL INTELLIGENCE HULL TYPE CLASSIFICATIONS

VUDAR SHIPS

DN	DN
BCH	BCH
CA	CA, CV§
CW	CW, CWV§, CWE, LTT§, CWM, CWL, CL§, CWX§
DW	DW, DWS§, DWE, DWP§, DWV§, DWL, DD§, DWX§,
FF	FFW, FFE, FFV§, CFF, FFL, FF§, FLG§

TACTICAL INTELLIGENCE NOTES

1. Each classification includes all refits and any unlisted variants.
2. PFs within each race/type are the same hull type. (Note that some races have two types, e.g., Romulan StarHawk and Centurion. Also, WYN-foreign PFs are reported as a PF of the original race-type.) Interceptors of that race are distinguishable from PFs as §. (Romulan Decurion looks like Centurion§.)
3. Pods (each race) are a single hull type; "heavy" pods are distinguishable as §. This includes base augmentation modules.
4. Each type of base is a separate hull type, with the exception that SAMS and ComPlats are of a ‡group.
† Ships of this ‡ group can only be distinguished from each other by their actions (e.g., how many fighters they launch), or by boarding them.
‡ Not a class, but a grouping of similar hull types distinguishable from the larger category at Level D.
§ Major outward differences distinguishable at Level D.

ANNEX #11: EXPERIENCE POINTS

There are no additional entries for this annex as of the publication of *MODULE F2 VUDAR ENCLAVE*

ANNEX #12: MONSTER DATA TABLE

There are no additional entries for this annex as of the publication of *MODULE F2 VUDAR ENCLAVE*

SYMBOLS ON FIGHTER SSDs

SYMBOL	MEANING
⬟	Type–I drone
▲	Type–III drone
△	Type–VI drone
□	Chaff Pack
♀	Type–D Plasma Torpedo
◯	Disruptor, Fusion Beam, Hellbore or Ion Pulse Cannon
⊡	Photon, type–F Plasma Torpedo, or Ion Cannon
EW	Electronic Warfare Pod

ANNEX #4 -- MASTER FIGHTER AND SHUTTLE CHART

Race	Type	Spd	Phaser	Drones	Dmg	Special Weapons	BPV	Year	DFR	Ref
Vudar	Electron	15	2xP3-FA	—	14	2xIPC-FA	10	178	4☆	R17.F2
	Proton	15	2xP3-FA	—	14	1xIC-FA	10	180	2☆	R17.F4
	GravitonΔ	15	1xP2-FX	—	16	2xIC-FA, 2xIPC-FA, 1xEW Pod	17	183	0☆	R17.F5
	Tachyon	15	2xP3-FA	—	14	2xEW Pod	10	178	2☆	R17. F3

∂ = Heavy Bomber, ¶ = Medium Bomber, Δ = Heavy Fighter. All weapons are FA unless otherwise noted.

BOARDING DIAGRAM B1 DREADNOUGHT
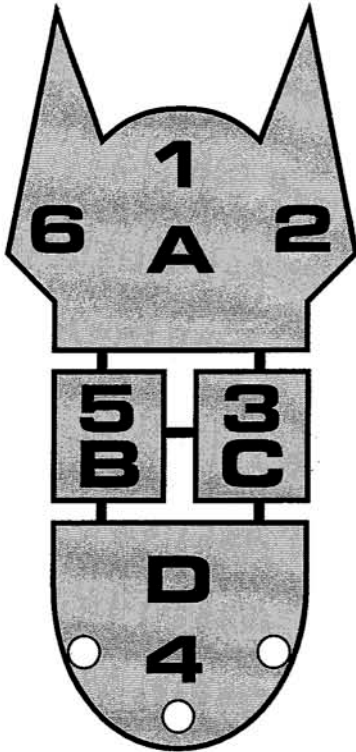
BOARDING DIAGRAM B2 CRUISERS
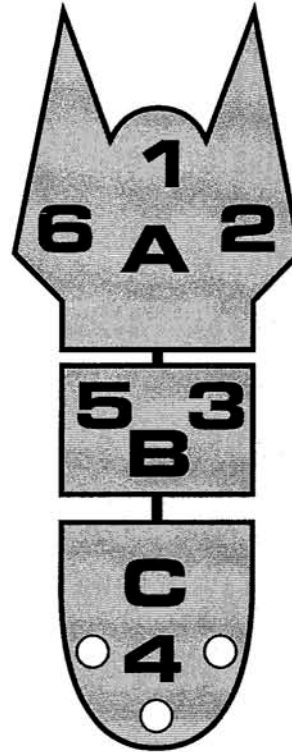
MODULE F2

THE VUDAR

STAR FLEET BATTLES
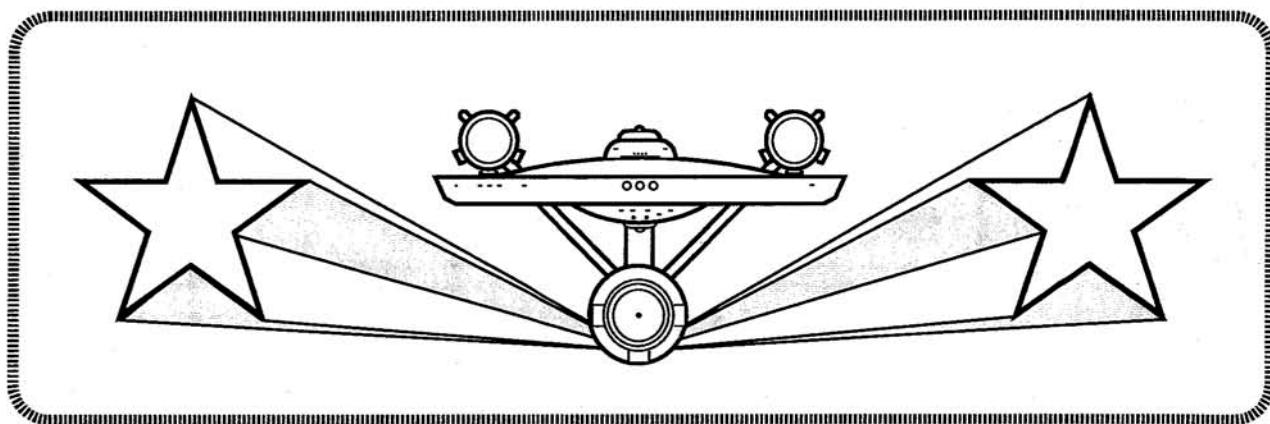
CAPTAIN'S MODULE F2 VUDAR SSD BOOK

TABLE OF CONTENTS

VUDAR LIGHT CRUISER

YS:150 DK:7 EX:15 CR:6

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

CNTR

EX DAM

DAM CON 4 2 2 2 0

SCANNER 0 0 1 3 5 9

SENSOR 6 6 5 3 1 0

ERRATIC MANEUVER WARP COST — (6)

	18	19	20	21	22	23	24	25	26	27	28	29	30
	12	13	14	14	15	16	16	17	18	18	19	20	20
	12	12²⁄₃	13¹⁄₃	14	14²⁄₃	15¹⁄₃	16	16²⁄₃	17¹⁄₃	18	18²⁄₃	19¹⁄₃	20

SHIP DATA TABLE

TYPE	= CL
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.2

TURN MODE

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

SPEED

TYPE III DEFENSE PHASER

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

CREW UNITS

*

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10 / 20 / 30

TRANSPORTER BOMBS

D D D / D D D

PROBES

10 / 5

TYPE I OFFENSIVE PHASER TABLE

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	4	2	1	1	0
3	7	6	5	4	4	4	3	1	0	0	0
4	6	5	4	4	3	3	2	0	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

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	0
3	6	4	4	3	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX   [5] = HET COST

SPEED	1	2	3	4	(6)	7	8	9	10	11	12	13	14	15	16	17
Standard	1	2	2	3	[5] 4	4	5	6	6	7	8	8	9	10	10	11
Fract.	2/3	1¹⁄₃	2	2²⁄₃	(6) 3¹⁄₃	4	4²⁄₃	5¹⁄₃	6	6²⁄₃	7¹⁄₃	8	8²⁄₃	9¹⁄₃	10	10²⁄₃

VUDAR DESTROYER

YS:130
DK:5
EX:11
CR:4

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

CNTR

EX DAM

DAM CON: 2 2 2 0
SCANNER: 0 0 1 3 5 9
SENSOR: 6 6 5 3 1 0

SHIP DATA TABLE

TYPE	= DD
POINT VALUE	= 80
BREAKDOWN	= 5–6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/2
SIZE CLASS	= 4
REFERENCE	= R17.03

TURN MODE

TURN MODE	SPEED
B	2–5
1	6–10
2	11–15
3	16–21
4	22–28
5	29+
6	

HET
BD

CREW UNITS

*   10   20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

6

T-BOMBS

D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	6	5	5	4	4	3	1	0	0	0
4	6	5	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE II PHASER TABLE

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	3	1	1	0
3	6	5	4	4	3	1	0	0
4	5	5	4	3	2	1	0	0
5	5	4	4	3	1	0	0	0
6	4	4	3	3	1	0	0	0

TYPE III DEFENSE PHASER

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

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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	3	4	5	5	6	6	7	7	7½	8	8½	9	9½	10	10½	11	11½	12	12	13	13	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

⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

VUDAR FRIGATE

YS:130
DK:3
EX:8
CR:3

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

EX DAM

DAM CON
| 2 | 2 | 2 | 0 |

SCANNER
| 0 | 1 | 3 | 5 | 9 |

SENSOR
| 6 | 5 | 3 | 1 | 0 |

CNTR

PH-2-FA R 2
APR
HULL F
TRAN
HULL R
TRAC
PH-3-RA 4
R WARP

FA ION
BRIDGE A
LAB
PRB BATTERY EMER
IPG 1
SHTL
IMPULSE
C WARP

PH-2-FA L 1
APR HULL F
AUX
HULL R
TRAC
PH-3-RA 3
L WARP

SHIP DATA TABLE

TYPE	= FF
POINT VALUE	= 50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R17.4

TURN MODE

	SPEED
A	1	2 – 6
	2	7 – 12
	3	13 – 19
	4	20 – 26
	5	27+

HET
BD

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
D	D

CREW UNITS
*	10	20

BOARDING PARTIES
6		

PROBES
5		

LF RF
L R
LR RR

FA = LF + RF
RA = LR + RR

TYPE II PHASER TABLE

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	0
3	6	5	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	5	4	3	0	0	0	0
6	5	5	3	3	0	0	0	0

ION CANNON TABLE

RANGE	0 – 1	2 – 3	4 – 5	6 – 8	9 – 15	16 – 23	24 – 30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	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

⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

VUDAR DREADNOUGHT

YS:175
DK:13
EX:30
CR:10

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

CNTR

SENSOR: 6 6 6 5 3 2 1 0

SCANNER: 0 0 0 1 2 3 5 9

DAM CON: 6 6 4 4 2 2 2 1

EX DAM

SHIP DATA TABLE

TYPE	= DN
POINT VALUE	= 236
BREAKDOWN	= 4–6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
IONIZATION	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R17.5

TURN MODE

TURN MODE	SPEED
D	2–4
1	5–8
2	9–12
3	13–17
4	18–24
5	25+
6	

HET
BD

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: *   10 20 30 40 50

BOARDING PARTIES

TRANSPORTER BOMBS: D D D D

PROBES: 5

TYPE I OFFENSIVE PHASER TABLE

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	5	4	3	2	1	0
3	7	6	5	4	4	4	3	1	0	0	0
4	6	5	4	4	4	3	3	1	0	0	0
5	5	5	4	4	3	3	3	0	0	0	0
6	4	4	4	3	3	2	2	0	0	0	0

TYPE II PHASER TABLE

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	0	0
3	6	4	4	3	1	1	0	0
4	5	4	4	3	3	0	0	0
5	5	4	3	3	3	0	0	0
6	5	3	3	3	2	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX   ⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

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

VUDAR HEAVY BATTLECRUISER

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

VS:180 DK:10 EX:23 CR:9

CNTR

SENSOR: 6 6 5 3 1 0
SCANNER: 0 0 1 3 5 9
DAM CON: 6 4 4 2 2 2 0
EX DAM

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	180
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
IONIZATION	=	1
SIZE CLASS	=	3
REFERENCE	=	R17.6

TURN MODE

	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D

PROBES: 5

CREW UNITS: 10 20 30 40 *

BOARDING PARTIES: 10

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	6	5	5	4	4	3	1	1	0	0
4	6	6	5	4	4	3	2	1	0	0	0
5	6	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

TYPE II PHASER TABLE

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	0
3	6	5	4	4	1	1	0	0
4	5	5	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	NA	8	7	6	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	7	6	3
HIT, OVERLORD	10	9	NA	8	7	NA	NA	12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

VUDAR HEAVY CRUISER

YS:175
DK:9
EX:20
CR:8

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

CNTR

DAM CON 4 4 2 2 2 0
EX DAM
SENSOR 6 6 5 3 1 0
SCANNER 0 0 1 3 5 9

SHIP DATA TABLE

TYPE =	CA
POINT VALUE =	145
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
IONIZATION =	1
SIZE CLASS =	3
REFERENCE =	R17.7

TURN MODE

TURN MODE	SPEED
C	
1	2 - 4
2	5 - 9
3	10 - 14
4	15 - 20
5	21 - 27
6	28+

HET
BD

TYPE III DEFENSE PHASER

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

CREW UNITS

*

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 10 20 30 40

10

TRANSPORTER BOMBS: D D D D

PROBES: 5

TYPE I OFFENSIVE PHASER TABLE

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	5	4	3	1	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	6	5	4	4	4	3	1	0	0	0
5	5	5	4	4	4	3	2	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE II PHASER TABLE

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	5	5	4	4	3	2	1	0
3	6	4	4	4	3	1	0	0
4	4	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

VUDAR STRIKE CARRIER

YS:175
DK:9
EX:19
CR:8
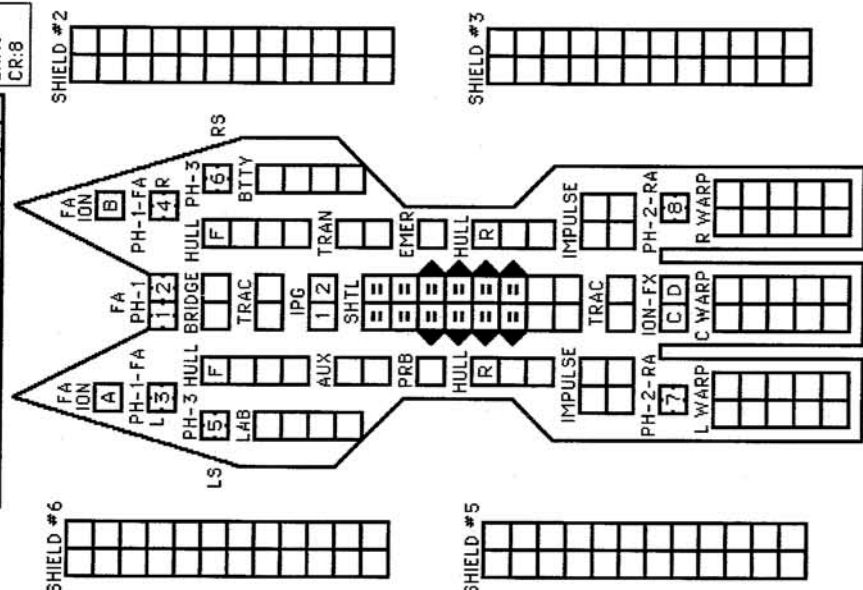
SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

DAM CON: 4 4 2 2 0
EX DAM
SENSOR: 6 6 5 3 1 0
SCANNER: 0 0 1 3 5 9

CNTR

SHIP DATA TABLE

TYPE	= CVS
POINT VALUE	= 155
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 1
SIZE CLASS	= 3
REFERENCE	= R17.8

TURN MODE

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
	4	15-20
	5	21-27
	6	28+
HET		
BD		

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	6	6	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	4	4	4	3	2	1	0	0	0	0	0

TYPE II PHASER TABLE

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	5	4	3	2	1	0
3	6	5	4	4	3	1	1	0
4	5	5	4	4	3	1	0	0
5	5	4	4	3	2	1	0	0
6	4	4	3	3	1	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA	3
HIT, OVERLORD	10	9	8	7	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	10	9	8	7	6
DAMAGE	10	8	6	4	2

ELECTRON FTRS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

TACHYON EW FTR
2xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

CREW UNITS
*

BOARDING PARTIES 10

DECK CREWS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

TRANSPORTER BOMBS: D D D 10

PROBES: 5 10

VUDAR WAR CRUISER

YS:175
DK:7
EX:17
CR:6

CNTR

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

EX DAM

DAM CON | 4 | 2 | 2 | 0

SCANNER | 0 | 0 | 1 | 3 | 5 | 9

SENSOR | 6 | 6 | 5 | 3 | 1 | 0

SHIP DATA TABLE

TYPE	= CW
POINT VALUE	= 125
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.9

TURN MODE

	SPEED
C 1	2–4
2	5–9
3	10–14
HET 4	15–20
BD 5	21–27
6	28+

TYPE III DEFENSE PHASER

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

CREW UNITS

*

BOARDING PARTIES | 10 | 20 | 30

PROBES | 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS | 10 | D | D | D | D

TYPE I OFFENSIVE PHASER TABLE

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	5	4	3	2	1	0
3	7	6	5	5	4	4	4	2	1	0	0
4	6	5	5	4	4	4	3	2	0	0	0
5	5	5	4	4	3	3	3	1	0	0	0
6	4	4	4	3	3	3	2	0	0	0	0

TYPE II PHASER TABLE

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	3	1	1	0
3	5	5	4	4	2	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	4	3	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	NA	8	7	6	5	6
HIT, PROXIMITY	NA	NA	8	7	6	NA	NA	3
HIT, OVERLOAD	10	9	8	7	6	NA	NA	12

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

VUDAR WAR CRUISER LEADER

YS:175 DK:7 EX:17 CR:7

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

EX DAM

DAM CON: 4 2 2 2 0

SCANNER: 0 0 1 3 5 9

SENSOR: 6 6 5 3 1 0

CNTR

SHIP DATA TABLE

TYPE	= CWL
POINT VALUE	= 138
BREAKDOWN	= 5–6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.10

TURN MODE

C	SPEED
1	2–4
2	5–9
3	10–14
4	15–20
5	21–27
6	28+

HET, BD

CREW UNITS
10, 20, 30, 40, *

BOARDING PARTIES
10

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS
D D D D

PROBES
5

TYPE I OFFENSIVE PHASER TABLE

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	5	4	3	2	1	1
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	9	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	8	8	7	6	3
HIT, OVERLORD	10	9	8	7	NA	NA	NA	12

Firing arcs: FA = LF + RF, RA = LR + RR, LS = LF + L + LR, RS = RF + R + RR, FX = L + LF + RF + R

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

VUDAR WAR CRUISER CARRIER

YS:175
DK:7
EX:15
CR:6

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

DAM CON | 4 | 2 | 2 | 0
EX DAM
SENSOR | 6 | 6 | 5 | 3 | 1 | 0
SCANNER | 0 | 0 | 1 | 3 | 5 | 9

SHIP DATA TABLE

TYPE	= CWV
POINT VALUE	= 120
BREAKDOWN	= 5–6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.11

TURN MODE / SPEED

TURN MODE	SPEED
C 1	2–4
2	5–9
3	10–14
HET 4	15–20
BD 5	21–27
6	28+

TYPE III DEFENSE PHASER

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

ELECTRON FTRS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

TACHYON EW FTR
2xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

CREW UNITS
*

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		

BOARDING PARTIES | 10
DECK CREWS

TRANSPORTER BOMBS | D D D D
PROBES | 5

TYPE I OFFENSIVE PHASER TABLE

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	2	2	1	0
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	4	4	3	3	3	2	1	0	0	0
5	4	4	3	3	2	2	1	1	0	0	0
6	4	3	2	2	2	1	1	0	0	0	0

TYPE II PHASER TABLE

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

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA	3
HIT, OVERLOAD	9	8	7	6	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0–1	2–3	4–5	6–8	9–10
HIT # (2D6)	10	10	9	8	7	6
DAMAGE	10	8	6	4	2

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

Ⓖ = ERRATIC MANEUVER WARP COST

Ⓖ = HET COST

5 = HET COST

VUDAR ESCORT WAR CRUISER

VS:175 DK:7 EX:17 CR:6

SHIELD #1   SHIELD #2   SHIELD #3
SHIELD #4   SHIELD #5   SHIELD #6

CNTR

EX DAM

DAM CON: 4 2 2 2 0

SCANNER: 0 0 1 3 5 9

SENSOR: 6 6 5 3 1 0

SHIP DATA TABLE

TYPE	= CWE
POINT VALUE	= 115/135
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.12

FULL AEGIS

TURN MODE

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

HET
BD

TYPE III DEFENSE PHASER

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

CREW UNITS

*

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

DECK CREWS

2

PROBES

5

10 20 30

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	4	4	3	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

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	3	1	1	0
3	5	5	4	4	3	1	0	0
4	5	4	4	3	3	0	0	0
5	4	4	4	3	2	0	0	0
6	3	3	3	3	1	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

5 = HET COST

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

6 = ERRATIC MANEUVER WARP COST

VUDAR WAR CRUISER MINESWEEPER

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

CREW UNITS

	10
*	20
	30

BOARDING PARTIES

| | 10 |

PROBES

| 5 |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

TRANSPORTER BOMBS

| D | D | D |

SHIP DATA TABLE

TYPE	= CWM
POINT VALUE	= 128/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.13

YS:175
DK:7
EX:14
CR:6

TURN MODE

	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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	6	4	4	3	1	1	0
3	5	5	4	4	2	1	0	0
4	5	4	4	3	1	0	0	0
5	4	4	3	3	1	0	0	0
6	4	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

MINE RACKS

1	—			
2	—			
3	—			
4	—			

MINE RACKS ARE SHOWN FOR LARGE MINES. FOR SMALL MINES, WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR. MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

⑤ = HET COST
⑥ = ERRATIC MANEUVER WARP COST

SENSOR

| 6 | 6 | 5 | 3 | 1 | 0 |

SCANNER

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

DAM CON

| 4 | 2 | 2 | 0 |

EX DAM

VUDAR LIGHT TACTICAL TRANSPORT

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

YS:175
DK:7
EX:15
CR:6

CNTR

SHIP DATA TABLE

TYPE	= LTT
POINT VALUE	= 130/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.14

SENSOR 6 6 5 3 1 0
SCANNER 0 0 1 3 5 9
DAM CON 4 2 2 2 0
EX DAM

CREW UNITS *
BOARDING PARTIES 10 20 30
PROBES 5

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

NO POD
TURN MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
	4	15-20
	5	21-27
	6	28+
HET	
BD	

SINGLE WEIGHT POD
TURN MODE	SPEED
D	1	2-4
	2	5-8
	3	9-12
	4	13-17
	5	18-24
	6	25+
HET	
BD	

DOUBLE WEIGHT POD
TURN MODE	SPEED
E	1	2-3
	2	4-6
	3	7-10
	4	11-14
	5	15-20
	6	21-29
	7	30+
HET	
BD	

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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	3	2	1	0
3	5	5	4	3	3	1	0	0
4	5	4	4	3	2	1	0	0
5	4	4	3	3	2	0	0	0
6	4	4	3	2	1	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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	4	3	1	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	3	1	0	0	0
5	5	5	4	4	3	3	2	0	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA	3
HIT, OVERLORD	10	9	8	7				12

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX

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	4	6	7	8	9	11	12	13	14	15	16	18	19	20	21	23	24	26	28	30	31	32	34	35	36	38	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

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

VUDAR ENCLAVE LOGISTICS COMMAND PODS

VUDAR POWER-BOOST POD

YS:175 / DK:3 / EX:+4 / CR:+0

POD DATA TABLE
TYPE = P-P2
BPV = 28/15
SIZE = 4
REF = R17.16

CARGO

BATTERY

PH-3 360° APR
9 10
IMP

CREW UNITS: * 3

BOARDING PARTIES: 1

VUDAR TROOP TRANSPORT POD

YS:175 / DK:3 / EX:+2 / CR:+0

POD DATA TABLE
TYPE = P-T3
BPV = 30/20
SIZE = 4
REF = R17.17

CREW UNITS: *

BOARDING PARTIES: 10 / 20 / 30 / 40

SHIELD #1 | #2 | #3
BRDG APR AUX BAR
BAR PH-3 TRAC
9
CARGO TRAN IMP SHTL
TRAN IMP
SHIELD #4
#6 | #5

SENSOR 6 0
SCANNER 0 9
DAM CON 2 0
EX DAM

ADMINISTRATIVE SHUTTLE
IDENT	HIT POINTS	NOTES
		GAS
		GAS

GRAVITY LANDING (P2.432).
FIRING ARC OF THE PHASER-3 IS 360°.
BARRACKS ARE DESTROYED ON "HULL" HITS.

VUDAR CARGO POD

YS:175 / DK:3 / EX:0 / CR:—

POD DATA TABLE
TYPE = P-C1
CREW = 0
BPS = 0
BPV = 14/10
SIZE = 4
REF = R17.15

CARGO

VUDAR HANGAR POD

YS:175 / DK:3 / EX:+2 / CR:+1

POD DATA TABLE
TYPE = P-M11
BPV = 15/13
SIZE = 4
REF = R17.19

ELECTRON FTRS
2xPH-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

SHTL PH-3 SHTL
9 10 360°
A HULL
TRAC BTTY
EMER AUX

CREW UNITS: *

BOARDING PARTIES: 10 / 3

DECK CREWS: 6

VUDAR BATTLE POD

YS:175 / DK:3 / EX:+4 / CR:+2

POD DATA TABLE
TYPE = P-B4
BPV = 31
SIZE = 4
REF = R17.18

CREW UNITS: * 10

BOARDING PARTIES: 6

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

FIRING ARC OF THE PHASER-3 IS 360°.

SHIELD #1
FA PH-1 FA
9 10
FA ION
TRAC BRDG TRAN
C D
SHTL PH-3 AUX
11
HULL BTTY HULL
R R
APR A HULL APR
#2 | #3
#6 | #5
SHIELD #4

VUDAR WAR DESTROYER

YS:175
DK:5
EX:13
CR:4

CNTR

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

EX DAM

DAM CON | 2 | 2 | 2 | 0

SCANNER | 0 | 0 | 1 | 3 | 5 | 9

SENSOR | 6 | 6 | 5 | 3 | 1 | 0

SHIP DATA TABLE

TYPE	= DW
POINT VALUE	= 100
BREAKDOWN	= 5–6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/2
SIZE CLASS	= 4
REFERENCE	= R17.20

TURN MODE

TURN MODE	SPEED
B	2 – 5
1	6 – 10
2	11 – 15
3	16 – 21
HET 4	22 – 28
BD 5	29+
6	

TYPE III DEFENSE PHASER

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

CREW UNITS

*   10   20

BOARDING PARTIES

8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

T-BOMBS

D | D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

TYPE II PHASER TABLE

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	3	1	1	0
3	6	4	4	4	3	1	0	0
4	5	4	4	3	2	0	0	0
5	5	4	3	3	1	0	0	0
6	4	3	3	3	1	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA	3
HIT, OVERLOAD	10	9	8	7	4	3	NA	12

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10
Standard	1	1	2	2	2	3	3	4	4	5
Fract.	1/2	1	1½	2	2½	3	3½	4	4½	5

ERRATIC MANEUVER WARP COST

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

④ = HET COST   ⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

VUDAR WAR DESTROYER LEADER

YS:175
DK:5
EX:14
CR:5

CNTR

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

EX DAM

DAM CON 2 2 2 0

SCANNER 0 1 3 5 9

SENSOR 6 5 3 1 0

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

SHIP DATA TABLE

TYPE	= DWL
POINT VALUE	= 110
BREAKDOWN	= 5–6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/2
SIZE CLASS	= 4
REFERENCE	= R17.21

TURN MODE

TURN MODE	SPEED
B	2 – 5
1	6 – 10
2	11 – 15
3	16 – 21
4	22 – 28
5	29+
HET	
BD	

TYPE III DEFENSE PHASER

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

CREW UNITS

*

10
20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

T-BOMBS

D D

10

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	6	5	4	4	4	3	1	0	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	4	4	4	3	2	1	0	0	0	0
6	4	4	4	3	2	2	0	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30
HIT, STANDARD	10	9	8	7	6	5	4
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA
HIT, OVERLOAD	10	9	8	7	NA	NA	NA

DAMAGE	
6	6
3	3
12	12

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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.	1/2	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

VUDAR WAR DESTROYER CARRIER

YS:175
DK:5
EX:12
CR:4

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

DAM CON   2 2 2 0

SCANNER   0 0 1 3 5 9

SENSOR   6 6 5 3 1 0

SHIP DATA TABLE

TYPE	= DWV
POINT VALUE	= 100
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/2
SIZE CLASS	= 4
REFERENCE	= R17.22

TURN MODE

	SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE III DEFENSE PHASER

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

TACHYON EW FTR
2×Ph-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

ELECTRON FTRS
2×Ph-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

CREW UNITS

★

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

10
20

BOARDING PARTIES   8

DECK CREWS   8

T-BOMBS   D D

PROBES   5

CNTR

TYPE I OFFENSIVE PHASER TABLE

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	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	4	4	4	3	3	2	0	0	0
5	5	4	4	3	3	3	2	1	0	0	0
6	4	4	3	3	3	2	1	0	0	0	0

TYPE II PHASER TABLE

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	5	5	4	4	3	2	1	0
3	4	4	4	3	2	1	0	0
4	4	4	4	3	2	0	0	0
5	4	4	3	3	1	0	0	0
6	3	3	3	2	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	NA	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	NA	3
HIT, OVERLORD	10	9	8	7	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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	3	3	4	4	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	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

⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

VUDAR ESCORT WAR DESTROYER

YS:175
DK:5
EX:13
CR:4

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

DAM CON | 2 | 2 | 2 | 0 |

SCANNER | 0 | 0 | 1 | 3 | 5 | 9 |

SENSOR | 6 | 6 | 5 | 3 | 1 | 0 |

CNTR

SHIP DATA TABLE

TYPE	= DWE
POINT VALUE	= 100
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/2
SIZE CLASS	= 4
REFERENCE	= R17.23

FULL AEGIS

TURN MODE

		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
BD	5	22-28
	6	29+

TYPE III DEFENSE PHASER

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

CREW UNITS

✱	10	20

BOARDING PARTIES

| 8 |

DECK CREWS

| 2 |

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

T-BOMBS

| D | D |

PROBES

| 5 |

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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	3	1	1	0
3	6	5	4	4	3	1	0	0
4	5	4	4	3	2	1	0	0
5	5	4	4	3	1	0	0	0
6	4	4	3	3	1	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX   ⑤ = HET COST

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	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	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

⑥ = ERRATIC MANEUVER WARP COST

VUDAR WAR DESTROYER SCOUT

YS:175
DK:5
EX:12
CR:4

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

EX DAM

DAM CON | 2 | 2 | 2 | 0
SCANNER | 0 | 0 | 1 | 3 | 5 | 9
SENSOR | 6 | 6 | 5 | 3 | 1 | 0

SHIP DATA TABLE

TYPE	= DWS
POINT VALUE	= 110/90
BREAKDOWN	= 5–6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/2
SIZE CLASS	= 4
REFERENCE	= R17.24

TURN MODE

TURN MODE	SPEED
B	2–5
1	6–10
2	11–15
3	16–21
4	22–28
5	29+
6	

HET
BD

TYPE III DEFENSE PHASER

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

LF RF
L   R
LR RR

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

[5] = HET COST   [6] = ERRATIC MANEUVER

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS.

CREW UNITS

*

BOARDING PARTIES | 8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

10
20

T-BOMBS | D | D
PROBES | 5

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	6	5	5	4	4	3	1	0	0	0
4	6	5	5	4	4	3	2	0	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE II PHASER TABLE

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	3	1	1	0
3	6	5	4	3	2	1	0	0
4	5	4	4	3	1	0	0	0
5	4	4	3	3	0	0	0	0
6	4	3	3	3	0	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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	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
Fract.	1/2	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

VUDAR WAR DESTROYER PF TENDER

YS:180
DK:5
EX:11
CR:4

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

DAM CON
2 2 2 0

SCANNER
0 0 1 3 5 9

SENSOR
6 6 5 3 1 0

SHIP DATA TABLE

TYPE	= DWP
POINT VALUE	= 110/85
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/2
SIZE CLASS	= 4
REFERENCE	= R17.25

TURN MODE

	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

T-BOMBS
D D

PROBES
5

CREW UNITS
10
20
*

BOARDING PARTIES
8

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	4	4	4	3	3	2	1	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	3	2	1	0	0	0	0	0

TYPE II PHASER TABLE

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

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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	3	3	4	5	5	6	6	7	7	8	8	8	9	9	10	10	11	11	11½	12	13	13	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

VUDAR WAR FRIGATE

YS:175
DK:3
EX:9
CR:3

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

DAM CON
| 2 | 2 | 2 | 0 |

SCANNER
| 0 | 1 | 3 | 5 | 9 |

SENSOR
| 6 | 5 | 3 | 1 | 0 |

CNTR

SHIP DATA TABLE

TYPE	= FFW
POINT VALUE	= 65
BREAKDOWN	= 6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R17.26

TURN MODE

A	SPEED
1	2 – 6
2	7 – 12
3	13 – 19
4	20 – 26
5	27+

HET
BD

TYPE III DEFENSE PHASER

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

CREW UNITS

*
| | 10 |
| | 20 |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

6

TRANSPORTER BOMBS

| D | D |

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	4	3	1	0	0	0
5	5	5	4	4	3	3	2	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE II PHASER TABLE

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	0	0
3	6	5	4	4	1	1	0	0
4	5	5	4	3	0	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR

LF　RF
L　R
LR　RR

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	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

⑥ = ERRATIC MANEUVER WARP COST　　　⑤ = HET COST

VUDAR FRIGATE LEADER

YS:175
DK:3
EX:10
CR:4

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

DAM CON
| 2 | 2 | 2 | 0 |

SCANNER
| 0 | 1 | 3 | 5 | 9 |

SENSOR
| 6 | 5 | 3 | 1 | 0 |

SHIP DATA TABLE

TYPE	=	FFL
POINT VALUE	=	79
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
IONIZATION	=	1/3
SIZE CLASS	=	4
REFERENCE	=	R17.27

TURN MODE

	A	SPEED
	1	2 – 6
HET	2	7 – 12
	3	13 – 19
BD	4	20 – 26
	5	27+

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS
10	20
*	

BOARDING PARTIES
10

PROBES
5

TRANSPORTER BOMBS
D	D

LF　RF
L　　R
LR　　RR

FA = LF + RF
RA = LR + RR

TYPE I OFFENSIVE PHASER TABLE

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	4	2	1	1	0
3	7	5	5	4	4	3	3	1	0	0	0
4	6	5	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	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

⑤ = HET COST　　⑥ = ERRATIC MANEUVER WARP COST

VUDAR ESCORT CARRIER

YS:175
DK:3
EX:8
CR:3

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

Ship systems (center hull): FA ION B, PH-2-FA 2R, APR, HULL, BRIDGE, F, EMER, HULL, APR, FA ION A, PH-2-FA L, LAB, AUX BATTERY TRAN, IPG, PRB, TRAC, HULL R, SHTL, IMPULSE, PH-3-RA, PH-3-RA, L WARP, C WARP, R WARP

SENSOR 6 5 3 1 0
SCANNER 0 1 3 5 9
DAM CON 2 2 2 0
EX DAM

SHIP DATA TABLE

TYPE	= FFV
POINT VALUE	= 60/65
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R17.28

TURN MODE

	MODE	SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	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	3	2	1	0
3	6	5	4	4	3	1	0	0
4	5	5	4	3	2	1	0	0
5	5	4	4	3	2	0	0	0
6	5	4	3	3	1	0	0	0

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	NA	NA	NA	NA	6
HIT, PROXIMITY	NA	NA	NA	8	7	5	4	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

ELECTRON FTRS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

CREW UNITS
*   10   20

BOARDING PARTIES 6
DECK CREWS 6

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D
PROBES 5

Firing arcs: LF R RF / L LR RR — FA = LF + RF, RA = LR + RR

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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			3			4			5			6			7			8			9			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

[5] = HET COST   [6] = ERRATIC MANEUVER WARP COST

VUDAR ESCORT FRIGATE

YS:175
DK:3
EX:9
CR:3

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

EX DAM

DAM CON 2 2 2 0

SCANNER 0 1 3 5 9

SENSOR 6 5 3 1 1 0

SHIP DATA TABLE

TYPE	= FFE
POINT VALUE	= 60/75
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R17.29

FULL AEGIS

TURN MODE

A	SPEED
1	2–6
2	7–12
3	13–19
4	20–26
5	27+

HET
BD

TYPE III DEFENSE PHASER

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

CREW UNITS

* 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 6

DECK CREWS 2

TRANSPORTER BOMBS D D

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	5	5	4	4	4	3	1	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE II PHASER TABLE

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	0
3	5	5	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	4	3	3	3	0	0	0	0

FA = LF + RF
RA = LR + RR

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS
AND READY RACKS TO SERVICE THE FIGHTERS OF
THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

6 = ERRATIC MANEUVER WARP COST   5 = HET COST

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX   6 = 1/3 ENERGY POINT PER HEX

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	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	8	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

VUDAR COMMANDO FRIGATE

YS:175
DK:3
EX:7
CR:3

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

EX DAM

DAM CON
| 2 | 2 | 2 | 0 |

SCANNER
| 0 | 1 | 3 | 5 | 9 |

SENSOR
| 6 | 5 | 3 | 1 | 0 |

SHIP DATA TABLE

TYPE	=	CFF
POINT VALUE	=	74/59
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
IONIZATION	=	1/3
SIZE CLASS	=	4
REFERENCE	=	R17.30

TURN MODE

A	1	SPEED 2 – 6
	2	7 – 12
HET	3	13 – 19
	4	20 – 26
BD	5	27+

TYPE III DEFENSE PHASER

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

CREW UNITS
| * | |

BOARDING PARTIES
| | 10 |
| | 20 |

PROBES
| 5 |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS
| D | D |

TYPE I OFFENSIVE PHASER TABLE

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	9	7	6	5	5	4	4	3	2	1	0
3	7	6	5	5	4	4	4	3	1	0	0
4	6	5	5	4	4	4	3	2	0	0	0
5	5	5	4	4	4	3	2	1	0	0	0
6	4	4	4	3	3	2	2	0	0	0	0

TYPE II PHASER TABLE

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

FA = LF + RF
RA = LR + RR

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX   5 = HET COST   6 = ERRATIC MANEUVER WARP COST

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	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
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

VUDAR POLICE FLAGSHIP

YS:135
DK:3
EX:7
CR:4

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

FA PH-2 [2]
REPAIR
CGO HULL [F]
TRAN
SEN (1)
BRIDGE
LAB
BATTERY
PRB
EMER
SHTL
HULL [R]
TRAN
PH-3-RA [4]
R WARP
IMPULSE
C WARP
FA PH-2 [1]
BAR
CGO HULL [F]
AUX
HULL [R]
TRAC
PH-3-RA [3]
L WARP

EX DAM

DAM CON 2 2 2 0
SCANNER 0 1 3 5 9
SENSOR 6 5 3 1 0

CNTR

SHIP DATA TABLE

TYPE	= FLG
POINT VALUE	= 65/45
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R17.31

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		MSS
		GAS
		HTS

TRANSPORTER BOMBS D D

TURN MODE / SPEED

TURN MODE	SPEED
A	1 2 – 6
	2 7 – 12
HET	3 13 – 19
	4 20 – 26
BD	5 27+

CREW UNITS 10 20 *

BOARDING PARTIES 10 20

PROBES 5

SCOUT FUNCTIONS SUMMARY

SPECIAL SENSOR IS DESTROYED ON "TORPEDO" DAMAGE POINTS.

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

LF RF
R
L   t   RR
LR

FA = LF + RF
RA = LR + RR

TYPE III DEFENSE PHASER

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

BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

TYPE II PHASER TABLE

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	0
3	6	5	4	4	1	1	0	0
4	5	5	4	3	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

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	2	2	2	2	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

VUDAR BATTLE STATION

YS:178
DK:—
EX:18+
CR:9

SHIP DATA TABLE

TYPE =	BATS
POINT VALUE =	200
SHIELD COST =	1+3
LIFE SUPPORT =	1+1/2
IONIZATION =	2
SIZE CLASS =	2
REFERENCE =	R17.32
Y170 REFIT =	+15
Y175 REFIT =	+15
ISG REFIT =	+18
HANGAR MODULE	+10
PF MODULE	+12

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

EX DAM

DAM CON: 6 4 4 2 2 2 0

SCANNER: 0 0 1 3 5 9

SENSOR: 6 6 6 5 3 1

CNTR

HANGAR MODULE — HULL, SHTL, APR, TRAC

PF MODULE — REPAIR, TRACTOR

REPAIR, ISG, PH-3, TRAC, SEN

ADMINISTRATIVE SHUTTLES: IDENT / HIT POINTS / NOTES

TRANSPORTER BOMBS: D D D D

CREW UNITS: *

PROBES: 5

BOARDING PARTIES: 10 20

Movement: 10 20 30 40 50 60 70 80 90 100 110 120 130

Y170 REFIT
Y175 REFIT

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + I

PRIOR TO THE ISG REFIT THE MAXIMUM AMOUNT OF ENERGY IS FOUR POINTS. AFTER THE ISG REFIT THE MAXIMUM AMOUNT OF ENERGY IS SIX POINTS.

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA	3
HIT, OVERLOAD	10	9	8	7	6	NA	NA	12

ION STORM GENERATOR TABLE

RANGE	0-3	4-6	7-9	10-12	13-15	16-18
ENERGY						
1	6	5	4	3	2	1
2	12	10	8	6	4	2
3	18	15	12	9	6	3
4	24	20	16	12	8	4
5	30	25	20	15	10	5
6	36	30	24	18	12	6

TYPE III DEFENSE PHASER

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

VUDAR MOBILE ION STORM STATION

YS:178
DK:3
EX:5+
CR:0

SHIELD #1 / SHIELD #2 / SHIELD #3 / SHIELD #4 / SHIELD #5 / SHIELD #6

CNTR

EX DAM

DAM CON 2 2 2 0

SCANNER 0 2 5 9

SENSOR 6 5 2 0

OPTIONAL MODULE

SHTL SSG TRAC BRDG APR PH-1 & PH-3 C HULL AUX TRAN SSG AWR BTTY

SEE (C3.7) FOR ROTATION.

AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS PER (H4.32).

HULL BOXES ON ANY DOCKED MODULES OR PODS ARE TREATED AS "CENTER HULL" ON THIS UNIT.

VARIOUS POD AND MODULE COMBINATIONS MAY ADD CREW UNITS, DECK CREWS, BOARDING PARTIES, SHUTTLES, FIGHTERS, FAST PATROL SHIPS, AND ADDITIONAL WEAPON SYSTEMS TO THE MISS.

SHIP DATA TABLE

TYPE	MISS
POINT VALUE	30/20
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
IONIZATION	1/3
SIZE CLASS	4
REFERENCE	R17.34

SMALL ION STORM GEN TABLE

RANGE	0-3	4-6	7-9	10-12
ENERGY				
1	4	3	2	1
2	8	6	4	2
3	12	9	6	3
4	16	12	8	4

TYPE III DEFENSE PHASER

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

CREW UNITS
* 10 / 20

BOARDING PARTIES 10

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

T-BOMBS D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	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	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	6	5	4	4	3	2	1	1	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	1	0	0	0	0

TYPE II PHASER TABLE

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

SMALL ION STORM STATION

SHIELD

LF FH RF

SSG PH-3 SHTL LAB SSG
BRDG TRAN AUX C HULL APR
CARGO

YS:178
DK:4
EX:0
CR:0

CNTR

SENSOR 6 0
SCAN 0 9
DAM CON 4 2 0
EX DAM

BASE DATA TABLE

TYPE	ISS
BPV	40/20
SHIELD	1/2+1/2
LIFE	5
SIZE	5
REF	R17.33

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

CREW UNITS
* 10

BOARDING PARTIES 4

VUDAR X-LIGHT CRUISER

YS:183　DK:7　EX:20　CR:7

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

EX DAM

DAM CON	6	4	2	2	2	0
SCANNER	0	0	1	3	5	9
SENSOR	6	6	5	3	1	0

SHIP DATA TABLE

TYPE	= CWX
POINT VALUE	= 200
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.35

FIRST GENERATION X-SHIP

TURN MODE

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

HET □　BD □□

TYPE III DEFENSE PHASER

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

CREW UNITS

*	10
	20
	30
	40

BOARDING PARTIES　10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS　D D D D D D

PROBES　5

TYPE I OFFENSIVE PHASER TABLE

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	4	3	2	1	0
3	7	5	5	4	4	4	3	1	1	0	0
4	6	4	4	4	4	3	2	1	0	0	0
5	5	4	4	4	3	2	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	6	NA	NA	12

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10
Standard	1	2	2	3	3	4	4	5	6	6
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3

ERRATIC MANEUVER WARP COST

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

⑤ = HET COST　⑥ = ERRATIC MANEUVER WARP COST

VUDAR X-DESTROYER

YS:184
DK:5
EX:16
CR:5

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

DAM CON 4 2 2 2 0

SCANNER 0 0 1 3 5 9

SENSOR 6 6 5 3 1 0

SHIP DATA TABLE

TYPE	=	DWX
POINT VALUE	=	130
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
IONIZATION	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R17.36

FIRST GENERATION X-SHIP

TURN MODE

	SPEED
B	1	2 - 5
	2	6 - 10
HET	3	11 - 15
	4	16 - 21
BD	5	22 - 28
	6	29+

TYPE III DEFENSE PHASER

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

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
*		
10		
20		
30		

BOARDING PARTIES

TRANSPORTER BOMBS 10 D D D D

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	6	5	5	4	4	3	1	0	0	0
4	6	5	5	4	4	3	2	0	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	4	4	4	3	2	2	0	0	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	NA	8	7	6	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLORD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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	3	3	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

⑤ = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

VUDAR PF FLOTILLA

PF DATA TABLE

TYPE	= PF
POINT VALUE	= 21/38
BREAKDOWN	= 6
SHIELD COST	= 1
LIFE SUPPORT	= 1/2+1/2
IONIZATION	= 1/5
SIZE CLASS	= 5
REFERENCE	= R17.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +4

NIMBLE SHIPS

AA TURN SPEED MODE

MODE	SPEED
1	2 - 8
2	9 - 16
3	17 - 24
4	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	9	7	6	5	5	4	4	3
3	8	7	5	5	4	4	3	2
4	7	6	5	4	4	4	3	2
5	6	5	4	4	4	3	2	0
6	5	4	4	3	3	2	2	0

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-10	DAMAGE
HIT, STANDARD	10	9	NA	8	7	6
HIT, PROXIMITY	NA	NA	9	NA	8	3
HIT, OVERLOAD	10	9	NA	8	7	12

③ = EM COST ⑤ = HET COST

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

VUDAR FAST PATROL SHIP VARIANTS

VUDAR CARGO PF

VUDAR MINE WARFARE PF

VUDAR RECOVERY PF

VUDAR GROUND ASSAULT PF

VUDAR SURVEY PF

VUDAR FI-CON PF

YS:180 DK:1 EX:8 CR:3

SPEED																														

③ = EM COST
⑤ = HET COST

PF DATA TABLE

TYPE	=	PF
BREAKDOWN	=	6
SHIELD COST	=	1
LIFE SUPPORT	=	1/2+1/2
IONIZATION	=	1/5
SIZE CLASS	=	5
REFERENCE	=	R17.PF1
SURVEY BPV	=	110/20
RECOVERY BPV	=	20
CARGO BPV	=	25
FI-CON BPV	=	25
GRND ASSLT	=	30
MINE WRFR	=	30
SHIELD REFIT	=	+4

AA TURN SPEED

MODE	
1	2–8
2	9–16
3	17–24
4	25+

NIMBLE SHIPS

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLANETARY DEFENSE SYSTEM

GROUND-BASED ION CANNON

Units 1–6, each with: SHIELD, FH, PH-3 (1 2 3 4), ION (A–F), HULL, BRDG, APR, DAM CON (4 2 0), EX DAM, BP (2), SENSOR (6 0), SCANNER (0 9), CREW UNITS (5), ✱

TYPE = GBIC   BPV = 10   REFERENCE = R1.14

YS:130
DK:4
EX:0
CR:0

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	NA	NA	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

DEFENSE SATELLITES (ION)

ALL WEAPONS ARE 360°.
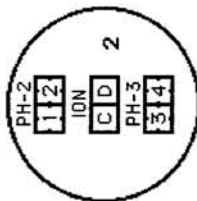
DATA TABLE

TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15

DEFENSE SATELLITES OF THIS TYPE WERE USED ONLY BY THE VUDAR.

YS:130
DK:—
EX:0
CR:—

HIGH ORBIT — Satellites 1 (ION A B), 2 (ION C D), each with PH-2 (1 2), PH-3 (3 4), DAMAGE POINTS (8 16 24)

LOW ORBIT — Satellites 3 (ION E F), 4 (ION G H), 5 (ION J K), each with PH-2 (1 2), PH-3 (3 4), DAMAGE POINTS (8 16 24)

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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

VUDAR LARGE Q-SHIP

YS:130
DK:6
EX:11
CR:3

CNTR

SHIP DATA TABLE

TYPE	=	L-Q
POINT VALUE	=	81
BREAKDOWN	=	2-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
IONIZATION	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.7

TURN MODE

		SPEED
D	1	2 - 4
	2	5 - 8
	3	9 - 12
	4	13 - 17
	5	18 - 24
	6	25+
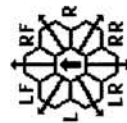
NO HET
HET
BONUS
BD

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

CREW UNITS
* 10

BOARDING PARTIES
8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS; NO (J1.59) TRANSFERS.

T-BOMBS
D D

EX DAMAGE

DAM CONTROL
4 2 2 0

SCANNER
0 0 2 9

SENSOR
6 6 3 0

ARMOR
PH-3-360° 11
BRIDGE
AUX
C HULL
BATTERY
TRAN
C HULL
PH-1 4 5 RS TRAC
ION-FA B
CARGO
SHTL SHTL ION-FA
ION-FA A
CARGO
APR
APR
R WARP
PH-3-RA 6 EMER IMP
TRAC
L WARP TRAC
PH-1 2 3 LS TRAC

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

TYPE I OFFENSIVE PHASER TABLE

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	0
3	7	5	5	4	4	3	3	1	1	0	0
4	6	4	4	4	3	2	2	1	0	0	0
5	5	4	4	3	2	2	1	0	0	0	0
6	4	4	3	2	2	1	0	0	0	0	0

TYPE III DEFENSE PHASER

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

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

5 = HET COST   6 = ERRATIC MANEUVER WARP COST

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	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
Fract.	1/2	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

VUDAR SMALL Q-SHIP

VS:I30
DK:3
EX:5
CR:3

CNTR

SHIELD #1 · SHIELD #2 · SHIELD #3 · SHIELD #4 · SHIELD #5 · SHIELD #6

ARMOR · EMER · C HULL · PH-1 [3] RS · TRAC

BRDG · ION [A] · FA · C HULL · SHTL · APR

C HULL · PH-3 [1] · TRAN 360° · BTTY · APR

PH-1 [2] LS · APR · CARGO · WARP IMP WARP · WARP [L] [R]

TRAC

SENSOR 6 4 0 · SCANNER 0 0 9 · DAM CON 4 2 0 · EX DAM

CREW UNITS
| * | | | 6 |

BOARDING PARTIES
| 4 |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

T-BOMBS
| D | D |

SHIP DATA TABLE

TYPE	= S-Q
POINT VALUE	= 40
BREAKDOWN	= 2-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R1.7

TURN MODE

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

NO	HET	BONUS	BD

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SEE SPECIAL COMBAT RULES (R1.7).

LF RF
R
L
LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	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	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	5	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	NA	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	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

5 = HET COST　　6 = ERRATIC MANEUVER WARP COST

VUDAR SMALL AUXILIARY CARRIER

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #6
SHIELD #5
SHIELD #4

BRDG EMER
360°
TRAN PH-2 BTTY
SHUTTLE
TRAC APR TRAC
C HULL
TRAC APR
PH-3 IMP PH-3
LS WARP
L WARP
PH-3
R WARP
RS

EX DAM

DAM CON 4 2 0

SCANNER 0 9

SENSOR 6 4 0

YS:179
DK:3
EX:6
CR:3

CNTR

SHIP DATA TABLE

TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R1.13A

TURN MODE

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

NO HET
BONUS
BD

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

ELECTRON FTRS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 15

TACHYON EW FTR
2xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

LS = LF + L + LR
RS = RF + R + RR

RF
LF
L   t   R
LR   RR

CREW UNITS
* 10 20

BOARDING PARTIES
2

DECK CREWS
10

TYPE II PHASER TABLE

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	3	2	1	0
3	6	5	4	3	2	1	1	0
4	5	4	4	3	2	1	0	0
5	5	4	3	3	2	1	0	0
6	4	4	3	3	1	0	0	0

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	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

6 = ERRATIC MANEUVER WARP COST
5 = HET COST

VUDAR LARGE AUXILIARY CARRIER

SHIELD #1, **SHIELD #2**, **SHIELD #3**, **SHIELD #4**, **SHIELD #5**, **SHIELD #6**

CNTR

PH-3 [5] RS

AUX, BTTY, BRDG PH-2-360° [1][2][3], TRAN, PRB

SHUTTLE, SHUTTLE, APR, APR, TRAC, TRAC, C HULL, C HULL, R WARP, L WARP, PH-2-RA [6], EMER, IMP, TRAC

PH-3 [4] LS

EX DAM

SCANNER 0 1 3 5 9

SENSOR 6 6 5 3 0

DAM CON 4 4 2 0

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

YS:179 DK:6 EX:11 CR:6

SHIP DATA TABLE

TYPE	= AXCVA
POINT VALUE	= 120/80
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R1.13B

TURN MODE

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

NO	
HET	
BONUS	
BD	

CREW UNITS
✱ 10 20 30 40

DECK CREWS
10 20

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

BOARDING PARTIES
4

PROBES
TRANSPORTER BOMBS
D D D D [5]

TWO BAYS, NO TRANSFERS.

TYPE II PHASER TABLE

DIE ROLL	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	3	1	1	0
3	5	4	4	3	2	1	0	0
4	5	4	4	3	1	0	0	0
5	4	3	3	3	1	0	0	0
6	4	3	3	2	0	0	0	0

TYPE III DEFENSE PHASER

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

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

ELECTRON FTRS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

TACHYON EW FTR
2xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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	[5]	⑥	4	5	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16²⁄₃	17	18	18	19	20	20
Fract.	²⁄₃	1¹⁄₃	2	2²⁄₃	3¹⁄₃	4	4²⁄₃	5¹⁄₃	6	6²⁄₃	7¹⁄₃	8	8²⁄₃	9¹⁄₃	10	10²⁄₃	11¹⁄₃	12	12²⁄₃	13¹⁄₃	14	14²⁄₃	15¹⁄₃	16	16²⁄₃	17¹⁄₃	18	18²⁄₃	19¹⁄₃	20

[5] = HET COST　⑥ = ERRATIC MANEUVER WARP COST

VUDAR AUXILIARY SPACE CONTROL SHIP

SHIP DATA TABLE

TYPE	= AXSCS
POINT VALUE	= 150/90
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R1.31

YS:180
DK:6
EX:11
CR:6

TURN MODE

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

	BONUS
NO	
HET	
BONUS	
BD	

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE
DESTROYED ON "TORPEDO"
DAMAGE POINTS.

ELECTRON EW FTR
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPY = 10

TACHYON EW FTR
2xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPY = 10

LS = LF + L + LR
RS = RF + R + RR

THIS SHIP CAN ACCELERATE
NO MORE THAN 5 MOVEMENT
POINTS OR DOUBLE THE
CURRENT SPEED. IT CAN
DISENGAGE BY ACCELERATION.

TRANSPORTER BOMBS D D D D

TWO BAYS, NO TRANSFERS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS *

10	20	30	40

DECK CREWS 10

BOARDING PRTS 4

PROBES 5

TYPE II PHASER TABLE

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	5	4	3	2	1	0
3	6	4	4	4	2	1	1	0
4	5	4	4	3	2	1	0	0
5	5	4	3	3	1	0	0	0
6	5	3	3	3	1	0	0	0

TYPE III DEFENSE PHASER

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

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

SEN 2 TRAC

SEN 1 TRAC

PH-2-360° AUX
BRDG 1 1 2 3 BTTY
TRAN PRB

SHUTTLE TRAC
CGO SHUTTLE
REP APR
A HULL R WARP

CGO
REP APR
F HULL
SHUTTLE TRAC
L WARP

IMP EMER PH-3 5 RS
TRAC PH-3 4 LS

CNTR

EX DAM

SCANNER 0 1 3 5 9

SENSOR 6 6 5 3 0

DAM CON 4 4 2 2 0

1 2 EW
1 1 EW

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

ERRATIC MANEUVER WARP COST

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

LF RF
L ← → R
LR RR

VUDAR FLEET REPAIR DOCK

YS:140
DK:36
EX:16
CR:0

#2   #5

TRAC PH-3 FA
R
APR
4
CARGO
A HULL
APR
BTTY PH-3
6
RA+R
REPAIR
TRAC
IMP

TRAN
IPG 2
AUX
BRDG PH-2
360°
EMER
11 2
SHTL
IPG 1

PH-3 TRAC
FA
L 3
APR
REPAIR
TRAC
IMP
CARGO
F HULL
APR
PH-3 BTTY
5
L+RA

SHIELD #1
SHIELD #4

EX DAMAGE

DAMAGE CONTROL
8 | 6 | 6 | 6 | 4 | 4 | 4 | 2 | 0

SCANNER
0 | 0 | 9

SENSOR
6 | 6 | 0

CNTR

#6   #5

SHIP DATA TABLE

TYPE	= FRD
POINT VALUE	= 200/50
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
IONIZATION	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R1.10

SEE R1.10 FOR SPECIAL
MOVEMENT RULES.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D | D | D | D | D

CREW UNITS

10 | 20 | 30 | 40 | 50 | 60 | 70 | 80
*

BOARDING PARTIES

10

TYPE III DEFENSE PHASER

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

FA = LF + RF
RA = LR + RR

TYPE II PHASER TABLE

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

VUDAR HEAVY AUXILIARY CARRIER

YS:179
DK:9
EX:19
CR:6

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

DAM CON 4 4 2 2 0
EX DAM

SENSOR 6 6 5 3 0
SCANNER 0 1 3 5 9

CNTR

BRDG PH-2-360° AUX
1 2 3
TRAN PRB BTTY
PH-2 5 RS
SHUTTLE
TRAC
APR F HULL
RS
A HULL PH-3 PH-2 8
IPG 12 9
2 13
APR CARGO
R WARP
PH-3-RA EMER
TRAC 14 IMP
SHUTTLE
TRAC
APR F HULL
A HULL PH-2 PH-3 10
IPG 1
6 11
PH-2 PH-3 7
LS APR CARGO
L WARP
PH-2 4
LS

SHIP DATA TABLE

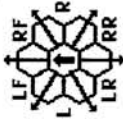|	
TYPE	= HAV
POINT VALUE	= 160/120
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 1
SIZE CLASS	= 3
REFERENCE	= R1.55

THIS SHIP CAN ACCELERATE BY NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

TURN MODE	SPEED
E	1	2 - 3
	2	4 - 6
	3	7 - 10
	4	11-14
	5	15-20
	6	21-29
	7	30+

NO	6
HET	7
BONUS	4
BD	2

RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	10	9	8	6
DAMAGE	10	10	8	6	4

ELECTRON FTRS
2×Ph-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

TACHYON EW FTR
2×Ph-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS D D D D

PROBES 5

CREW UNITS 10 20 30 40 50 60 *

BOARDING PARTIES 10

DECK CREWS 10 20

TYPE II PHASER TABLE

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	5	4	3	2	1	0
3	6	5	4	4	3	1	1	0
4	5	4	4	4	3	1	0	0
5	5	4	4	3	2	1	0	0
6	3	3	3	3	2	0	0	0

TYPE III DEFENSE PHASER

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

VUDAR HEAVY AUXILIARY PF TENDER

YS:181
DK:9
EX:19
CR:6

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

SEN 2
SEN 1

SHTL
TRAC
BRDG PH-2-360° AUX
BTTY
PRB
TRAN
CARGO
REPAIR
F HULL
F HULL
CARGO
APR

A HULL
PH-3 PH-2
PH-2 PH-3
IPG
APR
CARGO
R WARP
L WARP
RS PH-2
LS PH-2
EMER
IMP

CNTR

SCANNER 0 1 3 5 9
SENSOR 6 6 5 3 0
DAM CON 4 4 2 2 0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE

TYPE	=	HAP
POINT VALUE	=	170/120
BREAKDOWN	=	3–6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
IONIZATION	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.56

TURN MODE

	SPEED
E	1
1	2 – 3
2	4 – 6
3	7 – 10
4	11 – 14
5	15 – 20
6	21 – 29
7	30+

NO	
HET	
BONUS	
BD	

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS D D D D

PROBES 5

BOARDING PARTIES 10

CREW UNITS * 10 20 30 40 50 60

LS = LF + L + LR
RS = RF + R + RR

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE
THAN FIVE MOVEMENT POINTS OR DOUBLE
THE CURRENT SPEED. IT CAN DISENGAGE BY
ACCELERATION.

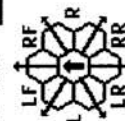# VUDAR HEAVY AUXILIARY SPACE CONTROL SHIP

YS:181
DK:9
EX:19
CR:6

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

EX DAM

SCANNER 0 1 3 5 9
SENSOR   6 6 5 3 0
DAM CON 4 4 2 2 0

SEN 2
SEN 1

BRDG PH-2-360° AUX
1+2+3
TRAN PRB BTTY

SHUTTLE   SHUTTLE
CGO   CGO
CGO   CGO
REP   REP
APR APR   APR APR
F HULL   F HULL
TRAC   TRAC

A HULL   A HULL
IPG PH-3 PH-2   PH-2 PH-3 IPG
PH-2 PH-3   PH-3 PH-2
APR   APR
CARGO   CARGO
LS   LS

R WARP   L WARP
EMER
TRAC IMP
PH-2 6
PH-2 7
10
11
13
12
2 1
8 9
4 5
RS

SHIP DATA TABLE

TYPE =	HSC
POINT VALUE =	180/130
BREAKDOWN =	3-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
IONIZATION =	1
SIZE CLASS =	3
REFERENCE =	R1.57

TURN MODE

E	SPEED
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

	BONUS
NO	
HET	
BD	

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON
"TORPEDO" DAMAGE POINTS.

TACHYON EW FTR
2xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

ELECTRON FTRS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

CNTR

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS
| D | D | D | D |

BOARDING PRTS
10

CREW UNITS
| 10 | 20 | 30 | 40 | 50 | 60 |

DECK CREWS

PROBES 5

THIS SHIP CAN ACCELERATE
NO MORE THAN 5 MOVEMENT
POINTS OR DOUBLE THE
CURRENT SPEED. IT CAN
DISENGAGE BY ACCELERATION.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

LS = LF + L + LR
RS = RF + R + RR

TYPE II PHASER TABLE

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	5	4	3	2	1	0
3	6	5	4	4	3	1	1	0
4	5	4	4	3	2	1	0	0
5	4	4	3	3	1	0	0	0
6	4	3	3	2	1	0	0	0

TYPE III DEFENSE PHASER

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

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

Fighters: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

VUDAR SMALL AUXILIARY CRUISER

YS:150
DK:5
EX:7
CR:3

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

PH-1-FA 1 2
HULL SHTL HULL
F F
BTTY
PRB
PH-2 BRDG PH-3
3 5
4 6
360° APR 360°
360° TRAC LAB TRAN
A HULL
CARGO
BTTY IMP EMER
L WARP R WARP
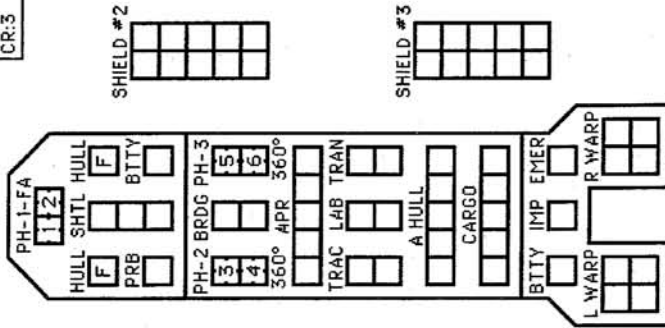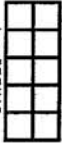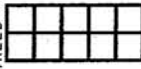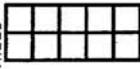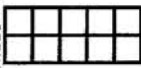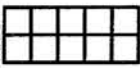
THE SMALL AUXILIARY CRUISER CAN ACCELERATE BY FIVE MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

SENSOR 6 0
SCANNER 0 9
DAM CON 2 0
EX DAM

SHIP DATA TABLE

TYPE	= S-AC
POINT VALUE	= 50
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= N/A
SIZE CLASS	= 4
REFERENCE	= R1.58

THIS SHIP DOES NOT INCLUDE THE IONIZATION SYSTEM.

TURN MODE

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

NO	
HET	
BONUS	
BD	

FA = LF + RF

CREW UNITS

* 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES
8

TRANSPORTER BOMBS
D D

PROBES
5

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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	5	4	3	2	1	0
3	6	5	4	4	3	1	0	0
4	5	4	4	4	3	1	0	0
5	4	4	4	3	3	0	0	0
6	5	3	4	3	2	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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	3	1	1	0
3	7	5	5	4	4	4	3	2	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	2	1	0	0	0
6	4	4	4	3	3	2	2	0	0	0	0

6 = ERRATIC MANEUVER WARP COST

5 = HET COST

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	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

VUDAR LARGE AUXILIARY CRUISER

YS:160
DK:6
EX:15
CR:4

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #6

SHIELD #5

SHIELD #4

EMER | PH-1-FA | PRB
PH-2 | APR | SHUTTLE | BTTY PH-2
PH-2 | LS | F HULL | RS
PH-2 | BRDG | PH-3 | AUX | PH-2
360° | APR | 360° | APR | 360°
TRAC | LAB | TRAN
A HULL | CARGO
WARP
PH-3-RA | EMER
TRAC | IMP

THE LARGE AUXILIARY CRUISER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

THIS SHIP DOES NOT INCLUDE THE IONIZATION SYSTEM.

CNTR

SENSOR | 6 | 3 | 0
SCANNER | 0 | 2 | 9
DAM CON | 2 | 0
EX-DAM

SHIP DATA TABLE

TYPE	= L-AC
POINT VALUE	= 90
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= N/A
SIZE CLASS	= 4
REFERENCE	= R1.59

TURN MODE / SPEED

TURN MODE		SPEED
D	1	2-4
	2	5-8
NO	3	9-12
HET	4	13-17
BONUS	5	18-24
BD	6	25+

FA = LF + RF
RA = LR + RR

TYPE III DEFENSE PHASER

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

CREW UNITS

| * | | | | | | | 10 | 20 | 30 |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

| | | | 10 |

TRANSPORTER BOMBS

| | D | D |

PROBES | 5

TYPE II PHASER TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	0	0
3	7	6	5	5	4	4	3	1	0	0	0
4	6	6	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

⑤ = HET COST　　⑥ = ERRATIC MANEUVER WARP COST

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.	1/2	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

VUDAR HEAVY AUXILIARY CRUISER

YS:180
DK:9
EX:22
CR:5

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CNTR

SENSOR 6 3 0
SCANNER 0 2 9
DAM CON 2 2 0
EX DAM

SHIP DATA TABLE

TYPE	=	H-AC
POINT VALUE	=	125
BREAKDOWN	=	1-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
IONIZATION	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.60

TURN MODE

E	SPEED
1	2 – 3
2	4 – 6
3	7 – 10
4	11 – 14
5	15 – 20
6	21 – 29
7	30+

NO HET	
BONUS	
BD	

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + R + RR

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D

CREW UNITS: *　10 20 30 40

BOARDING PARTIES: 10

PROBES: 5

TYPE II PHASER TABLE

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

TYPE I OFFENSIVE PHASER TABLE

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	0
2	8	7	6	5	5	4	3	2	1	0	0
3	7	6	5	4	4	4	3	1	0	0	0
4	6	5	4	4	4	3	2	0	0	0	0
5	5	5	4	3	3	3	1	0	0	0	0
6	4	4	4	3	2	2	0	0	0	0	0

THE HEAVY AUXILIARY CRUISER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

VUDAR COMMAND CRUISER

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

YS:179
DK:9
EX:21
CR:9

CNTR

SENSOR | 6 | 6 | 5 | 3 | 1 | 0
SCANNER | 0 | 0 | 1 | 3 | 5 | 9
DAM CON | 4 | 4 | 2 | 2 | 0
EX.DAM

SHIP DATA TABLE

TYPE =	CC
POINT VALUE =	170
BREAKDOWN =	5–6
SHIELD COST =	1+1
LIFE SUPPORT =	1
IONIZATION =	1
SIZE CLASS =	3
REFERENCE =	R17.37

BONUS SHIP: THIS SHIP IS CONJECTURAL. THERE IS NO RECORD THAT THE VUDAR BUILT ANY SHIPS OF THIS CLASS AT THIS TIME. DATA NOT ON THE SSD IS IDENTICAL TO THAT OF THE CA. THE SHIP DESCRIPTION IS IN CAPTAIN'S LOG #32 AND IS CURRENTLY IN PLAYTEST.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

CREW UNITS * 10 20 30 40 50

BOARDING PARTIES 10

PROBES 5

TURN MODE

C	SPEED
1	2–4
2	5–9
3	10–14
4	15–20
5	21–27
6	28+

HET
BD

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

TYPE I OFFENSIVE PHASER TABLE

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	4	3	2	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	6	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

TYPE II PHASER TABLE

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	3	1	0	0
3	6	4	4	4	3	1	0	0
4	5	5	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	4	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

ION CANNON TABLE

RANGE	0–1	2–3	4–5	6–8	9–15	16–23	24–30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

VUDAR SURVEY CRUISER

VS:175
DK:9
EX:20
CR:8

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

CNTR

Ship labels: SEN 2, PH-1-FA, 2 R, PH-3 4, CARGO, RS, HULL F, TRAN, EMER, HULL R, TRAC, PH-2-RA 6, R WARP, LAB, BRIDGE, LAB, BATTERY, SHTL, IMPULSE, ION-FX A B, C WARP, SEN 1, PH-1-FA L 1, PH-3 HULL 3, CARGO, HULL F, AUX, PRB, HULL R, TRAC, PH-2-RA 5, L WARP, LS

DAM CON 4 4 2 2 0
EX DAM
SENSOR 6 6 5 3 1 0
SCANNER 0 0 1 3 5 9

SHIP DATA TABLE

TYPE	= SR
POINT VALUE	= 160/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 1
SIZE CLASS	= 3
REFERENCE	= R17.38

TURN MODE

TURN MODE	SPEED
C	
1	2-4
2	5-9
3	10-14
HET 4	15-20
BD 5	21-27
6	28+

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE II PHASER TABLE

DIE ROLL	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	0
3	6	4	4	3	1	1	0	0
4	5	4	3	3	1	0	0	0
5	5	4	3	3	0	0	0	0

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

CREW UNITS

* | 10 | 20 | 30 | 40

BOARDING PARTIES

10

PROBES

10

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	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	4	2	1	0	0
3	7	5	5	4	4	3	3	1	0	0	0
4	6	5	4	4	3	3	2	0	0	0	0
5	5	5	4	3	3	2	1	0	0	0	0
6	4	4	4	3	2	2	0	0	0	0	0

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	NA	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

BONUS SHIP: THIS SHIP IS CONJECTURAL, THERE IS NO RECORD THAT THE VUDAR BUILT ANY SHIPS OF THIS CLASS AT THIS TIME. DATA NOT ON THE SSD IS IDENTICAL TO THAT OF THE CA. THE SHIP DESCRIPTION IS IN CAPTAIN'S LOG #32 AND IS CURRENTLY IN PLAYTEST.

MODULE F2 (this sheet only)

Diecutter: Cut From This Side
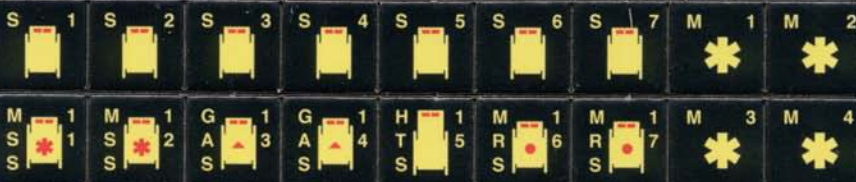
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