

# STAR FLEET BATTLES

## THE JINDARIANS

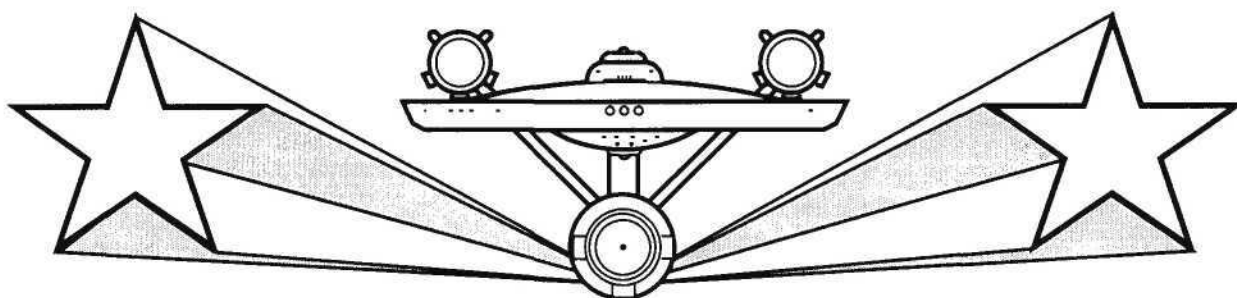


**CAPTAIN'S  
MODULE F1**

**TASK  
FORCE  
GAMES™**

*D. MARTIN*

# STAR FLEET BATTLES



## CAPTAIN'S MODULE F1 THE JINDARIANS

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DEADFALL	WORMY APPLE	
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DEATH BY STONING	WHEN MOUNTAINS WALK	
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STAR FLEET BATTLES CAPTAIN'S MODULE F1 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, Modules C1-C3, Module J, and/or Module K, and the asteroid belt and field maps from Modules S1 and S2.

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

A complete copy of Module F1 includes:

- 48-page rulebook (this book)
- 48-page SSD book
- two sheets of die-cut counters (each 108 counters)

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**(D25.0) JINDARIAN ARMOR**

The Jindarians make only a minimal use of shields (R16.1A) and shield technology (R16.1B). They rely mostly on the sheer mass (rock and metal) of their ships to withstand damage. The result of this mass is that their ships are very slow, but they are also very sturdy.

**(D25.1) GENERAL**

Armor on Jindarian asteroid ships operates as shields for purposes of blocking damage to the interior of the ship (D3.21). This means that the ship will not sustain any internal damage (D4.13) from direct-fire or seeking weapons until all armor boxes in a given "shield arc" have been destroyed.

These rules do not apply to non-asteroid Jindarian ships.

**(D25.11) TRANSPORTERS:** As with normal armor (D4.12), Jindarian armor will not block transporters. The Jindarians employed a mixture of shield technologies for this latter purpose [(R16.1A) and (R16.1B)].

**(D25.12) DAMAGE** is resolved against the shields (if operational) and then against the armor.

**(D25.13) HELLBORE DAMAGE:** Hellbores (E10.0) operate in a more restricted fashion when used against Jindarian ships.

**(D25.131)** If the Jindarian ship was operating its shields, the damage from an enveloping hellbore would be scored normally under (E10.4). Damage penetrating each shield is scored against the armor belt behind that shield (until it is all destroyed).

**(D25.132)** If the Jindarian ship is not operating its shields, an enveloping hellbore that hits a Jindarian asteroid ship will be divided equally among all six armor belts. Any excess points (left over after dividing the weapon strength by six) will be distributed by the Jindarian player to the various armor belts, with no more than one damage point scored on any given belt.

For example, if nine points were scored on a Jindarian asteroid ship, one point would be scored on each of the six armor belts, and the remaining three points would be assigned by the Jindarian player.

**(D25.14) ENVELOPING PLASMA TORPEDOES:** If an EPT strikes a Jindarian ship with any operating shields, divide the damage evenly among the six shields, with any leftover points allocated up to one per shield at the Jindarian player's option (FP5.31). Any damage penetrating the shields, or scored on a down shield, strikes the armor behind that shield before doing internal damage. If a Jindarian ship is not operating shields, then EPT damage is divided evenly among the armor belts, with any extra points being scored on a belt of the receiving player's option, no more than one extra point per belt.

**(D25.15) PLASMATIC PULSAR DEVICES** striking a Jindarian ship will score damage normally (E11.35).

**(D25.16) SPEARFISH DRONES** cannot ignore Jindarian armor, and all of their "internal" damage is scored on the armor belt of the relevant shield arc so long as there is any armor left in that arc.

**(D25.17) LEAKY SHIELDS:** There is no equivalent of (D3.6) for armor. Armor simply does not leak.

**(D25.2) REPAIRS**

Jindarian ships have a very limited ability to repair their armor during a scenario. This is not actually replacing solid rock that has been vaporized or blown clear of the main asteroid, but represents the application of bracing materials and instant-setting ferro-concretes to weakened sections. This rule expands the procedures of (D9.0) for the Jindarians. This repair can be conducted simultaneously with (D9.2) repairs to shields or other repairs under (D9.7) and does not reduce those repair capabilities in any way.

**(D25.21) SIZE-2 UNITS:** A Jindarian size class 2 unit (DN, BCH) can repair up to 15 damage points on its armor during a given scenario. This repair requires two points of power from any source per point of damage repaired, and no more power may be applied on any given turn than the highest damage control rating of the ship. This is an exception to the note in Annex #9 prohibiting the repair of armor during a scenario.

**(D25.22) SIZE-3 UNITS:** A Jindarian size class 3 unit (CA, CL) can repair up to 8 damage points on its armor during a given scenario. This repair requires two points of power from any source per point of damage repaired, and no more power may be applied on any given turn than the highest damage control rating of the ship. This is an exception to the note in Annex #9 prohibiting the repair of armor during a scenario.

**(D25.23) SIZE-4 UNITS:** The size class 4 units (DD, FF) do not use "rock armor" (or ATFs) but instead operate in all ways as conventional starships with conventional shields.

**(D25.24) CAMPAIGN REPAIRS:** Between scenarios of a campaign, any Jindarian ship in an asteroid zone (field or belt) can fully repair its armor. If the ship was not in an asteroid zone between scenarios, its repair capability is extremely limited. Such a ship can only repair a number of armor damage points equal to 1/5th the total number of armor points on the entire ship before damage was applied between scenarios of a campaign. See (D9.4).

**(D25.3) ENGINES**

Jindarian impulse and warp drives are buried deep inside the rock base of their ships. The actual exhausts are well inside the outside surface and are frequently disguised as craters and/or fissures. This shrouds the engines and protect them from direct damage as a result of enveloping weapon explosions, or from direct-fire or drone weapon hits aimed at them. The engines can only be damaged as a result of damage points scored by the DAC after the armor has been penetrated (i.e., there is no special rule regarding engine damage; some players might feel it logical that there should be).

Jindarian ships cannot drop their warp engines (R16.1C96).

**(D25.4) PSEUDO-ARMOR**

In asteroid zones, it is not uncommon for a Jindarian ship to "dock" to a large asteroid when it has sustained heavy damage to one of its armor belts to protect that armor arc from further damage (P3.43). Note that any ship in the game can do this; it does require that the ship stop, however.

**(D26.0) BOARDING JINDARIAN SHIPS**

Jindarian ships are constructed from asteroids riddled with tunnels which were originally used as mine shafts. The result is that each ship is unique in the layout of its internal makeup. This creates a number of problems for boarding parties attempting to capture, or even to raid the ship, while creating a number of advantages for the Jindarians in defending their ships. This modifies (D7.0).

**(D26.1) HIT-AND-RUN RAIDS**

**(D26.11) RESTRICTION:** No hit-and-run raids can be conducted against any system on a Jindarian ship unless that ship has been "scanned" (D26.12) or the scenario instructions indicate otherwise.

Once this information is gained on that single Jindarian ship, hit-and-run raids may be conducted normally on systems of that one ship (not class). Gaining information on one Jindarian ship does not provide any information about any other Jindarian ship. Once a ship has scanned a Jindarian ship, the information will be available to all other friendly ships in that scenario (or campaign).

Once a Jindarian ship has been scanned, the information is still valid for later scenarios *of that campaign* once the specific ship is identified by name (i.e., by Tac Intel Level L). This does not apply to scenarios (even historical scenarios) not part of a campaign.

**(D26.12) HOW TO SCAN:** "Scanning" requires the acquisition of Level M information under (D17.0) Tactical Intelligence.

If not using Tactical Intelligence, a scanning unit must remain within the distance designated below (or closer) of the Jindarian ship with active fire control for 96 impulses out of a period of 160 consecutive impulses. Another way to scan a Jindarian ship is to move within the designated distance AND have a positive EW shift (D17.26). The designated distance is provided, for each type of scanning unit, by the table below (which is taken from the Tactical Intelligence Chart):

Level	Scout using channel	Ship	PFS, SWAC	MRS, PF, EWF	Manned Shuttle	Probe Drone
L	6	4	1	1	-	-

Note that probe drones and manned shuttles (other than MRS, SWAC, and EWF) can never obtain this information.

More than one Jindarian ship can be scanned during the same impulse(s) by the same or different ships.

This scanning cannot be done in a nova (D17.2253).

**(D26.2) BOARDING**

Jindarian ships can be boarded after scanning them as defined in (D26.12) above or (with more risk) without scanning. (Jindarians boarding other Jindarian ships NOT of their caravan suffer the same penalties.)

**(D26.21) AFTER SCANNING:** Boarding parties placed on Jindarian ships that have been scanned (D26.12) operate normally.

**(D26.22) WITHOUT SCANNING:** If boarding parties are placed on a Jindarian ship without previously scanning, it they will probably become "bewildered" in the warren of mine shafts in unoccupied parts of the ship. [The term "bewildered"

is used instead of "lost" since the latter term can also mean "destroyed".] Worse, they will run afoul of booby traps left in areas of the ship that are not frequented by the Jindarians themselves. Such traps are very difficult to detect as there is often no electronic system associated with them that combat tricorders could pick up, leaving the boarding parties totally dependent on their own skills. To reflect this, roll a single die in the Final Activities Phase as the first action of the Boarding Party Combat Step for each boarding party aboard the Jindarian ship and consult the following table:

- |   |   |
|---|---|
| 1 | Boarding Party destroyed by trap.   |
| 2 | Boarding Party destroyed by trap.   |
| 3 | Boarding Party bewildered, roll again next turn.  |
| 4 | Boarding Party bewildered, roll again next turn.  |
| 5 | Boarding Party reaches occupied area of ship, conduct normal boarding combat die rolls. |
| 6 | Boarding Party reaches occupied area of ship, conduct normal boarding combat die rolls. |

The die is rolled for each boarding party separately as the internal structure of the Jindarian ship will force them to all arrive in slightly different locations to find enough room.

Add one to the die roll if the boarding party is a Commando, is accompanied by a Legendary Ground Forces Officer or Marine Major, or is from an Outstanding Crew. Subtract one from the die roll if the boarding party is from a Poor Crew. Die roll modifiers are not additive, but a negative and a positive modifier will cancel out. A modified die roll less than 1 is treated as 1; a modified die roll more than 6 is treated as 6.

**(D26.23) BEWILDERMENT:** Bewildered boarding parties are treated under these special rules.

**(D26.231)** If the boarding party is bewildered, it may be retrieved by transporter, or roll on the table again at the end of the next turn if not retrieved. Even if a friendly ship completes a scan, the boarding party remains bewildered until withdrawn by transporter or they reach an occupied section (D26.233).

**(D26.232)** Bewildered boarding parties may be attacked by Jindarian boarding parties as a separate battle from the main action [or from any other area if using (D16.0)], but ONLY if all non-bewildered enemy boarding parties are attacked by at least an equal number of Jindarian boarding parties (equal to the non-bewildered boarding parties).

**(D26.233)** Bewildered boarding parties which have reached an occupied area of the Jindarian ship (die roll 5 or 6 above) function normally from that point, but no additional boarding parties can be transported in to reinforce them until after the next subsequent Final Activities Phase, e.g., if the boarding party rolled a six during the Final Activities Phase of Turn #1, it cannot be reinforced until Impulse #1 of Turn #3.

[The "reinforcing" BPs avoid the die roll of (E92.22), but only because the other BPs have been able to set up a transporter beacon.]

**(D26.24) SPECIAL BONUSES:** Jindarians receive a +1 to the boarding party combat die roll when defending their own ship (or any ship in their caravan) and a -1 when boarding a non-Jindarian ship. (There is no penalty or bonus in the case of a Jindarian ship of another caravan.) This reflects their natural adaptation to its specific gravity and atmosphere. This modifier does not apply to Hit-and-Run raids.

**(D26.25) DOCKING:** See (R16.1C3) for docking.

**(E18.0) WARP-AUGMENTED RAIL GUN**

This weapon is the primary heavy armament of the Jindarians. Its principle use was to "crack" asteroids discovered to be rich in mineral ores in order to make mining it more efficient. The warp-augmented rail gun (WRG) fires a solid shot of energized neutronium at a speed of warp 9.95. As the material is not shielded, friction on the material from chance impacts with matter present even in the vacuum of space results in its degradation over range. Shots fired by the warp-augmented rail gun are directed to their targets at the last moment by a "warp-magnetic twist" just as they "leave the barrel"; the weapon itself is incapable of being shifted in any way. This results in a somewhat limited arc of fire, but enhances the concealment of the weapon as there is no need for mechanical systems on the surface of the asteroid itself.

The similar light rail gun (LRG) (E18.6) is used by fighters, fast patrol ships, destroyers, and frigates.

**(E18.1) DESIGNATION**

**(E18.11) SSD:** Each WRG box on the SSD is one warp-augmented rail gun. Each is recorded and fired separately.

**(E18.12) DESTRUCTION:** Warp-augmented rail guns are destroyed on Torpedo hits on the Damage Allocation Chart (D4.21).

**(E18.13) COST TO REPAIR:** Warp-augmented rail guns cost 9 points to repair. They can be hastily repaired as LRGs for 4 points. They can only be repaired by Jindarians; no other race can build or repair a warp-augmented rail gun.

**(E18.14) TECHNOLOGICAL LIMITATIONS:** WRGs are huge systems and cannot be mounted on anything smaller than an asteroid. No other race ever used them. This expands the limits in (U7.2).

**(E18.15) HIDDEN MOUNTS:** All weapons on Jindarian ships are mounted using a form of (D17.4), Concealed Weapons, but this concealed status has no effect on their ability to fire (D17.742). Because this concealment is inherent to the construction of Jindarian ships, the weapons cannot be detected unless they fire or Tactical Intelligence Level M (not K) is gained on the asteroid (D17.741). This concealment is included in the BPV of the Jindarian ships.

**(E18.2) ARMING PROCEDURE**

**(E18.21) ARMING COST:** Each warp-augmented rail gun requires three points of warp power on the turn of firing. This power can be allocated or from reserve power.

**(E18.22) HOLDING:** If a warp-augmented rail gun is not fired by the end of a given turn, it can be held and fired during the following turn, or any subsequent turn, at the cost of one point of allocated power from any source. This holding energy must be paid during the Energy Allocation Phase of the turn, and if it is not paid, the weapon is discharged (E1.24).

Note that as WRGs are not multi-turn arming weapons, they are not held armed at WS-III (S4.13).

**(E18.23) OVERLOADS:** WRGs cannot be overloaded.

**(E18.3) FIRING PROCEDURE**

**(E18.31) FIRING PROCEDURE:** The number of damage points scored by a warp-augmented rail gun is determined by the range and a die roll. Refer to the (E18.35) WARP-AUGMENTED RAIL GUN FIRING TABLE, which is found on ships equipped with the weapon and is reproduced below. Roll a single die and 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.

See (E18.54) regarding plasma torpedoes.

**(E18.32) 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. Warp-augmented rail guns have a maximum range of 35 hexes.

**(E18.33) FIRING RATE:** A warp-augmented rail gun can fire once per turn, but not within a quarter-turn (8 impulses) of a previous offensive firing (E18.31) or the end of a period of defensive firing [see (E18.423)].

**(E18.34) TYPE:** The warp-augmented rail gun is a direct-fire heavy weapon. It fires in the Direct-Fire Weapons Fire Stage (6D2) of the Sequence of Play (Annex #2).

**(E18.35) WARP-AUGMENTED RAIL GUN FIRING TABLE**

RANGE	0	1-5	6-10	11-15	16-20	21-25	26-30	31-35
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	20	17	14	11	8	5	2	1

See (E18.5) Special Cases.

**(E18.4) RAPID FIRE (DEFENSIVE MODE)**

Warp-augmented rail guns have a capability to rapidly spew smaller masses (termed "pellets") into space in a clustered pattern. This system was inefficient, and virtually ineffective, for use against ships (size 5 and larger), but was highly effective as a means of defense against fighters and seeking weapons. (The hulls of shuttles and drones simply were not as thick as the hull of a ship, and a single impact could be devastating.)

**(E18.41) POWER:** To be used in rapid fire mode, a player must allocate the same energy as if the weapon were to be fired normally, i.e., three points of warp power (E18.2).

**(E18.42) LIMITATIONS:** If a warp-augmented rail gun is designated as using "rapid fire", it does so for eight consecutive impulses unless destroyed or voluntarily inactivated by the Jindarian player. The decision to fire a given WRG in defensive mode is made at the instant of firing.

**(E18.421)** A warp-augmented rail gun being held (E18.22) can be fired in this mode.

**(E18.422)** A ship using erratic maneuvers cannot use rapid fire mode as the additional spread of the pattern by the ship's own maneuvers would make it ineffective.

**(E18.423)** Note that firing can extend over a turn break, but if it does extend over a turn break, the weapon cannot be armed and fired during the subsequent turn, i.e., if the weapon went into rapid-fire mode during Impulse #26 of Turn #2 and fired on Impulse #1 of Turn #3 (the eighth impulse), it (the given weapon) would not be able to be armed or fired again during Turn #3. The Jindarian player must announce whether or not the railgun will continue firing in defensive mode before the "PFs drop WBPs" step of Energy Allocation.

**(E18.43) EFFECT:** During the eight-impulse period when the warp-augmented rail gun is using rapid fire, any seeking weapons and shuttles approaching the ship through that warp-augmented rail gun's firing arc will be affected as described below. Every size-6 and size-7 target (not including mines or cloaked targets) within the range and firing arc will be attacked every impulse during rapid firing.

**(E18.431) DRONES:** Roll a single die for each drone within four hexes of the ship each impulse. On a die roll of 1 or 2, the drone has been hit and is destroyed. This is irrespective of the number of damage points required to destroy the drone, including any armor modules it is carrying.

**(E18.432) PLASMAS:** On each impulse that a given plasma torpedo is moving in the zone of a warp-augmented rail gun on rapid fire, roll a single die for that plasma torpedo and subtract that much damage from the warhead (E18.54).

**(E18.433) SHUTTLES:** For each impulse that a given shuttle is inside the zone of a warp-augmented rail gun in rapid fire mode, roll one die. If the result is a 1-3, roll two dice to determine the number of damage points (2-12) scored on that shuttle. A result of 4-6 indicates a miss.

**(E18.434) OTHER TARGETS:** The pellets fired by a warp-augmented rail gun in rapid fire mode are simply too small to have any effect on anything other than a seeking weapon or shuttle. They have no effect on cloaked units, mines, planets, or asteroids. They have no effect on ESGs (and will indeed operate through ESGs, which have no effect on them).

**(E18.435) JINDARIAN units** will be attacked. This is an exception to (D1.5). There is no capability to selectively omit targets in the engagement zone from attack.

**(E18.44) RANGE:** A warp-augmented rail gun used in rapid fire mode can only affect shuttles and seeking weapons that are at a range of four or less from the firing ship.

**(E18.45) ELECTRONIC WARFARE:** A warp-augmented rail gun used in rapid fire mode is not affected in any way by electronic warfare.

**(E18.46) FIRE CONTROL:** Rapid fire mode requires the use of active fire control (D6.6) and a lock-on to the target units (D6.11). It cannot be used with passive (D19.0) or low power fire control (D6.7). If the fire control is disrupted (D6.68) during firing, all subsequent firing impulses are lost immediately.

**(E18.47) RAPID FIRE OVERLAP:** If the firing arcs of two rail guns on a single ship with separate firing arcs overlap (such as an RA and an R firing arc, but not two with RA arcs), only one rail gun can fire in defensive mode on any valid targets in the overlap hexes (i.e., along that hex spine). The Jindarian player selects which rail gun will fire along the spine on each given impulse, and he can switch between two such guns on subsequent impulses.

Note that if two weapons, each with the same firing arc (e.g., RA), are firing, each would attack each target once in each impulse.

This rule does not apply to normal firing mode or to WRGs on different ships.

**EXAMPLE:** A Jindarian heavy cruiser is in 2215, facing A. A seeking weapon is in 2016. (The facing and target of the seeking weapon are not relevant.) The L+LF and RA WRGs are firing defensively. Only one of them can attack that specific seeking weapon, even though it is in the arc of both of them. If the ship had been a dreadnought, it could have used both of its RA WRGs to attack the seeking weapon, but not one RA and one L+LF weapon.

### (E18.5) SPECIAL CASES

**(E18.51) TERRAIN:** Warp-augmented rail guns are severely affected by several terrain types due to the increased friction within such zones.

**(E18.511) ATMOSPHERE:** A warp-augmented rail gun's warhead is halved (round fractions down) if it passes into or through a hex of atmosphere (P2.5). If it passes into a second hex of atmosphere, it will be totally degraded and will not score any damage on a target in such a hex. The halving occurs when the warhead enters the hex, including the instant of firing. This rule applies even if the warp-augmented rail gun is part of a base built on a planet with an atmosphere [exception to (P2.722)]. A warp-augmented rail gun cannot use rapid fire into or out of an atmosphere.

**EXAMPLES:** If fired at a range of zero at another unit in the same atmosphere hex, the warhead would have a strength of 10.

If fired at a target in an adjacent atmosphere hex, the warp-augmented rail gun would not score any damage if the firing ship was also in an atmosphere hex or would score 8 points of damage (assuming a hit) if the firing ship was not in an atmosphere hex.

If fired at a range of 15 at a unit in an atmosphere hex with no other intervening atmosphere hexes, the warhead would score 5 points of damage (assuming a hit).

**(E18.512) ZONES:** A warp-augmented rail gun's warhead is reduced by 25% (fractions rounded down) at each range bracket if it is fired inside of a radiation zone (P15.0) [including near a neutron star (P15.5) or ion storm (P14.1)], nebula (P6.0), or heat zone (P10.0) [including near a white dwarf (P10.5)]. Use the following table. A warp-augmented rail gun cannot use rapid fire in these terrain types.

### (E18.35) WARP-AUGMENTED RAIL GUN FIRING TABLE

RANGE	0	1-5	6-10	11-15	16-20	21-25	26-30	31-35
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	15	12	10	8	6	3	1	0

**(E18.513) DUST:** A warp-augmented rail gun's warhead is reduced by 50% (fractions rounded down) at each range bracket if fired through a dust cloud (P13.0). Use the following table. If the dust cloud is an intense one (P13.5), subtract an additional point from the strength of the warhead before determining damage. It is theoretically possible that a given dust cloud could be so intense that a warp-augmented rail gun could not fire through it at all, but it is very unlikely that a Jindarian ship would enter such a cloud. Dust clouds do not affect warp-augmented rail guns in rapid fire mode as the pellets beyond range 4 have spread into a pattern too wide to affect anything.

### (E18.35) WARP-AUGMENTED RAIL GUN FIRING TABLE

RANGE	0	1-5	6-10	11-15	16-20	21-25	26-30	31-35
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	10	8	7	5	4	2	1	0

**(E18.514) OTHER:** Including EW effects, warp augmented rail guns are affected by the following as any other direct-fire weapons: asteroids [(P3.3) and including (P3.25) and rings (P2.223)], black holes (P4.23), and pulsars (P5.32). Any item not listed or defined in its own rule as having an effect has no effect.

**(E18.52) SYSTEM INTERACTIONS:** Warp-augmented rail guns have various interactions with other systems:

**(E18.521) ESG:** Warp-augmented rail gun fire is not affected by, and does not affect, ESGs. The two systems ignore each other in the same manner as a probe fired as an emergency weapon (G5.37). See also (E18.434).

**(E18.522) WEB:** Warp-augmented rail guns interact with webs as any other direct-fire weapon (G10.61).

**(E18.523) TRACTORS:** Warp-augmented rail gun fire is not affected by tractor beams any differently than any other direct-fire weapon.

**(E18.524) PHYSICAL OBJECT:** While the ammunition fired by a warp-augmented rail gun is a physical object, it cannot be placed in stasis (G16.0), displaced (G18.0), or transported (G8.0).

**(E18.525) DRONES:** If fired at a drone in non-rapid fire mode, a warp-augmented rail gun is penalized under (FD1.52).

**(E18.526) PA PANELS:** The effect of an impact of a round fired by a warp-augmented rail gun is the conversion of the mass to energy. This energy can be absorbed by PA panels normally.

**(E18.527) MINES:** While the ammunition fired by a warp-augmented rail gun is a physical object, it will not trigger a mine [unless it was fired at the mine under (M8.52)]. WRGs fired in defensive mode cannot damage mines.

**(E18.528) SPECIAL SENSORS:** The firing of a WRG in either mode will blind a special sensor.

**(E18.53) NON-VIOLENT COMBAT:** Warp-augmented rail guns cannot use non-violent combat (D6.4).

**(E18.54) PLASMA TORPEDOES:** The energized matter fired by a warp-augmented rail gun has a deleterious effect on plasma energy. This is emphasized by the rapid fire system for close-in plasma defense (E18.432). However, a normal shot can also be fired at a given plasma torpedo. This would normally be done by one ship attempting to defend another that is defenseless and outside of the rapid fire range of the firing ship. In such a case, the weapon rolls a normal "to hit" for the range, and if a hit is secured, the plasma warhead is reduced by an amount of damage equal to half of the damage (warhead) strength of the WRG at that range (fractions are retained to be combined with further fire). [In plainer English, every two points of WRG damage to a plasma torpedo reduces the warhead by one point. All damage, from phasers, asteroids, WRGs, etc. is combined.]

**EXAMPLE:** An enveloping plasma-R torpedo is about to strike a badly damaged Jindarian frigate. A Jindarian cruiser 5 hexes away opts to fire its two bearing warp-augmented rail guns at the plasma torpedo. The rolls are a 2 and 5, so both shots hit the plasma. The damage for each warp-augmented rail gun shot at this range is 17 points, which is halved to 8.5, and then the two are combined for a total 17 points. The plasma torpedo's warhead is reduced from 100 to 83 points.

### (E18.6) LIGHT RAIL GUN

This weapon is used by the smaller (size-4) Jindarian ships. It was later used by Jindarian fighters (and even later by PFs).

**(E18.61) GENERAL RULES:** Light rail guns (LRGs) operate in the same manner as WRGs except as noted herein.

The cost of repair for LRGs on PFs or ships is 4 points.

**(E18.62) ARMING COST:** LRGs cost one point to arm for each shot and fire one shot per turn. They cost 1/2 point to hold (E18.22).

### (E18.63) LIGHT RAIL GUN FIRING TABLE

RANGE	0	1-5	6-15*
HIT#	1-6	1-5	1-4
DAMAGE	7	5	3

\* The LRGs on frigates, fighters, and PFs are limited to a range of 10 hexes.

**(E18.64) RAPID-FIRE MODE:** Light rail guns cannot use rapid-fire (defensive) mode (E18.4).

**(E18.65) REARMING PROCEDURES:** PFs and other ships armed with LRGs use the arming procedures above. Note that PFs have ammunition limitations while ships of size-4 do not. Fighters equipped with LRGs use the following procedure:

**(E18.651)** Each fighter box for an LRG-armed fighter is marked with a = and has a capacitor for each LRG charge that the fighter can carry. These capacitors are destroyed with the fighter box itself.

**(E18.652)** The capacitors can be charged (one point of warp power) from the ship's power.

**(E18.653)** The fighters are reloaded from the capacitors in the same procedure as drones; each charge loaded counts as one deck crew action. The capacitors in a given fighter box can only be used to arm the fighter parked in that box.

**(E18.66) PF AMMUNITION RULES:** While PFs arm their LRGs as above, the ammunition supply is limited by the small size of the ship to 18 on Interceptors and 24 on PFs. This ammunition is reloaded by the same procedure as loading drones on a PF (K2.341), with every six rounds of LRG ammunition counting as one drone.



**(E19.0) PROSPECTING CHARGES**

This "weapon" is used by all races, but is carried only by prospecting shuttles and the earliest types of Jindarian fighters. Prospecting charges (the term mining charge is not used to avoid confusion with explosive mines) are fired at an asteroid to break off a piece of rock, prepare an area for sample selections, or obtain access to the core. They were not intended to be used as weapons, but can be used as such (although they are not very effective).

**(E19.1) GENERAL**

**(E19.11) SSD:** As prospecting charges are not "ship" weapons, there is no box on an SSD reflecting them. Check-off boxes for prospecting charges are found with the SSDs for some fighters. For prospecting shuttles, simply mark each expended charge on the shuttle chart in the notes column.

**(E19.12) CARRIAGE:** Prospecting charges are carried by prospecting shuttles, early Jindarian fighters, and other units designated within their rules description. They are treated as any other expendable ordnance on a shuttle/fighter.

**(E19.13) AVAILABILITY:** Generally speaking, prospecting charges will only be available on units designated in their ship description (or a special scenario rule) to carry them. The number of charges carried by each unit will be specified in the description of that unit.

**(E19.14) ADDITIONAL AVAILABILITY:** The distribution of prospecting charges was controlled by their use. As they were only useful in asteroid mining operations, they simply did not appear in other places. There is no particular reason that any ship should be prohibited from having these, but no particular reason why it would. (There is no reason why any US Navy frigate might not have a harpoon gun welded to the quarterdeck, except of course that: the Navy won't pay for it and the crew isn't likely to, frigates do not hunt whales, it would be in the way, it's an accident waiting to happen, having it would not help the frigate do whatever it is assigned to do, and there is probably no one on board who knows how to operate it.) Nevertheless, prospecting charges are available for purchase as Commander's Options (1 point each). It is doubtful that they would be selected by any player except in: a special scenario where a victory condition calls for using them, or in an unusual historical scenario where they were the only weapons available in a desperate situation, or when the player is in a frame of mind to experiment with something new just for the sake of doing something new.

**(E19.2) ARMING & LOADING PROCEDURES**

**(E19.21) ARMING:** Prospecting charges do not require energy to arm. They are self-contained and self-initiating weapons.

**(E19.22) LOADING:** Loading a prospecting charge is the same as loading a type-VI drone, i.e., a half deck crew action. Each fighter box has a ready rack holding the prospecting charges for that fighter's normal load. Prospecting shuttles do not have ready racks; their operations are less hurried, and reloading can be accomplished by (J4.8962).

**(E19.23) CARRIAGE:** Prospecting charges can only be carried on fighters and shuttles and only in:

- Special firing chambers on prospecting shuttles.
- Standard type-I drone rails (J4.231), specifically not "any rail able to hold a type-I drone".
- Plasma-D rails.
- Fusion beam firing chambers (replacing one charge).
- Disruptor firing chambers (replacing the charge).

Prospecting charges cannot be carried on "pod rails" (except that they will fit inside a cargo pod).

EXCEPTION: Prospecting charges can be carried in the Prospecting Cannons (E19.35) of Jindarian PPFs.

**(E19.24) WEAPON STATUS:** Shuttles at WS-III have their prospecting charges loaded; those at lower statuses do not.

**(E19.3) COMBAT PROCEDURE**

**(E19.31) BASIC PROCEDURE:** Prospecting charges are treated as direct-fire weapons.

**(E19.311)** Prospecting charges have a maximum range of one hex.

**(E19.312)** Prospecting charges do four points of damage.

**(E19.313)** Each shuttle (or fighter) can fire a maximum of one prospecting charge per turn and cannot fire two prospecting charges within eight impulses of each other.

**(E19.314)** The probability of a hit depends entirely on the speed of the target. (The fire control system for the charges is optimized for firing at an asteroid on a predictable path, not a ship which might suddenly change direction.) Roll one six-sided die. The die roll is affected by pilot quality, electronic warfare, and other effects. Add six to the speed of the target if it is performing EM or tumbling (in addition to EW effect).

**PROSPECTING CHARGE COMBAT TABLE**

TARGET SPEED	HIT	MISS
0	1-6	7 or more
1-8	1-3	4-6
9-16	1-2	3-6
17-24	1	2-6
25+	0 or less	1-6

**(E19.32) FIRED INSIDE A BAY:** If fired inside of a shuttle bay, a hit is automatic (G7.81).

**(E19.33) DOGFIGHTS:** Prospecting charges cannot be used in dogfights. The targeting system simply cannot handle the radical maneuvers that the target and firing unit are making.

**(E19.34) OTHER TARGETS**

**(E19.341)** Prospecting charges can: damage monsters, clear a path through asteroids (P3.25).

**(E19.342)** Prospecting charges cannot: sweep mines, damage plasma torpedoes (FP1.62), damage ESGs (G23.83), be fired while performing erratic maneuvers, be fired through a web (G10.61).

**(E19.343)** Prospecting charges can be fired at drones, but will have the penalty in (FD1.52).

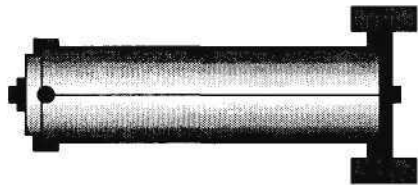
**(E19.35) PROSPECTING CANNON**

This weapon simply fires prospecting charges. It is used only by the Jindarian prospecting PPFs, although the Orions and WYNs could put one in an option mount. The weapon holds four charges and can fire one per turn. It is always loaded at all Weapon Status levels. You can load or unload one charge per turn if the weapon is not fired on that turn. A ship (other than a PF) normally has four reload charges per cannon; PFs have no reloads. Firing arc is FA.

**(R1.0) GENERAL UNITS**

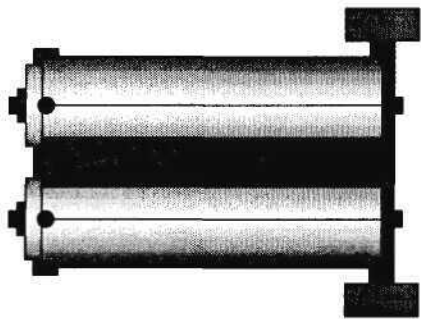
**(R1.36) SMALL PROSPECTING FREIGHTER (F-PS):** The freighters of this class are used by governments, corporations, and independent contractors to extract valuable metals from asteroids. The ship operates its own prospecting shuttles to find worthwhile deposits (and recover smaller ones). The "works" area (hit on "cargo" damage points) is able to process ore into refined metal, which can be efficiently stored in the cargo holds (steadily replacing the foodstocks and consumables originally in those holds at the start of each voyage).

SSD is in Module F1. Use any small freighter counter.



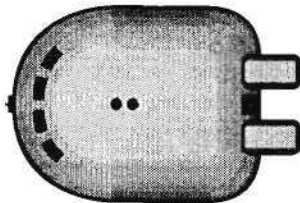
**(R1.37) LARGE PROSPECTING FREIGHTER (F-PL):** A larger version of the small prospecting freighter, this ship uses two of the same pods in a large frame.

SSD is in Module F1. Use any large freighter counter.



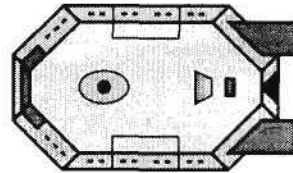
**(R1.38) FREE PROSPECTOR (FTP):** Used primarily by independent contractors, this is a modified version of the Free Trader, with limited abilities to carry prospecting shuttles and process ore into refined metal. Ships of this type are usually forced to work the smaller and lower yield deposits as the larger operators have staked out the richer and larger ones.

SSD is in Module F1. Use the FT counter.



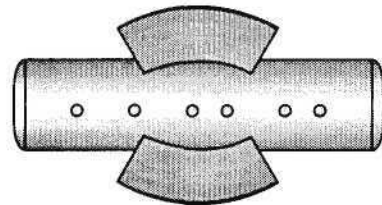
**(R1.39) ARMED PROSPECTING SHIP (APS):** Generally used by governments, but sometimes by corporations and independents, to survey new asteroid fields for mining operations. The higher transit speed allows this ship to cover more territory, making stops at likely places to take samples. The ship has the capability of mining smaller (or particularly rich) deposits on the spot.

SSD is in Module F1. Use any AP counter.



**(R1.40) PROSPECTING PLATFORM (CPP):** A modified version of the commercial platform, this platform has facilities to process ore into refined metals. Such a platform, which might be owned by a corporation or a government, would be deployed in a system where many rich deposits were known to exist so that materials could be processed quickly and efficiently by many prospecting vessels. This kind of platform was normally deployed with hangar modules to operate an entire squadron of prospecting shuttles.

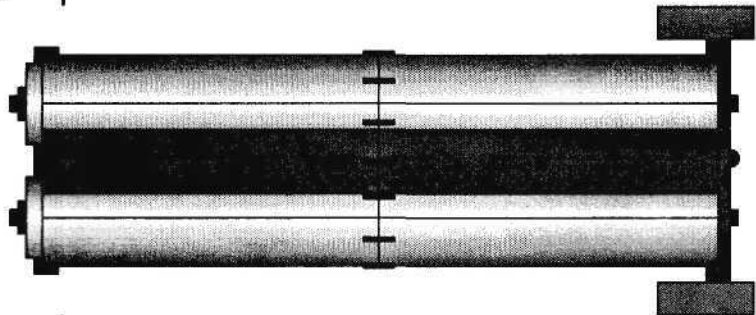
SSD is in Module F1. Use a SAMS counter.



**(R1.41) LARGE ORE PROCESSING SHIP (F-OP):** An unusual ship; only a handful existed. The forward pods have been configured to provide support facilities for a major mining operation. This kind of ship was essentially a self-portable mining-base that would move into a system along with a veritable fleet of smaller ships and begin operations.

Because of its method of operations, ships of this type were sometimes called "simulated Jindarians" by the local authorities.

SSD is in Module F1. Use the Ore Carrier counter.



**(R1.F12) PROSPECTING SHUTTLE:** This is a standard type of shuttle operated by all races which have asteroid fields. It is essentially an admin shuttle optimized for mining operations. It carries the typical phaser-3 (360° arc) and two prospecting charges (E19.0) firing in the FA arc (120°).

The Economic BPV of a Prospecting Shuttle is 7 points, representing not so much the cost of the shuttle as the lost revenue if it is not available for duty. Prospecting shuttles are included in the BPV of the unit carrying them, but are very expensive to risk in combat.

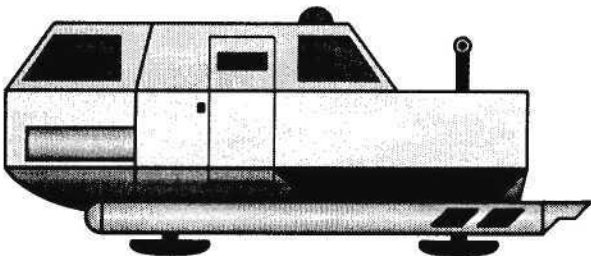
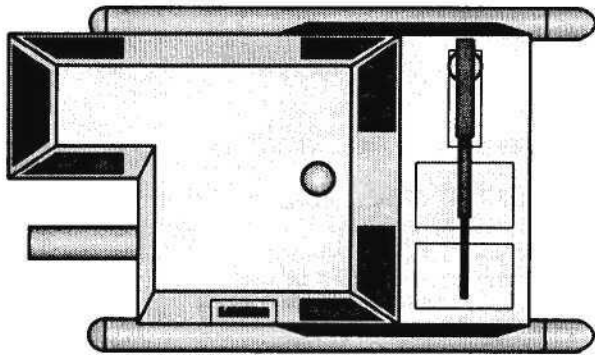
This shuttle can be used for any mission that a standard admin shuttle can be used for except as a wild weasel or scatter pack, but did not entirely replace the Jindarian equivalent of the standard admin shuttle. Note that Jindarians do not have drones or plasmas, and cannot use scatter packs.

Prospecting shuttles cannot be prepared for special missions before a scenario begins regardless of the weapons arming status (S4.1). They are assumed to be loaded with prospecting charges at all weapons status levels except Surprise (D18.0).

A shuttle loaded with prospecting charges counts as an "armed shuttle" for purposes of (D12.0).

Most of the shuttles on Jindarian ships are of this type. This is shown on each SSD.

The "tractor-lifter" on the back deck was used to bring ore samples into the two storage boxes (which were accessible from inside the shuttle and could even be used as emergency airlocks). The "tractor-lifter" does not count for any game function as a tractor beam, except that a prospecting shuttle can tow another shuttle under certain conditions. The tractor-lifter of a shuttle could not be used to stop a seeking weapon or hold a mine for minesweeping.



### SPECIAL RULE: SHUTTLES TOWING SHUTTLES

Under certain conditions, a shuttle can tow another shuttle. These conditions are:

1. The towing (not the towed) shuttle must have a working tractor beam. At this point, the only shuttles with such systems are Prospecting shuttles and minesweeping shuttles.
2. The two shuttles must be and remain in the same hex and have the same facing.
3. No shuttle can tow more than one shuttle unless specifically allowed to do so in its own rule. No shuttle being towed can tow another shuttle.
4. The towed shuttle must voluntarily accept the towing and shut down its own engines.
5. The combined pair of shuttles moves at a speed at least two movement points less than the current maximum speed of the towing shuttle. If the towed shuttle is larger than the towing shuttle, movement is reduced by four points. Cargo or ordnance carried by either shuttle has no additional effect.

The above is a summary of a new rule to be presented in a future product. It will be assigned a formal rule number at that time.

**(R16.0) THE JINDARIANS**

The Jindarians have been in space for perhaps 100,000 years, while the other races of the Star Fleet Universe have been in space (more correctly, traveling between stars) for as little as two centuries. This history, plus their nomadic lifestyle and their long individual lives, gives them a decidedly disinterested view toward events around them. They do not form alliances or take part in wars simply because they consider all such affairs to be transitory in nature and of no real relevance to their lives.

The Jindarians have no known homeworld (or indeed, no known "national government") and have been encountered throughout known space. It is not known if they originated within our sector of the Galaxy or arrived from elsewhere. They appear to have no real interest in contact with any of the Governments, or interest in the affairs of the Governments, beyond some occasional trading. To some extent, the Jindarians appear to operate as "Gypsies", establishing themselves in a system's asteroid field and later moving on.

The larger Jindarian ships are built from asteroids, riddled with tunnels and fitted with warp engines and other systems. These asteroid ships are virtually indistinguishable from other asteroids, at least until they start moving or fighting. Their asteroid ships have only "minimal" shields, using rock and Anti-Transporter Fields for defense. Their weapons include phasers and warp-augmented rail guns, which have an offensive capability with a single large energized projectile and a defensive capability that can flood regions near their ship with tons of projectiles that, while harmless to ships, are deadly to fighters and seeking weapons.

The Jindarians appear to operate in groupings referred to as "caravans", which can be anywhere from 3 to 12 of their asteroid ships. For reasons that are unknown, it appears that any caravan about to become larger than 12 ships will subdivide into two or more caravans, each moving in a different direction.

There is no "national government" for the Jindarians. Each caravan is led by a Jinbaro (often translated as "king") who recognizes no senior authority beyond himself (or herself) and no particular obligation to come to the aid of any other caravan (although this has happened). Each asteroid ship is captained by a Jindavo (often translated as "prince"). The relationship between any given Jindavo and his Jinbaro varies widely, both over time and from caravan to caravan, and even within the same caravan. Some follow their Jinbaros out of loyalty, others out of convenience. It is not unknown for a Jinbaro to "remove" a Jindavo from his command, even by assassination. Neither is it unknown for a Jindavo to promote himself to a Jinbaro, either by murdering the current Jinbaro or by convincing other Jindavos to leave and form their own caravan. All-out civil wars within a given caravan are not unknown, although these are very destructive and hence quite rare. (It is more efficient to assassinate the Jinbaro than to wreck half of the caravan to kill him. This is not always possible.)

There are sometimes "blood feuds" between two (or more) Jindarian caravans. It is not unknown for one caravan to "pursue" another across space, trying to drive it out of business or force it to be reincorporated into the larger group. Caravans totally unknown to each other may fight for control of a given asteroid field.

Without bases or a true homeworld, Jindarian asteroid ships carry complete family units. Intermarriages within a given asteroid ship (which is essentially a village) are common, although many Jindarians try to find mates from other asteroid ships in the same caravan, strengthening the ties between ships. When a new asteroid ship is built,

interrelated families from all of the ships of a caravan will transfer to it to form the new crew. When two caravans meet, if there is no immediate fighting over control of the local asteroid field, there may well be exchanges of mates (or even entire families and rarely entire ships) in order to keep the gene pool varied and to build ties to other caravans operating in the same sector. The "government" within a given ship/village can range from a monarchy to a democracy to a commune; there is no standard type.

While little is known of how often Jindarians build new asteroid ships and how long a ship lasts, the fact that the Jindarians do not have hundreds of ships in every star system tends to indicate that either the asteroid ships wear out after a few centuries, there are many ships destroyed in internequine struggles, or the rate of construction is relatively low. Anecdotal data (i.e., many reports of new asteroid ship construction) would tend to indicate the latter theory is unlikely to be the case.

The Jindarians conduct mining operations in asteroid belts of planetary systems (or sometimes the Oort clouds). This is virtually their only activity and is the basis of their economy. The Jindarians use much of their processed ores themselves, but are not unwilling to trade some of the extracted minerals to outsiders. The Jindarians never completely "mine out" a given asteroid belt (there are simply too many asteroids) but move on (for reasons of their own) after a period ranging from months to decades. During their operations, they not only mine asteroids, but also convert likely candidates into more asteroid ships. If a caravan remains in a single system for extended periods, it will probably divide as new ships are built, with new caravans leaving periodically.

Most Jindarian caravans operate in systems that are not inhabited, and hence their activities go on almost unnoticed. When they move into an inhabited system, however, problems quickly result. When Jindarians move into a system, they try to drive out any miners already there (and often succeed) rather than tolerate interference with "their" claims. In an uninhabited system, the prospectors simply move on to less disputed stakes. In an inhabited system, the effect is generally ruinous to the local economy, as the Jindarians keep most of the fruits of their labors and what they sell is at prices just below what the material can be imported for.

Several races have tried to form alliances with the Jindarians, only to find out that without a central government, each deal can only be with a given caravan. While the arrival of one caravan in one occupied system can cause local economic disruptions, it proved impossible to "hire" any significant number of caravans to cause any more widespread impact. Because of this, their impact on the overall strategic situation has been minimal at best.

No one knows how many Jindarian caravans are operating at any given time. At various times, there have been campaigns to eradicate them (or drive them from some areas), all of which have failed because of the ability of Jindarian ships to "hide" in asteroid fields, for years if need be, until the local government gives up the effort.

The only way to stop a Jindarian caravan is, effectively, to intercept them while in transit and thus in deep space. While such interceptions do occur, they are rare simply because no one can afford to keep a fleet standing by near a Jindarian caravan waiting for it to leave its protective asteroid field (and the Jindarians can wait until the fleet gives up the effort). Pursuing Jindarians into an asteroid field, has been found to be sheer folly unless overwhelming fleet elements can be gathered against them.

Because their main ships are, essentially, asteroids themselves, the Jindarians are able to shut down active emitters and conceal themselves in any asteroid field. There

are simply too many asteroids in any given field for the computers of any ship (or even a starbase) to track the movements of all of them and determine which are Jindarian asteroid ships and which are simply rocks. More than one warship sent hunting for Jindarians found them only when the Jindarians opened fire at point-blank range. Any ship engaging a Jindarian asteroid-ship must accept that there may be (and probably is) another, undetected, Jindarian ship in the immediate vicinity.

Jindarian asteroid ships of all types possess numerous and very large hangar bays from which they operate prospecting shuttles. While not fighters, the sheer number of them present a considerable threat to any warship at close range. During the General War, the Jindarians began to carry fighters in place of some of their prospecting shuttles. Some Jindarian ships later carried Interceptors and PFs.

Jindarians are most often compared (by Earth Humans) to the Gypsies of eastern Europe, but their culture is complex and includes elements similar to the North American hunter-gatherers and the Bedouin herdsmen of the Middle East.

Generally, the Jindarians take no part in the actions of others. They have proven to be more a menace to the Orions than anyone else, partly because the Orions consider asteroid fields to be good places to loot captured ships, and the Jindarians appear to believe that there is nothing wrong with robbing a robber. Still, the Jindarians do occasionally intervene in combat actions inside of their asteroid fields. The circumstances are usually a surprise to the warring sides. The Jindarians sometimes attack both, and sometimes side with one or the other. The Jindarians sometimes simply wait (unnoticed) for a battle to end so that they can partake of a rich bounty of salvage left by the combatants.

## JINDARIAN BIOLOGY

The Jindarians are an ancient race, well-adapted to living in widely-varying gravitational conditions. Distantly humanoid (two arms, two legs, one head), they exhibit bilateral symmetry with a small degree of dimorphism (i.e., differences) between the two sexes. Of particular note are the Jindarian skeleton, composed of an intricate variably-ossiform cartilage, and the advanced respiratory system which actively adapts to the oxygen/carbon dioxide ratio of the surrounding atmosphere, enabling the Jindarians to survive in a wide range of environmental stress factors.

It can be presumed that the Jindarians originally evolved on a planet, although any memory of this is lost to them (or they have not cared to share it). Presumably they moved into asteroids at some point in the dim past and never went back to their planet of origin. Federation scientists speculate that it would take at least 100,000 standard years of evolution to reach the degree of adaptation to microgravity they now exhibit. The Jindarians show no interest in such discussions, but it is unclear if this is because they don't know or don't care. It seems likely that the vast majority do not know or care.

Most Jindarian asteroid ships have only very small amounts of gravity (0.10g or less), and in many areas this falls to as low as 0.02g. While walking is possible, most Jindarians move around inside their own ships by "swimming" through the air. The Jindarians use a "gravity suit" when forced to go to another ship or a planet. This suit is good for at most a few hours of operations in an environment up to 1.5g. The Jindarians have had this technology for thousands of years, but the Galactic Powers have never matched its quality.

## I. Physical Appearance

Adult Jindarians vary between 1.85 and 2.45 meters in height and mass between 75 kg and 140 kg. Jindarians skin is covered in small scales that vary in color from tan to dark brown. These scales are activated by a layer of musculature just beneath the skin which enable the Jindarians to alter their drag coefficient for greater control over their motility in microgravity environments.

**A) Head:** The head is slightly elongated, with a covering of hair which can resemble Terran natural silk in texture and composition. The two eyes are widely-set, enabling a 240° field of peripheral vision, the better for a wider three-dimensional view in low-gravity locomotion. Two nostrils, with closeable skin flaps, are located in the center of the face and are connected to a central airway. Approximately 3.5 cm below the nostrils lies the mouth, complete with a set of 52 small teeth adapted for omnivorous use. The tongue is strikingly prehensile and covered with fine striations, the exact nature of which is unknown. (There is some speculation that the striations are vestigial, having once performed the same function as the rasp of feline tongues.) Regardless of the use, the Jindarians have been known to manipulate objects with the mouth when other limbs are involved in other activities. The twin ears are large and suited for omnidirectional hearing in the thin atmosphere usually associated with Jindarian colonies.

**B) Body:** The body is unremarkable, save that there is no vestigial mammary function in Jindarian males. The pectoral muscles are well-developed in microgravity-dwelling Jindarians, somewhat less so in higher-gravity dwellers who are not quite so dependent on atmospheric swimming for motility.

**C) Limbs:** Each limb has three discernible main joints; however, due to the cartilaginous nature of the Jindarian skeleton, the limbs may bend somewhat in other places, depending on the forces exerted during muscular activity. Each limb terminates in a six-digit hand, with four fingers and two thumbs, one on either side of the palm. A tough, pliant web of skin extends from the palms to the first joints of the fingers, with the remainder separate for fine work. The webbing along with the retractable scales provides the majority of the Jindarian motive force when moving through low-gravity atmospheres.

## II. Internal Physiology

Chief among the differences between Jindarians and other known Galactic humanoids is the flexible skeleton, consisting almost entirely of elastic cartilage, save for the skull and upper 7/8 of the spinal column, which is the only portions of the skeleton composed of bone. The percentage of bone in the skeleton is usually directly linked to the strength of the gravitational field in a given Jindarian's home asteroid. Of great biological significance, however, is the inverse correlation between calcium levels in the skeleton and the amounts of calcium oxide compounds in the bronchial and alveolar mucus lining of the lungs. (See Respiratory System, below.) Due to the flexibility of the skeleton, the Jindarians exhibit fantastic dexterity and agility, just another beneficial adaptation to life in low gravity.

**A) Musculature:** Jindarian musculature has primarily adapted to exert force along helical lines, owing to the semirigid skeletal composition. Their muscles are well suited for constriction and torsion, enabling Jindarians to exert tremendous force upon anything which they can grab with two hands (and/or prehensile feet). However, since the skeleton does not lend sufficient support in low gravity, measurements of lifting ability are meaningless. The average adult male Jindarian can exert a force of over 1300 Newtons (about 140kg) on any object that he can grasp with two of his limbs.

**B) Circulatory System:** The Jindarians have a typical mammalian four-chambered heart, except that ventricle contraction takes place along helical lines. The highly-efficient capillary structure allows the body to retain heat, and the mean body temperature of a Jindarian is 35°C (95°F).

**C) Respiratory System:** In this area, Jindarian life has adapted spectacularly to the variable gravitational conditions of their asteroid habitats. Since atmospheric convection varies inversely as gravitational strength, the problem of fresh air circulation is compounded in microgravity environments. Just as a lit candle in zero-gravity snuffs itself out due to accumulation of waste gases around the wick, so too would a stationary animal in a stagnant zero-g atmosphere begin to asphyxiate on its own exhaled carbon dioxide. While Jindarian ships do have air circulation systems, the Jindarian biology has not relied on this. An enzyme reaction inside the lungs provides a limited capability to break down CO<sub>2</sub> into its component parts, using the oxygen and expelling the carbon as waste gas. This system is primarily of academic interest except for two factors: it allows them to hold their breath for 15-25 minutes (depending on the genetic heritage of the individual) and provides a distinctive smell. Because the gravity on each Jindarian asteroid ship is slightly different, and because these differences are reflected in the enzymatic reaction, two Jindarians can identify each other's home asteroid by their breath.

**D) Digestive system:** Due to the demands of their highly-complex biochemistry, the Jindarian diet mainly consists of vegetable matter, grown either in extremely mineral-rich soils (mosses and molds) or free-floating puffball aergalgae which live off of photosynthetic breakdown of animal waste gases. Ingested material does not remain in the stomach long, as dual duodena facilitate the quick passage of nutrients into the two parallel small intestines, where the minerals are quickly extracted. A large single kidney handles waste filtration from the bloodstream, and produces jindacalcin, an enzyme which prevents the buildup of insoluble calcium salts in the kidneys (i.e., kidney stones).

**E) Endocrine system:** The Jindarian endocrine system mimics that of similar terrestrial humanoids, although hormonal chemistries are incompatible.

**F) Reproductive system:** The Jindarians use typical male-female humanoid procreation. Gestation time in female Jindarians is approximately 41 Terran weeks. Jindarian women are, to some extent, able to control ovulation through diet, giving them a limited form of birth control and hence population control.

**G) Nervous system:** Peripheral nerves can regenerate slowly. Central nerves do not seem to regenerate at all, and this probably explains the presence of bone in the skull and spine.

**H) Lifespan:** Jindarians reach half of their adult height and are able to begin productive work in about 8-10 standard years; they reach full adulthood in about 20-25 years. Jindarians are thought to live more than five centuries, partly explaining their attitude toward the events of the galaxy they inhabit.

## (R16.1) SPECIAL JINDARIAN RULES

### (R16.1A) MINIMUM SHIELDS

The Jindarians employ only rudimentary shielding on their asteroid ships. This appears to be due to their desire to hide themselves from contact with others. The only reason the Jindarians appear to employ shields at all is as an emergency backup in cases where a ship's rock crust (armor) is penetrated or an ATF (R16.1B) is destroyed. This is reflected by all Jindarian vessels having only a minimum shield capability, i.e., five shield boxes in each direction. These shields use all shield rules (D3.0) normally, e.g., reinforcement, raising, dropping, hellbores, etc. Note that reserve power can be used to raise general shield reinforcement if the shields are powered under (G8.23).

Note that minimum shields on X-ships have 10 boxes.

### (R16.1B) ANTI-TRANSPORTER FIELD

Bolstering their weak shields, the Jindarians employ an anti-transporter field (ATF) which interferes with transporter operations. So long as this field is operational, no transporter operations can be made into or out of a Jindarian asteroid ship. The ATF is Jindarian-only technology. Other races were unable to copy or operate it. ATFs are used by the asteroid ships, but not by the conventional size class 4 ships.

**(R16.1B1) GENERAL:** Each Jindarian ship has six anti-transporter field generators, one corresponding to each shield facing (D3.1). As with shields, individual ATFs may be dropped in order to facilitate the operation of transporters (G8.22), but they cannot be raised for 1/4 turn (8 impulses) after being dropped. Energy must be provided to operate the system (R16.1B3), and the system's only effect is to block transporter operations (G8.2).

**(R16.1B2) SSD:** Each box marked "ATF" on the SSD represents one generator. ATFs are destroyed by "FLAG" hits on the Damage Allocation Chart. An ATF can only be destroyed by hits penetrating the shield arc it covers. Once destroyed, that sector is treated as having a down shield for purposes of transporter actions [unless the shields in (R16.1A) are functional], however see (D26.0).

**(R16.1B3) ENERGY:** Irrespective of the size of the Jindarian ship, one point of power is required to power all of the ATFs on the ship. This point of power can come from any source. This power requirement is not reduced if one or more ATFs have been destroyed. Fractional points of power cannot be used to activate some ATFs while leaving others inactive.

**(R16.1B4) OPERATIONS:** ATFs operate in the 6B7 - Operate Shields Step (i.e., at the same time as shields). A Jindarian ship may drop an ATF on one impulse to facilitate a transporter operation and raise its minimal shields on a subsequent impulse (even the very next impulse) to prevent enemy transporter operations. The opposite procedure is also valid. An active but dropped ATF can be raised to block a hit-and-run raid if it has been more than 8 impulses since it was dropped.

**(R16.1B5) MIND MONSTER:** When fighting the Mind Monster (SM6.0), a Jindarian ship must have both its anti-transporter-field generators AND its minimal shield ability active to avoid the effects of having crew units automatically wiped under (SM6.47).

**(R16.1C) SPECIAL JINDARIAN SHIP RULES**

These rules apply to the Jindarian size class 2 and size class 3 "asteroid" ships (DN, BCH, CA, CL). They do NOT apply to the conventional size-4 ships (DD, FF).

**(R16.1C1) NON-STANDARDIZATION:** Jindarian ships are, essentially, asteroids through which a warren of tunnels have been dug in the process of mining ores from them. There is very little standardization in the internal design of these "ships", and features that are found in profusion on one ship may be sorely restricted on another ship of a similar type. This is reflected in the game by several rules.

**(R16.1C11)** Each ship has a number of blank boxes. The player operating the ship assigns capabilities to these blank boxes at his option, but is restricted in such assignments to those systems listed herein: Forward Hull, Aft Hull, Cargo, Lab, Tractor, Transporter, Repair, Special Sensors, Barracks, Auxiliary Control. This selection will affect the BPV of the ship; use Annex #8B. (The Jindarians can use Bridge and Emergency Bridge for the same cost as Aux Con. They can use Fabrication for the same cost as Labs and Works for the same cost as Cargo. Note specifically that they cannot use Center Hull or Flag Bridge.) Special sensors are limited by (R16.R1). No more than two groups of boxes can be the same. No more than one group of boxes can have barracks; no more than one group of boxes can have transporters. (Barracks provide the ability to carry 10 extra boarding parties, but these must be purchased separately as Commander's Options.)

**(R16.1C12)** If using (D16.0) Advanced Boarding Party Combat, note that only weapons are assigned to an "area". (Warp engines are never assigned to an area, although warp access is marked on the diagrams). The Jindarian player assigns all other boxes to any area he wishes, within these restrictions:

No area can have more than 11 system boxes.

All shuttle bays must be assigned to one of the six areas with a docking point. As an exception to the limit on 11 boxes in a single area, up to 15 shuttle boxes may be in one area if no other boxes are there.

The areas to which system boxes are assigned cannot be changed after the scenario has started or during a campaign involving that ship has started.

All control systems of a specific type must be assigned to the same area (e.g., all Bridge in one area, all Auxiliary Control in another area, etc.).

**(R16.1C2) FACILITIES:** All Jindarian ships possess a limited manufacturing and ore processing capability. This is reflected by the boxes labeled "FAB" (fabrication, used to make things from plastics to electronics) and "WORKS" (for ore processing). Works are destroyed on "Cargo" damage points on the DAC, while Fabrication is destroyed on Lab damage points on the DAC. [Fabrication cannot be used as Labs for any purpose, including EDR.] All Jindarian ships are able to produce their own food indefinitely, but then Jindarians eat a protein-rich plant (a cross between a mushroom and algae) that can be grown just about anywhere. No food production facilities are shown on the SSD as such, since this food can be grown anywhere.

**(R16.1C3) CONCEALMENT:** Entry areas to the interior of a Jindarian ship, including weapons mounts, are concealed by structures designed to look like part of the surrounding rock. These structures retract to allow the operation of the systems, firing of weapons, launching of shuttles, etc. This limits docking to unscanned (D26.12) Jindarian ships for boarding (C13.9) purposes [or cargo transfers (G25.2)] to docking to

shuttle bays from which Jindarian shuttle launches have been observed. Scanned Jindarian ships can be docked normally for this purpose (not needing a shuttle bay to use as a docking point).

Jindarian asteroid ships can never cloak.

**(R16.1C4) TRACTOR ROTATIONS:** Due to their mass, all asteroid ships are considered to be the largest ship within their size class under the conditions of (G7.91). In the case of two Jindarian ships, a DN is larger than a BCH and a CA is larger than a CL.

**(R16.1C5) GROUND BASES:** The Jindarians do not mount ground bases on their asteroids, as such systems would be easier to detect than their own rocky homes. Sometimes (very rarely) someone else tries to establish a base on an asteroid without realizing that it is a Jindarian ship. The Jindarians will almost always take steps to prevent such construction, usually by having other units attack the base. (The local power might then assume that the Jindarians are simply defending a claim area and will not realize they were actually on a Jindarian ship.)

**(R16.1C6) HIDDEN DEPLOYMENT:** Jindarian asteroid ships may begin the scenario hidden (one ship per hex) in any asteroid hex (D20.111) and are not discovered until they fire, activate their fire controls, launch anything, or are detected by a ship spending eight impulses in the same hex. A PF, MRS, or SWAC could be used but must remain in the hex for 16 impulses.

**(R16.1C7) MINES:** Jindarians operate a minesweeping variant of their destroyer and operate minesweeping shuttles from many of their asteroid ships as well.

**(R16.1C8) WEB ANCHOR:** Jindarian asteroid ships can be used as web anchors only when their warp engines are shut down and their impulse engines are not used to produce movement points. Any use of warp engine or warp reactor power voids the web anchor status, which may cause the web to collapse.

**(R16.1C9) MANEUVER RESTRICTIONS**

**(R16.1C91)** Jindarian asteroid ships cannot HET.

**(R16.1C92)** Jindarian asteroid ships can disengage by acceleration but must spend two entire turns at the "maximum practical speed" (C7.11) before they can disengage.

**(R16.1C93)** Jindarian asteroid ships can use erratic maneuvers at the normal cost (i.e., 6 hexes of movement).

**(R16.1C94)** Jindarian asteroid ships must pay energy equal to two movement points for each warp tactical maneuver. They pay the normal cost (one impulse point) for impulse tacs.

**(R16.1C95)** Jindarian asteroid ships will automatically break down if they impact a web at speed 12 or more (G10.59).

**(R16.1C96)** Jindarian asteroid ships cannot sublight disengage during a scenario as they have no means of dropping their warp engines. See Asteroid Disengagement for an alternative method.

**R16.1D ASTEROID DISENGAGEMENT**

If a Jindarian ship is inside of an asteroid hex on an asteroid field or belt map, it has the option of "going inert" in order to throw off pursuit. The farther the ship is from pursuing ships, the greater its chance of succeeding. Unfortunately, at shorter ranges, while the attempt can be made, it will not necessarily be successful. Even worse, the attempt may fail altogether, and the asteroid ship may be subject to attack at close range by pursuing ships.

**(R16.1D1) PROCEDURE:** An asteroid ship in an asteroid hex can announce that it is attempting "asteroid disengagement" during the Final Activity Phase of any turn, after any disengagements by acceleration or evasion are done.

Any opposing units, including shuttles and self-guiding seeking weapons [exception: type-VI drones (R16.1D3)], may attempt to maintain a lock to an asteroid ship attempting asteroid disengagement. This is determined by rolling a single die for each unit and consulting the appropriate table. ECM and ECCM status have no effect on these die rolls. A WW might clear seeking weapons but would not affect the disengagement die roll.

**SCOUT**

RANGE	0-6	7-12	13-18	19-24	25-30	31-36
LOCK-ON	auto	1-5	1-4	1-3	1-2	1

**SHIP, OR SCOUT PF**

RANGE	0-5	6-10	11-15	16-20	21-25	26-30
LOCK-ON	auto	1-5	1-4	1-3	1-2	1

**FAST PATROL SHIP**

RANGE	0-4	5-8	9-12	13-16	17-20	21-24
LOCK-ON	auto	1-5	1-4	1-3	1-2	1

**MRS, SWAC, EWF**

RANGE	0-3	4-6	7-9	10-12	13-15	16-18
LOCK-ON	auto	1-5	1-4	1-3	1-2	1

**SHUTTLE, FIGHTER**

RANGE	0-2	3-5	6-8	9-11	12-14	15-17
LOCK-ON	auto	1-5	1-4	1-3	1-2	1

**SELF-GUIDING SEEKING WEAPON**

RANGE	0-1	2-3	4-5	6-7	8-9	10-11
LOCK-ON	auto	1-5	1-4	1-3	1-2	1

If a ship/PF/Scout retains a lock-on, the disengagement attempt by the Jindarian ship has failed totally.

If a shuttle or fighter, including a SWAC, MRS, or EWF, retains lock-on, but no other unit has retained a lock-on, the ship has not disengaged but it cannot be attacked until the shuttle has moved within four hexes of the asteroid ship and (then) scored at least one damage point with a phaser ("marking" the target). If this is done, all other units (of size-5 or larger) immediately regain their lock-on to the asteroid ship. If the shuttle is destroyed before it can "mark" the asteroid ship, and there are no other units with a lock-on, the ship successfully disengages immediately. If the shuttle has not "marked" the target by the end of the turn, it must roll again to retain its lock-on, but other units (which have no lock-ons) cannot roll.

If a self-guiding seeking weapon retains its lock-on, the disengagement is not successful and the weapon will continue to track the target. However, if no size-5 or larger unit has retained a lock-on, no other unit can attack the

asteroid ship and, if it survives the seeking weapon, will automatically and immediately disengage as soon as the weapon is destroyed or has hit.

**(R16.1D2) TRANSFER:** Because of the nature of Jindarian asteroid disengagement, transfer of control of seeking weapons is limited to release to self-guidance. A ship which fails to retain lock-on to a Jindarian ship attempting asteroid disengagement cannot transfer any seeking weapons it was guiding to another unit. It can only release them to self-guidance, at which point such weapons could make their own die rolls to retain lock-on.

**(R16.1D3) SPECIAL CASES:** A type-VI drone which has its own lock-on to a given asteroid ship will retain its lock-on with no die roll. Scouts and Scout PFs roll on the indicated tables only if they have an active unblinded channel dedicated to Tactical Intelligence (G24.29). Units with disrupted (D6.68) or passive (D19.0) fire control cannot roll to retain a lock-on at any range. Ships, scouts, and PFs using low-power fire control double the true range to determine the range at which they will roll to retain a lock-on, e.g., if the true range is 0, it remains 0 and lock-on is automatic, but if the true range is 4 a ship, scout, or PF would roll as if the range was 8.

**(R16.1D4) SCRAMBLING:** To reflect a successful asteroid disengagement, an asteroid ship to which no lock-on is retained is removed from the map and the owning player selects any other asteroid hex within 3 hexes of the ship's last known location (i.e., the hex it was in when he removed it from the map) as its new location. This hex is recorded in writing (this written record must be revealed to the other player at the end of the scenario) and the ship assumes hidden status (D20.0). While the ship has not moved by any normal means to such a hex, this procedure is used to make finding it difficult. Otherwise the pursuing ships would simply enter its hex and conduct a scan (R16.1C6), rendering this entire disengagement procedure pointless. No two asteroid ships which disengage by this procedure can select the same or adjacent hexes as their new locations.

**(R16.1D5) RESTRICTIONS:** A Jindarian ship attempting asteroid disengagement cannot, on the turn following the phase it announced the disengagement attempt, use any warp or impulse power for any purpose. (This may explain why Jindarian ships have APRs and not AWRs.) It cannot have active fire control or use EW. It can use battery power to raise fire control. Raising fire control, firing any weapons, or launching or recovering any unit will reveal its position immediately. This will make the ship very vulnerable to attack during this turn, so Jindarian players should consider this carefully before announcing such a disengagement attempt.

**(R16.1D6) SEARCHING:** If all Jindarian ships in a given scenario have been destroyed, captured, or have disengaged, the pursuing player may spend up to four turns looking for asteroid ships which have used asteroid disengagement. If no such ships are found (R16.1C6) at the end of the fourth turn, the scenario is concluded, although the player may continue to hunt down and destroy any shuttles or PFs of the Jindarian player that remain on the map (the Jindarian player might have such units self-destruct). If any Jindarian ship reveals itself at any time during this period, the scenario continues from that point.



**(R16.1E) SPECIAL JINDARIAN DOCKING**

The smaller (non-asteroid) Jindarian ships (i.e., the DD and FF and their variants) often dock to the larger (asteroid) ships for various reasons (strategic transportation, transfer of cargo, repairs, etc.). This is generally done as per (C13.9) with the following exceptions:

**(R16.1E1)** They can dock and undock at speeds up to 15 (C13.913) if facing in the same direction. When docking, the ships must be at the same speed. When undocking, the speeds of the two ships can be different. (Note: An undocking non-X size-4 ship cannot exceed speed 10 due to acceleration limits.)

**(R16.1E2)** Docking takes place at the end of the turn, and undocking takes place at the start of the turn (C13.911).

**(R16.1E3)** While docked, the smaller ship cannot fire or be fired at. It can be detected by tactical intelligence at level F. The movement cost of the asteroid ship is not affected.

**(R16.1E4)** No more than one size-4 ship can dock to any asteroid ship (except as may be noted in their rules).

**NOTE:** Size-4 Jindarian ships do NOT use the PF docking rules (K2.31).

**(R16.1F) SPECIAL JINDARIAN COMMAND RULES**

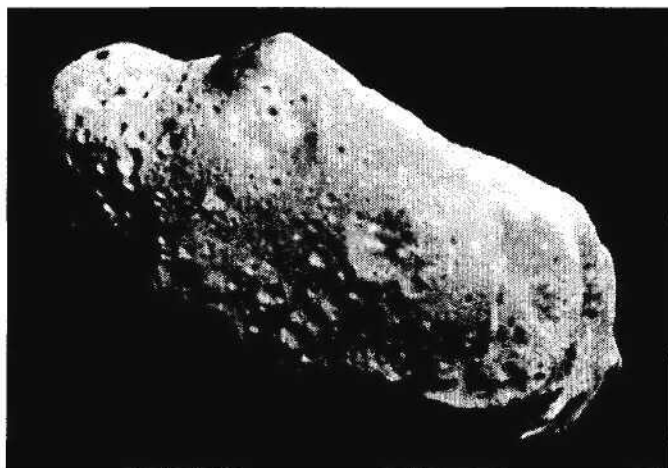
**(R16.1F1)** Jindarian caravans cannot contain more than 10 asteroid ships. However, three size-4 ships in any caravan do not count against the traditional command limits. The Jindarians do not use "command points" or the "free scout" rule.

**(R16.1F2)** Rule (S8.33) is modified as follows: A caravan of up to 6 ships can have one size-2 ship. A caravan of 7-9 ships can have two size-2 ships. A caravan with 10 or more ships can have three size-2 ships.

**JINDARIAN DREADNOUGHT AND VARIANTS**

**(R16.2) MOON DREADNOUGHT (DN):** Virtually all caravans are led by DNs, which means that Jindavos for new DNs are carefully picked, and all Jindavos of DNs are highly sought allies in any internal political battle.

SSD and counters are in Module F1.



**(R16.3) HEAVY CARRIER (CVA):** Some Jinbaros wanted to concentrate their caravan's combat power in their personal ship and modified their DN-class vessels as heavy carriers by replacing the 24 prospecting shuttles with fighters. These ships were then classified as CVAs by Federation intelligence.

Year	Escorts	Fighters
Y169+	2xDDE, FFE	24xMeteor-1
Y174+	2xDDE, FFE	24xMeteor-2
Y175+	2xDDA, FFA	24xMeteor-2
Y176+	2xDDA, FFA	24xMeteor-3
Y178+	2xDDA, FFA	12xMeteor-3 6xMeteor-H

SSD and counters are in Module F1.

**(R16.4) SPACE CONTROL SHIP (SCS):** As PFs came into service in some Jindarian caravans, some Jinbaros modified their DNs (or CVAs) to carry a mixture of fighters and PFs.

Year	Escorts	Fighters
Y182+	2xDDA, FFA	12xMeteor-3

SSD and counters are in Module F1.

**(R16.5) X-DREADNOUGHT (DNX):** The deployment of X-technology on a "dreadnought" was apparently unique to the Jindarians and a function of their unusual ship designs. The huge asteroid ships could handle the increased strain, and few Jinbaros were willing to have a large X-technology ship in their caravan which was not under their own direct control.

SSD and counters are in Module F1.

**JINDARIAN HEAVY BATTLECRUISER AND VARIANTS**

**(R16.6) MOONLET HEAVY BATTLECRUISER (BCH):** These ships often lead sub-elements of the caravan which spread out in a given asteroid field to optimize the results of mining operations. Some smaller caravans might be led by BCHs rather than DNs.

SSD and counters are in Module F1.



**(R16.7) HEAVY BATTLE CARRIER (BCV):** In various caravans, those BCHs converted to pure carrier duty had their 18 prospecting shuttles replaced by fighters.

Year	Escorts	Fighters
Y169+	2xDDE or DDE+FFE	18xMeteor-1
Y174+	2xDDE or DDE+FFE	18xMeteor-2
Y175+	2xDDA or DDA+FFA	18xMeteor-2
Y176+	2xDDA or DDA+FFA	18xMeteor-3
Y178+	2xDDA or DDA+FFA	6xMeteor-3 6xMeteor-H

Many of these ships carried only 12 fighters to retain some capability to operate prospecting shuttles.

SSD and counters are in Module F1.

**(R16.8) BATTLE CONTROL SHIP (BCS):** After the advent of PFs, some heavy battle cruisers and heavy battle carriers were adapted to carry a flotilla of PFs and a half-squadron of fighters.

Year	Escorts	Fighters
Y182+	2xDDA or DDA+FFA	6xMeteor-3

SSD and counters are in Module F1.

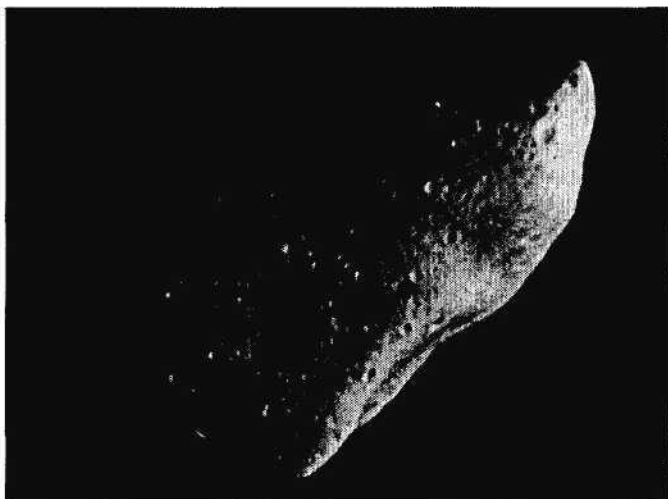
**(R16.9) X-BATTLECRUISER (BCX):** In those caravans that developed X-technology, it was not unusual to see ships of this class. In some caravans, the Jindbaro might actually be in a BCX even if a non-X dreadnought was present.

SSD and counters are in Module F1.

**JINDARIAN HEAVY CRUISER AND VARIANTS**

**(R16.10) ASTEROID HEAVY CRUISER (CA):** This is the most numerous of the four basic asteroid-hull types, since the smaller "light cruisers" are regarded as of marginal use and larger asteroids are fairly rare.

SSD and counters are in Module F1.



**(R16.11) STRIKE CARRIER (CVS):** The most common "true" carrier in Jindarian service, most of those caravans that adopted fighters used this class of ship as their primary carrier. Ironically, the commander of such a ship, with considerable combat power, had a relatively low position in the caravan since he could not economically support his own ship (due to the lack of any prospecting shuttles). This made carrier Jindavos loyal, since they had little choice.

Year	Escorts	Fighters
Y169+	2xDDE or DDE+FFE	12xMeteor-1
Y174+	2xDDE or DDE+FFE	12xMeteor-2
Y175+	2xDDA or DDA+FFA	12xMeteor-2
Y176+	2xDDA or DDA+FFA	12xMeteor-3
Y178+	2xDDA or DDA+FFA	6xMeteor-H

SSD and counters are in Module F1.

**(R16.12) HEAVY PF TENDER (CAP):** Another pure combat ship, the Heavy PF Tenders were, like the CVSs, used to provide protection for the entire caravan in exchange for economic support from the prospecting activities of other ships. Unlike the CVS class, the CAPs had a limited ability to gather their own raw materials, both from the small number of prospecting shuttles and from the ability of its PFs to conduct recovery operations.

SSD and counters are in Module F1.

**(R16.13) X-HEAVY CRUISER (CAX):** While CAs were the most common asteroid ships, CAXs were fairly uncommon as caravans using X-technology tended to use it only in their largest ships (for control and protection) and their smallest ships (for special missions).

SSD and counters are in Module F1.

## JINDARIAN LIGHT CRUISER AND VARIANTS

**(R16.14) ROCK LIGHT CRUISER (CL):** Usually built as a second choice only when no larger asteroids are suitable, these ships are found in caravans less often than the heavy cruiser class (except for those caravans that were having a relatively unprofitable century or two). The ship was underpowered, and its phaser array was inadequate for seeking weapon defense, forcing its rail guns onto the defensive.

SSD and counters are in Module F1.



**(R16.15) LIGHT CARRIER (CVL):** A rare and barely effective unit (like all CL variants), the CVL was used only when nothing better was available. Given the wide variety of economic success in Jindarian caravans, more than a few of the less successful ones had ships of this hull type.

Year	Escorts	Fighters
Y169+	DDE+FFE	8xMeteor-1
Y174+	DDE+FFE	8xMeteor-2
Y175+	DDA+FFA	8xMeteor-2
Y176+	DDA+FFA	8xMeteor-3
Y178+	DDA+FFA	4xMeteor-H

SSD and counters are in Module F1.

**(R16.16) LIGHT PF TENDER (CLP):** While the CLP had a full PF flotilla, it could manage this only by totally sacrificing any ability to prospect for its own materials.

SSD and counters are in Module F1.

**(R16.17) LIGHT CARGO CRUISER (CLT):** Actually the most common type of the CL hull class, the cargo cruiser was used to transport large quantities of materials between mining and processing ships.

SSD is in Module F1. Use a CL counter.

**(R16.18) LIGHT COMMANDO CRUISER (CLC):** Few Jindarian caravans actually tried to raid defended planets and other installations, but in several cases where this was known to happen, light cruisers modified to carry ground troops were known to have been used.

The 28 boarding parties include 2 commando and 2 heavy weapons squads. There are 3 ground combat vehicles.

SSD and counters are in Module F1.

**(R16.19) X-LIGHT CRUISER (CLX):** The rarest of Jindarian X-ships, the CLX was actually quite effective. The improved phaser array allowed the rail guns to be used almost exclusively for offensive duties, and the improved batteries overcame the chronic power shortages, making the ship far more effective than the non-X version.

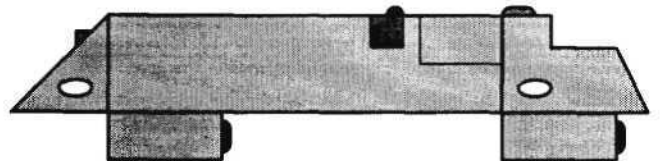
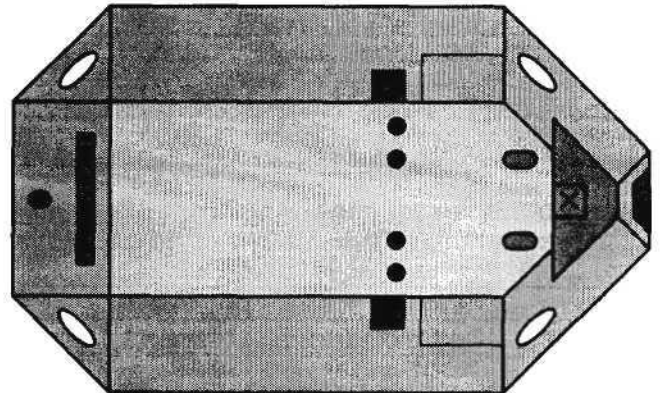
SSD and counters are in Module F1.

## JINDARIAN DESTROYER AND VARIANTS

**(R16.20) DESTROYER (DD):** Built with a standard metal hull rather than an asteroid, the Jindarian destroyers were used as scouts, message carriers, and utility cargo ships. They were much faster than the average asteroid ship. Their most common mission was checking out the asteroid fields in nearby star systems for the caravan's next operating territory.

By modifying the internal spaces (a task that took several weeks to accomplish), the ships could be fitted out as cargo carriers, commando ships (also useful for rescue when an asteroid ship had to be abandoned), mining ships, and minesweepers; even their capability as warships could be improved. The ships could dock to asteroid ships (R16.1E) and could become undetectable once landed by using camouflage panels and screens.

SSD and counters are in Module F1.



Note that this drawing is NOT to the same scale as the asteroid ships. The front of the ship is to the left.

**(R16.21) WAR DESTROYER (DW):** The Jindarians did not relish combat and considered it an inefficient use of resources. Hence, all of their "warships" retained the ability to perform asteroid mining and survey duties. A few of their caravans, however, found themselves operating in (or wanting to operate in) dangerous areas and modified some of their destroyers as pure combat vessels, giving up all asteroid mining capability for more combat power. These "war destroyers" had more phasers and their own large marine complement. The most significant change, however, was the expanded forward rail gun firing arcs, possible only with such a permanent conversion.

SSD and counters are in Module F1.

**(R16.22) MEDIUM CARRIER (DV):** The Jindarian destroyer design included space for cargo and other equipment, and this made the ship a simple and efficient conversion to carrier duty. The DV has an entire squadron of 12 fighters. The shuttle bay actually has three complete hatches (one at the rear and one on each side), making it among the most efficient carriers in service anywhere.

Year	Escorts	Fighters
Y169+	DDE or FFE	12xMeteor-1
Y174+	DDE or FFE	12xMeteor-2
Y175+	DDA or FFA	12xMeteor-2
Y176+	DDA or FFA	12xMeteor-3
Y178+	DDA or FFA	6xMeteor-H

SSD and counters are in Module F1.

**(R16.23) DESTROYER ESCORT (DDE):** When the Jindarians adopted fighters, they also adopted the concept of the carrier escort. While it would seem that the defensive mode of the rail guns would have eliminated any need for separate escorts, this was not entirely true. Escorts provided an alternate fighter reload point, and the defensive mode of the asteroid ships' rail guns would be as likely to destroy friendly fighters as enemy fighters. Hence, fairly typical carrier escorts were built on the DD (and FF) hull. Phasers were selected over the light rail guns because they were more effective against drones and plasma torpedoes. The DDE can use the Federation carrier escort storage rule (R2.R5).

SSD and counters are in Module F1.

**(R16.23A) AEGIS DESTROYER ESCORT (DDA):** Full Aegis became available in Y175 (although some caravans did not adopt it for several years thereafter), and DDEs became the more capable DDAs.

SSD is combined with the DDE; use the DDE counters.

**(R16.24) DESTROYER SCOUT (DDS):** The Jindarians generally preferred to build their electronic warfare ships on asteroid hulls, but this design did exist and was used to support independent squadrons of destroyers and frigates as well as stand-off look-out duty for the main caravan.

SSD and counters are in Module F1.

**(R16.25) COMMANDO DESTROYER (DDC):** Designed to raid planets, bases, and occupied asteroids of the local powers, the commando destroyer was more efficient (and could be risked more readily) than an asteroid-hulled ship.

The 50 boarding parties included 2 commandoes and 5 heavy weapon squads. There was space for five Ground Combat Vehicles.

SSD and counters are in Module F1.

**(R16.26) MINESWEEPER (DMS):** The Jindarians found mines to be a particular threat to their operations (due to the large number of shuttlecraft they employed) and used this destroyer variant to clear out mined asteroid belts. As mines became more widely used, the Jindarians relied on these ships to force an entry to areas they particularly wanted to prospect (and which the local powers particularly wanted to protect). There are four minesweeping shuttles.

SSD and counters are in Module F1.

**(R16.27) DESTROYER TRANSPORT (DDT):** One of the original missions for the destroyer was to carry cargo, often on trading missions to other caravans or the local powers. These transport ships remained in service through the entire historical period.

SSD and counters are in Module F1.

**(R16.28) PROSPECTING DESTROYER (DDP):** Perhaps the original (and certainly the most preferable) use for the DD, the prospecting variant could check out a new section of the asteroid belt or mine areas not worth the attention of the entire caravan.

SSD and counters are in Module F1.

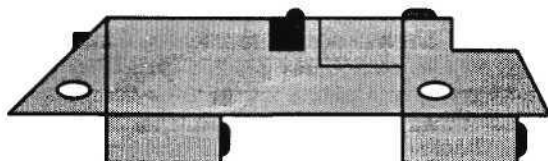
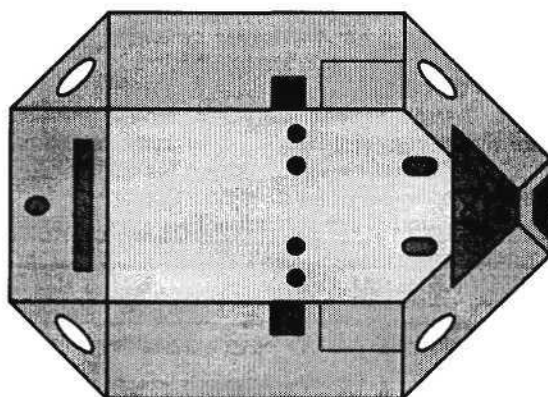
**(R16.29) X-DESTROYER (DDX):** The Jindarians selected the standard destroyer for X-conversions (rather than the more heavily-armed DW) because the option spaces of the DD allowed it to be used for recon and collection missions.

SSD and counters are in Module F1.

**JINDARIAN FRIGATE AND VARIANTS**

**(R16.30) FRIGATE (FF):** A lighter version of the destroyer, the frigate fulfilled generally the same missions. It was less capable, but also less expensive to build and something that could be risked on dangerous missions.

SSD and counters are in Module F1.



**(R16.31) ESCORT CARRIER (FFV):** A fairly uncommon variant of the frigate, its use was limited to providing protection for supply ships or remote mining operations.

Year	Escorts	Fighters
Y169+	FFE or none	8xMeteor-1
Y174+	FFE or none	8xMeteor-2
Y175+	FFA or none	8xMeteor-2
Y176+	FFA or none	8xMeteor-3
Y178+	FFA or none	4xMeteor-H

SSD and counters are in Module F1.

**(R16.32) ESCORT FRIGATE (FFE):** A smaller version of the DDE, the FFE was not really less capable in that duty.

SSD and counters are in Module F1.

**(R16.32A) AEGIS ESCORT FRIGATE (FFA):** The full aegis system, applied to the FFE, resulted in the FFA.

SSD is combined with the FFE; use the FFE counters.

**(R16.33) COMMANDO FRIGATE (FFC):** Designed for light raids and small evacuations, the commando frigate was cheap enough to risk and could still produce effective results.

The 26 boarding parties included two command squads and two heavy weapon squads. There were two ground combat vehicles.

SSD and counters are in Module F1.

**(R16.34) SCOUT FRIGATE (FFS):** Even more rare than the DDS, the few FFSs encountered were seen performing more or less the same missions as their larger cousins.

SSD and counters are in Module F1.

**(R16.35) TRANSPORT FRIGATE (FFT):** Perhaps the original mission (and variant) of the frigate, the transport frigate could deliver high priority cargos to another caravan or to trade with local powers. The ship was also used to bring ore from remote prospecting sites to the caravan for processing.

SSD and counters are in Module F1.

**(R16.36) PROSPECTING FRIGATE (FFP):** Capable of independent operations, prospecting frigates were often the first Jindarian ships to arrive in a new system.

SSD and counters are in Module F1.

**(R16.37) X-FRIGATE (FFX):** Very few of these ships existed, and all of them were either built as systems testbeds or for some special mission requiring unique capabilities in a ship small enough to be lost without major disruptions.

SSD and counters are in Module F1.

### JINDARIAN GENERAL UNITS

The Jindarians do not use most general units.

**BASES:** The Jindarians have no starbases, battle stations, base stations, mobile bases, augmentation modules, or system stations. They are known to have once purchased a commercial platform from the Gorns, but the circumstances there were quite unusual.

They have been observed to use small mining stations on rich asteroids, sometimes placing ground phasers, rail guns, and warning stations on surrounding asteroids to defend it, but they dismantle such stations as soon as they complete extraction of the minerals (or turn the asteroid into a self-mobile starship).

**(R16.38) GROUND WARP RAIL GUN BASE (GRG):** The heavy rail gun stations are very rare and are usually found only on large asteroids around a huge planetoid being converted to a major starship.

**(R16.39) GROUND LIGHT RAIL GUN BASE (GLG):** Used to defend asteroids which are the subject of intense mining activities. Being on an asteroid, there were large ammunition supplies available so no limits apply.

**FREIGHTERS:** The Jindarians have been known to contract for the services of small and large freighters, and there are apocryphal stories of them leasing or buying such ships. They do not operate Q-ships, auxiliaries, armed priority transports, free traders, etc.

**OTHER:** Jindarians do not operate Defense Satellites, Fleet Repair Docks, or monitors.

### (R16.R0) JINDARIAN REFITS AND CONVERSIONS

Partly because the primary offensive weapon (the WRG) is also the primary defensive weapon, the Jindarians do not produce needed variants by the typical method of replacing heavy weapons with the appropriate auxiliary systems. Instead, the Jindarians use their "custom" internal design concepts (R16.1C1) to produce the required sub-types.

**(R16.R1) SCOUT VARIANTS:** Virtually every caravan will have at least one ship fitted with several special sensors in some or all of their option boxes. No caravan will have more than two asteroid ships with special sensors; this can create an exception to (S8.35).

**(R16.R2) HYBRID CARRIER VARIANTS:** As the General War began, the Jindarians began replacing some of their prospecting shuttles with Meteor-class fighters. Dreadnoughts can replace a maximum of 12 shuttles with fighters, heavy battlecruisers can replace eight, heavy cruisers up to six, and light cruisers up to four. Each such fighter comes with a deck crew and ready rack. While combat power was useful, the Jindarians were far more interested in mining than fighting and despaired of having to give up prospecting capabilities in order to carry fighters.

**(R16.R3) TRUE CARRIER VARIANTS:** These variants (with more fighters than the hybrid carriers above) were extremely rare, with no more than one or two in even the largest caravans. These ships (which gave up all of their prospecting shuttles for fighters) could not support themselves (they had to obtain asteroid material from other ships for processing in order to keep their own systems going) and were a burden on the caravan. Only the few caravans that operated in the most dangerous sectors would include these variants. In most cases, such caravans did not carry fighters on their other ships. Each fighter has its own deck crew and ready rack.

An SSD is provided for each such ship.

Escort versions of the DD and FF exist to protect these large carriers.

**(R16.R4) COMMANDO VARIANTS:** While Jindarian "ground combat" was for the most part limited to the surfaces of asteroids, there were cases (particularly when moving into an occupied system) that troops were needed. SSDs are provided for the formal variants.

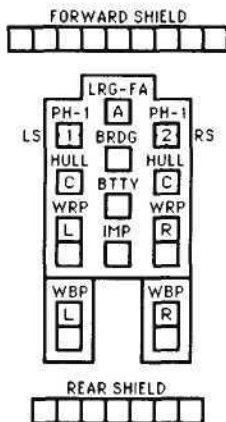
**(R16.R5) CARGO VARIANTS:** These were, in some ways, just about the only "true" variants of Jindarian ships, in that the internal arrangement was radically altered to provide more cargo space at the expense of other systems. SSDs are provided for these variants.

**(R16.R6) PFT VARIANTS:** The only other "true variant" (and one that appeared long after the others), these ships replaced prospecting shuttles with PF operating bays and fitted repair systems and two special sensors in their option boxes. SSDs are provided for these ships (CLP, CAP, BCS, SCS).

**(R16.R7) X-SHIPS:** Some Jindarians caravans developed X-technology (the earliest known case by Y182) while others never did (or chose not to employ it). There is no X-tech variant of the rail gun; the other equipment works exactly as provided in (X0.0).

(R16.PF) JINDARIAN PFs

(R16.PF0) **FIREBALL INTERCEPTOR:** Jindarians noted the appearance of interceptors used by the Galactic Powers. While 100,000 years in space had shown them many things, nothing was quite like this. The Jindarians quickly copied the concept and produced their own interceptors. While armed with LRGs, the small size of the ship meant that only a limited supply of ammunition could be carried. (On the asteroid ships, so much ammunition is carried that it is effectively unlimited.)

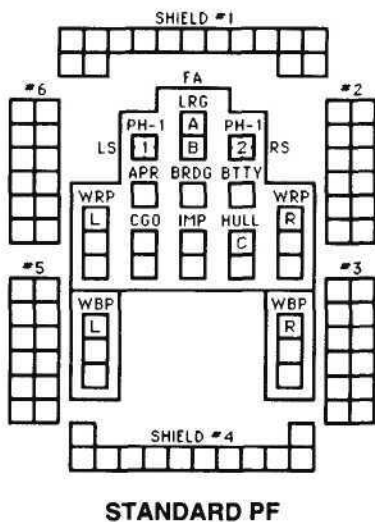


(R16.PF1) **COMET FAST PATROL SHIP:** As with the other races, the interceptor proved inadequate and gave way to the more powerful Fast Patrol Ship. While armed with LRGs, the small size of the ship meant that only a limited supply of ammunition could be carried; see (E18.66). Module F1 includes an SSD for an entire flotilla of Comets, including the scout and leader. Counters are in Module F1.

Versions (also in Module F1) include:

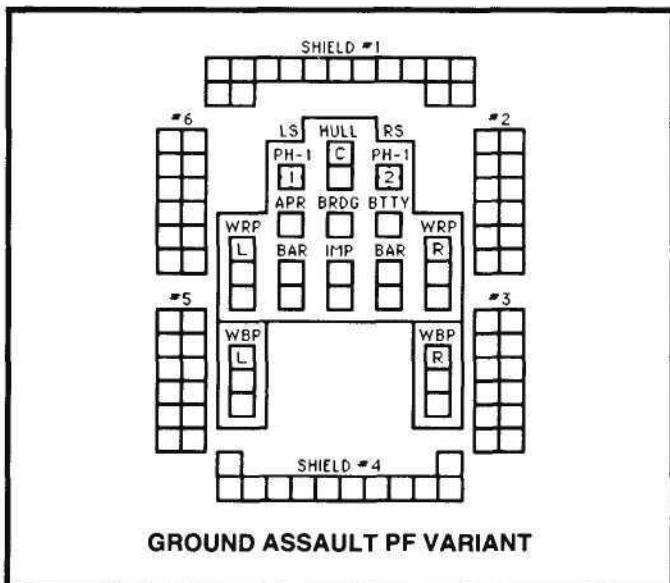
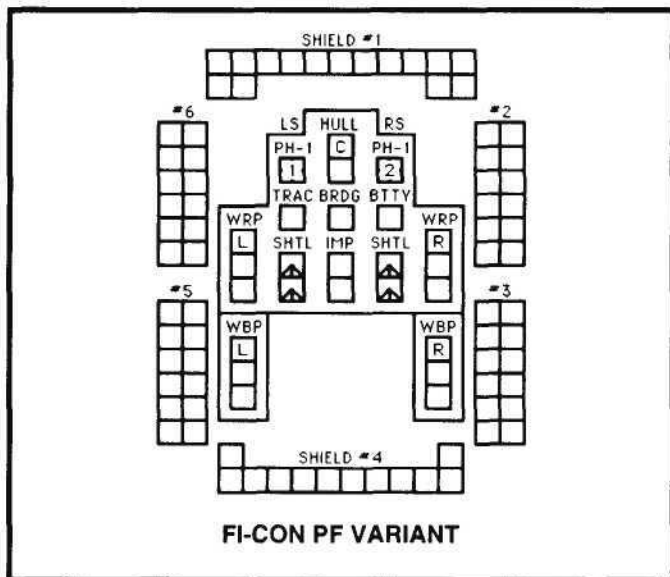
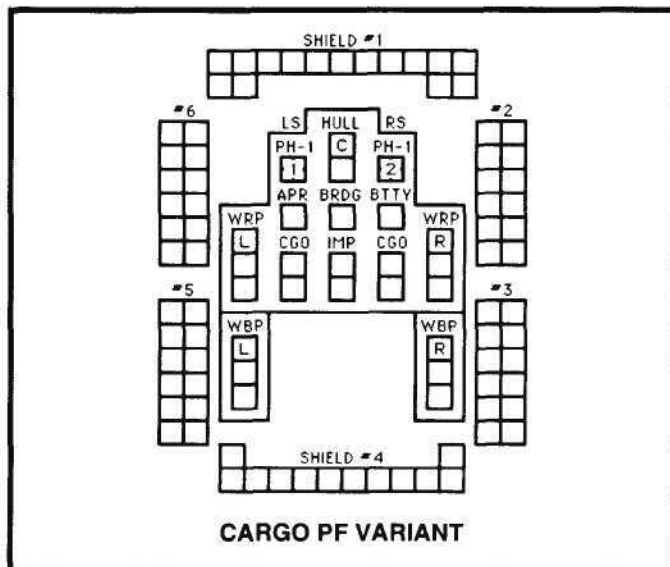
- Comet-C Cargo
- Comet-F Fi-Con
- Comet-G Ground Assault
- Comet-L Leader
- Comet-M Mine Warfare
- Comet-S Scout

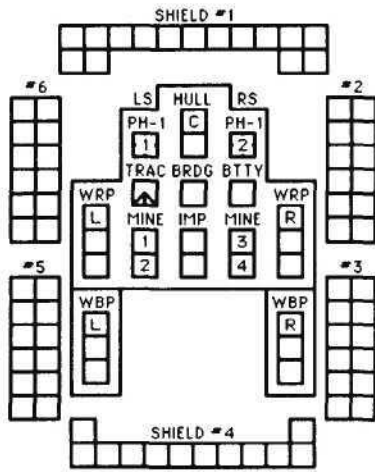
The support versions are on this page and the next page. See (R1.PF1)–(R1.PF6) for rules on standard versions.



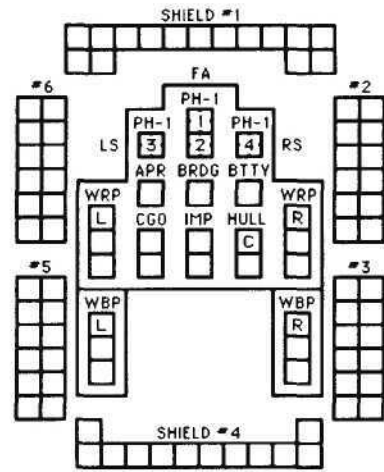
(R16.PF2) **COMET-P PHASER PF (PFP):** The Jindarians operated a phaser-armed PF in many cases. There is a leader version.

Module F1 includes an SSD for an entire flotilla of PFPs.

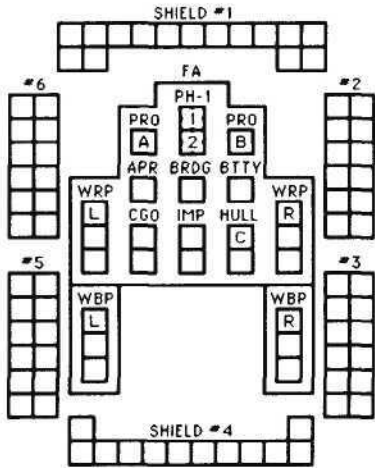




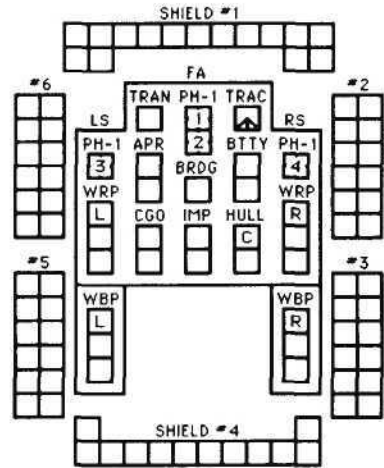
MINE WARFARE PF VARIANT



PHASER PF VARIANT



PROSPECTING PF VERSION



PHASER PF LEADER

(R16.PF3) PROSPECTING PF: The Jindarians operated PFs of this type for asteroid survey work. Each of the "prospecting cannons" has four charges.

JINDARIAN SHUTTLES

**(R16.F1) PROSPECTING SHUTTLE:** This is a standard type of shuttle operated by all races; see (R1.F12).

**(R16.F2) JINDARIAN MRS SHUTTLE:** The Jindarians deployed an MRS shuttle about the same time as the other races. It was functionally identical to the MRS shuttles of other races. Armament included two phaser-3s (360°) and a phaser-2 (360°). Only DNs, BCHs, carrier variants of DNs and BCHs, and the CVS carry MRS shuttles. An independently-operating CA might borrow an MRS from the caravan for a specific mission.

JINDARIAN FIGHTERS

The Jindarians began deploying fighters, at least initially, as a response to the deployment of fighters by virtually all the powers. The fighters deployed by the powers had become a serious threat to the Jindarians. Fighters could prowl asteroid fields, and if they could not attack Jindarian ships, they could attack Jindarian prospecting shuttles. The initial operations of Jindarian fighters consisted of little more than escort duty for their prospecting shuttles while they were en route to likely sites. Gradually, they evolved into the counter-strike roll.

The appearance of the Meteor-series fighter, in virtually every Jindarian caravan at virtually the same time (Y166) was the first solid evidence that, even without a central government, the Jindarians had some method of communication between caravans and some motivation to share reactions to external threats.

Several marks of this series appeared over the years; all are listed on the Master Fighter Chart. All versions of the Meteor included two "pod" rails [those provided in (J11.111)] to facilitate the use of various fighter pods. Pods on these rails do subtract one from the fighter's speed and dogfight rating for each pod carried.

The Meteor-1 fighter set the tone for the entire series of Jindarian fighters. The Jindarians did not place airfoils on their fighters, which were incapable of atmospheric flight. While the first design was totally incapable of landing on planets, subsequent improvements allowed this using the powered system.

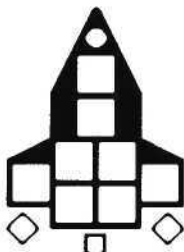
The Meteor fighters were armed with phasers, light rail guns, and prospecting charges (the same type used by the Prospecting Shuttle). The shock of firing a rail gun put a strain on the fighters, requiring the pilot to literally regain control of the craft after firing one.

Reloading a prospecting charge is defined in (E19.22). Loading a single rail gun on a fighter is defined by (E18.65).

A shuttle loaded with prospecting charges or rail gun charges counts as an "armed shuttle" for purposes of (D12.0).

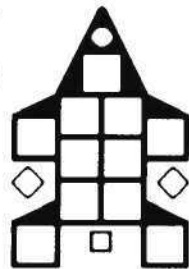
**(R16.F3) JINDARIAN METEOR-1 FIGHTER:** This was the first of the Jindarian fighters. Its armament included a phaser-3-FA, two prospecting charges FA, and a single rail gun FA which could be armed with a single shot.

The Meteor-1 fighter was not capable of planetary landings. It can fire both prospecting charges or the rail gun in a single turn, but cannot fire the prospecting charges and the rail gun during a single turn or within a quarter turn of each other. No weapons can be fired within 1/4-turn (8 impulses) of firing the rail gun due to the shock on the fighter.



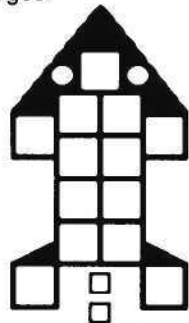
**(R16.F4) JINDARIAN METEOR-2 FIGHTER:** The Jindarians managed a number of improvements of the basic Meteor-1 fighter, creating what amounted to an entirely new design. Armament includes two phaser-3-FAs, two prospecting charges FA, and a single rail gun FA which carried a single shot.

The Meteor-2 fighter was capable of landing and taking off from planets using the powered system, but could not perform aerodynamic flight. It can fire both prospecting charges or the rail gun in a single turn, but cannot fire the prospecting charges and the rail gun during a single turn or within a quarter turn of each other. No weapons can be fired within 1/4-turn (8 impulses) after firing the rail gun due to the shock on the fighter.



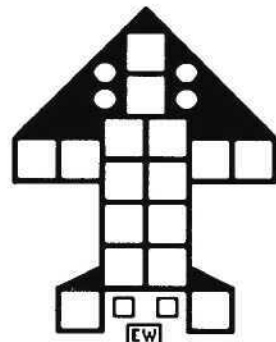
**(R16.F5) JINDARIAN METEOR-3 FIGHTER:** The Jindarians made further improvements to their fighters, producing a third type. The armament of the Meteor-3 fighter included two phaser-3-FAs and two rail guns FA, each of which carried a single shot. There were no prospecting charges.

Like the Meteor-2 fighter, the Meteor-3 fighter was able to land on planets by the powered landing system, but could not use aerodynamic flight. The Meteor-3 fighter could only fire one rail gun in a given turn or within a quarter-turn of firing the other rail gun. No weapons can be fired within 1/4-turn (8 impulses) after firing the rail gun due to the shock on the fighter.



**(R16.F6) JINDARIAN METEOR-H HEAVY FIGHTER:** The final Jindarian fighter design. Armament included one phaser-2-FA, one phaser-3-RX, two rail guns FA (each with two shots).

The Meteor-H fighter was able to land on planets using the powered landing system. It can fire one shot from each of its rail guns in a single turn, but not within a quarter turn of a previous firing of any other rail gun shot. Unlike smaller fighters, the Meteor-H heavy fighter's frame and power system was able to sustain the shock of firing the rail gun with no subsequent loss of control. This fighter is not under any restrictions on firing its phasers as a result of firing its rail guns.





## DESIGNER'S NOTES

In 1985, ADB announced in Nexus magazine #13 a contest for minor races. We received some 135 entries, but quickly found that it took several days of work to evaluate each one, and there would never be time to stop the entire company and all new products just to evaluate all of those entries and select the winners. The contest was placed on hold, although two early entries were so good that we marked them for priority treatment when the time came.

In 1992, we decided to begin development of at least one of the races from the old contest. One of the two "priority" entries was for a "hollow asteroid ships" race. As the other entries came in, we found two very similar proposals, and (in 1986) selected them to be combined into a single race. The name Jindarians was selected for the combined race.

The three original entries were sent in by:

File #4: Commonwealth of Jho'kiyh by Naom Izenberg. Located on the Gorn-Rom border, comprised of Gorn and Romulan renegades and some Orions, nomadic.

File #46: The Blackfoot Orions, by David E Neidigh and Steven M Shambada. An Orion group that used hollow asteroid ships in Blackfoot Pass.

File #68: The Eddar Confederation by John Laprise. Located on the Klingon-Hydran border, comprised of Klingon and Hydran renegades who used asteroid ships to defend their star system.

These people should contact ADB to receive the promised free copy of the product.

None of the original entries included a new weapon, or even a new (biological) race. This was, to some extent, the result of the conditions of the original contest, which insisted on keeping new rules to the bare minimum. The game market of the 1990s being very competitive (and players who had suffered through the updating of Commander's Edition products being slightly bored), the decision was made that both new weapons and new "beings" were needed. Steve Cole proposed the "warp-augmented rail gun" which was developed (from little more than the title) by Steve Petrick. Steve P invented the defensive mode to provide an entirely new "battlefield dynamic" for SFB, an entirely new way of stopping fighters and seeking weapons that requires entirely new ways of thinking.

Steve Petrick developed the social structure of the Jindarians. Staff officer Reece Watkins (who advises ADB about "hard science" and its relation to SFB) was invited to create a new biological race that had "evolved" in conditions of micro-gravity. Tim Olsen and Mark Costello produced the special Prime Directive rules which are reprinted on page 40 for player convenience.

All of the original entries used rock for armor. The original Blackfoot Orion entry included a low-energy shield (to block transporters) while the concept of minimal shields was originated by Steve Petrick to provide flexibility and other tactical factors.

The ships were designed by Steve Petrick (using many of the concepts from the original three entries). Steve Petrick, a former infantry officer, wrote the detailed rules for boarding actions, creating the concept that every Jindarian ship was a little different from its sisterships. Steve Cole took this concept a step further with the "optional systems boxes" seen on the SSDs.

The term "Gypsy" should not be taken in the context of traveling thieves and con artists (of the type that give the proud and honest Romany people of Earth a bad name) but only reflects the nomadic Jindarian lifestyle and their disinterest in the affairs of the local empires.

## TACTICS

The Jindarians are not like anything you have ever seen in SFB. Their major ships are slow, but their heavy armament makes a caravan difficult to approach. They have hordes of shuttles, but they are too expensive to throw away in combat. They lack shields, but pounding through the rock armor is an all-day job. (Although, if you do, victory is all but assured as the repair abilities for that rock armor are extremely limited.)

If your ships are limited to direct-fire weapons, your tactics will be defined by the ranges where you can do more damage to the Jindarian than he can do to you. Phasers are an important part of this calculation, as the Jindarians are generally deficient in that weapon. Fighters limited to direct-fire weapons will have to choose between firing at longer (and less effective) ranges or sacrificing themselves against the rail guns' defensive abilities. Their best option will be to follow a real warship in, giving the Jindarian a choice between firing in defensive mode at them or engaging the ship.

If you are largely dependent on seeking weapons to inflict damage, you are going to have to create opportunities. The rail gun is highly effective against seeking weapons, whether plasmas or drones. You will need to either get the Jindarians to fire their rail guns at your ships to allow your seeking weapons to hit, or launch enough seeking weapons to force the rail guns to fire in defensive mode and then launch more while the weapon recycles. Plasma ships do have an option of trying to go straight in, taking the Jindarian's best shot, and then launching plasmas at point-blank range. Fighter squadrons armed with drones should launch some drones at long range and follow them. The concept here is to try to force the Jindarians into using their rail guns defensively, allowing a second drone wave to be launched during the window created (or Federation F-14/15s to close with their gatling phasers). In either case, the most basic seeking weapon tactic (get on his nose and launch the weapons down his throat) remains the best, since they will spend fewer impulses in the field of the defensive rail gun (or "hail gun") storm. Slow drones will, of necessity, have to be used by taking the Jindarian's best shot and then launching at point blank range. Medium speed drones should never be launched on a pursuit trajectory since, at normal battle speeds, they won't be able to catch a Jindarian without a long stern chase through the phasers, rail guns, and tractor beams.

While Jindarian asteroid ships are slow, this is not a major liability while operating in an asteroid zone where the threat of collision will slow any ship. Jindarian asteroid ships are woefully short on power, making it hard for them to play the electronic warfare game; however, the accuracy of the rail gun offsets this to some extent.

Boarding a Jindarian ship is difficult, but not impossible given lots of troops and plenty of time. The Jindarians, however, will tend to board YOU any time a shield is down.

The designer of the Jindarians intended them to create new battlefield dynamics that will force new tactical thinking. And that's never a bad idea.

**(SG60.0) PROPERTY RIGHTS**

by Stephen V Cole & Steven P Petrick, Texas

Large asteroids are desirable property, both to the Galactic Powers (who want to establish bases on them) and to the Jindarians (who want to convert them into ships). All too often, the Jindarians and the local empire want the same asteroid. When that happens, conflict is automatic.

**(SG60.1) NUMBER OF PLAYERS:** 2; the fleet player and the Jindarian player.

**(SG60.2) INITIAL SET UP**

**TERRAIN:** Large asteroid in 2215. The map is an asteroid field (P3.1) or asteroid belt (use the special map in Module S1).

**FLEET:** DW, FF, LTT enter the map from any map edge on Impulse #1, Turn #1, facing the large asteroid, speed max, WS-I. The total fleet force, including ships, refits, drone speeds, and commander's options, may not exceed 375 points.

**JINDARIAN:** CL hidden (R16.1C6) anywhere in an asteroid hex, no more than 10 hexes from 2215. Speed zero. Facing at option of the Jindarian player. WS-I.

**YEAR:** Players should select a year before playing this scenario. This will determine the availability of fighters, PFs, MRS shuttles, and other options. Y176 is assumed if no other determination is made.

**(SG60.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SG60.4) SPECIAL RULES**

**(SG60.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Fleet units can disengage from any map edge.

The Jindarian units can disengage from any map edge, or by acceleration, or can use asteroid disengagement.

**(SG60.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs in the default year. These are available if the players select a year in which the Fleet forces had them.

**(SG60.421)** 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 (SG60.431).

**(SG60.422)** 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).

**(SG60.423)** There are no PFs in this scenario, but they could be added on mech links if the year of the scenario allows for them.

**(SG60.43) COMMANDER'S OPTION ITEMS**

**(SG60.431)** 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.

**(SG60.432)** All drones are "medium," i.e., speed-20 in the default year (Y176). The actual year selected by the players will affect drone speed availability.

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.

**(SG60.433)** Prime Teams (G32.0) are not available in this scenario.

**(SG60.44) REFITS:** The fleet units may use available refits within their overall BPV limit of 375.

**(SG60.45) BASE:** The LTT is carrying as a pod a ground base (GMS) (not included in the BPV limit) which it intends to establish on the large asteroid by (P2.442). Note that the positional stabilizers cannot be locked during the scenario.

**(SG60.46) JINDARIANS** have placed five crew units on the asteroid to work on the preliminary stages of the conversion. These comprise two boarding parties and four standard crew units. The crew units can be converted to militia starting on Turn #1.

**(SG60.5) VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.20). If the small ground base is established on the asteroid and not destroyed before the end of the scenario, the fleet player scores a bonus of 25 points. Neither side can attempt to destroy the asteroid by (P2.312).

**(SG60.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SG60.61)** Obviously, any race can be used.

**(SG60.62)** Tactical intelligence can be used to determine the class of the Fleet ships.

**(SG60.63)** For a smaller battle, delete the CW and reduce the Jindarian ship to a frigate.

**(SG60.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SG60.71)** Change the Jindarian CL to a CA or DD.

**(SG60.72)** Replace the CW with a CA or DW.

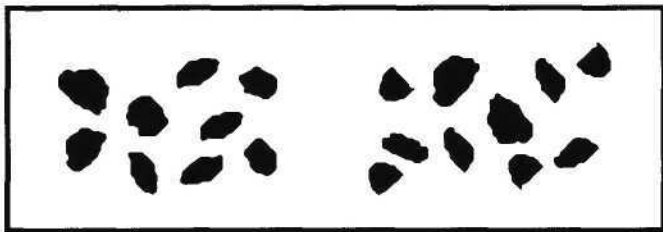
**(SG60.73)** Allow the Jindarian player to have a small number of fighters on his ship.

**(SG60.74)** Add a Jindarian FF (docked to the CL).

**(SG60.8) TACTICS**

**FLEET:** You know that he is out there. Carefully weigh your firepower options, and plan accordingly. Seeking weapons mean you will need to get close; ranged weapons mean timing and massing your fires. The problem is he will probably get the first shot.

**JINDARIAN:** Your biggest advantages are that they do not know where you are at first, and your first punch can hurt. Once you are past that, however, things do not look too good. Look at what weapons they have, and try to find your best option to defeat their mix.

**(SG61.0) WHEN MOONS COLLIDE**

by Steven Paul Petrick, Texas

The Jindarians have no central government, although there does appear to be some means of communication between the various caravans. Meetings between caravans are (in the vastness of space) rare occurrences. Frequently, such meetings have been observed to be peaceful (perhaps indicating some degree of alliance, maybe kinship?). Sometimes they are bloody affairs, either in ship-to-ship combat (as seen here) or in a series of duels between Jinbaros and assassinations. The outcome of any given meeting is a mystery to outside observers. There are recorded events of two caravans battling each other viciously, and years later meeting peacefully. The reason for all of this is known only to the Jindarians themselves.

**(SG61.1) NUMBER OF PLAYERS:** 2; player A and player B, both command Jindarian ships.

**(SG61.2) INITIAL SET UP**

**TERRAIN:** The map is an asteroid field (P3.1).

**PLAYER A:** DN, 2x BCH, 4x CA, 2x CL, set up anywhere within six hexes of 0424, heading B, speed 10, WS-III.

**PLAYER B:** 2x DN, 4x CA, 4x CL, set up anywhere within six hexes of 2806, heading C, speed 10, WS-III.

**YEAR:** Players should select a year before playing this scenario. This will determine the availability of fighters, PFs, MRS shuttles, and other options.

**(SG61.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SG61.4) SPECIAL RULES**

**(SG61.41) MAP:** Use a floating map. The players will have to determine the locations of asteroids on any new maps using (P3.1) before they are entered. The player A units can only disengage in directions D or E. The player B units can only disengage in directions A or B. Units which disengage in unauthorized directions are considered destroyed.

**(SG61.42) SHUTTLES AND PFs:** All shuttles and PFs may have warp booster packs if the scenario year allows them.

**(SG61.421) MRS shuttles** may be purchased [up to the limits in (J8.5)] under (SG61.431) if the year selected for the scenario allows their purchase.

**(SG61.422)** If using EW fighters in a scenario where the year selected allow them, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters. This assumes that the players are playing in a year when the Jindarian ships had fighters.

**(SG61.423)** One or two flotillas of standard PFs may be added to each side if the year selected for the scenario allows their use. These should be standard combat types, including no more than one leader and one scout PF in one flotilla (a second flotilla added to either side

would be six casual PFs). One CL on each side will be a CLP.

**(SG61.43) COMMANDER'S OPTION ITEMS**

**(SG61.431)** 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.

**(SG61.432)** None of the ships in the basic version of this scenario are armed with drones. If drone-armed units are added in a variation, all drones will be a speed consistent with the year selected for the scenario. If set during the period of "slow," i.e., speed-8 drones, type-II and type-V drones (speed 12) are available for purchase as special drones.

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

**(SG61.433)** If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their starting forces (not part of Commander's Options).

**(SG61.44) REFITS:** Other than PF mech links and fighter ready racks, which are added automatically if the year selected for the scenario allows their use, there are no refits of Jindarian ships. Non-Jindarian ships used in a variation can have any refits available subject to the year selected for the scenario.

**(SG61.45) ASTEROID DISENGAGEMENT:** If a player has ships which disengage by this means during the battle and subsequently loses, all ships which disengaged by this method are considered destroyed. This is because the winning Jindarian ships will hunt the disengaged ships down while conducting their mining operations.

**(SG61.5) VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.201).

**(SG61.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SG61.61)** While unusual, sometimes a Jinbaro might convince the local power to "assist" him in resolving his dispute with the opposing caravan. If the action takes place in the Neutral Zone patrolled by opposing races, sometimes both races might find a few of their ships involved in a Jindarian conflict. In this variation, players must select which border they will fight on as this will determine what races will assist. Once this is done, both players purchase a ship or ships from one of the races (both cannot purchase ships from the same race with the exception that both might purchase Orion ships). The players are allowed 170 BPV for this, including drone speeds, refits, and Commander's Options.

**(SG61.62)** Take plasma counters and one drone counter and place them in a cup. Each player draws one counter from the cup, setting the cup and the remaining counters aside unexamined. The players examine their counters and place them face down where the other player can be certain that it has not been tampered with during the game. If either player drew the drone counter, he gains an additional FF that he may secretly deploy (hidden placement) on the map before the scenario begins.

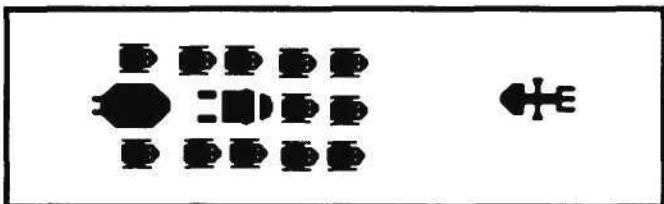
**(SG61.63)** For a smaller and faster battle, have each side use just one DN, two CAs, and two CLs. Do not use fighters or PFs.

**(SG61.64)** Add two DDs and two FFs (any variant) to each side. Replace on CA on each side with a CVS.

**(SG61.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:  
**(SG61.71)** Change one of player A's BCs to a CA or a DN.  
**(SG61.72)** Replace one of player B's CLs with a CA.  
**(SG61.73)** Delete or add a CL to or from one of the sides.

**(SG61.8) TACTICS:** This is a straight-forward clash. The firepower is about equal, as is the ability of the two sides to absorb damage. Whichever side can best mass his own fires and gain an advantage will win.

## (SG62.0) PROSPECTING UNDER PRESSURE



(Y175)

by Stephen V Cole, Texas

Asteroid prospecting is dangerous enough, what with all of those flying mountains and boulders and rocks and such, not to mention the badly maintained equipment operating a long way from support bases. What makes it worse is when someone (who might or might not own the asteroids you are prospecting) decides to challenge your right to them.

The same situation developed a thousand times across the galaxy. A small group of prospecting ships was suddenly beset by a small warship or two. The warships might have been the local police, an Orion cartel, or a raiding enemy.

**(SG62.1) NUMBER OF PLAYERS:** 2; the prospecting player and the attacking player.

### (SG62.2) INITIAL SET UP

**TERRAIN:** Use the Asteroid Belt Map from Module S1.

**PROSPECTING PLAYER:** One Jindarian Prospecting Frigate, or two Free Prospectors, or one Armed Prospecting Ship and one small armed freighter.

12 prospecting shuttles (counting those originally on the ship, plus others).

Deploy in any asteroid hexes.

All at WS-I, heading at option of the player, speed 6.

**ATTACKING PLAYER:** One police ship or small frigate, not to exceed 80 BPV, enters the map between 1001 and 2501 on Turn #1, speed max, WS-III. Facing C, D, or E.

**YEAR:** Players should select a year before playing this scenario. This will determine the availability of fighters, PFs, MRS shuttles, and other options. Y175 is assumed if no other selection is made.

**(SG62.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

### (SG62.4) SPECIAL RULES

**(SG62.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The prospecting units can only disengage from the xx30 map edge. The attacking units can only disengage from the xx01 map edge. Units which disengage in unauthorized directions or areas are considered destroyed.

**(SG62.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs in Y175, but if another year is used, this may change.

**(SG62.421)** 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 (SG62.431).

**(SG62.422)** 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.

**(SG62.423)** There are no PFs in this scenario.

### (SG62.43) COMMANDER'S OPTION ITEMS

**(SG62.431)** 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.

**(SG62.432)** All drones are "medium," i.e., speed-20 in Y175. If another year is used, adjust accordingly.

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.

**(SG62.433)** No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

**(SG62.44) REFITS:** These can be used to balance the scenario or may be required by the year selected.

**(SG62.45) BALANCE:** Because of the wide variety of potential forces, players should take care in selecting the units they will use and try to select ships of relatively equal BPVs (not counting the extra prospecting shuttles). Some combinations of ships that would be legal under (SG62.2) would be so unbalanced as to make the scenario no fun for anyone. You might consider using one prospecting ship and one police ship on the prospecting side to balance the firepower and maintain a dynamic scenario.

**(SG62.5) VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.20). The attacking player wins a 20-point bonus if he "disrupts" the prospecting operation. To do this, he must destroy or capture one of the prospecting ships, or he must destroy six of the prospecting shuttles (or force them to leave the map).

**(SG62.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SG62.61)** Replace the police ship with a squadron of fighters not exceeding 65 BPV points or 12 total fighters.

**(SG62.62)** Replace the police ship with two standard PFs.

**(SG62.63)** Double the starting forces for a larger battle.

**(SG62.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SG62.71)** Change the police ship to a police leader or a larger frigate.

**(SG62.72)** Replace the Prospecting Frigate with a Prospecting Destroyer.

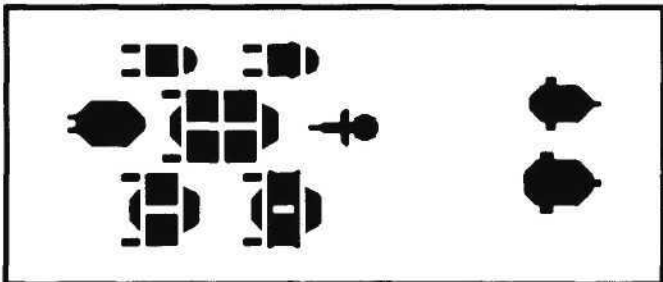
**(SG62.73)** Delete or add some prospecting shuttles.

### (SG62.8) TACTICS

**PROSPECTOR:** Keep your prospecting shuttles in the rocks to gain the ECM benefit, and keep pounding on his ship.

**ATTACKER:** Size up the opposition. What is the easiest path to victory? If it's his ship, pound him into scrap (although he will probably hide in the rocks and gather his prospecting shuttles around for defense). If the ship is too hard to kill, get around him (he'll be the one trying to stop you from doing that) and start bagging prospecting shuttles.

### (SG63.0) CLAIMING STAKES



(Y175)

by Stephen V Cole, Texas

The Jindarians moved in when the asteroids looked likely to produce whatever it was they needed at the moment. Sometimes the asteroids were already being mined.

**(SG63.1) NUMBER OF PLAYERS:** 2; the local player and the Jindarian player.

#### (SG63.2) INITIAL SET UP

**TERRAIN:** Use the Asteroid Belt Map from Module S1 or the Asteroid Field Map from Module S2.

**LOCAL:** One Prospecting Platform or Large Ore Processing Ship, one small and one large armed freighters, one police ship, one large and one small prospecting freighter, one armed prospecting ship. Set up in any asteroid hexes, no two ships in the same hex or within four hexes of each other. See (SG63.45) for reinforcements.

All at WS-I, heading at owner's option, speed 4.

**JINDARIAN:** One Prospecting Frigate and one Prospecting Destroyer enter the map between 1001 and 2501 on Turn #1, speed max, WS-III. Facing C, D, or E.

**YEAR:** Players should select a year before playing this scenario. This will determine the availability of fighters, PFs, MRS shuttles, and other options. Y175 is assumed if no other selection is made.

**(SG63.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### (SG63.4) SPECIAL RULES

**(SG63.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The local units can only disengage from the xx30 map edge. The Jindarian units can only disengage from the xx01 map edge. Units which disengage in unauthorized areas are considered destroyed.

**(SG63.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs in Y175, but if another year is used, this may change.

**(SG63.421)** 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 (SG63.431).

**(SG63.422)** 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.

**(SG63.423)** There are no PFs in this scenario. Players might, if the year allows, add one or two to each side.

#### (SG63.43) COMMANDER'S OPTION ITEMS

**(SG63.431)** 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.

**(SG63.432)** All drones are "medium," i.e., speed-20, in Y175; adjust this if a different year is selected.

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.

**(SG63.433)** No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

**(SG63.44) REFITS:** These can be used as a balance factor or might be required by the year selected.

**(SG63.45) REINFORCEMENTS:** At the start of each turn, before Energy Allocation, each player rolls one die and adds the total to a running count. When this count reaches or exceeds 27, that player receives one ship (a frigate or other warship not to exceed 100 points including all Commander's options, drone speed charges, etc.). The Jindarian ship arrives between hexes 1001 and 2501; the local ship arrives between hexes 1030 and 2530 at the start of the current turn.

**(SG63.5) VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.20).

**(SG63.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SG63.61)** Obviously, any race can be used for the local forces, even Orions! You could even replace the entire force with Andromedans (use an ore-gathering sled, two cargo sleds, and two Vipers if the Andromedans are the "local" forces, and a Python if the Andromedans are replacing the Jindarians).

**(SG63.62)** Tactical Intelligence could be used to determine which of the freighters are the more dangerous armed ones.

**(SG63.63)** For a smaller battle, delete the large armed freighter and the large prospecting freighter and one of the two Jindarian ships (either the DDP or the FFP).

**(SG63.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SG63.71)** Change the Prospecting Frigate to a Prospecting Destroyer.

**(SG63.72)** Replace the police ship with a frigate.

**(SG63.73)** Add a few fighters or one PF to either side.

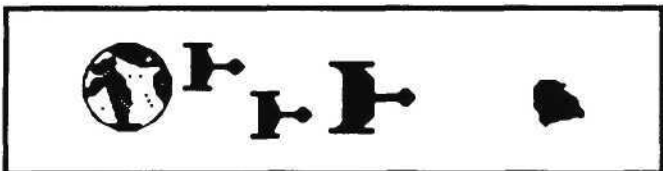
#### (SG63.8) TACTICS

**LOCAL:** Bring your forces together to mass your firepower, and try to break through a single shield.

**JINDARIAN:** Try to start at one end and roll up the local forces, crippling them before they can get together.

### ASTEROID MAPS

May of the scenarios in this module use the Asteroid Belt and Asteroid Field maps from Modules S1 and S2. If you do not have these maps (or just want something new), just use a standard asteroid field or any other array of asteroids.

**(SH167.0) DEADFALL****(Y145)**

by Steven Paul Petrick, Texas

In Y143, the Klingon Empire successfully rooted out and destroyed a Jindarian caravan operating in the asteroid belt of the Selnar system. Flushed with this success, the Klingon fleet departed to look for more glory.

Unfortunately, the Klingons did not know that they had missed one Jindarian ship, although they had badly damaged it in the campaign.

Deprived of the support of their caravan, and with a virtually inactive warp drive, the Jindarian crew decided on a hideous act of revenge. They placed their crippled ship on a collision course with the main Klingon colony in the system. The Klingons became aware of the danger when a police ship sent to divert the asteroid (which has taken nearly two years to reach its current location) vanished in a hail of rail gun fire at nearly point-blank range.

The Klingon governor called for assistance, and the nearest imperial units responded.

**(SH167.1) NUMBER OF PLAYERS:** 2; the Jindarian player and the Klingon player.

**(SH167.2) INITIAL SET UP**

**TERRAIN:** Class M planet (P2.21) in hex 3020.

**JINDARIAN:** DN *Zhir* in 2015, heading C, speed 1, WS-III.

**KLINGON:** D7 *Conqueror* in 4209, heading E, speed max, WS-III.

F5C *Alacrity* and F5 *Brave* within two hexes of 3028, heading F, speed max, WS-III.

**(SH167.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, disengaged, or the Jindarian ship has entered the atmosphere of the planet.

**(SH167.4) SPECIAL RULES**

**(SH167.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Klingon units can disengage in any direction. The Jindarian units cannot disengage by any means. Units which disengage in unauthorized directions or areas are considered destroyed.

**(SH167.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

**(SH167.421) MRS shuttles** may be purchased [up to the limits in (J8.5)] under (SH167.431).

**(SH167.422)** 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).

**(SH167.423)** There are no PFs in this scenario.

**(SH167.43) COMMANDER'S OPTION ITEMS**

**(SH167.431)** 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.

**(SH167.432)** All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

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

**(SH167.433)** If players wish to use the optional rules for Prime Teams (G32.0), the Klingon D7 and the Jindarian DN each normally carry one such team.

**(SH167.44)** REFITS had not been installed on any units at the time of this encounter.

**(SH167.45) JINDARIAN RESTRICTION:** The Jindarian ship has suffered a catastrophic failure of its warp drive system. The ship can generate its full warp power, but cannot use more than 1.5 points of warp energy for any movement related function, including TACs, and EM, and can only use warp energy for movement if it does not use impulse energy. This failure is irreparable by the Jindarian ship itself.

**(SH167.5) VICTORY CONDITIONS:** If the Jindarian ship enters the atmosphere of the planet, the Jindarians win. If the Klingons destroy the ship before it enters the planet's atmosphere, the Klingons win.

**(SH167.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH167.61)** Replace the Klingons with a Federation force consisting of a CA and two FFs.

**(SH167.62)** Delete the Klingon ships, and instead give the Klingon player 500 BPV to purchase planetary defense systems such as small ground bases and defense satellites, but no ships (except one police ship), to try to fend off the asteroid ship.

**(SH167.63)** For a smaller and faster battle, replace the Jindarian ship with a BC and use only the Klingon F5C and F5.

**(SH167.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH167.71)** Change the F5C to a D6 or a standard F5.

**(SH167.72)** Replace the D7 with a D7C or D6.

**(SH167.73)** Delete or add an F5 to the Klingon force.

**(SH167.8) TACTICS:**

**KLINGON:** You are going to have to pull out all the stops. Hit one area of armor, and keep hitting it. You need internals because you must hit his engines to stop him. Closing in to try to tractor his ship and push him away is a suicide mission that none of your ships can survive. So, pound him and keep pounding.

**JINDARIAN:** This situation optimizes many of your disadvantages, but also allows you to throw your shuttles away. You only need to reach the planet with an impulse box; nothing else matters. Do not be afraid to stop and tac in space if that will enable you to drive off the Klingons. If necessary, back up the final distance. Just keep focused on your mission of vengeance, and let nothing else matter.

**HISTORICAL OUTCOME:** The Jindarian ship, heavily damaged, slammed into the Klingon colony's capital city and chief production center. The impact and resulting dust cloud had an extremely negative reaction on the planet's climate, forcing the Klingons to evacuate the surviving colonists. Only a few key personnel were saved by transporter from the capital, although the Imperial governor and his staff chose to remain with the city. The Klingons took the lesson to heart and suspended searches for asteroid ships in inhabited systems until a better means of detecting them could be found.

**(SH168.0) THE WORMY APPLE**

(Y152)

by Steven Paul Petrick, Texas

Asteroids are highly effective web anchor points. Unfortunately for the Tholians, they are not always found at the exact point selected for the establishment of a base. When a new base was built, Tholian ships would be dispatched to nearby asteroid fields to accelerate likely candidate rocks near light speed, allowing them to coast to the projected base's location. Frequently, the Tholians would return to a given asteroid field and accelerate additional asteroids to arrive at a later date when the base might be in need of new anchors as a result of hostile attack.

During one such asteroid collection operation, a Tholian ship made the (understandable) mistake of selecting an asteroid that was also a Jindarian ship. The crew of the ship became alarmed when they were pulled from the confines of the asteroid field and, not realizing the mistake, responded to the situation with a volley of fire.

**(SH168.1) NUMBER OF PLAYERS:** 2; the Tholian player and the Jindarian player.

**(SH168.2) INITIAL SET UP**

**TERRAIN:** Map B is an asteroid field map (P3.1).

**THOLIAN:** C *Arrrakk* in 0815 of map A, heading F, speed max, WS-I. This ship has a tractor link to the Jindarian ship.

**JINDARIAN:** CL *Belva* in 0916, initial heading determined in (SH168.45) below, speed 0, WS-III.

**(SH168.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SH168.4) SPECIAL RULES**

**(SH168.41) MAP:** The map is fixed; it does not float. The 42xx map edge of Map A abuts the 01xx map edge of Map B.



Any unit leaving the map has disengaged and cannot return. The Tholian units can only disengage in directions E or F. The Jindarian units can only disengage by reentering the asteroid field. Units which disengage in unauthorized directions or areas are considered destroyed.

**(SH168.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

**(SH168.421) MRS shuttles** may be purchased [up to the limits in (J8.5)] under (SH168.431).

**(SH168.422)** 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).

**(SH168.423)** There are no PFs in this scenario.

**(SH168.43) COMMANDER'S OPTION ITEMS**

**(SH168.431)** 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.

**(SH168.432)** There are no drone-armed units in this scenario, but in a variation where a drone-armed unit might appear, all drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are not available for purchase as special drones.

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

**(SH168.433)** If players wish to use the optional rules for Prime Teams (G32.0), the Tholian C will normally carry one such team while the Jindarians can be given 25 additional Commander's Option Points to balance the scenario.

**(SH168.44) REFITS:** At the time of this battle, no refits had been installed on any units.

**(SH168.45) JINDARIAN:** The initial heading of the Jindarian ship is determined by rolling a die and facing the ship in the direction indicated according to the directional guide around hex 0328 of any standard SFB map. The ship is held in a tractor beam at start and cannot have launched any shuttles before the scenario begins. Jindarian fire control is inactive at the start of the scenario, but may be activated as part of the first Energy Allocation Phase. Note that the Jindarian cannot have done anything requiring warp power (such as charging suicide shuttles) before the scenario began.

**(SH168.46) SURPRISE:** The Tholians detected the activation of the Jindarian warp drive and managed to raise their shields and begin charging their phaser capacitors. The Jindarians had used APRs to energize and charge their phaser capacitors before finally activating their warp drive in order to charge their rail guns.

**(SH168.5) VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.201).

**(SH168.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH168.61)** While unusual, other races have found occasions when it became necessary to move an asteroid to a new location. Usually this would be an asteroid rich in some rare mineral that would be moved to where it could be mined more efficiently. Replace the Tholian C with Klingon D6 or Federation CL.

**(SH168.62)** Change the year to Y182, and give both sides two standard PFs on mech links.

**(SH168.63)** For a somewhat larger and more intense battle, change the year to Y174 and replace the Tholian C with a CV (12x Spider-II and 12x Spider-III). Place two escorting PCEs anywhere within three hexes of the CV. These units are still at WS-I at the start of the scenario. The Jindarian CL in this variation is carrying its normal complement of Meteor-2 fighters.

**(SH168.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH168.71)** Change the Jindarian CL to a CA.

**(SH168.72)** Replace the Tholian C with a Tholian CC.

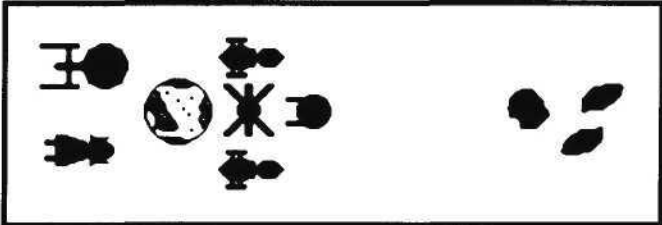
**(SH168.73)** Increase the Tholian at start WS, or decrease the Jindarian at start WS.

**(SH168.8) TACTICS**

**JINDARIAN:** Use your initial shot to do as much damage as you can, and then leave.

**THOLIAN:** See what is left after the first shot, then consider how you will revenge yourself for this attack. You might consider a tac on Impulse #2 to at least get a new shield facing the Jindarian before he gets another rail gun in arc, even if this will have you moving at speed 0 initially.

**HISTORICAL OUTCOME:** After an inconclusive fight, the Tholians decided that they really did not need that particular asteroid and the Jindavo decided his ship did not really need to be in Tholian space.

**(SH169.0) INCIDENT AT MORKEDIA****(Y162)**

by Steven Paul Petrick, Texas

The Morkedia system was mineral poor with the exception of its third planet, Morkedia III. The mines on this planet were a true bonanza, providing tons of the ores needed to fuel the Federation's economy in the region. Defenses had always been minimal for the planet, although the recent arrival of warp-powered starships in Romulan hands had created a stir. As programs were taken in hand to strengthen the planet, it was raided unexpectedly by Jindarians.

It has been theorized that a Jindarian caravan had come into the system, perhaps anticipating a rich harvest from the system's asteroidal ring. When this did not pan out, the Jindarians apparently decided to leave. The theory has it that the Jindarians lacked vital necessities to go to a new system, having depleted their available stores in moving to Morkedia and searching the asteroid belt, and decided to acquire the needed materials from Morkedia itself.

The truth might never be known, but the raid was not a unique or aberrant action by a single Jinbaro and his caravan.

**(SH169.1) NUMBER OF PLAYERS:** 2; the Federation player and the Jindarian player.

**(SH169.2) INITIAL SET UP**

**TERRAIN:** Class M planet (P2.21) in hex 2215.

**FEDERATION:** MB in hex 2214 [in orbit (P8.0)] with 4x Cargo Pods, 1x Barracks Module, 1x VIP Module, initial facing and rotation rate at the Federation player's option, WS-III.

Small Ground Mining Base, Ground Military Garrison, 2x Ground Based Phaser-4s in 2215-A, WS-III.

FF *Burke*, POL *Masterson*, POL *Babak*, set up anywhere within four hexes of 2215, initial heading at the Federation player's option, speed 10, WS-III.

**REINFORCEMENTS:** CA *Farragut* and CL *Wales* arrive on Turn #5 from the 01xx map edge, heading B or C, speed max, WS-III.

**JINDARIANS:** CA *Green Dome*, CL *Fire Arch*, CL *Triangle* enter the map on Turn #1 anywhere along the 42xx map edge, speed max, WS-III.

**(SH169.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SH169.4) SPECIAL RULES**

**(SH169.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage from the 01xx map edge. The Jindarian units can only disengage from the 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

**(SH169.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

**(SH169.421) MRS shuttles** may be purchased [up to the limits in (J8.5)] under (SH169.431).

**(SH169.422)** 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).

**(SH169.423)** There are no PFs in this scenario.

**(SH169.43) COMMANDER'S OPTION ITEMS**

**(SH169.431)** 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.

**(SH169.432)** There are no drone-armed units in this scenario. In a variation where drone-armed units are present, all drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are not available for purchase as special drones.

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

**(SH169.433)** If players wish to use the optional rules for Prime Teams (G32.0), the Federation CA will normally carry one such team while the Jindarian BC can be assumed to be carrying the Salvager Team of the caravan's Jinbaro.

**(SH169.44) REFITS** had not been installed on any of the units involved in this battle.

**(SH169.45) GROUND COMBAT:** The purpose of the Jindarian raid is to secure materials from the planet's surface. To accomplish this, the Jindarians must land ground troops and capture the 2215-A hex side of the planet. Use (D15.0) to determine this. There are three control stations, but no Ground Defense Systems have been established. Once the hex side is secured (defined as all Federation boarding parties or militia squads on that hex side have been destroyed, captured, or are in the remote areas) the Jindarians may begin beaming up cargo. There is assumed to be a number of warehouses (how many does not matter) in the hex side. These cannot be attacked by any means and exist only for the purpose of holding cargo. The Jindarian can only transfer up cargo that he has a cargo box to place it in.

**(SH169.46) UNASSIGNED BOXES:** The Jindarian CA is the only ship that may have barracks boxes, and only one group of two boxes may be so designated. The Jindarian player might consider assigning the other unassigned boxes as additional cargo storage to provide padding and achieve an Incredible victory.

**(SH169.5) VICTORY CONDITIONS:** Victory is determined by the number of boxes of cargo that the Jindarians succeed in capturing and escaping with. For the Federation, limiting the success of the Jindarian raid is seen as a means of preventing them from trying further such raids, possibly in other areas. Destroyed cargo boxes count as empty, whether there was cargo in it at the time it was destroyed or not.



- 28.....Incredible Victory. The commander of the raid immediately replaces the current Jinbaro. Federation devastating defeat.
- 24-27 .....Great Success. The commander of the raid is appointed to command a DN, supplanting the Jindavo of that ship. His voice is regarded highly in the councils of the caravan. Federation brutal defeat.
- 20-23 .....Moderate success. The commander of the raid has done better than expected. Federation marginal defeat.
- 16-19 .....Success. The caravan will be able to leave the Morkedian system to seek more profitable regions. Federation considers this a draw.
- 12-15 .....Minimal success. The caravan will have to abandon one or two of the smaller ships in order to leave the Morkedian system. Federation marginal victory.
- 9-11 .....Failure. There are not enough supplies to enable the caravan to leave the system. Federation tactical victory.
- 6-8 .....Abysmal failure. The seized supplies will just barely allow another raid to be attempted. Federation decisive victory.
- 5 or less.Total failure. The caravan is doomed. Federation astounding victory.

**(SH169.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH169.61)** Replace the Federation force with a Klingon force by replacing the FF with an F5 and the POLs with E4s. The reinforcements will consist of a D7 and a D6.

**(SH169.62)** The Federation might have been further along in establishing a defense net around Morkedia. Add five DefSats (2x phaser-2 +2x photon) to the planet's defenses.

**(SH169.63)** For a smaller and faster battle, delete the Federation reinforcements and only use the Jindarian CAs in the raiding force. For this variation, each evacuated cargo box counts as 1.75 cargo boxes, e.g., if all 16 cargo boxes on the Jindarian ships were full, the Jindarians would be assumed to have evacuated 28 cargo boxes.

**(SH169.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH169.71)** Change the MB to a base station, deleting the cargo pods.

**(SH169.72)** Replace the Fed FF with a DD.

**(SH169.73)** Delete or add a Ground Based Phaser-4.

**(SH169.74)** Add a Jindarian DD or FF docked to the CA.

#### **(SH169.8) TACTICS**

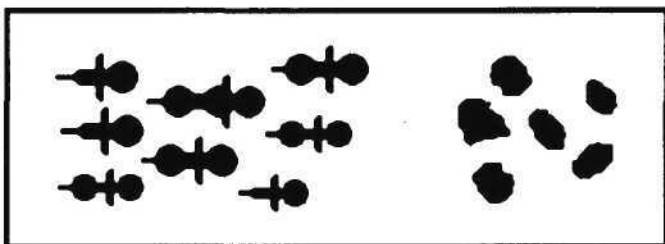
**FEDERATION:** Get in the best initial shot you can. Keep working on one of the light cruisers. The ground defenses and the mobile base will go pretty quick if the Jindarian wants to kill them (and he probably will). So maneuver for shots when you can. Try to use the planet as cover to get in close for shots.

**JINDARIAN:** Do as much initial destruction as you can. Try to cripple or destroy the Federation mobile units at first, as they will be worst problem later. If the initial Federation force links up with the reinforcements, there are more than enough photons to do major damage to any of your ships. You simply do not have time to play around in that case.

**HISTORICAL OUTCOME:** The Jindarian raid provided them with enough supplies to move on, although not as many as they would like. No ships were destroyed on either side,

perhaps indicating that neither side wished to force a decisive confrontation.

### **(SH170.0) IN THE OPEN**



**(Y172)**

by Steven Paul Petrick, Texas

Jindarian caravans change their locations quite frequently (at least considering the "fixed" nature of most fleets' operations). These movements are periods of maximum vulnerability and are almost always done after periods of preparation and reconnaissance.

Unfortunately, the best laid plans of mice and Jinbaros will sometimes go awry. A case in point occurred in Y172 when a Jindarian caravan was caught in deep space by a large force of Gorn warships gathered for an offensive.

**(SH170.1) NUMBER OF PLAYERS:** 2; the Gorn player and the Jindarian player.

#### **(SH170.2) INITIAL SET UP**

**GORN:** DN *Dragon of Three Stars*, CC *Dragonicon*, BC *Tricericon*, HDD *Sardith's Sword*, BDL *Galaga*, BDD *Rajath*, DDF *Spur*, LSC *Prowler*, all within five hexes of 0427, heading B, speed max, WS-III.

**JINDARIAN:** DN *Skepter*, BC *Scintilla*, BC *Starholme*, CA *Stavager*, CA *Smersh*, CL *Shrimka*, all within four hexes of 2804, heading E, speed max, WS-III. All ships are carrying their allowed complements of Meteor-1 fighters (R16.R2).

**(SH170.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### **(SH170.4) SPECIAL RULES**

**(SH170.41) MAP:** Use a floating map. The Gorn units can only disengage in directions A, C, D, or F. The Jindarian units can only disengage in directions B or E. Units which disengage in unauthorized directions are considered destroyed.

**(SH170.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

**(SH170.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH170.431).

**(SH170.422)** If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

**(SH170.423)** There are no PFs in this scenario.

#### **(SH170.43) COMMANDER'S OPTION ITEMS**

**(SH170.431)** 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.

**(SH170.432)** There are no drone-armed units in this scenario. In a variant where drone-armed units are present, 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.

**(SH170.433)** If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their starting forces (not part of Commander's Options).

**(SH170.44)** REFITS are as indicated in (SH170.2) above.

**(SH170.45) JINDARIAN DISENGAGEMENT:** All Jindarian ships must disengage in the same direction. If Jindarian ships disengage in both directions, the direction in which the majority of the ships (by BPV) disengaged is regarded as the "true" direction. Jindarian ships which disengaged in the opposite direction are no longer part of this caravan, and while the Gorn player will not receive any points for destroying them, the Jindarian player loses one level of victory for each ship that is no longer part of his caravan. If the BPV is equally split, the Jindarian player may select which half of the caravan is the continuing caravan.

**(SH170.5) VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.201).

**(SH170.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH170.61)** Replace the Gorns with a Lyran force consisting of a DN, CC, CA, CW, DWL, DW, DD, and CWS. All ships have the plus, phaser, ESG capacitor, and power-pack refits if appropriate to the ship.

**(SH170.62)** The Jindarians were not adverse to using "covering" terrain during their dashes through "open" space. Assume the Gorns intercepted the Jindarians in a nebula. In this variation, the entire map is a nebula.

**(SH170.63)** For a smaller and faster battle, only use the Gorn BDL, BDD, and DDF against a Jindarian force of a two CAs and a CL.

**(SH170.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH170.71)** Change the Gorn BDL to an HDD.

**(SH170.72)** Replace the Jindarian CL with another CA.

**(SH170.73)** Delete or add an CL or HDD to the Gorns.

**(SH170.74)** Add an FF or DD to the Jindarians.

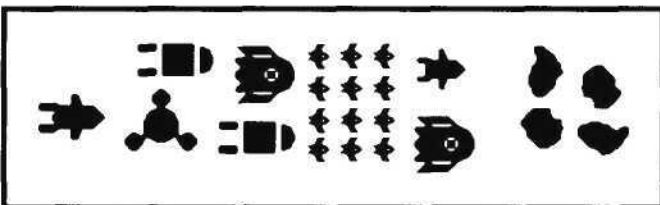
#### **(SH170.8) TACTICS**

**GORN:** You may have to use bolts at first to weaken a Jindarian ship. The interlocking nature of their rapid fire mode will make seeking weapon hits almost impossible. Once you break up their formation, you can swarm them one by one, but it will not be easy. You may be able to get through their defenses one time by using your PPTs, but you will only have one shot at that.

**JINDARIAN:** Keep some rail guns handy for defensive fire at all times. You want to be certain that any incoming plasma will be attrited. This is a careful calculation on your part, as too many and you may not be able to hurt the Gorns, too few and they may be able to hurt you. Watch for the possibility of a Gorn suicide attack, wherein they charge into point-blank range to launch plasmas that you will just not have time to attrit before they hit you.

**HISTORICAL OUTCOME:** The Gorn and Jindarian forces savaged each other. Each side had one small ship destroyed, and several others were crippled and damaged. The Gorn admiral was forced to resign because he allowed his force to become involved in an unnecessary battle.

## **(SH171.0) DEATH BY STONING**



**(Y174)**

by Steven Paul Petrick, Texas

The Orions like to think of themselves as predators, rather than prey. Surprise is their favorite tactic, coupled with overwhelming force. Unfortunately, they do need bases to repair their ships when the fleet manages to surprise them. Orion bases are, however, targets of intense interest to fleets, a situation which encourages the Orions to conceal them. A favorite spot for the Orions is an asteroid field in an uninhabited system.

Unfortunately, such fields might be mined by Jindarians, who would not be likely to reveal themselves to the Orions. The Jindarians do, however, take a dim view of intruders, especially when the heightened activity of building a base forces them to curtail their own mining operations. Shortly after the base became active, the Jindarians came calling.

**(SH171.1) NUMBER OF PLAYERS:** 2; the Jindarian player and the Orion player.

#### **(SH171.2) INITIAL SET UP**

**TERRAIN:** Asteroid field (P3.1).

**JINDARIAN:** CA *Flavish*, CA *Refrak*, CL *Rehlnohr*, CL *Findahl*, set up in any asteroid hex, no closer than 12 hexes to the Orion base or any other Jindarian ship, heading at Jindarian player's option, speed 0, WS-III. The ships are all carrying their full complements of Meteor-2 fighters.

**ORION:** BATS in 2215 with two hangar modules (12x Kzinti AAS) and one cargo module attached, initial facing and rotation rate at the Orion player's option, WS-I. Three 100-point mine packages (M6.33) set up around the base, no further than 10 hexes from the base.

LR+ *Bloodhound*, 2x SLV *Why Fight?* and *Custom Free*, 2x F-S, set up anywhere within 3 hexes of the base, heading at Orion player's option, speed 3, WS-0.

CR+ *Bold Venture* arrives at the start of Turn #8 in accordance with (SH171.46), speed max, WS-III.

**(SH171.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

#### **(SH171.4) SPECIAL RULES**

**(SH171.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Any units can disengage by leaving the map in any direction. Units leaving the map are not destroyed as a result.

**(SH171.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

**(SH171.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH171.431). Note that only the Orion BATS is nominally qualified.

**(SH171.422)** If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters).

**(SH171.423)** There are no PFs in the basic version of this scenario.

**(SH171.43) COMMANDER'S OPTION ITEMS**

**(SH171.431)** 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.

**(SH171.432)** 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.

**(SH171.433)** Prime Teams (G32.0) are not available in this scenario.

**(SH171.44) REFITS:** The Orion BATS has the Y170 refit. All other refits are as defined by (SH171.2) above.

**(SH171.45) OPTION MOUNTS:** Historically, the Orion base belonged to the Lion's Heart Cartel, and Orion option mounts should be selected from the home and operating areas of that cartel (i.e., Kzinti and Federation).

**(SH171.46) REINFORCEMENT:** The Orion CR+'s arrival hex and initial heading must be recorded in writing by the Orion player before the scenario begins. At the end of Turn #7 during the Final Records Stage (8C), the Orion ship is placed on the map and Energy Allocation is done normally from this point. The recorded location must be provided to the Jindarian player at the same time that the ship is placed on the map.

**(SH171.5) VICTORY CONDITIONS:** If the base is destroyed and at least one Jindarian ship succeeds in exiting the map, the Jindarians win. If the base is not destroyed, the Orions win.

**(SH171.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH171.61)** Replace the Jindarian ships with a Romulan force consisting of a War Eagle and two Battlehawks.

**(SH171.62)** Change the year to Y183 by changing the cargo module to a PF module and adding a flotilla of Buccaneer PFs. Add eight PFs on mech links to the Jindarian forces. Also, replace the Kzinti AAS fighters with TAAS fighters and the Jindarian Meteor-2 fighters with Meteor-3 fighters.

**(SH171.63)** For a smaller and faster battle, delete the Orion minefield and the CR+ and use only one Jindarian CA and CL.

**(SH171.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH171.71)** Change one of the Orion SLVs to an LR+.

**(SH171.72)** Replace one of the Jindarian CLs with a CA.

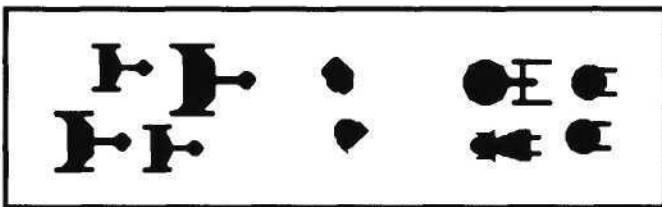
**(SH171.73)** Delete or add a CL to the Jindarian forces.

**(SH171.8) TACTICS**

**ORION:** Things are not good. The Jindarians can probably stop your drones, and the minefield will not hold them for long (if at all). Pick one target, and pound on it for as long as you can; then switch to another. Your only chance is to do enough damage that they will leave rather than have a ship destroyed.

**JINDARIAN:** Destroy the targets one by one. The base does have an EW advantage, but it should not stop you for long.

**HISTORICAL OUTCOME:** The Orion base was destroyed, along with both of the Slavers and the small freighters. The Jindarians lost one of the CLs, but withdrew before the Orion CR could arrive to extract vengeance.

**(SH172.0) WHEN MOUNTAINS WALK**

(Y176)

by Steven Paul Petrick, Texas

The Federation continued their offensive towards Tholian space with the goal of dividing the Romulans from the Klingons. In the Thelan system, a Federation squadron encountered a Klingon squadron.

It had been the apparent intent of the Klingons to allow themselves to be bypassed and then to strike quickly against the Federation supply lines. Their discovery by the Federation left them only the option of attempting to defeat the Federation squadron.

The two squadrons began their duel, unaware that some of the asteroids around them were "alive", and while they maintained active scans looking for possible reinforcements, neither anticipated that some of the mountains would "walk".

**(SH172.1) NUMBER OF PLAYERS:** 3; the Federation player, the Klingon player, and the Jindarian player.

**(SH172.2) INITIAL SET UP**

**TERRAIN:** The entire map is an asteroid field (P3.1).

**FEDERATION:** CC+ *Essex*, CL+ *Wales*, FFG *Longstreet*, FFG *Stand Watie*, all set up within five hexes of 3910, heading E, speed 10, WS-III.

**KLINGON:** D7W *Dawnstalker*, D5 *Resilience*, F5B *Fire Wielder*, F5DB *Fire Bringer*, all set up within five hexes of 0320, heading B, speed 10, WS-III.

**JINDARIAN:** See (SH172.45) for special rules. All Jindarian ships will be at WS-III.

**(SH172.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to two sides have been destroyed, captured, or have disengaged.

**(SH172.4) SPECIAL RULES**

**(SH172.41) MAP:** Use a floating map; however, the map cannot begin floating until a Jindarian unit has revealed itself. If the action floats onto a new mapsheet, new asteroids will have to be laid out in accordance with (P3.1). Players with more room may wish to create such maps before play begins as the locations of the asteroids could affect the tactical decisions of the combatants in entering such a map.

The Federation units can only disengage in directions A or B. The Klingon units can only disengage in directions D or E. The Jindarian units can only disengage in directions C or F. Units which disengage in unauthorized directions or areas are considered destroyed.

**(SH172.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

**(SH172.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH172.431).

**(SH172.422)** If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

**(SH172.423)** There are no PFs in the basic version of this scenario.

**(SH172.43) COMMANDER'S OPTION ITEMS**

**(SH172.431)** 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.

**(SH172.432)** 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.

**(SH172.433)** If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their starting forces (not part of Commander's Options).

**(SH172.44) REFITS** are as noted in (SH172.2) above, except that all four Federation ships have also received the AWR refit and all drone-armed ships have the Y175 refit. Note specifically that none of the Klingon ships have the K-refit.

**(SH172.45) JINDARIAN INVOLVEMENT:** One or more Jindarian ships were in this particular asteroid cluster when this action was fought. Historically, and for reasons that have never been determined, they chose to participate in the battle.

**(SH172.451) FORCE:** The players must first determine how many Jindarian ships are present. Before the players set up, take six chits numbered consecutively from one to six and place them into a cup. The Jindarian player will draw one chit from this cup. This will determine what ships he has available on the chart below. The Jindarian player must retain this chit to show to his opponents at the end of the scenario. The cup and the other chits should be set aside, unexamined, until the scenario is over.

<b>CHIT</b>	<b>JINDARIAN SHIP(S)</b>
1 .....	1x BC, 1x CL
2 .....	1x CA 1x CL
3 .....	2x CL
4 .....	2x CA, 1x CL
5 .....	1x CL
6 .....	1x CA

**(SH172.452) DEPLOYMENT:** After determining what ships he will need, the Jindarian player must record the initial set up hex of the ship(s). They may be in any asteroid hex not within 15 hexes of 3910 or 0320. He must record an initial facing for his ships. This written record must be revealed to the other players at the end of the scenario to verify the starting hex(es) of the Jindarian ships. The Klingon and Federation players set up their ships on the map after the Jindarian player has recorded his starting hex(es).

**(SH172.453) VICTORY:** After he has deployed his ships, the Jindarian player must determine his victory conditions. This is done in the same manner as his force selection, except that there are only three possible outcomes.

**CHIT VICTORY CONDITION**

- 1 The Jindarian player wins if his is (are) the only ship(s) remaining on the map at the end of the scenario and he has destroyed at least one ship on each non-Jindarian side.
- 2 The Jindarian player wins if he destroys at least one ship on each non-Jindarian side and disengages his ship(s).
- 3 The Jindarian player wins by joining the side which loses the first ship (either by disengaging a ship or because a ship was destroyed) and helping that side destroy or cause the disengagement of the other

side. Under this condition, the Jindarians will be considered to have become a part of the side they joined for purposes of (SH172.3) and (SH172.5).

**(SH172.454) DISCOVERY:** The Jindarian ships are hidden by the provisions of (R16.1C6) and cannot be discovered by the non-Jindarians until they take any action, such as moving (including, in this case, tactical maneuvers), activating fire control, firing weapons, etc. The reason that they cannot be discovered is that none of the ships are actually looking for them. The Jindarian player does not have to reveal if he has more than one ship, and he could reveal one while keeping the other as an ace in the hole. Once one Jindarian ship has been revealed, the galactic players can scan for the second ship.

**(SH172.5) VICTORY CONDITIONS:** The Federation and Klingons use the Modified Victory Conditions (S2.201) versus each other. No points are scored for damage to Jindarian units. The Jindarians use the victory conditions determined under (SH172.453). The Federation scores points for any Klingon ships destroyed by the Jindarians, the Klingons score points for any Federation ships destroyed by the Jindarians.

**(SH172.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH172.61)** Replace the Klingons with a Romulan force consisting of a Firehawk-K, Sparrowhawk-A+, and one SkyHawk-A.

**(SH172.62)** Replace the Federation CC, NCL, and FFG with a CVS group (CVS, NAC, FFA) carrying 12x F-18 fighters.

**(SH172.63)** For a smaller and faster battle, limit the Jindarian player to a single CL and use only the CL and FFG in the Federation force and the F5B and F5DB in the Klingon force.

**(SH172.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH172.71)** Change the Federation CC to a CCH.

**(SH172.72)** Replace the D7W with a D7L.

**(SH172.73)** Add fighters to the Jindarian ship(s).

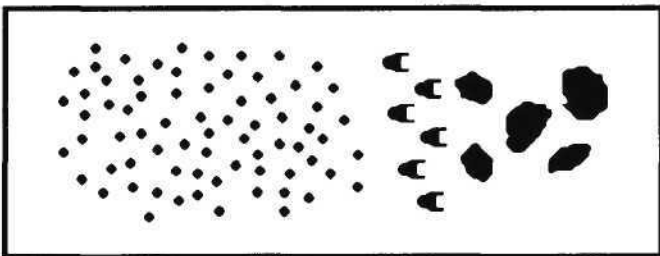
**(SH172.8) TACTICS**

**FEDERATION:** You have an edge in heavy weapons and type-1 phasers over the Klingons, but you will need to use some of those phasers in the drone defense mode. The Jindarian is not predictable, so keep an eye on him.

**KLINGON:** You have a good supply of drone racks, but the terrain does not favor their use. Still, you will need them to distract the Federation, or their edge in phaser-1s may become telling. As with the Federation, keep a careful eye on just what the Jindarian does.

**JINDARIAN:** Depending on your victory conditions (and your available firepower), you have a number of tactical options to win. Trying to join one of the formations for a quick point-blank shot, perhaps under the guise of helping them because they have lost a ship, can get you close for a sudden kill. Opening up at point-blank range on both sides when they are near your hidden ship(s) is another option. You could simply wait until both have been attrited down to a single ship and then attack to destroy them.

**HISTORICAL OUTCOME** Historically, two Jindarian CAs (*Cyruk* and *Jemyanjuk*) slashed through the action, badly damaging several ships on both sides, forcing them to withdraw.

**(SH173.0) DEATH OF A CARAVAN****(Y184)***by Steven Paul Petrick, Texas*

The Jindarians have been in space a long time, as is obvious from their adaptations to the living conditions. No one knows why they left a planet to become wanderers or why they hide and keep their own numbers small. One theory is that they are refugees from some long-forgotten war. This theory is supported by the interaction of their weapons systems and some of the breeds of so-called "monsters" that have invaded known space. An example occurred in Y184 when a small Jindarian caravan (the names were never known) was observed under attack by Banshees.

**(SH173.1) NUMBER OF PLAYERS:** 1; the Banshees move by automatic rules; see (SH173.45).

**(SH173.2) INITIAL SET UP**

**TERRAIN:** Asteroid field (P3.1).

**JINDARIANS:** DN, BCH, 2x CA, CL, and 6x PFs, within four hexes of 2215, heading A, speed max, WS-III. All ships have their full complements of Meteor-3 fighters (R16.R2).

**BANSHEES:** 72 Banshees enter by (SM13.2).

**(SH173.3) LENGTH OF SCENARIO:** The scenario continues until all Banshees have been killed or all Jindarian ships have been destroyed.

**(SH173.4) SPECIAL RULES**

**(SH173.41) MAP:** Use a floating map. No units can disengage by any means (including asteroid disengagement). This battle must be fought to a final conclusion.

**(SH173.42) SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs.

**(SH173.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH173.431).

**(SH173.422)** If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters).

**(SH173.423)** The six PFs are a casual flotilla and do not include a leader or a scout.

**(SH173.43) COMMANDER'S OPTION ITEMS**

**(SH173.431)** 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.

**(SH173.432)** There are no drone-armed ships in this scenario. In a variation where drone-armed ships are present, 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.

**(SH173.433)** If the player wishes to use a Prime Team (G32.0), he can purchase one (25 points) as part of his starting forces (not part of Commander's Options).

**(SH173.433)** Prime Teams (G32.0) are not available in this scenario.

**(SH173.44) REFITS:** There are no refits for any units involved in this scenario.

**(SH173.45) BANSHEES:** Use the Banshee rules published in (SM13.0) in Module K. Exception: The Banshees consider all Jindarian ships (but not including PFs) to be bases, not "armed mobile units", and will pursue the ships.

**(SH173.5) VICTORY CONDITIONS:** If one Jindarian ship (not PF or shuttle) survives, the player has won the scenario.

**(SH173.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH173.61)** Replace the Banshees with three flotillas of Sharks; see CL#14 (SP367).

**(SH173.62)** Replace the Jindarian PFs with a flotilla of PFs from a non-Jindarian race that is attempting to aid the Jindarians (killing a Banshee swarm is always a good thing).

**(SH173.63)** For a smaller and faster battle, use only the two CAs and the CL versus 36 Banshees.

**(SH173.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH173.71)** Add an FF or DD, or delete one ship.

**(SH173.72)** Replace some or all of the fighters with prospecting shuttles.

**(SH173.73)** Delete or add Banshees.

**(SH173.8) TACTICS**

**BANSHEES:** Just send them at the ships. Just swarm them.

**JINDARIANS:** Keep your speed up and run. Try and slow the Banshees down. T-Bombs are exceptionally valuable when running for your life. One cannot underestimate the value of rear firing weapons.

**(SH173.9) PLAYTESTERS COMMENTS:** This scenario is actually a lot more fun than it looks. Fun and surprisingly unpredictable. The Sharks variant is slightly more dangerous. This was an enjoyable scenario due to the interaction of all of the rules.

**HISTORICAL OUTCOME:** The outcome was never clear. If one of the Jindarian ships survived, no one saw it. But then, no one could be sure they had seen them all.

**PLAYTESTER LIST**

**BATTLE GROUP COLORADO, 1st Squadron:** Scott Moellmer, Aaron Brown, Dan Hoffacker, Craig McRae, John Bowers, Erik Eklund, Ken Howell, Mike Raehal.

**BATTLE GROUP ORIGINS:** Kevin Bradley, Mike Calhoun, Richard Eitzen, Jared Lemon, Derek Lenzi-Matthias, David Trauger.

**BATTLE GROUP CHICAGO:** John Berg, Mike Incavo, Karl Blatter, Randy Demsetz.

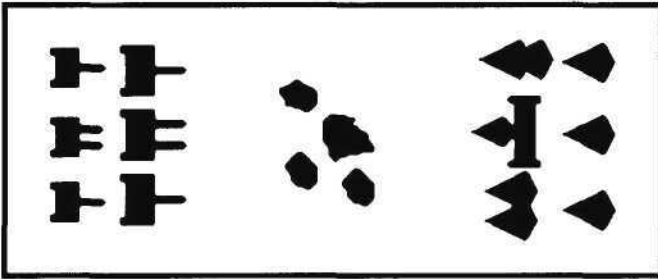
**BATTLE GROUP MADISON:** Mike Greenholt, Dane Jespersen, Ken Burnside, Ken Rotar, John Hilgers, Bob Banks, Kevin Ruhland, Clay Sager.

**BATTLE GROUP SEATTLE:** Tony Zbaraschuk, Scot McConnachie, Geof Clark, Dan Bennett.

**BATTLE GROUP HOUSTON:** Frank Crull, James Chrysler.

**BATTLE GROUP AMARILLO:** Steve Petrick, Herb Gara.

**FORT IRWIN GARRISON:** Jon Cleaves, Spence Cocherl, Brian Hamilton, Mark Lago.

**(SH174.0) ROCK, PAPER, SCISSORS****(Y185)**

by Steven Paul Petrick, Texas

In Y185 a Seltorian task force pursued a Tholian squadron into an asteroid field. The Seltorians were confident that their web breakers would negate any attempt by the Tholians to weave a defensive web in the normally favorable terrain. Unknown to both sides, a Jindarian caravan had chosen that point to prepare to travel to another asteroid field. The results were calamitous.

**(SH174.1) NUMBER OF PLAYERS:** 3; the Tholian player, the Seltorian player, and the Jindarian player.

**(SH174.2) INITIAL SET UP**

**TERRAIN:** Asteroid field (P3.1).

**THOLIAN:** *NCA Intensity*, *CAW Attrex*, *CW Topaz*, *DD Division*, *PC Covenant*, *PC Obstinate*, all within 5 hexes of 0415, heading E or F, speed 10, WS-III.

**SELTORIAN:** *CA Wind of Vengeance*, *CL River of Clear Waters*, *CL River of Floating Fire*, *DD Mountain of Misery*, *FF Green Meadow Glory*, *FF Green Meadow Sunset*, all within 5 hexes of 2815, heading E or F, speed 10, WS-III.

**JINDARIAN:** *DN Black Rain*, *CA Yellowstone*, *CA Bluegrass*, *CL Redsnow*, all with their allowed (R16.R2) Meteor-3 fighters, set up by hidden placement (D20.0) anywhere on the map not within 10 hexes of 0415 or 2815, and with a minimum of five hexes inclusive between each Jindarian ship and any other Jindarian ship. Speed 0, heading at player's option, WS-III.

**(SH174.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to two sides have been destroyed, captured, or have disengaged.

**(SH174.4) SPECIAL RULES**

**(SH174.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Tholian units can only disengage from the 42xx map edge. The Seltorian units can only disengage from the 01xx map edge. The Jindarian units can only disengage from the xx30 or xx01 map edges. Units which disengage in unauthorized areas are considered destroyed.

**(SH174.42) SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs.

**(SH174.421) MRS shuttles** may be purchased [up to the limits in (J8.5)] under (SH174.431).

**(SH174.422)** If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

**(SH174.423)** There are no PFs in the basic version of this scenario, but casual PFs might be added as a balance factor or as a variation.

**(SH174.43) COMMANDER'S OPTION ITEMS**

**(SH174.431)** 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.

**(SH174.432)** There are no drone-armed units in this scenario. In a variation where drone-armed units are present, 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.

**(SH174.433)** If players wish to use the optional rules for Prime Teams (G32.0), the Tholian NCA and CAW, Seltorian CA, and Jindarian DN normally carry one team.

**(SH174.44)** REFITS are as provided in (SH174.2). This does mean that neither of the Tholian PCs is a PC+.

**(SH174.45) DISENGAGEMENT:** For reasons that have never been explained, it seemed that all three commanders had decided to fight it out in this piece of space without yielding a centimeter. No ship may attempt to disengage from the map unless it is crippled. Jindarian units may attempt asteroid disengagement so long as they do not leave the map.

**(SH174.5) VICTORY CONDITIONS:** Victory is determined by two means: the player who has destroyed the greatest BPV of opposing ships and the player who is in possession of the map. For purposes of map possession, Jindarian ships that are hiding under asteroid disengagement and are the only remaining ships of the Jindarian player are not counted. Tholian ships consider Jindarian and Seltorian ships to be enemy ships for purposes of collecting BPV points. Seltorian ships consider Jindarian and Tholian ships to be enemy ships. Jindarian ships consider Seltorian and Tholian ships to be enemy ships. This does not mean that temporary alliances cannot be made.

**(SH174.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH174.61)** Replace the Tholians with a Hydran force composed of a Lord Bishop (3x Stinger-2), a Mohawk (4x Stinger-2, 2x Stinger-H), an Iroquois (2x Stinger-2), a Curaissier, and a Hunter. Replace the Seltorian force with a Lyran force composed of a CA, 2x CW, DW, and 2x FFs. All Lyran ships have the ESG Capacitor, plus, and phaser refits, and the CWs and DW have the power-pack refit.

**(SH174.62)** Add a flotilla of six casual PFs to each side carried on mech links. In this variation, all ships have the mech-link refit.

**(SH174.63)** For a smaller and faster battle, use only the Tholian CAW, DD, and PCs; Seltorian CA, DD, and FFs; and one Jindarian CA and CL with their fighters.

**(SH174.7) BALANCE:** The scenario can be balanced between players of different skill by one or more of the following:

**(SH174.71)** Change a DD/DW to a CL/CW.

**(SH174.72)** Replace a Jindarian CA with a BC or CL.

**(SH174.73)** Delete or add a small ship.

**(SH174.73)** Add a DD or FF to the Jindarian forces.

**(SH174.8) TACTICS**

**THOLIANS:** Paper covers rock, so your web casters can be used to create walls that may force the Jindarians to engage the Seltorians. Unfortunately, you need to kill things in order to win. Still, keeping the Jindarians happily engaged with the Seltorians is a good thing.

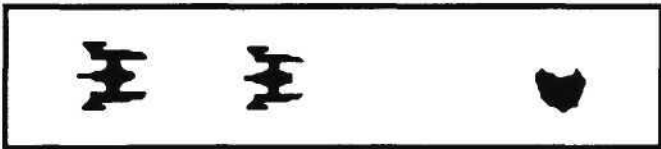
**SELTORIANS:** Scissors cut paper, so have your web breakers in position to create holes that the Jindarians may feel like exploiting to kill Tholians instead of you.

**JINDARIANS:** In this case, rock breaks the scissors a lot more easily that it can get through the paper to hurt the

Tholians. But if you spend too much time hurting the Seltorians, the Tholians might be able to beat you. Remember, you need the Seltorians to break the webs so that you can get at the Tholians.

**HISTORICAL OUTCOME:** Virtually every ship involved in this battle limped out of it crippled, although none were destroyed.

### (SH175.0) ZHERAN'S LAST STAND



(Y189)

by Steven Paul Petrick, Texas

The LDR relied on an extensive net of early warning stations to advise its small fleet of intruders entering its space. This net was continually expanded and reinforced throughout the LDR's history (partly because the surrounding empires had a habit of destroying the stations). Late in Y189, a station was established on one of many rocks within an asteroid field. The work party commander, Molaz-Alan (Lieutenant) K'rrl Zheran, a veteran Marine officer, broadcast a plea for help less than half a day after the station had been placed on the asteroid. LDR ships arriving at the location of the asteroid found nothing, not even the asteroid. An analysis of the warp signature soon told the tale. It was the Jindarian CL *Lightning*.

Lieutenant Zheran had discovered that the asteroid was a Jindarian ship when the base's positional stabilizers failed to lock. This had allowed him just enough time to hastily organize a defense before the Jindarians came.

**(SH175.1) NUMBER OF PLAYERS:** 2; the Jindarian player and the LDR player.

#### (SH175.2) INITIAL SET UP

**TERRAIN:** The entire scenario takes place on the surface of a Jindarian asteroid ship.

**LDR:** Eight crew units, of which two are four boarding parties and three are militia squads.

**JINDARIAN:** Ten crew units, of which four are eight boarding parties and six are militia squads.

**(SH175.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #5.

#### (SH175.4) SPECIAL RULES

**(SH175.41) MAP:** No map is used in this scenario.

**(SH175.42) SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs in this time period, but no shuttles or PFs are used in the historical version of this scenario.

#### (SH175.43) COMMANDER'S OPTION ITEMS

**(SH175.431)** No Commander's Option items are used in this scenario.

**(SH175.432)** No drones are used in this scenario.

**(SH175.433)** Prime Teams (G32.0) are not available in this scenario.

**(SH175.44) REFITS:** There are no refits in this scenario.

**(SH175.45) GROUND COMBAT:** Lt Zheran and his troops are defending a Small Ground Warning Station. This is treated under (P2.75) for gaining entry.

**(SH175.46) SHUTTLE RESTRICTION:** Unknown to the LDR, they established the station directly over one of the rail gun mounts of the Jindarian ship. The Jindarians want to remove

the station without having it melt down. While Small Ground Bases do not explode (R1.14C1), their power systems can generate intense heat when destroyed, which would disable the rail gun requiring extensive repairs. For this reason, the Jindarians are attempting to capture the station intact with a ground assault and not using the heavy weapons mounted on shuttles. For the same reason, they cannot simply fire the rail gun to clear the station away.

**(SH175.47) SELF-DESTRUCT:** The LDR personnel do not know that the station is located above a Jindarian rail gun (indeed, they did not realize that they were actually on a Jindarian asteroid ship until it was too late). They cannot self-destruct the station in order to achieve a Pyrrhic victory.

**(SH175.5) VICTORY CONDITIONS:** If Lt Zheran still controls the station at the end of Turn #5, he wins. If the Jindarians control the station at the end of Turn #5, they win. If neither side controls the station (all personnel on both sides are destroyed), the Jindarians win as they have additional crew personnel in the asteroid ship itself. At the start of Turn #6, the LDR ships that originally placed Lt Zheran will return and attempt to rescue him; see (SH175.64).

**(SH175.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SH175.61)** This could have happened (and indeed probably did) to any race, so the Marines, crew units, and ground base of any race could replace the LDR.

**(SH175.62)** Allow Zheran to use transporter artillery in defense of the station. He has six rounds and may fire one round each turn.

**(SH175.63)** For a larger and more intense battle, assume that the Jindarians revealed themselves while the LDR LTT was planting the base. In this variation, use an LDR LTT (*Commission*) carrying the ground base with an MP (*Defender*) as escort. The map would be an asteroid field map (P3.1) which floats. The LDR ships must both be in the same hex adjacent to an asteroid (which one does not matter, but as near 2215 as possible is suggested). Roll a die and consult the diagram around hex 0328 to determine the initial facing of the asteroid ship, which is a CL. The Jindarian ship is at WS-III, while the LDR ships are at WS-0.

**(1709.64)** Assume that Lt Zheran has held out and the LDR ships have come to save him. Use the ships in (SH175.63) above with the LTT not carrying a base. The LDR enters from the 01xx map edge, heading B or C, speed max, WS-III. The Jindarian ship (a CL) is in hex 2215, heading determined by a die roll, WS-III. If not played as part of the original scenario, there will be three LDR crew units (two militia squads and two boarding parties) and five Jindarian crew units (two militia squads and six boarding parties) fighting at the small ground base. One Jindarian rail gun will not be able to fire due to being blocked the base. Determine this by having the Jindarian player randomly draw one of three chits lettered A, B, and C. The letter drawn is the rail gun that is blocked, and cannot be fired during the scenario.

**(SH175.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SH175.71)** Change one boarding party on either side to a heavy weapons squad.

**(SH175.72)** Replace a militia squad with two boarding parties.

**(SH175.73)** Delete or add boarding parties to either side.

**HISTORICAL OUTCOME:** Zheran and his forces were destroyed (some may have been captured), and the asteroid departed the area before help could arrive.

## Within the Glove

Tom Gondolfi

Jinbaro 'Slaughter' Shana sat absently rubbing his ear fins. He nearly floated on his chair in the 0.1G of his asteroid ship, the *Black Rain*. Production reports continued to fill most of his time, but it was boring. Profitable, but boring. He knew he had enough time to indulge in his favorite and most productive hobby. A particularly exciting one, but one he couldn't practice very often. Creating a stronger Caravan through fear.

He savored some of the victories of the past. Jindavo Kalp was his first, some three hundred years ago. That had been a simple and blunt murder. He had become more subtle since. Poison in the food for Jindavo Jel, faulty rebreather for Jindavo Pol, an alien assassin for Hort, the spy tempting members of Jindavo Torin's crew.

"Astor."

"Yes, sir," said his personal assistant, as he floated into the room on command. That his lackey was his nephew made no matter. Nearly everyone on the *Black Rain* was his relative.

"I need the efficiency reports on the Caravan," he said, not even looking up from the latest mining estimates. He didn't see the dark look from Astor.

"Yes, sir." Astor knew this time had to come. Every thirty or forty years Shana asked for the efficiency reports. Shortly after this, one of the Jindavos would be executed or assassinated. All in the theory that the least efficient Jindavo wasn't worth keeping anyway, and the terror it inflicted improved the Caravan. Astor knew his uncle's views for a fact. He had heard it from the klogen's mouth enough at after dinner discussions at his family's home.

Nearly two hundred years he had spent working into the good graces of the Jinbaro Slaughterer. Now he would make that time pay.

He swam out to the record room and removed the proper report and a small vial that he kept locked in a nearby drawer, just for this time. It was a simple and foolproof plan. By night, there would be a new Jinbaro. One who would nurture Kleptic and bring it to life once more.

He was prepared to die to remove the menace from the Caravan. Besides, his brother would be promoted to Jindavo, and his family once again would become one of power. This was a thing worth his life and the life of another, but he hoped he would live to revel in the rewards it would bring and the revitalization of the Caravan.

He slipped on the scale tight gloves, made to look like his own scales. He then carefully brushed on the light oil contact poison on the report casing. One touch would doom the Jinbaro to death. Not an especially speedy one, but oblivion non-the-less, and the Caravan would flourish.

For seven hundred years the Kleptic Caravan had not had a single schism of power, until Shana took power. Then good men dropped like flies. They had lost three ships in the last ten years alone. It was time to amend the balance of Kleptic with a new Jinbaro.

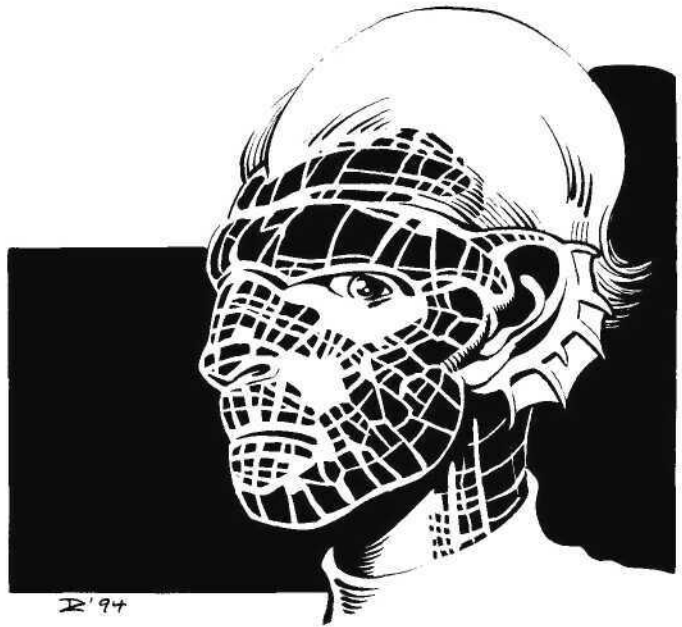
Oh, to have his family bring this Caravan to prosperity again, instead of the abysmal poverty of Slaughter's three hundred and fifteen year reign. This was a goal of the Gods themselves.

A few moments passed.

"Here are your reports, sir," Astor said as he floated in.

"Send a message to Jindavo Brita to move his ship to the asteroid belt of the Siltra region. The value of the claim has dropped too far," Shana said, taking the reports without hardly even looking up.

"I'm afraid I can't do that, sir."



"Oh?" Shana swung outward with surprising dexterity and speed and slapped the reports across Astor's face. A tiny trickle of vermilion blood formed at the point of impact, barely rupturing the dark brown skin. This was not an uncommon discipline from the Jinbaro, and as a result, Astor knew he now also was dead. But he had long since resigned himself to the possibility. "I said do it."

"No. There will be no more mysterious deaths brought about by your spies and assassins. You and I are both dead."

"Really? How? I'm intrigued. You, Astor?"

"No longer will you sap the strength of this Caravan. The poison is on the reports. There is no antidote for our kind."

"Amazing. Well, tell me, Astor. Who was it? Who promised you fame and fortune?" Astor remained silent and sullen. He was savoring what victory he could. "Well, if we're truly dead, then you are not harming anyone, are you?"

"I guess not. Jindavo Jal and Jindavo Iltho. Jindavo Jal has already been chosen to be the new Jinbaro. We have had this planned for thirty-two years since you, out of hand, destroyed Jindavo Nar."

"Very interesting, Astor. And with me gone, your family rises to power as a Jindavo of this vessel. How clever.

"Was the rest of your family in on these exciting events?" Astor was feeling weak. The poison was burning in his veins. He didn't understand how Shana could stand the pain. "No. Just myself and the two Jindavos."

"Too bad you will not be there to enjoy the new strength of the Caravan without the bloodsucker." Astor curled up into a ball, the equivalent to a collapse to an earth-bound creature. The cartilage in his body was calcifying, turning his necessarily flexible skeleton to bone. He was no longer able to breathe.

Astor watched as the life ebbed from his body. Jinbaro Shana carefully washed his hands in a nearby receptacle. He then peeled his own scale-like gloves and tossed them down upon him. "It does credit me to have my own spies, Astor.

"In actuality, there is an antidote for that poison. It was developed when I learned of your plans some twelve years ago." Shana watched the squirming Astor. Struggling for life giving breath with a chest that would not yield as it should. "You will receive the antidote and then suffer a fate worse than a death of rigid bones. You and your traitorous allies will be cast out, marooned at the next outpost we pass. Without a ship-home, without a family, without a Caravan."



## Salvagers – Jindarians in Prime Directive

Most Jindavos will form (or allow to form, the distinction is unclear) a group of unusually competent and individualistic Jindarians into a special team known as "Salvagers". Salvagers are usually found in bands of about six and are of unusually high intelligence and agility. Salvager bands serve as elite fighters in wartime and act as explorers and troubleshooters in unusual situations.

The name Salvagers seems to have evolved from the Jindarian practice of giving over a special share of any recovered goods or material to the members of the ship or Caravan that actually go into a wrecked ship or derelict.

While certainly not a complete analog for Prime Teams, Jindarian Salvagers are the only things that come close.

### STANDARD JINDARIAN CHARACTER TEMPLATE

STR -2 LDR -2 INT -3 TEC -3 PER -2  
ACC -3 LGC -2 DIS -3 GKN -4 SPD -2

All Jindarians have Zero Gravity Maneuvering with a Skill Level equal to TWICE their Accuracy characteristic. (Note: This is an exception to the normal skill/stat limit and reflects the special adaptations brought about by the many centuries the Jindarians have spent in little or no gravity.) Standard Jindarians move at half-speed when wearing gravity suits.

### JINDARIAN SALVAGER CHARACTER TEMPLATE

STR -3 LDR -3 INT -4 TEC -3 PER -3  
ACC -4 LGC -3 DIS -4 GKN -5 SPD -3

Jindarian Salvagers suffer no movement penalties when wearing gravity suits.



## JINDARIAN WEAPON – THE ENTANGLER

While the Jindarians use hand weapons "salvaged" from other races, they do possess a unique weapon of their own. The Entangler is designed to restrain their enemies, rather than to physically harm them, and fires a bolo of fine wires covered with contact adhesives and numerous weights. While the Entangler does no damage, it *does* immobilize its target. As a result of this special attack, the Entangler uses the following special effects by SL rather than inflicting D#s.

**Complete SL** – Target is completely snared by the Entangler attack. A character snared in this manner is incapable of movement and, except for trying to break free of the Entangler (as described below), may perform no action that requires the character to move in any way. A character may attempt to break free each action by performing a Strength Characteristic RRT using the "point system", described on page 41 of the Rulebook. At this SL, the Entangler is assumed to have a Strength Characteristic of 8 for the purposes of the RRT. A character must reach a score of 5 to break free from the Entangler. If a character's "score" is ever reduced to negative 3 or below, he is no longer capable of freeing himself from the Entangler and must wait for someone to free him instead.

**Moderate SL** – Target is significantly snared. A character who has been snared to this degree has his Movement reduced to 0 (i.e., he cannot move from his current location) but may perform other physical actions, including all Defensive Actions, with a Flat +4 mod. A character may attempt to break free each action by performing a Strength Characteristic RRT using the "point system". At this SL, the Entangler is assumed to have a Strength Characteristic of 5 for the purposes of the RRT. A character must reach a score of 5 to break free from the Entangler. If a character's "score" is ever reduced to negative 3 or below, he is no longer capable of freeing himself from the Entangler and must wait for someone to free him instead.

**Minimal SL** – Target has been only partially snared, and while this impedes his movement somewhat, it does not prohibit it altogether. The character may now only move at one-third of his normal Movement, down to a minimum of 1 meter. A character with a Minimal LoA may not move at all. While the character is snared, all his physical actions are resolved with a flat +2 mod. The character may attempt to strip the Entangler from his body. This attempt to break free may be performed each action by performing a Strength Characteristic RRT using the "point system". At this SL, the Entangler is assumed to have a Strength Characteristic of 3 for the purposes of the RRT. A character must reach a score of 5 to break free from the Entangler. If the character's "score" is ever reduced to negative 3 or below, however, then he has accidentally gotten himself wrapped up even tighter into the mess! Assume that the Entangler attack is now resolved as a Moderate SL, as described above.

**Failure** – Misses the target. However, the Entangler round still goes somewhere, and the GM must determine just exactly who — or what — it hits!

**Botch** – The Entangler either misfires or fails to expand as it leaves the weapon.

**NOTE** – A single target that is struck by numerous Entangler rounds is not at a cumulative penalty for each round that hits him. Rather, the character must successfully break free of each round in order to start dealing with the next. In this case, start with the highest SL hits and work your way down to the next lower level, and then the next, etc. Also, it requires only 1 action to cut someone else out of each Entangler round if the assisting character has a knife or some other cutting object. (Using a phaser or other energy weapon is not recommended.) A character struck by a Complete SL Entangler requires 2 rounds of cutting per such attack to free himself.

# JINDARIAN DREADNOUGHT

**R16.02 Dreadnought**  
14 Boarding Parties

**R16.03 CVA**  
14 Boarding Parties

**R16.04 SCS**  
14 Boarding Parties

**R16.05 DNX**  
14 Boarding Parties

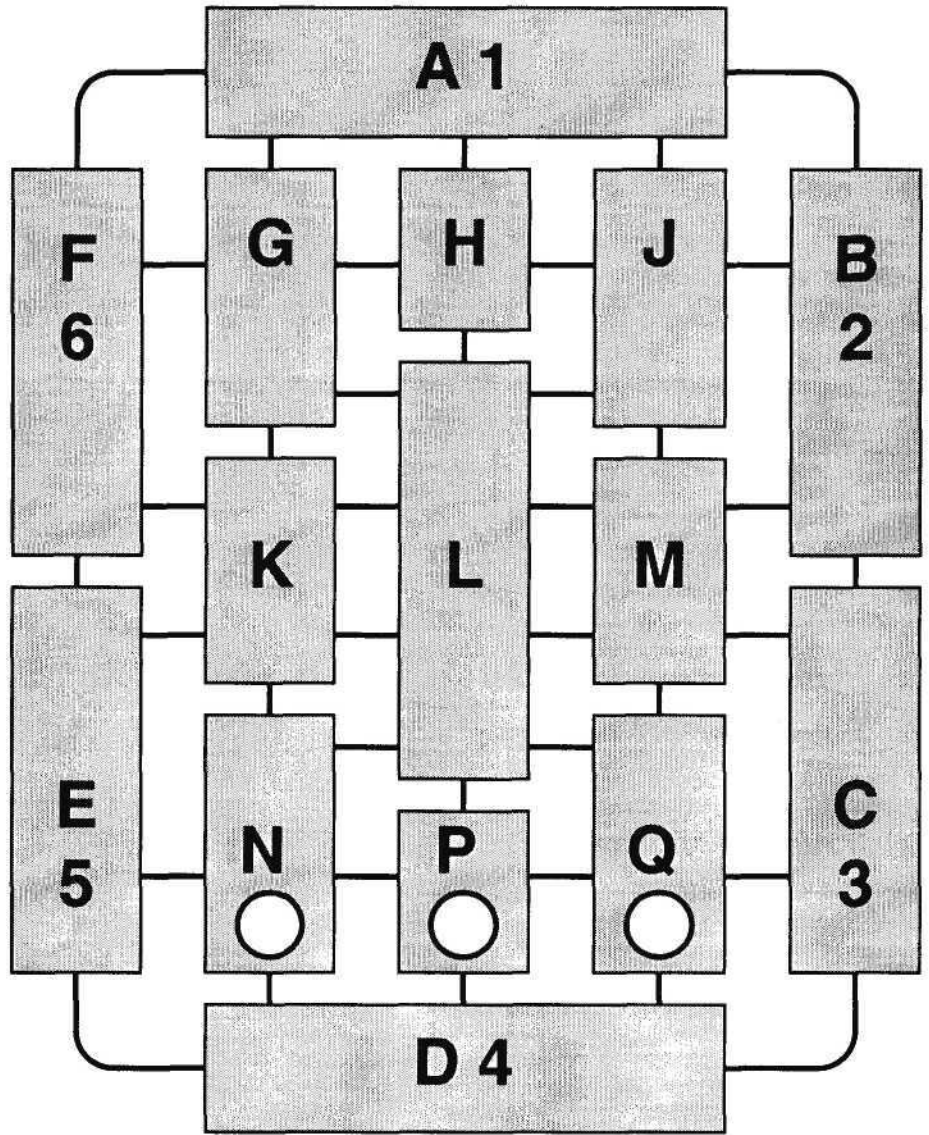
**AREA A**  
ATF#1, 4xPh-1 FA+R/L


DNX has 6xPh-1 in this area.

**AREA B**  
ATF#2, 2xWRG RF+R


**AREA C**  
ATF#3, 2xPh-1 RA+R


DNX has 3xPh-1 in this area.



**AREA D**  
ATF#4, 2xWRG RA


**AREA E**  
ATF#5, 2xPh-1 RA+L


DNX has 3xPh-1.

**AREA F**  
ATF#6, 2xWRG LF+L


**AREA G**


**AREA H**


**AREA J**


**AREA K**


**AREA L**


**AREA M**


**AREA N**  
Left warp engine access


**AREA P**  
Center warp engine access


**AREA Q**  
Right warp engine access


# JINDARIAN HEAVY BATTLECRUISER

**R16.06 BCH**  
10 Boarding Parties

**R16.07 BCV**  
10 Boarding Parties

**R16.08 BCS**  
10 Boarding Parties

**R16.09 BCX**  
10 Boarding Parties

**AREA A**  
ATF#1, 4xPh-1 FA+R/L

_____	_____
_____	_____
_____	_____
_____	_____

BCX has 6xPh-1.

**AREA B**  
ATF#2, WRG RF+R

_____	_____
_____	_____
_____	_____
_____	_____

**AREA C**  
ATF#3, 2xPh-1 RA+R

_____	_____
_____	_____
_____	_____
_____	_____

BCX has 3xPh-1.

**AREA D**  
ATF#4, WRG RA

_____	_____
_____	_____
_____	_____
_____	_____

**AREA E**  
ATF#5, 2xPh-1 RA+L

_____	_____
_____	_____
_____	_____
_____	_____

BCX has 3xPh-1.

**AREA F**  
ATF#6, WRG LF+L

_____	_____
_____	_____
_____	_____
_____	_____

**AREA G**

_____	_____
_____	_____
_____	_____
_____	_____

**AREA H**

_____	_____
_____	_____
_____	_____
_____	_____

**AREA J**

_____	_____
_____	_____
_____	_____
_____	_____

**AREA K**

_____	_____
_____	_____
_____	_____
_____	_____

**AREA L**

There is no Area L on this Boarding Party Diagram.

**AREA M**

_____	_____
_____	_____
_____	_____
_____	_____

**AREA N**  
Left warp engine access

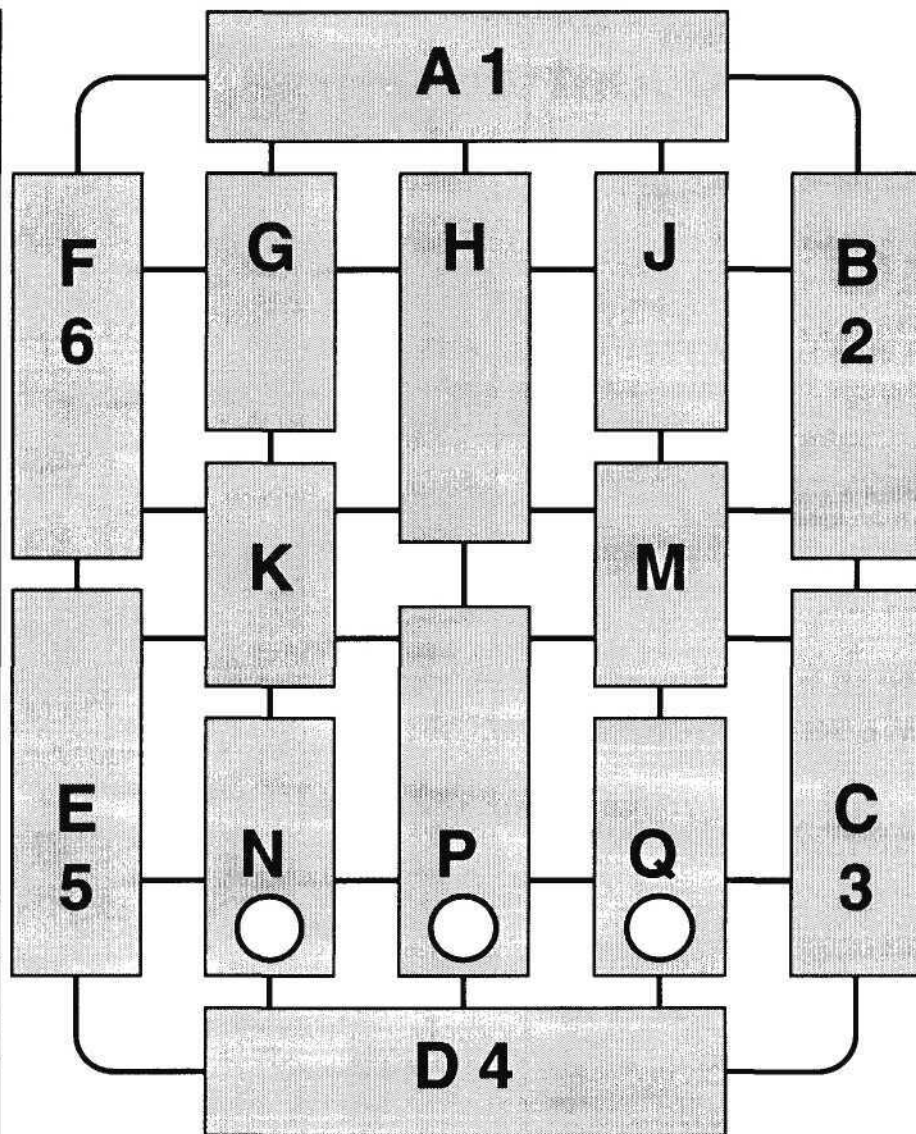
_____	_____
_____	_____
_____	_____
_____	_____

**AREA P**  
Center warp engine access

_____	_____
_____	_____
_____	_____
_____	_____

**AREA Q**  
Right warp engine access

_____	_____
_____	_____
_____	_____
_____	_____



# JINDARIAN HEAVY CRUISER

**R16.10 Heavy Cruiser**  
8 Boarding Parties

**R16.11 Strike Carrier**  
8 Boarding Parties

**R16.12 Heavy PFT**  
8 Boarding Parties

**R16.13 X-Cruiser**  
8 Boarding Parties

**AREA A**  
ATF#1, 2xPh-1 FA+R/L

_____	_____
_____	_____
_____	_____

CAX has 4xPh-1.

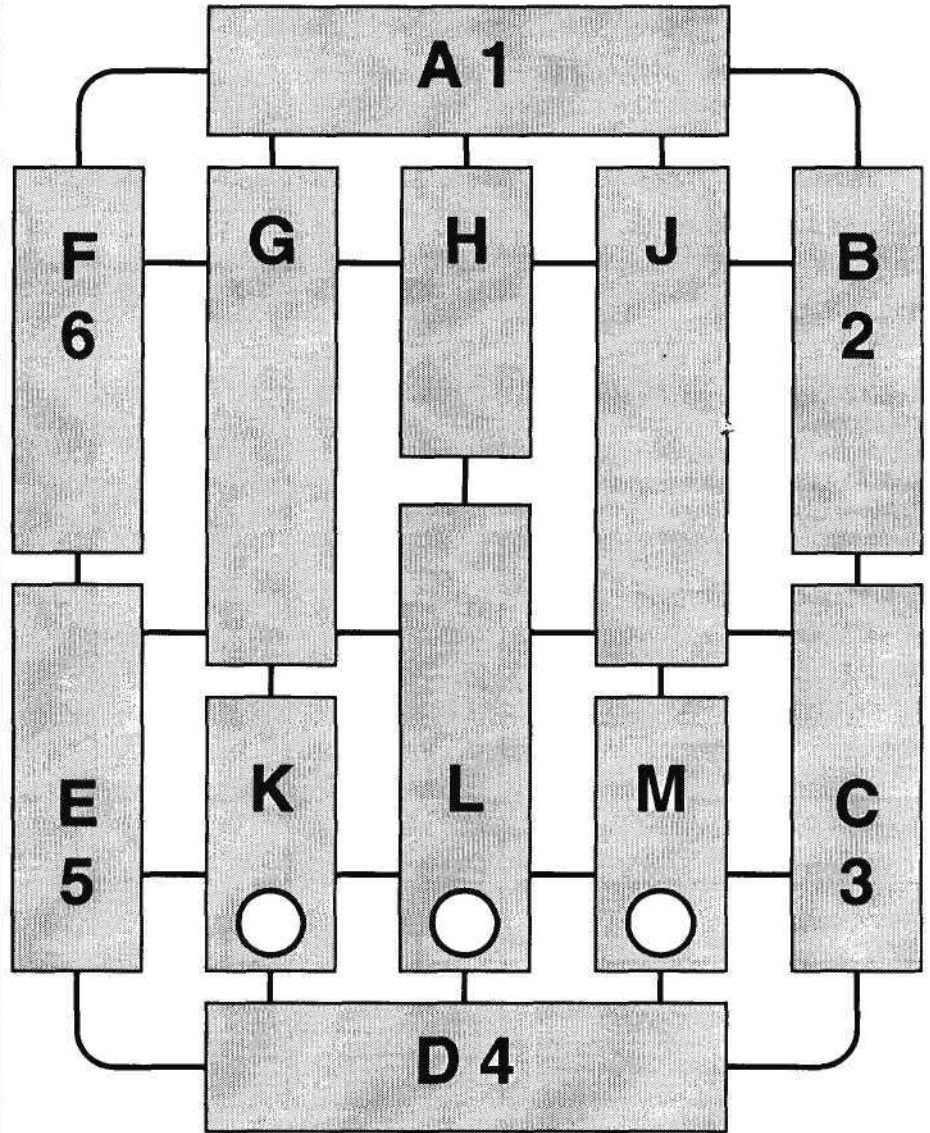
**AREA B**  
ATF#2, WRG RF+R

_____	_____
_____	_____
_____	_____

**AREA C**  
ATF#3, 1xPh-1 RA+R

_____	_____
_____	_____
_____	_____

CAX has 2xPh-1.



**AREA D**  
ATF#4, WRG RA

_____	_____
_____	_____
_____	_____

**AREA E**  
ATF#5, 1xPh-1 RA+L

_____	_____
_____	_____
_____	_____

CAX has 2xPh-1.

**AREA F**  
ATF#6, WRG LF+L

_____	_____
_____	_____
_____	_____

**AREA G**

_____	_____
_____	_____
_____	_____

**AREA H**

_____	_____
_____	_____
_____	_____

**AREA J**

_____	_____
_____	_____
_____	_____

**AREA K**  
Left warp engine access

_____	_____
_____	_____
_____	_____

**AREA L**  
Center warp engine access

_____	_____
_____	_____
_____	_____

**AREA M**  
Right warp engine access

_____	_____
_____	_____
_____	_____

# JINDARIAN LIGHT CRUISER

**R16.14 Light Cruiser**  
8 Boarding Parties

**R16.15 Light Carrier**  
8 Boarding Parties

**R16.16 Light PFT**  
8 Boarding Parties

**R16.17 Light Cargo Cruiser**  
8 Boarding Parties

**R16.18 Light Commando Cruiser**  
28 Boarding Parties

**R16.19 X-Light Cruiser**  
8 Boarding Parties

**AREA A**  
ATF#1, 2xPh-1 FA+R/L

_____	_____
_____	_____
_____	_____
_____	_____

CLX has 4xPh-1.

**AREA B**  
ATF#2, WRG RF+R

_____	_____
_____	_____
_____	_____
_____	_____

**AREA C**  
ATF#3

_____	_____
_____	_____
_____	_____
_____	_____

**AREA D**  
ATF#4, WRG RA, PH-1

_____	_____
_____	_____
_____	_____
_____	_____

CLX has 2 Ph-1.

**AREA E**  
ATF#5

_____	_____
_____	_____
_____	_____
_____	_____

**AREA F**  
ATF#6, WRG LF+L

_____	_____
_____	_____
_____	_____
_____	_____

**AREA G**  
Left warp engine access

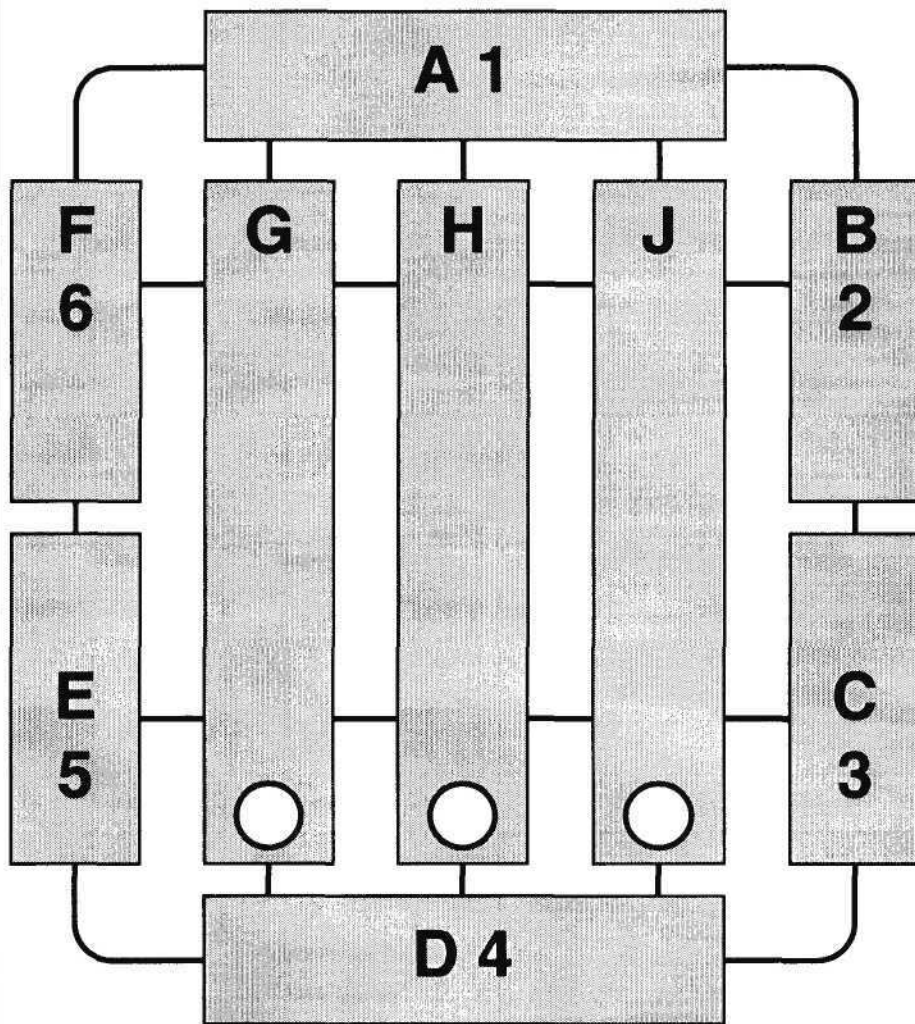
_____	_____
_____	_____
_____	_____
_____	_____

**AREA H**  
Center warp engine access

_____	_____
_____	_____
_____	_____
_____	_____

**AREA J**  
Right warp engine access

_____	_____
_____	_____
_____	_____
_____	_____



# JINDARIAN DESTROYER

**R16.20 Destroyer**  
10 Boarding Parties

**R16.21 War Destroyer**  
25 Boarding Parties

**R16.22 Medium Carrier**  
10 Boarding Parties

**R16.23 Destroyer Escort**  
10 Boarding Parties

**R16.24 Scout Destroyer**  
10 Boarding Parties

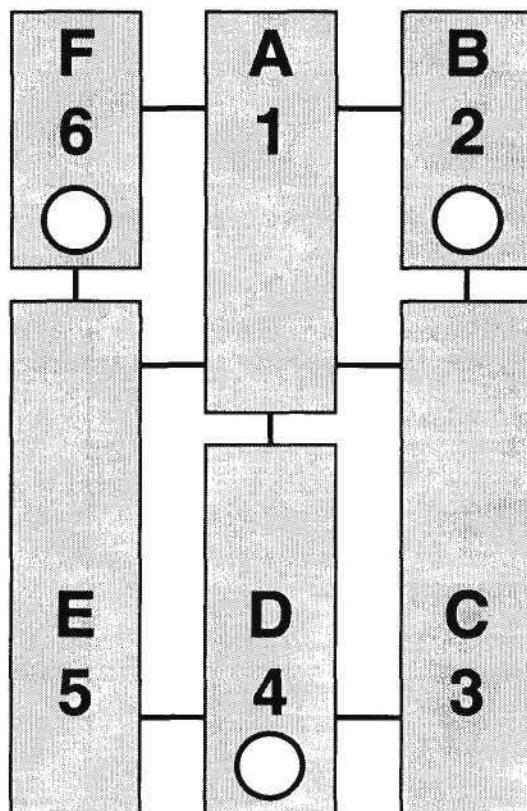
**R16.25 Commando Destroyer**  
50 Boarding Parties

**R16.26 Minesweeper**  
10 Boarding Parties

**R16.27 Destroyer Transport**  
10 Boarding Parties

**R16.28 Prospecting Destroyer**  
10 Boarding Parties

**R16.29 X-Destroyer**  
10 Boarding Parties



SHIP	A	B	C	D	E	F
R16.20 DESTROYER	2xLRG, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 4xOption, LRG	Center Warp, 2xImp, 2xTrac, 6xShuttle	2xPh-1, Aux, 4xOption, LRG	Left Warp, 6xFHull, 4xBtty
R16.21 WAR DESTROYER	2xLRG, Probe, 2xBridge, 2xLab, 4xTran	Right Warp, 6xAHull, 6xAPR	2xPh-1, 2xTrac, 2xEmer, LRG	Center Warp, 2xImp, 2xPh1, 6xShuttle	2xPh-1, 2xBrks, 2xAux, LRG	Left Warp, 6xFHull, 6xBtty
R16.22 MEDIUM CARRIER	2xLRG, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 2xTrac, LRG	Center Warp, 2xImp, 14xShuttle	2xPh-1, Aux, 2xTrac, LRG	Left Warp, 6xFHull, 4xBtty
R16.23 DESTROYER ESCORT	2xPh1, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 4xCargo, Ph1	Center Warp, 2xImp, 2xTrac, 6xShuttle	2xPh-1, Aux, 4xCargo, Ph1	Left Warp, 6xFHull, 4xBtty
R16.24 SCOUT DESTROYER	2xSen, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 4xOption, Sensor	Center Warp, 2xImp, 2xTrac, 6xShuttle	2xPh-1, Aux, 4xOption, Sensor	Left Warp, 6xFHull, 4xBtty
R16.25 COMMANDO DESTROYER	2xLRG, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 4xCargo, LRG	Center Warp, 2xImp, 2xTrac, 6xShuttle	2xPh-1, Aux, 4xBarracks, LRG	Left Warp, 6xFHull, 4xBtty
R16.26 MINESWEEPER	2xTrac, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 4xMine, Ph1	Center Warp, 2xImp, 2xTrac, 6xShuttle	2xPh-1, Aux, 4xMine, Ph1	Left Warp, 6xFHull, 4xBtty
R16.27 DESTROYER TRANSPORT	Emer, Probe, 2xBridge, Aux, 4xLab, 2xTran	Right Warp, 6xAHull, 2xAPR	12xCargo	Center Warp, 2xImp, 2xTrac, 6xShtl, 2Ph1	12xCargo	Left Warp, 6xFHull, 2xBtty
R16.28 PROSPECTING DESTROYER	2xLRG, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 4xCargo, LRG	Center Warp, 2xImp, 2xTrac, 6xShuttle	2xPh-1, Aux, 4xWorks, LRG	Left Warp, 6xFHull, 4xBtty
R16.29 X-DESTROYER	2xLRG, Probe, 2xBridge, 4xLab, 2xTran	Right Warp, 6xAHull, 4xAPR	2xPh-1, Emer, 4xOption, LRG	Center Warp, 2xImp, 2xTrac, 6xShuttle, Ph1	2xPh-1, Aux, 4xOption, LRG	Left Warp, 6xFHull, 4xBtty

# JINDARIAN FRIGATE

**R16.30 Frigate**  
6 Boarding Parties

**R16.31 Escort Carrier**  
6 Boarding Parties

**R16.32 Escort Frigate**  
6 Boarding Parties

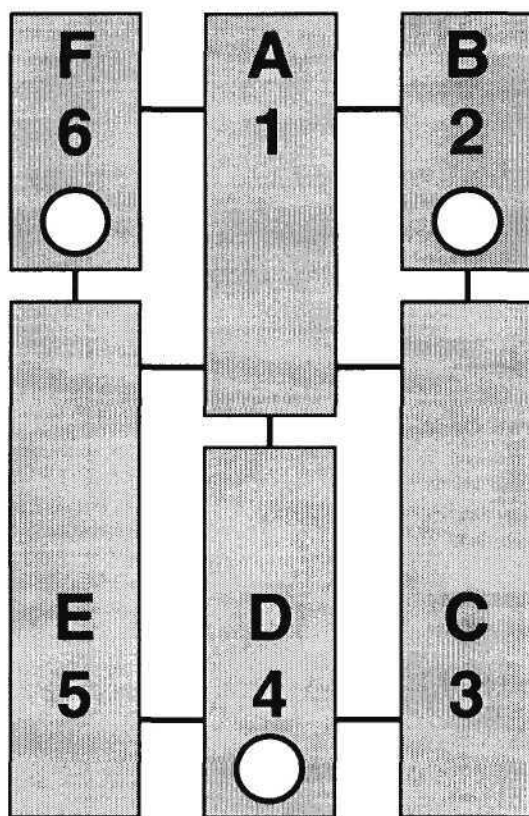
**R16.33 Commando Frigate**  
26 Boarding Parties

**R16.34 Scout Frigate**  
6 Boarding Parties

**R16.35 Transport Frigate**  
6 Boarding Parties

**R16.36 Prospecting Frigate**  
6 Boarding Parties

**R16.37 X-Frigate**  
6 Boarding Parties



SHIP	A	B	C	D	E	F
R16.30 FRIGATE	2xLRG, Probe, 2xBridge, 2xLab, 2xTran	Right Warp, 4xAHull, 4xAPR	2xPh-1, Emer, 2xOption, LRG	Center Warp, 2xTrac, 2xImp, 4xShuttle	2xPh-1, Aux, 2xOption, LRG	Left Warp, 4xFHull, 4xBtty
R16.31 ESCORT CARRIER	2xLRG, Probe, 2xBridge, 2xLab, 2xTran	Right Warp, 4xAHull, 4xAPR	2xPh-1, Emer, Trac, LRG	Center Warp, 2xImp, 10xShuttle	2xPh-1, Aux, Trac, LRG	Left Warp, 4xFHull, 4xBtty
R16.32 ESCORT FRIGATE	2xPh-1, Probe, 2xBridge, 2xLab, 2xTran	Right Warp, 4xAHull, 4xAPR	2xPh-1, Emer, 2xCargo, LRG	Center Warp, 2xTrac, 2xImp, 4xShuttle	2xPh-1, Aux, 2xCargo, LRG	Left Warp, 4xFHull, 4xBtty
R16.33 COMMANDO FRIGATE	2xLRG, Probe, 2xBridge, 2xLab, 2xTran	Right Warp, 4xAHull, 4xAPR	2xPh-1, Emer, 2xCargo, LRG	Center Warp, 2xTrac, 2xImp, 4xShuttle	2xPh-1, Aux, 2xBarracks, LRG	Left Warp, 4xFHull, 4xBtty
R16.34 SCOUT FRIGATE	2xSen, Probe, 2xBridge, 2xLab, 2xTran	Right Warp, 4xAHull, 4xAPR	2xPh-1, Emer, 2xOption, Sensor	Center Warp, 2xTrac, 2xImp, 4xShuttle	2xPh-1, Aux, 2xOption, Sensor	Left Warp, 4xFHull, 4xBtty
R16.35 TRANSPORT FRIGATE	Emer, Probe, 2xBridge, Aux, 2xLab, 2xTran	Right Warp, 4xAHull, 2xAPR	10x Cargo	Center Warp, 2xTrac, 2xImp, 4xShuttle, 2xPh1	10x Cargo	Left Warp, 4xFHull, 2xBtty
R16.36 PROSPECTING FRIGATE	2xLRG, Probe, 2xBridge, 2xLab, 2xTran	Right Warp, 4xAHull, 4xAPR	2xPh-1, Emer, 2xCargo, LRG	Center Warp, 2xTrac, 2xImp, 4xShuttle	2xPh-1, Aux, 2xWorks, LRG	Left Warp, 4xFHull, 4xBtty
R16.37 X-FRIGATE	2xLRG, Probe, 2xBridge, 2xLab, 2xTran	Right Warp, 4xAHull, 4xAPR	2xPh-1, Emer, 2xOption, LRG	Center Warp, 2xTrac, 2xImp, 4xShuttle, Ph1	2xPh-1, Aux, 2xOption, LRG	Left Warp, 4xFHull, 4xBtty

**ANNEXES**

**ANNEX #6: COMMANDER'S OPTIONS**

Prospecting charges ..... 1  
 Jindarians do not have Legendary Officers.  
 Each Caravan might have one or two Salvager Teams.

**ANNEX #7A: COLOR OF COUNTERS**

Jindarians (Black Caravan) ..... Black on Gray  
 Jindarians (Red Caravan) ..... Red on Gray

**ANNEX #7B: UNITS ABLE TO LAND ON PLANETS**

Engine Powered Landing: Jindarian Meteor-2, Meteor-3,  
 Meteor-H, Destroyer (and variants), Frigate (and  
 variants).

**ANNEX #7D: SYSTEMS DEFINED AS WEAPONS**

Always: Rail guns, Prospecting cannons.

**ANNEX #7E: DAMAGE POINTS**

WORKS are destroyed on CARGO damage points.  
 FABRICATION is destroyed on LAB damage points.  
 WRG, LRG, and PRO are hit on "torpedo" damage  
 points. Prospecting cannons are the last torpedo weapon on  
 the damage priority list. Rail guns can never be on a unit with  
 another "torpedo" weapon.  
 ATF is destroyed on FLAG damage points.

**ANNEX #7G: CARRIER DATA**

Class	Fts	Admin	Bays	Storage	DC
CVA	24	6	2	0	24
SCS	12	6	2	0	12
BCV	18	6	2	0	18
BCS	6	6	2	0	6
CVS	12	6	2	0	12
CVL	8	4	2	0	8
DV	12	2	1	0	12
FFV	8	2	1	0	8

**ANNEX #7K: CARGO SPACE POINTS**

Prospecting charges ..... 0.2

**ANNEX #8B: OPTIONAL SYSTEMS COST CHART**

Barracks ..... 1 ..... Δ (Not in Orion wings)  
 WRG ..... ∞ (Orion/WYN cannot use)  
 LRF ..... ∞ (Orion/WYN cannot use)  
 PRO ..... -1 ..... 120° firing arc

**ANNEX #9: REPAIR COSTS**

WRG (warp-augmented rail gun) ..... 9  
 LRG (light rail gun) ..... 4  
 PRO (prospecting cannon) ..... 2  
 WORKS ..... 3  
 FABRICATION ..... 3

**ANNEX #10: TACTICAL INTELLIGENCE**

**Jindarians**

DN ..... DN, CVA, SCS, DNX  
 BCH ..... BCH, BCV, BCS, BCX  
 CA ..... CA, CVS, CAP, CAX  
 CL ..... CL, CVL, CLP, CLC, CLT, CLX  
 DD ..... DD, DW, DV, DDE, DDA, DDC, DSC, DMS,  
 DDT, DDP, DDX  
 FF ..... FF, FFV, FFE, FFA, FFC, FFS, FFT, FFP

**General ships and units**

APT ..... add APS  
 FT ..... add FTP  
 F-OL ..... add F-OP  
 F-S ..... add F-PS  
 F-L ..... add F-PL

**ANNEX #3B MASTER FAST PATROL SHIP CHART**

Ship Type	G9.0 Crew	D7.0 Brdg	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 Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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**JINDARIAN FAST PATROL SHIPS**

PF	3	1	20/35	6	0.20	-	5	AA	PF1	182	1	8	3	
PFP	3	1	20/35	6	0.20	-	5	AA	PF2	182	1	8	3	
PFL	4	2	40/50	6	0.20	-	5	AA	PF3	182	1	8	3	
PFS	3	1	100/50	6	0.20	-	5	AA	PF4	182	1	8	3	◆
PFC	3	1	25	6	0.20	-	5	AA	PF5	182	1	8	3	
PFG	8	11	30	6	0.20	-	5	AA	PF6	182	1	8	3	
PFM	3	1	30	6	0.20	-	5	AA	PF7	182	1	8	3	MS
PPF	3	1	25	6	0.20	-	5	AA	PF8	182	1	8	3	
INT	2	1	15/22	6	0.17	-	5	AA	PF0	181	1	5	3	

**ANNEX #4: MASTER FIGHTER AND SHUTTLE CHART**

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
All	Prosp	6	1xP3-360	-	6	2xP-charge	7/2	100	0\$	F12
Jindar	Met-1	10	1xP3-FA	LRG-FA	8	2xP-charge	8	169	2	F3
	Met-2	12	2xP3-FA	LRG-FA	11	2xP-charge	12	174	3	F4
	Met-3	15	2xP3-FA	2xLRG-FA	13	-	14	176	4☆	F5
	Met-H	12	1xP2-FA	2xLRG-FA	16	-	18	178	1☆	F6
			1xP3-RX	(@ 2 shots)						



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
-----------	----------------	----------------	----------	-----------------	-----------------	-------------------	-----------------	----------------	----------	--------------	----------------	----------------	----------------	-------

## (R16.0) JINDARIANS

### DREADNOUGHTS

DN	50	14	280	NA	1.5	6	2	F	2	1	NA	20	10	
CVA	50	14	310	NA	1.5	2+4	2	F	3	169	NA	20	10	V
SCS	50	14	310	NA	1.5	2+2	2	F	4	182	NA	20	10	V, P
DNX	50	14	350	NA	1.5	6	2	F	5	184	NA	27	10	X

### HEAVY BATTLECRUISERS

BCH	45	10	200	NA	1.0	4	2	E	6	1	NA	16	10	
BCV	45	10	230	NA	1.0	4	2	E	7	169	NA	16	10	V
BCS	45	10	220	NA	1.0	4	2	E	8	182	NA	16	10	V, P
BCX	45	10	270	NA	1.0	4	2	E	9	184	NA	22	10	X

### HEAVY CRUISERS

CA	36	8	165	NA	0.67	3	3	D	10	1	NA	12	8	
CVS	36	8	185	NA	0.67	3	3	D	11	169	NA	12	8	V
CAP	36	8	205/165	NA	0.67	3	3	D	12	182	NA	12	8	P♦
CAX	36	8	235	NA	0.67	3	3	D	13	183	NA	17	8	X

### LIGHT CRUISERS

CL	30	8	135	NA	0.50	2	3	C	14	1	NA	10	6	
CVL	30	8	145	NA	0.50	2	3	C	15	168	NA	10	6	V
CLP	30	8	165/135	NA	0.50	2	3	C	16	182	NA	10	6	P♦
CLC	40	28	160	NA	0.50	2	3	C	18	1	NA	10	6	T
CLT	30	8	165/135	NA	0.50	2	3	C	17	1	NA	10	6	
CLX	30	8	195	NA	0.50	2	3	C	19	183	NA	12	6	X

### DESTROYERS

DD	20	10	90	6	0.50	2	4	B	20	1	6	12	4	
DW	28	25	100	6	0.50	2	4	B	21	170	6	14	5	
DV	20	10	98	6	0.50	2	4	B	22	169	6	12	5	V
DDE	20	10	100	6	0.50	2	4	B	23	169	6	12	4	E, LA
DDA	20	10	108	6	0.50	2	4	B	23A	175	6	12	4	E, A
DD <del>B</del>	20	10	110/70	6	0.50	2	4	B	24	1	6	11	4	♦
DDC	40	50	130/110	6	0.50	2	4	B	25	1	6	12	4	T
DMS	20	10	99/80	6	0.50	2	4	B	26	1	6	12	4	MS
DDT	20	10	90/70	6	0.50	2	4	B	27	1	6	9	4	
DDP	20	10	100/90	6	0.50	2	4	B	28	1	6	12	4	
DDX	20	10	130	6	0.50	2	4	B	29	182	6	15	5	X

### FRIGATES

FF	14	6	80	6	0.33	1	4	A	30	1	4	10	3	
FFV	14	6	90	6	0.33	1	4	A	31	169	4	10	3	V
FFE	14	6	90	6	0.33	1	4	A	32	169	4	10	3	E, LA
FFA	14	6	98	6	0.33	1	4	A	32A	175	4	10	3	E, A
FFC	24	26	100/85	6	0.33	1	4	A	33	1	4	10	3	T
FFS	14	6	90/50	6	0.33	1	4	A	34	1	4	9	3	♦
FFT	14	6	70/50	6	0.33	1	4	A	35	1	4	7	3	
FFP	14	6	90/80	6	0.33	1	4	A	36	1	4	10	3	
FFX	14	6	110	6	0.33	1	4	A	37	182	4	12	4	X

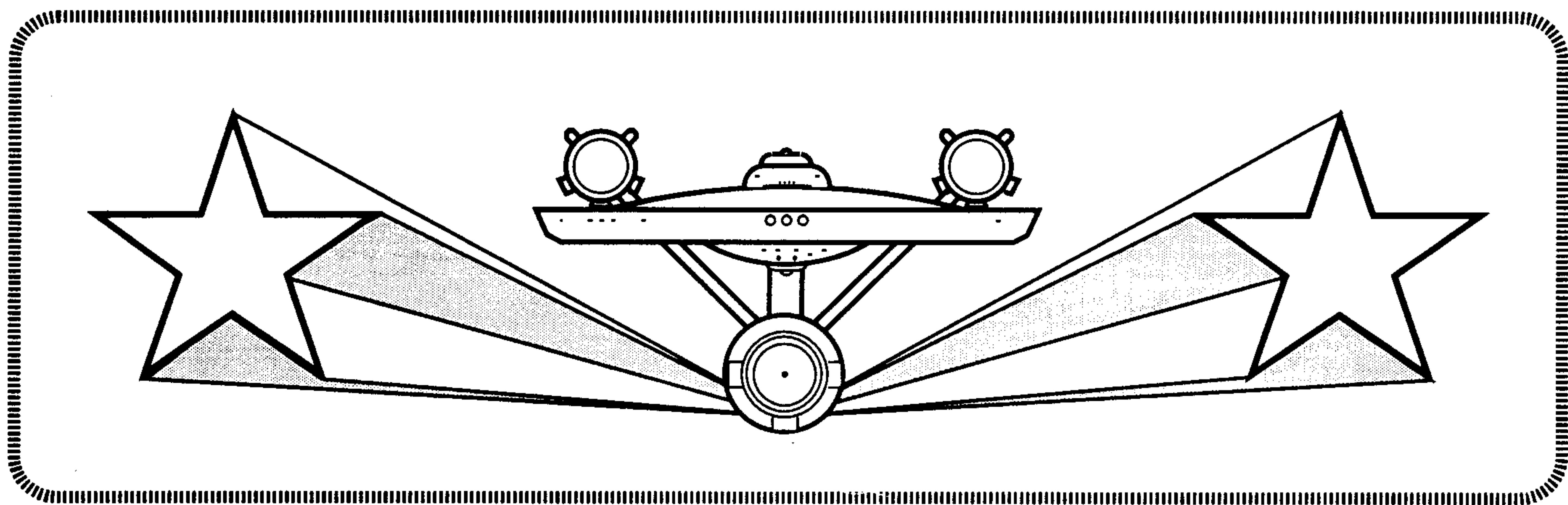
### GROUND BASES

GRG	5	2	14	-	■	-	5	-	38	1	4	0	0	
GLG	5	2	8	-	■	-	5	-	39	1	4	0	0	

## (R1.0) GENERAL UNITS

F-PS	8	2	40/12	1-6	0.33	0+1	4	C	36	150	3	2	0	ML
F-PL	16	4	80/26	1-6	0.50	0+2	4	D	37	150	6	5	0	ML
FTP	5	2	70/22	4-6	0.50	1+1	4	C	38	130	3	6	0	
APS	7	2	75/20	3-6	0.20	0+1	4	C	39	130	1	5	0	
F-OP	22	6	120/50	1-6	1.00	2+2	3	E	41	150	9	6	3	ML
CPP	20	6	50/36	-	■	1+2	4	-	40	130	3	9+	0	

# STAR FLEET BATTLES



## MODULE F1 – THE JINDARIANS

# SSD BOOK

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#### PFs AND INTERCEPTORS

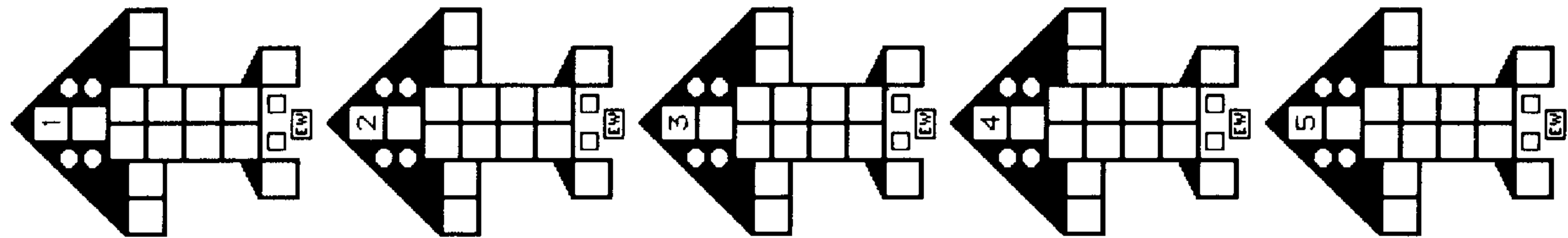
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METEOR-H  
1xPh-2-FA  
1xPh-3-RA  
DFR = 1  
CRIPPLED = 11  
SPEED = 12



JINDARIAN GROUND BASES

GROUND-BASED LRG

SHIELD

BRDG	PH-3	LRG	DAM CON	SENSOR	EX DAM	BP
	1 2	A	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	LRG	DAM CON	SENSOR	EX DAM	BP
	1 2	B	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	LRG	DAM CON	SENSOR	EX DAM	BP
	1 2	C	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	LRG	DAM CON	SENSOR	EX DAM	BP
	1 2	D	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	LRG	DAM CON	SENSOR	EX DAM	BP
	1 2	E	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	LRG	DAM CON	SENSOR	EX DAM	BP
	1 2	F	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

TYPE = GLG BPV = 8 REFERENCE = R16.39

SHIELD

BRDG	PH-3	WRG	DAM CON	SENSOR	EX DAM	BP
	1 2	A	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	WRG	DAM CON	SENSOR	EX DAM	BP
	1 2	B	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	WRG	DAM CON	SENSOR	EX DAM	BP
	1 2	C	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	WRG	DAM CON	SENSOR	EX DAM	BP
	1 2	D	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	WRG	DAM CON	SENSOR	EX DAM	BP
	1 2	E	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

SHIELD

BRDG	PH-3	WRG	DAM CON	SENSOR	EX DAM	BP
	1 2	F	4 2 0	6 0		2
HULL	3 4	HULL		SCANNER		
	AWR			0 9		

TYPE = GRG BPV = 14 REFERENCE = R16.38

LIGHT RAIL GUN TABLE

RANGE	0	1-5	6-15
HIT #		1-6	1-5
DAMAGE	7	5	3

TYPE III DEFENSE PHASER

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

RAILGUN COMBAT RESOLUTION TABLE

RANGE	0	1-5	6-10	11-15	16-20	21-25	26-30	31-35
HIT#		1-6	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	20	17	14	11	8	5	2	1

























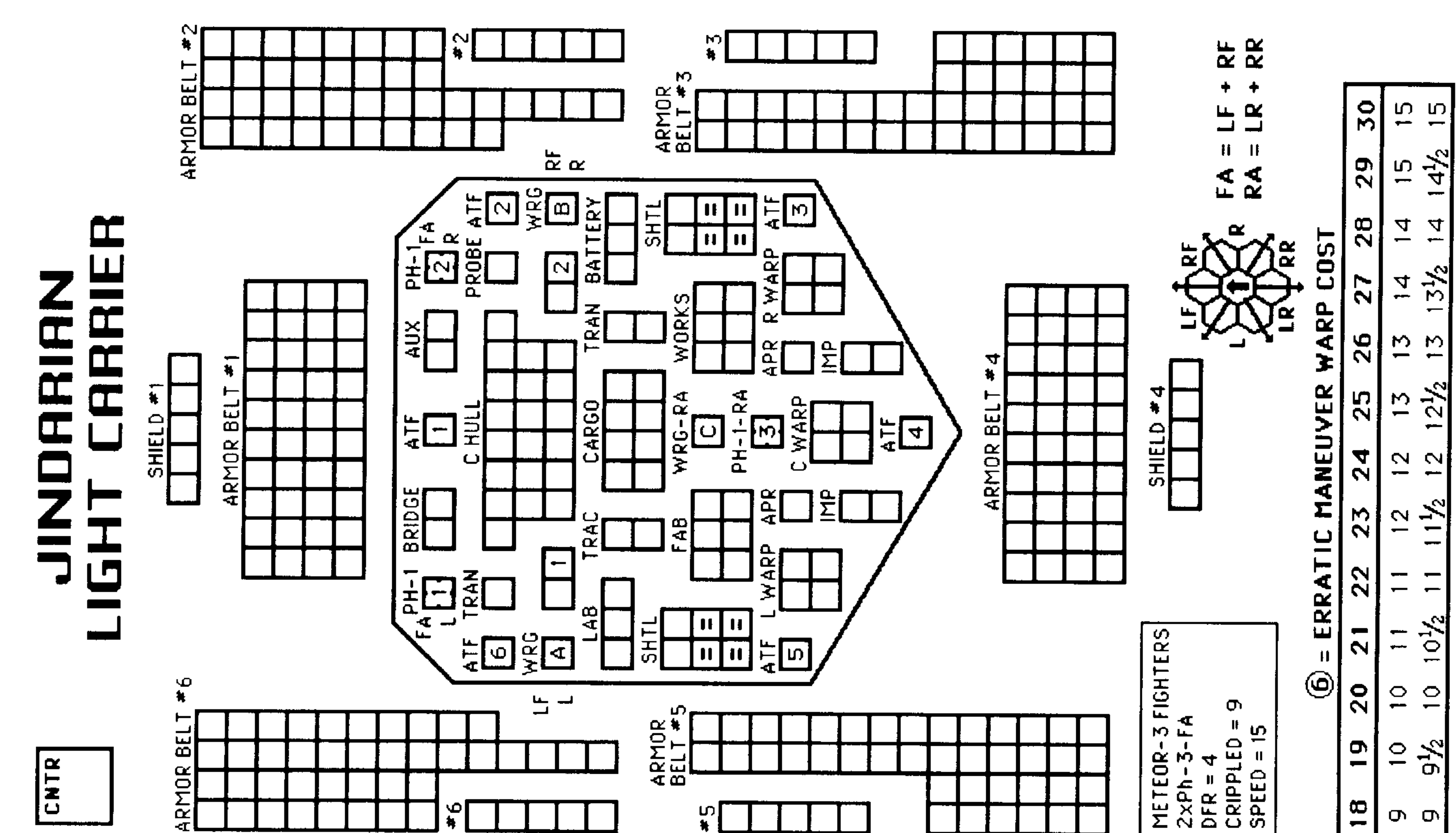




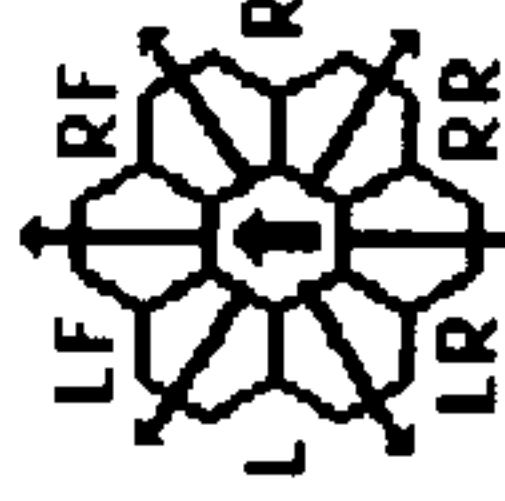




# JINDARIAN LIGHT CARRIER



METEOR-3 FIGHTERS  
2xPh-3-FA  
DFR = 4  
CRIPPLED = 9  
SPEED = 15



FA = LF + RF  
RA = LR + RR

**SHIP DATA TABLE**

TYPE = CVL  
POINT VALUE = 145  
BREAKDOWN = NA  
SHIELD COST = 1  
ATF COST = 1  
LIFE SUPPORT = 1  
SIZE CLASS = 3  
REFERENCE = R16.15

**TURN MODE SPEED**

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

WORKS ARE DESTROYED ON "CARGO" DAMAGE POINTS.  
FABRICATION (FAB) DESTROYED ON "LAB" DAMAGE POINTS.

**LIGHT RAIL GUN TABLE**

RANGE	0	1-5	6-10
HIT #	1-6	1-5	1-4
DAMAGE	7	5	3

UNLABELED BOXES MAY BE ASSIGNED AS AFT HULL, AUXILIARY CONTROL, CARGO, FABRICATION, FORWARD HULL, LAB, REPAIR, OR TRACTOR. USE OF SPECIAL SENSORS, TRANSPORTERS, AND BARRACKS IS RESTRICTED; SEE RULES. ALL BOXES IN A GIVEN GROUP MUST BE THE SAME. SELECTIONS MAY ADJUST THE BPY OF THE SHIP BY ANNEX #8B.

**RAILGUN COMBAT RESOLUTION TABLE**

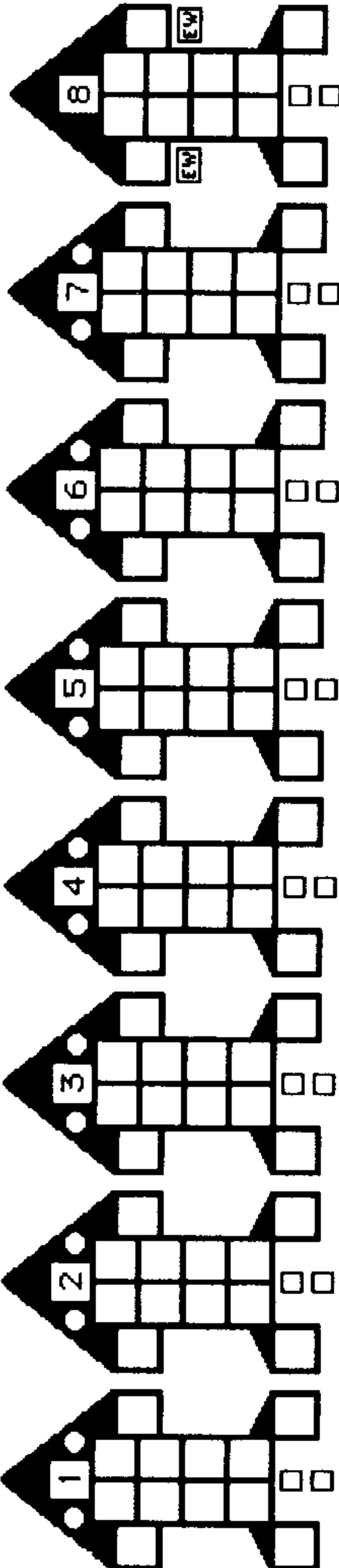
RANGE	0	1-5	6-10	11-15	16-20	21-25	26-30	31-35
HIT*	1-6	1-5	1-4	1-4	1-4	1-3	1-3	1-2
DAMAGE	20	17	14	11	8	5	2	1

**TYPE I OFFENSIVE PHASER TABLE**

DIE RANGE	6-9	16-26	51-75
ROLL 0	1	2	3
1	9	8	7
2	8	7	6
3	7	5	4
4	6	4	4
5	5	4	4
6	4	4	3

**TYPE III DEFENSE PHASER**

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



**CREW UNITS**

				10
				20
				30

**BOARDING PARTIES**

				8
--	--	--	--	---

**DECK CREWS**

				8
--	--	--	--	---

**TRANSPORTER BOMBS**

				D	D	D	D
--	--	--	--	---	---	---	---

**PROBES**

				5
--	--	--	--	---

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

**SENSOR**

6	6	5	3	2	0	0	0	1	3	5	9
---	---	---	---	---	---	---	---	---	---	---	---

**SCANNER**

--	--	--	--	--	--	--	--	--	--	--	--

**EX DAM**

--	--	--	--	--	--	--	--	--	--	--	--

**DAMCON**

4	2	2	2	0
---	---	---	---	---

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

⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15









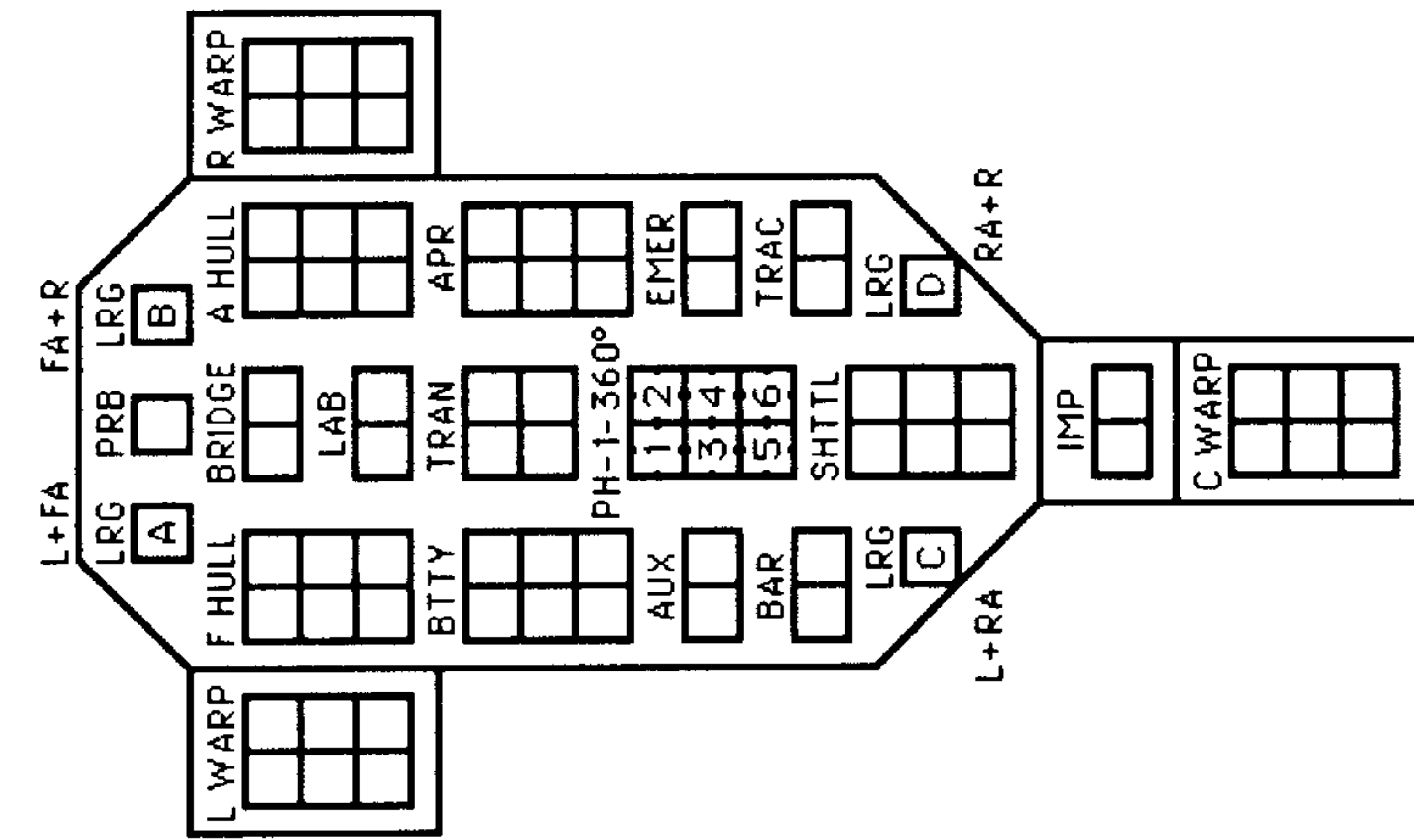
# JINDARIAN WAR DESTROYER

CNTR

SHIELD #1


SHIELD #2


SHIELD #3

SHIELD #6


SHIELD #5


SHIELD #4

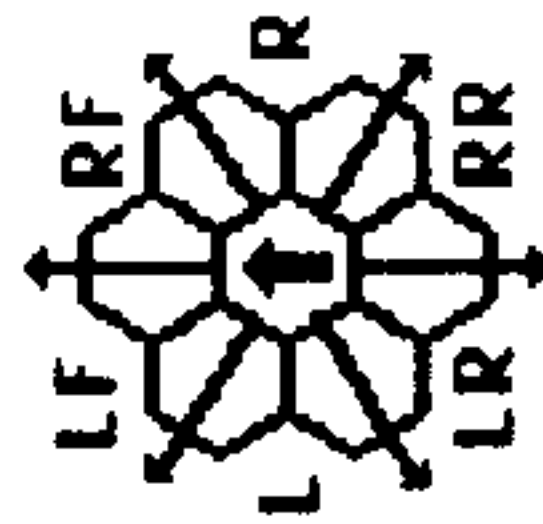

SENSOR [6][6][5][3][0] SCANNER [0][0][1][5][9] DAM CON [2][2][2][0] EX DAM [ ] [ ] [ ] [ ]

SHIP DATA TABLE

TYPE = DW  
 POINT VALUE = 100  
 BREAKDOWN = 6  
 SHIELD COST = 1/2+1/2  
 LIFE SUPPORT = 1/2  
 SIZE CLASS = 4  
 REFERENCE = R16.21

TURN MODE SPEED

B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+



FA = LF + RF  
 RA = LR + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

										10
										20

BOARDING PARTIES

										10
										20

TRANSPORTER BOMBS [D][D]

PROBES [5]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	7	8	9	15	16	25	26	50	51-75
1	9	8	7	6	5	5	4	3	2	1	1	1	0	0	0	0
2	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0
5	5	4	4	4	4	3	1	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

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

LIGHT RAIL GUN TABLE

RANGE	0	1-5	6-15
HIT #	1-6	1-5	1-4
DAMAGE	7	5	3

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	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15



























# JINDARIAN ESCORT FRIGATE

CNTR

CREW UNITS		ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS	IDENT	NOTES
10			

BOARDING PARTIES

6
---

DECK CREWS

2
---

TRANSPORTER BOMBS

D	D
---	---

PROBES

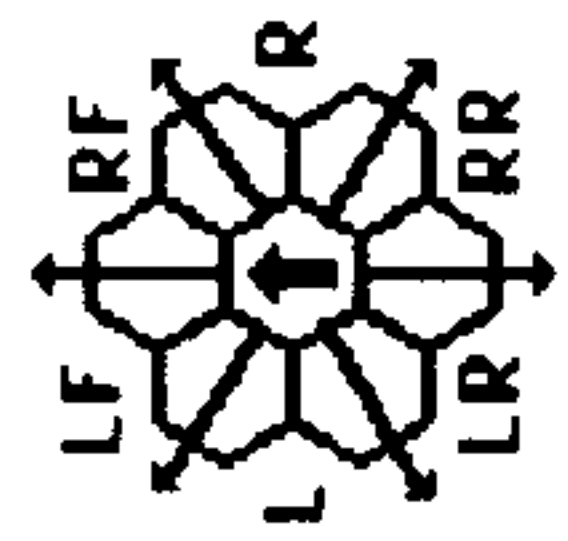
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TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75	
1	9	8	7
2	8	7	6
3	7	5	4
4	6	4	4
5	5	4	3
6	4	3	2

TYPE III DEFENSE PHASER

DIE RANGE	4-9
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1	4
2	4
3	4
4	4
5	4
6	3



FA = LF + RF  
RA = LR + RR

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NOT FIGHTERS OF ITS OWN.

SHIP DATA TABLE

TYPE = FFE  
POINT VALUE = 90  
BREAKDOWN = 6  
SHIELD COST = 1/2 + 1/2  
LIFE SUPPORT = 1/2  
SIZE CLASS = 4  
REFERENCE = R16.32

INCLUDES LIMITED AEGIS

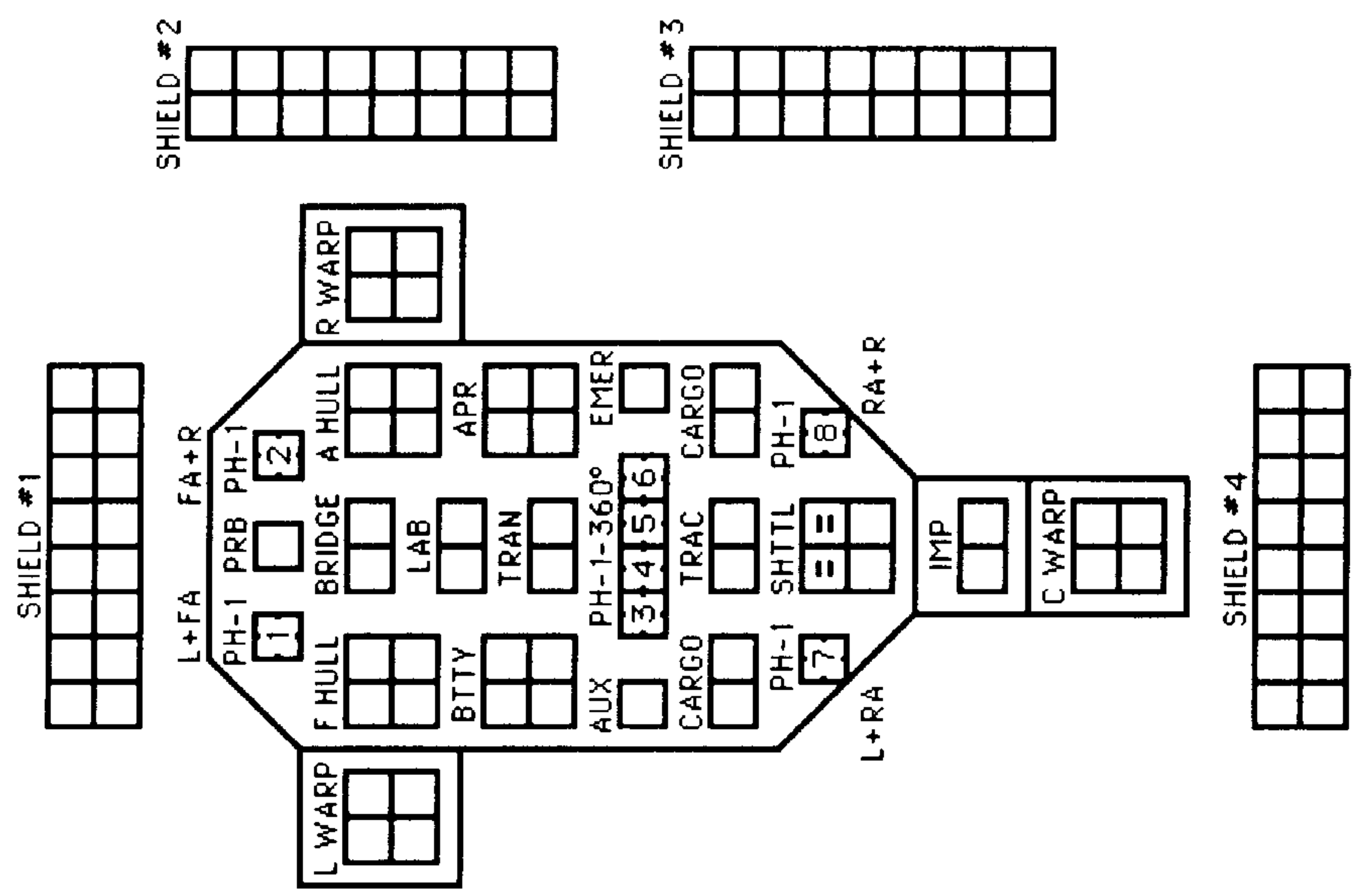
SHIP DATA TABLE

TYPE = FFA  
POINT VALUE = 98  
REFERENCE = R16.32A

INCLUDES FULL AEGIS

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

SCANNER: 0 1 5 9

DAM CON: 2 2 2 0

EX DAM: [ ] [ ] [ ] [ ]

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	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	















JINDARIAN PHASER PF FLOTILLA

<b>1</b>	<b>2</b>	<b>3</b>	<b>6</b>
<b>L</b>	<b>L</b>	<b>L</b>	<b>L</b>
<b>4</b>	<b>5</b>	<b>5</b>	<b>6</b>

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS

PF DATA TABLE	
TYPE	= PFP
POINT VALUE	= 20/35
BREAKDOWN	= 6
SHIELD COST	= 1
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R16.PF2
LEADER BPV	= 40/50
SCOUT BPV	= 100/50

AA TURN SPEED	
MODE	SPEED
1	2-8
2	9-16
3	17-24
4	25+

NIMBLE SHIPS	

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-15
ROLL 0	1 2 3 4 5 8 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 RANGE	4-9-15
ROLL 0	1 2 3 8 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

CNTR HET BD	
1	2

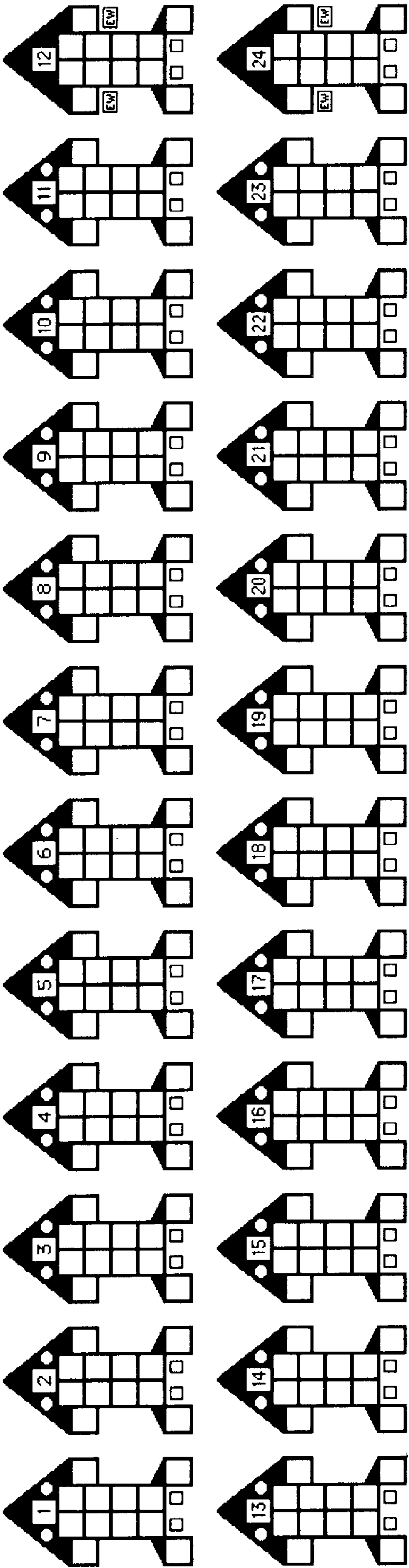
LF RF  
L R  
LR RR

SPEED	
Standard	Fractional
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
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30

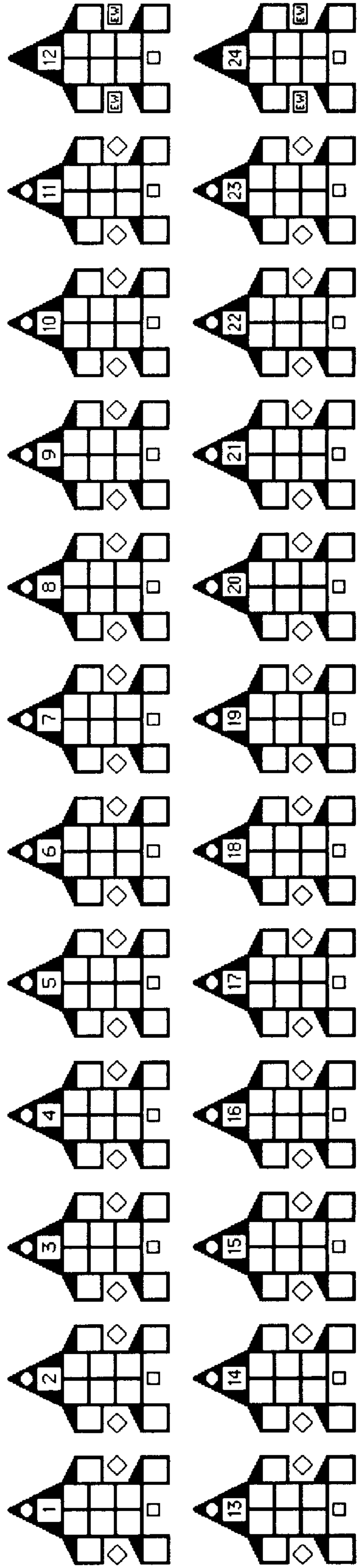
③ = EM COST  
⑤ = HET COST

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

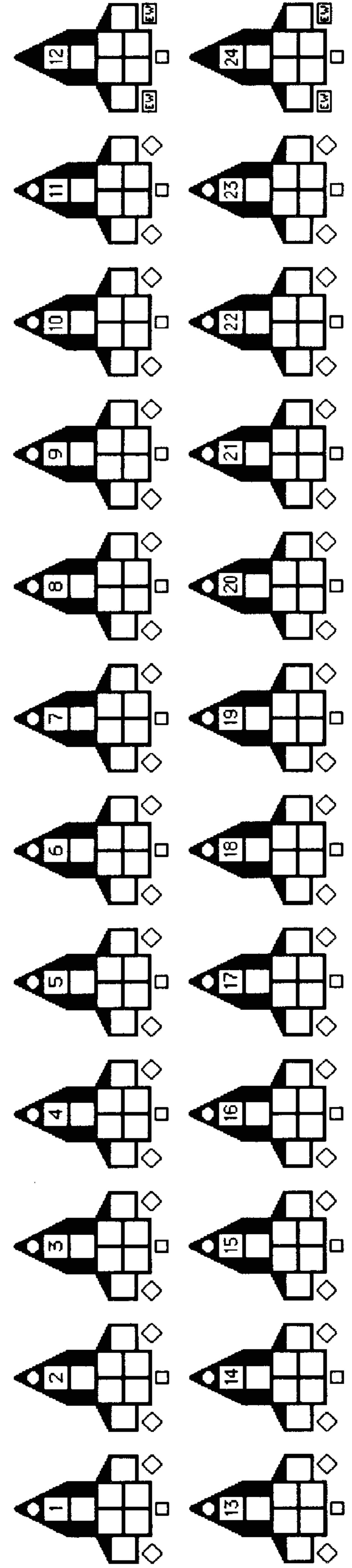
JINDARIAN FIGHTER SQUADRONS



METEOR-3  
2xPh - 3-FA  
DFR = 4  
CRIPPLED = 9  
SPEED = 15



METEOR-2  
2xPh - 3-FA  
DFR = 3  
CRIPPLED = 7  
SPEED = 12



METEOR-1  
1xPh - 3-FA  
DFR = 2  
CRIPPLED = 6  
SPEED = 10







# ARMED PROSPECTING SHIP

CREW UNITS  

*				7
---	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		P
		P

SHIP DATA TABLE

TYPE	=	APS
POINT VALUE	=	75/20
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.39

BOARDING PARTIES  

2	
---	--

TRANSPORTER BOMBS  

D	D
---	---

CNTR  

--

SENSOR  

6	0
---	---

SCANNER  

0	9
---	---

DAM CON  

2	0
---	---

EX DAM  

--

TYPE III DEFENSE PHASER

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

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

C

--

HET

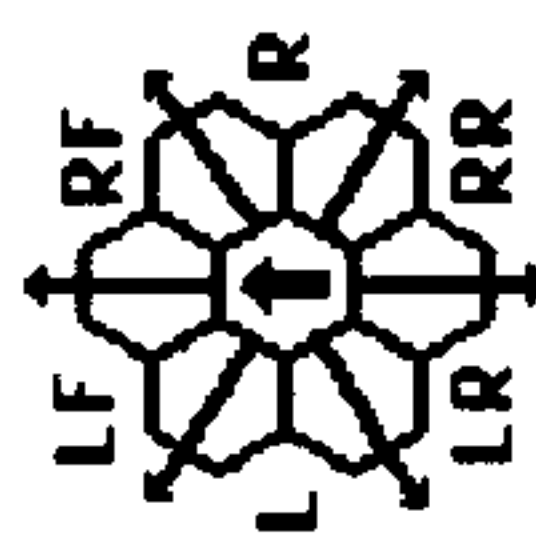
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BD

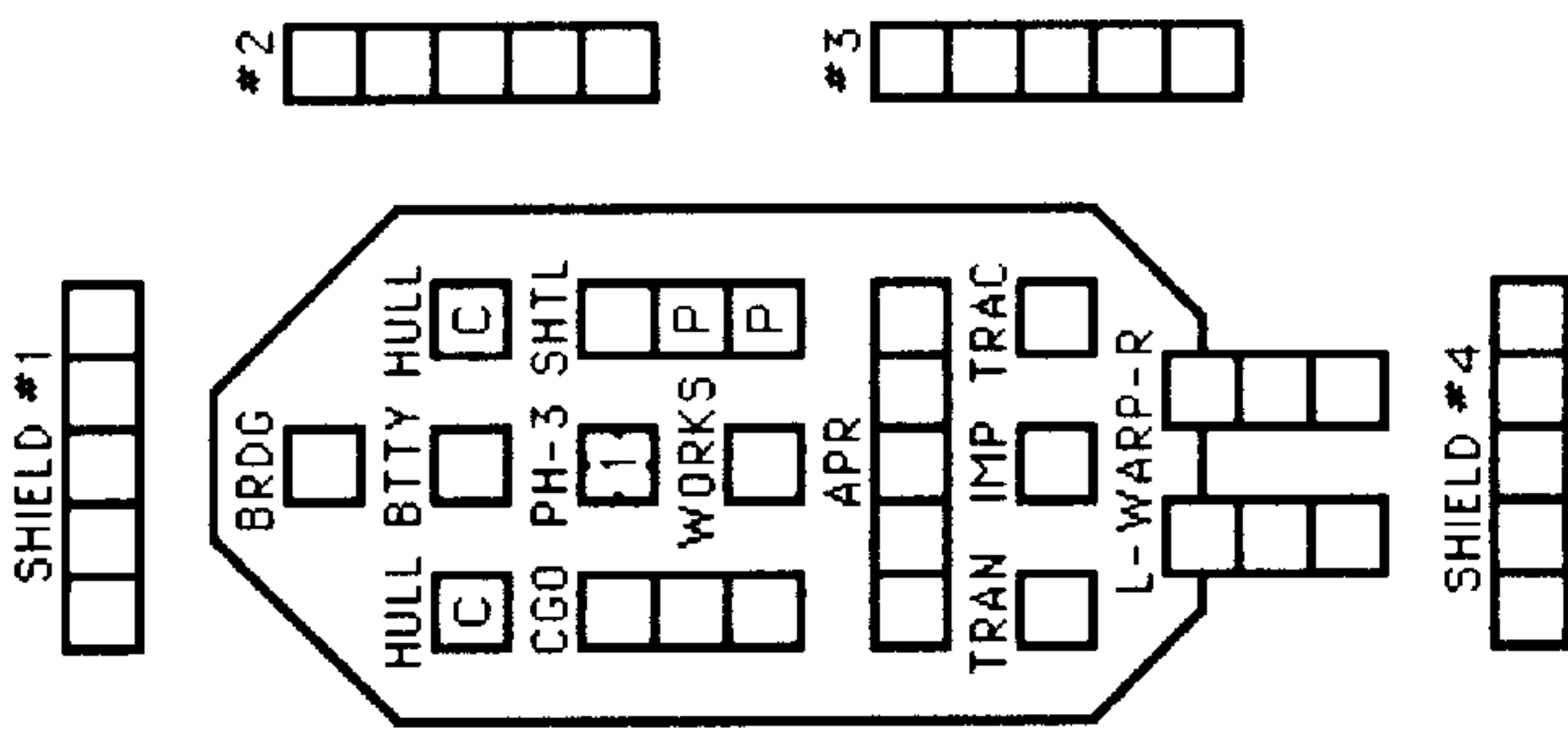
--

28+

WORKS ARE DESTROYED ON "CARGO" DAMAGE POINTS.



THE FIRING ARC OF THE PH-3 IS 360°



WARP ENERGY MOVEMENT COST = 1/5 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	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	6	6	6	6
Fract.	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





# CIVILIAN LARGE ORE PROCESSING SHIP

## ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		P
		P

THREE BAYS, NO TRANSFERS.

## CREW UNITS

										10
										20

## BOARDING PARTIES

										6
--	--	--	--	--	--	--	--	--	--	---

### SHIP DATA TABLE

TYPE = F-OP  
 POINT VALUE = 120/50  
 BREAKDOWN = 1-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R1.41

## TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1	6	5	5	4	4	3	2	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

KLINGON ONLY	SCTY	SCTY	SCTY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TURN MODE	SPEED
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

NO  
 HET  
 BONUS  
 BD

## TYPE III DEFENSE PHASER

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

WORKS ARE DESTROYED ON "CARGO" DAMAGE POINTS.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

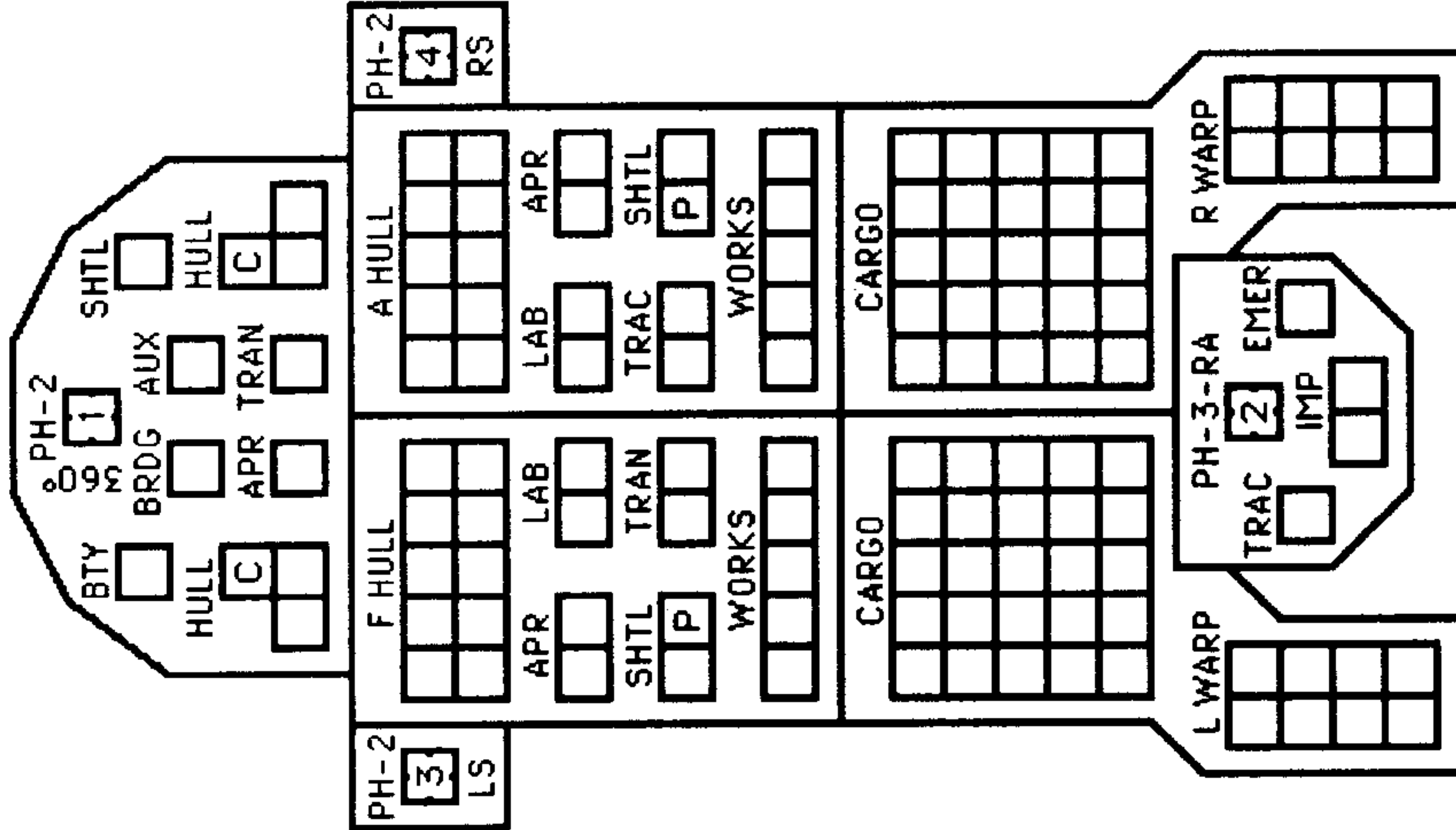
THIS SHIP DOES NOT USE T-BOMBS.

CNTR

SHIELD #1

#2

#3



#6

#5

SCANNER  
0 2 9

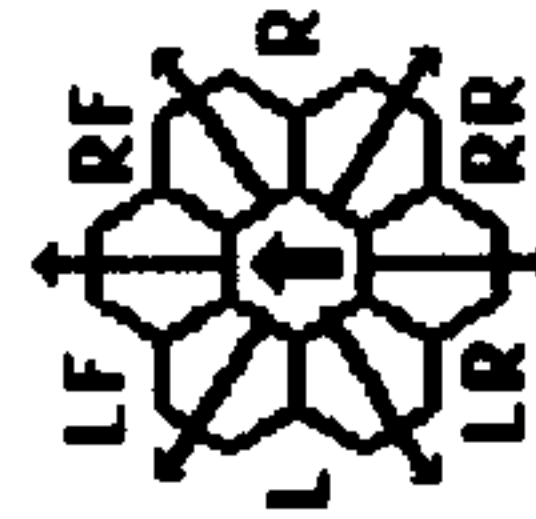
SCANNER  
6 3 0

EX DAM

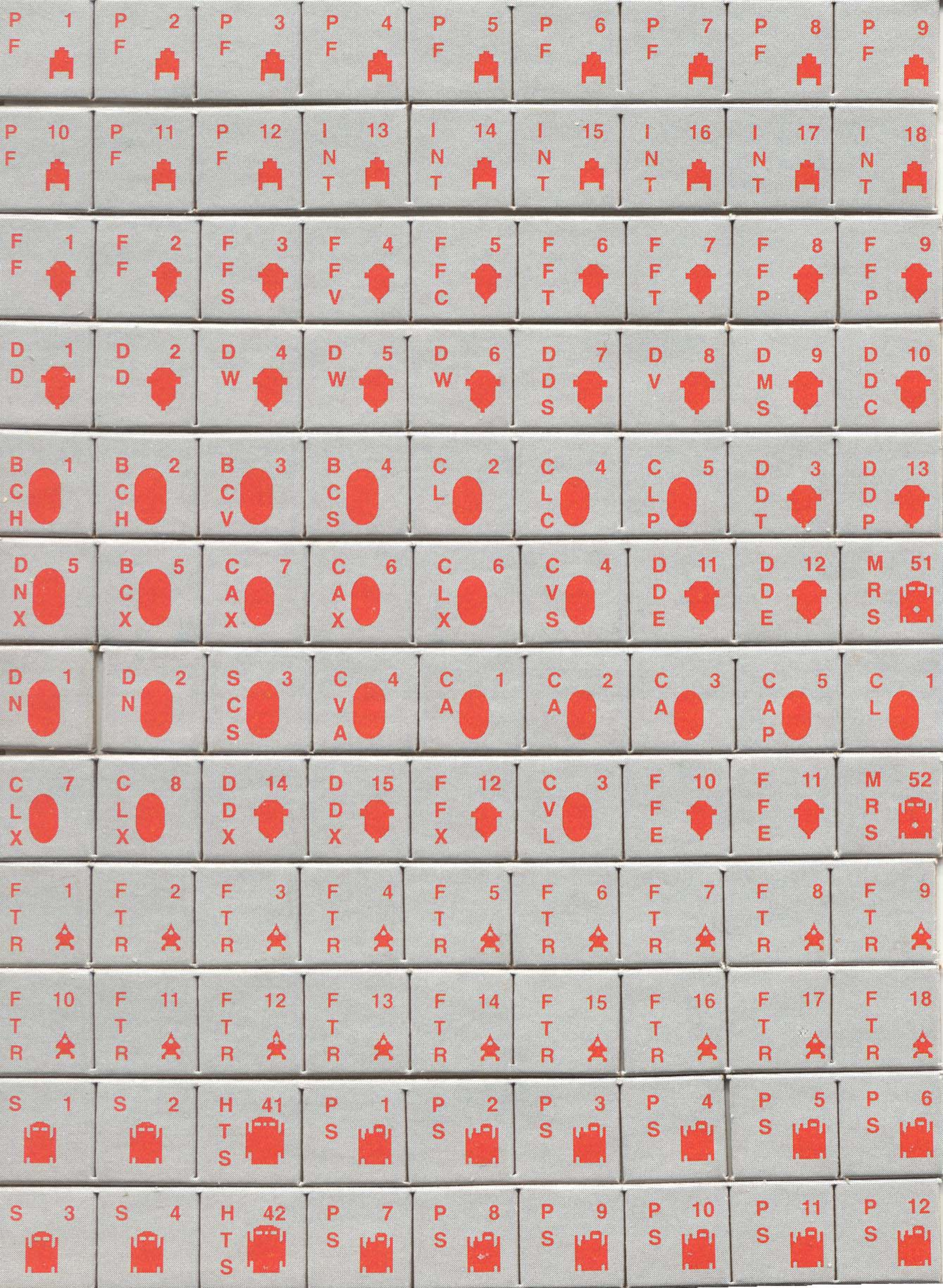
DAM CON  
2 2 0

SHIELD #4

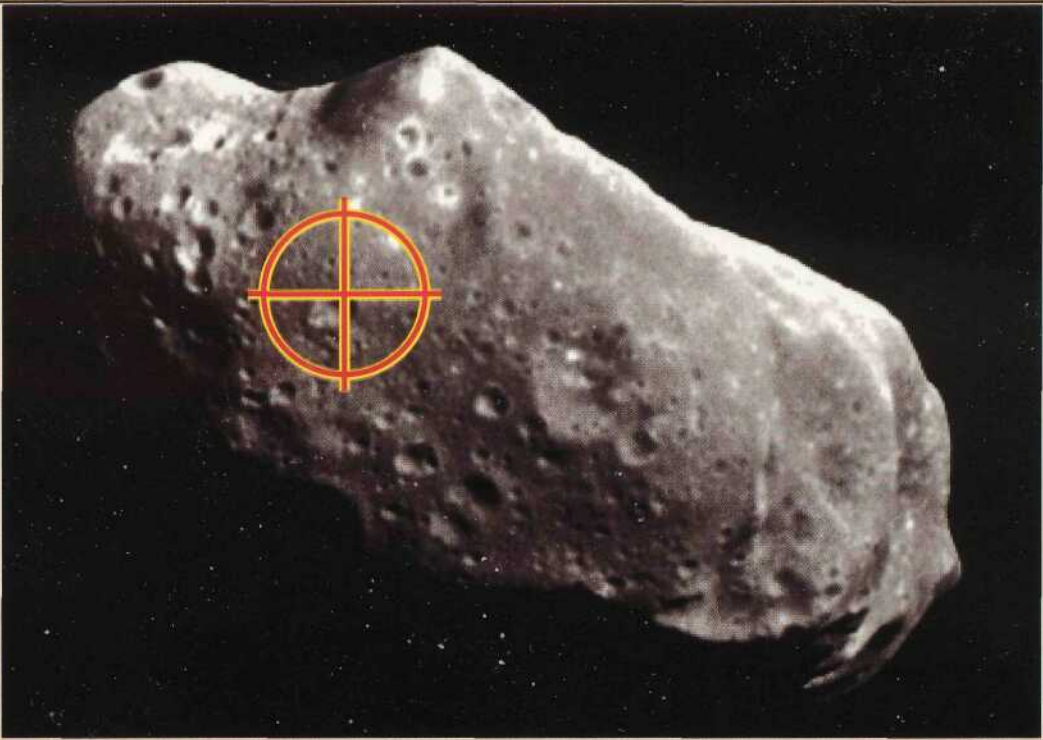
MOVEMENT COST = 1  
 HET COST = 5  
 EM COST = 6



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



# IS IT A ROCK? OR A THREAT?

RANGE 10,345		MASS 22,435
BEARING 342 MK 9		SPEED 0.045
PHASERS LOCKED		HEADING 122 MK 3
PHOTONS LOCKED		WARP ENERGY 30.04

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