STAR FLEET BATTLES

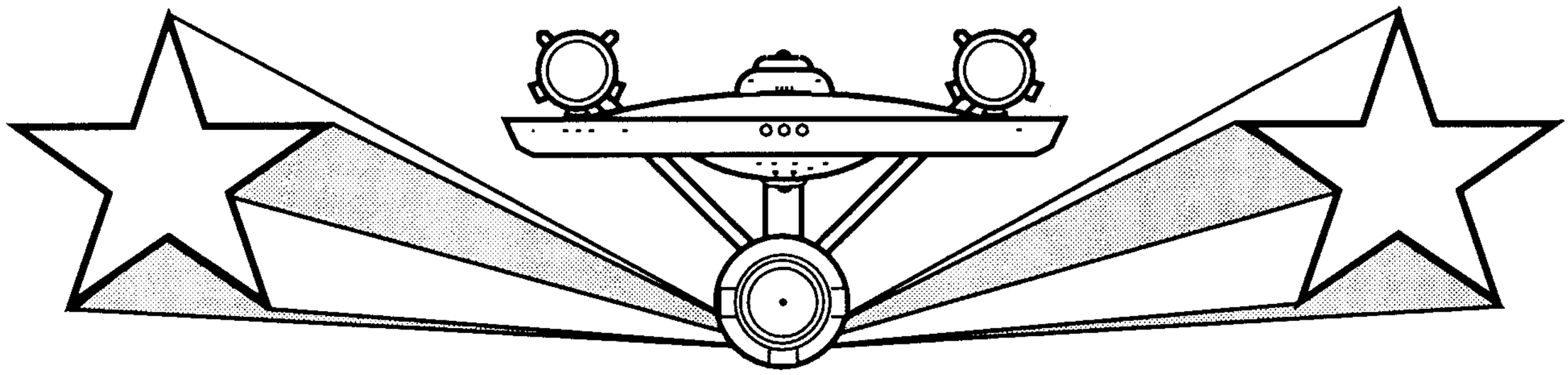
NEW WORLDS III

CAPTAIN'S MODULE C3

STAR FLEET BATTLES
CAPTAIN'S EDITION

TASK FORCE GAMES™

STAR FLEET BATTLES



CAPTAIN'S MODULE C3
NEW WORLDS III

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(Z21.0) NOTES ON MODULE C3

(Z21.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE C3 is a modular component of the Star Fleet Battles Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set. To use some of the material in this product, you must also have Advanced Missions and Modules C1–C2.

This rulebook is designed to be cut into separate pages and integrated into your main SFB rulebook.

A complete copy of Module C3 includes:

64-page rulebook (this book)
80-page SSD book
two sheets of die-cut counters (216 counters)

(Z21.2) DESIGN CREDITS

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STAR FLEET BATTLES CAPTAIN'S EDITION MODULE C3 was created by Amarillo Design Bureau and published by:

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Special thanks to Chuck Strong, who drove to Amarillo to read the final draft and found several minor corrections and one really embarrassing goof.—*Steve & Steve*

(D24.0) ANDROMEDAN CRITICAL HITS *(Optional)*

To increase the excitement of particularly tense scenarios, players may wish to include the possibility of critical hits (D8.0). If they do so, the Andromedan ships (because of their unique nature) will require special handling. The following rules are the Andromedan version of the (D8.0) Critical Hit rules. Both (D8.0) and (D24.) must be used, or neither.

(D24.1) ANDROMEDAN PROCEDURE

The Andromedans, with their unusual technology, have many similarities, but also some oddities, when a critical hit is scored on one of their ships.

(D24.11) PANELS: The Andromedan's PA panels are better able to block the random power surges that account for most critical hits. If 40 or more damage points are scored on a given set of PA panels in any single impulse, that ship must roll two dice to determine if a critical hit has been scored. See the results in (D24.2).

(D24.12) PENETRATION: If 20 or more points of internal damage are scored in the current impulse against a given Andromedan ship (including damage caused by released power), that ship must roll two dice to determine if a critical hit has been scored. See the results in (D24.2).

(D24.13) CONCURRENCE: Only one such roll is made during any given turn, even if one or both the conditions are met several times during the turn.

(D24.14) POWER TRANSFERS do not trigger the critical hit system. Only damage points do so.

(D24.2) EFFECT ON ANDROMEDAN UNITS

The systems that suffer a critical hit, the effect of those hits, and where they are different from such a hit on a Galactic Powers ship are as follows:

2 = Active fire control (D6.6) fails; ship switches to passive fire control (D19.0) until active system is repaired. [Same as (D8.0).]

3 = Battery failure. The Andromedan ship cannot access the batteries for any reason. No power can be added to or taken from the batteries; no power currently stored in the batteries is lost. Note that this is different from such a result on a Galactic Powers ship.

4 = Transporter failure. Transporters cannot be used until repaired. This result is no different than for a Galactic Powers ship, but note that this will prevent a mothership from recovering its satellites, although it CAN still launch them by using the displacement device.

5 = Power failure in the labs. Labs cannot be used until repaired. Emergency damage repair (D14.0) is impossible; any such repairs in progress are lost. [Same as (D8.0).]

6–8 = No critical hit.

9 = Tractor beam breakdown. Tractors cannot be used until repaired. All existing tractor links are released. This could cause docking to be broken; ships inside the hangar would be unaffected, however. Negative tractor can still be used. This result is different than for a Galactic Powers ship in that the Andromedan ship also cannot use a TR beam as a tractor (E9.4) until this critical is repaired, except that (E9.43) negative tractor may be used normally. TRs can still be fired normally (as weapons).

10 = Hatch controls jammed. This will prevent the ship from using its (R10.1D42) hatch to lay T-bombs or allow shuttles to land until it is repaired. [Same as (D8.0).]

11 = Maneuver restricted. Ship cannot exceed a speed of 8, cannot perform an HET or EM, and its turn mode is increased by one at all speeds. [Same as (D8.0).]

12 = Warp engine controls are damaged, and the ship cannot use warp energy for movement. One-half of the output of the warp engines can be used for other purposes; the other half of the power cannot be used for any purpose until repaired. [Same as (D8.0).] See (D24.23).

(D24.21) DESTRUCTION: Critical hits never destroy any system. They only prevent its use until the critical hit is repaired. In the case of Andromedan ships, however, the loss of power under result 12 may leave panels with more energy than they can hold, resulting in the release of that energy. Also note that result 3 would prevent power from flowing to the batteries when released and could also result in internal damage. Note that repairs to critical hits are resolved separately from repairs to damage.

(D24.22) EFFECT: All critical hits take effect immediately.

(D24.23) WARP: In the case of a warp engine critical hit, the ship stops moving immediately. If impulse power was allocated to movement, the ship may use it to make one tactical maneuver during the remainder of the turn. The ship's Energy Allocation Form must be adjusted immediately by (D22.0); all power to movement may be cancelled.

(D24.3) REPAIR

(D24.31) PROCEDURE: All critical hits are repaired in the same manner, but if more than one is in effect, the owning player may only attempt to repair one of them during the turn. The ship's damage control parties perform this function. The procedure is to roll one die at the end of the turn. If the result is 1–4, the hit is repaired; if the result is 5–6, it is not.

Subtract one from the die roll for the second (and two for the third and subsequent) attempt to repair the same occurrence of the same hit. Outstanding (G21.132) and poor (G21.232) crews have a die roll modifier.

(D24.32) LEGENDARY OFFICERS: Legendary Engineers and Science Officers can use (G22.41) to make "independent attempts" to repair critical hits, but no two officers can work on the same critical hit. They must be in the box they are repairing, but would become casualties if ship combat damage struck their previous duty station. Officers must be in a control box to repair fire control or maneuver hits.

END SECTION (D0.0) MODULE C3

(Z21.6) DESIGNER'S NOTES

This product was designed to complete the histories of two races (the WYN and Andromedans), formally publish the most official unofficial SFB material (the Lyran Democratic Republic), and introduce the first new race in six years (the Seltorians). In one sense, this material completes the Star Fleet Universe; in another sense, it opens doors to new vistas of savage combat and exciting exploration.

WYN WAR OF RETURN: Staff Officer Marc Cocherl first proposed the WYN "fish" ships and the "War of Return" in 1987, but they had to wait until after Doomsday for publication. The ships are superb designs and have been popular in playtesting since they were first released.

The problem with a "War of Return" was that the WYN Cluster could not possibly hope to produce enough ships to conquer the Kzinti Hegemony. The obvious solution (based on the published history) was to postulate another Civil War and have the "Fish Fleet" provide the forces to tip the balance of power. The divisions within the WYN government and the need to hire Orion mercenaries allowed us to use some fun political rules in some of the scenarios.

One complication of the "War of Return" was that it took place during the era of X-ships. It was historically impossible to print the war without including X-ships, but the official rules for those units do not exist except in playtest form. We have included an extract of X-ship rules which players will find more than adequate. When Module X appears, the extract in C3 should be ignored in favor of the "real" rules.

There was not room for all of the battles of the War of Return, but you can look forward to seeing them in future products.

ANDROMEDANS: During the great Andromedan revolution during the preparation of the Captain's Edition, it became clear that we needed more information on the Andromedans, specifically including their ground bases and other auxiliary units, information we are happy to present here. The "sleds" came about very late in the design process as a class of ships needed to approximate the auxiliary ships employed by the Galactic Powers.

To provide a needed medium-sized base, Steve Cole designed the battle station several years ago. Tony Medici pointed out that Andromedan bases are extremely vulnerable to plasma torpedoes and suggested the Temporal Elevator as a solution. His original proposal was unworkable (and then lost to history), so Steve Cole and Steve Petrick re-invented the concept based on the Doomsday Andromedan rules. The playtesters found the Temporal Elevator less than perfect for its original mission, but found many other uses (i.e., making bases immune to Hydran Stingers and to drones, finessing the range, dumping power).

The trickiest part of the Temporal Elevator rules was the ESG interaction. We considered just saying that ESGs couldn't affect elevated objects, but that made the ESG useless. We considered saying that the ESG ignored the elevator and hit everything, but that didn't match the engineering. We tested a rule in which a fragment of the ESG traveled up the elevator shaft as a seeking weapon, but this required entire pages to explain the interactions. Lyran Commander Gregg Dieckhaus came up with the solution we finally used (resolve the hit immediately, but hit things at lower levels first).

The need for defenses against plasma torpedoes was extended to the PA mine. Numerous proposals for transporter mines that could not be used for Galactic Powers fit in nicely with the new Andromedan bases.

The Critical Hit rules came about when a player asked us how to adapt (D8.0) to his Andromedans.

LYRAN DEMOCRATIC REPUBLIC: This "race" was originally designed by Stephen Koehler and was first published in Nexus Magazine #13, then reprinted in Commander's Rules Update #2 and then again in Captain's Module P5.

The LDR adds political color to the background of the universe. This neutral enclave is ethnically Lyran, but is politically independent. The combination of ESGs and gatlings has long been a favorite of the more fanatical SFB players who obtained the earlier products.

SELTORIANS: The original proposal for the Seltorians came from Stacy Bartley, and the history presented for them is very much the "oral history" he originally gave. There was, however, never a formal written proposal.

The web breaker was created from whole cloth after the previous "Jericho Project" failed to produce an adequate anti-web weapon. Shield cracker was added for three reasons: it explained why no one noticed the addition of web breaker to Seltorian ships, it balanced their firepower, and it was consistent with the "swarm marines" background.

The particle cannon was originally designed by Bruce Graw for a new race proposal that was not accepted. Ken Burnside extensively modified it for consideration in the search for a new Seltorian weapon. (The staff and players quickly convinced the two Steves that the galaxy did not need another disruptor race.) The design of the weapon then underwent two further radical revisions, each seeking a balanced weapon that was something new rather than just a mix of rules from existing weapons.

The resulting particle cannon is a fascinating weapon because it is so radically different from galactic weapons, in ways not entirely obvious. For example, it is the only weapon which can be overloaded and then still fire a standard-load shot. This is due to the "capacitor" system, into which you put power when you have it and from which you take power when you need it. While it cannot use reserve power at the moment of firing (if the capacitor is full), it doesn't need to since it has its own reserve power. The particle cannon is, in some ways, like a slightly weak disruptor that can fire twice per turn.

The ship design concept was created by Steve Cole to be "something different." Playtesting produced minor changes.

NEO-THOLIANS: Including the Neo-Tholians allowed us to also bring you the first extra-galactic SFB scenarios, set in the Tholian Home Galaxy. That meant that we had to provide the rest of the original Tholian fleet, so we provided the long-sought and often proposed Neo-Tholian destroyer and frigate.

SSDs for Neo-Tholians with particle cannons will have to wait for another product. (Perhaps, in that product, we will find out if there is any truth to the rumor that a Neo-Tholian frigate arrived with the original Dyson Sphere but was lost in the first battles with the Klingons.)

SCENARIOS: We prepared many more scenarios for this material than C3 could contain, and the staff has already begun producing new scenarios at a prodigious pace. Many of these will appear in future products, including Captain's Log and Module S2.

MORE NEW RACES? Some players want them (along with new weapons and systems); some only want new races (such as the Frax) which use existing technology; and some do not want new races at all. We will probably do some (Module C4) at some point in the future, but it took most of a decade to get these new races ready, and it will be a couple of years before we have any more. We are NOT accepting submissions; we have dozens on file. Your comments are welcome. If you remain silent, someone else will decide the future of SFB.— *Stephen V Cole & Steven P Petrick, Amarillo Design Bureau*

(E15.0) WEB BREAKER

Seltorian scientists developed the web breaker in the original Tholian Home Galaxy from the earlier shield cracker (E16.0), and used it in their revolution against the Tholian Will. The ships of the Seltorian Tribunal that arrived in our galaxy were fitted with this weapon.

The device operates by generating a countervailing frequency which partially (or completely) counteracts the web vibrations, causing a reduction in strength.

Web breaker can ONLY affect webs. It cannot affect any other target. Web breaker can be fired as a shield cracker (E16.0), in which case it can only affect shields.

(E15.1) DESIGNATION

(E15.11) SSD: Each box on the SSD labeled "WB" represents one web breaker. Note that the weapon is actually a shield cracker fitted to fire in web breaker mode. This is done to avoid confusion. Should SSDs be published with "SC" (shield cracker), this will indicate weapons which cannot fire in the web breaker mode.

(E15.12) DESTRUCTION: Web breakers are destroyed on "drone" hits on the Damage Allocation Chart.

(E15.13) TECHNOLOGICAL LIMITATIONS: Web breakers are extra-galactic technology (in the Milky Way). Even with captured examples, they cannot be reproduced or copied by any other race.

Web breakers cannot be used in Orion or WYN option mounts; exception: see (R15.Z2).

Web breakers cannot be mounted on PFs, fighters, defense satellites, armed freighters, drones, shuttles, or captor mines.

(E15.14) REPAIR COST: The cost to repair a damaged web breaker is 12 repair points (D9.7). As the web breaker is unique to the Seltorians, it cannot be repaired by non-Seltorian facilities. It can be hastily repaired (G17.5) as a shield cracker for 6 points. (Tholian facilities in the old galaxy can repair Seltorian shield crackers, but not web breakers. Seltorian facilities cannot repair web generators or casters.)

(E15.15) BPV: Web breaker is, effectively, a refit of the shield cracker. If using a ship in the old galaxy which has shield crackers but not web breakers, reduce the BPV by 2 points per weapon.

(E15.2) ARMING PROCEDURE

(E15.21) ENERGY: The web breaker is armed with two points of energy (from any source) during a single turn (or different turns). It can be fired on the turn of arming. No cooling is required between firings; the web breaker can be fired once every turn, subject to the normal 8-impulse delay (E1.50). It cannot be armed with fractional points of power.

(E15.22) HOLDING: Energy in web breakers can be held at no cost (up to the maximum arming of two points), but each point is lost if not used within five turns of being allocated (or at the end of the fourth subsequent turn if from reserve power). Lost power is treated as an undetectable discharge. At WS–II or WS–III, the weapon begins the scenario holding two points of power (as if charged on "turn zero").

(E15.23) RESERVE POWER: A web breaker can be armed with reserve power (although not on a turn in which it has already fired) and could then be fired immediately (or during any later impulse of the turn) or held.

(E15.24) FIRING MODE: The decision whether to fire a given web breaker in that mode or as a shield cracker (E16.0) is made at the instant of firing. NOTE: In some of the scenarios set in the original home galaxy, some Seltorian ships might not be able to fire this weapon in the web breaker mode.

(E15.25) OVERLOADS: There is no overload function for web breaker.

(E15.3) COMBAT PROCEDURE

(E15.31) TYPE: Web breaker (mode) is a direct-fire heavy weapon. It fires in the Marine Activity Stage (6B7) at the end of the Shield Cracker Step; see (E16.2).

(E15.311) Web breakers can ONLY affect webs; they cannot affect any other target. Web breakers cannot be linked to aegis. Web breakers cannot damage planets or any other terrain. Web breakers do not cause energy to be absorbed by PA panels.

(E15.312) If several web breakers are fired simultaneously at the same web, their effect is cumulative.

(E15.313) Web breakers cannot counter the fire of a web fist (E14.0).

(E15.32) PROCEDURE: The fire of a web breaker is resolved on the WEB BREAKER COMBAT RESOLUTION TABLE, which is found below and is repeated on the SSDs of ships armed with this weapon. The firing procedure is as follows:

Assuming that the weapon is armed, designate the specific web hex which is the target.

Roll one die and cross-index the die roll with the range to the web hex.

The number found at the cross-index on the table is the number of web strength points which are immediately subtracted from the strength of the web. A web reduced to zero is destroyed immediately (it cannot be reinforced); any excess points of web breaker damage are simply ignored. This is expressed in terms of net aggregate strength. A web six hexes long with a strength of 20 has 120 net aggregate strength points, and a result of 15 would reduce this to 105 and would reduce the effective strength of the web to 17 points (not to 5).

(E15.33) WEB BREAKER COMBAT RESOLUTION TABLE

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

EXAMPLE-CAST WEB: A Seltorian CA (which mounts two web breakers) is engaged in battle with a Neo-Tholian NCL in the Neutral Zone. The Seltorian CA is approaching the Neo-Tholian ship at high speed. The Neo-Tholian ship fires its web caster with maximum power at a range of 7, creating a web four hexes across, each with a strength of 12 points. (It has a total of 50 aggregate strength points, although only 48 count.) The Seltorian cruiser, which cannot avoid the web and does not wish to risk an HET, waits until the last moment and fires its web breakers at range 1, rolling a 2 and a 4. The die

roll of 2 causes 18 points, and the die roll of 4 causes 14 points, for a total of 32 points of reduced web strength. These 32 points are subtracted from the 50 points, leaving 18. This leaves the original 12-point free standing web at a strength of 4 points, enough to slow down the Seltorians but not enough to cause a breakdown due to high-speed impact.

EXAMPLE-FIXED WEB: A Seltorian squadron is supporting a Klingon attack on a Tholian BATS. The BATS has the usual three-tiered "wedding cake" web, and the outer web (5 hexes from the base, total length 30 hexes) has a strength of 20 (for a total of 600 aggregate strength points). The Seltorian squadron consists of a CA, a DD, and two FFs, with a total of five web breakers. All ships have positioned themselves 8 hexes from the base (taking advantage of the fall-off in the phaser-4 table), i.e., 3 hexes from the web. All of the ships fire, with die rolls of 1, 2, 4, 5, and 6. These produce 18, 16, 12, 10, and 8 web damage points, respectively, for a total of 64. This reduces the web's net strength total from 600 to 536, and the strength of the web is reduced from 20 to 17. (This assumes that the Tholians do not add more power to counteract the loss. Even so, if the Tholians cannot add about 32 points of energy to the web each turn, the web will eventually collapse.)

(E15.34) WEB: Web breakers can be fired at a web hex and can be fired from a web hex, but cannot be fired through one or more web hexes.
(E15.341) Web breakers cannot disrupt the webs holding together a pinwheel (C14.23).
(E15.342) Web breakers can be fired at a cast web which has not yet solidified. The effect will be the same as if the web had solidified. When the web solidifies, it will be at the reduced strength calculated by (E15.33).

(E15.35) ELECTRONIC WARFARE has no effect on web breakers, except for the penalties assessed on the firing ship for its poor crew (G21.111) or its erratic maneuvers (C10.41). Terrain-induced EW does not affect web breakers.

Note: Shield crackers ARE affected normally by all EW.

(E15.36) RANGE: The maximum range is 10 hexes. If the effective range is different from the true range (D1.4), use the effective range to access the table. The web breaker cannot be fired at a true *or* effective range of greater than 10. (Even a legendary officer cannot extend this range.)

(E15.37) TERRAIN: Terrain-induced EW does not affect web breakers, but does affect shield crackers.
(E15.371) ATMOSPHERE: Web breakers (and shield crackers) can be fired into, out of, or through atmosphere hexes with no atmosphere effects. Since web cannot be generated in an atmosphere, the utility of this ability is limited.
(E15.372) A web breaker cannot be fired (even in shield cracker mode) through a hex containing a planet (P2.321), moon (P2.232), star (P12.1), black hole (P4.23), or pulsar (P5.32). It can be fired into or out of such a hex.
(E15.373) NEBULA: Web breakers cannot function in a nebula (P6.0). This includes the shield cracker mode.

(E15.38) PASSIVE FIRE CONTROL: Web breakers can be fired under passive fire control to a maximum true range of five hexes (D19.23).

(E15.39) OTHER EFFECTS
(E15.391) Web breakers can be fired through ESG hexes (G23.0) and ignore them.
(E15.392) Web breakers cannot affect, degrade, or put power into PA panels.

(E16.0) SHIELD CRACKER

This was the original Seltorian auxiliary weapon. It is a function of the web breaker, or rather the web breaker is a function of the shield cracker. The shield cracker only affects shields; it has no effect on any other target.

The Seltorians used this weapon to knock down the shields of rebellious ships (96% of which were some version of an armed freighter) in order to send in Marines and capture them. This allowed the ships to be returned to their original duties without economic loss to the Empire.

The Tholians did not use this weapon because of the difficulties in conducting boarding operations on ships with radically different environments.

(E16.1) MODE: Shield cracker is a firing mode of the web breaker weapon; see (E15.24). All data from (E15.0), such as firing rates, energy cost, repair cost, technological limitations, etc., applies to the combined cracker/breaker weapon. Note particularly that shield crackers cannot be fired in a nebula (E15.373). EXCEPTION: Shield cracker is affected by all EW rules as any other direct-fire weapon is affected (E15.35).

(E16.2) FIRING PROCEDURE: Shield cracker is a direct-fire heavy weapon. It is fired in the Marine Activity Stage just after the Operate Shields Step. Note that EW adjustments are in the Direct Fire Stage, so any EW adjustment in anticipation of shield cracker firing has to be made during the previous impulse. However, there are adjustments in 6B3.

6B7: MARINES ACTIVITY STAGE
Mutiny Step: First die roll for mutiny (G6.20).
Operate Shields Step: Drop shields; restore shields dropped previously (D3.5).
Shield Cracker Step: Resolve fire from shield crackers. Shield damage is marked; ignore any "internal damage" that results. Web breakers are fired immediately after all shield cracker fire is resolved; web strength reduction takes place immediately.
Operate transporters (G8.0), including the laying of T-bombs (M3.22). Block boarding by (G8.23). Resolve "hit-and-run" raids (D7.8) conducted by transporter.
Reactive guard assignments are made (D7.86).
Crew unit transfers under (C13.471), (C13.951), and (G19.28) are made. Transfer of cargo under (G25.23) is conducted.
Mines laid two impulses previously by transporter (M3.22) become active if the laying ship is out of detonation range (M3.32).

(E16.3) SHIELD CRACKER COMBAT TABLE

RANGE	0	1–2	3–5	6–10
HIT #	1–6	1–5	1–4	1–3
DAMAGE	4	4	4	4

(E16.4) SHIELD DAMAGE ONLY: Shield crackers can only damage shields. They cannot damage any other type of target. They cannot sweep asteroids, degrade or put energy into PA panels, sweep mines, damage seeking weapons or shuttles, bombard planets, etc.

(E16.5) REINFORCEMENT INTERFERENCE: If a shield is reduced to zero strength by a shield cracker, power used to raise General Reinforcement (G8.23) in response to a boarding attempt on the same impulse will not block transporters through the shield downed by shield cracker fire.

(E17.0) PARTICLE CANNONS

Used as the primary armament of the Seltorians (and the original Tholians in their home galaxy), the particle cannon is a rapid-fire weapon that uses a very tightly controlled energy discharge.

(E17.1) DESIGNATION

(E17.11) SSD: Each "PC" box on the SSD represents one particle cannon. Each is recorded, armed, and fired separately.

(E17.12) DESTRUCTION: Particle cannons are destroyed on Torpedo hits on the Damage Allocation Chart (D4.21)

(E17.13) COST TO REPAIR: Particle cannons cost 9 points to repair. They can be hastily repaired by (G17.5) for 6 points, but can fire only once per turn and still have the 12 impulse delay of (E17.33). Particle cannons can be repaired at facilities of the race owning the ship, but not at foreign facilities. Prior to the Seltorian Revolution, Tholians and Seltorians could repair each other's particle cannons.

(E17.14) TECHNOLOGICAL LIMITATIONS: Particle cannons are extra-galactic technology. Even with captured examples, they cannot be reproduced or copied by any race.
(E17.141) Particle cannons cannot be used in Orion or WYN option mounts. However, see (R15.Z2).
(E17.142) Particle cannons cannot be used by Tholians (even Neo-Tholians) in our galaxy because the technology was lost to the Tholians. Tholians in their home galaxy use particle cannons instead of disruptors (and can never have disruptors); Tholians in this galaxy treat particle cannons as extra-galactic technology.

(E17.2) ARMING PROCEDURE

(E17.21) ARMING COST: Particle cannons do not use the typical arm/fire system of galactic weapons. Energy is from any source allocated into a capacitor, and energy for each shot is taken from that capacitor at the time of firing.
(E17.211) Each capacitor is linked to and part of a specific particle cannon. Energy in one PC's capacitor cannot fire another PC. Energy cannot be transferred between the capacitors of different PCs. If a PC is destroyed, its capacitor is destroyed with it (and would later be repaired with it).
(E17.212) The cost of each shot fired is as follows:

- Overloaded shot (first shot of turn) ..... 3 points
- Standard shot (first shot of turn) ..... 2 points
- Standard shot (second shot of turn) ..... 1 point

(E17.22) HOLDING: The particle cannon's capacitor can hold a maximum of five points of energy at any one time. This can include reserve and allocated power. Reserve power cannot be sent to the capacitor if it exceeds the limit, even if the capacitor is firing at the same instant.
(E17.221) The ship must pay a holding cost at the start of each turn equal to one-half of the energy in each particle cannon capacitor. This holding energy must be allocated; it cannot come from the reserve or from the capacitor. If less than the required energy is paid, some of the energy in the capacitor will be discharged to restore the proper balance. This discharge can be detected and must be announced (including the amount of power discharged). There is no provision to voluntarily discharge power in a capacitor except by voluntarily failing to pay the holding cost.
(E17.222) At WS–0, the capacitor has no energy. It holds 2 points at WS–I, 3 points at WS–II, and 5 points at WS–III.
(E17.223) The capacitor can hold (but not use) fractional points of energy. Doing so will, however, complicate the bookkeeping considerably.

(E17.3) FIRING PROCEDURE

(E17.31) FIRING PROCEDURE: The number of damage points scored by a particle cannon is determined by the range and a die roll. Refer to the (E17.35) PARTICLE CANNON FIRING TABLE, which is found on ships equipped with the weapon and is reproduced below. Roll a single die; if the result is within the probabilities listed, the weapon has hit the target and scored the designated damage. If the result is not within the Hit# listed, the weapon missed and scores no damage.

(E17.32) RANGE EFFECTS: When firing at a target without a lock-on, use the effective range for the hit probability and the true range to determine the damage scored. Particle cannons have a maximum range of 30 hexes, and cannot fire at a true range of 0. Exception: See (E17.42).

(E17.33) FIRING RATE: A given particle cannon can be fired once per 12 impulses and can be fired up to twice per turn. Discharging energy from the capacitor does not reset the 12-impulse delay. The 12-impulse delay of the particle cannon (including firings on different turns) supersedes the 8-impulse delay of (E1.50); do not add the delays together.

EXAMPLE: A Seltorian cruiser begins the scenario at WS–II with 3 points in each capacitor. It pays 1.5 points per PC to hold this energy. During Turn #1, another 1 point per PC is provided by allocated power, bringing each to 4 points (the most that can be fired in a single turn). The PCs fire an overloaded shot, expending 3 of the 4 points in each capacitor. Twelve impulses later, it uses the last point in each capacitor to fire a standard shot from its PCs.

(E17.34) TYPE: The particle cannon is a direct-fire heavy weapon. It fires in the Direct-Fire Weapons Fire Stage (6D2) of the Sequence of Play (Annex #2).

(E17.35) PARTICLE CANNON FIRING TABLE

RANGE	0	1	2	3–4	5–8	9–15	16–22	23–30
HIT #	1–6	1–5	1–4	1–4	1–3	1–3	1–2	1–2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

(E17.4) OVERLOADS

(E17.41) POWER: The particle cannon can fire overloaded shots; this requires 3 points of power per shot fired in this manner. Only one shot per cannon per turn can be fired as an overload due to safety requirements, and this must be the first shot fired on that turn (E17.3).

(E17.42) RANGE AND EFFECT: An overloaded particle cannon cannot be fired beyond a range of 8 and can fire at a range of 0. The damage of an overloaded particle cannon shot is doubled. Do not calculate this damage for yourself; use the overloaded (OL) damage line in (E17.35).

(E17.43) NUMBER OF SHOTS: Only the first of the two shots permitted to a particle cannon each turn can be fired or discharged as an overload in a given turn. The overloaded shot must be the first shot fired from the cannon during the turn; it cannot be the second shot even with reserve power. If a standard shot was fired first, a second shot during the same turn cannot be an overloaded shot.

(E17.44) FEEDBACK: An overloaded particle cannon firing at range 0 will do 2 points of feedback damage on the facing shield of the firing ship per hit scored. Only the firing ship receives feedback damage. This does not reduce the damage to the target in any fashion. See (E17.32).

(E17.45) IRREVERSIBILITY does not apply to the concept of overloading a particle cannon (unlike all other overloadable weapons in the game system at this time). The decision to fire a given PC as a standard or overloaded shot is made at the instant of firing.

EXAMPLE: A Seltorian destroyer is closing on an enemy ship and is within overload range. It has 3 points of power in each of its PCs. It could fire these as overloads, using all three points of power. Or it could fire them as standard loads (using only two points) and use the other point of power to fire a standard shot later in the turn (or a subsequent turn). The Seltorian player decides to fire standard shots in order to have a second shot from each PC to use against approaching fighters later in the turn. He could have fired the PCs overloaded and then used reserve power for a second shot, but reserve power is always a limited commodity on a starship.

(E17.5) SPECIAL CASES

(E17.51) PA PANEL INTERACTION: Particle cannons do not have a lower leak function (D10.332) against PA panels as disruptors do.

(E17.52) TERRAIN: Particle cannons cannot be fired through a hex containing a planet (P2.321), moon, star (P12.1), black hole (P4.23) or pulsar (P5.32). They can be fired into such a hex. They can be fired through asteroid hexes with the usual EW penalties.

(E17.53) ATMOSPHERE: Particle cannons lose one point of damage per hex of atmosphere they are fired through, as disruptors do (P2.543).

(E17.54) MODIFIER AGAINST DRONES: The particle cannon is penalized as a heavy weapon (FD1.52).

(E17.55) WEBS: Particle cannons have no effect on webs. They are treated as any other direct-fire heavy weapon in that regard. They cannot be fired through webs, even by Tholians.

(E17.56) NON-VIOLENT COMBAT: Particle cannons can use non-violent combat (D6.4).

END SECTION (E0.0) MODULE C3

(G31.0) TEMPORAL ELEVATOR

The Temporal Elevator (TE) is used by Andromedan bases to provide protection from attack, particularly by seeking weapons. The temporal elevator creates a time rift (or perhaps a spatial distortion, no one is certain) which causes seeking weapons to spend several impulses at a fixed distance from the base, making it easier for the base to destroy the weapon. The Temporal Rift, caused by the temporal elevator, also affects the "true range" for all systems, affecting virtually everything in the game.

(G31.1) INSTALLATION AND OPERATION

(G31.11) INSTALLATION: The temporal elevator is not shown on the SSD, although each Andromedan base has one. (The battle station and base station, even though made up of components, have only one temporal elevator.)
(G31.111) The temporal elevator cannot be destroyed by weapons damage or hit-and-run raids.
(G31.112) To use the temporal elevator, the base must have positional stabilizers (G29.0) and they must be active and locked.
(G31.113) Bases on planets and moons, or in orbit (P8.0), cannot use the temporal elevator and do not have it installed.
(G31.114) Bases on large asteroids (P3.4) cannot use the temporal elevator because the mass of the asteroid is too much to elevate.
(G31.115) Andromedan bases equipped with temporal elevators (i.e., all of them except ground bases and those in orbit) cannot be closer than 13 hexes from each other.

(G31.12) TECHNOLOGY: The temporal elevator is Andromedan technology and cannot be copied, purchased, or used by other races, even when in possession of captured examples.

(G31.13) ENERGY COST OF OPERATION: To activate the temporal elevator, it must have been charged with a certain number of units of warp energy (G31.133) on the turn of use. This can be reserve warp power at or before the point at which ascent begins.
(G31.131) Energy cannot be held in the temporal elevator for possible future use. If the temporal elevator was armed but not used, the energy is lost. If this was reserve warp power, the power does not return to the batteries [an exception to (D10.74)] but is lost.
(G31.132) If the device is operating at the end of a turn, it must be allocated an additional number of points of warp energy (equal to the original arming) per turn to continue operating.

(G31.1321) If this energy is not allocated [or if for any reason the device stops functioning, e.g., (D22.0)], the base will immediately begin descending at the "uncontrolled descent" rate of one level per impulse (G31.2221). Once this involuntary descent begins, no more power can be applied to the temporal elevator until the Energy Allocation Phase after the base reaches level 0. Reserve power cannot be used to halt or reverse this involuntary descent.

(G31.1322) A base may voluntarily turn off the TE at any point in the turn and begin a rapid involuntary descent, which cannot be stopped.

(G31.133) The energy cost for operating the TE is different for each base, as is shown in the following chart:

ENERGY COST OF OPERATING TEMPORAL ELEVATOR

BASE	SAT B	BS	BATS	SB
UNIT	Size 4	Size 3	Size 2	Size 1
ENERGY	4	6	8	16

The cost of elevation is increased for externally-docked units based on their size class. For example, a BATS with an externally docked Klingon F5 would pay 12 points (8+4). Units of size class 5 and smaller do not increase elevation cost.

(G31.14) OPERATIONS CYCLE: If the base descends to level 0, the temporal elevator is discharged and must be recharged before it can be used again. Arming cannot be started during that same turn with reserve or allocated power. This prevents a base from making multiple descents to zero or ascents from zero in a single turn.

(G31.15) LEVELS: The temporal elevator works by creating a time rift (G31.21). The extent of this rift is expressed in levels, each representing one additional hex of distance to cross. For example, a plasma torpedo approaching a base with a temporal elevator operating at level 5 would have to move an additional 5 hexes after entering the base's hex before actually impacting on the base. Units at level 0 are not "in" the elevator for any purpose.

One way to understand the operation of the temporal elevator is to imagine the base being moved one hex "up" above the map for each level. Seeking weapons would thus enter the hex of the base and then have to climb until they reach the base. This analogy is not entirely accurate, however, in that the firing arcs used to determine which of the base's weapons can engage the seeking weapon do not change from the initial determination. (The base is not really moving up; it is actually moving farther away from all six hex sides simultaneously. This concept, however, is more difficult to grasp.)
(G31.151) When the temporal elevator is first activated, the base is moved to level 1. Thereafter, the base can move up or down one level at a time. There must be a minimum of 4 impulses between any given change of levels. For example, the temporal elevator is activated on Impulse #17, moving the base to level 1. On Impulse #21, the base goes to level 2. The base could go to level 3 on Impulse #25, but for some tactical reason, delays this shift until Impulse #28. It could move to level 4 (or drop back to level 2) on Impulse #32.
(G31.152) Operation of the temporal elevator (including initial activation and subsequent changes in level) is conducted in Stage 6A2 Voluntary Movement, immediately before the movement of ships and seeking weapons.

(C1.313) ORDER OF PRECEDENCE: The following chart shows the correct order in which to move units which are moving in the same impulse. Units perform HETs during the step where they move.

1. Monsters move.
1A. Change in Temporal Elevation (G31.152) except seeking weapons.
2. Ships move.
3. Nimble ships move (C11.0).
4. Fighters and shuttles (including those used as seeking weapons) move.
5. Seeking weapons move *or change temporal levels.*
6. Bases rotate (C3.7).
7. Ships make tactical maneuvers (C5.0).
8. Nimble ships make tactical maneuvers.
9. Fighters make tactical maneuvers. Non-fighter shuttles cannot Tac; see (C5.43).

(G31.153) The current level of the base itself is recorded on a play aid chart provided and is known to all units. The sample chart below is filled out for the example in (G31.151).

TEMPORAL ELEVATOR LEVEL CHANGE RECORD

CURRENT LEVEL	TIME OF CHANGE TURN	TIME OF CHANGE IMPULSE	NEW LEVEL
0	*6*	*17*	*1*
1	*6*	*21*	*2*
2	*6*	*28*	*3*
3	*6*	*32*	*4 (or 2?)*

(G31.154) The highest possible TE level is 9. Units cannot be elevated to higher levels. A base at level 1 or higher can, however, transport objects to levels in the TE higher than itself (but still not higher than 9), perhaps to give a falling T-bomb time to arm. There are no negative levels.

(G31.2) EFFECT OF TEMPORAL ELEVATOR

(G31.21) BASIC EFFECT: The TE creates a time rift along a plane a short distance from the base. Only units at level 1 or higher are affected by these conditions. The presence of a TE in a hex does not affect fire or movement between other hexes which passes through a hex containing the TE.

(G31.22) EFFECT ON SEEKING WEAPONS: When seeking weapons enter the hex of a unit which is in a temporal elevator, they do not immediately strike the target. They must (using subsequent movement, just as if they were traversing extra hexes) continue to "move" (or "climb") toward the target. Note that this will, in effect, at least partially identify the target of those seeking weapons (F3.6).

(G31.2201) Seeking weapons targeted on other seeking weapons will hit if at the same level as their target, regardless of the original firing parameters.

(G31.2202) Scatter-packs which need to conduct evasion or station keeping will do so within the levels of the TE.

(G31.2203) Suicide freighters and deathrider PFs which have been released to seeking guidance are considered seeking weapons and can enter the elevator field.

(G31.221) The "movement" of these seeking weapons is recorded on a play-aid chart like that below. The first column is used to record the specific seeking weapon's identification *and the facing from which it entered the elevator.* (Certain other objects may also use this procedure; see the rules below.) The second column records the impulse in which the weapon entered the hex of the TE; this can be used later to verify that the weapon is at the correct level. (If the speed of the moving item is not 32, record the speed also.) The third column, consisting of nine boxes numbered 0–8, records the current level of the weapon. The lowest unchecked box is the current level. When the weapon first enters the hex, it is at level 0. As each impulse (when the weapon is scheduled to move) passes, the lowest box is checked off, indicating that the weapon is at the next higher level. When the level of the weapon equals the level of the target, the weapon has impacted on the target. (There is no need for a "9" box because, if the target is at that level, the weapon would hit when it reached it.)

OBJECTS AFFECTED BY TEMPORAL ELEVATOR

SW OR OBJECT ID	IMPULSE OF ENTRY	CURRENT LEVEL OF SEEKING WEAPON								
		0	1	2	3	4	5	6	7	8

(G31.222) Ships, non-seeking shuttles, and monsters cannot enter the temporal elevator field. Ships in the same hex with an elevated base are at level 0 except where provided below.

(G31.2221) Units already docked to the base can undock and will automatically descend at a rate of one level per impulse, including the impulse that the unit undocked or was dropped. (Movement of the unit in question is ignored, and any movement points are lost. It cannot change speeds in mid-turn, turn, perform an HET or TAC, use EM, dock, or disengage by any means, until the impulse after it reaches level 0. It cannot accumulate turn mode or sideslip points, or movement points to penetrate a web, while in the elevator. The undocked unit will maintain the original relative facing.) Anything launched by such a unit will descend at the same rate (except for seeking weapons targeted on the base or on other units at higher levels in the elevator). Ships in the elevator are at range 0 (plus the difference in their respective levels) from each other; no unit in an elevator blocks fire to or from other units in the elevator.

(G31.2222) This procedure is also used for mines dropped from the hatch of a unit in the elevator or transported into the field. In this case, a dropped mine would arm when it first reached a level two levels below the current level of the dropping unit. If detonated in the elevator field, the bomb will affect only the hex it is in, and in fact will affect only units on its own level and the level immediately above and below that level. A T-bomb which explodes in the hex at level 0 will affect everything at level 0 in that hex and the six surrounding hexes, and will also affect units in the elevator field at level 1. Movement within a TE will trigger mines, but a mine's own "movement" cannot trigger itself. Falling mines cannot be swept.

(G31.223) Terrain has various effects which must be handled in specific ways.

(G31.2231) Terrain which covers a broad area, such as a radiation or heat zone, covers all levels of temporal elevation equally and without any delay. Planets, moons, asteroids, rings, and dust clouds, however, do not enter the elevator and remain at level 0 only.

(G31.2232) Moving terrain fronts, such as gravity waves or debris ejected from a nova, are a special case. When the wave or field enters the base hex, a small bit of it is detached (without creating a shadow or reducing the further progress of the wave) and begins "climbing" toward the base and is handled as per (G31.221). It impacts the base with the same effect as it would have after traversing the specified distance. Note that this type of moving terrain front could overtake and damage (or destroy) slower seeking weapons which were moving up the levels should the terrain reach the level of the weapon before the weapon reaches the level of the base.

(G31.2233) Bursts of energy (e.g., pulsar bursts) are resolved like direct-fire weapons (TE range adjustment).

(G31.224) ESGs require special procedures when they strike a hex with an active elevator. Everything in the elevator (at whatever level) is subject to being hit immediately (i.e., in that step) in addition to anything else (in another hex) which the sphere hit at the same time, but the priority for damage will be the order of the levels of the objects (from lowest to highest).

Those objects at level 0 are considered equally with anything else (in a different hex) that the sphere struck on that impulse. After these interactions (if any) are resolved, the remaining effect of the ESG (if any) is applied to anything at level 1 [obviously using (G23.52) for priority]. After the level 1 interactions (if any) are resolved, the remaining effect of the ESG (if any) is applied to anything at level 2, and so on.

(G31.23) EFFECT ON RANGE: The "true range" from a unit to the base is increased by the number of levels that the base is elevated. For example, a ship in the same hex as a base at level 5 would have a range to that base of 5, and the range from the base to the ship would also be 5. A ship in hex 1212 would be 9 hexes from a base at level 7 two hexes away in hex 1214.

This range increase affects everything, including direct-fire weapons; range limits for transporters and mine control, EW lending, controlling seeking weapons; and launch by displacement. Certain special cases are noted below. Andromedan bases would often use the temporal elevator to obtain the most advantageous range to attacking enemy ships.

EXAMPLES: A Federation ship at level 0 can fire non-overloaded photons at an elevated unit in the same hex at level 2 or higher because the true range is more than one. A ship at level 0 cannot fire overloaded weapons at an elevated unit in the same hex at level 9. A Federation ship at level 0 fires overloaded photons at an elevated unit in the same hex at level 3 without taking feedback damage because the target (while in the same hex) is actually 3 hexes away.

(G31.231) The firing arcs of the base's weapons are not affected. Those weapons able to fire through a given hex side may engage seeking weapons which entered the base's hex through that hex side.

(G31.232) Explosions of mines and ships are (like everything else) affected by the increased distance, and an explosion in the base's hex might not affect it, if the levels were sufficiently separate. Explosions in adjacent hexes will not affect units at level 1 or higher. Explosions on a level will not affect adjacent hexes, but will only affect units on their own level and the level immediately above and below that level.

(G31.233) Ships inside or outside of the elevator may fire at seeking weapons in the elevator with the range adjusted for their respective levels. The distance between the two units is equal to the difference in their levels. For example, a ship at level 7 is 4 hexes from a drone at level 3.

(G31.234) Collateral damage (J3.3) against a wild weasel in the elevator field could affect only units at the same level.

(G31.235) Separate elevators have a cumulative effect on range. A base in 1210 at level 4 is 23 hexes from a base in 1223 at level 6.

(G31.24) ABSORPTION: The PA panels of units within the elevator absorb additional energy from the effects of the elevator itself. This is done during the Dogfight Resolution Interphase (6C) during the same step as PA panels absorb radiation damage.

(G31.241) The amount of energy absorbed depends on the level of the unit at the time of the Interphase. The table below indicates the amount of energy absorbed into each PA panel BANK (not box) during each PA panel radiation damage step. (This includes the "internal" banks on the BS.) Andromedan bases would often climb a few levels just to get energy to recharge their batteries.

LEVEL	1	2	3	4	5	6	7	8	9
ENERGY	1	2	3	3	4	4	5	5	6

(G31.242) Absorption applies to all units with PA panels in an elevator. It does not apply to units which never had PA panels.

(G31.243) Absorbed energy does not cause degradation (D10.32). If the panels are full, destroyed, or inactive, the unit ignores any further energy; it does not take internal damage.

(G31.25) FACING: The facing of units in an elevator is not changed by the elevator. With the exception of base rotations (which affect units docked to the base), no unit in an elevator can change its facing. When a seeking weapon enters an elevator, only weapons on units in the elevator which could fire into the hex from which the weapon came can fire at the weapon.

(G31.3) SPECIAL CASES

(G31.31) TRACTOR BEAMS to or from a base that activates an elevator field are broken when the base moves to level 1. (Exception: Units docked to the base externally maintain their tractors and docking.) Units in the elevator field cannot tractor each other, cannot be tractored, and cannot tractor units outside of the elevator.

(G31.32) DISPLACEMENT DEVICES can displace objects out of, but not into or within, an elevator, counting levels as additional hexes of range. A displacement device can be used by a unit in an elevator against another unit (in or out of the elevator), counting the levels as range (G31.23). Anything transported (G8.0) into an elevator hex is at level 0.

(G31.33) STASIS FIELD GENERATORS cannot affect an elevated base because of its positional stabilizers (G29.23). SFGs cannot affect other units in an elevator because of the interaction between the elevator and the SFG.

(G31.34) SPECIAL SENSORS are not blinded by the elevator and function normally, counting the levels involved as additional range (G31.23).

(G31.35) WEB cannot be at any level greater than zero. Web cast into a hex with a temporal elevator will be at level 0 and will not form inside the elevator itself. Web already in a hex with an Andromedan base will not rise to higher levels as the base elevates. The base effectively extricates itself from any web laid or cast into its hex. Units in an elevator cannot lay web (or form a pinwheel).

(G31.36) SURPRISE: Units which are "surprised" (D18.0) cannot operate a temporal elevator until activated.

(G31.36) DEACTIVATION: The temporal elevator can, under some cases, suddenly stop functioning, in which case the base will begin to descend at the maximum rate (G31.132). These cases include Energy Balance (D22.0), the base becoming uncontrolled (G2.2), failure to allocate power, or voluntarily (G31.1322).

(G31.37) CLOAKING DEVICES will not function inside an elevator due to the effects of the elevator field.

(G31.38) DISSIPATION of energy from PA panels is not affected by being in an elevator.

(G31.39) TRANSPORTERS will function inside an elevator, and items can be transported into an elevator. However, all items transported into a field are subject to involuntary descent at the rate of one level per impulse (G31.222).

END SECTION (G0.0) MODULE C3

TEMPORAL ELEVATOR LEVEL CHANGE RECORD

CURRENT LEVEL	TIME OF CHANGE		NEW LEVEL
	TURN	IMPULSE	

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OBJECTS AFFECTED BY TEMPORAL ELEVATOR

OBJECT ID	IMPULSE OF ENTRY	CURRENT LEVEL								
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8
		0	1	2	3	4	5	6	7	8

Record direction of entry in the ID column.

(M10.0) POWER ABSORBER MINES

Power Absorber Mines (PAMs) are used by the Andromedans as a defense against plasma torpedoes. They were first observed in Y170 and used thereafter.

PA mines are NOT "mines" in the traditional sense. They do not explode, and they do not have a "detection radius" per se. They are transported directly into a plasma torpedo and can affect only that specific torpedo. The concept of "minefields" of these mines is totally unworkable since each mine would be able to stop only those torpedoes that (by dumb luck) happened to directly hit them. There cannot be command-detonated or chain-detonated PA mines since the PA mine only works if the torpedo strikes it directly.

(M10.1) GENERAL

(M10.11) STATUS: PA mines are the same size as T-bombs. An Andromedan ship can replace some or all of its T-bomb storage with PA mines, i.e., it can purchase PA mines instead of T-bombs, with the total of both restricted by the overall limit on the number of T–bombs provided in (M3.13).
(M10.111) The Andromedan player should write the letter "P" in the T–bomb box for each T-bomb replaced with a PA mine. In cases where it is important to insure that this notation is not changed during play (e.g., in tournaments), the Andromedan player should cover the record track with clear tape or use indelible ink.
(M10.112) PA mines are the size of T-bombs. There is no NSM (i.e., large) sized version of the PA mine.

(M10.12) COST: PA mines can be purchased as Commander's Options at the same cost as T-bombs.

(M10.13) HANDLING: PA mines are, in all ways except as provided by (M10.2), handled as T-bombs. This includes for the purposes of storage, cargo transfer, etc.

Exception: PA mines are not explosive ordnance (G25.3).
(M10.131) There is no dummy PA mine, but each PA mine comes with one dummy T–bomb (M3.224).
(M10.132) Ships carrying PA mines cannot transfer energy to or from them.
(M10.133) Once used, PA mines are destroyed (M10.22) or become inert (M10.212) and cannot be transported back aboard or recovered in any other way.

(M10.14) TECHNOLOGY: Like all Andromedan technology, other races cannot copy, produce, buy, or use PA mines.

(M10.2) OPERATIONS

(M10.21) PLACEMENT: PA mines are placed in the same manner as T-bombs, i.e., by transporter (M3.22) or by dropping them from the (R10.1D42) hatch (M3.21). They are not under the restrictions of (M3.22).
(M10.211) PA mines placed by transporter become active immediately, rather than waiting two impulses as provided by (M3.223). (Since a T-bomb explodes, it cannot use this system.)
(M10.212) Transported PA mines which are not placed (by transporter) into a plasma torpedo become inert immediately. PA mines dropped from the hatch become inert immediately. In this condition, they can only affect ESGs (M10.2232). Inert PA mines cannot be recovered. It is impossible to place a PA mine in the anticipated path of a plasma torpedo because a miss of only a few meters would be a complete miss, and the path of a plasma torpedo cannot be calculated that accurately. This supersedes (M3.223) and (M3.226).
(M10.213) The type of terrain a PA mine is placed in has no effect on the mine, but might block the use of transporters. See (P6.0) Nebulae and (P11.0) Sunspot Activity. Either the mine is placed into a plasma torpedo (M10.22), or it becomes inert (M10.212).
(M10.214) The effects of electronic warfare (D6.37) on the ship could cause placement of the PA mine to fail, i.e., to miss the plasma torpedo. In this case, the mine is placed into the designated hex, but has no effect on the torpedo and becomes inert immediately. (The chances of accidentally landing in another plasma torpedo in the same hex are several billion to one and can be safely ignored.)
(M10.215) Two or more PA mines can be simultaneously transported into a single plasma torpedo; each requires a separate transporter.

(M10.22) EFFECT: The only effect of a PA mine is to reduce the warhead of the one plasma torpedo (including X-plasma torpedoes) into which the mine has been placed by 25 points. This takes effect at the instant that the mine is transported. If the torpedo is smaller than that, any surplus capacity is lost. The PA mine is destroyed by the act of draining energy from one plasma torpedo.

PA mines will have no effect on anything else [except an ESG field (M10.2232)]; they cannot stop drones, shuttles, or other seeking weapons.
(M10.221) Each PA mine affects only one plasma torpedo. If transported into a hex with several torpedoes, the Andromedan player selects the specific torpedo to be affected.
(M10.222) If the plasma torpedo is a PPT, the PA mine will transmit a signal to the ship which laid it, identifying the torpedo as a PPT. The mine then becomes inert and is unrecoverable (M10.212). The PPT is unaffected.
(M10.223) The PA mine does not explode and cannot damage or affect any unit except:

(M10.2231) Plasma torpedoes (M10.22).
(M10.2232) ESGs treat an inert PA mine as an inactive T-bomb (G23.61). (It is impossible, under the rules, for an ESG to strike an active PA mine.) A PA mine cannot draw energy out of an ESG as a PA panel on a ship would.
(M10.2233) PA mines have no effect on plasmatic pulsar devices, even though these are plasma-based weapons.

(M10.224) If the plasma torpedo is an enveloping type, the total warhead strength (after doubling) is what is affected. An enveloping type–S (nominal warhead 60 points) would be reduced to 35 points.

(M11.0) TRANS-CAPTOR MINE

The Andromedans operated a unique type of mine known as the Trans-captor (short for Transporter-Captor) mine. The Trans-captor mine contained four T-bombs (or PA mines) and a transporter able to deploy them. The Trans-captor was used as an active defense system around Andromedan bases. These mines were found around the first Andromedan bases encountered in Y171.

While similar in many ways to a captor mine, Trans-captors are governed by the rules below and not by the (M4.4) rules for captor mines.

(M11.1) GENERAL

(M11.11) TYPE: The Trans-captor mine (T-cap) is the size of a large captor mine. There is no small version of a Trans-captor.

(M11.12) EMPLOYMENT: Trans-captor mines are deployed only around Andromedan bases, including planets with ground bases. They are purchased under the same procedures and limits as other captor mines.
(M11.121) All Trans-captor mines are command-controlled; only Andromedan bases (including ground bases) can control Trans-captor mines (M5.26). Trans-captors cannot be triggered by target proximity or movement (i.e., automatic), deadman or chain detonators, or sensor mines.
(M11.122) The base must have active fire control to operate a Trans-captor mine and must have a lock-on to the hex in which the mine is to be placed. [This is determined by acquiring a lock-on to an imaginary non-cloaked unit in that hex.] To employ PA mines from a Trans-captor mine also requires a lock-on to the target plasma torpedo.
(M11.123) Trans-captor mines cannot be laid during a scenario.
(M11.124) Trans-captors cannot be controlled by a base which is more than 15 hexes away, including any effects of a Temporal Elevator (G31.0).

(M11.13) LOADING: A trans-captor mine holds four T-bombs or four PA mines or any combination.
(M11.131) There are no dummy T-bombs in a Trans-captor mine.
(M11.132) The specific contents of a given Trans-captor mine must be recorded in writing before the scenario begins; this information is not revealed to the opposing player until the scenario is completed.
(M11.133) Trans-captor mines cannot be reloaded by transporter. They cannot be reloaded during a scenario. They are automatically reloaded between scenarios.

(M11.14) TECHNOLOGICAL RESTRICTIONS: This mine is used only by Andromedans; no other race can produce or use this type of mine, even when in possession of captured examples. No Galactic Power was able to duplicate the Andromedan achievement of building a working transporter that required so little space.

(M11.2) OPERATIONS

(M11.21) GENERAL: When commanded to do so by the base controlling the mine, the Trans-captor uses its built-in transporter to place one of its T-bombs or PA mines. This transporter is powered by the captor mine itself (no allocation is required).
(M11.211) This is done during the Operate Transporters Step of the Sequence of Play. Normal transporter rules (e.g., range 5) apply.
(M11.212) By its nature (no automatic detonator), the Trans-captor is undetectable (M7.33). However, at the instant that it transports a T-bomb or PA mine, all units with active fire control can use (M7.4) to obtain a lock-on. At Tactical Intelligence (D17.0) Level C, the hex of a Trans-captor can be detected at the instant the transporter functions.

(M11.22) RATE: A Trans-captor can place one T-bomb or one PA mine each turn, but not within eight impulses of transporting a mine on a previous turn.

(M11.23) MINES PLACED by a Trans-captor function under all rules for that type of mine. For example, T-bombs do not become active for two impulses, and PA mines can only affect plasma torpedoes. EW might affect the placement of T-bombs (D6.37) and might further affect the placement of PA mines (M10.214). Rule (M3.32) and (M2.3) do not apply to Trans-captors.

(M11.24) PROGRAMMING a T-bomb (for the size class of acceptable targets, delayed count, etc.) is done at the instant that the mine is transported.

(M11.3) OTHER INFORMATION

(M11.31) COST: The Trans-captor costs nine points.

(M11.32) CARGO: The Trans-captor occupies 10 cargo space points, including the T-bombs or PA mines, and 4 cargo space points when not loaded. It is considered explosive ordnance (G25.3) when loaded with one or more T-bombs.

(M11.33) DESTRUCTION: When swept, the large Trans-captor is destroyed by six damage points regardless of how many mines are loaded aboard. Partial damage does not destroy any of the mines loaded on the Trans-captor. Trans-captor mines will not take any action against a unit which tries to destroy them.

(M11.34) ESG INTERACTION: Trans-captors are treated as large non-explosive mines for purposes of ESG interactions (G23.612). The Trans-captor is destroyed by the sixth point of damage scored on it. The mines loaded on the Trans-captor do not explode. The Trans-captor remains fully functional until it is completely destroyed.

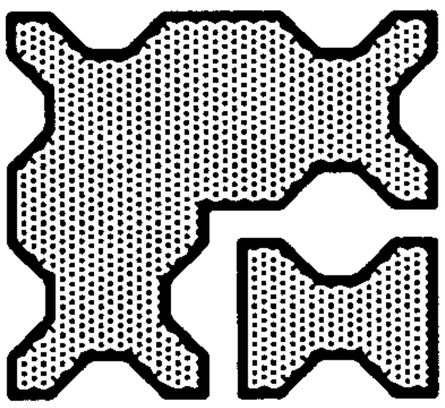
(M11.35) DISASSEMBLY: The T-bombs or PA mines on a Trans-captor cannot be removed from the Trans-captor (even between scenarios in a repair bay) or transported aboard a base or ship.

END SECTION (M0.0) MODULE C3

(R7.60) NEO-THOLIANS

(R7.60A) THE THOLIAN WILL: The Tholians had been the overlords of their galaxy (known only as the Tholian Home Galaxy) for centuries when the Seltorians rose up and overthrew them. The Tholian Will (that term meaning the overall purview of Tholian laws that were imposed on the inhabited systems of their galaxy) was enforced by a widespread and large fleet. That fleet was backed by auxiliaries of the Seltorians, who occupied the position of "most trusted subjects." The Seltorians were not the first to hold that position; at least three previous "most trusted subjects" had attempted to overthrow the Will and had been destroyed for their efforts.

In the Tholian Home Galaxy, the Tholians used relatively few ship classes, including the Battleship, Dreadnought, (New) Heavy Cruiser, (New) Light Cruiser, Destroyer, Frigate, and (by the police) the Patrol Corvette (no refits). The Tholians did not use the "common auxiliaries" found in our galaxy (e.g., monitors, auxiliary carriers), although they did use Q-ships against their local pirates and apparently had web tenders. The Home Galaxy Tholians never developed any of the variants or combinations of the PC seen in our galaxy, although the cargo pack was used by PCs.



(R7.60B) TECHNOLOGY NOTES: The Tholian fleet, with no real threat to its combat power, had not evolved during the centuries of rule, and their ships were (apparently) unchanged during all that time. The Tholians never used seeking weapons (not even suicide shuttles).

Tholian ships in their own galaxy used particle cannons, but the ones on the 312th Squadron had been cannibalized for components to keep the ships alive, and the Holdfast did not have the technological base to repair or rebuild these weapons, so the ships of the 312th were fitted with disruptors (which the Holdfast could produce in quantity).

The Tholians, in their Home Galaxy, did not operate fighters or carriers, nor did they develop PFs. The equivalent of X-technology was never developed in that Home Galaxy.

Tholian ships in their Home Galaxy did not have the "engineering problems" that Tholian ships had in our galaxy (G22.46).

For battles in the Tholian Home Galaxy, neither the Tholians nor the Seltorians can use: fighters, MRS shuttles, scouts, PFTs, PFs, interceptors, web spinners, suicide shuttles, T-bombs, aegis (in any form), carriers, escorts, snares, or WWs. The Home Galaxy Tholians did have the Web Anchor Buoy (G26.0) but rarely used it since they had plenty of ships. (The Tholians in our galaxy rediscovered the original concept.) The Home Galaxy Tholians used mines of all types (including small mines), but never developed transporter-bombs. Home Galaxy Tholian PCs and COMs can pinwheel; the Tholians in our galaxy developed the lost tactic independently.

Tholians (and Seltorians) in the original Tholian Home Galaxy are NOT under the "Early Years" technology restrictions to be seen in Module Y. The Tholians who arrived in our galaxy had lost some technology (partly reducing them to the Early Years level) and gained it back over the years.

Similarly, Tholians in the Home Galaxy use the web factors in (G10.322), under which one point of energy produces two web strength points. The "improvements" in (G10.32) indicate recovery of lost technology, not an advance in new technology.

A Neo-Tholian starbase SSD is provided. Neo-Tholians use the same BATSW as Tholians in this galaxy.

NEO-THOLIAN WARSHIPS

(R7.71) NEO-THOLIAN DESTROYER (NDD): The Neo-Tholian destroyer was used for a variety of fleet support roles in the original Tholian Home Galaxy. Some of these units served as command ships of frigate squadrons, and occasionally they would operate on independent patrols. The destroyer was the smallest ship capable of mounting the web caster. As with the larger ships of the Tholian Will, the Light Command Module (R7.73) is capable of separating and acting as an independent ship. When the Light Command Module separates, the procedures of (G12.9) are used by the remaining rear section with no modification. The NDD cannot link to the standard Command Module.

SSD and counters are in Module C3.

(R7.72) NEO-THOLIAN FRIGATE (NFF): The smallest ship of the regular Tholian Navy, the frigate seldom operated independently of other Tholian units. It was most often found in company with larger units for which it would provide security. A common Tholian patrol group consisted of two or three frigates and a destroyer. These patrol groups were frequently mixed, including one or two Seltorian frigates or destroyers in place of one or two Tholian frigates. It should be emphasized, however, that these patrol groups covered wide areas and not all of the ships would be in the same formation, although the other ships of a squadron would be the closest reinforcements. Many frigates were assigned to cruisers and larger ships and consorts.

Some frigates found their way into the hands of the Tholian police forces where they were operated in a similar manner to the destroyers (i.e., as independent patrols or as a leader of a patrol group consisting of two or thee patrol corvettes). Frigates never carried web casters, being limited to the web generator itself. (The Home Galaxy Tholians did not have the snare.) As with the destroyer, the Light Command Module is capable of separating and operating as an independent unit. When the Light Command Module separates, the procedures of (G12.9) are used by the remaining rear section with no modification. The NFF cannot link to the standard Command Module.

SSD and counters are in Module C3.

(R7.73) NEO-THOLIAN LIGHT COMMAND MODULE (LCM): This module was used by the frigate and destroyer. It was unable to dock as an operable section to any larger Tholian ship. The procedures of (G12.9) are used, except that the tracks (G12.92) of the separated Light Command Module are slightly different; see the SS. Viable separation requires a command box and four other boxes. The Light Command Module (should one ever appear in our galaxy) does not have any T-bombs as these are all left with the aft hull section.

It was not unusual for a small Tholian ship, when pursuing freighters that resisted the Will, to separate into two sections so that each could pursue a different freighter and avoid letting some of them escape. When separated, the FH ph–1 becomes 360°.

The Light Command Module (when separated) is a nimble unit and can land on planets using the Gravity Landing System (P2.432).

An SSD is provided in Module C3. Use the COM counter.

WEB STRENGTH CALCULATION FORM (with web breaker)

0	1	2	3	4	5	6	6S	6T	7	8	9	10
TURN /IMP	Energy at Start G10.31	Energy Added	Deterio-ration G10.4	New Total	Year Factor G10.32	Adjusted Total	Web Breaker Damage	Adjusted Total Points	Length in Hexes	Change +/-	New Length	Current Strength per Hex

Players can make the calculation every turn, or whenever changing circumstances warrant a recalculation.
The form can be divided into two or more areas and used to keep track of multiple web segments.

0. Record the turn and impulse in which the calculation on each line was made.
1. The amount from column 4 on the previous line.
2. Energy added to the web by ships or bases using (G10.412).
3. Deduct one point per turn for each hex of the web's length; see (G10.4).
4. Column 1, plus Column 2, minus Column 3, equals Column 4.
5. Year factor; see (G10.32). Y160 and before = 1.0; Y161–174 = 1.5; Y175 and later = 2.0.
6. Column 4 multiplied by the factor in Column 5 equals Column 6.

6S. Total number of web damage points caused by Seltorian web breaker.
6T. Column 6 minus the number in Column 6S equals the number in this column.

7. Length of the web in hexes, counted from the map or from Column 9 of the previous row.
8. Use this column to note or record changes in the length, or simply count the hexes each time you make the calculation.
9. Column 7 adjusted by Column 8 equals the New Length recorded in Column 9.
10. Divide the number in Column 6T by the number in Column 9 and discard any fractions; record this in Column 10.

(R10.0) ANDROMEDAN INVADERS

During the later stages of the Andromedan invasion, the Galactic Powers (partly because they were seriously looking for them) discovered a previously unknown plethora of Andromedan bases. These are now being presented in Module C3.

ANDROMEDAN MODULAR BASES

(R10.28) BASE CORE MODULES (COR): The Andromedans created larger bases within the galaxy by using two or three satellite bases linked to a "core module." The core module was carried and deployed like any satellite base (and is the same size, that of a Medium satellite ship), but could not function on its own for any extended period. The usual practice was to first deploy a satellite base, then later bring a core module and one or two more satellite bases to the site.

As can be seen from the SSD of the BS and BTS, the core module increases the command and control systems of the base and (more importantly) provides a displacement device capability. The core module was configured in such a way that a pair of movable frames could allow it to dock two satellite bases (a configuration that the Federation termed a "base station") or three satellite bases (the Federation termed this a "battle station"). This flexibility was critical, since it allowed bases to be gradually improved and upgraded without the need to exchange two more types of core modules.

The core module cannot operate its positional stabilizers when docked to one satellite base (or without any satellite bases), and as such this can only be considered a temporary condition during construction. The positional stabilizers cannot be activated unless satellite bases are docked to the core module in one of the two configurations [(R10.29) or (R10.30)] below.

The displacement device can be used against units within range, but can never displace the core module or any satellite base docked to the core module.

Note that either type of station is treated as an integrated whole, using a single energy allocation, damage allocation, and PA Panel evaluation. (Each bank can function independently as it could on any multi-bank unit.) The control boxes assume the duties shown on the SSDs. The core module (if in a legal configuration) cannot undock satellite bases during a scenario. Note that each satellite base loses the use of one of its collapsible cargo bays and two of its TRs when docked. If the core module and a single satellite base are docked, they would be treated as docked ships (C13.9) rather than as an integrated base.

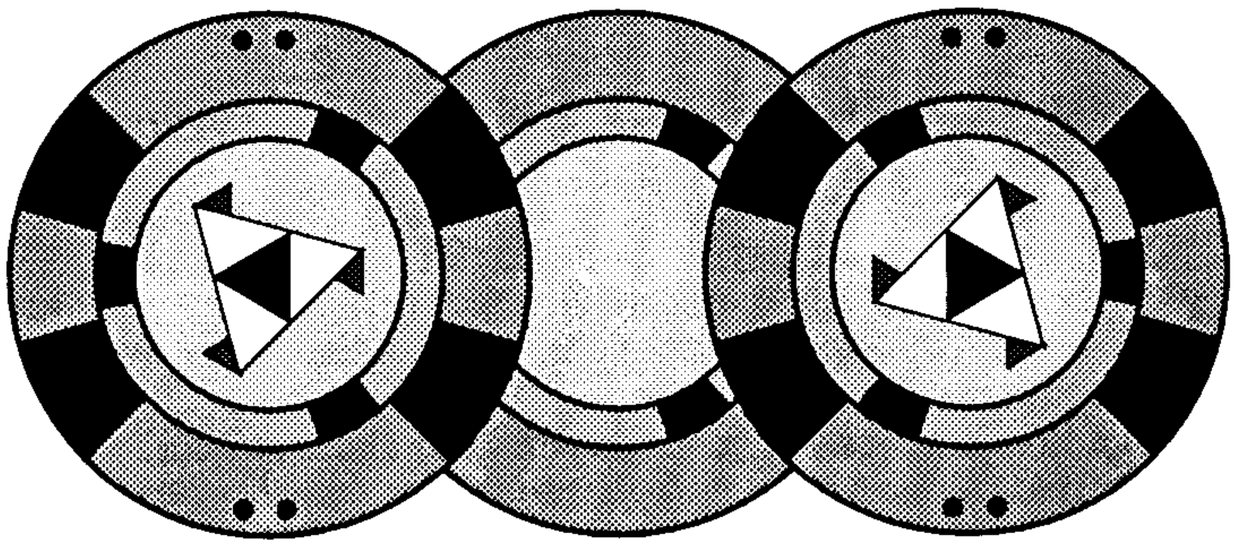
During certain scenarios, a core module might appear which has yet to dock its satellite bases; in this case it would be impossible to complete the docking and activate the stabilizers during a scenario. If the core module is not docked to other satellite bases in a legal configuration, it has an assumed sensor rating of 6 and scanner rating of 0, no excess damage or damage control abilities, and is unable to use its displacement devices.

Core modules do not have a "hatch" and do not have their own allocation of transporter-bombs. The hatches on docked satellite bases function normally and independently.

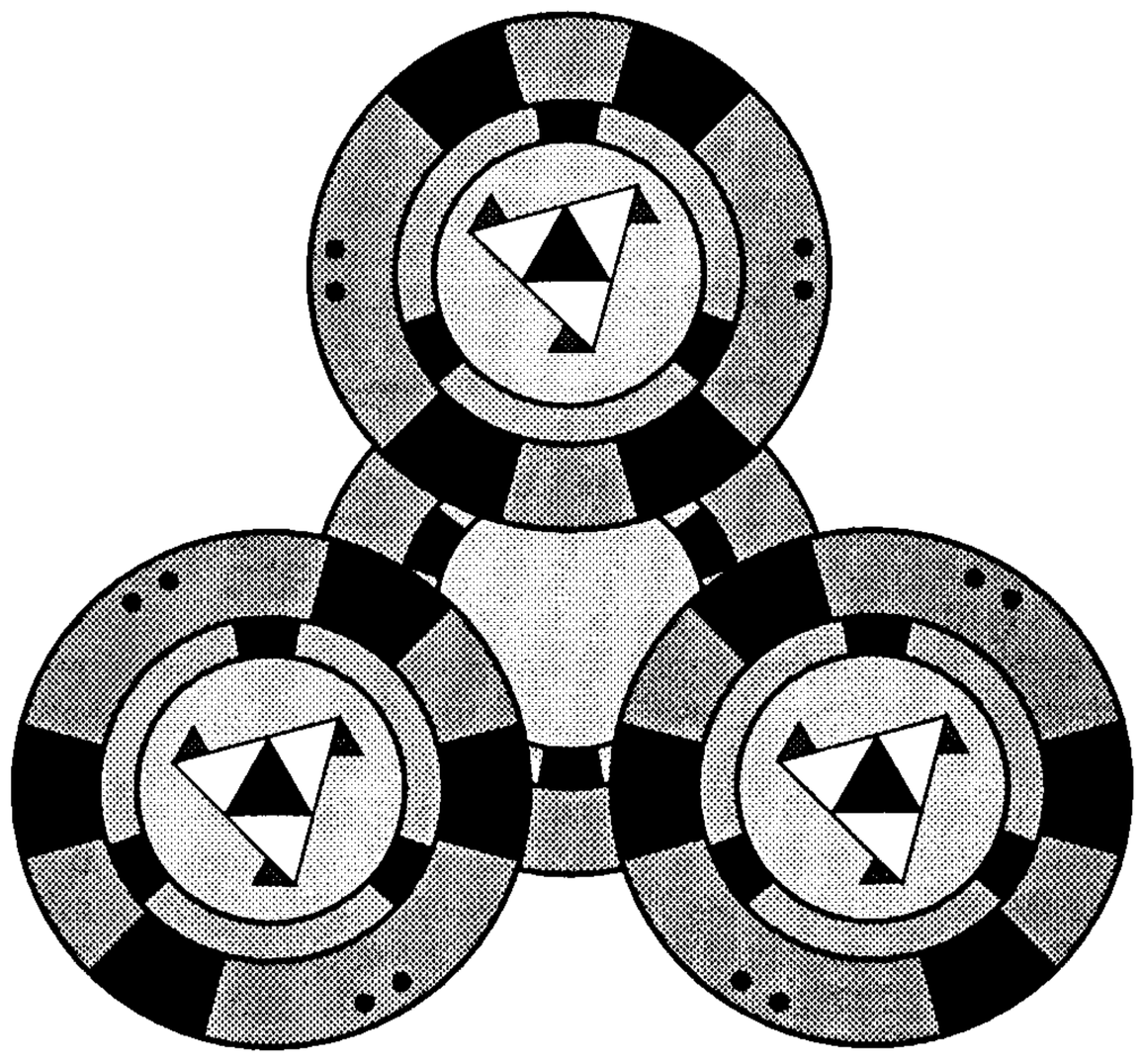
Ships dock to the BS or BTS externally, a maximum of one ship to each pair of "NF" tractor-repulsors, and one ship to each other TR beam. There is no internal hangar. The repair systems of each component SatB can work on ships docked to the TRs of that SatB only.

(R10.29) BASE STATION (BS): This configuration consists of a core module and two satellite bases (as is obvious from the SSD). Note that 4 of the 12 TR beams cannot fire or be armed. The BS has positional stabilizers.

The PA panels in this configuration are awkward to operate, perhaps lending credence to the theory that the base station is only a temporary convenience when it is not possible to bring enough satellite bases to the site at the same time. The outer banks of panels function normally (each covering a 180° arc). The inner banks on each of the satellite bases cannot absorb energy from weapons damage, but otherwise function normally (i.e., they can pick up released energy from any other bank; can radiate energy to space; and - unfortunately - do pick up energy from a TE, nebula, or heat and radiation zones). An SSD is provided in Module C3.



(R10.30) BATTLE STATION (BTS): This configuration consists of a core module and three satellite bases. Note that 6 of the 18 TR beams cannot fire or be armed. Note that the PA panels are organized into six groups, with one group covering each 60° shield arc. The BTS has positional stabilizers. An SSD and counter are provided in Module C3.



(R10.31) SMALL ANDROMEDAN GROUND BASES

The Andromedans produced their own versions of the various small ground bases, which they used on captured planets they were using for resource exploitation. Note the obvious differences in the lack of shuttles, the replacement of shields with PA panels, the improved (Andro-technology) batteries, and the lack of phasers other than phaser-2.

There are several types of these units. They are deployed on planets or (very rarely) on asteroids (P2.747) operating as a ground base. (They cannot be deployed on the surface of a large gas giant since that type of planet effectively does not have a solid surface.) They are treated as per (R1.14), except as noted herein.

SSDs are in Module C3. Use the ground base counters from Advanced Missions and Module R1.

(R10.311) GENERAL RULES applying to all Small Andromedan Ground Bases.
(R10.3111) They are treated as size class 5 units [i.e., as PFs (K1.0)] for energy allocation. They do not have T-bombs.
(R10.3112) Small Andromedan Ground Bases do not use the DAC or PF-DAC to distribute internal damage The owning player can distribute any internal damage at his option. They do not take crew casualties; see (P2.746) and (P2.756).
(R10.3113) They do not pay energy for fire control or life support. They pay one point of power to bring all power absorber panels to standard levels and another point of power (two points total) for reinforced levels. All Small Andromedan Ground Bases have two power absorber panels which will absorb any damage scored on them from any direction.
(R10.3114) They are locked to the the planetary surface with positional stabilizers (G29.0) and cannot move, rotate, or be deployed in space. They can be lowered to a planetary surface as inactive cargo using (P2.442) or transported (at a cost of two points of energy per base per transporter) directly to a planetary surface or asteroid by (G19.41). Only Andromedans can move a Small Andromedan Ground Base by transporter. (They cannot be moved by displacement devices.) However, if the Small Andromedan Ground Base reaches the surface, it will become active 32 impulses later (although its stabilizers cannot lock until after the scenario is over). Bases without locked stabilizers can be raised by (P2.441) or transported by (G19.41) and become inactive cargo when removed from the surface by either means. See Annex #7L for the towing costs of inactive small ground bases that are not in Andromedan hangars.
(R10.3115) The weapons have 180° firing arcs.

Exception: Those placed on large asteroids (P3.44) can have 360° firing arcs (P2.747) or they can have 300° firing arcs [in which case they could not fire or be fired at through the blocked arc (P3.43)].
(R10.3116) If carried aboard a mothership, two ground bases are considered the equivalent of one small satellite ship; three are considered the equivalent of one medium satellite ship. Thus, an Intruder could carry up to eight (or nine, if configured for three medium satships) small ground bases (depending on how its hangar was arranged), while a Conquistador could carry three or an Imposer four. An Infestor or Dominator could carry up to 16 (or 18, if configured for six medium sat ships) small ground bases. The hangar requires no special status to carry small ground bases; they are treated as per (R10.18). Small ground bases cannot be combined in a single hangar space with satellite ships. Andromedan motherships cannot carry non-Andromedan ground bases.
(R10.3117) An unusual characteristic of all Small Andromedan Ground Bases is a transporter, making it very dangerous to be near an Andromedan planet with down shields.

(R10.312) SENSOR-SCANNER: Shown on each SSD.

(R10.313) COMBAT OPERATIONS for Small Andromedan Ground Bases.
(R10.3131) Small ground bases do not explode (D5.0) when destroyed.
(R10.3132) Small Andromedan Ground Bases on a planetary surface cannot be hit by direct-fire weapons or targeted by seeking weapons from beyond 5 hexes (true range); see (P2.713) for ballistic targeting. (They can only be in space as inactive cargo.)
(R10.3133) Each small ground base has two points of ECM and two points of ECCM without energy cost and can use energy (K1.73) to generate more EW points; this is used instead of the PF procedures in (K1.71) and (K1.72). The free points are within the self-generated limit and can be dropped to allow the unit to use more points of the other EW type.

(R10.314) ATMOSPHERE: The effects of any atmosphere are ignored for purposes of direct-fire weapons fired by Small Andromedan Ground Bases, but not for the purposes of weapons fired at the facility. See (P2.722). Small Andromedan Ground Bases gain an advantage in dissipating energy from their power absorber panels under (D10.4123).

(R10.31A) ANDROMEDAN GROUND BASED PHASER-2 (AGB2): This base is similar to the ones used by the Galactic races, except that the four phaser-3s that would normally be present are replaced by two phaser-2s. (The Andromedans do not use phaser-3s except for down fired or hastily repaired phaser-2s.) The Andromedans use this phaser-2 ground base and not the one in (R1.14F).

(R10.31B) GROUND BASED HEAVY TR (AGBT): This base is similar to the small heavy weapons defense stations used by the Galactic races. When tied into a power grid, a base of this type can also become a powerful tractor to trap unwary ships that come too close, allowing for their subsequent dismemberment or boarding.

(R10.31C) ANDROMEDAN SMALL GROUND SCIENTIFIC OUTPOST (AGSO): One or more of these has been found on virtually every planet the Andromedans have occupied. The base seems to serve two functions: for actual legitimate survey and study of the given planet (perhaps indicating that the Andromedans do possess a certain amount of scientific curiosity) and to supplement the identification of the targeting of seeking weapons launched at the defenses. It is not clear which function takes precedence; it is known that surviving Andromedan imprisonment in such a station was tantamount to a small miracle. (The handful of such survivors never saw a living Andromedan, only robot security guards.)

(R10.31D) ANDROMEDAN SMALL GROUND MINING STATION (AGMS): Similar to stations used throughout the galaxy. The Andromedans use the huge bank of transporters to actually move the refined metals from the base to orbiting Andromedan ships or cargo pods. It could also use its tractor beam to land cargo pods for loading and then lift them back into space. It should be noted that Andromedan mining is ruthlessly efficient with no apparent concern for the damage to a planet's ecosystem. Whether this is simple callous disregard, or a result of their urgent need to supply their conquest, or whether they simply have different ecosystems is unclear.

(R10.31E) ANDROMEDAN SMALL GROUND AGRO STATION (AGSA): These stations have been found on many worlds, and while their function is recognizable, it has not proved possible to determine if the vegetable and protein matter they processed was for actual Andromedan consumption or for some other use. The base is otherwise nearly identical to those used by the Galactic powers. Like the Andromedan Small Ground Mining Station, this base used its large bank of transporters to actually move the harvested materials from the base to orbiting Andromedan ships or cargo pods. While called an Agricultural Station, the Andromedans used these as the centerpieces for farming, fishing, and herding. The long-term effects of the techniques used by the Andromedans have reduced some fertile regions on some planets to dust-bowls. It has been noted that, given the variety of crops and animal herds that have been found around such stations, the typical Andromedan must be able to ingest anything that would be even remotely considered organic. It has not been possible to determine if the Andromedans introduced plants or animals that were formerly foreign to our own galaxy, although examples of them moving herd animals to other planets and planting crops formerly localized on one world on another world have been noted.

(R10.31F) ANDROMEDAN SMALL GROUND MILITARY GARRISON (AGMG): No Andromedan infestation seemed to be complete without a few of these, whether the planet was habitable or had an indigenous population or not. On inhabited planets, the robotic boarding parties served as overseers of slaves who would be forced to assist agricultural robots in raising crops. For this purpose, the base possessed a tractor beam to land cargo pods for loading on such agricultural worlds. The garrison was similar to that found in a similar galactic base, but the shuttles were replaced with four additional Ground Combat Vehicles (GCV) for a total of eight. The GCVs, 10 boarding parties, and 2 heavy weapons squads are included in the base's BPV.

(R10.31G) ANDROMEDAN SMALL GROUND WARNING STATION (AGWS): The function of this base is the same as that of its galactic counterpart. Usually two of these would be found on any planet occupied by the Andromedans where there was no orbiting base. This was not always the case, however.

(R10.31H) ANDROMEDAN SMALL GROUND POWER STATION (AGPS): This type of base was used to provide extra power to other ground bases deployed in clusters linked by a power grid (R10.31P). The most significant functions of this base were to provide power for repairing degradation to the power absorber panels of other bases or to the tractor beams of bases attempting to seize an enemy ship.

(R10.31I) Not used to avoid confusion between I and 1.

(R10.31P) ANDROMEDAN POWER GRIDS: Up to four Small Andromedan Ground Bases which are on the same hex side of a planetary surface may be linked by a "power grid" and are able, during Energy Allocation, to share and exchange power. (Larger Andromedan bases, including satellite bases, battle stations, base stations, and the Desecrator, on a planetary surface cannot be linked in this manner.) Linked bases are also able to share and exchange reserve power during the turn. Energy released by the destruction of one or both power absorber panels of one base affects only that base. Energy released by reducing the level of the panels can be transferred to the panels or batteries of any other base(s) in the power grid at the owner's option. Damage scored on one base is not transferable to another.

Crew units can transfer between bases at the same GCL (D15.0) during a scenario as they could between docked ships.

The designation of which small ground bases are in a power grid is made before each scenario begins and can be changed between scenarios. This linkage is obvious from a distance and must be recorded secretly in writing before Energy Allocation of the first turn and cannot be changed during the scenario.

ANDROMEDAN DEFENSE SATELLITES

(R10.32) ANDROMEDAN DEFENSE SATELLITES (ADefSat): The Andromedans deployed two types of DefSats: a phaser-2 version and a light tractor-repulsor version. These are identical to the DefSats used by all other races except that the two phaser-3s are replaced by a single phaser-2. Up to two ph-2s can be assigned to point defense. All rules found in (R1.15) apply to Andromedan DefSats. Note specifically that the Andromedans do NOT use the phaser-2 DefSat of the Galactic Powers found in the chart at (R1.15B). The TRLs fire every second turn and cannot operate as tractor beams.

SSDs are in Module C3. Use the DefSat counters found in Advanced Missions.

ANDROMEDAN SLEDS

(R10.N1) ANDROMEDAN SLEDS: The category of small Andromedan satellite ships known as "sleds" was designed for various utility tasks that did not require the full-scale capabilities of a starship. The sleds had minimal warp and combat capabilities and were tasked for specific projects. Each had a tractor beam, an unusual feature on an Andromedan ship.

Andromedan sleds function as satellite ships. All four types are small satellite ships. Some were, in fact, converted from Vipers after that class was found to be too small for combat, but these are not considered "variants" of the Viper.

"Sleds" cannot disengage by acceleration.

The concept of Andromedan sleds was developed in a series of conversations on the GEnie computer network.

(R10.33) REPAIR SLED (RS): The Andromedan Repair Sled was intended as a sort of self-portable repair pallet, in effect allowing any Andromedan mothership to function as a repair ship. This capability was needed when a ship was too badly damaged to reach the nearest base. Rather than tie up an RTN-capable ship waiting for a repair mission, any available mothership would be assigned to pick up a repair sled and deposit it at the location of the damaged ship. The repair sled used its tiny warp engines to maneuver on station and dock with the damaged ship in order to effect repairs. (The repair sled cannot repair a ship unless it is docked externally to that ship; it cannot repair a ship it is inside of or another ship inside that mothership.)

The Repair Sled was also capable of repairing bases, and could (if no other ship was available) assemble several Satellite Bases and a core module into a base station or battle station. (While any Andromedan ship could do that, a Repair Sled could be left to do the job while the larger ship attended to other missions.)

Repair Sleds were sometimes deployed forward to hidden rendezvous points in areas where the Andromedans intended to mount a major operation. Badly damaged motherships, or satellite ships that lost their motherships, would join the Repair Sled. Motherships would be repaired enough to return to a base (perhaps evacuating the Repair Sled if there were no further need for it there), while satellite ships would

be repaired and await pick up while providing local security. The Galactic Powers searched for Repair Sleds assiduously after Y192, considering the sighting of one to be a good sign of Andromedan intentions in a given area.

Repair Sleds were also sometimes deployed to Andromedan bases (BATS, SatB, base station) to augment their repair capabilities, particularly in the later defensive battles. It was very rare for a repair sled to be sent to repair a damaged base, especially after Y197, as the Andromedans generally conceded that if a base was discovered it could not survive.

SSD and counter are in Module C3.

(R10.34) ORE-GATHERING SLED (OGS): The Andromedan Ore Gathering Sled was designed to be deposited in an asteroid field, where it would use its minimal warp movement capability to move through the field searching for asteroids rich in whatever materials were in short supply locally. (The Andromedans could, of course, obtain anything they needed in the Lesser Magellanic Cloud, but the time and ships required to bring this into the galaxy meant that local commanders could get the materials faster by gathering them for themselves.)

The Ore Gathering Sled would collect the wanted materials in its small cargo bay and (periodically) transfer them to a cargo module or a cargo sled for transfer to the unit requesting the materials. The Ore Gathering Sled would literally dock to the asteroid, and then use its mining machinery to chew the rock into smaller bits, extracting the ores as it went. These were seldom found outside of Andromedan controlled or uninhabited systems. Sometimes one or two of these units would be deposited with a Repair Sled at a rendezvous point. The Ore-Gathering Sleds would seek raw materials for the Repair Sled to use to repair damaged Andromedan ships. A Bull Snake or King Snake might be present to provide key finished materials.

SSD and counter are in Module C3.

(R10.35) MINE LAYING SLED (MLS): While the Andromedans had no need for a minesweeper (and never operated one), they did operate a few of these small units to lay mines around their bases and planets that they intended to keep. The low warp speed was more than adequate, and the mine racks could produce the required minefield densities in short order. These ships never carried PA mines in their mine racks, but might have carried them in place of T-bombs.

SSD and counter are in Module C3.

(R10.36) CARGO SLED (CS): The Cargo Sled was used by the Andromedans, within systems and areas they had controlled for some time, as a utility cargo transport vessel.

This ship, with a Viper as escort, works well in scenario (SH4.0) and provides training for new Andro players.

SSD and Counter are in Module C3.

OTHER ANDROMEDAN UNITS

(R10.37) MISSIONARY TRANSPORT (MIS): Built on the hull of the Conquistador-class light cruiser, the Missionary was designed to carry the satellite ships of an Intruder but on a smaller hull. It was often used to deploy battle stations, carrying two SATBs and a core module to the site of an existing SATB. It was also used in ferrying satellite ships to combat units (and back to repair stations) and for other missions, such as deploying sleds.

Design by Steven P Petrick.

SSD and counter are in Module C3.

(R10.38) EXPLOITER COMBAT SHIP (EXP): Built on the hull of the Conquistador-class light cruiser, the Exploiter gave up satellite ship capability in exchange for increased combat performance. The Exploiter was, in effect, a mothership that was unable to carry satellite ships. Because it had no hangar bay, it was (G19.414) unable to use its transporters to move satellite ships.

Designed independently by Stephen V Cole, Stuart Eastman, Tom Carroll, John Berg, and Phillip LaBarge.

SSD and counter are in Module C3.

(R10.39) QUEEN SNAKE CARGO SHIP (QNS): Built on the hull of the large Python-class satellite ship, the Queen Snake was seen only rarely in the galaxy. It is unclear if there was a specific mission requiring this amount of cargo capacity. Unless such missions were rather common, it would have been more efficient to deliver the cargo in increments using smaller ships.

Design by Stephen V Cole & Steven P Petrick.

SSD and counter are in Module C3.

UPDATED RULES FROM PREVIOUS PRODUCTS

(R10.1E1) CAMPAIGN ORDER OF BATTLE: The Andromedans may substitute core modules for 2 of the 12 bases they build each year. Production of Small Ground Bases (R10.31), DefSats (R10.32), and Sleds (R10.N1) are not defined and are undefinable and will have to be worked out by each Campaign director.

(U6.0) OPERATION UNITY

(U6.212) The satellite base that is manufactured on any given round may be replaced by a core module.

The Andromedan player may forego ALL of this production on a given round and roll one die. When the total of these die rolls exceeds 50, the Devastator is complete.

(U6.282) The Andromedan may elect to send a ship to place a core module and construct a BS or BTS; however, a mothership (or ships) capable of carrying all of the components needed and not already present must be designated for the task and is not available for combat or Andromedan advances on that round. Note that if a base station has already been deployed, a Conquistador or Imposer will be sufficient to upgrade that base to a battle station by bringing down an additional satellite base.

(U6.31) Add one Great White, two Orcas, three Makos, and three Barracudas to Route #3.

(U6.322) Players may decide to add mine warfare. Add a war cruiser minesweeper to each GP race. The Andros have one MLS which can lay four captor mines each round. (Two large mines can be substituted for each captor, two small mines for each large mine.) The Andromedan MLS must be carried to the base where it will lay its mines (they cannot be laid around the starbase) by a mothership which is not available for combat on that round. The MLS cannot function in sectors where combat takes place.

Each round, the Galactic Forces can deploy two (total) 100-point minefields around bases not under attack.

(U6.41) The Andromedans have no Base Core Modules at the start of this campaign (all those available had been used in the galaxy and were lost or cut off when the Andromedan forces were driven out). One Imposer may be substituted for one Intruder. One or two Missionaries can be substituted for Conquistadors. One or two Exploiters can be substituted for Conquistadors. One or two Anacondas can replace Pythons. One Queen Snake and two King Snakes are added to the starting forces. One Diamondback can be substituted for one Cobra. One or two Rattlers can be substituted for Vipers. One Asp can be substituted for one Viper.

(R12.0) WYN STAR CLUSTER

(R12.1G) THE FISH SHIPS

The last years of the General War were a critical time period for the WYN Star Cluster. The WYNs were under a constant threat, since their Cluster represented a source of considerable economic wealth in a galaxy exhausted by war.

The WYNs had long allowed an Orion shipyard to operate inside the Cluster and had purchased several ships from it, in addition to the annual "gift" of an LR the Orions provided as part of the agreement. While these ships were adequate for defense and the occasional foray outside of the Cluster, the WYNs wanted ships more suitable to general service and, with the help of engineers hired from various races, conceived a class of powerful warships. Because these were given Federation codenames based on predatory Terran fish, they became known (within the Federation anyway) as the "fish" ships. The fish ships were, however, part of a greater scheme than simply building warships. The dream of the Usurper (to sit on the throne of the Kzinti Hegemony) burned bright in the eyes of his son, and eventually of his grandson. All three were known, in their time, as "the Usurper," a title they bore with dignity and honor. The Usurpers had planned their eventual return to Kzinti space for decades. Wealth was accumulated, only a fraction of which had been used in various exchanges with the surrounding powers during the General War. The designs for more ships of the "fish" class were already complete. The Usurper (by then, the grandson) decided in Y180 that he would try to return to the Hegemony in the aftermath of the War.

GENERAL RULE: The "fish" ships, while including some Orion influences, are not Orion ships for any purpose except as noted (size of cargo boxes). They have no stealth, no suicide bomb, only one HET bonus, and cannot double their engines or buy OAKDISC. All but the DDG have single (1x sensor rating) seeking weapons control. Their option mounts can only have phasers, drone racks, or ADD racks. They do not have and cannot buy UIMs. None have cloaks. They do not use Orion victory conditions (unless noted in a scenario). Other Orion shipyards cannot build fish ships. All but the CA could land on planets using their aerodynamic hulls.

(R12.1H) THE WYN-ORION WAR

Agents had long been planted in the Orion shipyard, which special WYN commando teams took over on 15 September Y181. (Ceremonies for the completion of the PBB were used to infiltrate additional forces into the shipyard.) This triggered the brief WYN-Orion War which lasted for a few weeks inside the Cluster. (Hard feelings from the episode led to clashes outside the Cluster years later.) Without Orion support, the shipyard could no longer produce Orion ships, but could produce the WYN versions of those hulls.

(R12.1J) THE WYN WAR OF RETURN

With the shipyard in hand, production of fish ships accelerated (using much of the wealth that three generations of Usurpers had accumulated), and purpose-built variants began to appear, such as a drone-bombardment destroyer in Y182. The production of a carrier variant of the Orca in Y184 raised no questions, nor did the production of a PFT variant the next year; both designs were appropriate for defense of the Cluster. The completion of a heavy cruiser design in January Y185 raised questions, but none of those focused on a possible operation against the Kzintis. The WYNs were able to keep the production of their single Narwhal mauler secret until it was actually launched, by which time secrecy was no longer relevant.

The groundwork for the WYN War of Return, also known as the Second Kzinti Civil War, had been laid for years. The Usurper knew he could never hope to build enough ships to take the throne by himself, but he also knew that the Kzinti nobles were restive after what they perceived as bungling by the Patriarch. When the old Patriarch died in Y184, the Crown Prince did not immediately ascend to the throne as the nobles used the end "crisis" as an excuse to avoid the obligatory confirmation ceremony.

The Usurper made a deal with the Count. The Crown Prince had the support of the Barony and Home Fleet. The Duke and Marquis professed the need to guard against foreign invasion (i.e., they waited to see who would win).

The deal between the Usurper and the Count was complex. For his part, the Usurper agreed to build a single mauler (using Lyran technology) and to use it and most of his forces to attack a battle station located near the Cluster. The battle station was in the Count's territory, but had been built by the old Patriarch during the war and was under control of the Crown Prince. The Count could not openly support the Usurper until this base was captured or destroyed, and the Count regarded its removal as a "show of good faith" by the Usurper. For his part, the Count promised support from the space control ship *Hegemony.* [Indeed, the operations of the *Hegemony* during prior years began to make sense only after the War of Return. The refusal of Admiral Cat Who Sleeps with Dogs to directly engage the Coalition forces during the battles of Operation Cavalry was because the ship was a critical part of the post-war plan for the return of the Usurper. The involvement of this ship in WYN affairs, such as the battle of "the WYN and the Lion," (SH16.0) indicates that the conspiracy reached back at least that far.]

The Usurper, supported by virtually all of the fish ships, most of the WYN-Orion ships, a handful of Orion mercenaries, and all of the Kzinti-built ships (which were left to garrison the border), stormed out of the Cluster on 14 August Y186. The campaign lasted nearly a year and can be better told through its scenarios, but ended in a titanic duel of space control ships. The Crown Prince knew it was his only chance to win since the Duke was about to join the Usurper. The Usurper, at first reluctant to accept the duel when on the verge of victory, did so when many of his ships announced plans to depart due to the ISC threat to the Cluster.

(R12.1K) THE CLUSTER AFTER THE USURPER

The WYN governmental council had (for decades) consisted of seven members, of which three represented the Kzintis; one each the Orions, Lyrans, and "everyone else;" and the seventh was the Usurper (sitting as chairman). With the departure of the Usurper and most of the Kzintis, the demographics of the Cluster changed literally overnight. A Palace coup on 31 October Y186 reformed the council, reducing it to five members (including an elected chairman and the vacant Orion seat) and reducing the Kzintis to a single seat. The council declared continued support for the Usurper, if only in the hope he would not "return."

Aggressive Lyran and Klingon probes in the last months of Y186 caused great concern and resulted in the arrival of numerous mercenary Orion warships, the resumption of construction of true Orion ship designs, and the return of the Crimelord of the Cluster Cartel to the council in January Y187. His use of the Cluster as a base for expanded piracy attracted the attention of the ISC, which had only then decided that the aggression of the Usurper was the principle cause of the violence in the region. An ISC intrusion in April Y187 caused the return of many of the WYN-Orion ships that had been serving with the Usurper (and encouraged the Usurper to accept the Crown Prince's offer of a duel).

Those ships arrived home only days before the one spectacular Andromedan attempt to invade the Cluster. But that story must wait for a future product.

THE "FISH" SHIPS

(R12.18) BARRACUDA FRIGATE (FF): The WYNs had relied on captured, purchased, or donated hulls for their warships and knew that this policy ultimately spelled disaster. WYN engineers, working with the Orion shipyard in the Cluster, began researching the possibilities of local ship production. The result was the Barracuda-class frigate, which entered production in Y175 at the Orion shipyard. Production was limited (by the Orions) to one ship per year at first (replacing the gift LR), increasing later.

The Barracuda proved to be an excellent ship, and while only a frigate, it was one of the best of that type. The WYNs opted for a standardized disruptor/drone armament to simplify construction and improve structural strength. Handling was superb, and the excellent weapons arcs allowed it to engage a target with much of its firepower while maneuvering away. The lack of a probe launcher was not considered a serious defect by the WYNs, who generally found them useless. One or two probe drones could be carried in the cargo bays if needed; these are not included in the BPV. The drone racks are type–B with double reloads (the design incorporated the Y175 refit). The Barracuda, Mako, and Orca all used Klingon "Kozenko–65" sensor sets, raising interesting questions.

The cargo spaces (of the 25-point Orion type) were included for use in the intended mission of delivering and retrieving high-priority cargo from outside of the Cluster. As these ships were the only WYN vessels able to effectively operate outside of the Cluster (supplanting the small supply of WYN-Orion ships), they were seldom found inside of it and were rarely available to help defend against intrusions. The APRs were copied from Klingon and Kzinti types; the WYNs built these and provided them to the shipyard as the Orions did not use APRs in their ships.

The Barracuda is nimble; can do aerodynamic landings.

The Barracuda is based on the Orca design by Marc Cocherl. SSD and counters are in Module C3.

(R12.19) WYN MAKO DESTROYER (DD): Technically a "war destroyer," the Mako was a powerful combat unit for its size class. It retained the "Orion-type" cargo facilities and had plenty of power. The WYNs provided this class with two option mounts; see the General Rule in (R12.1G). It was the largest of the DW class.

Due to the shortage of cruiser hulls, the WYNs relied on Makos for scout and drone-bombardment missions.

The Mako is not nimble; can do aerodynamic landings.

The Mako is based on the Orca design by Marc Cocherl.

SSD and counters are in Module C3.

(R12.20) WYN MAKO-SCOUT (SC): The scout variant of the Mako was the only pure scout produced in time for the War of Return. SSD and counter are in Module C3.

(R12.21) WYN MAKO-ESCORT (DE): Designed specifically to escort the Orca-V carrier, the two DEs used up the Usurper's entire supply of gatling phasers. Has full aegis. Uses (R2.R5) to store drones and fighters in the cargo bay. The disruptors were retained to maintain combat firepower.

SSD and counters are in Module C3.

(R12.22) WYN MAKO-DRONE SHIP (DDG): Supposedly designed to help with the defense of the Cluster, the DDG was in fact the first clue to the coming War of Return.

SSD and counter are in Module C3.

(R12.23) WYN ORCA WAR CRUISER (CW): The Orca was, arguably, the most superb of the WYN fish designs. The engines, curiously, were standard Klingon D5 types. As with the SparrowHawk, it is not a true CW. The ship can perform Aerodynamic Landings.

The Orca was designed by Marc Cocherl. This one ship design, originally intended as simply a general-purpose warship, became the genesis of the entire fish ship design category and the entire War of Return Campaign.

SSD and counters are in Module C3.

(R12.24) WYN ORCA-V LIGHT CARRIER (CVL): Designed after most of the CVWs, the Orca-V was a superb expression of the design concept. Due to the loss of the APRs in the conversion, it was decided to use type–G drone racks in the wings, which were not configured as option mounts. The lack of rear defense was accepted in an escorted carrier.

Year	Escorts	Fighters
Y184+	2x DE	12x TADSC

SSD and counter are in Module C3.

(R12.25) ORCA-P PF TENDER (PFT): The WYNs built their PFT on an Orca hull, rather than the smaller Mako, because of the need for range and spaceworthiness. This PFT was very unusual, in that it had four sensors, excess power, and a huge repair bay. This reflected that it would be the only source of PF repairs and the only heavy scout in the WYN Return Fleet. SSD and counter are in Module C3.

(R12.26) NARWHAL MAULER (NAR): As part of the arrangement between the Usurper and the Duke, the Usurper agreed to produce a single mauler variant of the Orca, which the Federation (after the ship had been destroyed in its first battle) designated the Narwhal. The WYNs never built another ship of this type for reasons which remain clouded in mystery. SSD and counter are in Module C3.

(R12.27) CARCHARODON (GREAT WHITE) HEAVY CRUISER (CA): The Usurper insisted that the design of the Orca be created in such a way as to allow for a "stretched" design that could serve as a command cruiser. The Klingons provided D7 engines for the ship. The Federation codenamed the ship Carcharodon, but the design was universally known as the "Great White Shark" (which is the same thing). The fighters were a curious feature. It cannot land on planets.

SSD and counter are in Module C3.

(R12.28) MAKO-X IMPROVED DESTROYER (DDX): The fish ship designs did not originally account for X-technology, and available X-tech equipment went into Orion-class hulls. By Y185, the WYNs had completed a DDX and found the systems compatible; they started work on a second DDX and a CAX immediately. Both DDXs were ready in time for the War of Return. SSD and counters are in Module C3.

(R12.29) GREAT WHITE-X CRUISER (CAX): The second of the two CAs completed before the War of Return was completed with X-technology systems that had been proven on the destroyer class. SSD and counter are in Module C3.

(R12.30) KZINTI-TYPE DRONE FRIGATE (ZDF): During the failed Kzinti invasion of Y182 (SH90.0), one Kzinti drone frigate was damaged and forced to surrender. The WYNs rebuilt it as a ZDF with the usual improvements, but curiously did not give it the fourth warp engine or the third disruptor of their ZFFs. This curiosity was resolved when its true mission (to accompany the DDG as Drone Force One) was revealed.

SSD and counter are in Module C3.

(R14.0) THE LYRAN DEMOCRATIC REPUBLIC

(R14.1A) BACKGROUND

The Lyran Democratic Republic began as the Lyran Dark Star County (named for a black hole in their territory), a county within the Enemy's Blood Duchy. It is located in the area of Lyran space where the Klingon, Hydran, and Lyran borders meet.

The LDR is the most extreme example of the weakness of the Lyran feudal system. Within any feudal system, the ruling nobles simultaneously constitute the executive and judicial branches of government (there being no legislative branch), while concurrently owning all of the undeeded land and most of the working businesses. The ruling Count is expected to operate his territory as a profit-making corporation, paying dividends (taxes) to the Duke (and through him to the King) while making income from taxes, businesses, and resources. Any difference between income and taxes paid to the Duke becomes profit for the Count and his family.

The noble family ruling the Dark Star County (headed by Count Zehrk) was more than usually incompetent and corrupt. By Y145, the senior administrators (who were not members of the noble family, but who did the actual work of running the county) had reached the end of their patience. The short-sighted Count Zehrk had reduced research, development, maintenance, police, and exploration funds to zero in an attempt to produce more short-term profit. The result was revolt. While not the first revolt against a noble house, it was the most successful. The Count's family was slaughtered while celebrating an annual holiday. The rebels went to considerable pains to insure that every member attended the festivities. They knew that any surviving relative could claim the throne. The rebel government, however, had decided in advance that it would not be feudal but democratic. Adult males would vote for government leaders, with voting power determined partly by the individual's wealth and position. The new government under Chairman Mithau (known as the Democratic Dark Star County until Y153) notified the Duke of the change of power and assured him that business as usual would continue.

Duke Larkahn of the Enemy's Blood Duchy was deeply concerned over developments. Power plays between noble families were routine, but if commoners could aspire to rule counties, the game of power would become impossibly complicated. He planned to crush the DDSC with his own fleet, supported by the neighboring Hidden Dagger County. Since the entire Zehrk family had been slaughtered ("to the last cub"), he planned to place his second-oldest son on the throne. Arch Duke Fikrohn and King Rakhzan were alarmed. The political structure of the Empire relied on playing one count against another to keep the dukes from gaining too much power. If Larkahn was able to put his (presumably loyal) son on the throne of a subordinate county, his position would be much stronger and he would become a threat to the King. If the DDSC was attached to the Foremost Duchy, or even granted a special status independent of any duke, Larkahn's power would be reduced. When the DDSC urgently appealed for help, Fikrohn's fleet (supported by Silver Moon County) was already en route. The ensuing "Battle of the Long Claws" resulted in Larkahn's death and royally-sanctioned "autonomous status" for the DDSC.

This status lasted about eight years. During this ("democratic county") period, the DDSC gave up to the Enemy's Blood County its specialty ships (scout, minesweeper) but built up its fleet with large numbers of armed freighters. The county shipyard, designed to provide only repairs and maintenance, proved capable of producing police ships and built six of them.

The next crisis arrived in Y153. Certain political elements within the DDSC had been trying to overthrow the noble family of the neighboring Hidden Dagger County. When the plot resulted in a coup (which failed), the Hidden Dagger County declared war and attacked. Larkahn's son Larzhak, now Duke, supported the attack, as did the White Stripe County. They were unable to use their full combat power, however, due to the ongoing Fourth Lyran-Kzinti War and a "convenient" demonstration of power by the Hydrans. The resulting "Battle of Vandha" failed to destroy the DDSC, but succeeded in driving them further from the Empire.

The DDSC, now under Chairman Kiroth, declared itself fully independent as the Lyran Democratic Republic in Y154. King Rakhzan, noting threats of war with the Hydrans, ordered the Enemy's Blood County to desist from attacks until a political settlement could be reached. Neither side forced the issue. A ceasefire agreement, under which which the LDR did not quite accept Imperial sovereignty but did not quite sever all ties, was concluded.

The LDR found independence at the nexus of three empires somewhat frightening. Accepting the possibility that they might return to the Empire, but also knowing that they would have to depend on their own defenses, the LDR leaders began increasing their fleet. The shipyard was expanded to allow frigate production along with continued production of police ships. During this "early republic" period, an Orion squadron served the LDR under a mercenary contract. The brief Lyran Civil War of Y156, while not involving the LDR, gave the Empire time to consider what to do about the rebellious province.

There was a brief "war" between the Klingons and the LDR in early Y157. The Klingons withdrew after losing several warships in exchange for destroying several minor LDR units. This "war" is thought by historians to have been a local operation, rather than a political decision by the Klingon Emperor. It is thought to have involved the Orions, who ceased to call at LDR ports and withdrew their contract squadron immediately after the cease fire.

The Fifth Lyran-Hydran War began in late Y157. The LDR declared itself neutral. The Lyran Empire found this arrangement satisfactory as it narrowed the fighting front and

allowed Lyran firepower to cancel out any Hydran maneuvering. A political arrangement between the Empire and Republic in Y158 improved the Republic shipyard to the point where it could build destroyers. The Empire received access to some LDR resources and was able to send its ships to be repaired in the neutral repair yards.

After an unfortunate border incident in Y161, the Hydrans offered to sell gatling phasers if the LDR would bar Imperial ships from its shipyards. Chairman Pathau promptly agreed. Many existing LDR ships were refitted with these gatling phasers, making them the most powerful Lyran units (of their respective classes) in service anywhere. Limited production of these weapons eventually became possible. The Hydrans flatly refused to sell hellbore technology because it was their primary edge over the ESG. As the Lyrans could not fire such weapons from inside an ESG, they did not particularly want them. The Lyran Empire regained favor in Y168, in exchange for a single monitor (with a fighter pallet).

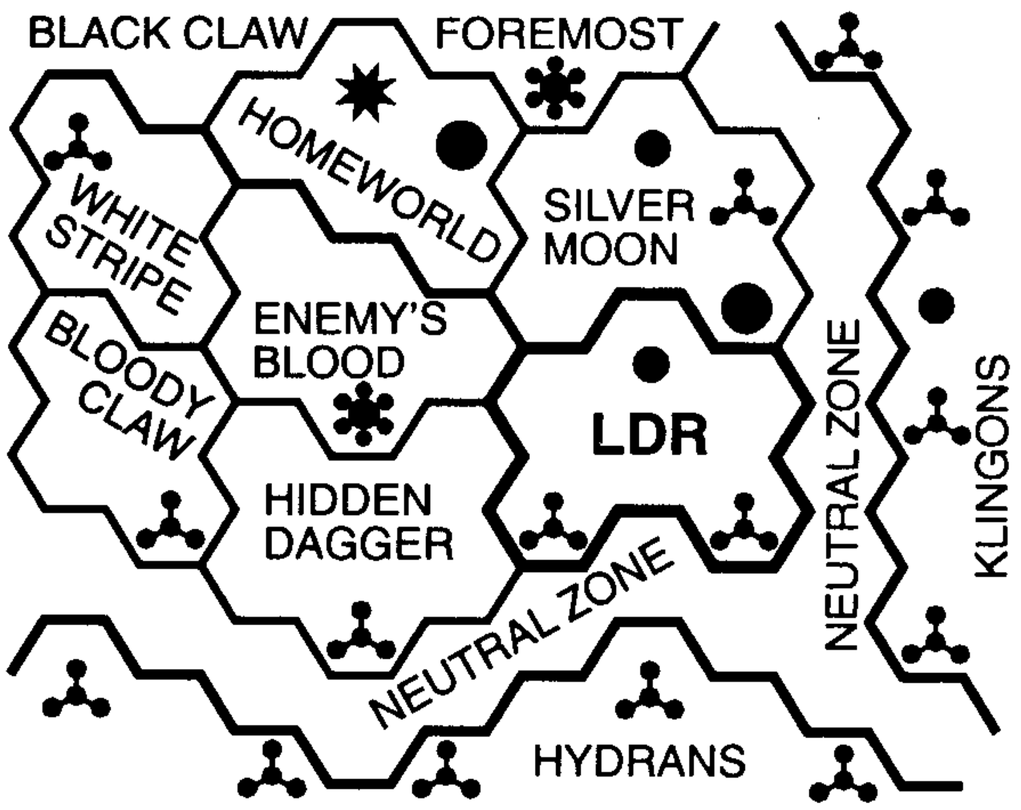
The situation remained static until Y166, when the General War was fast approaching as all races built up their fleets for a final showdown. Needing more powerful ships, the LDR began converting all of their ships (except the cruiser, which was too big for them to handle) into tri-hull designs. This gave rise to the interesting "Military Police" destroyer design, which was the most important class (due to large numbers and reasonable power). While other Lyran counties could have produced military police ships, none did (at least until Y182, and then only rarely). The other counties had too few police corvettes and too many other convertible ships to consider such a project practical.

When the Hydrans attacked the Lyrans and Klingons in Y169, they studiously avoided entering LDR space. Both sides, once again, found the neutral LDR territory to be tactically and politically useful. (The LDR maintained diplomatic contact and arranged several prisoner exchanges.) Although several minor clashes occurred, neither side found it worthwhile to force the LDR into the enemy camp.

By the end of the General War, the LDR was fully independent under the wartime commander Chairman Miow. This proved no disadvantage during the ISC Conquest as the LDR had no interest in any territory but its own.

Unfortunately, independence proved the downfall of the LDR during the Andromedan Invasion. The Andromedans selected the LDR as suitable for total conquest because it was a minor power without nearby friends or adequate resources. Moreover, once it was conquered, a huge area was essentially a military vacuum in which the Andromedans could operate. The handful of LDR survivors escaped to the Lyran Empire; some later migrated to the WYN Cluster.

The Lyran Democratic Republic lasted a total of 50 years, counting the time as the semi-independent DDSC. Its history, like its ships, was certainly unique.



(R14.1B) LDR CAMPAIGN NOTES

While the LDR could be run (in a campaign) by a player, he would probably be as bored as anyone playing the WYNs. Therefore, it is recommended that the Lyran player manage the LDR under the following restrictions.

A. LDR ships cannot leave the area of the Republic.

B. Any Lyran, Klingon, or Romulan ship entering the LDR without prior LDR permission (except as in C below) is interned permanently and added to the LDR fleet. [Any special abilities of those ships would become available to the LDR.] Note that permission cannot be given by a Lyran player who "controls" the LDR in a campaign, and that ships entering with permission will not be allowed to launch attacks on other races from within LDR territory.

C. The Lyrans can send one ship per six-month turn into the LDR to be repaired. (The LDR cannot convert this ship to another variant [CW to CWS] or upgrade it [FF to DW], but can install a simple refit (FF to FF+ or FF+p, but cannot add a power pack.). When it is completed, it moves (by Strategic Movement) to a Lyran (non-LDR) base.

D. The LDR cannot, under any circumstances, EVER transfer phaser-G technology (or ships with that weapon) to any other player. The LDR cannot sell these weapons to other races or install them in foreign ships. See the exception noted in E below, in which case the ph–Gs would be treated as "foreign weapons" under (U7.242).

E. If any Alliance (Hydran, Federation, Gorn, Kzinti) units enter the Republic, the Alliance players have two choices. The ships can be interned as in B above, or the LDR immediately joins the Lyran Empire with all restrictions in this section (including D) cancelled.

(R14.1C) ORDER OF BATTLE FOR LDR FLEET

This OB includes the results of construction and combat losses. (In cases where a war was fought in a given year, an "end" of year strength is listed.) The LDR fleet generally kept two large and four small Q-ships in service throughout the history of the Republic. A monitor was received from the Lyrans in Y168 and remained in service until Y188, when it was scrapped as outdated. CR and LR listings refer to Orion ships under contract to serve in the LDR fleet.

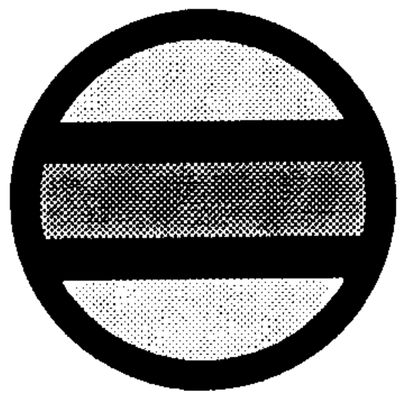
145: Original Fleet 1xCA, 1xCL, 1xDD, 1xFF, 2xPOL.
149: 1xCA, 1xCL, 1xDD, 1xFF, 2xF-AS, 1xF-AL, 3xPOL
150: 1xCA, 1xCL, 1xDD, 1xFF, 4xF-AS, 2xF-AL, 4xPOL
151: 1xCA, 1xCL, 1xDD, 1xFF, 6xF-AS, 3xF-AL, 4xPOL, 1xPSC
152: 1xCA, 1xCL, 1xDD, 1xFF, 8xF-AS, 4xF-AL, 5xPOL, 1xPSC
153: 1xCA, 1xCL, 1xDD, 1xFF, 10xF-AS, 5xF-AL, 6xPOL, 1xPSC
end: 1xCA, 1xCL, 1xFF, 3xF-AS, 1xF-AL, 3xPOL, 1xPSC
154: 1xCA, 1xCL, 1xFF, 9xF-AS, 2xF-AL, 3xPOL, 1xPSC, 1xCR, 2xLR
155: 1xCA, 1xCL, 2xFF, 10xF-AS, 3xF-AL, 4xPOL, 1xPSC, 1xCR, 2xLR
156: 1xCA, 1xCL, 3xFF, 12xF-AS, 4xF-AL, 5xPOL, 1xPSC, 1xCR, 2xLR
157: 1xCA, 1xCL, 4xFF, 12xF-AS, 5xF-AL, 6xPOL, 1xPSC, 1xCR, 2xLR
end: 1xCA, 1xCL, 2xFF, 7xF-AS, 2xF-AL, 4xPOL, 1xPSC

158: 1xCA, 1xCL, 1xDD, 2xFF, 10xF-AS, 3xF-AL, 5xPOL, 1xPSC
159: 1xCA, 1xCL, 1xDD, 3xFF, 12xF-AS, 4xF-AL, 6xPOL, 1xPSC.
160: 1xCA, 1xCL, 1xDD, 1xSC, 3xFF, 12xF-AS, 5xF-AL, 7xPOL, 1xPSC.
161: 1xCA, 1xCL, 1xDD, 1xSC, 4xFF, 12xF-AS, 6xF-AL, 8xPOL, 1xPSC.
162-165: During this period, new ship production was curtailed (only enough were built to replace losses, not to expand the fleet) while many ships were refitted and equipped with ph-Gs and ph–1s. Also during this period, two F-ASs were converted to F–SR repair ships.
166: 1xCA, 1xCL, 1xDD, 1xSC, 3xFF, 10xF-AS, 6xF-AL, 2xF-RS, 6xPOL, 1xPSC, 1xDW, 1xMP.
167: 1xCA, 1xCL, 1xSC, 2xFF, 10xF-AS, 6xF-AL, 2xF-RS, 6xPOL, 2xDW, 1xMP, 1xMPS, 1xCW.
168: 1xCA, 1xCL, 1xFF, 10xF-AS, 6xF-AL, 2xF-RS, 5xPOL, 3xDW, 1xMP, 1xMPS, 1xMPM, 2xCW, 1xCWS. Two F-AS were converted to AxCVLs.
169: 1xCC, 1xCL, 8xF-AS, 6xF-AL, 2xF-RS, 2xAxCVL, 4xPOL, 4xDW, 1xMP, 1xMPS, 2xMPM, 1xMPE, 2xCW, 1xCWS, 1xCVL.
170: 1xCC, 1xCL, 8xF-AS, 6xF-AL, 2xF-RS, 2xAxCVL, 3xPOL, 4xDW, 2xMP, 2xMPS, 2xMPM, 2xMPE, 2xCW, 1xCWS, 1xCWL, 1xCVL.
171: 1xCC, 8xF-AS, 6xF-AL, 2xF-RS, 2xAxCVL, 2xPOL, 4xDW, 4xMP, 2xMPS, 2xMPM, 2xMPE, 3xCW, 1xCWS, 1xCWL, 1xCVL.
172: 1xBC, 1xCC, 3xCW, 1xCWS, 1xCWL, 1xLTT, 1xCVL, 4xDW, 5xMP, 2xMPS, 1xMPV, 2xMPM, 3xMPE, 1xPOL, 8xF-AS, 6xF-AL, 2xF-RS, 2xAxCVL.
173: 1xBC, 1xCC, 3xCW, 1xCWS, 1xCWL, 1xLTT, 1xCVL, 4xDW, 6xMP, 2xMPS, 2xMPV, 2xMPM, 4xMPE, 8xF-AS, 6xF-AL, 2xF-RS, 2xAxCVL.
174: 1xBC, 1xCC, 3xCW, 1xCWS, 1xCWL, 1xLTT, 1xCVL, 3xDW, 6xMP, 2xMPS, 2xMPV, 2xMPM, 4xMPE, 8xF-AS, 6xF-AL, 2xF-RS, 2xAxCVL, 1xDWL.
177: 1xBC, 1xCC, 3xCW, 1xCWS, 1xCWL, 1xLTT, 1xCVL, 3xDW, 1xDWL, 6xMP, 2xMPS, 2xMPV, 2xMPM, 4xMPA, 8xF-AS, 6xF-AL, 2xF-RS, 2xAxCVL, 1xNCA.
179: 1xBC, 1xCC, 1xNCA, 2xCW, 1xCWS, 1xCWL, 1xLTT, 1xCVL, 3xDW, 1xDWL, 6xMP, 2xMPS, 2xMPV, 2xMPM, 4xMPA, 8xF-AS, 4xF-AL, 2xF-RS, 2xAxCVL, 1xPFW, 2xAxPFL.

The LDR built ships to replace losses, but was unable to actually increase in size. Many analysts have commented that such a fleet was unrealistically large. However, it should be noted that of the 55 ships in the Y179 fleet, 24 were auxiliaries, one was the "defensive" monitor, and 16 were the diminutive police ship derivatives, leaving the fleet only 14 "real" warships.

Campaign production is limited to one CW and DW per year, plus one MP and two auxiliaries or armed freighters per six months, but such production can only replace ships lost and cannot increase the size of the LDR fleet as listed above. (Also, in F&E terms, the LDR cannot afford the production schedule given and would have to obtain other funding to produce at maximum rate.) Ships can be converted to replace lost ships of a specific type (CW to CWL or CVL or etc.), and this can be done while the unit is being built or an existing ship can be converted. The LDR can make one conversion during each six-month turn. However, the LDR cannot build or upgrade ships beyond the limits established above, e.g., it cannot convert all of its existing DWs to DWLs.

LDR ships inside LDR territory have a special command rating bonus which is explained in (S8.223).



LDR EMBLEM
The emblem is trimmed in black, with yellow stripes above and below a central red stripe trimmed in black

(R14.1D) LDR SHIP CLASSES

All LDR ships are modifications of standard Lyran designs. The armed freighters and other auxiliary ships are identical to Lyran designs (they do not have ph–Gs).

NOTE ON DNs: The LDR never possessed a dreadnought. The DN counter on the countersheet is there to facilitate the use of the LDR counters for Lyran Civil War scenarios and for campaigns in which the LDR acquires such a unit.

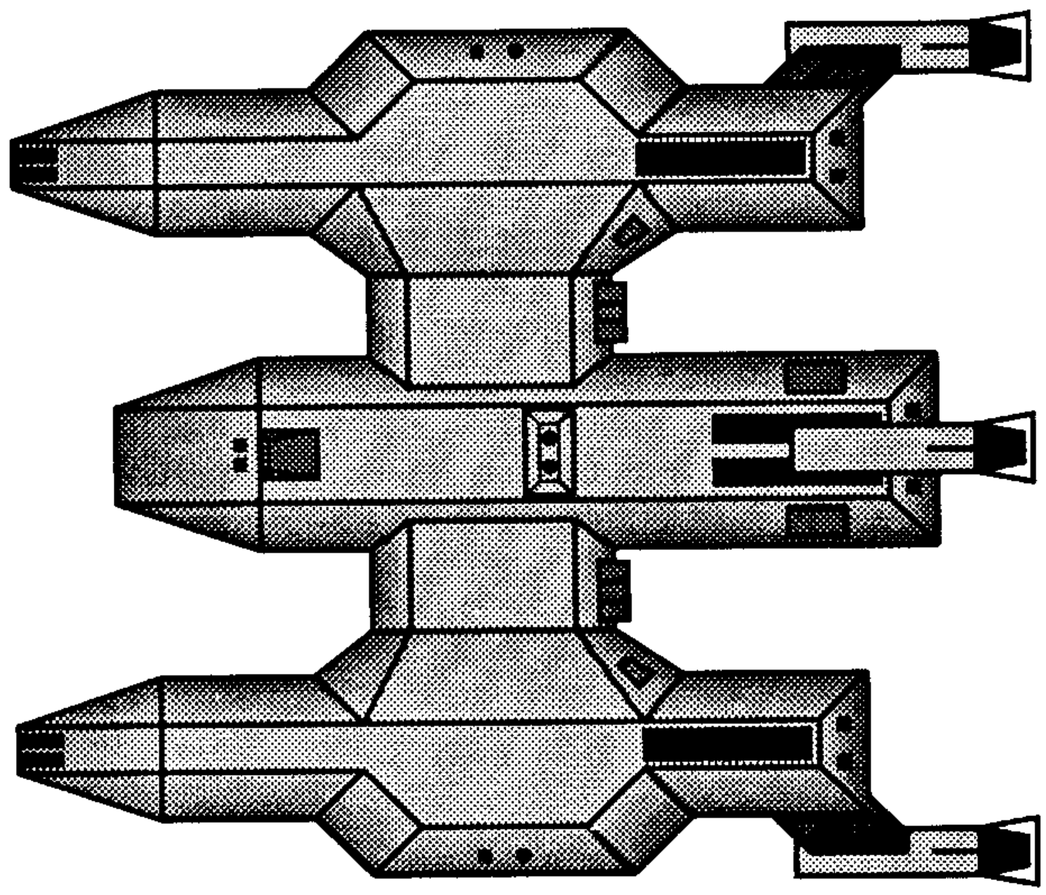
(R14.2) BATTLECRUISER (BC): The single CL was converted to a battlecruiser in Y171–172. An SSD is provided for this very powerful unit and shows the two Lyran power packs (R14.R3) carried. The ship was so heavily over-gunned that it was unable to operate very far from its own bases. (In F&E terms, the BC can only draw supply directly from the LDR home planet, without intervening supply nodes.) The weapons systems added were at the expense of crew habitability and its ability to carry internal stores to support itself. The ship spent very little time on actual patrols. From its launching, this ship served as the flagship of the LDR fleet, supplanting the *Independence*.

Refits: The plus and phaser refits of standard Lyran BCs were included in the original design. The power packs were standard, but are not included in the base BPV. The mech links and repair systems were added in Y179; prior to that year replace each of the repair boxes with cargo boxes, delete the mech links, and reduce the BPV by 6 points. With the mech links, the ship becomes a true PF tender (K2.113) and can repair PFs on the two center mech links. (The basic design did have six tractors prior to mech-link refits.)

UIM: There are two UIMs as standard equipment. Backups are available for purchase under (S3.2).

Name: *Democracy*

SSD and counter are in Module C3.



(R14.3) HEAVY CRUISER (CA): The only heavy cruiser was the LDR flagship until the conversion of the CL *Democracy* in Y172. Thereafter, *Independence* commanded the mobile patrol fleet, regularly visiting all frontiers. The refit history of the ship is as follows:

- Y163: Waist phasers refitted. Two became ph–1; the other four were replaced with ph–G.
- Y169: Converted to command cruiser; fitted with UIM.
- Y170: Plus refit installed.
- Y179: Mech-links added.

The LDR lacked the facilities to convert this ship to a DN, but in a campaign the Lyrans might perform the conversion (assuming that the Lyrans had the spare capacity and could be trusted to give the ship back when finished; remember the British confiscation of foreign warships in 1914). The ph-Gs would be removed prior to sending it to the shipyard. A DN counter is provided; see the note above.

UIM: One UIM standard in Y169; no UIM prior to Y169. Backups are available for purchase under (S3.2) *after* Y170.

Name: *Independence.*

SSD and counter are in Module C3.

(R14.4) LIGHT CRUISER (CL): The sole light cruiser was refitted in Y164 with two ph-Gs replacing the two ph-3s on each side. This ship was rebuilt in Y171–172 as a BC (R14.2).

Refits: Plus refit was installed in Y167; no other refits were applied to this unit. The mech-link refit is shown on the SSD in case the players wish to experiment with a campaign in which the CL was not converted to a BC.

UIM: Available for purchase Y170.

Name: *Democracy*

SSD and counter are in Module C3.

(R14.5) WAR CRUISER (CW): In Y167 the LDR converted their only DD into a CW, renaming it *Chairman Pathau.* The ship suffered from many of the liabilities of the original CW design, but packed a powerful punch because of its superior phaser suite, particularly the close range firepower of the ph-Gs.

The war cruisers in the LDR fleet were built with ph-1s replacing the ph-2s and with each ph-3 replaced by a ph-G.

Refits: The power pack and plus refits were applied beginning in Y169 and became standard the next year (not in BPV). Mech links were added beginning in Y179 and became standard by Y181.

UIM: Available from Y170; generally all CWs equipped with disruptors had them (not included in BPV) by Y173.

Names: *Chairman Pathau (ex-DD Politburo), Chairman Kiroth* (converted to WPF *Assembly*), *Chairman Mithau*

SSD and counters are in Module C3.

(R14.6) WAR CRUISER LEADER (CWL): The fifth war cruiser completed by the LDR was built as a CWL to provide increased command abilities to control the combat power of their small fleet. This ship operated as the squadron command ship of LDR units deployed on various borders, particularly when a high risk demonstration seemed in order and the LDR did not want to risk its CC or BC.

Refits: This ship included the power pack refit in its design, but it is not included in its BPV. Mech links were installed in Y179. The phaser refit was never installed as the LDR preferred the gatling phaser arrangement on this ship.

UIM: One UIM standard; backups available for purchase under (S3.2).

Name: *Protector*

SSD and counter are in Module C3.

(R14.7) WAR CRUISER SCOUT (CWS): Recognizing their need for a more effective EW platform to support their slender forces, the LDR converted their SC into the first CWS. The Lyran Empire at first considered this use of a cruiser hull as a waste of resources. Combat experience in the escalating General War soon proved that the pre-war scouts were too vulnerable to destruction, and simply lacked the power to be effective EW platforms in intense combat. Consequently, the Lyran Empire exchanged the plans for the LTT for the plans for this class and the CVL from the LDR, hastening their own deployment of CWS units.

Refits: Plus and power pack refits installed in Y170. Mech links were installed in Y180.

UIM: Not available.

Name: *Adjudication*

SSD and counter are in Module C3.

(R14.8) LIGHT CARRIER (CVL): The LDR was faster than the Lyran Empire to accept the use of attrition units, acquiring numerous fighters from the Klingon Empire to supplement their combat units. In Y169 they completed their fourth CW hull as a CVL to provide for the rapid movement of these attrition units in support of their regular forces. The ship was originally intended to supplement the AxCVLs, but quickly became an important combat unit in its own right due to its mobility. The LDR did discover the need to have escorts for the CVL and developed a version of the MP for that role (R14.26). Like the CWS (R14.7), the Lyran Empire eventually exchanged the plans for the LTT (R14.10) for the LDR plans for this unit when they found the need to deploy more attrition units to support their own combat fleets.

Year	Escorts	Fighters
Y169	1x MPE	12x Z–2
Y170–74	2x MPE	12x Z–2
Y175–78	2x MPA	12x Z–V
Y179+	2x MPA	12x Z–Y
Y181+	2x MPA	12x Z–YB
Y184+	2x MPA	12x Z–YC

The B and C refits of the Z–Y were introduced over a period of time, and some replacement fighters were of earlier types, so it is not impossible that the ship had all three types during brief periods. There are two shuttle bays; transfers between bays are not possible.

Refits: Plus and power pack refits installed in Y170. Mech links installed in Y180.

UIM: Not available.

Name: *Committee*

SSD and counter are in Module C3.

(R14.9) WAR PF TENDER (PFW): The LDR saw in the deployment of PFs both a threat to themselves, and the defense against that threat. Gradually, most LDR ships would be refitted to carry at least some PFs. However, the LDR recognized that it was necessary to be able to support the PFs in direct combat. To this end, they purchased the plans for the Lyran PFW and converted the CW *Chairman Kiroth* into a PFT in Y179. The LDR believed that this ship, together with the BC (and the two AxPFLs), would enable LDR units to conduct sustained operations against potential aggressors.

The PFs on the two center mech links can be repaired in collapsible repair bays.

Refits: Power pack refit was standard, but is not included in BPV. Plus refit incorporated in the design; phaser refit not applied as the LDR preferred the phaser-G arrangement.

UIM: Not available.

Name: *Assembly*

SSD and counter are in Module C3.

(R14.10) LIGHT TACTICAL TRANSPORT (LTT): The seventh war cruiser hull completed by the LDR was completed as an LTT. The LDR found that they needed a more effective unit to aid them in repairing their existing bases, which they had found very difficult to do without the support of tugs from the Lyran Empire. With the Lyran Empire's tugs tied up supporting the General War, the LDR had been very concerned that their existing bases might begin to break down. A deal was struck with the Lyran Empire in which the LDR provided the plans for the CWS and CVL classes in exchange for the plans to build an LTT. The LDR obtained Klingon pods for their LTT to operate.

Available for use by this unit are two cargo, one repair, one power-boost (self-defense), one troop, and one battle pods. These are Klingon pods sold to the LDR in Y172 (R14.22). A CV pod could be purchased from the Klingons. For reasons that remain unclear, the LDR did not initially include the plus refit on this unit.

Refits: Plus refit installed in Y175; power pack refit not available. Phaser refit was not applied as the LDR preferred the phaser-G arrangement. Mech links were installed in Y181.

UIM: Not available.

Name: *Commission*

SSD and counter are in Module C3.

(R14.11) DESTROYER (DD): The single destroyer of the initial LDR fleet, *Manifesto*, was destroyed in Y153 and never had the phaser-Gs of the later *Politburo*. The *Politburo* was added to the LDR fleet in Y158 as a standard Lyran DD. It was refitted in Y162 with ph-1s replacing the ph-2s and a ph-G replacing each ph-3. Later destroyer production in a campaign game would include these changes.

Refits: The SSD shows the plus and mech link refits, but these were never installed on an LDR DD as the only one, *Politburo,* was converted to a CW in Y167. The refits are shown for use in player campaigns where the players might choose to continue DD production.

UIM: Not available to DDs historically as production ceased before UIMs became available. In a non-historical campaign, they may be purchased under (S3.2) from Y170.

Names: *Manifesto, Politburo*

SSD and counter are in Module C3.

(R14.12) WAR DESTROYER (DW): In Y166 the LDR converted the first of its FFs, *Commune*, to the DW design developed by the Lyran Empire. The remaining ships of the FF class were all converted to this design over the succeeding three years. Like the CW and the regular Lyran DWs, these ships were initially underpowered, but all of them packed a significant punch in their phaser suites that made them units to be reckoned with. In Y174 the *Equality* was rebuilt as a DWL and renamed *Commissar*.

Ships of this class, whether modified from frigates or built as new construction, had ph-Gs replacing the ph-3s on each side and ph-1 replacing ph-2.

Refits: The power pack and plus refits were applied beginning in Y169 and became standard the next year. Mech links were added beginning in Y180 and became standard by Y181.

UIM: UIMs are available from Y171, under (S3.2). They were standard from Y174 although not included in the BPV.

Names: *Commune, People's Choice, Proletariat, Equality*

SSD and counters are in Module C3.

(R14.13) FRIGATE (FF): The single frigate of the initial LDR fleet, *Liberty*, together with the newly built *Fraternity*, was destroyed in Y157 and never had the phaser-Gs or phaser-1s of later FFs. The *Commune, People's Choice, Proletariat*, and *Equality* were all standard Lyran FFs until modified between Y162 and Y165 with ph-Gs replacing the side ph-3s and ph-1 replacing ph-2. Future construction would have included this modification, but no more FFs were built. Beginning in Y166, the LDR's FFs were gradually converted to DWs.

Refits: The plus and mech-link refits were never applied to FFs, but are included on the SSD for use in player campaigns where FFs might be built (refit available Y170). The phaser refit would never have been applied to an LDR FF as the LDR would have regarded the existing phaser-G arrangement as superior.

UIM: Not Available.

Names: *Commune, People's Choice, Proletariat, Equality, Fraternity, Liberty*

SSD and counters are in Module C3.

MILITARY POLICE FRIGATE AND VARIANTS

(R14.14) MILITARY POLICE (MP): This is probably the most significant LDR contribution to ship design, often called the "LDR War Cruiser." The LDR used their large existing fleet of police ships to fulfill a variety of roles.

It is thought that this ship was first intended as a leader for the existing police ships. The design was so successful (and relatively cheap) that eventually all existing LDR police ships were converted to this design or a variant of it. As with most of the Lyran tri-hulls, the MP design initially proved power deficient. The two ESGs on such a small hull only exacerbated this problem. The ships lacked any really effective long-range punch by themselves, but were quite devastating up close with the phaser-Gs augmenting their ESGs.

The MPs were unable to carry PFs, the mine-warfare PFs on the MPM being a unique exception.

The fact that none of these ships ever had phaser-1s is thought to indicate that the LDR's resources in providing them to the larger ships had been stretched to their limit.

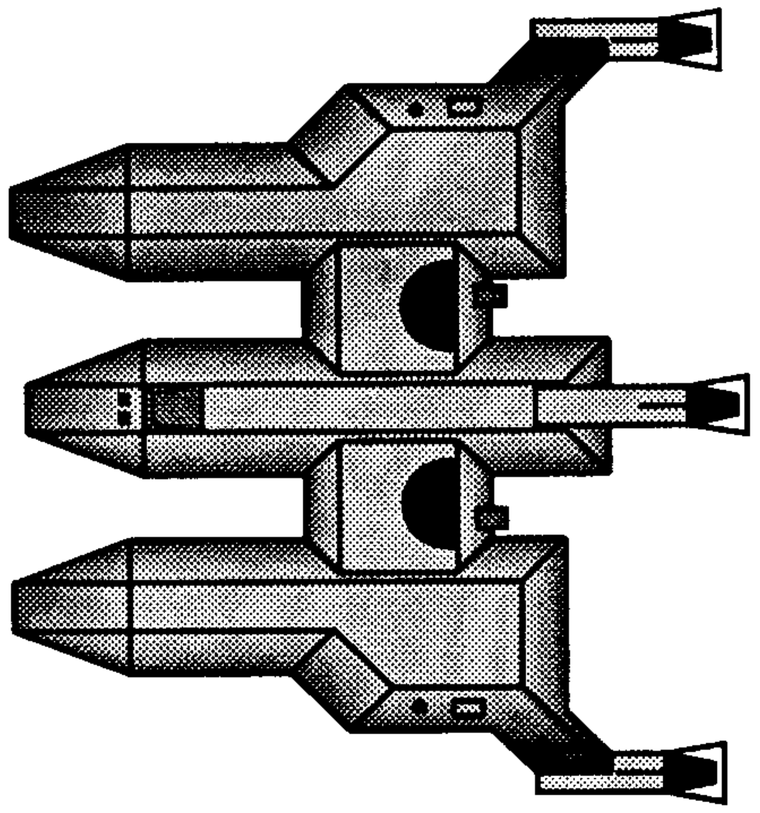
Refits: The plus and power-pack refits were installed from Y171 and were standard by Y175. There is no mech-link refit as the ship proved totally unable to support even a single PF.

Federation codename: Caracal

UIM: UIMs are available from Y172, under (S3.2). They were standard from Y174 though not included in the BPV.

Names: *Defender, Champion, Hero, Guardian, Security, Swordbearer.*

SSD and counters are in Module C3.



(R14.15) MILITARY POLICE MINESWEEPER (MPM): This ship is a curious unit in LDR service. Generally, minesweepers were offensive units used to breach a defending minefield. As the LDR had no real need to attack the defended localities of the surrounding empires, these units were primarily employed in maintaining the LDR's own minefields. MPMs were frequently pressed into service as convoy escorts. Assignment to an MPM was generally considered the end of an officer's career.

Refits: This unit received the plus refit in Y175 and mech links in Y180, but the class never received the phaser or power-pack refits. Note that this was the only MP variant able to carry mech-links (because of the unique position of its tractor beams).

UIM: Not available.

Names: *Plowshare, Reaper.*

SSD and counter are in Module C3.

(R14.16) MILITARY POLICE CARRIER (MPV): As the General War grew, the LDR continued to look for ways to improve its defenses and decided that it was to their advantage to increase the number of attrition units as much as they could. To this end, they converted their last two POLs to MPVs in Y172 and Y173. The first of these units did not include either plus or power-pack refits, but the second included both.

Year	Escorts	Fighters
Y172–74	1x MPE	6x Z–2
Y175–78	1x MPA	6x Z–V
Y179+	1x MPA	6x Z–Y
Y181+	1x MPA	6x Z–YB
Y184+	1x MPA	6x Z–YC

There are two shuttle bays; transfers between bays are not possible.

Refits: Plus and power-pack refits standard from Y173; no mech-link refit available.

UIM: Available under (S3.2) from Y173; standard from Y174 although not included in BPV.

Names: *Judgement, Celebration.*

SSD and counter are in Module C3.

(R14.17) MILITARY POLICE SCOUT (MPS): The second MP conversion undertaken in Y167 was applied by the LDR to their police scout. While the resulting ship was a superior EW platform compared to the original PSC (and this was later improved by the power-pack refit), the LDR sought something better by converting their existing SC to a CWS. However, the LDR found that it simply did not have the resources to have more CWSs and, after rejecting the concept of a DWS (which was already in service with the Lyran Empire), continued the MPS in service throughout their history. A second was built in Y170, and a replacement for a lost unit might have been built later.

Refits: Power-pack and plus refits were installed in Y174. No mech-link refit possible.

UIM: Not available.

Names: *Sharp Eyes, Night Eyes, (Far Eyes?)*

SSD and counter are in Module C3.

ADDITIONAL LDR WARSHIPS AND VARIANTS

(R14.18) POLICE CORVETTE (POL): For the first 20 years of the LDR's existence, these diminutive units would stand as the first line of defense and bear much of the burden of its losses. No fewer than six police ships would be destroyed in action with the enemies of the fledgling republic.

The standard police ships were modified between Y163 and Y166 with ph-Gs replacing the side ph-3s. None of these units ever received phaser-1s.

Refits: As a stop gap measure in Y169, the four police ships which had not yet been converted to the MP class all received the plus refit. These ships were too small to carry PFs, so there is no mech-link refit available.

UIM: Not available.

Names: *Marshal, Constable, Bailiff, Warden, Guard, Sheriff, Watchman.* (Note: *Defender, Champion, Hero, Guardian, Security, Swordbearer* were converted to MPs.)

SSD and counters are in Module C3.

(R14.19) POLICE SCOUT (PSC): One of the police ships built in the DDSC period (the one added to the OB in Y151) was a "scout" with one special sensor replacing the disruptor. While a small ship, it was the only electronic warfare platform the small nation had until a destroyer-sized scout could be built in Y160. The LDR considered that the unit did not have enough power to be an effective EW platform and never added phaser-Gs to it. Phaser-Gs were added when the ship was converted to the MPS design.

Refits: The SSD shows the plus refit to allow players to experiment with it, but it was never installed as the ship was converted to the MPS design first.

UIM: Not available.

Name: *Sharp Eyes.*

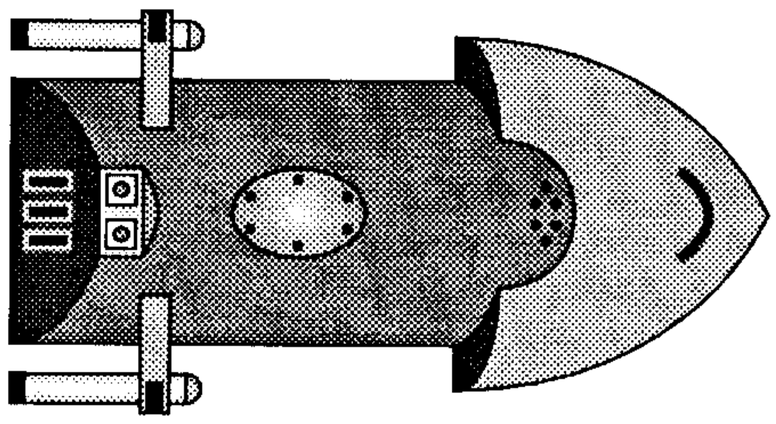
SSD and counter are in Module C3.

(R14.20) MONITOR (MON): The LDR monitor was a standard Lyran type, with two ph-Gs replacing each battery of four ph-3s. It arrived with a fighter module in Y168, but records do not indicate if it ever received a Space Control module, and it may have operated with the fighter module throughout its service life. See (R1.22) for special Monitor rules.

UIM: The ship had a UIM when it was received from the Lyran Empire, but this is not included in its BPV. Backup systems can be purchased after Y170 under (S3.2).

Name: *Dictator.*

SSD and counter are in Module C3.



(R14.21) WAR DESTROYER LEADER (DWL): In Y174, the LDR DW *Equality* was rebuilt as a DWL and renamed *Commissar.* The ship served a similar role to the LDR CWL, but in less hazardous areas.

Refits: The power-pack refit was standard, but is not included in the BPV. The plus refit was included in the design. Mech links were added in Y180.

UIM: Standard.

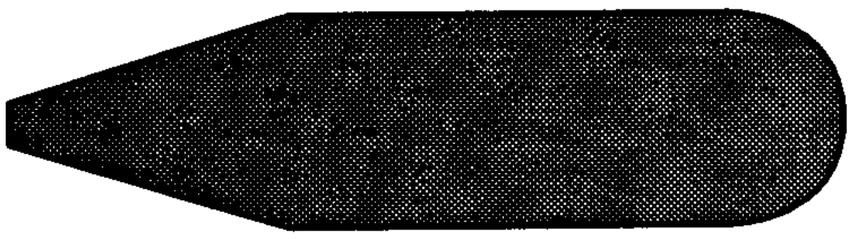
Name: *Commissar.*

SSD and counter are in Module C3.

(R14.22) KLINGON PODS IN LDR SERVICE

The Klingons provided the LDR with pods to use on their LTT in Y172. These were modified for service by the LDR. These pods could be carried by Klingon or Lyran tugs (or Romulan KRTs). ESGs would not function if carried on Klingon or Romulan tugs, and all non-cargo pods would be treated as inactive cargo if carried by a Romulan KRT. LDR pods are not available for purchase by Klingons or Lyrans in Patrol scenarios, and could only come into foreign hands as part of a campaign. No refits are available for any of these pods. SSDs and counters are in Module C3. The pods in LDR service include:

(R14.22A) CARGO POD (P-C1): This was a standard Klingon cargo pod and is completely interchangeable with one.



(R14.22B) POWER-BOOST POD (P-P2): This pod was generally used if the LTT was going into non-LDR space on a trading mission.

(R14.22C) TROOP TRANSPORT POD (P-T3): This pod was apparently only used in a few anti-pirate operations, or to assist in improving the defenses of LDR planets, but was the only means the LDR had of moving a battalion of ground troops quickly.

(R14.22D) BATTLE POD (P-B4): This pod included a UIM module when it was delivered by the Klingons. Its use could make the LDR LTT a powerful, if slow, combat unit. The UIM can also be used to control the disruptors on the tug. Backup modules are available for purchase under (S3.2). Note that the LDR improved the phasers.

(R14.22E) CARRIER POD (P-H5): The records are not clear on whether or not the LDR ever acquired one of these pods. (It would not have been before Y175.) This pod would have allowed the LTT to function as the equivalent of a heavily armed MPV. It is believed that if the LTT had ever used one of these, it would have had at least two MPAs as escorts.

Year	Escorts	Fighters
Y175–78	2x MPA	6x Z–V
Y179+	2x MPA	6x Z–Y
Y181+	2x MPA	6x Z–YB
Y184+	2x MPA	6x Z–YC

(R14.22F) REPAIR POD (P-R9): This pod enabled the LTT to assist LDR units in making repairs before returning to the shipyard for more extensive rebuilds.

ADDITIONAL LDR WARSHIPS AND VARIANTS

(R14.23) SCOUT (SC): This was the second new DD hull built at the upgraded LDR shipyard in Y160. The LDR had realized (and throughout its existence would place emphasis on) the importance of electronic warfare in defending itself. An EW advantage was sought, although it was frequently not possible, especially when the LDR had to fight away from its few bases (nearly always the case when fighting other Lyrans). By having an edge in EW, the LDR hoped to reduce its own casualties by blinding the enemy. This larger ship benefitted from the phaser-G refit, unlike the smaller PSC. For reasons that remain obscure, the LDR did not rename this ship after converting it to a CWS.

Refits: The SSD shows both the plus and mech-link refits, but the unit never received them, being converted to a CWS prior to that point. Players may wish to experiment with what might have happened had the LDR not converted this ship. The SSD shows the ship after the phasers were refitted to ph–Gs and ph–1s in Y163.

UIM: Not Available. Name: *Adjudication*

SSDs and counter are in Module C3.

(R14.24) BASES: The LDR began with standard Lyran base stations (R1.03) and later upgraded these with gatling phasers. An SSD of this design is provided in Module C3.

The LDR later upgraded the two base stations to battle stations (R1.2) and built a third battle station over their capital. These were standard Lyran types with one ph–G replacing each pair of ph–3s. An SSD and counter are provided for this configuration in Module C3.

The LDR provided the resident Orion contract squadron with a Civilian Base Station (R1.35). This was a standard Lyran type; an SSD is provided. (Note: The entry in early printings of Module R1 lists the Lyran bases as armed with drones, an obvious error. The LDR Civilian Base Station SSD provided in this product is correct for all Lyrans.)

Other LDR bases are identical to Lyran types (no ph-Gs).

(R14.25) AUXILIARIES: The LDR used standard Lyran auxiliaries (armed freighters, repair ships, Q-ships, etc.). SSDs are found in various products as listed in section (R1.0). Most were named for heroes of the revolution. Armed freighter counters for the LDR are provided in Module C3. FSAs are phaser-armed; FSLs are disruptor-armed (unless otherwise noted in scenario rules).

UIM: UIMs were available only for LDR large Q-ships. It proved impossible to supply them to the armed freighters which were nominally part of the LDR fleet, but spent much of their time performing as normal freighters.

(R14.26) MILITARY POLICE ESCORT (MPE): The LDR built at least four of these units to provide escorts for its few carriers. Two escorted the CVL, while the other two escorted the MPVs. While they were even less able to take an active role in long-range battles than the average MP, the addition of the third gatling greatly increased their close-in firepower. These ships used their cargo bays to hold four spare fighters and 100 points of spare drones using the (R2.R5) system.

Refits: The power-pack and plus refits were added in Y173 and were standard from that date. These ships could not carry PFs and never received the mech-link refit.

The MPE was suggested by Steve Sims.

UIM: Not available. Includes limited aegis.

Names: *Assistant, Adjutant, Aide, Secretary.*

SSDs and counters are in Module C3.

(R14.26A) MILITARY POLICE AEGIS ESCORT (MPA): The LDR fitted their MPEs with full aegis in Y175, resulting in the MPA. The SSD is combined with MPE; use MPE counters.

(R14.27) NEW HEAVY CRUISER (NCA): In exchange for repairs of a Lyran NCA in Y176, the LDR was allowed to copy the design and produced their own version in Y177. The LDR found the design too expensive for their economy and may not have built a second one.

UIM: One standard but not included in BPV. Backups are available for purchase under (S3.2).

Name: *Spokesman.*

SSDs and counters are in Module C3.

(R14.R) LDR FLEET REFITS

(R14.R1) GENERAL: LDR refits are generally similar to those used by the Lyran Empire, although with fewer units. The actual application of specific refits is more closely defined for each ship in its R description. Note that the LDR, which had too few ships, was able to spend more on each unit and applied refits more quickly to the smaller classes in order to improve their combat power.

(R14.R2) UIM REFIT: With the exception of the Monitor received from the Lyrans in Y168 (R14.20), the LDR did not deploy UIMs until Y170. After they became available, they were deployed aggressively, even on the smaller LDR ships. See the individual ship descriptions for UIM availability. See (R11.R4).

(R14.R3) POWER PACK: The BC and some LDR CWs, MPs, DWs, and their variants received the Lyran power pack. This is described in their R sections where appropriate, together with the date it became available for each ship type and when it became standard. Unless otherwise stated, this refit is not included in the unit's BPV. See (R11.R5).

(R14.R4) MECH LINKS: Beginning in Y179, many LDR units received the mech-link refit; see (R11.R3). It was not possible to apply this refit to police ships or military police ships (except for the MPM).

(R14.R5) PLUS REFIT: The plus refit was applied to many LDR units beginning in Y167. By Y175 all LDR units with this refit available had it. See (R11.R1).

(R14.R6) ESG CAPACITOR: All LDR units received the ESG capacitor refit in Y169. The BPVs of all LDR ships assumes the presence of this refit (unless specifically noted otherwise). If using the ships before their capacitors were installed, the BPV is reduced by 1 point per ESG. A ship may have capacitors on all of its ESGs or none of them, but will never have capacitors on only some of its ESGs. See (R11.R6).

(R14.R7) PHASER REFIT: In general, LDR units did not receive the phaser refit of Lyran ships, using the phaser-G refit of Y162-Y165 instead. In a campaign where it is assumed the LDR did not receive gatling technology from the Hydrans, this refit (R11.R2) may be used but cannot be applied to any LDR unit before Y169 and is applied normally to them from that point, i.e., only the side phasers are affected. Where the refit was applied is defined in individual ship descriptions; see (R14.3) for an example.

Note, however, that the upgrade of most ph–2s to ph–1s (already shown on the SSDs) was independent of the refit program (reflecting that the limited LDR fleet meant more funds were available for each unit) and is not dependent on relations with the Hydrans.

(R14.R8) DRONE AVAILABILITY: The LDR has the same historical drone availability percentages as the Lyrans do. This includes the percentages in (FD10.6).

(R14.PF) LDR FAST PATROL SHIPS

(R14.PF0) INTERCEPTOR: A small number of standard Lynx interceptors were provided by the Lyrans for training purposes. These were all relegated to home defense by Y180, and the last (after being worn out) were destroyed for target practice in Y183.

Counters are provided in Module C3.

The LDR never operated Klingon or Hydran interceptors.

(R14.PF1) FAST PATROL SHIP: The LDR operated standard Lyran Bobcat PFs. The ph-3s were not converted to gatlings as they were too expensive for such expendable units. From Y180 the LDR built its own PFs, although it continued to purchase some from the Lyran Empire throughout the remainder of its existence.

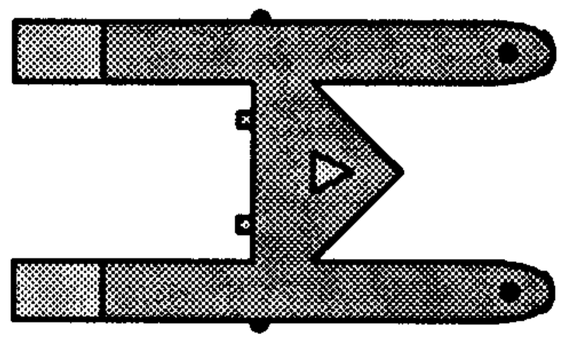
Counters are provided in Module C3.

Versions operated included:

- Bobcat-C (Cargo)
- Bobcat-G (Ground Assault)
- Bobcat-L (Leader)
- Bobcat-M (Mine Warfare)
- Bobcat-S (Scout)
- Bobcat-Ps (Phaser; only a single flotilla)

The LDR never operated Bobcat-Fs.

The LDR never operated Hydran or Klingon PFs.



(R14.F) LDR FIGHTERS

(R14.F0) MRS: The LDR used the Lyran MRS. It was not fitted with a phaser-G.

(R14.F1) FIGHTERS: The LDR used the same fighters as the Lyran Empire. These were provided by the Klingons from Y168; small numbers of Z-Vs may have been produced locally after Y174. Z-Ys were produced after Y178.

The Klingons provided an example of the Z–YB in Y180 (the LDR paid handsomely for one of the original prototypes), and the LDR began producing their own by Y181. The LDR was able to copy the concept of the Z–YC by Y184.

The LDR never operated Hydran fighters and never applied gatling phaser technology to its fighters.

LDR SHIP NAMES: Hull numbers 900-999 (F&E 0711).

DESIGN: The Lyran Democratic Republic was created by Stephen Koehler. This material is based on a presentation that originally appeared in Nexus #13. Since that earliest presentation, the LDR appeared in Update #2 and in Module P5. At each stage, the volume of material increased farther beyond the original submission.

(R15.0) THE SELTORIAN TRIBUNAL

(R15.1A) SELTORIAN BACKGROUND

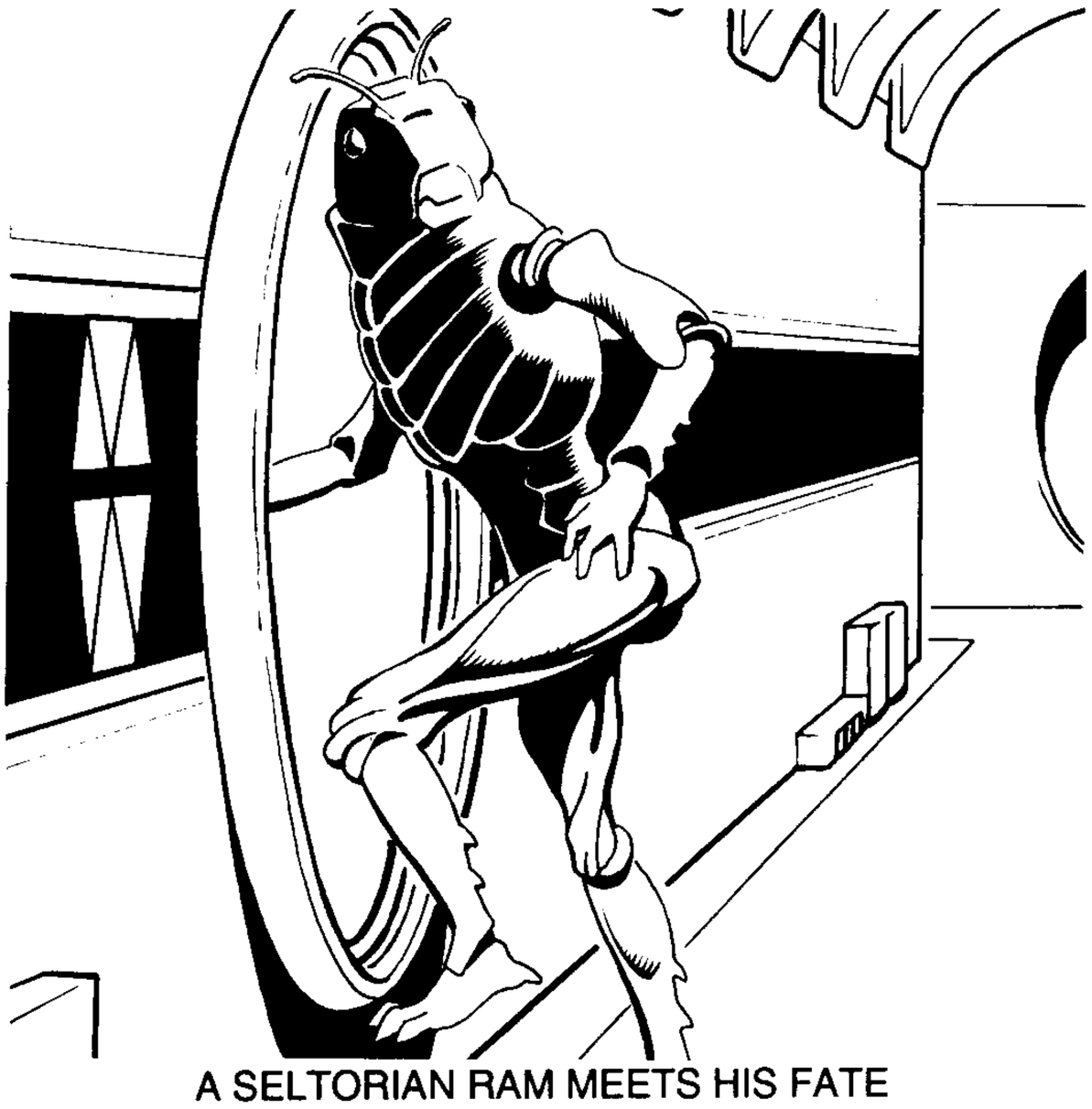
The Seltorians resemble large humanoid Terran insects and reach a height of 1.65m and weight of 50–70 kilos at full maturity. This seems to be a racial constant, but the large Queens are an exception to this rule. There are two sexes and four castes. All are born from eggs and are about 60cm tall at birth. They reach their "adult" height of 1.65m within a few months.

The only fertile females are the Queens, who make up less than 1% of the population and live more than a century. Queens continue to grow throughout their long lifespan and can reach lengths of nearly five meters. One mating session can produce hundreds of thousands of eggs, but Queens usually mate many times during their life span. To some extent, egg production can be controlled by limiting dietary intake, allowing the Seltorians to control their population and then to increase it rapidly when needed. Queens do not possess a particularly high level of intelligence.

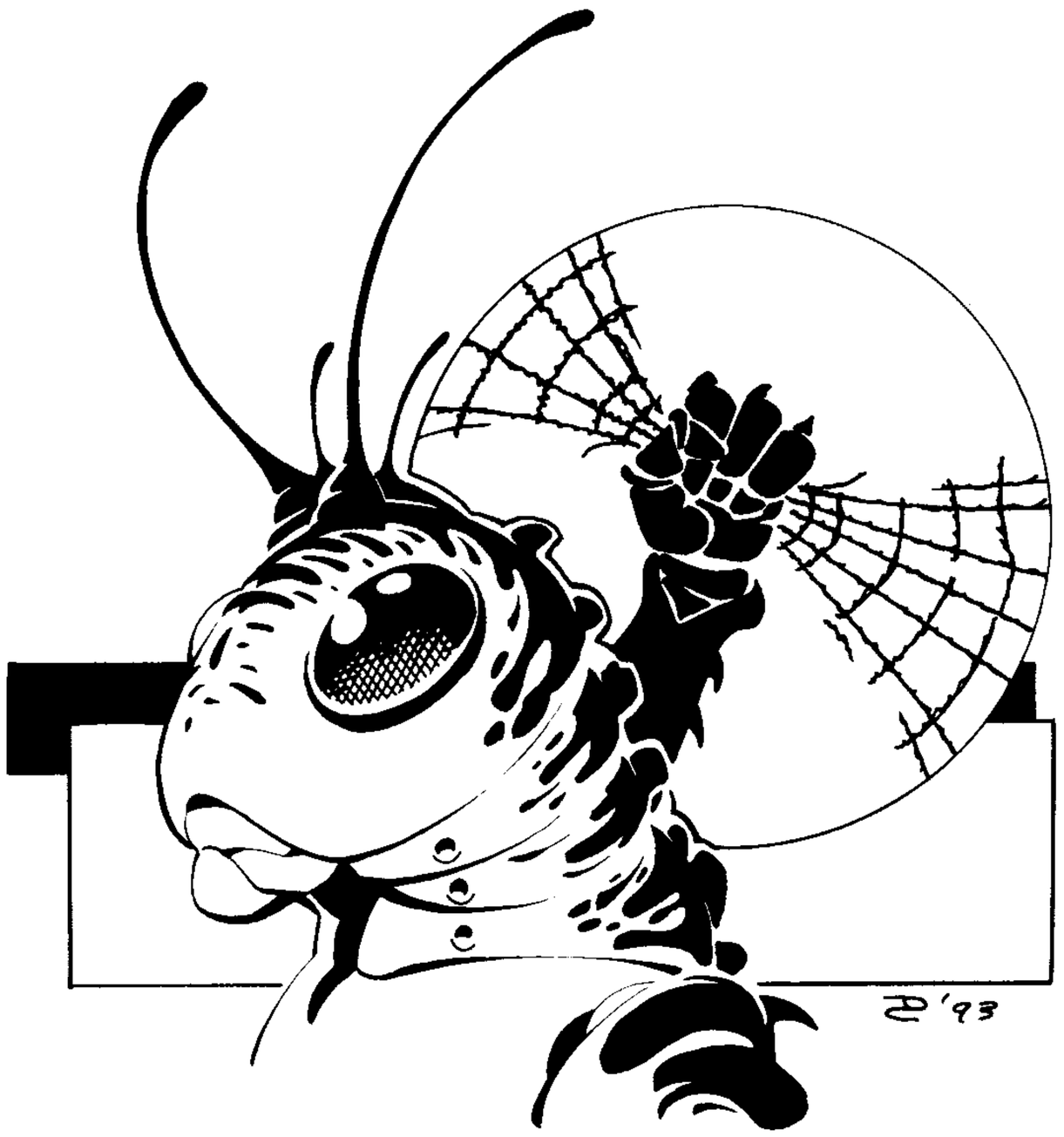
The infertile females are the Workers, who comprise more than 95% of the population and live only a few years. (One authoritative source cites a life span of five years, but notes that few Workers die natural deaths.) Workers are reasonably intelligent and provide most of the starship crews, a job for which they are trained practically from birth. They are born with the knowledge that they will not lead long lives, but they work their entire lives mostly without complaint. Starships carry fertilized eggs to provide continual replacements.

Fertile males, called Rams, live only until they mate with a Queen, after which they die rather swiftly. Rumors that the Queens eat their mates appear to be incorrect.

Those Rams who do not mate within a few weeks of sexual maturity become infertile and live for two centuries or more as Sages. The Sages run the government, have the highest intelligence, provide most of the starship officers and industrial administrators, and take a much longer view of racial development. (While it would seem that the choice between the short lifespan of a fertile Ram and the longer, more fulfilling lifespan of a Sage would be a simple one, this choice is not one given to the Rams. It is more a case of being in the right place at the right time.)



A SELTORIAN RAM MEETS HIS FATE



THE RESPLENDENT SELTORIAN QUEEN

SELTORIANS AS THOLIAN AUXILIARIES

The Seltorian race resides in the original Tholian Home Galaxy. Prior to the downfall of the Tholians, the Seltorians occupied the position of "most trusted subject race" within that galaxy and maintained their own ships and shipyards. (There is some indication that the Seltorians might not have been the first to hold that position, but were the only one to successfully revolt.) The Seltorian fleet acted as auxiliaries and reserves to the Tholian fleet, and Seltorian ground troops (acclimated to the more common temperatures on worlds with sentient populations) did the bulk of the enforcement of Tholian Will.

The Seltorians are (according to rumor) the results of a genetic-engineering project of the Tholians, using as a basis a semi-intelligent insectoid species native to one planet in the Tholian Home Galaxy. This seems to be the basis of the fierce race-hatred that Seltorians have for Tholians, and may provide a more powerful reason for the revolution than the fact that the Tholians were oppressive rulers or the theory that the Seltorians simply wanted to keep the profits of a galactic empire for themselves.

The Seltorians were never innovators and basically used whatever weapons the Tholians provided. Even after the Tholians were overthrown, the Seltorians never developed new ship designs or technology, and apparently never realized that they should have or could have done so.

Seltorian ships were given large numbers of shuttles, transporters, and Marines to deal with rebellious planets and outlaw ships. More importantly, they were fitted with a weapon known as shield cracker, which could knock down the shields of a ship without destroying the ship itself, allowing the Seltorians to return outlaw vessels to their proper service with minimum expense for repairs.

Capturing rebellious ships, rather than destroying them, was a key facet to the maintenance of the power of the Tholian Will. Only with rebel ships captured intact were there prisoners to interrogate and computer records to analyze, allowing the extent of a rebellion to be quickly determined. The Tholians relied on the ability of Seltorians to extract information from rebel prisoners as their primary source of military intelligence once any given rebellion started.

THE SELTORIAN REVOLUTION

At one point about a decade before the Revolution, Seltorian scientists stumbled upon a shield cracker wave pattern that would disrupt webs. This was quickly (and secretly) developed into a weapon known as web breaker. The Seltorian shipyards produced the components needed to convert their existing shield crackers into web breakers secretly and in mass quantities, and began installing them in Seltorian warships. When the Tholians (through their security network) realized what was going on and destroyed the shipyard which had originally invented the weapon, hundreds of the components (and blueprints to build more) had already been distributed to other bases and were quickly fitted to Seltorian ships, while other shipyards openly went into mass production of the new technology. The entire Seltorian Revolution lasted only a few years, as the Tholians lost base after base to growing rebel fleets.

THE SELTORIAN TRIBUNAL

After the revolution was complete, the Seltorians simply replaced the Tholians as masters of a galaxy-wide empire. It was known that some Tholian fleets and other forces had escaped the debacle. Various factions of the Seltorian Suzerainty debated what should be done, with one group wanting to let the surviving Tholians go in peace while others wanted to hunt down the hated overseers. The political solution to this division was to create the Seltorian Tribunal, a "war crimes commission," charged with finding and destroying the remaining Tholians. This elegant solution allowed the race to proceed with its normal development while devoting a fixed portion of its wealth to the project of dealing with the last of the Tholians.

The Seltorian Tribunal tracked most of the escaped Tholians to a small satellite galaxy near the original home. The bulk of the original Seltorian fleet quickly assembled for the campaign and smashed the resurgent Tholians before they could assemble a counter-revolutionary strike force. This campaign gave the Tribunal more credibility, since it was clear that at least one group of escaped Tholians had tried to return to power. Several groups were known to have escaped to (or at least toward) other nearby galaxies, and the Tribunal resolved to track them down.

Hive Ships of incredible size were assembled and sent on the long voyage to many different galaxies, including both the Milky Way and Andromeda galaxies. With the exception of the Hive Ship which reached the Milky Way galaxy, nothing is known of the other expeditions (although it can be imagined that the Hive Ship which went to Andromeda did not fare well). Scouts from this Hive Ship, following the trail left by the 312th Battle Squadron, contacted the Klingons in Y182. They announced their presence and mission, and the Klingons were only too happy to point out the location of the Tholian Holdfast. It has been reported that a Klingon ambassador, sent to negotiate a treaty, took along several Tholian Prisoners of War, who were delivered to the Seltorians for trial. In the courtrooms of the Seltorian Tribunal, there was only one penalty for any Tholian: death.

The Seltorian commander, Brzk'Girn, announced that word had already been sent back to the original Tholian (now Seltorian) galaxy, and that a fleet would soon arrive to wipe out the Tholian Holdfast and return the territory to its rightful Klingon owners. In the meantime, Brzk'Girn asked, would the Klingons mind if the Seltorians set up a colony on any convenient planet and conducted combat operations against the Tholians. Nothing, to a Seltorian, could be more glorious than killing the hated Tholians in open combat. The Klingons, facing a growing stalemate in the General War, were only too happy to accept the offer of co-belligerency. The Seltorian force, which had arrived as a holy crusade and functioned as a war crimes tribunal, quickly took on the aspect of a big game hunt.

The Seltorians set up a colony on a small undeveloped planet near Tholian space. (The nature of the planet required huge quantities of laborers to utilize its resources, and the Klingons could not transport enough of them there. For the Seltorians, able to raise entire generations in a few months, this was not a problem.) The Hive Ship went into orbit and began producing warships, fast patrol ships, and warriors at a prodigious rate. After the colony was operating, the Klingons learned that Brzk'Girn's Hive Ship was an advance force, and that the Seltorian fleet would not be arriving for two centuries. This was highly disappointing to the Klingons, who had anticipated a swifter resolution to the Tholian problem.

After several Seltorian raids on the Tholian frontier, which mostly provoked PF duels in the Neutral Zone, the Klingons suggested a series of joint operations to destroy key Tholian battle stations, and the Seltorians were only too happy to oblige. Numerous such actions were conducted, and the Tholians quickly dropped into a defensive posture, calling home their expeditionary fleets and ultimately reaching an informal and separate ceasefire with the Klingons (but not with the Seltorians).

The arrival of the ISC Pacification Forces in late Y186 was a critical moment. The ISC insisted that the Tholians and Seltorians stop fighting immediately. When they did not, the ISC resolved to pacify the area and launched their one (and only) attempt to enter the Tholian Holdfast. While this failed, it did prove to the ISC that it was the Seltorians, not the Tholians, who were the source of the conflict. The ISC *Echelon of Judgement* assaulted the Seltorian base, destroying it. When the last remnants of the escaping Seltorians fled to the Klingon starbase in that sector, they were destroyed by the Klingons. With the General War over, the Klingons did not want or need the fast-breeding Seltorians within their Empire. The Klingons assumed that the next wave of Seltorians would not be any more technologically advanced than the first and would be no problem for the Empire.

The archives of Star Fleet do not extend to the period when the main Seltorian forces were due to arrive.

(R15.1B) NOTES ON SELTORIAN SHIPS: The Seltorians do not use seeking weapons (other than suicide shuttles); therefore, all of their ships control a number of seeking weapons equal to one-half of their sensor rating, as required by (F3.211). The Seltorians do not have or use the common auxiliary ships (armed freighters, monitors, auxiliary carriers) of other races, except as are provided here.

The Seltorians did not operate fighters or carriers.

The Seltorians did not have web generators, snares, or web casters. They can be web anchors IF on the same side as Tholians with web systems. They cannot move or fire through webs as the Tholians can.

Seltorian ships cannot receive X-technology. (The Klingons would not sell it to them, and the Seltorians on the Hive Ship did not have an adequate technology base to develop it independently.)

Seltorian ships were built in pairs on common rear hulls. The DN and BCH share the same hull, except that the DN has two weapons booms and the BCH has only one. The same pattern applies to the CA and CL and to the DD and FF. Note, however, that the double-boom ships have stronger front shields and (because they have more forward hull) will behave significantly different after taking internal damage.

Seltorian ships do not have the "engineering problems" that Tholian ships have (G22.46).

The Seltorian ships, with the purpose-built Hive Ship to support them, had no problems maintaining their particle cannons (unlike the Tholians, who lost that technology).

(R15.1C) TECHNOLOGY RESTRICTIONS: For battles in the Tholian Home Galaxy, neither the Tholians nor the Seltorians can use: fighters, MRS shuttles, warp booster packs, scouts, PFs, interceptors, suicide shuttles, T-bombs, or WWs.

The Seltorians in the Milky Way Galaxy (i.e., the one most readers of this material are in) did not adopt suicide shuttles, T-bombs, warp booster packs, or wild weasels until Y184. The Seltorians never used MRS shuttles. Seltorians can use mines and can use labs to identify shuttles in all time periods.

NOTE: All Seltorian SSDs (including those for the DN and BCH, which never operated in our galaxy) include boxes for T-bombs (which were never used in the Tholian Home Galaxy). This is for ease of use in duels; ignore these for battles in the Tholian Home Galaxy.

(R15.1D) SELTORIAN TACTICS: Without question, the Seltorians do best against races without lots of seeking weapons and without overwhelming "crunch power" (one impulse damage capability). The Tholians, of course, fit this pattern perfectly. In fact, the Tholians have a pretty rough time against the Seltorians. The Seltorians do well against many races, but have difficulty with plasma races and (in duels) with Kzintis. The Seltorians have great difficulties against Andromedan ships. Because of their single-purpose (i.e., anti-Tholian) designs, they make poor tournament ships.—*Frank Crull*

SELTORIAN WARSHIPS

(R15.2) DREADNOUGHT (DN): This was the largest of the ships built in the original galaxy, mounting two booms on the same rear hull used in the heavy battlecruiser. This class appeared only in the original galaxy; no DNs appeared in our galaxy.

SSD and counter are in Module C3.

(R15.3) HEAVY BATTLECRUISER (BCH): The stablemate of the DN, the BCH used a single boom. Note that while the term BCH for Galactic ships indicates an enlarged version of the CA/CC, this is not the case for the Seltorians. This class appeared only in the original galaxy; no BCHs appeared in our galaxy.

SSD and counter are in Module C3.

(R15.4) HEAVY CRUISER (CA): The largest of the Seltorian ships to operate in our galaxy, the Heavy Cruiser formed the core of the Seltorian fleets. Note that the design mounts two booms on the same rear hull used for the single-boom CL.

SSD and counters are in Module C3.

(R15.5) LIGHT CRUISER (CL): This was the workhorse cruiser of the Seltorian fleet in this galaxy and was equivalent to most of the "war" cruisers.

SSD and counters are in Module C3.

(R15.6) DESTROYER (DD): The Seltorian destroyer was a capable design based on a double-boom version of the frigate hull. This ship served as the basis for most of the variants, due to the extremely limited number of cruiser hulls available.

SSD and counters are in Module C3.

(R15.7) FRIGATE (FF): The Seltorian frigate was the most common ship in the original Seltorian arrival group and was used as a patrol and pursuit unit. It was a frigate which first contacted the Klingons.

SSD and counters are in Module C3.

(R15.8) SCOUT (SC): There are no records of scout ships (in the SFB meaning, i.e., an electronic warfare support platform) in the original Tholian galaxy, although bases had such systems. The Seltorians designed the equivalent of special (i.e., scout) sensors while building their Hive Ships for pursuit of the Tholians. They designed a scout version of their DD to expand the search field of the Hive Ships, and found them useful in direct combat in this galaxy.

SSD and counters are in Module C3.

(R15.9) PF TENDER (PFT): Finding a need for PFs after their arrival, the Seltorians built a PFT on the DD hull, since they could not spare larger hulls for that purpose.

All six mech links are repair capable.

SSD and counters are in Module C3.

(R15.10) MINESWEEPER (MS): Mine warfare was not unknown to the Seltorians (and Tholians) in their original galaxy, and plans for a minesweeper version of the DD existed in computer memory should they be needed. They were built after the first major Klingon-Seltorian joint raids on Tholian bases showed a need for the class.

SSD and counter are in Module C3.

(R15.11) COMMANDO DESTROYER (CMD): The Seltorians had been the primary ground troops for the Tholian Will in the original galaxy, and commando ships were part of the original complement of ships carried inside the Hive Ship. The two versions carried identical Marine complements, but the destroyer version had more firepower and protection.

The 30 boarding parties include 2 commando and 3 heavy weapon squads. There are three GCVs. Note that GAS shuttles and HTS occupy most of the shuttle bay.

SSD and counter are in Module C3.

(R15.12) COMMANDO FRIGATE (CMF): The frigate version of the commando ship was generally used to support larger operations, when ground strength was important but there would be other ships around to provide protection.

The 30 boarding parties include 2 commando and 3 heavy weapon squads. There are three GCVs. Note that GAS shuttles and HTS occupy most of the shuttle bay.

SSD and counter are in Module C3.

(R15.13) HIVE SHIP (HVS): The gigantic Hive Ship (regarded by the Alliance as a floating starbase) was only lightly armed (and designed for all-around defense, not attack), but was huge and could dock two cruisers and six destroyers or frigates internally. The Hive Ship is unique, with some functions of a base and some of a ship (e.g., it has only half of the number of T-bombs available to size-1 bases).

(R15.13A) Each of the docking bays can hold one unit of the size class listed on the SSD or smaller (including a PF or shuttle). The bays could be used to carry, repair, and even build ships. Docked ships are repaired by (G17.0). The repair systems can only be used for the physically adjacent docking bays [or the HVS itself under (G17.24)]; most new construction was in the forward bays. The Hive Ship was the only Seltorian production facility in this galaxy.

When docking inside one of the bays, ships use the procedures of PFs docking to PF mech links in order to dock (K2.31) or to undock (K2.32) from the bay. The ships may use any tractor beam adjacent to the bay in question with which to link up. Once docked, the tractor link is treated as if it were a mech link holding the ship in the bay without power cost.

Ships docked in the bays are treated as PFs for purposes of damage (K2.4). Docked ships cannot spend energy for movement. For the purposes of direct cargo transfer (G25.23), 64 spaces of cargo may be transferred per turn.

Ships can dock to the HVS by (C13.9); the HVS cannot dock to a rotating base. The HVS is the sole source for (G17.134) and (G17.133) repairs for Seltorian units.

(R15.13B) The movement cost of 2 is increased by adding the movement cost of all ships (size-4 and larger) docked internally. This is adjusted whenever a ship docks or undocks. The amount of warp power applied to movement cannot be increased by more than six points during any given period of 32 consecutive impulses. The hive ship cannot rotate (C3.7).

(R15.13C) After the Seltorian development of PFs, the Klingons helped the Seltorians design two large assemblies (installed in the rearmost pair of bays, which thereafter could not dock ships) which comprised 12 tractor beams with mech links (each). These were used to hold new PFs being trained as well as PFs returning from patrols in the Neutral Zone. The Hive Ship is granted a special exception to (S8.32) and is allowed to operate four PF flotillas in a scenario; any PFs or fighters operated by other friendly units in the scenario would count against this limit. Due to their position, the (mech) tractor beams in the bays cannot be used for any purpose except docking PFs. SSD and counter are in Module C3.

SELTORIAN AUXILIARY UNITS

(R15.14) SELTORIAN Q–SHIPS: The Seltorians apparently used such ships in the old galaxy. (None were used in this galaxy.) Use the Tholian Q-ship designs, replacing disruptors with particle cannons and web generators with FA-arc shield crackers.

(R15.15) BATTLE STATION: The Seltorians used a battle station for areas that did not require a starbase. (None were used in this galaxy.) An SSD is provided in Module C3.

(R15.16) STARBASE: The Seltorians used a starbase in the Tholian Home Galaxy as a shipyard and support facility. (None were used in the galaxy.) An SSD is provided in C3.

(R15.17) FLEET REPAIR DOCK: The Seltorians used a fleet repair dock similar to those used in this galaxy, although of course none were brought to this galaxy.

Weapon #1 = Phaser–1
Weapon #2 = Phaser–3
Weapon #3 = Particle Cannon (LS or RS)
Weapon #4 = Void.

SELTORIAN FAST PATROL SHIPS

(R15.PF1) FAST PATROL SHIP: Records do not indicate that the Seltorians (or the Tholians) used anything like PFs in the Tholian Home Galaxy. This is consistent with the history, in that any rebels (before the Seltorians) were localized and would have only limited supplies of warships. The Tholians and their Seltorian auxiliaries could easily assemble overwhelming forces of warships to crush any rebellion and did not need any kind of "attrition" units. The Seltorians were fascinated by Klingon PFs, since they provided a cheap means of getting a lot of platforms into combat. (If the Seltorians had not built PFs, they could not have conducted as many battles against the Tholians as they did due to the low rate of production of true starships by the Hive Ship. They also needed PFs to counter Tholian PFs, so necessity became a virtue.) The crews were entirely of the worker classes, except for rare cases when a Sage commanded a PFL or PFS for a special mission. There is some indication that the Seltorians bought a limited number (perhaps only one flotilla) of Klingon G1Ps and used these for training purposes, and may have fought at least one battle in those vessels.

These PFs were originally built with warp booster packs and the effect of the shield refit (R1.PFR1).

Their particle cannons are limited to a maximum range of 10 hexes. No Seltorian PF could mount the large web-cracker/shield-breaker system.

Standard versions include the:

C (Cargo) G (Ground Assault)
L (Leader) M (Mine Warfare)
S (Scout)

See (R1.PF1) through (R1.PF6) for rules on standard versions. The Leader and Scout are on the flotilla SSD. The others are on the Variants page.

SSD and counters are in Module C3.

(R15.PF2) PHASER-ARMED PF (PFP): A variant with a phaser replacing the particle cannon, this appears to have been an alternate design which was tested against the particle cannon version and then discarded. There is no leader version. An SSD is provided on the variants page.

(K5.2) WEAPON SPECIFICATION CHART UPDATE

Weapon A = Particle Cannon
Weapon B = Phaser–3
Weapon C = Phaser–1

NOTE ON FIGHTERS

(R15.F1) FIGHTERS: The Seltorians never operated fighters in either galaxy.

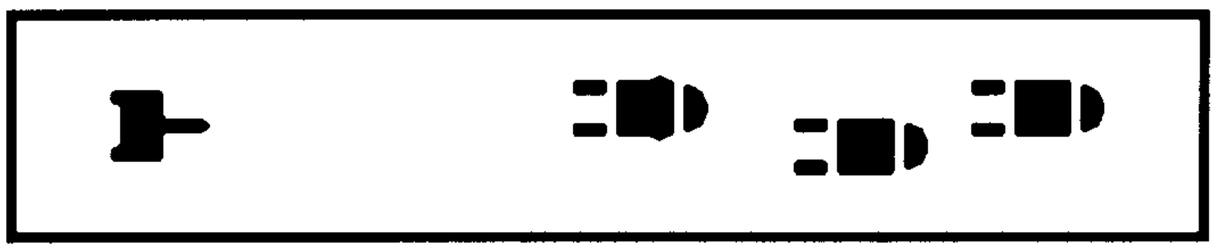
(R15.F2) MRS SHUTTLES: The Seltorians never operated MRS shuttles in either galaxy.

NOTES ON THE THOLIAN HOME GALAXY

(R15.Z1) THE REBELS: Most of the operations in the original Tholian Home Galaxy were against various rebels. Each rebellious planetary system had its own style of ships and weapons, and the term "rebel" refers to a general category rather than to a specific racial entity or class of ships and weapons. Few records of actual rebel ships have become available, and for purposes of SFB, the "rebels" can be more than adequately portrayed by the various types of armed freighters provided in the standard Star Fleet Battles game system. The technology restrictions (R15.1C) apply to the rebels, although you may wish to experiment with other systems against the Seltorians. Players who have invented their own new races or weapons could use them as rebels. Another possibility is to take smaller ships from Galactic races (e.g., the Gorns) and replace their heavy weapons with particle cannons.

(R15.Z2) THE PIRATES: There are records of Pirates operating in the original Tholian Home Galaxy, but there are no records of what these Pirates used in terms of ships or weapons. (Should such records become available from further translations of the original Air Force tapes, we will present the ships in a future product.) While they were obviously not Orions, players might well wish to substitute the Orions already provided in the game system for the Pirates of the original Tholian Home Galaxy. Such Pirates could not use seeking weapons, but could use particle cannons and shield crackers. The technology restrictions (R15.1C) apply to the Pirates. As a practical matter, the Tholian Home Galaxy Pirates would use Tholian/Seltorian weapons rather than Galactic Power weapons, but players might experiment with various non-historical options.

(SH109.0) REBEL CONVOY



(Pre-Revolt) *by Stephen V Cole, Texas*

Two planets in the old Tholian Galaxy had a long history of trading certain commodities, and regular trips were made by freighters to conduct this business. Under the Tholian Will, a portion of the profits of each trip was paid to the Tholians for the privilege of keeping the galaxy safe for commercial ventures. But this time was different. One of the planets had decided to forgo the customary tariff payments to the Tholian Will, using the funds to pay to arm some of their freighters so that they could provide protection from "pirates" for other freighters, eliminating the need for protection by the galactic rulers. Unwilling to see their laws flouted, the Tholians dispatched the nearest patrol vessel, a Seltorian frigate, to deal with the violation. Its task was to board all three freighters without destroying them, then escort the freighters on their appointed trading mission.

This scenario is a historical event, but typical of hundreds of such battles over a period of a century or more.

(SH109.1) NUMBER OF PLAYERS: 2; the Seltorian player and the rebel player.

(SH109.2) INITIAL SET UP

TERRAIN: None. Players may feel free to experiment with various terrain types.

SELTORIAN: Frigate *Green Meadow Sunshine* in 3525, heading F, speed max, WS–III.

REBEL: Two small freighters and one small phaser-armed freighter within 2 hexes of 1515, heading A, speed max, WS–I.

(SH109.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH109.4) SPECIAL RULES

(SH109.41) MAP: Use a floating map. Units may disengage in any direction.

(SH109.42) SHUTTLES AND PFs: There are no warp booster packs, fighters, PFs, or MRSs in this galaxy. In a variant where these are available, use the appropriate rules.

(SH109.43) COMMANDER'S OPTION ITEMS

(SH109.431) No ship in this scenario has any Commander's Option Items, except that the rebel player has four extra boarding parties to be distributed between his ships in any manner he chooses.

(SH109.432) There are no drones in this galaxy. In a variant, players should use the appropriate rules. Any drone speed could be used if experimenting with rebels.

(SH109.44) REFITS: There are no refits for ships in the Tholian Home Galaxy.

(SH109.45) FREIGHTERS: The freighters cannot self-destruct or sublight disengage. All of the freighters must remain within five hexes of each other at all times, except that a freighter unable to make speed 9 or captured by the Seltorian can be left behind. A freighter dragged away by a Seltorian tractor is not required to rejoin the group and may proceed independently from that point. Freighters can be crippled only by conditions B or C of rule (S2.41). Freighters can only fire on freighters that the Seltorians have captured.

(SH109.46) NVC: The Seltorians used non-violent combat in some cases, but not all. This is up to the player.

(SH109.5) VICTORY CONDITIONS: The level of Seltorian victory is determined by the number of freighters captured. Count the armed freighter (or a large freighter in a variant) as two ships and the other freighters as one:

Four or more ..... Well done!
Three ..... Satisfactory performance.
Two ..... Marginal performance.
One or less ..... Unacceptable performance.

Reduce the Seltorian victory by one level if his ship was crippled. If any of the freighters are crippled or destroyed, the Seltorian player automatically loses the scenario.

(SH109.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:

(SH109.61) Sometimes the duty of enforcement fell to Tholian ships. Use a Neo-Tholian frigate.

(SH109.62) Most races in our galaxy have had similar circumstances. Use a frigate or police ship from any race, but provide the ship with at least 10 boarding parties.

(SH109.63) Allow the armed freighter and the Seltorian ship to purchase Commander's Option Items. (Most of this will be spent on additional boarding parties.)

(SH109.64) There were many rebels over the centuries that the Seltorians enforced the Tholian Will upon. To simulate various rebels, use any of the armed freighters.

(SH109.65) While there are no records of any fighters in the original Tholian Home Galaxy, players might wish to experiment with a freighter equipped with two fighters. Do not use fighters with phaser-Gs or fighters with "assault" weapons (e.g., photons, disruptors, plasma–Fs, hellbores).

(SH109.66) For a larger battle, use a Seltorian CL against three large freighters (one of them armed, do not double large freighters for victory conditions) or three small freighters (one of them a Q-ship).

(SH109.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:

(SH109.71) Change the FAS to an FAL.

(SH109.72) Replace the frigate with a destroyer.

(SH109.73) Delete or add one small freighter or FAS.

(SH109.8) TACTICS

SELTORIANS: The joker in the deck is the armed freighter. This unit has enough boarding parties to resist a half-hearted boarding attempt, and it also has the ability to disengage by acceleration if you were to wait to board it last. Getting it at least assures you a marginal performance, but failing to get it guarantees you the same thing. It is probably best to cull one of the unarmed freighters from the group first, then go for the armed freighter since it will not be able to disengage until the other unarmed freighter has been captured. This will just about assure you a satisfactory performance and give you a shot at the Well Done.

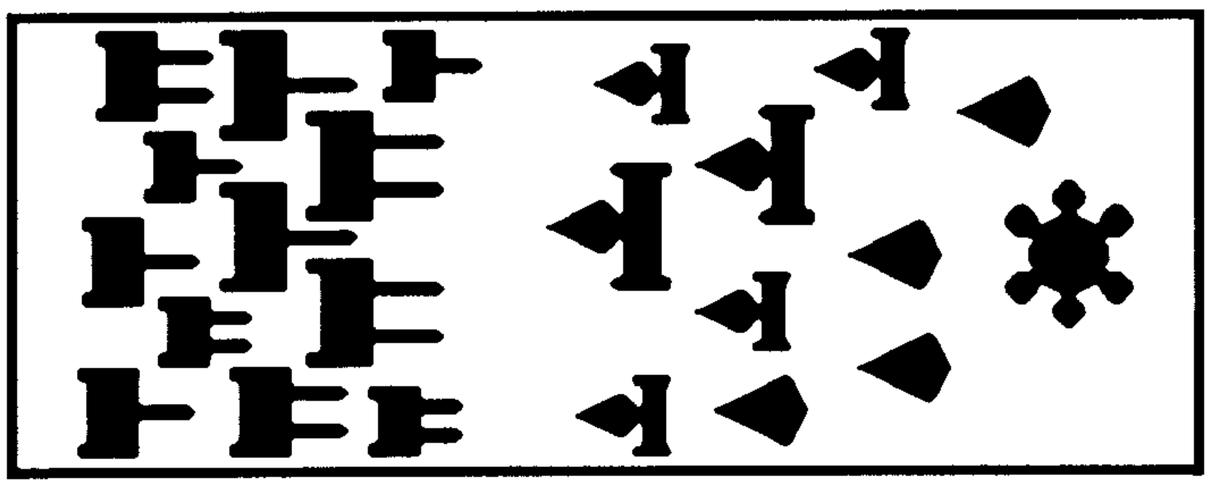
REBEL: Wait for a down shield, and take your shot.

(SH109.9) PLAYTESTER COMMENTS: It is a fun scenario, forcing you to think, and not giving you too much to concentrate on at once. It's easier for the Seltorian than the rebels, however.

(SH109.X) DESIGNER'S NOTES: This scenario, while one few players will find exciting, is the most typical battle fought by the Seltorians during their service under the Tholian Will and, as such, is needed for the historical background. We found, however, that for such a "boring" scenario to read, it was very exciting to play.

HISTORICAL OUTCOME: The Seltorian frigate captured all three of the freighters, but was crippled during the battle. Other ships arrived within a few hours and assisted the four damaged ships in reaching the destination system.

(SH110.0) BEGINNINGS AND ENDINGS



(Revolt) *by Steven P Petrick, Texas*

In the long history of the Tholian Will, no starbase had ever been successfully attacked (at least not since the Will had established its total suzerainty). The first major proof the Tholians received that their power was in peril was when a sector starbase was destroyed as part of the first Seltorian strikes. It signaled both the beginning of the Seltorian revolt and the end of Tholian rule.

(SH110.1) NUMBER OF PLAYERS: 2; the Tholian player and the Seltorian player.

(SH110.2) INITIAL SET UP

THOLIAN: Starbase with 2x power modules, 2x barracks modules, 2x VIP modules, 2x sciences modules, 2x hospital modules, and 2x cargo modules in 2215 of map #5, initial facing and rotation rate at the Tholian Player's option, WS–III. (Use the "home galaxy" starbase provided in Module C3.)

The starbase is surrounded by three layers of strength 35 web (standard wedding cake) as per (G10.83). The webs are anchored at each corner by asteroids.

NCA *Lawgiver*, NCL *Guardian*, NDD *Battler*, NDD *Striker*, NFF *Brave*, NFF *Defiant*, and 4x PC (*#457*, *#541*, *#454*, and *#521*), all within 4 hexes of 2215 of map #5, speed 15, initial heading at the Tholian Player's option, WS–III.

MINES: The Tholian player has 12 large phaser-captors that he may deploy anywhere within 5 hexes of 2215 of map #5, but no more than six between the outer web and the middle web, and no more than six between the middle web and the inner web. These are all controlled captors operated by the base. There are no other mines in this scenario.

SELTORIAN: DN *Clouds of Ebony*, DN *Clouds of Fire*, BCH *Wave of Vengeance*, BCH *Wave of Power*, CA *Wind of Choking Dust*, CA *Wind of Freezing Mist*, CL *River of Crackling Ice*, CL *River of Swirling Waters*, DD *Mountain of Blue Flowers*, DD *Mountain of Leaping Gorfs*, FF *Fragrant Meadow of Dew*, and FF *Dry Meadow of Harvest Grain*. All enter from any map edges, headings at the option of the Seltorian player, speed max, WS–III. (Note that this attack, being the first against a Tholian starbase, shows the effect of "command points" on the command rating of the Seltorian flagship.)

(SH110.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH110.4) SPECIAL RULES

(SH110.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. This scenario uses a large map consisting of nine standard maps arranged as follows:

1	2	3
4	5	6
7	8	9

The Tholian units can only disengage from the 42xx edge hexes of maps #3, #6, and #9.

The Seltorian units can only disengage from the 01xx edge hexes of maps #1, #4, and #7.

Units which disengage in unauthorized areas are considered destroyed.

(SH110.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH110.421) There are no MRS shuttles in this galaxy.

(SH110.422) There are no fighters in this galaxy.

(SH110.423) There are no PFs in this galaxy.

(SH110.43) COMMANDER'S OPTION ITEMS

(SH110.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., 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.

(SH110.432) There are no drones in this galaxy.

(SH110.44) REFITS: There are no refits for any of the Tholian ships in this galaxy. All of the Seltorian ships involved in this battle have received the web breaker modification. There are no other refits for Seltorian ships.

(SH110.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Seltorian player gains a bonus of 1,000 points if the starbase is captured due to the added shock to the Tholian command of such an occurrence.

The Tholian player receives a bonus of 500 points if the starbase survives the scenario, irrespective of its condition. This reflects the morale of the Tholian fleet that the starbase survived such an assault.

(SH110.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:

(SH110.61) For a non-historical variation, replace half of the Seltorian ships with equivalent Klingon ships.

(SH110.62) While scouts were not used in the Tholian Home Galaxy, players might want to add a scout to each side to study the effects (Tholian SC, Seltorian SC).

(SH110.63) For a smaller and faster battle, replace the starbase and its modules with a battle station with one of each of the modules listed for the starbase, and delete one DN, BCH, and CA from the Seltorian forces.

(SH110.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:

(SH110.71) Change one or both Seltorian DNs to BCHs.

(SH110.72) Replace the Tholian NCA with an NDN.

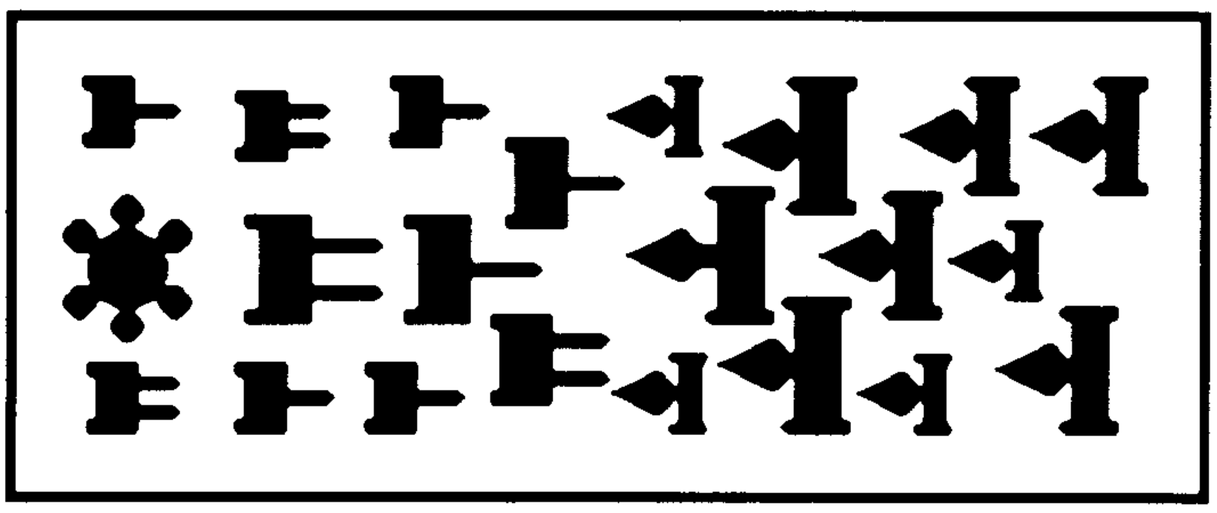
(SH110.73) Delete or add Tholian phaser captor mines.

(SH110.8) TACTICS: SELTORIAN: Pound down webs, then pound the base. Do not board it until you are fairly certain that you can capture it in one mass boarding. Sweep the phaser captors as quickly as you can, and knock out the Tholian ships to keep them from reinforcing the web.

THOLIAN: There is no cavalry coming, so all you can do is inflict as much loss as you can. You are probably going to have to blow the starbase before it is over, but time it carefully. Too soon and you lose what killing power it may have left. Too late and the Seltorians will capture it.

HISTORICAL OUTCOME: The starbase exploded in an incandescent fireball, taking a Seltorian destroyer that had gotten too close with it. The Seltorians also lost one of their DNs and both of the BCHs in the assault, but given that the loss of this base gave them a huge volume of space to operate in, it was worth the cost to them. Only the Tholian NCA managed to escape the debacle, bringing with it valuable tapes of the new Seltorian weapon in action. Sadly for the Tholians, their high command was slow to acknowledge the real threat, even with the destruction of the starbase.

(SH111.0) A NEST OF COCKROACHES



(Revolt) *by Steven Paul Petrick, Texas*

An analysis of the records of the Seltorian destruction of the first Tholian starbase revealed that all of the involved Seltorian ships had recently been refitted at a single starbase. The Tholian High Command decided that it might be possible that only that starbase possessed the necessary resources (whatever they were) to create the weapon. A powerful task force was sent to terminate production.

(SH111.1) NUMBER OF PLAYERS: 2; the Tholian player and the Seltorian player.

(SH111.2) INITIAL SET UP

THOLIAN: NBB *Deathdealer*, 2x NDN *Director* and *Dictator*, 2x NCA *Lawgiver* and *Lawbringer*, 2x NCL *Sentry* and *Outpost*, 2x NDD *Warrior* and *Gladiator*, 2x NFF *Trusty* and *Loyal*, all enter from any outer map edge, heading at player's option, speed max, WS–III.

SELTORIAN: Starbase with 2x power augmentation modules, 1x VIP module, 2x barracks modules, 1x science module, and 6x cargo modules in hex 2215 of map #5, initial facing and rotation rate at player's option, WS–III.

DN *Clouds of Thunder*, BCH *Wave of Crystal Light*, CA *Wind of Velvet Light*, CL *River of Foaming Wrath*, 2x DD *Mountain of Climbing Zarths* and *Mountain of Ram's Duty*, and 4x FF (*Windy Meadow of Grass, Damp Meadow of Morning, High Meadow of Summer,* and *Wide Meadow of Lowlands*), all within 5 hexes of 2215 map #5, initial heading at player's option, speed max, WS–III.

(SH111.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH111.4) SPECIAL RULES

(SH111.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. This scenario uses a large map consisting of nine standard maps arranged as follows:

1	2	3
4	5	6
7	8	9

The Tholian units can only disengage from the 42xx edge hexes of maps #3, #6, and #9. The Seltorian units can only disengage from the 01xx edge hexes of maps #1, #4, and #7.

Units which disengage in unauthorized areas are considered destroyed.

(SH111.42) SHUTTLES AND PFs: No shuttles have warp booster packs. There are no MRS shuttles, fighters, or PFs in this Galaxy.

(SH111.43) COMMANDER'S OPTION ITEMS: Each ship can purchase additional or special equipment as Commander's Option Items (e.g., 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. There are no drones in this galaxy.

(SH111.44) REFITS: There are no refits for any of the Tholian ships in this galaxy. All of the Seltorian ships involved in this battle have received the web breaker modification. There are no other refits for Seltorian ships.

(SH111.5) VICTORY CONDITIONS: The Seltorians (who know they have production facilities for the web breaker at several locations) use the Modified Victory Conditions (S2.201). The Tholians are intent on destroying the starbase, but cannot afford to lose an entire fleet doing it. They use the Modified Victory Conditions, but automatically lose the scenario if they do not destroy the starbase.

(SH111.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:

(SH111.61) Assume the revolt was before the web breaker had been developed. Delete the NBB and one NDN from the Tholian forces, and change the web breakers on all Seltorian units to shield crackers. This will quickly show you why a revolt was impossible without the web breaker.

(SH111.62) While scouts were not used in the Tholian Home Galaxy, players might want to add a scout to each side to study the effects. Both should receive the same scout (Tholian SC or CWS or Seltorian SC).

(SH111.63) For a smaller battle, reduce the starbase to a BATSW, and delete an NBB, NDN, and NCA from the Tholian forces and a BCH and CL from the Seltorian forces.

(SH111.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:

(SH111.71) Change one of the Tholian NCLs to an NCA.

(SH111.72) Do not allow one or more Seltorian ships to have the web breaker modification.

(SH111.73) Delete or add a DD to the Seltorian forces.

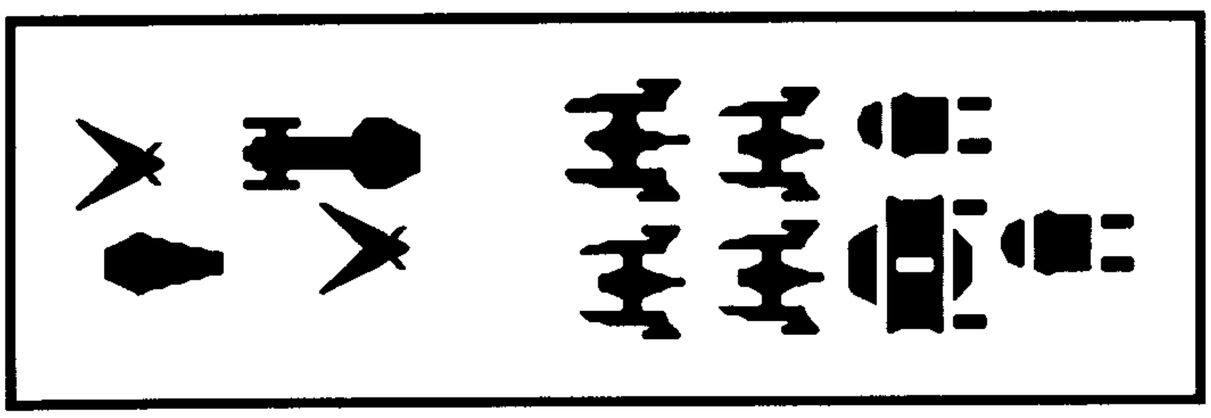
(SH111.8) TACTICS

SELTORIAN: Kill as many Tholians as you can before the base goes down.

THOLIAN: Hit the base hard, and pound it down. Once it is wrecked, then worry about the mobile forces.

HISTORICAL OUTCOME: The base was destroyed at great cost to the Tholian attack force, but the attack was for nothing. The Seltorians had realized that the Tholians might determine which of their shipyards had first developed the weapon, and previously supplied the plans to all of their existing shipyards and secretly constructed new hidden ones.

(SH112.0) ARMED NEUTRALITY



(August, Y169) *by Steven Paul Petrick, Texas*

In Y169 the Hydran Kingdom launched a preemptive strike against the Lyran Star Empire to support their allies the Kzintis. The Hydrans operated from a war plan that had been developed after the Four Powers War and updated several times in the intervening years. Part of this plan called for a small task force to make an end run into the Lyran Empire's rear areas by skirting (or actually penetrating) LDR space. The Hydrans believed that the LDR would ignore the incursion rather than get involved.

Unfortunately, three things quickly went wrong. The first was that the Hydrans were unaware that the LDR had concluded negotiating a settlement with the Enemy's Blood Duchy for a few solar systems, resulting in an extension of LDR space farther up the Galactic Arm. Second, an LDR task force was returning from establishing miners and farmers on the planets. Finally, the LDR Task Force Commander did not respond well to the arrogant tone used by the Hydran Commander in ordering him to stand clear.

(SH112.1) NUMBER OF PLAYERS: 2; the Hydran player and the LDR player.

(SH112.2) INITIAL SET UP

HYDRAN: Dragoon *Majestic* (3x Stinger-1), Lancer *Concept* (4x Stinger-1), 2x Hunter *Valiant* and *Vainglory*, set up anywhere within 4 hexes of 3826, heading F, speed max, WS–III.

LDR: CW+ *Chairman Pathau*, MP *Swordbearer*, MPM *Reaper*, MPS *Sharp Eyes,* F-AL (disruptor), 2x F-AS (phaser), set up within 4 hexes of 0505, heading C, speed max, WS–III.

(SH112.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH112.4) SPECIAL RULES

(SH112.41) MAP: Use a floating map.

The LDR units can only disengage in directions B or C.

The Hydran units can only disengage in direction D.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SH112.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH112.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH112.431).

(SH112.422) There are no EW fighters in this scenario. In a variant in which EW fighters might be present, use the standard deployment patterns.

(SH112.423) There are no PFs in this scenario.

(SH112.43) COMMANDER'S OPTION ITEMS

(SH112.431) 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.

(SH112.432) All drones are "medium," i.e., speed–20.

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.

(SH112.44) REFITS: The LDR CW has the plus and power-pack refits. All LDR ships with ESGs have the ESG capacitor refit. No other refits are used in this scenario.

(SH112.45) HYDRAN DISENGAGEMENT: The Hydrans can only return to Hydran space by disengagement. They must force the LDR ships to disengage or destroy them to exit the map in any other direction.

(SH112.46) MINESWEEPER: The LDR MPM was along on this mission to establish an initial defensive minefield around the planet. It has no mines in its mine racks.

(SH112.47) LDR DISENGAGEMENT: If half of the LDR ships are crippled, all must disengage.

(SH112.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Hydrans gain a bonus of 100 points if they force the LDR ships to disengage.

(SH112.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:

(SH112.61) Replace the Hydrans with a Lyran force of a CA, CL and two DDs attempting to enter Hydran space.

(SH112.62) Add a Hunter scout to the Hydran force.

(SH112.63) For a smaller and faster battle, delete the Lancer and Hunters from the Hydran force, and use only the CW and the two small armed freighters in the LDR force.

(SH112.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:

(SH112.71) Change the Dragoon to a Lord Bishop.

(SH112.72) Replace the CW with a DW.

(SH112.73) Add refits to one or more ships.

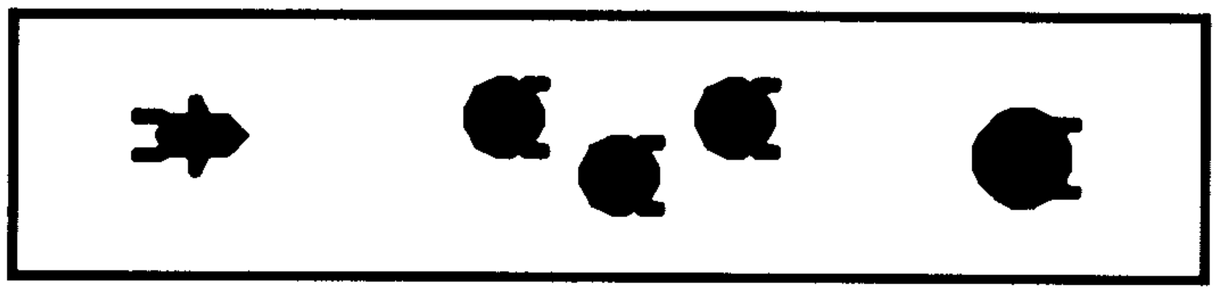
(SH112.8) TACTICS

LDR: You have to avoid too many of your ships being damaged too soon. The CW is an extremely powerful unit, especially if you can get close and use the gatlings. The lack of power packs on the MPs will hinder their effectiveness, and you will have to take this into account when planning how fast you will move. Use the ESGs on your MPs to shield your freighters from hellbore fire.

HYDRAN: The LDR ships would be a problem even without the CW. With the CW, they are a nightmare. Try to keep the CW at arms length while you chew on the smaller ships. If you can cripple the small armed freighters and two of the MPS, you can at least get the disengagement bonus. Your hellbores will be hard to use in the face of the large number of ESGs that the LDR has, so plan their use accordingly.

HISTORICAL OUTCOME: After a brief battle, the Hydrans left LDR space and continued their mission. The Lyran Empire, however, had become aware of the approaching Hydran force, and their mission was less successful than the Hydran war plan originally hoped.

(SH113.0) A RELIGIOUS EXPERIENCE



(Y174) *by Steven Paul Petrick, Texas*

Occasionally, an Orion captain may find his ship outclassed by the local authorities. When this happens, some of them will, at least temporarily, adopt "honest work." Such was the case for one Hissar Zul, a former Gorn naval officer turned pirate. Inside the uninhabited system of the star Bantarax, while surveying for possible sites for a new base to be established by the Stardust Cartel, he discovered an asteroid that was a mineralogist's dream. Concealing his find from the Cartel, Hissar's ship returned several times to fill the holds of his ship with the rich minerals from the find. Zul dreamed of turning this newfound wealth into a newer and better warship.

It was on his fourth trip to the asteroid that Hissar's dreams were shattered. The asteroid was now a gutted shell leached of everything of value, but the ion trail left by a warp capable ship was fresh. Enraged by this robbery, Zul gave chase expecting to find another Orion had jumped his claim.

What he found were not Orions, but Zul's need for vengeance drove him to the attack.

(SH113.1) NUMBER OF PLAYERS: 2; the Orion player and the Andromedan player.

(SH113.2) INITIAL SET UP
TERRAIN: The map is a standard asteroid field (P3.0).
ORION: CR *Zul's Annuity* in 4230, heading F, speed max, WS–III.
ANDROMEDAN: Ore-Gathering Sled and two Cargo Sleds within 2 hexes of 2215, heading E, speed 6, WS–0.
Missionary arrives on Turn #5 from the xx30 map edge; heading A, B, or F; speed max; WS–III.

(SH113.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH113.4) SPECIAL RULES
(SH113.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Orion units can disengage in any direction.

The Andromedan units can only disengage from the xx30 map edge.

Units which disengage in unauthorized directions are considered destroyed.

(SH113.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH113.421) 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 (SH113.431).

(SH113.422) There are no fighters in this scenario. In a variant, use the standard deployment patterns.

(SH113.423) There are no PFs in this scenario.

(SH113.43) COMMANDER'S OPTION ITEMS

(SH113.431) 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.

(SH113.432) All drones are "medium," i.e., speed–20. 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.

(SH113.44) REFITS: No unit in this scenario had been refitted.

(SH113.45) OPTIONS: The CR can select from the following weapons: plasma–F torpedoes, plasma racks, photon torpedoes, phaser–1s, and drone racks.

(SH113.46) DISENGAGEMENT: The Andromedan sleds have come to this point to await pick up by the Missionary. They cannot leave the map unless they are in the Missionary's hangar. If a sled leaves the map and is not in the Missionary's hangar, it is considered destroyed.

(SH113.5) VICTORY CONDITIONS: Each player evaluates his performance independently (although in some cases, the performance of his opponent may adjust his own victory level).

If the Missionary is destroyed and the CR survives (no matter how badly damaged), the Orion wins a decisive victory.

The Orion wins a decisive victory if all three Andromedan sleds are destroyed and his ship is not crippled or destroyed.

The Orion wins a moderate victory if two of the Andromedan sleds are destroyed and his ship is not crippled or destroyed.

The Orion wins a marginal victory if one Andromedan sled is destroyed and his ship is not crippled or destroyed.

If the Orion ship is destroyed, the Orion automatically loses. If his ship is crippled, the Orion's victory level is reduced by one increment (moderate becomes marginal).

The Andromedan wins a decisive victory if he successfully transports all three sleds aboard the Missionary and disengages.

The Andromedan wins a moderate victory if he disengages with the Missionary carrying two of the sleds.

The Andromedan wins a marginal victory if he disengages with the Missionary carrying one sled.

If the Orion ship is destroyed, the Andromedan gains two victory levels.

If the Orion is crippled but not destroyed, the Andromedan gains one victory level.

If the Andromedan fails to disengage with at least one sled, or if the Missionary is destroyed, the Andromedan automatically loses.

(SH113.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:
(SH113.61) Replace the CR with a ship from any race that is available during Y174 and with a BPV between 80 and 100.
(SH113.62) Allow the Orion to take any weapon in his option mounts.
(SH113.63) For a smaller and simpler battle, replace the two Cargo Sleds with four small cargo pods. Replace the CR with a DW. Note that in this case the Missionary is simply here to collect the gathered ore, leaving the OGS to continue its operations. On finding that the ships have been discovered, the Missionary will try to save whatever it can and leave the rest to their fate.

(SH113.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:
(SH113.71) Change the CR to a DW.
(SH113.72) Replace the CR with an MR.
(SH113.73) Add the plus refit to the CR, or reduce the number of Commander's Options available to one side.

(SH113.8) TACTICS

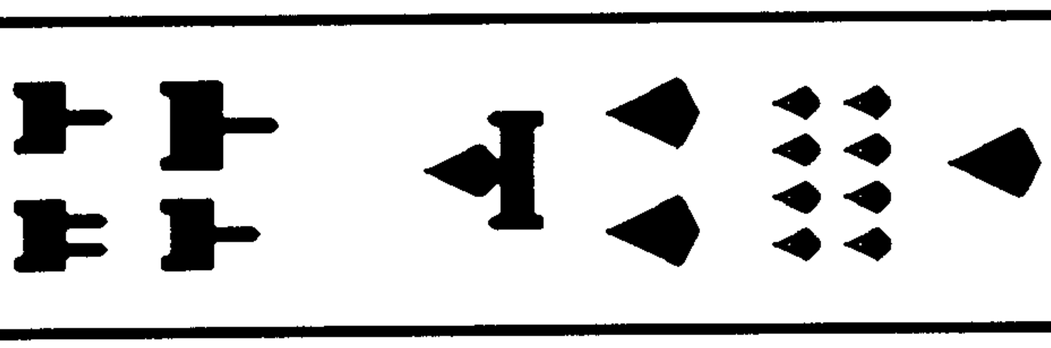
ANDROMEDAN: You have to maneuver around at first to keep from being blasted. Then you need to make sure you are moving slow enough so that the Missionary can pick you up. Killing the CR would be nice, but do not count on being able to do it as you have a serious lack of firepower. Try to keep as many rocks between the CR and you as you can.

ORION: The enemy does not have much in the way of guns, but each individual unit can take a lot of hits. Worse, the EW environment of the asteroids is not going to help matters, and the Missionary will not make things any better. Finally, you have no time to waste but have to go all out from start to finish. Remember that your ship is nimble.

HISTORICAL OUTCOME: In a short and furious engagement, Zul managed to destroy both of the cargo sleds. However, his own shields were severely strained (mostly from collisions with asteroids and transporter bombs), and rather than risk serious damage, he disengaged.

What the Andromedans thought of all this is not known.

(SH114.0) OLD ENEMIES ON THE ROCKS



(Y182) *by Steven Paul Petrick, Texas*

One of the first battles between the newly arrived Seltorian forces and the Tholians took place in an asteroid field in the Klingon-Tholian Neutral Zone. The Klingons used the field to launch raids on Tholian territory, and the Tholians periodically swept the area to prevent further attacks. In this incident, a Seltorian force was waiting in the asteroids for the orders to launch the first official raid on Tholian space. The raid was cancelled, but the Seltorians had the opportunity (to kill Tholians) that they sought.

(SH114.1) NUMBER OF PLAYERS: 2; the Tholian player and the Seltorian player.

(SH114.2) INITIAL SET UP
TERRAIN: Asteroid field (P3.1) or the map in Module B.
SELTORIAN: CL *River of Clear Waters*, DD *Mountain of Fire*, and two FFs *Green Meadow Dawn, Green Meadow Dawn*, within 4 hexes of 1015, heading B or C, speed 4, WS–I. Not Hidden.
THOLIAN: NCL *Sagacious*, DD *Matrix*, BW *Isolation* (4x Spider-2, 4x Spider-3), and PCA *Shielder* enter the map from 4201–4206 on Impulse #2 of Turn #1, heading E, speed 10, WS–I.
REINFORCEMENTS: See (SH114.64).

(SH114.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH114.4) SPECIAL RULES
(SH114.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Seltorian units can only disengage from the 01xx (west) edge of the map. The Tholian units can only disengage from the 42xx (east) edge of the map.

Units which disengage in unauthorized directions or areas are considered destroyed.
(SH114.42) SHUTTLES AND PFs: All Tholian shuttles and PFs have warp booster packs. No Seltorian shuttles have warp booster packs.

(SH114.421) The Neo-Tholian NCL and BW can each purchase one MRS shuttle under (SH114.431).
(SH114.422) If using EW fighters, one of the Spider–2s on the BW is a Spider–E. If not using EW fighters, it is a standard Spider–2.
(SH114.423) There are no PFs in this scenario; however, see (SH114.64).

(SH114.43) COMMANDER'S OPTION ITEMS
(SH114.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy. Note the Seltorian restrictions for this year.
(SH114.432) There are no drone-armed ships in this scenario. In a variant with such units, 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.

(SH114.44) REFITS: No refits are available to either side with the exception that up to three PFs in any given flotilla may have the shield refit.
(SH114.45) SELTORIAN ships cannot use T-bombs, wild weasels, or suicide shuttles in this scenario.

(SH114.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SH114.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:
(SH114.61) The Tholians expected to meet Klingons in this asteroid field, as they had so many times before. Replace the Seltorians with a D5, F5B, F5V, and AF5. The F5V will be carrying Z–Y fighters.
(SH114.62) To use electronic warfare, add a Tholian SC and a Seltorian SC, or a Tholian CWS and a Klingon D5S, to the at-start forces. Note that the Seltorians did not produce cruiser scouts and would have had to ask for Klingon support.
(SH114.63) For a smaller and faster battle, delete the two Seltorian FFs and the Tholian BW and PCA.
(SH114.64) In this area, it would not be unusual to have reaction forces standing by to assist both sides. Starting on Turn #5, each player rolls two dice at the start of each turn (during Energy Allocation). If the sum of the two dice is less than the number of the present turn, a standard flotilla of six PFs enters the map from the assigned disengagement map edge. Use Klingon PFs to support the Seltorians since they had not begun PF production at this point.
(SH114.65) Replace the NCL with an equivalent Tholian cruiser that has not received the web-caster refit.
(SH114.66) Sometimes the Tholian sweeps of this asteroid field were supported by ships of allied races, although the expeditionary units had mostly been withdrawn by this time. Players could replace one or two of the Tholian ships [or the PFs in (SH114.64)] with Kzinti or Gorn units.

(SH114.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:
(SH114.71) Change the Seltorian CL to a CA.
(SH114.72) Replace the Neo-Tholian NCL with an NCA.
(SH114.73) Add a Tholian PF on a mech link to one ship, or delete one or two of the Tholian fighters.
(SH114.74) Allow the Seltorians to use mines and suicide shuttles.

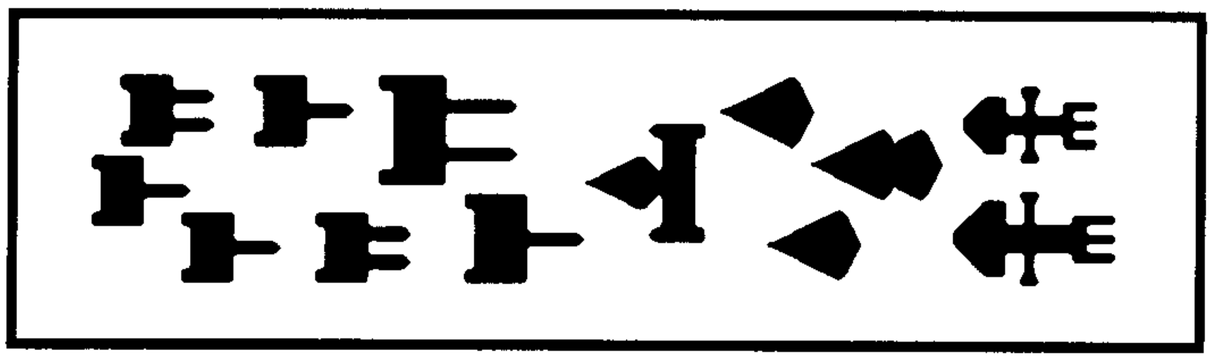
(SH114.8) TACTICS

THOLIANS: The Old Nemesis has returned! Look for an opportunity to cast an anchored web that will be small enough to retain its strength despite web breakers and cause a Seltorian breakdown. Do not forget opportunities to create web shields that you can hide behind. It will take the web breakers time to wear such webs down. Try to get behind them if at all possible.

SELTORIAN: Mass your fires on the NCL first as there are few of these units, and in a campaign each one destroyed would be an irreplaceable loss furthering your goal of ultimate annihilation. Remember that the Tholian fighters do pack a punch if they can get into position to use it, and your only defense is weapons fire. Remember, the only Tholian ships you may be able to match maneuvers with are the NCL and BW as the rest of the Tholian units are nimble units and will move after your ships. Look for opportunities to board!

HISTORICAL OUTCOME: Both sides sustained significant damage before withdrawing.

(SH115.0) LESSONS



(Y182) *by Steven Paul Petrick, Texas*

By the time the Seltorians began their operations against their old foes, most of the non-Tholian forces had been withdrawn for operations in other sectors. There were still a few Gorn and Kzinti ships in Tholian space, however, and despite Klingon warnings, their appearance would give the Seltorians much to consider.

(SH115.1) NUMBER OF PLAYERS: 2; the Alliance player and the Seltorian player.

(SH115.2) INITIAL SET UP
ALLIANCE: THOLIAN: NCA *Intensity*, CWP *Zircon*, 2x PC+ *Recluse*, and *Trenchant*.
KZINTI: CM *Dark Terror*, FFK *#187*.
All ships set up within 4 hexes of 3728, heading F, speed max, WS–III.
SELTORIAN: CA *Wind of Coming Dawn*, CL *River of Clear Waters*, 2x DD *Mountain of Mists* and *Mountain of Fire*, 3x FF *(Green Meadow Glory, Green Meadow Dawn, Violet Meadow of Flowers)*, set up within 5 hexes of 0505, heading C, speed max, WS–III.

(SH115.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH115.4) SPECIAL RULES
(SH115.41) MAP: Use a floating map.
The Alliance units can only disengage in directions B or C. The Seltorian units can only disengage in directions E or F.
Units which disengage in unauthorized directions are considered destroyed.
(SH115.42) SHUTTLES AND PFs: All non-Seltorian shuttles have warp booster packs. All PFs have warp booster packs.
(SH115.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH115.431). Seltorian ships cannot purchase MRS shuttles in this scenario.
(SH115.422) There are no fighters in this scenario. In a variant, use the standard deployment patterns.
(SH115.423) There are no PFs in this scenario.
(SH115.43) COMMANDER'S OPTION ITEMS
(SH115.431) 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. Note the Seltorian restrictions for this year.
(SH115.432) 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.
(SH115.44) REFITS: The Kzinti CM and FFK have the Y175 refit. The Tholian PCs both have the plus refit.

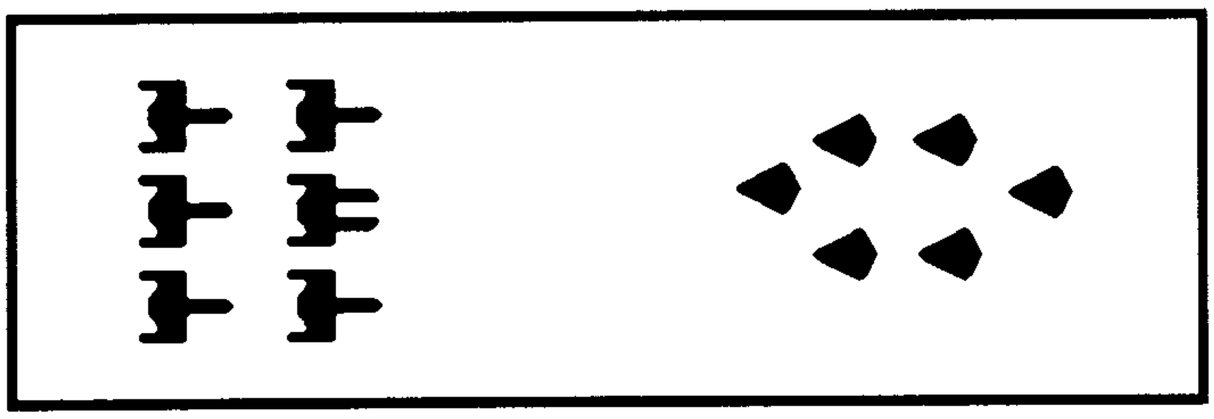
(SH115.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Seltorians gain a 50-point bonus if the NCA is destroyed (there are so few such ships).

(SH115.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:
(SH115.61) Replace the Kzinti ships with a Gorn HDD and BDD, both with plus refits.
(SH115.62) Add a Tholian SC to the Tholian force and a Seltorian SC to the Seltorian force.
(SH115.63) For a smaller and faster battle, delete the CWP and both PCs from the Tholian forces, and the CL and two FFs from the Seltorian forces.
(SH115.64) In place of the Kzinti CM and FFK, allow the Alliance player to secretly pick any one Kzinti or Gorn size class 3 ship and any one size class 4 Kzinti or Gorn ship (no carriers or carrier escorts). Add one Seltorian FF to the Seltorian force. Use Tactical Intelligence (D17.0).

(SH115.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:
(SH115.71) Change the Tholian NCA to an NCL.
(SH115.72) Replace the Kzinti CM with a Kzinti BC.
(SH115.73) Delete or add an FF or PC to one side.
(SH115.74) Allow the Seltorian ships to purchase T- bombs and to use suicide shuttles.

(SH115.8) TACTICS: ALLIANCE: Try to swamp one Seltorian ship at a time with swarms of drones and heavy photons. Use the web casters in fist mode as there are not enough to use them in any other way. Pay attention, however, to the firing of shield crackers as you may see a window of vulnerability open where a cast web may do you some good.
SELTORIAN: Keep close together so that you can concentrate your drone defenses. Keep a few web breakers warm just in case the Tholian decides to use a cast web.
HISTORICAL OUTCOME: The Kzinti drones and Tholian photons administered a bloody nose to the Seltorians, but not a fatal one. They would consider their lessons and return.

(SH116.0) DEATH DUEL



(Y185) *by Steven Paul Petrick, Texas*

The Seltorian Expedition simply did not have the production capacity to crush the Tholians itself (much as they would have liked to). On the other hand, with the basic concept of PFs supplied by the Klingons, the Seltorians were able to build substantial numbers of PFs. The PFs were too short ranged to penetrate deeply into Tholian space, but they could and did replace Klingon PFs in raiding the Tholian forward areas. The Tholians, for their part, were desperately trying to find the Seltorian base. Their earlier battles had demonstrated that the Seltorians did not yet have the strength to truly harm the Holdfast, at least while the Klingons still needed so much of their own strength to fend off the Federation, Kzintis, and Hydrans. The result was a series of grinding PF duels as each side sought to accomplish its own ends while denying the other side its objectives. This one was typical.

(SH116.1) NUMBER OF PLAYERS: 2; the Tholian player and the Seltorian player.

(SH116.2) INITIAL SET UP
THOLIAN: Flotilla of six Arachnid *Lavaguards* PFs within 5 hexes of 4210, heading E, speed max, WS–III.
SELTORIAN: Flotilla of six PFs *Avengers* within 5 hexes of 0122, heading B, speed max, WS–III.

(SH116.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH116.4) SPECIAL RULES
(SH116.41) MAP: Use a floating map.

The Tholian units can only disengage by acceleration in directions B or C. Uncrippled PFs with their warp packs intact may disengage by distance in directions E or F (SH116.5).

The Seltorian units can only disengage by acceleration in directions E or F. Uncrippled PFs with their warp packs intact may disengage by distance in directions B or C (SH116.5).

Units which disengage in unauthorized directions are considered destroyed.
(SH116.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH116.421) 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 (SH116.431).

(SH116.422) 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 if desired.

(SH116.423) The six PFs on each side are standard flotillas including one leader and one scout. Two Tholian PFs are Arachnid-Ws.

(SH116.43) COMMANDER'S OPTION ITEMS

(SH116.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: Each PFL has one T-bomb and its associated dummy.

(SH116.432) There are no drone-armed units in this scenario. If playing a variation where drones are used, 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.

(SH116.44) REFITS: All PFs have received the shield refit. One Arachnid-W has the snare refit.

(SH116.45) DISENGAGEMENT: Neither side will disengage unless one of the following conditions have been met:

All PFs on that player's side have been crippled or destroyed.

All PFs belonging to the opposing player have been destroyed or have disengaged.

(SH116.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). Each player earns a 25-point bonus for each uncrippled PF (with its warp packs) which disengages by distance into the enemy zone (i.e., in the directions that enemy ships are authorized to disengage by acceleration).

(SH116.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:

(SH116.61) Replace two of the standard combat Seltorian PFs with standard Klingon G1s. These are considered part of the Seltorian flotilla and are present to conduct joint training. By this time of the General War, the Gorn and Kzinti forces in the Holdfast had been withdrawn, so it would not really be historically accurate to have Kzinti or Gorn PFs in the Tholian PF flotilla. Players may wish to experiment with replacing two standard Arachnids with two Gorn or two Kzinti PFs, or one PF from each race.

(SH116.62) For a more intense game, use PF engine degradation (K6.0) and assume that each flotilla of PFs encountered the other while returning from a scouting mission. The PFs of each side start with the same level of degradation.

(SH116.63) For a smaller and faster battle, delete two combat PFs from each side.

(SH116.64) The attrition rate for duels between the Seltorians and Tholians was very high, resulting in a number of incompletely trained crews being sent into battle. This can be simulated by using the PF crew quality rules and assuming that one or two non-leader and non-scout PFs have poor crews.

(SH116.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:

(SH116.71) Lower the starting weapon status of one side.

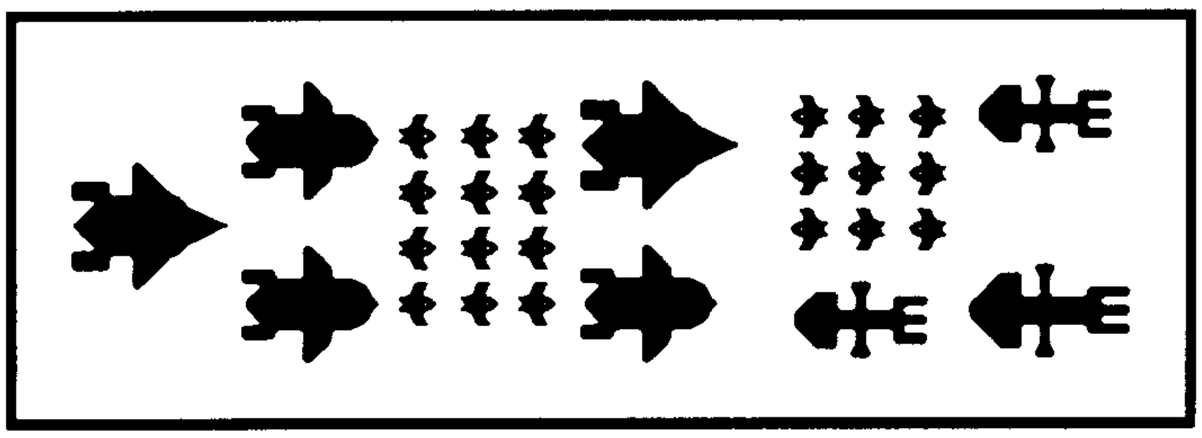
(SH116.72) Replace the Leader PF of one side with a standard combat PF (still part of the flotilla, reflecting unreplaced losses of leader versions)..

(SH116.73) Delete the shield refit from one or more of the PFs of one side.

(SH116.8) TACTICS: Try to concentrate on one opposing PF at a time. Getting the other player's scout could make a big difference.

HISTORICAL OUTCOME: More than one of these battles ended with a single PF returning home, the other 11 having been destroyed.

(SH117.0) HEAD ON!



(Y186) *by Stephen V Cole, Texas*

During the drive toward the homeworlds, the Usurper forces detected the approach of a Crown Prince carrier group from the Barony. The Carrier *Green Beast* was dispatched to deal with this threat. The commodore commanding the carrier group was given the support of two standard warships since it was necessary to destroy the threat to the flank without taking serious damage, and that could only be done by using overwhelming force.

The Kzinti carrier captain knew his force of older ships was badly outgunned, and he knew that his original mission to attack the Usurper's supply lines was no longer possible. He reasoned, however, that the destruction of the single WYN carrier would be a powerful contribution to the campaign of his sovereign.

The two carrier forces collided head on.

(SH117.1) NUMBER OF PLAYERS: 2; the Kzinti-Crown Prince player and the WYN-Usurper player.

(SH117.2) INITIAL SET UP
TERRAIN: None
KZINTI CROWN PRINCE: CVL *Zephyr* (9x TADSC fighters), DWA *Red Star,* AFF *#627,* two standard Needles on the CVL on mech links, set up within 2 hexes of 4003, heading E, speed max, WS–III.
WYN-USURPER: Orca-V *Green Beast* (12x TADSC fighters), DE *Blue Guard,* DE *Blue Watch,* set up within 2 hexes of 0228, heading B, speed max, WS–III.
Orca *Green Sword,* Mako *Blue Hand,* within 2 hexes of 0426, heading B, speed max, WS–III.

(SH117.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH117.4) SPECIAL RULES
(SH117.41) MAP: Use a floating map.

The Kzinti-Crown Prince units can only disengage by acceleration or distance from the xx01 or 42xx map edges; they can disengage by distance (if not crippled) from the 01xx or xx30 map edges.

The WYN-Usurper units can only disengage from the xx30 map edge.

Units which disengage in unauthorized directions or areas are considered destroyed.
(SH117.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH117.421) If using the optional MRS shuttles, the CVL and Orca-V each have one MRS.
(SH117.422) If using EW fighters, one of the TADSC on each carrier is an EW variant. If not using EW fighters, it is a standard fighter.
(SH117.423) The two Kzinti PFs are not part of a flotilla.
(SH117.43) COMMANDER'S OPTION ITEMS
(SH117.431) 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.
(SH117.432) 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.
(SH117.44) REFITS: The Kzinti CVL has the plus and Y175 refits and two mech links. The AFF has full aegis and the plus and Y175 refits. The DWA has full aegis and the Y175 refit. All fighters on both sides have the C refit. There are no refits for the WYN ships.
(SH117.45) OPTION MOUNTS: The Option mounts of the WYN ships must be filled with systems allowed to WYN fish designs (phasers, drones, ADDs).
(SH117.46) ESCORTS: The two WYN DEs must remain within 4 hexes of the Orca-V. The WYN player loses one victory point (per escort) for every impulse that this requirement is violated.

(SH117.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that the Kzinti-Crown Prince forces receive triple the normal points for damage to (or destruction of) the Orca-V.

(SH117.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:
(SH117.61) The scenario can be played between any two races by using corresponding ships.
(SH117.62) Replace the Kzinti force with a force of other Kzinti ships of an equal BPV, and use tactical intelligence.
(SH117.63) For a smaller, faster, scenario, delete the WYN Orca and Mako and both of the Kzinti escorts.
(SH117.64) Add four standard PFs on mech links to each side.

(SH117.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:
(SH117.71) Change the Mako to an Orca or Barracuda.
(SH117.72) Replace the CVL with an MCV or CVS.
(SH117.73) Delete some of the fighters from either force.

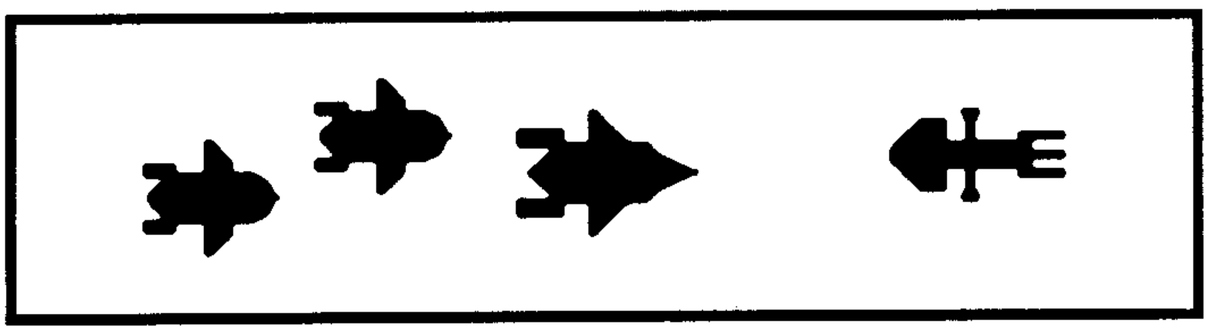
(SH117.8) TACTICS

WYN: Losing the CVL would be a disaster given its value in this scenario. Keep the other ships interposed between it and the Kzinti ships. While it would seem like a good idea to disengage the carrier to avoid having the Kzintis slip through and nail it, such a disengagement could give the Kzintis enough to declare a draw even if their ships are destroyed. This later event is, of course, dependent on how much damage they can do to your remaining forces before they are destroyed.

KZINTI: The WYN ships will probably block you from killing the CVL, so while you should keep it in mind as a goal, set your sights on killing as many ships as you can.

HISTORICAL OUTCOME: In a futile gesture, the Kzinti ships hurled themselves at the WYNs. The supporting ships and escorts of the WYN CVL interposed themselves between the ship and the approaching Kzinti carrier group. When the action ended, the Usurper had another victory to his credit, although two of the Makos, one a Mako-E, were no longer present. The Usurper assigned a standard Barracuda to the CVL to replace the lost escort.

(SH118.0) A KZINTI WITH A MISSION



(Y186) *by Stephen V Cole, Texas*

The small WYN squadron of X-ships was a constant thorn in the side of the Crown Prince, moving across the theater at high speed to counter a riposte here and raid a planet there. Several operations were launched to engage and destroy the squadron, but none succeeded.

As the situation became critical, the Crown Prince planned one last attempt to destroy the squadron, but it failed before it began when the designated ships had to be diverted to solve another crisis.

One assigned ship, however, remained available, and Admiral Fifth Rank Cat-who-is Resolved (commander of one of the few Kzinti X-ships and absolutely loyal to the Crown Prince) decided to conduct the operation anyway. Admiral Resolved reasoned that if he could cripple or destroy the CAX, the two DDXs would not be an insurmountable problem. The original ruse to draw the X-squadron into range went ahead as planned, and succeeded.

(SH118.1) NUMBER OF PLAYERS: 2; the Crown Prince player and the Usurper player.

(SH118.2) INITIAL SET UP
CROWN PRINCE: CCX *Hypermass* in 4030, WS–III, heading F, speed max.
USURPER: CAX (2x TADSC) *Gold Patriarch*, DDX *Gold Knight*, and DDX *Gold Marshal* within 3 hexes of 0505, heading C, WS–III, speed max.

(SH118.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH118.4) SPECIAL RULES
(SH118.41) MAP: Use a floating map.

The Kzinti Crown Prince units can only disengage in directions B or C. The Usurper units can only disengage in directions E or F. Units which disengage in unauthorized directions or areas are considered destroyed.
(SH118.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH118.421) If using the optional MRS shuttles, the CAX and CCX each have one MRS.
(SH118.422) There are no EW fighters in this scenario. In a variant in which enough fighters are present, use the standard deployment patterns.
(SH118.423) There are no PFs in this scenario.
(SH118.43) COMMANDER'S OPTION ITEMS
(SH118.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 33% 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.
(SH118.432) All drones are "fast," i.e., speed–32, of types–VII, VIII, or IX.

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.
(SH118.44) REFITS: There are no refits for X-ships beyond X-technology itself.

(SH118.5) VICTORY CONDITIONS: The Usurper forces use the Modified Victory Conditions (S2.201). The Kzinti Crown Prince player wins an incredible victory if the WYN CAX is destroyed, a decisive victory if it is crippled, and a moderate victory if it is damaged (Internally). This level of victory is lowered by one level (moderate becomes tactical) if the Kzinti CCX is destroyed.

If the CAX is not damaged or destroyed, the Kzinti player achieves a victory level one less than stated for the CAX if a DDX is destroyed (decisive victory), crippled (moderate victory), or damaged internally (draw). This level of victory is still lowered by one level if the Kzinti CCX is destroyed.

(SH118.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:
(SH118.61) Use X-ships from any race.
(SH118.62) Use non-X-ships, or use an X-destroyer against a non-X cruiser and two non-X destroyers.

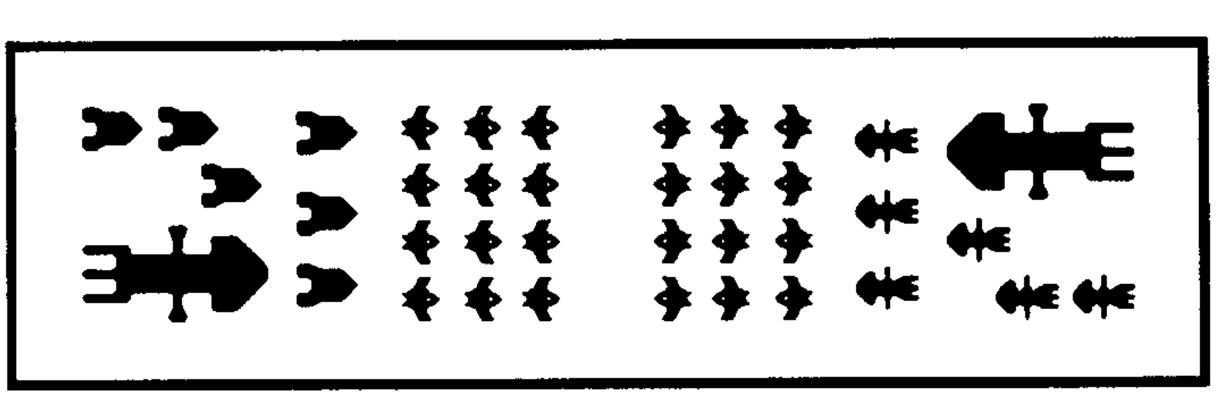
(SH118.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:
(SH118.71) Change the Kzinti CCX to a CLX.
(SH118.72) Delete one of the WYN DDXs.
(SH118.73) Add an Orion CRX to the WYN forces.
(SH118.74) Add one or two PFs on mech links to the Kzinti.

(SH118.8) TACTICS: It's go for the gusto time! Head for the enemy cruiser, and don't ever stop!

(SH118.X) DESIGNER'S NOTES: This scenario was designed to provide a powerful all-X-ship battle in the module. It was also a key historical moment in the campaign. Note that since the SSD for the Kzinti CCX is not scheduled for publication until Module X1, we have provided an SSD in Module C3 so that you may enjoy this scenario.

HISTORICAL OUTCOME: The Kzinti ship was destroyed, but the CAX was badly crippled and knocked out of the campaign. After a heroic voyage, it returned to the WYN Cluster where it was rebuilt and served as the WYN flagship for the next decade. The lack of this ship, however, reduced the X-squadron from a mailed fist reserve to a fast raiding force and weakened the Usurper's campaign.

(SH119.0) CONFLICT RESOLUTION



(Y187) *by Steven Paul Petrick, Texas*

The final battle of the Second Kzinti Civil War was a titanic duel, a clash between Space Control Ships. One, the *Hegemony*, personally commanded by the Usurper, the other the *Titan*, personally commanded by the Crown Prince. The protagonists had agreed to this duel so that the winner would not have to face the Klingons and Lyrans with a fleet decimated by internecine battles.

(SH119.1) NUMBER OF PLAYERS: 2; the Usurper player and the Crown Prince player.

(SH119.2) INITIAL SET UP
USURPER: SCS *Hegemony* (12x TADSC, 6x Freedom Fighter PFs) in 0130, heading B, speed max, WS–III. See (SH119.47).
PRINCE: SCS *Titan* (12x TADSC, 6x Needle PFs) in 4201, heading E, speed max, WS–III. See (SH119.47).

(SH119.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH119.4) SPECIAL RULES
(SH119.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units on either side may disengage in any direction, but any unit which leaves the map for any reason may not return.
(SH119.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH119.421) If using the optional MRS shuttles, each Space Control Ship has one MRS.
(SH119.422) If using EW fighters, one of the TADSC on each SCS is a TAASE. If not using EW fighters, it is a standard TADSC.
(SH119.423) The six PFs on the Usurper's SCS are a standard flotilla of Freedom fighters including one leader and one scout. The six PFs on the Prince's SCS consist of two standard Needles, one Leader, one Scout, and two Multi-Role Needles.
(SH119.43) COMMANDER'S OPTION ITEMS
(SH119.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: Both ships have their full complements of T-bombs and each has 12 additional boarding parties, plus two commando boarding parties.
(SH119.432) All drones are "fast," i.e., speed–32.
Each Space Control Ship may select any combinations of special drones that the player wishes without regards to any limits beyond what the drone racks and launch rails of the fighters (and MRS) will hold (note that the reloads would be determined by what was in the racks at start).
(SH119.44) REFITS: All PFs have their shield refits, and all fighters include the C refit.
(SH119.45) ROYALTY: The Usurper and the Crown Prince are treated as Legendary Officers for purpose of tracking their locations (G22.13) and becoming casualties (G22.134), but are not otherwise legendary.
(SH119.451) Both must begin the scenario either on the bridge or flag bridge of their ship. Whichever location they begin the scenario in, they may only leave that location if the last box is destroyed and they survive (even if wounded) and then only to go to a functioning control box. The two leaders continue to function normally even if wounded, although being wounded a second time will be immediately fatal.
(SH119.452) The movement to a functioning control box is NOT voluntary but must be done. Once the new control box is reached [(G22.132) imposes a one-turn delay on this movement, and this cannot be extended], it may not be left unless it is also destroyed, at which point the same involuntary movement must take place.
(SH119.453) If all of the control boxes on a Space Control Ship are destroyed at the end of any given turn, at the end of the repair step of that turn that player is immediately deserted by all of his remaining PFs, MRS shuttles, and fighters (they are simply removed from the board). Note that this can happen to both players simultaneously. Units that were still docked to or in the SCS will not desert under this condition so long as a control system is repaired before they are launched. These units will desert later if all control boxes are again destroyed and they are not docked. Note that the sudden desertion of the fighters and PFs from an essentially uncontrolled ship will cause most drones in flight to lose their tracking if they are not capable of self-guidance and have not gained their own lock-ons (G2.234).
(SH119.46) FIXED MAP: The Usurper and the Crown Prince agreed to fight in a set volume of space (SH119.41) Any unit about to be forced off of the map by a tractor beam is released from the tractor beam just before it would be forced off of the map.
(SH119.47) Both sides begin with all fighters and PFs docked.

(SH119.5) VICTORY CONDITIONS: Whichever player kills his opposite number either by (G22.134), destroying the enemy Space Control Ship, or by a hit-and-run raid; or captures him by capturing the enemy Space Control Ship or by a hit-and-run raid wins. If both are killed or captured, both lose (both would have lost too much face by being captured). If one is killed, and on the same impulse the other is captured, both still lose as the captured one would still have lost face for being captured. For this purpose, wounded is not killed (until the second wound). The scenario ends the moment one player's leader is killed (or captured), although the final actions of any self-guiding seeking weapons that have attained their own lock-ons will have to be determined (such seeking weapons might cause enough damage to kill the other player, thus ending the scenario in a draw). If a player's SCS leaves the map, he has disengaged and lost both the battle and his life.

(SH119.6) VARIATIONS: Enjoy the scenario again after making one or more of the following changes:
(SH119.61) You could substitute the Space Control Ships of any other race for this duel. Perhaps the Patriarch and Klingon Emperor Kavek IV have decided to resolve the General War. (Pity they could not have done so in Y169.)
(SH119.62) Allow each side to roll for Legendary Officers and ace PF crews and fighter pilots. No Legendary Captains or Legendary Doctors can be obtained. If a Legendary Captain is rolled, the player which gained him may select any one other officer (except a Legendary Doctor) as a substitute. If this officer was gained as a result of roll of a 2, the player selects his extra officer after the second dice roll. If the second dice roll is another 2, the ship has a full complement of Legendary Officers with the exception that there is no Legendary Captain or Legendary Doctor. If a Legendary Doctor is rolled, this is treated as "no Legendary Officer."
No green PF crews or fighter pilots may be used. Any rolled are automatically considered to be good instead.
(SH119.63) For a smaller and faster battle, replace the Space Control Ships with Kzinti Battle Control Ships, or with MCVs with two PFs on mech links. The Usurper ship would use Freedom Fighter PFs instead of Needles. Another way to simplify the battle would be to replace the PF scout and EW fighter with standard types.
(SH119.64) Treat both leaders as Legendary Captains, but they cannot bluff and (SH119.452) will restrict their movements and therefore their ability to change roles.
(SH119.65) Allow both players to have one additional PF that begins the scenario in their SCS's repair bay. For the Crown Prince, the seventh PF can be any variant of the Needle except MRN, Leader, or Scout. For the Usurper, the seventh PF can be any variant of a Freedom Fighter, Klingon G1, or Lyran Bobcat, except that it cannot be a Leader or a Scout.

Note that this PF is NOT part of the flotilla and will not be protected by the PFS or by EW lent by the SCS to the flotilla, but can be protected as a separate flotilla of its own.
(SH119.66) Allow both sides to replace their SCS with an SSCS, adding an additional flotilla of PFs.

(SH119.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:
(SH119.71) Change the Freedom Fighter PFs to Needle PFs.
(SH119.72) Replace the TADSC fighters of the better player with TAAS fighters. Or deny one player the C-refit for his fighters.
(SH119.73) Use drone percentages for one player, but not necessarily historical percentages. For example, the stronger player might be allowed only 75% special drones.

(SH119.8) TACTICS: Pound your enemy and eliminate his attrition units before he does the same to you. Make sure that some of your marines are guarding all of your control stations (it may not be worthwhile to guard the Emergency Bridges). Be careful with hit-and-run raids as you may run yourself out of boarding parties at a critical moment.

(SH119.X) DESIGNER'S NOTES: For years, SFB players have insisted on fighting mano-a-mano duels with the largest ship classes, something that was historically impossible as these large ships were always surrounded by escorts and support units. It was a pleasure to provide at least one truly historical case where such a duel could be fought.

HISTORICAL OUTCOME: The outcome of this battle remains shrouded in mystery. Historically, it is known that both ships survived, and both needed extensive rebuilding. It is known (or perhaps it is only legend) that the two badly crippled ships docked and the crews fought it out claw-to-claw.

But did the Crown Prince win? Or did the Usurper? Or did they both die and some third party take over? Or (least likely in the eyes of Federation analysts) did the Crown Prince and the Usurper strike some sort of bargain amidst the carnage? In the years to come, the adherents of both sides would claim that it was *their* leader who sat on the throne and the other who died. (One small group claimed it was actually the Count who sat on the throne, although most believe he died in an earlier battle.) The question became something of a friendly disagreement in social circumstances when members of the two factions engaged in conversation, producing no more bloodshed than the controversy over the best baseball pitcher in the 2017 season on Earth. Kzinti behavior is often beyond the understanding of human scholars.

It is known that the WYN-Kzintis were welcomed back into the Hegemony with (apparently) open arms, although a few returned to the Cluster, and some became pirates (It is also known that some non-WYN Kzintis from both sides of the war and from those who remained neutral also went to the WYN Cluster or became pirates. Why this was so also remains a mystery.)

None of the PFs or fighters of either side survived the battle (although a third of the PF crews and half the fighter pilots were later rescued from their various escape capsules).

It is believed by Federation analysts that if the Andromedans had not suddenly become a direct threat to the Hegemony, the Civil War would have flared up again. The Andromedan Invasion gave the Patriarch (whoever he was) time to solidify his hold on the throne and eliminate potential problems so that the Hegemony was again secure by the end of the Andromedan War in Y202.

PLAYTESTERS

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BATTLE GROUP HOUSTON: Frank Crull, James Chrysler, Brad Hinkle,Terry Haugh, Matt Burleigh, Jim Doherty.
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BATTLE GROUP LUBBOCK: James A. Beggs.
BATTLE GROUP MILWAUKEE: Jeff Laikind.
BATTLE GROUP NEW JERSEY: Tom Carroll, Robert Estrada.
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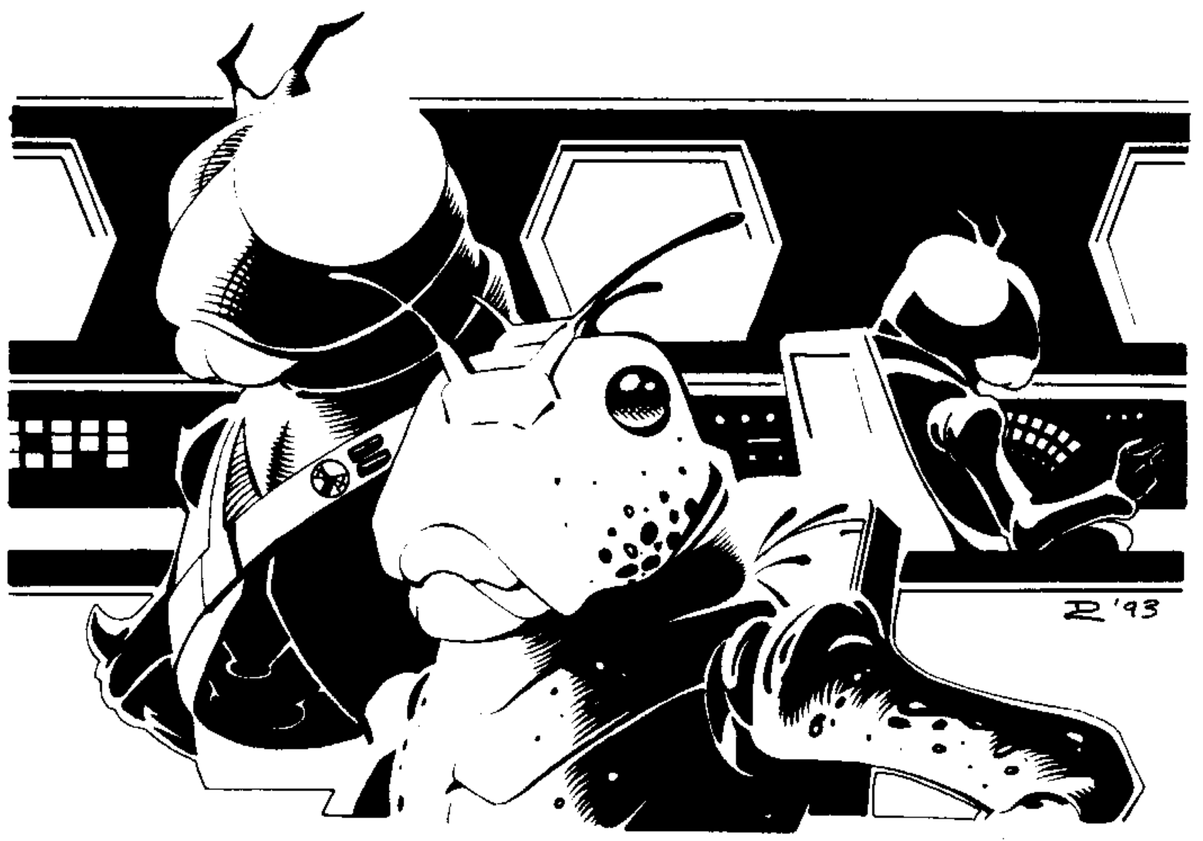


A SELTORIAN SAGE AND HIS WORKERS

(T8.0) STEALING FIRST BASE

(Y186) *by Bill Heim, Bill Stec, Lonnie Fraley, Steven P Petrick, and Stephen V Cole*

In order for the WYNs to launch their campaign into Kzinti space, they had to establish a bridgehead and a supply point for their forces to operate from. This was particularly vital since (although the new WYN ships could carry some supplies in their cargo bays) the WYN fleet lacked any kind of a tug, mobile bases, or repair ships. The Usurper would, of course, draw most of his supplies from his ally the Count, but did not want to be totally dependant on him.

As part of the political arrangement, the Usurper had agreed to destroy the battle station nearest the Cluster, known as *Battle Station Rampart*. This station was under control of the Crown Prince, and the Count could not openly revolt until the battle station was no longer a threat. The base figured prominently in the political negotiations between the Count and Usurper, and was the reason for the production of the Narwhal mauler.

The Crown Prince had built *Battle Station Rampart* on the nominal border between the Duke and Count. In theory, it provided a base from which "national" forces could defeat any enemy trying to take advantage of the "seam" between the two "regional" commanders (a common military tactic at all levels). In fact, it was there to watch over both Nobles (and the WYNs), and everyone knew it.

The WYN planners determined that if their campaign was to have any chance of success, it was vital that they not destroy *Battle Station Rampart*, but instead seize it intact. This would allow the advancing WYN fleet to draw its supplies directly from its own base outside of the Cluster.

One daunting part of the task was that the WYN would now have to deal with the same radiation zone effects upon exiting the Cluster that other races had to face when entering the Cluster. A bold plan was decided upon.

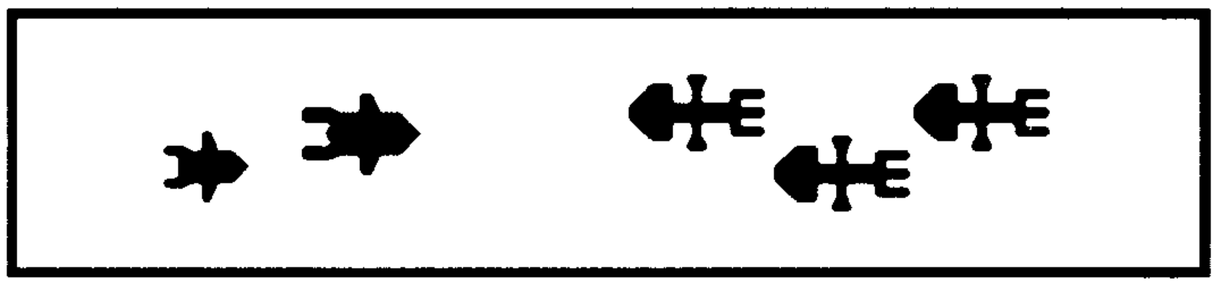
Several unmarked WYN-Orion ships slipped into Kzinti space prior to R-Day. The ships used silent running and their built-in stealth to move quietly into positions around *Battle Station Rampart*. Just prior to the main attack, they activated their scanners to draw the attention of local Kzinti patrol squadrons. The WYN-Orion ships would be sacrificed if need be to keep the Kzinti patrols from helping to defend the base.

The WYN Main Force, including the newly constructed ships, a handful of Orions, and some ex-Kzinti units rebuilt by the WYNs, exited the Cluster and (after a brief recovery period) headed for the battle station. While a major group of warships, it would not be enough to attack the base, as anyone tracking it on scanners could tell. This was part of the deception plan; the Crown forces would suspect the force was headed for some other target for the first critical hours.

Before reaching *Battle Station Rampart*, the Main Force was to be joined by the fast-moving X-Force (the three WYN and one WYN-Orion X-ships, kept hidden until the last moment), a squadron of Orion mercenaries, and Drone Force One (composed of the two WYN drone bombardment ships).

As with all military operations, it was planned in great detail and expected to simply "run on rails." Like most military operations, it promptly ran *off* the tracks, but had so much momentum that it would prove very difficult to stop.

(T8S1.0) THEY ARE EXPENDABLE



(Y186) *by Bill Heim, Bill Stec, and Lonnie Fraley*

The task of stalling the local Kzinti frigate squadron fell to a WYN OCR and OLR.

(T8S1.1) NUMBER OF PLAYERS: 2; the Kzinti Crown Prince player and the WYN player.

(T8S1.2) INITIAL SET UP
KZINTI: DF *DF73*, FF *FF117*, FFK *FF29*, set up between 1010 and 0115, heading C, speed 10, WS–III.
WYN: OCR *Atonement* and OLR *Middle Dark* set up between 4201 and 4215, heading E, speed 10, WS–III.

(T8S1.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T8S1.4) SPECIAL RULES
(T8S1.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The radiation zone is several thousand hexes in direction E.

Kzinti units can only disengage from the 42xx map edge.

WYN units can only disengage from the 01xx map edge.

Units which disengage in unauthorized areas are considered destroyed.

(T8S1.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T8S1.421) 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 (T8S1.431).

(T8S1.422) 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 if desired.

(T8S1.423) There are no PFs in this scenario.

(T8S1.43) COMMANDER'S OPTION ITEMS

(T8S1.431) 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. In addition (does not count against their 20%), all WYN ships have their full complement of T-bombs, including dummies.

(T8S1.432) 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, such as the Kzinti DF, extra points for this purpose.

(T8S1.44) REFITS: The Kzinti ships have all received the plus and Y175 refits. The WYN OCR and OLR both have the plus refit. All ships of both sides have the mech-link refit, although there are no PFs present.

(T8S1.45) OPTION MOUNTS: WYN option mount availability is as defined in (G15.4). If a ship takes three drone racks, it is assumed to have OAKDISC installed.

(T8S1.5) VICTORY CONDITIONS: The WYN objective is to delay the Kzinti ships from exiting the 42xx map edge. Every

turn after Turn #3 that a Kzinti ship is delayed is added to its entrance time in Scenario (T8S4.0). If the scenario is played as a stand-alone, the following victory conditions apply:

All 3 ships exit prior
to Turn #4.....Kzinti Decisive Victory
2 or more ships exit prior
to Turn #5.....Kzinti Marginal Victory
2 or more ships exit prior
to Turn #6.....Draw
2 or more ships exit prior
to Turn #8.....WYN Marginal Victory
Only 1 or less ship exits prior
to Turn #8.....WYN Decisive Victory
Note: WYN losses are irrelevant to victory conditions.

(T8S1.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(T8S1.61) The WYN had excellent intelligence on the Kzinti patrol routes; however, an intelligence failure or a change in Kzinti plans could have left the WYN force facing the Kzinti squadron in Scenario (T8S2.0). Swap the two Kzinti forces in the scenarios. In this case ANY delay for the Kzintis in this scenario is considered a WYN victory.
(T8S1.62) Replace the Kzinti ships with Lyran FFs (all have the phaser, plus, and ESG capacitor refits) or a Klingon F5 squadron (F-5L, F-5K, F-5D), all also have the Y175 refit.

(T8S1.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(T8S1.71) Change the OCR to an OLR.
(T8S1.72) Replace one or both the WYN ships with identical Orion ships.
(T8S1.73) Add another WYN LR or delete the Kzinti DF.
(T8S1.74) Change the Kzinti FF to an FFK.

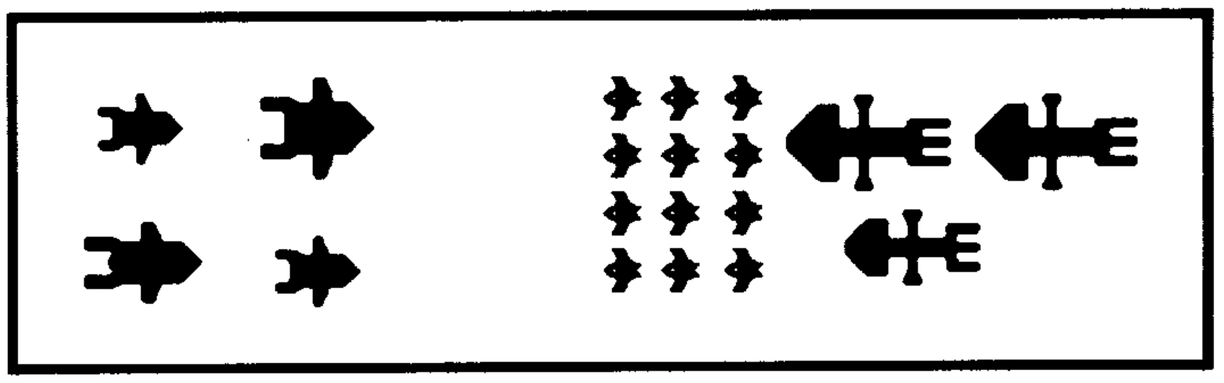
(T8S1.8) TACTICS

WYN: Consider using ADD-12s in the WYN option mounts particularly if you are playing this as part of the campaign as you will want to use up ammunition available to the Kzinti ships in the fourth scenario. Another possibility is to arm yourself with extra phasers as they can be used offensively and defensively with low power cost. Consider tractoring a Kzinti ship to slow it down.

KZINTI: You can either fight your way through with the superior firepower of three ships or just try to get through on broken field running. If you decide to run, since you have more ships, one ship should make it across with little trouble. The others may have a much more difficult time. Fighting however, can use up a lot of ammunition (and time) which you may need for the fourth scenario.

HISTORICAL OUTCOME: The DF took the brunt of the WYN fire and was destroyed. The FFK avoided most of the fighting and arrived at the battle station with little delay (where it was promptly destroyed). The FF attempted unsuccessfully to aid the DF and received moderate shield damage and expended a large number of drones. It arrived at the battle station a few turns after the FFK where it received additional damage. The captain of the ship realized that his ship would contribute little in exchange for its destruction and wisely disengaged. The OCR was badly damaged, and the OLR was destroyed.

(T8S2.0) STOPPING *STARKILLER*



(Y186) *by Bill Heim, Bill Stec, and Lonnie Fraley*

The more important task of stalling the patrolling Kzinti carrier group fell to another small WYN squadron.

(T8S2.1) NUMBER OF PLAYERS: 2; the Kzinti Crown Prince player and the WYN player.

(T8S2.2) INITIAL SET UP
KZINTI: MCV *Starkiller* (12x TADSC), MAC *Prowess*, DWA *Blue Nova*, set up between 4201 and 4215, heading E, speed 10, WS–I.
WYN: OBR *Aurora*, OCR *Vengeance*, OLR *Dwarf Star*, OLR *Well of Souls;* set up between 0101 and 0115, heading C, speed 10, WS–III.

(T8S2.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T8S2.4) SPECIAL RULES
(T8S2.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Kzinti units can only disengage from the 01xx map edge.

The WYN units can only disengage from the 42xx map edge.

Units which disengage in unauthorized areas are considered destroyed.
(T8S2.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T8S2.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (T8S2.431). The OBR is functioning as a flagship and is able to purchase an MRS in this scenario.
(T8S2.422) If using EW fighters, one of the TADSC on the MCV is a TAASE. If not using EW fighters, it is a standard TADSC.
(T8S2.423) There are no PFs in this scenario.

(T8S2.43) COMMANDER'S OPTION ITEMS
(T8S2.431) 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. In addition (does not count against their 20%), all WYN ships have their full complement of T-bombs, including dummies.
(T8S2.432) 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.

(T8S2.44) REFITS: All Kzinti ships have the Y175 refit, and the fighters have the C refit. The WYN CR and LRs have the plus refit. All ships on both sides have the mech-link refit, although no PFs are present.
(T8S2.45) OPTION MOUNTS: WYN option mount availability is as defined in (G15.4). If a ship takes three drone racks, it is assumed to have OAKDISC installed.

(T8S2.5) VICTORY CONDITIONS: The WYN objective is to delay the Kzinti ships from exiting the 01xx map edge. Every turn after Turn #3 that a Kzinti ship is delayed is added to its entrance time in Scenario (T8S4.0). If the scenario is played as a stand-alone, the following victory conditions apply:

All 3 ships exit prior to Turn #4 ..... Kzinti Decisive Victory
2 or more ships exit prior to Turn #5 ..... Kzinti Marginal Victory
2 or more ships exit prior to Turn #6 ..... Draw
2 or more ships exit prior to Turn #8 ..... WYN Marginal Victory
Only 1 or less ship exits prior to Turn #8 ..... WYN Decisive Victory

Note: WYN losses are irrelevant to victory conditions.

(T8S2.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(T8S2.61) The WYN had excellent intelligence on the Kzinti patrol routes; however, a change in Kzinti plans or an intelligence failure could have left the WYN force facing the Kzinti squadron in Scenario (T8S1.0). Swap the two Kzinti squadrons in the scenarios. In this case reduce the number of ships required to exit by one for each victory condition.

(T8S2.62) Replace the Kzinti ships with a Lyran CVL carrier group (CVL, 12x Z-YC, CWA, DWA, all with the ESG capacitor, plus, phaser, and mech-link refits) or a Klingon carrier group (D-5VK, 12x Z-YC, AD5, AF5).

(T8S2.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(T8S2.71) Change an OLR to an ODR.

(T8S2.72) Replace the WYN OBR, OCR, and/or OLRs with an Orion BR, CR and/or LRs.

(T8S2.73) Delete or add a Kzinti FF.

(T8S2.74) Change the MCV to a CVL (9x TADSC).

(T8S2.8) TACTICS

WYN: In the campaign, stopping (or slowing) the carrier is your main objective. If you feel you cannot accomplish that, picking off or crippling one or both of the escorts is a definite possibility.

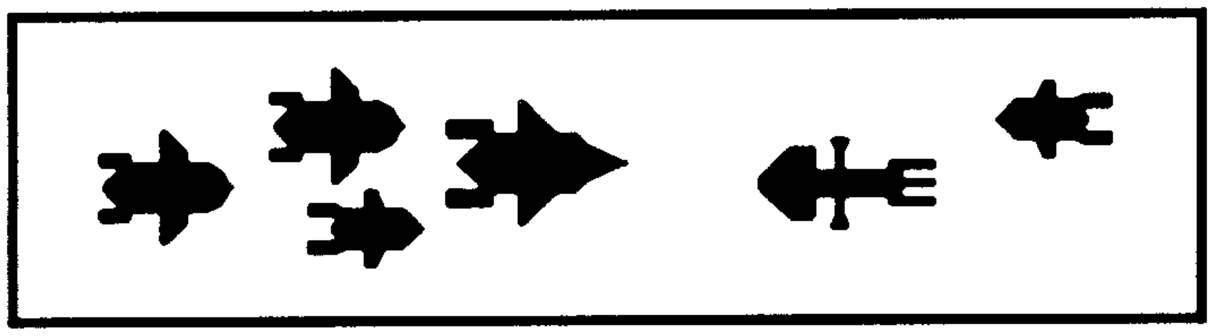
Tactics for the stand-alone scenario are similar to those in the first scenario.

KZINTI: If you are playing this as part of the campaign, getting the carrier to the next battle with its fighters intact is your primary objective. Defend the carrier with the escorts; that is their job. You may even have to sacrifice one or both of them. Fortunately, unlike the first scenario, ammunition with the reserves on the carrier and the escorts is not a consideration, and you can freely empty your racks at the WYN.

To fight your way through, you are probably going to have to keep your ships together. This scenario presents an excellent opportunity to see escorts working in their primary role. The carrier is faced with a tough choice; launch (and risk) the fighters for more firepower, or hold them where they could make a major difference in the fight at the battle station.

HISTORICAL OUTCOME: The commander of the carrier group was famous for his bad temper, and he let it get the best of him. Howling with outrage, he threw all his forces at the WYN. All of the WYN ships were destroyed, but it cost both his escorts, half of his fighters, severe shield damage (and some minor internal damage) to the carrier, and a significant delay in time.

(T8S3.0) EMERGENCE



(Y186) *by Steven Paul Petrick, Texas*

The Usurper had few X-ships and almost no ability to acquire more before the campaign began. These few ships were his "ace in the hole," and he intended to not risk them any more than he had to. He knew, however, that he would need them to win his first all important victory, the seizure of *Battle Station Rampart.*

The deception plan called for the Main Force to exit the Cluster hours before X-Force, deceiving the Kzintis as to how many ships were at large (and, therefore, what their likely target was). The X-ships would then appear and make a high-speed dash to join the Main Force just before the attack.

It was assumed that all Kzinti ships between the Cluster and *Battle Station Rampart* would follow the Main Force, leaving the area outside of the Cluster clear. One Kzinti BC, however, was out of position to intercept the Main Force and was told to skirt the edge of the Cluster looking for any support or logistics units. (Destroying such units would disrupt any prolonged operation.)

The BC captain was stunned to see more WYN warships exiting the Cluster, and he immediately moved to engage before the ships could overcome the effects of the Radiation Zone. He all too quickly discovered what he was up against and would have been doomed except for the arrival of an Orion X-ship (under control of a captain loyal to the crimelord ousted in the Y181 takeover of the shipyard).

(T8S3.1) NUMBER OF PLAYERS: 3; the Usurper player, the Kzinti Crown Prince player, and the Orion player.

(T8S3.2) INITIAL SET UP

TERRAIN: The xx30 map edge is the edge of the WYN Radiation Zone (P7.0).

USURPER: CAX *Gold Patriarch* (2x TADSC), DDX *Gold Knight*, DDX *Gold Marshal*, WYN OCRX *Attrition*, set up within 4 hexes of 2226, heading A, speed max, WS–III.

CROWN PRINCE: BC *Eclipse* carrying two Needle PFs. Set up within 5 hexes of 3706, heading D or E, speed max, WS–II.

ORION: CRX *Harskal's Revenge* within 5 hexes of 0525, heading B or C, speed max, WS–III.

(T8S3.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T8S3.4) SPECIAL RULES

(T8S3.41) MAP: Use a floating map, but track the location of the WYN Radiation Zone's edge.

The Usurper units can only disengage in direction D. They may also disengage in direction A once they have fully recovered from the effects of the WYN Radiation Zone if they are not "Zone Crippled" (P7.93). The Crown Prince units can only disengage in directions B or C. The Orion can disengage in any direction except into the Radiation Zone. Units which disengage in unauthorized directions or areas are considered destroyed.

(T8S3.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T8S3.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (T8S3.431).

(T8S3.422) There are no EW fighters in this scenario. In a variant in which more fighters are present, use the standard EWF deployment patterns (one EWF for each squadron of eight or more fighters) if desired.

(T8S3.423) The two Needles with the BC are standard Needle PFs.

(T8S3.43) COMMANDER'S OPTION ITEMS

(T8S3.431) 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.

(T8S3.432) 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.

(T8S3.44) REFITS: The Crown Prince BC has the Y175 and mech-link refits. The Needle PFs have the shield refit.

(T8S3.45) OPTION MOUNTS: Option mounts on the Orion and WYN-Orion X-ship are limited to those weapons available to the Kzintis, Klingons, or Lyrans.

(T8S3.46) ZONE EFFECTS: For purposes of (P7.1) and (P7.2), the X-ships have only just exited the Zone and have not recovered to any level before the scenario begins.

(T8S3.47) DISENGAGEMENT: Any WYN unit which returns to the zone has disengaged and cannot participate in the subsequent scenario.

(T8S3.48) MOVEMENT: The WYN units are trying to adhere to a rigid time schedule. As such, they cannot stop and must move at speed 21 while heading A, B, or F until the end of Turn #4, and speed 31 while heading A, B, or F beginning on Turn #5. This condition continues until the ships have fully recovered from the Zone effects on their warp engines (the end of Turn #6), at which point the ships may disengage by acceleration. Each turn in which one or more of the ships fails to satisfy this condition (whether due to damage, allocating warp power to non-movement functions, or making various maneuvers for tactical reasons) results in a one-turn delay in the arrival of the surviving X-ships in Scenario (T8S4.0).

(T8S3.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Ignore any fighters that disengage.

(T8S3.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(T8S3.61) Replace the Kzinti BC with a Lyran CA with the plus, phaser, mech-link, and ESG capacitor refits. It has only two Bobcat PFs on the mech links.

(T8S3.62) Replace the Kzinti BC with *any* Kzinti ship of 175–225 BPV (not including drone speeds, but including any PFs or fighters. Use tactical intelligence.

(T8S3.63) For a smaller battle, delete the CAX and the OCRX and replace the BC with an FFK and the CRX with an LRX.

(T8S3.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of these:

(T8S3.71) Change the Kzinti BC to a CL+ or CCH.

(T8S3.72) Replace the OCRX with an OLRX.

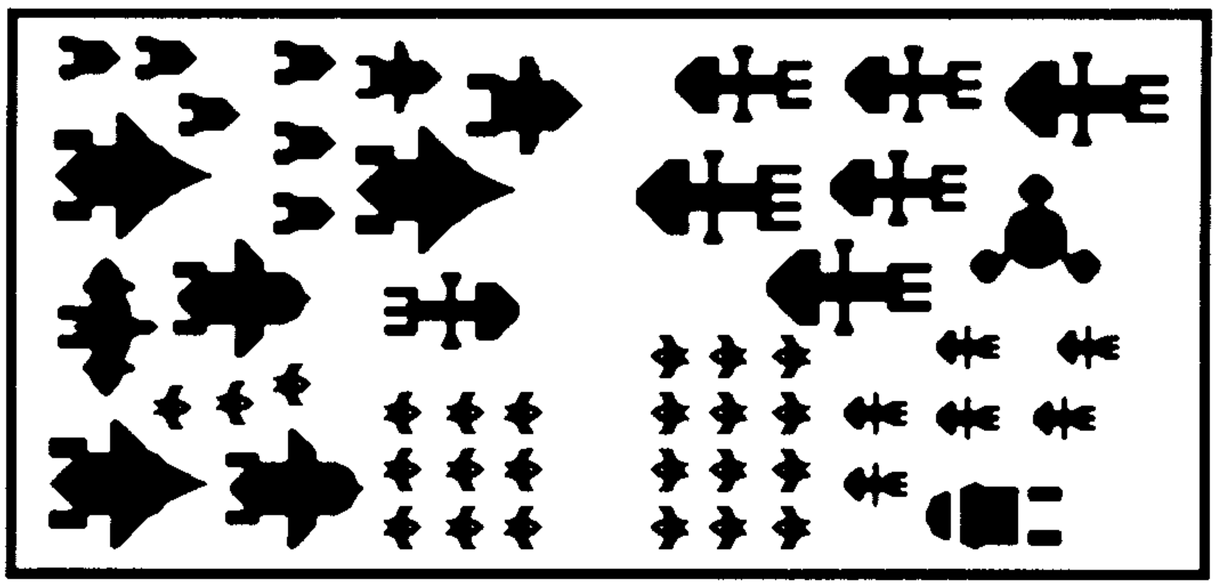
(T8S3.73) Delete one PFs from the BC's mech links.

(T8S3.8) TACTICS: USURPER: Decide if you are going to stay together to try to protect one another, or split up and try to get away. Whichever plan you follow, do it quick and do not panic.

CROWN PRINCE: Hit them hard and fast, and keep hitting them until they begin to become a threat to you, then leave. You have no chance if they can recover from the Zone effects, so try to kill one and leave.

HISTORICAL OUTCOME: The OCRX was destroyed; the BC and CRX disengaged as the systems on the CAX became active. The WYN X-ships suffered only minor shield damage which they repaired before arriving at *Battle Station Rampart.*

(T8S4.0) BATTLE STATION *RAMPART*



(Y186) *by Steven Paul Petrick, Texas*

The WYN Main Force originally headed for a small Kzinti outpost, then switched directions and headed for a regular Kzinti convoy. A final heading change, made just as the X-Force cleared the Radiation Zone, brought the Main Force onto a direct heading for *Battle Station Rampart.*

The Usurper had spent years planning every step of his return to power (or, more correctly, the seizure of the throne that had been denied his grandfather). Much of this effort went into intelligence, and spies loyal to him were on *Battle Station Rampart* waiting for their orders to sabotage the base.

The two small diversionary forces were holding the Kzinti Patrols at bay, and X-Force (although delayed) was closing in at high speed. The galaxy watched as the first card was played in a game that would change Kzinti history forever.

(T8S4.1) NUMBER OF PLAYERS: 2; the Kzinti Crown Prince player and the Usurper player.

(T8S4.2) INITIAL SET UP

CROWN PRINCE: BATS with 2x Hangar Bay Modules (12x TADS), 1x PF Docking Module (6x Needle), 1x Cargo Module, 1x VIP Quarters Module, 1x Hospital Module in 2215 of Map #5, initial facing and rotation rate at player's option. See (T8S4.48).

Three 100-point packages of mines (M6.32) deployed in a field around the base. The inner edge of the minefield can be no closer than 10 hexes (inclusive) to the base. Note that (M6.2) allows some individual mines to be deployed outside the general limits of a minefield, and that such mines could be closer to the base.

CM *Hand of Doom*, F-AS (drone) docked to the base.

NCA *Death Dealer*, CM *Blooded Fang*, DW *Fighting Meteor*, 2x POL *POL79*, *POL121* set up within 5 hexes of 2215 on map #5, initial heading at player's option, speed 5.

All units are at WS–III.

REINFORCEMENTS: See (T8S4.46).

USURPER: WYN: CVL (12x TADSC) *Green Beast*, DE *Blue Guard*, DE *Blue Watch*, PFT *Green Watch* (6x

Freedom Fighter PFs), NAR *Green Hand,* OLR *Cocherlheim*, ZFF *Dance into the Fire.* Set up within 5 hexes of 0725 on map #7, heading B, speed max, WS–III.

X-ship Force: See (T8S4.47).

ORION: BR *Passion Flower*, DW *Price is Right*, set up within 5 hexes of 3705 on map #3, heading E, speed max, WS–III.

OPTION MOUNTS: Option mounts on the Orion and WYN ships are limited to those weapons available to the Cluster Cartel. (i.e., 90% of the weapons — all but two option mounts — must come from the Kzintis, Klingons, or Lyrans. Exclude the "fish" ships from this calculation.) The wing mounts on the WYN "fish" ships are limited to phaser-1s or drone racks.

(T8S4.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T8S4.4) SPECIAL RULES

(T8S4.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. This scenario uses a large map consisting of nine standard maps arranged as follows:

1	2	3
4	5	6
7	8	9

The Crown Prince units can only disengage in directions A or B.

The WYN-Usurper units can only disengage in directions D or E.

The Orion units in WYN service can disengage in directions C, D, E, or F.

Units which disengage in unauthorized directions or areas are considered destroyed.

(T8S4.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(T8S4.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (T8S4.431).

(T8S4.422) If using EW fighters, one of the TADS on the BATS and the Orca-V are TAASEs. If not using EW fighters, they are standard TADS.

(T8S4.423) The six Needle PFs with the BATS Docking Module and the six Freedom Fighter PFs with the Orca-P are standard flotillas including one leader and one scout.

(T8S4.43) COMMANDER'S OPTION ITEMS

(T8S4.431) 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.

(T8S4.432) 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.

(T8S4.44) REFITS: The WYN LR has the plus refit. The WYN Z-FF has the Y175 refit. The Kzinti Police ships have the plus refit. The Kzinti BATS has the Y170 and Y175 refits. The Kzinti CMs and DW have the Y175 refit. The PFs of both sides have received the shield refit, and the fighters of both sides have received the C refit. All ships on both sides have received the mech-link refit, although with the exceptions of the PF docking module and PFT, none are carrying PFs.

(T8S4.45) DRONE BOMBARDMENT: Supporting the WYN attack on *Battle Station Rampart* was Drone Force One, consisting of the only WYN DDG and ZDF. As the scenario commences, drones from these two ships will be arriving on the board. The WYN player must determine in writing before the scenario begins what the targeting and final "way point" (FD5.255) of each group of drones will be, and what action they will take after reaching the way point (circle or proceed in a straight line).

(T8S4.45) Each turn six drones will arrive from off map. These drones are type-IIIXXF with explosive warheads only. This bombardment will continue until the beginning of Turn #13. No more drones will arrive after Turn #13's drones are set up. The drones are set up after the Energy Allocation Phase of each turn. The drones are set up on the turn of their arrival anywhere along the xx30 map edge of map sheets #7, #8, or #9. The drones may all be in one hex, set up individually in separate hexes, or any arrangement in between, e.g., two in one hex and the other four individually.

(T8S4.45) These drones are using "Wild Boar" targeting (FD5.255). For each group of drones arriving, the WYN player must record the specific targeting; this can be either the first enemy target under (FD5.252) or a specific hull type under (FD5.256). As the WYNs are trying to capture *Rampart*, it is recommended that the targeting under (FD5.256) be used or the drones may accept the BATS if it is the first target that they detect.

(T8S4.45) Each arriving drone has six turns of movement remaining. If the drone has not been destroyed or hit a target by the 32nd impulse of its sixth turn on the board, the drone goes inert and is removed from play.

(T8S4.45) Note specifically that before play begins the WYN player must record the specific hex of arrival and targeting information for 234 drones, and that once the scenario is over, this complete targeting information must be given to the Crown Prince player so that he can verify the data.

(T8S4.45) Historically, Drone Force One was to be joined by an Orion LR configured for the drone bombardment mission as well. This ship did not arrive for reasons that remain unknown. Had this ship been present, an additional three type-IIIXXF drones would have arrived on Turns #1, 3, 5, 7, 9, and 11. This might be added as a balance factor.

(T8S4.46) REINFORCEMENTS: Depending on the outcomes of the first two scenarios, various reinforcements may become available to the Kzintis:

(T8S4.461) Frigate squadron survivors from Scenario (T8S1.0) enter on Turn #4 (plus the number of turns delayed in (T8S1.5) in hex 4130 of Map #3, #6, or #9, speed max, heading F, WS–II. They have conducted four turns of repairs (T8S4.464). If playing this scenario without playing (T8S1.0), delete the DF as destroyed. Assume that the FFK was not delayed and arrives on Turn #4. It used up 8 drones. All shield damage was repaired. The FF took 24 points of damage on a random shield and 10 points on another. Its drone racks were emptied once during the battle. It arrives on Turn #7.

(T8S4.462) MCV group survivors from Scenario (T8S2.0) enter on Turn #5 (plus the number of turns delayed in (T8S2.5) in hex 4101 of Map #3, speed max, heading E, WS–III. They have conducted five turns of repairs (T8S4.464). If playing this scenario without playing

(T8S2.0), delete both the MAC and DWA as destroyed. The MCV has lost 6 fighters (including the EW fighter). It took 28 shield hits on a random shield during the battle, 20 points to another, and 10 points to a third. Its drone racks were emptied once during the battle. Only two fighters were launched with a full load of drones, and they were both destroyed. The remaining 10 fighters (4 were destroyed) were launched with and used two type-I drones each. It arrives on Turn #7. Note that if a TAASE is used, it would have only carried two type-VI drones.

(T8S4.463) WYN ships surviving Scenarios (T8S1.0 and/or T8S2.0) do NOT arrive as reinforcements. They simply return to the Cluster to lick their wounds.

(T8S4.464) Each ship arriving from Scenarios (T8S1.0)–(T8S3.0) may conduct the specified number of turns of shield repairs (D9.2) and continuous damage repair (D9.7) prior to this scenario. Note: Any repair conducted during the earlier scenario counts against the limit of boxes that can be repaired. The ships have fully reloaded their drone racks (from their on-board reload storage) and can have prepared up to two scatter-pack shuttles. The drones are subtracted from their remaining drone storage. The ships may voluntarily delay their arrival additional turns and use those turns for additional repairs. Ships in transit may not use EDR (D14.0).

(T8S4.47) WYN X-SHIPS: This force includes CAX (2x TADSC) *Gold Patriarch*, DDX *Gold Knight*, DDX *Gold Marshal*, OCRX *Attrition*, arrive on anywhere along the xx30 map edges of maps #7, #8, or #9, any heading, speed max, WS–III. Through sheer bad luck, the WYN X-ship squadron encountered a Kzinti ship and an Orion X-ship immediately after exiting the Radiation Zone (T8S3.0). Historically, the WYN CAX and DDXs received only shield damage, and the OCRX was destroyed, but the ships were delayed to Turn #4. They were originally to arrive at the same time as the other WYN forces. If playing the historical version of this scenario without first playing (T8S3.0), delete the OCRX. Each of the other X-ships expended six type–VII drones. The ships arrive on Turn #4. The ships can complete six turns of repairs (T8S4.464) prior to arrival.

If playing as part of a campaign, play Scenario (T8S3.0) to determine the status of the ships and how many turns they are delayed. The ships can complete six turns of repairs (T8S4.464) prior to arrival.

(T8S4.48) AGENTS: There are several agents of the Usurper aboard the BATS. They are not, in and of themselves, a significant combat force and can be ignored for purposes of boarding party combat. However, the agents have sabotaged the BATS's self-destruct system.

(T8S4.481) At the start of each turn, the Crown Prince player must roll one die (before Energy Allocation) and add the result to a running total. When this total has reached or exceeded 36, the Command Staff of the BATS has become aware that the self-destruct system is disabled and no further die rolls to determine if it has been disabled are made.

(T8S4.482) The Kzinti player may, after (and not before) finding the self-destruct system disabled, attempt to repair it. Repair of the self-destruct system is done by the Crown Prince player rolling a die at the start of every turn before Energy Allocation and adding the number to a new running total. When this new total reaches or exceeds 20, the self-destruct system has been restored and will function under the normal rules from that point (i.e., enemy boarding parties have a die roll to prevent it functioning if they are on the BATS).

(T8S4.483) No Crown Prince unit can fire on the station before it has been captured by the Usurper forces. No T-bomb may be placed by transporter or shuttle bay within one hex of the station before it has been captured by the Usurper forces.

(T8S4.49) ORION FEALTY: If any Orion ship is crippled at the end of any turn, including the effects of any repairs applied during that turn, that Orion ship immediately begins to disengage. The crippled Orion ship will disengage by separation or acceleration as appropriate and will only fire its weapons at seeking weapons that are approaching it. It must move in such a way as to be headed towards an allowable disengagement map edge and increase the distance between itself and the BATS with every hex of movement (if possible). The ship does not double its engines while disengaging. If it is inside the minefield when it becomes crippled, it will first exit through any known breach of the minefield, then disengage.

If the Crown Prince player announces that he will not shoot at the crippled Orion and discontinues the tracking of any seeking weapons pursuing it, the Orion ship is simply removed from the board.

(T8S4.5) VICTORY CONDITIONS: If the BATS is captured and none of the WYN X-ships are crippled, the WYN player automatically wins. If the BATS is captured and an X-ship is crippled, the scenario is a draw. Note that for this purpose, the OCRX does not count as an X-ship.

If the BATS is destroyed either by damage or by self-destruction, the best the WYN player can achieve is a draw.

Use the Modified Victory Conditions (S2.201) if the BATS was destroyed, except that any level of victory achieved by the Usurper force is reduced to a draw and the Crown Prince's level of victory is raised to a draw if he has not otherwise won.

(T8S4.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(T8S4.61) Replace the Crown Prince's forces with a Lyran BATS, Bobcat PFs, Z-Y fighters, a Lyran NCA and police ships, and a disruptor-armed freighter. The reinforcing patrols are changed to a Lyran CVL group and a destroyer with two frigates.

(T8S4.62) Allow either player to substitute similar hulls for his ships, and use Tactical Intelligence to figure out what was selected and avoid close quarters surprises.

(T8S4.63) For a smaller and faster battle, delete the minefield from the Crown Prince's forces and the X-ships and Orion ships from the Usurper's forces.

(T8S4.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(T8S4.71) Change the Orion BR to an MR.

(T8S4.72) Replace the Kzinti NCA with a CCH.

(T8S4.73) Delete or add a frigate to the Prince's forces.

(T8S4.8) TACTICS

CROWN PRINCE: Deploy your minefield carefully as you need all the delay you can get. Just try to kill a few little ships in the Usurper's forces. After the base is gone, RUN.

USURPER: Your forces are divided, and you need to link them up as much as you can before you attack the base. The problem is that the X-ships are effectively your minesweepers because of their abilities, and while you can wait for them, that allows the base more time to figure out how to kill itself. Use some scout channels to jam the base's fire control as soon as you can.

HISTORICAL OUTCOME: Battle Station Rampart was captured and became the principle base of the Usurper forces. The Narwhal was destroyed breaching the shields for the assault troops.

ANNEXES FOR MODULE C3

ANNEX #1: INDEX

ANNEX #2: SEQUENCE OF PLAY (EXTRACT)

6B7: MARINES ACTIVITY STAGE
Mutiny Step: First die roll for mutiny (G6.20).
Operate Shields Step: Drop shields; restore shields dropped previously (D3.5).
Shield Cracker Step: Resolve fire from shield crackers. Shield damage is marked; ignore any "internal damage" that results. Web breakers are fired immediately after all shield cracker fire is resolved; web strength reduction takes place immediately.
Operate transporters (G8.0), including the laying of T-bombs (M3.22). Block boarding by (G8.23). Resolve "hit-and-run" raids (D7.8) conducted by transporter.
Reactive guard assignments are made (D7.86).
Crew unit transfers under (C13.471), (C13.951), and (G19.28) are made. Transfer of cargo under (G25.23) is conducted.
Mines laid two impulses previously by transporter (M3.22) become active if the laying ship is out of detonation range (M3.32).

ANNEX #3: MASTER SHIP CHART: See page 59.

ANNEX #4: MASTER FIGHTER CHART

Lyran Democratic Republic uses Klingon fighters.
The Seltorians and Andromedans do not use fighters.

ANNEX #5A: ABBREVIATIONS FOR TERMS

PC ..... Particle Cannon
SC ..... Shield Cracker
TE ..... Temporal Elevator
WB ..... Web Breaker
PAM ..... Power Absorber Mine
T-Cap ..... Trans-Captor Mine

ANNEX #5B: ABBREVIATIONS FOR SHIPS AND UNITS

ABMS ..... Andromedan Mining Station
ADefSat ..... Andromedan Defense Satellite
AGB2 ..... Andromedan Phaser-2 Ground Base
AGBT ..... Andromedan TRH Ground Base
AGMG ..... Andromedan Military Garrison
AGPS ..... Andromedan Ground Power Station
AGSA ..... Andromedan Agro Station
AGSO ..... Andromedan Ground Science Outpost
AGWS ..... Andromedan Ground Warning Station
COR ..... Andromedan base Core Module
CRX ..... X-ship version of Orion CR
CS ..... Andromedan Cargo Sled
EXP ..... Andromedan Exploiter Combat Ship
HVS ..... Seltorian Hive Ship
LCM ..... Neo-Tholian light command module
MIS ..... Andromedan Missionary Transport
MLS ..... Andromedan Minelaying Sled
MPA ..... Aegis version of LDR Military Police escort
MPE ..... Military Police Escort, LDR
NAR ..... WYN Narwhal mauler on Orca hull
NDD ..... Neo-Tholian Destroyer
NFF ..... Neo-Tholian Frigate
OCRX ..... WYN version of Orion CR X-Ship
OGS ..... Andromedan Ore Gathering Sled
PSC ..... LDR Police Scout
QNS ..... Andromedan Queen Snake cargo ship
RS ..... Andromedan Repair Sled
ZDF ..... WYN version of Kzinti DF

ANNEX #5C: UNIT CODENAMES AND DESIGNATIONS

Barracuda ..... WYN frigate
Carcharodon ..... WYN heavy cruiser, aka Great White
Exploiter ..... Andromedan combat ship, Conq hull
Great White ..... WYN heavy cruiser, aka Carcharodon
Mako ..... WYN war destroyer, variants G, S, E
Missionary ..... Andromedan transport, Conq hull
Narwhal ..... WYN mauler, variant of Orca
Orca ..... WYN war cruiser, variants P, V, Narwhal
Queen Snake ..... Andromedan large cargo satellite ship

ANNEX #6: COMMANDER'S OPTION ITEMS

Each PA mine (limited by M3.1 and M10.11) 4
Each Trans-Captor (full) 9

ANNEX #7A: COLOR OF COUNTERS

RACE	SHIP	BACKGROUND
LDR	Green	White
Seltorians	Brown/Orange	White
Kzinti Civil War	White	Brown/Orange

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.
AERODYNAMIC: All ships listed in Module R1 plus: WYN FF, DD, CW and variants; Orion CRX, WYN OCRX.
ENGINE POWER: Queen snake, all Andromedan sleds.
GRAVITY: Tholian LCM

ANNEX #7C: ORDERS OF BATTLE

LDR: See R14.1C
Seltorians: See R15.1
Andromedan Core Modules: R10.1E1

ANNEX #7D: SYSTEMS DEFINED AS WEAPONS

Always: Web breaker/shield cracker, particle cannon.
Conditional: No additions.
Safety: Web breaker/shield cracker, particle cannon.
Tactical Intelligence: No additions.

ANNEX #7E: DAMAGE CONVERSION CHART
Drone † ..... Power absorbers, plasmatic pulsars, web casters, hellbores, ADD, ESGs, web breaker/shield cracker.
Torpedo † ..... Tractor-repulsor beam, fusion beams, disruptors, plasma torpedo, photon, plasma rack, particle cannon.
† ..... Subject to Damage Priority Rule.

(D4.322) DAMAGE PRIORITY RULE UPDATE
(D4.3221) PHASERS: For the purposes of this rule, the priority (for establishing the best type of phaser) is: special sensors that replaced phasers, stasis field generators (whether or not they replaced phasers), phaser-4, phaser-1, phaser-G, phaser-2, phaser-3.
(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-S, tractor-repulsor, photon, plasma–L, plasma-G, particle cannon, disruptor (in order from greatest range to shortest), fusion beam, plasma-F, plasma-D rack (including a magazine of a starbase or BATS rack).
(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, PPD, web caster, web breaker, shield cracker, hellbore, ESG, PA panel, magazine of D-rack, magazine of H-rack, Gx-rack, Cx-Rack, G-rack, B-rack, C-rack, E-rack, F-rack, A-rack, starbase ADD, ADD-12, ADD-6.

ANNEX #7F: NIMBLE UNITS
All in Module R1 plus: Barracuda.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
WYN	AxCV	6	2	2	125	6
	AxCVA	24	6	2	250	24
	AxSCS	12	4	2	200	12
	AxBCS	12	6	3	200	12
	CVL	12	2	1	200	12
LDR	CVL	12	4	2	150	12
	LTV‡	6	2	3	60	6
	MPV	6	2	2	100	6
	P–H5	6	0	1	60	6

ANNEX #7H: CLOAKING COST CHART: No Additions.

ANNEX #7J: DOCKING POINT CHART: On MSC.

ANNEX #7K: CARGO SPACE POINTS:
PA Mine 2
Trans-captor (full) 10
Trans-captor (empty) 4

ANNEX #7L: UNIT TOWING COSTS
Andromedan Core 0.500
Andromedan Ground Bases ..... Same as GP bases

ANNEX #7M: SHUTTLE BAYS: Marked on SSDs.

ANNEX #7N: DRONE RELOADS
R12.22 ..... WYN DDG ..... DB 150
R12.21 ..... WYN DE ..... FE 75
R12.30 ..... WYN ZDF ..... DB 100
R14.26 ..... LDR MPE/MPA ..... FE 100

ANNEX #7P: SYSTEMS AFFECTED BY SCANNERS: No Additions.

ANNEX #7R: SHIPS ABLE TO PINWHEEL: No Additions.
Light Command Modules cannot Pinwheel.

ANNEX #7S: SHIPS SUBJECT TO SHOCK
R12.26 ..... WYN Narwhal ..... Mauler 13

ANNEX #7T: CHANGED FIRING ARCS: No Additions.

ANNEX #8A: DISRUPTOR RANGE TABLE: No Additions.

ANNEX #8B: OPTION MOUNT CHART
These are available only to Tholian Home Galaxy Pirates.
Particle Cannon 2
Web Breaker (includes Shield Cracker) ..... 5 ..... RARE!
Shield Cracker (without Web Breaker) 0
Web Caster 10

ANNEX #9: REPAIR COSTS
Particle Cannon 9
Web Breaker (includes Shield Cracker) 12
Shield Cracker (without Web Breaker) 6

ANNEX #10 TACTICAL INTELLIGENCE

THOLIANS
Neo-Tholian DD ..... Unique
Neo-Tholian FF ..... Unique
Small Command Module ..... Unique

ANDROMEDAN SHIPS
Base Station ..... Unique
Battle Station ..... Unique
Core Module ..... Unique
Viper ..... Sled‡
Sled‡ ..... RS, OGS, MLS, CS
COQ ..... MIS, EXP
SS Large ..... QNS

WYN SHIPS (WAR OF RETURN)
Great White ..... CA, CAX
Orca ..... CW, PFT, CVL, NAR§
Mako ..... DD, SC, DDG, DE, DDX
Barracuda ..... FF
Kzinti FD‡ ..... ZDF
Orion CR ..... OCRX (and Orion CRX)

LYRAN DEMOCRATIC REPUBLIC
These ships are already noted in the section on Lyran ships.

SELTORIANS
DN ..... Unique
BCH ..... Unique
CA ..... Unique
CL ..... Unique
DD ..... DD, commando, scout, PFT
FF ..... FF, commando
HIV ..... Unique

ANNEX #11: EXPERIENCE POINTS: No Additions.

ANNEX #12: MONSTER DATA TABLE: No Additions.

NOTE: SSDs are provided in this product for the Orion CRX, the WYN OCRX, and the Kzinti CCX. While these ships will be in Module X, they are needed in some scenarios of this product.

THE THOLIAN DEFENSE FLEET (R7.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT AND VARIANTS														
D	45	14	175	4–6	1.00	2	2	C	5	167	10	26	10	
DP	45	14	183	4–6	1.00	2	2	C	31	170	10	26	10	R
DPW	45	14	208	4–6	1.00	2	2	C	69	184	10	26	10	R
HEAVY CRUISER AND VARIANTS														
C	34	10	120	4–6	0.67	1	3	B	6	147	7	15	8	
CVA	40	8	141	4–6	0.67	1+4	3	B	9	173	7	15	10	V
CC	36	10	148	4–6	0.67	1	3	B	15	165	7	18	9	
CCP	36	10	148	4–6	0.67	1	3	B	33	170	7	18	9	R,L
CCW	36	10	163	4–6	0.67	1	3	B	67	184	7	18	9	R
CA	34	10	128	4–6	0.67	1	3	B	20	160	7	16	8	R
CAP	34	10	128	4–6	0.67	1	3	B	32	170	7	16	8	R,L
CAW	34	10	143	4–6	0.67	1	3	B	68	184	7	16	8	R
CCH	36	10	153	4–6	0.67	1	3	B	41	175	7	18	9	
WAR CRUISER AND VARIANTS														
CW	30	10	126	5–6	0.67	1	3	B	19	179	6	15	6	Y1
CWS	28	8	130/110	5–6	0.67	1	3	B	21	179	6	14	6	Y1, ◆
CWP	30	10	126	5–6	0.67	1	3	B	23	179	6	15	6	Y1
CWA	30	10	140	5–6	0.67	1	3	B	37	179	6	16	6	E, A, Y1
CWM	28	8	120/100	5–6	0.67	1	3	B	24	179	6	14	6	MS, Y1
LTT	26	8	120/90	5–6	†	1	3	B†	22	179	6–7	13	6	TG, Y1
CT	46	52	132/140	5–6	0.67	1	3	B	27	179	6	13	6	T, Y1
PFW	32	8	132/102	5–6	0.67	1	3	B	38	181	6	13	6	P,◆
CWH	32	10	135	5–6	0.67	1	3	B	39	180	7	16	8	
CHP	32	10	135	5–6	0.67	1	3	B	40	180	7	16	8	

Note: Construction of CWs and variants is contingent on availability of Neo-Tholian technology. See ship description.
Docking point factor for an LTT is increased to 7 when carrying a pod.

DESTROYER AND VARIANTS														
DD	18	8	80	5–6	0.50	1	4	A	4	115	4	10	5	N
DDP	18	8	80	5–6	0.50	1	4	A	34	170	4	10	5	N,R,L
PFT	20	6	70	5–6	0.50	1	4	A	8	180	5	7	3	V, P,◆
PATROL CORVETTE AND VARIANTS														
PC	12	6	59	5–6	0.33	1	4	A	2	83	4	8	3	N
PC+	12	6	65	5–6	0.33	1	4	A	3	98	4	8	3	R, N
DPC	12	6	59	5–6	0.33	1	4	A	16	112	4	7	3	N
DPC+	12	6	65	5–6	0.33	1	4	A	16	165	4	7	3	R, N
PPC+	12	6	65	5–6	0.33	1	4	A	30	170	4	7	3	N, L
BW	20	6	65	5–6	0.33	1+2	4	A	7	169	4	7	5	V
CPC	12	4	55/50	5–6	0.33	1	4	A	11	90	4	7	3	N, TG
SC	12	4	90/50	5–6	0.33	1	4	A	12	125	4	6	3	N, ◆
MS	12	4	60/50	5–6	0.33	1	4	A	13	168	4	7	3	MS, N
PCE	12	6	71	5–6	0.33	1	4	A	28	170	4	7	3	E, LA, N
PCA	12	6	77	5–6	0.33	1	4	A	29	175	4	7	3	E, A, N
PR	12	4	60/50	5–6	0.33	1	4	A	18	160	4	7	3	N, TG
CMC	22	24	60/50	5–6	0.33	1	4	A	26	110	4	8	3	T, N

The CPC is nimble only when not carrying a pack or pod.

WEB TENDER														
WT	10	5	70/30	3–6	0.33	1	4	C	10	150	3	11	3	ML
CAPTURED SHIP														
TK5	20	6	80	4–6	0.50	1	4	A	17	170	5	10	4	CP
CARGO PACKS														
C–P	0	0	6	–	■	–	5°	–	14	85	1	+0	–	
R–P	8	0	10	–	■	–	5°	–	25B	179	1	+0	+0	
T–P	22	44	12/50	–	■	–	5°	–	25C	179	1	+0	+0	T
P–P	4	0	10	–	■	–	5°	–	25D	179	1	+3	+0	
SD–P	5	2	15	–	■	–	5°	–	25E	179	1	+2	+0	
B–P	5	2	20/30	–	■	–	5°	–	25F	179	1	+2	+0	
P1-P	5	2	18/36	–	■	–	5°	–	25G	179	1	+2	+0	
PURCHASED FEDERATION CARGO POD														
CPF	0	0	21/15	–	■	–	4°	–	36	150	4	+0	+0	Y1

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
NEO-THOLIAN SHIPS (R7.60)														
NBB	80	26	376	3–6	2.00	2+2	2	D	60	178	32+2+2	33+3+4	10	HG, P
NBB Collar	8	2	30	–	■	0	4	–	60	178	2	3	+0	HG
NDN	60	20	240	4–6	1.50	2	2	C	62	178	12–10	24+4	10	L
NSCS	64	20	260	4–6	1.50	2+4	2	C	65	186	12–10	24+4	10	P, V, L
NCA	45	15	170	5–6	1.00	2	3	B	63	178	8–6	16+4	8	L
NCL	36	12	136	5–6	0.67	2	3	B	64	178	6–4	13+4	6	L
NDD	27	9	100	5–6	0.50	1	4	A	71	178	5–4	8+3	5	HG
NFF	18	6	75	6	0.33	1	4	A	72	178	4–3	6+3	3	HG
LCM	9	2	30/20	4–6	0.25	–	4	A	73	178	1	3	2	HG, L, N
CoM	12	4	56/36	3–6	0.25	–	4	A	61	178	2	4	5	L, N
FCoM	12	4	62/42	3–6	0.25	–	4	A	61	178	2	4	6	L, N
SCoM	12	4	66/46	3–6	0.25	–	4	A	66	186	2	4	6	V, L, N

Command ratings assume the normal assignment of command modules. (Ratings of ships and command modules are not additive.) NCA or NCL with FCoM or SCoM add one. NDN or NSCS with CoM subtract one. NBB is 10 with either command module. Ship without command module, subtract 3. Absence of a Light Command Module from the NDD or NFF reduced the commanding rating by 2.
Docking points: Lower number is used without a command module attached.
Explosion strengths show the rear hull (first) and command module separately.
Neo-Tholian BB shows the "collar" as the middle number in the Docking and Explosion columns; lack of this collar has no effect on the command rating.
HG: These Neo-Tholian ships existed, but not in this galaxy. Date is date of arrival of 312th Battle Squadron.

SPECIAL: THOLIAN UNITS WITH WEB CASTER (R7.R2)														
Mon+Pal	36	15	106/166	2–6	0.50	2	3	D	R1.22	184	6	18	6	ML
SBW	250	50	See Descrp.	–	■	6	1	–	R1.1	180	–	54+	10	A, ◆
BATSW	100	24	See Descrp.	–	■	4	2	–	R1.2	183	–	18+	9	A, ◆
NSB	250	50	690	–	■	6	1	–	R1.1	178	–	54+	10	HG,◆
THOLIAN MONITORS														
MNP	30	15	85/145	2–6	0.50	2	3	D	R7.35	170	6	18	6	ML

NOTE: The Tholian PC and Neo-Tholian ships were in service (in the Tholian Home Galaxy) long before the dates shown.
Y83 is the date of the first contact between the Klingons and Tholians.
See (S8.223) for command ratings of Tholian ships in Tholian space.

NOTES ON ALL RACES:

A = Ship has full aegis fire control system. Such ships are, in some regards, a "refit" of the limited aegis version, but do not have the R Note.
CJ = Conjectural ship, never built, possibly even never intended for production.
CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had it been provided earlier. Cannot be built without captured (or purchased) hull. All of these are unique ships. All Romulan KR-series ships are in this category but are not marked as such.
D% = Ship is authorized a higher than normal percentage of special drones by (FD10.6) and by (S3.223).
DB = Drone bombardment platform, has (drone factors) in F&E. These have a higher percentage of special drones provided by (S3.222).
E = Carrier escort. Never appears except as part of carrier group.
L = Ship was designed as a standard class but produced only in limited numbers.
LA = Limited aegis.
ML = Maneuver limitations on acceleration and/or disengagement. See ship description.
MS = Ship is a minesweeper.
MW = Ship is a minelayer.
N = Nimble.
N# = Note applicable only to that race. See note at end of race section.
P = True PF Tender.
R = This ship is a refit of another class listed on the chart, not a new ship type.
S = Subject to shock.
T = Designated troopship able to have extra commandoes and heavy weapon squads.
TG = Tug or Light Tactical Transport (or otherwise capable of carrying a standard pod or pallet).
UNV: Unbuilt Variant. Ships existed to convert but no conversions were actually performed.
V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).
Y1 = Service date is the date that the earliest example of the class entered operations. No earlier prototypes. All size-2 ships are in this category, although not marked as such. Also, no ship can have full aegis before Y175.
Y2 = Could have been built earlier, but for various reasons the start of series production was delayed (i.e., prototypes are available several years early; consult ship description). Full aegis is not available before Y175.

THE ANDROMEDANS (R10.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
BATTLESHIP														
DEV	50	30	610	4-6	2.00	–	2	E	26	205?	72	44	10	L
DREADNOUGHT														
DOM	38	20	457	5–6	1.50	–	2	D	2	184	54	38	10	
CRUISERS														
INT	24	10	265	6	1.00	–	3	C	3	166	36	23	8	
INF	28	10	258/208	6	1.00	–	3	C	14	174	36	22	8	◆
IMP	28	10	285	6	1.00	–	3	C	27	175	36	27	8	L
LIGHT CRUISERS														
COQ	20	8	172	6	0.67	–	3	B	8	171	12	18	6	
MIS	24	8	168/134	6	0.67	–	3	B	37	176	12	17	6	◆
EXP	20	8	192	6	0.67	–	3	B	38	177	12	20	6	L
KRA	–	12	–	6	0.67	–	T	B	23	–	–	–	–	Tournament
LARGE SATELLITE SHIPS														
PYT	16	8	132	6	0.67	–	4	B	9	171	6	17	5	
MAM	16	8	130	6	0.67	–	4	B	15	171	6	18	5	
ANA	16	8	142	6	0.67	–	4	B	25	178	6	16	5	◆
QNS	12	4	115	6	0.67	–	4	B	39	174	6	16	5	
MEDIUM SATELLITE SHIPS														
COB	14	8	83	6	0.50	–	4	A	4	166	4	13	4	
TER	10	4	102	6	0.50	–	4	A	6	184	4	13	4	S, ✚
EEL	14	8	92	6	0.50	–	4	A	16	173	4	12	4	Y1, ◆
KIN	10	4	90	6	0.50	–	4	A	22	171	4	12	4	
DIA	25	24	100	6	0.50	–	4	A	21	171	4	12	4	T
SMALL SATELLITE SHIPS														
VIP	11	6	60	6	0.33	–	4	A	17	166	3	10	3	
COU	10	4	70	6	0.33	–	4	A	5	166	3	9	3	◆
BUL	8	4	70	6	0.33	–	4	A	10	166	3	9	3	
RAT	22	18	80	6	0.33	–	4	A	20	167	3	9	3	T
ASP	8	4	85	6	0.33	–	4	A	24	182	3	10	3	S, ✚
RS	6	2	48/24	6	0.33	–	4	A	33	166	3	7	3	
OGS	6	2	40/24	6	0.33	–	4	A	34	166	3	7	3	
MLS	6	2	40/24	6	0.33	–	4	A	35	166	3	7	3	
CS	6	2	40/24	6	0.33	–	4	A	36	166	3	7	3	
SPECIAL ANDROMEDAN UNITS														
EM–S	–	–	30	–	■	–	4	–	13A	184	3	0	–	
EM–M	–	–	40	–	■	–	4	–	13B	184	3	0	–	
EM–L	–	–	60	–	■	–	4	–	13C	184	3	0	–	
PSS	–	–	25	–	See rule	–	4	A	12	180	1	5	–	
CARGO PODS														
P–CM	0	0	28/20	–	■	–	4	–	19	170	4	0	–	
P–CS	0	0	21/15	–	■	–	4	–	18	166	3	0	–	
BASES														
COR	4	2	50/4	–	■	–	4		28	175	4	7	0	non-operable
SAT	12	6	75/200	–	■	–	4	–	11	171	4	17	8	◆
BS	28	14	200/400	–	■	–	3	–	29	175	4+4+4	40	9	◆
BATS	40	20	300/600	–	■	–	2	–	30	180	4+4+4+4	57	10	◆
SB	100	50	1000/600	–	■	–	1	–	7	165	–	54	10	◆
ADefSat	–	–	20	–	■	–	7	–	32	176	–	0	–	
AGB2	5	2	7	–	■	–	5	–	31A	176	2	0	0	
AGBT	5	2	14	–	■	–	5	–	31B	176	2	0	0	
AGSO	8	2	10	–	■	–	5	–	31C	176	2	0	0	
AGMS	16	4	20/8	–	■	–	5	–	31D	176	2	0	0	
AGSA	7	2	8	–	■	–	5	–	31E	176	2	0	0	
AGMG	10	12	20	–	■	–	5	–	31F	176	2	0	0	
AGWS	6	2	22	–	■	–	5	–	31G	176	2	0	0	◆
AGPS	6	2	15	–	■	–	5	–	31H	176	2	0	0	

NOTES:All service dates are when the ships were first observed in action in this galaxy.
See (S8.221) for command ratings. The Andromedans do not use command ratings as such, but use the "two DisDev" rule noted in (S8.221). The command ratings given above are nominal for the class types and may be used in a future campaign situation.

THE WYN CLUSTER DEFENSE FORCE (R12.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
SHIPS PURCHASED FROM ORIONS														
OCR	20	12	86	6	0.67	2	3	A	14	160	5	12	6	N1, N
OLR	12	8	64	6	0.33	1	4	AA	14	160	3	7	3	N1, N
OBR	26	16	107	6	0.67	2	3	A	14	169	6	15	6	N1
ODR	20	12	93	6	0.50	2	4	A	14	169	6	12	6	N1, N
OCRX	30	16	170	6	0.67	2	3	A	203	182	6	15	7	Y1, N, N1
SHIPS RECEIVED FROM OTHER RACES														
LDD	24	4	89	6	0.50	1	4	B	3	139	5	14	4	CP, N2
ZFF	22	4	90	5–6	0.33	2	4	A	4	136	4	10	3	CP, N2
ZDF	22	4	92	5–6	0.33	2	4	A	4	183	30	11	3	CP, DB
KG2	10	4	54	5–6	0.33	–	4	A	5	136	3	7	3	CP, N, N2
KE4	12	4	75	4–6	0.33	–	4	A	15	154	3	11	4	CP, N2
KE4-Bm	5	2	35/20	–	Δ	-	4°	-	15	154	2	1	2	CP, N2
PBB	40	10	165	5–6	0.67	2	3	C	12	181	9	20	7	CP, N2
SMALL AUXILIARY WARSHIPS														
AxC	8	4	65	3–6	0.33	–	4	C	6	140	3	10	3	N2, ML
AxCV	20	2	75/50	3–6	0.33	0+2	4	C	7	170	3	7	3	N2, ML,D%,V
AxPFS	20	2	70/50	3–6	0.33	–	4	C	8	179	3	6	3	N2, ML,P,◆
AxMS	8	2	60/40	3–6	0.33	–	4	C	11	165	3	4	3	N2, ML, MS
LARGE AUXILIARY WARSHIPS														
AxBC	20	6	136	3–6	0.67	1	3	D	9	173	7	22	6	ML, N2
AxCVA	40	4	120/80	3–6	0.67	2+4	3	D	10	173	6	11	6	ML,D%,V, N2
AxSCS	48	4	150/90	3–6	0.67	1+2	3	D	13	181	6	11	6	ML,D%,V,P,N2,◆
AUXILIARY DREADNOUGHT AND VARIANTS														
AxDN	44	14	272	2–6	1.00	2	3	E	16	175	9	35	7	N2, ML
AxBCS	64	12	256/216	2–6	1.00	3+4	3	E	17	183	9	27	7	V,P,N2,ML,D%

NEW CONSTRUCTION SHIPS

CA AND VARIANT														
CA	42	16	145	5–6	1.00	2+1	3	C	27	184	10	20	9	
CAX	56	24	225	5–6	1.00	2+1	3	C	29	186	11	25	10	Y1
WAR CRUISER AND VARIANTS														
CW	36	12	120	5–6	0.67	2	3	C	23	182	7	17	6	
CVL	38	8	125	5–6	0.67	2+2	3	C	24	183	7	16	7	V, D%
PFT	40	10	140/100	5–6	0.67	2	3	C	25	183	7	14	7	P, ◆
NAR	36	12	125	5–6	0.67	2	3	C	26	185	7	22	6	S, ✚
DESTROYER AND VARIANTS														
DD	22	8	98	6	0.50	1	4	B	19	181	5	13	4	
SC	22	8	110/70	6	0.50	1	4	B	20	182	5	12	4	◆
DE	22	8	110	6	0.50	1	4	B	21	183	5	13	4	E, A
DDG	22	8	110	6	0.50	1	4	B	22	184	5	13	4	DB,◆
DDX	30	12	155	6	0.50	1	4	B	28	185	6	15	6	Y1
FRIGATE														
FF	16	6	80	5–6	0.33	1	4	A	18	175	3	10	3	N

NOTES
N1: These ships were built by the Orions (R12.14), but do NOT have engine doubling (G15.28) or suicide bombs (G15.8); they do have stealth.
N2: Limited deployment. See (R12.1F).
ML for WYN ships is modified by (R12.1E).
See (S8.222) for data on WYN command ratings.
All WYN ships (excepting PFs) have an assumed command rating of 10 while inside the cluster.

X-SHIPS PROVIDED IN MODULE C3 FOR SCENARIO USE

Kzinti CCX	60	24	228	5-6	1.00	4	3	C	202	183	8	25	10	
Orion CRX	30	16	235*	6	0.67	2	3	A	202	182	6	25	7	N

THE LYRAN DEMOCRATIC REPUBLIC (R14.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
DREADNOUGHT														
DN	62	22	220	3–6	1.50	2	2	D	N1	168	14	30	10	CJ, P
BATTLECRUISER														
BC	55	20	202	4–6	1.00	2	3	C	2	172	11	26	10	P
HEAVY CRUISER AND VARIANTS														
CA	42	12	145	5–6	1.00	1	3	C	3	163	7	19	9	
CC	45	20	158	5–6	1.00	1	3	C	3	169	7	20	9	
CC+	45	20	163	5–6	1.00	1	3	C	3	170	7	20	9	R
LIGHT CRUISER														
CL	34	9	100	5–6	0.67	1	3	C	4	164	6	12	6	
DESTROYER AND VARIANTS														
DD	26	6	91	6	0.50	1	4	B	11	162	4	11	4	
SC	25	6	110/70	6	0.50	1	4	B	23	160	4	10	4	◆
FRIGATE AND VARIANTS														
FF	18	4	73	6	0.33	1	4	A	13	162	4	9	3	
WAR CRUISER AND VARIANTS														
CW	34	10	125	5–6	0.67	1	3	B	5	167	7	17	6	
CW+	34	10	127	5–6	0.67	1	3	B	5	169	7	17	6	R
CWL	40	16	142	5–6	0.67	1	3	B	6	170	7	18	7	
CWS	32	8	143/113	5–6	0.67	1	3	B	7	168	7	15	6	◆
PFW	36	8	143/113	5–6	0.67	1	3	B	9	179	8	13	6	P,◆
CVL	40	10	128/108	5–6	0.67	1+2	3	B	8	169	7	15	6	V,D%
LTT	30	8	130/110	5–6	†	1	3	†	10	172	7	15	6	TG
NCA	40	12	150	5–6	1.00	1	3	C	27	177	7	20	9	
WAR DESTROYER AND VARIANTS														
DW	27	6	99	6	0.50	1	4	A	12	166	5	13	5	
DWL	30	10	112	6	0.50	1	4	A	21	174	5	14	6	
MILITARY POLICE SHIP AND VARIANTS														
MP	24	8	75	6	0.50	1	4	A	14	166	4	11	3	
MPV	27	6	80/70	6	0.50	1+1	4	A	16	172	4	11	5	V
MPM	22	6	80/65	6	0.50	1	4	A	15	168	4	10	3	MS
MPS	22	6	90/80	6	0.50	1	4	A	17	167	4	10	3	◆
MPE	24	8	75	6	0.50	1+4	4	A	26	169	4	11	3	LA
MPA	24	8	93	6	0.50	1+4	4	A	26A	175	4	11	3	A, R
POLICE SHIP AND VARIANTS														
POL	16	4	56	6	0.33	1	4	A	18	163	2	6	3	N
PSC	14	4	60/40	6	0.33	1	4	A	19	151	2	6	3	N, ◆
KLINGON PODS MODIFIED FOR LDR SERVICE														
P–C1	0	0	14/10	–	■	–	4°	–	22A	172	3	+0	–	
P–P2	3	1	32/19	–	■	–	4°	–	22B	172	3	+4	+0	
P–T3	23	40	32/22	–	Δ	–	4°	–	22C	172	3	+2	+0	T
P–B4	10	6	38	–	■	1	4°	–	22D	172	3	+4	+2	
P–H5	10	3	18/16	–	■	0+2	4°	–	22E	175	3	+2	+1	V,D%
P–R9	10	2	34/18	–	■	–	4°	–	22F	172	3	+2	+0	

NOTE: Conventional CA, CL, DD, FF, SC, and POL were in service from Y145 until the dates shown.
All values are for gatling phaser conversions. Before this conversion, use the Lyran values.
See (S8.223) for special rules on LDR command ratings when in LDR territory.
LDR PFs are identical to Lyran PFs, but they do not operate Bobcat-Fs.
N1: There was no LDR DN; this entry is provided for players to use in a non-historical campaign.

THE SELTORIAN TRIBUNAL FORCES (R15.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
HIVE SHIP														
HVS	150	40	600/250	0–6	2.00+	4	1	H	13	182	N/A	46+	10	P, ◆
The movement cost and explosion strength are increased by adding those values for any ships docked internally.														
DREADNOUGHT														
DN	60	30	230	3–6	1.50	1+2	2	E	2	182	12	30	10	HG
HEAVY BATTLECRUISER														
BCH	52	30	190	3–6	1.00	1+2	2	E	3	182	11	24	10	HG
HEAVY CRUISER														
CA	50	20	142	4–6	1.00	1+1	3	D	4	182	8	21	8	
LIGHT CRUISER														
CL	43	20	127	4–6	0.67	1+1	3	D	5	182	7	16	8	
DESTROYER AND VARIANTS														
DD	25	10	95	4–6	0.50	1+1	4	C	6	182	5	12	4	
SC	25	10	100/65	4–6	0.50	1+1	4	C	8	182	5	11	4	◆
PFT	25	10	105/65	4–6	0.50	1+1	4	C	9	183	5	11	4	P, ◆
MS	25	10	95/80	4–6	0.50	1+1	4	C	10	183	5	12	4	MS, Y2
CMD	35	30	100/80	4–6	0.50	1+1	4	C	11	182	5	11	4	T
FRIGATE AND VARIANT														
FF	20	10	73	4–6	0.33	1+1	4	C	7	182	4	9	4	
CMF	30	30	75/60	4–6	0.33	1+1	4	C	12	182	4	9	4	T
BASE														
SB	250	50	675	–	■	6	1	–	1	HG	–	54+	10	HG, ◆
BTS	100	24	200	–	■	4	2	–	2	HG	–	18+	9	HG, ◆

NOTE: Seltorians do not have fighters. The second number under the spare shuttles is the number of spare GAS shuttles.

FAST PATROL SHIP AND VARIANTS														
PF	3	1	25/43	6	0.20	–	5	AA	PF1	183	1	8	3	
PFP	3	1	25/43	6	0.20	–	5	AA	PF2	183	1	8	3	
PFL	4	2	40/50	6	0.20	–	5	AA	PF3	183	1	8	3	
PFS	3	1	105/55	6	0.20	–	5	AA	PF4	183	1	8	3	◆
PFC	3	1	25	6	0.20	–	5	AA	PF5	183	1	8	3	
PFG	8	11	30	6	0.20	–	5	AA	PF6	183	1	8	3	
PFM	3	1	30	6	0.20	–	5	AA	PF7	183	1	8	3	MS

NOTES

Y182 is the date of Seltorian arrival. Seltorian ships were in service in their home galaxy long before the dates given here.
All PFs are Nimble, but are not marked "N" in the notes column. They do not have the double HET bonus.
The presence or absence of warp booster packs has no effect on the explosion strength.
HG: These ships were built in the Home Galaxy and never came to this galaxy.

EXPLANATION OF TERMS FOR ALL RACES

SYMBOLS used at various places in the chart:

Δ This is a sublight ship (max speed of 1 in SFB). ° When detached.
† See tug chart, Annex #3A. ■ Does not move under own power.
◆ = Scout. ✚ = Mauler. ✱ = Has one large nuclear space mine included in BPV.

CREW: In the case of crew listed as X+Y, the Y figure indicates non-crew passengers. BRDG PRTS: The number of boarding parties.

BPV: Unless otherwise noted in the rulebook, no ship's BPV includes its fighters, PFs, satellite ships, or mines; all include their admin shuttles. Split BPVs are read economic/combat ratings. The BPV does not include MRS and SWAC shuttles mentioned in the ship descriptions. It DOES include GAS, MLS, MSS, and HTS shuttles specified as normal equipment. Temporary replacements (mostly on tugs carrying troop pods) require the appropriate cost.

MOVEMENT COST: This is expressed in decimals. 0.13 = 1/8; 0.20 = 1/5; 0.17 = 1/6; 0.33 = 1/3; 0.67 = 2/3.

SHUTTLES: The Spare Shuttle column is read as: admin shuttles + fighters.

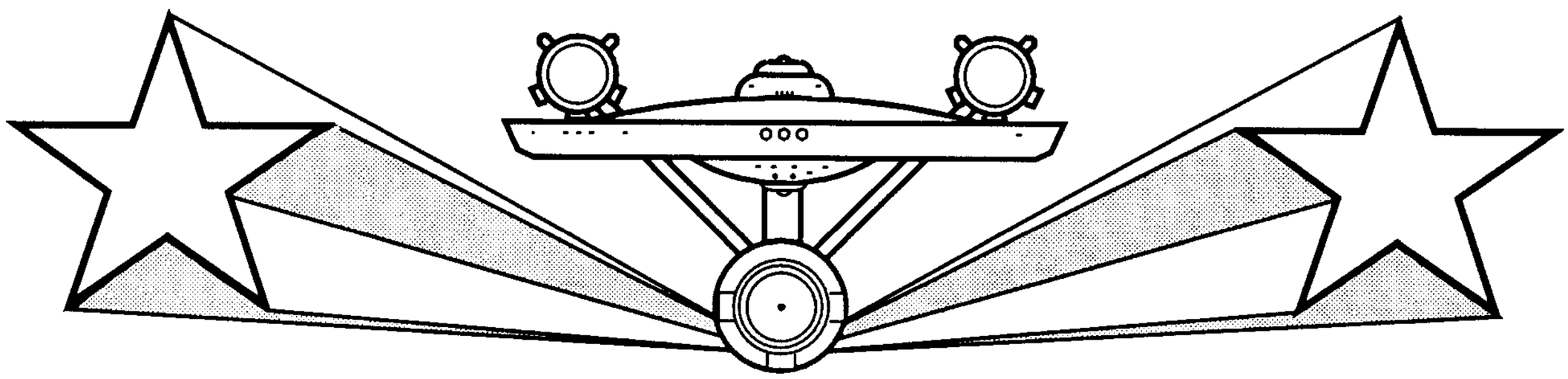
TUGS: If a specific "tug+pod" combination is listed (e.g., Fed BT), the combination factors must be used, NOT the sum of the individual factors. If no combined listing is shown, add the relevant factors.

RULE NUMBER: The rule reference number refers to the rule number in Section R that provides explanatory information about the ship.

YEAR IN SERVICE: Service dates are the beginning of series production. One or more prototypes may have existed 1–2 years previously. F&E has detailed and accurate production histories for some classes. This is the date of the first ship entering service for size-2 ships (i.e., no prototypes). PFs appeared in limited numbers the year before the date shown. Each race had one or two PF tenders operating one year earlier than PFs for use with interceptors.

F&E COMMAND RATING: This rating determines how many ships can be in a given battle; see (S8.2). The rating of pods is added to that of their tug, but no more than one pod can count for this purpose.

STAR FLEET BATTLES



MODULE C3 — SSD BOOK

TABLE OF CONTENTS

NEO-THOLIAN LIGHT COMMAND MODULE

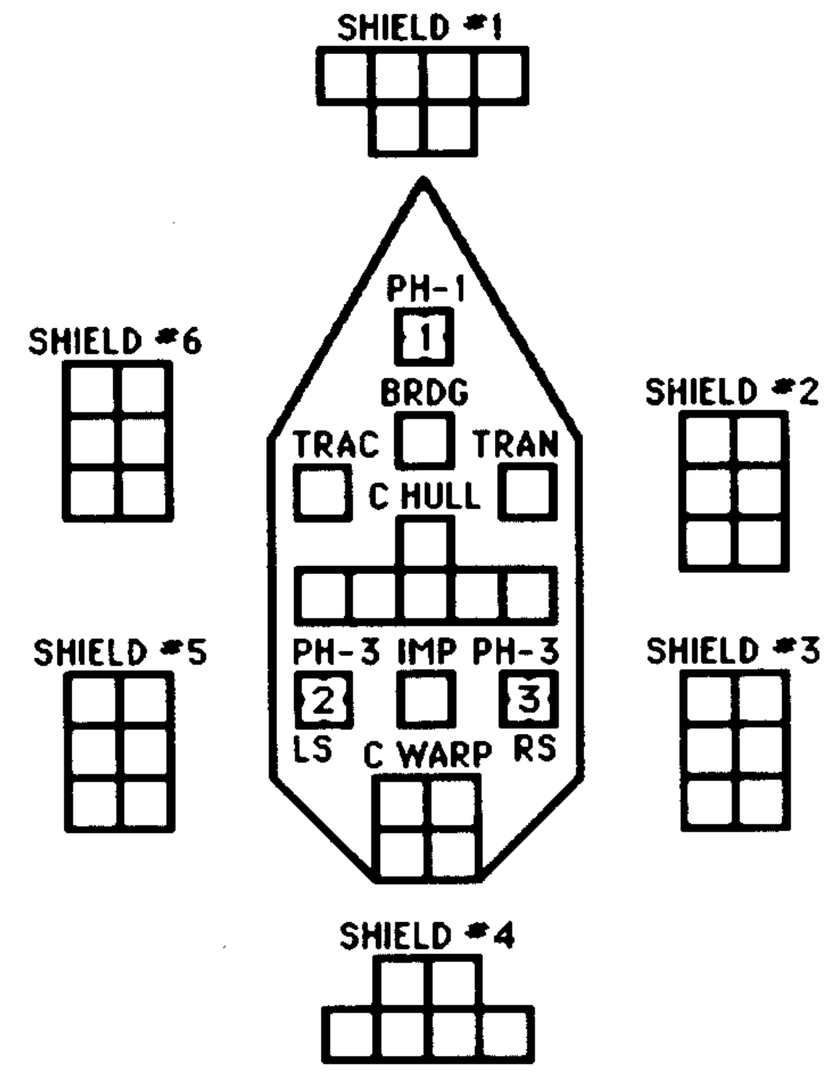
HOME GALAXY VERSION

CREW UNITS [ ][*][ ][ ][ ][ ][ ][9]

BOARDING PARTIES [ ][2]

SHIP DATA TABLE		
TYPE	=	LCM
POINT VALUE	=	30/20
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.73

CNTR



SENSOR [6][3][0] SCANNER [0][3][9] DAM CON [2][2][0] EX DAM [ ][ ]

PH-1 IS 360°.

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

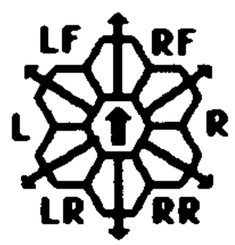
TYPE I OFFENSIVE PHASER TABLE

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	0	0	0
4	6	4	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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+
NIMBLE SHIP		

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



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

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX [5] = HET COST ③ = 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	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

NEO-THOLIAN DESTROYER

HOME GALAXY VERSION

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [9]

PROBES [5]

SHIP DATA TABLE

TYPE	=	NDD
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.71

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

WEB CASTER STRENGTH TABLE

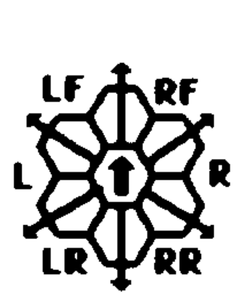
ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

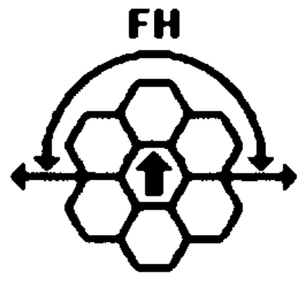
TYPE III DEFENSE PHASER

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

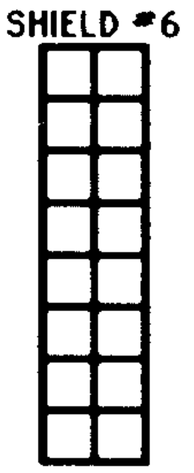
WEB FIST TABLE

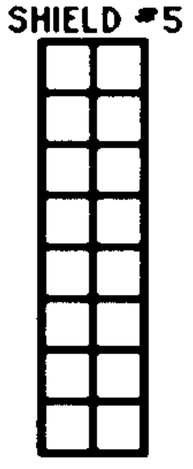
RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

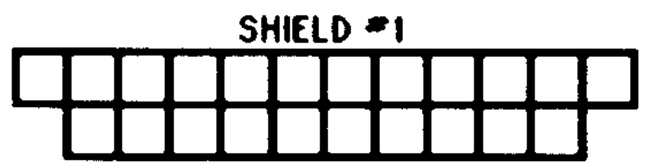


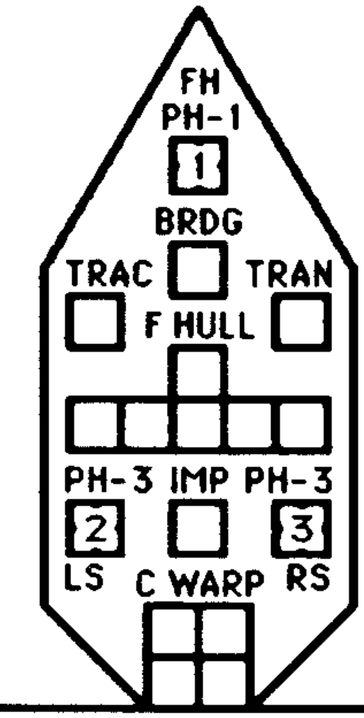


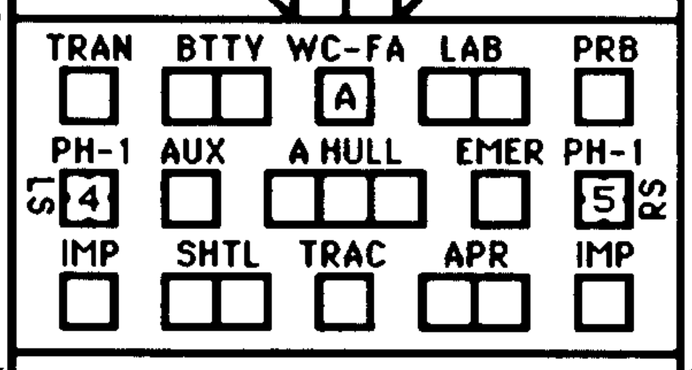
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

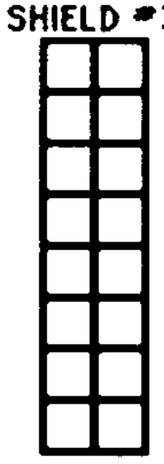


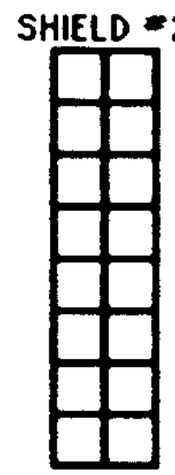


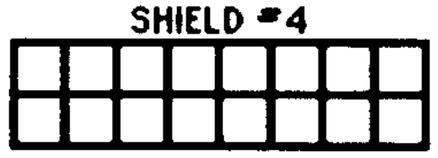












SENSOR [6][5][3][1][0]

SCANNER [0][1][3][5][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ][ ][ ]

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

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.	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

CREW UNITS

									10
			✱						

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

				5

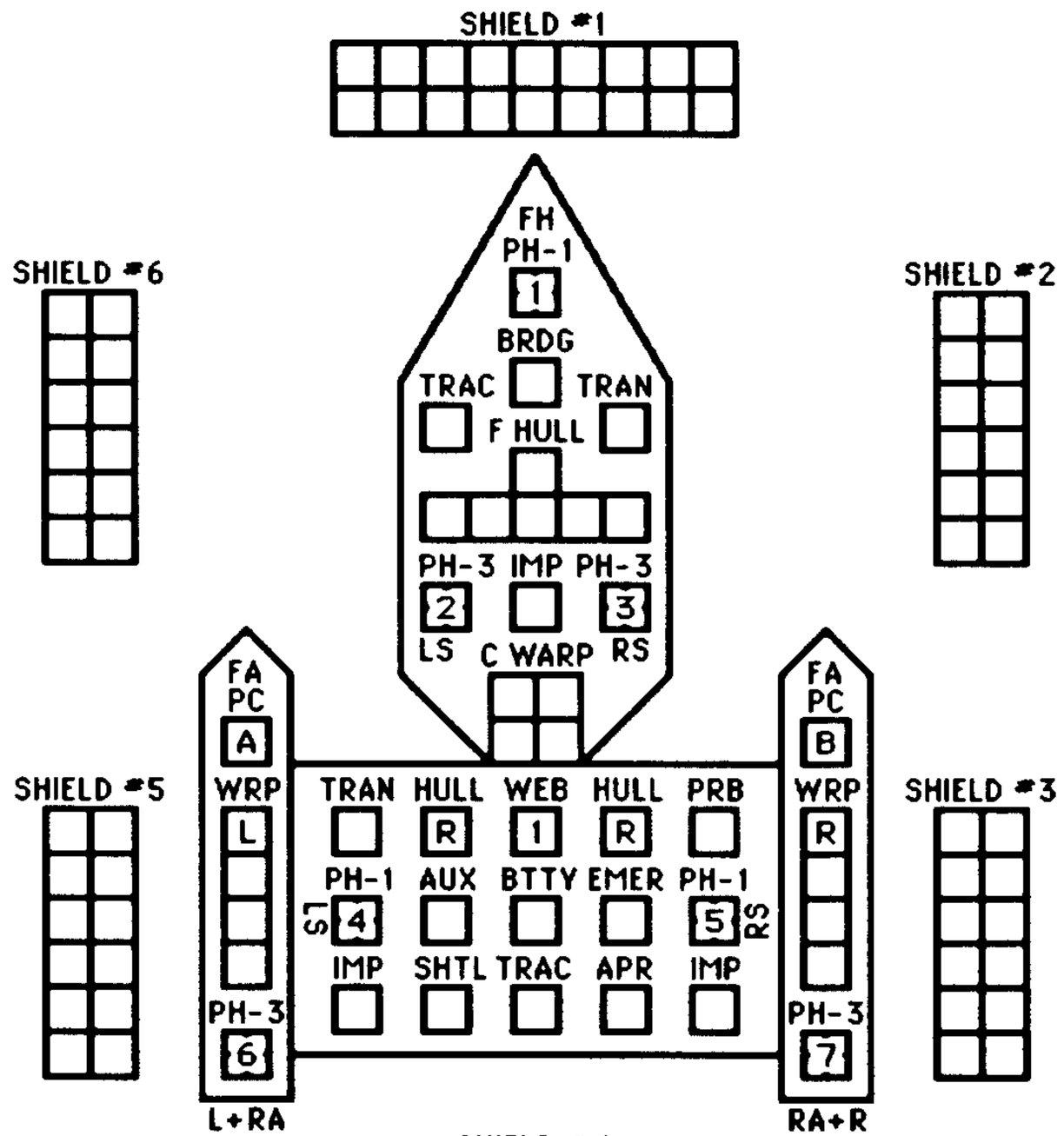
SHIP DATA TABLE

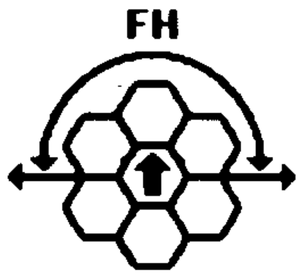
TYPE	=	NFF
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.72

CNTR

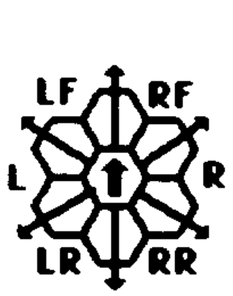
NEO-THOLIAN FRIGATE

HOME GALAXY VERSION





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



PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

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	0	0	0
4	6	4	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

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

SENSOR

6	5	3	1	0

SCANNER

0	1	3	5	9

DAM CON

2	2	2	0

EX DAM

WEB GENERATOR IS DESTROYED ON "FLAG" HITS.

THERE IS NO SNARE REFIT FOR THIS SHIP.

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	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

NEO-THOLIAN FRIGATE REAR HULL

HOME GALAXY VERSION

R7.72 NEO-THOLIAN NFF REAR HULL

CREW UNITS [ ][ ][*][ ][ ][ ][ ][9]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][4]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	NFF
POINT VALUE	=	45/55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.72

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4

FA PC A — WRP L — PH-3 6 — L+RA

FA PC B — WRP R — PH-3 7 — RA+R

TRAN HULL WEB HULL PRB

PH-1 AUX BTTY EMER PH-1

LS 4 — 5 RS

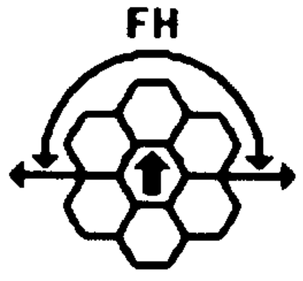
IMP SHTL TRAC APR IMP

PARTICLE CANNON TABLE

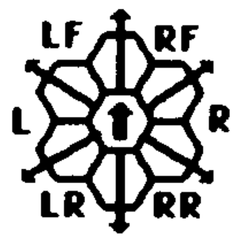
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

FH



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
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	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	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

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

SENSOR [6][5][3][1][0]

SCANNER [0][1][3][5][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ]

WEB GENERATOR IS DESTROYED ON "FLAG" HITS.

THERE IS NO SNARE REFIT FOR THIS SHIP.

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	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

NEO-THOLIAN DESTROYER REAR HULL

HOME GALAXY VERSION

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][7]

PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	NDD
POINT VALUE	=	70/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.71

CNTR

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

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	0	0	0
4	6	4	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

TYPE III DEFENSE PHASER

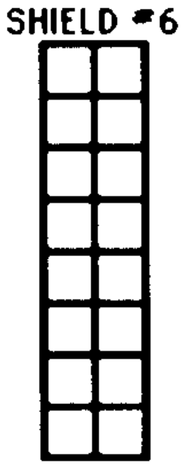
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

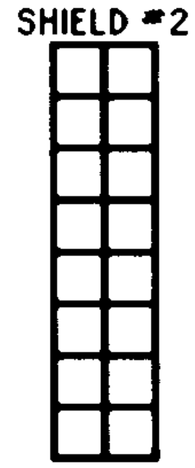
WEB FIST TABLE

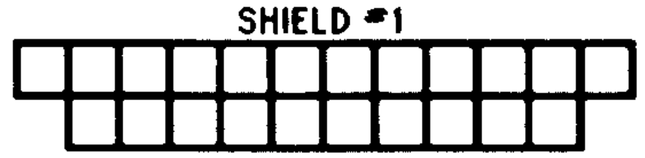
RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

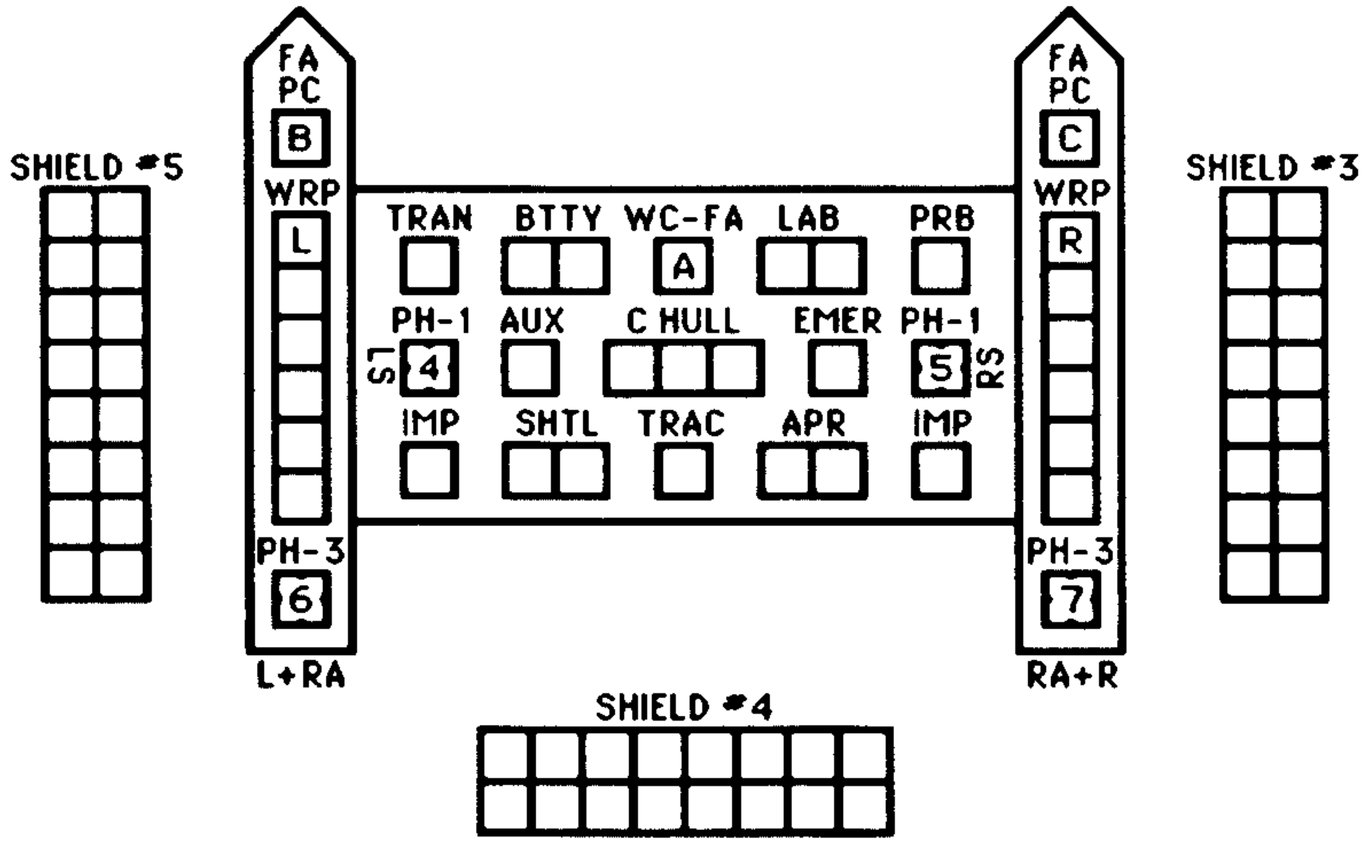
WEB CASTER STRENGTH TABLE

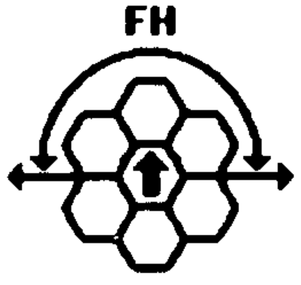
ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10



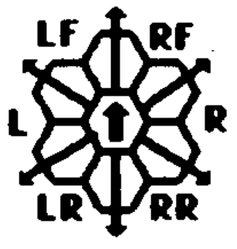








FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



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

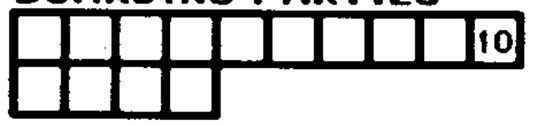
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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.	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

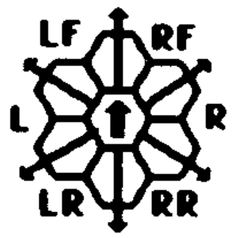
ANDROMEDAN BASE STATION

CREW UNITS

BOARDING PARTIES



TRANSPORTER BOMBS



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

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	200/400
PA COST	=	12/18
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.29

CNTR

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	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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

*PHASERS #1 THROUGH #8 CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE STATION. PHASERS #9 THROUGH #16 CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE FRONT OF THE STATION.

SEE (C3.7) FOR ROTATION.

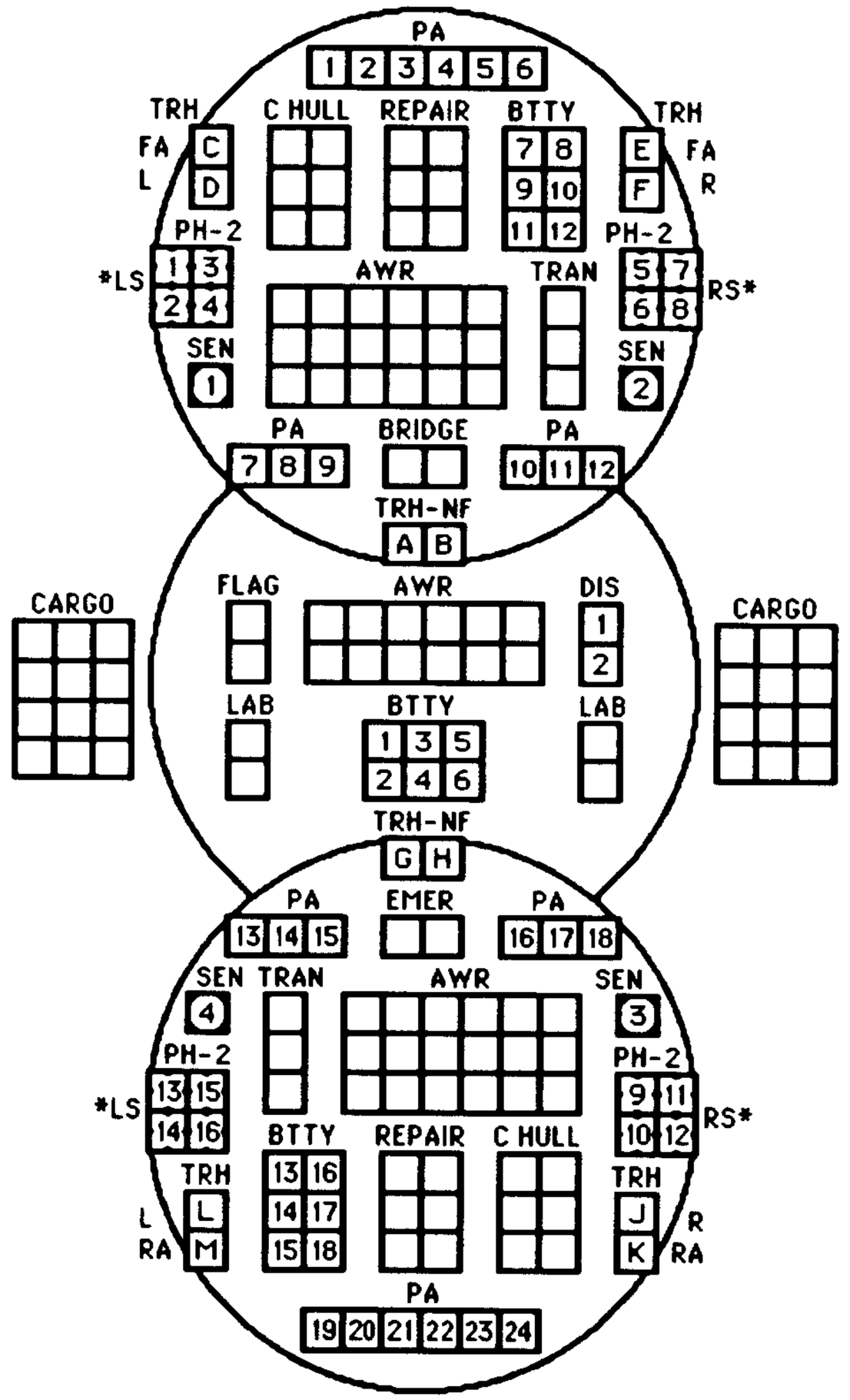
SEE (H4.32) FOR DAMAGE TO AWRS.

SEE (G18.83) FOR DISPLACEMENT DEVICE LIMIT.

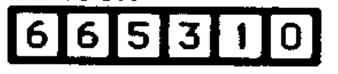
TRACTOR-REPULSORS MARKED "NF" CANNOT FIRE BUT CAN BE USED AS TRACTORS AND ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SHIPS DOCK TO THIS BASE EXTERNALLY, A MAXIMUM OF ONE SHIP TO EACH PAIR OF "NF" TRACTOR-REPULSORS, ONE EACH TO ANY OTHER TRACTOR-REPULSOR. THERE IS NO INTERNAL HANGAR.

PANELS #7 THROUGH #18 CANNOT ABSORB DAMAGE AS A RESULT OF WEAPONS FIRE, BUT CAN PICK UP RELEASED POWER AND CAN RADIATE POWER TO SPACE. THESE PANELS CAN BE DESTROYED ON "DRONE" DAMAGE, BUT UNDER THE PROVISIONS OF (D10.51) THIS CAN ONLY RESULT FROM DAMAGE AS A RESULT OF POWER RELEASED FROM PANELS, NOT FROM DAMAGE AS A RESULT OF ENEMY FIRE.

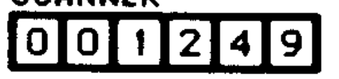


SENSOR

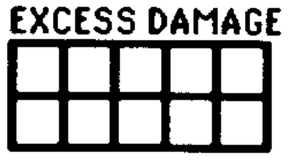


DAMAGE CONTROL

SCANNER



EXCESS DAMAGE



ANDROMEDAN BATTLE STATION

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES (10 / 20)

TRANSPORTER BOMBS [ ][ ][ ][ ][ ][ ] [D][D][D][D][D][D]

SHIP DATA TABLE

TYPE	=	BATS
POINT VALUE	=	300/600
PA COST	=	18/36
LIFE SUPPORT	=	1.5
SIZE CLASS	=	2
REFERENCE	=	R10.30

CNTR

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	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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

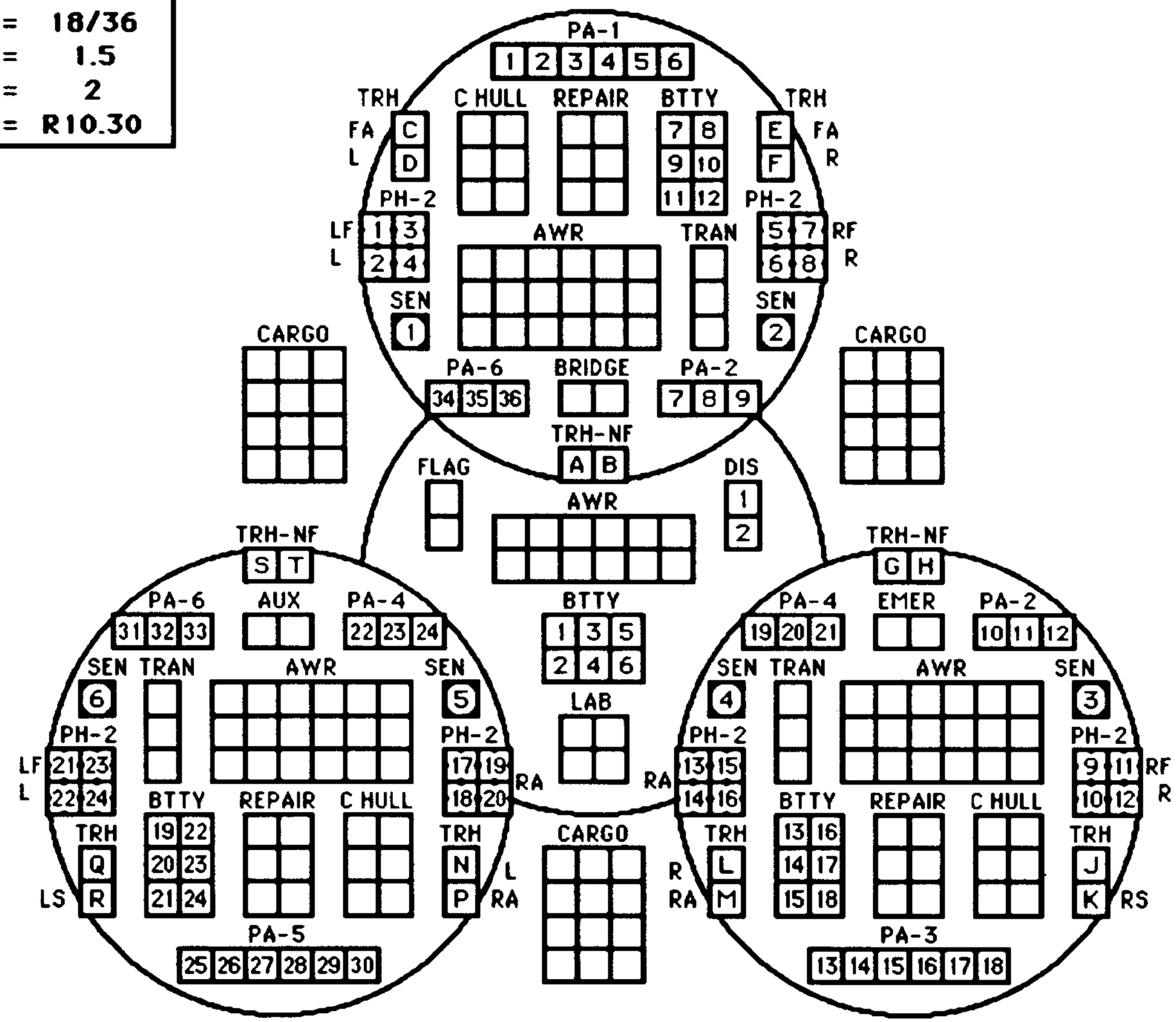
DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

SENSOR [6][6][6][5][3][1][0]

SCANNER [0][0][0][1][2][4][9]

DAMAGE CONTROL [6][4][4][2][2][2][0]

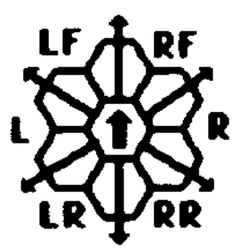
EXCESS DAMAGE [ ][ ][ ][ ][ ][ ]



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

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

TRACTOR-REPULSORS MARKED "NF" CANNOT FIRE BUT CAN BE USED AS TRACTORS AND ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SHIPS DOCK TO THIS BASE EXTERNALLY, A MAXIMUM OF ONE SHIP TO EACH PAIR "NF" TRACTOR-REPULSORS, ONE EACH TO ANY OTHER TRACTOR-REPULSOR. THERE IS NO INTERNAL HANGAR.

SEE (G18.83) FOR DISPLACEMENT DEVICE LIMIT.

THE PANELS ARE DIVIDED INTO SIX GROUPS, ONE FACING EACH SHIELD ARC. THE GROUPS ARE NUMBERED BY SHIELD ARCS, E.G., PA-5 FACES THE NUMBER FIVE SHIELD ARC.

ANDROMEDAN SMALL GROUND BASES

ANDROMEDAN AGRO STATION

CNTR

PA 1 2

FH

BRDG APR PH-2 1

BTTY 1 HULL C CARGO

TRAN

BASE DATA TABLE		
TYPE	=	AGSA
BPV	=	8
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31E

CREW UNITS * 7

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL SCIENTIFIC OUTPOST STATION

CNTR

PA 1 2

FH

BRDG TRAN BTTY 1 PH-2 1

C HULL LAB

APR CARGO

BASE DATA TABLE		
TYPE	=	AGSO
BPV	=	10
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31C

CREW UNITS * 8

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL POWER STATION

CNTR

PA 1 2

FH

BRDG PH-2 1 TRAN

C HULL BTTY 1 2

APR

BASE DATA TABLE		
TYPE	=	AGPS
BPV	=	15
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31H

CREW UNITS * 6

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL MINING STATION

CNTR

PA 1 2

FH

BRDG PH-2 1 TRAN LAB AUX

C HULL BTTY 1 2 WORKS CARGO

TRAC APR

BASE DATA TABLE		
TYPE	=	AGMS
BPV	=	20/8
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31D

SENSOR 6 0 DAM CON 4 2 0

SCAN 0 9 EX DAM

CREW UNITS * 10

BRDNG PRTS 4

ANDROMEDAN SMALL WARNING STATION

CNTR

PA 1 2

FH

BRDG SEN 0 PH-2 1

APR HULL C

LAB BTTY 1 TRAN

SCOUT FUNCTIONS	
21	LENDING EW
22	BREAK LOCK-ONS
23	ATTRACT DRONES
24	CONTROL S-WPNS
25	IDENTIFY S-WPNS
26	DETECT MINES
27	SCIENCE INFO
28	SELF-PROTECTION
29	TAC INTEL

BASE DATA TABLE		
TYPE	=	AGWS
BPV	=	22
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31G

CREW UNITS * 6

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL MILITARY GARRISON

CNTR

PA 1 2

FH

BRDG TRAN PH-2 1 2 AUX

BTTY 1 2 C HULL BARRACKS CARGO

TRAC APR LAB

CREW UNITS * 10

BOARDING PARTIES 10

BASE DATA TABLE		
TYPE	=	AGMG
BPV	=	20
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31F

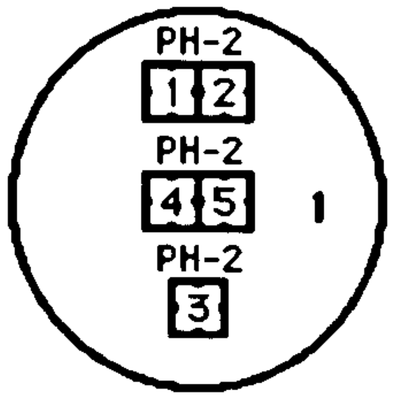
SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

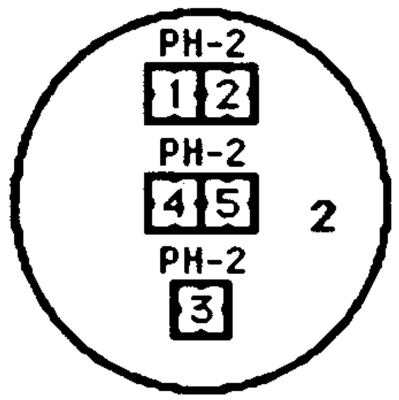
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (PHAS-2)

HIGH ORBIT

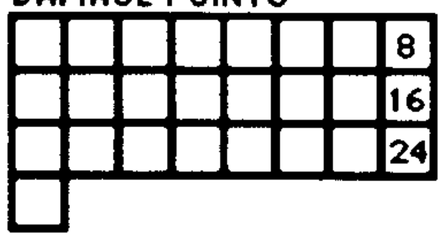
ALL WEAPONS ARE 360°.



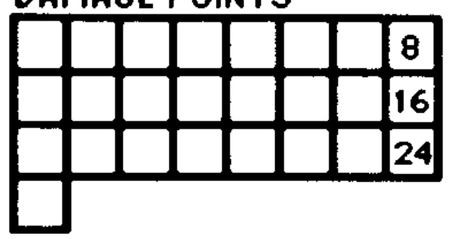


DATA TABLE	
TYPE	= ADEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R10.32

DAMAGE POINTS

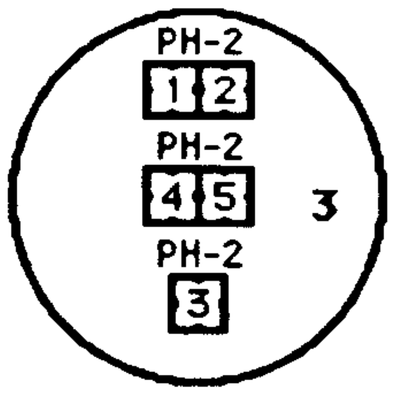


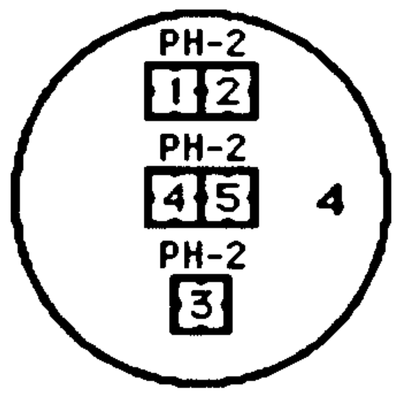
DAMAGE POINTS

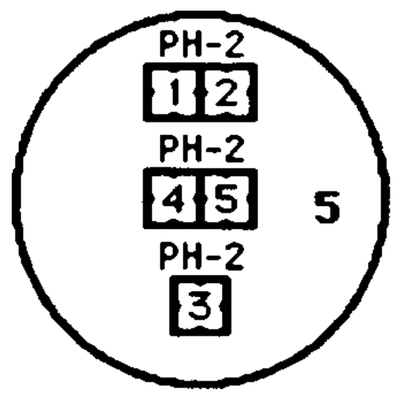


DEFENSE SATELLITES OF THIS TYPE ARE USED ONLY BY THE ANDROMEDANS.

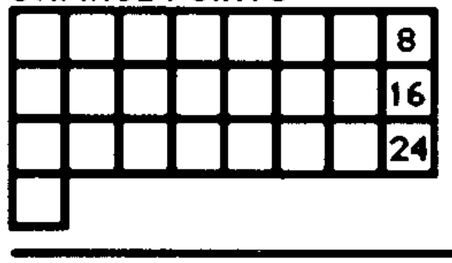
LOW ORBIT



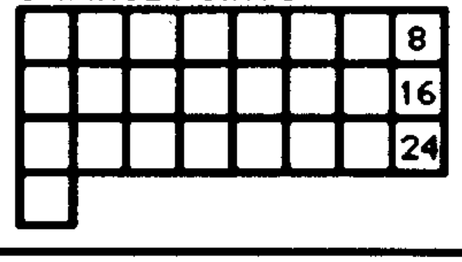




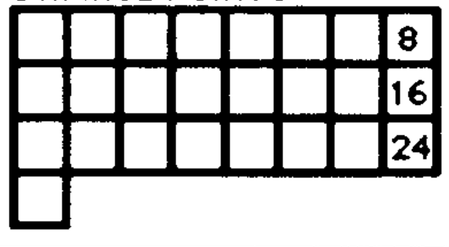
DAMAGE POINTS



DAMAGE POINTS



DAMAGE POINTS



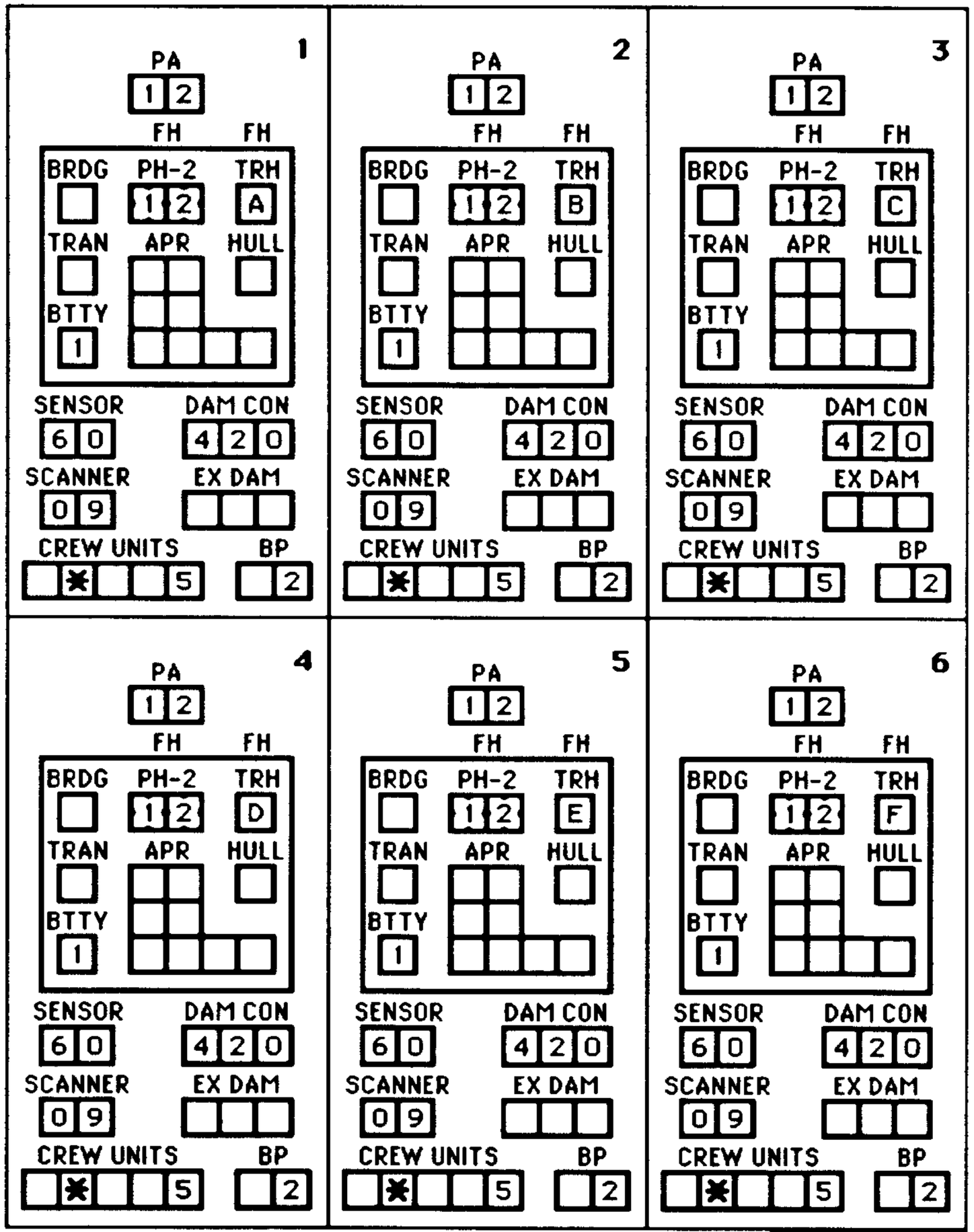
TYPE II PHASER TABLE

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	4	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

GROUND-BASED TRH



TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

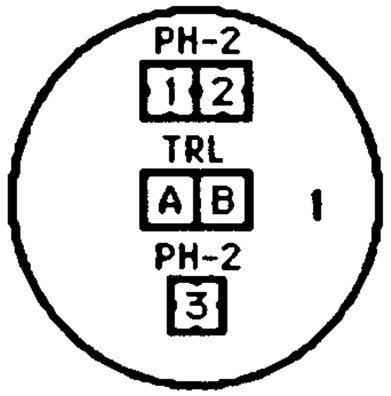
TYPE = AGBT
BPV = 14
REF = R10.31B

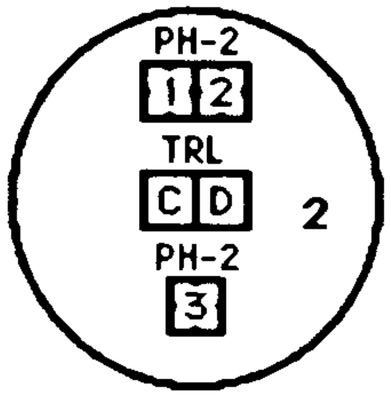
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (TRL)

HIGH ORBIT

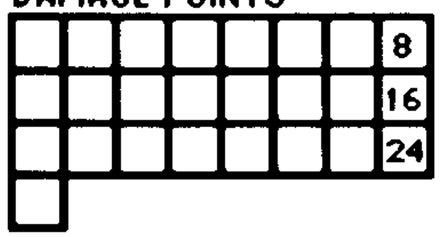
ALL WEAPONS ARE 360°.



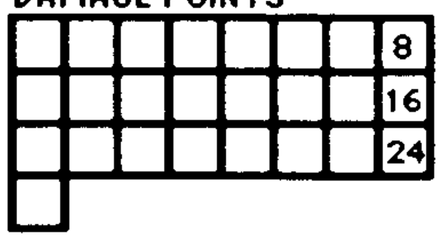


DATA TABLE	
TYPE	= ADEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R10.32

DAMAGE POINTS

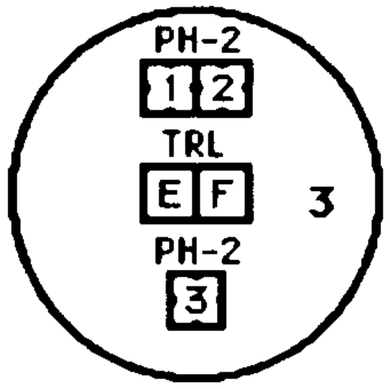


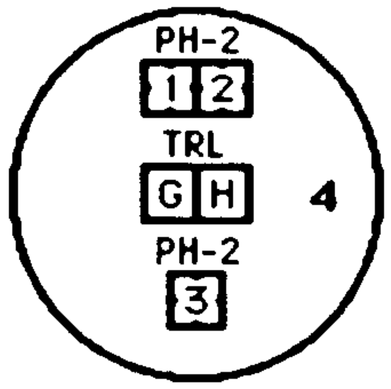
DAMAGE POINTS

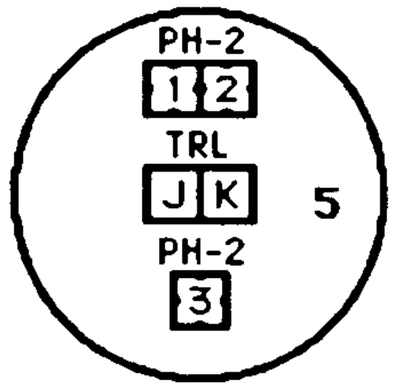


DEFENSE SATELLITES OF THIS TYPE ARE USED ONLY BY THE ANDROMEDANS.

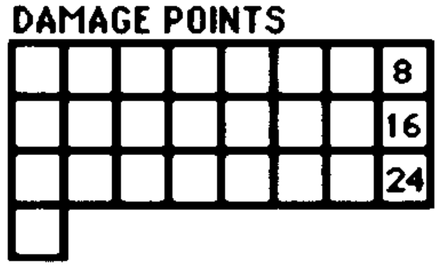
LOW ORBIT



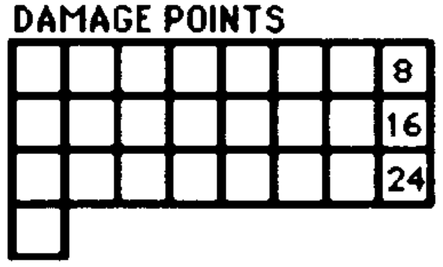




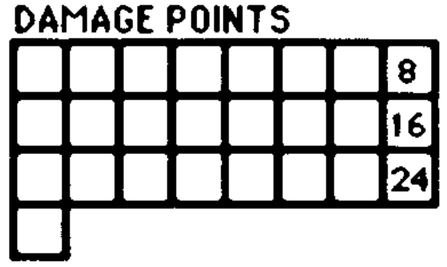
DAMAGE POINTS



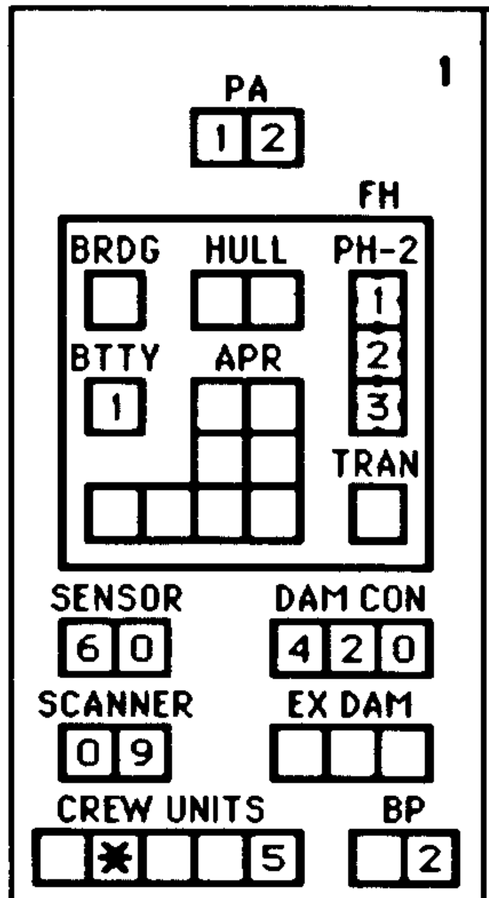
DAMAGE POINTS

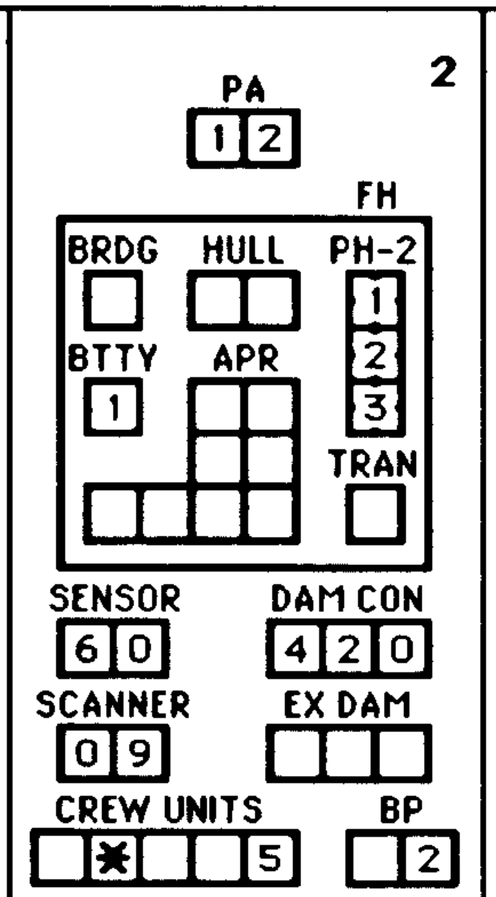


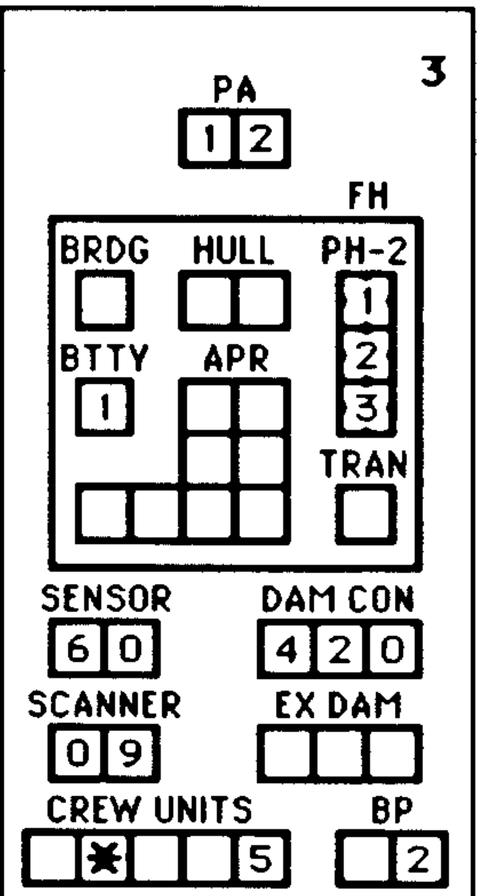
DAMAGE POINTS

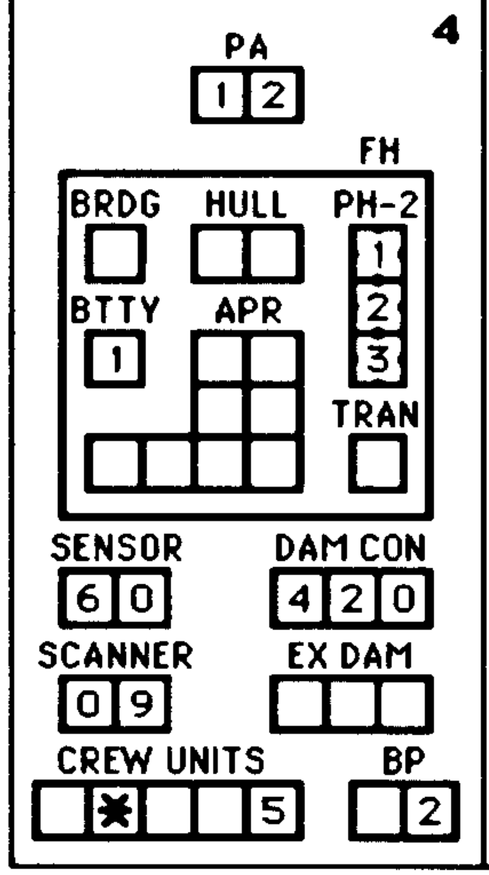


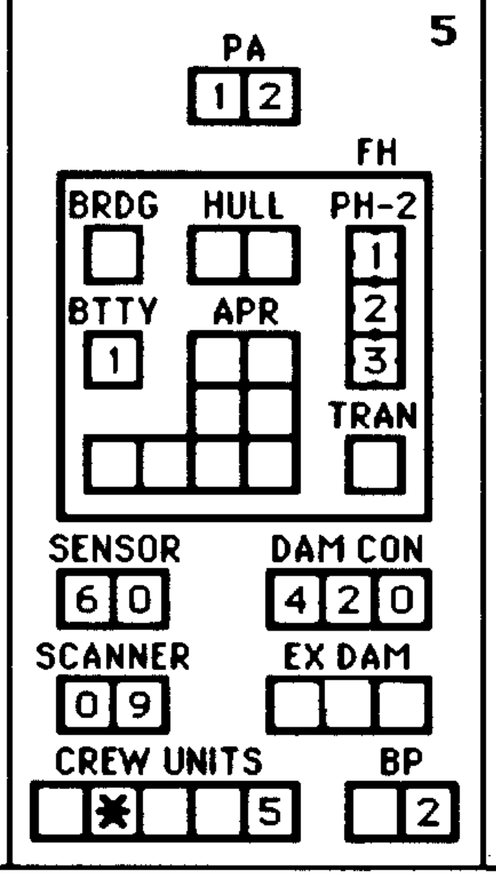
GROUND-BASED PHASER-2

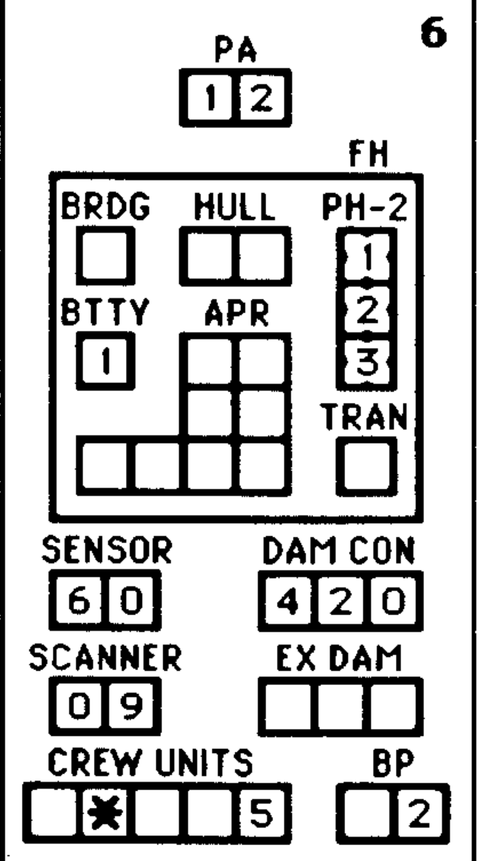












TYPE = AGB2
BPV = 7
REF = R10.31A

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	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	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

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	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

ANDROMEDAN QUEEN SNAKE

CREW UNITS

		*							10

SHIP DATA TABLE		
TYPE	=	QNS
POINT VALUE	=	115
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.39

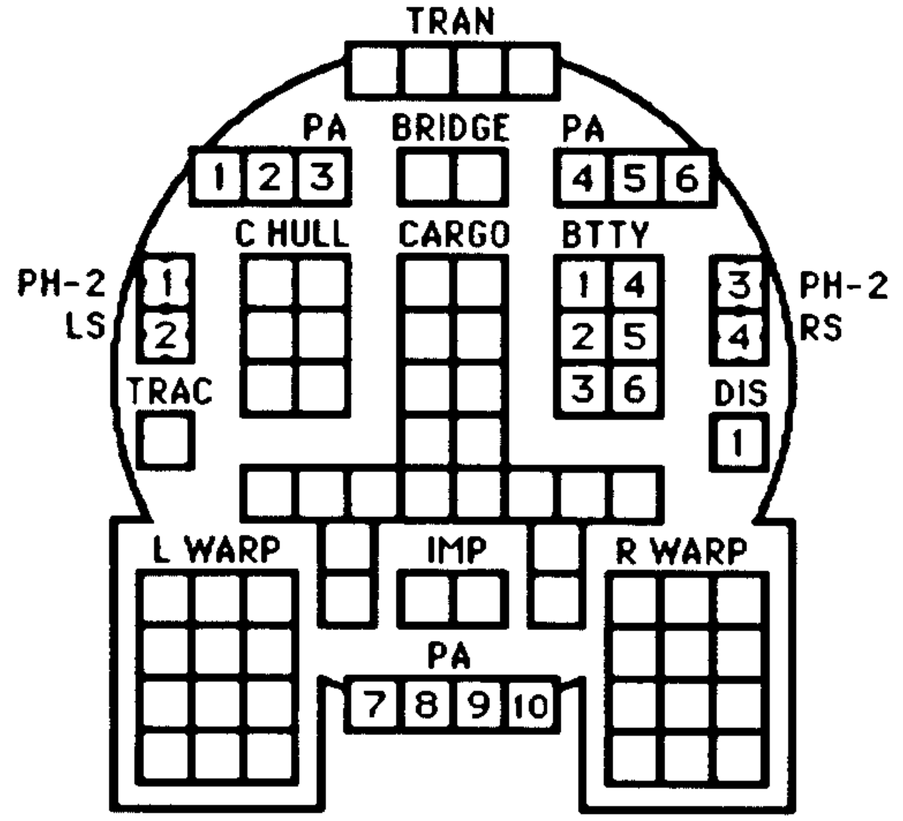
CNTR

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D



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	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

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

SENSOR

6	5	3	1	0

DAMAGE CONTROL

4	2	2	2	0

SCANNER

0	1	3	5	9

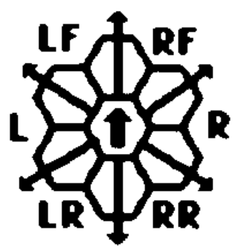
EXCESS DAMAGE

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

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6



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

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ANDROMEDAN REPAIR SLED

CNTR

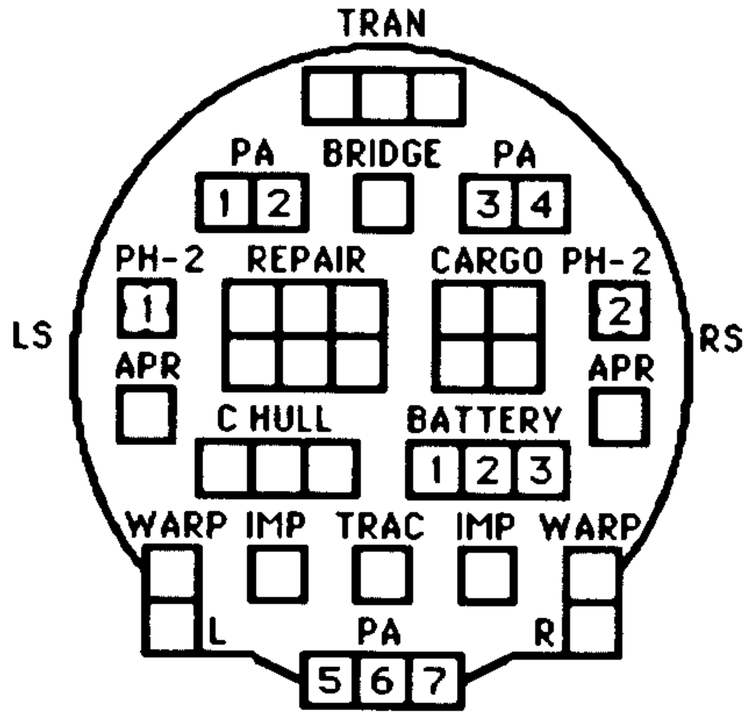
CREW UNITS [ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

SHIP DATA TABLE		
TYPE	=	RS
POINT VALUE	=	48/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.33

BOARDING PARTIES [ ][2]

TRANSPORTER BOMBS [ ][ ] [D][D]



REPAIR BOXES ARE DESTROYED ON "CARGO" OR "HULL" DAMAGE POINTS.
SEE (G17.0) FOR USE OF REPAIR SYSTEMS.

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13 - 19
BD	4	20 - 26
[ ][ ]	5	27+

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	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

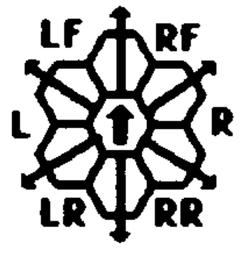
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

SENSOR [6][5][3][0]

DAM CON [2][2][2][0]

SCANNER [0][1][5][9]

EX DAM [ ][ ][ ][ ]



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

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	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

CREW UNITS
[ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

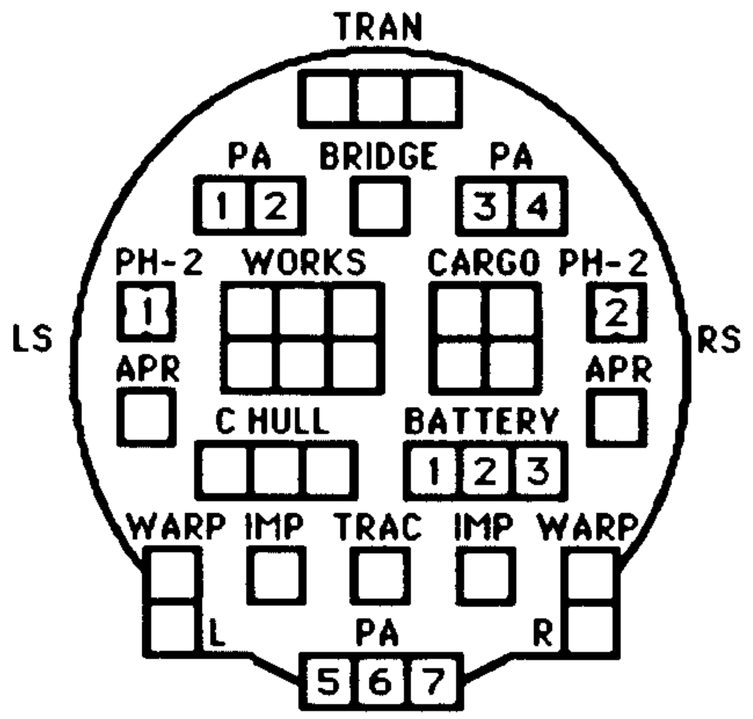
SHIP DATA TABLE		
TYPE	=	OGS
POINT VALUE	=	40/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.34

CNTR

ANDROMEDAN ORE GATHERING SLED

BOARDING PARTIES
[ ][2]

TRANSPORTER BOMBS
[ ][ ] [D][D]



WORKS BOXES ARE DESTROYED ON "CARGO" DAMAGE POINTS.

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13 - 19
BD	4	20 - 26
[ ][ ]	5	27+

SENSOR
[6][5][3][0]

DAM CON
[2][2][2][0]

SCANNER
[0][1][5][9]

EX DAM
[ ][ ][ ][ ]

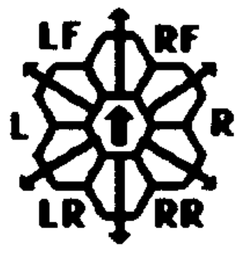
TYPE II PHASER TABLE

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	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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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



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

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	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

ANDROMEDAN MINELAYING SLED

CREW UNITS [ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

SHIP DATA TABLE		
TYPE	=	MLS
POINT VALUE	=	40/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.35

CNTR [ ]

BOARDING PARTIES [ ][2]

TRANSPORTER BOMBS [ ][ ] [D][D]

MINE RACKS

1					
2					
3					
4					
5					
6					

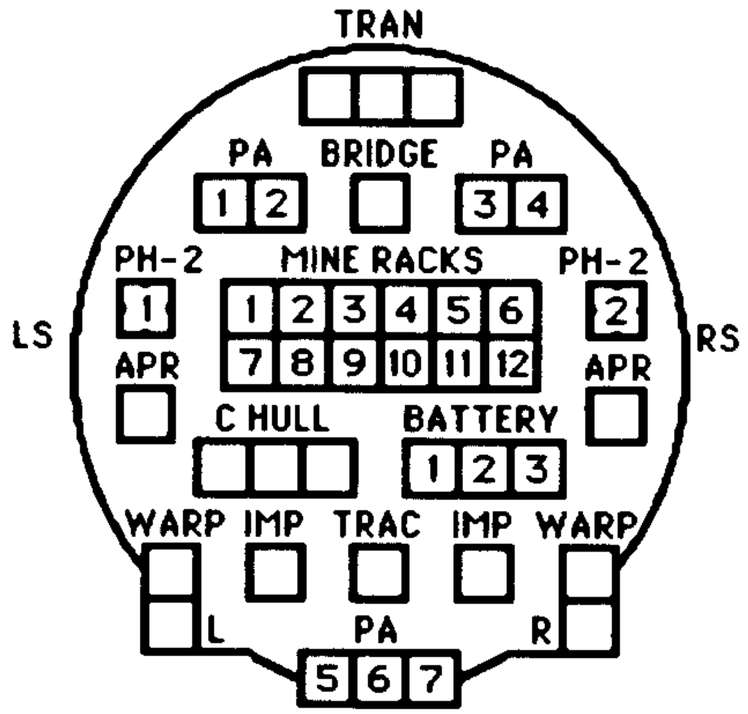
MINE RACKS

7					
8					
9					
10					
11					
12					

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.

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13 - 19
BD	4	20 - 26
[ ][ ]	5	27+



SENSOR 6 5 3 0

DAM CON 2 2 2 0

SCANNER 0 1 5 9

EX DAM [ ][ ][ ][ ]

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	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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

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

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	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

ANDROMEDAN CARGO SLED

CREW UNITS
[ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

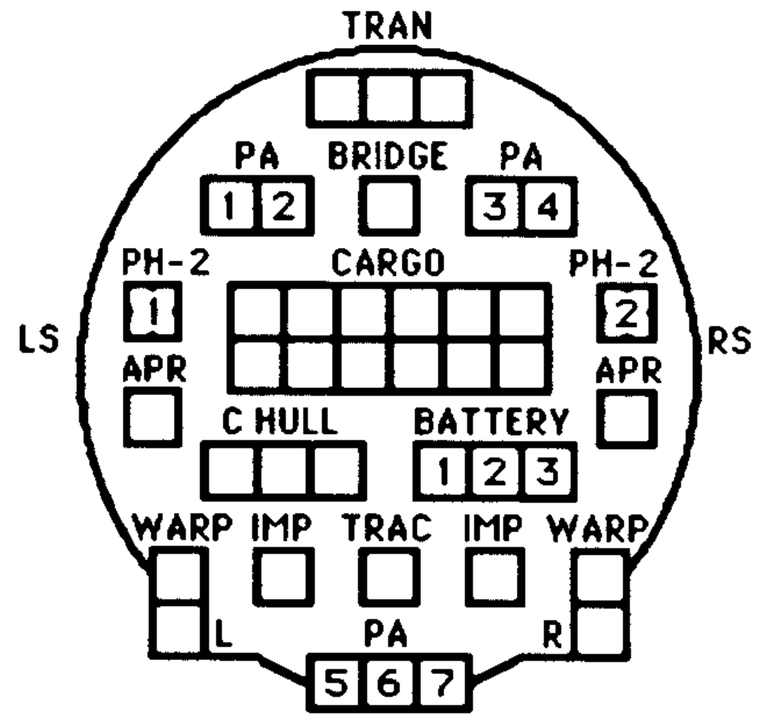
SHIP DATA TABLE		
TYPE	=	CS
POINT VALUE	=	40/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.36

CNTR

BOARDING PARTIES
[ ][2]

TRANSPORTER BOMBS
[ ][ ] [D][D]

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+



SENSOR
[6][5][3][0]

DAM CON
[2][2][2][0]

SCANNER
[0][1][5][9]

EX DAM
[ ][ ][ ][ ]

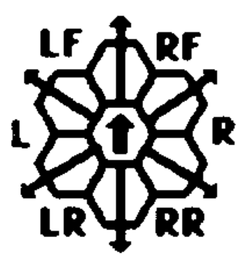
TYPE II PHASER TABLE

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	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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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



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

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	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

ANDROMEDAN MISSIONARY

CREW UNITS

PROBES

BOARDING PARTIES

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	MIS
POINT VALUE	=	168/134
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.37

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	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

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

SCOUT FUNCTIONS SUMMARY

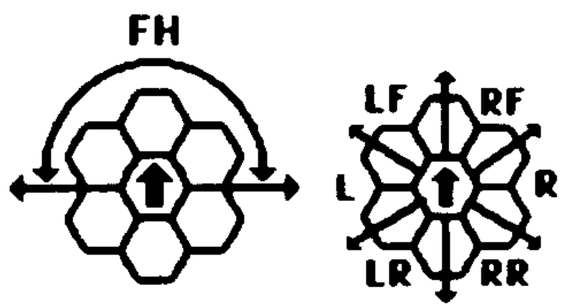
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE III DEFENSE PHASER

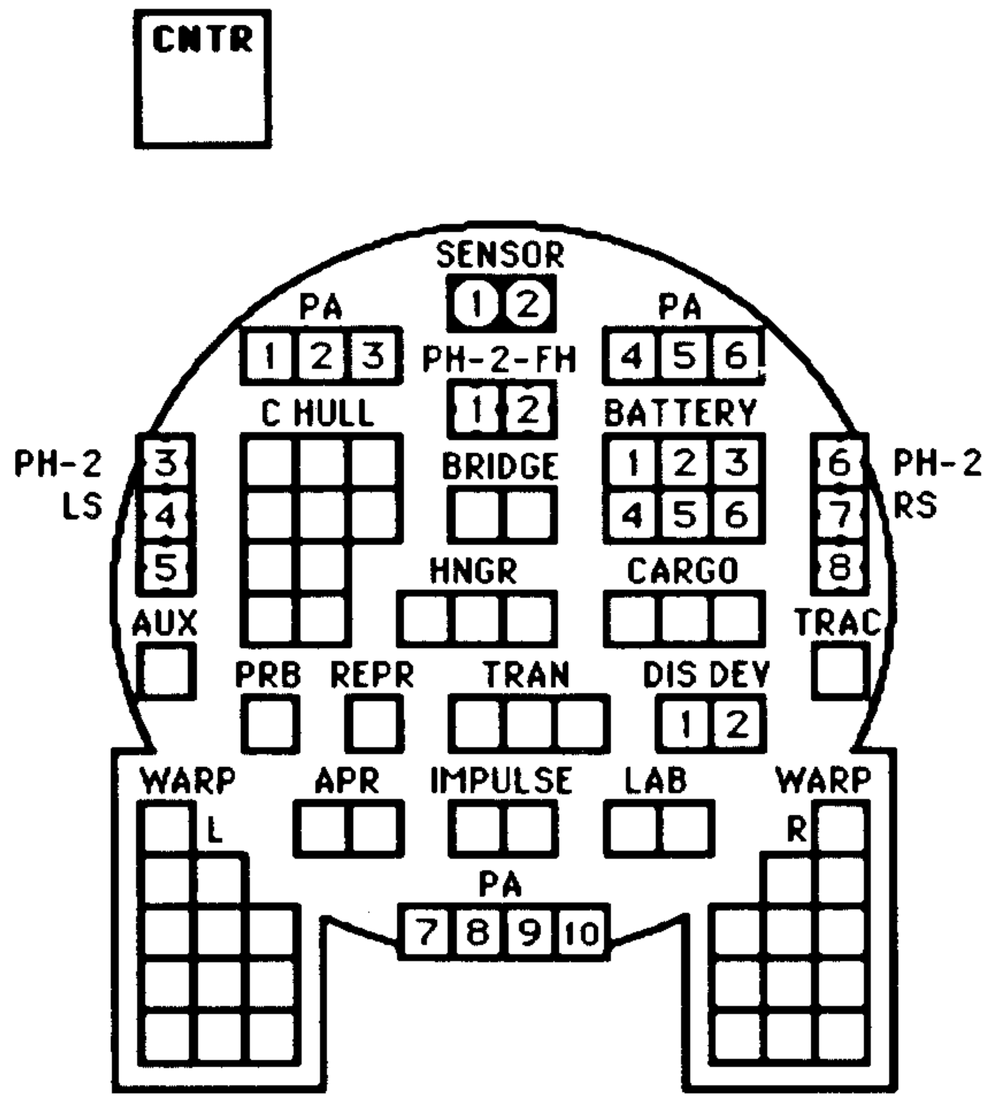
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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



DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6



SENSOR

DAMAGE CONTROL

SCANNER

EXCESS DAMAGE

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ANDROMEDAN EXPLOITER

CREW UNITS

									10
			*						20

PROBES

				5

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	EXP
POINT VALUE	=	192
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.38

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	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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

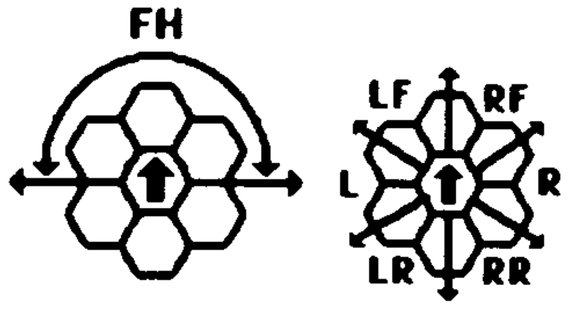
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

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

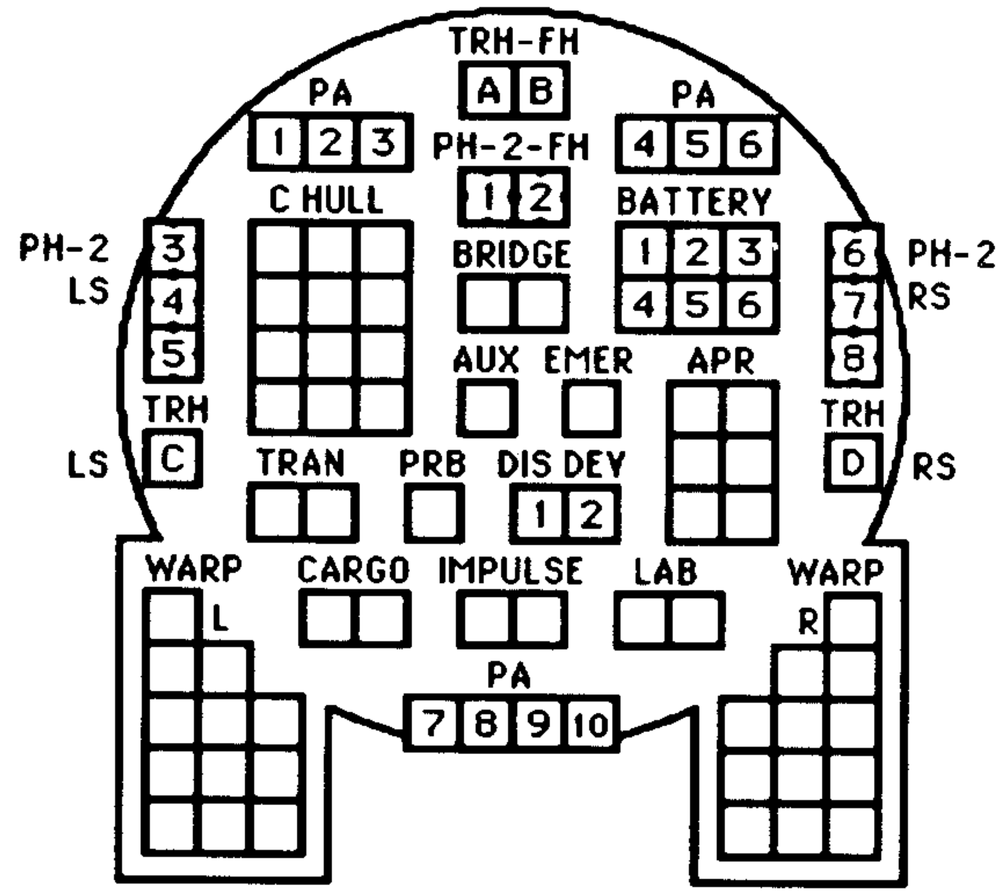
TYPE III DEFENSE PHASER

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

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



CNTR



SENSOR

6	5	3	1	0

DAMAGE CONTROL

4	2	2	2	0

SCANNER

0	1	3	5	9

EXCESS DAMAGE

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN BARRACUDA FRIGATE

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS [ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	FF
POINT VALUE	=	80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.18

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

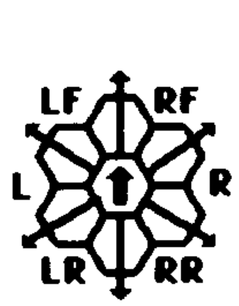
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+
NIMBLE SHIP		

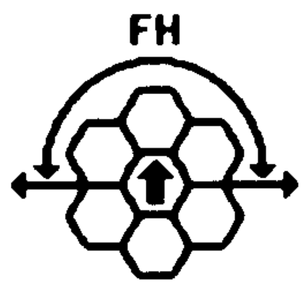
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

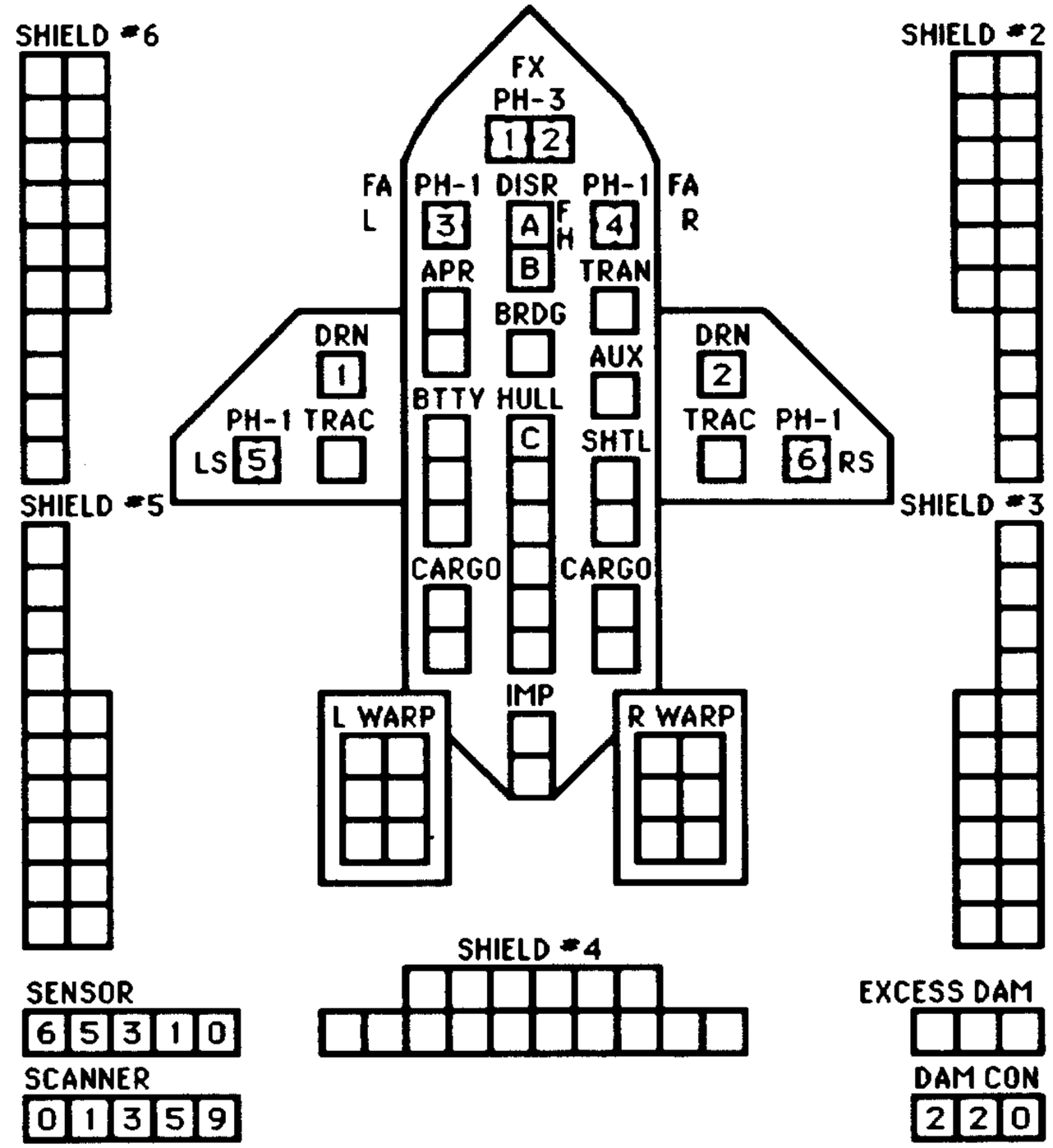
TYPE III DEFENSE PHASER

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





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



CARGO BOXES HAVE 25 CARGO POINTS EACH.

DRONE RACKS

1								B
2								B

THIS SHIP ALWAYS HAD TWO RELOADS.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = 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	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

WYN MAKO DESTROYER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	98
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.19

DRONE RACKS

1								8
2								8

THIS SHIP ALWAYS HAD TWO RELOADS.

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	0	0	0
4	6	4	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

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

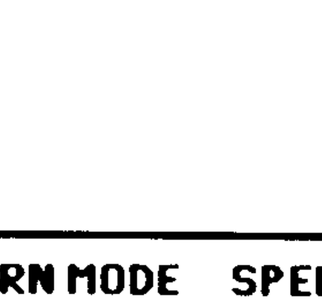
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

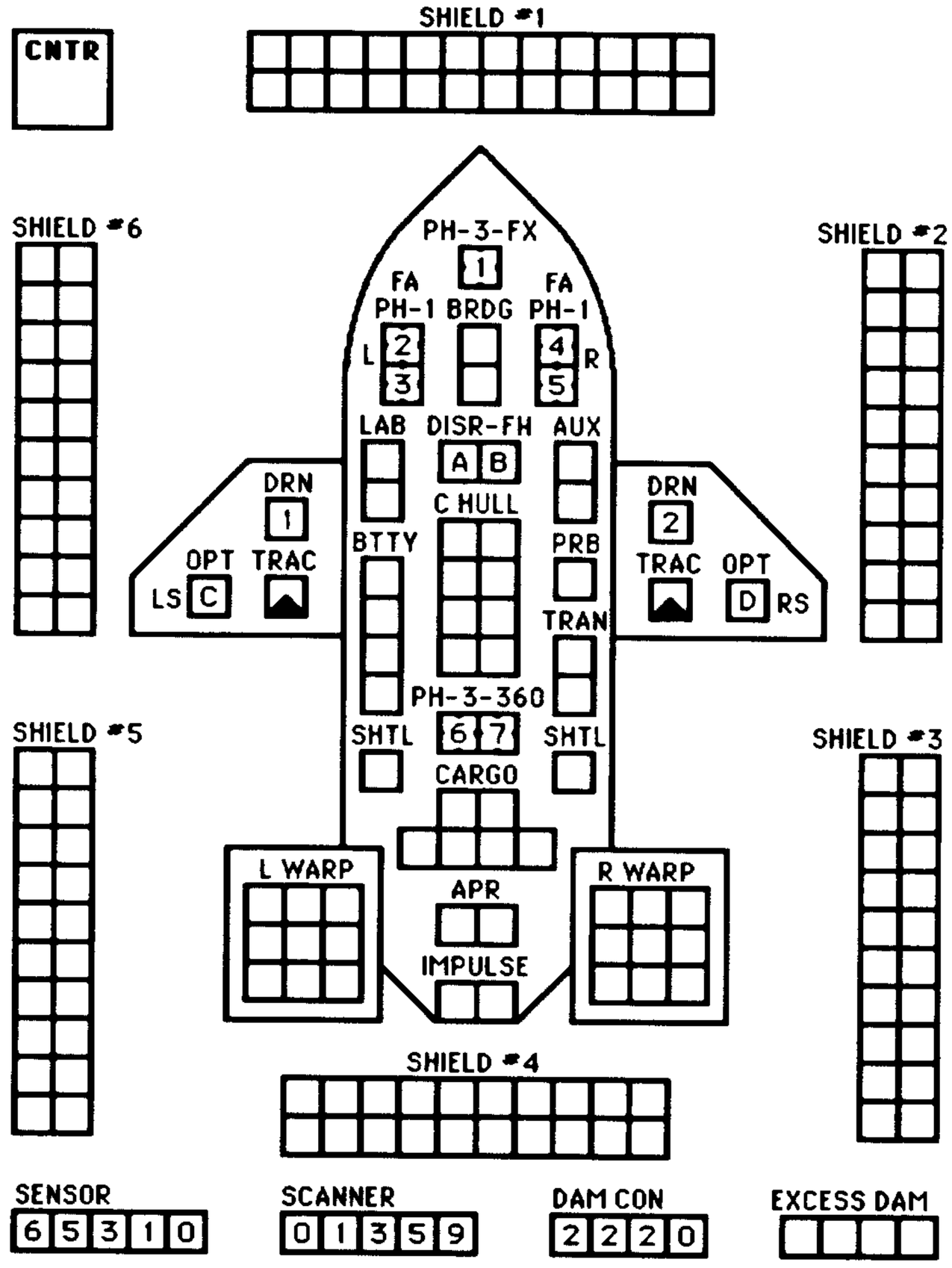
TYPE III DEFENSE PHASER

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

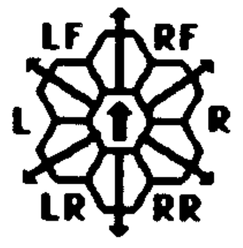
INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT



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



CARGO SPACES HAVE 25 CARGO SPACES EACH.



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.	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

WYN MAKO SCOUT

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

DRONE RACKS

1									B
2									B

THIS SHIP ALWAYS HAD TWO RELOADS.

PROBES

				5

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	110/70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.20

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	0	0	0
4	6	4	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

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

SCOUT FUNCTIONS SUMMARY

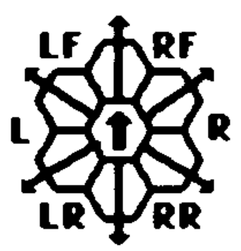
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

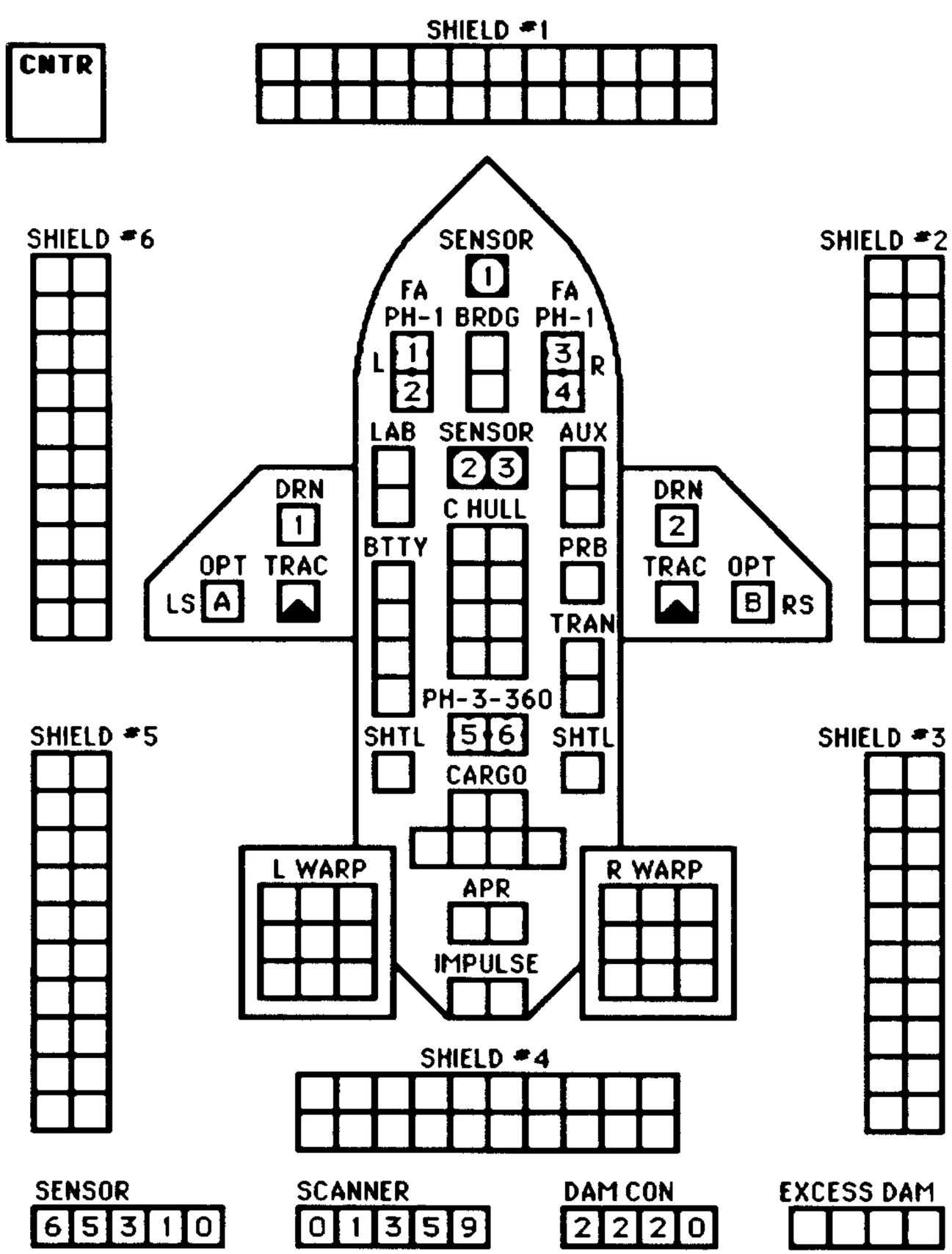
TYPE III DEFENSE PHASER

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

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT



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



CARGO BOXES HAVE 25 CARGO POINTS EACH.

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.	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

WYN MAKO ESCORT DESTROYER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

SHIP DATA TABLE

TYPE	=	DE
POINT VALUE	=	110
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.21

INCLUDES FULL AEGIS

DRONE RACKS

1								G
2								G

RACKS ALWAYS HAD THREE RELOADS. THIRD RELOAD IS ADDS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

SEE (R2.R5) FOR SPECIAL RULES REGARDING CARRIER SUPPLY STORAGE IN THE SHIP'S CARGO BOXES.

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

TYPE I OFFENSIVE PHASER TABLE

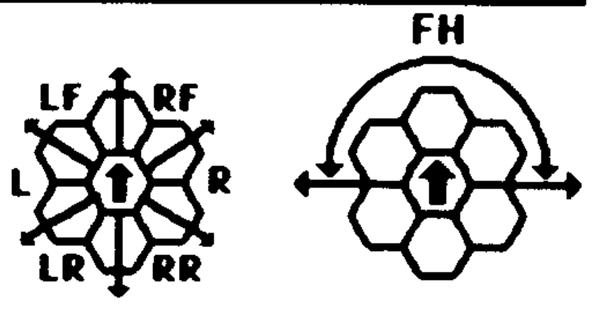
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

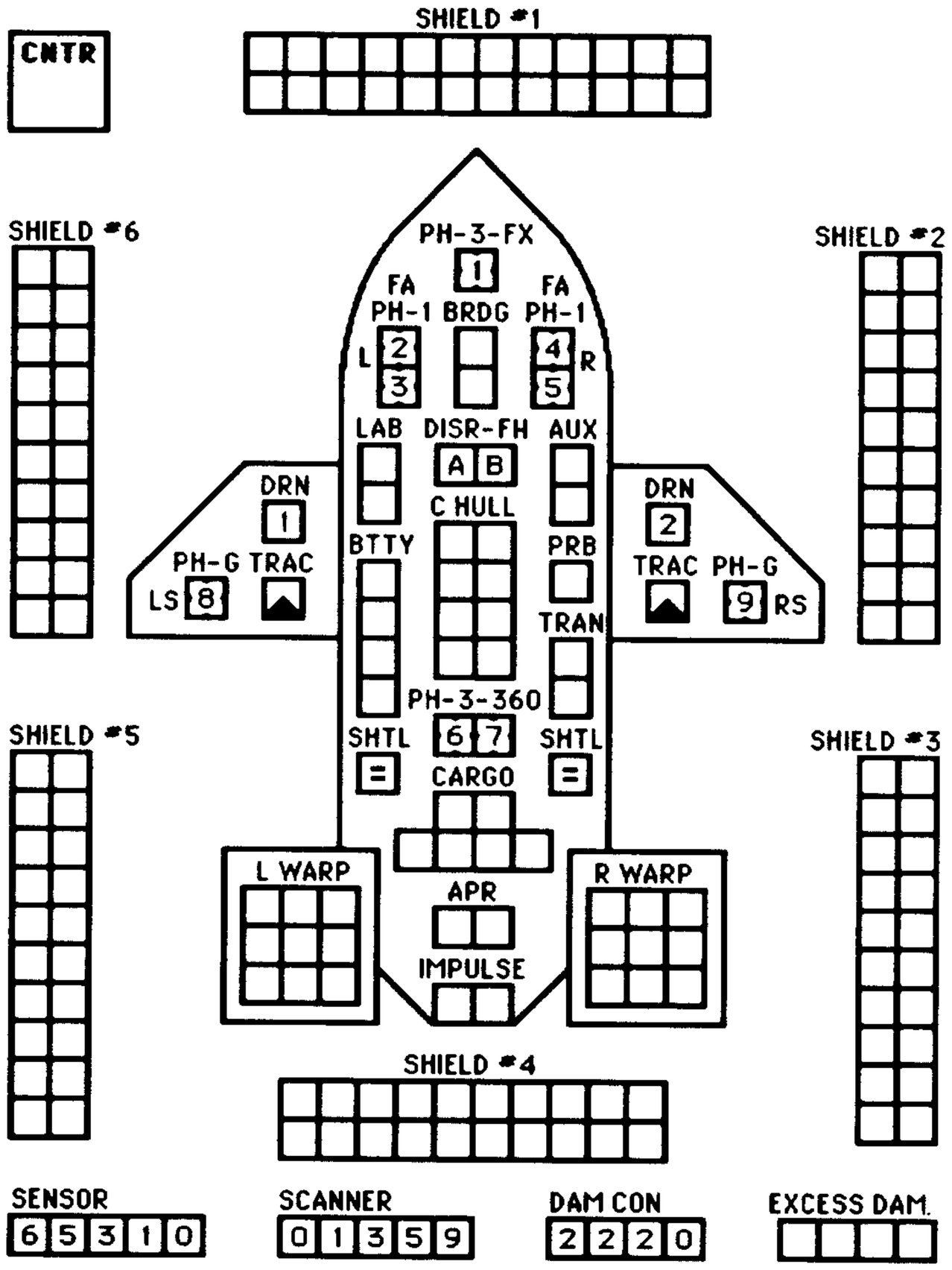
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



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



CARGO SPACES HAVE 25 CARGO SPACES EACH.

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.

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.	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

WYN MAKO
DRONE DESTROYER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DD6
POINT VALUE	=	110
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.22

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	0	0	0
4	6	4	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

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

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" HITS.

TYPE III DEFENSE PHASER

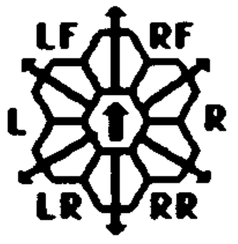
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

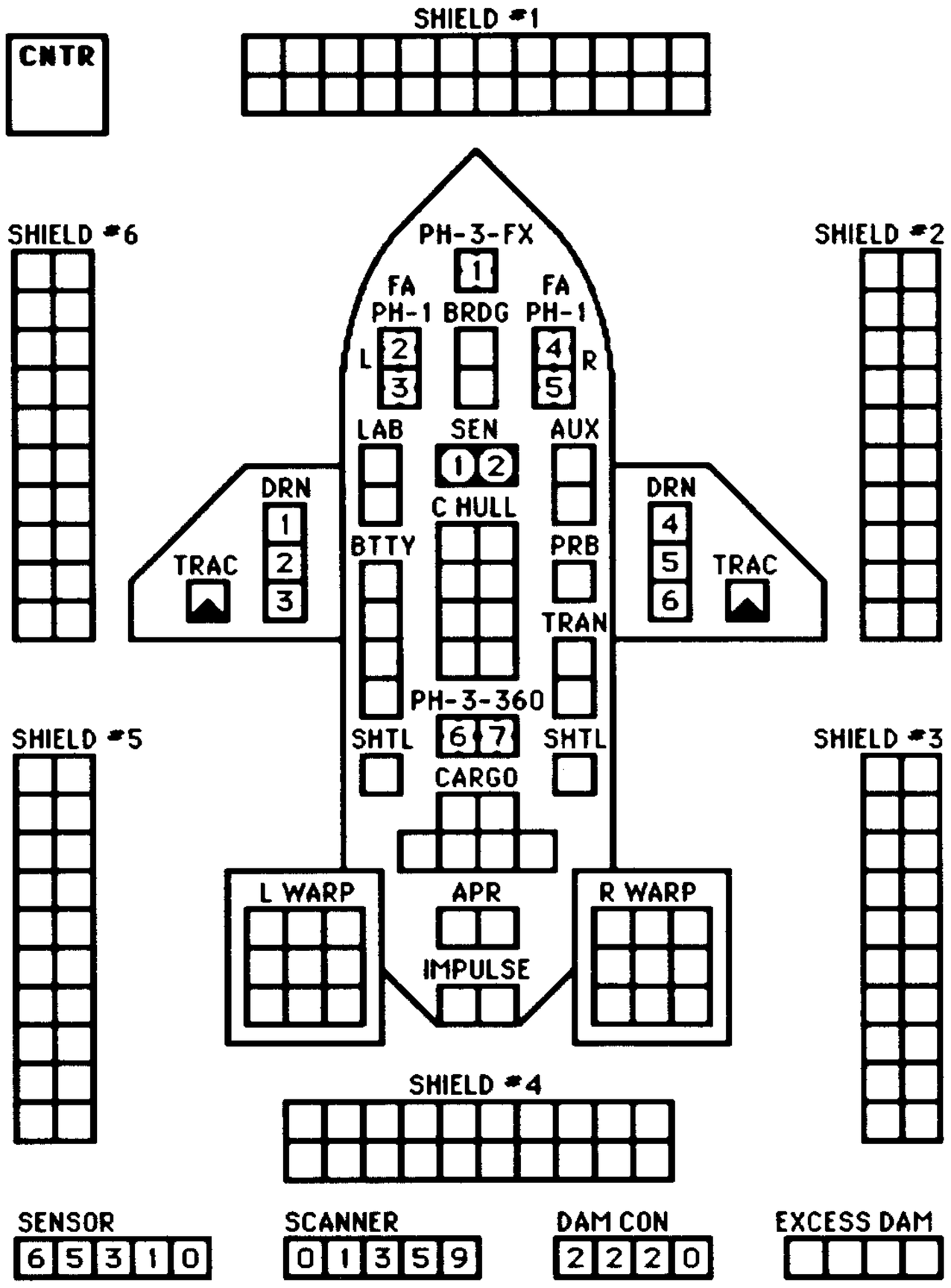
1								B
2								B
3								B
4								B
5								B
6								B

THIS SHIP ALWAYS HAD TWO RELOADS.
THIS SHIP HAS 150 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (25/BOX).

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.



FA = LF + RF
FX = L + LF + RF + R



CARGO SPACES HAVE 25 CARGO SPACES EACH.

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.	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

WYN ORCA WAR CRUISER

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][ ][10] [ ][ ][ ][ ][ ][ ][ ][ ][ ][20] [ ][ ][ ][ ][ ][ ][ ][ ][ ][30] [ ][ ][ ][ ][ ][ ]

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][10] [ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.23

CNTR

PROBES [ ][ ][ ][ ][5]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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	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	4	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

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

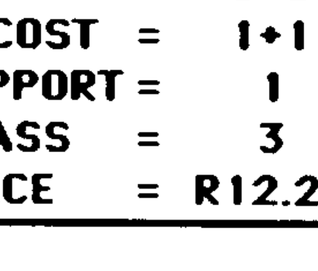
DRONE RACKS

[1] [ ][ ][ ][ ][ ][ ][ ][ ] [B]
[2] [ ][ ][ ][ ][ ][ ][ ][ ] [B]

SHIP ALWAYS HAD TWO RELOADS.

HIT & RUN DERFACS [ ]

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT



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

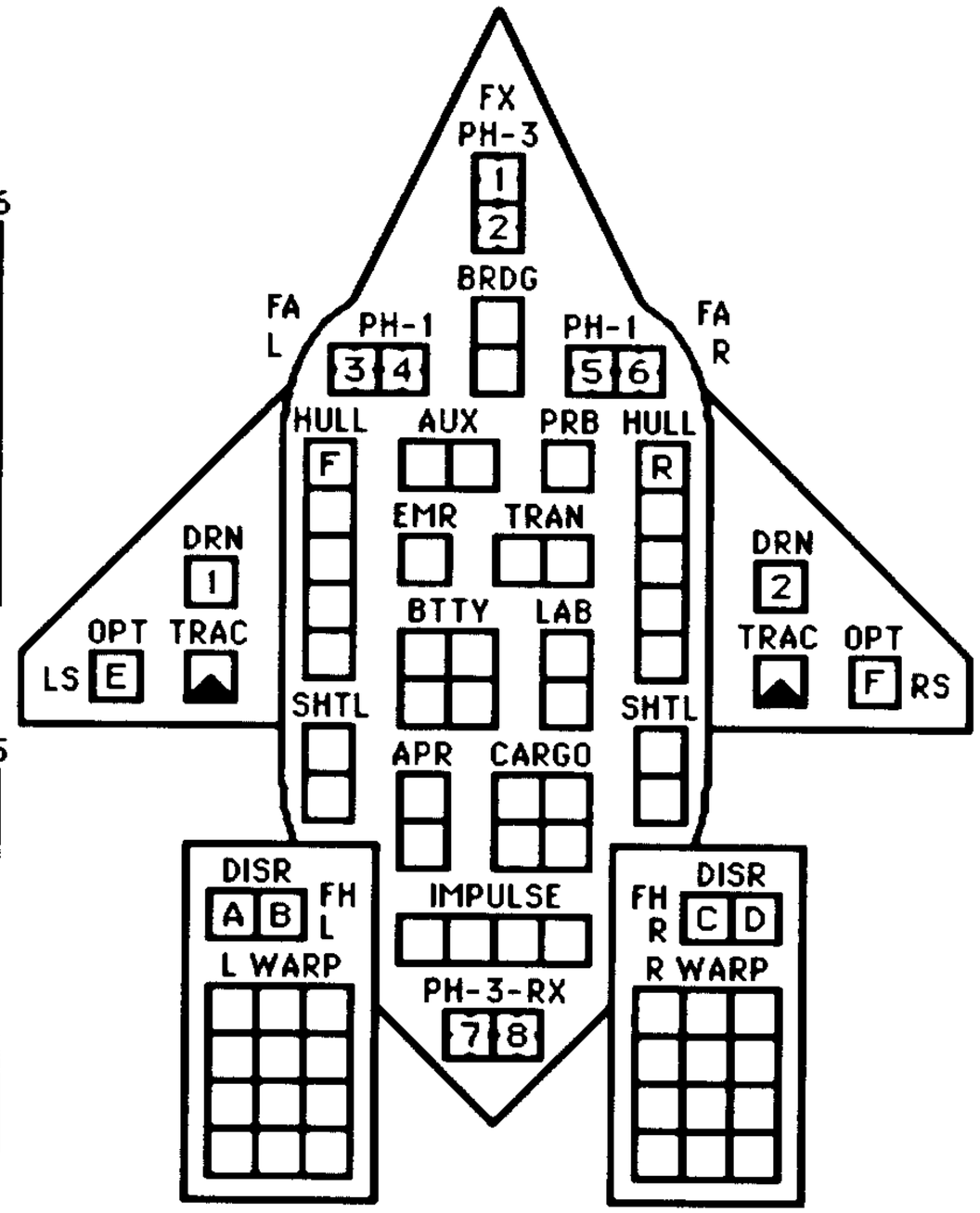
SHIELD #1 [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

SHIELD #6 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]

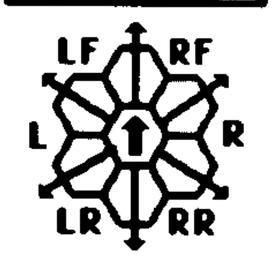
SHIELD #5 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]

SHIELD #2 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]

SHIELD #3 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]



SENSOR [6][5][3][1][0]
SCANNER [0][1][3][5][9]



SHIELD #4 [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

CARGO BOXES HAVE 25 CARGO POINTS EACH.

DAMCON [4][2][2][2][0]
EX DAMAGE [ ][ ][ ][ ][ ]

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN ORCA-V LIGHT CARRIER

CREW UNITS 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CVL
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.24

CNTR

BOARDING PARTIES 8 **TRANSPORTER BOMBS** **PROBES** D D D D 5

DECK CREWS 10

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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	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	4	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

TYPE III DEFENSE PHASER

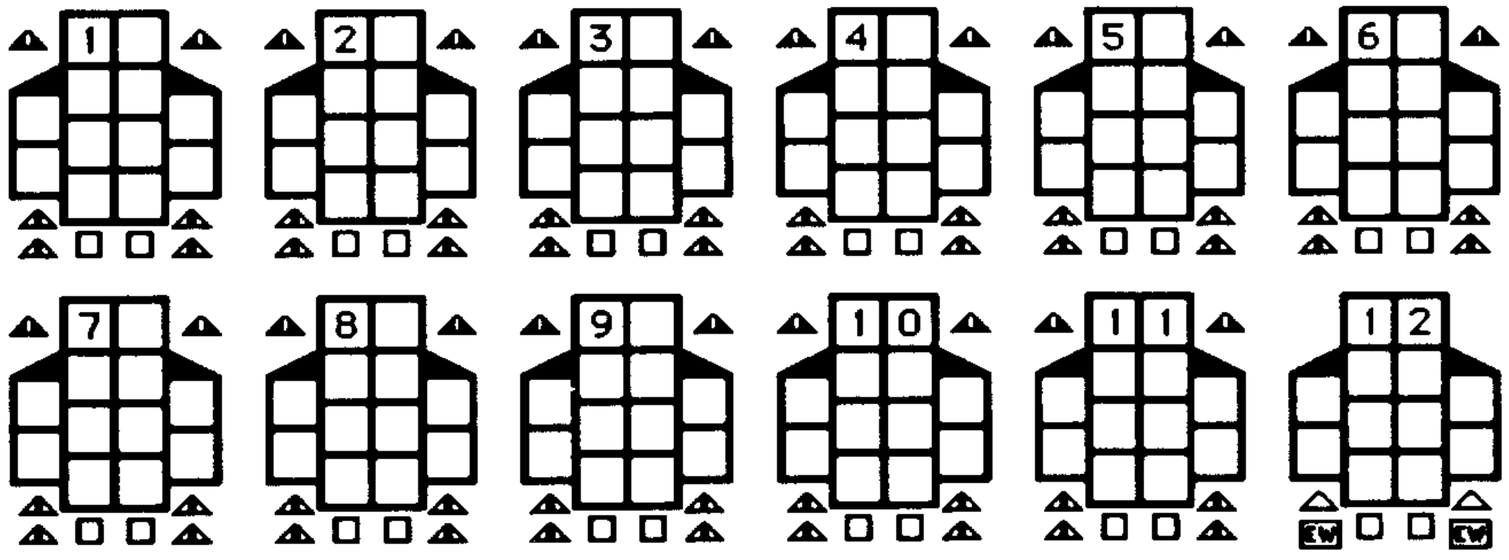
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS 1 2 B B

SHIP ALWAYS HAD TWO RELOADS.

DRONE RACKS 3 4 G G

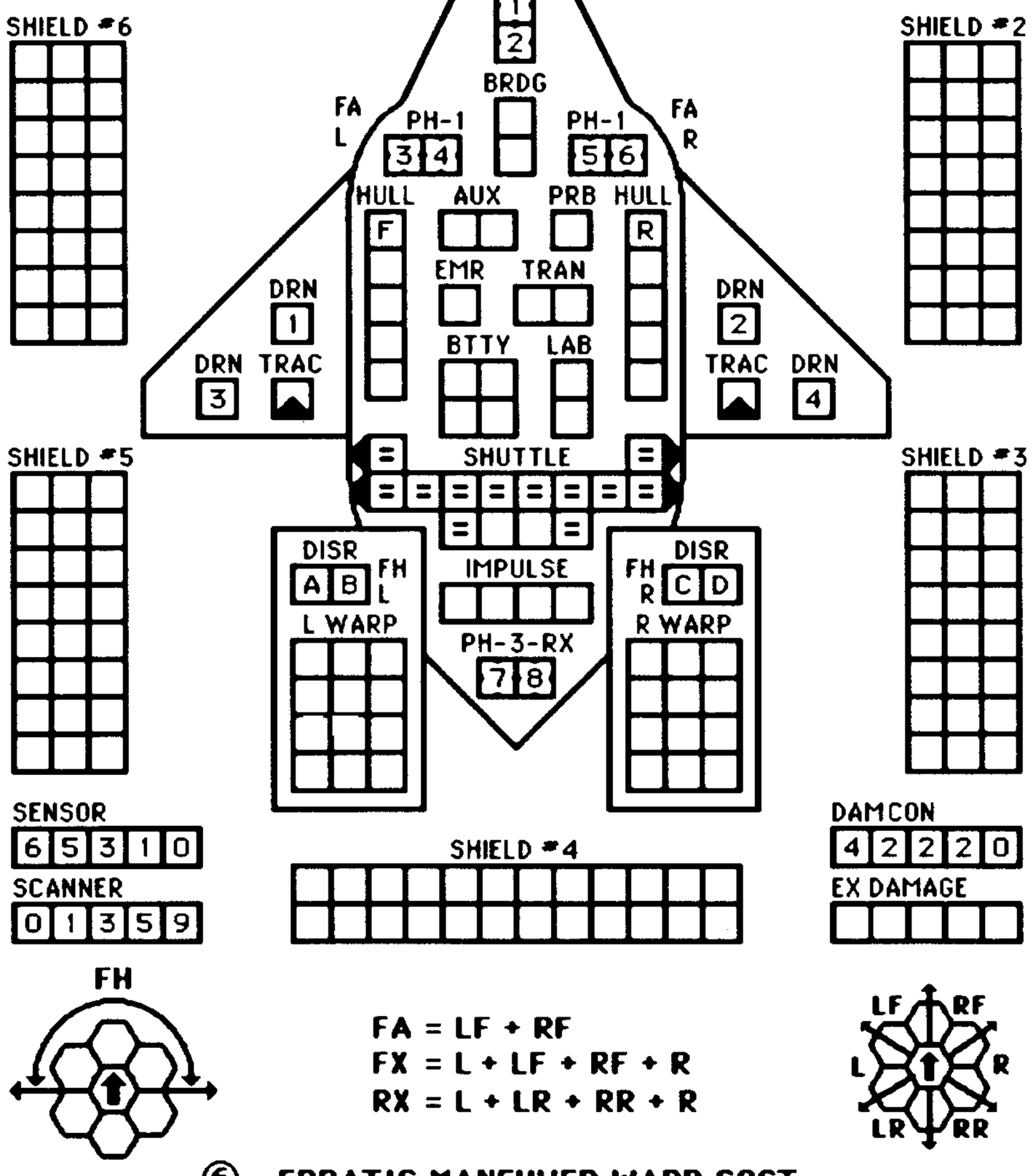
RACKS ALWAYS HAD THREE RELOADS. THIRD RELOAD IS ADDS.



HIT & RUN DERFACS ☐

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



FH

FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN ORCA-P
PF TENDER

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	140/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.25

CNTR

PROBES 5

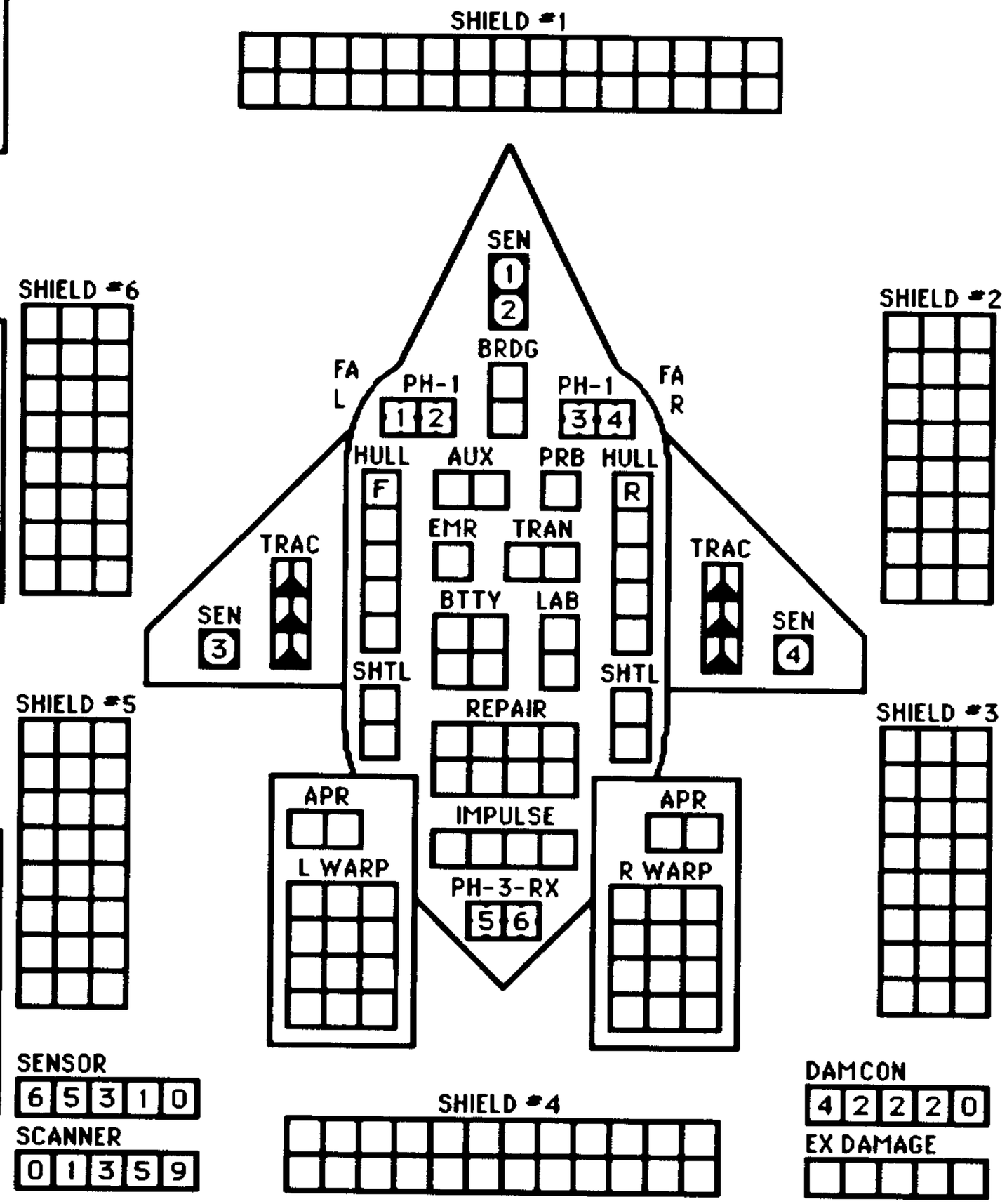
TRANSPORTER BOMBS D D D D

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

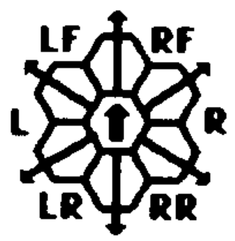


REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

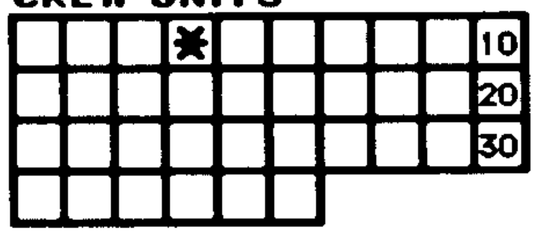
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

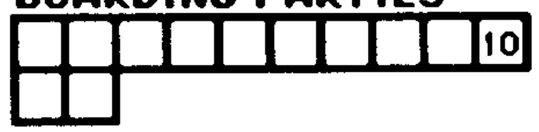
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN NARWHAL MAULER

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

SHIP DATA TABLE

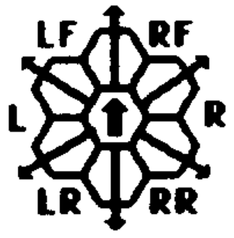
TYPE	=	NAR
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.26

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

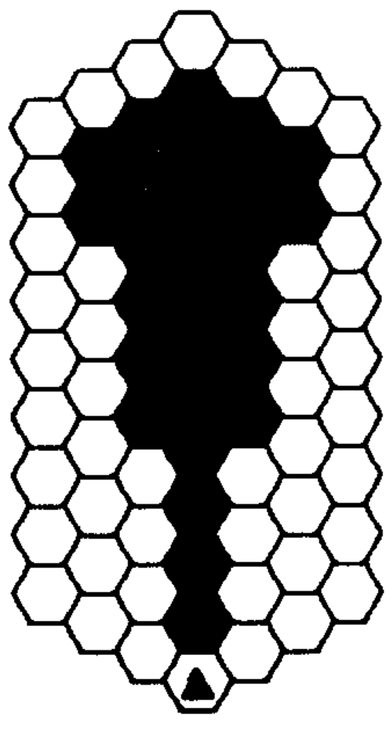
ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



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

MAULER RANGE TABLE

RANGE	DAMAGE
0-1	Double energy used
2-5	Equal to energy used
6-10	Half of energy used



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

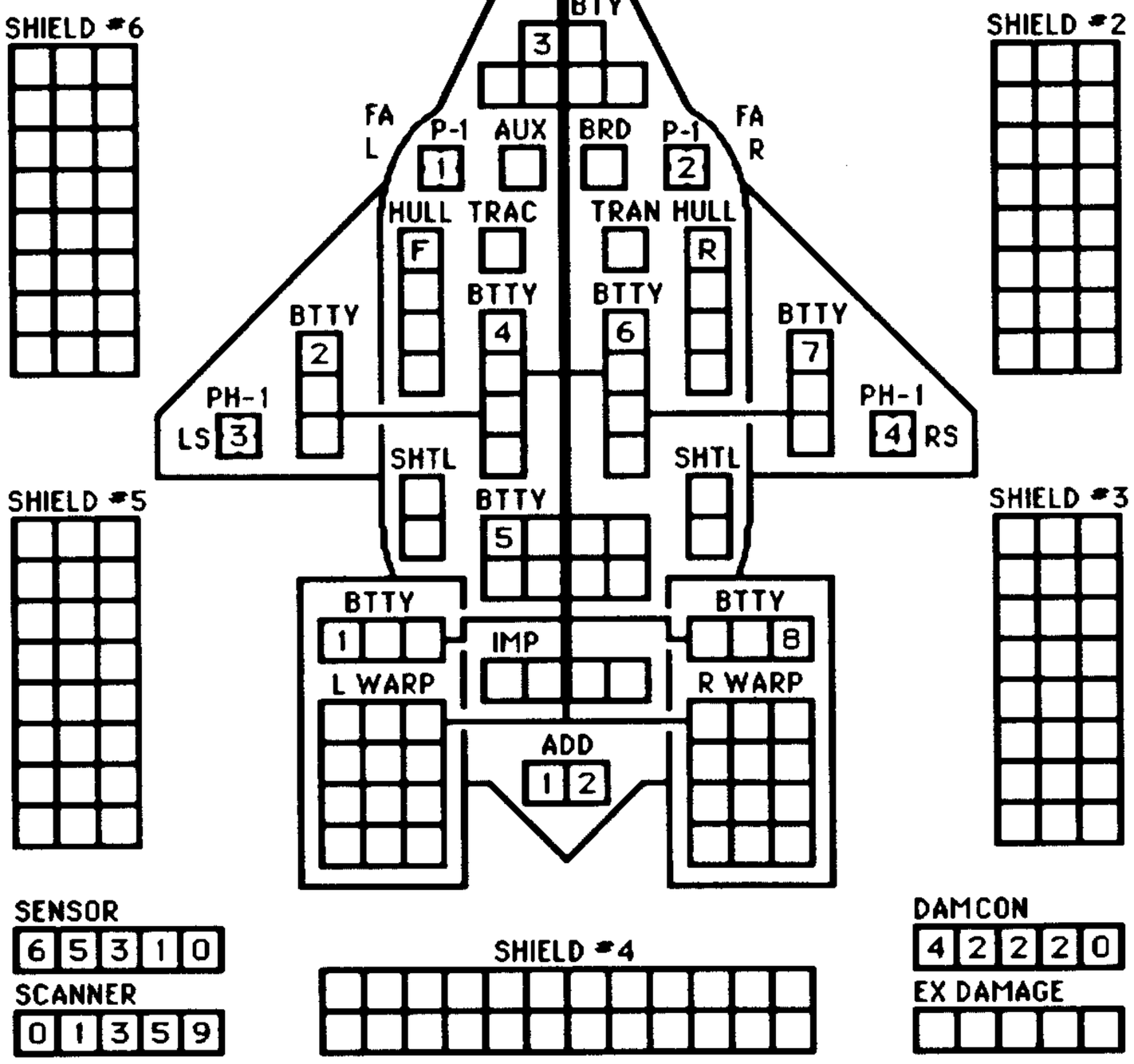
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONES

ALWAYS HAD 12 ROUNDS.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-



WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN HEAVY CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.27

CASUAL CARRIER

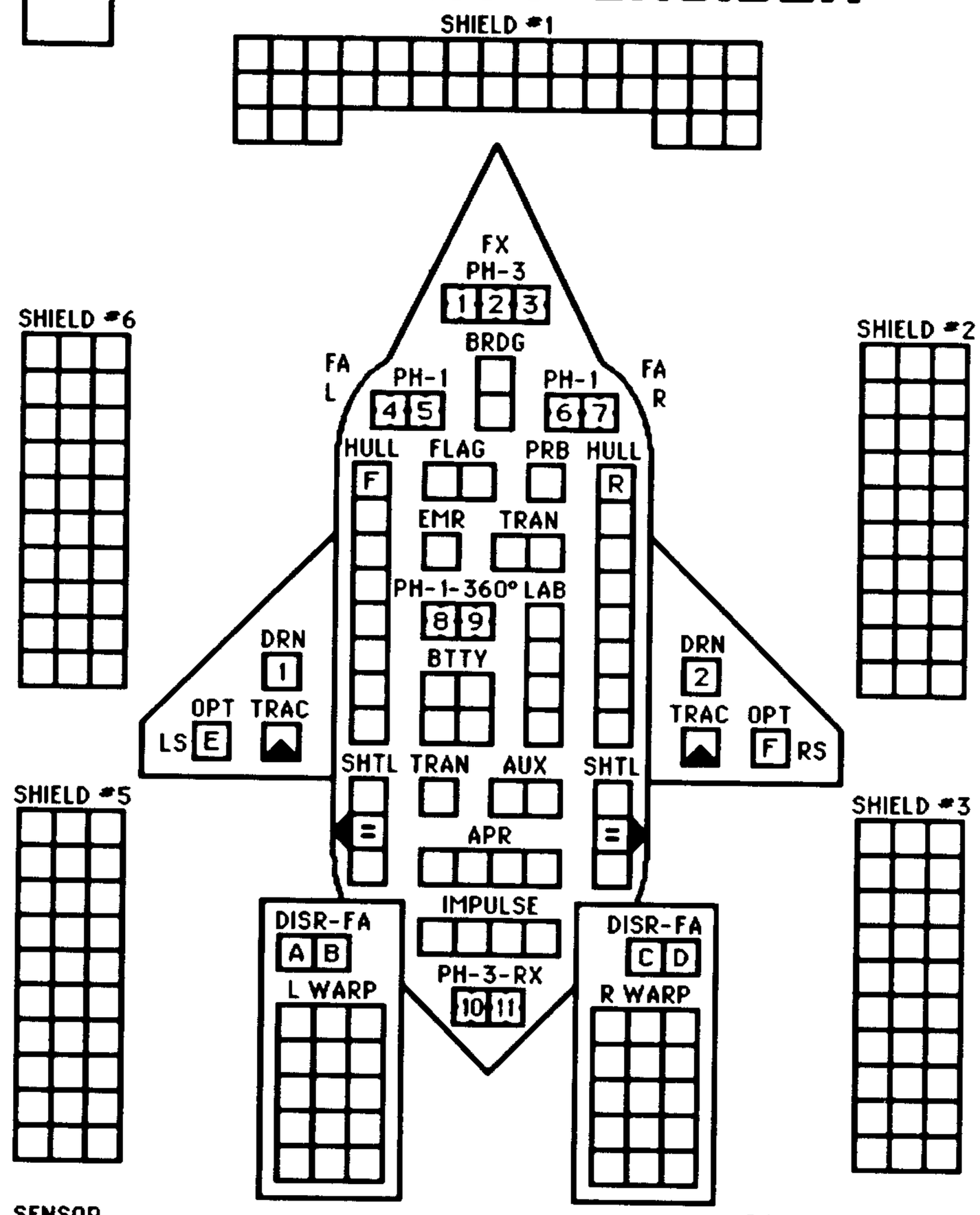
BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

DECK CREWS 2

PROBES 5

CNTR



DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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	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	4	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

TYPE III DEFENSE PHASER

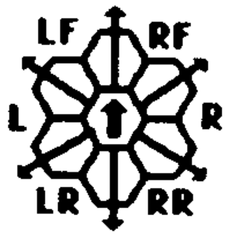
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1 B
2 B

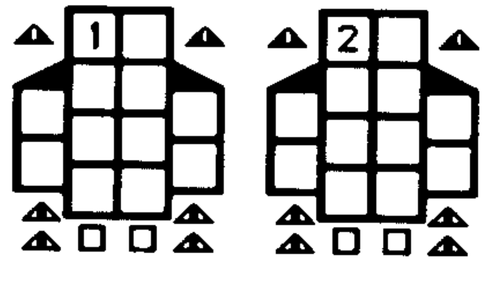
THIS SHIP ALWAYS HAD TWO RELOADS.

HIT & RUN DERFACS ☐



INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT

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



TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

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

WYN MAKO-X
IMPROVED DESTROYER

CREW UNITS

							*		10
									20
									30

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1									GX
2									GX

TRIPLE RELOADS

PROBES

				5

SHIP DATA TABLE

TYPE	=	DDX
POINT VALUE	=	155
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.28

2 UIM STANDARD

FIRST GENERATION X-SHIP

HIT & RUN

UIM

DERFACS

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

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

TYPE I OFFENSIVE PHASER TABLE

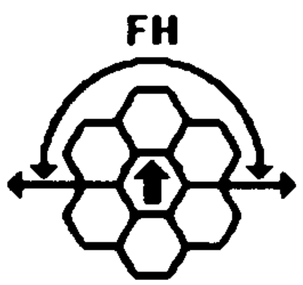
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

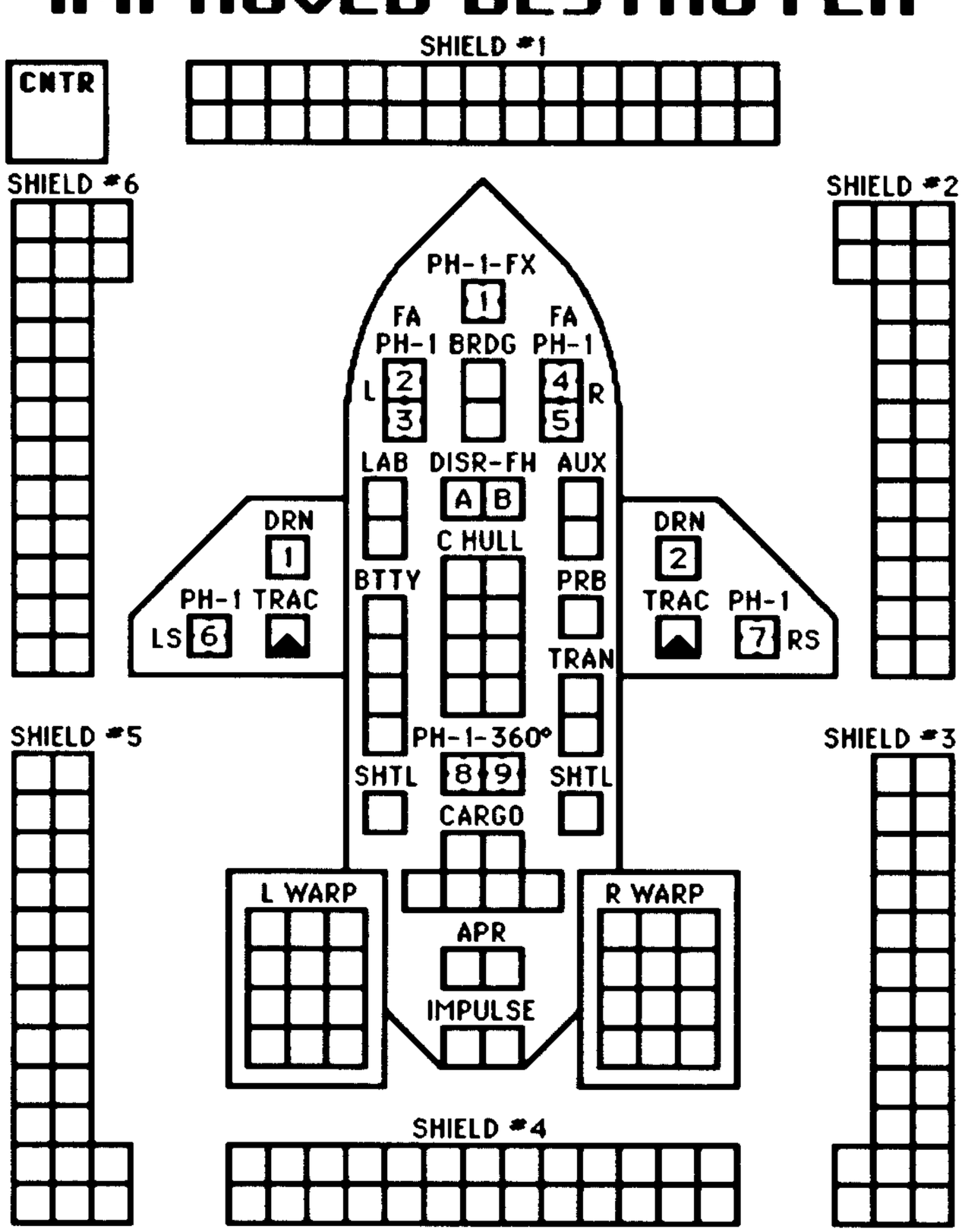
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



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

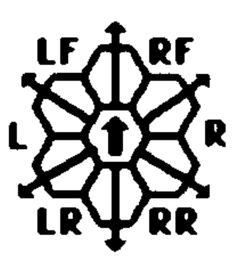


SENSOR					
6	5	3	1	0	

SCANNER					
0	1	3	5	9	

DAM CON				
4	2	2	0	

EXCESS DAM				



CARGO SPACES HAVE 25 CARGO SPACES EACH.

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.	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

WYN CARCHARODON-X
IMPROVED HEAVY CRUISER

CREW UNITS

							*		10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

DECK CREWS

	2

PROBES

				5

SHIP DATA TABLE

TYPE	=	CAX
POINT VALUE	=	225
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.29

3 UIM STANDARD

FIRST GENERATION X-SHIP

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	0	0	0
4	6	4	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

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

DRONE RACKS

1										GX
2										GX

TRIPLE RELOADS

LF RF L R LR RR

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

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

ANTI-DRONE TABLE

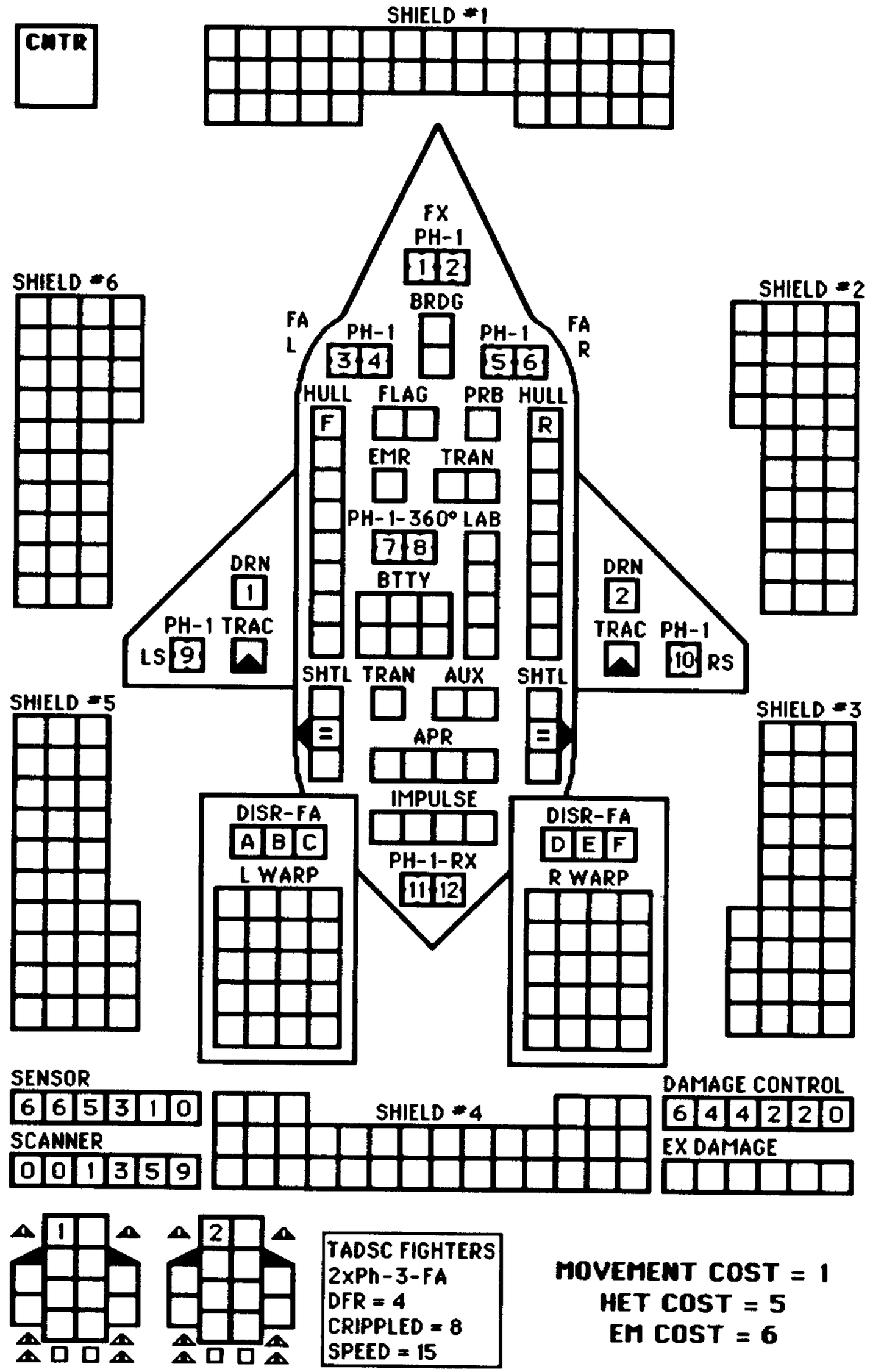
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN UIM

DERFACS



TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

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

WYN DRONE FRIGATE

(CAPTURED KZINTI SHIP)

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	ZDF
POINT VALUE	=	92
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.30

CNTR

BOARDING PARTIES: 4

DECK CREW: 1

TRANSPORTER BOMBS: D D

TYPE I OFFENSIVE PHASER TABLE

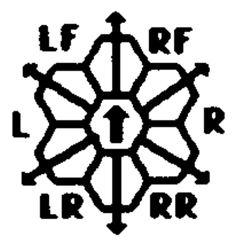
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN 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	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
LS = LF + L + LR
RS = RF + R + RR

DRONE RACKS

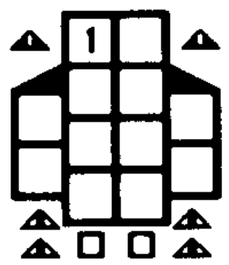
1										B
2										B
3										B
4										B
5										B
6										B

RACKS ALWAYS HAD TWO RELOADS. THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

DISRUPTOR TABLE

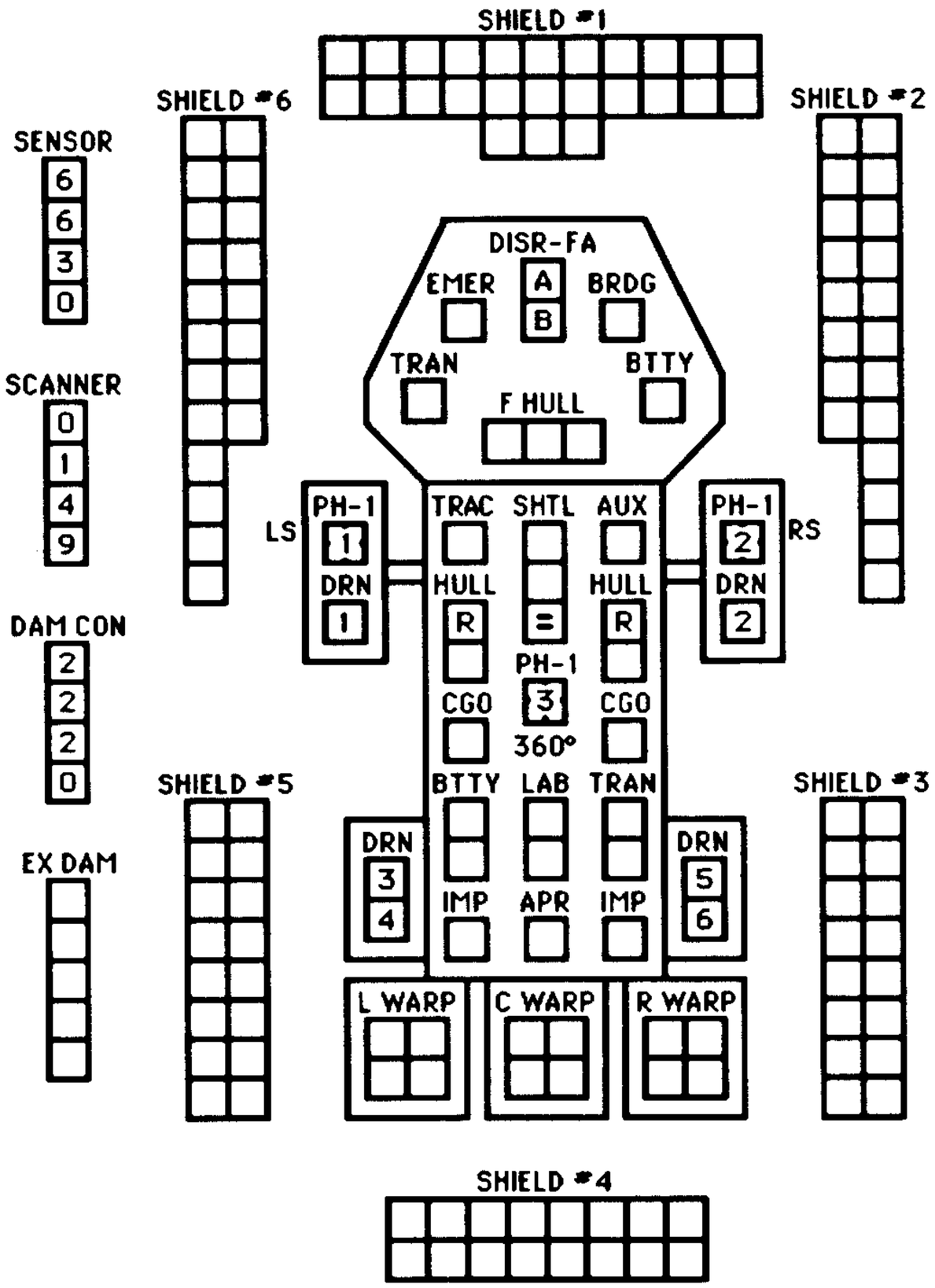
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

TADSC FIGHTER
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



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	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



CREW UNITS

							✱		10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
CANNOT DOUBLE ENGINES.
REDUCED EXPLOSION STRENGTH.
SEE ORION CRX (R8.202).

SHIP DATA TABLE

TYPE	=	OCRX
POINT VALUE	=	170
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.203

STEALTH +2ECM

BPV INCLUDES OAKDISC

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

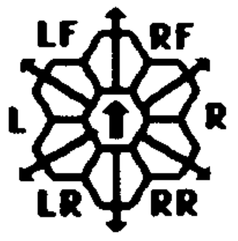
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP



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

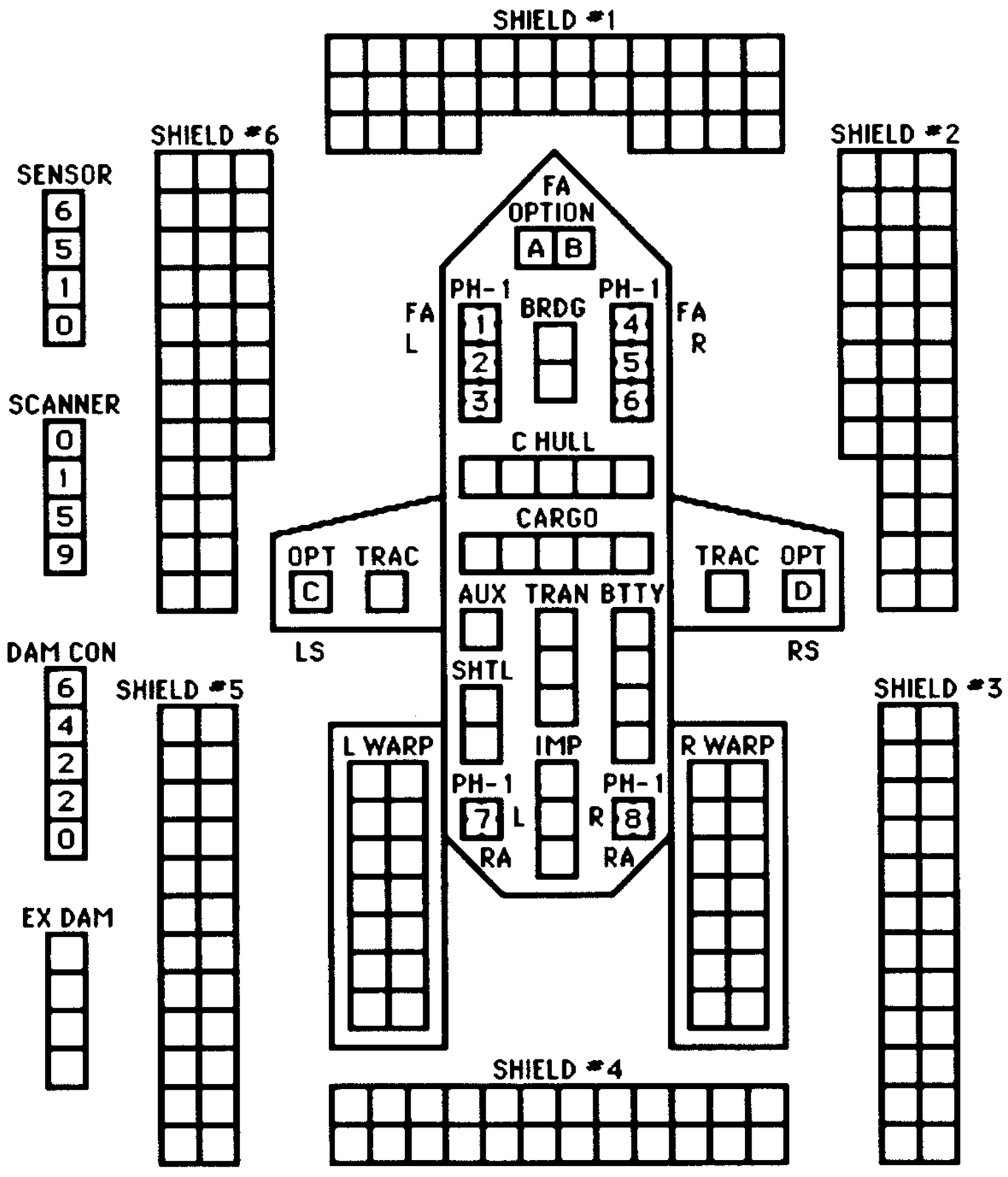
INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

CNTR

WYN RAIDER CRUISER-X

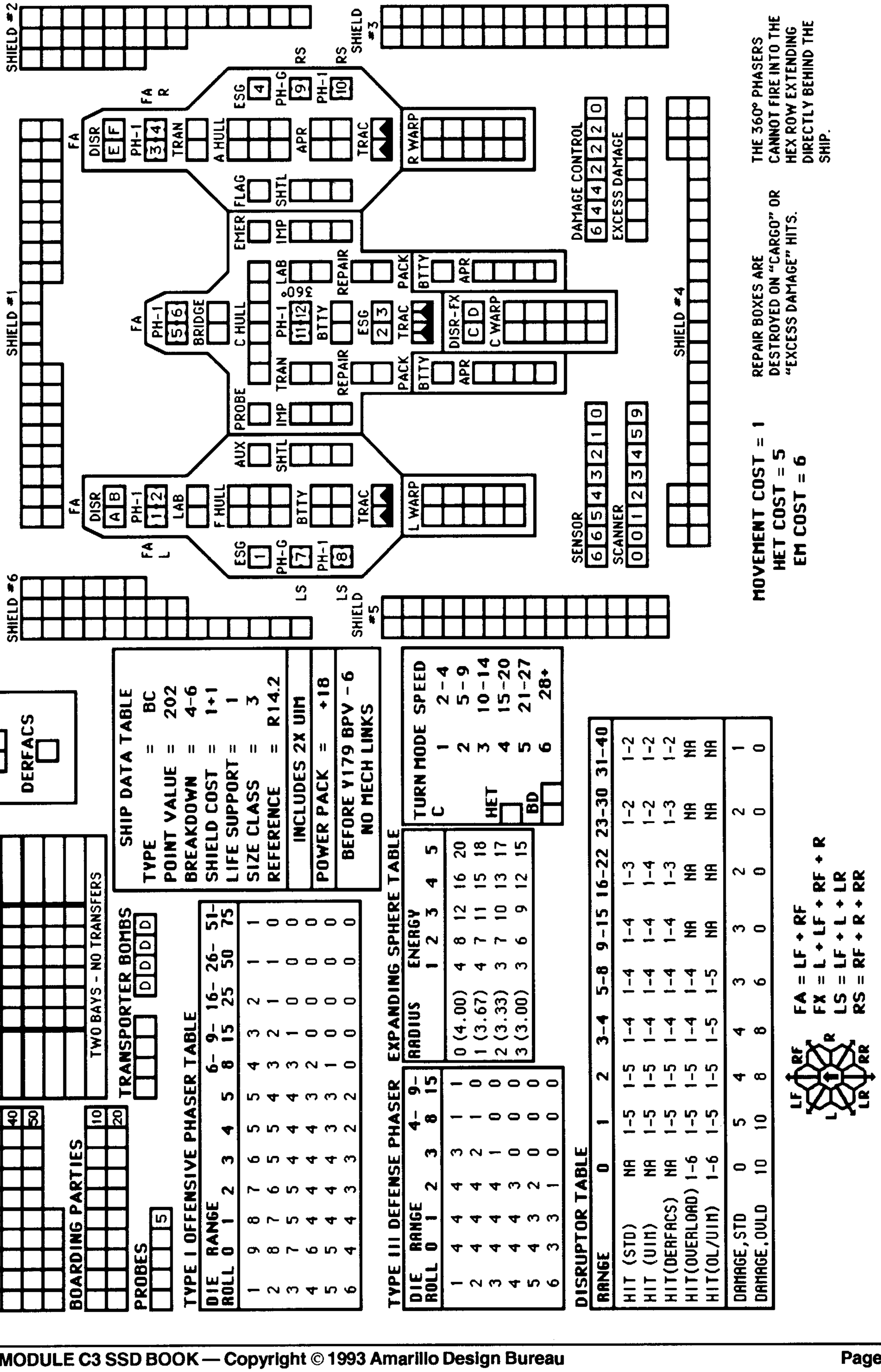
(Purchased Orion Ship)



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ③ = 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN DEMOCRATIC REPUBLIC
BATTLECRUISER *DEMOCRACY*



THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

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

HIT & RUN UIM
DERFACS
CNTR

SHIP DATA TABLE

TYPE	= BC
POINT VALUE	= 202
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R14.2

INCLUDES 2X UIM

POWER PACK = +18

BEFORE Y179 BPV -6
NO MECH LINKS

TURN MODE SPEED

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		TWO BAYS - NO TRANSFERS

CREW UNITS 10 20 30 40 50 (*)

BOARDING PARTIES 10 20

PROBES 5

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

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	NA	NA	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	NA	NA	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

LYRAN DEMOCRATIC REPUBLIC HEAVY CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10 20

PROBES

5

TRANSPORTER BOMBS

D D D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

HIT & RUN

UIM

DERFACS

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.3
CC REFIT + UIM	=	+13
CC PLUS REFIT	=	+5
MECH LINKS	=	+4

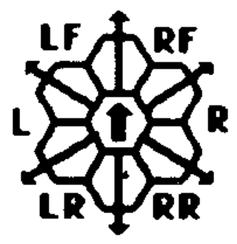
CNTR

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

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

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

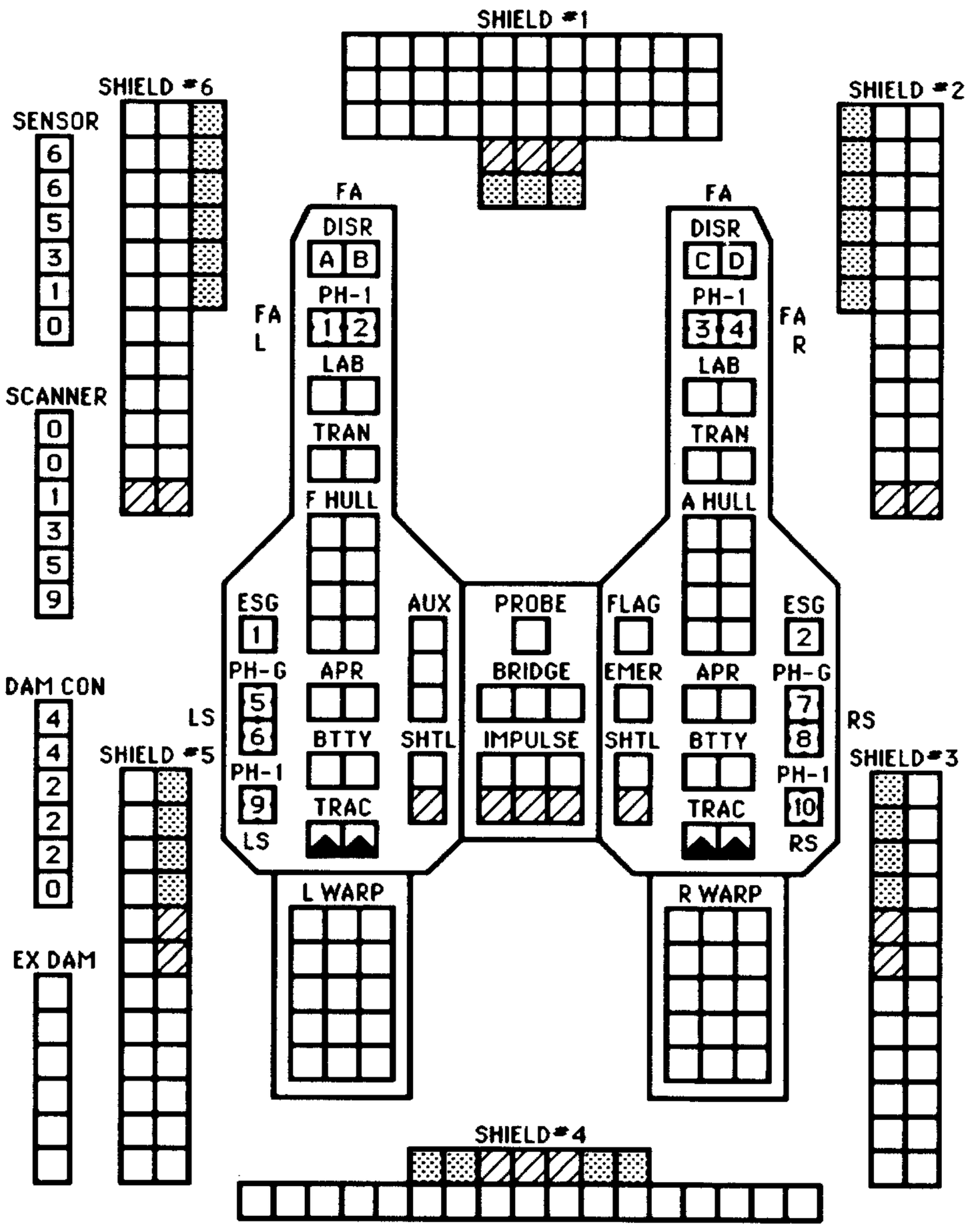
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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



ADDED WHEN CONVERTED TO A CC.

ADDED AS THE PLUS REFIT.

LYRAN DEMOCRATIC REPUBLIC LIGHT CRUISER

CREW UNITS

			*					
								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

								9

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.4
PLUS REFIT	=	+2
UIM REFIT	=	+5
MECH LINKS	=	+2

TURN MODE SPEED

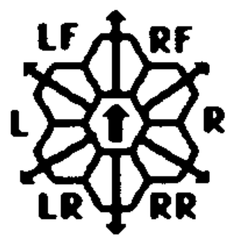
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

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	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	4	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

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

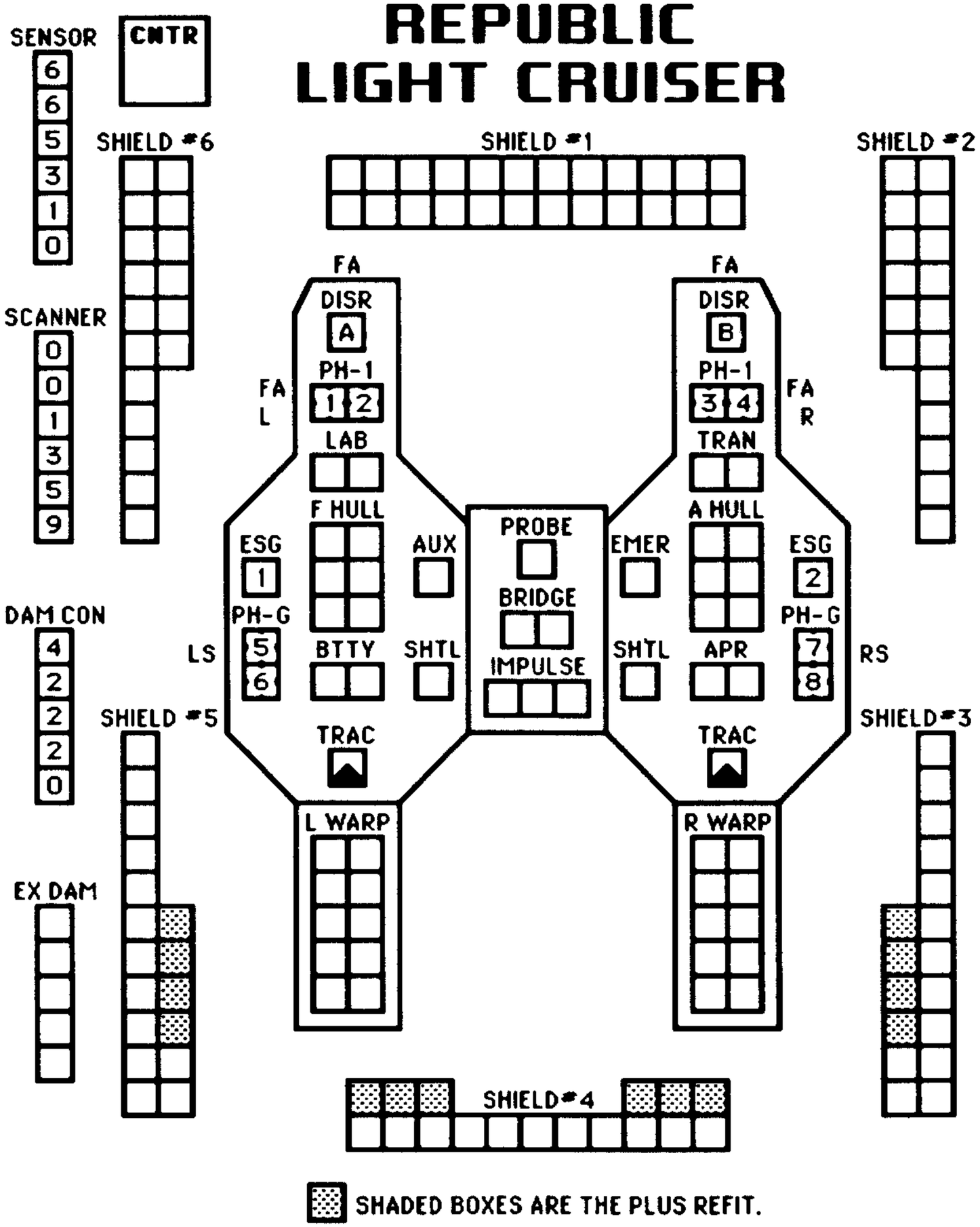
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

HIT & RUN UIM ☐



▒ SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN DEMOCRATIC REPUBLIC WAR CRUISER

CNTR

CREW UNITS — 10 / 20 / 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES — 10

TRANSPORTER BOMBS — D D D D

PROBES — 5

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.5
PLUS REFIT	=	+2
POWER PACK	=	+9
UIM REFIT	=	+5
MECH LINKS	=	+2

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	0	0	0
4	6	4	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

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

LF RF L R LR RR

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

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

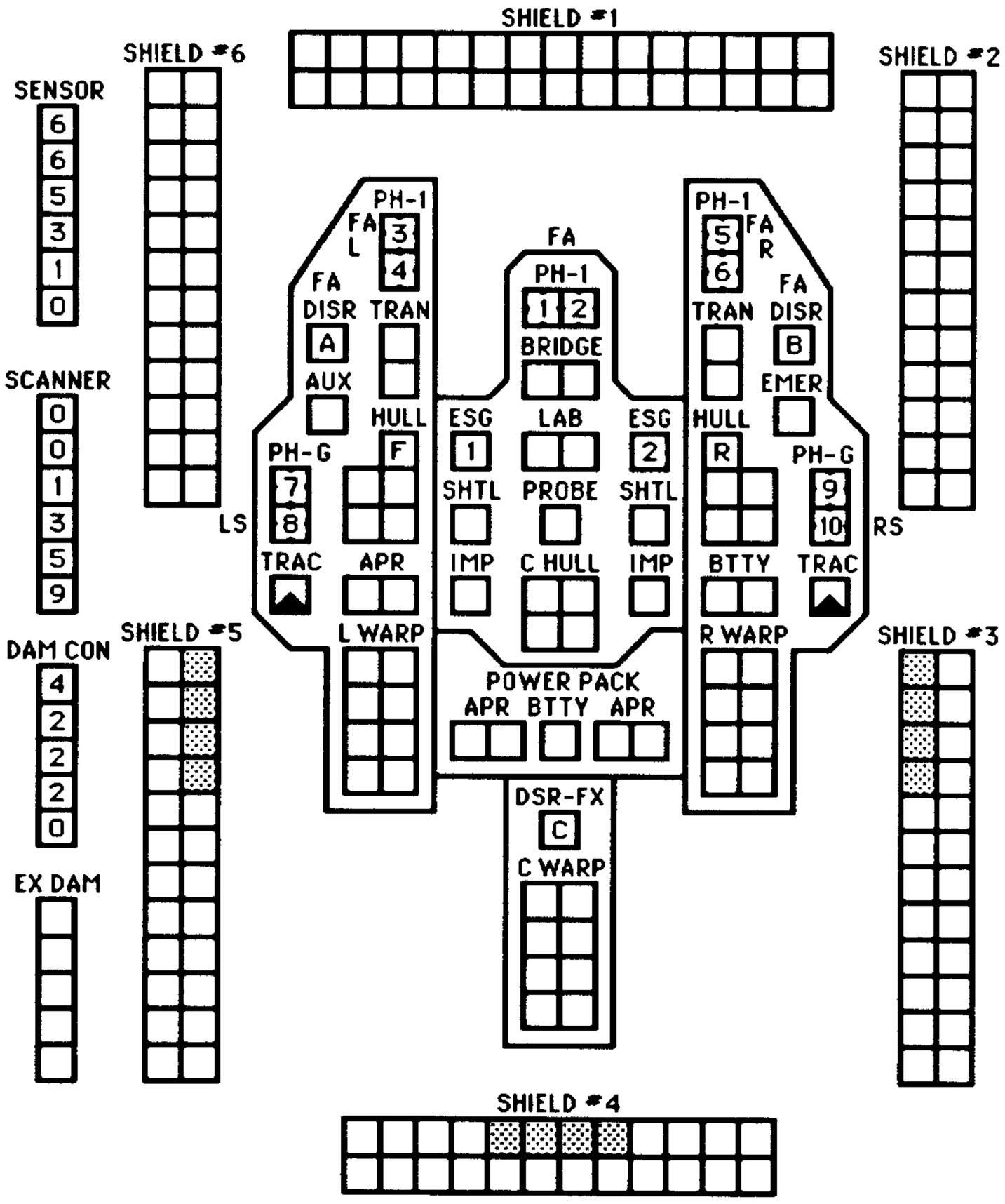
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN
UIM ☐
DERFACS ☐



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN DEMOCRATIC REPUBLIC WAR CRUISER LEADER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWL
POINT VALUE	=	142
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.6
POWER PACK	=	+9
1 UIM STANDARD		
MECH LINKS	=	+2

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

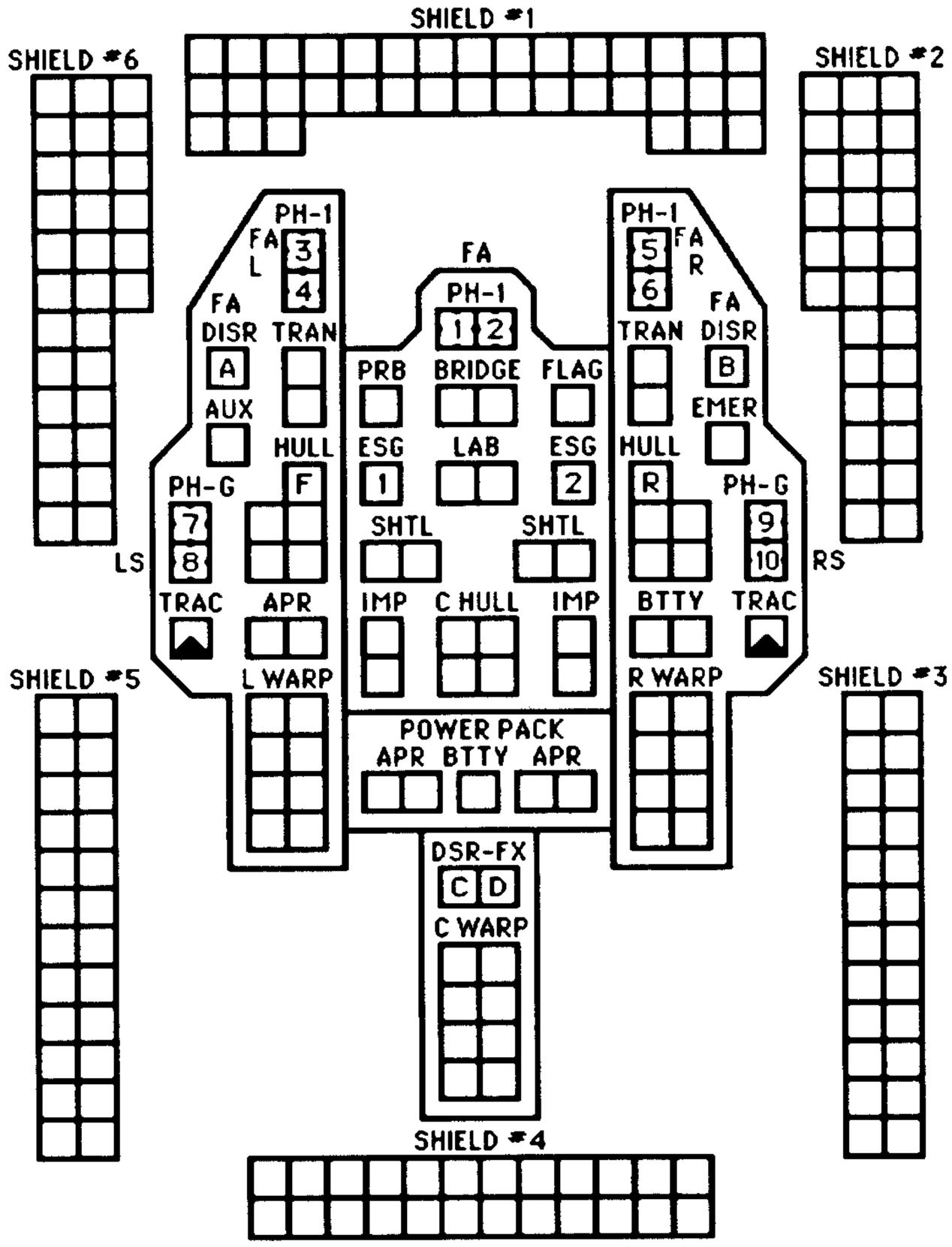
EX DAM:

TURN MODE

		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

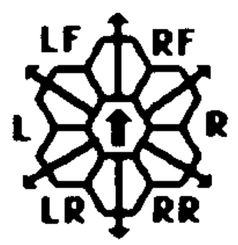


TYPE I OFFENSIVE PHASER TABLE

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	0	0	0
4	6	4	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

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN
UIM ☐
DERFACS ☐

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN DEMOCRATIC REPUBLIC WAR CRUISER SCOUT

CREW UNITS 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES 8

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	143/113
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.7
PLUS REFIT	=	+2
POWER PACK	=	+9
MECH LINKS	=	+2

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

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

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

LS

RS

SEN 1 2

FA PH-1 3 L

TRAN

AUX

HULL F

PH-G 5 6

TRAC

APR

L WARP

FA PH-1 1 2

BRIDGE

ESG 1

SHTL

IMP

LAB

PROBE

C HULL

ESG 2

SHTL

IMP

POWER PACK APR BTTY APR

SENSOR 5

C WARP

SEN 3 4

TRAN

FA PH-1 R 4

EMER

HULL R

PH-G 7 8

BTTY

TRAC

R WARP

LF RF L R LR RR

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

SHADED BOXES ARE THE PLUS REFIT.

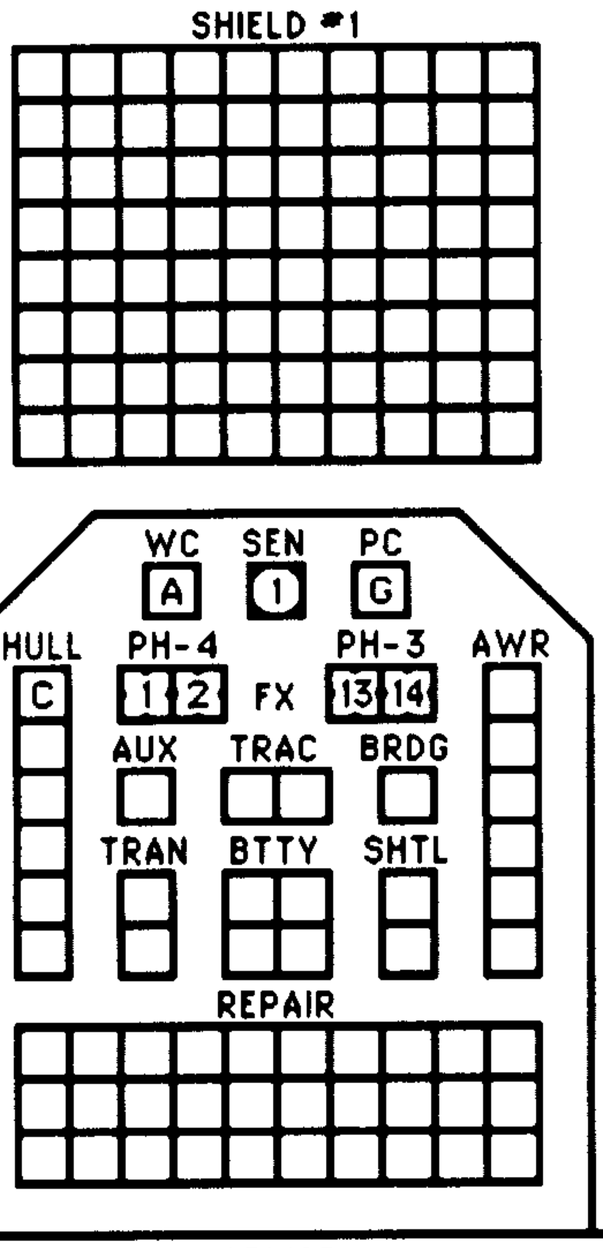
SCOUT FUNCTIONS SUMMARY

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.

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20



WEB CASTER STRENGTH TABLE

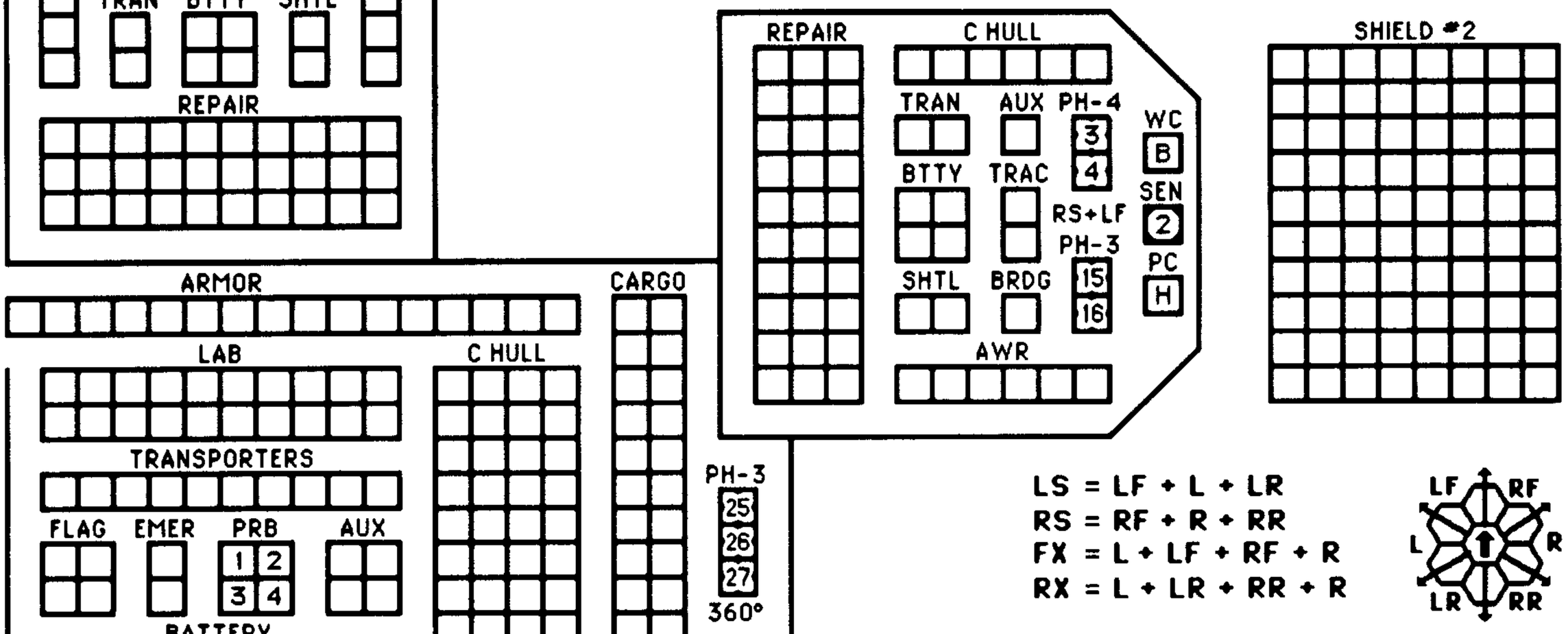
ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
THIS BASE DOES NOT HAVE AEGIS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

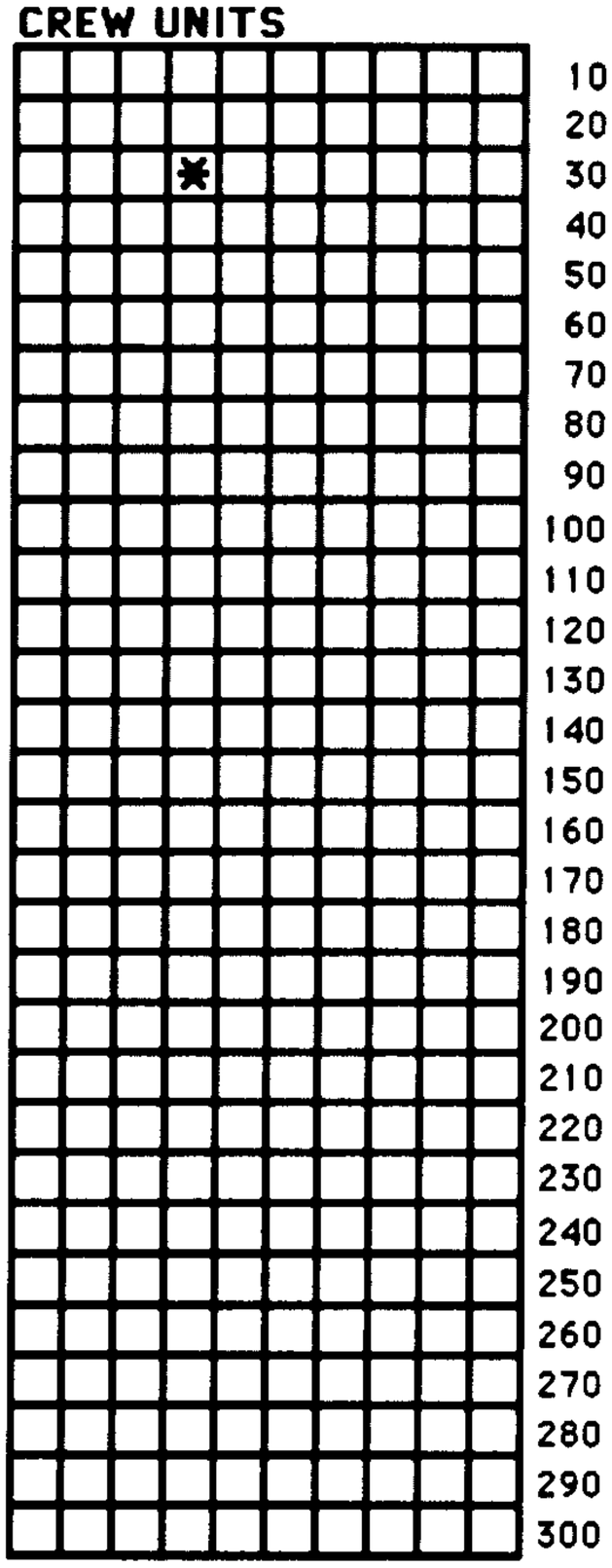
TYPE III DEFENSE PHASER

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

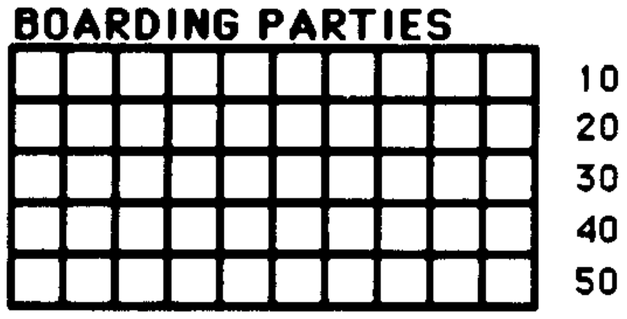
SELTORIAN STARBASE

THIS BASE EXISTS ONLY IN THE THOLIAN HOME GALAXY. IT CAN NEVER HAVE T-BOMBS, OR USE WILD WEASELS OR SUICIDE SHUTTLES.

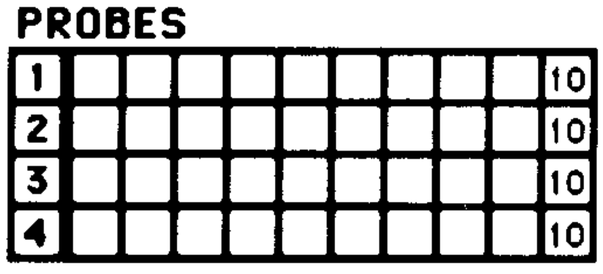
CREW UNITS



BOARDING PARTIES



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

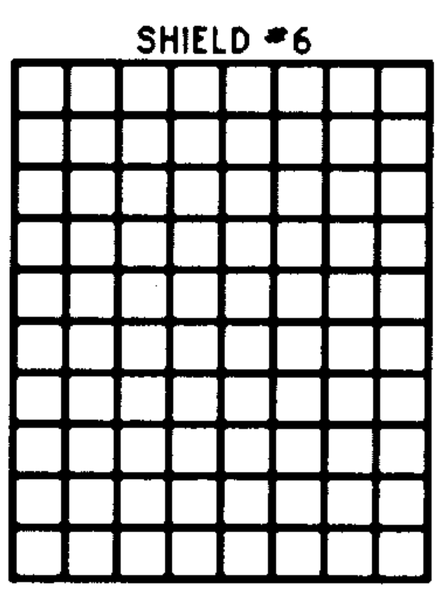
THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

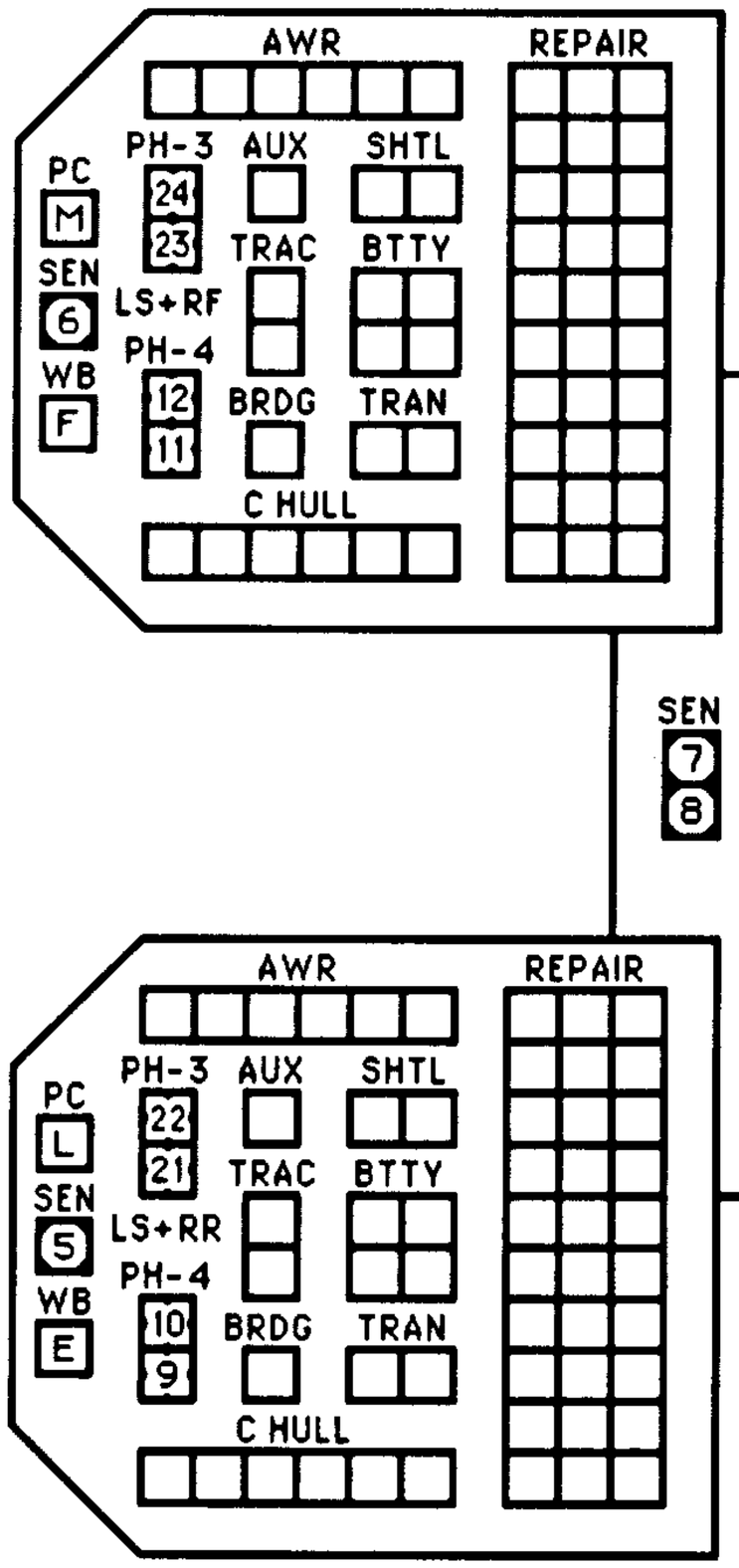
SHIP DATA TABLE

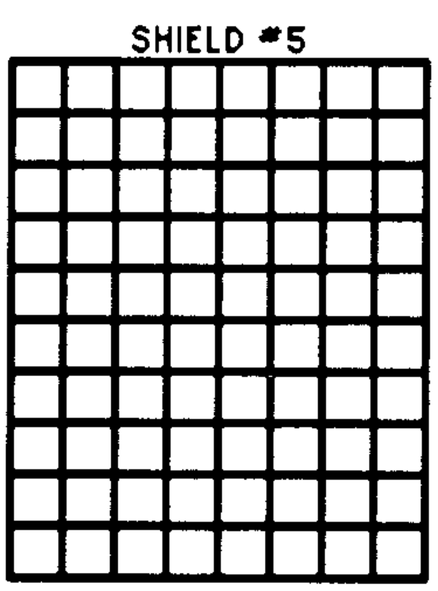
TYPE	=	SB
POINT VALUE	=	675
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4







SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

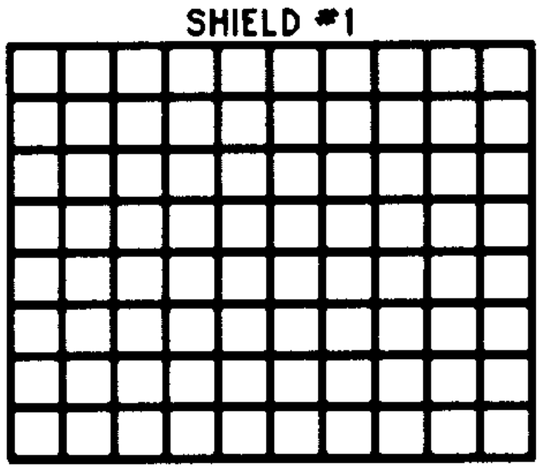
DAMAGE CONTROL

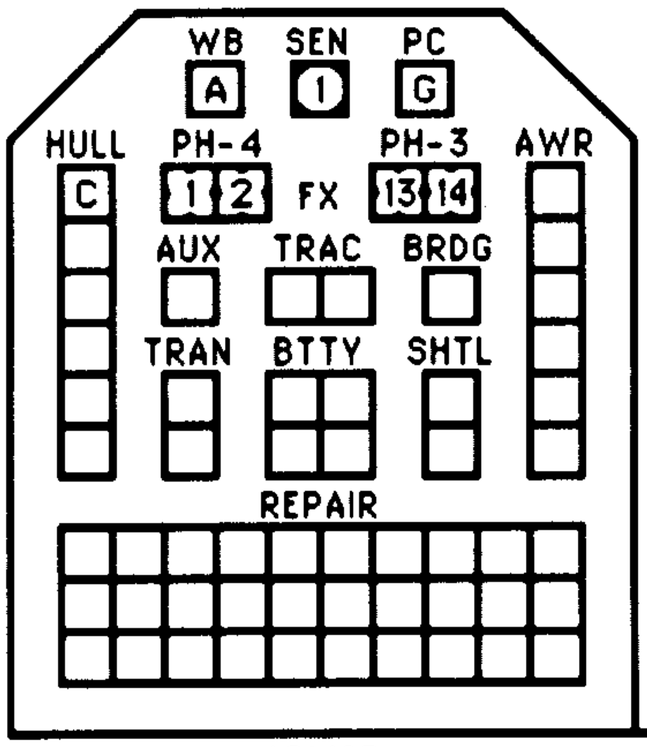
12	12	12	10	10	10	8	8	8	6	6	4	4	2	2	0

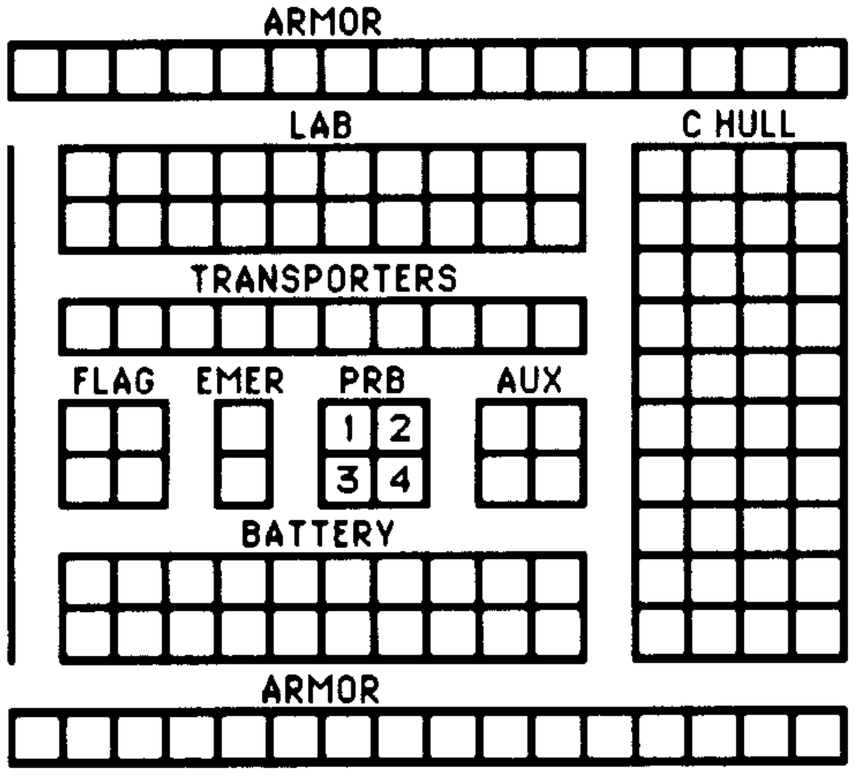
EXCESS DAMAGE

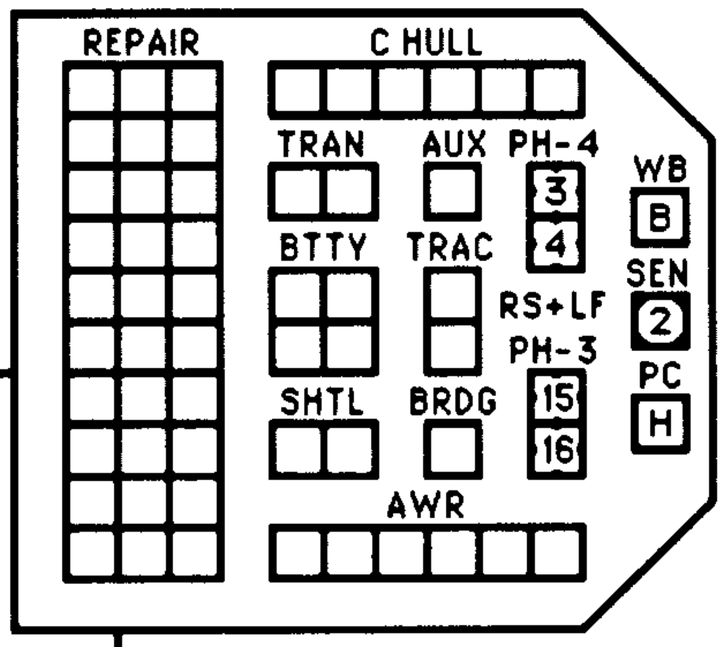
TYPE IV PHASER TABLE

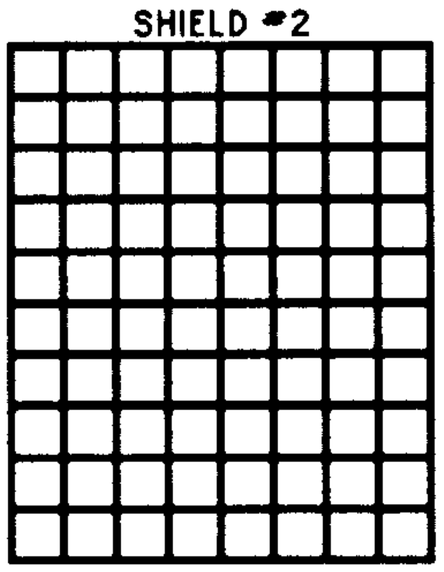
DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

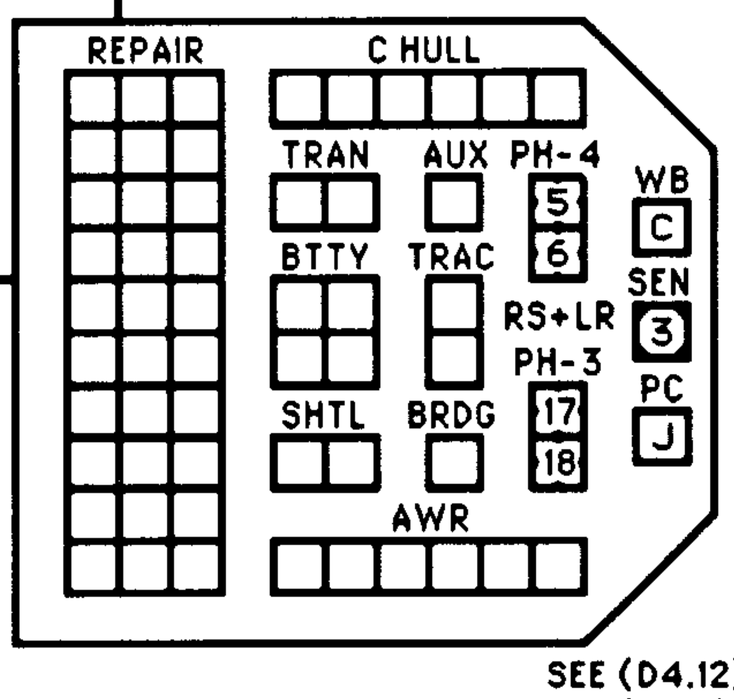


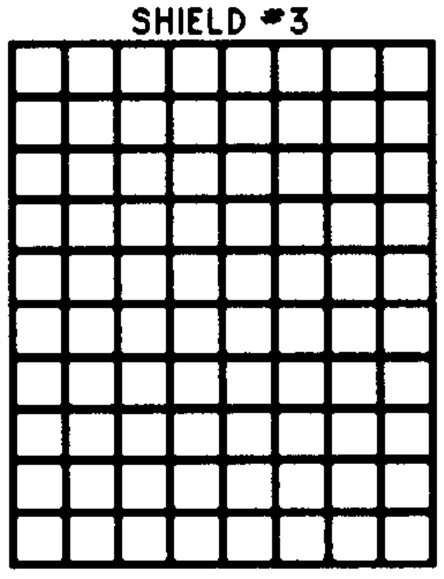


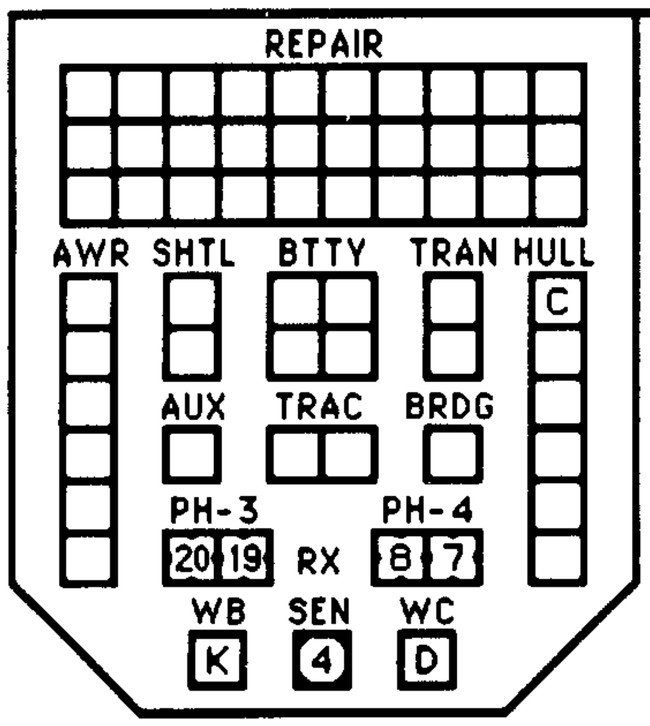


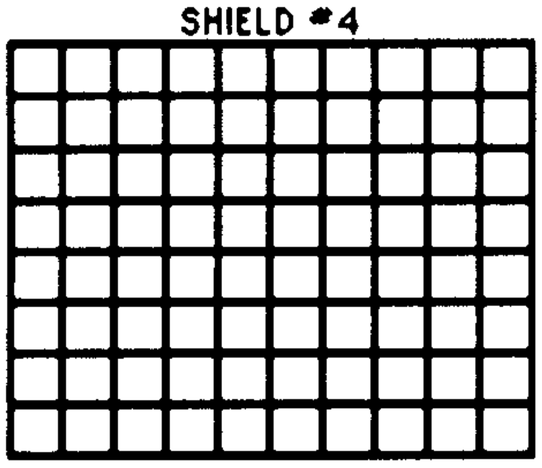












PARTICLE CANNON TABLE

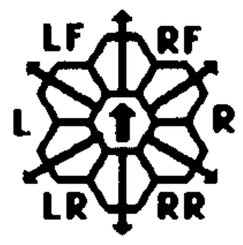
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

WEB BREAKER TABLE

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

PH-3
25
26
27
360°

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
THIS BASE DOES NOT HAVE AEGIS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

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

NEO-THOLIAN STARBASE

THIS BASE EXISTS ONLY IN THE THOLIAN HOME GALAXY. IT CAN NEVER HAVE T-BOMBS, OR USE WILD WEASELS OR SUICIDE SHUTTLES.

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290 300

BOARDING PARTIES

10 20 30 40 50

PROBES

1										10
2										10
3										10
4										10

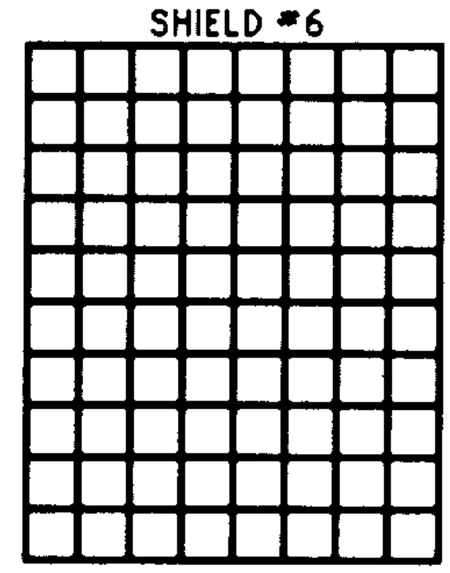
ADMINISTRATIVE SHUTTLES

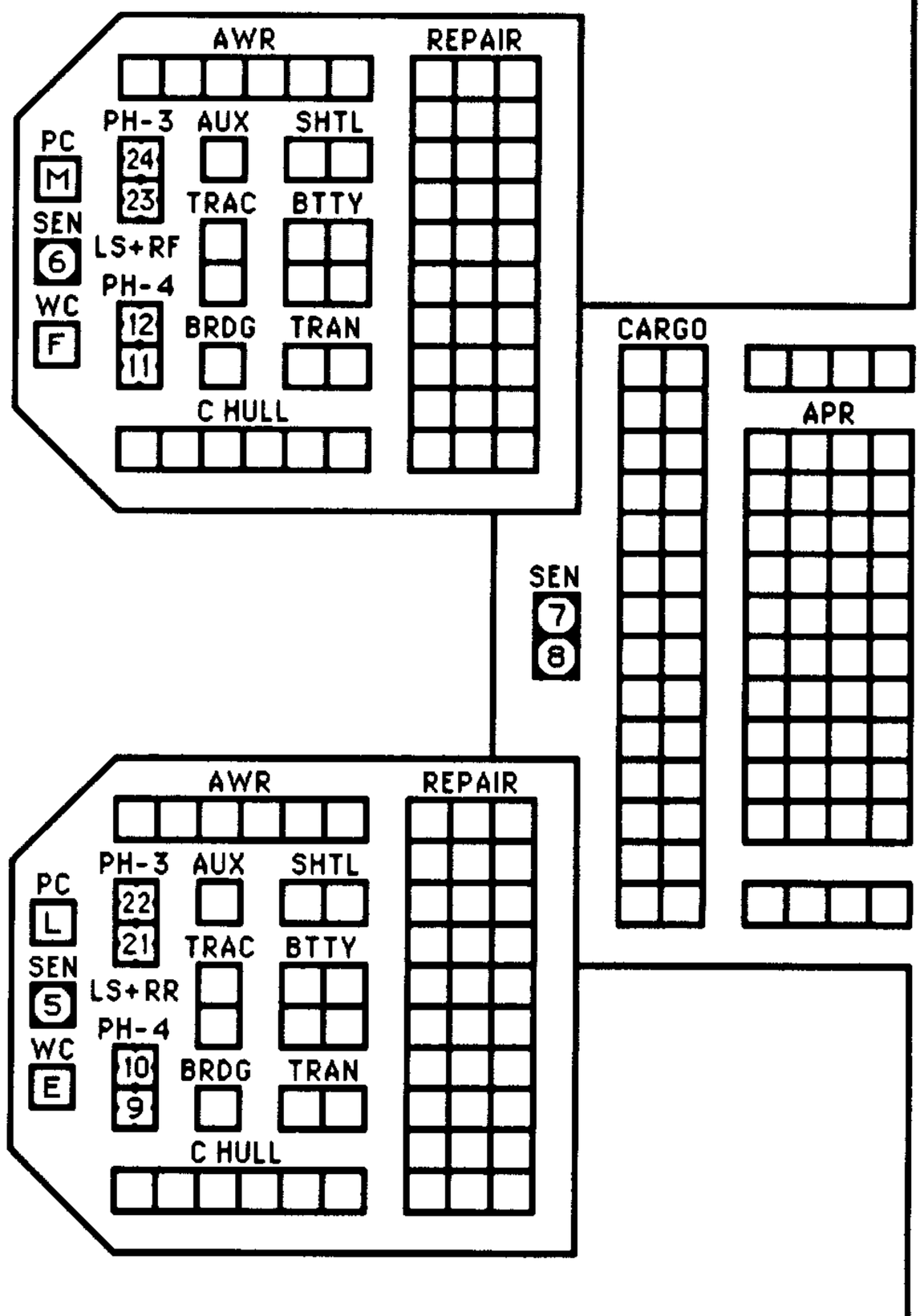
IDENT	HIT POINTS	NOTES

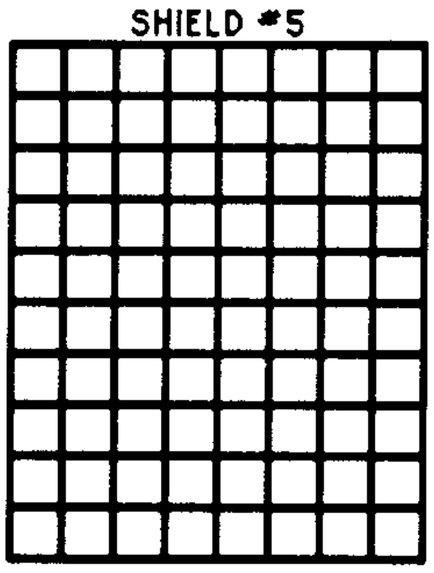
THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE

TYPE	=	NSB
POINT VALUE	=	690
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1







SENSOR

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

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

12	12	12	10	10	10	8	8	8	6	6	4	4	2	2	0

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

LYRAN DEMOCRATIC REPUBLIC WAR CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVL
POINT VALUE	=	128/108
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.8
PLUS REFIT	=	+2
POWER PACK	=	+9
MECH LINKS	=	+2

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

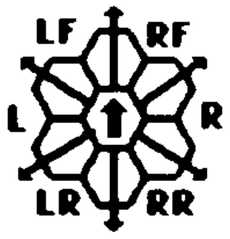
TURN MODE	SPEED
B 1	2 - 5
2	6 - 10
3	11 - 15
HET 4	16 - 21
5	22 - 28
BD 6	29+

TYPE III DEFENSE PHASER

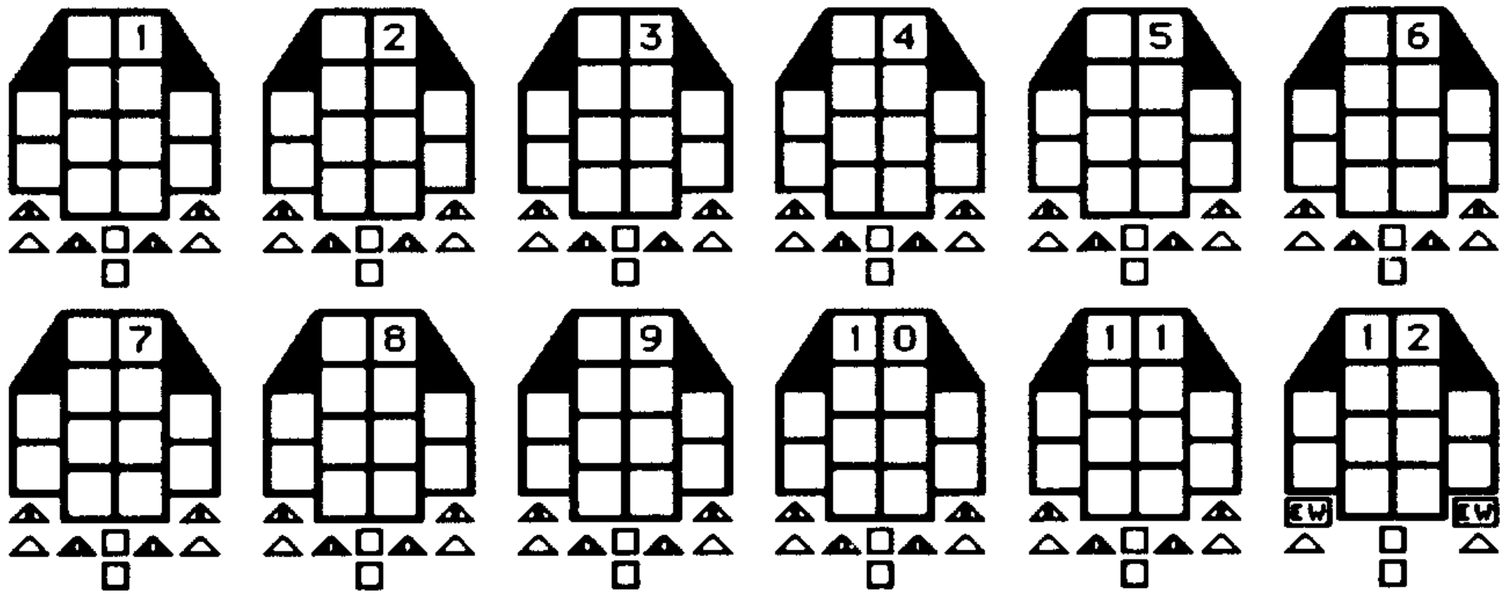
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



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



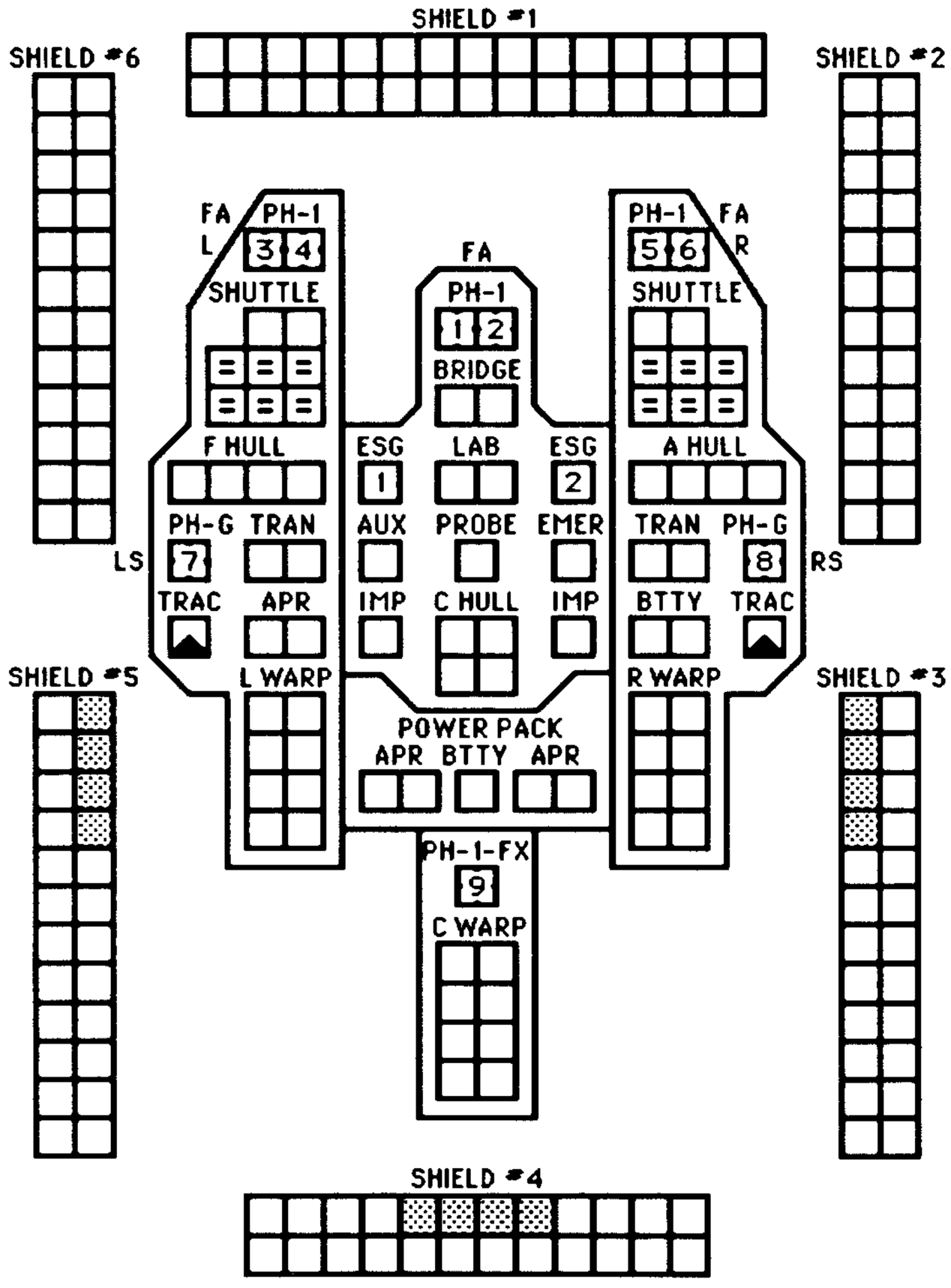
Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM



▒ SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN DEMOCRATIC REPUBLIC WAR PF TENDER

CREW UNITS

			*					
								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	PFW
POINT VALUE	=	143/113
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.9
POWER PACK	=	+9

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

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

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

EXPANDING SPHERE TABLE

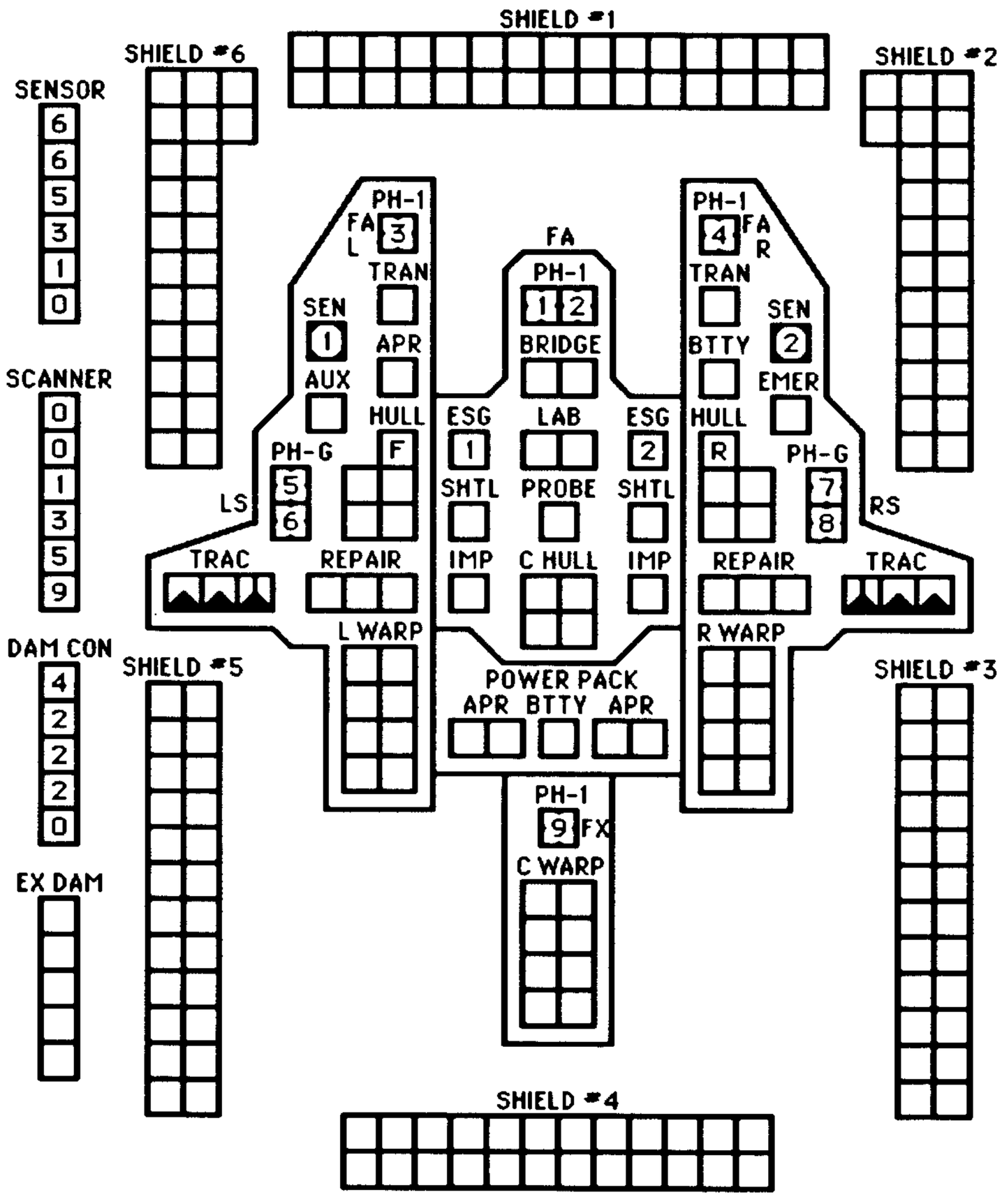
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SENSOR [6][6][5][3][1][0]

SCANNER [0][0][1][3][5][9]

DAM CON [4][2][2][2][0]

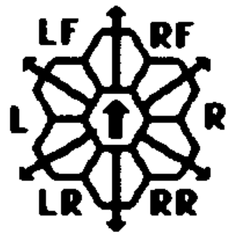
EX DAM [ ][ ][ ][ ][ ][ ]



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

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

LYRAN DEMOCRATIC REPUBLIC LIGHT TACTICAL TRANSPORT

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

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

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	130/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.10
PLUS REFIT	=	+2
MECH LINKS	=	+2

TYPE I OFFENSIVE PHASER TABLE

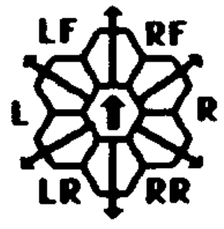
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN DERFACS ☐

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + 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	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

NO POD

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET ☐	4	16-21
	5	22-28
BD ☐☐	6	29+

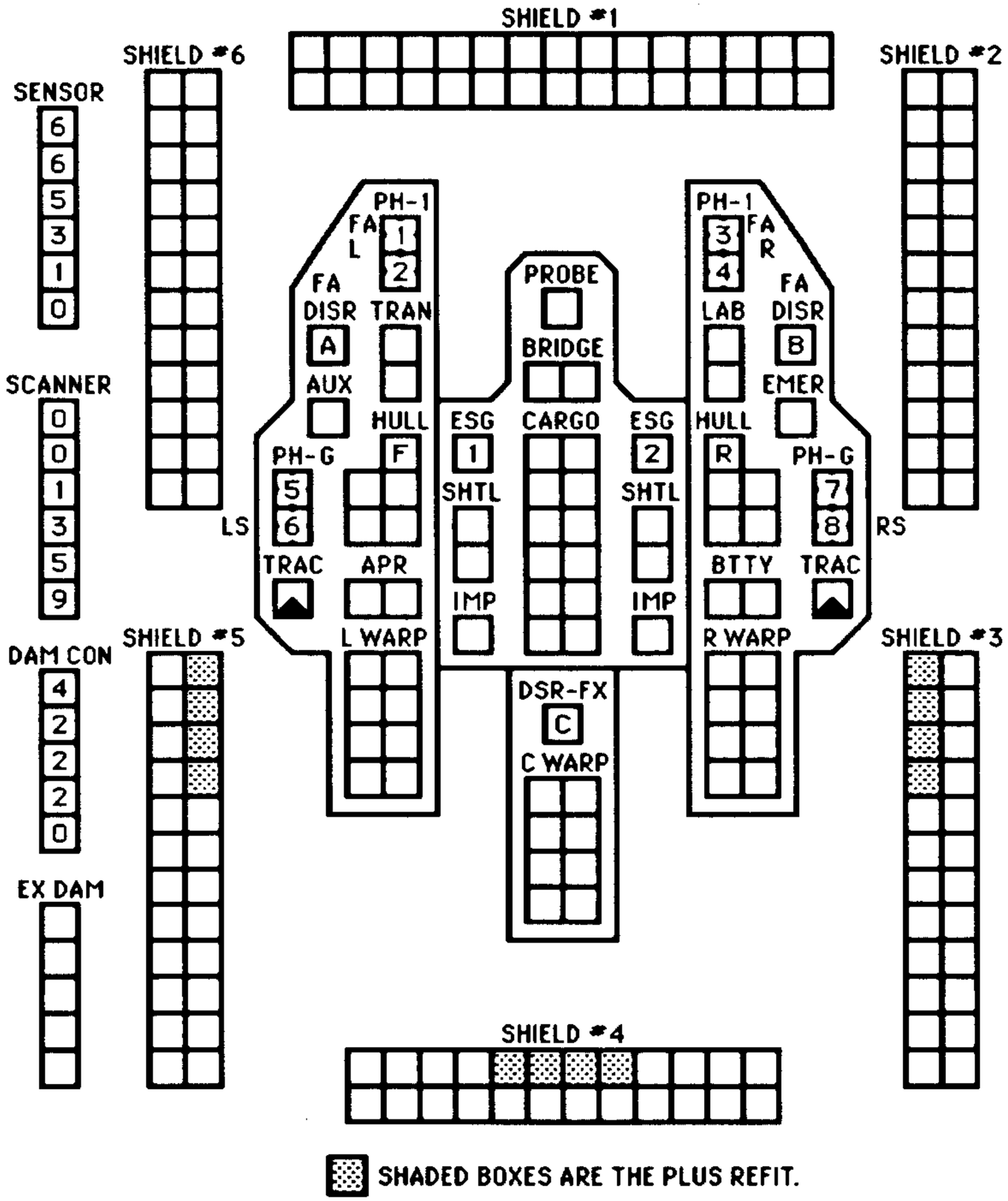
SINGLE WEIGHT POD

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

DOUBLE WEIGHT POD

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

CNTR ☐



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

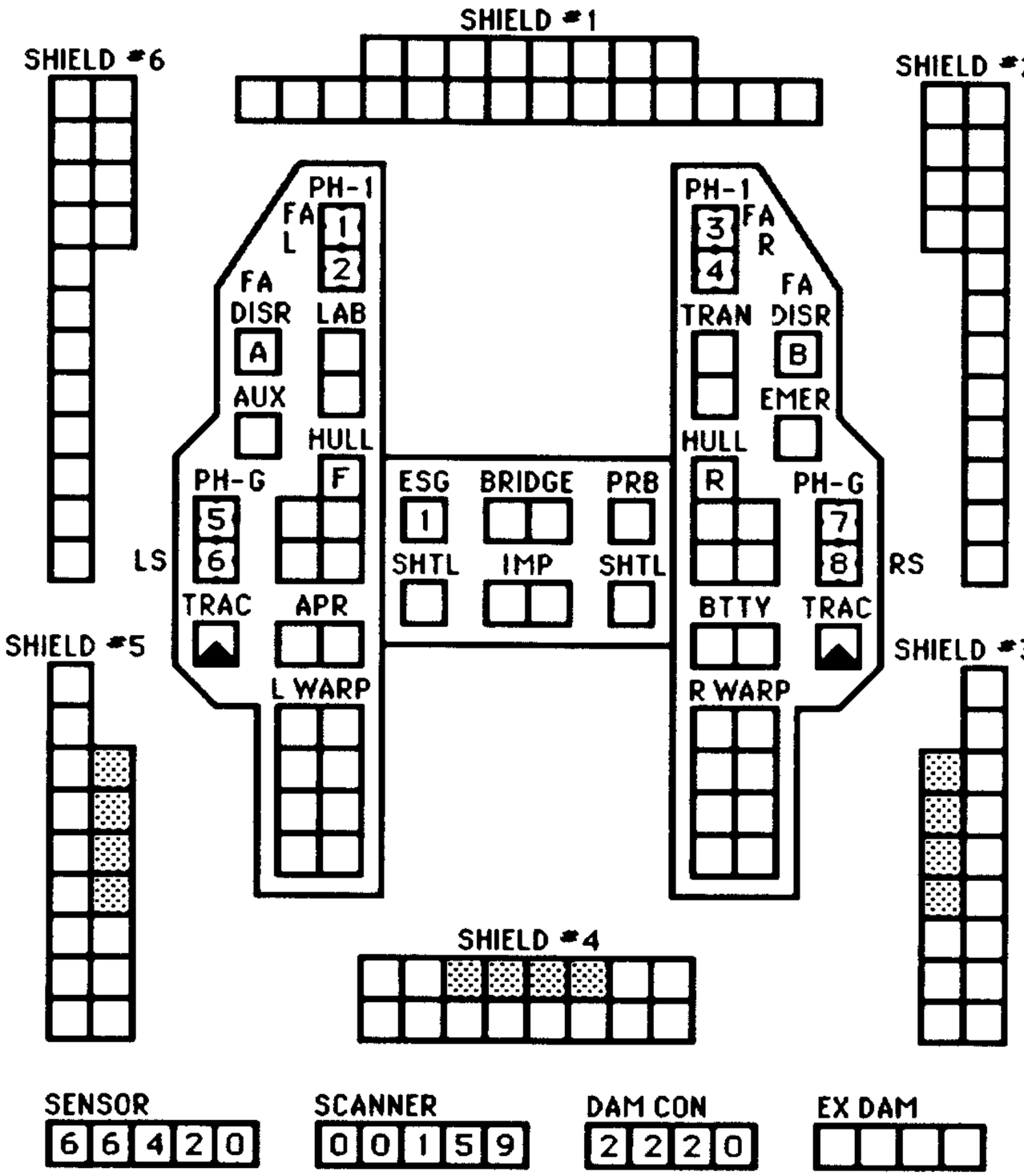
				5

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	91
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.11
PLUS REFIT	=	+2
MECH LINKS	=	+2
UIM REFIT	=	+5

CNTR

LYRAN DEMOCRATIC REPUBLIC DESTROYER



SENSOR

6	6	4	2	0

SCANNER

0	0	1	5	9

DAM CON

2	2	2	0

EX DAM

SHADED BOXES ARE THE PLUS REFIT.

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	0	0	0
4	6	4	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

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	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

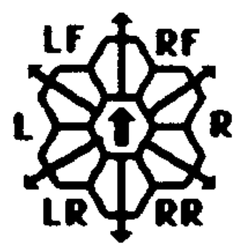
HIT & RUN UIM ☐

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



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

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.	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

LYRAN DEMOCRATIC REPUBLIC WAR DESTROYER

CNTR

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

					6

T-BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	99
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.12
PLUS REFIT	=	+2
UIM REFIT	=	+5
POWER PACK	=	+9
MECH LINK REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

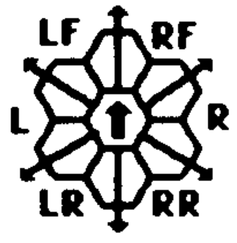
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

HIT & RUN UIM ☐

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
☐	3	13-19
BD	4	20-26
☐☐	5	27+



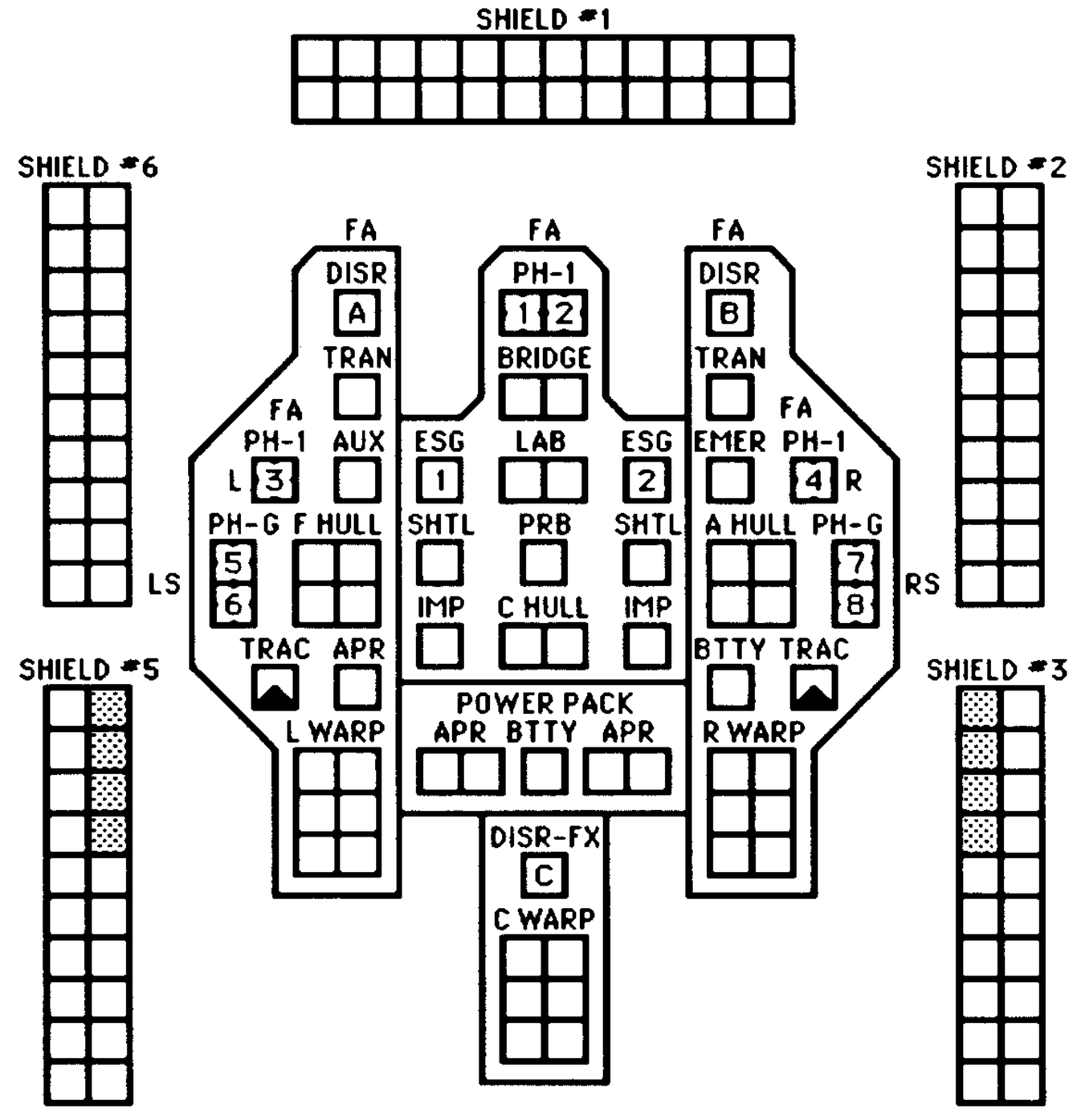
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



▒ SHADED BOXES ARE THE PLUS REFIT.

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.	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

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	73
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.13
PLUS REFIT	=	+2
MECH LINKS	=	+2

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	0	0	0
4	6	4	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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

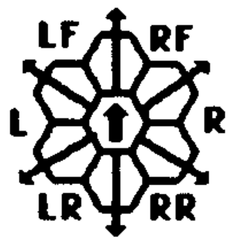
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

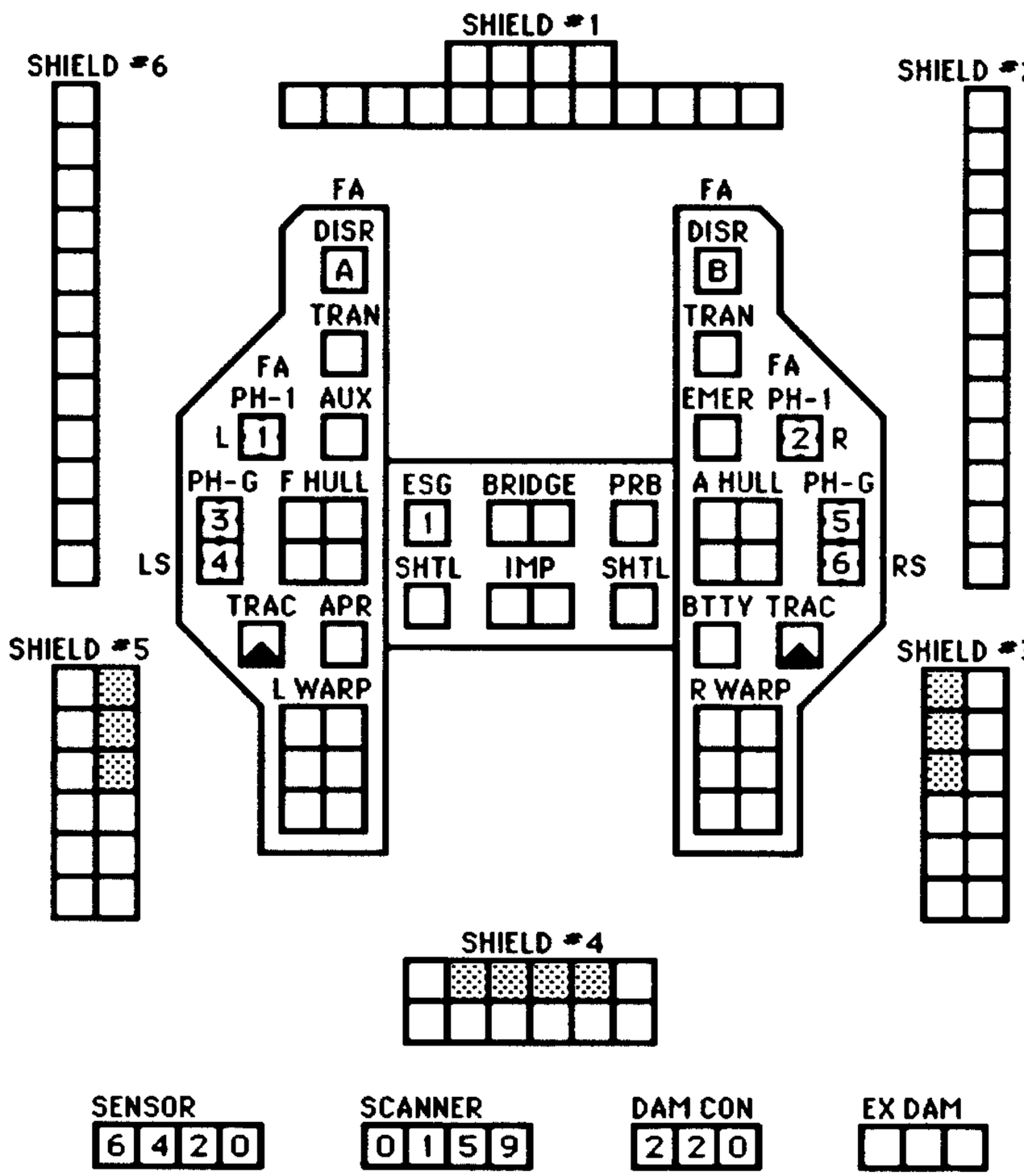
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0



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

CNTR

LYRAN DEMOCRATIC REPUBLIC FRIGATE



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

▒ SHADED BOXES ARE THE PLUS REFIT.

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	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

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE CORVETTE

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CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MP
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.14
POWER PACK	=	+9
SHIELD REFIT	=	+2
UIM REFIT	=	+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	4	4	2	1	1	0
3	6	4	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

TURN 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	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

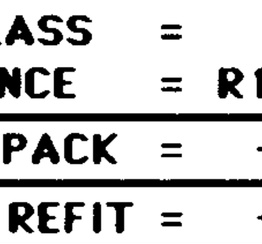
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

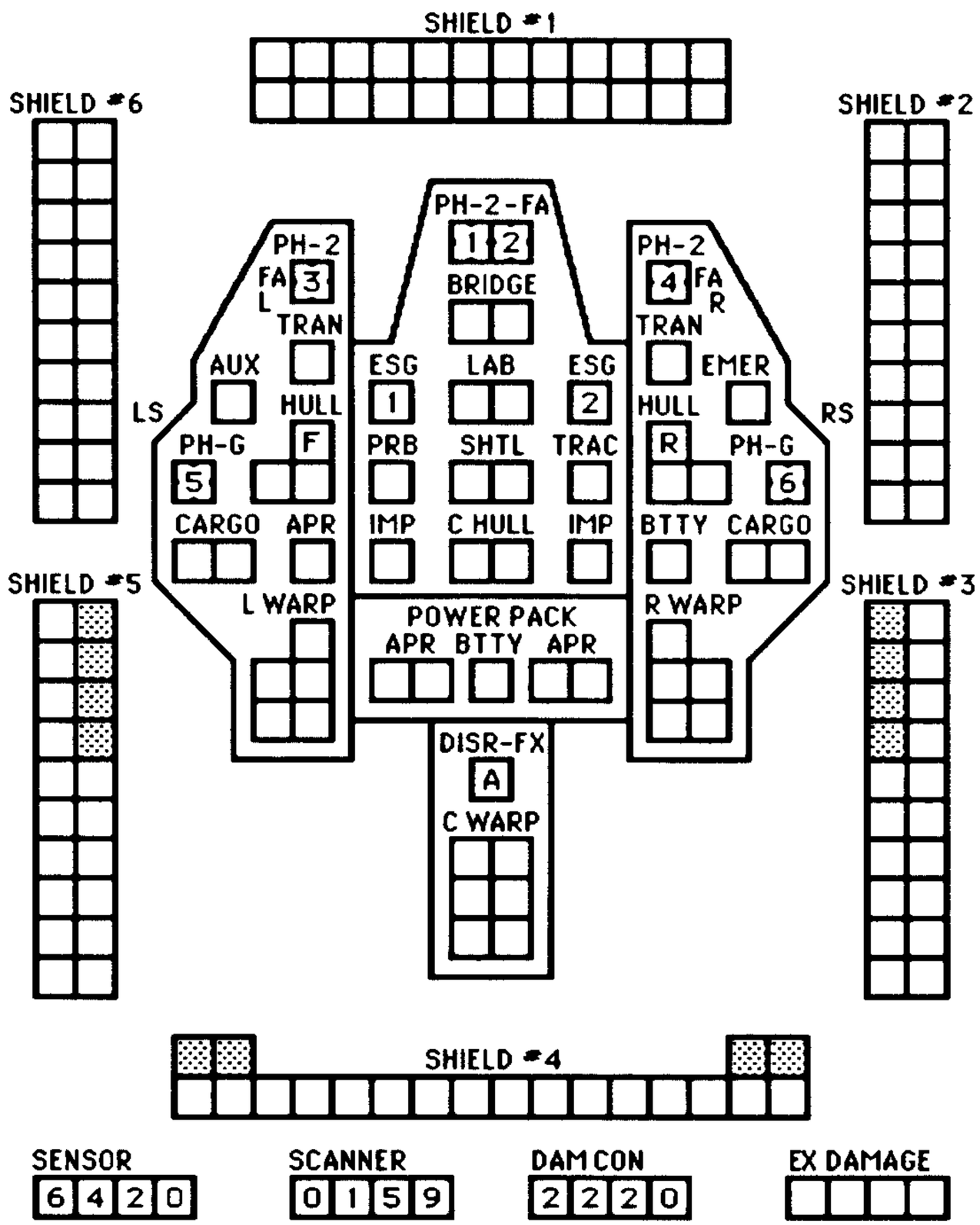
HIT & RUN UIM ☐

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



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



SHADED BOXES ARE THE PLUS REFIT.

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.	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

CNTR

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE MINESWEEPER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MPM
POINT VALUE	=	80/65
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.15
SHIELD REFIT	=	+2
MECH LINKS	=	+2

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	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

TURN 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	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

EXPANDING SPHERE TABLE

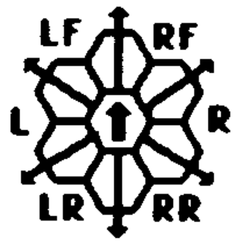
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

MINE RACKS

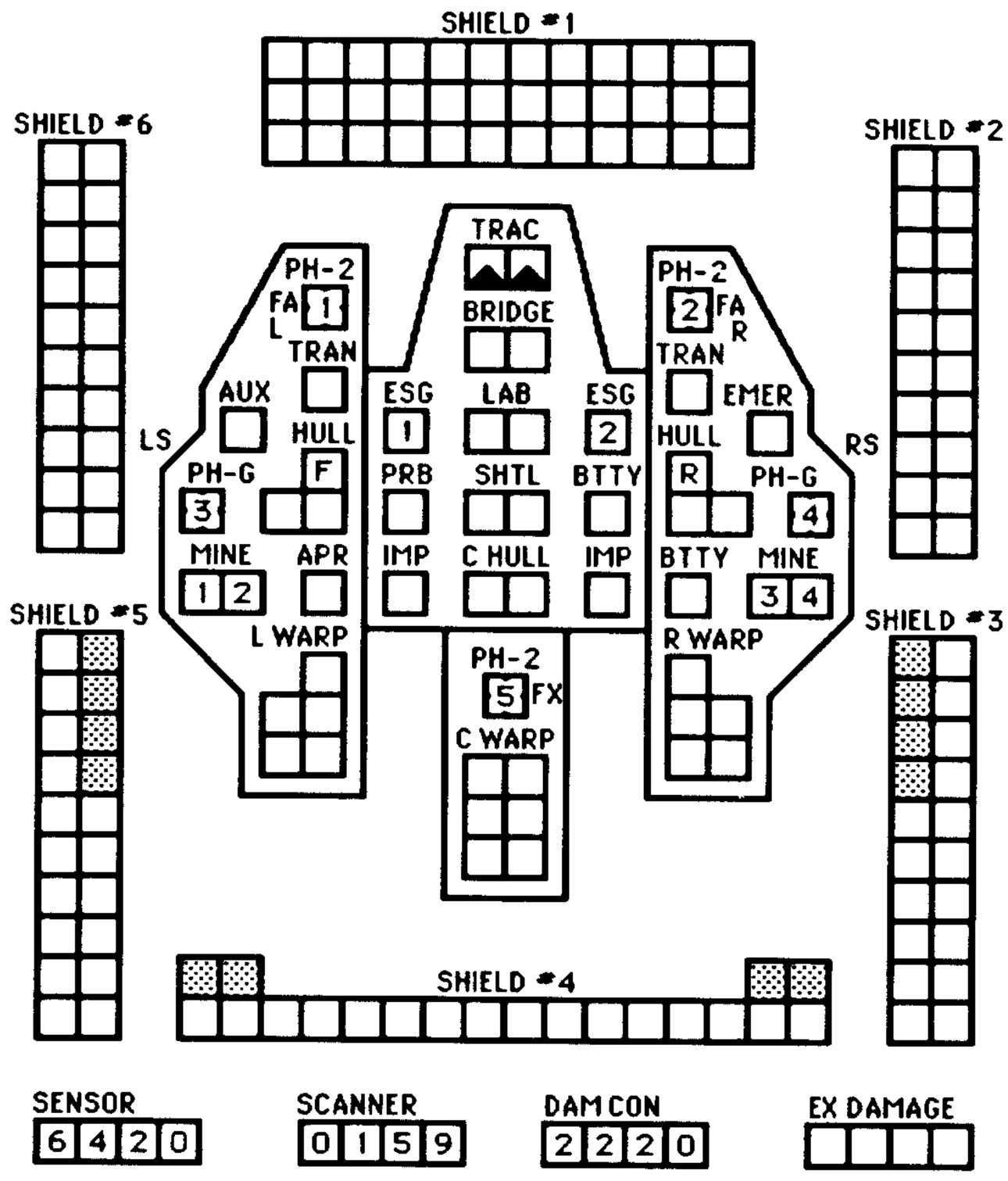
1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I

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.



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



SHADED BOXES ARE THE PLUS REFIT.

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.	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

CNTR

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE CARRIER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS [ ][ ] [D][D]

DECK CREWS [ ][ ][ ][ ][ ][6]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	MPV
POINT VALUE	=	80/70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.16
POWER PACK	=	+9
SHIELD REFIT	=	+2
UIM REFIT	=	+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	4	4	2	1	1	0
3	6	4	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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

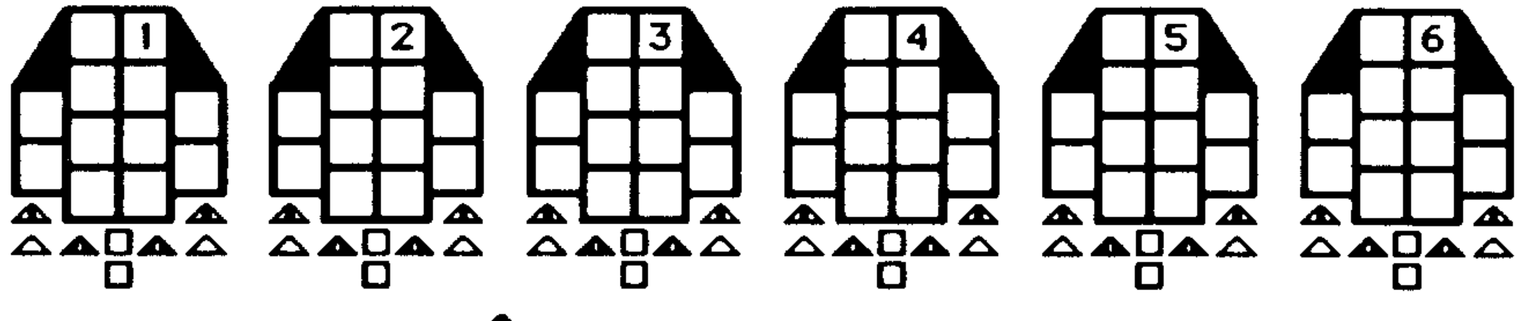
TYPE III DEFENSE PHASER

DIE ROLL	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

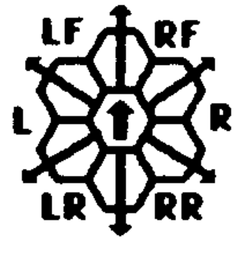
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

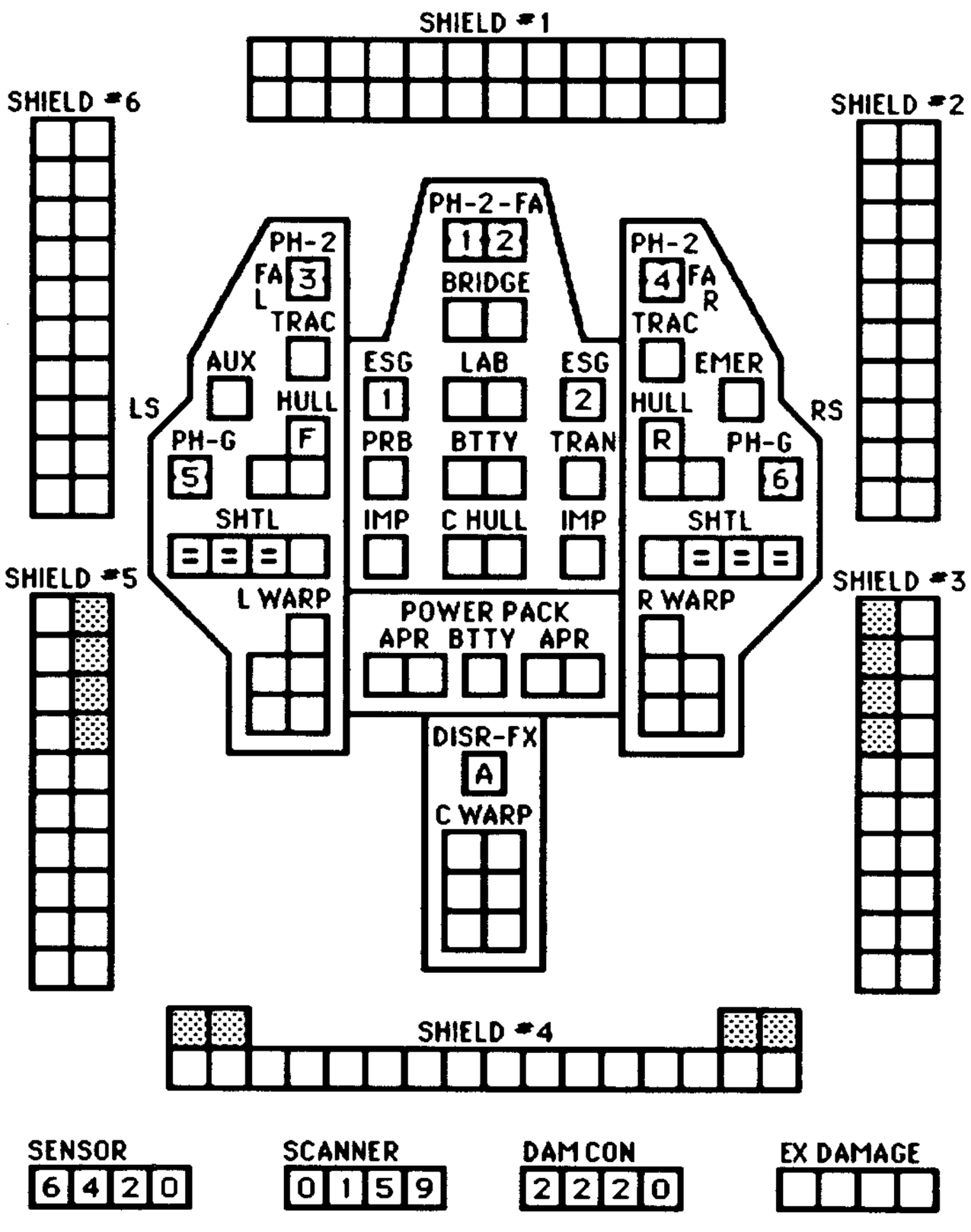
Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY



THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.



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



SENSOR	SCANNER	DAM CON	EX DAMAGE
6 4 2 0	0 1 5 9	2 2 2 0	[ ][ ][ ][ ]

▒ SHADED BOXES ARE THE PLUS REFIT.

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.	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

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

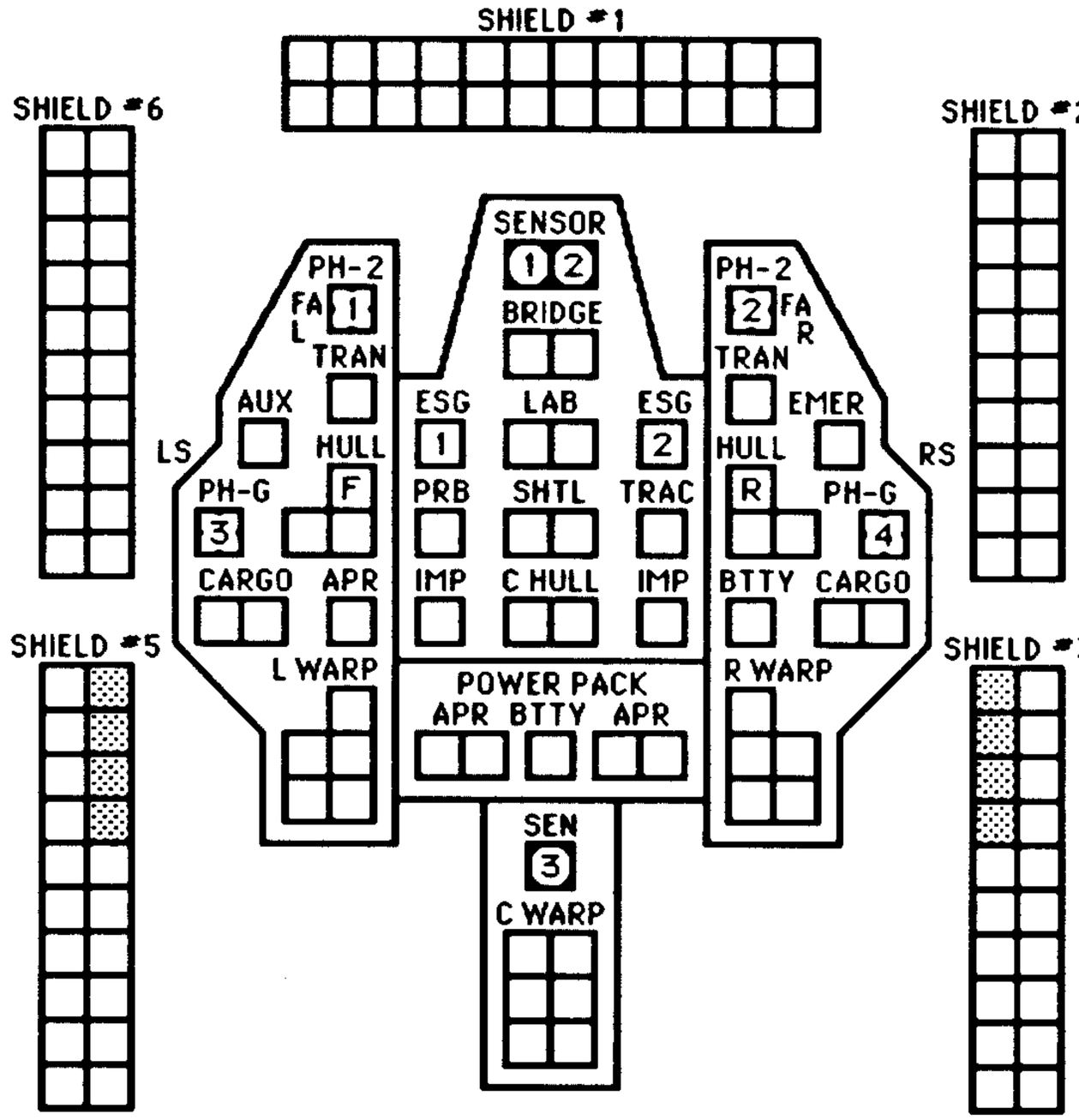
				5

SHIP DATA TABLE

TYPE	=	MPS
POINT VALUE	=	90/80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.17
POWER PACK	=	+9
SHIELD REFIT	=	+2

CNTR

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE SCOUT



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

SHADED BOXES ARE THE PLUS REFIT.

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	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

TURN 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	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

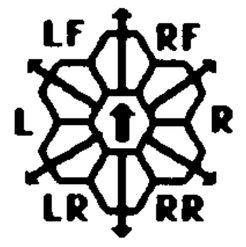
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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

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.	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

LYRAN DEMOCRATIC REPUBLIC POLICE CORVETTE

CNTR

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP DATA TABLE

TYPE	=	POL
POINT VALUE	=	56
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.18
PLUS REFIT	=	+2

BOARDING PARTIES

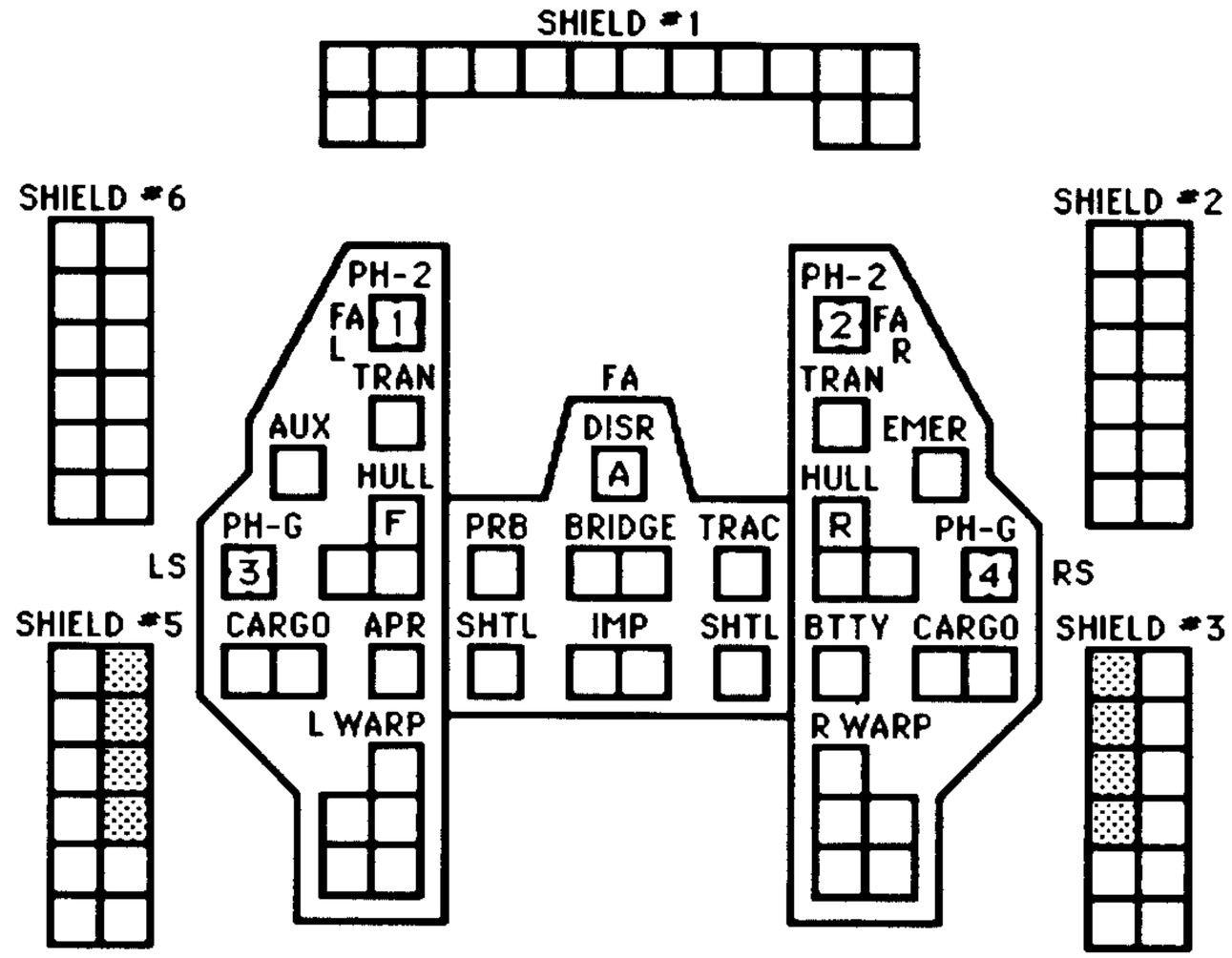
			4

T-BOMBS

		D	D

PROBES

				5



SENSOR

6	4	2	0

SCANNER

0	1	5	9

DAM CON

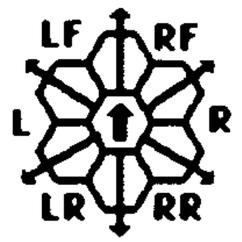
2	2	0

EX DAM

▒ SHADED BOXES ARE THE PLUS REFIT.

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	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



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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = 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	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

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

			4

T-BOMBS

		D	D

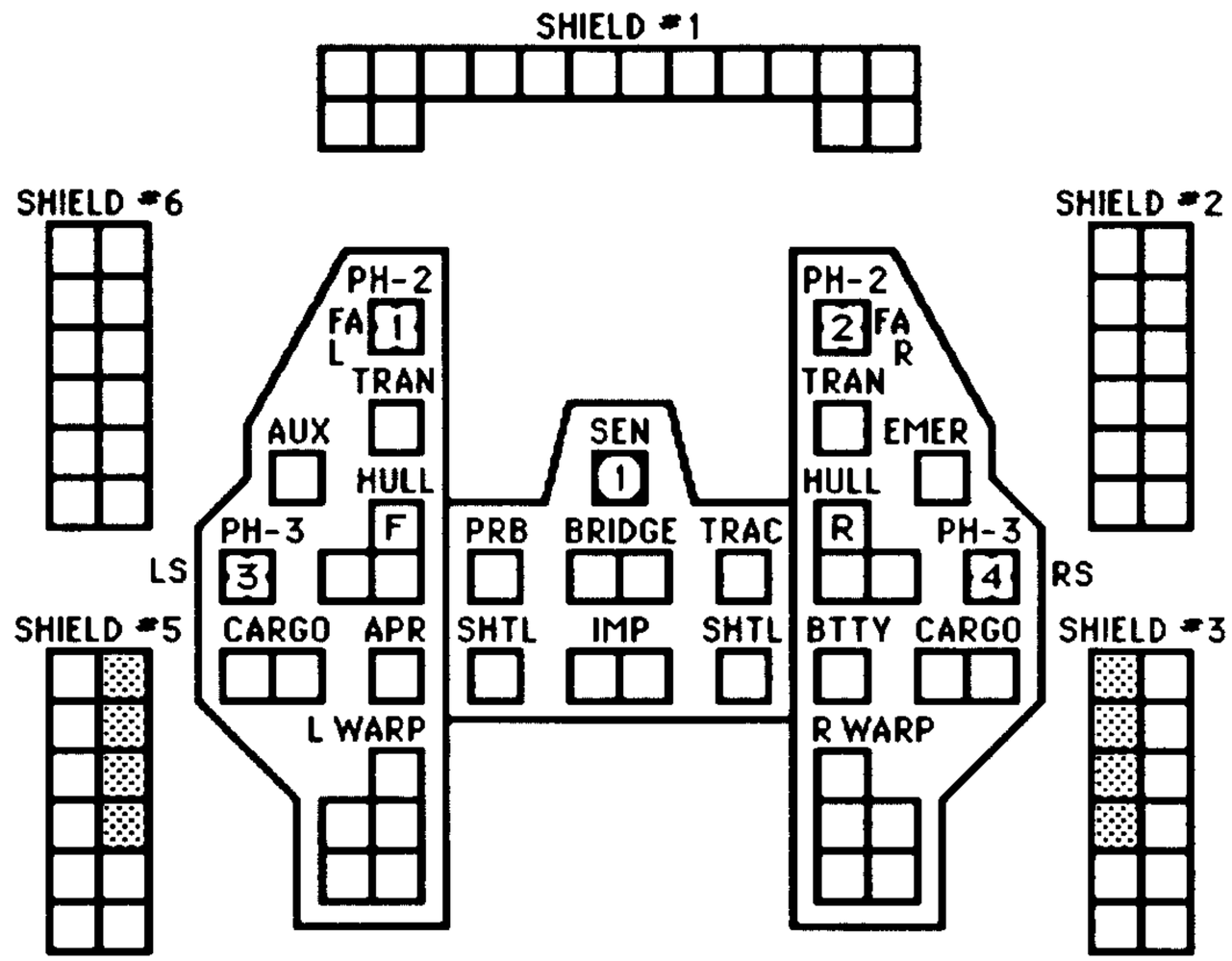
PROBES

				5

SHIP DATA TABLE		
TYPE	=	PSC
POINT VALUE	=	60/40
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.19
PLUS REFIT	=	+2

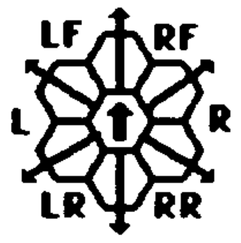
CNTR

LYRAN DEMOCRATIC REPUBLIC POLICE SCOUT



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	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



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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

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

SPECIAL SENSOR IS DESTROYED ON A "TORPEDO" DAMAGE POINT.

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

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

SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = 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	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

LYRAN DEMOCRATIC REPUBLIC MONITOR

CNTR

CREW UNITS

									10
			*						20
									30

BOARDING PARTIES

									10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

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

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.20
UIM REFIT	=	+5

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

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	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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

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

HET ☐

BD ☐☐

DISRUPTOR TABLE

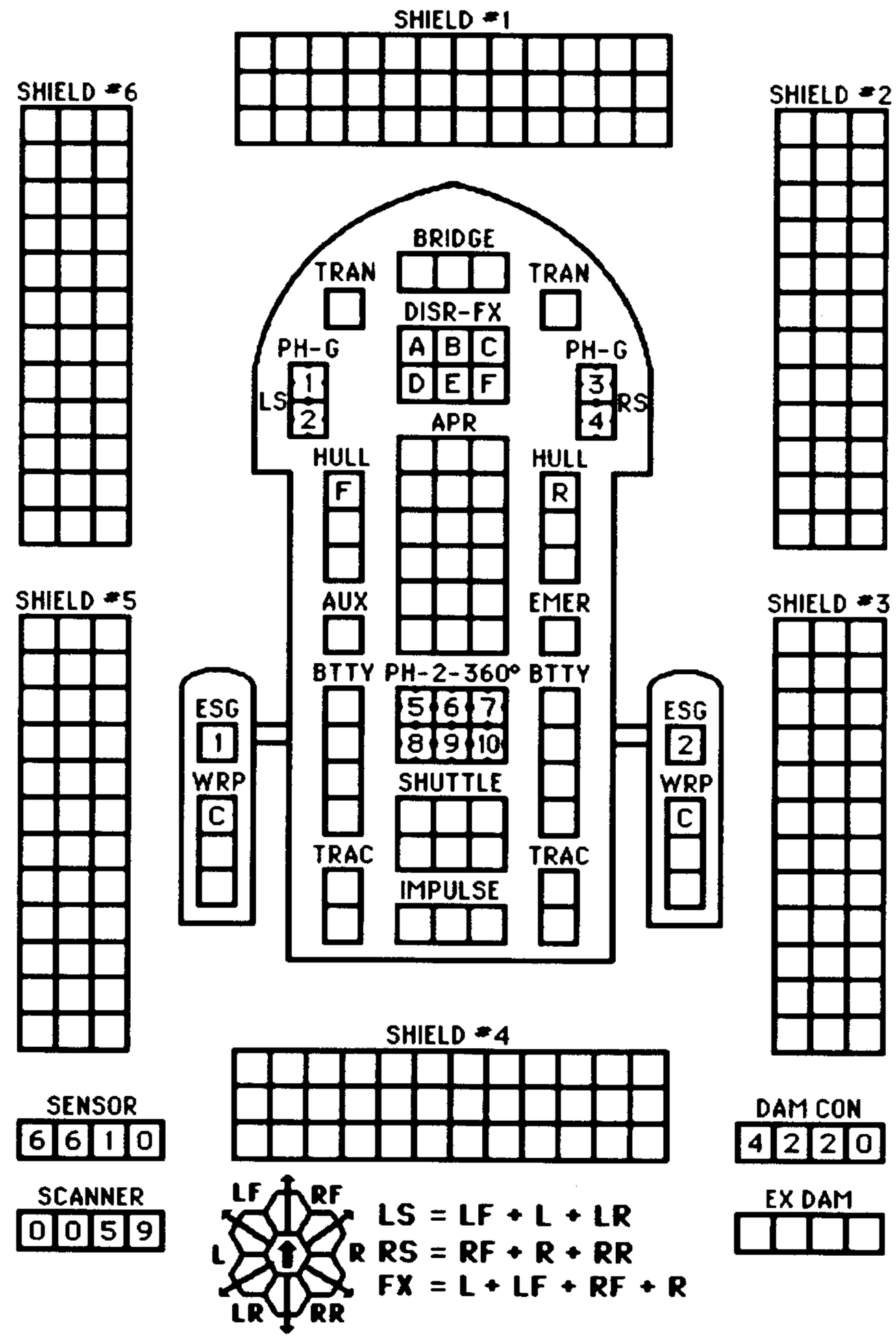
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN

UIM ☐

DERFACS ☐

EVEN WITH A PALLET, THIS SHIP CAN ONLY CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ONE HALF OF ITS SENSOR RATING.



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.	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

LYRAN DEMOCRATIC REPUBLIC WAR DESTROYER LEADER

CNTR

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES | | | | | | | | | | 10 |

T-BOMBS | | | D | D |

PROBES | | | | | 5 |

SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	112
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.21

1 UIM STANDARD

POWER PACK = +9

MECH LINK REFIT = +2

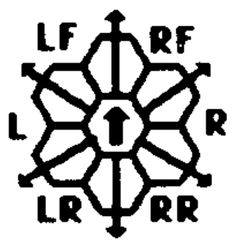
TYPE I OFFENSIVE PHASER TABLE

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	0	0	0
4	6	4	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

TURN 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	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
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

EXPANDING SPHERE TABLE

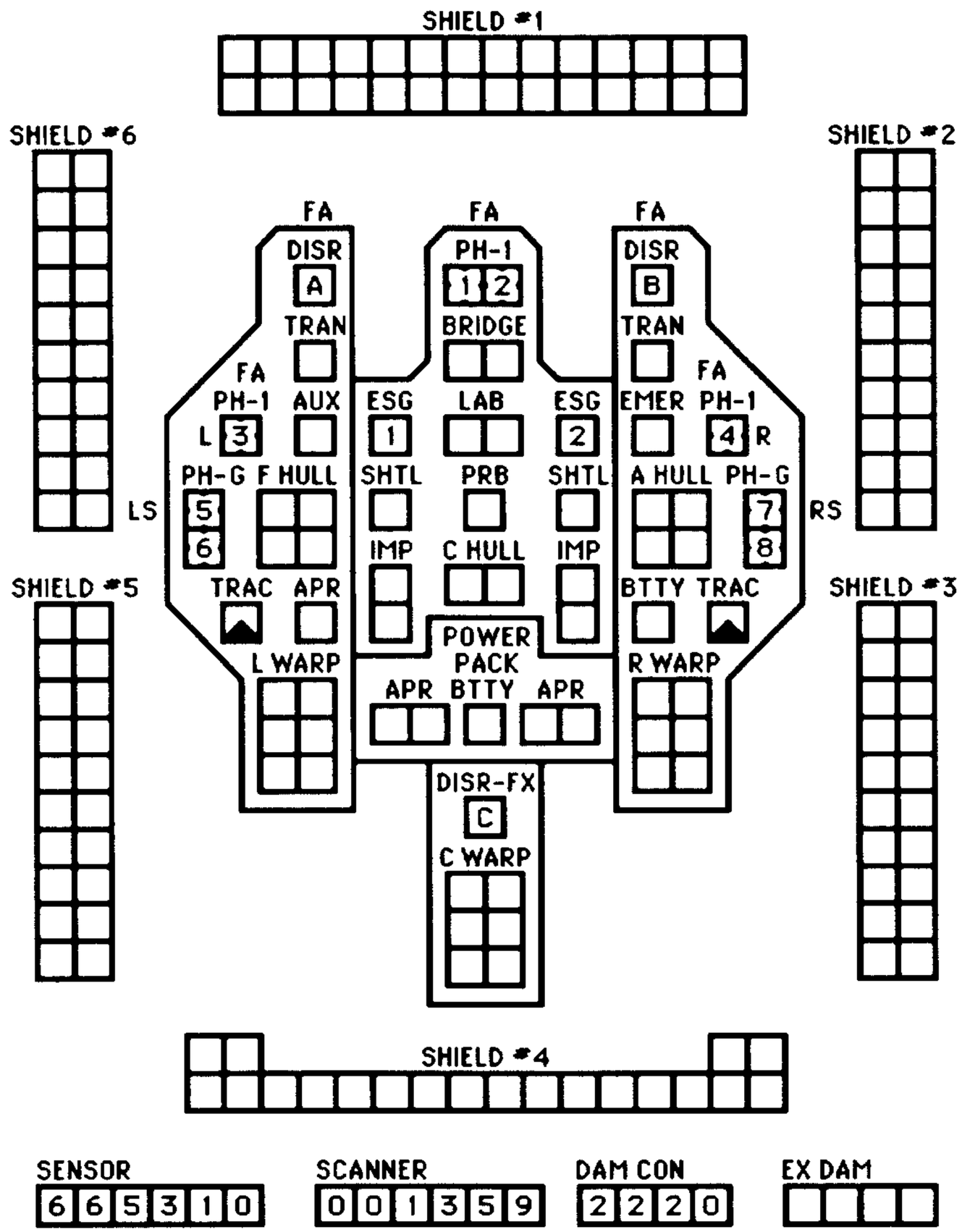
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN UIM ☐

DERFACS ☐



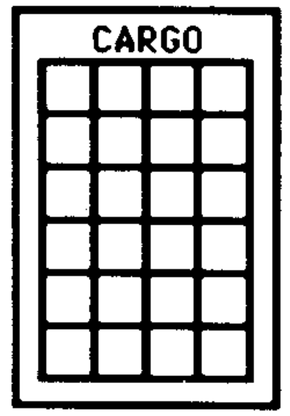
SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	2 2 2 0	

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.	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

KLINGON-LDR PODS FOR USE BY THE LYRAN DEMOCRATIC REPUBLIC LTT

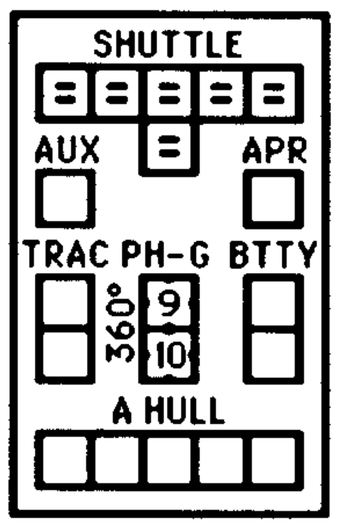
KLINGON-LDR CARGO POD



POD DATA TABLE

TYPE	=	P-C1
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4
REF	=	R14.22A

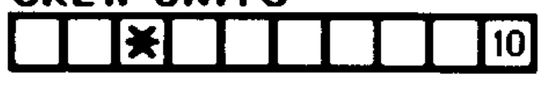
KLINGON-LDR HANGAR POD



POD DATA TABLE

TYPE	=	P-H5
BPV	=	18/16
SIZE	=	4
REF	=	R14.22E

CREW UNITS



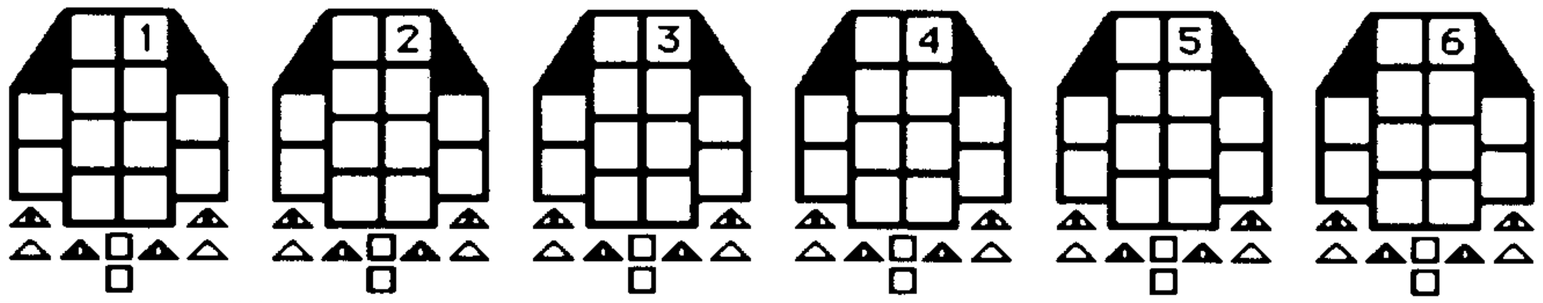
DECK CREWS

BOARDING PARTIES

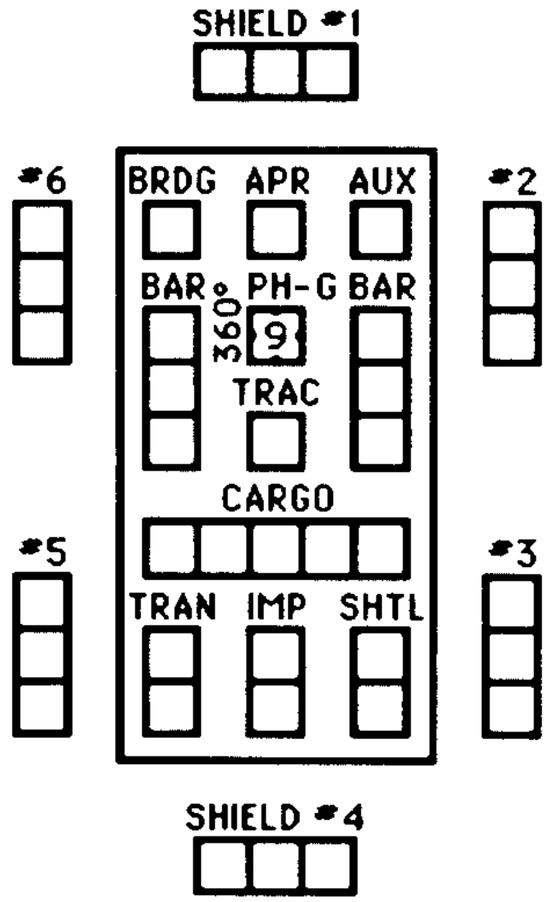
Z-Y FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

▲ Z-YB ONLY

POD CAN CONTROL SEEKING WEAPONS EQUAL TO 1/2 THE TUG'S SENSOR RATING.



KLINGON-LDR TROOP TRANSPORT POD

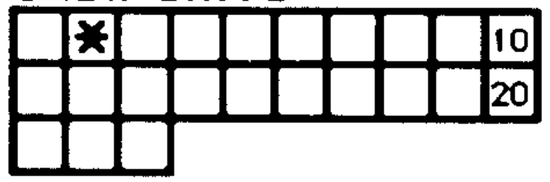


POD DATA TABLE

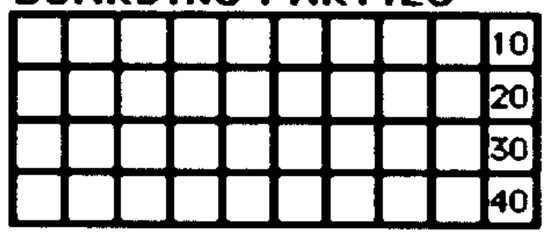
TYPE	=	P-T3
BPV	=	32/22
SIZE	=	4
REF	=	R14.22C

GRAVITY LANDING (P2.432).

CREW UNITS



BOARDING PARTIES



SENSOR

DAM CON

SCANNER

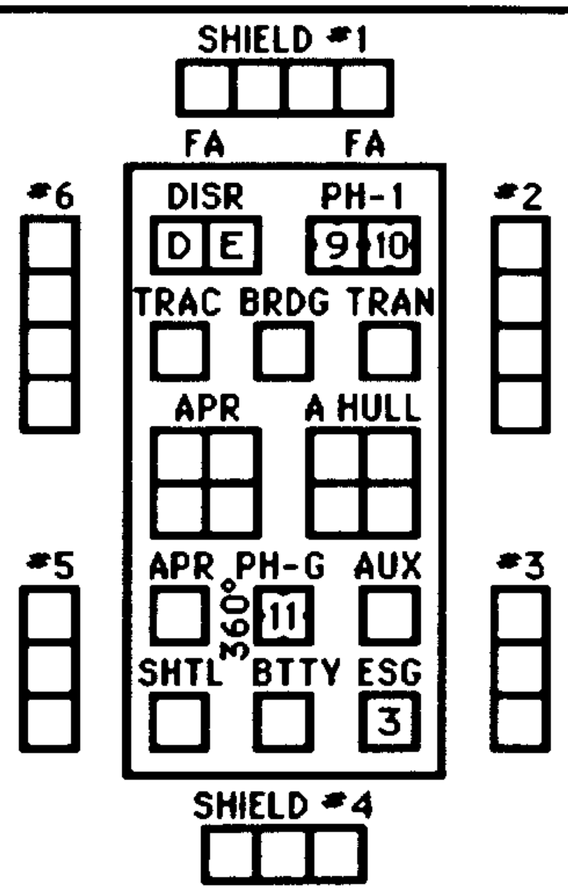
EX DAM

BARRACKS ARE DESTROYED ON "HULL" HITS.

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		GAS
		GAS

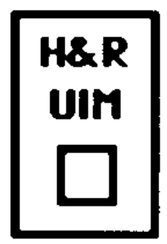
KLINGON-LDR BATTLE POD



POD DATA TABLE

TYPE	=	P-B4
BPV	=	38
SIZE	=	4
REF	=	R14.22D

H&R UIM



ADMINISTRATIVE SHUTTLES

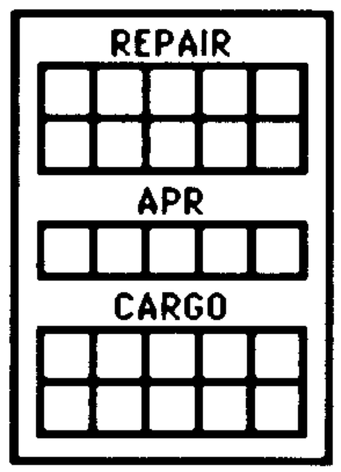
IDENT	HIT POINTS	NOTES

CREW UNITS

BOARDING PARTIES

POD CAN CONTROL THREE SEEKING WEAPONS.

KLINGON-LDR REPAIR POD



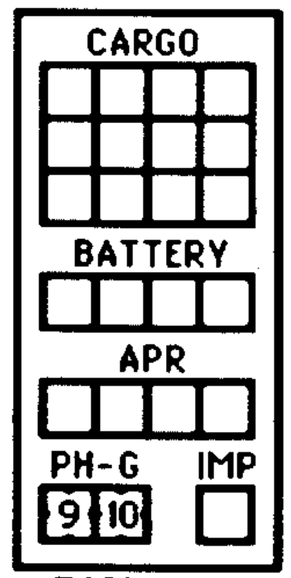
POD DATA TABLE

TYPE	=	P-R9
BPV	=	34/18
SIZE	=	4
REF	=	R14.22F

CREW UNITS

BOARDING PARTIES

KLINGON-LDR POWER BOOST POD



POD DATA TABLE

TYPE	=	P-P2
BPV	=	32/19
SIZE	=	4
REF	=	R14.22B

CREW UNITS

BOARDING PARTIES

LYRAN DEMOCRATIC REPUBLIC SCOUT

CNTR

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	110/70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.23
PLUS REFIT	=	+2
MECH LINKS	=	+2

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	0	0	0
4	6	4	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

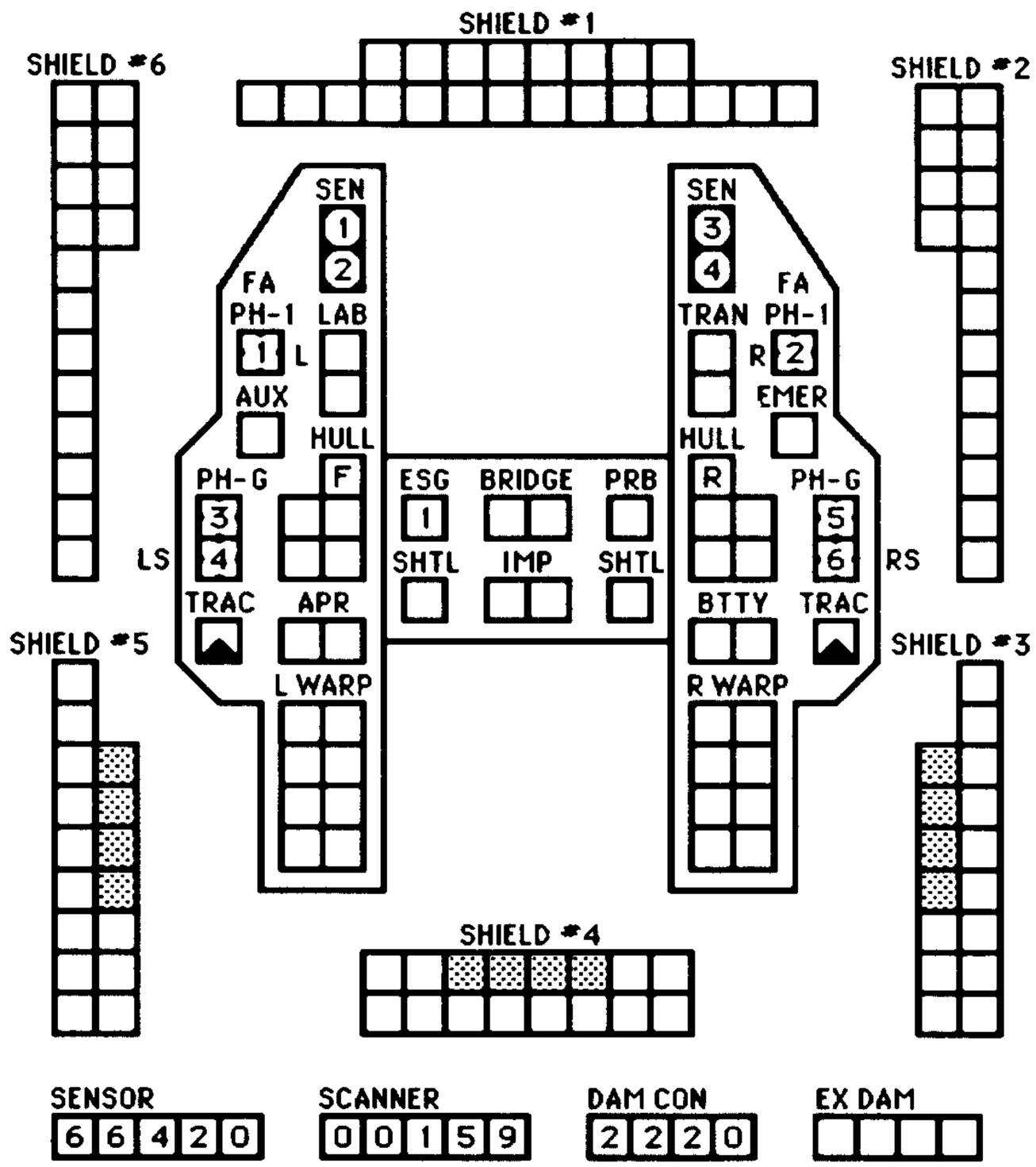
TURN MODE	SPEED
B	
1	2-5
2	6-10
3	11-15
HET	
4	16-21
BD	
5	22-28
6	29+

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	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



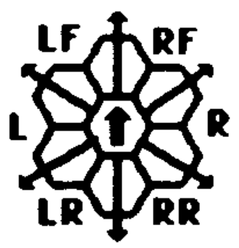
SENSOR	SCANNER	DAM CON	EX DAM
6 6 4 2 0	0 0 1 5 9	2 2 2 0	

SHADED BOXES ARE THE PLUS REFIT.

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

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.	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

LDR BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	200
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
1 UIM STANDARD		
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

HIT & RUN UIM

DERFACS

PROBES 5

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130

BOARDING PARTIES 10 20

CNTR

SHIELD #1

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

PH-G-FX 7 ESG 1 TRAC REPAIR PH-4-FX 1 2 SEN 1

SHIELD #6

SHIELD #2

FIGHTER MODULE

SHTL HULL C CARGO TRAC

BRDG PRB

LAB CARGO LAB

TRAN DISR A B SEN 4 ESG 4 SHTL

360° BTTY

FIGHTER MODULE

HULL C CARGO TRAC SHTL

LF RF L R LR RR

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

TRAC SEN 3 REPAIR

PH-4 5 6

PH-G 9 ESG 3

AUX C HULL EMER

APR AWR APR

ARMOR

REPAIR ESG 2 PH-G 8 RS LR

PH-4 3 4 RS LR

TRAC SEN 2

SHIELD #5 LS RR LS RR

SHIELD #3

REPAIR TRACTOR

PF MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SHIELD #4

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	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

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE ESCORT

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

TYPE II PHASER TABLE

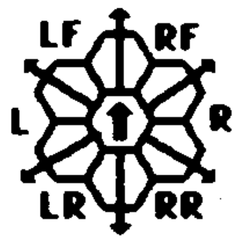
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



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

SHIP DATA TABLE

TYPE	=	MPE
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.26
POWER PACK	=	+9
SHIELD REFIT	=	+2
LIMITED AEGIS		

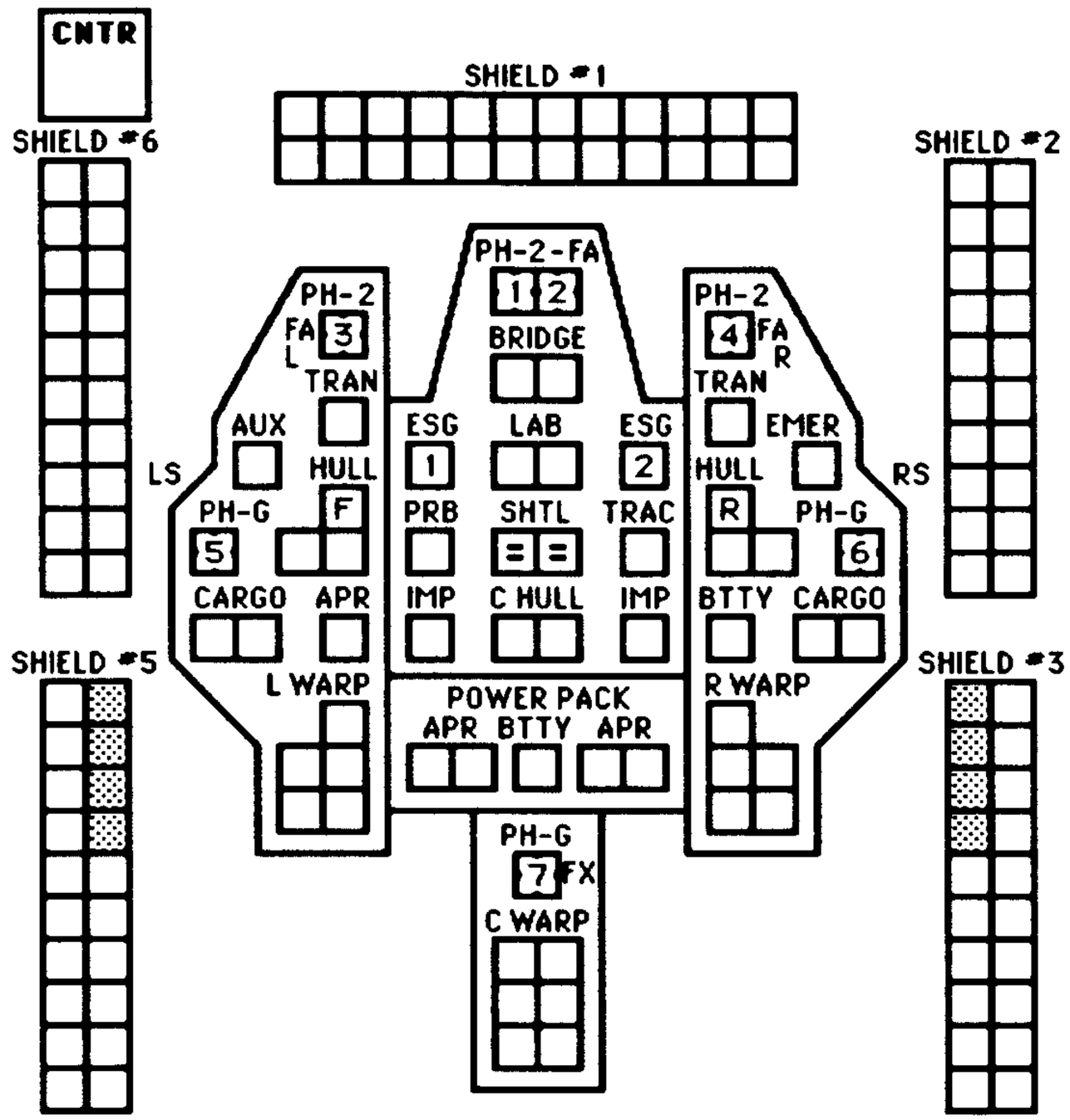
SHIP DATA TABLE

TYPE	=	MPA
POINT VALUE	=	93
REFERENCE	=	R14.26A
INCLUDES POWER PACK AND PLUS REFITS		
FULL AEGIS		

TURN MODE	SPEED
A 1	2-6
2	7-12
HET 3	13-19
4	20-26
BD 5	27+

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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



SHADED BOXES ARE THE PLUS REFIT.

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.	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

LYRAN DEMOCRATIC REPUBLIC NEW HEAVY CRUISER

CREW UNITS

			✱						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NCA
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.27
UIM REFIT	=	+5
MECH LINKS	=	+2

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FA

PH-1 1 2 BRIDGE LAB

PH-1 FA L 3 4 FA DISR A TRAN AUX HULL F PH-G 7 LS PH-1 8 TRAC APR L WARP

PH-1 5 6 FA R TRAN FA DISR B EMER HULL R PH-G 9 RS PH-1 10 TRAC BTTY R WARP

BTTY IMP ESG 1 FLAG SHTL PRB HULL C ESG 2 FLAG SHTL APR IMP

DSR-FA L C C WARP

DSR-FA D R C WARP

TURN MODE SPEED

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

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

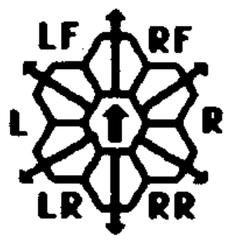
EX DAM:

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	0	0	0
4	6	4	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

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN

UIM

DERFACS

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

LDR CIVILIAN BASE STATION

SHIP DATA TABLE		
TYPE	=	BSC
POINT VALUE	=	120/90
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.35
Y175 REFIT	=	+18
HANGAR MODULE		+10
CARGO MODULE		+8

CREW UNITS 10 20 30 40 50 60 70

BOARDING PARTIES 10

LF RF L R LR RR

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES 5

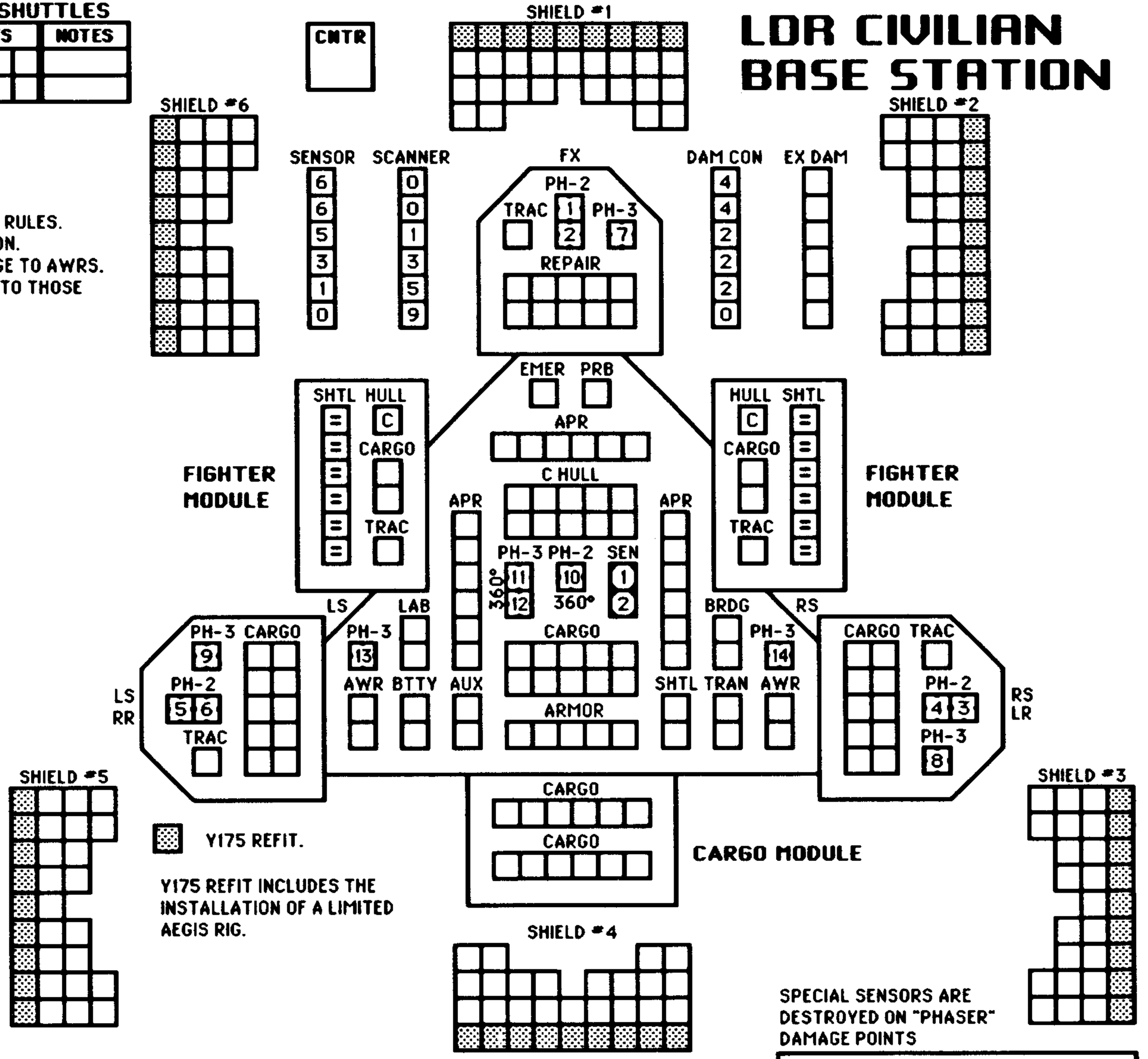
SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.
THIS BASE IS IDENTICAL TO THOSE USED BY THE LYRANS.

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	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



Y175 REFIT.

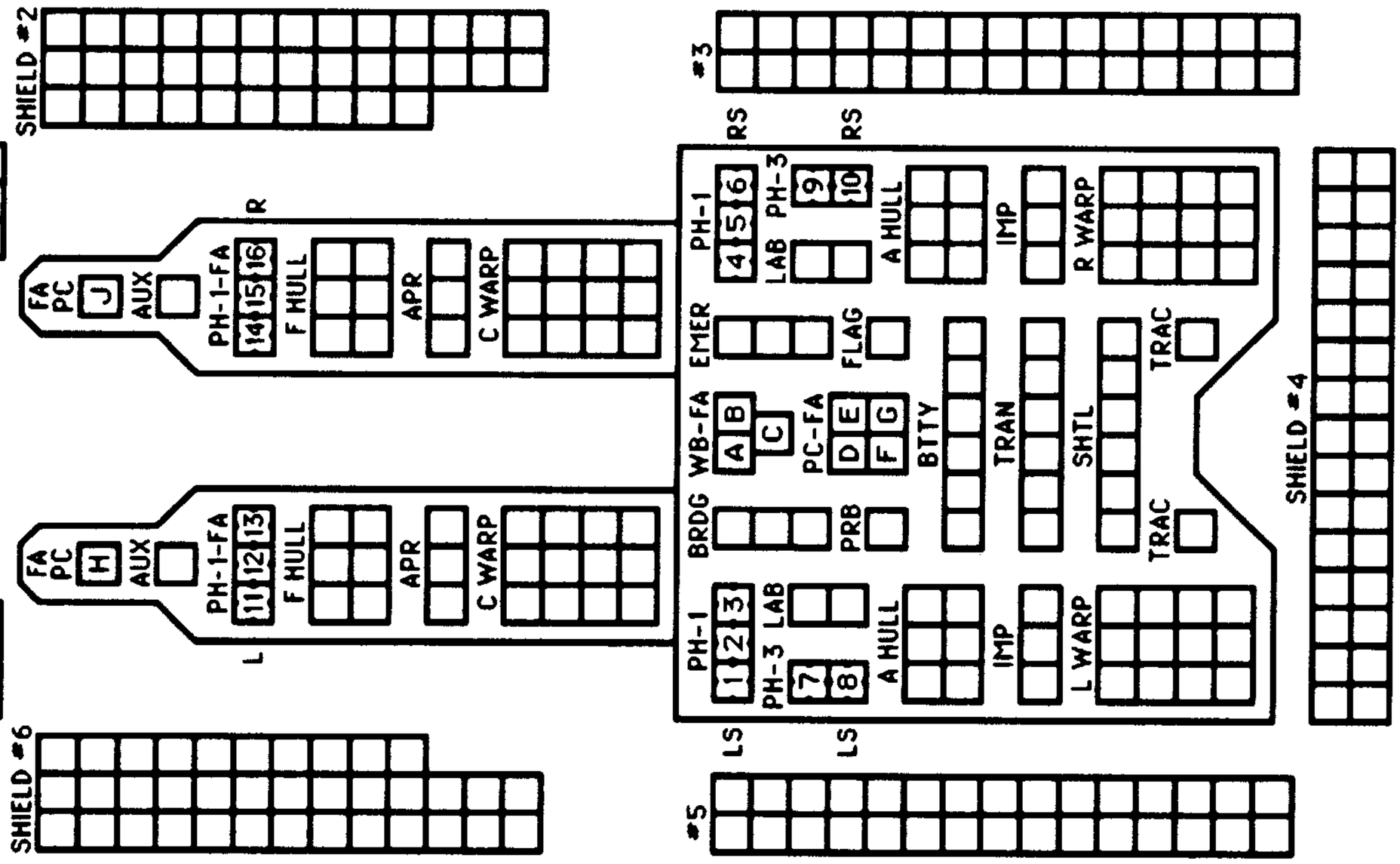
Y175 REFIT INCLUDES THE INSTALLATION OF A LIMITED AEGIS RIG.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

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

SELTORIAN DREADNOUGHT



CNTR

SENSOR 6 6 6 6 5 5 3 1 0

SCANNER 0 0 0 0 1 1 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

⑥ = ERRATIC MANEUVER WARP COST																													
HET COST	5	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30													
5	24	26	27	29	30	32	33	35	36	36	38	39	41	42	44	45													
5½	24	25½	27	28½	30	31½	33	34½	36	36	37½	39	40½	42	43½	45													

SHIP DATA TABLE

TYPE	= DN
POINT VALUE	= 230
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R15.2

NO SPECIAL ARCS.

BOOMS ARE NOT SEPARABLE.

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

DIE ROLL	RANGE 0	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

TYPE III DEFENSE PHASER

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

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	4	3	2	1	0
2	8	7	6	5	4	3	2	1	0	0
3	7	5	5	4	4	3	2	1	0	0
4	6	4	4	4	3	2	1	0	0	0
5	5	4	4	4	3	2	1	0	0	0
6	4	4	3	3	2	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	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	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

DIE ROLL	SPEED 2-3	4-6	7-10	11-14	15-20	21-29	30+
1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	0
3	1	1	1	1	1	0	0
4	1	1	1	1	0	0	0
5	1	1	1	0	0	0	0
6	1	1	0	0	0	0	0

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

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

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

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	MOTES
		GAS
		GAS
		GAS
		GAS

TRANSPORTER BOMBS D D D D D

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

Y184 AND AFTER.

CREW UNITS 10 20 30 40 50 60

BOARDING PARTIES 10 20 30

PROBES 5

SELTORIAN HEAVY BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20
									30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	190
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R15.3

CNTR

SENSOR: 6 6 6 5 5 3 1 0

SCANNER: 0 0 0 1 1 3 5 9

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	0	0	0
4	6	4	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

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

WEB BREAKER TABLE

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

TYPE III DEFENSE PHASER

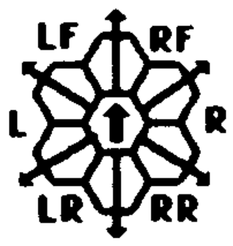
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

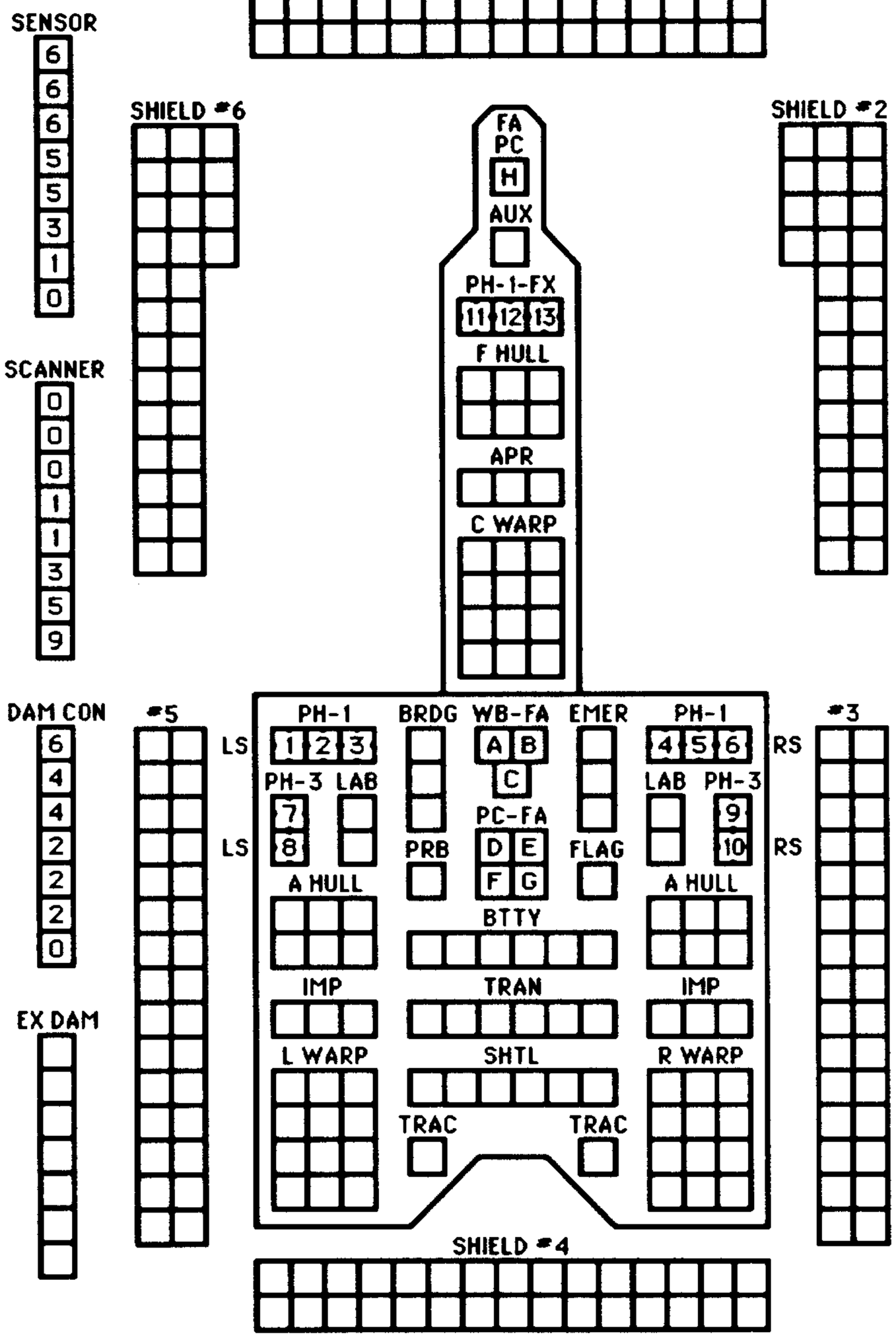
PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



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

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



NO SPECIAL ARCS. BOOM IS NOT SEPARABLE.

SELTORIAN HEAVY CRUISER

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	142
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.4

CNTR

SENSOR: 6 6 6 5 3 1 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

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	0	0	0
4	6	4	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

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

WEB BREAKER TABLE

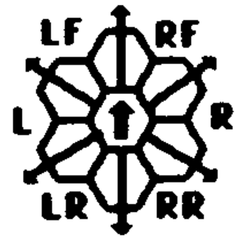
DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

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

SHIELD CRACKER TABLE

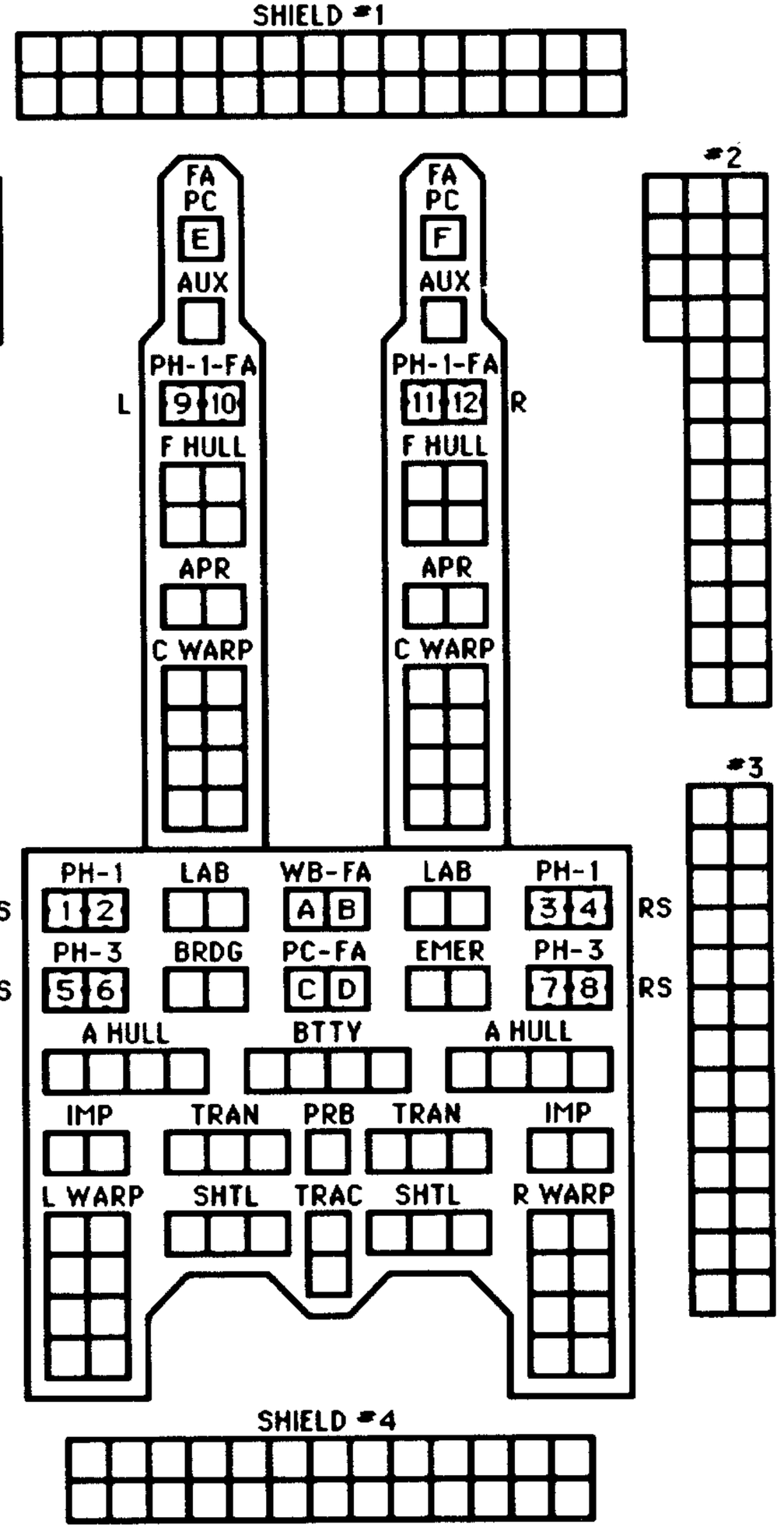
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4



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

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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

SELTORIAN LIGHT CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	127
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.5

CNTR

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAM CON

4
4
2
2
2
0

EX DAM

TURN MODE SPEED

D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

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	0	0	0
4	6	4	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

WEB BREAKER TABLE

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

TYPE III DEFENSE PHASER

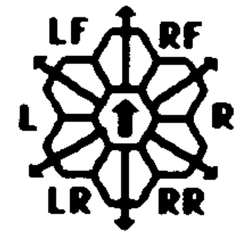
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

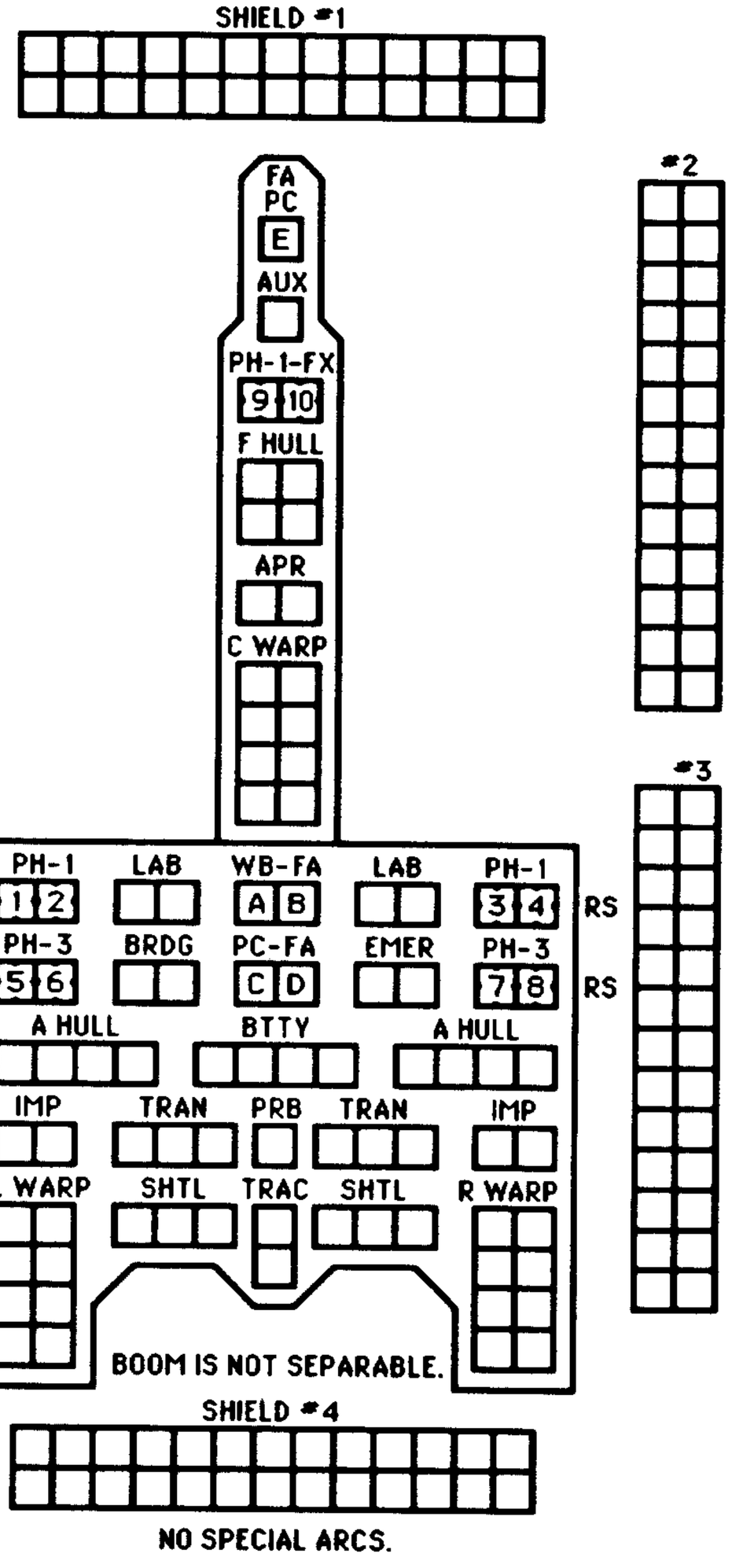
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



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



NO SPECIAL ARCS.

WARP ENERGY MOVEMENT COST = 2/3 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

SELTORIAN DESTROYER

CREW UNITS

			*						10
									20

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	95
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R15.6

CNTR

SENSOR

6
6
5
3
0

SCANNER

0
0
1
5
9

DAM CON

2
2
2
0

EX DAM

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	0	0	0
4	6	4	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

TURN MODE

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

WEB BREAKER TABLE

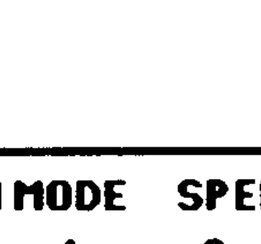
DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

SHIELD CRACKER TABLE

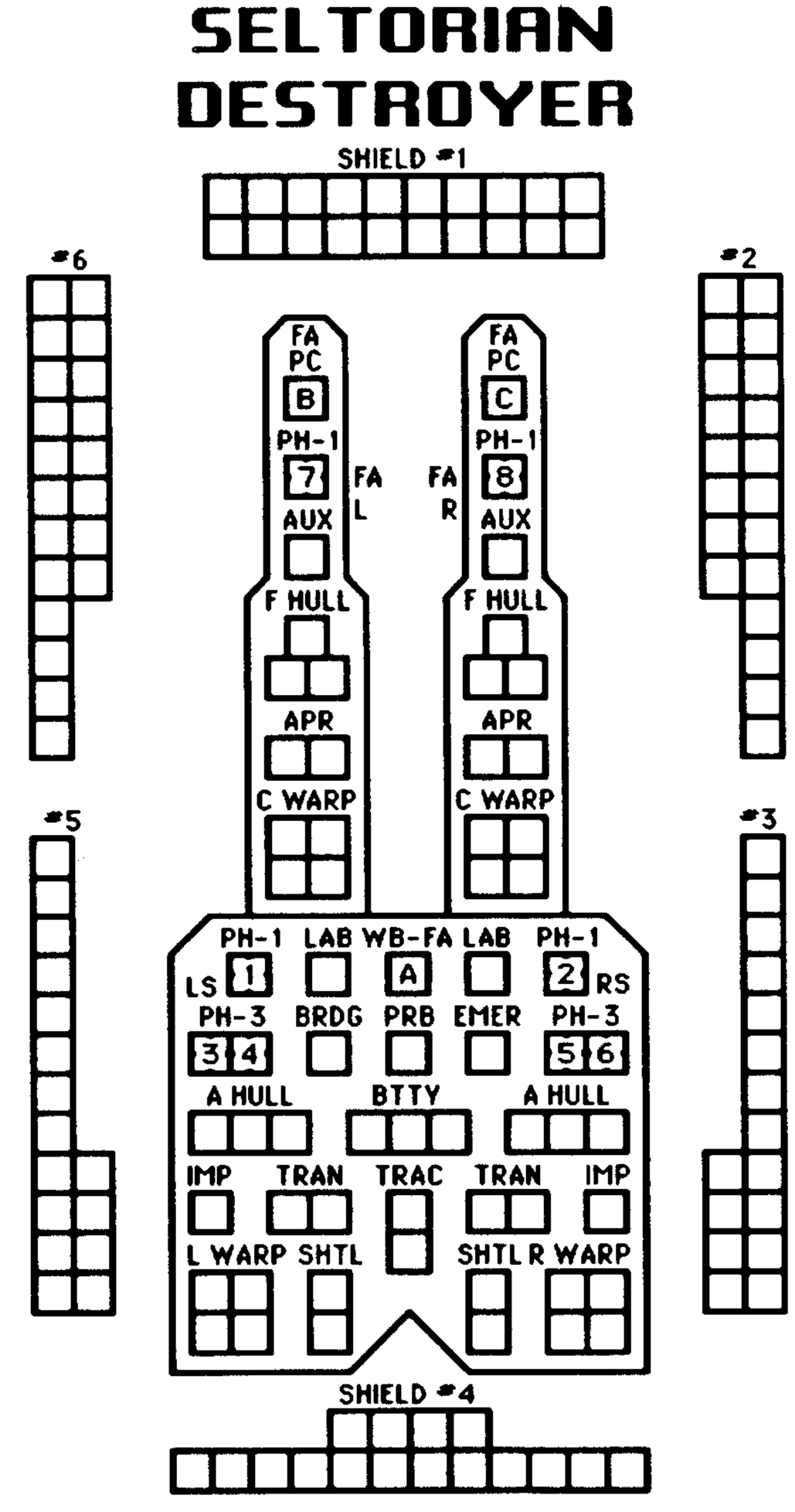
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



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



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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.	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

SELTORIAN FRIGATE

CREW UNITS

			*					10
								20

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	73
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R15.7

CNTR

SENSOR: 6 5 3 0

SCANNER: 0 1 5 9

DAM CON: 2 2 2 0

EX DAM

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	0	0	0
4	6	4	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

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

WEB BREAKER TABLE

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

TYPE III DEFENSE PHASER

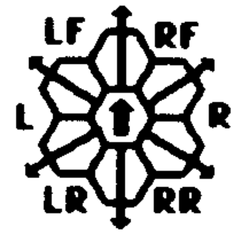
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

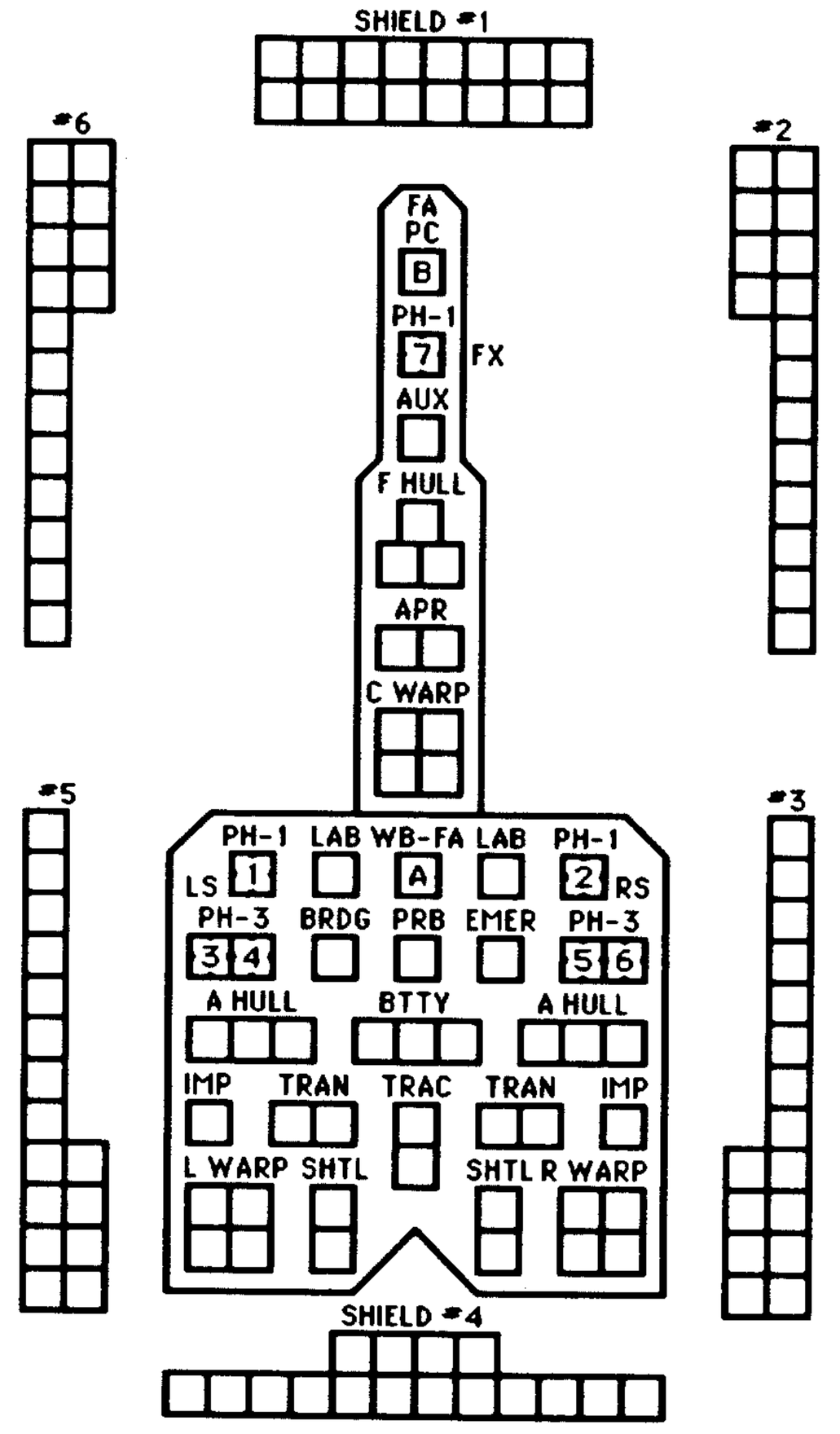
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



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



BOOM IS NOT SEPARABLE.
NO SPECIAL ARCS.

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	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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

SELTORIAN SCOUT DESTROYER

CREW UNITS

			✱							10
										20

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	= SC
POINT VALUE	= 100/65
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R15.8

CNTR

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 5 9

DAM CON: 2 2 2 0

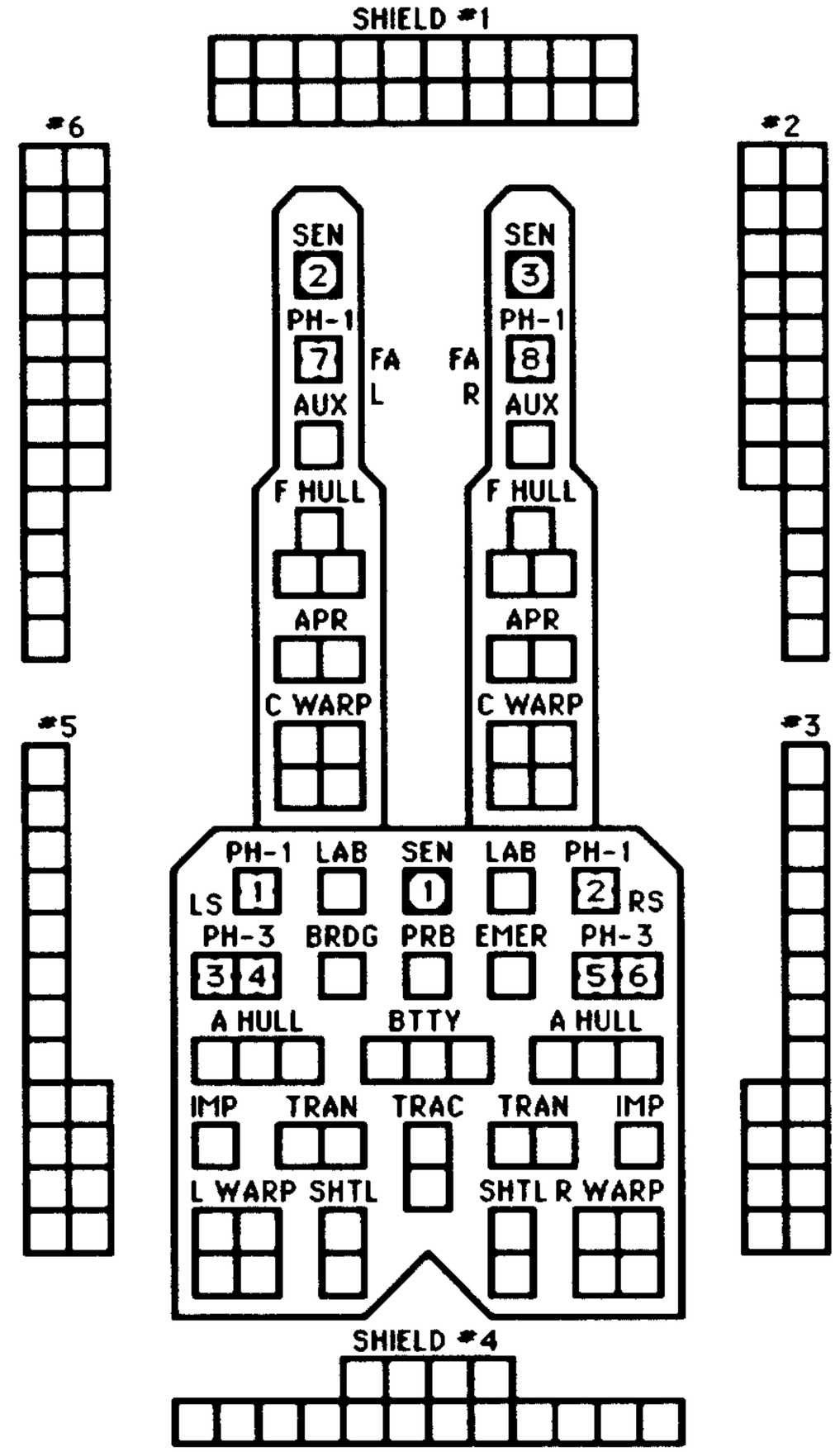
EX DAM

TURN MODE / SPEED

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	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	4	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

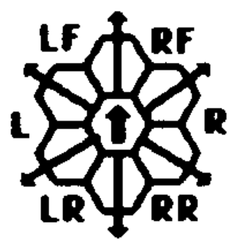


NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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
LS = LF + L + LR
RS = RF + R + 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	3	3	1	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.	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

SELTORIAN PF TENDER

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

PROBES

				5

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	= PFT
POINT VALUE	=105/65
BREAKDOWN	= 4-6
SHIELD COST	=1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R15.9

CNTR

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 5 9

DAM CON: 2 2 2 0

EX DAM

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	0	0	0
4	6	4	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

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

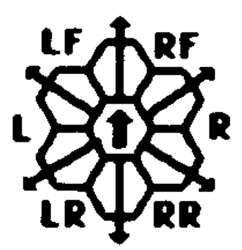
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

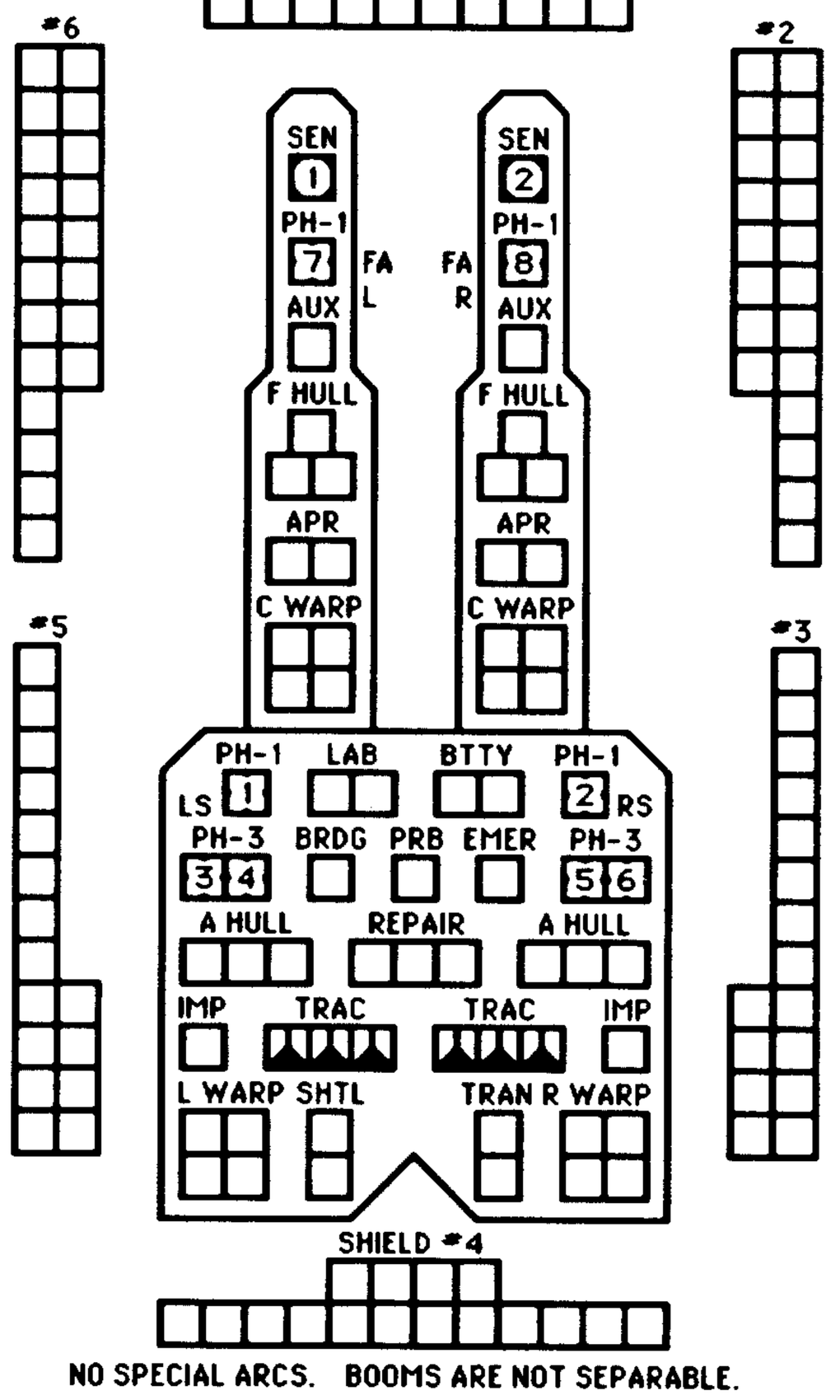
SCOUT FUNCTIONS SUMMARY

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



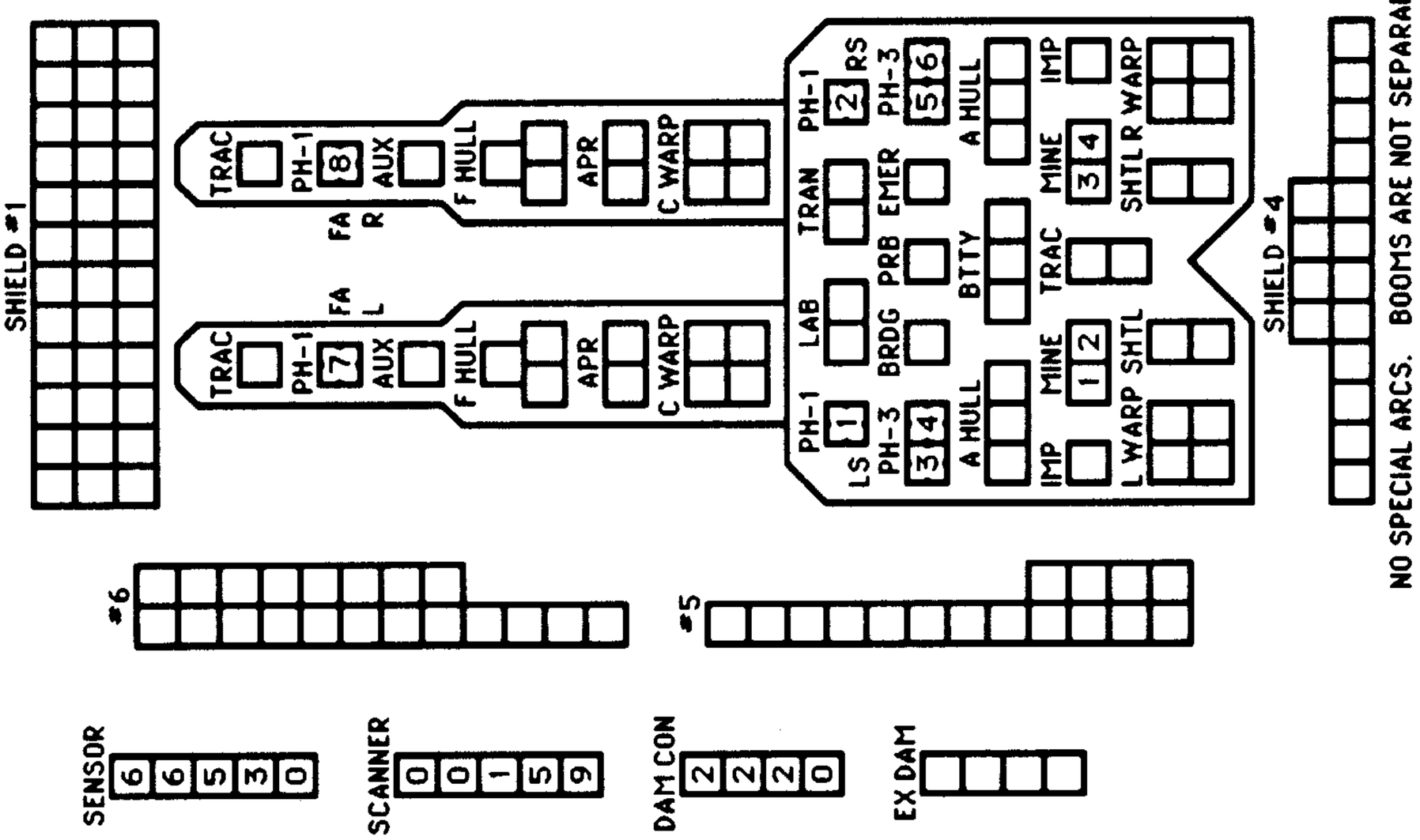


NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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.	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

SELTORIAN MINESWEEPER



CNTR

SENSOR 6 6 5 3 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	= MS
POINT VALUE	= 95/80
BREAKDOWN	= 4-6
SHIELD COST	=1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	=R15.10

TURN MODE

C	1
	2
	3
HET	4
	5
BD	6

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

SPEED	1	2	3	4	5	⑥
Standard	1	1	2	2	3	3
Fract.	½	1	1½	2	2½	3

HET COST

SPEED	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
⑥	7½	8	8	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

⑥ = ERRATIC MANEUVER WARP COST

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

PHASER

	4- 8	9- 15
3	1	1
2	1	0
1	0	0
0	0	0
0	0	0
0	0	0

SPEED

2-4	
5-9	
10-14	
15-20	
21-27	
28+	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
									MSS
									MSS
									GAS
THIS SHIP HAS ONE SHUTTLE BAY.									

CREW UNITS 10 20

BOARDING PARTIES 10

PROBES 5

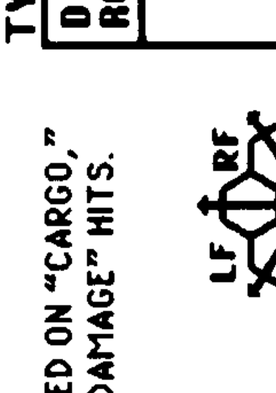
TRANSPORTER BOMBS D D

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184 AND AFTER.

TYPE I OFFENSIVE PHASER TABLE

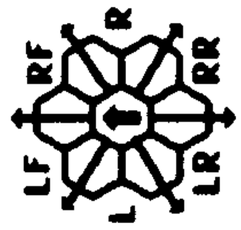
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

MINE RACKS



RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

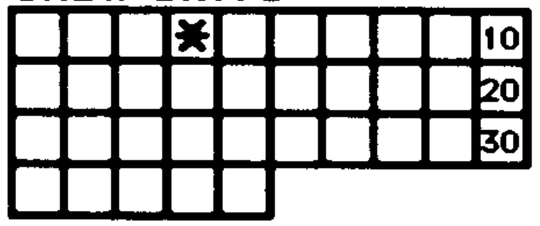
MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



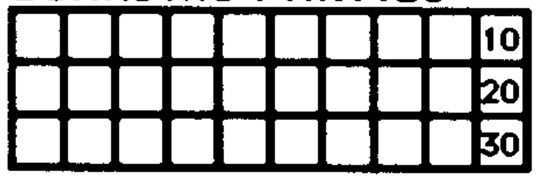
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SELTORIAN COMMANDO DESTROYER

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	= CMD
POINT VALUE	= 100/80
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R15.11

CNTR

TRANSPORTER BOMBS D D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184. BARRACKS ARE DESTROYED ON "HULL" DAMAGE POINTS.

SENSOR 6 6 5 3 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 0

EX DAM

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	0	0	0
4	6	4	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

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

WEB BREAKER TABLE

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

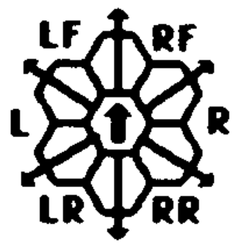
TYPE III DEFENSE PHASER

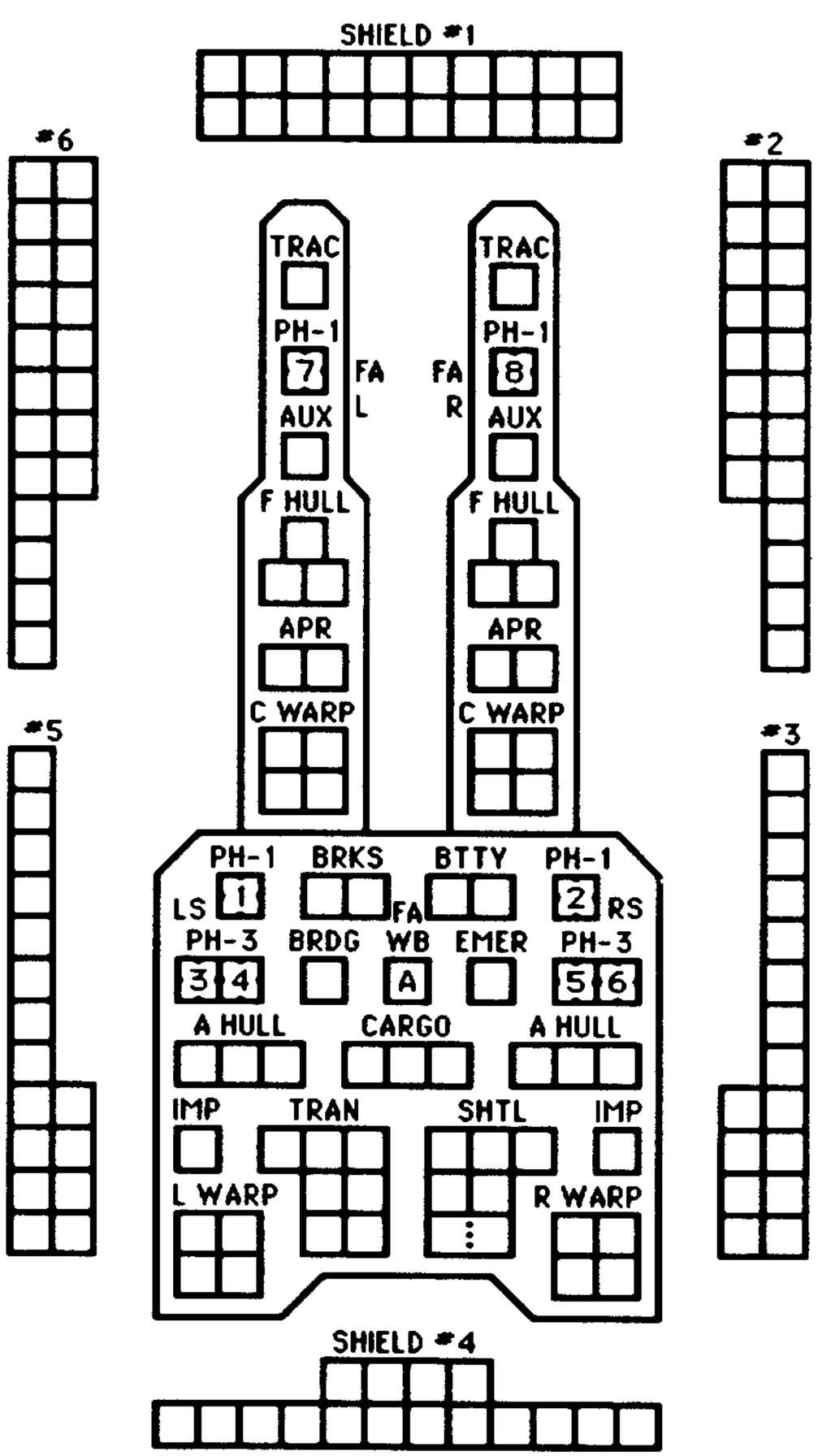
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

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





NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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.	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

SELTORIAN COMMANDO FRIGATE

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	= CMF
POINT VALUE	= 75/60
BREAKDOWN	= 4-6
SHIELD COST	=1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	=R15.12

CNTR

TRANSPORTER BOMBS [ ][ ] [D][D]

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184. BARRACKS ARE DESTROYED ON "HULL" DAMAGE POINTS.

SENSOR [6][5][3][0]

SCANNER [0][1][5][9]

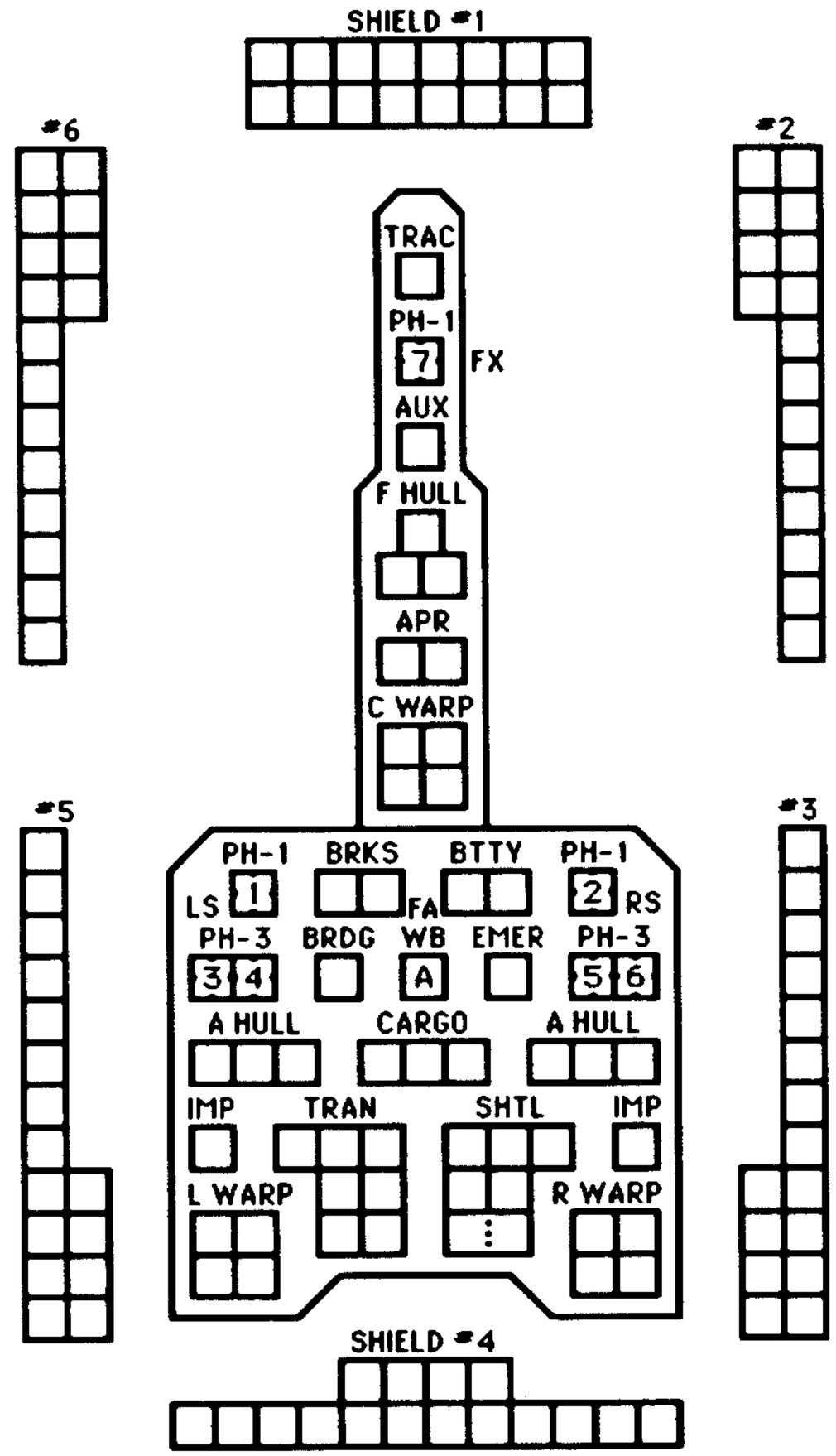
DAM CON [2][2][2][0]

EX DAM [ ][ ][ ][ ]

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	0	0	0
4	6	4	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

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



BOOM IS NOT SEPARABLE.
NO SPECIAL ARCS.

WEB BREAKER TABLE

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

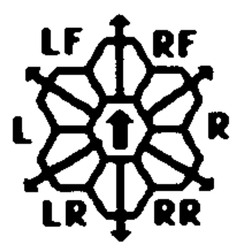
TYPE III DEFENSE PHASER

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

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

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



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	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

SELTORIAN HIVE SHIP

BOARDING PARTIES

10 20 30 40

PROBES

1 — 5
2 — 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	HVS
POINT VALUE	=	600/250
BREAKDOWN	=	0-6
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R15.13
PF LINKS REFIT	=	+36

CNTR

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150

TRANSPORTER BOMBS

D D D D D D

Y184 AND AFTER.

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" HITS.

TURN MODE	SPEED
H 1	2
2	3-4
3	5-7
HET 4	8-11
NONE 5	12-15
6	16-19
7	20-23
BD 8	24-29
9	30+

NOTE: THE ONLY REASON FOR A BREAKDOWN RATING AND BREAKDOWN CHECK OFF BOXES ON THIS SHIP IS TO DEAL WITH COLLISIONS WITH WEBS, AS THIS UNIT CANNOT DO AN HET AT ALL UNDER ANY CIRCUMSTANCES.

WEB BREAKER TABLE

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

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

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

TYPE I OFFENSIVE PHASER TABLE

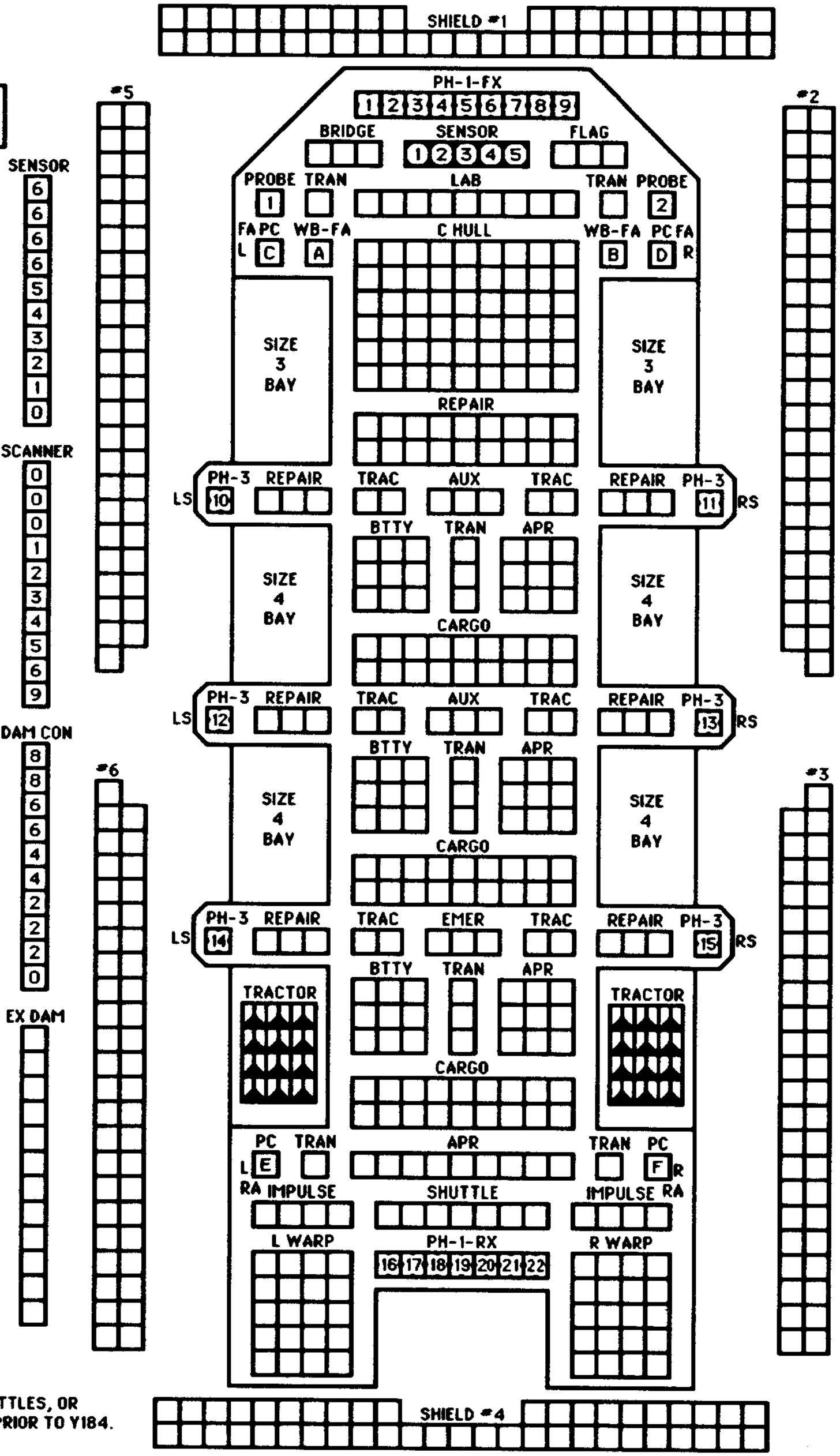
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

MOVEMENT COST = 2 (PLUS MOVEMENT COST OF DOCKED SHIPS)
CANNOT PERFORM ERRATIC MANEUVERS
CANNOT PERFORM HIGH ENERY TURNS

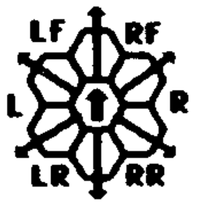
CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.



SELTORIAN PF FLOTILLA

PF	CREW					BP
L-1						
2						
3						
S-4						
5						
6						

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



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

PF DATA TABLE

TYPE	= PF
POINT VALUE	= 25/43
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R15.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 105/55

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

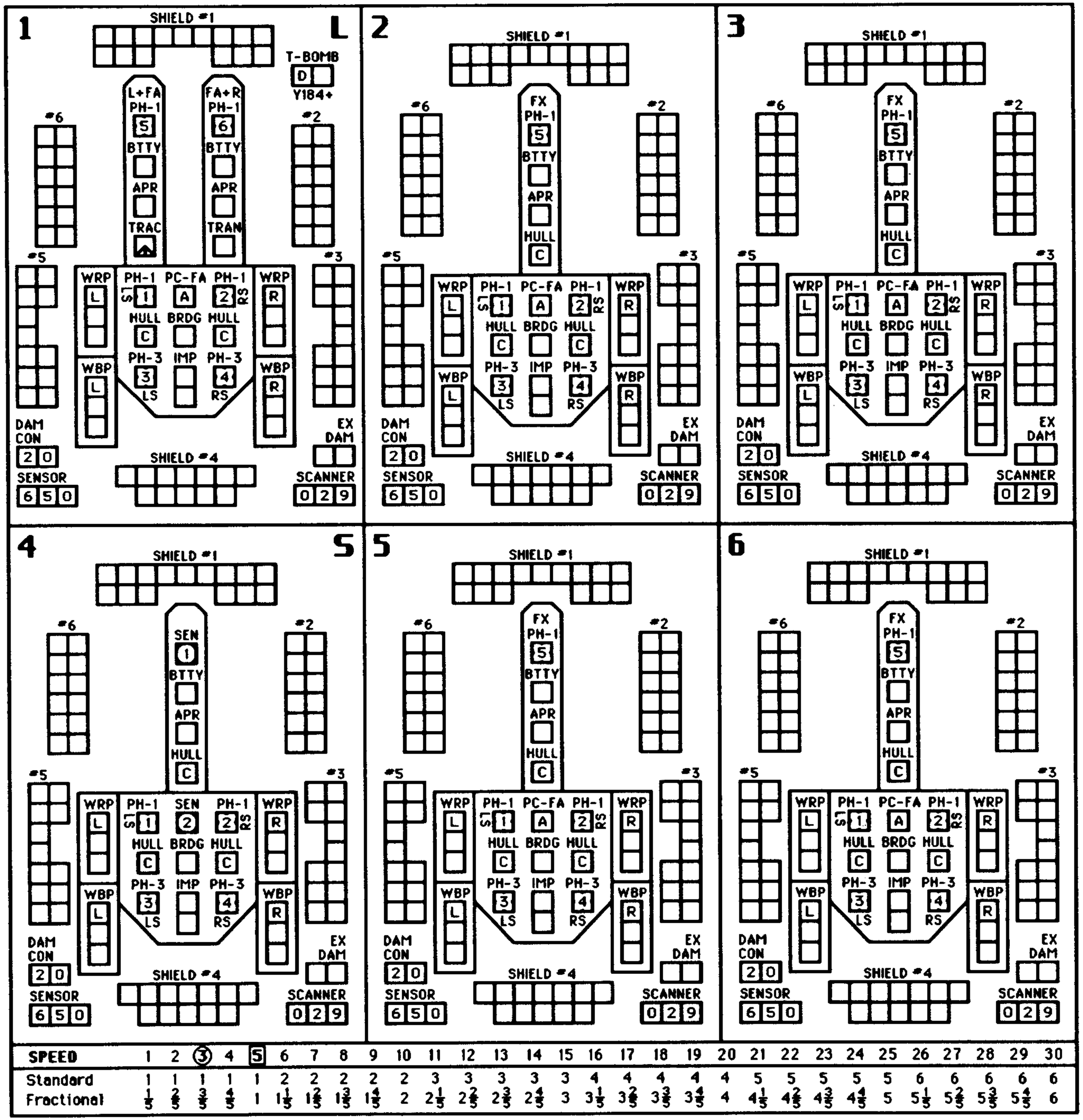
TYPE III DEFENSE PHASER

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

③ = EM COST
[5] = HET COST

PARTICLE CANNON TABLE

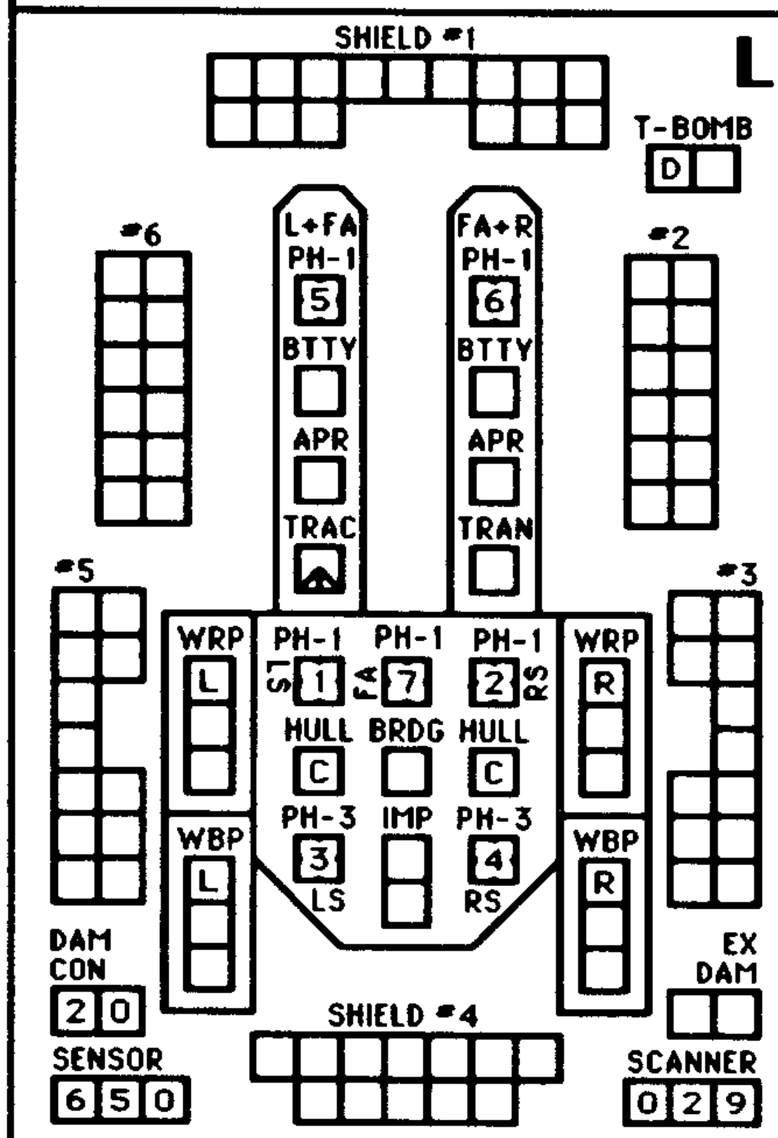
RANGE	0	1	2	3-4	5-8	9-10
HIT	1-6	1-5	1-4	1-4	1-3	1-3
DAMAGE	NA	4	4	3	3	3
OL DMG	8	8	8	6	6	NA



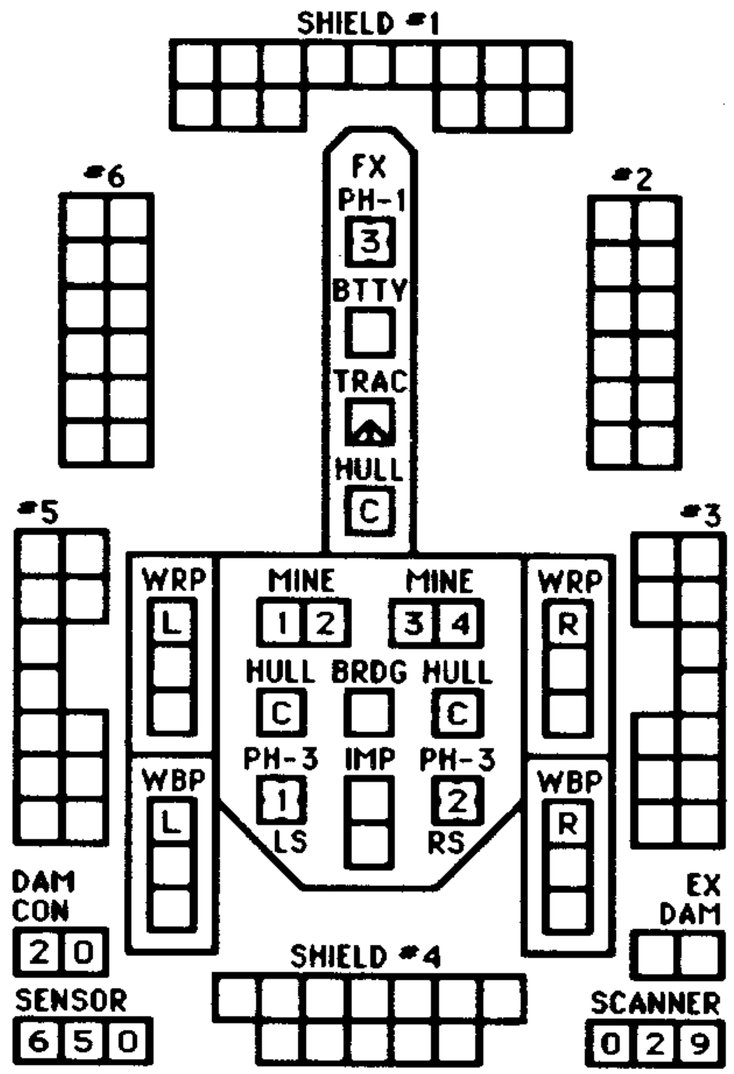
SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

SELTORIAN PF VARIANTS

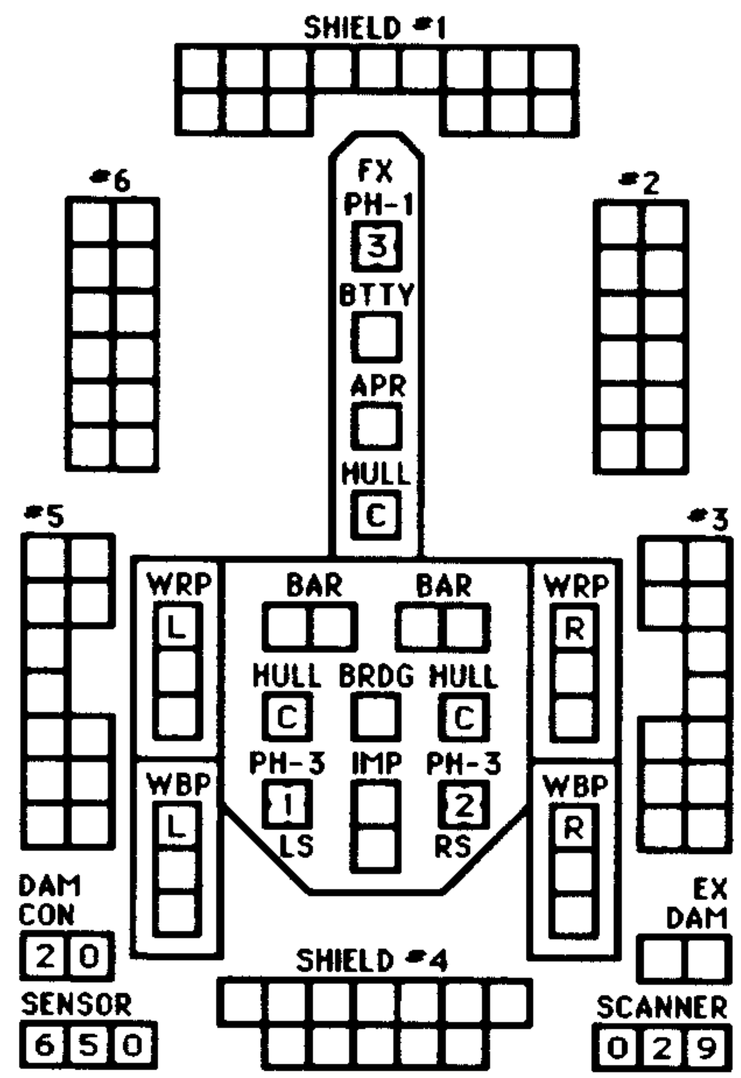
PHASER-ARMED PF LEADER



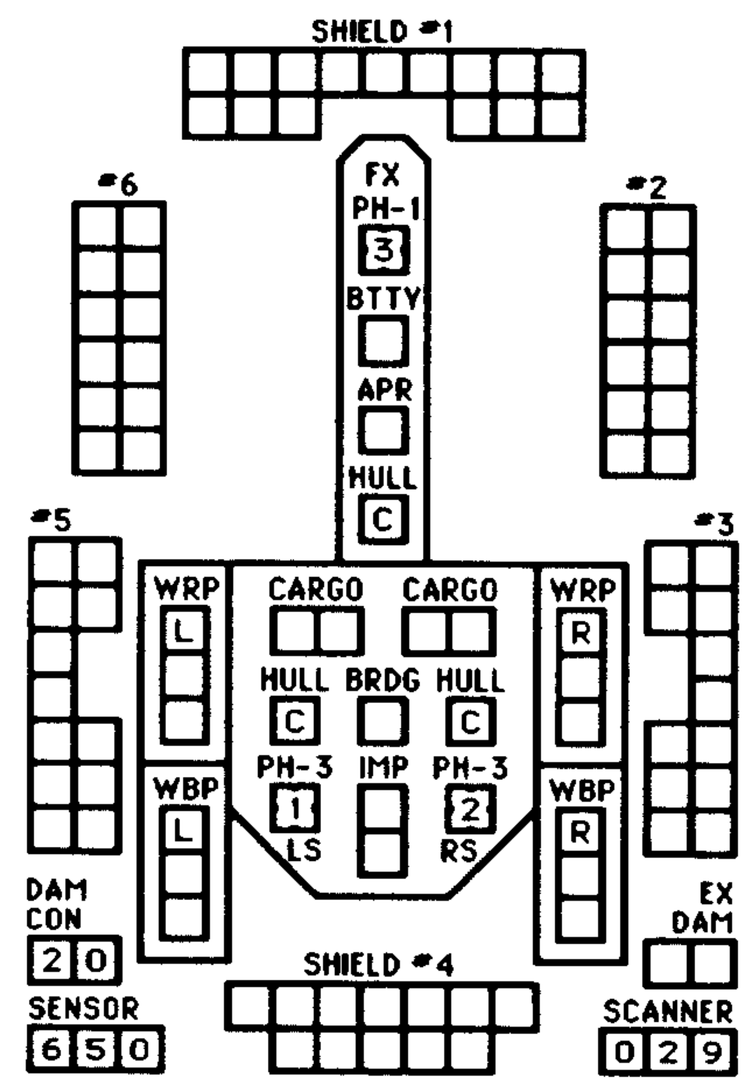
MINE WARFARE PF



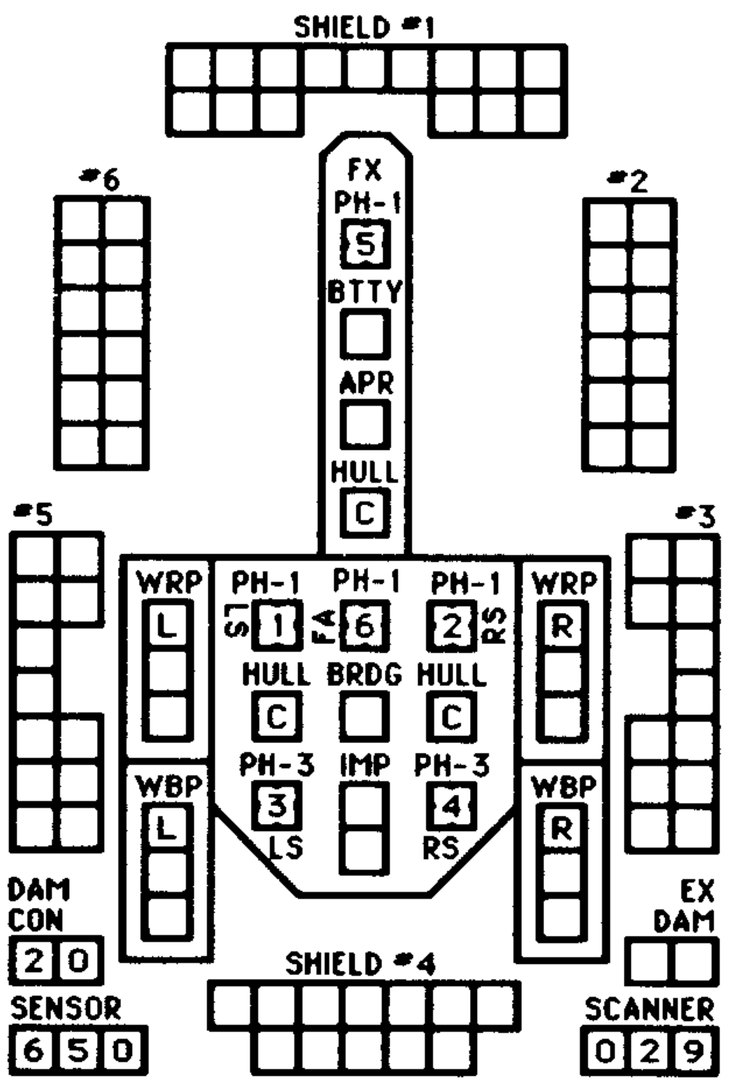
GROUND ASSAULT PF



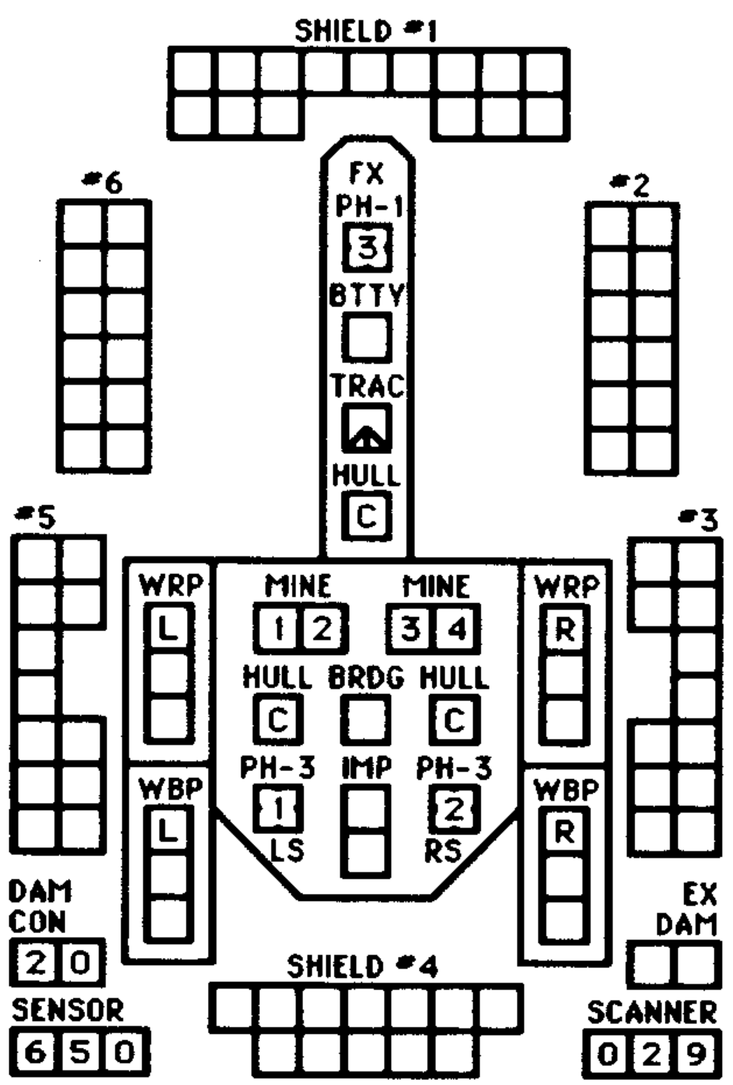
CARGO VARIANT



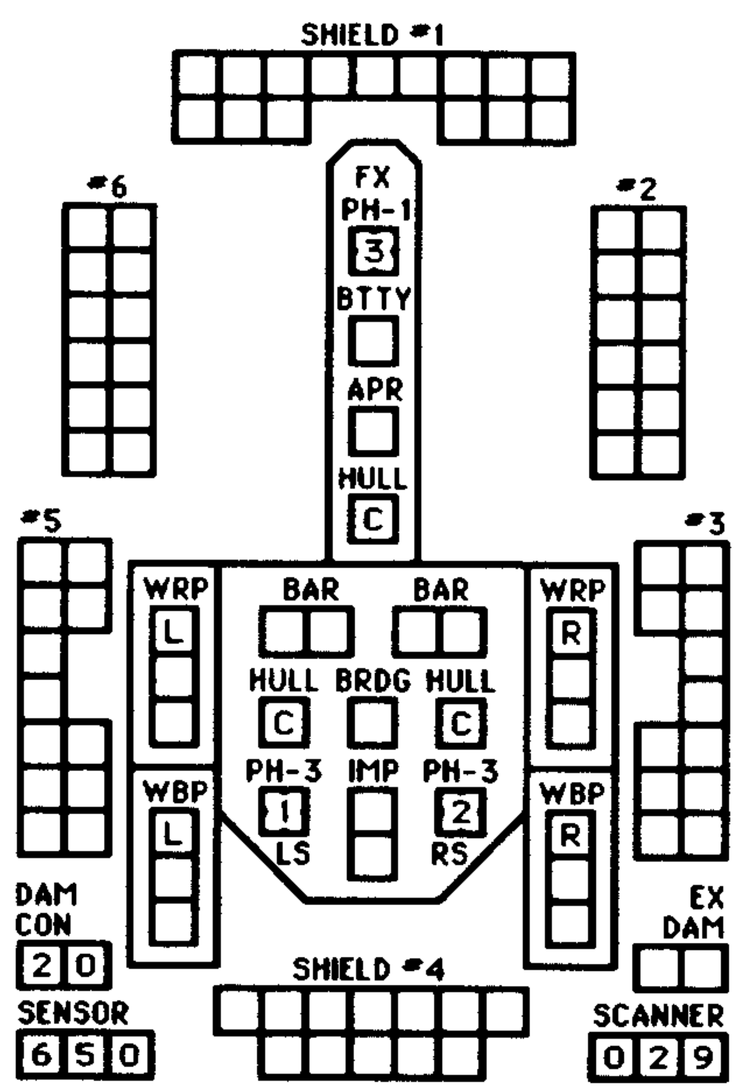
PHASER-ARMED PF



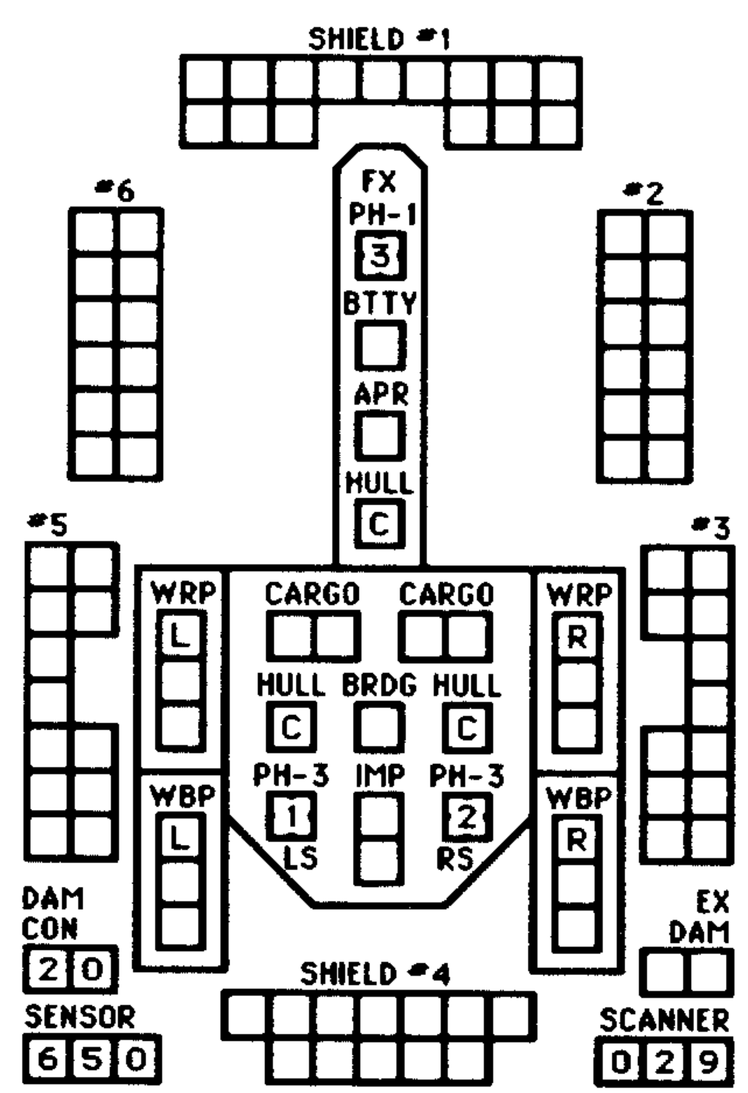
MINE WARFARE PF



GROUND ASSAULT PF



CARGO VARIANT



KZINTI COMMAND CRUISER-X

CREW UNITS

							*		10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SHIP DATA TABLE

TYPE	=	CCX
POINT VALUE	=	228
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.202

3 UIM STANDARD

FIRST GENERATION X-SHIP

CNTR

SENSOR: 6 6 6 4 1 0

SCANNER: 0 1 2 3 5 9

DAM CON: 6 4 4 2 2 0

EX DAM

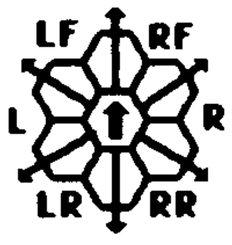
TYPE I OFFENSIVE PHASER TABLE

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	0	0	0
4	6	4	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

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



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

DRONE RACKS

1	:	:	:	:	:	:	:	:	:	:	GX
2	:	:	:	:	:	:	:	:	:	:	GX
3	:	:	:	:	:	:	:	:	:	:	GX
4	:	:	:	:	:	:	:	:	:	:	GX
5										CX	
6										CX	

TRIPLE RELOADS

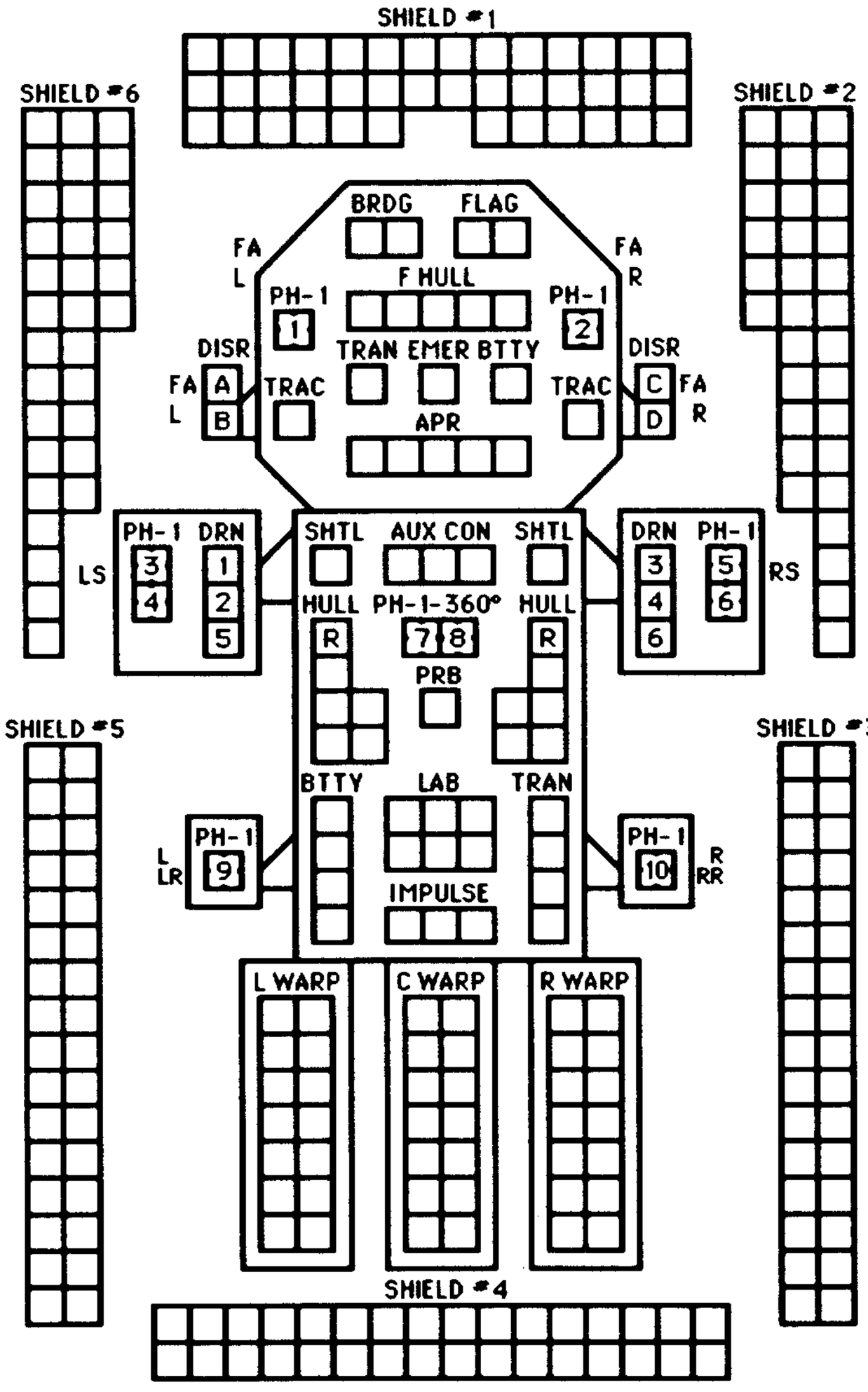
ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN
UIM
DERFACS



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

CREW UNITS

								*		10
										20
										30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

BOMBS

D	D	D	D	D	D

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

HIT & RUN CLOAK ☐

SHIP DATA TABLE

TYPE	=	CRX
POINT VALUE	=	235
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
CLOAK COST	=	13/3
SIZE CLASS	=	3
REFERENCE	=	R8.202

STEALTH +2 ECM

BPV INCLUDES CLOAK

BPV INCLUDES OAKDISC

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

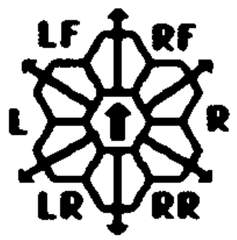
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

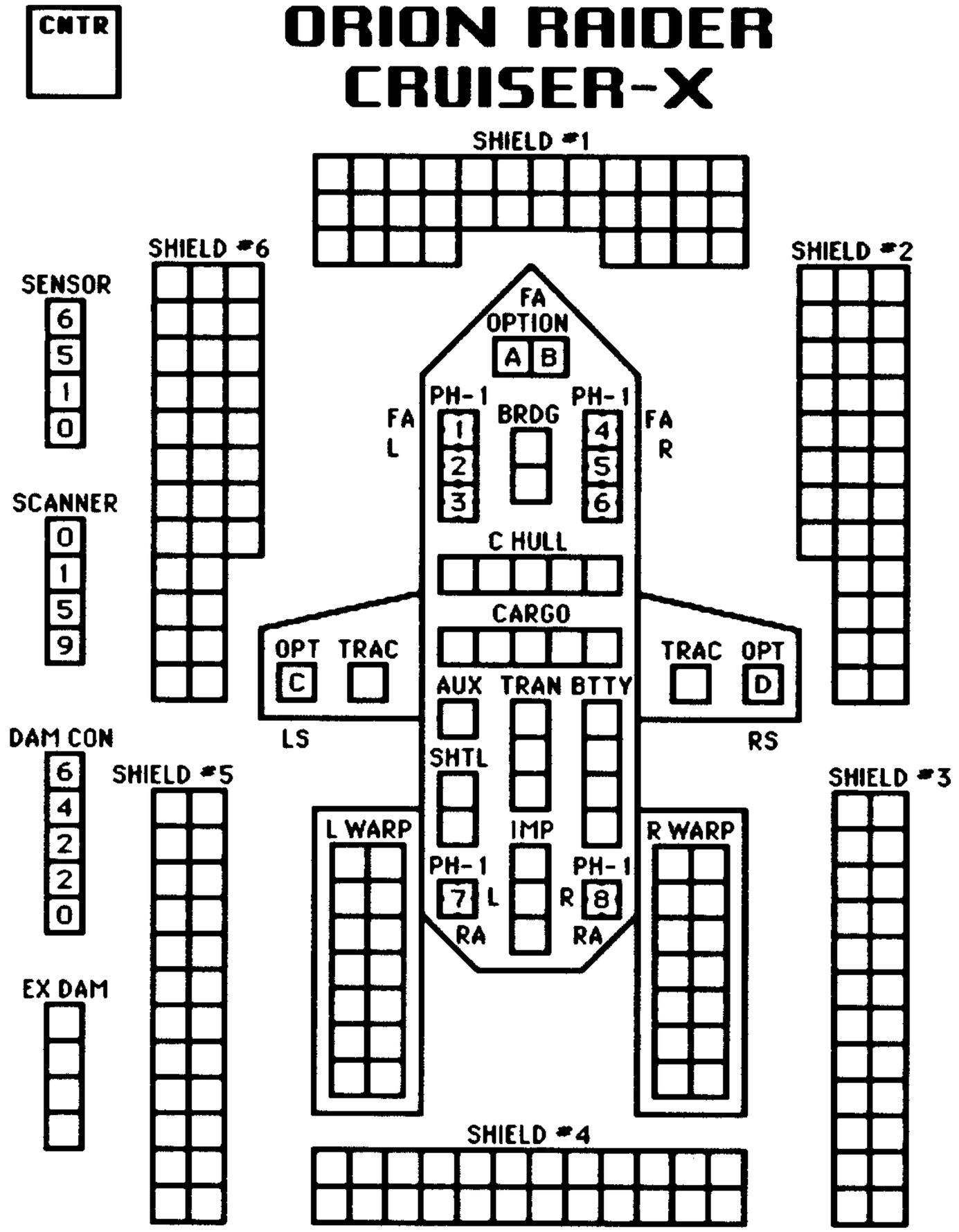


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

ORION RAIDER CRUISER-X



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ③ = 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	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

CIVILIAN BASE STATION

SHIP DATA TABLE	
TYPE	= BSC
POINT VALUE	= 120/90
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.35
Y175 REFIT	= +18
HANGAR MODULE	+10
CARGO MODULE	+8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES [ ][ ][ ][ ][5]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.
SEE (R1.35) FOR WEAPONS.

CREW UNITS

10 20 30 40 50 60 70

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][10] 10

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

DRONE RACKS

1							A				B
2							A				B

BASE HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). THESE TRACKS CAN ALSO BE USED FOR PLASMA-D RACKS ON BASES SO EQUIPPED.

ANTI-DRONES

1											

ADD ALWAYS HAD 12 ROUNDS.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

SHIELD #1

SHIELD #6

SHIELD #2

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

FX — PH-1 (TRAC, 1, 2) PH-3 (7) — REPAIR

DAM CON 4 4 2 2 2 0

EX DAM

EMER PRB

APR

SHTL HULL C CARGO TRAC

FIGHTER MODULE

C HULL

APR APR

W2 W1 SEN 1 2 (360°)

HULL SHTL C CARGO TRAC

FIGHTER MODULE

LS LAB BRDG RS

PH-3 CARGO 9 — PH- 5 6 — TRAC

W4 CARGO W3

CARGO TRAC — PH- 4 3 — PH-3 8

LS RR — AWR BTTY AUX — ARMOR — SHTL TRAN AWR — RS LR

CARGO CARGO

CARGO MODULE

SHIELD #5

SHIELD #4

SHIELD #3

Y175 REFIT.

Y175 REFIT INCLUDES INCREASED SIZE OF DRONE RACKS AND PLASMA-D RACKS ON STATIONS ARMED WITH THOSE WEAPONS, AS WELL AS DOUBLE RELOADS. IT ALSO INCLUDES THE INSTALLATION OF LIMITED AEGIS, AND THE SHIELDS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

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	0	0	0
4	6	4	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

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	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

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

SELTORIAN BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	230
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS BASE EXISTS ONLY IN THE THOLIAN HOME GALAXY. IT CAN NEVER HAVE T-BOMBS, OR USE WILD WEASELS OR SUICIDE SHUTTLES.

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130

BOARDING PARTIES

10 20

PROBES

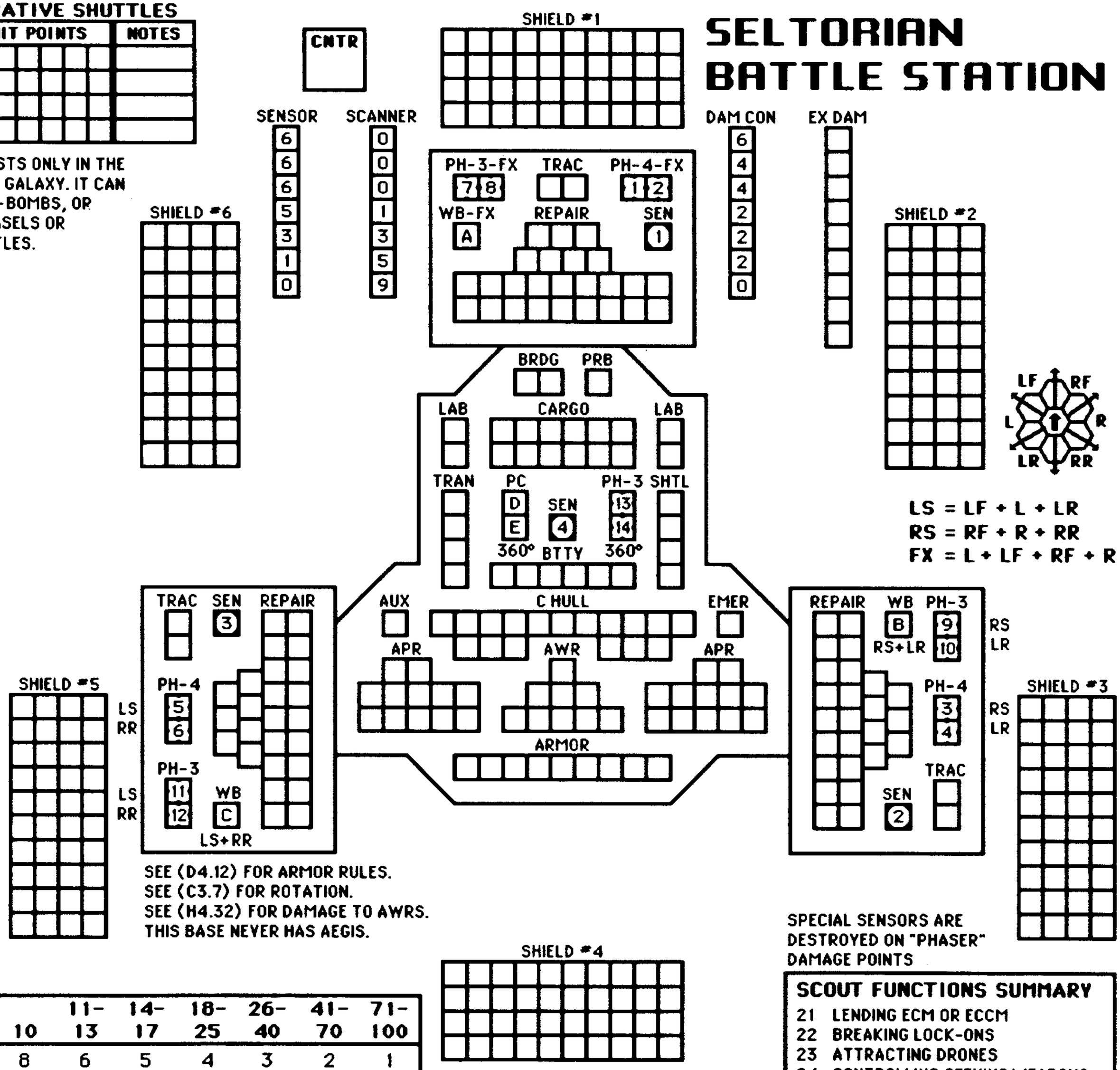
5

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

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.
THIS BASE NEVER HAS AEGIS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

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

NEW WORLDS III: CAPTAIN'S MODULE C3

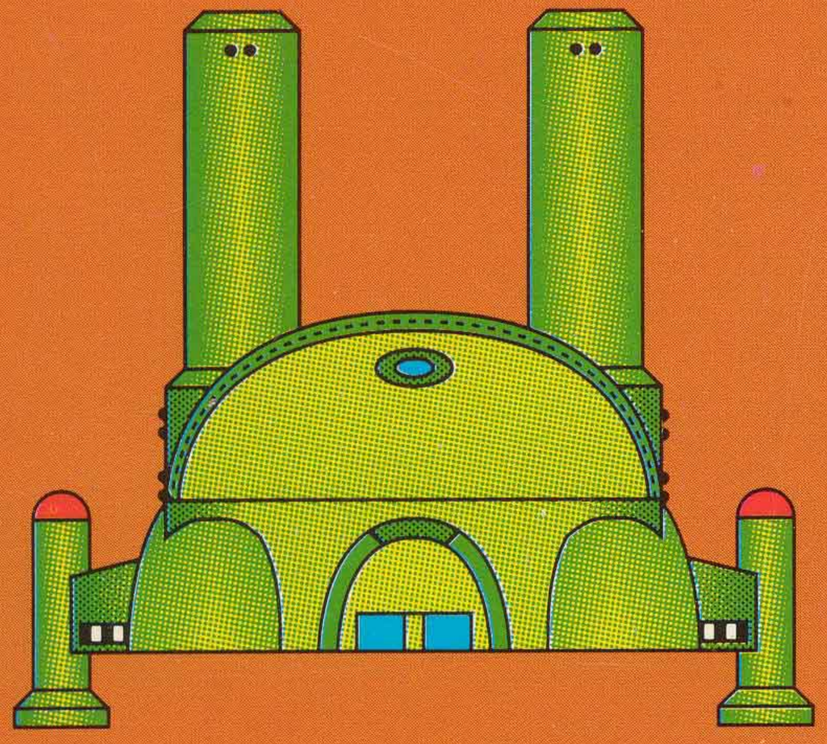
BATTLE FOR TWO GALAXIES!

SELTORIANS!

The Seltorian Tribunal arrives from the Tholian Home Galaxy to settle the score with their former masters who had fled to our galaxy. The Seltorians have 12 ships armed with particle cannons, web breakers, and shield crackers. Two new Tholian ships are introduced for battles in the Tholian Home Galaxy.

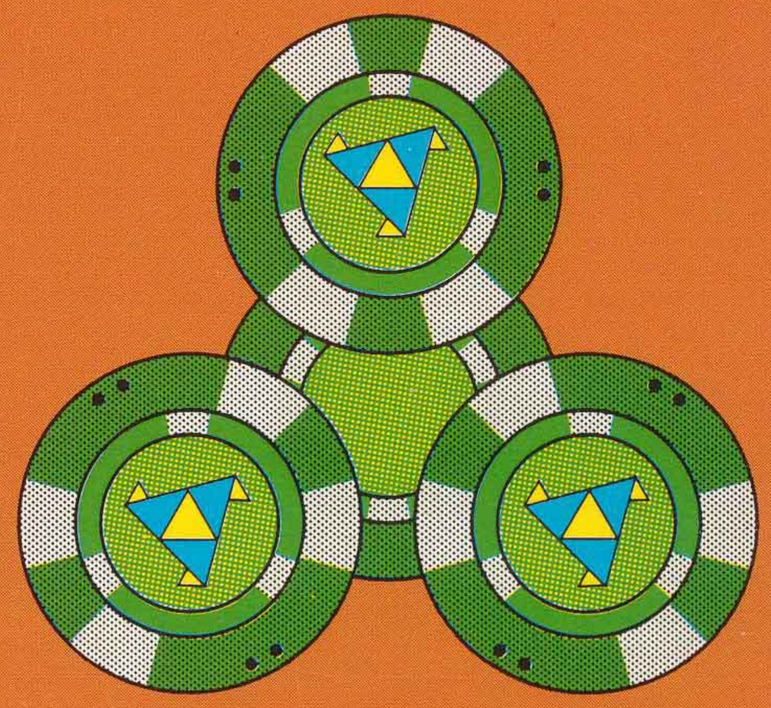
ANDROMEDANS!

Andromedans await your puny assault forces as you try to throw them out of the galaxy. New Andromedan items: Battle Station, Base Station, Ground Bases, Auxiliary Sled Ship, Missionary Carrier, Exploiter Heavy Cruiser, Queen Snake Cargo Ship, PA Mine, Trans-Captor, Temporal Elevator.



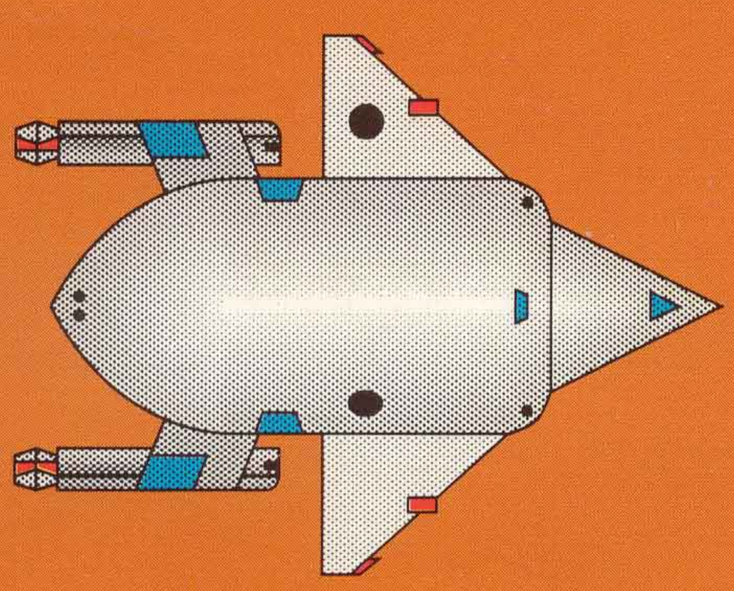
WYN WAR OF RETURN

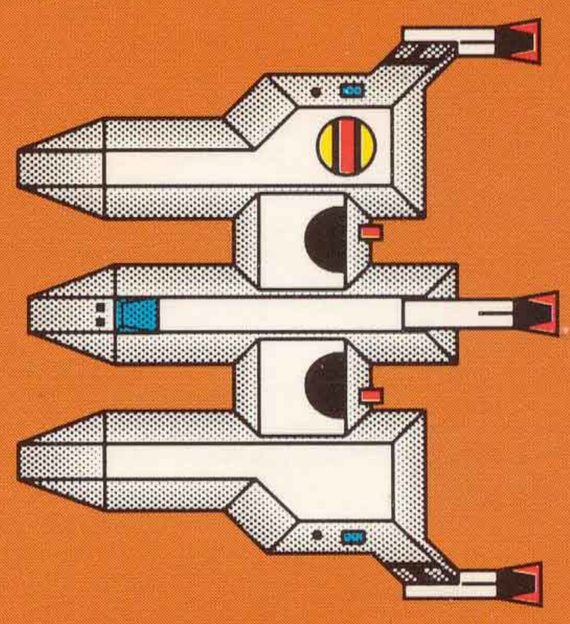
The Usurper returns with the Barracuda, Mako, Orca, and Great White Shark warships to reclaim his throne!



LYRAN DEMOCRATIC REPUBLIC

Once a Lyran Province, the LDR is now independent. Its ships carry gatling phasers and other special features.





SCENARIOS AND SPECIAL FEATURES

Rebel Convoy, Beginnings And Endings, Nest of Cockroaches, Armed Neutrality, Head On!, Lessons, Religious Experience, Old Enemies on the Rocks, Death Duel, Kzinti With a Mission, Conflict Resolution, Assault on Battle Station Rampart Campaign, Two new X-ships and Rules Extract, Annexes, and Play-Aids.

STAR FLEET BATTLES — CAPTAIN'S EDITION

5603

SFB New Worlds III: Captain's Module C3 provides additional ships, rules, scenarios, and races for use in the Star Fleet Battles game system. You must have SFB Basic Set in order to utilize this material. You will need Advanced Missions and Modules C1, C2, J, and K to use some of the ships.

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