

STAR FLEET BATTLES

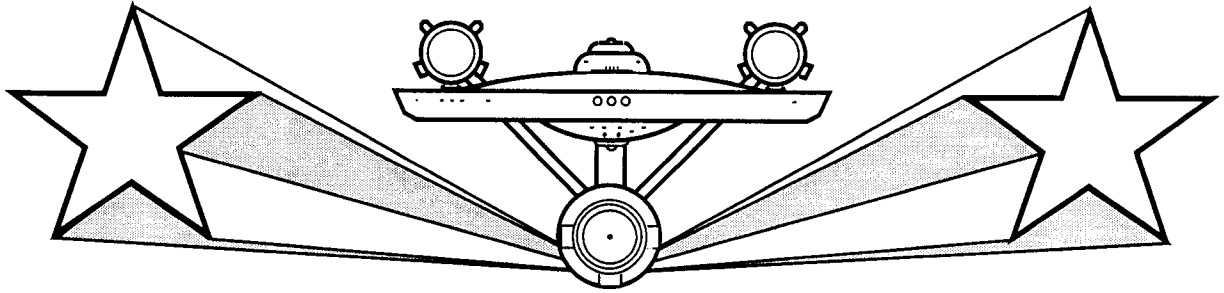
FIGHTERS!



**CAPTAIN'S
MODULE J**

**TASK
FORCE
GAMES™**

STAR FLEET BATTLES



FIGHTERS

CAPTAIN'S MODULE J

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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 Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
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EXPLANATION OF TERMS FOR MASTER SHIP CHART

SYMBOLS used at various places in the chart:

- △ this is a sub-light ship (max speed of 1 in SFB).
- when detached.
- † see tug chart, Annex #3A.
- does not move under own power.
- ◆ = Scout.
- ✚ = Mauler.
- * = Has one large nuclear space mine included in BPV.

CREW: In the case of crew listed as X+Y, the Y figure indicates non-crew passengers.

BRDG PRTS: The number of boarding parties on board the ship.

BPV: Unless otherwise noted in the rulebook, no ship's BPV includes its fighters, PFs, satellite ships, or mines; all include their admin shuttles. Split BPVs are read economic/combat ratings. The BPV does not include MRS and SWAC shuttles mentioned in the ship descriptions. It DOES include GAS, MLS, MSS, and HTS shuttles specified as normal equipment. Temporary replacements (mostly on tugs carrying troop pods) require the appropriate cost.

MOVEMENT COST: This is expressed in decimals.
 The movement cost designation of 0.13 is considered to be 1/8.
 The movement cost designation of 0.20 is considered to be 1/5.
 The movement cost designation of 0.17 is considered to be 1/6.
 The movement cost designation of 0.33 is considered to be 1/3.
 The movement cost designation of 0.67 is considered to be 2/3.

SHUTTLES: The Spare Shuttle column is read as: admin shuttles + fighters.

TUGS: If a specific "tug+pod" combination is listed (e.g., Fed BT), the combination factors must be used, NOT the sum of the individual factors. If no combined listing is shown, add the relevant factors.

RULE NUMBER: The rule reference number refers to the rule number in Section R that provides explanatory information about the ship.

YEAR IN SERVICE: Service dates are the beginning of series production. One or more prototypes may have existed 1–2 years previously. F&E has detailed and accurate production histories for some classes. This is the date of the first ship entering service for size-2 ships (i.e. no prototypes). PFs appeared in limited numbers the year before the date shown. Each race had one or two PF tenders operating one year earlier than PFs for use with interceptors.

F&E COMMAND RATING: This rating determines how many ships can be in a given battle; see (S8.2). The rating of pods is added to that of their tug, but no more than one pod can count for this purpose.

- NOTES:
- A = Ship has the full aegis fire control system. Such ships are, in some regards, a "refit" of the limited aegis version, but do not have the R Note.
 - CJ = Conjectural ship, never built, possibly even never intended for production.
 - CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had it been provided earlier. Cannot be built without captured (or purchased) hull. All of these are unique ships. All Romulan KR-series ships are in this category but are not marked as such.
 - D% = Ship is authorized a higher than normal percentage of special drones by (FD10.6) and by (S3.223).
 - DB = Drone bombardment platform, has (drone factors) in F&E. These have a higher percentage of special drones provided by (S3.222).
 - E = Carrier escort. Never appears except as part of carrier group.
 - L = Ship was designed as a standard class but produced only in limited numbers.
 - LA = Limited Aegis.
 - ML = Manueuver limitations on acceleration and/or disengagement. See ship description.
 - MS = Ship is a minesweeper.
 - MW = Ship is a minelayer.
 - N = Nimble.
 - N# = Note applicable only to that race. See note at end of race section.
 - P = True PF Tender.
 - R = This ship is a refit of another class listed on the chart, not a new ship type.
 - S = Subject to shock.
 - T = Designated troopship able to have extra commandoes and heavy weapon squads.
 - TG = Tug or Light Tactical Transport (or otherwise capable of carrying a standard pod or pallet).
 - UNV: Unbuilt Variant. Ships existed to convert but no conversions were actually performed.
 - V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).
 - Y1 = Service date is the date that the earliest example of the class entered operations. No earlier prototypes. All size-2 ships are in this category, although not marked as such. Full Aegis is not available before Y175.
 - Y2 = Could have been built earlier, but for various reasons the start of series production was delayed (i.e., prototypes are available several years early; consult ship description). Full Aegis is not available before Y175.

(D11.0) CHAFF (Advanced)

The term "chaff" is taken from 20th century aircraft terminology. In that time period, it referred to strips of metal foil (cut to the same length as enemy radar waves) designed to confuse and distract enemy radar tracking systems.

The "chaff" used in this game is not a cut foil system but a small explosive device that, when released by the fighter, detonates and produces a small explosion that may cause the pursuing drone to assume that its target has been destroyed and a burst of ECM that could cause the drone to lose tracking. The packs are carried only by fighters (and some shuttles) since they are not powerful enough to distract sensor/scanners from larger targets.

While all fighters carry chaff, some non-fighter shuttles also do and are treated within these rules.

Chaff became available during Y168 (1 Jan). There is no reduction in BPV for fighters prior to that date.

(D11.1) CARRIAGE

(D11.11) ONE PACK: Most fighters can carry one chaff pack. Fighters not otherwise designated are assumed to do so in any scenario in Y168 or later.

(D11.12) TWO PACKS: Some advanced fighters carry two chaff packs. These are designated on the Master Fighter Chart (Annex #4) by the symbol ☆.

(D11.13) NO PACKS: Some shuttlecraft do not carry any chaff packs. These are designated on the Master Fighter Chart (Annex #4) by the symbol §.

(D11.14) SSDs: Chaff packs are shown on fighter SSDs as a small square, usually just below the fighter.

(D11.2) RELOAD

(D11.21) PROCEDURE: Chaff packs can be reloaded by deck crews working on that specific fighter with no reduction in their other capabilities. If a fighter carries more than one chaff pack, all can be reloaded at the same time without reduction in the deck crew's performance.

If no other function is being performed on the fighter in question, it will take a single deck crew an entire action (i.e., turn) to reload all of the chaff packs on that shuttle.

(D11.22) STORAGE: Normally a ship operating fighters (or other shuttles that carry chaff) will carry three complete sets of chaff packs for its fighters (including those originally on the fighters). Additional packs are available for 1 point each under (S3.21).

(D11.23) WEAPON STATUS: Fighters will have their chaff packs loaded even at Weapon Status=0. Chaff is not considered a "reloadable weapon" for purposes of (S4.10). Fighters on a surprised carrier (D18.16) will not have their chaff packs loaded. Spare fighters prepared during a scenario (only possible under certain special cases) will not have chaff packs installed.

(D11.3) OPERATION

(D11.31) TIMING: The chaff pack can be released in any impulse during the 6B6 Seeking Weapons Stage of the Impulse Activity Segment. (See Annex #2.)

(D11.311) Chaff can also be used during the Dogfight Resolution Interface but only if that fighter is actually involved in a dogfight.

(D11.312) Fighters (and other shuttles) used for SP, SS, and WW missions cannot drop chaff.

(D11.32) EFFECT: When a fighter (or other shuttle) uses a chaff pack, the owning player rolls a single die. If the die roll is a 1-4, all drones (including dogfight drones and seeking shuttles) and type-D plasma torpedoes (FP9.18) targeted on that fighter lose their tracking and become inert (FD1.7) or are otherwise treated as if their target had disappeared. Any other die roll result has no effect on the seeking weapons, but the fighter will be under the conditions of (D11.41). Once used, the pack is considered expended and has no further effect.

EXCEPTION: Scatter-packs and multi-warhead drones (including Starfish) which have randomly-targeted submunitions AND which are successfully distracted by chaff pursue the hex in which the chaff was used as their "primary" target and will release their submunitions at the appropriate point.

(D11.4) POST-USE RESTRICTION

(D11.41) DIRECT-FIRE WEAPONS: A shuttle may not fire any direct-fire weapon for 1/4 turn (8 impulses) after dropping a chaff pack.

Note that a fighter in a dogfight would be able to fire in the subsequent Dogfight Resolution Interface.

(D11.42) SEEKING WEAPONS: A shuttle may not launch or control any seeking weapon for 1/4 turn (8 impulses) after dropping a chaff pack. At the instant of dropping a chaff pack, the fighter can transfer control of any weapons it is controlling to another friendly unit as per (F3.4) or (F3.5). See (J4.221) and (J4.43) for transfers of control.

(D11.43) OTHER SYSTEMS: Some systems are affected by the use of chaff; some are not. These effects apply (or do not apply) to the shuttle which dropped the chaff for the subsequent 8 impulses; other units are under no restrictions.

(D11.431) NOT AFFECTED: Tactical intelligence, maneuvering (speed, turn mode, etc.), landing, EW generated by the fighter itself, ability of SWAC to go wild.

(D11.432) PROHIBITED: Ability to loan EW, ability to receive "carrier" (non-sensor) lent EW (J4.921) including EW from an EW fighter, ability to lay mines, ability to gather scientific data.

(D11.5) USE

(D11.51) COUNTER: The pack is not represented by a counter. Its effect (if any) is determined by die roll at the instant of use. Players might use any upside-down counter to mark a hex in which chaff was used for purposes of (D11.32).

(D11.52) OTHER USES: Chaff has no effect other than the die roll to evade drones. It does not break lock-ons or produce EW.

(D11.53) NO MULTIPLE USE: Each chaff pack can be used only one time.

(D11.54) TERRAIN: Chaff can be used with the same effect in any type of terrain that does not provide a specific prohibition in its rules.

(D11.6) UNAFFECTED WEAPONS

(D11.61) DIRECT-FIRE WEAPONS: Chaff does not affect direct-fire weapons fired at the fighter.

(D11.62) PLASMA TORPEDOES: Chaff does not affect plasma torpedoes, except type-D plasma torpedoes; see (FP9.18). Chaff does not affect any plasma bolts.

(D11.63) OTHER ITEMS: Chaff does not affect any other system. It does not protect a fighter or shuttle from asteroids (or any terrain), ESGs, stasis field generators, etc.

(D12.0) CHAIN REACTIONS AND INTERNAL EXPLOSIONS (Commander's Level)

Ships operating fighters [known as "carriers", see (J4.6)] have a serious vulnerability. The flight deck is crowded with fighter-shuttles, fuel, and ammunition. While the nuclear and anti-matter materials are unlikely to detonate (due to their containment fields), conventional explosives and combustible materials will explode. The hangar is a large volume without any intervening bulkheads or firewalls. Explosions can become chain reactions as loaded fighters parked wingtip-to-wingtip detonate each other.

If no armed fighters (including, in this case only, suicide or scatter-pack shuttles and armed MRS shuttles within the definition of "armed fighters") are present, this entire rule (D12.0) is ignored. A loaded shuttle bay drone rack only counts as a fighter if actual armed fighters (or SS or SP or MRS) are ALSO present; see (D12.12).

Andromedan hangars use (G19.32) but do not use (D12.0).

(D12.1) PROCEDURE

(D12.10) CAUSE AND EFFECT: If a shuttle box containing an armed shuttle (D12.12) is destroyed (by any means, including a hit-and-run raid), the weapons explode (although not at full strength), destroying one additional shuttle box in the same bay (if there is one; if not, this damage point is ignored) and causing one additional damage point to be scored randomly on the ship as a separate volley.

(D12.11) REACTION: If a shuttle box destroyed by one of the two damage points caused by (D12.10) contains an armed shuttle, it also explodes and destroys one additional shuttle box (D12.2) and one random hit (as a separate volley), and so on. Obviously, a carrier with a full strike loaded "on deck" that takes a shuttle hit is going to be in a lot of trouble.

See (J10.14) in the case of heavy fighters.

(D12.111) The chain reaction can be stopped (or prevented from starting) by scoring shuttle hits on empty shuttle boxes or on boxes holding unarmed shuttles. This type of chain reaction can only happen if there are no shuttle boxes that are not filled with armed shuttles. As such, it will seldom occur in practice. However, the consequences will encourage players to operate their carriers within realistic restrictions.

(D12.112) Shuttle hits caused by chain reaction cannot be scored on shuttle boxes in a different bay. Random hits which are designated by the DAC as shuttle hits can be applied to a different shuttle bay. See (D12.2) for definition of shuttle bays.

(D12.12) ARMED DEFINITION: A shuttle is considered armed if it carries drones, mines, or ADDs or if its disruptors, photon torpedoes, hellbores, fusion beams, or other non-phaser weapons that may be added to the game are charged/loaded. Pods and chaff are not considered "weapons" unless noted in (J11.0). Web-spinning ability is not considered a "weapon."

(D12.121) SP and suicide shuttles are considered fighters for this purpose, and if armed are considered "armed fighters." See (FD7.45) and (J2.226).

(D12.122) An MRS or SWAC shuttle is treated as a fighter for purposes of this rule, and if armed are considered "armed fighters."

(D12.123) Shuttles in the process of being armed count as armed fighters for chain reaction purposes.

(D12.124) Type-D and type-F plasma torpedoes WILL cause a chain reaction.

(D12.125) Wild weasel shuttles, unless they are considered to be armed under other subsections of (D12.12) e.g., ADDs, are not armed for the purposes of a chain reaction. Web anchors (G26.13) are NOT considered "armed shuttles." Cloaked decoys (G27.35) are NOT considered "armed shuttles," except as provided in (G27.633).

(D12.13) SUCCESSIVE VOLLEYS: Each successive generation of the chain reaction is treated as a separate volley. Resolve all damage scored, then determine how many of these have hit armed shuttles. The damage caused by these hits is then resolved as a volley; any resulting damage is another volley. Chain reactions in different bays are treated as a separate volley.

EXAMPLE: Several photon torpedoes and phasers strike a Klingon D6V which has all of its fighters on board and armed. This is treated as a volley. Two of these damage points strike shuttle boxes and are assigned to the lower bay, destroying the admin shuttle (and its shuttle box) and one armed fighter (and its shuttle box).

The explosion of the armed fighter (#1) destroys another (#2) armed fighter (and shuttle box) and causes one damage point, which is resolved as volley #2 on a warp engine box.

The explosion of fighter #2 destroys fighter #3 (and its box) and causes one damage point (volley #3). This damage point is rolled on the DAC and is determined to have been a shuttle hit. Rule (J1.412) allows the owning player to score this damage on any shuttle box of his option. The Klingon player could select the non-chain-reacting admin shuttle box in the other shuttle bay, but this contains the only armed WW, so the damage is scored on fighter #4.

The explosion of fighters #3 and #4 destroys fighter #5 and causes two more damage points (combined into volley #4). This volley is resolved, producing one shuttle hit and one phaser hit. The shuttle hit would, if scored on any shuttle except the WW in the second shuttle bay, chain react and destroy the entire bay, so the Klingon player scores it on the WW, ending the procedure. Four impulses later, six drones strike the D6V, crippling it.

(D12.2) SHUTTLE BAY DESIGNATION

Shuttles stored in separate shuttle bays (if the ship has more than one) will not detonate each other by chain reaction. Obviously, if the "random" damage point is designated by the DAC to be scored on a "shuttle" box and is scored on a box of another bay, a second, independent, chain reaction could begin.

Ships which have more than one shuttle bay are designated on their SSD, in the ship description, and/or in Annex #7G.

(D12.21) TWO BAYS: Some examples of ships with two bays include:

Large Auxiliary Carrier
Klingon D6V and D7V
Kzinti CVA
WYN AuxCV
Gorn CA, CL, HDD, DD, Tug
Hydran Cavalier, Horseman, Traveler
Lyran BC, DN, CV, CA, CL, DD, FF

(D12.22) THREE BAYS: Some examples of ships with three shuttle bays include:

Hydran Ranger, Lancer, Paladin
Federation CVA, PV
Romulan SPB (The SUB has four, by the way.)

(D12.23) OTHER UNITS are designated in their ship descriptions, SSDs, or Annex #7G. Some examples of unusual configurations include:

A starbase has 6 shuttle bays (1 per docking module); with 4 hangar modules, it has 10.
A Federation SBF, with 6 hangar modules and its own bays, has 12 (1 of which has 14 shuttles).
A Tholian CVA has 25 bays, including 24 external; the BW has 9 bays, including 8 external.
A Klingon C8V has 2 shuttle bays in the rear, plus the tiny boom shuttle bay. A B10V has 4.

(D12.24) PODS: Shuttle bays in a pod or module (of any type) are always considered separate from the ship and other pods or modules. In the case of hangar pods, the one extra random hit can only be scored on a system within that pod. Treat the pod as a separate ship for this purpose (only); move to the right on the DAC until an available system is found. If no systems are available, the extra random damage point is ignored.

(D12.25) TRANSFERS by (J1.59) are through specially-sealed and locked chambers. Chain reactions cannot spread from bay to bay even if the bays are linked by (J1.59). Shuttles in the process of transfer can end the turn in either bay but must end the turn in one bay or the other.

(D12.3) SHUTTLE BAY DRONE RACKS

(D12.30) BASIC: Many Klingon ships have drone racks mounted in the shuttle bays (FD3.6). Which racks these are is usually obvious from the SSDs. These racks (unless empty) will also explode in a chain reaction caused by exploding armed shuttles and will cause armed shuttles to chain react.

(D12.301) If no "real" armed shuttles (as opposed to armed drone racks) are present *at the time that the damage is scored*, this entire rule (D12.0) is ignored.

(D12.302) A loaded drone rack in the shuttle bay is treated exactly as (and is interchangeable with) an armed shuttle for purpose of resolving the reactions (i.e., a hit on a drone rack will trigger a reaction, and a drone rack could be the "additional shuttle"). However, a damage point allocated to "shuttle" cannot be scored on an armed drone rack, and vice versa.

(D12.31) KLINGON SHIPS which have these racks are:

Class	# of drone racks in shuttle bay
D7, D7A	2
D6, D6J, D6S	2
F5, F5S, F5I, F5J, F5M	1
E4, E4J, E4I	1

(D12.311) These are type-F drone racks and are already included in the ship's BPV. Other ships have their drone racks separate from the shuttle bay (and therefore not vulnerable to chain reactions).

(D12.312) The drone racks on ships with B-refits (R3.R1) will not chain react.

(D12.313) At the time of this publication, the above list of Klingon ships was complete. Note that only the basic class, and none of the variants (except those listed), have this weakness. However, future products might later include additional ships with this weakness. If so, this will be described in their ship descriptions. (The C8/9 and B10 have the racks in a non-bay compartment.)

(D12.32) OTHER SHIPS: If "type-F" racks are installed in the shuttle bays of any ship, the possibility of chain reaction under (D12.3) is created. These are only used in (S7.0).

(D12.33) EXAMPLE: A Klingon D7 has two armed drone racks and two shuttles in its bay. One shuttle is armed as a scatter-pack, the other as a WW. If no damage is taken until after the SP is launched, there can be no chain reaction due to (D12.301).

A shuttle hit is scored by the DAC. If this is applied to the SP, it will cause a chain reaction. If the damage point is applied to the WW, it will not.

Alternatively, a drone hit is scored. This causes one drone rack to explode, causing a chain reaction. The Klingon player applies the resulting "shuttle" damage point to the WW, stopping the reaction. But the "random" damage point is rolled as hitting a drone rack, and that triggers another, separate, chain reaction, which destroys the SP and causes other damage.

Alternatively, no damage is scored until after the SP is launched. In this case, a shuttle damage point could be scored on the empty box and (in that case) there would be no chain reaction even if the wild weasel had been prepared as a second scatter pack.

Alternatively, no damage is scored until after one drone rack is emptied. In this case, a drone damage point could be scored on the empty rack, and (in that case) there would be no chain reaction.

**(D13.0) AEGIS FIRE CONTROL
(Commander's Level)**

Faced with vastly improved drones, many ships were converted to use the aegis (*EE-jis*) fire control system for drone defense in Y175. This system was almost never used on ships other than carrier escorts (the Klingon D5 being an exception).

The full aegis system was developed from the "limited" aegis system developed earlier. Most carrier escorts exist in a pre-Y175 "limited aegis" version and in a Y175-and-later "full aegis" system. The rules describe the "full aegis" system; the "limited aegis" system is described in (D13.4).

(D13.1) PROCEDURE

(D13.11) CONCEPT: Unlike normal combat, in which all fire during an impulse must be designated before any of it is conducted, the aegis fire control system can fire weapons individually, judge the results, and then fire more, all on the same step of the same impulse.

(D13.12) NORMAL RULES: Under the normal rules (B2.3-6D), a ship would have to designate which weapons would be fired during the current impulse before any were fired. For example, if the first one destroyed the drone, the others would be fired uselessly. If only a single weapon were fired and it missed, the results could be catastrophic.

(D13.13) AEGIS RULE: With aegis fire control, a ship can, during a single impulse, fire a weapon, judge the results, and then fire other weapons or shift its attention to other targets.

(D13.14) FOUR FIRINGS: Up to four separate "firings" or "pulses" could be conducted during a single impulse, rather than just one per target, as is the normal procedure. The first of the four aegis firings is at the same time as all non-aegis fire.

(D13.141) Even with two or more aegis-equipped ships in the scenario, there are only four firings, so those two ships would operate simultaneously (in each case) even if firing at different targets. Thus the first firings of all aegis ships must be announced (simultaneously with non-aegis weapons) and then resolved, then the second (aegis) firing is announced and resolved, and so on.

(D13.142) Units with aegis can skip one of the four firings, but cannot make it up after the fourth firing or by firing twice during one of the other firings.

(D13.143) Weapons firing with aegis fire at their normal rate. They have more opportunities to fire; they do not fire more rapidly. For example, an ADD fires only once per impulse, but with aegis it can be fired in any of the four steps. A phaser-G fires 4 times (not 16), but could fire 1-4 shots in each aegis step so long as no more than 4 were fired during the turn and within the limits of other rules.

(D13.144) In the event that ships with full and limited aegis are in the same scenario, the two limited aegis firings correspond with the first and second (of four) full aegis firings.

(D13.15) POWER REQUIRED: Aegis is a combination of high-speed tracking computers and software. It does not require additional power beyond normal fire control, but is not active if the fire control system is not also active (D13.524).

(D13.16) DESTRUCTION: Aegis cannot be "destroyed." It is not on the DAC and cannot be destroyed by a hit-and-run raid (D7.825). There are some conditions (specifically the lack of active fire control or lock-on) which prevent it from functioning.

(D13.2) RESTRICTIONS

The computer software controlling the system is limited to a "defensive" mode.

(D13.21) DEFENSIVE FIRE: Aegis fire can only be used against size-6 and smaller (e.g., drones, plasma torpedoes, fighters, or shuttles) targets within six hexes of the ship. Aegis fire can be used versus any seeking weapon or shuttle within six hexes, the defensive nature is solely a reference to its limitation in engaging only small targets and it is not necessary for such a target to be approaching the aegis-equipped ship. This does include ECM drones escorting enemy warships (FD9.1).

Aegis cannot be used against mines (M8.54) or DefSats (R1.15E).

(D13.22) WEAPONS CONTROLLED: While the aegis system can control all direct-fire weapons (unless noted otherwise, for example the D5), you are not required to use it for all (or any) fire during any given impulse.

Any non-aegis use of a given weapon cannot take place on the same impulse as the weapon is fired under aegis control. For example, if a phaser-G was fired at a ship (non-aegis target) during normal fire, it could not be fired during the aegis steps, and if fired at aegis targets during some aegis pulses could not then be fired at non-aegis targets during later pulses of the same impulse.

(D13.23) ACTIVE FIRE CONTROL (D6.6) and a lock-on to the target is required in order to use aegis fire control. (Obviously, a cloaked ship, with neither, cannot use aegis, although it might have been installed on that ship.) Low-power fire control is not sufficient; see (D13.524).

(D13.24) RACES: All races developed and deployed full aegis at the same time (1 Jan Y175 for game purposes). Andromedans can only have aegis on bases, never on ships. Orions are allowed to have aegis only on bases, and on special carrier escorts in mercenary units; see (R8.R7).

(D13.25) EACH SHIP can have only one aegis fire control system.

(D13.26) TERRAIN has no affect on aegis beyond its effects on the basic ship and weapon.

(D13.3) IDENTIFYING SEEKING WEAPONS

(D13.31) PROCEDURE: Ships with a full aegis capability have a limited ability to determine the type of incoming seeking weapon independent of the lab procedure (G4.22). They may make six "attempts" per turn, each directed at a specific individual seeking weapon. This is done in the Ship System Functions Stage (6B4). The chance of success is determined from the following table:

Range	Chance of Success
0-3	automatic
4	1-4
5	1-3
6	1
7+	not allowed

(D13.32) SUCCESSIVE ATTEMPTS may be made at the same or different seeking weapon on the same or different impulses (but not more than 4 times per impulse). This procedure can be used against shuttles that are suspected to be seeking weapons.

(D13.321) If made at the same seeking weapon as the immediately previous attempt (by the same ship), reduce the die roll by one.

(D13.322) Attempts during the same impulse are all rolled simultaneously and do not count as "previous" to each other for purposes of (D13.321), but would all benefit from a "previous" attempt on a previous impulse. Any one of the attempts could be declared the "last" attempt, making it the "most immediately previous" one for purposes of attempts during a subsequent impulse.

(D13.33) LABS: The use of this procedure does not prevent the use of the procedure in (G4.2). Labs are not used by the aegis system.

(D13.34) RESULT: The aegis system produces the same information as labs (G4.23).

(D13.35) FULL AEGIS ONLY: Only full aegis systems can perform this function; limited systems (D13.4) cannot.

(D13.4) LIMITED AEGIS

(D13.41) DEFINITION: Limited aegis functions in all ways as full aegis except that:

(D13.411) Only two firings (rather than four) are permitted (D13.14).

(D13.412) It cannot identify seeking weapons (D13.35).

(D13.42) OTHER CONDITIONS

(D13.421) Limited aegis requires the same power as full aegis (i.e., none) and the same (full) fire control.

(D13.422) Ships with full aegis can use limited aegis (D13.525), perhaps for deception purposes.

(D13.423) A ship cannot have both limited and full aegis. See also (D13.25).

(D13.5) DETECTING AEGIS

(D13.51) DETECTION: The very active fire control signature of an aegis system is unique. The fact that an aegis system is active (and whether it is limited or full) can be detected by tactical intelligence (D17.4) at Level E. If the system is inactive (D13.52), it cannot be detected.

(D13.52) DEACTIVATION: A ship with aegis fire control can voluntarily deactivate it (i.e., turn it off) during (or before the start of) a scenario. Activation, deactivation, and changes of level are done during the Fire Control Step of the Initial Stage (6B1) of any impulse.

(D13.521) Deactivation during (rather than before) a scenario is immediate and must be announced if there are enemy units in a position to detect aegis emanations (D13.51).

(D13.522) Once deactivated, there is no time limit before it can be reactivated.

(D13.523) Once activated, aegis can be detected (D13.51) but does not function for four impulses.

(D13.524) Aegis can only be active if the fire control system is active. Low-powered fire control (D6.72) is not sufficient for the use of aegis.

(D13.525) Ships with full aegis can use limited aegis (D13.4), presumably as a deception procedure. The switch from full to limited aegis is accomplished as per (D13.521). The switch from inactive to limited or from limited to full aegis is accomplished as per (D13.523).

END SECTION (D0.0) MODULE J

(FD15.0) STARFISH DRONES

The multi-warhead drone known as "Starfish" was developed by the Klingons in Y172 primarily to counter Hydran fighters. It was quickly adopted by other races for use against many types of fighters and other targets.

The Starfish is, basically, a multi-warhead drone similar to those in (FD8.0), but it contains anti-drones rather than dogfight drones in its warhead.

(FD15.1) CONSTRUCTION

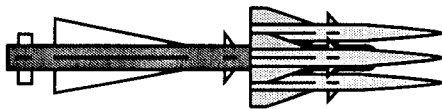
There are two Starfish modules.

(FD15.11) ONE-SPACE: The one payload space Starfish module has three anti-drones in its warhead. If placed on a two-space drone, it must be in the forward position. The cost (FD10.51) of this module is 2.5 points.

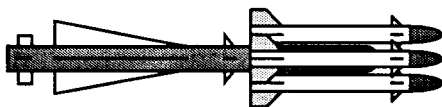
(FD15.12) TWO-SPACE: The two payload space Starfish drone has five anti-drones in its warhead. The cost (FD10.51) of this module is 3.5 points.

(FD15.13) SUBMUNITIONS: The submunitions are, literally, anti-drones, and like the submunitions on MW drones (FD8.23) could be disassembled by drone loading crews and used in launchers for anti-drones. Note that, as per (FD8.23), this will ruin the drone; it cannot be reused later.

(FD15.14) AVAILABILITY: Starfish drones are "limited" availability (the same as multi-warhead drones).



STARFISH DRONE SHOWING ADD SUBMUNITIONS



MULTI-WARHEAD DRONE SHOWING TYPE-VI SUBMUNITIONS
(Multi-Warhead drone provided for comparison)

Counters: Ammo sheet: The counters on the Ammunition Countersheet are lettered, rather than numbered. This is to avoid confusion with the "primary sequence" of seeking weapon and shuttle counters in the other products. In the lower right corner of each of these counters is a small white dot. This is used to differentiate between the "Gorn plasma torpedo A" on the sheet you got in Module T from the one you got in Module K from the two sheets you bought as spare parts. The idea is to use colored markers to change this "white spot" to some other color. (The web counters do not have dots because the records require a hex number in any case and this makes one web counter pretty much interchangeable with any other.)

(FD15.2) OPERATIONS

(FD15.21) TARGETING: The drone containing the Starfish module is targeted on a single valid target.

(FD15.211) At the time of launch, the Starfish is programmed to release at a specific range (1, 2, or 3) from the primary target. If the movement of the drone and its target results in a range less than that specified, it will fire. If at range zero from the primary target, it will engage other targets. A Starfish cannot release its submunitions on the impulse it is launched.

(FD15.212) When the drone reaches the release point, it fires the submunitions as anti-drone rounds using the table in (E5.61). This is resolved in the same step as Swordfish drone (6D2) as a direct-fire weapon with an FA arc. Targets are selected as per (FD15.214).

(FD15.213) All of the ADD-submunitions are fired simultaneously.

Each ADD-submunition must be targeted on a separate target. If there are not enough valid targets, the others will be fired ballistically into open space. (ADD rounds are straight-line ballistic rounds. Since all are fired from a point only a few centimeters apart, if they were aimed at the same target they would strike each other in flight.)

(FD15.214) Targeting priority (within the FA firing arc) is by range and then (between targets at the same range) by size class. The submunitions will accept friendly units as targets if otherwise acceptable.

(FD15.2141) Starfish submunitions will engage targets at range 3 first, then range 2, and then range 1. (The submunitions cannot engage at range zero.)

(FD15.2142) Size class priority is set by the player at the time of launch. This includes what sizes will and will not be accepted as targets (all sizes could be, although ADDs do less damage to some), as well as what priority each size class will be. An example would be: "Priority size 6, then 7. No other sizes accepted." Note that players cannot set that targets at a given range and size have priority over those at a different range and of a different size. Only size can be specified. Two or more sizes can be given equal priority.

(FD15.2143) Within the conditions of range and size, targets are determined randomly. (The "primary target" gets no special treatment.) Roll one die for each potential target, and assign the submunitions to the targets with the highest die rolls. In the case of a tie, roll again for each target to break the tie. For example, if the die rolls for six targets were 6, 5, 4, 4, 2, and 2, you would roll again for the two 4s to determine that one was ahead of the other, but both would be between the 5 and the 2s. In the case of a three-submunition Starfish, there would be no need to break the tie between the 2s.

(FD15.215) If the Starfish is, itself, distracted by a WW, chaff (D11.32), or attraction by a scout (G24.23), it will continue normally and, when it reaches release range from the new target, fire its submunitions as above. If its lock-on is broken by a scout (G24.22) it will go inert.

(FD15.22) ELECTRONIC WARFARE: As the submunitions are, literally, anti-drones, they are unaffected by EW (E5.15).

(FD15.23) TARGETS: A Starfish drone can be targeted on anything that a normal drone or anti-drone can be targeted on. The submunitions treat any given target as an ADD would. If a Starfish is fired inside a shuttle bay, it will do 1 point per ADD round (G7.814). Firing inside a shuttle bay creates a technical exception to (FD15.2141) as the range is considerably less than the normal one hex minimum.

(FD15.24) POST-FIRING: After releasing its submunitions, the drone frame is treated as the bus vehicle of a MW drone (FD8.221).

(FD15.25) CARRIAGE: In general, any unit (or rail) which can launch a multi-warhead drone can launch a Starfish.

(FD15.251) Starfish drones can only be carried by fighters on "special" drone rails (J4.233). In this way, they are like MW drones.

(FD15.252) Starfish drones can be launched by drone racks.

(FD15.253) Starfish drones cannot be placed in an SP.

(FD15.254) An MRS (which is not being used as a scatter-pack) may launch a Starfish (FD8.33).

(FD15.255) DefSats cannot use Starfish (R1.15B).

(FD15.526) Captor mines can use Starfish under the restrictions of (M4.412).

(FD16.0) STINGRAY DRONES

Stingray drones were developed by the Klingons in Y168 for use against fighters. The intent was to increase the range of a type-VI dogfight drone by mounting it in place of the warhead of a standard type-I drone. The result was to create the single-warhead prototype of the Kzinti multi-warhead drone. It was never widely used due to its limited tactical value. (Doubtless, had the Klingons known what the Kzintis would do with the invention, they would not have bothered.) Most starship captains found type-I drones to be more than adequate to the task of killing fighters and considerably more useful than the Stingray for other targets.

Theoretically, the Stingray drones would be fired from a distance to target fighters. The ship would close in behind the drones, the idea being that the Stingrays would release their type-VIs and drop from the guidance circuits at about the time that the ship needed to launch standard type-Is at the enemy ship. This proved too difficult to carry off successfully, and the Stingray is little more than a historical footnote on the history of the MW drone.

There are some limited tactical applications to the Stingray, even with all of its limitations. The type-VI submunition is immune to EW and WWs and can purchase a higher speed than the "bus" for less cost within the restrictions of (FD8.24). Stingrays on type-III frames can be fired ballistically without any control circuit use at all, even by ships on passive fire control. Kzintis sometimes used them against ESGs because of the enhanced effect. They can be carried on standard fighter drone rails.

Some captains found these useful modules on type-IV frames, since the result was two drones approaching the enemy rather than one (with all of the advantages of being harder to destroy and striking on different impulses), while using only one control circuit. In some cases, these "super stingray" type-IV drones were used to penetrate minefields, using a faster submunition. They also had a deception value in that a non-identified bus vehicle could be an empty type-I frame or an explosive type-IV frame.

(FD16.1) CONSTRUCTION

(FD16.11) MODULE: The Stingray module is a one payload space module containing a single type-VI drone. Historically, they were only fitted on type-I drone frames, although some experimenting was done with type-III and type-IV drone frames, and players are welcome to experiment themselves.

The cost of this module is 1.0 points.

(FD16.12) MOUNTING: If mounted on a type-IV frame, the Stingray module must be in the forward position. This configuration was known as the "Super Stingray." See tactical notes above.

(FD16.13) SUBMUNITION: The submunition is, literally, a type-VI drone, and like the submunitions on MW drones (FD8.23) could be disassembled by drone loading crews and used in launchers for dogfight drones. Note that, as per (FD8.23), this will ruin the drone; it cannot be reused later.

(FD16.14) AVAILABILITY: Stingray drones are "limited" availability in Y168-70 and "restricted" thereafter.

(FD16.2) OPERATIONS

(FD16.21) TARGETING: The Stingray drone works in all respects like an MW drone except that there is only a single submunition.

(FD16.211) When it reaches a pre-set release range from that target (from 2-8 hexes, recorded in advance), the type-VI drone is released and proceeds normally as a submunition from an MW drone (FD8.22). The submunition cannot be released on the same impulse as the drone is launched.

(FD16.212) A type-III-Stingray could be launched on a ballistic course, with the type-VI submunition programmed to find its own target and release (FD5.252).

(FD16.22) ELECTRONIC WARFARE: The type-VI drone submunition is not affected by EW (FD5.13), but the drone itself (prior to release) is treated as a standard drone and NOT as a warp-seeking drone.

(FD16.23) TARGETS: The Stingray drone can accept any target that a type-VI drone can accept.

(FD16.24) POST-FIRING: After releasing its submunitions, the drone frame is treated as the bus vehicle of a MW drone (FD8.221).

(FD16.25) CARRIAGE: In general, any unit (or rail) which can launch a multi-warhead drone can launch a Stingray.

(FD16.251) Stingray drones on type-III frames can only be carried by fighters on "special" drone rails (J4.233). In this way, they are like MW drones. Those on type-I frames can be carried on any rail that can carry a type-I drone. Those on type-IV frames can be carried on heavy rails.

(FD16.252) Stingray drones can be launched by drone racks.

(FD16.253) Stingray drones cannot be placed in an SP.

(FD16.254) An MRS (which is not being used as a scatter-pack) may launch a Stingray (FD8.33).

(FD16.255) DefSats cannot use Stingray (R1.15B).

(FD16.526) Captor mines can use Stingray under the restrictions of (M4.412).

(FD10.5) MODULE COST CHARTS (UPDATED)

(FD10.51) PAYLOAD MODULE COST

MODULE	1/2-PS	1-PS	2-PS
Explosive	0.25	0.50	1.00
Probe	-	0.50	-
MW	-	2.50	3.50
ECM	-	0.50	-
Swordfish	-	1.00	2.00
Spearfish	-	1.00	2.00
Starfish	-	2.50	3.50
Stingray	-	1.00	-
Armor	0.25	0.50	1.00
Ext Armor	0.25	0.50	-
Null	0.25	0.50	1.00

(FD10.52) PROPULSION MODULE COST

MODULE	1/2-SP	1-SP	2-SP
Speed-8	-	0.50	1.00
Speed-12	0.50	1.00	1.50
Speed-20	0.50	1.00	1.50
Speed-32	0.75	1.50	2.00

(FD10.53) FRAME COST ADDITIONS

ITEM	COST
Active Terminal Guidance	0.50
Extended Range	0.50
Type-III Frame Surcharge	0.50

END OF SECTION (FD0.0) MODULE J

(J5.0) WARP BOOSTER PACKS

Warp Booster Packs (WBPs) were available for fighters from about Y180 and were used by most fighters and shuttles. These doubled the speed of the shuttle but made them more vulnerable to damage.

NOTE: The terms "booster pod," "dash pod," "warp pack," "dash pack," etc. are used more or less interchangeably. Note that the WBPs on fighters and the WBPs on fast patrol ships operate differently even though the same terms are sometimes used to describe them.

(J5.1) AVAILABILITY

(J5.11) SPECIFIED: The availability of WBPs will be specified by scenario. Generally, they were used during and after Y180. In published scenarios in Y180 or later, booster packs are assumed unless specified otherwise. In "create your own" scenarios (S8.0) of an appropriate time period, players desiring this equipment must buy it. If WBPs are purchased for fighters as a Commander's Option or in a patrol scenario, they must be purchased for all of the fighters on that carrier. The extra sets of WBPs under (J5.42) are then stored on that carrier. The stockpile rule (J5.42) refers to the number of warp packs that will be available if a player purchases them for his shuttles under this rule in a patrol scenario.

(J5.12) SHUTTLES ABLE TO USE: WBPs can be used on any type of shuttle in any role. WBPs are different for each type of fighter; e.g., packs for an F-14 will not fit on an A-10. Fighters which have a corresponding type operated by another race (e.g., Klingon fighters used by Lyrans, modified Federation fighters built by the Gorns) can use each other's packs since the engines are the same even if the weapons are not.

(J5.13) ACTIVATION: If a manned shuttle is carrying a WBP, it has the option of turning it off during the Energy Allocation Phase of any turn; it must remain off for the duration of that turn.

(J5.131) If turned off, it is treated exactly as if it were not there, i.e., there is no (J5.31) damage and no (J5.21) speed increase.

(J5.132) Even if turned off, its presence can still be detected at Tactical Intelligence Level I (D17.4) and must be announced.

(J5.133) A shuttle fitted with WBPs can be launched with the packs on or off (active or inactive); WBPs are turned off automatically when the shuttle lands. This does not count as a "change" under (J5.14).

(J5.14) SPEED CHANGES: If using speed changes in mid-turn (C12.34), the WBP can be turned on (or off) once during the turn in addition to any change made during the Energy Allocation Phase.

NOTE: (C12.342) explains that this is not a "speed change."

If a fighter uses emergency deceleration (J4.13), the packs are turned off. This does not count against the limit of turning the packs off once per turn. See also (J5.133) for another exception to the limit.

(J5.2) BENEFITS

(J5.21) DOUBLE SPEED: A shuttle carrying an operating WBP can operate at up to double its normal speed. Note that you first double the normal maximum speed, then reduce this speed for EM, crippling, etc.

(J5.22) DROPPING: If the WBP is dropped in mid-turn, the speed of the shuttle is reduced immediately and the controller must change which column he is reading for that shuttle on his chart based on the new speed. A shuttle is not required to drop its warp packs due to crippling.

NOTE: (C12.342) explains that this is not a "speed change."

(J5.23) ESCAPE: Shuttles with WBPs have an advantage in escaping from an exploding ship (D21.56).

(J5.3) DISADVANTAGES

(J5.31) DAMAGE: Each damage point scored on a shuttle carrying an operating WBP is doubled, that is, it counts as two damage points, regardless of the actual speed of the fighter.

(J5.32) COST: The BPV of any shuttle fitted with WBPs at any point during the scenario is increased by one point. This is part of the basic cost of the forces and is not purchased with Commander's Options, although additional WBPs could be purchased that way. The BPV increase for WBPs is used even if the packs are dropped during the scenario.

(J5.4) OPERATIONS

(J5.41) DROPPING: A shuttle carrying a WBP may drop it during the 6B8 Shuttle and PF Functions Stage of the Impulse Activity Segment of any impulse. If dropped, the WBP cannot be recovered. The maximum speed of the fighter is adjusted immediately (J5.22).

WBPs can also be dropped during a dogfight (J7.50-1).

(J5.42) STOCKPILE: All ships can be assumed to have one WBP for each of their shuttles, three for each of their fighters. Some scenario special rules may modify this.

(J5.421) Auxiliary carriers, having a lower supply priority, would only carry two per fighter.

(J5.422) Extra WBPs could be purchased as Commander's Options at a rate equivalent to 1 BPV point each. Note that the type (of fighter/shuttle) for each WBP is specified at time of purchase.

(J5.43) LOADING: WBPs are assumed to be fitted at the start of the scenario unless the player (or the scenario) specifies otherwise (regardless of Weapon Status).

(J5.431) Ships which are "surprised" (D18.0) will not have WBPs fitted to their fighters.

(J5.432) If not already installed, deck crews may install them as one deck crew operation. They can also be removed as one operation. This can be done in any shuttle box, presuming the specific type of WBP is available. No deck crew action is required to bring the WBP to the bay from wherever it is stored.

(J6.0) PILOT QUALITY (Optional)

Like all men (or whatever), the pilots of fighters develop varying levels of skill in their profession. Most pilots start out as "green" and, if they survive, progress to "good." A very few progress to be "ace" quality.

NOTE: Non-fighter shuttles do not use these rules (J6.324). Pilots of such shuttles are always "good."

NOTE: Similar rules are used by PFs; see (K8.0).

(J6.1) DETERMINATION

(J6.11) PROCEDURE: The quality of fighter pilots may be specified by the scenario or may be determined by die roll. If determined by die roll, roll once for each pilot and consult the chart below:

Die Roll	Quality
1, 2	Green
3, 4, 5	Good
6	Ace

Alternatively, players may simply purchase pilots of the desired level in Annex #6, except that no squadron (J4.46) can purchase more than two aces.

(J6.12) MODIFIERS: The die roll may be modified by various factors, including (G21.242) and (G21.142).

(J6.13) CAMPAIGN GUIDELINES: For campaign purposes, a squadron is an entity, with assigned pilots and fighters.

(J6.131) Lost fighters are replaced by various methods (depending on the campaign). Those from the normal supply system arrive with green pilots; those taken from storage have no pilots.

(J6.132) There are no specific rules for a fighter to survive without its pilot, but this could happen in some special scenario situations.

(J6.133) A squadron with an insufficient number of pilots may recruit new (green) pilots from the carrier's shuttle crews. Pilots sent to training (J6.34) are still on the squadron roster and cannot be replaced.

(J6.2) EFFECT OF PILOT QUALITY

(J6.21) GOOD PILOTS operate normally in all respects; they have none of the quality-related modifiers listed below.

(J6.211) If not using pilot quality, all pilots are good.

(J6.212) Only good pilots (not green or ace) can fly an EWF (R1.F7) or two-seat fighter (J4.43). An ace could fly one but would not have any ace benefits. A green pilot could fly one, but none of the EWF (EW loaning, drone control) systems would function.

(J6.213) Pilots of non-fighter shuttles are always considered "good" regardless of their ratings. See (J6.324).

(J6.22) GREEN PILOTS add one to their turn mode, subtract one from their speed (after doubling for WBPs), and add one to the die roll for direct-fire weapons. (This is not done during a dogfight as the dogfight calculations already account for pilot quality.)

(J6.221) Other fighters firing direct-fire weapons at a green pilot subtract one from the die roll after all other modifiers.

(J6.222) Their cost for EM is two movement points per turn.

(J6.223) Certain pods (J11.0) cannot be operated by green pilots.

(J6.23) ACE PILOTS subtract one from their turn mode (which can never be less than one), add one to their speed (after doubling for WBPs), and subtract one from the die roll when firing direct-fire weapons. (This is not done during a dogfight as the dogfight calculations already account for pilot quality.)

(J6.231) Other fighters firing direct-fire weapons at an ace add one to the die roll after all other modifiers.

(J6.232) An ace pilot can use EM without a speed reduction and can launch and control seeking weapons while using erratic maneuvers.

(J6.233) An ace pilot can voluntarily ignore his ace benefits to avoid detection.

(J6.24) BPV: Pilot quality affects the BPV of fighters; see Annex #6A.

(J6.25) DEATH-DRAGGING: The quality of a pilot has no effect on the speed at which a fighter will be death-dragged (G7.54).

(J6.3) CAMPAIGN RECORD KEEPING

Players may, at their option, use this system to keep track of fighter pilots on an individual basis.

(J6.31) EXPERIENCE POINTS: In campaigns, all new fighter pilots enter as green and (assuming that they survive long enough) progress to good and eventually ace by accumulating experience points. These are received for various activities as follows:

Points	Activity
1	Participate in one qualified sortie *
1	Hit enemy unit with any weapon †
2	Score internal damage on a ship or PF †
4	Fire the last shot (or guide the seeking weapon) which destroys a ship or PF. If multiple fighters (or other units) can claim this bonus, none receive it. †
3	Destroy enemy fighter with seeking weapon †
5	Destroy enemy fighter with direct-fire weapon †
5	Destroy an enemy fighter in a dogfight † ‡
2	Force an enemy fighter to breakaway from a dogfight † ‡
5	Capture an enemy fighter
1	Return from sortie with damaged fighter §
2	Return from sortie with crippled fighter §

Except where noted, a fighter pilot can score points for several of the above in a given sortie. See (K8.31) for PFs and for combat against PFs.

* One qualified sortie is defined as launching, moving to within ten hexes of an enemy unit, firing or launching weapons at an enemy unit, and landing on (or the pilot being transported aboard or otherwise rescued by) a friendly unit. A non-qualified sortie is one which does not meet all of the requirements. A non-qualified sortie does not score a "sortie experience" point but does "reset the clock" for the † events.

† Only one of these scores can be earned by fire against a single target during a given sortie. Use the one with the highest score. Points for destroying an enemy fighter are adjusted by adding a point for each class level (at the start of the scenario) that the enemy fighter was superior to your own and subtracting a point for each class level that the enemy fighter was inferior. A two-point bonus is added for destroying an EW fighter in addition to the points shown on the chart. No more than one fighter can receive points for destroying, damaging, or forcing a breakaway by a given enemy fighter. If two or more can claim unequal levels of points, the pilot scoring the higher number receives it and the other(s) receive nothing. If two or more simultaneously claim an equal level, the senior pilot receives the points (if the pilots are equal, toss a coin). If two or more damage a given fighter (which is not destroyed), the first to score damage receives it.

‡ Plus one point for each point that the enemy DFR is higher than yours; minus one point for each point that the enemy DFR is lower than yours, but never less than the points that would be received for destroying it with DF weapons. Use the DFR at the time the dogfight began, including pilot adjustments. Score 3 points for a kill and 1 for a breakaway if two fighters defeated one enemy; only the senior pilot (in current points) receives these. Technically there can never be a reduction below 5 (unless class level in the † case causes the DF-kill score to be less).

§ Only one of these can be scored for a given sortie and only if the shuttle is actually landed on board a friendly ship or base.

(J6.32) PROMOTION: Pilots accumulate points to earn promotion to a higher status.

(J6.321) A green pilot becomes good when he has received 10 points.

(J6.322) A good pilot becomes an ace when he has received 50 points (not counting the 10 points needed to become good, but including any points over 10 earned on missions while green).

(J6.323) Promotion takes effect at the end of the scenario. If a pilot who earned promotion is lost before it takes effect, he does not have the benefits of the higher rating.

(J6.324) Pilots flying non-fighter shuttles and EWFs or two-seat fighters do not accumulate experience points. See (J6.213).

(J6.33) TRANSFER

(J6.331) Green pilots can transfer between different fighter types but lose all experience points if they do so.

(J6.332) Good pilots can transfer fighters (between scenarios) and retain "good" status. If a good pilot transfers to a new fighter type during a scenario, he is rated as "green" for that scenario.

(J6.333) Each pilot accumulates points to advance from good to ace independently for each type of fighter he flies. A given pilot, for example, might be an ace in an F-18 but have only 12 points toward that status in an F-14. This status is not affected by refits of the fighter (e.g., C-refit). If transferred to another type of fighter, an ace pilot might be treated as "good" if he lacks the points for that type.

(J6.34) TRAINING: Pilots can be sent to training. Their fighters remain with the squadron.

(J6.341) During a campaign, pilots held out for a six-month turn are presumed to be undergoing intensive training and gain 1-6 points (roll one die) of experience.

(J6.342) Good pilots with 20 or more points toward ace status cannot be sent to training.

(J6.343) Pilots sent to training are not replaced while away, so the squadron would be short-handed unless excess pilots were available (perhaps having been rescued). Note that replacement fighters generally (but not always) arrive with a green pilot. Fighters taken from storage do not have pilots.

(J6.35) BEGINNING A CAMPAIGN: When beginning a campaign, it would be unrealistic to assume that all pilots are green. Players may assume that a typical squadron of 12 fighters includes 2 ace pilots, 6 good pilots, and 4 green pilots. (For squadrons of different sizes, use a proportional distribution). For each of the good pilots, roll two dice and give them this many experience points toward ace level. (Assign all pilots to a fighter type before rolling). For each green pilot, roll one die and give them this number of points toward good status. In addition to the above, any carrier can be assumed to have a number of additional green pilots equal to half the number of active fighters on the carrier. These spare pilots are used as replacements for pilots that are not recovered after a scenario and operate spare fighters broken out of storage or replacement fighters delivered without pilots by an Fast Carrier Resupply Ship.

(J6.4) LEGENDARY ACE PILOTS

(J6.41) DETERMINATION: Whenever a pilot becomes an ace, roll one die. If the result is a 6, the pilot is "legendary." Such a pilot is a legendary officer as in (G22.0); Legendary captains cannot assume the role of a legendary ace pilot.

(J6.42) BENEFIT: A legendary ace is treated as an ace except for two additional benefits:

- (J6.421)** He (or she) performs better in a dogfight (J7.61).
- (J6.422)** Even if his fighter (or shuttle) is destroyed or captured in combat, he will somehow manage to almost always return to the nearest friendly unit at the end of every scenario. (No specific game action is required. He will find a friendly place to land if even you disengaged or were wiped out.) This rule is used even if the legendary ace was unable to eject or the POIS was destroyed or captured. That's what makes Legendary Aces a Legend. The precise circumstances are determined by die roll.

DIE	FATE
1	Returns in his own damaged fighter (only one damage point left; repairable).
2	Survival pod is recovered by other friendly forces.
3	Survival pod is picked up, but pilot has been injured and skips the next campaign round.
4	Missing. Roll again after next campaign round; a second 4 means the pilot has been captured. Exchanges can be worked out by the players using Orions as intermediaries.
5	Returns in a captured enemy fighter of the same or lower BPV. (He will steal an old one from a training unit if he has to.)
6	Killed, to the immense shock of the personnel of the opposite sex.

(J6.43) LIMITATION: Each pilot only gets one chance to become legendary, no matter how many times (or how many different fighters) he qualifies in. However, once a pilot is legendary, the "return" rule (J6.422) applies regardless of what fighter (or shuttle) the pilot is flying.

(J6.5) SPECIAL ASSISTANCE RULE

(J6.51) PROCEDURE: One ace pilot can assist one green pilot by flying in the hex adjacent to his (or in the same hex). In this case, and for as long as this condition exists, both are considered good for movement purposes but have their assigned ratings for combat purposes. This can require adjusting movement points for EM, etc. This rule does not allow a green pilot to carry a pod which is normally prohibited to a green pilot. If the condition of assistance is broken (by voluntary announcement or by violating its conditions), both pilots return to normal operations.

(J6.52) RESTRICTIONS: This condition can only be in effect if both fighters are unrestricted (not held in a web or tractor, etc.) and they are in the same hex or adjacent hexes.

(J6.6) PILOT EJECTION

Pilots of fighters (not non-fighter shuttles, not MRS or SWAC) can eject from their fighter if they fear it will not survive. The pilot then floats in space in an inflatable rescue pod until rescued or the supplies run out.

NOTE: Some of the surviving pilots are, in fact, still in their badly damaged shuttles, but this is not reflected in the rules. Such shuttles are so heavily damaged as to have been destroyed for game purposes.

(J6.61) WHEN PILOTS CAN EJECT: Ejection can be voluntary or involuntary .

(J6.611) A pilot can voluntarily eject from a fighter during the Shuttle and PF Functions Stage (6B8) of any impulse after the Challenge to Dogfight Step and before the Drop WBP Step. Voluntary ejection is always successful.

(J6.612) A pilot automatically (and involuntarily) ejects when the fighter is destroyed. The chance of a successful ejection is 1/3 (a die roll of 1 or 2); any other result means that the pilot did not survive.

(J6.613) In the case of a multi-pilot crew (EWF, heavy fighter), the entire crew is treated as a single entity.

(J6.62) EFFECT OF EJECTION: The fighter is considered to be destroyed. The pilot (if ejection was successful) is assumed to be in that hex in a POIS (Pilot Out In Space) survival pod. Record the hex number.

(J6.63) RESCUE can be accomplished during or after the scenario. **(J6.631)** Rescue during a scenario can be accomplished by transporter (G8.0) or by docking with the survival pod. A fighter can dock with the survival pod [use (C13.91) but no tractor is required] and rescue one other pilot, but is thereafter under the restrictions of a green pilot.

(J6.632) Rescue after a scenario depends on control of the battle area and is determined by die roll for each pilot. Each player rolls for his own pilots.

DIE ROLL	CONTROL BATTLE AREA	DO NOT CONTROL BATTLE AREA
1	Pilot is rescued.	Pilot is rescued.
2	Pilot is rescued.	Pilot is lost.
3	Pilot is rescued.	Pilot is lost.
4	Pilot is rescued.	Pilot is lost.
5	Pilot is rescued.	Pilot is captured.
6	Pilot is lost.	Pilot is captured.

There are no modifiers for this table. Legendary aces use the rules in (J6.422) and not this procedure.

(J6.64) OPERATIONS

(J6.641) Fighter survival pods (once successfully placed on the map) cannot be fired at or destroyed (except by collision with an ESG).

(J6.642) Fighter survival pods can be docked to (C13.91), displaced, pulled by a black hole, or put in stasis. Once the pod is docked by (C13.91), the pilot is taken aboard and the pod ceases to exist. The pod cannot be tracted as it is too fragile; a tractor beam would destroy it immediately.

(J6.643) The fighter survival pod cannot move under its own power and has no weapons.

(J6.644) The crew can be removed (with their permission) by transporter.

(J6.645) The pod survives any explosions (ships, mines) in the area.

(J6.646) Pods cannot survive in the WYN Radiation Zone. Pods in a nebula, radiation zone, heat zone, solar flare, or ion storm would survive for a substantially reduced period (i.e., they must be rescued by the end of the scenario or they are lost). Pulsar bursts and gravity waves destroy a POIS on contact.

(J6.647) Pods released in the atmosphere of a survivable planet will reach the surface by parachute within a few hours.

(J6.648) Except as noted, survival pods are treated as inert space debris. Thus, an ESG striking one would lose no strength points.

(J6.649) There is no penalty for destroying a POIS. That is simply the misfortunes of war.

(J7.0) DOGFIGHTING (Commander's Level)

Shuttles in the same hex may be declared to be "dogfighting." If so, they operate under certain special restrictions and conditions.

Dogfighting consists of tight maneuvers, often at sub-light velocity, but involving rapid changes of direction and speed. The pilots of shuttles that are dogfighting are very involved and restricted in their ability to do anything else.

These rules, if used, supersede rule (J4.51).

(J7.1) DECLARING A DOGFIGHT

A player may declare a dogfight to exist if one or more of his shuttles is in the same hex as one or more enemy shuttles. The enemy shuttles may not refuse to dogfight; exception (J7.13).

(J7.11) WHEN THE DECLARATION IS MADE: The declaration of a dogfight is made during the Impulse Activity Segment (Shuttle & PF Functions Stage 6B8) of any impulse. If several potential dogfights are in a single hex, all players involved roll one die (re-rolling for ties). The player with the highest die roll selects one of his shuttles and challenges one enemy shuttle to a dogfight (or joins one already in progress). Players then alternate challenging dogfights within that hex until neither wishes to or is able to challenge more shuttles to dogfights. (If there are three or more players, go in rotation rather than alternating.)

EXAMPLE: In a single hex are a Federation F-14, Federation SWAC, and Klingon Z-V. If the Federation player is allowed to challenge first, he will no doubt order the F-14 to engage the Z-V, preventing it from engaging the SWAC. Should the Klingon choose first, the F-14 would still be able to join the dogfight, although it might not be able to destroy the Z-V before the SWAC is destroyed. If two shuttles were available on each side, the situation would be resolved by (J7.43).

(J7.12) UNITS ELIGIBLE TO DOGFIGHT: Fighters and any type of non-fighter shuttles may dogfight. Non-fighter shuttles operate exactly as fighters do, although not as well. Shuttles landed on or in a unit cannot dogfight; also see (J7.23).

(J7.121) Unmanned shuttles cannot dogfight; any challenge will be ignored, and no dogfight will result. (Manned shuttles cannot ignore or refuse a challenge.) The shuttle will be revealed as unmanned in this case.

(J7.122) Unarmed shuttles (e.g., HTS) may dogfight if attacked, but they cannot challenge armed shuttles to dogfight. Shuttles unable to use their weapons (at all, not just until the next turn) are considered unarmed. Note that unarmed shuttles cannot damage shuttles they dogfight, but are taking evasive maneuvers to try to avoid destruction.

(J7.123) Shuttles held in a tractor beam, web, or PPD wavelock cannot challenge (i.e., begin) a dogfight and cannot be challenged.

(J7.13) BOOSTER PACKS: Shuttles with booster packs may not dogfight with shuttles that do not have these packs. Simply turning the packs off does not count as dropping them for this purpose.

(J7.131) A shuttle with booster packs encountering a shuttle without them must drop its packs in order to declare a dogfight.

(J7.132) A shuttle without packs may challenge a shuttle (in the same hex) with packs to a dogfight, but the shuttle with packs does not have to accept and would have to drop its packs in order to do so.

(J7.133) If shuttles with packs are dogfighting and one drops its packs, the other(s) must do so immediately or the shuttle that dropped packs is assumed to have separated, but not by breakaway under (J7.71).

(J7.14) MOVEMENT CONDITIONS: Involvement by a shuttle in erratic maneuvers or tactical maneuvers does not prevent it from challenging or being challenged to a dogfight.

(J7.141) Once it has joined a dogfight, a shuttle using EM automatically cancels its EM at the start of the dogfight, outside the normal Sequence of Play. Erratic maneuvers cannot be conducted within a dogfight. It cannot resume EM after a dogfight until allowed by the normal rules.

(J7.142) A shuttle using tactical maneuvers switches to dogfight maneuvers when challenged. When the dogfight ends, the shuttle cannot resume tactical maneuvers but must move at some speed

between zero and its maximum allowable (accelerating from zero). See (J7.754).

(J7.143) HETs and TACs have no effect inside a dogfight and cannot be performed inside a dogfight.

(J7.2) RESTRICTIONS ON SHUTTLES INVOLVED IN A DOGFIGHT

Shuttles that are dogfighting are under certain restrictions. A shuttle may not leave a dogfight, except as occurs in (J7.43), (J7.662), and (J7.7).

(J7.21) EXCLUSIVE COMBAT: Shuttles in a dogfight cannot fire at any unit not involved in that dogfight.

(J7.22) PROHIBITIONS: Shuttles in a dogfight cannot: gather information; launch or guide seeking weapons against a target not in that dogfight (control could be switched to another unit); lay web; lay, detect, or sweep mines; lend EW points [they can receive them, but cannot use them (J4.95)]; use (G24.0) scout functions; or operate SWAC equipment. (Note: This list is not to be taken as a list of what normal fighters can do outside of a dogfight.)

A shuttle can undertake other non-prohibited actions, such as dropping pods and seeking weapons or pilot ejection, at the appropriate points in the Sequence of Play.

(J7.23) LAUNCH: A shuttle that has just been launched by a ship cannot challenge another shuttle to a dogfight until 1/4 turn after it was launched. A shuttle that has just been launched can be challenged to a dogfight on the impulse after it was launched, but would not be able to fire its weapons until the DRI after the specified time period for that type of weapon had elapsed; see (J1.341) and (J1.342).

EXAMPLE: A Kzinti TAAS is launched on Impulse #4 and is challenged to a dogfight on Impulse #5 by a Lyran Z-Y. It cannot fire its phasers in the dogfight until the second DRI (Impulse #12), because normally it cannot fire its phasers until Impulse #12 and DRI for that impulse comes after the point in the Sequence of Play at which the 8-impulse restriction is released. Likewise, it could not launch drones until the third DRI (on Impulse #20), and of course only some types of drones can be used. If it had launched on Impulse #5 and entered the dogfight on impulses #6-12, it would have been unable to fire anything on the DRI in Impulse #12.

(J7.24) MOVEMENT: Shuttles involved in dogfights do not move except by drifting (J7.8) or when executing a separation maneuver.

(J7.25) TRANSPORTERS cannot be used to transport anything onto or off of a shuttle involved in a dogfight.

(J7.26) TRACTORS cannot be used to tractor a shuttle which is involved in a dogfight.

(J7.27) SEEKING WEAPONS: Fighters in a dogfight cannot control seeking weapons. A fighter entering a dogfight (whether it challenged or was challenged) must immediately release control of any seeking weapons it is guiding, which are then treated under (F3.4).

(J7.3) FIRING WEAPONS INTO A DOGFIGHT

(J7.31) DIRECT-FIRE WEAPONS can be fired into a dogfight, but will cause the (J7.336) penalties. See (J7.33) for details.

(J7.32) SEEKING WEAPONS: Any seeking weapon that was launched before its target entered a dogfight continues to track that specific dogfight, regardless of which side or what unit is controlling the seeking weapon. If the seeking weapon does not have its own guidance, the ship could cut tracking to avoid sending the seeking weapon into the dogfight and triggering (J7.336). See (J7.335). Also note that (J7.21) prohibits a shuttle in a dogfight from firing at a seeking weapon approaching that dogfight.

(J7.321) If the seeking weapon enters the dogfight hex while the dogfight is still in progress, there is an equal chance that it will hit any given shuttle in that specific dogfight. Determine this by die roll. If two shuttles are involved, assign one 1-3, the other 4-6. If three are

involved, assign them 1–2, 3–4, and 5–6. The results of this impact are resolved in the normal Sequence of Play on the impulse that they enter the hex.

(J7.322) If one shuttle separates by breakaway (J7.71), the seeking weapon will accept it as its target. If two or more shuttles separate by breakaway, use the die roll procedure in (J7.321) to determine which is the target from among those breaking away. If a shuttle executes a breakaway into the hex occupied by the seeking weapon, the weapon hits that shuttle immediately. If multiple shuttles are executing a breakaway into that hex (from the same dogfight), use the die roll procedure.

(J7.323) If the dogfight is terminated (other than by breakaway), the seeking weapon will accept any surviving shuttle as its target. If more than one shuttle survives, use the die roll procedure in (J7.321).

(J7.324) If the dogfight separates into two by (J7.43), use the die roll procedure in (J7.321) to determine which dogfight (not which shuttle) the seeking weapon accepts as its target.

(J7.325) If any shuttle in a dogfight that is the target of a drone (or type-D plasma torpedo) drops chaff, that chaff will affect all drones (and/or type-Ds) from outside of that dogfight which are targeted on that dogfight (subject to the rules on chaff).

(J7.326) If all shuttles in a dogfight that is the target of a seeking weapon are destroyed simultaneously, the seeking weapon loses tracking and is removed. See (FD1.7) for cases when the drone is not removed.

(J7.327) In the event that a scatter-pack shuttle or multi-warhead drone is targeted on a dogfight, it would release its drones at the programmed range (or earlier if triggered by damage). Players then resolve the tracking of each element separately by (J7.32). An SP or MW drone designated as random-targeting would consider the dogfight one target regardless of how many shuttles are in it, and could target one of its submunitions at the dogfight even if the SP or MW was launched after it began. This would not be treated under (J7.33).

(J7.33) FIRING INTO A DOGFIGHT: Units may fire into a dogfight, but this causes penalties for all shuttles friendly to the ship. The primary penalty for doing so is given in (J7.336) below.

(J7.331) Automatic mines (including captor mines) and transporter bombs (whether laid by a ship friendly to one or more of the shuttles in the dogfight or in place before the scenario begins) do not trigger the (J7.336) effect caused by friendly fire into a dogfight. ESGs do count for this effect.

(J7.332) The effects of weapons in this case are adjusted for “green” and “ace” pilots as appropriate (i.e., if the firing unit is another shuttle) when resolving such fire. The EW of the shuttles also applies for all firing units as appropriate.

(J7.333) The effects of (J7.336) cannot be avoided by changing the pilots (assuming that the players have, on their own, developed a system for having extra pilots available). The replacement pilots would be just as distrustful of the ships as the original ones. Similarly, if a new ship enters the scenario, its shuttles would be affected by this rule.

(J7.334) A unit may fire direct-fire weapons at a dogfight, but they affect every shuttle in that specific dogfight (not dogfight hex) equally. (Dice appropriate to the weapon are rolled on the appropriate chart, and the same result is applied to all shuttles in that dogfight.) See the exception in (J7.332) for EW, pilot quality, etc.

(J7.335) A ship may guide seeking weapons into a dogfight; these are then resolved as per (J7.32). If the weapon was launched before the shuttle entered the dogfight and tracking was cut (even if this would have no effect), (J7.336) does not apply. If the weapon was launched after the shuttle entered the dogfight, (J7.336) would apply. The shuttles cannot fire at the incoming seeking weapons, but could have used chaff.

(J7.336) PENALTY: If a ship belonging to one player fires into a specific dogfight containing shuttles belonging to that player (or on the same side in multi-player scenarios), all shuttles belonging to (or on the same side as) that player immediately suffer the following effects for the remainder of the scenario even if no damage was scored (because the pilots now distrust the ships):

1. They may not challenge enemy shuttles to dogfight.
2. All pilot ratings are reduced to “green” even if (J6.0) is not being used by the players. This also applies to non-fighter shuttles, and creates a temporary exception to (J6.213).
3. All dogfight ratings (of the shuttles) are reduced by 2 points. This applies once for each incident (an incident being fire by one ship during one impulse); dogfight ratings of –50 or more are possible.

(J7.4) SIZE OF DOGFIGHTS

(J7.40) GENERAL LIMIT: No dogfight can consist of more than three shuttles (one Klingon and two Kzintis for example). A given hex can contain any number of dogfights.

(J7.41) ENTRY: No shuttle can enter a dogfight if doing so would increase the number of shuttles in that dogfight above this limit; see (J7.43).

(J7.42) SAME HEX: All shuttles involved in a given dogfight must be, and remain in, the same hex; exception (J7.8). More than one dogfight may be going on in that hex. Players may, but are not required to, set the counters representing dogfighting shuttles aside and mark the dogfight hex with a separate counter.

(J7.43) JOINING: In the event that a dogfight consisting of one friendly and two enemy shuttles is in progress in a given hex, and an additional friendly shuttle enters or is in that hex and demands to join that dogfight, one of the enemy shuttles (owning player’s option) must withdraw from that dogfight and begin dogfighting the new shuttle. This is done automatically, without using the usual breakaway rules (J7.71) and without penalty. A third “enemy” fighter could NOT join the dogfight at all due to (J7.41). Given a dogfight with two Federation and one Klingon shuttles, a third Federation shuttle in the hex could not join. However, a second Klingon shuttle could either challenge the third Federation shuttle or join the dogfight with the two Feds and one Klingon, forcing that to split into two dogfights. In that case, the third Federation shuttle could then join either of the new dogfights.

(J7.44) FRIENDLY DOGFIGHTS: Shuttles cannot dogfight friendly shuttles during a scenario. (This might happen in training, but there would be no one firing into a training dogfight, and no such dogfight would take place within range of the enemy.)

(J7.45) MULTI-PLAYER DOGFIGHTS: In the event of a battle involving three (or more) independent parties, certain additional conditions apply.

(J7.451) If a shuttle from a third party joins a dogfight containing two shuttles of two other players, the third party shuttle must temporarily (and for purposes of that dogfight only) ally with one shuttle or the other. This alliance cannot be changed until the mutual enemy is destroyed, at which point the two erstwhile allies begin dogfighting each other.

(J7.452) If a shuttle from one side (race, player, etc.) wants to join a dogfight containing three shuttles, it may select either of the two “allied” shuttles as its opponent; the dogfight then breaks in two as per (J7.43). It may not select the single shuttle on the other side of the dogfight as its target.

(J7.5) DOGFIGHT COMBAT RESOLUTION

(J7.50) PROCEDURE: When two (or more) shuttles are dogfighting, combat between them is based on certain special rules. The regular movement rates for shuttles in a dogfight are ignored. Instead, combat is conducted and resolved in impulses 4, 12, 20, and 28, which are known as “Dogfight Resolution Interfaces” (DRI).

DRIs (6C) are conducted after the Impulse Activity Segment of the impulse procedure for the noted impulses. Each DRI consists of the following steps, which are resolved separately for each dogfight; the separate firing stages against shuttles and seeking weapons are an exception to the general rule on one set of simultaneous firings, but this applies only in dogfights:

1. Shuttles carrying booster packs may drop them. Any resulting separations are resolved. Shuttles carrying type-III drones, EW pods, and other items specified by the rules may drop them at this point to improve the DFR of the shuttle.
2. Announce intent to separate (J7.71), and resolve any resulting separations.
3. Determine advantage (J7.6), and resolve any resulting separations or surrenders.
4. Launch dogfight drones (type-VI, etc.) and type-D plasma torpedoes. The impact of these weapons will be resolved in step 8 of the SAME DRI.

5. Drop chaff. This will not affect weapons fired in a subsequent DRI within that dogfight, but will prevent (D11.41) direct-fire in step #7 of the current DRI.
 6. Fire phasers and ADDs at seeking weapons launched in step #4 if allowed by firing arcs.
 7. Resolve phaser fire between shuttles in the dogfight. RALADs and any other direct-fire weapon that can be used during a dogfight are also fired in this step.
 8. Resolve damage from seeking weapons fired within the dogfight.
 9. Resolve any collisions or separations resulting from (J7.6621).
- Note:** The Sequence of Play in earlier editions of Advanced Missions refers to seeking weapons arriving from outside of the dogfight. This is an obsolete holdover from the Commander's Edition; in the Captain's Edition, each arriving seeking weapon is resolved upon its arrival (J7.32).

(J7.51) ADVANTAGE: During each DRI the shuttles must determine advantage (J7.6). They may then conduct combat based on the restrictions of the advantage rules. A shuttle entering the dogfight during the Activity Segment of an impulse including a DRI will participate in that DRI.

(J7.52) PHASERS: Shuttles in a dogfight may fire their phasers during every DRI by using "low power" techniques. This is because the shuttles are at such close ranges that the phasers can be fired at low power and can thus be fired more often. This change to low power is done automatically when the player first fires the phaser during the dogfight. It scores normal damage for range "2." All phaser combat within a dogfight is resolved as if it were at a range of two hexes; exception (J7.56). No other use of "low power" is allowed in the game. (Use of low-power phasers inside an enemy shuttle bay is specifically prohibited.) Note that the mode of each phaser on a shuttle is determined independently from other phasers on that shuttle.

(J7.521) A shuttle that has fired phasers during a dogfight may not, during the remainder of that turn, fire those same phasers at any target other than a shuttle it is dogfighting. Exception (J7.524).

EXAMPLE: An F-14 is dogfighting a Z-V and destroys it with its gatling (at low power), ending the dogfight. The F-14 could not fire its gatling at other targets during the remainder of the turn because that phaser has already been adjusted for low-power firing; see (J7.524) for an alternative that this F-14 did not use. If another dogfight began later in the turn, the F-14 could fire its phaser during that dogfight.

(J7.522) A shuttle that fired a given phaser at normal power prior to entering a dogfight, may not (during that turn) fire that phaser at low power during a dogfight. Exception (J7.524).

EXAMPLE: A shuttle armed with a single phaser fires it at full power at a ship during Impulse #12 of a given turn. On Impulse #21 that shuttle becomes involved in a dogfight. It could not fire its phaser within that dogfight until the first DRI during the next turn. Note also that, if the phaser had been fired within the last four impulses of the turn, it could not fire in the DRI during Impulse #4 of the next turn because of the required 1/4 turn delay.

(J7.523) Gatlings (at low power) can be fired four times at the same target in each DRI, making the Hydran Stingers and the Federation Tomcat, Eagle, and Falcon particularly vicious dogfighters. See (J7.527) for multiple targets.

(J7.524) A shuttle armed with a gatling phaser could fire it at full power in a dogfight. This would be resolved (within that dogfight) exactly as if it had been fired at low power (e.g., at range "2"). In this case, the gatling could only be fired four times during the entire turn, not during each DRI. This would allow the shuttle, however, to save some of its "shots" for other targets after the dogfight was resolved or to fire its phaser within a dogfight after having fired some shots at another target earlier in that turn.

(J7.525) Phaser-2s can be fired as low power phaser-3s in a dogfight. They cannot be fired as phaser-2s, there being no low-power mode for the phaser-2.

(J7.526) The die rolls for the phasers are affected by EW; this is cumulative with the advantage shift (J7.66).

(J7.527) In the case of a shuttle with two or more phasers covering the same arc, one could engage an enemy shuttle while the other fired at a seeking weapon. A phaser-G could be used in this manner.

(J7.53) DOGFIGHT DRONES: Shuttles may fire type-VI drones (which are known as "dogfight drones") during a dogfight at a rate of one per DRI, this is an exception to (J4.24) as noted in (J7.533). [RALADs are within this limit (J7.562); type-VI drones fired from

ADDs are within this limit (J7.542).] The probability of a hit is determined by (J7.661), below; there is no EW effect. Dogfight drones may be substituted for other drones when loading the shuttle (J4.23).

(J7.531) Other types of drones (including MW drones) cannot be fired in a dogfight. Note that seeking weapons fired from outside a dogfight may enter a dogfight under the restrictions of (J7.32).

(J7.532) Type-D plasma torpedoes may be fired during a dogfight. They are treated as type-VI drones for fire restrictions and hit probabilities, but as type-D torpedoes for damage done and defensive fire.

(J7.533) Seeking weapons launched inside a dogfight count against the limit of (J4.24) after the dogfight is over, but seeking weapons launched outside of a dogfight do not count against the limit of (J7.53). The only limits inside the dogfight are those of (J7.53).

(J7.54) OTHER WEAPONS: ADDs and RALADs can be fired at an enemy shuttle during a dogfight (no EW effect), with one round (total per shuttle) during each DRI.

(J7.541) The probability of a hit on a fighter or a drone is 1-3. Note that RALADs have an FA arc and ADDs have 360° arcs. See (J12.32).

(J7.542) ADDs on shuttles can carry type-VI drones; (E5.41) includes "units" as well as "ships." An ADD can fire one weapon (ADD or type-VI) per DRI; if it fires a type-VI this is within the limit of (J7.53).

(J7.543) No other weapons (fusion beams, disruptors, plasma torpedoes, photon torpedoes, etc.) may be fired during a dogfight. (Should new weapons be added in future products, any exceptions will be noted.)

(J7.55) CHAFF may be employed in dogfighting, in which case it may be used during the DRI when drones are fired or during any impulse if drones (or plasma-Ds) from outside the dogfight are tracking it.

Note that (J7.325) applies only to drones (or plasma-Ds) arriving from outside of the dogfight. Within a dogfight, chaff affects only those drones targeted on the shuttle which were launched during the current DRI.

(J7.56) DEFENSIVE WEAPONS: Rear firing and 360° phasers and ADDs may be fired at drones within the dogfight approaching from the rear. FA and 360° phasers and all ADDs may be fired at drones approaching from an enemy shuttle in a head-on encounter. An FA phaser can be fired at a drone launched by a disadvantaged fighter. The only way (currently) for that to happen is a type-VI drone launched from an ADD. A shuttle in a dogfight can fire LS or RS (but not both) weapons at a target ahead or behind. It cannot fire the weapons on one side (LS or RS) at both forward and rear targets, but could fire LS weapons at a target to the front and RS weapons to a target in the rear or vice versa.

(J7.561) Phasers fire (using low power) at a range of "0" at drones and plasma-Ds.

(J7.562) An ADD will destroy a given drone (launched by another shuttle in that dogfight) on a roll of 1-3. A shuttle can fire one ADD per DRI, whether from a rail (RALAD) or ADD rack, and whether at a shuttle or a drone. RALADs count against the limit of (J7.53).

(J7.563) ADDs loaded with dogfight drones can fire them at approaching drones under this rule. A hit is automatic.

(J7.6) ADVANTAGE DURING DOGFIGHTS

(J7.60) DETERMINING ADVANTAGE: Players determine who has the advantage in a DRI by the following procedure.

(J7.601) For each shuttle, roll a single die. To the result of this die roll, add the modifiers and factors from (J7.603).

(J7.602) The shuttle with the higher total is considered to be advantaged; the shuttle with the lower rating is disadvantaged. The difference between the ratings is the degree of advantage (J7.66).

Note that in three-shuttle dogfights the lone shuttle may find itself with an advantage over one enemy and at a disadvantage to the other. The lone shuttle would, in such cases, roll separately against each enemy.

If there is a tie, it is treated as a head-on encounter (J7.662), and both shuttles are treated as being advantaged.

(J7.603) Equation: Die Roll
 + Pilot Rating (J7.61)
 + Shuttle Dogfight Rating (J7.62)
 + Speed Rating (J7.63)
 + Special Ratings (J7.64) = Overall rating.

(J7.61) PILOT RATING: The pilot rating of a given pilot is determined by his quality rating.

Pilot Quality		Rating
Legendary Ace	=	+3
Ace	=	+1
Good	=	0
Green	=	-1

All other effects of pilot rating (such as turn mode, avoiding drones, assisting junior pilots, etc.) are ignored. This is accounted for in the rating given above.

(J7.62) DOGFIGHT RATING: The rating of the shuttle is determined from the DFR column on the MASTER FIGHTER CHART. This DFR is subject to various adjustments and may be reduced to a number less than zero.

(J7.621) Some fighters are able to carry larger type-III drones on special rails (J4.233) and type-IV drones on "heavy" rails (J4.234). One point is subtracted from the rating of the fighter for each such drone it is carrying. Some other equipment, such as "extra" fighter pods, has the same effect.

(J7.622) Pods carried on a fighter may also reduce the dogfight rating. See (J11.111).

(J7.623) The shuttle has the option of dropping some or all of this extra equipment during the dogfight at the appropriate point in the Sequence of Play to improve its rating. Note that only the items identified above can be dropped, items not listed above cannot be dropped, such as T-bombs on MLSs or in the F-111 internal bays.

(J7.63) SPEED FACTOR: Take the listed maximum speed without packs of each shuttle (as may be modified by crippled status). Subtract the slower speed from the faster. Divide the result by two, and drop all fractions (except 0.5, which becomes 1). This is the speed rating of the faster shuttle; the slower shuttle has a rating of 0. If there are three shuttles, this is calculated separately for each pairing.

NOTE: These speeds are the shuttle's maximum capable speed under current conditions (including pods, pilot quality, etc.), not the declared speed before entering the dogfight. For example, a Kzinti HAAS has a maximum speed of 15 but has been declared by its owner to be operating at a speed of 12. The speed of 15 is used in the calculation.

(J7.64) SPECIAL RATINGS are as follows:
 Second friendly shuttle in same dogfight = +2*
 Shuttle attempting to separate = +2
 Shuttle held the advantage on the previous DRI = +1†
 Shuttle has three or more points of damage = -1
 Fighter is a two-seat (normal size) fighter = +1

* Owning player designates which of his shuttles is the first and which is the second. Only the second receives this bonus.
 † Against that specific enemy shuttle.

(J7.65) EFFECTS OF ADVANTAGE: The effects of advantage are determined with respect to and apply to a single enemy shuttle and the drones fired by that shuttle. A shuttle that is advantaged over one and at a disadvantage to another interacts with each according to these specific rules. This interaction is resolved simultaneously, resulting in the possibility that a shuttle could be destroyed at the same instant it destroyed a different shuttle.

(J7.651) If a shuttle is advantaged, it may:
 Fire FA or FX or 360° direct-fire weapons (phasers, RALADS, ADDs); see (J7.661) below.
 Launch type-VI dogfight drones; see (J7.661) below.
 Launch type-D plasma torpedoes; see (J7.661) below.
 Separate by breakaway (J7.71).
 Drop chaff.
 Fire either LS or RS weapons but not both. See (J7.652) LS/RS section below.
 Launch dogfight drones from an ADD rack.

Surrender (J7.73).

It may not:

Fire RA or RX weapons.

(J7.652) If a shuttle is disadvantaged, it may:

Fire RA or RX or 360° weapons; see (J7.663) below.

Drop chaff.

Surrender (J7.73).

Launch dogfight drones carried in an ADD rack.

Fire ADDs at drones or at an advantaged shuttle.

Fire either LS or RS weapons but not both. It could fire LS weapons at a target it was advantaged over and RS at a target which had the advantage, or vice versa.

It may not:

Launch drones (except type-VIs in an ADD rack).

Fire FA or FX weapons.

Separate.

NOTE: The disadvantaged shuttle may fire dogfight drones from an ADD rack. They have the same hit probability as dogfight drones fired by a correspondingly advantaged shuttle (i.e., the negative advantage is used positively). This is correct; the worse you are disadvantaged the more likely this particular weapon can hit him.

(J7.653) If a shuttle is simultaneously advantaged over one enemy and disadvantaged to another, the restrictions apply to each as shown. In such a case, the shuttle could not separate.

(J7.66) DEGREE OF ADVANTAGE: The degree by which a shuttle is advantaged affects the probabilities of a hit. This is shown by the DEGREE OF ADVANTAGE CHART (J7.661).

(J7.661) DEGREE OF ADVANTAGE CHART

Advantaged by	Combat Effect
4 or more	Normal Phaser Combat, Drones hit on 1-4
3	Phaser +1 to die roll, Drones hit on 1-3
2	Phaser +2 to die roll, Drones hit on 1-2
1	Phaser +4 to die roll, Drones hit on 1
0	Head On encounter, see (J7.662).

If the die roll for phaser fire is increased to more than six, add one to the range for each point beyond those that bring the total to six, then determine the result.

Type-D plasma torpedoes use the drone procedure.

ADDs are not shifted. ADDs fired at shuttles and drones are resolved with a 1-3 hit number and as per (E5.31).

(J7.662) In the event of a "head-on" encounter, both shuttles are considered advantaged to a degree of "4." Both may fire normally (and simultaneously), and after firing either or both may execute a "breakaway" (J7.71).

(J7.6621) There is a possibility of collision in a head-on encounter. Both players roll one die after all weapons fire (and only if both survived). If the results are the same, both shuttles are destroyed. Any breakaway is done AFTER rolling for this collision.

(J7.6622) If all three shuttles are at advantage zero, the player owning the pair can order one of them to break away. [In a three-player dogfight (J7.45), the order can be refused.] If this is not done, both fire at the third shuttle, which can then fire at one of them (the fire is resolved simultaneously). If all survive, resolve all three possible collisions simultaneously. Otherwise, resolve as appropriate. Use a separate pair of die rolls for each collision. It is possible that all three shuttles, or the two on the same side, could collide.

(J7.6623) A fighter with LS and RS weapons can fire one but not both at a target in a head-on encounter.

(J7.663) The degree by which a shuttle is disadvantaged affects its ability to fire rear-firing weapons. This is shown on the following table:

DEGREE OF DISADVANTAGE CHART

Disadvantaged by	Combat Effect
1	None, normal fire
2-3	+1 on phasers
4-5	+2 on phasers
6+	+3 on phasers

(J7.7) ENDING A DOGFIGHT

A dogfight continues until all shuttles on one side of it have separated, surrendered, or been destroyed (including destruction by outside forces). A shuttle may leave a dogfight by separating via breakaway (J7.71), dropping its warp booster packs (J7.72), or surrendering (J7.73).

(J7.71) BREAKAWAY: To separate from a dogfight by "breakaway," a shuttle must be advantaged during a DRI. If so, it may separate by conducting a breakaway maneuver. Roll one die and move the shuttle one hex in that direction, facing that direction. The owning player may then turn the shuttle up to 60° and must move it one additional hex. This is an exception to normal movement procedures. (If the shuttle has a maximum speed of 1 hex per turn, ignore the second hex of movement.)

(J7.711) A player may announce that he will attempt to separate before advantage is determined. Both players do this secretly and simultaneously. The appropriate adjustments are made (J7.64), but if he does win the advantage, he **MUST** separate. A shuttle that won the advantage without this adjustment **MAY** separate. If all shuttles in a dogfight declare the intent to separate, then all do so immediately.

(J7.712) Note that a "head on" result in the advantage determination may result in one or more shuttles separating by breakaway.

(J7.713) When executing a breakaway, the shuttle is presumed to be moving at its maximum possible speed (within the current limits of that specific shuttle: crippled, acceleration, pilot quality, pods carried, packs if they are functioning, etc.) for the purposes of mines, asteroids, etc.

(J7.714) Any terrain in the hexes entered affects the fighter normally, e.g., collision with a planet or asteroid damage.

(J7.72) DROPPING BOOSTER PACKS: A shuttle may attempt to separate by dropping its booster packs (J7.13), although the other shuttles could drop their packs and maintain the dogfight. Turning off the WBP does not count as dropping it for purposes of separating from a dogfight.

(J7.73) SURRENDER: A shuttle in a disadvantaged position in a dogfight may surrender. In space, this is done by lowering the landing gear. In the game, a simple statement to that effect by the player is sufficient.

In theory, any shuttle could surrender at any time, but the enemy is not required to accept it except in a dogfight. If accepted, treat it as per this rule. In a campaign situation with lots of distrust, a surrendering pilot could be ordered to eject and then be recovered by docking to his POIS while the fighter is recovered separately by tractor.

(J7.731) A surrendered shuttle drops all carried expendable weapons and any pods (and discharges all energy weapons and deactivates the phasers) and must move as directed by any unit of the enemy force surrendered to within two hexes. (Any chaff packs are retained, but a chaff pod must be dropped. WBPs are retained.) It may be ordered to disengage or move off the board if an enemy shuttle accompanies it (J7.732). The captured shuttle need not obey orders to enter hexes of potential damage from mines or terrain unless the controlling unit also enters the same hexes on the same or a previous impulse.

(J7.732) If all enemy units within two hexes are destroyed, or move out of that distance, the shuttle is released from its surrender and returns to the control of the originally owning player, but **MUST** immediately disengage or return to a suitable carrier where the pilot must remain for the rest of the scenario. Once the shuttle lands, it could be rearmed/repared and a different pilot could fly it for the remainder of the scenario if one were available [see (J6.35)]. The pilot who surrendered will be available in subsequent scenarios.

(J7.733) If the controlling shuttle is engaged in a dogfight, the surrendered shuttle will stop (EmerDecel) and remain where it is until the dogfight is terminated or wanders (J7.8) out of control range. This is because all fighter pilots consider their "honor" to be of uppermost importance (non-fighter shuttle pilots feel the same), as would be expected from such fierce individualists.

(J7.734) If the original owning side destroys one of its shuttles which has surrendered (before the pilot is removed), its remaining shuttles will suffer the effects of (J7.33).

(J7.735) A surrendered shuttle cannot be destroyed by the capturing side unless the pilot has been rescued (beamed aboard). The crew of

a surrendered fighter cannot refuse to be beamed away from the fighter at the discretion of the capturing side. They could also be beamed aboard by the original owner.

(J7.74) DRIFTING: Drift could result in ending a dogfight (J7.82).

(J7.75) POST-DOGFIGHT RESTRICTIONS: When a dogfight is concluded, several conditions and requirements must be observed.

(J7.751) A separating shuttle may not fire weapons or voluntarily enter another dogfight during that impulse. Otherwise, all shuttles leaving a dogfight by any means operate normally once they have done so.

(J7.752) If all enemy shuttles separate, remaining friendly shuttles take no action for the remainder of the impulse.

(J7.753) When shuttles leave a dogfight (other than by breakaway), their facing is determined by rolling a die and facing the shuttle in the direction indicated by the die roll.

(J7.754) When shuttles leave a dogfight, they may assume any speed up to the maximum permissible under the rules (including acceleration from speed zero, crippled, pilot rating, pods, etc.).

(J7.8) DRIFTING

At the end of each turn (after disengagement in 7 Final Activity Phase), roll one die for each dogfight that remains in progress and move that dogfight one hex in that direction. This represents drifting.

(J7.81) MOVEMENT: The action of "drifting" is considered movement for the purposes of many rules.

(J7.811) Drifting dogfights are presumed to be moving at a speed of 3 for purposes of mines and at a speed of 7 for purposes of asteroids (P3.2), dust (P13.0), and rings (P2.223). There is no modification for "nimbleness." Note that a dogfight can take place within an asteroid hex or within the detection range of a mine without effect; only drifting is considered "movement" for this purpose.

(J7.812) In the case of terrain, each shuttle rolls individually for any collisions. In the case of mines, make one die roll for the entire dogfight and resolve any resulting detonations immediately.

(J7.82) TERMINATION OF DOGFIGHT: In several cases, drift can cause the termination of a dogfight.

(J7.821) In the event that a dogfight wanders into a planet or small moon hex, all shuttles immediately execute a breakaway from the hex of the planet. There is no chance that any of the shuttles will collide with such a large body as the central location (versus a cluster of asteroids) and its size make it more than large enough for the pilots to instinctively evade away from it.

(J7.822) In the event that a dogfight detonates a mine or any shuttle receives asteroid damage (J7.81), all surviving shuttles immediately execute a breakaway. Due to the speed of (J7.713), this entails its own risks.

(J7.823) In the event that a dogfight enters a hex containing an ESG field (or the ESG field moves into the dogfight hex), all shuttles immediately execute a breakaway. All shuttles in the dogfight receive damage as if they had all moved into the radius of the ESG simultaneously and by normal movement. The effects of (J7.33) do not apply in the case of drifting, but do apply if the ship moves the ESG into contact with the dogfight.

(J7.824) If the dogfight drifts into a hex containing a web, all shuttles are immediately caught in the web and the dogfight is terminated. Determine facing by (J7.753). Tholian shuttles, which are never involuntarily caught in their own web, can leave the hex on the next impulse by normal procedures. In a hypothetical battle between two Tholians, the units of one Tholian have a different frequency of web than the other, and they cannot pass each other's webs.

(J8.0) MULTI-ROLE SHUTTLES
(Advanced Rule)

By the time of the General War, all races had developed an advanced, multi-role version of their administrative shuttle. These were the forerunners of the SWAC shuttle, although only the Federation developed its MRS into the SWAC configuration.

(J8.1) TYPES OF MRS SHUTTLES

(J8.11) SPECIFICATIONS: The MRS used by each race was slightly different in many aspects from those used by other races. Each included certain standard equipment and could, optionally, carry other equipment.

Race	Standard Equipment Included
Federation, Klingon, Kzinti	1xPh-3 (360°) + ADD (6 rounds) + 2 spaces of drones
Lyran, LDR	2xPh-3 (360°) + ph-2 (360°)
Hydran	1xPh-G (360°) + ph-2 (360°)
Rom, Gorn, ISC Y150-Y167	2xPh-3 (360°) + ph-2 (360°)
Rom, Gorn, ISC Y165 and after	2xPh-3 (360°) + 2xPlasma-D
Tholian	1xPh-3 (360°) + web spinner + 1x ph-2 (360°)

NOTE: The MRS shuttles in the Captain's Edition are different from those in the Commander's Edition, and each race has only one type. Some older products refer to "MRS-A" and "MRS-B" for some races; use the above MRSs in all such cases.

(J8.12) OTHER RACES: Orions can use any MRS except Tholian subject to (G15.72); see also (R8.F2). Andromedans do not have MRS shuttles. The WYN use either the Klingon-Kzinti type or the Lyran type.

(J8.13) WEAPONS: The weapons on all MRS shuttles operate and are reloaded exactly as the identical weapons on fighters are. If a ship is provided with an MRS, one shuttle box is fitted with the appropriate ready rack. The direct fire weapons are limited to a maximum range of 15 hexes by (J1.31).

(J8.131) Drone-armed MRS shuttles have unique drone rails and can carry any combination of any type of drone (including RALADs) up to the limit of two total spaces. (Note that if used as an SP, certain restrictions will apply as to drone types.) An MRS may, for example, carry multi-warhead drones (subject to availability) (FD8.33), but they may not be used when the MRS is used as a scatter-pack (FD7.12).

(J8.132) The ADD on an MRS has six anti-drones. The ADD racks can carry dogfight drones. There are no reloads on board the MRS itself (although they could be carried as cargo and reloaded at some available facility).

(J8.133) Prior to Y165, the plasma MRS had one 360° phaser-2 in place of the plasma-Ds. All of these had been converted to or replaced by the new style by Y167.

(J8.134) The launching of seeking weapons by an MRS is subject to (J4.2). An MRS is governed by the (J4.241) firing rates. Unlike a fighter, an MRS can accept transfer of guidance of seeking weapons (J8.34).

(J8.135) An MRS can carry certain types of combat pods (J11.115).

(J8.2) UTILITY CARGO CAPACITY

(J8.21) BASIC: All MRS shuttles can carry ONE of the following options in addition to its standard equipment:

- crew or boarding parties as an admin shuttle
- 4 small mines (can substitute 1 large for 2 small)
- 20 spaces of cargo, see (G25.132)

Note that the MRS has a crew of two individuals as its standard equipment; it carries the same crew units (total) as an administrative shuttle. See (J2.211). The small mines (i.e., T-bombs) and large mines (i.e., NSMs) carried by an MRS are taken from the ship's

stores. They do not come free with the MRS and cannot be purchased for the MRS in excess of the ship's limits. An MRS loaded with mines counts (S4.1) as a shuttle prepared for a special mission.

(J8.22) MINES: If carrying mines, these are loaded and laid as per the Mine Laying Shuttle rules (R1.F6). Note that large mines are available only on minelayers and some Romulan ships (M2.7). Having an MRS on a ship does not allow that ship to purchase NSMs for the MRS to lay.

(J8.23) COST: The equipment listed above does not come with the MRS at no cost. The list shows only the carrying capacity. The cargo is loaded by deck crews with one deck crew operation loading two points of cargo (equal to one small mine or half of a large one). The loading rate specified is much lower than would be the case for a non-MRS, but is correct. The lower rate is due to the special arrangement of the MRS.

(J8.3) OTHER MISSIONS

(J8.31) SCIENCE: All MRS shuttles can be used for scientific research. They count as two lab boxes.

(J8.32) SUICIDE OR WW: An MRS can be used for suicide or wild-weasel missions, but in this case their on-board standard equipment does not function.

(J8.33) SCATTER-PACK: If an MRS is used as an SP shuttle, the drones it normally carries can still be carried (in addition to the SP load) and can be activated as part of that system. See (FD7.38).

(J8.331) The ADD cannot be loaded with drones in SP mode; it can function defensively as an ADD, targeting enemy drones (and, if set for the size classes, any enemy units) within range. In this mode, it fires automatically at a range (1, 2, 3, 1-2, 1-3, 1+3, or 2-3) and size class pre-set by the player. If two or more acceptable targets present themselves, priority will be given to a drone that could strike the MRS on the next impulse over one that will not (assuming both are acceptable targets); it will accept a closer drone over one farther away (if both are acceptable). Otherwise, select the target to be engaged by a random die roll. If the ADD is loaded with type-VI drones, those drones cannot be launched while in SP mode. If tracking for the MRS-SP is cut, the ADD will continue to function defensively if it was set to do so.

(J8.332) As the MRS must be unmanned until the release point, it cannot provide guidance for drones while in SP mode. After the drones are released, and even while the ADD is still functioning in defensive mode (J8.331), the MRS could be boarded per (J1.86) and it would operate under the restrictions thereof. It would also be under the (FD7.4153) restrictions.

(J8.34) SEEKING WEAPON CONTROL: MRS shuttles can control up to six seeking weapons and can assume control of seeking weapons launched by other units. MRS shuttles can be part of a fighter squadron (J4.46) and control seeking weapons fired by that squadron (or other units).

(J8.4) ELECTRONIC WARFARE

MRS shuttles have an Electronic Warfare (EW) capability.

(J8.41) EW SUPPORT FOR SHIP: If uncrippled and within five hexes (effective range) of its home ship and if the MRS has a lock-on to the home ship, the MRS can add two points to the home ship's ECM, two points to the home ship's ECCM, and a further two points to either the home ship's ECM or ECCM (or one each). See (J1.343) for restrictions during the period immediately after launch. Swing points are designated as ECM or ECCM during the Sensor Lock-On Phase of each turn (as EW pods). See (J8.44).

(J8.411) This counts against the limit of EW points received by the ship from landing (D6.3144).

(J8.412) Two MRS shuttles cannot be combined for this, nor can an MRS shuttle be combined with a SWAC. Points loaned by an MRS can be combined with a scout. The MRS itself does not receive the points loaned to the home ship. The points loaned can be combined with those from an ECM drone (FD9.14).

(J8.42) LOSS OF EW FUNCTION: The electronic systems of an MRS will not function if it is:
crippled (J1.3322),
using erratic maneuvers (C10.523),
enters a dogfight (J7.22),
or if it is towed by a friendly ship (tractor beam).

These "electronic systems" include EW lending and the ability to gather scientific or Tac-Intel information.

(J8.43) FIGHTER SQUADRON: An MRS shuttle can be added to a fighter squadron (possibly as the 13th unit) and provide EW support to the squadron as an EWF would (J4.93), using the 2 x ECM + 2 x ECCM + 2 x Swing points provided in (J8.41). See (J8.44).

(J8.431) Note that the single source provisions of (J4.922) apply to EW points lent by an MRS to its fighter squadron. A fighter cannot accept points from the MRS and another unit (EWF, SWAC, carrier, etc.).

(J8.432) An MRS is not a fighter and does not receive the built-in fighter EW points (D6.39), nor can it carry EW pods.

(J8.433) An MRS is not a fighter, and it cannot receive the EW points generated by its squadron's carrier (J4.93).

(J8.44) ONE LENDING FUNCTION AT A TIME: An MRS can only perform under one of (J8.41) or (J8.43) at a given time (J4.934). The decision as to which of these abilities to use is made at the beginning of each turn during the assigning of lending EW step of the Sensor Lock-On Phase or when the EW-lending systems are first activated after launch (J1.343).

(J8.5) AVAILABILITY

(J8.51) ASSIGNMENT: MRS shuttles were available in limited supply; most heavy cruisers and Aux-CVAs, carriers, dreadnoughts, and bases were capable of carrying one MRS in place of one admin shuttle. War cruisers (excepting leader and carrier variants) and light cruisers would never carry an MRS except in extremely rare cases noted in a published scenario or (G21.231).

(J8.511) No size class 4 ship (except possibly a small carrier and the WYNs) would normally carry one. No other ship could have more than one, except a CVA or SCS which could have two. See (G21.231) for an exception, and some rare ships are listed as having two. The B10, for example, is known to have had two, and the conjectural battleships in Module R5 may also have two each.

(J8.512) No fleet (normally a maximum of 11 ships) would have more than three MRS shuttles among them unless authorized in a published scenario.

This reflects that while many ships are capable of carrying and authorized to carry an MRS, there are never going to be enough to go around. (MRS shuttles are prime targets and have a life expectancy in a fleet battle measured in impulses, and in single digits at that.) As theater commanders deploy their forces, some dedicated staff officer maintains a running inventory of the MRS shuttles and switches them between ships (or recommends switching ships between areas) to provide some MRS capability to all of the deployed fleets and squadrons. In a complete player campaign, players might create their own rules of MRS production and can then do this task for themselves.

(J8.513) While an MRS would appear to make a superb fighter, they were too expensive and scarce to be used as fighters in squadron strength. (The BPV cost for the MRS is unrealistically low, as it is for the SWAC, based on the fact that no more than one or two would be present.)

(J8.514) Many ships list an MRS in their ship description. This means that an MRS can be purchased for that ship as a Commander's Option in a published scenario or as a part of the overall force total in a Patrol Scenario. The ship is not required to buy one.

(J8.515) Tugs have a ready rack for an MRS but are only issued the MRS (and its supplies) if they have a battle or carrier pod. This does not allow any given tug without those pods to show up with an MRS claiming it is using the ready rack installed for use with a carrier or battle pod that might be carried some other time. In a campaign where such a tug starts with an MRS and drops the pod, the survival of the MRS is determined by the scenarios.

(J8.52) COST: No ship includes an MRS in its BPV (even if the ship description lists one). This is because multi-role shuttles are an

advanced rule; players are not obligated to use them. They are not reflected on the SSD; increase the damage points on the shuttle record tracks appropriately in their case. Replacing an administrative shuttle with an MRS increases the BPV of the ship by 8 points. This includes the cost of the MRS, the cost of its ready rack and deck crew, and the "trade-in" on the administrative shuttle.

(J8.53) SUPPORT: Any ship with an MRS shuttle uses the deck crews provided by (J4.814) unless (J4.815) applies. It is assumed to have an appropriate ready rack for its weapons, 12 reload ADDs (if the MRS has an ADD system), 4 extra chaff packs, and 20 spaces of drone storage (if the MRS uses drones; those with type-D plasma torpedoes have 20 stored).

(J8.531) The 20 drone spaces include, as a standard load, 2 type-IV, 12 type-VI, and 10 type-I drones. (Players may experiment with other combinations of a total of 20 spaces.) The 20 spaces are composed of 10 spaces of primary use and 10 identical spaces of reload drones for purposes of cost calculations for special or improved drones. Players may voluntarily omit some of these drones to reduce costs.

(J8.532) In the case of a carrier, these items are added to the existing equipment stockpile and weapon storage.

(J9.0) SWAC SHUTTLES (Advanced)

The Federation SWAC (Space Warning And Control) shuttles are the only units in the game with this system. The other races portrayed in the game never produced an equivalent shuttlecraft. These systems cannot be installed on a ship, although similar effects can be created by scouts.

(J9.1) ELECTRONIC SYSTEMS

SWACs have certain special electronic equipment which they can operate if they are manned and flying independently (i.e., not on any planet, ship, or base).

(J9.11) ELECTRONIC WARFARE: If uncrippled within 10 hexes (effective range) of its carrier (or home ship), and if the SWAC has a lock-on to the carrier, it adds 2 to the ECM, 2 to the ECCM, and can add 2 more points to either ECM or ECCM (or one of each) of its carrier. See (J9.15).

(J9.111) These points count against the limit for points received by lending from outside sources (D6.3144) and cannot be combined with EW from an MRS (J8.412) or another SWAC. This capability is separate and independent from (J9.12).

(J9.112) The "swing" points are designated as ECM or ECCM during the Sensor Lock-On Phase of each turn (as EW pods).

(J9.12) SCOUT FUNCTIONS: SWACs have two scout function channels (G24.1) which can be used for any of the following scout functions:

- 22 Breaking lock-ons
- 24 Controlling seeking weapons (A SWAC can control six seeking weapons; if one channel is also used for this purpose, it can control 12. This capability cannot be further improved.)
- 25 Identifying seeking weapons and shuttles.
- 26 Detecting mines (range limited to 6 hexes)
- 27 Gathering information
- 29 Tactical intelligence

(J9.121) It can use either channel for any of the functions listed; it can use its channels for the same function or different functions. [As the SWAC counts as two labs (J9.333), these are available for use with functions 25 and 27. If used for those functions, the "labs" are not available for other uses on that turn.]

(J9.122) The SWAC's own weapons will not blind its channels.

(J9.123) These channels will not function on a wild SWAC.

(J9.124) A SWAC with a channel operating under functions 24, 25, 26, 27, or 29 has improved detection capabilities against hidden units (D20.232).

(J9.125) A SWAC provides no special benefit against units disengaging under (C7.2).

(J9.126) A deployed SWAC shuttle does not count as a scout for purposes of (S4.22).

(J9.13) LOSS OF FUNCTION: The systems provided by (J9.1) will fail to function under some circumstances.

(J9.131) All of the electronic functions will cease if the SWAC is crippled (J1.3322). This does not apply to a wild SWAC, except that a crippled SWAC cannot go wild. A wild SWAC that is crippled would remain wild.

(J9.132) The electronic systems of a SWAC will not function if it is towed by a friendly ship (tractor beam), except that a SWAC which is already wild will remain wild.

(J9.133) If the SWAC is using erratic maneuvers, the electronic systems will not function (C10.523).

(J9.134) The electronic systems will not function in the period immediately after launch (J1.343). Exception: It could be launched "wild" (J9.212).

(J9.135) A SWAC which has gone wild (J9.2) cannot use any other electronic systems (including labs) while it is wild.

(J9.136) The electronic systems of a SWAC will not function if the SWAC is involved in a dogfight (J7.22). A manned (or unmanned) wild SWAC (J9.2) cannot enter a dogfight. A manned wild SWAC can be challenged to a dogfight. It continues to function normally. However, due to the consequences of (J3.3), the enemy fighter would be advised to leave the wild SWAC alone.

(J9.14) FIGHTER SQUADRON: A SWAC shuttle can be added to a (J4.464) fighter squadron (possibly as the 13th unit) and provide EW support to the squadron as an EWF would (J4.93), using the 2 x ECM + 2 x ECCM + 2 x Swing points provided in (J9.11). This is done instead of, rather than in addition to, support for the carrier under (J9.11). See (J9.15).

(J9.141) Note that the single source provisions of (J4.922) apply to EW points lent by a SWAC to its fighter squadron.

(J9.142) A SWAC is not a fighter and does not receive the built-in fighter EW points (D6.39), nor can it carry EW pods. It cannot receive the EW points generated by its squadron's carrier (J4.934).

(J9.15) ONE LENDING FUNCTION AT A TIME: A SWAC can only perform under one of (J9.11) or (J9.14) at a given time (J4.934). The decision as to which of these abilities to use is made at the beginning of each turn during the assigning of lending EW step of the Sensor Lock-On Phase or when the EW-lending systems are first activated after launch (J1.343).

(J9.2) WILD SWAC SHUTTLES

A SWAC shuttle on the map can operate as a very powerful wild weasel by the procedure described below. This is, perhaps, the most important use of the SWAC shuttle. Ships cannot "go wild," although see (J9.245).

(J9.21) PROCEDURE: First, the controlling player indicates the SWAC shuttle and declares that it is "going wild." Second, the crew of the SWAC may be (but is not required to be) transported (by transporter) to a friendly ship.

(J9.211) The SWAC must stop or slow to a speed of 4 or less. This reduction in speed is immediate and automatic and exempt from deceleration limits. The SWAC cannot accelerate beyond a speed of 4 while wild.

(J9.212) A SWAC shuttle that is on its carrier could be launched (with or without a crew) as a wild SWAC.

(J9.213) The crew of a SWAC, if killed or captured, is worth 50% of the cost of the SWAC itself (in addition to the value of the SWAC).

(J9.214) The decision to go wild may be made on any impulse during the "go wild" step of the Scout Functions Stage 6B5. Shutting down a wild SWAC is covered under (J9.244). See (J9.212).

(J9.215) The channels (J9.12) immediately cease performing any other function at the point where the SWACs goes wild. The prior use of the channels for any other allowed function during a turn does not prevent the SWACs from going wild

(J9.22) UNMANNED WILD SWACs: If the SWAC shuttle is unmanned, it cannot fire its weapons, even in its own defense. Further, it must move in a pre-programmed regular pattern. This pattern is established by the owning player before the crew is evacuated; the speed cannot exceed 4. The pattern cannot violate the normal rules of movement. The pattern must be one (and only one) of the following:

A. The SWAC will move in a circle of a specified radius not less than two hexes. The center point of the circle must be defined. Movement effects, such as a nebula or black hole, also move the center of the circle.

B. The SWAC will move in a straight line, possibly including a regular pattern of sideslips (one slip after moving a set number of hexes) in one direction.

C. The SWAC will move in a zig-zag pattern. This is defined as moving a set number of hexes, changing facing 60° right, then moving a set number (possibly a different number) of hexes, changing facing 60° left, and then repeating the pattern. The first change could be right or left, but the two must then alternate.

(J9.23) MANNED WILD SWACs: If the crew remains on board, they can fire the weapons and maneuver the SWAC, at a speed of 4 or less, at will. They cannot use the scout function channels (J9.135), which are engaged in the "wild" function. See (J9.136) for dogfights.

(J9.24) EFFECT OF WILD SWACs: From the impulse after the shuttle goes wild, all seeking weapons (including friendly ones: including drones, seeking shuttles, and plasma torpedoes) within 15 hexes of the wild SWACs, and all seeking weapons which enter that radius, accept the wild SWAC as their target and begin to home in on it. See the exceptions in (J9.243).

The SWAC can attract so many weapons (even those within one hex of hitting their original targets) because of its tremendous electronic power. Since SWAC shuttles are in limited supply, are extremely valuable for other functions, and cost the Federation almost as much as a frigate, this is obviously a tactic that should be used only in the most desperate of circumstances or when the SWAC is well defended.

(J9.241) This condition exists regardless of the speed or actions of other ships on the map.

(J9.242) From the instant that the wild SWAC is destroyed, all seeking weapons that have accepted it as a target continue to home in on the hex in which it was destroyed while new seeking weapons entering the area do not. There is no "explosion period" as there would be with a WW (J3.211), but the explosion hex cannot be voided. Use the wild weasel collateral damage system (J3.3) for damage on the SWAC and units in the hex.

(J9.243) The following weapons are not affected by a wild SWAC: all direct-fire weapons, all dogfight (type-VI) drones with their own lock-on, and all seeking weapons on a ballistic course. ADDs are not affected by SWACs or wild SWACs. (Type-D plasma torpedoes, although unique in many ways, ARE affected by SWACs, as are all other types of plasma torpedoes.)

(J9.244) If the original crew has remained on board or a SWAC crew is transported aboard, it can shut down the wild SWAC mode at any point, causing the shuttle to revert to a standard SWAC.

(J9.2441) A crew from a different friendly ship could be transported aboard and could shut down the wild systems and pilot the SWAC, but could not operate any of its systems.

(J9.2442) If a wild SWAC is shut down, all weapons targeted on it remain targeted on it unless diverted (by another wild SWAC) or destroyed. The seeking weapons could be diverted by (G24.23) or "destroyed" by (G24.22).

(J9.2443) After a wild SWAC is shut down, it cannot go wild again for one full turn (32 impulses).

(J9.2444) If the shut down wild SWAC lands on a ship, any weapons following the SWAC accept the ship as their target and are treated as per (J9.245), except that in this case the SWAC does not explode.

(J9.245) An active wild SWAC cannot voluntarily land (on a ship, base, planet, asteroid, or anything else) while active. If any ship pulls the SWAC into its shuttle bay, the SWAC explodes as an 18-point suicide shuttle (even if there is a crew on board); all of the damage is applied as internal damage (the first of which is used to destroy the entire shuttle bay and the remainder distributed by the DAC, ignoring phaser direction and armor). It will not attract additional seeking weapons.

(J9.2451) In this case, any weapons previously targeted on the SWAC accept the ship as their new target.

(J9.2452) A wild weasel dropped by a ship that has assumed wild SWAC status will have no effect whatsoever on weapons that had accepted the SWAC. (It would affect weapons targeted on the ship alone.)

(J9.2453) The speed of the "wild SWAC ship" has no effect on its status.

(J9.2454) If the "wild SWAC ship" cloaks, the cloak is treated as void for purposes of those seeking weapons from (J9.2451).

(J9.246) Chaff dropped by a wild SWAC has no effect on weapons attracted by its wildness, even after the wild systems are shut down.

(J9.247) Mines consider a wild SWAC to be a ship of the size class of its home ship.

(J9.248) If two wild SWACs are present, weapons move toward the nearest of the two. If equally near, decide by die roll (for each seeking weapon) which will be followed.

(J9.249) Seeking weapons that have accepted a SWAC as their target are still under all normal seeking weapon rules, including, for example (F3.31) conditions for control and (F3.4) releasing control.

(J9.3) RESTRICTIONS ON SWAC SHUTTLES

(J9.31) CVA ONLY: SWAC shuttles are only carried by Federation CVA-class (*Napoleon*) and SCS-class (*Julius Caesar*) ships.

(J9.311) In some rare (and noted) cases, a Federation CVS/CVB might carry one SWAC or one could be assigned to a starbase. There was one recorded historical case of one being on a CVL. This would replace the MRS.

(J9.312) SWACs cannot be transferred to other ships (making those ships the "home" ship) before, during, or after a scenario.

(J9.313) A CVA-Tug which replaces a lost CVA in a campaign could, in theory, have a SWAC, but would have to give up another shuttle to make room for it. See (R2.22).

(J9.32) SERVICE: SWAC shuttles cannot be serviced, repaired, rearmed, or refueled by any ship except their assigned ship (or another unit operating SWACs). SWACs have an assigned box with a ready rack and cannot be serviced in any other box except for chaff packs. No other ships have the specially trained crews and special facilities and tools for this function.

(J9.33) OTHER MISSIONS: SWAC shuttles can be used for other missions.

(J9.331) A SWAC has a crew of five (pilot, commander, three operators). One crew unit provides two SWAC crews; a carrier has one crew for each of its SWACs. Extra SWAC crews cannot be purchased. It cannot operate its electronic systems without the three operators. A legendary science officer cannot operate a SWAC alone (J2.212).

(J9.332) A SWAC has only limited cargo-carrying capabilities since most of the space is filled with systems and their operators. It can carry 5 points of cargo (G25.132) or half of a crew unit, but if so its electronic functions will not operate. It can be overcrowded (G9.14) with one complete crew unit.

(J9.333) A SWAC has the scientific capability of an MRS shuttle (J8.31), i.e., it counts as two lab boxes.

(J9.334) A SWAC can be used as a suicide shuttle or wild weasel, although the cost makes that a desperate act. If used as such, none of its SWAC capabilities function.

(J9.335) SWACs cannot be used as scatter-packs.

(J9.336) A SWAC can be used in combat, but its capabilities are limited, and it is too expensive and vulnerable for this to be a routine mission.

(J9.34) CAPTURE: The only ways to capture a SWAC shuttle are to:

- capture the ship it is on.
- transport personnel directly aboard the SWAC and capture it as a shuttle (D7.6).
- pull the SWAC into the bay (G7.8).

(J9.341) If the SWAC is not wild, the normal procedures for capturing a shuttlecraft apply.

(J9.342) If the SWAC is wild, the opposing player must transport a crew unit (actually just one or two individuals) on board. In this case, roll one die at the end of the turn, and note the result indicated below:

- 1 = SWAC shut down, under control of boarders.
- 2-3 = Roll again at the end of the next turn.
- 4-6 = SWAC destroyed, crew unit lost.

A legendary engineer gets a -1 on the shut down die roll.

(J9.343) The (J9.342) procedure assumes that there is no crew or boarding party on the SWAC friendly to it. If there is, a single boarding party can be transported aboard in an attempt to eliminate these

personnel by (D7.6). However, only a naval "crew" unit, not a marine boarding party, can try to deactivate the system and actually capture the shuttle. Due to space limitations, the marines must be removed at the same time as the naval crew unit is added, requiring two transporter actions.

(J9.4) SWAC WEAPONS

(J9.41) PHASER: A SWAC has a phaser-G with a 360° firing arc.

(J9.42) ANTI-DRONES: The ADD system on an E-2 SWAC shuttle has 6 rounds. No ADD reloads are carried on board the shuttle. ADD reload storage (12 rounds) is in addition to the carrier storage and can be co-mingled with it. The ADD system on a SWAC can use type-VI dogfight drones.

(J9.43) CHAFF: An E-2 SWAC shuttle has one chaff pack.

(J9.44) SUPPORT: A SWAC comes with one deck crew, two sets of reloads for its ADD (half of which can be type-VI drones), and six extra chaff packs. It cannot use fighter pods.

(J9.5) E-3A HEAVY SWAC

The Federation later developed a larger version of the SWAC designated E-3A (or E-3). The terms E-3 and E-3A are interchangeable. This used a two-space shuttle frame derived from the HTS. The rules below parallel (and modify) the rules for the E-2C. Rule (J9.511) for example modifies rule (J9.11).

(J9.51) ELECTRONIC SYSTEMS

(J9.511) The E-3 has 2 ECM, 2 ECCM, and 4 swing points available for lending under (J9.11).

(J9.512) The E-3 has three scout function channels.

(J9.513) The E-3 can lose its electronic functions in the same manner as the E-2 can.

(J9.514) An E-3 can join a fighter squadron (J4.464) as an E-2 can.

(J9.515) An E-3 is still required to choose between lending to its carrier and providing EW support to its squadron (J9.15).

(J9.52) WILD SWACs: The E-3 can go wild and is treated as the E-2 is.

(J9.53) RESTRICTIONS

(J9.531) E-3 SWACs were never carried by any units other than CVAs, SCSs, and starbases. Due to the very limited numbers, the normal operation (when E-3s were available, which was very rare) was one E-2 and one E-3 per carrier. Production rate was only one E-3A per year. This is not listed in the description of those units because E-3As were so rare.

(J9.532) E-3s require special facilities: two adjoining shuttle boxes fitted with its unique ready rack.

(J9.533) An E-3 requires a full crew unit of system operators, but can also carry one marine boarding party or five points of cargo. It counts as three lab boxes. Otherwise it is treated as an E-2 for these purposes. See (D7.836) in the event that the E-3 is boarded while carrying a defending BP. This would not affect the operation of the larger E-3, even though the smaller E-2 loses its SWAC abilities when using (J9.332).

(J9.534) For purposes of capture, an E-3 is treated as an E-2, except that a boarding party sent aboard to eliminate the crew need not be extracted before a naval crew is added.

(J9.54) WEAPONS AND SUPPORT: Same as (J9.4), except that an E-3 SWAC has a 12-round ADD (24 reloads), 2 chaff packs on board the E-3, and 12 spare chaff packs in addition to carrier storage. It cannot use fighter pods.

(J10.0) HEAVY FIGHTERS

All of the fighter-using races eventually (Y175 or later) began using so-called "heavy" fighters. These were larger versions of the previous fighter-shuttles, but with more weapons, larger (3-4 man) crews, and built-in electronic warfare equipment.

These heavy fighters operate within the same rules as fighters, with the exceptions noted here. The heavy weapon range is the same as that of the race's PF. (Federation A-20: range 12.)

The first "space control ships" were CVAs with 6 heavy fighters replacing 12 of their standard fighters. Most heavy fighters were deployed in this manner or on bases (including ground bases). A few CW and CVS carriers carried squadrons of six heavy fighters. The Federation carried F-111 fighters on its two NVH carriers, but these are in Module K.

(J10.1) SIZE

Due to their larger size, each heavy fighter occupies two shuttle/fighter boxes in the same shuttle bay and normally has two deck crews.

(J10.11) SERVICE: Because of their unusual design, heavy fighters can only be rearmed in a bay with a ready rack designed specifically for them.

(J10.111) The SSD for the ship must be designated (by the player) with shuttle boxes for heavy fighters marked in pairs. Alternatively, (J4.8962) can be used.

(J10.112) A maximum of four deck crews can reload a single heavy shuttle at the same time. Four more can reload the ready rack if it and the fighter are both unloaded.

(J10.113) Heavy fighters located in a non-heavy fighter shuttle box may use (J4.8962); see (J4.899).

(J10.12) BALCONY: Each heavy fighter occupies two positions on a balcony system.

(J10.13) DAMAGE IN BAY: A damage point scored on one of the two boxes holding a heavy fighter automatically scores 8 damage points on the shuttle itself.

(J10.131) A heavy shuttle can launch from or land in a pair of shuttle boxes, one of which is "destroyed," but it cannot be rearmed or repaired in such a pair of boxes except by (J4.8962). In this case, (J1.661) would not apply, and destruction of the remaining undestroyed box would destroy the fighter.

(J10.132) Shuttles can be transferred to another pair of boxes using (J1.416).

(J10.14) CHAIN REACTION: Each box of a pair is considered separate for purposes of a chain reaction explosion (D12.0), but the second box of a heavy fighter pair must be the target of the chain reaction if it has not already been destroyed.

EXAMPLE: Two A-20s are in a shuttle bay with several other shuttles; each A-20 occupies two boxes. One of the boxes occupied by A-20 #1 had been destroyed before it landed. A shuttle damage point destroys the second box of A-20 #1, destroying the fighter. Since that fighter was armed, a chain reaction begins, which destroys another shuttle box (and produces a further point of random internal damage, which we will ignore for this example). The player selects the left box of A-20 #2, destroying the box and applying 8 damage points to A-20 #2. If A-20 #2 was unarmed, that would be the end of it. But since A-20 #2 is armed, the chain reaction continues. The resulting shuttle damage point *must* be applied to the remaining box of A-20 #2, which of course destroys A-20 #2 and continues the chain reaction, producing yet another shuttle damage point which is scored on an unarmed MRS shuttle, ending the chain reaction. (It would have been better to destroy the MRS first and get this over with, but we wouldn't have an example that way.)

(J10.15) EXTERNAL DOCKING: Heavy fighters can dock in two adjacent external bays.

(J10.2) LAUNCH RATES

(J10.21) GENERAL: Despite their size, heavy fighters are launched and recovered at the same rate (J1.50) as normal shuttles.

Exception: No heavy fighter can use a launch tube (J1.54).

(J10.22) FI-CONS cannot carry heavy fighters.

(J10.3) DESIGNATION

(J10.31) LISTING: The following fighters are considered double-sized:

Federation A-20 and F-111
Gorn Wyvern G-30
Hydran Super-Stinger
ISC Heavy Fighter (HF)
Klingon Zegurnii-H (Z-H)
Kzinti Large Attack Shuttle (LAS)
Romulan Tribune
Tholian Spider-IV

Heavy fighters are marked Δ on the Master Fighter Chart. Any new heavy fighters added will have this mark.

(J10.32) HEAVY SHUTTLES: The "Heavy Transport Shuttle" (R1.F5) and the E-3A Heavy SWAC are double-sized shuttles and use these same rules, although they are not fighters. Any new heavy fighters added will have the Δ mark on the Master Fighter Chart.

(J10.33) PHASERS: Heavy fighters have phaser-2s because of the limited fire control; no fighter has phaser-1s. The phaser-2 is limited to a maximum range of 15 by (J1.31). Not all heavy fighters have phaser-2s.

(J10.4) WEAPON FIRING RATES

(J10.41) DRONES: Heavy fighters armed with drones (or type-D plasma torps) can fire a maximum of two drones (or two type-Ds, or one of each) during any given turn. There is no required interval between launching each drone; they could be launched on the same impulse. Some fighters have specific exceptions to these limits. Otherwise, they operate as do any other fighters (e.g., FA arc to launch weapon, guide from any direction).

(J10.411) The fighter cannot launch more than two drones during any 1/4-turn period (covering parts of two consecutive turns). RALADS count against this limit.

(J10.412) Heavy fighters can fire these two drones at the same target or at different targets [see (J10.43) below].

(J10.413) Anti-drones (firing ADD ammunition) are not drones and are not included in this restriction. ADDs can be fired at their normal rate independent of all other weapons.

(J10.414) Heavy fighters which are capable of firing type-III drones may use the special firing rate listed in (R1.F9).

(J10.42) HEAVY WEAPONS: Heavy fighters armed with photon torpedoes, disruptors, fusion beams, hellbores, or plasma-F torpedoes can fire any or all of their "charges" during a turn (within the limitations of the appropriate rules), but cannot fire the same weapon twice on one turn (or within 1/4 turn) using different charges. (Hydrans could fire both charges for a given fusion beam on the same shot, as always, to extend the range.) Those heavy fighters with two plasma-F torpedoes have two separate plasma-F mounts.

(J10.43) MULTIPLE WEAPONS: There is no restriction or interaction between firing weapons of different types. A heavy fighter could fire/launch phasers, drones/plasma-Ds, and a heavy weapon (assuming it had them all) during the same impulse. These limits also apply to the A-10.

(J10.44) SEEKING WEAPONS CONTROL: Heavy fighters can control up to six seeking weapons and can accept transfers of control from any other units. See (J4.221).

(J11.0) FIGHTER PODS

(Commander's Level Rule)

Fighters have the ability to increase and enhance their capabilities by carrying one or more pods. There are several types of pods. One of these, the Electronic Warfare Pod, was originally published in (J4.96) in Basic Set. That sub-rule is replaced by this rule.

(J11.1) GENERAL FIGHTER POD RULES

(J11.11) CARRIAGE: Generally speaking, each pod replaces one one-space drone, occupying that drone rail (J11.12) or plasma-D rail. Replacing a drone (or plasma-D) with a pod does not affect the performance of the fighter. The BPV of the fighter must be adjusted based on the cost of the pod and any drones it replaces.

(J11.111) Alternatively, each fighter can carry two pods in addition to any drones. Fighters which are not armed with drones can carry two pods in this manner. For each extra one carried (to a maximum of two), reduce the speed (with or without warp packs) and the dogfight rating (J7.62) of the fighter by one. The DFR can be reduced below zero.

(J11.112) A fighter can drop an "extra" pod carried under (J11.111) to improve its speed and DFR, but the pod cannot be recovered. (A fighter can drop a pod on a drone rail at any point, but has no reason to do so voluntarily.) The speed and DFR improve immediately; this does not count as a speed change or acceleration for delay purposes. The pod can be dropped at the point before seeking weapons could be launched, but the EW situation must be rebalanced immediately if the pod was an EW or Jammer type.

(J11.113) Fighter pods can replace type-D plasma torpedoes on the same basis as drones.

(J11.114) If a fighter is crippled, any pods must be dropped (J1.332).

(J11.115) Generally speaking, non-fighter shuttles cannot carry pods. The exception is the MRS, which can carry some pods. This is noted by the term "MRS capable" in the Carriage section of relevant pods. These are carried under the terms of (J11.111) unless the MRS has drone rails, in which case each pod is one space. MRS shuttles can carry pods that they cannot use as inert items. MRS shuttles armed with plasma-Ds can carry pods on the torpedo rails. SWACS (either type) cannot carry fighter pods.

(J11.116) An MRS or fighter used as an SP can carry, but cannot use, pods. (There would be no reason to load them, but if they were already there, there is no requirement to unload them.)

(J11.117) The presence of pods is detected at Tactical Intelligence Level I (D17.4), except that all pods look like drones (or plasma-Ds). Individual pods are identified only by their function. The location (i.e., on a drone rail or on "pod rails") cannot be distinguished.

(J11.12) LOADING: Each pod is loaded by a deck crew as a single deck crew action. Pods can be placed on standard (type-I), special (type-III), or heavy (type-IV) drone rails. They cannot be placed on small (type-VI) rails. See also (J4.2312) for an additional limit on EW pods.

(J11.121) Pods can be removed from the fighter in the shuttle bay without the expenditure of deck crew actions. This does not apply to drones or other items.

(J11.122) Pods are loaded on ready racks and are handled in the same manner as one-space drones.

(J11.13) STOCKPILE: Fighter pods are carried only by "fully capable carriers." Carriers receive these pods for free in all scenarios (including Patrol scenarios) unless otherwise noted.

(J11.131) Fully-capable carriers have (J4.752) two EW pods, one combat pod, one cargo pod, and one auxiliary pod for each fighter. Additional pods can be purchased as Commander's Options (S3.2) unless the pod description prohibits extra purchases.

(J11.132) If a given carrier (or base) has more than one fighter squadron, they can use each other's pods.

(J11.133) Before a scenario begins, a carrier can transfer two of the pods from its stockpile to each of its escorts. [This is not done if the force has been surprised (D18.0).] Also see (R2.R5). Also, an escort or carrier (but not a casual carrier or non-carrier) could buy extra pods as part of the Commander's Options.

(J11.14) POD DATA: Various items of information are provided for each pod type. This is often presented in this format:

(J11.141) CARRIAGE: The number of such pods that a single fighter can carry. The term "unlimited" is of course within the limits of how many total pods that fighter can carry. A fighter could carry extra pods (up to its pod limit and the available stockpile) of a "limited" type as inert non-functional pods. These could not be used, but this might be done to transport those pods to another ship. An MRS can carry pods it is not able to use as inert items.

(J11.142) AVAILABILITY: The number of such pods that can be in the stockpile of a single fighter squadron.

(J11.143) ARMING: The requirements (energy or otherwise) and procedures to rearm the pod, if this is necessary.

(J11.144) COST: The cost of buying an extra pod of the indicated type.

(J11.145) SIZE: Pods are one-space items.

(J11.2) FIGHTER EW PODS

All fighters have a built-in capability for electronic warfare; see (J4.47). To increase this capability, fighters began using electronic warfare pods (EWPs) in Y168. EWPs are often carried on special electronic warfare fighters (EWF); see (R1.F7) and (J4.43). Extra EW pods cost 1 point each, see Annex #6.

(J11.21) EFFECT: Each EWP can provide two points of either ECM or ECCM, or one of each. This is determined secretly and simultaneously (B2.4) and announced in the Sensor Lock-On Phase at the start of each turn and cannot be changed during the turn. The EWPs on unlaunched fighters must be set and announced at the start of the turn.

(J11.22) LIMIT: No fighter can carry more than two EWPs; exception EWFs (R1.F7) or heavy fighters (J10.0) can have four (including any built-in). Regardless of how many EWPs are carried, the maximum EW a fighter can use is as per (J4.91).

(J11.23) USE BY EWF: The EW points generated by EWPs on an EWF are used by the EWF in addition to its built-in EW (J4.47). Only those points generated by the EWPs, and not the built-in points, can be lent to other fighters in the squadron under (J4.92) and (J4.93).

(J11.26) NON-FIGHTERS: MRS, SWAC, and other non-fighter shuttles cannot carry EWPs.

(J11.27) ACTIVATION: A fighter can turn off its EWPs during any Lock-On Stage of the Impulse Activity Segment. They can be turned back on during the Lock-On Stage of any impulse after a minimum delay of 8 impulses. All EWPs on a given fighter must be turned on and off simultaneously. This is done in the Fighters Make Voluntary Changes Step.

(J11.28) JAMMER POD: This pod is an early version of the EW pod. It produces two points of ECM and cannot produce ECCM or switch back and forth. It otherwise operates as an EW pod.

(J11.281) CARRIAGE: Maximum of two per fighter. Counts against limits of EW pods.

(J11.282) AVAILABILITY: Replaces EW pods in scenarios set in Y165-Y167.

(J11.283) ARMING: None required.

(J11.284) COST = 1 point.

(J11.285) YEAR of availability = Y165.

(J11.3) FIGHTER COMBAT PODS

(J11.31) GENERAL: There are several pods in this category.

(J11.311) These combat pods provide an additional weapon or other combat bonus. These pods cannot be carried by non-fighter shuttles unless a specific exception is given.

(J11.312) Pods which must be activated by energy from the carrier remain activated for 25 turns on a ready rack or a fighter in the bay or indefinitely on a fighter in flight. The deck crew action is required at the time of charging, whether the pod is on the fighter or a ready rack. The carrier can have one such pod charged for each fighter at WS-III, half that many at WS-II, and none at lower statuses.

(J11.32) CHAFF POD: Each chaff pod contains two chaff packs as per (D11.0). The fighter uses them as per (D11.0), dropping a maximum of one pack per pod per impulse per fighter. A fighter can drop its own chaff pack(s) and one chaff pack from each chaff pod it is carrying during each impulse.

(J11.321) CARRIAGE: One per fighter. MRS capable.

(J11.322) AVAILABILITY: Unlimited.

(J11.323) ARMING: The chaff pod can be refilled with chaff packs by a single deck crew action (for both packs). No energy expenditure is required. Replacement chaff packs are drawn from the carrier's (or escort's) storage, which may be limited, and is not increased by the inclusion of pods on its fighters (beyond the packs originally in the pods). The chaff pod can be refilled while on the fighter or while on a ready rack.

(J11.324) COST = 2 points including first filling of packs.

(J11.325) YEAR of availability = Y170.

(J11.33) PHASER POD: This type of pod contains a phaser-3 and a battery able to fire that phaser one time. The firing arc is FA. The phaser is fired like any other phaser carried by that fighter.

(J11.331) CARRIAGE: One per fighter; two on heavy fighters. Armed fighter for purposes of (D12.12).

(J11.332) AVAILABILITY: Unlimited.

(J11.333) ARMING: The pod can fire its phaser only one time. Recharging the pod costs 1/2-energy point and one deck crew action. This can only be done on the carrier (or an escort with a ready rack for that fighter), but can be done while the pod is mounted on the fighter or on a ready rack. This pod can fire at low-power in dogfights under the same rules as any other phaser-3 (J7.52). If used in a dogfight, the pod can fire a total of 4 times at low power before it is exhausted. After firing once at low power, it cannot be fired at normal power until recharged. After firing four times at low power, it cannot fire at all until it is recharged. Regardless of how many low-powered charges it fires, it still requires the full 1/2 point of energy to recharge.

(J11.334) COST = 1 point.

(J11.335) YEAR of availability = Y172.

(J11.336) An armed phaser pod is treated as explosive ordnance (G25.3). An unarmed phaser pod is not.

(J11.34) GROUND ATTACK POD: This pod increases the ground combat offensive power (D15.14) of the fighter by one point.

(J11.341) CARRIAGE: Maximum of two per fighter. Armed fighter for purposes of (D12.12).

(J11.342) AVAILABILITY: Unlimited.

(J11.343) ARMING: None required.

(J11.344) COST = 1 point.

(J11.345) YEAR of availability = Y168.

(J11.346) A ground attack pod is treated as explosive ordnance (G25.3).

(J11.35) SEEKING WEAPON CONTROL POD: This pod allows a standard fighter to control up to six seeking weapons (12 with two such pods) and to accept transferred control of seeking weapons from other fighters of the squadron. Note that this replaces, rather than increases, the fighter's inherent drone-control ability. This pod was often used by small carriers that did not have two-seat fighters.

(J11.351) CARRIAGE: Maximum of two per fighter. While an EW fighter (or two seat fighter) could carry these, it would gain no benefit from doing so. Cannot be operated by a "green" pilot.

(J11.352) AVAILABILITY: Maximum of one per squadron in basic stockpile; maximum of one additional per squadron can be purchased as a commander's option.

(J11.353) ARMING: None required.

(J11.354) COST = 2 points.

(J11.355) YEAR of availability = Y175.

(J11.4) FIGHTER AUXILIARY PODS

(J11.41) CARGO POD: This pod is capable of carrying one space of cargo. While originally designed to carry the luggage of a pilot being sent on a detached mission, it is sometimes used to transport small objects from one ship to another. This pod is limited to "small objects" and cannot carry drones or type-D plasma torpedoes.

(J11.411) CARRIAGE: Unlimited. MRS capable.

(J11.412) AVAILABILITY: Unlimited.

(J11.413) ARMING: None required (or possible)

(J11.414) COST = 1.

(J11.415) YEAR of availability = Y165.

(J11.42) SENSOR POD: This pod contains electronic sensors able to conduct the type of science missions that can be done by an administrative shuttle (J2.212) and can gather tactical intelligence as if it were an EWF. This pod will not increase the capabilities of an EWF or MRS.

(J11.421) CARRIAGE: Maximum of one per fighter. MRS capable. Cannot be operated by a "green" pilot.

(J11.422) AVAILABILITY: Maximum of one per squadron; extras cannot be purchased as commander's options.

(J11.423) ARMING: None required.

(J11.424) COST = 1 point.

(J11.425) YEAR of availability = Y165.

(J12.0) RAIL-LAUNCHED ANTI-DRONE (RALAD)

Anti-drones are, generally speaking, the same size and shape as type-VI dogfight drones. The type-G drone rack takes advantage of this coincidence. Shortly after the General War began, fighter development boards began working out the procedures to fire anti-drones from a fighter's drone launch rails. These first became available in Y171.

Rail-Launched Anti-Drones are designated as RALADs (pronounced Rau-Lads).

(J12.1) OPERATIONS

(J12.11) CARRIAGE: Each RALAD replaces one drone. RALADs are half-space weapons for storage purposes. RALADs can be used as ADD ammunition in ADD launchers, and ADD ammunition can be used as RALADs.

RALADs cannot be used on scatter-packs.

(J12.12) LOADING: RALADs are loaded on the launch rails by deck crews under the same procedure as drones. They are the size of anti-drones (and type-VI drones) and can be carried on rails for type-I or type-VI drones. They cannot be carried on "special" or "heavy" rails.

(J12.13) COST: Replacing a type-I or type-VI drone with a RALAD is done at no cost (and produces no cost savings). There is, however, no drone speed upgrade cost for RALADs, effectively producing a savings in later years. There is no restriction on replacing drones with RALADs. RALADs do not count against the racial % of special drones.

(J12.2) COMBAT

RALADs are fired as ADD (E5.0) rounds, subject to the provisions below.

(J12.21) DF WEAPONS: RALADs are direct-fire weapons. They are not treated in any way as seeking weapons. If they hit their target, they score damage as an ADD round does. For example, the (E5.31) procedure (roll one die, damage equal to die roll) procedure is used when the target is a shuttle.

(J12.22) FIRING ARC: RALADs have an FA firing arc.

(J12.23) FIRING RATE: No fighter (or MRS) can fire more than one RALAD in any given impulse. RALADs count against the fighter's drone-firing rate (J4.24) as a type-VI drone.

(J12.24) PROBABILITY OF A HIT for a RALAD is the same as an anti-drone and uses all ADD rules, including the (E5.15) exemption from EW. See (E5.62) if the fighter is using erratic maneuvers.

(J12.3) USE DURING DOGFIGHTS

(J12.31) FIRING: RALADs are direct-fire FA weapons.

(J12.32) HIT: RALADs fired during a dogfight hit on a die roll of 1-3. There is no adjustment to this die roll (J7.661).

(J13.0) CASUAL BASES (Optional)

It is, theoretically, possible to rearm fighters more or less anywhere, so long as there is a flat spot to land, weapons to pick up, and deck crews to load them.

Note that energy-based weapons (fusions, hellbores, photons, disruptors, plasma-Fs) cannot be reloaded by these means. The only way such a fighter could be armed is if it arrived in that condition. Note that plasma-D armed fighters can be armed at such bases.

PFs cannot use this type of base.

(J13.1) CREATING A CASUAL BASE

(J13.11) LOCATIONS: A casual base can be created on any planet or moon (P2.0) that shuttles can land on or on a large (P3.4) asteroid. It could, in theory, be set up in the shuttle bay of any ship or base.

(J13.12) PROCEDURE: The area is treated as a ground combat location (D15.1), but otherwise is not a "unit" in any sense of the term. Module M may provide more advanced rules. Casual Bases have Control Stations; these represent "key terrain" surrounding or within the location selected for the base. However, by its very nature, there will not be any Ground Defensive Systems at a casual ground base. These are constructs which take time to place, and the entire concept of a Casual Base is that it will exist for only a short period of time and then be abandoned.

(J13.121) Shuttles land there by their own rules.

(J13.122) Deck crews can be transported there by normal means (shuttle, transporter, etc.).

(J13.123) Weapons (drones, chaff packs, fighter pods, etc.) can be transported there by various rules in (G25.0).

(J13.124) Given the length of most scenarios, fuel need not be accounted for, but fighters could not launch on a long (i.e., to another scenario) mission from a casual base without special campaign or scenario rules.

(J13.2) OPERATING A CASUAL BASE

(J13.21) SHUTTLE FACILITIES: For purposes of these rules, a casual base has 30 "casual shuttle boxes" (which are, basically, empty flat spots on the terrain. (Scenarios might specify a larger or smaller number.) Some might be used to hold cargo and might never have a shuttle land in them. They are, primarily, a record-keeping function.

(J13.211) For purposes of the deck crews, these operate as normal shuttle boxes (J4.813), except that there is no ready rack. All deck crews and supplies at the casual base must be assigned to one of these "casual boxes". (Maximum of 50 cargo points per casual box.) Deck crews can change boxes at the end of every turn. Deck crew actions are required to move supplies between casual boxes. The contents of each box are observable at Tactical Intelligence Level I.

(J13.212) These boxes cannot be destroyed, although the contents of a box without a shuttle (including cargo, deck crews) would be destroyed by a single damage point (each is a separate target selected by the attacker). If present, the shuttles can be attacked using normal rules. If a shuttle is destroyed while on the ground, anything in its casual box is destroyed with it, although the box itself is not destroyed. Shuttles are destroyed by the normal rules for firing on a shuttle on the surface, not as the contents of a box. No chain reaction is possible as the boxes are well spread out and not enclosed. Rule (R1.14C2) applies to small ground bases.

(J13.213) There is no "launch rate" since there are no "bay doors." Shuttles can launch from and land in any box at the same time (in the same impulse). The restrictions of (J1.34) will apply.

(J13.22) READY RACKS are not available and cannot be created (there's a partial exception in the case of plasma-Ds), so all reloading uses (J4.8962), the infamous Kzinti Weight Lifting Team rule.

(J13.221) For all practical purposes, only drones, chaff packs, and pods can be loaded at such a base. Plasma-Ds could be loaded, unloaded, transferred, and activated. Remember that activated plasma-Ds not on launch rails remain active for only 25 turns. Also, removing a plasma-D from a launch rail causes it to lose its charge (FP10.33). It is assumed that a small generator sufficient to provide the power to arm plasma-Ds and phaser-pods can be brought to the base on a shuttle, but such a generator would only be able to charge one phaser-pod or activate one plasma-D per turn. It can be assumed that charging one plasma-D or phaser-pod per turn has been done up to 20 turns before the fighters landed in a scenario where a base is to be used for a resupply to provide an on-hand stockpile.

(J13.222) Deck crews can perform repairs, but must have one point of cargo transported to the base for each shuttle repaired. This cargo must come from a carrier, but does not show up on the carrier's records.

END OF SECTION (J0.0) MODULE J

(R1.0) GENERAL UNITS

(R1.13) AUXILIARY CARRIERS: Most races produced and operated so-called auxiliary carriers built on modified freighter hulls. These were intended originally to transport fighters between bases and carrier groups. The need for ships at the front saw many auxiliaries used as convoy escorts, and by Y175 it was common for auxiliaries to operate in combat situations. Their limitations were considered an acceptable alternative to having no fighters at all, and their relatively low expense made abandoning them in combat a tactical option. No auxiliary carrier can cloak.

MANEUVER LIMITS: Auxiliary carriers can accelerate by five movement points per turn or double the current speed and can disengage by acceleration. See (R12.1E) for WYNs.

(R1.13A) AxCVL: The small auxiliary carries 12 fighters and 3 admin shuttles in one bay. A generic SSD is in Basic Set. SSDs for each race, and generic counters, are in Module J.

(R1.13B) AxCVA: The large auxiliary carries 24 fighters and 6 admin shuttles in two bays. No (J1.59) bay transfers. SSDs for each race, and generic counters, are in Module J.

Weapons (for each race) are as follows:

RACE	W-A	W-B	W-C	Drone
FEDERATION	Ph-1	Drone-G	Ph-1	200†
KLINGON	Ph-2	ADD	Ph-2	200†
ROMULANS	Ph-1	Plas-D	Ph-1	100¥
KZINTIS	Ph-1	ADD	Drone-A	200†
GORNS	Ph-1	Plas-D	Ph-1	100¥
THOLIANS	Ph-1	Web	Ph-1	—‡
HYDRANS	Ph-2	Ph-G	Ph-2	—‡
LYRANS	Ph-2	Ph-3	ESG	200†
ISC	Ph-1	Plas-D	Ph-1	100¥

DRONE STORAGE: The drone column shows the drone storage capacity for the large auxiliary. The small auxiliary has half of this storage capacity. The symbol ¥ indicates that the storage is type-D plasma torpedoes.

SEEKING WEAPONS CONTROL: The symbol † indicates that auxiliary carriers of both sizes for this race can control a number of seeking weapons equal to double their sensor rating. The symbol ‡ indicates that auxiliary carriers of both sizes for this race can control a number of seeking weapons equal to one-half of their sensor rating. The plasma-race auxiliaries ¥ can all control a number of seeking weapons equal to their sensor rating.

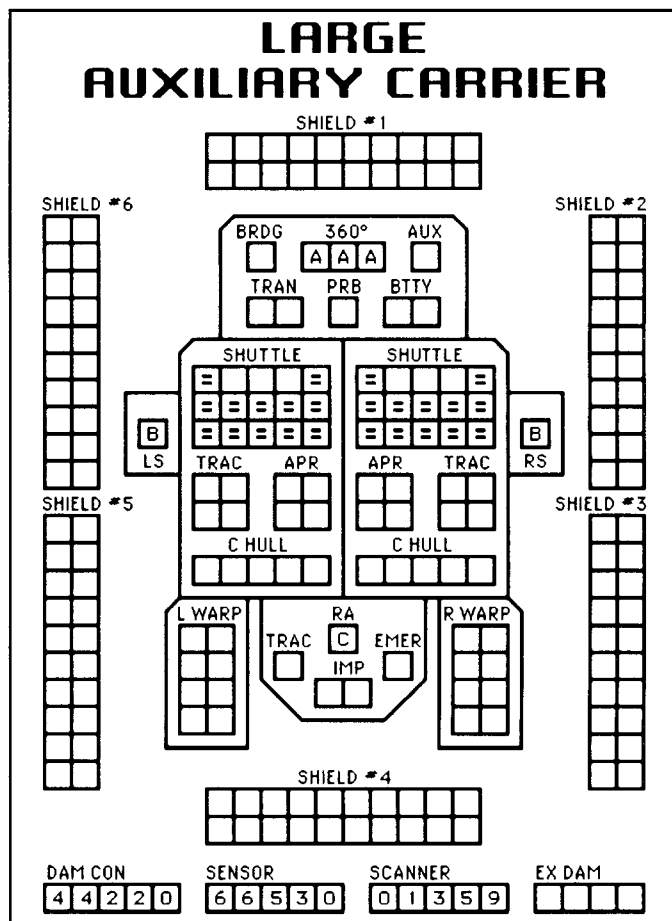
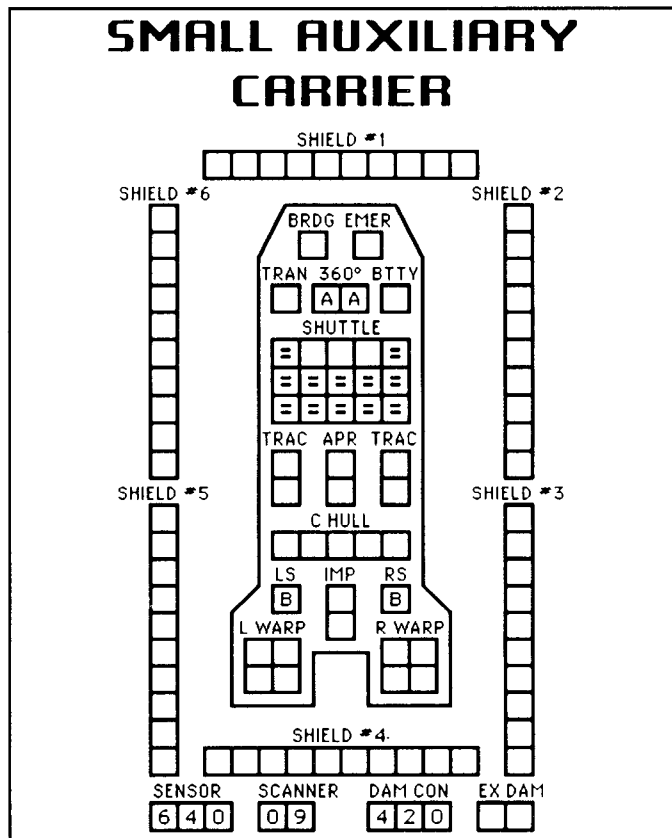
FIRING ARCS: Drones and ADDs are 360°. Web snares have L or R arc. ESGs are 360°.

AVAILABLE FIGHTERS: Auxiliary carriers never carried "assault" fighters (those requiring energy-based reloads, e.g., Z-D, A-10, etc.). The exceptions are the plasma races (who operated plasma-D armed fighters) and the Hydrans (who often operated Stinger-Fs from those auxiliary carriers not in direct support of their fleets due to the energy drain required by the fusion beam reloads; mixed squadrons were not unknown). Hydran auxiliaries cannot carry Stinger-H fighters. Kzinti Auxiliaries can operate either AAS or SAS fighters, but rarely carried a mixture of the two types.

No auxiliary carrier can carry a large fighter (J10.0).

TYPICAL FIGHTERS CARRIED BY AUXILIARIES

RACE	Up to Y178	From Y176	From Y186
FEDERATION	F-8	F-18	F-18C
KLINGON	Z-2	Z-V	Z-Y
ROMULAN	G-F	G-SF	G-FSF
KZINTI	AAS, SAS	HAAS	TAAS
GORN	G-8	G-18	G-12
THOLIAN	Spider-I	Spider-III	Spider-III
HYDRAN	Stinger-1 Stinger-F	Stinger-2, Stinger-F	Stinger-2, Stinger-F
LYRAN	Z-2	Z-V	Z-Y
ISC	AF	SF	FSF



(R1.F) FIGHTERS

(R1.F7) ELECTRONIC WARFARE FIGHTERS (EWF): All races developed special fighters to provide electronic warfare support to squadrons operating away from their carrier.

EW fighters were first deployed in Y172 (by all races). Prior to that time, MRS shuttles were used to provide EW support for fighters.

Basically, the one two-seat fighter (J4.43) in a squadron is configured with EW pods [originally (J4.96), superseded by (J11.2)] and gains the ability to lend EW support. Fighters can receive EW points from the EW fighter (J4.93) within their squadron (J4.46). EWFs cannot lend while performing EM (C10.523). See (J4.921) for requirements and (J1.343) for launch restrictions. The pods can be detected at Tactical Intelligence Level I (D17.4).

EWFs have the scientific research capability of administrative shuttles (G4.13).

Fighters come in three general categories, and each is converted to an EWF in a specific manner. Always start with the two-seat version of any given fighter type. The BPV of an EWF is the same as the two-seat version of that fighter (i.e., two points more than the standard one).

DRONE-armed (including plasma-D) fighters: Replace two type-I drones or plasma-Ds with EW pods. Delete any special drone rails (and the type-III drones on them). The speed and dogfight rating are unchanged. There is no C-refit for EWFs. Type-VI drones are retained. Note the Federation F-15E is a special case, retaining four type-VI drones.

ASSAULT fighters (armed with fusion beams, hellbores, disruptors, photons, plasma-F, etc.): Delete all non-phaser weapons (except type-VI drones) and add two EW pods. The speed and dogfight rating are unchanged. Fighters with phaser-2s are treated under this category and lose the phaser-2.

OTHER fighters, without type-I drones, plasma-Ds, or non-phaser weapons, do not delete any systems or add any EW pods. They can carry only EWFs under the "ALL" category below. (Examples: F-16, F-20; Kzinti SS.)

ALL: An EWF can carry two EW pods [originally (J4.9621), superseded by (J11.111)] in addition to those listed above (note that "other fighters" have none above); these reduce the speed and dogfight rating of the fighter. If the fighter has additional standard drone rails, it could carry these pods without these penalties.

The C-refit (R1.F8) does not apply to EW fighters.

There is no specific counter for an EW fighter. Most squadrons show one fighter as a two-seat type, although players will want to avoid using that counter for the EWF to avoid detection (at least until it is detected by other means).

NOTE: Some races (Hydrans, ISC, and Tholians) built a specific EW fighter which was the only type they used. Those three races do not "convert" a standard fighter to an EW type.

(R1.F7A) HEAVY EW FIGHTERS: All heavy fighters have a built-in potential to serve as an EW fighter. However, only one fighter per squadron (of six) can be an EW fighter at any one time, and a heavy fighter will require one deck crew action in the bay to add the required software to become an EWF. Adding the software to any heavy fighter cancels any software previously added to another fighter of that squadron.

Heavy EW fighters can lend EW to the fighters of their squadron as standard EWFs can, but can ONLY lend the EW points from any EWFs they carry (J11.22); they cannot lend the EW generated by the built-in EW pod that all heavy fighters have. Heavy EWFs have the drone control ability of two-seat EWFs.

(R1.F8) C-REFITS FOR FIGHTERS: After the advent of PFs, many drone-armed fighters were improved to carry more heavy drones in a vain attempt to keep pace. This refit (effective from Y183) allows the fighter to replace some of its type-VI drones with type-I drones on a one-for-one basis; the BPV of the fighter is increased 1/2 point for every such rail converted. (A fighter cannot have part of the C-refit. If it has the refit, it must pay for all of it.) Note that the ammunition capacity of the carriers is not increased, nor is the guidance capability (J4.25) of the fighters.

Those fighter types that had C-refits are listed as such in their description. Fighters with C-refits were in limited supply and went to the best and largest carriers.

Heavy fighters never received C-refits.

(R1.F9) TYPE-III DRONES on special (J4.233) rails have a special launching rate. If not launching other types of drones during a given turn (or within 8 impulses of a previous or subsequent turn), a fighter equipped with special rails can launch all its type-III drones (each at a different target) in a single turn (on different impulses). This does NOT apply to other drones carried on special rails.

GENERIC FIGHTER COUNTERS are provided in Module J. This squadron of 12 fighters can be used by any race which requires additional fighters in a given scenario.

UNITS USED IN MINI-CAMPAIGN (T4.0)

These units from Module R1 are presented out of the normal sequence because they are needed for mini-Campaign (T4.0).

(R1.28) SMALL GROUND BASES: There are several types of these units. They are deployed on planets or asteroids, operating as a ground base. They are treated as per (R1.14).

These units are on the special SSD in the campaign section. Use any convenient base counter.

(R1.28-A) SMALL FIGHTER GROUND BASE (FGB-S): Includes six fighters (usually second-line fighters assigned for local defense). The cargo boxes hold 100 space points (50 each) of drones (total) or type-D plasma torpedoes (as appropriate for the owning race). There are 2 sets of warp booster packs, 2 ECM pods, and 10 chaff packs per fighter stored in the base. This base has one shuttle bay. On Tholian and Hydran bases the cargo boxes are APRs, which are used to re-arm the fighters. These bases entered service with the fighters.

(R1.28-F) SMALL GROUND AGRO STATION (GAGS): Typical of a colony planet, this facility provides scientific support, food processing, and bulk storage for a network of surrounding farms. Essentially a target for scenarios in which a planet is raided.

(R1.28-H) SMALL GROUND WARNING STATION (GWS): Stations of this type would be deployed on a colony planet to provide warning of approaching ships and EW support to the defenses. The ground warning station can only loan EW to ground bases in the same hex/hexside.

(R1.29) COMMERCIAL PLATFORM (ComPlat): Commercial platforms were civilian-manned installations placed in orbit around colony planets to serve as a base for operations. Platforms could not be used to supply or repair fleet elements. Their purpose was to provide orbital survey, weather tracking, materials processing, and shipping services to the corporation developing the planet.

The center section is a pod and can be carried and deployed by tugs. The two cargo pods are standard cargo pods for the race using the platform. The SSD shows civilian cargo pods (R1.34). The data table, BPV, and chart include these cargo pods. The central core could be deployed (in space) during a scenario by a tug (use the 1/4-turn launch rule), but attachment of the cargo pods is an operation requiring considerably more time than a scenario.

Commercial platforms have positional stabilizers. They could be deployed on the surface, in orbit, or in open space.

The platform (if in space) can dock one ship (to its tractor beams); a second ship could dock (using the ship's tractors) to the opposite end.

**(R2.0) THE UNITED
FEDERATION OF PLANETS**

FEDERATION CARRIERS AND ESCORTS

(R2.13) HEAVY CARRIER (CVA): In responding to the construction of carriers by most of the races bordering the Federation, the Federation Star Fleet constructed three carefully designed "flatbeds" beginning in Y171. (Three more were planned but may not have been finished before the General war ended. One or more were finished as SCSs after the General War. The number of these ships in service was one of the Federation's most closely guarded secrets, and many of the wartime records are in fact part of a Federation deception campaign.) The Federation intended to launch the best carriers ever designed and may have succeeded.

The CVA retains the full forward centerline armament of the unrefitted DN, but compared with the DN the side phasers have been replaced with gatlings and the phasers in the rear hull with 360° ph-1s to provide for defense against enemy fighters. Specially built escorts (DE and ECL, below) always escort the carriers. The CVA can control a number of seeking weapons equal to double its sensor rating.

The engines were mounted low and to the rear to leave space clear for the balconies. This also improved the side firing arcs.

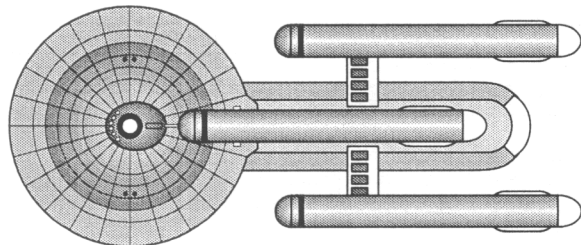
The CVA has three shuttle bays. The rear bay (six boxes) holds two SWACs, one MRS, and three admin shuttles. (There might be two MRS shuttles in some cases.) The door for this bay is large enough to launch or land one shuttle per impulse.

There is a long bay on each side holding 12 fighters (normally six F-14 and six A-10). These two bays have the balcony and track landing system with a six-position balcony on each side. Bay transfers (J1.59) are possible.

Year	Escorts	Fighters
Y171-5	ECL, 2xDE	12xF-14, 12xA-10
Y173-5	ECL/NEC, 2xDE	12xF-14, 12xA-10
Y175-9	ACL/NAC, 2xDEA	12xF-14, 12xA-10
Y177-84	ACL/NAC, 2xDEA	12xF-14A, 12xA-10
Y177-84	NAC, DEA, FFA	12xF-14A, 12xA-10
Y184-9	NAC, DEA, FFA	12xF-14B, 12xA-10
Y190+	2xNAC, 1xFFA	12xF-14C, 12xA-10
Y195+	2xNAC, 1xFFA	12xF-14D, 12xA-10

FFE/FFAs were used to fill in when the supply of new DEs was exhausted and the supply of NACs was insufficient to completely replace them. DWAs replaced FFAs and DEAs when they became available. See Module R2 for the DW and its variants.

F-14Bs entered service earlier on the Klingon front (R2.F1). SSD and counter are included in Module J. Variants include the Space Control Ship (R2.32).



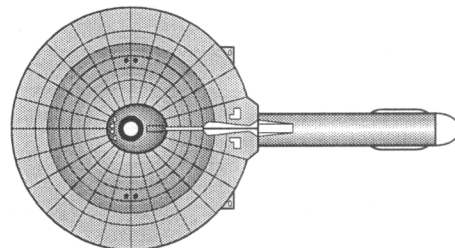
(R2.14) DESTROYER ESCORT (DE): Before the first Federation carriers entered service, it was realized (from observing Klingon and Kzinti operations) that special ships would be required to escort the flatbeds. (A carrier is extremely vulnerable when recovering its fighters, and those fighters, being out of weapons and probably damaged, are also extremely vulnerable.) Several destroyers were taken into dockyards and modified for this role.

While it lacked two of the DD's four photons, the drone racks and gatlings (and the very high speed) made this an effective warship. Line admirals were constantly trying to "borrow" DEs for use in fleet combat squadrons, but the extremely limited number (due to the limited availability of ph-Gs) made this impossible. The DE can control a number of seeking weapons equal to double its sensor rating and has limited aegis.

Like all Federation carrier escorts, there are ready racks and deck crews for the drone-armed fighters of the carrier being escorted. See (R2.R5).

Full aegis was installed in Y175, resulting in the DEA (R2.23). A variant existed for the Romulan border; see (R2.62).

SSD and counters are included in Module J.

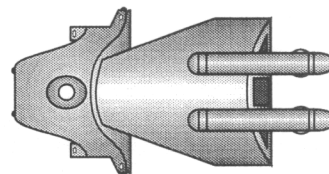


(R2.15) ESCORT CRUISER (ECL): Several of the veteran (but ancient) light cruisers were selected for conversion to escorts for the heavy carriers.

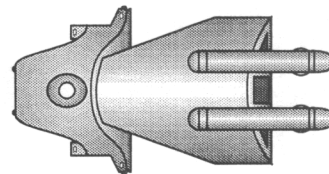
The ECL can control a number of seeking weapons equal to double its sensor rating and has limited aegis.

This ship has two ready racks and deck crews to support the fighters from the carrier it is escorting. See (R2.R5).

SSD and counter are included in Module J.



(R2.15A) AEGIS CRUISER (ACL): The few ECLs still in service in Y175 received full aegis and became ACLs. The plus refit was included as part of the ACL design. The SSD is combined with the ECL. Use the ECL counter.



(R2.16A) LIGHT CARRIER (CVL): Galactic Survey Cruisers were designed for rapid reconfiguration into CVLs (and COVs) for wartime emergencies. This was a subterfuge by the scientific departments to get the military to pay for the ships. The plan backfired in the General War when the military was able to immediately commandeer most of them.

By the time the General War began, fighters had become a significant part of military operations and the GSCs were mostly used as CVLs. (Indeed, the very first experimental Federation carrier, *Discovery* in Y167, was a "borrowed" GSC operating F-4s. The ship was considered suitable for the experiment due to the large hangar.) One was used for the initial demonstration of fighter/carrier technology to the Gorns. After the General War, the CVLs (their GSC designation having been forgotten by crews who entered the Academy after the General War began) were used against the Andromedans in the campaign to destroy the Rapid Transport Network.

The ships carried F-8s initially and later had F-18s. They never carried other fighter types.

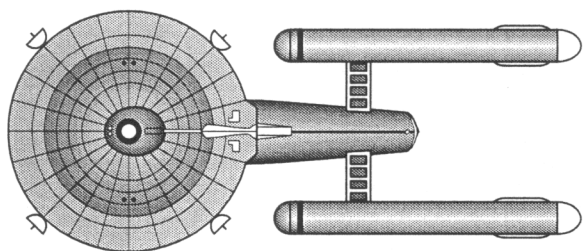
Only a few were used in front-line combat; the rest served as escorts in the Survey Territory. When used as a CVL, six fighters are carried (along with one MRS and one admin shuttle) and spare drones and stores (R2.R5) are stored in the cargo spaces. Some CVLs operated independently; others were assigned 1-3 escorts.

Year	Escorts	Fighters
Y167-75	DE, 1 or 2 FFE	F-8
Y173-75	DE, 1 or 2 FFE	F-18
Y176-80	DEA or NEA, FFA	F-18
Y177-85	DEA or NEA, FFA	F-18B
Y184-90	NAC, FFA	F-18C

The ship includes special sensors and can operate as a scout. These sensors are destroyed on phaser hits.

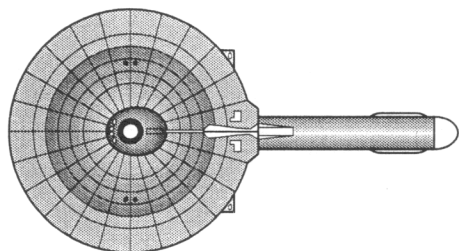
SSD and counter are in Module J.

The GSC is sometimes used as a Commando Carrier (R2.51).

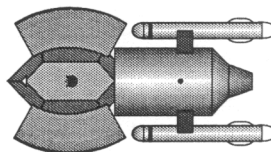


(R2.23) AEGIS DESTROYER (DEA): In Y175, all surviving DE class ships were modified to use the full aegis system (D13.0) and redesignated DEA. This also had the Y175 drone rack refit (R2.R4). There are no other changes to these ships.

The SSD is combined with that of the DE. Use the DE counters.



(R2.24) POLICE CARRIER (PV): In an emergency situation early in Y175, Federation Police Commissioner Robert Scorpio attached two hangar bay modules to a police cutter to create a "carrier." Fortunately, it did not enter combat, but the brief experience with it resulted in construction of two more ships (*Sheriff* and *Marshall*) of an improved design. Even this improved design proved unsuccessful, and further conversions were canceled. While based on the nimble police cutter, it is not nimble.



The ship can control seeking weapons equal to double its sensor rating. It carried F-20 fighters (naval fighters were not available to the police) in the bays and admin shuttles in the main ship. This was the only known case of F-20s operating from a carrier. Two of the six cargo boxes have spare fighters; the other four have supplies for the fighters. (R2.R5).

Year	Escorts	Fighters
Y175-81	1 or 2 POL	12xF-20‡
Y178	2xFFA	12xF-18†

The PV was designed by *Daniel Rafoli*.

The ship is NOT nimble.

SSD and counter are in Module J.

‡ The last PV, *Sheriff*, was scrapped in Y181 when too heavily damaged to be economically repaired. If it had survived, it presumably would have kept these escorts and fighters for as long as it remained in service.

† During its final mission in Y178, *Marshall* was under Star Fleet Command and was provided with fleet fighters and escorts. This was during a critical point in the war, when Federation carrier strength was at a dangerous low, and the ship was destroyed in combat with the Klingon carrier *Vindicator*.

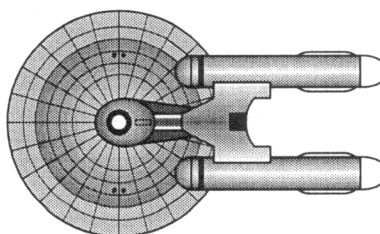
(R2.35) NEW LIGHT CARRIER (NVL): When the General War erupted, the Federation shipyards could not produce enough of the excellent but expensive CVA and CVS carriers. A crash program to design a carrier on the NCL hull resulted in the NVL. While called a "light" carrier because it was built on a light cruiser hull, the ship carried a full squadron of fighters. Like the NEC, it was never intended to come into direct combat with the enemy, hence it lacked the cruiser armament and extra seeking weapon control capabilities normally expected of a fleet carrier. Five NVLs were built before production switched to the superior NVS (R2.60). Surviving NVLs were eventually relegated to secondary theaters and anti-piracy patrols. *Kiev*, the only NVL to survive the General War, was used for advanced pilot training until it was destroyed by an Andromedan raid in Y190.

Year	Escorts	Fighters
Y173-5	NEC, FFE	12xF-18
Y175-90	NAC, FFA	12xF-18

Former Designation: NCVL.

Plus refit includes only phaser-3s, not the increase to the #1 shield seen in other NCLs, as the ship was not expected to enter direct combat.

SSD and counter are in Module J.



(R2.F) FEDERATION FIGHTERS

Unlike other races, the Federation produced three distinct classes of fighters, and several types of each.

The earliest were the "defensive" fighters sold, leased, or assigned to planets for their own defense. These included the F-4 (the earliest), F-15 (the most powerful and most expensive), F-16 (the most common), and F-20 (the cheapest).

The second class was the "naval" fighters designed for use from ships or bases. The F-8 was the earliest type (some F-4s were used later); it was supplanted by the excellent F-14. When F-14s proved too expensive and too hard to build, the F-18 was used to make up the required number of fighters and in fact comprised 80% or more of this category.

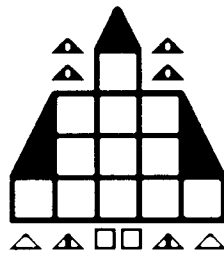
The third class comprised the A-10 and A-20 attack shuttles, which used photon torpedoes as heavy weapons.

The specifications of all fighters are on the MASTER FIGHTER CHART. Many Federation fighters have Gorn variants.

(R2.F1) F-14 "TOMCAT" FIGHTER:

The most powerful Federation fighter-shuttle is designated the F-14 Tomcat in honor of an older atmospheric aircraft that once flew from the decks of wet navy aircraft carriers.

F-14s can launch two drones per turn (of any type) if both are aimed at the same target. If not launching other types of drones on the same or different impulses of a given turn, an F-14 can launch all its type-III drones (each at a different target) in a single turn (on different impulses). See (J4.242) and (R1.F9).



The F-14 Tomcat is, without question, the best fighter-shuttle ever built (a statement the builders of the F-15 do not agree with). The Federation intended to equip all carriers with it, but the low production rate did not allow it to be deployed beyond the CVAs. (The pre-war all-F-14 plans did not anticipate the number of carriers that would actually be deployed, or the loss rate of fighters.)

Counters for the F-14 are in Module J.

There were successive generations of F-14s:

F-14A: F-14s were modified as F-14As to carry two type-III drones on Special Rails in addition to their other weapons in Y177. These were often type-III-MW drones used to destroy enemy fighters. When escorting attack shuttles, the F-14s fire their type-IIIs at long range to rattle the defenses of the target group. These drones are timed to enter the target area just ahead of the strike force. When defending the carriers, the F-14s would fire their type-IIIs into any group of approaching ships or fighters in order to disrupt the attack.

F-14B: Some were modified as F-14Bs to carry four type-III drones on Special Rails in addition to the original F-14 weapons in Y183 on the Klingon front and in Y184 elsewhere. All SSDs with F-14s show this version. Delete two or all of the special rails (type-III drones) for the F-14A or F-14B, change the two type-VI drones to type-I drones for the F-14C. For the F-14D each pair of special rails (type-III drones) can be marked as carrying a single type-IV drone.

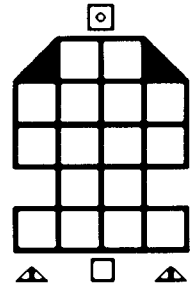
F-14C: F-14s were modified in Y190 to replace the light (type-VI) drone rails with standard (type-I) rails. This increased their firepower during the Andromedan war. F-14Cs can carry up to four type-III drones.

F-14D: A few F-14s were modified in Y195 for duty against the Andromedans. These were as F-14Cs, but each pair of Special Rails could carry one type-IV drone.

(R2.F2) A-10 "WARTHOG" FIGHTER: Designated as the A-10 attack shuttle, the "Warthog" (as its pilots call it) was the Federation CVA's heavy attack fighter. The A-10 was intended for use only on CVAs and was in limited production; it was almost never based elsewhere.

The photon has a maximum range of 12 hexes. No C-refit. Information regarding this fighter in previous editions of the game was found to be incorrect and was deleted.

Counters are in Module J.

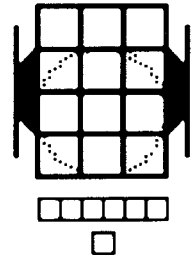


(R2.F3) E-2 "HAWKEYE" SWAC SHUTTLE:

The SWAC (Space Warning And Control) shuttle is used as an electronic command post. It is a highly modified MRS shuttle. Its characteristics are shown on the MFC and are described in detail in rule (J9.0). SWAC shuttles are operated primarily by *Napoleon*-class carriers; very rarely one would be deployed on a starbase or another carrier. A SWAC shuttle cannot be used as a scatter-pack, and it has limited assault or transport capabilities (J9.33). It can be used as a fighter, but is much too valuable to be used as such and is not a fighter for rules purposes. It could be used as a normal WW.

No C-refit. The formal designation E-2C is interchangeable with the more common E-2.

Counters for the SWAC are in Module J.

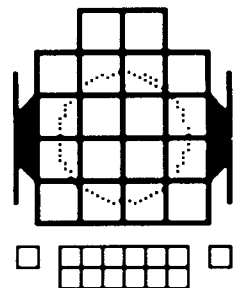


(R2.F3A) E-3A "SENTRY" HEAVY SWAC SHUTTLE:

The E-3A is the heavy (two-space) version of the SWAC. It has enhanced capabilities over those of the E-2C.

See (J9.5) for additional information. These were used only on CVAs, SCSs, and starbases. No C-refit.

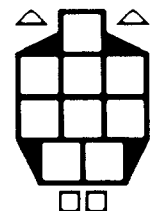
A counter is provided in Module J.



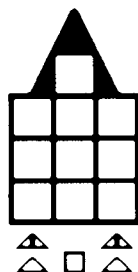
(R2.F4) F-16 "FALCON" FIGHTER:

The F-16 Falcon was designed for use as a cheap local-defense fighter for less-sophisticated planets. While rarely used on ships, the F-16 was primarily based on planets. Large numbers were sold to independent planets within the Federation for self-defense. It was produced in considerable numbers, although it was still too expensive (because of the gatling), and more than half of Federation planets used cast-off F-4s and F-8s (and later F-20s). Use FTR counters for the F-16.

F-16C: Replace two type-VI with two type-I in Y183.



(R2.F5) F-18 "HORNET" FIGHTER: The F-18 was the most numerous Federation naval fighter, drastically outnumbering the better known F-14s and F-15s. The fighter groups of virtually all bases and most carriers were F-18s after the pre-war F-4s and F-8s were used up in combat or relegated to training units.

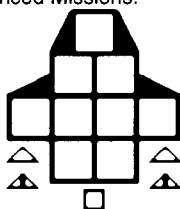


F-18B: A faster version of the F-18 entered service in Y177. It received special drone rails in Y180 becoming the F-18B+. These replaced standard F-18s, although this is not noted in most carrier descriptions.

F-18C: Replace two light rails with two standard rails in Y183. The F-18 is the standard Federation fighter. Unless otherwise stated in a scenario, it can be assumed that F-18s appearing in Y177 or later are F-18Bs, in Y180 or later are F-18B+s with special rails, and in Y183 or later are F-18Cs. The F-18B, B+, and C have two chaff packs.

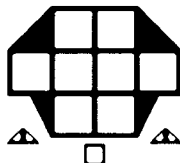
Counters for the F-18s are in Advanced Missions.

(R2.F6) F-4 "PHANTOM" FIGHTER: An early fighter produced for local defense of minor planets, the F-4 was used on ships in some early trials. The GS Cruiser *Discovery* carried F-4s as an experimental CVL in Y167, leading to construction of full carriers. Even though officially considered a planet-based fighter, F-4s were used for carrier duty prior to the F-14 and F-18.



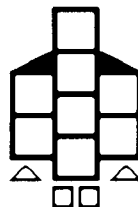
Use the FTR counters for the F-4. No C-refit.

(R2.F7) F-8 "CRUSADER" FIGHTER: Another early Federation fighter, less expensive than the F-4 and optimized for dogfighting, it was the primary carrier fighter prior to the F-14. No C-refit.



Use the FTR counters for the F-8.

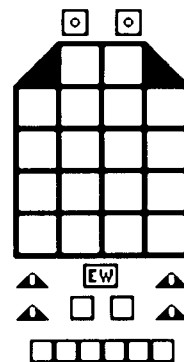
(R2.F8) F-20 "TIGERSHARK" FIGHTER: A late-era Federation fighter, intended primarily for export to minor planets within the Federation. It was optimized for dogfighting.



Use the FTR counters for the F-20.

F-20C: Replace two type-VI with two type-I. Y183.

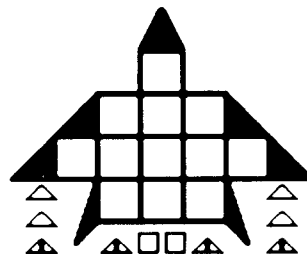
(R2.F9) A-20 "AVENGER" HEAVY FIGHTER: Designed as the ultimate in heavy shuttles, the A-20 was the closest the Federation got to building a PF (a distinction shared with the F-111 in Module K). Only limited numbers of the A-20 were built for use on the SCS and NVH. Because of its large size (J10.0), an A-20 occupies two shuttle boxes (or one mech link). It carries two photons in mounts similar to the A-10, plus four special drone rails (can carry type-I, -III, or -VI), one phaser-3, and an anti-drone system (shown on the Master Fighter Chart). The A-20 has the same sensors (and launch rate) as the F-14. Each pair of special rails can carry one type-IV drone. See (J4.24).



The photons have a maximum range of 12.

Counters for A-20s are in Module J.

(R2.F10) F-15 "EAGLE" FIGHTER: The most powerful (and most expensive) planet-based fighter, F-15s were used for the most important planets. Some were used for carrier duty on CVS-class ships (which were designated CVB) after those ships proved incapable of operating F-14s.



The F-15 can fire two drones per turn; if fired on different impulses they can be fired at different targets. See (J4.242).

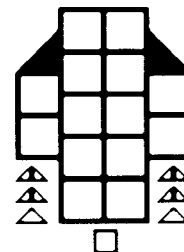
F-15C: This variant replaced two type-VI drones with two type-Is for increased firepower in the late-War period and against the Andromedans. Y183.

F-15D: The final "Delta Dog" variant had two light rails for type-VI and six standard rails for type-Is. Four of the standard rails were paired so that each pair could carry one type-IV drone in Y185.

Use the FTR counters for the F-15. F-15 counters are in Module R2. *Design by Craig Friedley.*

(R2.F11) F-111 "AARDVARK" HEAVY DRONE FIGHTER: This fighter is in Module K.

(R2.F12) A-6 "INTRUDER" ASSAULT SHUTTLE: First introduced in Y168 as the assault contemporary of the F-4 and F-8. The A-6 was never produced in any significant numbers. The lack of a phaser (thought unnecessary in the pre-War era) proved its downfall. Few, if any, ever served on carriers.



The A-6 has six drone rails, three under each wing. All rails can carry RALADs. These are as follows:

The outer rails are "light" rails able to hold only type-VI drones. They cannot hold pods of any type.

The middle rails are "standard" rails able to hold type-I or type-VI drones.

The inner rails are standard rails, but are the only rails able to hold fighter pods.

The two rails comprising a given pair need not be loaded with identical munitions. The A-6 could not carry type-III, multi-warhead, or two-space drones.

Use FTR counters for A-6s.

Design by Jeff Saska.

(R3.0) THE KLINGON EMPIRE

(R3.0) KLINGON CARRIERS AND ESCORTS

(R3.R6) HANGAR BAY ELEVATORS: Those Klingon carriers with an upper and lower bay (e.g., B10V, C8V, D7V) have an elevator allowing the transfer of fighters between bays. See (J1.591).

(R3.25) E4E ESCORT: Concerned by the advent of the high-performance fighters, the Klingons modified E4s into this escort variant (which replaced the disruptors with anti-drones) known as the E4E. These ships had the limited aegis system (able to fire twice per impulse).

The E4E had virtually no anti-ship capability, being intended solely to destroy fighters. Successful against the early fighters, it was outclassed by more modern designs, such as the F-18 and Stinger-2, and was totally overwhelmed by super fighters, such as the F-14.

Like the basic E4, the E4E/A cannot separate its boom.

The E4E can control a number of seeking weapons equal to its sensor rating.

UIM: Not available.

SSD and counters are in Module J. Use the E4A counters for the E4E.

(R3.25A) E4A ESCORT: In Y175, the Klingons refitted their escort classes (E4E, E3E, and F5E) with full aegis fire control, and the E4E became the E4A. By that time they had been relegated to less active theaters, convoy escort groups, auxiliary carriers, etc. The E4A incorporates the B-refit.

The E4A can control a number of seeking weapons equal to its sensor rating.

The SSD is combined with the E4E; counters are in Module J.

(R3.28) C8V HEAVY CARRIER: The Klingons, impressed by the huge Federation CVAs with their large fighter groups, built a CVA design based on the C8-class dreadnought. The first ship was built as new construction during the War, entering service in Y174; more were built thereafter, and some existing C8s and C9s were converted. "Vindicator" was lost 9 years later in the duel that wrecked the Federation CVA *Napoleon*.

The C8V carried a total of 24 fighters and 7 admin shuttles in two shuttle bays and the special small bay on the boom. Two admin shuttles were usually replaced with MRS, not included in BPV. The two main bays were stacked one on top of the other with armored bulkheads in between, changing the outline of the ship substantially. Transfers by (J1.59) are possible between the two rear bays using the elevators (R3.R6). There is a four-position balcony for the lower shuttle bay. The upper bay has launch tubes. The many changes in this design can be seen from the SSD.

The C8V can control seeking weapons equal to double its sensor rating.

Year	Escorts	Fighters†
Y174	D5E, F5E, E4E	12xZ-V, 12xZ-D/P
Y175-76	AD5, AF5, E4A	12xZ-V, 12xZ-D/P
Y177-80	AD5, 2xAF5	18xZ-Y, 6xZ-P
Y180-84	AD5, 2xAF5	18xZ-YB, 6xZ-P
Y183+	AD5, 2xAF5	24xZ-YC

† There were usually 6 Z-Ds and 6 Z-Ps. Sometimes Z-Ps or superiority fighters replaced some of the Z-Ds, but there were never more than 6 Z-Ds on any C8V. All of these assault fighters are in the lower bay.

The F5E/AF5 is in Module R3. Players could use two AD5s and one E4A as an alternative. The single AD6 (R3.76) replaced the AD5 in the *Vindicator* group.

UIM: There are two UIM modules as standard equipment; if not used, the BPV is reduced by 10 points. Backups available for purchase under (S3.2).

Balcony: Four position, lower bay only.

SSD and counters are in Module J.

A graphic of the C8V is shown at right.

(R3.29) AD5 CARRIER ESCORT: This ship is a modification of the D5 War Cruiser. A full aegis system is installed, controlling all weapons. The AD5 can control seeking weapons equal to double its sensor rating. It does not normally carry fighters, but has ready racks and deck crews to service drone-armed fighters in support of carrier operations. The K-refit was part of the conversion from a D5E.

This ship is the full aegis version of the D5E (R3.51).

UIM: Not available.

SSD and counters are in Module J.

(R3.30) F5V LIGHT CARRIER: This light carrier conversion was used for escort and support duties.

The ship carried only eight fighters and was generally found unsatisfactory. After Y178 they were used primarily as convoy escorts or to carry replacement fighters for CVs, but two were used in main-line combat during the closing stages of the General War when the Klingon fleet was reduced to a shadow of its former strength.

An F5V can control seeking weapons equal to double its sensor rating. The extensive changes from the F5 design are evident on the SSD. F5s converted to F5Vs include the B-refit.

Year	Escorts	Fighters
Y167-70	E3E	8xZ-2
Y168-75	E4E	8xZ-2
Y175-80	E4A	8xZ-V
Y177-88	AF5	8xZ-Y
Y186-	AF5	8xZ-YB or C

Former designation F5CVL.

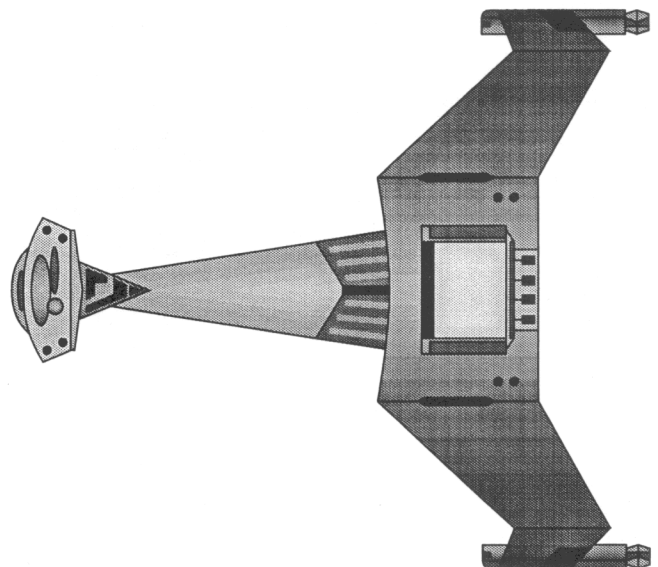
UIM: Not available.

SSD and counters are in Module J.

(R3.51) D5E ESCORT CRUISER: Designed for improved anti-drone defense of a carrier squadron. The D5E was the predecessor of AD5. The D5E has only the limited aegis control system like all D5s, but this did control all of the weapons. It can control a number of seeking weapons equal to double its sensor rating. The K-refit was installed when ships of this type were upgraded to AD5s.

UIM: Not available.

The SSD is combined with the AD5 in Module J. A D5E counter is provided in Module R3.



(R3.F) KLINGON FIGHTERS

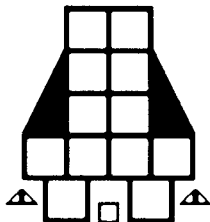
All Klingon fighters were designed by the Zegurnii Design Bureau and bear the designator "Z" in honor of their designer. Karjim Zegurnii designed the first Klingon fighters in Y165 and continued (with the help of several hundred engineers in his Bureau and his son Korobal) to design the Empire's fighters until after the General War. The data for all Klingon fighters are included on the MASTER FIGHTER CHART.

(R3.F1) Z-1 FIGHTER is an "assault" fighter designed primarily for attacks on ships. It relies on firepower rather than maneuver to counter enemy fighters. The Z-1 usually served in mixed squadrons with the Z-2 (and later the Z-Y), and was eventually retired to local defense and training units and replaced by the Z-P and Z-D. Since deployment of the Z-D never approached that of the Z-1, it is assumed that the entire assault fighter idea was found less workable than was first thought.

No C-refit.

Federation nickname: *Zoran*.

Counters are in Advanced Missions.



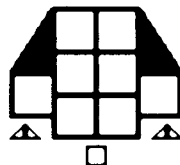
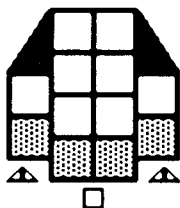
(R3.F2) Z-2 FIGHTER was the first main-line Klingon fighter. It is the equivalent of the Kzinti AAS. It served as the standard superiority fighter from Y168-Y175.

Most Klingon carriers have the SSD for the Z-Y fighter; to modify a Z-Y into a Z-2, delete the surplus drones and the second chaff pod, then shade (in effect, delete) four of the boxes to show the correct number of damage points. The result will look like the upper fighter at right.

An original Z-2 SSD would appear like the lower fighter illustration.

No C-refit.

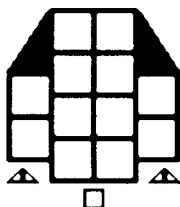
Counters are in Advanced Missions and Module R3.



(R3.F3) Z-V FIGHTER replaced the Z-2 as a superiority fighter after Y172. It was faster, more agile, and harder to destroy. Most Klingon carrier SSDs come with the SSD for the Z-Y fighter; to modify it to the Z-V simply delete the surplus drones and the second chaff pod.

No C-refit.

Counters are in Module J.



(R3.F4) Z-Y FIGHTER supplemented, and eventually replaced, the Z-V as a superiority fighter. Compared to the Z-V, the Z-Y was faster, more agile, and far more heavily armed.

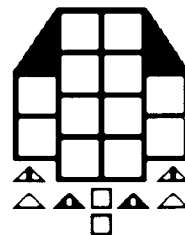
The SSD for this fighter is shown on most Klingon carriers and can be modified (as shown above) to represent the Z-2 and Z-V.

Counters are in Module R3.

See (J4.24).

Z-YB: By about Y180, two Special Rails had been added to some Z-Ys (becoming Z-YBs), allowing them to carry two type-III or type-III-MW drones in addition to the type-Is. See (R1.F9).

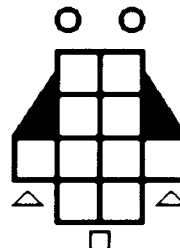
Z-YC: In Y183, the Klingons replaced the Z-YB's two light rails (and type-VI drones) with standard rails (and type-I) drones, turning them into Z-YCs.



(R3.F5) Z-D FIGHTER was the standard disruptor-armed fighter used for assaults on ships. It carries two charges for its disruptor, which has a maximum range of 10 hexes. The disruptor can be fired once per turn within the 1/4-turn delay rule. While the Z-D replaced the earlier Z-1 (at player option), in practice Z-Ds were only deployed in half-squadrons of six on CVAs and starbases.

Use the Z-1 counters for the Z-D.

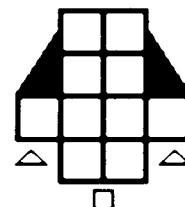
Z-DC: In Y183, the last Z-Ds were upgraded with standard rails (type-I drones) replacing the light rails and type-VI drones.



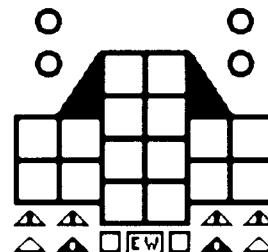
(R3.F6) Z-P FIGHTER was the phaser-2-armed version of the Z-D. Like the Z-1, it can fire its phaser-2 every turn. The Z-P was faster than the Z-1 and easier to build than the Z-D. Most C8Vs had fighter groups including 12 superiority fighters, 6 Z-Ds, and 6 Z-Ps.

Use the Z-2 counters for the Z-P.

Z-PC: In Y183, the Z-Ps were upgraded with standard rails (type-I drones) replacing the light rails and type-VI drones.



(R3.F7) Z-H HEAVY FIGHTER: The largest Klingon fighter, the Z-H carries a full range of weapons plus an EW pod. This is a "large" or "double size" fighter requiring two shuttle boxes. See (J10.0) for rules on heavy fighters. As with other heavy fighters, a squadron of 6 would replace a squadron of 12 normal fighters on a CVA or starbase. The SSD at right shows the drones (two light, four standard, and two special rails) and the two disruptor charges for each disruptor (same disruptor rules as Z-D). See (J4.24) and (R1.F9). Z-Hs were never used in an anti-fighter role (and had to be protected from fighters); they were only used in assaults on ships or other large targets. Use the Z-1 counters or PF counters.



(R4.0) THE ROMULAN STAR EMPIRE

ROMULAN CARRIERS AND ESCORTS

(R4.7) WARHAWK LIGHT CARRIER (WH): Before the Klingons provided warp technology, the primary Romulan starship class was the Warbird. The WarHawk was a different class, built in small numbers in competition with the Warbird design, apparently as a result of Romulan politics (i.e., keeping two different shipyards in business).

The WarHawk (despite being a smaller ship) had considerably more internal volume than the Warbird because it was not built around a plasma-R torpedo launcher, and the Romulans converted many of them to use as light carriers, operating five fighters and one shuttle. The original sublight conversions were used as fighter tenders to support planetary defense fighters (which otherwise would have to launch from the planet's surface at every alert).

WarHawks were relegated to convoy escorts and other secondary missions shortly after the war began. WarHawks usually had low-quality fighters. They often operated in pairs (two WarHawks, two escorts). About Y180 all surviving WarHawks were converted to ChickenHawk PFTs.

Year	Escorts	Fighters
Y165-72	BH or SNA	5xG-I or G-F
Y172+	BHE or SNE	5xG-II or G-F
Y180+	BHE or SNE	5xG-II or G-SF

The WarHawk was designed by *Craig L Carey*.

The WarHawk is a variant of the BattleHawk (R4.46).

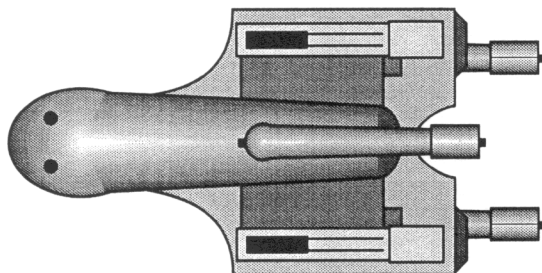
SSD and counters are in Module J. The SSD shows the version with superiority fighters. Some had torpedo fighters. No WarHawk had a mixed group. None appear to have survived long enough to get faster fighters.

(R4.15) SPARROWHAWK-B CARRIER (SPB): Carrying 16 Gladiator fighters, the SPB rapidly replaced the aging WarHawks and provided new flexibility for fighter squadrons. Each module includes four stasis boxes for type-F plasma torpedoes (to be loaded on the fighters). Each module carries four torpedo and four superiority fighters; no transfers. See rule (J4.86).

Year	Escorts	Fighters
Y168-72	2xSKH-E	8xG-I + 8xG-F
Y173-74	2xSKH-E	8xG-II + 8xG-SF
Y175-80	2xSKH-EA	8xG-II + 8xG-SF
Y180+	2xSKH-EA	8xG-III + 8xG-FSF

Alternate designation: SpH-B.

SSD and counter are in Module J.



(R4.22) SKYHAWK-B LIGHT CARRIER (SKB): This ship carries two admin shuttles and eight fighters. There are four plasma-reload boxes; see rule (J4.86).

Year	Escorts	Fighters
Y168-73	SkE-E	4xG-I, 4xG-F
Y173-75	SkE-E	4xG-II, 4xG-SF
Y175-80	SkE-EA	4xG-II, 4xG-SF
Y181+	SkE-EA	4xG-II, 4xG-FSF
Y185+	SkE-EA	4xG-III, 4xG-FSF

SSD and counter are in Module J. Alternate designation: SkH-B.

(R4.25) SKYHAWK-E ESCORT (SKE): The escort version of the destroyer series, used in carrier groups. It had limited aegis and, like all escorts, had ready racks and deck crews.

Alternate designation: SkH-E.

SSD and counters are in Module J.

(R4.25A) SKYHAWK-EA AEGIS ESCORT (SKEA): After Y175, the SkyHawk-E was refitted with full aegis and became the SkyHawk-EA. The SSD is combined with the SKE; use the SKE counters.

(R4.29) SUPERHAWK-B (SUB): The Romulans installed B-modules on one SuperHawk, resulting in a CVA on a heavy cruiser hull. There are four stasis-reload boxes in each of the wing bays and two in each of the center bays. Because it had four bays and eight tractor beams, this ship was able to launch and recover fighters more quickly than other carriers. See rule (J4.86). Named *Imperial Standard*, it was destroyed during Operation Remus by fighters from the *MacArthur*.

This ship is a "Heavy Hawk;" see (R4.N3).

Four shuttle bays. Transfers (J1.59) between center bays only.

Year	Escorts	Fighters
Y173-74	SpH-A, 2xSkH-E	12xG-II, 12xG-SF
Y175-79	SpH-M, 2xSkH-EA	12xG-II, 12xG-SF
Y180+	SpH-M, 2xSkH-EA	12xG-III, 12xG-FSF

SSD and counter are in Module J. Alternate designation: SupH-B. The SUB is a variant of the SUP.

(R4.34) SUPERHAWK COMMAND CRUISER (SUP): The SuperHawk was designed as a cruiser-carrier version of the FireHawk. With a squadron of fighters and its own considerable firepower, the ship would be the cornerstone of a battle fleet. It was built with swivel-S-torps. There are plasma reload boxes in two of the shuttle boxes in each bay; half of the fighter group was torpedo-armed assault fighters.

This ship is a "Heavy Hawk;" see (R4.N3). While it carries fighters, the SuperHawk does not have a formal escort group.

The ship was originally built with A-modules, but converted to K modules in Y174.

Two shuttle bays; transfers (J1.59) possible.

Year	Escorts	Fighters
Y170-72	None	4xG-I + 4xG-F
Y173-80	None	4xG-II + 4xG-SF
Y180-85	None	4xG-II + 4xG-FSF
Y182+	None	4xG-III + 4xG-FSF

Alternate designations: SupH-K, SupH-A, SupH.

SSD in Advanced Missions, counter in Module J. The SSD in Module J shows the version with K modules.

Variants include the SUB (R4.29), KH (R4.37), NH (R4.72), and the RH (R4.73).

(R4.34A) SUPERHAWK-K (SUP-K): The version of the SuperHawk with K modules is assigned this number for reference purposes. This ship could have an EW fighter under the SFB rules, but the Romulans did not operate it that way.

SSD in Module J, use the SUP counter.

(R4.F) ROMULAN FIGHTERS

Romulan fighters, all of which bore the designation "Gladiator," (except the "Tribune" heavy fighter) were of two main types.

The Gladiator-I, -II, and -III were assault fighters. They carried plasma-F torpedoes for anti-ship attacks.

The Gladiator-F, -SF, and -FSF were anti-fighter superiority units with phasers and type-D plasma torpedoes.

Obviously, there is no formal restriction in targets, and a G-SF can fire at a ship just as easily as a G-II can fire at another fighter.

No Romulan fighter has a cloaking device. Romulan fighters do not carry PPTs. Data for all of these fighters are on the Master Fighter Chart.

No Romulan fighter (or any Romulan unit, for that matter) can carry drones, although a Romulan EWF (or heavy fighter) could guide drones launched by a friendly unit [unless using a weapons guidance pod (J11.35)].

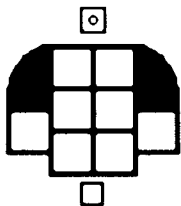
The Romulans never used Klingon fighters.

(R4.F0) OLD SUBLIGHT SHUTTLE: The Romulans, who continued using sublight ships far longer than any other race, retained some of their old sublight shuttles for many years. These were carried by the Old Series ships before the Klingons provided warp technology and by many of these ships during the transition. The sublight shuttle moves at a speed of one hex per turn, has no weapons, cannot be used as a suicide or scatter-pack shuttle, but otherwise operates as a standard administrative shuttle.

A sublight ship (Snipe-S, Warbird, Hawk-S, etc.) is assumed to be carrying sublight shuttles; it costs one point per shuttle to switch to standard administrative types. (The "refitted but still sublight" ships would be likely to have standard administrative shuttles, but must pay extra for them.) All other Romulan ships are assumed to have administrative shuttles.

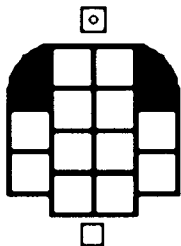
(R4.F1) GLADIATOR-I ASSAULT FIGHTER (G-I): This was the original trans-light attack fighter carrying a type-F plasma torpedo. It carried no other weapons and was all but useless against enemy fighters or a target defended by fighters. No C-refit.

GI counters are in Module J.



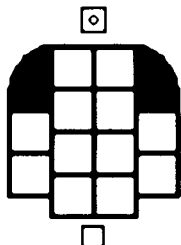
(R4.F2) GLADIATOR-II ASSAULT FIGHTER (G-II): This was a wartime improvement to the Gladiator-I, retaining the plasma-F but adding a phaser. It was also faster and more agile (higher DFR). The G-II was in service in Y173, but did not completely replace the G-I until Y178. No C-refit.

Use the GI counters.



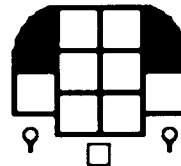
(R4.F3) GLADIATOR-III ASSAULT FIGHTER (G-III): This was a late War improvement of the G-II, with better speed. Never available in sufficient numbers, it was used only on carriers (bases retained their G-IIs to the end of the war, but got G-IIIs afterwards). Some smaller carriers did not get G-IIIs until later. No C-refit.

Use the GI counters.



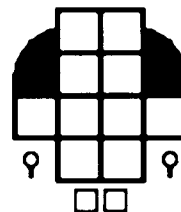
(R4.F4) GLADIATOR-F SUPERIORITY FIGHTER (G-F): This was the original superiority fighter designed to combat enemy fighters. No C-refit.

GF counters are in Module J.



(R4.F5) GLADIATOR-SF SUPERIORITY FIGHTER (G-SF): The G-SF began replacing the G-F in Y173. It was faster and tougher. No C-refit.

Use the GF counters.



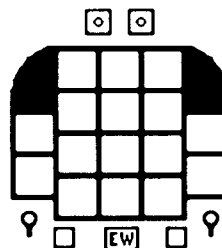
(R4.F6) GLADIATOR-FSF FAST SUPERIORITY FIGHTER (G-FSF): This appeared in Y180. It was a faster version of the G-SF. It had almost completely replaced the G-SF by Y182. No C-refit.

Use the GF counters.



(R4.F7) TRIBUNE-CLASS HEAVY FIGHTER (TRIB): Like most races, the Romulans produced a heavy assault fighter. It was used primarily by bases, although the Condor-Vs sometimes carried six and the Phoenix may have carried them briefly on mech links before converting to PFs (it was designed for this, but it is unclear if the conversion to PFs was before or after the ship entered service). Use by other carriers was relatively rare.

Use the GI, Interceptor, or PF counters.



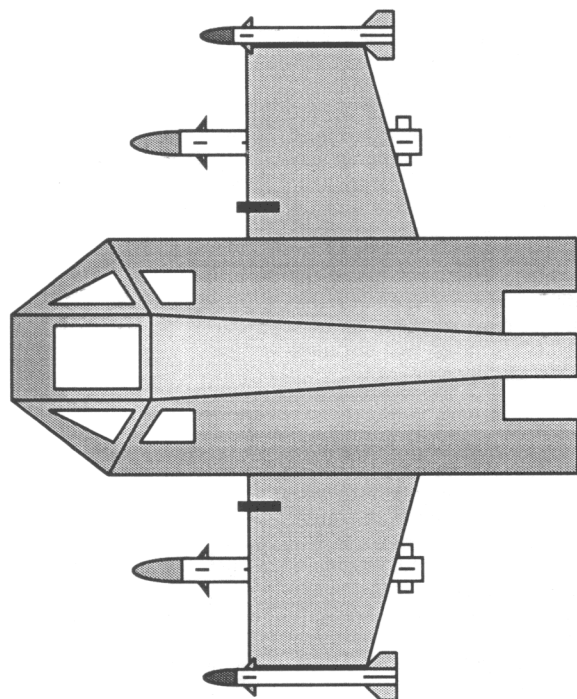
(R5.0) THE KZINTI HEGEMONY

(R5.14A) CARRIER TUG (CVT): The Kzintis built carrier pods for their tugs and used the resulting Carrier-Tugs (CVTs) to transport fighters to the front, temporarily replace lost carriers, or as convoy escorts. A CVT might operate alone, or it might be given the same escorts as a CVL or CVS. It would have the same fighters as a CVS if operating as a fighter transport or carrier replacement, but might have older fighters if operating as a convoy escort.

Transfers (J1.59) between the bays on the pods and tug are not possible.

The SSD in Module J is based on the more powerful Combat Tug (R5.53). The drone racks on the TGC work the same as those on the TGT (R5.12). A carrier tug based on the transport tug would be designated TGV.

A counter is provided in Module J.



KZINTI TACTICALLY ADVANCED ATTACK SHUTTLE (TAAS)

(R5.25) HEAVY CARRIER (CVA): The disruption resulting from the Coalition attacks on the Kzinti homeworlds in Y169 and Y170 temporarily halted Kzinti capital ship production after their third (or possibly second) DN had been completed. They were not able to resume capital ship production until early in Y172. Impressed by their observers' initial reports of the power of the new Federation CVAs, and knowing the value of their own strike carriers, the Kzintis rebuilt the partially-completed *Olympus*, their fourth (or possibly third) DN hull, as a CVA. The ship was finished in Y173. In the following year, the CVA *Titan* was completed. The Kzintis may have converted one or more DNs into CVAs at some point during the next few years. Later, starting in Y181 and finishing in Y186, the Kzintis converted most of their surviving DNs and CVAs into Space Control Ships.

The CVA has two shuttle bays, each with 12 fighters and 3 admin shuttles. (It often replaced one or two admins with MRS.) It did not have the balcony system of the Federation CVA, or the "throat and belly" system of the CVS, but had four "throat" launch tubes per bay, allowing five fighters to be launched simultaneously from each bay (the fifth from the recovery hatch). Each bay can only recover one fighter at a time (through a belly hatch), but can do so while launching four fighters. Transfers (J1.59) between the two bays are possible.

In the CVA design, the type-B and type-C drone racks on the DN were replaced with type-A racks, as the fleet architects felt that the ship had fighters to launch drones, and that the drone requirements for the fighters would make it impossible to carry enough drones to supply oversized or fast-firing racks. The large fighter bays forced the elimination of the central reactor and main-hull disruptors; the forward reactor and the impulse engine were increased to provide more power. The drone racks were found to be inadequate and were replaced in the Y175 drone rack refit (R5.R5).

The CVA can control seeking weapons equal to double its sensor rating.

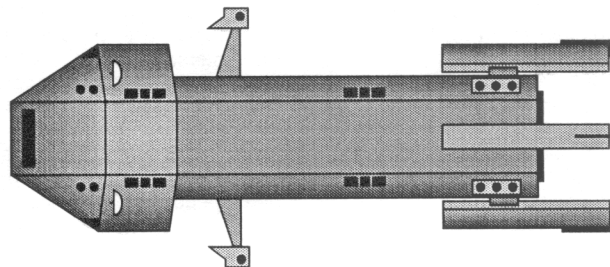
Design by C Michael Thompson, Richard Kerr, and John Gyori.

Year	Escorts	Fighters
Y173-74	2xMEC, EFF	18xHAAS, 6xDAS
Y173-74	2xMEC, DWE	18xHAAS, 6xDAS
Y175-76	2xMAC, AFF	18xHAAS, 6xDAS
Y175-76	2xMAC, DWA	18xHAAS, 6xDAS
Y177-80	2xMAC, DWA	18xTAAS, 6xDAS
Y180+ †	2xMAC, DWA	18xTADS, 6xDAS

† CVAs were converted to SCSs in the early Y180s.

The Kzinti CVAs were involved in heavy combat and sometimes substituted DWE/As and E/AFFs for MEC/MACs.

SSD and counter are in Module J.

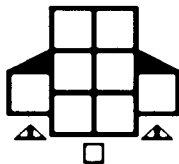


(R5.F) KZINTI FIGHTERS

The Kzintis used fighters extensively, but rather than following the Hydrans in using them exclusively for fleet actions, they pioneered using them for independent strikes. The statistics for all Kzinti fighters are on the Master Fighter Chart.

Counters for Kzinti fighters are in Basic Set, Advanced Missions, and Module R2.

(R5.F1) AS FIGHTER: The original Attack Shuttle was built with borrowed Hydran fighter technology. It cannot control the drones it fires (these must be controlled by the ship or another unit), limiting its use tremendously. See (J4.24). The Hydrans had not had a need for their fighters to control seeking weapons, and the Kzintis did not realize that such a need existed when the fighters were first designed.

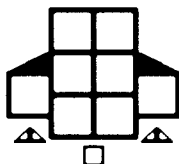


The AS was intended as, for all intents and purposes, a manned recoverable scatter-pack that could be carried by any ship (based, as it was, on Hydran tactical concepts). The idea was that any ship would carry one or more AS shuttles in place of admin shuttles to improve their drone launch rate. There was no thought of carriers with large numbers of fighters because no ship could control the number of drones that a full fighter squadron could launch.

The entire idea of manned fighters proved ineffective because ships with such shuttles tended to exhaust their limited supplies of drones very quickly. (The Hydrans, who used energy-based weapons with an essentially unlimited supply of ammunition on board the carrier, did not take this into account in their original tactical doctrine.)

Attempts to field entire fighter squadrons using MRS shuttles to control the drones did not work as the enemy would simply pick off the MRS with long-range fire. (There were too few MRS shuttles to issue every ship with one to use as a fighter.)

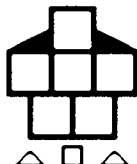
(R5.F2) AAS FIGHTER: The Advanced Attack Shuttle was the result of a Kzinti research program to build a fighter that could control its own drones. Kzinti scientists were able to build a smaller (albeit less capable) version of the drone control system from the MRS and deploy the AAS in Y164.



This development saved fighters from being relegated to base and planetary defense work. When the drone control module was developed in Y163, the Kzintis hastily modified a ship as a "true carrier" and used it to test the new AAS fighters. Details of this "first carrier" are unknown at this time, except for the name *Long-Lean*, which apparently refers to a distant Kzinti ancestor, or perhaps a historical figure.

Virtually all Kzinti SSDs show the later TADS fighter. To convert the TADS to the AAS, delete the type-VI and type-III drones and one chaff pack and reduce the number of damage points to 8 by shading some boxes.

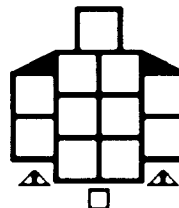
(R5.F3) STREAK FIGHTER (SAS): The Streak Attack Shuttle was a modified AAS which had fewer weapons but more speed. It carried only a light drone load and was almost always used against other fighters. Kzinti fighter pilots on the *CVS Rapier* mutinied in Y172 when ordered to attack a Klingon frigate squadron with only streak fighters.



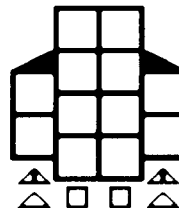
Players can replace AAS fighters with Streak Fighters if they wish. No C-refit.

(R5.F4) HAAS FIGHTER: The Highly Advanced Attack Shuttle replaced the AAS as the standard fighter beginning in Y173. No C-refit.

Virtually all Kzinti SSDs show the later TADS fighter. To convert the TADS to the HAAS, delete the type-VI and type-III drones and one chaff pack and reduce the number of damage points to 11 by shading a box.



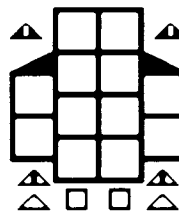
(R5.F5) TAAS FIGHTER: The Tactically Advanced Attack shuttle began replacing the HAAS as the standard fighter in Y177. The Kzinti equivalent of the Z-Y and F-18, the TAAS was also intended for superiority missions. This fighter can fire two drones per turn; if they are fired in different impulses, they can be fired at different targets (J4.24). Construction switched to the very similar TADS shuttle in Y180. No C-refit.



(R5.F6) TADS FIGHTER: The Tactically Advanced Drone Shuttle carried two type-III (often MW) drones on Special Rails in addition to the other armament of the TAAS (e.g., TAAS drone launch abilities). See (R1.F9).

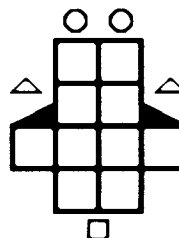
This is the SSD that appears on almost all Kzinti carrier SSDs.

TADSC: The TADS received the C-refit in Y183, becoming the TADSC and replacing two light rails (and type-VI drones) with standard rails (and type-I) drones.

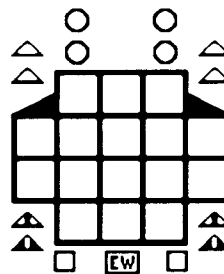


(R5.F7) DAS FIGHTER: The Disruptor Attack Shuttle was the standard disruptor-armed fighter. It carries two charges for its disruptor, which has a maximum range of 10 hexes. It can be fired once per turn, within the 1/4-turn delay rule. DAS fighters were carried only on CVAs and starbases in half-squadrons of 6 fighters.

DASC: The DAS received the C-refit in Y183, becoming the DASC and replacing two light rails (and type-VI drones) with standard rails (and type-I) drones.



(R5.F8) LAS HEAVY FIGHTER: The Large Attack Shuttle is a double-size fighter (requiring two shuttle boxes) similar to the large fighters used by other races. It was marked by a nominal dogfighting capability. The drone rails include four light, two standard, and two special. The two disruptors each have two charges, range 10 hexes; they can fire only once per turn (and not within 8 impulses of a previous firing on a previous turn).



(R6.0) THE GORN CONFEDERATION

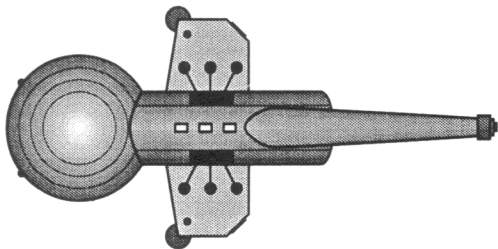
(R6.0) GORN CARRIER AND ESCORTS

(R6.16) CARRIER (CV): The Federation sent a CVL (with Federation crew and pilots) to the Gorns in Y172 on a goodwill mission. The Gorns noted that carriers could be useful in some tactical situations. The Gorns produced two carriers of their own in Y173, the *Archaeopteryx* (a converted CL) and the *Victor* (a modified HDD) the next year, just in time to participate in the campaign against the Romulans. Later, one (perhaps two) more CLs were converted to CVs, but the HDV was preferred because it was cheaper and in production while there were few CLs available.

The CV carried six G-18 and six G-10 fighters (supplied by the Federation) plus two administrative shuttles (one of them often replaced with an MRS). Two bays; transfers by (J1.59) allowed.

Year	Escorts	Fighters
Y173	CLE, DE	6xG-18, 6xG-10
Y175-9	HDA or CLA, DEA	6xG-18, 6xG-10
Y180-9	HDA or CLA, BDA	6xG-12, 6xG-10

Federation reporting name: *Archaeopteryx*.
Balcony positions: 3 left + 3 right.
SSD and counter is in Module J.

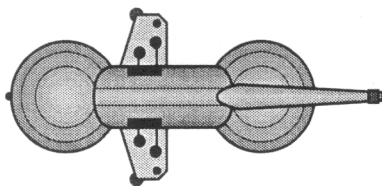


(R6.36) BATTLE DESTROYER ESCORT (BDE): The escort for the HDV carriers (and later for the CVs). The ship has racks for type-D plasma torpedoes and has ready racks and deck crews for the carrier's fighters. These ships had limited aegis.

Federation reporting name (BDE): *Ceratosaurus-E*.
Design by *Mark St Cyr*.
Balcony positions: 2 left + 2 right.

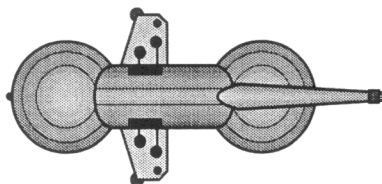
Plus refit added two ph-3s from Y171. Not all BDEs had received this refit when converted to BDAs, and at least one did not receive it until much later.

SSD and counter are in Module J.



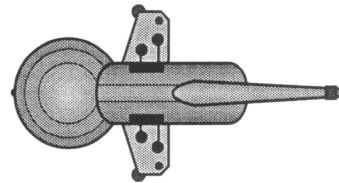
(R6.36A) AEGIS BATTLE DESTROYER (BDA): The BDEs were refitted with full aegis in Y175 and designated BDAs.

Federation reporting name (BDA): *Ceratosaurus-A*.
Balcony positions: 2 left + 2 right.
SSD is combined with the BDE. Use the BDE counter.



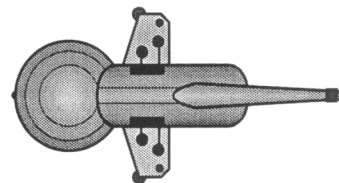
(R6.37) DESTROYER ESCORT (DE): When the Gorns built their first carriers in Y173-4, they provided DE and CLE ships as escorts for the CV, while the HDV was provided with BDE and HDE escorts. The DE had the standard escort ready racks and deck crews. The heavy torpedo was retained for shotgun use, but also provided a direct-combat capability. These ships had limited aegis. The Gorns found these ships ineffective and stopped production, using BDEs thereafter.

Design by *David M Porter*.
Federation reporting name: *Carnosaurus-E*.
Balcony positions: 2 left + 2 right.
SSD and counter are in Module J.



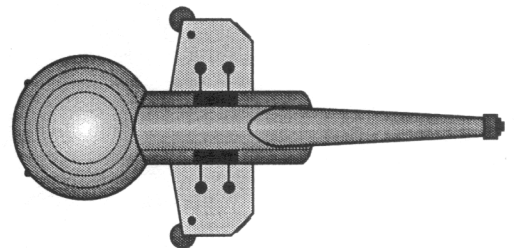
(R6.37A) AEGIS DESTROYER (DEA): DEs were refitted with full aegis in Y175 and became DEAs.

Federation reporting name: *Carnosaurus-A*.
Balcony positions: 2 left + 2 right.
SSD is combined with the DE; use the DE counter.



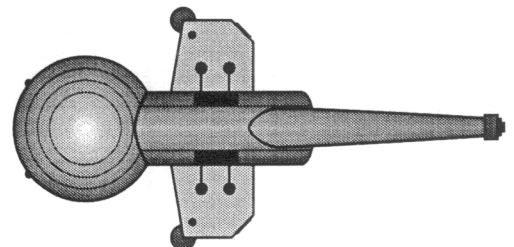
(R6.38) ESCORT CRUISER (CLE): This is a standard CL modified with the D-refit instead of the F-refit. It has two deck crews and ready racks for two fighters. There were only two ships of this class. *Dragonscale* (which had limited aegis) was lost within months of construction; *Ironcrest* was completed as a CLA (full aegis) in Y175. After that time, the Gorns preferred to use HDAs due to their being in production and the dwindling supply of CLs (which were reserved for conversion to BCs).

Federation reporting name: *Megalosaurus-E*.
Balcony positions: 2 left + 2 right.
SSD and counter is in Module J.



(R6.38A) AEGIS CRUISER (CLA): The CLE *Ironcrest* was completed with full aegis in Y175 as a CLA. Had the CLE survived, it doubtless would have received the same conversion.

Federation reporting name: *Megalosaurus-A*.
Balcony positions: 2 left + 2 right.
SSD is combined with the CLE; use the CLE counter.



(R6.F) GORN FIGHTERS

Like all races, the Gorns found fighters to be useful in many tactical situations. Unfortunately, no existing fighter could be modified to carry the considerable bulk of a Gorn pilot, and the development of a new fighter specifically designed for use by a Gorn was not considered cost effective.

The Gorns purchased large numbers of F-18 and A-10 fighters (for use on bases and their carriers) and vast numbers of F-8 (later F-20) fighters (for use in defending planets) from the Federation. All of the fighters were converted to use plasma torpedoes; no Gorn fighter ever used drones or photons.

These fighters were piloted by Skolean mercenaries. Skoleos was an associate member of the Federation, but a relatively low-technology planet with no indigenous spacecraft. Federation fighters had been provided to Skoleos for local defense, and volunteers for flight duty outnumbered the available fighters by several hundred to one.

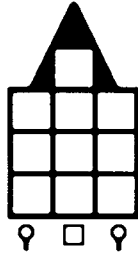
For security reasons, the Federation never provided gatling-phaser technology or equipment to the Gorns. The Gorns never built a fighter of their own, although they did produce the modified Federation designs.

The data for all Gorn fighters are on the Master Fighter Chart.

(R6.F1) G-18 SERPENT FIGHTER: This was a modified Federation F-18 armed with two type-D plasma torpedoes. It cannot carry drones. No C-refit.

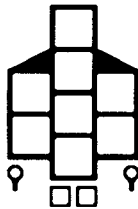
Counters are in Module J.

There is a G-18B (speed 15, add 1 to BPV), although it did not enter Gorn service until Y182 and was not widely used, the G-12 being preferable.



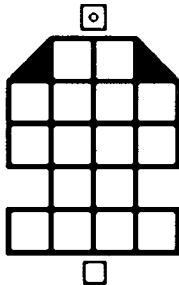
(R6.F2) G-20 REPTILE FIGHTER: This was a modified Federation F-20 export fighter armed with two type-D plasma torpedoes. It cannot carry drones. No C-refit.

Use other Gorn fighter counters.



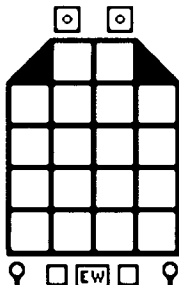
(R6.F3) G-10 DRAGON FIGHTER: This was a Federation A-10 modified to carry a type-F plasma torpedo in place of the photon torpedo. It cannot carry a photon torpedo. No C-refit.

Counters are in Module J.



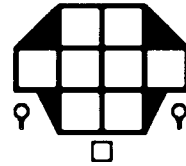
(R6.F4) G-30 WYVERN HEAVY ASSAULT FIGHTER: The Gorn heavy (two-space) fighter was among the most powerful, as it included a combination of phasers and type-D plasma torpedoes. At least some of these fighters apparently had Gorn pilots, the size restrictions being less of a problem for the much larger fighters.

Use other Gorn fighter counters.



(R6.F5) G-8 LIZARD LOCAL DEFENSE FIGHTER: The Gorns purchased large numbers of (and eventually production facilities for) Federation F-8 fighters and modified them to replace the drones with type-D plasma torpedoes. They were replaced by G-20s after Y175. No C-refit.

Use other Gorn fighter counters.

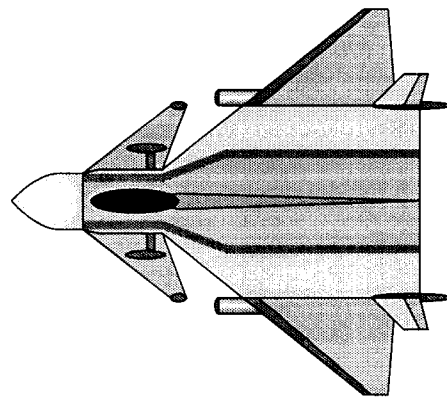
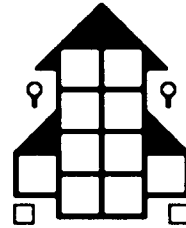


(R6.F6) G-12 CHIMERA FAST FIGHTER: The Federation originally designed the F-12 in competition with other fighters, but ultimately decided not to produce it. The Gorns repeatedly asked the Federation for faster fighters, but the Federation was unwilling to part with its own limited production of F-14s and F-15s and would not agree to provide F-18Bs until all Federation forces had them.

The contractor that originally designed the F-12 offered their design to the Gorns as an alternative. The small drone load that made it undesirable for Federation service was irrelevant to the Gorns.

The Gorns purchased the entire assembly line in Y179 and began producing their G-12 design the next year. While they never had as many as they wanted, there were adequate stocks for carrier service. Bases continued using G-18s until after the War.

Use other Gorn fighter counters.



GORN G-12 "CHIMERA" FAST FIGHTER

The outer wing panels are show extended for atmospheric flight. For space operations, they are often folded against the fuselage to reduce the scanner signature and make landing easier.

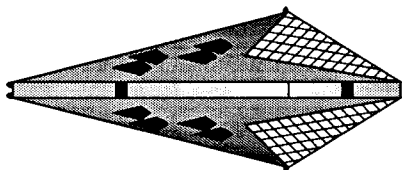
(R7.0) THE THOLIAN HOLDFAST

THOLIAN CARRIERS AND ESCORTS

(R7.7) BLACK WIDOW CARRIER (BW): This is a CVL-class ship built on a single PC hull. The ship carries eight fighters, each in an individual bay welded to the outside of the hull (J1.55). This is a very awkward arrangement, but serves the Tholians well enough (since it can launch or recover all of its fighters on the same impulse). Mines cannot be carried in or laid from these external bays.

Year	Escorts	Fighters
Y169-74	PCE	8xS1
Y172-74	PCE	4xS3, 4xS2
Y175-	PCA	4xS3, 4xS2

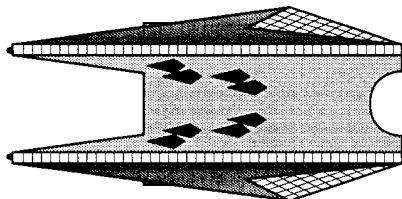
Designed by the Reverend Ron Wheeler.
 This ship can use the gravity landing system (P2.432).
 This ship is NOT nimble.
 Snare refit (R7.R4) in Y183.
 SSD and counters are in Module J.



(R7.9) HEAVY CARRIER (CVA): The Tholians modified a heavy cruiser in Y173 to serve as a CVA. The ship carried 24 fighters, all in external bays (J1.55).

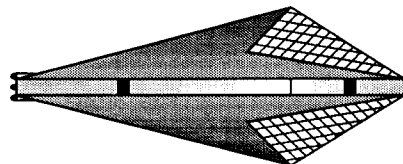
Year	Escorts	Fighters
Y173-4	2xPCE	12xS3, 12xS2
Y175-85	2xPCA	12xS3, 12xS2
Y179+	1xCWA, 1xPCA	12xS3, 12xS2

Snare refit (R7.R4) in Y183.
 SSD and counters are in Module J.



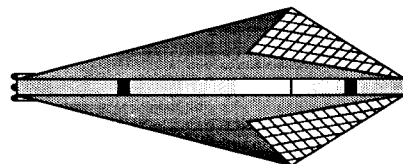
(R7.28) ESCORT PATROL CORVETTE (PCE): An escort version of the PC used with the Black Widow. This ship had limited aegis. The shuttle bay has two deck crews and a ready rack as seen on the SSD.

This ship can use the gravity landing system (P2.432).
 This ship is nimble (C11.0).
 SSD and counters are in Module J.
Suggested by Stacy Bartley.



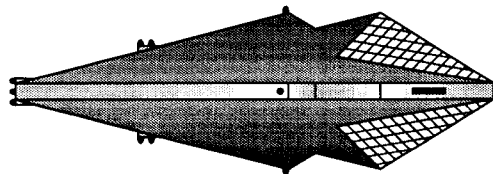
(R7.29) AEGIS PATROL CORVETTE (PCA): An upgrade of the PCE with the full aegis fire control system.

This ship can use the gravity landing system (P2.432).
 Snare refit (R7.R4) in Y183.
 This ship is nimble (C11.0).
 SSD is combined with the PCE. Use the PCE counters.
Suggested by Stacy Bartley.



(R7.37) AEGIS WAR ESCORT (CWA): This is a modified war cruiser designed as an escort ship for carriers (and later, for space control ships). It was built with full aegis; the CW did not exist before Y175.

Snare refit (R7.R4) in Y183.
 It has deck crews and ready racks to support the carrier.
 SSD and counter are in Module J.



(R7.F0) THOLIAN FIGHTERS

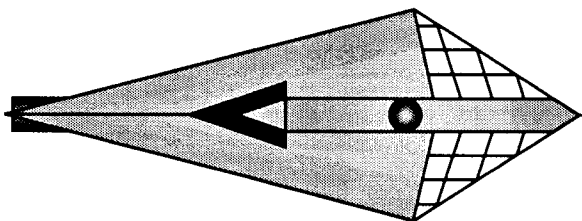
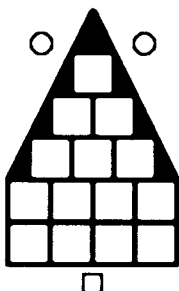
Renowned for excellent small unit design, the Tholian fighters are superb for the missions they were assigned. Their speed and dogfight ratings are more than adequate, and the large number of disruptor-armed assault fighters (50% of most squadrons) made them a deadly force. Tholian fighters comprise the bulk of those in the entire galaxy able to survive a hit by a type-I drone.

Counters for Tholian fighters (marked FTR) are in Module J.

(R7.F1) SPIDER-I FIGHTER has limited combat capabilities as it was primarily designed to lay web. It is a web spinner (G10.24). No C-refit. There was never an EWF version of the Spider-I as it was no longer in frontline service when the concept was developed.

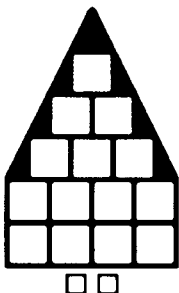


(R7.F2) SPIDER-II FIGHTER was a disruptor-armed attack fighter. It carries two charges for its disruptor, which has a maximum range of 10 hexes. No C-refit. Not a web spinner.

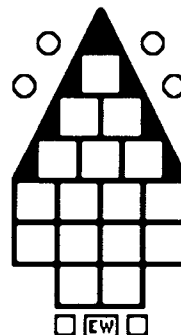


THOLIAN SPIDER-II FIGHTER

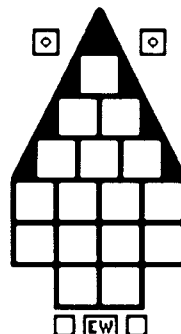
(R7.F3) SPIDER-III: This fighter, basically a stripped-down Spider-II, was designed as a less-expensive dogfighter. No C-refit. It is a web spinner (G10.24).



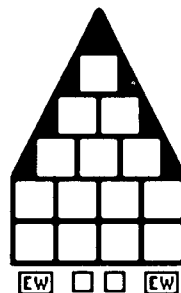
(R7.F4) SPIDER-IV HEAVY ASSAULT FIGHTER: Like most races, the Tholians built a heavy fighter. It was extensively deployed on bases (three per hangar module) and was sometimes assigned to carriers, where each Spider-IV occupies two external bays. This fighter carries two charges for each of its two disruptors, which have a maximum range of 10 hexes. It is a web spinner (G10.24).



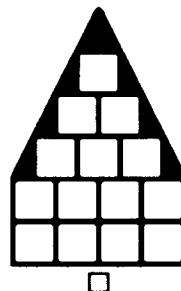
(R7.F4A) SPIDER-IVP PHOTON FIGHTER: The Spider-IV was unique in being the only Tholian fighter that (sometimes) was equipped with two photon torpedoes (max range 12, one charge each) replacing the disruptors. This variant was known as Spider-IVP and operated only from bases.



(R7.F5) SPIDER-E ELECTRONIC WARFARE FIGHTER: This is a two-seat version of the Spider-II used for electronic warfare support of Spider-IIs, -IIPs, and -IIIs. (For reasons that were never clear, there was no EWF version of the Spider-III.) No C-refit. It is not a web spinner.



(R7.F6) SPIDER-IIP PHASER FIGHTER: A modified Spider-II with a phaser-2 replacing the disruptor (and able to fire every turn). This fighter was only deployed on Tholian bases. It is not a web spinner (G10.24). No C-refit.



(R8.0) THE ORION PIRATES

(R8.6) LIGHT CARRIER (CVL): In Y170 an Orion Salvage Cruiser was observed operating as a CVL, carrying eight Kzinti AAS-type fighters in the cargo bay.

Fighters are launched through a special hatch built into the cargo bay doors and can be launched or recovered through the normal shuttle bay ramp on top of the ship. The ship can launch a fighter (from the lower hatch) and launch or recover another one (through the upper hatch) during the same impulse (actually, two-impulse cycle).

Because Orion carriers were never intended to operate in fleet combat, they had no formal escort groups. When hired out as mercenaries, they would be provided with two escorts (R8.R7).

The CVL has two adjacent forward centerline mounts.

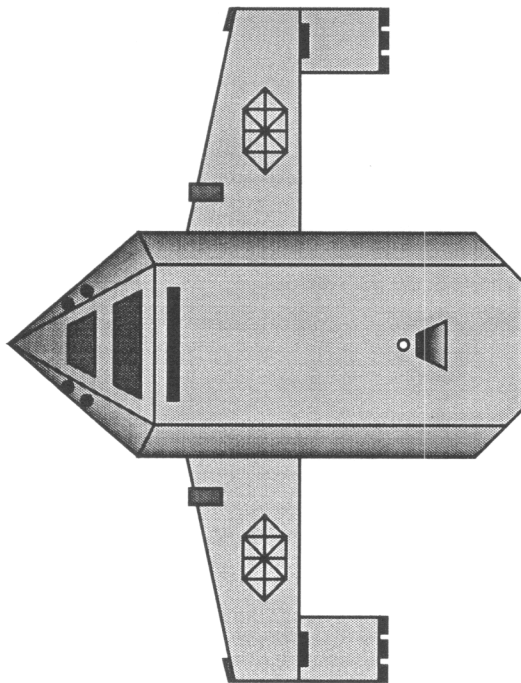
Federation codename: *Corsair-V*.

Cost of OAKDISC: 15.

No cargo boxes.

Landing (P2.43): gravity, aerodynamic, or powered; bonus.

SSD and counter are in Module J.



(R8.16) ORION STRIKE CARRIER (CVS): Designed to fight fleet starships, the strike carrier was a partner to the BR, on which the design is based. The ship first appeared in Y171.

The shuttle bay has four launch tubes and one recovery hatch, allowing it to simultaneously launch four fighters and recover (or launch) a fifth every two impulses.

Because Orion carriers were never intended to operate in fleet combat, they had no formal escort groups. When hired out as mercenaries, they would be provided with two escorts (R8.R7).

This design first appeared in STAR FLEET INTELLIGENCE, the Australian SFB magazine.

The CVS has three adjacent forward centerline mounts.

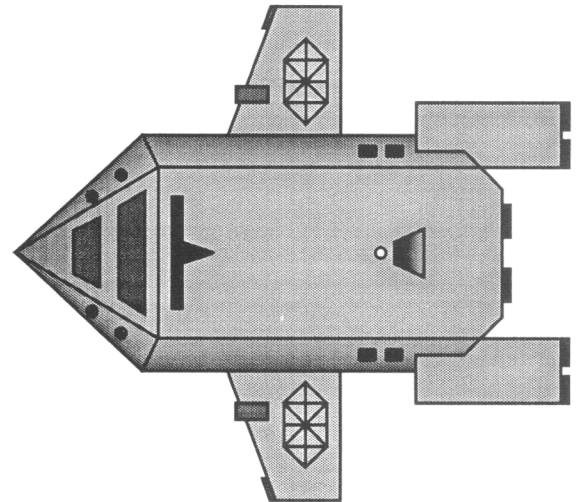
Federation codename: *Assassin-V*.

Cost of OAKDISC: 12.

No cargo boxes.

Landing (P2.43): gravity, aerodynamic, or powered; bonus.

SSD and counter are in Module J.



(R8.N1) ORION CARRIER OPERATIONS: The advent of defending fighters on many colonies required the Orions to develop their own carriers to avoid losing ships in the resulting attrition battles when raiding them. (Although, even with carriers, raids on planets that merited such defenses were still rare as Orions prefer to get their loot with as little fuss as possible, but sometimes the prize is worth the effort.)

In normal circumstances, Orion carriers would only show up in support of major operations as they lacked any capacity to carry off loot by themselves (as they had no cargo boxes). As a result, there were almost no "independent" Orion carriers, but virtually every Cartel maintained a few carriers for major operations (which might include supporting the enforcer ship in resolving "franchise" disputes, or operations versus a neighboring Cartel, or eliminating police forces from a sector). Only a Cartel had the resources to maintain such ships that might spend considerable time simply waiting for a mission, and to accumulate stores of fighters to equip them (The Orion carriers never seemed to lack for fighters, although the actual sources of their supply of them has never been explained).

The ships were sometimes used to conduct strikes simply to keep the police forces in a given sector off-balance and dispersed, and possibly causing a reduction in the strength of the escorts for convoys as police ships were deployed to protect planetary systems from such raids.

The premier mission for an Orion carrier, however, was the mercenary mission, enabling the ship to gather money for its Cartel, and hopefully avoid coming into direct combat with opposing fleet elements.

As a footnote, it is believed the design for the Orion CVL itself was an adaptation of the use of a SAL to carry eight GAS shuttles in its cargo bay to support a major raid by three other ships and two Slavers on a Kzinti colony by the Lion's Heart Cartel prior to the advent of fighters.

ORION FLEET REFITS

(R8.R7) ORION CARRIER ESCORTS: Orion carriers normally operated alone, but when hired out as mercenaries and expected to stand (and survive) in a battle formation, they were provided with Orion escorts. These were ships of the LR, DW, CR, and BR classes.

A carrier would normally have one LR/DW and one CR/BR, but the CR/BR might be replaced by an LR/DW when the larger hulls were unavailable. Due to the expense of the aegis technology (which was virtually useless in raids), formal carrier groups were almost never used for piracy operations, although some carriers had informal non-aegis escorts when conducting such raids.

Orion ships used as escorts would be armed with phasers, gatlings, type-G drone racks, plasma racks, and anti-drones, depending on what was available to the owning cartel. These would always be "home territory" (G15.441) weapons.

The ships would also be fitted with aegis. The cost for each of these classes is given below:

CLASS	LIMITED AEGIS	FULL AEGIS
LR	+6	+12
DW	+8	+16
CR	+8	+16
BR	+9	+18

Note that aegis can ONLY be used by Orion carrier escorts part of a formal carrier group. It cannot be used by other Orion ships. The technology was simply too hard to obtain and maintain for general use.

(R8.F) ORION FIGHTERS

(R8.F1) FIGHTERS: The Orions are known to have acquired examples of virtually all known fighter types. Their favorites appear to be the current Kzinti or Klingon types, even when operating in areas far from those races. Their possession of highly advanced fighters (F-14, Z-Y, TAAS, F-15) was extremely limited. They virtually never have "planetary defense" designs, and never operated heavy fighters. See (G15.7).

Counters for Orion fighters are in Module R2 and Module J.

(R8.F2) MULTI-ROLE SHUTTLES: Larger pirate ships (CA, Sal, CVL, PFT) might have one captured MRS, but no pirate can ever operate a SWAC. See (G15.7). The Orions cannot build MRS shuttles, and due to their rarity any MRS they have has an economic BPV of 12 (plus drone speed upgrades).

(R8.F3) SWAC SHUTTLES: SWAC shuttles are not fighters, and this rule does not indicate that SWACS are available to pirates. Captured SWACS are beyond the technical capabilities of pirates; see (U7.1).

(R8.F4) CLOAKED DECOY SHUTTLES: Orions will never have cloaked decoys (G27.0).

(R13.0) THE INTERSTELLAR CONCORDIUM

(R13.3) HEAVY CARRIER (CVA): A variant of the DN, at least one replaced a dreadnought in the construction program. The ship was expected to replace the DN in an echelon formation, even though it had fewer heavy weapons. The large hull was too expensive to use in the second rank. The two bays each have four balcony positions.

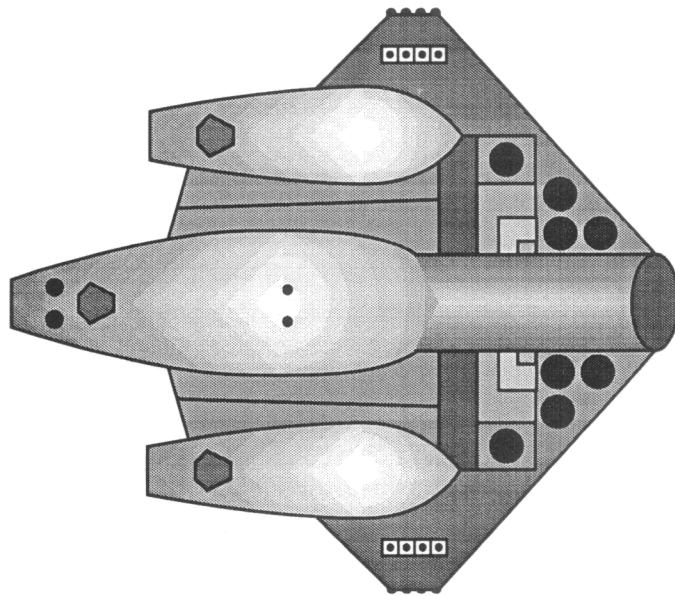
ISC carriers were usually part of larger formations and their escorts (listed below) were integrated into the general echelon. If operated independently (perhaps in one of the carrier group campaigns in Module J), the following escorts would be appropriate.

Year	Escorts	Fighters
Y176-79	CEA, 2xDEA	16xSF, 8xTF
Y180+	CEA, 2xDEA	16xFSF, 8xFTF

Balcony positions: 4+4.

No transfers between the two shuttle bays.

The SCS is similar, although properly a variant of the DN. SSD and counter are in Module J.



(R13.F) ISC FIGHTERS:

The ISC presumably built a series of fighters before the designs listed here, gradually evolving their technology. However, only the types listed here were used in combat.

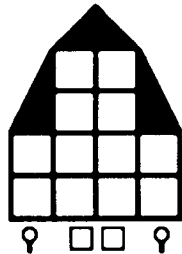
Each carrier organized its fighters into groups of three (two SF and one TF); the balconies usually had one flight on ready status, along with an administrative shuttle (sometimes equipped for some special mission).

Each carrier has a number of plasma reload boxes equal to one-third of the total number of fighters.

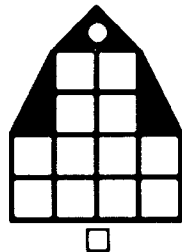
Counters for ISC fighters are in Module C2, Module J, and Module R4.

NOTE: Some earlier products use a fancier version of the ISC fighter SSDs, but with the same damage boxes and weapons. This was changed because it used too much space and crowded the SSDs.

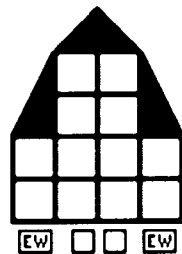
(R13.F1) ISC SUPERIORITY FIGHTER (SF): Designed for anti-fighter work and dogfighting, the SF is fast and agile.
No C-refit.



(R13.F2) ISC TORPEDO FIGHTER (TF): Carrying a type-F plasma torpedo, TFs were used for the few long-range strikes and to attack selected targets penetrating the gunline. Typically these fighters remained on their carrier until a target was designated, then launched in groups of three (two SF and one TF) to carry out the attack.
No C-refit.



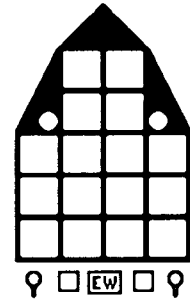
(R13.F3) ISC ELECTRONIC WARFARE FIGHTER (EF): The EF, an electronic warfare version of the TF, carries two EW pods in place of the torpedo.
No C-refit.



(R13.F4) ISC ATTRITION FIGHTER (AF): The first ISC fighter, this initially equipped bases, carriers, and local defense forces. The Superiority and Torpedo fighters eventually replaced it for use on carriers, but Attrition fighters remained the mainstay of bases and planetary defense units through Y180, when the Fast versions of the SF and TF went into fleet usage and older SFs and TFs were released to defensive forces.
No C-refit.



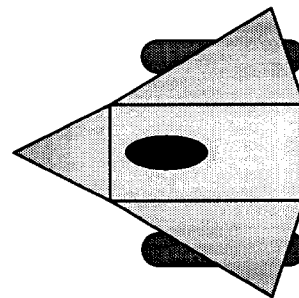
(R13.F5) ISC HEAVY FIGHTER (HF): Typical of the general type, the heavily-armed HF was used for "assassinations" of enemy ships penetrating the forward echelons.



(R13.F6) FAST SUPERIORITY FIGHTER (FSF): The ISC noted the continually increasing speed of the fighters used by the Romulans and Gorns and matched this by increasing the speed of their existing Superiority Fighter. Except for the higher speed, the FSF is operationally identical to the SF.
No C-refit.

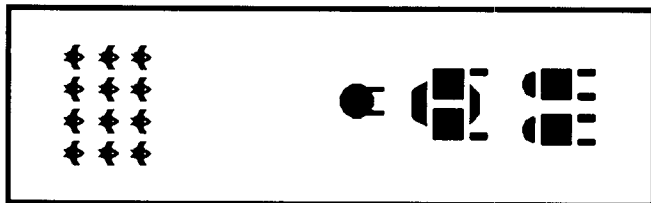
(R13.F7) FAST TORPEDO FIGHTER (FTF): Just as the speed of the Superiority Fighter was increased without changing its armament, the Torpedo Fighter also gained more speed.
No C-refit.

(R13.F8) FAST EW FIGHTER (FEF): The high-speed variant of the EW fighter.
No C-refit.



INTERSTELLAR CONCORDIUM SUPERIORITY FIGHTER (SF)
[The Fast Superiority Fighter (FSF) was externally identical]

(SG13.0) CARRIER STRIKE



by Stephen V. Cole, Texas

When fleets began carrying fighters, they were almost always used in the course of direct combat between starships. This was largely a function of the limitations on fighter range and speed. With the deployment of booster packs, it became practical for fighter groups to launch long-range strikes into enemy territory. Some fighter operations were conducted prior to the advent of boosters.

Using long-range sensor/scanners mounted on ships or bases, it was possible to establish the presence of an enemy ship at considerable distances. Unfortunately, it was not often possible to determine what kind of ship it was until it was sighted by the fighters.

(SG13.1) NUMBER OF PLAYERS: 2; the fighter player and the defending player.

(SG13.2) INITIAL SET UP

FIGHTER PLAYER: 12 fighters of an appropriate type in the 42xx column, heading E, speed max, WS-III.

[If playing this scenario as part of (T5.0) or (U4.0), the strike group is organized by the player from units available on his carrier.]

DEFENDING PLAYER: Determines which of his ships in the area are the target of the attack by rolling a single die and comparing the result with the chart(s) below. These ships are set up within three hexes of hex 1416, heading A, speed 4, WS-I.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y172 is assumed if no other year is selected.

Chart #1

- 1 1 CA (size 3, move cost = 1)
- 2 2 small freighters, 1 large freighter, 1 frigate
- 3 6 fighters or 3 PFs (depending on year)
- 4 1 CL or CW (size 3, not a CA/CC/BC)
- 5 1 destroyer or smaller ship (size 4)
- 6 Special, roll again on second chart.

Chart #2, See #6 in Chart #1.

- 1 1 DN + 1 DD
- 2 1 tug (roll for pods)
- 3 1 CVE and escort without fighters
- 4 fleet repair dock
- 5 1 small freighter
- 6 frigate

To determine what type of pods a tug is carrying, roll one die and consult the chart below:

- 1-3 Two cargo pods
- 4 One cargo pod + power boost or self-defense
- 5 Battle pods or hangar pods (with class-II fighters)
- 6 Troop transport pods or starliner

(SG13.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG13.4) SPECIAL RULES

(SG13.41) MAP: Use a floating map. The Fighter Player units can only disengage in direction B or C. The Defending Player units cannot disengage. Units which disengage in unauthorized directions are considered destroyed.

(SG13.42) SHUTTLES AND PFs: All shuttles and PFs, if PFs are used in a variant of this scenario, may have warp booster packs if the selected year allows it.

(SG13.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG13.431).

(SG13.422) If EW fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG13.423) PFs will be standard combat types of the appropriate race, no leaders or scouts.

(SG13.43) COMMANDER'S OPTION ITEMS

(SG13.431) Each warship 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.

(SG13.432) All drone speeds and types are available subject to the year selected.

Each drone-armed unit 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. The Fighter Player purchases the drones for his fighters (if any) prior to the defending player determining what his units are.

(SG13.433) Prime Teams (G32.0) are not available in this scenario.

(SG13.44) REFITS are available depending on the year selected.

(SG13.45) DEFENDER DISENGAGEMENT: The defender cannot disengage.

(SG13.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Give the Fighter Player a 100-point bonus, and give the Defender a bonus equal to the BPV of the Fighter Player's squadron.

(SG13.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG13.61) Replace the attacking fighters with a PF Flotilla. In this variation, the Defending Player wins if any of his crewed units is destroyed at the end of the second turn, and PF player wins only if all Defending crewed units are destroyed by the end of the second turn.

(SG13.62) At the end of Turn #3, roll a die and consult the charts above to determine additional defending ships that enter the area. Treat a second FRD as "no reinforcements." Arriving units are placed 30 hexes in Direction E or F from the nearest Defending unit, heading B or C, speed max, WS-III.

(SG13.63) The Fighter Player uses a mixed fighter squadron of superiority and assault fighters, or adds an MRS to his squadron.

(SG13.64) Use half as many heavy fighters in place of the normal fighter squadron.

(SG13.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG13.71) Add two or four fighters to the attacking fighter squadron.

(SG13.72) Delete two or more fighters from the attacking fighter squadron.

(SG13.73) Use the pilot status rules (J6.0) to vary the quality of the pilots, giving the poorer player more ace pilots or the better player more green pilots.

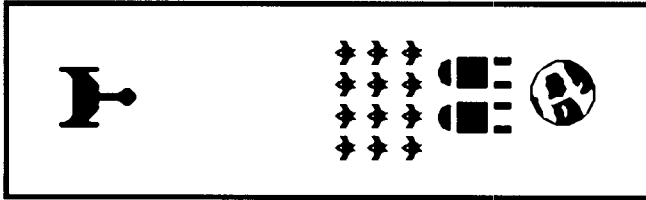
(SG13.8) TACTICS: Tactics for both sides will depend on just what shows up. There will not be much you can do if you draw a Frigate trying to protect a convoy; on the other hand a Battle Tug could be more pain than a fighter squadron wants to even consider!

ADDITIONAL FORCES FOR BASIC SET SCENARIO (SG2.0)

RACE	HEAVY CARRIER GROUPS
FED	CVA (12xF-14, 12xA-10), ECL, 2xDE, 2xCA, 2xFF, 1xSC
KLINGON	C8V (12xZ-Y, 6xZ-D, 6xZ-P), D5E, 2xE4E, 2xD7, 2xF5, F5S
ROMULAN	SuperHawk-B (12xG-II, 12xG-SF), SparrowHawk-A, 2xSkyHawk-E, FireHawk-A, SkyHawk-A, SkyHawk-F
KZINTI	CVA (18xTAAS, 6xDAS), 2xMEC, EFF, BC, 2xFF, SF
GORN	CVA (12xG-10, 12xG-18), CLE, 2xDE, 2xCM, SC The Gorn CVA was printed in Module R5.
THOLIAN	CVA (12xSpider-II, 12xSpider-III), CWA, PCE, CA, 2xCW, 2xDD, SC
HYDRAN	Cavalier (17xSt-2, 4xSt-H), Escort-Lancer (6xSt-2), 2xEscort-Hunter, Ranger (7xSt-2, 2xSt-H), 2xLancer (8xSt-2), Hunter-Scout
LYRAN	CVA (24xZ-Y), CWE, DWE, FFE, CA, CL, DD, SC The Lyran CVA was printed in Module R5.
WYN	AxCVA (24x AAS), OBR, ZFF, KG2, 2xAxC; Orion Mercenary Squadron (attached) CA, CR, SAL.
ISC	CVA (16xSF, 8xTF), CL, 2xDD, CS, 2xFF

NOTE: The heavy carrier forces above are more than twice the size of forces normally used in (SG2.0). They could be used against each other, or against a combined fleet made up from two other forces listed in the various annexes for (SG2.0) and one DN. It would probably be best to combine one carrier and one non-carrier forces, so as to have some fighter capability.

RACE	STRIKE CARRIER FLEETS
FED	Use CVS provided in Advanced Missions
KLINGON	Use D6V or CVT force provided in Advanced Missions.
ROMULAN	SparrowHawk-B (8xG-II, 8xG-SF), 2xSkyHawk-E, 2xSkyHawk-A
KZINTI	CV (12xHAAS), MEC, EFF, 2xFF
GORN	CV (6xG-10, 6xG-18), CLE, DE, 2xBDD
THOLIAN	2xBW (8xSpider-II, 8xSpider-III) 2xPCE, CA, DD
ORION	CVS (12xclass-II fighters of home area) 2xCR, 2xLR
HYDRAN	Uhlán (12xSt-2, 4x St-H), 1xEscort-Lancer (6xSt), 2xEscort-Hunter, 1xCuirassier
LYRAN	CV (12xZ-V), 2xFFE, CW, 2xFF
WYN	ORION CVS (12xZ-Y, or 12xTAAS); WYN ZFF, KG2, 2xAxC
ISC	CVLS (6xSF, 3xTF), 2xDD, FF, 2xPol

(SG18.0) LOCAL DEFENSE

by Stephen V. Cole, Texas

Empires consist of many planets, and the cost of starships is too high to station major fleet units at every inhabited system. Most systems are forced by necessity to depend on fighters for local defense purposes.

This scenario depicts the defense problems faced by the military garrison commander of a small mining colony. Charged with defending the planet against the occasional pirate or marauding enemy ship, the position is challenging —often too much so for the officers and equipment relegated to such military backwaters.

(SG18.1) NUMBER OF PLAYERS: 2; the defending player and the attacking player.

(SG18.2) INITIAL SET UP

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

DEFENDING PLAYER: Twelve fighters (class 1 or class 2) on two small ground fighter bases on the planet, WS-II; 2xsmall freighters within 2 hexes of the planet, heading at player's option, speed 6, WS-II. See also (SG18.47).

ATTACKING PLAYER: One ship (under 85 BPV if the defender is using class 1 fighters; under 116 BPV if defender is using class 2 fighters) enters any map edge on Turn #1, heading and speed at option of attacking player; WS-III (they know where the planet is).

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y172 is assumed if no other year is selected.

(SG18.3) LENGTH OF SCENARIO: The scenario continues until the attacking player's ship has disengaged, been destroyed, or captured.

(SG18.4) SPECIAL RULES

(SG18.41) MAP: The map is fixed; it does not float. The Attacking Player units can only disengage by exiting the map in any direction. The Defending Player units cannot disengage or exit the map by any means under Defending Player control. Units which disengage by unauthorized methods, i.e., attacking unit sublight evading, are considered destroyed.

(SG18.42) SHUTTLES AND PFs: All shuttles have warp packs if the selected year allows them.

(SG18.421) There are no MRS shuttles in this scenario.

(SG18.422) If EW fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG18.423) There are no PFs in this scenario.

(SG18.43) COMMANDER'S OPTION ITEMS

(SG18.431) Each warship 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. The player should select this equipment based on the assigned mission (SG18.49)

(SG18.432) All drone speeds and types are available subject to the year 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.

(SG18.433) Prime Teams (G32.0) are not available in this scenario.

(SG18.44) REFITS are available depending on the year selected.

(SG18.45) ATMOSPHERE: The planet may or may not have an atmosphere. This option is up to the players; however, players should

be aware of the effects atmosphere will have on operations in this scenario; see (P2.0).

(SG18.46) DISENGAGEMENT: Only the attacking player can disengage. He can only do this by moving off of any map edge. The units of the defending player cannot move off of the map.

(SG18.47) Q-SHIP: Before the scenario begins, the defending player draws one card from a regular deck of 52 playing cards and examines it. He then lays the card face down in full view of the attacking player who is only shown the face of the card after the scenario. If the card drawn is the Ace of Spades, one of the freighters is a Q-ship.

(SG18.48) SELF-DESTRUCTION: The freighters cannot self-destruct, even if captured.

(SG18.49) OBJECTIVE: Before play begins, but after the attacker has selected his ship and before the defender deploys his units, the attacker randomly draws one of four numbered counters (numbered 1-4; these can be four of the Kzinti or Klingon drone counters or four of the ISC, Gorn, or Romulan plasma counters), examines it, and places it face down on top of the card the defender pulled in (SG18.47) above. The defender cannot examine it until the end of the scenario. The number drawn establishes which mission and what victory conditions the attacker is required to perform and satisfy.

(SG18.5) VICTORY CONDITIONS

The attacking player's victory conditions are based on his mission. In all cases, the defending player wins the scenario by preventing the attacking player from fulfilling his victory conditions.

(SG18.51) #1 PIRACY: The attacking player wins if he can capture (by boarding) and tow off the board one of the two cargo ships. He wins a spectacular victory if he can capture and tow both freighters off the board, and an amazing victory if he captures a Q-ship and a small freighter. The freighter(s) (Q-ship) must be boarded and captured before they can be towed.

(SG18.52) #2 GENERAL DESTRUCTION: The attacking player wins if he destroys both freighters (whether one is a Q-ship or not), scores 100 points of damage on the planet (at least 10 points through each of the six hexsides of the planet's hex), and then escapes from the board uncrippled. Damage to the Fighter bases does not count as part of the 100 points of damage.

(SG18.53) #3 COMMANDO RAID: The attacking player wins if he lands 10 boarding parties on the planet, leaves them there for five turns (after the 10th is landed), then recovers them and escapes from the board. He can land and recover the boarding parties by transporter or shuttle, but his ship cannot land on the planet, even if it is capable of doing so. Any boarding parties destroyed after they leave the planet still satisfy this requirement; they cannot be destroyed while on the planet by any means.

(SG18.54) #4 ATTRITION: The attacking player wins if he destroys six of the fighters and one of the freighters and then escapes from the board in an uncrippled ship.

(SG18.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG18.61) Players may prefer to use the Ground Combat Module (D15.0) and actually conduct the raid. Establish a Ground Combat Location on one hex side. It would include three control stations, one defense turret, ten civilian units (two can be converted to militia each turn after the attacker lands troops in their area), and ten "units" of "installations," each of which can be destroyed by a single casualty point. All must be destroyed for the attacking player to win. Note the rules for attacking the small ground bases on the surface under (P2.75). Remember that the ground bases provide some boarding parties and have a capability to convert some crew units to militia under (D15.83). Other small ground stations could be added for this purpose if the players agree; however, victory conditions will have to be modified as the attacker will suffer heavier losses among his boarding parties. If this option is used, the ship's shuttles are all replaced with GAS shuttles.

(SG18.62) Add a minefield to the planet's defenses containing 18 small explosive mines, 2 with control detonators.

(SG18.63) Add two or three defense satellites to the planet.

(SG18.64) Place a SAMS or COMPLAT in orbit around the planet with two cargo modules, or possibly deleting one or both of the fighter ground base in favor of one or two hangar modules.

(SG18.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

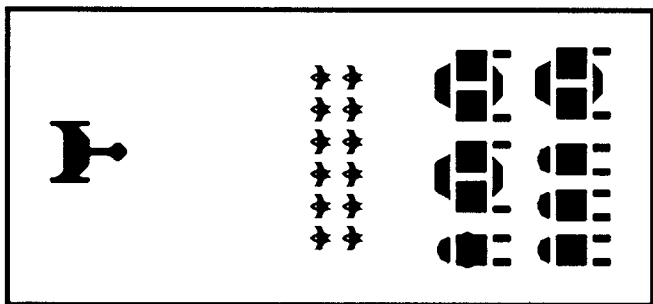
(SG18.71) By adding or deleting fighters.
(SG18.72) One possibility is for both players to mutually agree on the attacking ship, then bid a number of BPV points for the defending player's position, with the low bidder playing the defender and buying his fighters with the points he bid.
(SG18.73) By varying the quality of the pilots (J6.0).
(SG18.74) By allowing the attacking player more points for his ship.

(SG18.8) TACTICS

DEFENDER: You have to both keep your fighters together and spread them out. You cannot afford to leave a blind side to the planet, so some of your fighters must be in position to cover the other side. Your firepower is optimized if you can get it to hit one point, but if it is spread out too much, you may not do any damage at all. Do not forget to use EM as the EW shift may be what finally decides the battle. Remember, his goal may be anything, so you have to try to divine his mission. It is a sad thing to defeat a commando raid only to find his actual goal was to destroy one freighter and six of your fighters.

ATTACKER: You have GOT to use deception. Recognize that most of your missions do involve the freighters, but you cannot afford to land troops on the planet until you are certain neither of the freighters is a Q-ship that MIGHT board you! So, in all cases, hit the freighters first to find out what they are. Go ahead and capture them since this may force the defender to waste firepower killing them in case they are your real goal. Try to pick off the fighters from long range. Up close they out gun you! Remember, time is on your side. There is nothing coming to save them, and you have nowhere else to go, so take it easy and do it right.

(SG19.0) CONVOY ESCORT



by Stephen V. Cole, Texas

Fighters were often used for convoy escort since they were inexpensive, could be operated from auxiliary carriers (that were built on freighter hulls), and the slow convoys could not outrun their protectors. The slow speed of convoys, however, often made them attractive targets for fighter squadrons operating from marauding carriers.

(SG19.1) NUMBER OF PLAYERS: 2; the convoy player and the attacking player.

(SG19.2) INITIAL SET UP

CONVOY PLAYER: three small freighters and three large freighters, within 3 hexes of 1022, heading B, speed 4, WS-0.

A small auxiliary carrier with class 1 fighters within 3 hexes of 1022, heading B, speed 4, WS-II.

ATTACKING PLAYER: Forces may consist of one of the three following options:

A-one light cruiser (115 points or less).

B-three PFs.

C-115 points worth of fighters.

Enter the map within 5 hexes of 2101, heading D, speed max, WS-III.

YEAR: Players should select a year before setting up the scenario.

This will define the availability of ships, refits, fighters, drone speeds, and other items. Y172 is assumed if no other year is selected.

(SG19.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG19.4) SPECIAL RULES

(SG19.41) MAP: Use a floating map. The Convoy units can only disengage in directions B or C. The Attacking units can only disengage in directions A or F. Units which disengage in unauthorized directions are considered destroyed.

(SG19.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SG19.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG19.431).

(SG19.422) If EW fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG19.423) PFs in this scenario will be standard types if used.

(SG19.43) COMMANDER'S OPTION ITEMS

(SG19.431) Each warship 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.

(SG19.432) All drone speeds and types are available subject to the year 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.

(SG19.44) REFITS are available depending on the year selected.

(SG19.45) CONVOY INTEGRITY: Except for crippled ships, each ship of the convoy (including the AuxCV) must remain within five hexes of every other ship in the convoy.

(SG19.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SG19.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG19.61) Include a Q-Ship or two in the convoy, or a few armed freighters, and increase the BPV of the attacking force.

(SG19.62) Change the AxCVL to an AxCV, and let the attacker use a full PF flotilla or two light cruisers.

(SG19.63) Supplement the convoy with a few police ships, perhaps including a police carrier.

(SG19.64) Change the escorting AxCVL to an AxPFT (and the fighters to PFs), and double the BPV of the attacking force.

(SG19.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG19.71) Agree on what the convoy will consist of, then bid for the attacking force. The low bidder becomes the attacker and must buy his forces with the number of points he bid.

(SG19.72) Vary the quality of the pilots for the fighters (J6.0).

(SG19.73) Increase or decrease the attacker's BPV.

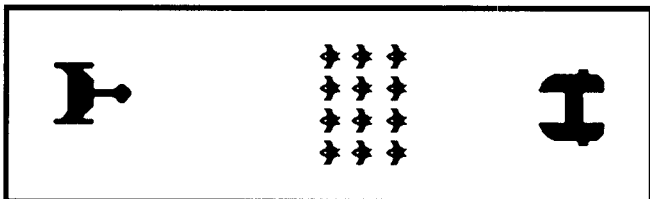
(SG19.8) TACTICS

CONVOY PLAYER: Keep the ships close together to mass their fire and maximize the use of their lab abilities to track any seeking weapons launched by the attacker. Your fighters have few chaff pods, and you do not want to drop them unless it is necessary. Keep your speed low, and get your admin shuttles out for more firepower. Avoid using the warp booster packs as they will mostly just make it easier to kill your fighters. Essentially, follow standard convoy tactics with your fighters supplementing the firepower of the ships and their shuttles with their seeking weapon launch ability (if any). Your goal is to be a moving hedge hog, but do not hesitate to stop if you must. If an opportunity comes to lash out with a quick fighter strike, take it. However, make sure your carrier is safe as it is the only ship that can rearm and quickly repair your fighters. You might also want to consider landing a few extra admins on it to be prepared as scatter-packs if you have drones.

ATTACKER: You have to kill the carrier first. Once that task is accomplished, wear down his fighters and then go for the freighters. This is not going to be an easy fight. A convoy that hangs together can be tough, but if you have ships, you have time. If you have PFs, you cannot afford any damage at all, and you have to come into their range to fight anyway. If you use fighters, you have real problems because you have GOT to get his fighters out of the way without wasting your drones on them. However, you cannot afford to get

close to the convoy, and he will not leave it. Basically, your fighters will have to attack in two waves, the first launching drones to try to pull the defenses so that the second can come in and get hits on the freighters. Do not, with fighters, try to destroy freighters; go for cripples to slow them down. Be careful with your boost packs as they can get your fighters killed, or worse crippled, faster than you can imagine. In all cases keep an eye out for his scatter-packs if he is drone-armed.

(SG20.0) SINK THE FRD!



by Stephen V. Cole, Texas

Like convoys, fleet repair docks often used fighters for self-protection.

(SG20.1) NUMBER OF PLAYERS: 2; the defending player and the attacking player.

(SG20.2) INITIAL SET UP

DEFENDING PLAYER: FRD with two hangar bay modules and 12 x class 2 fighters in 2215, heading at player's option, speed 0, WS-II.

A heavy cruiser enters on any map edge on Turn #7, heading at player's option, speed max, WS-III.

ATTACKING PLAYER: Force may consist of any one of the following three options:

- A-One cruiser (115 points maximum).
- B-Three PFs.
- C-Fighters (120 points maximum, plus drone costs).

Enter the map in hex 2201 on Turn #1, heading D, speed max, WS-III.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y172 is assumed if no other year is selected.

(SG20.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG20.4) SPECIAL RULES

(SG20.41) MAP: Use a floating map. The Defending Player's FRD and its fighters cannot disengage by any means, the CA units can only disengage in direction D. The Attacking units can only disengage in direction A. Units which disengage in unauthorized directions or areas are considered destroyed.

(SG20.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the selected year allows them.

(SG20.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG20.431).

(SG20.422) If EW fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG20.423) PFs in this scenario will be standard types if used.

(SG20.43) COMMANDER'S OPTION ITEMS

(SG20.431) Each warship (and the FRD) 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.

(SG20.432) All drone speeds and types are available subject to the year 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.

(SG20.433) Prime Teams (G32.0) are not available in this scenario.

(SG20.44) REFITS are available depending on the year selected.

(SG20.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SG20.6) VARIATIONS: The scenario might be played again under different conditions by making one or more of the following changes:

(SG20.61) The attacking player's forces might be varied to include a combination of fighters and PFs or a small ship (frigate) with fighters or PFs.

(SG20.62) A PF Docking Module might be attached to the FRD with a flotilla of PFs instead of the two hangar modules and fighter squadron. This will require an increase in the attacking force's BPV.

(SG20.63) Use one or two small ships to protect the FRD in place of the fighters.

(SG20.64) Change the defender to class-1 fighters.

(SG20.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following. Note that, like all General scenarios, some races have advantages that will require adjustments. Hydran fighters are worth far more than their BPV in this case, for example.

(SG20.71) Players should mutually agree on what fighters the FRD is carrying, then bid on the attacking force. The low bidder becomes the attacker and must purchase his forces with the number of points he bid.

(SG20.72) Use (J6.0) to vary the quality of the fighter pilots.

(SG20.73) Allow the defending player's cruiser to arrive sooner or delay its arrival.

(SG20.8) TACTICS

DEFENDING PLAYER: Your goal is simply to survive until your cruiser comes, as once it arrives the enemy has no real option but to disengage. You have plenty of power for EW, but it is too easily countered. Keep an eye on his weapons; you may want to have your shuttles ready as weasels. Do not forget, however, that the Tractor Beam Drone Defense is a viable option with this monster! If you are a Romulan, launch the fighters and cloak. If he is close, and your cruiser is coming soon, it might be worthwhile to tractor him and make him waste power fighting your tractor while your cruiser (or your fighters, of course) come in and kill him. Mostly, just hunker down and survive. T-bombs can come in handy for drone defense as well, so do not forget them.

ATTACKING PLAYER: The target is big, well equipped in some cases to laugh at your attack (a Romulan FRD cloaking out for example, or a Hydran one slaughtering your drones with gatlings and tractors). To do enough damage quickly enough you have to get close, which risks him tractoring you and holding you while his fighters attack you. There is not enough time to kill his fighters and then destroy the FRD, so you might want to just kill the fighters and then run. There is no sense in staying around after his cruiser arrives as any damage you do to it will just cause it to scurry to the FRD for repairs. You cannot kill the FRD quickly enough while the cruiser is in it, so there is little chance you can take out his cruiser. Get what points you can and then run. It is your only real chance in this case.

(SG21.0) FIGHTER SWEEP



by Stephen V. Cole, Texas

During the General War, fighter squadrons often operated in the no man's lands on sweeps parallel to their front line. Such random sweeps made it difficult for pirates or enemy raiders to slip through. Often, however, they encountered enemy fighters on a similar mission.

(SG21.1) NUMBER OF PLAYERS: 2; the Player #1 and Player #2.

(SG21.2) INITIAL SET UP

PLAYER #1: Twelve fighters within 4 hexes of 0605, heading C, speed max.

PLAYER #2: Twelve fighters within 4 hexes of 3724, heading F, speed max.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y172 is assumed if no other year is selected.

(SG21.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG21.4) SPECIAL RULES

(SG21.41) MAP: Use a floating map. Player #1's units can only disengage in directions A, F, or E. Player #2's units can only disengage in directions B, C, or D. Units which disengage in unauthorized directions are considered destroyed.

(SG21.42) SHUTTLES AND PFs: All shuttles and PFs, if PFs are used in a variant of this scenario, may have warp booster packs if the selected year allows it.

(SG21.421) An MRS shuttle may be added to each fighter squadron if the players agree.

(SG21.422) If EW fighters are used, one fighter in any single squadron of eight or more fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SG21.423) There are no PFs in the basic version of this scenario. If PFs are added in a variation, they will be standard combat types.

(SG21.43) COMMANDER'S OPTION ITEMS

(SG21.431) Each warship in a variant 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.

(SG21.432) All drone speeds and types are available subject to the year 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.

(SG21.433) Prime Teams (G32.0) are not available in this scenario.

(SG21.44) All refits are available subject to the year selected.

(SG21.45) PILOT QUALITY (Optional): Each squadron includes 2 ace, 6 good, and 4 green pilots (J6.0)

(SG21.46) DOGFIGHTING (Optional): Use the dogfight rules (J7.0).

(SG21.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.201).

(SG21.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG21.61) One side could use PFs or a small ship.

(SG21.62) An AxCV could be added to both sides.

(SG21.63) One side could use a flotilla of six Interceptors.

(SG21.64) One or both sides could use six heavy fighters.

(SG21.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG21.71) Allow one player to choose the forces for both sides, and then the other choose whether he will be player #1 or player #2.

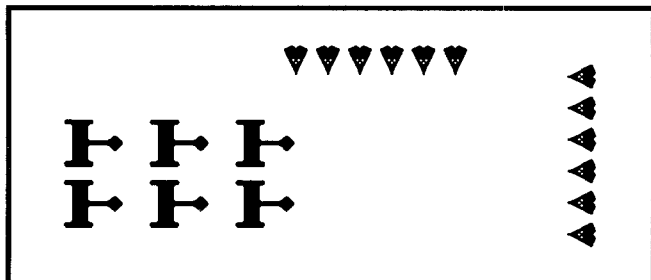
(SG21.72) Vary the quality of the two sides' pilots.

(SG21.73) Decrease the number of fighters one side has.

(SG21.74) Let one side have faster drones than the other side.

(SG21.8) TACTICS: This requires study of the enemy's fighters compared to your own. Find your advantage and capitalize on it. Klingon fighters, for example, need to use their drones to empty Hydran gatling phasers so that they can hit them with other drones and their own phasers. Hydran fighters should use speed and the gatling to destroy Klingon fighters. Federation fighters with drones and gatlings should use the drones to kill Romulan fighters and their gatlings to protect themselves from Romulan torpedoes.

END OF (SG0.0) MODULE J

**(SH9.0) TOMCAT TERROR
VS GUNBOAT DIPLOMACY**

Y179

by Stephen V. Cole, Texas

Late in Y179, sensor/scanners at a Federation battle station picked up the Klingon 714th Gunboat Flotilla crossing into Federation-held space on a course to intercept a convoy. As no other ships were in the immediate area, the battle station commander was forced to call upon VF-42, a squadron of Tomcat Fighters waiting at the station for the CVA Napoleon to pick them up. Without hesitation, the Tomcats roared in pursuit.

(SH9.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH9.2) INITIAL SET UP

KLINGON: Six G1s, one each in hexes 2314, 2417, 2024, 2128, 1109, 0708, heading B, speed 12, WS-I.

FEDERATION: Six F-14A along the top edge of the map, one to a hex, between hexes 1701 and 2701.

Six F-14A in the 42xx column between hexes 4210 and 4220.

NOTE: This scenario uses fast patrol ships (K0.0) which are found in Module K. As such, this scenario cannot be played without Module K, except by using (SH9.66) or (SH9.67).

(SH9.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH9.4) SPECIAL RULES

(SH9.41) MAP: Use a floating map. The Federation units can only disengage in directions A, B, or C. The Klingon units can only disengage in direction D, E, or F. Units which disengage in unauthorized directions are considered destroyed.

(SH9.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. These were some of the first issued to F-14s.

(SH9.421) There are no MRS shuttles in this scenario.

(SH9.422) If using EW fighters, one of the F-14As is an F-14E, Federation player's choice as to which group it is in. If not using EW fighters, it is a standard F-14A.

(SH9.423) The six PFs are a standard flotilla of standard G1s, including one leader and one scout.

(SH9.43) COMMANDER'S OPTION ITEMS

(SH9.431) The G1L has one T-Bomb. There are no other Commander's Options.

(SH9.432) All drones are "fast," i.e., speed-32.

All Federation fighters are carrying two type-VIF, two type-IF, and two type-IIIF drones. The Federation player may choose whether the type-IIIF drones are explosive or multi-warhead types with type-VIF submunitions. All Klingon drones are type-I. No special drones beyond those stated for the Federation may be purchased or used by either player.

(SH9.433) Prime Teams (G32.0) are not available in this scenario.

(SH9.44) REFITS: Only the F-14s have been refitted in this scenario as indicated in the setup information (SH9.2).

(SH9.45) DISENGAGEMENT RESTRICTION: No unit may disengage by acceleration (none have enough fuel to waste doing that).

(SH9.46) PRIOR LAUNCH: Federation doctrine called for the Tomcats to fire their type-III drones one turn before closing. To reflect this, place one type-III drone from each fighter eight hexes in front of that fighter.

(SH9.47) KLINGON SHUTTLE: The PFL's shuttle has NOT been prepared as a scatter-pack.

(SH9.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. For each G1 that still has its booster packs, no internal hits, and at least half of its starting drones still in its racks (not including ADDs) that disengages in direction B, the Klingons earn a 20-point bonus; for each uncrippled G1 that disengages in direction B, with or without its booster packs, and whether any drones remain in the racks or not, a 10-point bonus. In these cases, the Federation does not receive points for the Klingons disengaging.

(SH9.6) VARIATION: The scenario can be played again under different conditions by making one or more of the following changes:

(SH9.61) Substitute Romulan Centurions for the Klingon PFs, ignore the conditions regarding drones in the victory conditions.

(SH9.62) Allow the Klingons to use any PF variant they choose.

(SH9.63) For a smaller scenario, delete three of the Klingon PFs (including the Leader and the Scout) and six of the Tomcats (including the EW fighter if it was used).

(SH9.64) Set up a Convoy of three large freighters, three small freighters, and two police ships 200 hexes from the Klingon starting position. The convoy is heading directly away from the Klingons at speed 13. The police ships cannot leave the convoy until a Klingon unit comes within 17 hexes of a freighter in the convoy. No freighter can ever be more (barring damage) than three hexes from every other freighter.

(SH9.65) For an earlier battle, change the F-14As to F-14s, replace the PFs with H1 Interceptors.

(SH9.66) If you do not have Module K, or simply do not wish to use PFs, replace the six Klingon PFs with one of the following:

6 heavy fighters, such as Klingon Z-Hs.

12 advanced fighters, such as Klingon Z-YCs.

(SH9.67) You could replace the PFs with 6 Klingon E3 escorts. This would never happen historically, but does come closest to approximating the combat power of the G1s. You could replace one E3 with an E4 to simulate the PF Leader, and replace the disruptors of one E3 with special sensors to simulate the PF scout (call it an E3S). Allow the E3S to lend EW to the entire group of ships with a single channel, provided they are within 15 hexes. The E4 can have one T-bomb; none of the others can. All have their shuttles.

(SH9.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH9.71) Change the F-14As to F-15s or F-14Bs.

(SH9.72) Vary the quality of the PF crews (K8.0) or of the F-14 pilots (J6.0).

(SH9.73) Add or delete one or two F-14s. Note that if you add any F-14s, they must be designated as two squadrons (J4.46), and each squadron cannot receive EW from the EWF of the other squadron.

(SH9.8) TACTICS

FEDERATION: The Federation player must seek to damage and slow down as many of the PFs as possible in the opening phases of the scenario. This will mean concentrating on three or four of the PFs with drones and gatlings in an attempt to smash their shields and cause serious damage.

KLINGONS: The Klingons face a definite and important choice in their tactics. They must decide immediately if they will engage the fighters or try to break through to the convoy.

According to tactical doctrine, the Klingons should all abort their original mission and engage the fighters (since there are too many fighters to ignore and too few PFs to let some continue the mission while others fight). While this is what historically happened, the Klingon player is not required to do so.

Remember that to a Klingon there is as much glory in honorably engaging an unexpected enemy (even if not the one originally intended) as there is in accomplishing the assigned mission. If you are going after the fighters, drop the dangerous booster packs and arm weapons. Reduce speed and turn the groups toward each other so they will be able to help each other. Launch drones immediately, and begin firing at the nearest available fighters. If you have to fire at long range, concentrate the fire of several PFs onto one fighter.

If you decide to go for the convoy, then pour on the anti-matter and simply try to break through. Have each pair operate as a leader and wingman, with the wingman firing only to protect the leader. Once it degenerates into a long stern chase, you have the advantage that your drones can easily reach the target while his cannot. Two or three of your PFs should break through.

HISTORICAL OUTCOME: The Klingons diverted from their mission; the engagement with the F-14s was inconclusive.

(SH10.0) THE CUTLASS EPISODE



Y166

by Stephen V. Cole, Texas

Captain Ardak Kumerian's raid against Fighter Group No. 26 in Y166 (SH5.0) was an inspiration to many Klingon captains (as was his promotion to command a D6). Later that year, Captain Kolandian of the D7 *Annihilation* decided to attempt the same raid. Noting the approach of the Kzinti CV *Cutlass*, he avoided her (allowing a convoy to be shot up by the fighter group) and went looking for her back-up fighters. Locating and destroying the auxiliary carrier, the *Annihilation* turned for home and encountered the *Cutlass* looking for the now-destroyed auxiliary carrier and its back-up squadron.

(SH10.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SH10.2) INITIAL SET UP

KZINTI: CV *Cutlass* in hex 0809, heading C, speed 8, WS-I.

KLINGON: D7B *Annihilation* in hex 4025, heading F, speed 10, WS-I.

(SH10.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH10.4) SPECIAL RULES

(SH10.41) MAP: Use a floating map. The Kzinti units can only disengage in directions A, B, or F. The Klingon units can only disengage in direction C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(SH10.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH10.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH10.431).

(SH10.422) There are no EW fighters in this scenario.

(SH10.423) There are no PFs in this scenario.

(SH10.43) COMMANDER'S OPTION ITEMS

(SH10.431) 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.

(SH10.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) and "medium" (speed 20) drones are available for purchase as special drones.

Each ship can purchase special drones up to the historical racial percentages, based on their remaining at start drones [see (SH10.45)], as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH10.433) 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).

(SH10.44) REFITS are as noted in (SH10.2).

(SH10.45) STORES: Both ships have expended many drones in their recent battles and have not had time to complete reloading. Roll one die for each drone rack. The result is the number of drones it holds. A die roll of "5" or "6" equals four drones, except in the case of the ADD

racks in which case it indicates that it is fully loaded. Both ships have their full rack reloads available (4 spaces per rack).

(SH10.45) PRIOR DAMAGE: The *Cutlass* had taken some minor damage in combat. Use the Damage Allocation Chart to randomly distribute 10 damage points (interior hits, also check off one crew unit as destroyed) to the ship as a single volley ignoring phaser directional restrictions. The ship has not expended any of its repair capacity. In addition to the normal reloads for the drone racks, the ship has 78 type-I drones remaining in storage for its fighters.

(SH10.46) FIGHTERS: The CV has two operable AAS fighters in its bay (the rest were destroyed or too damaged to use), but they are not loaded with drones (this DOES form an exception to the normal WS-I rules). Deck crews can load them. Both ships have all their admin shuttles.

(SH10.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH10.6) VARIATIONS: The scenario can be played again under different conditions by doing one or more of the following:

(SH10.61) Substitute a Lyran CA for the Klingon ship.

(SH10.62) At the time of this battle, the Kzintis still believed that carriers could function as independent ships. It was not until Y168 that they began to build formal escorts and convert existing ships to serve as escorts. However, they might have done so sooner. Add to Kzinti Force: CL, FFE. Add to Klingon force: F5C, F5.

(SH10.63) Replace the Kzinti CV with a CVE and the Klingon D7B with an F5C.

(SH10.64) Reverse the roles; use a Klingon CVT (2 x Z-2 fighters remaining) and a Kzinti BC.

(SH10.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH10.71) Change the D7B to a D6B.

(SH10.72) Replace the CV with a CVL.

(SH10.73) Add more fighters to the CV, or delete the two available.

(SH10.74) Increase or decrease the starting damage on the CV.

(SH10.75) Upgrade the CV to the CVS configuration.

(SH10.8) TACTICS

KZINTI: While the situation may appear grim, you actually have a number of advantages. Your CV is practically a fully capable CS with five phaser-1s supplementing the disruptors. You have a tremendous edge in direct firepower, especially at close range. Use whatever drones you can to tie up his firepower and go for close in weapons exchanges. He will run out of weapons first because of your superior damage control rating and large number of phaser-3s. Then it is just a matter of polishing him off.

KLINGON: While it might seem like a good idea to engage a carrier that has few fighters available, do not get complacent. As noted above, that carrier has more firepower, especially up close, than you do. Keep him away from you, and try to wear him down. Try not to get closer than range 5 in any case. DO NOT overload the disruptors as you simply cannot afford the power, because if you go that slow he will be right on top of you. Watch out for a Kzinti anchor. If it happens, hope that your will is up to date.

HISTORICAL OUTCOME: After both ships had suffered damage, the impending arrival of additional Kzinti forces encouraged the Klingon ship to disengage.

(SH12.0) TOMCATS OVER LEEBYAHH



Y171-187

by Stephen V. Cole, Texas

Approximately 300 years prior to the forming of the Federation, the "Old Kings" (a semi-legendary empire in the general area now occupied by the Klingon Empire and the Federation) established on the planet Leebayahh a massive sanitarium for individuals of several

subject humanoid races that suffered from extreme and incurable cases of paranoia and various other neuroses and psychoses. The sanitarium was unguarded, and after the departure of the "Old Kings," the 50 million or so original inhabitants developed into a hybrid race not quite like any other (and not quite all there upstairs, either).

The planet, circling a star rather unfortunatously located in the Neutral Zone between the Klingons and the Federation, remained an isolated pocket of independence, never allied with or subjugated by either race. During various periods the Orions traded there and operated ships out of their spaceports. During the early stages of the General War, the Klingons sold the Leebyahhns considerable quantities of military hardware, including large numbers of fighters for "local defense."

Leebyahh's ruler, Moon-'em-more Khlodhopy (his actual title was "Tinhorn" for reasons that remain obscure) formed these fighters into squadrons of his air force (the notorious "Protection Launched Overhead" commanded by Yezzir l'm-a-rat). The pilots, urged on by the head of the Leebyahhn church, lahtoldyouso Kokomamie, were fanatical if largely untrained. Due to the Klingon presence, the Federation found it necessary to send fighter patrols into the system to keep track of developments. Federation Tomcat pilots soon learned that this was an excellent area to "run up a score" since buzzing the planet would inevitably result in several fanatical (but stupid) pilots rising to the occasion. Raids of this nature were conducted throughout the General War, frequently by Federation carrier groups marauding behind Klingon lines, and even after the Federation restored its original border.

(SH12.1) NUMBER OF PLAYERS: 2; the Federation player and the Leebyahhn player.

(SH12.2) INITIAL SET UP

TERRAIN: Class-M (P2.21) planet (Leebyahh) in hex 2115.

FEDERATION: Two F-14s enter the map from 4215 on Turn #1, speed max, heading E, WS-III. (These do not have type-III drones or the extra drone rails.)

LEEBYAHHN: Forces are described in (SH12.45), WS-I.

YEAR: Players should select a year before setting up the scenario. This will define the availability of fighters, drone speeds, and other items. (This could be as early as Y167 using earlier fighters.) Y171 is assumed if no other year is selected.

(SH12.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH12.4) SPECIAL RULES

(SH12.41) The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Leebyahhn units may not disengage. The Federation fighters can disengage only in directions B, or C. The Klingon F5B can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH12.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH12.421) There are no MRS shuttles in this scenario.

(SH12.422) There are no EW Fighters in this scenario.

(SH12.423) The PF in this scenario is a standard G1.

(SH12.43) COMMANDER'S OPTION ITEMS

(SH12.431) The F5 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.

(SH12.432) All drones are "medium," i.e., speed-20 if the scenario is set prior to Y179. If set after Y178, 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.

(SH12.433) Prime Teams (G32.0) are not available in this scenario.

(SH12.44) REFITS: As given in (SH12.45). Do not use fighter pods. (Or use them as variation or for balance.)

(SH12.45) LEEBYAHHN REACTION: At the end of the first turn during which either (or both) of the Tomcats moves within six hexes of the planet, the Leebyahhn player rolls one die and compares the result with the chart below to determine what forces he has available. These forces (except for #6) begin in hex 2115 on the Impulse #1 of the following turn (they have just left the atmosphere). They cannot be fired at while in that hex, but they must leave it on their first moving impulse and cannot reenter that hex until the scenario is over.

- 1 2 x Z-1 fighters, green pilots
- 2 2 x Z-2 fighters, green pilots
- 3 2 x Z-2 fighters, good pilots
- 4 2 x Z-2 fighters, good pilots
+ 5 x Z-1 fighters, green pilots
- 5 G1 PF, good crew (Substitute E4B if you do not have Module K or selected a year before Y179. It enters as does the F5B below.)
- 6 Klingon F5B enters at 0101, heading at player's option, speed 20, WS-II. (The F5B is a Klingon-manned ship that has just happened to arrive on the scene at this time.)

For a balanced scenario (for those who can't take a joke), use six Z-2 fighters with one good and five green pilots.

(SH12.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH12.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH12.61) Other quasi-independent planets exist at various locations in most Neutral Zones and can be the stage for similar actions.

(SH12.62) One possibility (useful in surprising someone who hasn't been told what to expect) would be to add defense satellites and ground phasers to the planet.

(SH12.63) Allow the Leebyahhn player to roll again on turns divisible by three.

(SH12.64) Pilot quality can be used by the Federation. The scenario is designed for "good" Fed pilots, but one of them could be changed to an "ace" and/or the other to a "green" pilot.

(SH12.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following (these would have to be done prior to rolling for Leebyahhn reaction):

(SH12.71) Change the F-14s to F-18s or F-16s.

(SH12.72) Allow the Leebyahhn player to select special drone warheads for his fighter's drones.

(SH12.73) Add one extra fighter to each Leebyahhn fighter force.

TACTICS

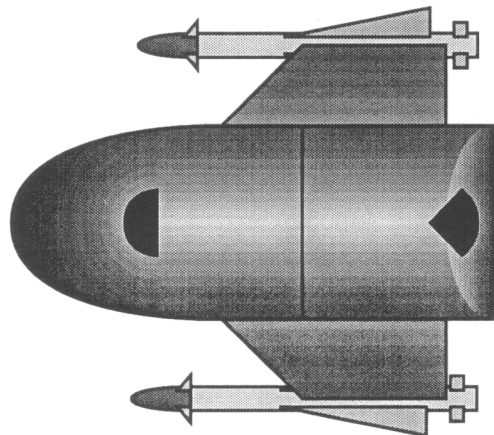
FEDERATION: If you could be sure the enemy was fighters, you might carry only dogfight drones. Your gatlings will quickly chew up any enemy except, perhaps, #5 or #6.

Against the "balanced" force, fire standard drones to force him to start using chaff. Try to get him into a dogfight, where your gatlings will win. Don't use chaff except in a dogfight; kill his drones with your gatlings. Look for the good pilot and kill him first.

LEEBYAHHN: With forces 1-3 just smile and try to have a good time; count yourself successful if you cripple one of the Tomcats. Forces #5 and #6 should attack aggressively and use concentrated disruptor fire to cripple the Tomcats. Force #4 or the "balanced" force are more serious. Plan your tactics and switch to dogfight drones if that fits your plan.

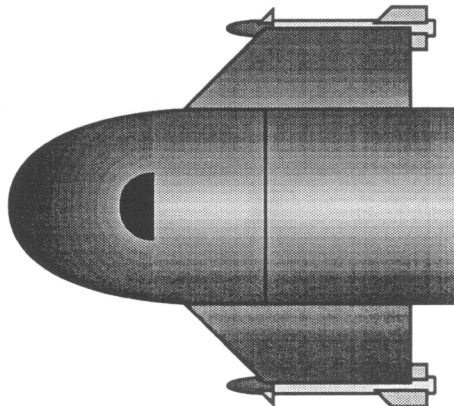
HISTORICAL OUTCOME: While this scenario is historical, it represents dozens of incidents over a considerable period, and all of the possible results happened at least once.

PROFILE: KLINGON Z-1 FIGHTER

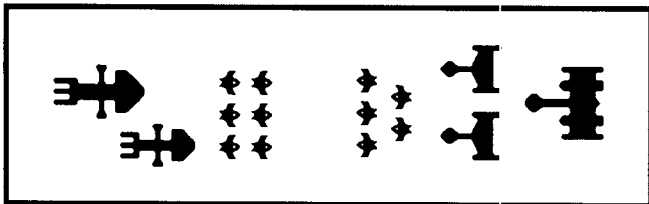


The infamous *Zoran* fighter was designed for assault. The lack of maneuverability (reflected by the low dogfight rating) was offset by the tail defense phaser. The standard drones supplemented its firepower.

PROFILE: KLINGON Z-D FIGHTER



The disruptor-armed Z-D was similar in some respects to the Z-1, but was smaller and lacked the tail gun and heavier drone rails (prior to the C refit).

(SH15.0) THE TROJAN SHUTTLE II

Y170

by Stephen V. Cole, Texas

The Kzinti CVE *Starburst* captured a Klingon shuttle during Y169 and used it a year later in an attempt to ambush the Klingon CVT *Berserker*. The Kzinti scheme involved ambushing and destroying a small Klingon convoy. The shuttle, prepared as a suicide shuttle, was then left with a distress beacon. The Klingons, arriving at the scene of the ambush, could not detect any life forms or targeting data from the shuttle (it was simply left in space). They sighted a Kzinti force moving in which allowed for no time to board the shuttle. The Klingon captain decided to salvage the shuttle by tractor beam for possible use as a scatter-pack, exactly as the Kzinti captain had hoped.

(SH15.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SH15.2) INITIAL SET UP

KLINGON: CVT *Berserker* (5x Z-2 fighters) in hex 3308, 2xE3E *Sukhoi* and *TaiFun* within two hexes of the CVT, all units heading F, speed 10, WS-I.

KZINTI: CVE *Starburst* (6x AAS fighters) in 0525, and EFF within two hexes of the CVE, all units heading B, speed 15, WS-III.

(SH15.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, disengaged, captured, or have surrendered.

(SH15.4) SPECIAL RULES

(SH15.41) Use a floating map. The Kzinti units can only disengage in directions A, B, or F. The Klingon units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(SH15.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH15.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH15.431).

(SH15.422) There are no EW fighters in the basic version of this scenario. The Klingon CVT might have had a prototype EWF, and this can be used in a variation by replacing one Z-2 with a Z-E.

(SH15.423) There are no PFs in this scenario.

(SH15.43) COMMANDER'S OPTION ITEMS

(SH15.431) 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.

(SH15.432) 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.

(SH15.433) 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.

(SH15.44) REFITS: The Kzinti CVE and EFF have their "C" refits.

(SH15.45) PRIOR DAMAGE: The Klingons attempted to land the shuttle in the left hangar pod by (J1.621), at which point it exploded. Before play begins, score 18 damage points to the CVT (use the Damage Allocation Chart) by (J2.228). The two fighters allowed to be armed at WS-I were both in the right hangar pod, and there is no chain reaction (D12.0) damage caused by the destruction of the fighters in the left hangar pod.

(SH15.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) except that the Klingons get a 30-point bonus.

(SH15.6) VARIATION: The scenario can be played again under different conditions by making one or more of the following changes:

(SH15.61) Substitute a Lyran TugV and suitable escorts for the *Berserker* and its escorts.

(SH15.62) Let the Klingon substitute other pods for the CV Pods, and see what sorts of surprises the CVE may have.

(SH15.63) Replace the CVT and its escorts with an E4V and a G2, or an F5V and an E4E. In this case, ignore the "trojan shuttle" and simply play the scenario with both at WS-III.

(SH15.64) Assume that the *Berserker* has a full strike force loaded and on deck. Note that this will trigger a chain reaction using rule (D12.0). Resolve all damage from the suicide shuttle before any chain reactions. The Klingons do not receive the bonus in this case.

(SH15.7) BALANCE: The scenario can be balanced between players of different levels of skill by one or more of the following:

(SH15.71) Change one or both of the E3Es to E4Bs.

(SH15.72) Replace the CVE and EFF with a CVL and a CL.

(SH15.73) The balance of this scenario can be adjusted by increasing or decreasing the bonus awarded to the Klingons.

(SH15.74) Varying the types of fighters available to either player.

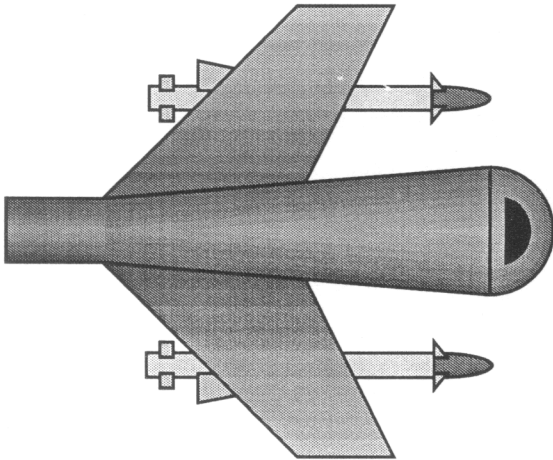
(SH15.8) TACTICS

KZINTI: Your plan of action will depend to some extent on the damage done to the tug. With a lot of luck, the 13 damage points that are not automatically scored on shuttle boxes will knock out a disruptor, a drone rack, and four phasers. With no luck, he will lose a lot of hull and cargo but still be fully armed. The Klingons have a lot more firepower than you overall, and while killing the Tug is your main goal, you will probably have to kill the escorts first. Once the escorts are out of the way, get your fighters deployed as quickly as you can and try to bury the tug under drones. Don't forget to kill his remaining fighters before they make nuisances of themselves.

KLINGON: You have, before the suicide shuttle went off, a lot more firepower than the Kzinti. You have to hope that you can turn this advantage into a decisive game winning one. Try to get a good salvo through the CVE's shields before he can launch his fighters to get a chain reaction going in his shuttle bay. Make sure you don't get a chain reaction in your own second bay though; the consequences of that could make victory impossible.

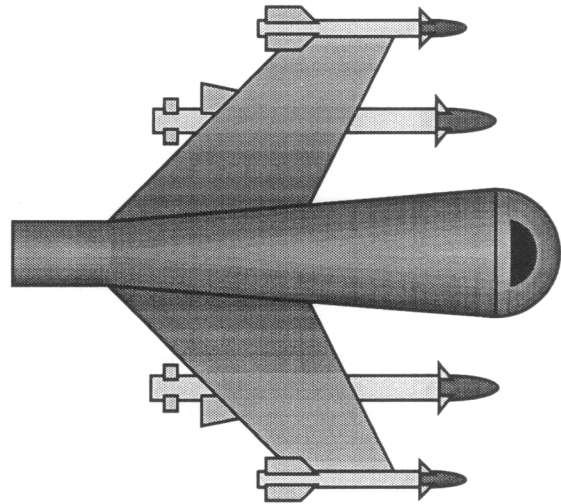
HISTORICAL OUTCOME: The *Berserker* fought a delaying action while calling for more Klingon forces, and was able to escape with moderate damage.

PROFILE: KLINGON Z-V FIGHTER

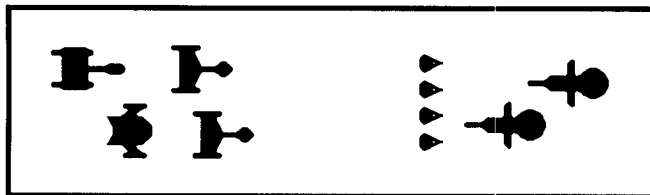


The Z-V was distinctive for its forward-swept wings and the "ice cream cone" fuselage. There was no "tail" as there would be on an atmospheric fighter; control and stability in atmospheric flight was achieved with small thrusters.

PROFILE: KLINGON Z-Y FIGHTER



The Z-Y was an improved Z-V. The hullframe was very similar, although it was not economical to upgrade Z-Vs to Z-Ys. The primary addition was more thrust, improved targeting systems, and the addition of light drone rails to the wingtips.

**(SH21.0) FLIGHT OF THE
ARCHAEOPTERYX**

Y178

by Bruce Tong and Chuck Algeo, Ohio

Following the battle of Delmac (Y178), the remains of a Gorn carrier group struggled to return to friendly space. The Romulans pursued with a fleet of considerable size, which included a Condor and at least one SparrowHawk. Fortunately for the Gorns, the Romulan fleet was too far behind to ever catch the carrier. The last hope the Romulans had was a group of escorts, which had abandoned a convoy at a nearby planet.

(SH21.1) NUMBER OF PLAYERS: 2; the Gorn player and Romulan player.

(SH21.2) INITIAL SET UP

GORN: CV *Archaeopteryx* (4x G-18) in 2229, CLA *Ironcrest* in 2328, both heading A, speed max, WS-III.

ROMULAN: Skyhawk-A *Battleaxe* in 3201, K4B *Hornet* in 3101, K4B *Wasp* in 3301, Snipe-B *Volantis* in 3401, all heading E, speed max, WS-III.

(SH21.3) LENGTH OF SCENARIO: The scenario lasts until one side has completed its victory conditions or until the end of Turn #6. Any Gorn ships remaining on the map at that point are destroyed by the pursuing forces.

(SH21.4) SPECIAL RULES

(SH21.41) The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. This is the only way that units can disengage. Gorn ships can only exit from the xx01 map edge. Romulan units can only disengage through the xx30 map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH21.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH21.421) No ship in this scenario carried an MRS shuttle during this battle. The Gorn CV had lost its MRS in the earlier fighting, and none of the other ships are qualified.

(SH21.422) There are no EW fighters in this scenario as the CV lost its EW fighter in earlier fighting.

(SH21.423) There are no PFs in this scenario.

(SH21.43) COMMANDER'S OPTION ITEMS

(SH21.431) Each Romulan ship has its full load of T-bombs aboard. There are no other Option Items in this scenario. Note, the NSM on the *Volantis* is not a Commander's Option Item.

(SH21.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, any drones would be "medium," 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.

(SH21.433) 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.

(SH21.44) REFITS: Are as noted in (SH21.2). Note that the Gorn CV had the plus and D-refits as part of its design.

(SH21.45) GORN SHUTTLES: The carrier has only four G-18 fighters and two admin shuttles, the CLA has only two admin shuttles. These are the spare shuttles and fighters which have been broken out of storage; the rest were lost in the previous battle.

(SH21.5) VICTORY CONDITIONS

The Gorns win a decisive victory if both ships escape and the carrier has no internal damage; a substantive victory if the carrier escapes alone and has no internal damage; and a marginal victory if the carrier escapes uncrippled.

The Romulans win a decisive victory if they destroy both Gorn ships, a substantive victory if they destroy only the carrier, and a marginal victory if the carrier escapes but is crippled.

Any other result is a draw.

(SH21.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH21.61) Replace the Gorn carrier with a reduced carrier group (except a CVA group), consisting of the carrier (of any race) and one escort (of the same race). Substitute a "convoy escort" group of any other race to be the intercept force. The starting BPV of the convoy escort group would be 335 including any Commander's Options. Increase or decrease this BPV by the difference in BPV between the selected reduced carrier group and the Gorn carrier group in this scenario (302 BPV). There are no adjustments for the missing Gorn Admin/GAS shuttles, although the number of available shuttles/fighters should be similar to those presented.

(SH21.62) The Gorn player randomly picks one of six Kzinti drone counters numbered 1-6 to determine how many fighters he has left, the number drawn indicating one, two, up to six fighters. The counter must be selected in plain sight of the Romulan player and left face down in plain view to be examined by the Romulan player at the end of the scenario.

(SH21.63) Delete the CLA and reduce the Romulan force to the SkyHawk-A and Snipe-B.

(SH21.64) Replace the CV and CLA with an HDV and HDA.

(SH21.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH21.71) Changing the SkyHawk (or a K4B) to a K5R.

(SH21.72) Replace the CLA with a DEA.

(SH21.73) Delete a K4B or add another Snipe-B.

(SH21.8) TACTICS

ROMULAN: The escort is almost irrelevant as a victory condition, and there is not time to destroy it and then work on the carrier. Therefore, concentrate your firepower on the carrier and try to slow it down. Grab it with a tractor beam, or force it to use a wild weasel. Use the *Volantis*'s mine and your transporter bombs to force the carrier to turn.

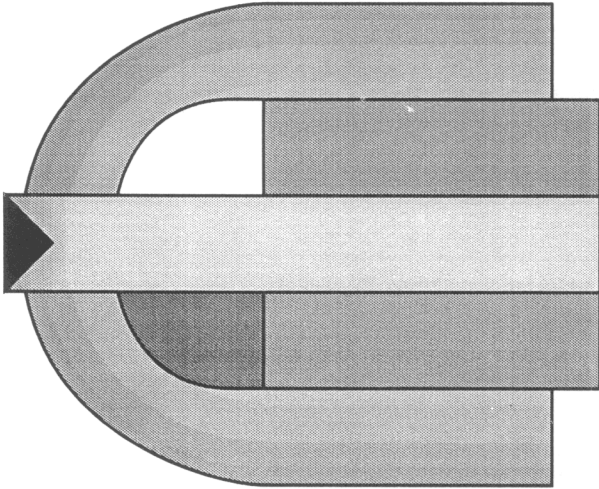
GORN: The *Ironcrest* is expendable; count on spending it. Operate it a few hexes away from the carrier (toward the Romulans) unless you have to follow it through a suspected minefield. Remember that hex 0101 is just as good as hex 2201, so don't be afraid to move left to outrun or wear out a plasma torpedo.

(SH21.9) PLAYTESTER'S COMMENTS: An extremely fast and deadly scenario. If it goes more than two turns, the Romulans will win.

HISTORICAL OUTCOME: The *Archeopteryx* escaped, but the *Ironcrest* was destroyed in a delaying action in which the *Hornet* was destroyed and the *Wasp* was badly damaged.

END OF (SH0.0) MODULE J

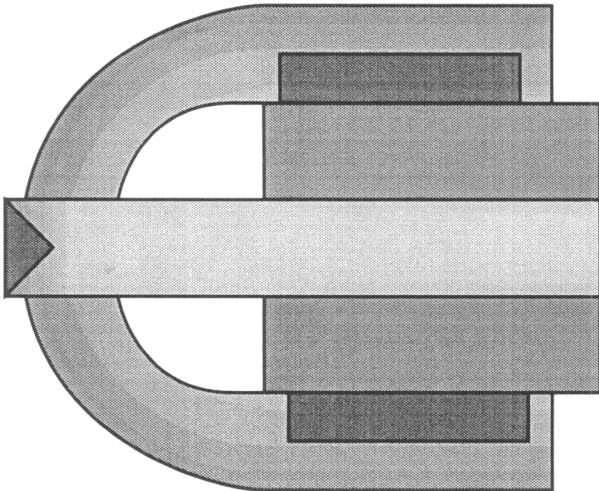
PROFILE: ROMULAN G-II FIGHTER



The Gladiator-II was part of the torpedo-armed series of assault fighters. The type-F plasma torpedo was carried on the centerline, the only place that the framework was strong enough to carry the stasis chamber.

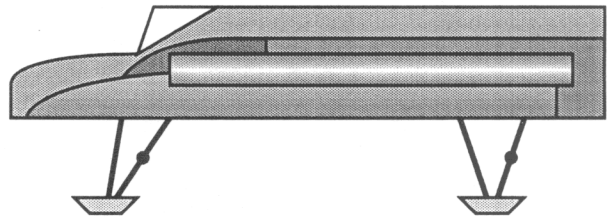
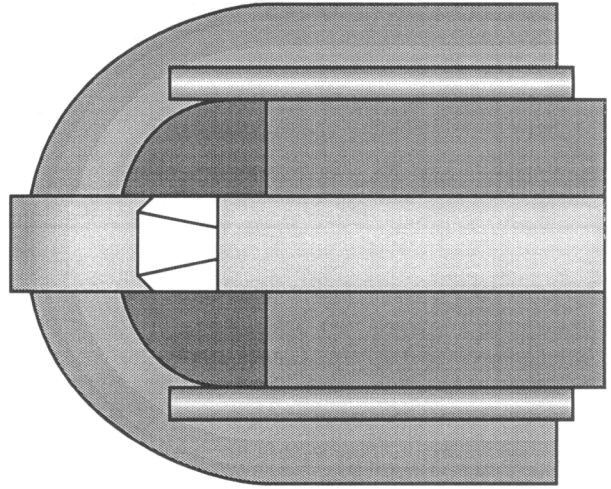
The pilot was on the right side. While it might seem that he was blind to the left, this was largely irrelevant in space combat and there were visual and other scanners focused in those arcs in any case.

PROFILE: ROMULAN G-II E EW FIGHTER

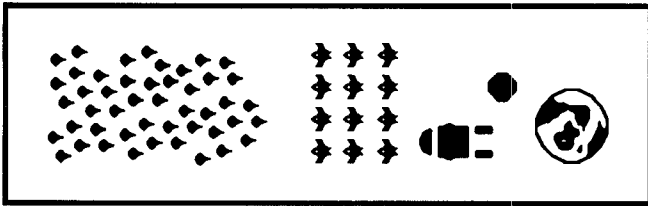


The Electronic Warfare version of the Gladiator-II placed the second crewman on the left side and moved the sensors from that position to the center. Note the addition of EW pods.

PROFILE: ROMULAN G-SF FIGHTER



The Gladiator-SF was an improved version of the original space combat counter-fighter. The hullframe was similar to the plasma-F-carrying assault fighters, but was more logically arranged. The pilot sat on the centerline with good visibility over the FH arc. While space combat was hardly conducted visually, it did give the pilot more confidence and the visibility was useful in some other cases. Note the canisters for type-D plasma torpedoes.

(SM12.0) STARSWARM

by Tony Zbaraschuk, *USS Indiana*

There are many places in the galaxy where the war machines of former races still remain active. One of the most annoying threats are the robots known as the Starswarm. They are compact and miniature killers, with very advanced technology and a programming system that commands them to reproduce. They do this by landing on a planet and mining enough material to make more Starswarm robots. Unfortunately, their mining process wreaks havoc on most planetary ecologies. Following the reproduction, they escape from the planetary surface into deep space, spending some time there before descending to mine another planet.

Swarms are most common in Federation and Klingon space (it is speculated that they originated in some of the Old Kings' experiments with Von Neumann machines), but they have been found in almost all areas of the galaxy, except the WYN Cluster (they cannot penetrate the radiation zone).

Fighters are usually the best defense against Starswarm robots, simply because there are enough fighters available to counter the number of robots. While a single robot is no match for a starship (or even a PF), in swarms they are very dangerous. This scenario represents the typical defense of a colony planet against an attacking Starswarm during the middle years of the General War.

(SM12.1) NUMBER OF PLAYERS: 2; the Swarm player and the Fleet player.

(SM12.2) INITIAL SET-UP

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

Small moon (P2.23) in 2017.

FLEET PLAYER: One small auxiliary carrier in 2214, facing C, orbiting (P8.0) the planet in a clockwise direction, speed 0 (in orbit), WS-III

Twelve fighters appropriate to an auxiliary carrier within 3 hexes of the planet, speed max, heading at option of Fleet player, WS-III. See (SM12.45).

STARSWARM PLAYER: A number of Starswarm robots [see (SM12.461)] within 5 hexes of 0114, WS-III.

YEAR: The two players will have to mutually agree on a year for this scenario as this governs fighter selection, drone availability, and the possibility of warp booster packs. For the first playing, the year should be Y174.

(SM12.3) LENGTH OF SCENARIO: The scenario continues until all Starswarm robots have either landed, disengaged, or been destroyed.

(SM12.4) SPECIAL RULES

(SM12.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units on both sides can disengage in any direction.

(SM12.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SM12.421) Auxiliary carriers would almost never carry an MRS shuttle, but in a variant of the scenario they may be purchased [up to the limits in (J8.5)] under (SM12.431).

(SM12.422) Fighters are selected by the Fleet player in accordance with the year. Players are encouraged to experiment with a wide variety of fighters. If using EW fighters, the Fleet player may replace one fighter with an EWF.

(SM12.423) There are no PFs in this scenario, and they should not be purchased in a variant. (PFs kill Starswarm robots much too easily and were largely responsible for ridding the galaxy of them. This could be done, however, as a training scenario.)

(SM12.43) COMMANDER'S OPTION ITEMS:

(SM12.431) 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 under the Starswarm limit (SM12.461).

(SM12.432) All drones are of the General Availability speed for the year selected for the scenario.

Limited and Restricted drones may be purchased up to racial limits, but note (SM12.461).

(SM12.433) Prime Teams (G32.0) are not available in this scenario.

(SM12.44) REFITS: The auxiliary carrier has no refits. In a variant, players may purchase refits that are available in the year selected for the scenario.

(SM12.45) AVAILABLE FIGHTERS: During this period, the typical fighters available for planetary defense were:

Federation: F-4s later replaced by F-16s.

Klingons: Z-2s, replaced by Z-Vs only on important planets or fairly late in the middle war years.

Romulan: Gladiator-Fs.

Kzinti: AAS or SAS.

Gorn: G-8, later G-20.

Tholian: Spider-I.

Hydran: Stinger-1.

Lyrans & LDR: Same as Klingons.

ISC: SF.

(SM12.46) STARSWARM ROBOTS

(SM12.461) NUMBER: The number of Starswarm robots is determined by the BPV of the defenders. Total the combat BPV of the Fleet player, including any points paid for Commander's Options (SM12.43), and divide the total by 15 (round fractions of 0.5 or more up, 0.49 or less down). The result is the number of Starswarm robots attacking the planet. Use fighter (or drone, or plasma torpedo) counters from some other race to represent the swarm.

Exception: Against Hydran Stinger-2s or fighters that are carrying MW drones, use a divisor of 10 rather than 15.

(SM12.462) MANEUVERS: Starswarm robots move at a maximum speed of 15, with a turn mode of 1. They are considered nimble ships and can HET once per turn (only) with no chance of breakdown. They are size class 6 and can dogfight with a DFR of 4. In all other ways (e.g., acceleration, EM, mines, etc.), they are treated as a fighter, except that they have no "crippled" status. They move in the Order of Precedence (C1.313) when "fighters" move (this is an exception to the normal precedence for monsters).

(SM12.463) WEAPONS: Starswarm robots have two phaser-3s, each with a 360° arc. They can fling a portion of their reactor fuel at a target. This is treated in all ways as a type-D plasma torpedo (they are affected by ECM) and can only be done once every three turns by any individual Starswarm robot. (These "torpedoes" can be bolted or launched as seeking weapons.) Starswarm robots cannot fire direct-fire weapons against targets beyond an effective range of 8 hexes, although they can launch seeking weapons against such targets.

(SM12.464) ELECTRONICS: Starswarm robots, due to their advanced technology, ignore all ECM except from natural sources. They have three points of built-in ECCM. Each robot can attempt to identify two seeking weapons per turn; the seeking weapons must be within three hexes, and the robot must roll 1-4 on a single die to succeed in the attempt. Success reveals complete information about the seeking weapon as labs (G4.2).

(SM12.465) DAMAGE: Each Starswarm robot has a 10-point shield, which covers a 360° arc, and can repair one shield box per turn [as (D9.2), except that no power is required]. Once the shield is down, any further damage will strike the robot's core, which takes 5 points to destroy. Core damage cannot be repaired during a scenario. Starswarm robots take 8 points of damage from type-VI drones, and 1 point of damage (only) from each ADD round that strikes them. All other weapons function normally against them, except that Starswarm robots cannot be hit by direct-fire weapons fired at an effective range of 9 or greater.

(SM12.466) NON-WORKING SYSTEMS: Starswarm robots cannot be tractorred or boarded (including hit-and-run raids). They are not affected by cloaking devices, but are affected by web (although they do not break down upon entering a strong web). They can be placed in stasis.

(SM12.467) PLANETARY LANDING: Starswarm robots can perform powered landings (P2.434) on a planet, using the normal procedures. They burrow underground with extreme rapidity and cannot be fired on once they have landed.

(SM12.5) VICTORY CONDITIONS: Victory is determined by the number of Starswarm robots that manage to land on the planet.

100% of robots land on planet	= Swarm Total Victory
90% or more of robots land	= Swarm Decisive Victory
75% or more of robots land	= Swarm Tactical Victory
50% or more of robots land	= Swarm Marginal Victory
25% or more of robots land	= Fleet Marginal Victory
10% or more of robots land	= Fleet Tactical Victory
No robots land	= Fleet Decisive Victory

Any positive level of victory for the Fleet player is reduced by one level if his carrier is crippled and by two if the carrier is destroyed.

(SM12.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM12.61) Use a full carrier group (CVS with 12 fighters and escorts) rather than an AuxCV. This will require boosting the number of robots substantially, due to the BPV increase. Use a divisor of 10 rather than 15 in (SM12.461).

(SM12.62) Replace the AuxCV with a large fighter base on the planet or a SAMS with 2 HBM in orbit.

(SM12.63) Add some ground bases to the planet; note that this will make matters much more difficult for the Swarm player.

(SM12.64) Allow the Fleet player 120 points to purchase the defending forces (anything he wants), and give the Starswarm player 8 robots.

(SM12.65) Have each player put one asteroid counter in each of the six zones (A-F) on the map. The Fleet player places one counter, then the Swarm player places one, and the players continue alternating until each zone has two asteroid counters. No asteroid counter may be within 5 hexes of any previously-placed asteroid counter.

(SM12.66) Assume that the Starswarm robots are trying to reach deep space from a planetary surface. Use the set up as above, except with a divisor of 10 in (SM12.461), and the robots start on the planetary surface, divided as evenly as possible among the different surface hexsides. In this variation, robots can be fired at while on the surface. Victory is determined by the number of robots that manage to escape by exiting the map, rather than land.

(SM12.67) Assume that fighters on patrol encountered a traveling group of Starswarm robots. Set up 12 fighters within 3 hexes of 0505 and Starswarm robots as in (SM12.461) within 3 hexes of 3725. Use the Modified Victory Conditions, and give each Swarm robot a BPV of 10.

(SM12.68) Pre-Fighter Variant: Delete the fighters and carrier (and/or fighter ground base and hangar modules). Use ground defenses and DefSats. The colony has little chance of survival.

(SM12.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SM12.71) Increase or decrease the number of Starswarm robots, i.e., change the divisor in (SM12.461).

(SM12.72) Add a police ship or small armed freighter to the Fleet player's forces.

(SM12.73) Change the set-up location of the Swarm.

(SM12.8) TACTICS

SWARM: It doesn't matter what you kill first, the fighters or the carrier. When he launches drones, run to gain time to identify them and attrit them with phaser fire. Remember, your phasers are 360°, so this should work very well. You are faster than most of your opponents and can control the range. If you get between him and the planet, you win.

FIGHTERS: Don't overrun the swarms. Concentrate your drones. Try to attack from two directions to pin them with seeking weapons. After killing half of them, go to point-blank range. You might even try to dogfight them. The T-bombs on the carrier are critical in forcing the swarm to turn away. The carrier must keep WWs ready. Consider using dogfight drones to increase rate of fire (carrying one type-I and one type-VI).

(SM12.9) PLAYTESTER COMMENTS: A real bar fight, with lots of wild action. One of the more fun scenarios to play as there are lots of units, but they don't require a lot of bookkeeping. Something very different than a traditional fleet battle. Good fast scenario. Sets up fast, plays faster.

(SM12.X) DESIGNER'S NOTES: Starswarm robots can be used in a campaign. Assume that each Starswarm robot that lands on a planet completely repairs itself and manufactures one more Starswarm robot between scenarios. Starswarm robots must then escape from the planetary surface (SM12.66) and spend one campaign round "in deep space" (i.e., unavailable) before attacking a planet again.—*Tony Zbaraschuk*

END OF (SM0.0) MODULE J

(T4.0) PIRACY PATROL

Y175

by Stephen V. Cole and Steve P. Petrick, Texas

The Pirates have sent additional ships into a vital sector and are devastating shipping. The fleet has responded by assigning your carrier group to this sector.

This mini-campaign, while designed for use by any race, is based on the historical operations of the Federation CVS *Sam Houston* (and its escorts, the DEA *Travis* and the FFA *Bonham*) which was detached from the Klingon front in Y175 to deal with a particularly dangerous outbreak of piracy.

This mini-campaign is designed to be played as part of the (U4.0) Carrier Group Campaign but could be played independently.

(T4.1) GENERAL CAMPAIGN CONDITIONS

(T4.11) YEAR: The campaign is set in Y175. All ships have all refits available for that time period (all escorts should have full aegis installed if the escort has such a variant). If you wish to experiment with campaigns in different years, you will have to adjust the ships and their available drones, fighters, booster packs, etc. accordingly.

(T4.12) DRONES: All drone-armed ships have medium-speed drones and can have special drones up to their historical racial limits. (If set in later years, the players will have to adjust drone speeds, refits, and other factors. This might include PFs and or warp booster packs.)

(T4.13) SHUTTLES: The carrier has any of the fighter types designated in its background section as available for the year selected.

(T4.131) MRS: If players wish to use MRS shuttles (J8.0), the carrier, the Pirate BR, and the Pirate base can each have one MRS shuttle. This will be of the type available to the Carrier Group race.

NOTE: While a Pirate BR, being a war cruiser, would not normally be authorized an MRS, it can be assumed in this case that as the largest ship in the sector he qualifies as a CWL and can have one. Besides, we need it for play balance.

(T4.132) EW FIGHTERS: If players wish to use the optional EW fighter rules (R1.F7), the strike carrier can have one EW fighter as a replacement for one standard fighter. A CVA would have two EW fighters; a CVE with less than eight fighters would not have one.

(T4.133) FAST PATROL SHIPS may only be included if the year of the scenario is adjusted (T4.11) to permit their availability. Warp booster packs for PFs are subject to this same restriction.

(T4.14) COMMANDER'S OPTIONS: 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. These can only be replaced under the provisions of (T4.42) and cannot be transferred during a scenario. If transferred between scenarios, no single ship can exceed its allowable limits (20%, and others) of option items as a result; e.g., you cannot put four T-bombs on a frigate since it can only have two (M3.13). No ship in the basic version of this campaign 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.

(T4.15) REFITS: All ships in the historical campaign are assumed to have received all refits available to them in Y175. Players should feel free to vary the refits as a means of balancing the campaign. In non-historical campaigns some refits will not be installed, based on the year. Refits may be left uninstalled to capture "what if" campaigns.

(T4.2) LAW AND ORDER FORCES

(T4.21) CARRIER GROUP: This campaign is designed for a medium carrier or strike carrier (i.e., 12 fighters) and its two escorts. See (U4.1) for additional possibilities.

(T4.211) If using an escort carrier and one escort, add a war cruiser (ISC uses a CL, Hydran uses TR, not TAR) to the carrier group for this campaign.

(T4.212) If using a CVA group with three escorts, add one BR (this second BR cannot have an MRS) and one DW to the available Pirate forces.

(T4.213) If using an SCS group, add one PFT with a flotilla of PFs and four independent PFs on mech links to the Pirate forces in addition to the ships added in (T4.212).

(T4.214) There are many factors that influence balance, including date, optional rules, race and class of the carrier, etc. If your playing experience shows you that the campaign is unbalanced, simply add or delete an LR from each (or some) scenarios, or replace some of the police ships with frigates.

(T4.22) POLICE FORCES: The local police and fleet forces will make various units available to you during the campaign. These will always take the form of a number of "police ships" from the carrier group's race. (These are listed as the historical Federation police cutters but should, of course, be police ships of the same race as the carrier.) If a specific named police ship is lost, it is not available in future scenarios calling for a ship of that name (even if the Federation police ships have been replaced with police ships of some other race).

SPECIAL: One small Q-ship is available and can be substituted for a small freighter in either Scenario (T4S1.0), (T4S2.0), or (T4S3.0). The carrier group player selects in advance where to use this Q-ship and records this information in writing, revealing the written record when the Q-ship is exposed. If the Q-ship is destroyed, the freighter that it replaced does not come back in the next scenario.

(T4.3) PIRATE FORCES

(T4.31) SHIPS AVAILABLE: The Sector Crime Lord has the following ships available to raid the sector: 1xBR, 2xCR, 1xDBR, 2xDW, 3xLR. See (T4.21) for additional ships if large carriers or an SCS is used.

The Orion DW is in Module R2. If you do not have that module, replace the two DWs with a CR and an LR. The DWE in (T4.212) can be replaced by a CRE.

The force used by the Pirate player in the various scenarios will be selected from the above units.

Historically, these ships were identified as the Capital Cartel ships: BR *Grim Reaper*, CR *Black Heart*, DW *Spectre*, and LR *Rimfire*; and the independent ships: CR *Wildfire*; DBR *Murphy's Law*; DW *Azure Seas*; and LRs *Looter* and *Bootlegger*.

(T4.32) OPTION MOUNTS: Before the scenario can begin, the Orion player will have to select the weapons which will occupy the option mounts of his ships.

(T4.321) There are 31 option mounts in the Orion force. 22 of these must be filled with weapons that are standard Federation technology (U7.26) that is not otherwise restricted (e.g., no gatling phasers since these can only be taken from captured Federation escorts). Six can be filled with weapons available to the Klingons, Kzintis, Tholians, Romulans, or Gorns if not otherwise restricted (e.g., web generators are restricted to Tholians only). The remaining three mounts can be filled with any weapons not otherwise restricted (e.g., gatling phasers may be selected as Hydran weapons, but a web generator, SWAC, or SFG cannot be selected because of their specific restrictions).

(T4.322) If the campaign is not to be played with the historical race (Federation), the option mounts will have to be tailored according to the race selected.

- 70% (22) of the option mounts must have weapons indigenous to the Law and Order player's race.
- 20% (6) of the option mounts can be filled with weapons of a race which neighbors the race of the Law and Order player.
- 10% (3) can be filled with weapons from any race.

In all cases, specific restrictions will apply, e.g., no web generators, no SWACs, etc.

(T4.323) The percentages (T4.322) for option mounts remains fixed if there are any changes to the Orion OB as outlined in (T4.21). Fractions of option mounts are resolved by placing the remaining mount in the most common category, e.g., if 8 mounts were added in (T4.212) (5 on the BR and 3 on the DW), the total of 39 option mounts would be divided as 28 (70%), 8 (20%), and 3 (10%).

(T4.324) At his option before the campaign begins, the Orion player may use some or all of his non-local option mounts to also hold local weapons; he is not required to use non-local weapons. For example, in the historical campaign the Orion might decide to put photon torpedoes in all the option mounts of all of his ships.

(T4.325) If the BR and/or DBR have more than three plasma-D or drone racks (or a combination of the two of more than three) installed,

they are assumed to have had OAKDISC installed as well. OAKDISC may, at the Orion player's option, be installed on any two ships in his force IN ADDITION to the BR and/or DBR above. Once the ships which will carry OAKDISC are selected, they cannot be changed. (T4.326) Option mounts cannot be changed during the campaign.

(T4.4) CAMPAIGN ORGANIZATION

The campaign consists of four scenarios (and an optional fifth scenario). The Carrier Group player will play each of these scenarios in sequence, in the order given.

(T4.41) REPAIRS: During this campaign, the repair abilities of all units are as provided here.

(T4.411) The carrier group makes repairs during a scenario under (D9.2), (D9.7), and (D14.0). Between each scenario it can make repairs under (G17.132). If held out of a scenario, a ship can be repaired under (G17.133).

(T4.412) The planet's defenses are fully repaired between scenarios, but anything destroyed in a previous scenario cannot be repaired.

(T4.413) Each ship in a convoy can repair itself as per (T4.411).

(T4.414) Any Orion ship that is damaged in one scenario can repair itself under the provisions of (T4.411) or, if held out of a scenario, can be fully repaired at the hidden base. A Pirate ship crippled in "Round-Up" and not used in "Cattle Drive" would be fully repaired if it was used in "Ride to the Rescue."

(T4.42) RESUPPLY: This can only take place between scenarios of the campaign and is under some additional limits.

(T4.421) The Orion player has the option of sending a ship back to his base, and therefore not having it available in the next scenario, to be fully re supplied, or he can use the ship with less than a full load of expendables in a subsequent scenario. Orion Pirate ships will NOT transfer supplies between themselves (the independents do not want to be "mugged" by the Cartel, and the Cartel's captains want to show a "profit" in order to be promoted to a larger ship).

(T4.422) The Law and Order forces obtain re supply by (U4.65), the non-carrier forces under (U4.654).

(T4.423) The carrier group is fully re supplied one time in this campaign, just before scenario (T4S5.0). All fighters, shuttles (PFs in the case of an SCS), crew units, drones (plasma-Ds), T-bombs, and other expendables are fully replaced. Note that if too much damage prevents a shuttle box from being repaired, no replacement fighter is received for that box.

(T4.43) Units which disengage by sublight evasion (C7.3) are not repairable during the campaign, and not available for any purposes. Orion units which disengage by sublight evasion in scenarios (TS1.0) or (TS4.0) are considered destroyed for all purposes except Law and Order Victory in that scenario.

(T4.5) SCENARIO SEQUENCE

The scenarios of the campaign include:

(T4S1.0) ROUND-UP: Convoy is attacked while forming up.

(T4S2.0) CATTLE DRIVE: Convoy is attacked while en route.

(T4S3.0) RIDE TO THE RESCUE: Carrier group rescues a convoy under attack.

(T4S4.0) MEANWHILE, BACK AT THE PLANET: The Pirates raid the shipping docks.

(T4S5.0) DUEL AT DIABLO CANYON: Carrier group tracks Pirates to their hideout.

(T4.6) CAMPAIGN VICTORY

Victory in this campaign is determined by the number of scenarios won. Any scenario which a player forfeits (perhaps because the carrier was too badly damaged and the Law and Order player wants to husband his resources for another scenario) counts as a victory for the other side. It is possible for the campaign to end in a draw

because both players won two scenarios and drew one, but this is a strategic defeat for the Law and Order player which will result in his early retirement. Outright defeat will mean relief from command. The Law and Order player will survive with his career intact (although not actually win) if he at least won Diablo Canyon, destroying the base.

(T4S0.0) CAMPAIGN SCENARIOS

(T4S1.0) ROUND-UP

Knowing that your carrier battle group was about to arrive, the local freighter captains have been delaying their departure so that they can travel under your escort. This has resulted in a considerable collection of ships at the planet Ponderosa IV, your initial destination in the sector. The Pirates, however, have decided to try and "rustle a few steers" before your arrival.

(T4S1.1) NUMBER OF PLAYERS: 2; the Law & Order player and the Pirate player.

(T4S1.2) INITIAL SET UP

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

Defenses on planet include:

Three ground-based phaser-1s on the planet facing in directions A, C, and E.

Small fighter ground base in 2215B. (Six class 2 fighters of same race as carrier group.)

Small ground warning station in 2215D.

Five Defense Satellites, one each in 2214, 2316, 2116, 2014, and 2416, all in standard orbit.

All above at WS-I.

Commercial enterprises in area:

Commercial Platform with one cargo module and one science module in 2216 in standard orbit, initial facing and rotation rate at the player's option. (Note: In the Captain's Edition, Commercial Platforms have positional stabilizers.)

Small agricultural station in 2215F.

Above at WS-0. These are controlled by the Law and Order player.

NOTE: Some of the above units are in Module R1. A special SSD of the system defenses (except the DefSats) is provided in this module.

LAW & ORDER: CV group [see (T4.21)] arrives Turn #3, all ships in one group within 2 hexes of each other, closest ship 35 hexes from the planet in any direction. The direction must be selected and recorded secretly in writing before the scenario begins. Group enters heading towards the planet, speed max, WS-III.

CONVOY: Two large freighters, four small freighters, one small phaser-armed freighter, all in radius one standard orbit around the planet, no more than two ships in any one hex (DefSats are not ships), heading in the direction of their orbits, speed 0 (ships are in orbit), WS-0.

ESCORTS: Two Police Cutter+, *Virgil* and *Morgan*, within three hexes of the planet, no closer than four hexes from each other, heading determined randomly (roll a die for each Cutter after placing it on the map and consult the diagram around hex 0328), speed 5, WS-I.

PIRATES: The Pirate player selects three ships from his available forces (T4.3). These arrive on Turn #1 from any map edge (each on a hex selected in writing before the convoy and escorts are placed on the map), each ship within 35 hexes of the planet in a direction of its choosing, heading towards the planet, speed max, WS-III.

(T4S1.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T4S1.4) SPECIAL RULES

(T4S1.41) MAP: Use a floating map, but track the location of the planet and the movements of its fixed orbital units (DefSats, the ComPlat). The Orion units and the Law and Order units can disengage in any direction. The fighters based on the planet can only disengage if aboard a Law and Order ship, otherwise they are considered destroyed.

(T4S1.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs (unless campaign date is changed). MRS shuttles and EW fighters are as per (T4.13).

(T4S1.43) COMMANDER'S OPTION ITEMS: See (T4.14).

(T4S1.44) REFITS: See (T4.15).

(T4S1.45) OPTIONAL: Use Surprise for the freighters (D18.0).

(T4S1.46) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a carrier other than a CVS is used (T4.21).

(T4S1.461) If a CVE is to be used, make no changes to the basic scenario.

(T4S1.462) If this scenario is to be played as part of a campaign using a CVA, allow the Orions to use four ships in their raiding force and change the small fighter ground base to a large fighter ground base with class 3 fighters.

(T4S1.463) If this scenario is to be played as part of a campaign using an SCS, allow the Pirates to use four ships, and up to two PFs (one Pirate ship has mech links to carry these outside the scenario), or three ships of which one can be a PFT with a full flotilla of PFs. If the Law and Order side is not the Federation, change the small fighter ground base in the original scenario to a ground PF base with interceptors. If the Federation is used, use three small fighter ground bases co-located with the phaser stations in place of the original single small fighter base (which is deleted), all with class 3 fighters.

(T4S1.47) FREIGHTER RESTRICTIONS: The freighters will not self-destruct or attempt sublight disengagement for any reason.

(T4S1.5) VICTORY CONDITIONS: The Pirates win by capturing and escaping with two freighters (one large freighter counts as two freighters) and not losing a ship. The Law and Order player wins by not allowing any freighters to be captured or by destroying two Pirate ships (a BR or CR counts as two Pirate ships destroyed). A captured Pirate ship, regardless of its size, counts as two Pirate ships destroyed. Any other result is considered to be a draw. A PF is not considered a ship for this purpose.

(T4S1.6) INDEPENDENT SCENARIO: If played independently (not part of the campaign), the Pirate player uses the following ships: CR *Black Heart*, DBR *Murphy's Law*, LR *Looter*.

(T4S1.7) BALANCE: If played independently (not part of the campaign), the scenario can be balanced between players of different skill levels by:

(T4S1.71) Adding a frigate or police ship to the carrier group.

(T4S1.72) Adding or deleting an LR (or other ship) to the Pirates.

(T4S1.8) TACTICS

LAW AND ORDER: Some hard choices. Run the freighters towards the carrier, or stay bunched around the planet. In either case, standard convoy tactics for the ships is the best bet. Stay close together, and get the shuttles out for more firepower. Try to pull the Orions in as close to the defenses as you can. Your major goal is to do enough damage that a Pirate ship cannot escape before the carrier comes to kill him, while trying to keep him from escaping with some of the freighters.

ORION: You have no time to mess around, and no time at all to deal with all the ground defenses or satellites. Just get in, grab a couple of freighters, and get out. The problem is that the freighters are going to have to disengage on their own with your prize crews aboard, and that means by distance. This hands you a few problems. You cannot afford to damage the freighters you have decided to capture too badly, and you need to disable the ground warning station so that you will not have to go 75 hexes to disengage them.

(T4S2.0) CATTLE DRIVE

The convoy departed from Ponderosa IV on its way to Shiloh II, but was attacked en route by Pirate forces.

(T4S2.1) NUMBER OF PLAYERS: 2; the Law & Order player and the Pirate player.

(T4S2.2) INITIAL SET UP

LAW & ORDER: CV group [see (T4.21)] all within five hexes of 2115, heading B, speed 10, WS-II. When played as part of a

campaign, use the ships which survived scenario (T4S1.0), as adjusted by (T4.4) for previous losses, repairs, etc.

CONVOY: Two large freighters, three small freighters, one small phaser-armed freighter. All within five hexes of 2115, heading B, speed 10, WS-0. When played as part of a campaign, use the ships which survived scenario (T4S1.0), as adjusted by (T4.4) for previous losses, repairs, etc.

ESCORTS: Police Cutter+ *Virgil*. Within five hexes of 2115, heading B, speed 10, WS-II. When played as part of a campaign, use the ships which survived scenario (T4S1.0), as adjusted by (T4.4) for previous losses, repairs, etc.

PIRATES: The Pirate player selects four ships from his available forces (T4.3). If a given ship has appeared in the previous scenario within the mini-campaign, that ship must be adjusted by (T4.4) for damage, repairs, supplies, etc. Ships arrive from any map edge, heading at Pirate player's option, speed max, WS-III.

(T4S2.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged or until the end of Turn #15.

(T4S2.4) SPECIAL RULES

(T4S2.41) MAP: Use a floating map. The Orion units and the Law and Order units can disengage in any direction.

(T4S2.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs (unless campaign date is changed). MRS shuttles and EW fighters are as per (T4.13).

(T4S2.43) COMMANDER'S OPTION ITEMS: See (T4.14).

(T4S2.44) REFITS: See (T4.15).

(T4S2.45) ORION DISENGAGEMENT: The Orions must disengage by the end of Turn #15, any Orion ship which has not disengaged by the end of Turn #15 is destroyed.

(T4S2.46) OPTIONAL: Players may repeat this scenario to make the campaign longer and more challenging. If several players are competing to see who can do best in (T4.0), each will have to play this scenario the same number of times.

(T4S2.47) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a carrier other than a CVS is used (T4.21).

(T4S2.471) If a CVE is to be used, make no changes to the basic scenario.

(T4S2.472) If this scenario is to be played as part of a campaign using a CVA, allow the Orions to use five ships in their raiding force.

(T4S2.473) If this scenario is to be played as part of a campaign using an SCS, allow the Pirates to use five ships, and up to four PFs, or four ships of which one can be a PFT with a full flotilla of PFs.

(T4S2.48) FREIGHTER RESTRICTIONS: The freighters will not self-destruct or attempt sublight disengagement for any reason.

(T4S2.5) VICTORY CONDITIONS: The Pirates win by capturing and escaping with two freighters (one large freighter counts as two freighters) and not losing a ship. The Law and Order player wins by not allowing any freighters to be captured or by destroying two Pirate ships (a BR or CR counts as two Pirate ships destroyed). A captured Pirate ship, regardless of its size, counts as two Pirate ships destroyed. Any other result is considered to be draw. A PF is not considered a ship for this purpose.

(T4S2.6) INDEPENDENT SCENARIO: If played independently (not part of the campaign), the Pirate player uses the following ships: BR *Grim Reaper*, CR *Wildfire*, DW *Azure Seas*, LR *Rimfire*.

(T4S2.7) BALANCE: If played independently (not part of the campaign), the scenario can be balanced between players of different skill levels by:

(T4S2.71) Adding a frigate or police ship to the carrier group.

(T4S2.72) Adding or deleting an LR (or other ship) to the Pirate forces.

(T4S2.8) TACTICS

LAW AND ORDER: Sad to say but basic convoy tactics with a smattering of drone strikes. You have seven photons to work with in the historical scenario, as well as 14 phaser-1s (includes the Cutter), and a lot of drones. The historical Orion force has 14 option mounts.

and 14 phaser-1s. Fortunately, time is against them as they must disengage by the end of Turn #15, so all you really need to do is stand the siege until then. You must keep in mind that you have additional scenarios to play with limited reloads for your drones and replacements for you fighters.

ORION: Such a lovely convoy, and if the carrier was not there, this mission would be a snap. In fact you would probably destroy the whole convoy just for laughs. As it is, the only real way to accomplish your goal is to have prepared for this mission before the campaign began and tailored your ships for it. You might want to consider setting up an LR as a pseudo "aegis" ship, with three 12-round ADD racks. It would be useless for attacking anything but this convoy, but it will provide some protection from the drones to let you get at the convoy. To make matters worse, one of the freighters might be the bloody Q-ship, and wouldn't it be a pleasant surprise to lower a shield to send over marines and take a 16-point overload through it.

What it gets down to is, try to get in, board the freighters you have selected, and then delay the carrier and its escorts until those freighters can escape, and don't lose a ship while you are at it. That's why two Orion cruisers (BR and CR) were originally used on this little job historically.

(T4S3.0) RIDE TO THE RESCUE

After escorting the convoy from Ponderosa IV to Shiloh II, the carrier group goes on routine patrol in the sector. A few days later, it receives a distress call from a convoy en route between Southfork IX and Big Valley V.

(T4S3.1) NUMBER OF PLAYERS: 2; the Law & Order player and the Pirate player.

(T4S3.2) INITIAL SET UP

LAW & ORDER: CV group [see (T4.21)], as adjusted by (T4.4) for previous losses, repairs, re supply, etc., arrives on Turn #3 from a map edge hex determined secretly by the Law and Order player in writing before the scenario begins. The escorts must be within three hexes of the CV itself. All ships heading at the Law and Order player's option, speed max, WS-III.

CONVOY: One large phaser-armed freighter, two large freighters, one small phaser-armed freighter, four small freighters, within four hexes of 2115, all heading B, speed 10, WS-I.

ESCORTS: Two Cutter+s *Wyatt* and *Holiday*, within two hexes of any ship of the convoy, heading B, speed 10, WS-II.

PIRATES: The Pirate player selects three ships from his available forces (T4.3). If a given ship has appeared in previous scenarios within the mini-campaign, that ship may be adjusted by (T4.4) for damage, repairs, supplies, etc. The Pirate ships come from any map edge selected by the Orion player secretly in writing before the convoy is set up, heading at the Orion player's option, speed max, WS-III.

(T4S3.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged or until the end of Turn #15.

(T4S3.4) SPECIAL RULES

(T4S3.41) MAP: Use a floating map. The Orion units and the Law and Order units can disengage in any direction.

(T4S3.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs (unless campaign date is changed). MRS shuttles and EW fighters are as per (T4.13).

(T4S3.43) COMMANDER'S OPTION ITEMS: See (T4.14).

(T4S3.44) REFITS: See (T4.15).

(T4S3.45) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a carrier other than a CVS is used (T4.21).

(T4S3.451) If a CVE is to be used, make no changes to the basic scenario.

(T4S3.452) If this scenario is to be played as part of a campaign using a CVA, allow the Orions to use four ships in their force.

(T4S3.453) If this scenario is to be played as part of a campaign using an SCS, allow the Orions to use four ships, and up to two PFs, or four ships of which one is a PFT with a full PF flotilla.

(T4S3.46) OPTIONAL: Players may repeat this scenario to make the campaign longer and more challenging. If several players are competing to see who can do best in (T4.0), each will have to play this scenario the same number of times. If the scenario is repeated, alternative convoys that could be used include:

CONVOY #1: Military convoy including four small armed freighters and two large armed freighters appropriate to the local race. (For example, plasma-F or plasma-D for plasma races, drones for drone races, disruptors for disruptor races. Some or all could just be phaser armed, or a disruptor and drone race could have a mix of drone, phaser, and disruptor armed ships).

CONVOY #2: Priority convoy of four armed priority transports. In this case, the Orion player needs to capture only one in order to win. The cargoes of such ships are always extremely valuable, and the ships essentially rely on speed to escape danger.

CONVOY #3: Mixed convoy of two free traders (players option of weapons in the mounts within the limits of the rules, but they must be available to the Law and Order player's race), a large freighter, and three small freighters. More than any other freighter, free traders deal in expensive luxury goods. Capturing a free trader is considered the same as capturing a large freighter for victory conditions.

All of the above convoys *include* the escort group (two police ships) of the basic scenario.

(T4S3.5) VICTORY CONDITIONS: The Pirates win by capturing and escaping with two freighters (one large freighter counts as two freighters) and not losing a ship. The Law and Order player wins by not allowing any freighters to be captured or by destroying two Pirate ships (a BR or CR counts as two Pirate ships destroyed). A captured Pirate ship, regardless of its size, counts as two Pirate ships destroyed. A PF is not considered a ship for this purpose.

(T4S3.6) INDEPENDENT SCENARIO: If played independently (not part of the campaign), the Pirate player uses the following ships: CR *Black Heart*, DW *Spectre*, LR *Bootlegger*.

(T4S3.7) BALANCE: If played independently (not part of the campaign), the scenario can be balanced between players of different skill levels by:

(T4S3.71) Adding a frigate or police ship to the carrier group.

(T4S3.72) Adding or deleting an LR (or other ship) to the Pirates.

(T4S3.8) TACTICS

LAW AND ORDER: Your tactics for the convoy have not really changed. Hold until relieved. Once the carrier shows up, the Pirates will leave. Just avoid being overwhelmed until then. Remember, if the Pirates do manage to grab a freighter, even if the escorts are destroyed, chase it with the other freighters. If you can keep contact with it, the carrier will be along to "repossess" it.

PIRATES: Times like this, you think back to the good old days before that carrier turned up. Now, it's smash, grab, and run.

(T4.S4) MEANWHILE, BACK AT THE PLANET

While the carrier group was away on patrol, the Pirates (who had learned that a major drug shipment had been left at the Commercial Platform as a result of damage to a freighter in their earlier raid) decided to raid Ponderosa IV. Summoned to protect the planet, the carrier group races to the scene.

(T4S4.1) NUMBER OF PLAYERS: 2; the Law & Order player and the Pirate player.

(T4S4.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215. Defenses on planet include: Commercial Platform with one cargo module and one science module in 2216 in standard orbit, initial facing and rotation rate at the player's option.

Three ground-based phaser-1s on the planet facing in directions A, C, and E.

Small fighter ground base in 2215B. (Six class 2 fighters of same race as carrier group.)

Small ground warning station in 2215D.

Small agricultural station in 2215F.
Five Defense Satellites, one each in 2214, 2316, 2116, 2014, and 2416, all in standard orbit.

Above at WS-I. These are controlled by the Law and Order player.

Note that some or all of the above installations may have been totally destroyed in an earlier scenario of the campaign, and if that has happened, they are not rebuilt (except that the Commercial Platform would be). Any lost fighters or expended drones are replaced, and all damage on any installation which was not destroyed is fully repaired.

LAW & ORDER: CV group [see (T4.21)]. When played as part of a campaign, use the ships which survived the previous scenarios, as adjusted by (T4.4) for losses, repairs, supplies, etc. Arrives Turn #6, all ships in one group within 2 hexes of each other, closest ship 35 hexes from the planet in any direction. The direction must be selected and recorded secretly in writing before the scenario begins. Group enters heading towards the planet, speed max, WS-III.

PIRATES: The Pirate player selects two ships from his available forces (T4.3). If a given ship has appeared in previous scenarios within the mini-campaign, that ship may be adjusted by (T4.4) for damage, repairs, supplies, etc. These arrive on Turn #1, each ship within 35 hexes of the planet in a direction of its choosing, heading towards the planet, speed max, WS-III.

(T4S4.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged or until the end of Turn #20.

(T4S4.4) SPECIAL RULES

(T4S4.41) MAP: Use a floating map, but track the location of the planet and the movements of its fixed orbital units (DefSats, the ComPlat). The Orion units and the Law and Order units can disengage in any direction. The fighters based on the planet can only disengage if aboard a Law and Order ship, otherwise they are considered destroyed.

(T4S4.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs (unless campaign date is changed). MRS shuttles and EW fighters are as per (T4.13).

(T4S4.43) COMMANDER'S OPTION ITEMS: See (T4.14). In this scenario (and only in this scenario), the Commercial Platform of the Law and Order at start forces has ten additional boarding parties (a special detachment of Marshals).

(T4S4.44) REFITS: See (T4.15).

(T4S4.45) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a carrier other than a CVS is used (T4.21).

(T4S4.451) If a CVE is to be used, make no changes to the basic scenario.

(T4S4.452) If this scenario is to be played as part of a campaign using a CVA, allow the Orions to use four ships in their raiding force and change the small fighter ground base to a large fighter ground base with class 3 fighters.

(T4S4.453) If this scenario is to be played as part of a campaign using an SCS, allow the Pirates to use four ships, and up to two PFs, or three ships of which one is a PFT with a full flotilla of PFs. If the Law and Order side is not the Federation, change the small fighter ground base in the original scenario to a ground PF base with interceptors. If the Federation is used, use three small fighter ground bases co-located with the phaser stations in place of the original single small fighter base, all with class 3 fighters.

(T4S4.5) VICTORY CONDITIONS: The Pirates are after the cargo (drug shipment) stored in the cargo pod of the Commercial Platform.

The Pirates win if they can manage to transfer to their own cargo bays, and disengage with, 100 points of cargo under (G25.0). The scenario is a draw if the Pirates manage to disengage with 75 to 99 cargo points. The Pirates lose the scenario outright if they disengage with less than 75 cargo points (note, cargo destroyed in a cargo box of a Pirate ship was not disengaged with) or if they lose a ship (not PFs). Orion ships which attempt to sublight disengage in this scenario are considered destroyed (cargo is lost).

The Law and Order player wins if the Pirate escapes with 74 cargo points or less.

(T4S4.6) INDEPENDENT SCENARIO: If played independently (not part of the campaign), the Pirate player uses the following ships: BR *Grim Reaper*, DBR *Murphy's Law*, DW *Azure Seas*.

(T4S4.7) BALANCE: If played independently (not part of the campaign), the scenario can be balanced between players of different skill levels by:

(T4S4.71) Adding a frigate or police ship to the carrier group.

(T4S4.72) Adding or deleting an LR (or other ship) to the Pirates.

(T4S4.8) TACTICS

LAW AND ORDER: How did the Orions find out about that shipment of drugs? All you can do is try to keep them from docking as long as possible. Get the fighters, scatter-packs, whatever you can to launch drones at them when ever they get near the station. If only one ship docks, it will take two turns to transfer the cargo, and if the ship takes cargo hits, it will not be able to carry a full load, so do not hesitate to try hit and run raids if you get the chance.

PIRATES: Here again you find your time restricted by the expected arrival of the carrier. There is not a lot of time, and you need to finish your business and be on the way before the carrier can catch you moving slow because you were docked too long. Bring in as many boarding parties as you can so that you can overwhelm the Platform quickly. You need to have your business concluded by the end of Turn #4 if at all possible because you really do not want to be here when the carrier arrives, unless it has been severely weakened in the earlier scenarios.

(T4S5.0) DUEL AT DIABLO CANYON

The carrier group continued on patrol, and the sector became quiet, allowing time to accumulate material to complete repairs and bring the fighter squadron up to strength and replace all the expended stores. The commodore was concerned, however, that the Pirates might have simply withdrawn to their hidden base to wait until the carrier group was recalled to active duty at the front.

Evaluating known contacts with Pirate ships, and a garbled message from the Cutter *Behan* that did not survive whatever it encountered, the carrier group commodore shrewdly discerns that the Pirate base is hidden in a nearby asteroid field known as the Diablo Canyon Field.

(T4S5.1) NUMBER OF PLAYERS: 2; the Law & Order player and the Pirate player.

(T4S5.2) INITIAL SET UP

TERRAIN: The map is the asteroid belt map found in module B or Module S1. If you do not have module B or Module S1, the following hexes will be asteroid hexes (not asteroid counter hexes) in this scenario See (P3.0) for the effects of asteroids. Asteroid hexes:

- 0110-11, 0114-19, 0121-23, 0210-11, 0214-18, 0220-22, 0311-12, 0314-19, 0321-22, 0411-12, 0414-19, 0421, 0512, 0515-20, 0612, 0615-20, 0712-13, 0715-20, 0812-13, 0815-19, 0912-13, 0916-19.
- 1011-12, 1018, 1112-14, 1117-22, 1213-16, 1218-22, 1314-16, 1320-21, 1415-18, 1516-18, 1523-24, 1612-13, 1617-18, 1621-25, 1711-13, 1718-24, 1812-13, 1815-16, 1818-24, 1912-16, 1918-24.
- 2011-13, 2015-16, 2020-24, 2111-13, 2117-18, 2120-21, 2126, 2212-13, 2215-18, 2225-27, 2314-18, 2320-21, 2323-26, 2411-12, 2415-16, 2420-25, 2510-12, 2518-19, 2521, 2523-27, 2609-12, 2614-15, 2617-19, 2621-22, 2624-28, 2713-15, 2717-27, 2812-15, 2821-22, 2824-27, 2911-13, 2925-27.
- 3011-13, 3015-16, 3021-22, 3026-27, 3109-12, 3114-18, 3120-24, 3208-11, 3215-18, 3221-25, 3308-10, 3317-18, 3323-24, 3407, 3413-14, 3421-22, 3507, 3512-16, 3520-22, 3606, 3609-10, 3613-17, 3621-24, 3706, 3708-10, 3714-17, 3722-24, 3805, 3807-10, 3813-14, 3820-21, 3823, 3905, 3913-14, 3919-21.
- 4010-11, 4013-14, 4017-18, 4020-23, 4110-11, 4116-18, 4121-23, 4209-11, 4216-18, 4221-22.

LAW & ORDER: CV group in (T4.21), fully repaired and re supplied, arrives on Turn #1 from any map edge, both escorts and any launched fighters must be within two hexes of the CV

at start, heading at player's option, speed max, WS-II. See (T4S5.46).

POLICE: One FFG *Jason* and one Police Cutter+ *White* from the local forces will join the carrier group. Arrive within two hexes of the CV or one of its escorts on Turn #1, heading at player's option, speed max, WS-II. See (T4S5.46).

PIRATES: The Pirate player selects four of the ships [in accordance with (T4S5.45) below] from his available forces (T4.3). The four ships are all set up in any asteroid hex on the map at start no more than one ship per hex, heading at the player's option, speed four, WS-I. See (T4S5.46). All ships will be fully repaired and re supplied at start. These units are *not* using hidden placement (D20.0).

One Pirate base station, using hidden deployment (D20.0) anywhere on the map in an asteroid hex. The base has three cargo modules and may have additional modules as described in (T4S5.47) below. The base's rotation rate and initial facing are at the player's option, WS-II. The base's option mounts can only hold weapons that are standard technology for the Law and Order player's race. No cloak.

(T4S5.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T4S5.4) SPECIAL RULES

(T4S5.41) MAP: Use a floating map, but track the location of the Orion Base, and continue the asteroids onto any new maps entered. Orion and the Law and Order units can disengage in any direction.

(T4S5.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs (unless campaign date is changed). MRS shuttles and EW fighters are as per (T4.13).

(T4S5.43) COMMANDER'S OPTION ITEMS: See (T4.14).

(T4S5.44) REFITS: See (T4.15).

(T4S5.45) ORION SHIPS: To determine which ships the Orion player will have available, he takes a counter for each of his surviving ships and places it in a cup and draws four at random. It should be obvious that if only four or fewer ships survived, only that number will be available to defend the base. The counters that were not drawn are set aside so that the Law and Order player may examine them after the scenario.

(T4S5.46) FEDERATION AT START POSITION: The Federation player must secretly record which hex on the map that the CV will enter from before the Orion player places his ships on the map.

(T4S5.47) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a carrier other than a CVS is used (T4.21).

(T4S5.471) If a CVE is to be used, make no changes to the basic scenario.

(T4S5.472) If this scenario is to be played as part of a campaign using a CVA, allow the Pirates to have a squadron of class 2 fighters in HBMs on the base.

(T4S5.473) If this scenario is to be played as part of a campaign using an SCS, allow the Pirates to have a squadron of class 3 fighters and a PF module with PFs on the base.

(T4S5.48) OPTIONAL SCENARIO: Players may choose to substitute scenario (SL108.0) HOLE IN THE WALL from Captain's Log #7 for this scenario. Obviously, in competitive play each player in the campaign will have to play the same scenario.

(T4S5.5A) VICTORY CONDITIONS: The Orions win if they force the Law and Order player to leave without destroying the base (the Pirates will have to evacuate it, but they will be able to save much valuable material) and do not lose more than three ships (a BR or CR counts as two ships). A PF is not considered a ship for this purpose. The Orions win a decisive victory if the base is never located by the Law and Order player.

The Law and Order player wins if the base is destroyed and the carrier is not crippled or destroyed. If the base is captured, the Law and Order player wins unless the carrier is destroyed or captured, in which case the Orion player wins.

Any other result is a draw.

(T4S5.6) INDEPENDENT SCENARIO: If played independently (not part of the campaign), the Pirate player uses the following ships: BR *Grim Reaper*, CR *Black Heart*, DW *Spectre*, LR *Rimfire*.

(T4S5.7) BALANCE: If played independently (not part of the campaign), the scenario can be balanced between players of different skill levels by:

(T4S5.71) Adding a frigate or police ship to the carrier group.

(T4S5.72) Adding or deleting an LR (or other ship) to the Pirates.

(T4S5.8) TACTICS

LAW AND ORDER: This is it; find the base and kill it, and you can get back to your real job at the front. Without this base as a re supply and repair nexus, the Pirates will not be able to operate effectively in this area for months. That is not good enough, though. If you can destroy the base now, the Orions will lose a lot of valuable equipment and specialists in ship repair and maintenance, so push it home but do NOT lose the carrier!

PIRATES: Well, they found the base, so now all you can do is kill the carrier for revenge. Try to keep it away from the base's location as long as you can, and try to hit the carrier as often as you can, but remember that you cannot afford to lose your own ships either.

(T5.0) CARRIER DUEL

Y175

by Stephen V. Cole and Steven P. Petrick, Texas

Both players have approached the frontier and have detected the other. Strikes are launched, and the carrier groups prepare to receive the other's fighters. This mini-campaign is played in a series of rounds; see (T5.4) for details.

This mini-campaign is designed to be played as a part of (U4.0) but can be played independently. In such cases, one of the carrier groups could be a battle station (with fighters).

(T5.1) GENERAL CAMPAIGN CONDITIONS

(T5.11) YEAR: The campaign is set in Y175. All ships have all refits available for that time period. If you wish to experiment with campaigns in different years, you will have to adjust the ships and their available drones, fighters, PFs, refits, booster packs, etc., accordingly.

(T5.12) DRONES: All drone-equipped ships have medium-speed drones and can have special drones up to their racial limits. If the players wish, they might select a later year and use fast-speed drones. Early carrier duels can also be played using slow (speed 8) or moderate (speed 12) drones, but such actions were extremely rare and almost totally restricted to a few duels between Kzinti and Klingon carriers, with a few Klingon-Hydran duels (Hydran fighters in such early duels were all Stinger-Is). Once the initial drone load out of the Carrier and its fighters has been calculated, drone-armed fighters can be sent on missions with their drone rails loaded with any allowed drones available in the stockpile, but note that replacement drones are restricted (U4.654).

(T5.13) SHUTTLES: The carrier has any of the fighter types designated in its background section as available for the year selected.

(T5.131) MRS SHUTTLES: If players wish to use MRS shuttles (J8.0), each carrier can have one. Note that an MRS will be required for scenarios (T5S4.0) and (T5S5.0). Some Federation ships might have SWAC shuttles, but no CVB (or CVS) will have this type of shuttle before Y182.

(T5.132) EW FIGHTERS: If players wish to use the optional EW fighter rules (R1.F7), one EW fighter can replace one standard fighter in each squadron of eight or more fighters.

(T5.133) FAST PATROL SHIPS: PFs may only be included if the year of the scenario is adjusted (T5.11) to permit their use. Warp booster packs for PFs (and fighters) are subject to this same restriction.

(T5.14) COMMANDER'S OPTIONS: 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. These cannot be transferred during a scenario. If transferred between scenarios, no single ship can exceed its allowable limits (20% or otherwise) of option items as a result; e.g., you cannot put four T-bombs on a frigate since it can only have two (M3.13). No ship in the basic version of this campaign 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. Prime Teams would only be useful in the final scenario (T5S6.0).

(T5.15) REFITS: All ships are assumed to have received all refits available to them in Y175. Players should feel free to vary the refits as a means of balancing the campaign. Refits may be left uninstalled to play "what if" campaigns.

(T5.2) CARRIER GROUP

(T5.21) GROUPS: This campaign is played by carrier groups. Each player selects a race and an appropriate carrier from that race. He then selects the appropriate escorts listed in the background data for the carrier selected.

(T5.22) ESCORTS: For purposes of this campaign, all carriers must have the same number of escorts. This is one frigate for a CVE (any carrier with 9 or fewer fighters), one frigate and one war cruiser escort for a CV (any carrier with 10-18 fighters), and three escorts for a CVA (any carrier with 19 or more fighters) or Space Control Ship (any carrier with 12 fighters and six PFs; exception, Federation SCS).

(T5.23) BPV: Players should check the BPV of all carrier groups being used in the campaign and adjust the balance by allowing additional points for the purchase of Commander's Option Items. Because Hydran carriers frequently have more fighters, and Hydran escorts have fighters of their own, carrier groups from that race could have very large BPVs, and it might be necessary to add a standard warship to the other groups or to use a smaller Hydran carrier.

(T5.3) CAMPAIGN ORGANIZATION

The campaign has two phases, each with several scenarios.

(T5.31) PATROL PHASE: In the first, or Patrol Phase, there are four scenarios (Convoy, Planet, Picket, and Rescue). The normal procedure is to play each scenario twice, with each player assuming the role of attacker once in each scenario.

(T5.311) Alternatives are possible in the Patrol Phase. For a shorter campaign, you could play only one or two of the scenarios (twice, once each way). For a longer campaign, you could play each scenario four times (twice each way).

(T5.312) Another possibility (which works only with CVAs as otherwise there are too few fighters) is to assume that the six scenarios take place simultaneously (play the rescue scenario separately and afterward) and that the available fighters can be divided between them in any way.

(T5.313) Yet another possibility, in a large group, is a round-robin system. For example, Alan might be the attacker in scenario #1 against Bob and the defender in the same scenario against Charlene. Alan might then be the attacker in scenario #2 against Charlene and defend in scenario #2 against David. Alan would then attack in scenario #3 against David and defend in scenario #3 against Bob.

(T5.32) STRIKE PHASE: After completing the scenarios of the Patrol Phase, players move on to the two scenarios of the Strike Phase. These scenarios (shown below) include a direct assault on the enemy carrier group and a direct confrontation between two carrier groups. It will be necessary to play scenario five twice (once as attacker, once as defender). The sixth and final scenario is played only once by each player in the campaign. (If there is an odd-number of players, one player will have to play twice and take the average of his scores.)

(T5.33) RE SUPPLY: The carriers have been sent to this sector with their normal loads of drones, warp packs, pods, and other supplies. Re supply of stores and replacement fighter is as per (U4.65). In any scenario without the carrier, the fighters draw their supplies from the carrier before the scenario begins.

(T5.4) POST-SCENARIO RESOLUTION

(T5.41) PATROL: After each scenario-playing in the Patrol round, all damaged fighters (and PFs) are repaired and all lost fighters (and PFs) are replaced. Keep track, however, of total fighter losses for

(T5.5). (For example, every player has a full-strength fighter group to use in each scenario.) Repairs to the ships are limited to (G17.132) between scenarios.

(T5.42) STRIKE: Post-scenario instructions are included in (T5S5.6).

(T5.43) FIGHTERS (and PFs): After each scenario, the carrier group can repair a number of damage points scored on their fighters equal to four times the total number of deck crews available. SCSs can apply a number of repair points to their PFs equal to four times the amount it can generate in a single turn.

(T5.5) CAMPAIGN VICTORY

Victory in the campaign is determined by successful completion of the assigned missions, and minimizing the losses incurred.

(T5.51) PATROL PHASE:

For each scenario that a player wins, he scores six points. If the scenario is a draw, neither player receives these points.

For each enemy fighter more than three he destroys in a single scenario, he scores one point.

For each fighter more than three lost in a single scenario, subtract one point.

If using pilot quality (J6.0), each "ace" fighter lost subtracts two points and each enemy ace's fighter destroyed adds two points to the total for that scenario.

If SCSs are used, each PF lost is worth two points to the opposing side, four points if it had an "ace" crew.

NOTE: Even if a Legendary Ace "returns" with a fighter, (J6.422), his fighter is still considered to have been destroyed for purposes of victory calculations.

(T5.52) STRIKE PHASE:

A player scores one point for every fighter destroyed.

A player scores two points for every PF destroyed.

A player scores five points if an escort frigate takes internals.

A player scores ten points if an escort frigate is crippled or a destroyer escort takes internal damage.

A player scores fifteen points if an escort frigate is destroyed, an escort destroyer is crippled, or an escort cruiser takes internals.

A player scores twenty points if an escort destroyer is destroyed, an escort cruiser is crippled, or the carrier takes internal damage.

A player scores twenty-five points if an escort cruiser is destroyed or the carrier is crippled.

A player scores thirty points if the carrier is destroyed.

NOTE: Even if a Legendary Ace "returns" with a fighter, (J6.422), his fighter is still considered to have been destroyed for purposes of victory calculations.

(T5.53) NON-PARTICIPATION: If a player decides not to fight in a given scenario, the other player "wins" the scenario and receives a number of additional points equal to one-half (fractions rounded down) the enemy force that should have been committed to the scenario. For example: if twelve fighters should have been committed to a convoy raid, the defending player would receive ten points, nine points for nine fighters destroyed more than three, half of which is four and six points for "winning" the scenario.

(T5.54) DETERMINING THE WINNER: The player who has the most points at the end of the campaign is the winner.

(T5.6) CONVOY TERROR MINI-CAMPAIGN

This is an alternative mini-campaign using material from (T5.0). Play scenario (T5S1.0) a number of times (10 would be appropriate, 20 the maximum) alternating the roles of attacker and defender.

Each player receives three replacement fighters after each scenario, but begins the next scenario-playing with whatever fighters survived the previous one (plus replacements). Obviously, you need not even select or set up a carrier group as the actual ships never come into contact. All damage to fighters is repaired and all ammunition is replaced between scenario-playings. (Obviously, every scenario uses a new convoy, so repairing damaged freighter isn't necessary.)

The pilot quality rules can be used as an option.

At the end of the campaign, score one point for each freighter crippled and four points for each freighter destroyed. (Score double for large freighters.)

For added excitement, each player can substitute a small Q-ship for one small freighter during one scenario-playing. This scenario must be designated in writing before the campaign begins and the record exposed after the campaign is over.

(T5S0.0) CAMPAIGN SCENARIOS

(T5S1.0) COUNTING COUP ON A CONVOY

Carriers often sent their fighters to attack small convoys or lone freighters rather than get the carrier group itself involved in such an action. The mission is to cripple freighters, disrupting the convoy and slowing it down so that other forces can intercept and deal with it.

Another mission would be to provide "distant cover" for convoys. The result would be clashes between the opposing fighter groups as the defenders and attackers collided head-on over the convoy.

The attacking fighter squadron must avoid becoming decisively engaged and suffering heavy casualties, while the defending fighter squadron seeks to minimize the damage and inflict unacceptable losses on the attacking fighters.

This is the first scenario of the Patrol Phase of (T5.31).

(T5S1.1) NUMBER OF PLAYERS: 2; the attacker and the defender.

(T5S1.2) INITIAL SET UP

ATTACKER: Squadron of 12 fighters from the carrier, enters map on Impulse #1 of Turn #1 within two hexes of 2201, heading D, WS-III, speed max.

DEFENDER: Two small and one large freighters, one police corvette†, within two hexes of 2215, heading C, speed 10, WS-I.

Four fighters from the defender's carrier arrive on Impulse #1 of Turn #2, within three hexes of a hex 35 hexes in direction D from the nearest freighter, heading A, speed max, WS-III.

Eight fighters from the defender's carrier arrive on Impulse #1 of Turn #6, within three hexes of a hex 35 hexes in direction D from the nearest freighter or escort ship, heading A, speed max, WS-III.

† Drone-armed police corvettes have drones of the appropriate speeds, but have no special drones. Hydran police corvette has no fighters.

(T5S1.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T5S1.4) SPECIAL RULES

(T5S1.41) MAP: Use a floating map. The attacking player's units can only disengage in directions A, B, or F. The Defending player's units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(T5S1.42) SHUTTLES AND PFs: See (T5.13).

(T5S1.43) COMMANDER'S OPTION ITEMS: Not applicable, special drones will have been determined through the campaign procedure (T5.12).

(T5S1.44) REFITS: The units will have whatever refits are available in the selected year.

(T5S1.45) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a CVE, CVA, or an SCS is used.

(T5S1.451) If CVEs are to be used, the attacker can only arrive with the number of fighters available on his CVE. The defender's initial force will only be two fighters, the remaining fighters in the second force. Delete the police corvette.

(T5S1.452) If this scenario is to be played as part of a campaign using CVAs, make no changes and assume both sides used only a single squadron for the mission.

(T5S1.453) If this scenario is to be played as part of a campaign using SCSs, change all the freighters to "armed" variants and

add a second police ship. The raiding force will be six PFs, and the defending force's initial unit will be two of his standard PFs, with the rest of the flotilla arriving in the later group. Optionally, play the scenario twice, once with the fighters under (T5S1.452) and once with the PFs.

(T5S1.5A) VICTORY CONDITIONS (Campaign): The attacking player accomplishes his mission if two freighters are crippled or destroyed. Record the number of fighters lost on each side and whether or not the mission was accomplished.

(T5S1.5B) VICTORY CONDITIONS (Independent): The attacking player accomplishes his mission if two freighters are crippled or destroyed and he loses no more than four fighters. The defending player wins if none of the freighters or the escort are crippled or destroyed and he loses no more than four fighters. Any other outcome is a draw.

(T5S2.0) PLASTERING A PLANET

Carriers would often use their fighter groups to harass enemy planets, forcing the enemy to devote more resources to them without allowing the carrier itself to become involved in a battle where it could be severely damaged.

A carrier might also be assigned to provide support to planets that are near the operational zone, at least until forces could be gathered to drive the enemy beyond striking distance of it.

This is the second scenario of the Patrol Phase of (T5.31).

(T5S2.1) NUMBER OF PLAYERS: 2; the attacker and the defender.

(T5S2.2) INITIAL SET UP

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

ATTACKER: Squadron of 12 fighters from the carrier, enters the map on Impulse #1 of Turn #1 within two hexes of 2201, heading D, speed max, WS-III.

DEFENDER: The planet has a small military garrison on 2215-A, a small agricultural station on 2215-C, a small scientific outpost on 2215-E, and ground-based phaser-1s on 2215-B, 2215-D, 2215-F.

Four fighters from carrier arrive on Impulse #1 of Turn #2, within three hexes of a hex 35 hexes in direction D from the planet, heading A, speed max, WS-III.

Eight fighters from carrier arrive on Impulse #1 of Turn #6, within three hexes of a hex 35 hexes in direction D from the planet, heading A, speed max, WS-III.

(T5S2.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T5S2.4) SPECIAL RULES

(T5S2.41) MAP: Use a floating map, but track the location of the planet. The attacking player's units can only disengage in directions A, B, or F. The Defending player's units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(T5S2.42) SHUTTLES AND PFs: See (T5.13).

(T5S2.43) COMMANDER'S OPTION ITEMS: Not applicable, special drones will have been determined through the campaign procedure (T5.12).

(T5S2.44) REFITS: As per the Campaign year selected in the case of the fighters.

(T5S2.45) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a CVE, CVA, or an SCS is used.

(T5S2.451) If CVEs are to be used, the attacker can only arrive with the number of fighters available on his CVE. The defender's initial force will only be two fighters, the remaining fighters in the second force. Delete the small military garrison, and change the ground based phaser ones to ground based phaser-2s. The attacker still must destroy two of the ground installations to win (T5S2.5); he does not get a lower goal in this scenario.

(T5S2.452) If this scenario is to be played as part of a campaign using CVAs, make no changes and assume both sides used only a single squadron for the mission.

(T5S2.453) If this scenario is to be played as part of a campaign using SCSs, change all the ground based phaser-1s to ground based phaser-4s. The raiding force will be six PFs, and the defending force's initial unit will be two of his standard PFs, with the rest of the flotilla arriving in the later group. Optionally, play the scenario twice, once with the fighters under (T5S1.452) and once with the PFs.

(T5S2.5) VICTORY CONDITIONS (Campaign): The attacking player accomplishes his mission if two of the six ground installations are destroyed. Record the number of fighters lost on each side and whether or not the mission was accomplished.

(T5S2.5B) VICTORY CONDITIONS (Independent): The attacking player wins if two of the six ground bases are destroyed and no more than three of his fighters are destroyed. The defending player wins if five or more enemy fighters are destroyed and he loses no more than three fighters. Any other result is a draw.

(T5S3.0) PICKING OFF A PICKET

While the concept of a "front line" in space combat is a trifle vague, all fleets deployed frigates and other small ships as pickets to maintain some semblance of protected localities and zones. While a carrier group easily had the firepower to pick off one of these pickets, the picket ship would easily see the ships coming and summon its own support squadrons. To avoid coming into direct combat, the carrier group would send its fighter squadron to destroy or cripple the picket. This sort of harassment made deploying pickets dangerous and expensive and was a form of attrition warfare.

Pickets were often supported by fighters from their own carriers. This is the third scenario of the Patrol Phase of (T5.31).

(T5S3.1) NUMBER OF PLAYERS: 2; the attacker and the defender.

(T5S3.2) INITIAL SET UP

ATTACKER: Squadron of 12 fighters from the carrier, enters map on Impulse #1 of Turn #1 within two hexes of 2201, heading D, speed max, WS-III.

DEFENDER: A frigate or escort (BPV 90 or less including drone speed upgrades and refits; ship is allowed 12 points for Commander's Option Items, above the base value of 90 BPV, other than drone speed upgrades) in hex 2215, heading A, speed 10, WS-I.

Four fighters from the defender's carrier arrive on Impulse #1 of Turn #2, within three hexes of a hex 35 hexes in direction D from the frigate, heading A, speed max, WS-III.

Eight fighters from the defender's carrier arrive on Impulse #1 of Turn #6, within three hexes of a hex 35 hexes in direction D from the frigate, heading A, speed max, WS-III. If the frigate has been destroyed, the reinforcements enter 35 hexes from the nearest friendly fighter.

NOTE: The term "escort" here refers to a class of small ships used by the Klingons, not a "carrier escort".

(T5S3.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T5S3.4) SPECIAL RULES

(T5S3.41) MAP: Use a floating map. The attacking player's units can only disengage in directions A, B, or F. The Defending player's units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(T5S3.42) SHUTTLES AND PFs: See (T5.13).

(T5S3.43) COMMANDER'S OPTION ITEMS: Not applicable, special drones are determined through the campaign procedure (T5.12).

(T5S3.44) REFITS: The picket can have whatever refits are available to it in the selected year.

(T5S3.45) PICKET DISENGAGEMENT: The picket cannot disengage by acceleration unless crippled. Disengaging means abandoning its mission and perhaps allowing some enemy unit to slip into the rear areas.

(T5S3.46) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a CVA or an SCS is used.

(T5S3.461) If CVEs are to be used, the attacker can only arrive with the number of fighters available on his CVE. The defender's initial force will only be two fighters, the remaining fighters in the second force. The picket must be a ship of no more than 60 BPV and can have no more than two drone racks.

(T5S3.462) If this scenario is to be played as part of a campaign using CVAs, make no changes and assume both sides used only a single squadron for the mission.

(T5S3.463) If this scenario is to be played as part of a campaign using SCSs, the raiding force will be six PFs, and the defending force's initial unit will be two of his standard PFs, with the rest of a standard flotilla arriving in the later group. The picket ship is a war cruiser of no more than 140 BPV. Optionally, play the scenario twice, once with the fighters under (T5S1.452) and once with the PFs.

(T5S3.5A) VICTORY CONDITIONS (Campaign): The attacking player accomplishes his mission if the frigate is crippled. He accomplishes the mission twice if it is destroyed. Record the number of fighters lost on each side and whether or not the mission was accomplished (once, twice, or not at all).

(T5S3.5B) VICTORY CONDITIONS (Independent): The attacking player wins if the Picket is destroyed, forced to disengage, or moves more than 35 hexes from his starting hex. The defender wins by avoiding any of the above.

(T5S4.0) PILOT RESCUE

After a previous mission, four pilots from damaged or destroyed fighters made their way to an asteroid designated as a rendezvous. The remainder of the squadron escort the carrier's MRS to pick up the stranded pilots.

Intercepting these missions was vital both for the opportunity it presented to destroy more of the enemy's fighters, and because it was harder to train a new pilot than to put an experienced one back into a cockpit.

This is the fourth scenario of the patrol phase of (T5.31).

(T5S4.1) NUMBER OF PLAYERS: 2; the attacker and the defender.

(T5S4.2) INITIAL SET UP

TERRAIN: Large asteroid (P3.4) in hex 2215. The players might decide to use the asteroid field or asteroid belt maps from Module B, or Modules S1 (asteroid field) or S2 (asteroid belt), but the location of the large asteroid will not change if these maps are used.

ATTACKER: Squadron of 8 fighters and 1 MRS from the carrier, enters the map on Impulse #1 of Turn #1 within two hexes of 2201, heading D, speed max, WS-III.

DEFENDER: Four fighters from the defender's carrier arrive on Impulse #1 of Turn #2, within three hexes of a hex 35 hexes in direction D from the asteroid, heading A, speed max, WS-III.

(T5S4.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T5S4.4) SPECIAL RULES

(T5S4.41) MAP: Use a floating map. The attacking player's units can only disengage in directions A, B, or F. The Defending player's units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed. The location of the large asteroid will have to be tracked until the pilots are rescued.

(T5S4.42) SHUTTLES AND PFs: See (T5.13).

(T5S4.43) COMMANDER'S OPTION ITEMS: Not applicable, special drones will have been determined through the campaign procedure (T5.12).

(T5S4.44) REFITS: As per the Campaign year selected in the case of the fighters.

(T5S4.45) DIFFERENT CARRIER: Some changes will have to be made if the scenario is played in a campaign where a CVE, CVA, or an SCS is used.

(T5S4.451) If CVEs are to be used, the attacker arrives with only four fighters and an admin shuttle. The defender arrives with two fighters to contest the pick up.

(T5S4.452) If this scenario is to be played as part of a campaign using CVAs, make no changes and assume both sides used only a single squadron for the mission.

(T5S4.453) If this scenario is to be played as part of a campaign using SCSs, play the scenario with the fighters as provided in (T5S.452). A scenario allowing the recovery of PF escape pods will be published at a later date and may be added or substituted here, until then, use (SG14.9) in Module K and assume that a "2" card was drawn.

(T5S4.46) PURSUIT: The defending fighters cannot pursue the attacking fighters more than 100 hexes from the asteroid. At the point when the MRS (or all attacker fighters if the MRS is destroyed) reaches this distance, the scenario is over.

(T5S4.47) PICKUP: Pilots are picked up by landing the MRS on the asteroid and loading a crew unit (T5S4.5A). If the MRS is destroyed, pilots might be recovered by having fighters land on the asteroid, each picking up one pilot by the same procedure as the MRS. The fighter would then operate under (J6.631).

(T5S4.5A) VICTORY CONDITIONS (Campaign): The attacking player accomplishes his mission if the MRS lands on the large asteroid, spends eight impulses (for the fighter pilots to climb aboard), and successfully disengages. Record the number of fighters lost on each side and whether or not the mission was accomplished.

(T5S4.5B) VICTORY CONDITIONS (Independent): Score one point for each destroyed fighter and five points if the pilots are rescued and carried off the map.

(T5S5.0) FIGHTERS INBOUND

This scenario is designed to test the carrier group's ability to defend itself against fighter attacks. In this case, the defender uses his carrier group from (T5.2) or (U4.1).

This is the first scenario of the Strike Phase (T5.32).

(T5S5.1) NUMBER OF PLAYERS: 2; the attacker and the defender.

(T5S5.2) INITIAL SET UP

ATTACKER: Squadron of 24 fighters [see (T5S5.45)], enters the map on Impulse #1 of Turn #1 within two hexes of 2201, heading D, speed max, WS-III.

DEFENDER: Campaign carrier group, including fighters, within two hexes of 2225, heading C, speed 10, WS-II.

(T5S5.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T5S5.4) SPECIAL RULES

(T5S5.41) MAP: Use a floating map. The attacking player's units can only disengage in directions A, B, or F. The Defending player's units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(T5S5.42) SHUTTLES AND PFs: See (T5.13).

(T5S5.43) COMMANDER'S OPTION ITEMS: Not applicable, special drones will have been determined through the campaign procedure (T5.12).

(T5S5.44) REFITS: For the carrier group are as provided in (T5.15) above.

(T5S5.45) ATTACKER'S FIGHTERS: The attacker uses 24 fighters (18 if CVE groups are in use, 48 if CVA groups are in use, 24 fighters and 12 PFs if SCS groups are in use) of the same type carried by his carrier. These are *not* the fighters from the attacker's carrier group, but are the fighters from a nearby starbase to which the defending carrier group got to close.

(T5S5.46) DISENGAGEMENT RESTRICTION: The ships of the carrier group cannot disengage by acceleration or move more than 35 hexes from hex 2215 without losing the scenario (T5S5.5B). To do so would be to abandon the strike mission that the carrier is here to perform. Disengagement by sublight evasion would mean a major defeat; the captain would avoid execution for incompetence only as a humanitarian gesture because he saved the crew he led so poorly.

(T5S5.5A) VICTORY CONDITIONS (Campaign): There are no victory conditions per se, but the surviving ships will face each other in scenario (T5S6.0). If the carrier group violated (T5S5.46), it loses 25 points for purposes of (T5.52) (50 for a CVA/SCS, 15 for a CVE).

(T5S5.5B) VICTORY CONDITIONS (Independent): Victory is determined by whether or not the carrier can launch its strike. Once the scenario is over, determine if the carrier still has fighters equal to 75% (round fractions down) of its maximum ready total after accounting for losses and activating stored fighters. If it does, the carrier player wins. If not, the attacking player wins. If the carrier disengaged by acceleration or sublight evasion, the attacking player wins automatically.

(T5S5.6) POST-SCENARIO EFFECTS: The ships can complete repairs as allowed by (D9.7) and (G17.132). All shield damage and all damaged fighters are repaired. Spare shuttles and fighters (and PFs if any) can be broken out of storage, and each carrier receives three replacement fighters. There are no replacement drones available; whatever the carriers have left is what they start (T5S6.0) with.

(T5S6.0) GROUPE A' GROUPE

After operating in the same theater for some time, the two carrier groups at last come into direct contact to determine, once and for all, who is dominating the sector.

Such duels were actually quite rare, and usually a result of miscalculation on both sides since the carriers were generally much to valuable to risk in such "personal vendettas" outside of battles with additional supporting ships.

This is the second scenario of the Strike Phase (T5.32).

(T5S6.1) NUMBER OF PLAYERS: 2; the two carrier group players.

(T5S6.2) INITIAL SET UP

PLAYER #1: Carrier group† within 3 hexes of 1010, heading C, speed max, WS-III.

PLAYER #2: Carrier group† within 3 hexes of 3220, heading F, speed max, WS-III.

† Both groups may have internal damage and lost fighters from the previous scenario (T5S5.0).

(T5S6.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T5S6.4) SPECIAL RULES

(T5S6.41) MAP: Use a floating map. Player #1's units can only disengage in directions A, B, or F. Player #2's units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(T5S6.42) SHUTTLES AND PFs: See (T5.13).

(T5S6.43) COMMANDER'S OPTION ITEMS

(T5S6.431) 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.

(T5S6.432) All drones are "medium," speed-20. (Unless players have selected a different year. Special drones will have been determined through the campaign procedure (T5.12) and what remains after playing (T5S5.0).

(T5S6.44) REFITS: For the carrier group are as provided in (T5.15).

(T5S6.6A) VICTORY CONDITIONS (Campaign): Victory is determined by (T5.52).

(T5S6.6B) VICTORY CONDITIONS (Independent): Use the Standard Victory Conditions (S2.2).

END OF SECTION (T0.0) MODULE J

(U4.0) CARRIER GROUP CAMPAIGN

This campaign represents the battles fought by a rather active carrier group during the course of its patrols and missions. It is suggested that two players embark on this campaign simultaneously, with each playing the "enemy" in the other's scenarios and finally playing directly against each other in the Carrier Group Mini-Campaign.

This campaign includes two Mini-Campaigns: Piracy Patrol (T4.0) and Carrier Duel (T5.0).

This campaign is designed for Y175; players can play it based on any year by making the appropriate adjustments in available ships, fighters, drones, refits, aegis, etc.

(U4.1) FORMATION OF THE CARRIER GROUP

A great deal of thought by the finest military minds has gone toward the organization of a carrier group. Not surprisingly, the carrier groups used by the various powers have, in the end, looked pretty much the same. Carrier groups come in four types:

- light carriers (based on a CVE or CVL with 6-9 fighters),
- strike carrier groups (based on a CV or CVS with 10-18 fighters),
- heavy carrier groups (based on a CVA with 21-24 fighters), and
- SCS groups (based on an SCS with fighters and PFs).

Players must decide which size group they will use, but both should use the same size group. Players should select their race and then use one of the carriers on the list below:

ESCORT CARRIERS

- Federation* FFV, DWV
- Klingon† F5V, E4V, FWV
- Romulan WarHawk, SkyHawk-B, SeaHawk-B.
- Kzinti† CVE (This ship is based on a light cruiser and has considerable firepower compared to other escort carriers; players should not apply the refits to this ship for balance.), DWV
- Gorn* BDV
- Tholian Black Widow
- Hydran* Scythian, Vampire Hunter
- Lyrant† DWV
- WYN Mako-V
- ISC CVE

* These races might use a survey ship in this role, but care must be taken because of the EW capabilities and combat power of such ships.

† These races could use an LTT with a single weight hangar pod.

STRIKE CARRIERS

- Federation CVS, NVS, BCV (NVL and CLV lack the heavy weapons for this campaign; CVB with its F-15s will have a significant advantage.)
- Klingon D7V, D5V, C7V (D6V or CVT would be at a disadvantage due to their smaller fighter squadrons.)
- Romulan SparrowHawk-B, KRV, SuperHawk-N
- Kzinti CVS, MCV, BCV (CV would be at a major disadvantage; CVL could be used by an expert player; DDV lacks the heavy weapons for this campaign.)
- Gorn CV, HDV, BCV, conjectural CVS
- Tholian Use two Black Widows and two PCAs
- Hydran CVM, OS (NVL lacks heavy weapons to compete successfully; Uhlan would be more powerful.)
- Lyrant CV, BCV (CVL lacks heavy weapons to compete successfully.)
- WYN Orca-V
- ISC CV, CVS, BCV (CVL and CVLS could be used by expert players.)

HEAVY CARRIERS

- Federation CVA
- Klingon C8V
- Romulan Condor-V (SUB is too small to compete, but might be used by a more experienced player.)
- Kzinti CVA
- Gorn The Gorns have no CVAs. They might try a group including a CV, HDV, and three escorts, but this would not balance exactly. A conjectural CVA was provided in Module R5 for use with this campaign.
- Tholian CVA
- Hydran Iron Duke (Cavalier would have a disadvantage due to its smaller size.)
- Lyrant The Lyrans have no CVAs. They might try a group including a CV, CVL, and three escorts, but this would not balance exactly. A conjectural CVA was provided in Module R5
- WYN Have no CVA
- ISC CVA

NOTES

Players could use one of the other carriers from the rulebook, but are advised that this could affect play balance.

Players should refer to the "R" section for the race and the year which they intend the campaign to take place to determine the appropriate escorts, which are not listed here as they varied at different times during the war. Generally, a strike carrier will have two escorts, while a heavy carrier will have three.

Escorts are presumed to have full aegis if it is available.

To form an SCS group, simply replace the appropriate CVA with an SCS.

"Light" carrier groups (which should not be used in this campaign) would consist of one CVL or CVE and one escort.

Players may also wish to experiment with some of the "pseudo carriers," such as survey cruisers pressed into service, and the various carrier tugs/light carrier tugs.

Note specifically that some races never developed "strike" carriers, and some race's nominal "light carriers" were in fact strike carriers. In at least two cases (the Lyrans and the Gorns), the CVA was never developed, although both of those races would later field quite hefty Space Control ships.

Players may balance carrier groups of different races by comparing the BPVs after all adjustments for fighter cost and drone speeds. This may require adding or changing an escort. After the ships are balanced, each side still buys its allocated Commander's Option Items.

Most of the above carriers are found in various other products. The Lyrant DWV is found in Module R6, for example, while the battle carriers are found in Module R5. Battle Control ships (also found in Module R5) might also be used with appropriate adjustments.

(U4.2) CAMPAIGN SEQUENCE

(U4.20) MISSIONS: Each carrier group participates in the following missions:

- 1 -- Carrier Strike -- Scenario (SG13.0)
- 2 -- Monster (see chart below)
- 3 -- Carrier Strike -- Scenario (SG13.0)
- 4 -- Piracy Patrol Mini-Campaign (T4.0)
- 5 -- Carrier Duel Mini-Campaign (T5.0)

(U4.21) CARRIER STRIKE: In the two Carrier Strike scenarios, the players should use each other's race as their "enemy."

(U4.22) MONSTER: In the Monster scenario, players should roll one die (on either chart) and play the scenario listed below.

Die Roll	Monster Chart #1 Scenario
1	SM1.0 Planet Crusher
2	SM2.0 Space Amoeba
3	SM3.0 Moray Eel
4	SM4.0 Cosmic Cloud
5	SM6.0 The Mind Monster
6	SH2.0 Surprise Reversed

Die Roll	Monster Chart #2 Scenario
1	SM5.0 Sun Snake
2	SM7.0 Ancient Dragon
3	SM9.0 Death Probe
4	SM10.0 Combining of Arastoz
5	SM11.0 Energy Monster
6	SM7.0 Mother Dragon +2 young

The inclusion of the "Surprise Reversed" scenario (with the carrier group on the side whose surprise has been reversed) represents the ultimate in bad luck for a carrier group. In such a situation it starts with all fighters armed and loaded with drones or other heavy weapons, but cannot launch them until Turn #2. Two fighters may be placed on the board within five hexes of the carrier as a "Combat Space Patrol." They are released immediately when ship No. 1 fires or moves across the Neutral Zone.

EXPANDED CAMPAIGN SEQUENCE

- Mission #1: Carrier Strike. Play scenario (SG13.0).
Re supply as per (U4.654).
- Mission #2: Monster. Select from charts.
Re supply as per (U4.654).
- Mission #3: Carrier Strike. Play scenario (SG13.0).
Re supply as per (U4.654).
- Piracy Patrol Mini-Campaign (T4.0).
Mission #4: Play scenario (T4S1.0).
Re supply as per (U4.654).
- Mission #5: Play scenario (T4S2.0).
Re supply as per (U4.654).
- Mission #6: Play scenario (T4S3.0).
Re supply as per (U4.654).
- Mission #7: Play scenario (T4S4.0).
Complete re supply as per (T4.423).
- Mission #8: Play scenario (T4S5.0).
Re supply as per (U4.654).
- Carrier Duel Mini-Campaign
Mission #9: Patrol Phase
Play Scenario (T5S1.0).
Play Scenario (T5S2.0).
Play Scenario (T5S3.0).
Play Scenario (T5S4.0).
Re supply as per (U4.654).
- Mission #10: Strike Phase
Play Scenario (T5S5.0).
Play Scenario (T5S6.0).
Re supply as per (U4.654).
- Campaign Ends.

(U4.4) SCENARIO ORGANIZATION

(U4S.1) NUMBER OF PLAYERS: Usually 2; the carrier group player and the opposing player. Note that in some cases the opposing player is also a carrier group.

(U4S.2) INITIAL SET UP: This will usually be described by the scenario to be played. Where the scenario was not originally written for a carrier group, the carrier will be placed in one of the hexes indicated, its escorts within two hexes of it, and its fighters/PFs may be deployed in accordance with the carrier's weapons status (S4.0).

(U4S.3) LENGTH OF SCENARIO: The length of the scenario will be as defined in the individual scenario instructions.

(U4S.4) SPECIAL RULES

(U4S.41) MAP: As defined by the individual scenario.

(U4S.42) SHUTTLES AND PFs: All shuttles and PFs may or may not have warp booster packs dependent on the year in which the campaign is conducted.

(U4S.421) If using the optional MRS shuttles, CVEs in this campaign cannot have them even if normally authorized one. Each strike carrier may be assumed to have one MRS shuttle; each CVA can be assumed to have two MRS shuttles. The Federation CVA or SCS may have two SWAC shuttles and one MRS. A Federation CVB can take a SWAC in place of the MRS ONLY if the scenario is set in Y182 or later (and will use a normal admin shuttle for pilot rescue in that event).

(U4S.422) If using EW fighters, one fighter in every squadron of eight or more fighters can be an EW fighter. This will always be a fighter of the most common type within the squadron. Note that the rules require as few squadrons as possible to be organized so that 24 fighters will always be two squadrons, not three (J4.461). If not using EW fighters, the normal EW fighter is instead a standard fighter of the most common type within the squadron.

(U4S.423) If an SCS is used, the six PFs are a standard flotilla including one leader and one scout. If the players agree, mech links might be added to a standard carrier and a few "casual PFs" could be carried allowing the players to experiment with some of the possibilities. Another option might be to add a few casual PFs to the mech links of carrier escorts to increase the number of PFs available. Note that the historical Federation SCS does not have PFs, but has additional fighters.

(U4S.43) COMMANDER'S OPTION ITEMS

(U4S.431) Where Modified or Standard Victory Conditions are specified, 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 victory conditions (S2.2) as victory points for the enemy. MRS shuttles are already assumed.

(U4S.432) All drone speeds are available dependent on the year the players have selected for the campaign.

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.

(U4S.433) Prime Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(U4S.44) REFITS: The players can agree to the refit status of the ships prior to beginning the campaign, or they may decide to begin the campaign with one or both sides' carriers unrefitted and then introduce the refits as the campaign progresses.

(U4S.45) FIGHTERS: Players may wish to gradually filter in new fighters during their campaign. This should nominally be over several different scenarios and can start with only one or two new types of fighters (or the gradual addition of "C" refits, or the addition of type-III rails to various fighters, or what have you) being added in one scenario, half the fighters in a later scenario, leading to full replacement with the new kind of fighter in the final scenarios. Note that this will complicate the carrier's activities as the ready racks are configured for different fighters; e.g., the escorts would have to reload an F-18 under (J4.896) if they were configured for F-14s or vice versa.

(U4S.46) DRONES AND PODS: Players will know what drones and pods are available on their carrier, and can anticipate what drones and pods may be used in battle. Fighters sent on strike missions and raids (T5.0) can draw from the drone stores to fully load their rails within the limits of the supplies on the carrier. Only fighters sent on strikes or raids can do this. In any scenario where the carrier is present, the normal rules for computing what drones are in the ready racks are used. This means that a squadron of F-14Cs might be sent out on a (T5.0) strike mission with every MW drone in the carrier group knowing that only 18 replacement MW drones will be provided under (U4.654) (20% of 90). The only means of having more than 18 MW drones in the subsequent scenario is if some of the fighters return from the strike or raid mission with such drones unused.

(U4.5) CAMPAIGN VICTORY

(U4.51) SCENARIO POINTS: Victory in this campaign is determined by points. A player earns one "scenario point" for each scenario (not mission) that he wins. Ties count as a 1/2 point. Note that a player receives no points for scenarios in which he was a "substitute enemy;" e.g., missions 1-4 (U4.20). Thus, each player could score one point in each of missions 1-3, up to five points in the (T4.0) Piracy Patrol Mini-Campaign game, and up to six points in the (T5.0) Carrier Duel Mini-Campaign game.

(U4.52) VICTORY POINTS: Players should keep track of total victory points gained in each of the individual scenarios as a final tie breaker; e.g., if both players accumulate exactly the same number of scenario points, compare the victory point totals from the individual scenarios (combined as a single total) to determine who won.

(U4.6) CAMPAIGN RECORD KEEPING

(U4.61) REPAIRS: After each mission of the first four missions (U4.20) of the campaign, all ships repair themselves as per the campaign game repair rules (D9.4).

(U4.611) (T5.0) is considered to be two "missions" [(T5.31) and (T5.32)] and (T4.0) is considered to be five "missions" (one per scenario); however, repairs may only be conducted as provided within each mini-campaign.

(U4.612) All damaged fighters can be repaired after missions (U4.20) #1-4, but repairs are limited after each scenario of the (T5.0) Carrier Duel.

(U4.62) ESCORTS: Escort ships in the carrier group have deck crews and a supply of drones and plasma-Ds and can repair the fighters and reload drones, plasma-Ds, or fusion beams as a carrier would. The escorts must be defined as to what types of fighters from the carrier they can service at the start of the campaign and can only be re configured to service other types of fighters if new types are added to the carrier (U4S.45) as the campaign progresses between missions. Note specifically that an escort might be configured to reload a TAAS and the carrier might have TAASC or TADS fighters.

Special weapons, specifically photon torpedoes, hellbores, disruptors, and plasma-F torpedoes, cannot be reloaded except on the carrier.

(U4.63) LEEBYAAH: Either or both players can play scenario (SH12.0) up to three times after each mission of the campaign. This is to provide "practice" (and experience points) for the pilots under (J6.0). No replacements are received after these scenarios, and no "scenario points" are awarded for them. Note that PFs cannot be sent on this mission.

(U4.64) PILOT STATUS: (Optional) At the start of the campaign, determine the status of each pilot by (J6.1). Use the system in (J6.0) to record the advancement of each pilot. Pilots must be recorded individually and can be named by the players. Replacement pilots are always "green." The (K8.0) procedure can also be used to determine the status of PF crews during the campaign.

(U4.65) REPLACEMENTS: Limited numbers of replacement fighters, PFs, and crew (which includes boarding parties and deck crews) are available to replace losses incurred.

(U4.651) Each strike carrier group may receive a maximum of four replacement fighters* or shuttles after each mission. This includes missions #1-#3 (U4.20), the five scenarios of (T4.0), and the two phases of (T5.0). [See also the one complete re supply in (T4.423).] Carriers may pull fighters out of storage (or put them back into storage) after each mission. If the number of replacements exceeds the number of fighters missing from the normal squadrons and storage, the excess is returned to the fleet and cannot be accumulated for later use.

* two fighters for a CVE group, eight fighters for a CVA group, four fighters and two PFs for an SCS group.

(U4.652) Federation Carrier Groups have an advantage as many of their escorts carry additional spare fighters (R2.R5); however, fighters carried in the cargo boxes of escorts are not counted in determining the number of fighters equal to 50% of the group's strength for purposes of (U1.23) fighter supplies.

(U4.653) All crew units and deck crews can be replaced after each mission.

(U4.654) At the beginning of each mission, the carrier group can order* 90 cargo space points of seeking weapons (of the type that can be carried on its fighters), one chaff pack per fighter, one-half of a set of warp booster packs per fighter or PF (if the campaign is during a year when those are used), three T-bombs (with dummies; ships cannot exceed normal allotment) and ten cargo space points of other fighter supplies which will be delivered (by various means: tug, high speed priority transport, cargo shuttle, fast carrier re supply ships, etc.) at the end of that scenario. Races without seeking weapons get no compensation. In the case of drones, these must be proportional to the original loading of the fighters under (FD10.6), re supply drones cannot be used to exceed the allowed numbers of special drones available to the carrier, i.e., the player cannot use the re supply system to arrange to have more than 20% of the available drones in his CVA group be MW types at any time.

* Use half of this amount for a CVE, twice for a CVA or SCS.

(U4.66) SPECIAL SHUTTLES: Federation SWAC shuttles cannot be replaced during the campaign if destroyed. Only one MRS shuttle can be replaced during the entire campaign (two can be replaced if the carrier is a CVA or SCS). If the Federation player loses a SWAC shuttle, he can take an MRS shuttle to replace it, but this does count as his sole MRS shuttle (or one of two in the case of a CVA or SCS) replacement for the entire campaign.

(U4.67) SCOUT AND LEADER PFs: SCSs can only have their Scout PF replaced a single time. Leader PFs may be replaced no more than twice.

END OF (U0.0) MODULE J

This table lists all the symbols used on fighter SSDs in the Captain's Edition. Copies of this table are also included in editions of the Annexes.

SYMBOL	MEANING
▲	Type-I drone
▲	Type-III drone
△	Type-VI drone
□	Chaff Pack
♀	Type-D Plasma Torpedo
○	Disruptor, Fusion Beam, or Hellbore
⊙	Photon or type-F Plasma Torpedo
EW	Electronic Warfare Pod
◇	Prospecting Charge

(Z12.0) NOTES ON MODULE J

(Z12.1) PRODUCT ORGANIZATION, COMPONENTS

STAR FLEET BATTLES

CAPTAIN'S MODULE J: FIGHTERS

is a modular supplement for the Star Fleet Battles Captain's Edition game system. To use this product, you **MUST** have Star Fleet Battles Basic Set. To use some portions of this product, you will also need Advanced Missions, Fast Patrol Ships (K), New Worlds I (C1), and/or New Worlds II (C2).

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

This module adds many new fighters, carriers, escort ships, scenarios, campaigns, and rules (relating to the above) to the Star Fleet Battles game system.

A complete copy of Module J includes:

- 80-page rulebook
- 48-page SSD book
- two sheets (total 216) of counters for fighters & ships
- one "ammunition" sheet (108 counters)

(Z12.2) DESIGNER'S NOTES

In trying to play a game about 23rd Century combat using a 20th Century mentality, perhaps nothing has suffered more than the "fighter-shuttle." Such shuttles were designed and intended to be simple firepower platforms that could be carried on board a ship. While capable, after a fashion, of performing most of the functions that our 20th Century fighter was designed for, the warp-powered fighter of the STAR FLEET UNIVERSE is not as capable as a starship, nor was it ever intended to be. Consider:

- **FIREPOWER:** A single A-6E could, in 1983, carry three 2000# laser-guided bombs, any one of which would be more than capable of crippling a destroyer or frigate (all three could just about destroy a cruiser). Yet, in the STAR FLEET UNIVERSE, a single A-10 could score at most 12 points of damage (assuming a photon and phaser-3), hardly enough to penetrate the shields of a destroyer. Even the type-I drones (assuming they hit) could barely penetrate a shield.

- **CARRIER SIZE:** Even the massive CVA classes carry only 28-34 shuttles and fighters; the CVN *Nimitz* in 1980 carried over 90. In the 20th Century, a carrier strike wing of 50-70 aircraft would have the power to devastate any enemy fleet it encountered. In the STAR FLEET UNIVERSE, a carrier's strike force of 12-24 fighters is hardly a match for a single cruiser or a small squadron. They were never meant to be! They were intended to provide a friendly "cruiser" or squadron with additional firepower during a ship-to-ship confrontation. As such, fighters in the STAR FLEET UNIVERSE are more akin to 20th Century helicopters equipped with anti-ship missiles. The firepower of fighters can still be calculated, however, and independent operations are possible if the target is within the limits of the fighter squadron's ability.

- **FIGHTER SPEED:** Within the STAR FLEET UNIVERSE, fighters are simply not as fast (strategically) as starships, and without the dangerous booster packs, the fighters are not as fast in tactical situations either. This requires considerably different tactics than in the 20th Century, where fighters would normally be 20 or more times as fast as ships they were attacking.

- **FIGHTER RANGE:** The relatively short range of fighters in the STAR FLEET UNIVERSE precludes their use for strategic attacks and limits "independent" operations to within, at most, a one-hex range on the FEDERATION AND EMPIRE maps. This limitation is not apparent in STAR FLEET BATTLES.

All of the above should not be taken as saying that "fighters" are useless because they cannot do what "fighters" in an earlier era could do. They are highly useful in the role they were designed for (firepower supplementation) and can be effective "economy of force" units on border patrol, where they can stop and engage the odd pirate or enemy marauder as well as any frigate could.

(Z12.3) DESIGN CREDITS

GAME DESIGN AND DEVELOPMENT TEAM

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- Executive Developer Steven P. Petrick, IN
- Senior Rules Analyst Scot McConnachie
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- Dogfighting Rules, MRS C Michael Thompson
- Fighter pods Steve Cole, Steve Patrick, Tom Carroll, Tony Zbaraschuk, William Wells, Gregg Dieckhaus, Keith Velleux, Kevin Reppert, Jonathan Wagner, and Jeff Joseph all suggested various types of pods, although no pod can be credited to a single designer.
- Scenarios & Ships Listed with each.

(Z12.4) PUBLISHER'S INFORMATION

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

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(Z12.5) DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope **MUST** bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money.

It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 2-3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first.

We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log.

All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

Players can contact Amarillo Design Bureau via the GENIE computer network. The GEmail address is "ADB\$" for Email.

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(Z12.8) NOTES ON THE DOOMSDAY EDITION

A few new (or revised) items in this edition deserve comment:

- D11.4 will (for half of the players) be a major rules change. For the others, it will be no change at all. The rule in the previous edition was unclear as to whether it applied to direct-fire weapons. It does.
- FD15-16 are two new drones. One is a significant anti-fighter weapon; the other is fairly useless, but an interesting historical footnote on what would otherwise be a blank page.
- A few new fighters appear in this product, not to mention many refits and variants for existing fighters. The Gorns wanted something better than the G-18 and got the G-12. Then the Feds pointed out that their "standard" fighter was too slow and got the faster F-18B, but we went ahead and left the G-12 because the playtesters loved it.
- Fighter pods grew from the old EW rules. RALADS were an inevitable result of the discovery that ADDs and VIs used a frame that was the same size, if not actually identical.
- The plasma races requested and received faster fighters.

STAR FLEET BATTLES ON THE INTERNET

Come and visit our new Star Fleet Battles web site for the latest in news and updates as well as thrilling downloads! (The site was two weeks away from launch as this product went to press in March 96. For the location of the site, Email TFG\$@genie.com or ADB\$@genie.com.

STAR FLEET TIMES: THE OFFICIAL STAR FLEET UNIVERSE NEWSLETTER

Star Fleet Times is a newsletter dealing with the Star Fleet Universe. Each 12-page issue includes, typically:

- ★ Announcements, conventions, product schedule, etc.
- ★ A new ship for Star Fleet Battles, with rules, a complete Captain's SSD, and even F&E data!
- ★ A new Star Fleet Battles playtest scenario.
- ★ A new rule or other material for Deluxe F&E.
- ★ Instructions on how to submit official SFB playtest reports.

Star Fleet Times is produced by Agents of Gaming. There are 10 issues per year, each 12 pages long. A sample copy is \$2. Subscriptions are \$15 per year in the US, APO, and FPO. (Overseas is \$22 per year airmail. Canadians pay \$16 for first class mail.) All payments must be in US funds drawn on a US bank or by international postal money order.

If after 1997, send \$2 for a sample copy and current rates.

FINAL NOTE: The fighter and ship illustrations in this product were done by SFB designer Stephen V Cole and replace the rather poor quality fighter drawings he did for the original printing.

END OF SECTION (Z0.0) MODULE J

Race	Type	Spd	Phaser	Drones	Damage	Special	BPVYear	DFR	Ref	
All	Admin	6	1xP3-360	-	6	J2.1	2	70	0§	F1
	MSS	6	1xP3-360	-	6	M8.3	3	150	0§	F2
	MRS	8	see ref	J8.0	10	J8.0	10	150	0	F3
	GAS	6	1xP3-360	-	8	Ground Attack	4	70	0§	F4
	HTSΔ	6	none	-	12	Troop Transport	6	90	0§	F5
	MLS	6	1xP3-360	-	6	M9.18	3	150	0§	F6
Fed	F-4	8	1xP3-FA	2xI + 2xVI	9	-	7	167	1	F6
	F-8	8	1xP3-FA	2xI	8	-	6	167	2	F7
	F-14	15	1xPG-FA	2xI + 2xVI	12	2 or 4xSpecial Rail	11*	171	4☆	F1
	F-15	15	1xPG-FA	4xI + 4xVI	12	-	12	172	4☆	F10
	F-16	13	1xPG-FA	2xVI	9	-	7	173	3☆	F4
	F-18	13	2xP3-FA	2xI + 2xVI	10	-	8	173	3	F5
	F-18B	15	2xP3-FA	2xI + 2xVI	10	2 x Special Rail	9*	177	3☆	F5A
	F-20	12	2xP3-FA	2xVI	8	-	6	175	3☆	F8
	A-6	8	none	4xI + 2xVI	14	-	9	168	1	F12
	A-10	10	1xP3-FA	2xI	16	Photon, 1xP3-RA	10	171	1	F2
	A-20Δ	12	1xP2-FX	4xI	18	2xPhot-FA	16	177	0☆	F9
			1xP3-RX	1xADD-6		1xEW-pod				
	F-111Δ		See Module K					177	0☆	F11
	E2 SWAC	8	PG-360	1xADD-6	12	J9.0	60/14	171	0	F3
	E3 SWACΔ	8	PG-360	1xADD-12	18	J9.5	90/21	178	0☆	F3A
Klingon (Lyran)	Z-1	6	1xP2-FA	2xI	12	1xP3-RA	7	167	2	F1
	Z-2	8	1xP3-FA	2xI	8	-	6	168	2	F2
	Z-V	12	1xP3-FA	2xI	12	-	8	173	3	F3
	Z-Y	15	2xP3-FA	2xI + 2xVI	12	2xSperial Rail	9*	177	4☆	F4
	Z-D	10	1xP3-FA	2xVI	10	1xDisr-FA	10	172	2	F5
	Z-P	10	1xP3-FA	2xVI	10	1xPh-2-FA	10	172	2	F6
	Z-HΔ	12	1xP2-FX	4xI	16	2xDisr-FA	16	176	0☆	F7
				1xP3-RX	2xVI	-	1xEW-pod			
Romulan	SLS	1	-	-	6	Sublight Shuttle	1	50	0§	F0
	G-I	10	-	-	8	1xPlas-F-FA	4	165	1	F1
	G-II	12	1xP3-FA	-	12	1xPlas-F-FA	7	173	2	F2
	G-III	15	1xP3-FA	-	12	1xPlas-F-FA	8	180	2	F3
	G-F	8	2xP3-FA	2xPL-D	8	-	8	165	3	F4
	G-SF	12	2xP3-FA	2xPL-D	10	-	9	173	3☆	F5
	G-FSF	15	2xP3-FA	2xPL-D	10	-	10	180	3☆	F6
	TribΔ	12	1xP2-FX	2xPL-D	16	2xPI-F-FP	18	178	0☆	F7
			P3-LS/P3-RS	-	-	1xEW-pod				
Kzinti	AS	8	1xP3-FA	2xI	8	No drone control	5	161	2	F1
	AAS	8	1xP3-FA	2xI	8	-	6	164	2	F2
	SAS	12	1xP3-FA	2xVI	6	-	5	168	3	F3
	HAAS	15	1xP3-FA	2xI	11	-	8	173	3	F4
	TAAS	15	2xP3-FA	2xI + 2xVI	12	-	9	177	4☆	F5
	TADS	15	2xP3-FA	2xI + 2xVI	12	2xSpecial Rails	11	180	4☆	F6
	DAS	10	1xP3-FA	2xVI	10	1xDisr-FA	10	172	2	F7
	LASΔ	12	2xP3-FX	4xI	16	2xDisr-FA	15	175	1☆	F8
				2xP3-RX	4xVI	-	1xEW-pod			
Gorn	G-8	8	1xP3-FA	2xPL-D	8	-	8	169	2	F5
	G-10	10	1xP3-FA, 1xP3-RA	-	16	1xPlas-F-FA	10	173	1	F3
	G-12	15	2xP3-FA	2xPL-D	10	-	10	180	3☆	F6
	G-18	13	2xP3-FA	2xPL-D	10	-	10	173	3	F1
	G-20	12	2xP3-FA	2xPL-D	8	-	8	175	3☆	F2
	G-30Δ	12	1xP2-FX	2xPL-D	18	1xPI-F-RP	18	178	0☆	F4
				P3-LS/P3-RS	1xEW-pod		1xPI-F-LP			
Tholian	S-I	8	1xP3-FA	-	8	Web Spinner	3	165	2	F1
	S-II	14	1xP3-360	-	14	1xDisr-FA	9	172	3	F2
	S-III	15	2xP3-FA	-	14	Web Spinner	6	172	4☆	F3
	S-IVΔ	12	1xP2-FA + 2xP3-RX	-	16	2xDisr-FA, 1xEW Pod 15	15	178	0☆	F4
	S-E	14	1xP3-360	-	14	2xEW-pod	11	172	3☆	F5
Hydran	St-1	12	1xP3-FA	-	8	2xFusion-FA	8	134	3	F1
	St-2	15	1xPG-FA	-	10	2xFusion-FA	10	170	4	F2
	St-F	15	1xPG-FA	-	10	-	7	170	4☆	F3
	St-H	15	1xPG-FA	-	10	1xHellbore-FA	10	170	2	F4
	St-SΔ	12	1xPG-FA	1xEW-pcd	16	2xFusion-FA	17	177	0☆	F5
				1xPG-RX	-	-	1xHellbore-FA			
	St-E	15	1xPG-FA	-	10	2xEW-pod	12	172	4☆	F6
ISC	SF	12	2xP3-FA	2xPL-D	12	-	10	174	4☆	F1
	FSF	15	2xP3-FA	2xPL-D	12	-	11	180	4☆	F6
	TF	12	1xP3-FA	-	12	1xPI-F-FA	7	174	2	F2
	FTF	15	1xP3-FA	-	12	1xPI-F-FA	8	180	2	F7
	EF	12	1xP3-FA	-	12	2xEW-pod	10	172	2☆	F3
	FEF	15	1xP3-FA	-	12	2xEW-pod	11	180	2☆	F8
	AF	12	1xP3-FA	2xPL-D	8	-	8	170	3☆	F4
	HFΔ	12	1xP2-FX	2xPL-D	16	2xPI-F-FP	18	178	0☆	F5
			P3-LS/P3-RS	-	-	1xEW-pod				

NOTES ON ANNEX #4

RACE: The empire/nation that operates this fighter.
TYPE: The specific type of fighter.
SPEED: The maximum speed of this fighter.
PHASER: The number, type, and firing arc of this fighter's phasers.
 Some fighters also have phasers listed in the Special column.
DRONES: The number and type of drones carried by this fighter. See C-refits in (R1.F8).
DAMAGE: The number of damage points to destroy this fighter. Two-thirds of this number is the required damage to cripple it (J1.33).
SPECIAL: Any unusual characteristics of this unit. Any direct-fire weapons with unspecified firing arcs have FA firing arcs.
BPV: The basic point value of this fighter. Under (J1.85) the economic BPV of the fighter is 50% of this amount.
YEAR: The year when this fighter type was first available in squadron service. Prototypes might have been in service up to three years earlier; limited numbers up to two years earlier.
DFR: The dogfighting rating.
REF: The specific reference number for that fighter within the owning race's general rules reference number.
 * The BPV of these fighters is increased by 1 for each special drone launch rail (J4.233) added.
 ☆ This shuttle carries two chaff packs; all others carry one, except §.
 § This shuttle has no chaff packs.
 Δ This is a large (double-size) shuttle; see (J10.0) for special cases.
 EW pods listed here are built-in versions; additional pods can be carried externally.

FIGHTER CLASSES (J4.48)

As a shorthand method of designating fighters in general scenarios, all fighters can be divided into "classes" based on their BPV (including the cost of adding heavy or special rails and the cost of any drone speed upgrades), as follows:

- Class 1 fighters 0-7 BPV points.
- Class 2 fighters 8-10 BPV points.
- Class 3 fighters 11-15 BPV points.
- Class 4 fighters 16 or more BPV points.

ANNEX #6: COMMANDER'S OPTION ITEMS

Extra Pilot (Green)	1
PDS:	
Jammer Pod.....	1
Chaff Pod	2
Phaser Pod	1
Ground Attack Pod	1
Seeking Weapon Control Pod	2
Fighter Cargo Pod.....	1
Sensor Pod	NA

ANNEX #12: MONSTER DATA TABLE

SCEN	MONSTER	SIZE	TYPE	CONTROL
SM1	Planet Crusher	1	Ship	Automatic
SM2	Amoeba	0	Live	Automatic
SM3	Moray Eel	1	Live	Automatic
SM4	Cloud	0	Live	Automatic
SM5	Sunsnake	1	Live	Automatic
SM6	Mind	1	Live	Automatic
SM7	Dragon	2-3	Live	Player
SM8	Igneous	1	Ship	Automatic
SM9	Death Probe	1	Ship	Player
SM10	Arastoz	0-3	Live	Automatic
SM11	Energy	1	Live	Automatic
SM12	Swarm	5	Ship	Player
SM13	Banshee	5	Live	Automatic

Monsters 8-11 are in Module S1; 12 is in Module J; 13 is in Module K.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Fed	CVA	24	4 + 2	3	500	26
	CVL	6	2	1	200	6
	CVS	12	4	1	200	12
	CVB	12	4	1	200	12
	NVL	12	2	1	200	12
	PV	12	2	3	100	12
	CVT‡	24	2	3	250	24
P-CVA	24	0	2	250	24	
Klingon	C8V	24	7	3	500	24
	B10	8	6	2	200	8
	CVT‡	10	2	3	120	10
	D6V	10	2	2	100	10
	F5V	8	2	1	100	8
	P-H5	5	0	1	60	5
Romulan	SUB	24	4	4	150¥	24
	SPB	16	3	3	100¥	16
	SKB	8	2	1	50¥	8
	SUP	8	4	2	50¥	8
	WH	5	1	1	50¥	5
Kzinti	CVA	24	6	2	500	24
	CVS	12	3	1	150	12
	CV	12	3	1	150	12
	CVL	9	2	1	100	9
	CVE	6	1	1	75	6
	CVT‡	12	2	3	120	12
	P-V2	6	0	1	60	6
	Q-L	4	2	2	40	4
	Q-S	2	2	2	20	2
	Gorn	CV	12	2	2	150¥
Tholian	CVA	24	4	1	0	24
	BW	8	1	1	0	8
Orion	CVL	8	2	1	100†	8
	CVS	12	2	1	200†	12
Hydran	BT‡	7	3	2	0	7
	Caravan	3	3	1	0	3
	Cavalier	21	4	3	0	21
	CVT‡	15	3	3	0	15
	D7H	2	2	1	0	2
	DE	6	4	1	0	6
	Dragoon	3	3	1	0	3
	Horseman	6	2	2	0	6
	Lancer	4	1	3	0	4
	L-Marsh	6	3	3	0	6
	Paladin	12	3	3	0	12
	P-CV	12	0	2	0	12
	P-Com	4	0	1	0	4
	Q-L	4	2	2	0	4
Q-S	2	1	1	0	2	
Ranger	9	3	3	0	9	
Uhlán	16	2	2	0	16	
Lyran	CV	12	4	2	150	12
WYN	AxCV	6	2	2	125	6
	AxCVA	24	6	2	250	24
ISC	CVA	24	6	2	250¥	24
	CV	12	4	1	125¥	12
	CVS	12	4	1	125¥	12
	CVL	9	3	1	100¥	9
	CVLS	9	3	1	100¥	9
Any	AxCVL	12	3	1	R1.13	12
	AxCVA	24	6	2	R1.13	24
	HBM	6	0	1	100†	6
	Mon+FP	12	6	2	100†	12
	Mon+SCP	12	6	2	200†	12
(Fed)	Mon+SCP	24	6	2	200†	24

† This assumes that drone-using fighters are present.
 If fighters that use plasma-D are present, these are plasma-Ds.
 ¥ These are type-D plasma torpedoes, not drones.
 ‡ This is a Tug+Pod combination.

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
-----------	----------------	----------------	----------	-----------------	-----------------	-------------------	-----------------	----------------	----------	--------------	----------------	----------------	----------------	-------

GENERAL UNITS USED BY SEVERAL FLEETS (R1.0)

LARGE FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES

AxCVA	40	4	120/80	3-6	0.67	2+4	3	D	13B	170	6	11	6	D%,V,ML
-------	----	---	--------	-----	------	-----	---	---	-----	-----	---	----	---	---------

SMALL FREIGHTERS: CIVILIAN SHIPS AND NAVAL AUXILIARIES

AxCVL	20	2	75/50	3-6	0.33	0+2	4	C	13A	165	3	6	3	D%,V,ML
-------	----	---	-------	-----	------	-----	---	---	-----	-----	---	---	---	---------

THE FEDERATION STAR FLEET (R2.0)

DREADNOUGHT VARIANT

CVA	49	10	172/150	3-6	1.50	2+4	2	D	13	171	12	26	10	D%,V
CVA+	49	10	182/160	3-6	1.50	2+4	2	D	13	173	12	26	10	D%,V, R

GALACTIC SURVEY CRUISER VARIANT

CVL	44	6	154/134	5-6	1.00	1+2	3	D	16A	167	8	18	8	N1, V, ♦
CVL	44	6	164/144	5-6	1.00	1+2	3	D	16A	167	8	18	8	N1, V, ♦, R

OLD LIGHT CRUISER VARIANTS

ECL	40	6	100	4-6	0.75	2+4	3	C	15	171	6	14	6	N1,E, LA
ACL	40	6	113	4-6	0.75	2+4	3	C	15A	175	6	14	6	N1,E, A

WAR CRUISER (NEW LIGHT CRUISER) VARIANT

NVL	42	8	120/100	4-6	0.67	1+2	3	C	35	173	6	14	6	D%,V
-----	----	---	---------	-----	------	-----	---	---	----	-----	---	----	---	------

DESTROYER VARIANTS

DE	22	4	96	3-6	0.50	1+4	4	C	14	168	6	11	5	N1,E, LA
DEA	22	4	104	3-6	0.50	1+4	4	C	23	175	6	11	5	N1,E, A

POLICE CUTTER VARIANT

PV	18	2	97	5-6	0.50	1+2	4	B	24	176	4	8	4	V,Y2, N1
----	----	---	----	-----	------	-----	---	---	----	-----	---	---	---	----------

SEPARATED SAUCER SECTIONS

CVA Scr	25	6	70/32	2-6	0.50	-	4°	C	-	171	6-5	12-9	10-5	N4
---------	----	---	-------	-----	------	---	----	---	---	-----	-----	------	------	----

N1: Federation escort with extra drone/fighter storage; see (R2.R5).

N4: Lower ratings for docking points, explosion strength, and command rating are used if the warp engine is dropped.

THE KLINGON DEEP SPACE FLEET (R3.0)

DREADNOUGHT VARIANT

C8V	66	20	235/220	3-6	1.50	2+6	2	D	28	174	13	30	10	D%,V
-----	----	----	---------	-----	------	-----	---	---	----	-----	----	----	----	------

D5 WAR CRUISER VARIANTS

AD5	40	8	120	5-6	0.67	1	3	B	29	175	6	17	6	E, A
D5E	40	8	110	5-6	0.67	1	3	B	51	170	6	17	6	E, LA

F5 FRIGATE VARIANT

F5V	24	6	90/70	4-6	0.50	1+2	4	A	30	167	4	9	5	V
-----	----	---	-------	-----	------	-----	---	---	----	-----	---	---	---	---

E4 ESCORT VARIANTS

E4A	14	6	60	4-6	0.33	-	4	A	25A	175	3	8	3	E, A
E4E	14	6	50	4-6	0.33	-	4	A	25	167	3	8	3	E, LA

THE IMPERIAL ROMULAN FLEET (R4.0)

HEAVY CRUISER VARIANTS

SUP-A	45	15	192	5-6	1.00	1+2	3	C	34	170	8	21	9	V
SUP-B	42	8	196/181	5-6	1.00	1+4	3	C	29	173	8	19	9	V
SUP-K	45	15	197	5-6	1.00	1+2	3	C	34A	174	8	22	9	V

SPARROWHAWK WAR CRUISER VARIANT

SPB	38	8	125/110	5-6	0.67	1+2	3	B	15	168	7	14	8	V
-----	----	---	---------	-----	------	-----	---	---	----	-----	---	----	---	---

SKYHAWK DESTROYER VARIANTS

SKB	24	6	92	6	0.50	0+2	4	A	22	168	4	10	6	V
SKE	22	8	95	6	0.50	1	4	A	25	168	4	12	5	E, LA

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 Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
SKEA	22	8	105	6	0.50	1	4	A	25A	175	4	12	5	E, A

HAWK LIGHT CRUISER VARIANT

WH	20	5	87/60	5-6	0.50	1+1	4	D	7	165	5	9	6	V, *
----	----	---	-------	-----	------	-----	---	---	---	-----	---	---	---	------

NOTE: All Romulan ships include the cloaking device except for freighters, auxiliaries, Q-ships, pods, pallets, and the Snipe-P police ship. Romulan bases may be equipped with the cloaking device and, if so equipped, must add 15% to their BPV to pay for it. The presence or absence of a cloaking device on any given base is known before the scenario begins (and before the attacking player selects or deploys his forces).

THE KZINTI BATTLE FLEET (R5.0)

DREADNOUGHT VARIANT

CVA	65	20	215	4-6	1.50	2+6	2	E	25	173	12	32	10	V, Y1
-----	----	----	-----	-----	------	-----	---	---	----	-----	----	----	----	-------

TUG + POD COMBINATION

CVT	54	18	158/144	4-6	1	2+4	3	E	14A	167	7	23	9	V, TG
-----	----	----	---------	-----	---	-----	---	---	-----	-----	---	----	---	-------

All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223).

THE GORN CONFEDERATION FLEET (R6.0)

LIGHT CRUISER VARIANTS

CLE	32	8	134	4-6	0.67	2	3	D	38	173	6	14	6	E, LA
CLA	32	8	142	4-6	0.67	2	3	D	38A	175	6	14	6	E, A
CV	36	8	120	4-6	0.67	2+4	3	D	16	173	6	14	6	V, Y1

BATTLE DESTROYER (WAR DESTROYER) VARIANTS

BDE	24	8	89	5-6	0.50	1	4	B	36	174	4	11	5	E, LA
BDA	24	8	99	5-6	0.50	1	4	B	36A	175	4	11	5	E, A

DESTROYER VARIANTS

DE	20	6	80	4-6	0.50	1	4	C	37	173	4	10	4	E, LA
DEA	20	6	90	4-6	0.50	1	4	C	37A	175	4	10	4	E, A

THE THOLIAN DEFENSE FLEET (R7.0)

HEAVY CRUISER VARIANT

CVA	40	8	141	4-6	0.67	1+4	3	B	9	173	7	15	10	V
-----	----	---	-----	-----	------	-----	---	---	---	-----	---	----	----	---

WAR CRUISER VARIANT

CWA	30	10	140	5-6	0.67	1	3	B	37	179	6	16	6	E, A, Y1
-----	----	----	-----	-----	------	---	---	---	----	-----	---	----	---	----------

PATROL CORVETTE VARIANTS

BW	20	6	65	5-6	0.33	1+2	4	A	7	169	4	7	5	V
PCE	12	6	71	5-6	0.33	1	4	A	28	170	4	7	3	E, LA, N
PCA	12	6	77	5-6	0.33	1	4	A	29	175	4	7	3	E, A, N

THE ORION PIRATES (R8.0)

BATTLE RAIDER VARIANT

CVS	30	10	120	6	0.67	1+2	3	A	16	171	6	24	6	D%, V
-----	----	----	-----	---	------	-----	---	---	----	-----	---	----	---	-------

SALVAGE CRUISER VARIANT

CVL	38	18	130/90	4-6	0.67	2+2	3	C	6	170	6	23	6	D%, V
-----	----	----	--------	-----	------	-----	---	---	---	-----	---	----	---	-------

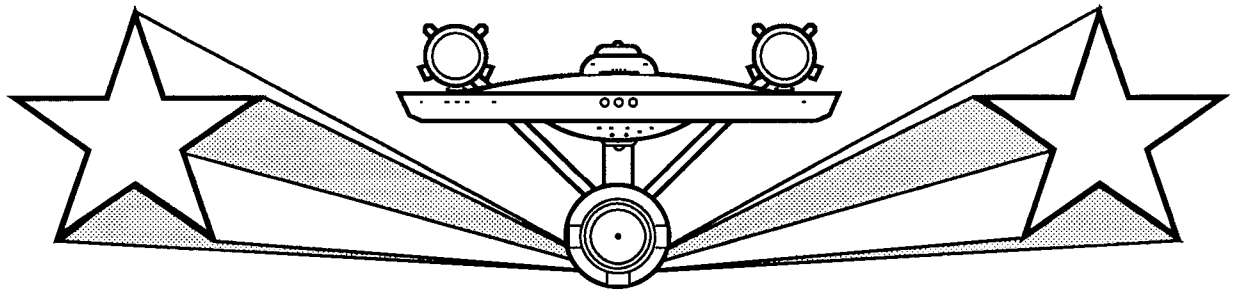
Note: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.

THE INTERSTELLAR CONCORDIUM FLEET (R13.0)

DREADNOUGHT VARIANT

CVA	66	20	245	3-6	1.50	4+8	2	E	3	176	14	31	10	V
-----	----	----	-----	-----	------	-----	---	---	---	-----	----	----	----	---

STAR FLEET BATTLES



CARRIERS & ESCORTS SSD BOOK

CAPTAIN'S MODULE J

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R3.28 Klingon C8V Heavy Carrier	28		
R3.29 Klingon AD5 Escort Cruiser	29		

FEDERATION SMALL AUXILIARY CARRIER

CNTR

SHIP DATA TABLE

TYPE = AXCVL
 POINT VALUE = 75/50
 BREAKDOWN = 3-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.13A
 Y175 REFIT = +0

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+

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DRONE RACKS

1	?	?	?	?	?	?	?	G
2	?	?	?	?	?	?	?	G

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

--	--	--	--	--	--

CREW UNITS

										10
										20

BOARDING PARTIES

--	--	--	--	--	--	--	--	--	--	--

DECK CREWS

										10
--	--	--	--	--	--	--	--	--	--	----

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	8	9	15	25	50	75
1	9	8	7	6	5	4	3	2	1	1	1	1	1
2	8	7	6	5	4	3	2	1	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0
5	5	4	4	4	4	3	1	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

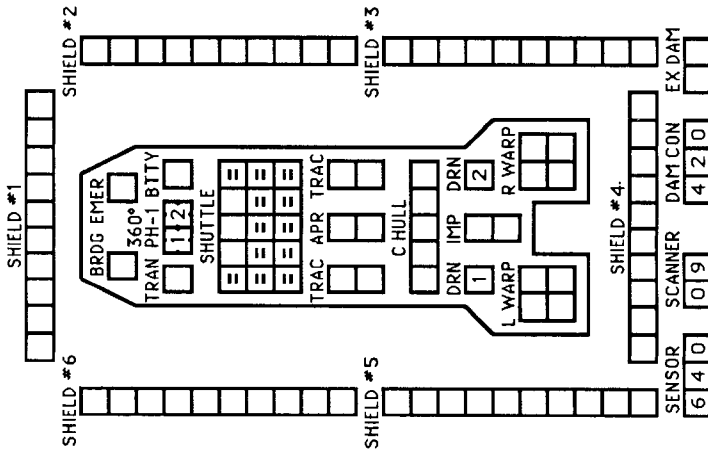
DIE ROLL	0	1	2	3	4	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

F-18 FIGHTERS

2xPh-3-FA
 DPR = 3
 CRIPPLED = 7
 SPEED = 13

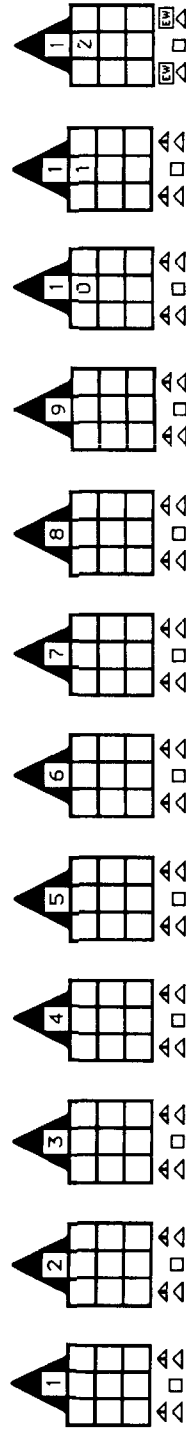


SENSOR 6 4 1 0

SCANNER 0 9

DAM CON 4 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	2	2	2	2	3	3	3	4	4	4	4	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

KLINGON SMALL AUXILIARY CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.13A
Y175 REFIT	= +3

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES	
2	

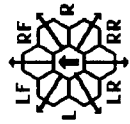
TRANSPORTER BOMBS	

DECK CREWS	

TYPE II PHASER TABLE							
DIE ROLL	4-9	16-31					
0	1	2	3	8	15	30	50
1	6	5	4	3	2	1	1
2	6	5	4	4	2	1	0
3	6	4	4	4	1	1	0
4	5	4	4	3	1	0	0
5	5	4	3	3	0	0	0
6	5	3	3	3	0	0	0

SCTY	

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+	



ANTI-DRONES	
1	
2	

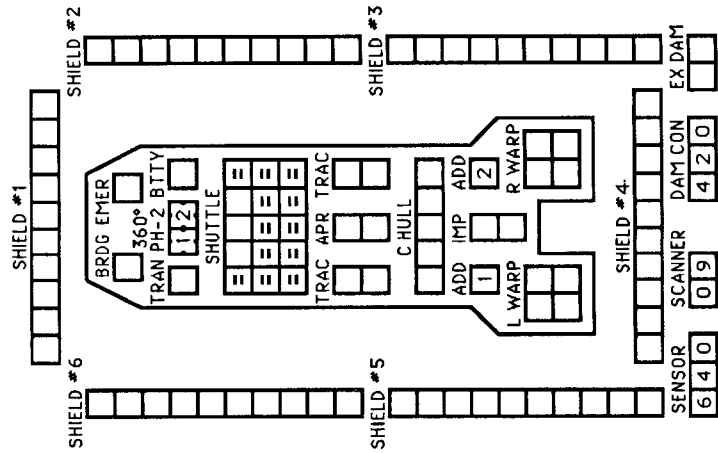
ANTI-DRONE TABLE	
RANGE	0 1 2 3 4+
HIT*	- 1-2 1-3 1-4 -

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

Z-Y FIGHTERS
1xPh-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 12



TYPE III DEFENSE PHASER	
DIE ROLL	4-9-15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

WARP ENERGY MOVEMENT COST = 1/3 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	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	9	9	10	10	10	
Fractions	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

ROMULAN SMALL AUXILIARY CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.13A
Y175 REFIT	= +0

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS	
	D/D

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

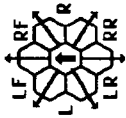
CREW UNITS	
	10
	20

BOARDING PARTIES	
	2

DECK CREWS	
	10

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE	1	2	3	4	5	6	9	16	26	51		
ROLL 0	1	2	3	4	5	8	15	25	50	75		
1	9	8	7	6	5	4	3	2	1	1		
2	8	7	6	5	4	3	2	1	1	0		
3	7	5	4	4	4	3	1	0	0	0		
4	6	4	4	4	4	3	1	0	0	0		
5	5	4	4	4	3	3	1	0	0	0		
6	4	4	3	3	2	2	0	0	0	0		

TYPE III DEFENSE PHASER										
DIE RANGE	1	2	3	8	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				



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

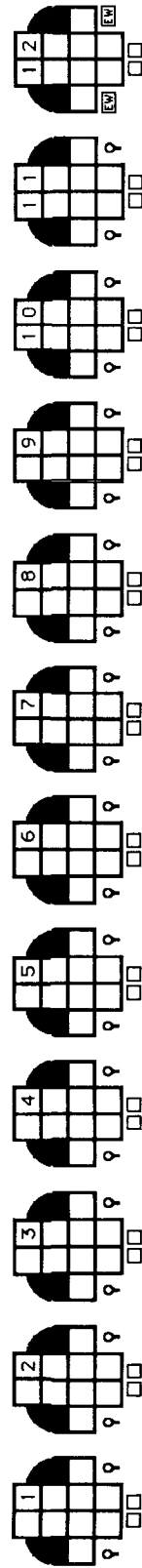
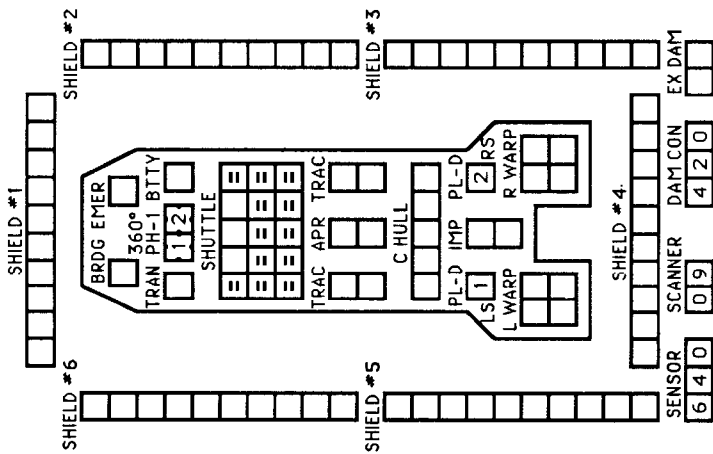
PLASMA TORPEDO WARHEAD TABLE				
RANGE	0-5	6-10	11-12	13-14 15
TYPE D	10	8	5	2 1
BOLT	1-4	1-3	1-2	

PLASMA-D RACKS		
1		
2		

ONE RELOAD PRIOR TO Y175.
TWO RELOADS Y175 & AFTER.

GLADIATOR-SF
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 12

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

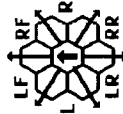
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	4	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	9	10	10	10	10	10
Froct.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

KZINTI SMALL AUXILIARY CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.13A
Y175 REFIT	= +3

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+



ANTI-DRONE TABLE			
RANGE	0	1	2
HIT*	-	1-2	1-3 1-4 -

ANTI-DRONES	
1	6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.
2	

CREW UNITS	
*	10
	20
BOARDING PARTIES	
2	
DECK CREWS	
	10

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
TRANSPORTER BOMBS	
	D D

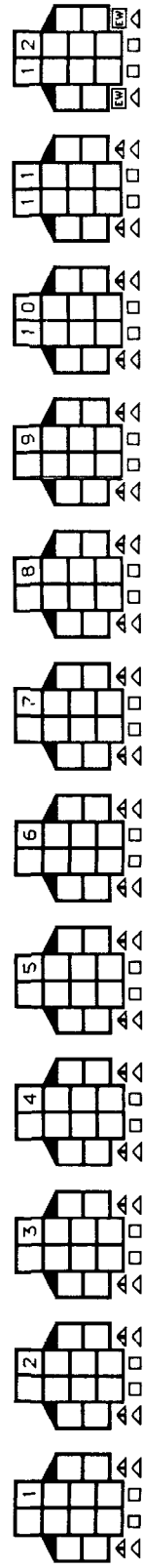
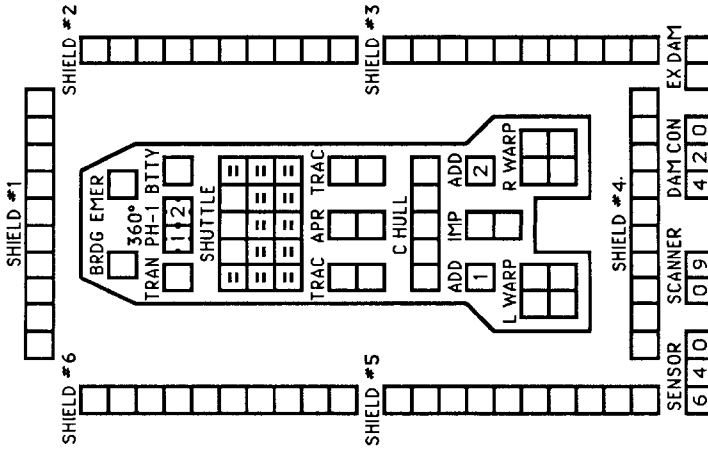
TYPE I OFFENSIVE PHASER TABLE										
DIE RANGE	1	2	3	4	5	6	9	16	26	51
ROLL	0	1	2	3	4	5	4	3	2	1
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TYPE III DEFENSE PHASER				
DIE RANGE	1	2	3	4
ROLL	0	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

TAAS FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

THIS SHIP CAN ACCELERATE
NO MORE THAN 5 MOVEMENT
POINTS OR DOUBLE THE
CURRENT SPEED. IT CAN
DISENGAGE BY ACCELERATION.

THIS SHIP CAN
CONTROL A NUMBER
OF SEEKING WEAPONS
EQUAL TO DOUBLE ITS
SENSOR RATING.



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX																															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standerd	1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	8	9	9	10	10	10	10	10	10	10	10	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10	

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

KZINTI LARGE AUXILIARY CARRIER

CREW UNITS

10	20	30	40
10	20		

DECK CREWS

10	20

BOARDING PARTIES PROBES

4	5	D	D	D	D
---	---	---	---	---	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

TWO BAYS, NO TRANSFERS.

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5 8 15 25 50 75		
1	9 8 7 6 5 4 3 2 1 1 1		
2	8 7 6 5 4 3 2 1 1 0 0		
3	7 5 4 4 4 3 1 0 0 0 0		
4	6 4 4 4 4 3 2 0 0 0 0		
5	5 4 4 4 4 3 1 0 0 0 0		
6	4 4 3 3 2 2 0 0 0 0 0		



TURN MODE	SPEED
D	1 2-4
NO	2 5-8
HET	3 9-12
BONUS	4 13-17
BD	5 18-24
	6 25+

DRONE RACK

1	A	B
---	---	---

SHIP HAD A TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO A TYPE-B DRONE RACK (2 RELOADS).

ANTI-DRONES

1	
2	

6 ROUNDS BEFORE Y175 REFIT; 12 AFTER.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TAA'S FIGHTERS

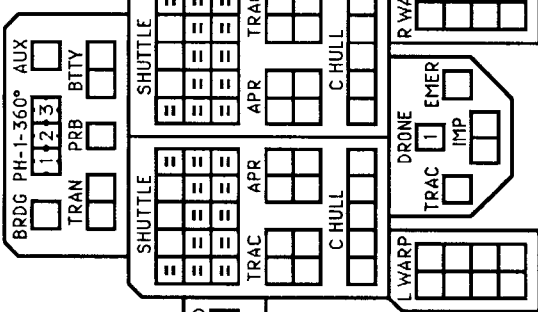
2xPh-3-FA	
DFR = 4	
CRIPPLED = 8	
SPEED = 15	

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

SHIP DATA TABLE	
TYPE	= AXCVA
POINT VALUE	= 120/80
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.13B
Y175 REFIT	= +4

CNTR	SHIELD #6
------	-----------

SHUTTLE	SHUTTLE	SHUTTLE	SHUTTLE	SHUTTLE
---------	---------	---------	---------	---------



SHIELD #1

SHIELD #2

SHIELD #2

SHIELD #5

SHIELD #4

DAM/CON	4 4 2 2 0
---------	-----------

SCANNER	0 1 3 5 9
---------	-----------

SENSOR	6 6 5 3 0
--------	-----------

EX DAM	
--------	--

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
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

GORN SMALL AUXILIARY CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.13A
Y175 REFIT	= +0

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+

PLASMA TORPEDO WARHEAD TABLE	
RANGE	0-5 6-10 11-12 13-14 15
TYPE 0	10 8 5 2 1
BOLT	1-4 1-3 1-2

PLASMA-D RACKS	
1	
2	

ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

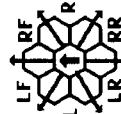
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS	
	D D

THIS SHIP CAN CONTROL
A NUMBER OF SEEKING
WEAPONS EQUAL TO ITS
SENSOR RATING.

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6- 9- 16- 26- 51-
ROLL 0	1 2 3 4 5 8 15 25 50 75
1	9 8 7 6 5 5 4 3 2 1 1
2	8 7 6 5 5 4 3 2 1 1 0
3	7 5 5 4 4 4 3 1 0 0 0
4	6 4 4 4 4 3 2 0 0 0 0
5	5 4 4 4 3 3 1 0 0 0 0
6	4 4 3 3 2 2 0 0 0 0 0

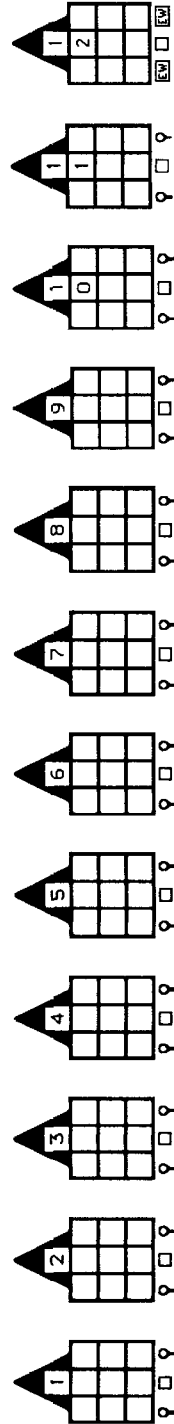
TYPE III DEFENSE PHASER	
DIE RANGE	4- 9-
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0



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

THIS SHIP CAN ACCELERATE
NO MORE THAN 5 MOVEMENT
POINTS OR DOUBLE THE
CURRENT SPEED. IT CAN
DISENAGE BY ACCELERATION.

G-18 FIGHTERS	
2xPh-3-FA	
DFR = 3	
CRIPPLED = 7	
SPEED = 13	



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	2	2	3	3	3	4	4	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	10	10	
Fract.	1/3	1/3	1 1/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10		

LYRAN SMALL AUXILIARY CARRIER

CNTR

SHIP DATA TABLE	
TYPE	= AxCVL
POINT VALUE	= 75/50
BREAKDOWN	= 3-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.13A

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+

Z-Y FIGHTERS
1xPh-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 12

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS	
D	D



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

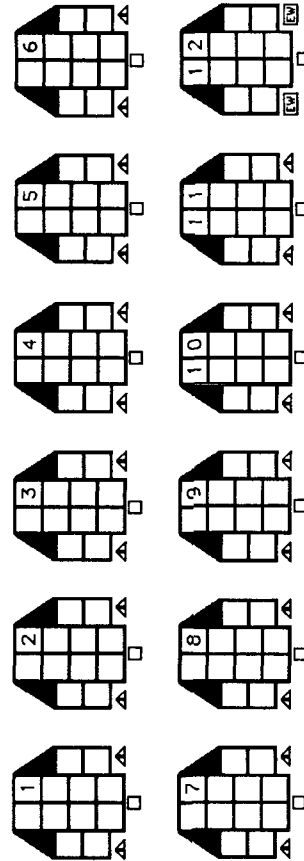
CREW UNITS	
IDENT	HIT POINTS
	10
	20

BOARDING PARTIES	
IDENT	HIT POINTS

DECK CREWS	
IDENT	HIT POINTS
	10

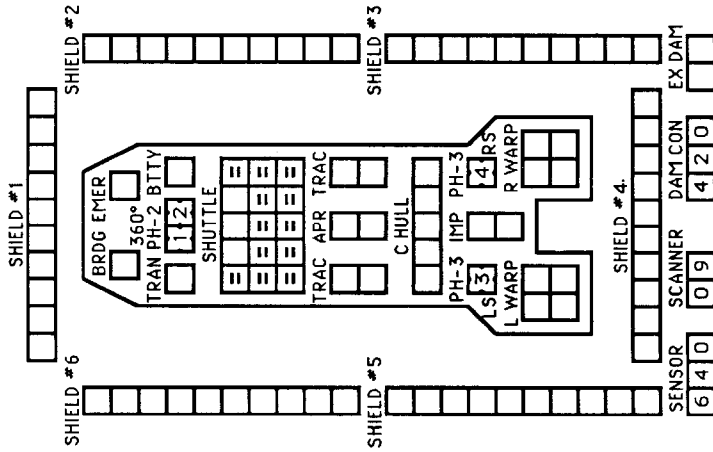
TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-ROLL
	0 1 2 3 8 15 30 50
1	6 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	5 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-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



THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

THIS SHIP CAN ACCELERATE NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.

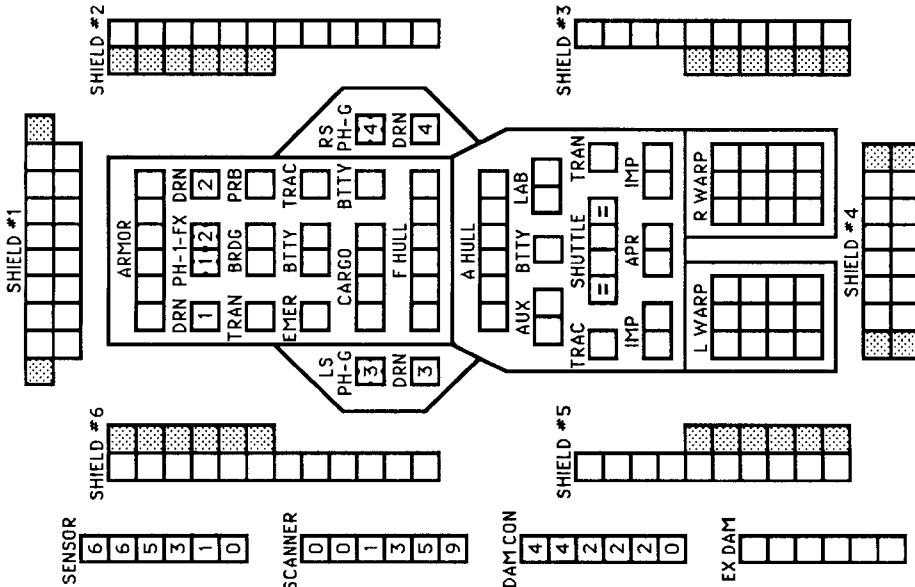


WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

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	2	2	3	3	3	4	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

FEDERATION ESCORT CRUISER

CNTR



SHADED BOXES ARE THE ECL+ REFIT.

SHIP DATA TABLE	
TYPE	= ECL
POINT VALUE	= 100
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.15
PLUS REFIT	= +5
INCLUDES LIMITED AEGIS	

SHIP DATA TABLE	
TYPE	= ACL
POINT VALUE	= 113
REFERENCE	= R2.15A
INCLUDES PLUS REFIT	
INCLUDES Y175 REFIT	
INCLUDES FULL AEGIS	

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

NOTE: AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS FROM THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN. THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING. SEE (R2.RS) FOR SPECIAL RULES REGARDING CARGO STORAGE ON THIS SHIP. SEE (D4.12) FOR ARMOR RULES.

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES
10	
20	
30	
40	

BOARDING PARTIES

6

DECK CREWS

2

PROBES

5

TRANSPORTER BOMBS

D	D	D	D
---	---	---	---

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-	9-	16-	26-	51-
ROLL 0	1	2	3	4	5
1	9	8	7	6	5
2	8	7	6	5	4
3	7	5	4	4	3
4	6	4	4	4	3
5	5	4	4	3	3
6	4	4	3	2	2

TYPE III DEFENSE PHASER

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

DRONE RACKS

A	B
A	B

TYPE-A DRONE RACKS (ONE RELOAD) UNTIL Y175 REFIT; THEN TYPE-B (TWO RELOADS).

G	G
G	G

G-RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDS.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

5

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

6

SPEED

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Standard

1	2	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Fract.

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

ROMULAN SUPERHAWK-K COMMAND CRUISER

CREW UNITS	
10	10
20	20
30	30
40	40

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES	
10	10

DECK CREWS	
8	8

TWO BAYS; TRANSFERS POSSIBLE.	

TRANSPORTER BOMBS	
D	D
D	D
D	D
D	D

PROBES	
5	5

SHIP DATA TABLE	
TYPE	= SUP-K
POINT VALUE	= 197
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.34A
BPV INCLUDES CLOAK	

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9 16-26-51-75
ROLL 0	1 2 3 4 5 8 15 25 50 75
1	9 8 7 6 5 4 3 2 1 0
2	8 7 6 5 4 3 2 1 0 0
3	7 5 4 4 3 1 0 0 0
4	6 4 4 4 3 2 0 0 0
5	5 4 4 3 3 1 0 0 0
6	4 4 3 2 2 0 0 0 0

PLASMA TORPEDO WARHEAD STRENGTH TABLE	
RANGE	0-5 6-10 11-12 13-14 15 16-18 19 20 21-23 24 25
TYPE S	30 22 22 15 15 15 1
TYPE G	20 15 15 10 5 1 0 0 0
TYPE F	20 15 10 5 1 0 0 0 0
TYPE D	10 8 5 2 1 0 0 0 0
BOLT	1-4 1-3 1-2

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

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

HIT & RUN CLOAK	



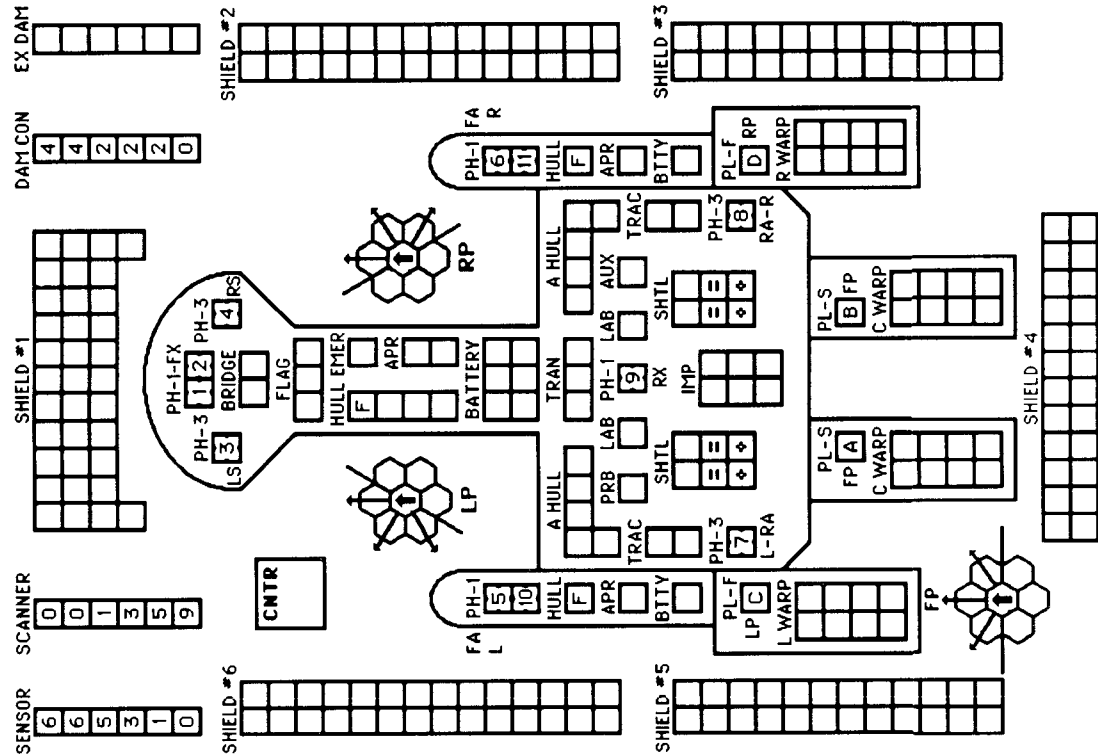
FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR
 FX = L + LF + RF + R
 RX = L + LR + RR + R

PSEUDO-PLASMA TORPEDOES

A	S	B	S	C	F	D	F
---	---	---	---	---	---	---	---

GLADIATOR-SF
 2xPh-3-FA
 DFR = 3
 CRIPPLED = 7
 SPEED = 12

GLADIATOR-II
 1xPh-3-FA
 DFR = 2
 CRIPPLED = 8
 SPEED = 12



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

THOLIAN ESCORT PATROL CORVETTE

CREW UNITS

IDENT	HIT POINTS	NOTES
10		

BOARDING PARTIES

TRANSPORTER BOMBS	PROBES
6	5

DECK CREWS

2

SHIP DATA TABLE	
TYPE	= PCE
POINT VALUE	= 71
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.28
LIMITED AEGIS	

SHIP DATA TABLE	
TYPE	= PCA
POINT VALUE	= 77
REFERENCE	= R7.29
FULL AEGIS	
SNARE REFIT	= +6

TYPE I OFFENSIVE 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	
1	9	8	7	6	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

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

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND A READY RACK TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN. THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

CNTR

SENSOR

6	5	3	1	0
---	---	---	---	---

SCANNER

0	1	3	5	9
---	---	---	---	---

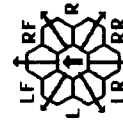
DAMCON

2	2	2	0
---	---	---	---

EXDAM

--	--	--	--

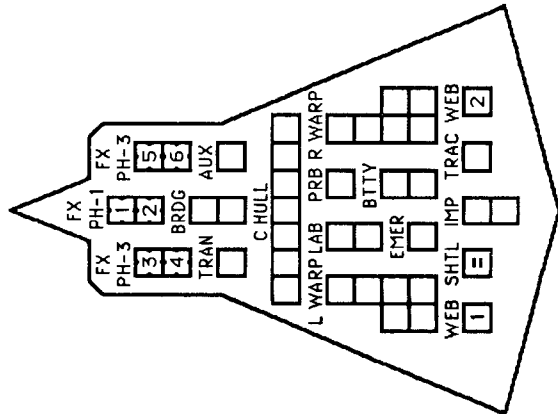
TURN MODE	SPEED
A 1	2-6
HET 2	7-12
BD 3	13-19
4	20-26
5	27+
NIMBLE SHIP	



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

SHIELD #2

SHIELD #3



SHIELD #4

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.
SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST [3] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

C 1	V 1	A 1	E 2	C 2	L 2	D 1	E 1	F 1	F 2	F 3	F 4	F 5	F 6
V 3	H 3	L 3	C 3	V 3	L 3	D 2	E 2	F 7	F 8	F 9	F 10	F 11	F 12

E 1	C 2	E 2	D 3	E 3	A 1	A 2	A 3	A 4	A 5	A 6
C 1	C 2	C 3	E 1	E 2	A 1	A 2	A 3	A 4	A 5	A 6
E 3	M 51	N 9	L 9	A 7	A 8	A 9	A 10	A 11	A 12	
A 3	R 3	S 3								

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

AUXILIARIES ORION SHIPS AND FIGHTERS

Ax 6	Ax 7	C 1	F 1	F 2	F 3	F 4	F 5	F 6
CV 6	CV 7	L 1	R 1	R 2	R 3	R 4	R 5	R 6
L 6	A 6							
Ax 8	Ax 9	C 2	F 7	F 8	F 9	F 10	F 11	F 12
CV 8	CV 9	V 2	R 7	R 8	R 9	R 10	R 11	R 12
L 8	A 8							

GENERIC SHIPS AND FIGHTERS

M 61	M 62	M 63	F 1	F 2	F 3	F 4	F 5	F 6
R 61	R 62	R 63	T 1	T 2	T 3	T 4	T 5	T 6
S 61	S 62	S 63						
M 64	M 65	M 66	F 7	F 8	F 9	F 10	F 11	F 12
R 64	R 65	R 66	T 7	T 8	T 9	T 10	T 11	T 12
S 64	S 65	S 66						

KLINGON SHIPS AND FIGHTERS

E 6	C 5	F 7	Z 1	Z 2	Z 3	Z 4	Z 5	Z 6
A 4	V 8	V 5	V 7	V 1	V 2	V 3	V 4	V 5
E 7	A 6	E 8	Z 4	Z 7	Z 8	Z 9	Z 10	Z 11
A 4	D 5	A 4	A 4	V 4	V 7	V 8	V 9	V 12

W 1	S 8	S 10	G 1	G 2	G 3	G 4	G 5	G 6
H 1	P 8	K 10	I 1	I 2	I 3	I 4	I 5	I 6
W 2	S 4	S 3	G 7	G 8	G 9	G 10	G 11	G 12
H 2	U 4	U 3	I 7	I 8	I 9	I 10	I 11	I 12

S 7	S 8	S 9	G 1	G 2	G 3	G 4	G 5	G 6
K 7	K 8	K 9	F 1	F 2	F 3	F 4	F 5	F 6
E 7	E 8	E 9	F 7	F 8	F 9	F 10	F 11	F 12

THOLIAN SHIPS AND FIGHTERS

B 1	P 3	P 5	F 1	F 2	F 3	F 4	F 5	F 6
W 1	C 3	C 5	T 1	T 2	T 3	T 4	T 5	T 6
B 2	P 4	P 6	F 7	F 8	F 9	F 10	F 11	F 12
W 2	C 4	C 6	T 7	T 8	T 9	T 10	T 11	T 12

C 5	Anchor 1	Anchor 2	F 13	F 14	F 15	F 16	F 17	F 18
V 5	Anchor 1	Anchor 2	R 13	R 14	R 15	R 16	R 17	R 18
A 5								
C 4	Anchor 3	Anchor 4	F 19	F 20	F 21	F 22	F 23	F 24
W 4	Anchor 3	Anchor 4	R 19	R 20	R 21	R 22	R 23	R 24
A 4								

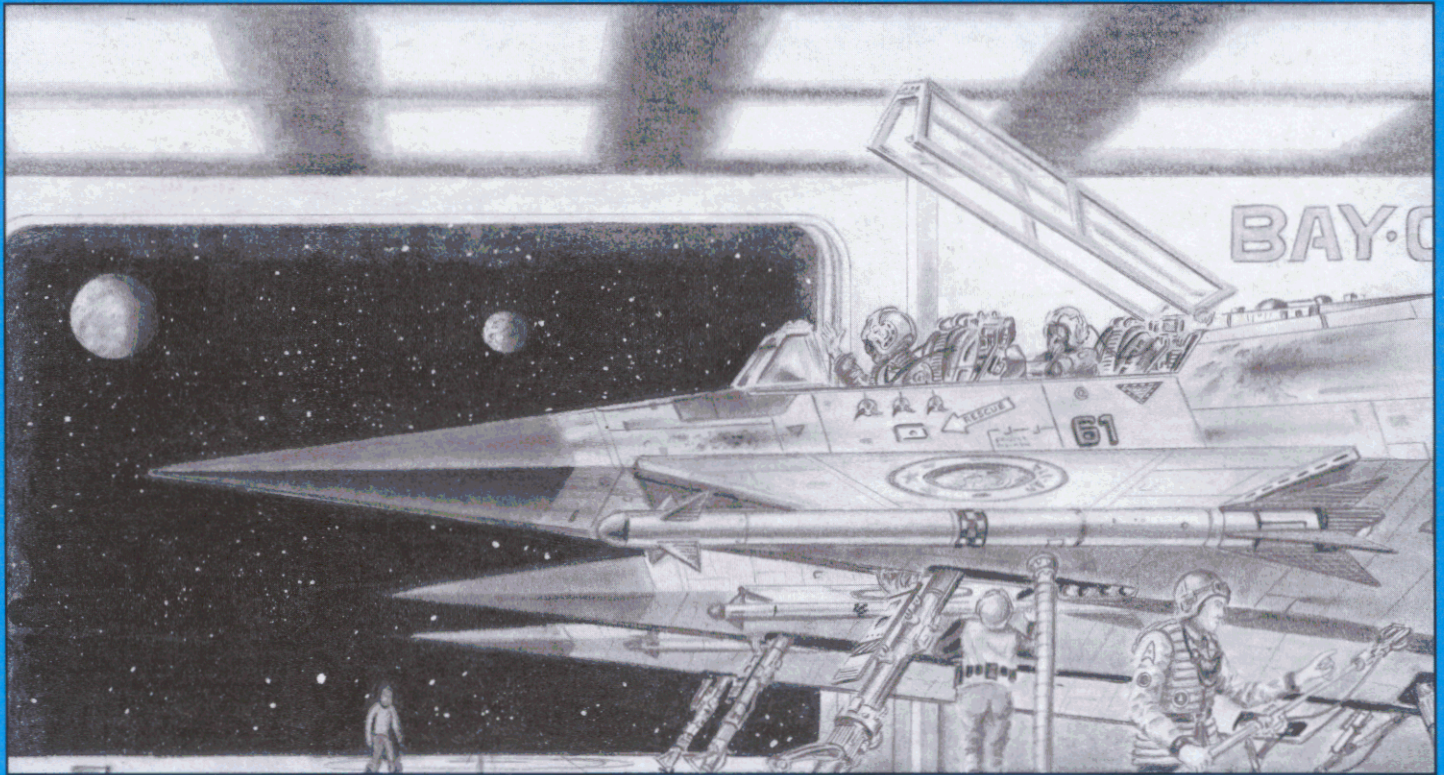
KZINTI GORN SHIPS

C 8	C 2	D 5	G 1	G 2	G 3	G 4	G 5	G 6
V 8	L 2	E 5	I 1	I 2	I 3	I 4	I 5	I 6
T 8	E 2	E 5	I 0	I 1	I 2	I 3	I 4	I 5
C 3	C 1	B 6	G 7	G 8	G 9	G 10	G 11	G 12
V 3	V 1	D 6	I 7	I 8	I 9	I 10	I 11	I 12
A 3	A 1	E 6	I 8	I 8	I 8	I 8	I 8	I 8

ISC SHIPS AND FIGHTERS

C 2		F 1	F 2	F 3	F 4	F 5	F 6
V 2		T 1	T 2	T 3	T 4	T 5	T 6
A 2							
		F 7	F 8	F 9	F 10	F 11	F 12
		T 7	T 8	T 9	T 10	T 11	T 12

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